



The Society for Creative
Anachronism Inc.



Thrown Weapons Marshal's Handbook

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1 Thrown Weapons Marshals

1.1 Requirements

1. All Thrown-Weapons Marshals shall be knowledgeable about thrown weapons, range safety, and SCA and Kingdom thrown weapon rules.
2. All Thrown-Weapons Marshals are officers of the SCA and shall maintain membership as required by the SCA Bylaws, and shall be warranted by their Kingdom as required by Corpora.

1.2 Responsibilities

1. 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 Marshals and injury reporting procedures.
2. No thrown-weapons activities are to take place at an event unless a warranted Thrown-Weapons Marshal is present.
3. In the event of any disagreement, the Marshal-in-Charge shall have complete say and control in resolving the dispute, subject to appeal to the Kingdom Earl Marshal or the Crown. Appeals may be made via the appropriate procedures as specified in Kingdom and SCA law and policy.
4. 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.
5. 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.
6. 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.
 - (a) Equipment that does not meet the standards laid out in these rules shall not be used.
 - (b) Equipment deemed dangerous by the Marshal-in-Charge shall not be used.
7. While on duty, all Thrown-Weapons Marshals are responsible for the enforcement of the rules and safety standards for thrown-weapons activities or events.

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8. 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 Thrown-Weapons Rules.
 9. All Kingdom level Thrown-Weapons Marshals are required to report quarterly to the SCA Archery Marshal. This is in addition to any reports to their superior required by Kingdom law.
 - 1st Quarter - March 10th
 - 2nd Quarter - June 10th
 - 3rd Quarter - September 10th
 - 4th Quarter - December 10th
 10. 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.
 11. The Kingdom Thrown-Weapons Marshal shall report to the Society Archery Marshal any injuries related to thrown-weapons activities that required professional medical treatment as well as any potentially dangerous circumstances or incidents involving thrown-weapons activities in the Kingdom and their outcome.

2 Equipment Standards

2.1 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.
2. A thrower shall not knowingly use unsafe equipment.
3. 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.
4. 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.
5. 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.
6. Any equipment observed by a Thrown-Weapons Marshal to be unsafe shall not be used until it is made safe and re-inspected by a Thrown-Weapons Marshal.
7. 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:
 - (a) How will the user be throwing the weapon? For example, will a knife be thrown by the handle or the blade?
 - (b) Is the weapon designed to be thrown?
 - (c) Is the weapon sturdy enough to be thrown?
 - (d) How sharp is the blade?
 - (e) 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.
 - (f) Is the weapon either excessively light or heavy in weight?
 - (g) Is the weapon either excessively short or long?
 - (h) 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, it should be failed.

2.2 Knives

1. Throwing knives should be of a size and weight that 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.

2.3 Axes

1. Axes should be of a size and weight that 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.

2.4 Spears

1. Spears may not be excessively long or heavy.
2. Spearheads 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.

2.5 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.

3 Range Safety

3.1 Range Set-Up

1. The range will be identifiable at all times. Rope, tape, poles, etc., may be used to mark off the range and the safety area.
2. The Marshal-in-Charge should be easily identified.
3. The throwing line is the closest position from which a throw can be made.
4. 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 provides a solid resistance. This includes, but is not limited to, logs, plywood, etc.
5. Hard targets for spears should be at least 20 feet away from the throwing line.
6. 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.
7. A safe zone shall be established that takes into consideration the weapons being used and the range conditions. The safe zone includes the area behind and to the sides of the targets as well as behind the throwing line.

3.2 Range Procedures and Commands

1. The Thrown-Weapons Marshal will call the throwers to the line.
2. The Thrown-Weapons Marshal will look to see that all is clear down-range.
3. The Thrown-Weapons Marshal will look to see that nobody is directly behind the throwers, in the path of the swing, or in the arc traversed by the swing.
4. The Thrown-Weapons Marshal will call out "range clear" or the equivalent, and wait momentarily for any responses.
5. If all is clear, then the order "throw when ready" or the equivalent will be given.
6. When finished, the throwers are to put down any weapons in hand, step back from the line and wait until the order to retrieve is given.
7. When all throwers are finished, the Thrown-Weapons Marshal will call "weapons down" or the equivalent and wait for compliance.
8. When all weapons are down, then the Thrown-Weapons Marshal will give the command, "retrieve weapons" or the equivalent.

3.3 Rules of the Line

1. Side-arm throwing of weapons requires an adequate safe zone and the Marshal-in-Charge's permission.
2. Throwers must ask the Thrown-Weapons Marshal for permission before filling in on the line.
3. All throwers on the line must throw from approximately the same distance.
4. Throw only at designated targets.
5. Do not throw until commanded to do so.
6. Do not retrieve until commanded to do so.
7. If "hold" is called, the thrower should put down his/her weapon(s) and step back from the line.
8. The thrower should step aside or back once he/she has completed throwing.
9. Do not throw weapons that have not been inspected.
 - (a) Any weapon that strikes or is struck by another weapon should be inspected by the thrower after each round of throwing.
10. Do not stand or walk behind throwers on the line.
11. Just before each throw, look behind to ensure that it is clear.
12. Do not swing weapons aimlessly or in a careless manner. Throwers should always be aware of what may be in the path of his/her weapon when it is swung.
13. Be aware of sharp points and edges of weapons.
14. Stay alert. Weapons can and will bounce back from the target if misthrown.