

Kingdom of Aethelmearc Thrown Weapons Policies



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Policies of the Marshal of Thrown Weapons

Introduction

These rules are designed as a set of thrown weapons “Rules of the Line,” to be used at any and all times that the martial art of thrown weapons is incorporated into any SCA event or activity. Covered in these rules are such items as basic authorization of throwing marshals, weapon classifications, inspections, line procedures, line courtesy, and the layout of a thrown weapons range.

Kingdom Marshal of Thrown Weapons

- A. Shall report to the Kingdom Earl Marshal as defined by Kingdom Law.
- B. Shall promote thrown weapons activities throughout the kingdom.
- C. Shall train and warrant thrown weapons marshals.
- D. Shall establish policy for thrown weapons activities.
- E. Shall enforce thrown weapons policies
 - 1. Kingdom Marshal of Thrown Weapons can suspend any thrown weapons marshal for safety violation(s) for 30 days pending review of the Kingdom Earl Marshal.
 - 2. The Kingdom Marshal of Thrown Weapons reserves the right to deny any warranted thrown weapons marshal's addition to the roster with documented valid reasons and after consultation with the Kingdom Earl Marshal.

Regional Deputy Marshals of Thrown Weapons

- A. Shall report to the Kingdom Marshal of Thrown Weapons.
 - 1. Report consists of marshals' reports from marshals within the deputy's region, as well as the deputy's personal report. A regional summary letter will be included with this report, so that by looking at the first sheet, an overview of the region's activities can be seen.
 - 2. Regional reports are due to the kingdom TW Marshal no later than the following dates: February 15th, May 15th, August 15th, and November 15th of each year.
- B. Shall promote thrown weapons activities throughout the deputy's region.
- C. Shall train and warrant thrown weapons marshals.
- D. Shall enforce thrown weapons policies.
 - 1. Any violation(s) of merit should be reported to the Kingdom Marshal of Thrown Weapons.

Thrown Weapons Marshals at Large

- A. Thrown Weapons Marshals at Large will be selected from experienced and responsible thrown weapons marshals by the Kingdom Marshal of Thrown Weapons and by recommendation from Kingdom Regional Thrown Weapons Marshals.
- B. Shall train new thrown weapons marshals.
- C. Shall submit applicants to Kingdom or Regional Thrown Weapons Marshal for final authorization.

Warranting Procedure

- A. The Kingdom TW Marshal or Regional Thrown Weapons Marshal must test the applicant to ascertain that the applicant has a copy of the Aethelmearc thrown weapons policies and a working and applied knowledge of those policies.
- B. On completion of the Thrown Weapons Marshal testing, all current paperwork for authorization has to be completed and sent to the Kingdom Marshal of Thrown Weapons for processing.
- C. The Kingdom Marshal of Thrown Weapons, based upon an assessment of the applicant's book knowledge, as well as their applied knowledge will:
 - 1. Add the applicant to the roster and send related paperwork to the Kingdom Minister of the Lists.
 - 2. If the Kingdom Earl Marshal determines the applicant unacceptable, the applicant must be informed of the reason(s) for refusal and can re-apply after 60 days.
 - 3. In the event that only part of the training is complete, the applicant will be considered a Marshal in Training until such time as the training program is finished.

Requirements for Thrown Weapons Marshals

- A. All warranted Thrown Weapons Marshals are expected to exhibit a reasonable level of activity.
- B. All Thrown Weapons Marshals must be of legal age in their state of residence.
- C. All Thrown Weapons Marshals must be paid members of the SCA.
- D. All Thrown Weapons Marshals must have been added to the roster of Thrown Weapons Marshals kept by the Kingdom TW Marshal responsible for thrown weapons activities.
- E. All Thrown Weapons Marshals must successfully complete the warranting procedure.

Responsibilities of Thrown-Weapons Marshals:

- A. The kingdom Thrown-Weapons Marshal shall ensure that the kingdom thrown weapons rules include, at a minimum, basic range safety standards, equipment standards, warranting and reporting procedures for thrown Weapons Marshal's and injury reporting procedures.
- B. No thrown-weapons activities are to take place at any events or other activities unless a warranted thrown-weapons marshal is present.
- C. In the event of any disagreement, the Marshal in Charge (MIC) shall have complete say and control in resolving the dispute.
- D. The commands of the Marshal in Charge are to be followed explicitly by all throwers while on the thrown weapons range. Failure to follow the Marshal in Charge's instructions may result in removal from the range.
- E. The Marshal in Charge may request the assistance of other Marshals in running the line and inspecting equipment. However, the responsibility for safely setting up and running the range remains with the Marshal in Charge.
- F. The Marshal in Charge or the assisting Marshals have the authority to see that all thrown weapons are inspected for damage and compliance with the rules of the line.
 - 1. Equipment that does not meet the standards laid out in these rules shall not be used.
 - 2. Equipment deemed dangerous by the Marshal in Charge shall not be used.
- G. While on duty, all Thrown-Weapons Marshals are responsible for the enforcement of the rules and safety standards for thrown-weapons activities or events.
- H. As part of their duties, Thrown-Weapons Marshals are responsible for taking all reasonable steps for ensuring that all throwers are familiar with and comply with the SCA and Kingdom of Aethelmearc Thrown-Weapons Rules.

I. All thrown weapons marshals must submit a report to their area regional deputy marshal by February 10th, May 10th, August 10th and November 10th of each year, containing: SCAdian and mundane names, address, phone number, E-mail address, local group name, membership number and expiration date, and a brief description of past reporting period and upcoming activities and events.

NOTE: Failure to fulfill the requirements and responsibilities listed above may result in removal from the roster of warranted Thrown Weapons Marshals.

J. The Marshal in Charge at an event shall report, to the Kingdom Thrown-Weapons Marshal and any others required by kingdom law and policy, all injuries requiring professional medical treatment as a result of activity on or about the range.

K. The Kingdom Thrown-Weapons Marshal shall report to the Society Archery Marshal any injuries related to thrown-weapons activities which required professional medical treatment as well as any potentially dangerous circumstances or incidents involving thrown weapons activities in the kingdom and their outcome.

Equipment Standards

A. General Standards

1. Each thrower has the final responsibility for the proper care and safe use of their weapons, and for knowing and following their kingdom's thrown-weapon rules.
 - a. A thrower shall not knowingly use unsafe equipment.
 - b. If a thrower is unsure of the safety of their equipment they shall request the assistance of a Thrown-Weapons Marshal in inspecting their equipment.
 - c. The Thrown-Weapons Marshal assisting in the inspection shall make a reasonable attempt to locate any unsafe conditions or violations of kingdom rules and inform the thrower of what is found and how to correct it.
 - d. The inspection by the Thrown-Weapons Marshal may not find all equipment faults and is conducted as a service to all the throwers on the line. It does not remove the throwers' primary responsibility for the safe condition of their own equipment.
 - e. Any equipment observed by a Thrown-Weapons Marshal to be unsafe shall not be used until it is made safe and reinspected by a Thrown-Weapons Marshal.

B. Equipment and safety standards vary greatly depending upon the type of thrown weapon and the techniques that are used to throw the weapon. All inspections and decisions should be made with the following considerations:

1. How will the user be throwing the weapon? E.g., for knives, will it be thrown by the handle or the blade?
2. Is the weapon designed to be thrown?
3. Is the weapon sturdy enough to be thrown?
4. How sharp is the blade?
5. How balanced is the weapon? If the weapon is so unbalanced that it would be awkward to swing, the thrower should demonstrate that it can be thrown safely.
6. Is the weapon either excessively light or heavy in weight?
7. Is the weapon either excessively short or long?
8. Is the handle taped? If a weapons handle has been taped or reinforced, it must have been done for a reason. Ask the owner about it. Give it extra attention; make sure that it is structurally sound and safe. Duct tape is not an acceptable fix for a handle with a major crack. If it cannot be inspected due to coverings, fail it.

C. Knives

1. Throwing knives should be of a size and weight which allows them to be thrown safely and easily.
2. The handle of the knife should be firmly attached.
3. The throwing surface should be free of burrs or protrusions that can cut or injure an unprotected hand upon release.

D. Axes

1. Axes should be of a size and weight, which allows them to be thrown safely and easily.
2. The handles of all axes should be firmly attached.
3. Some axes are designed to allow the head to slide up a tapered handle and pressure-fit on. The heads will come off if they are pushed toward the butt of the handle. When the axe is used, the head is forced into place and seats tightly. The inspecting marshal should ensure that the head does indeed seat tightly and will not slip over the taper.
4. The haft cannot have any major cracks.
5. The haft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.

E. Spears:

1. Spears may not be excessively long or heavy.
2. Spear heads must be firmly attached to the shaft of the spear.
3. The shaft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.
4. The shaft must be sound and without major cracks.

F. Atl-Atls

1. Spears used must be designed for use in the atl-atl.
2. The haft must be sound and without cracks.
3. Break away heads are not permitted at any time.
4. The spear holder and any other attached components must be firmly attached to the atl-atl.

G. Specialized Throwing Weapons:

1. Specialized throwing weapons are any weapons that have been designed with more than one impact surface to increase the chances of the weapon sticking in the target. Because they come in a variety of shapes and sizes, they must be judged on an individual basis.

Range Set-Up

- A. Safety is always first.
- B. Range will be identifiable at all times with bright-colored rope, tape, etc.; will be used to mark off the range and the safety area.
- C. Throwing range will be marked with a 10ft line and a 20ft line and corresponding lines of 30ft and 40ft if needed.
- D. If possible, make the entrance to the thrown range to the side of the range, not the back.
- E. The throwing line is the closest position from which a throw can be made.
- F. Hard targets for knives and axes should be at least 10 feet away from the throwing line (down-range). A hard target is any target made of materials that provide a solid resistance. This includes, but is not limited to, logs, plywood, etc.
- G. Soft targets for spears should be at least 10 feet away from the throwing line. A soft target is any target made of materials that do not provide solid resistance. This includes, but is not limited to, hay bales, Styrofoam, etc.

- H. The “safe zone” starts 6 ft. from the thrower on each end and continues down-range at a 45-degree angle away from the targets. The safe zone behind the targets should extend for a minimum 60ft and 75 ft would be optimum beyond the last target.
- I. There must be a buffer zone of at least 10 ft. behind the thrower who is farthest from the throwing line.

Range Procedures

- A. The Thrown Weapons Marshal will call out “Throwers to the line”.
- B. The Thrown Weapons Marshal will look to see that the range is safe down range.
- C. The Thrown Weapons Marshal will look to see that nobody is directly behind the throwers, in the path of the swing, or in the arch traversed by the swing.
- D. The Thrown Weapons Marshal will call out “Clear down range, clear behind range!” and wait momentarily for any responses.
- E. If all is clear, then the order “Throw when ready!” or the equivalent will be given.
- F. When done, the throwers are to put down any weapons in hand and wait until the order to retrieve is given.
- G. When all throwers are finished, the Marshal will call “Weapons down!” or the equivalent and wait for compliance.
- H. When all weapons are down, then the Marshal will give the command, “Retrieve weapons!” or the equivalent.
- I. When more than one weapon is being thrown at the same target, and any weapon strikes another in any fashion, all weapons involved must be re-inspected prior to being thrown again.
- J. All throwers on the line must throw from approximately the same distance. If individuals wish to throw from different distances, use the following guidelines:
 - 1. Have everyone on the line move to the farthest distance.
 - 2. When the range is called, allow the gentle(s) who wish to throw at that distance throw at leisure.
 - 3. When done, have all of the people on the line move forward to the next position.
 - 4. Have the throwers throw their next volley.
 - 5. Continue this pattern until everyone is done.
- K. If the throwing range is set up so that it is part of an archery range, then the TMC must coordinate retrieval activities with the marshals tending the archery range.

Rules of the Line

- A. No open toe footwear will be allowed on the range.
- B. Do not stand or walk behind throwers on the line.
- C. No side-arm throwing of weapons.
- D. Just before each throw, look behind to ensure that it is clear.
- E. Do not throw at a target containing other gentles’ weapons without their expressed permission.
- F. Ask the TM for permission before “filling in” the line.
- G. Be aware of sharp points and edges of weapons.
- H. Throw only at designated targets.
- I. Do not throw until commanded to do so.
- J. Do not retrieve until commanded to do so.
- K. If “Hold!” is called put down your weapon(s) and remain in position.
- L. Once you have completed your throws, stay in position or a short step backwards until further directions are given.
- M. Do not throw any weapons that have not been inspected.

- N. Remove only your own weapons from the target, unless prior permission is given by the marshal in charge.
- O. Remove weapons by “worrying” them out. Do not yank them out.
- P. Do not swing weapons aimlessly or in a careless manner. Always be aware of what may be in the path of your weapon when it is swung.
- Q. Do not handle other people’s weapons without their expressed permission.
- R. Keep alert. Weapons can and will bounce back from your target or others targets if miss-thrown.
- S. At all times a thrower will have control of their throwing weapons on the range.
- T. No one who has been drinking alcoholic beverages is permitted on the range.

The Thrown Weapons Ranking System

- A. The ranking system is designed to provide throwers and casters of the Kingdom with a method of comparing levels of skill. It is administered solely by the Thrown Weapons Commander and staff. The rankings are not to be considered titles and carry no rank in the Order of Precedence.
- B. Rankings shall be determined by averaging the three highest Royal Round scores thrown and submitted to the Thrown Weapons Scorekeeper within the last twelve months.
 - 1. Scores that are older than twelve months from the date thrown will be dropped from the records and will not be used in calculating an thrower’s average.
 - 2. Throwers that have submitted less than three scores to the Thrown Weapons Scorekeeper will not appear in the list of published Royal Round averages except to indicate that that thrower needs one or two more score to complete an average.
- C. The rankings and their required averages are listed below
 - 1. Any thrower who has submitted three Royal Round scores has attained the rank of Thrower.
 - 2. Those with an average of 30 or greater, yet less than 59, shall be adjudged a Verfur.
 - 3. Those with an average of 60 or greater, yet less than 80, shall be adjudged a Caster.
 - 4. Those with an average of 80 or greater, yet less than 100, shall be adjudged a Huntsman.
 - 5. Those with an average of 100 or greater shall be adjudged a “Marksman.”
- D. Each Thrower is entitled to wear a badge that signifies his/her rank as described below. With the exception of Marksman, who are allowed to keep their ranking permanently, all throwers are allowed to wear only the badge that signifies their current rank.
- E. Junior Thrown Weapons Ranking System
 - 1. At this time, there is no specific ranking system for children. Any thrower who has attained any rank is entitled to wear the badge of that rank regardless of the thrower’s age.
- F. Presentation of Badges
 - 1. Thrower, Verfur and Caster badges may be presented by the Company Captain, Lieutenant Regional Commander, the Thrown Weapons Commander or a member of the local Nobility.
 - a. The local Company Captain is encouraged to add some form of ceremony to the presentation.
 - 2. Huntsman and Marksman badges are of sufficient note that the Crown of Aethelmearc reserves the right to present them at Royal Court.

3. The presentation of Huntsman and Marksman badges must be arranged with the Thrown Weapons Commander as follows.

- a. A warranted Thrown Weapons Marshal must provide a letter to the Thrown Weapons Commander.
- b. The letter will include the thrower's full SCA name and group, the rank achieved and the next two Royal Progress events that the thrower will be attending.
- c. If possible, the name of the recording marshal(s), the scores and the place and date of each score should be submitted,
- d. No ranking will be recognized until the Thrown Weapons Scorekeeper has received and accepted the necessary scores. This will be confirmed by the Thrown Weapons Commander.

Thrown Weapon Badges of the Kingdom of Æthelmearc

Badge	Sable, two axes in saltire argent	Azure, two axes in saltire argent	Purpure, two axes in saltire argent	Gules, two axes in saltire argent	Gules, two axes in saltire or argent
Name	Thrower	Verfur	Caster	Huntsman	Marksman
Average of the top three scores:	0-29 (no minimum TWRR average)	30-59	60-79	80-99	100-120