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Section Version History

4th Edition titled: Kingdom of Artemisia – Missile Weapons Handbook,
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Royal Signatures

This Handbook Section represents the official reference for Thrown Weapons for the Kingdom of Artemisia, SCA, Inc.

Approved this 6th day of June, A.S. L being 2015 Gregorian.
During the Reign of TRM Ronan, Rex Gryphus and Clare, Regina

Ronan Geirsson ta Rautalathti
Rex Gryphus

Clare de Lacy
Regina Artemisia

Thorvald Ulfhethnarár
Earl Marshal

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This handbook, titled:

*Kingdom of Artemisia – Missile Weapons Handbook*

*Section II – Thrown Weapons*

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Edited by

Master Bjorn Hrafnsson – Kingdom of Artemisia Archer General

Kingdom of Artemisia – Missile Weapons Handbook Section II – Thrown Weapons

June 1, 2013
Introduction

Welcome to the Kingdom of Artemisia Missile Weapons Handbook - Section II – Thrown Weapons. In this section, the Thrown Weapons specific standards, rules and regulations will be presented. This handbook lays down the basic rules and guidelines for conducting the sport of Thrown Weapons as used in the SCA-Kingdom of Artemisia, in a safe and enjoyable manner. All Warranted Thrown Weapons Marshals are strongly requested to have the latest copy of this handbook available at all times, during an official practice or event. This handbook is obviously not written in stone, and therefore it is a living document. Always under scrutiny, and always open for suggestion, refinement and change for the better. As Archer General for the Kingdom of Artemisia, I am a central point of organization for the sport of Thrown Weapons that we practice in the Kingdom. I am not all-knowing, just still a work in progress, but I will try my best to answer any question that may arise. If any member of the populace reading this notices typos, or misstated guidelines or other mistakes, please bring them to my attention.

It is the hope of the Archer Generals Office that through the study and practice of the Thrown Weapons discipline that you will find many hours of enjoyment and enhance the dream just that much more for yourself and others.
Thrown Weapons Equipment

Inspections

To recreate a medieval atmosphere on the Thrown Weapons Range, the equipment used must mirror that of those times. Modern methods have no place on the medieval thrown weapons line.

- 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 thrower shall not knowingly use unsafe equipment.
- 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.
- 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.
- 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.
- 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.
- 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:
  o Is the weapon designed to be thrown?
  o Is the weapon sturdy enough to be thrown?
  o How will the user be throwing the weapon? E.g., for knives, will it be thrown by the handle or the blade?
  o How sharp is the blade?
  o How balanced is the weapon? If the weapon is so unbalanced that it is would be awkward to swing, the thrower should demonstrate that it can be thrown safely.
  o Is the weapon either excessively light or heavy in weight?
  o Is the weapon either excessively short or long?
  o 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 to make sure that 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.
Knives

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

Knives may have one or both edges sharpened. It is neither required nor safe to have excessively sharp cutting edges on throwing knives. The knife must be free of cracks in the blade or handle. Taped handles are permissible on knives.

Axes

Axes should be of a size and weight which allows them to be thrown safely and easily. The handles of all axes should be firmly attached. For scoring in a Royal Round, if an axe has more than one impact surface, the thrower must specify which is to be used for scoring. Axes may not have a scoring surface measuring more than five (5) inches when throwing a Royal Round.

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.

The shaft cannot have any major cracks. The shaft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.

Ax handles must be blunt on both ends. The ax head and handle must be free of major cracks. Handles may not be taped as this could hide this type of defect.

Ax heads must not be of a size, weight or configuration that will cause undue damage to the target.

Spears

Spears may not be excessively long or heavy. Spear heads must be firmly attached to the shaft of the spear. The shaft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.

The shaft must be sound and without major cracks. Throwing spears may not exceed 8 feet in length inclusive of any butt caps. Butt caps must not be pointed, which could cause injury to someone approaching the target. Spear points must be of a configuration that will not cause undue damage to the target. Barbs are not allowed. Quillions are allowed.
Specialized Weapons

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.

Non-spiked hammers and maces, which are not specifically designed to stick in a target, are not allowed.

Throwing axes with spikes and spiked hammers belong to this category. As such, the Marshal-in-Charge will determine if they are acceptable to be used on the range.

Weapons must be of a weight and configuration that will not cause undue damage to the target.

Marshaling Equipment

- Warranted Thrown Weapons Marshals are encouraged to have a set of equipment for marshaling use. This includes, but is not limited to:
  - Stakes and ropes for a throwing line(s)
  - Measuring tape for range setup
  - Erics to block off the Thrown Weapons field
  - Targets
  - Report forms
  - Score sheets
  - Clipboards
  - Pencils
  - A copy of this handbook
  - Stopwatch
  - Basic first-aid kit.
Youth in Thrown Weapons

Motivating throwers at a young age is a time proven practice, and a powerful force in encouraging Youth to become more involved in Thrown Weapons. Balanced against this is the concern of safety for minors involved in martial arts. The important points involving Youth and Thrown Weapons are parental supervision and understanding of the activity by both parents and Youth.

Youth age 10 - 15 may participate in Thrown Weapons if:

Their parents or legal guardian are present at the Thrown Weapons range.

There is a signed Minor Waiver and Informed Consent to Participate Form in the possession of the Marshal in Charge of the range.

Minors ages 16 - 17 do not have to have a parent at the Thrown Weapons range provided that:

• If the parent(s) are on site:
  o The parent(s) have signed a Minor’s Waiver and Informed Consent to Participate Form.
  o The parent(s) are available for medical purposes.

• If the parent(s) are not on site:
  o The Minor’s Waiver and Informed Consent to Participate Form must be notarized.
  o A Consent for Emergency Medical Care for a Minor Form must also be notarized.

These required documents must be presented to the Marshal of the Line at each event in which the minor wishes to participate. No exceptions. Copies of the waiver forms are available in Appendix A of the Missile Weapons Handbook.
Range Layout, Safety and Conduct

Range Layout

Safety is always the primary concern when setting up a throwing range. The following rules are provided to define the minimum safety requirements for a range. Whenever possible these requirements should be exceeded.

A safety zone must be defined for all Thrown Weapons ranges. The following dimensions should be used as the standard. Special exceptions can be made for situations where terrain or structures can prevent a poorly thrown weapon from being a danger.

The safety zone starts 6 feet to the outside of the outermost throwing position on the range. If not all of the throwing positions are in a line the farthest back position must be used for measurement.

The safety zone extends down range from the throwing position at a 45-degree angle away from the targets to a line even with the farthest target and continues straight down range until it is at least 15 yards past the farthest target.

The safety zone extends at least 10 feet behind the farthest back throwing position.

It is recommended that the distance between thrown weapons targets be set at eight (8) feet, with a minimum distance of six (6) feet required, to provide a safety zone between throwers while participating in any thrown weapons event.

Other issues that can affect your Thrown Weapons range include tall grass or dense brush that may conceal weapons that have missed the target or general ground clutter that makes walking a hazard. Be sure to consider the weather before beginning a Thrown Weapons event. Excessive wind, lightning, or approaching darkness are all safety issues. Marshals should not hesitate to close an event because of the weather.
RANGE LAYOUT DIAGRAM

THROWING BOX WIDTH
2 Stations = 28 ft
3 Stations = 36 ft
4 Stations = 44 ft
5 Stations = 52 ft
6 Stations = 60 ft

LAYOUT SEQUENCE
1. Lay out throwing box.
2. Lay out 1st spear station
3. Lay out rest of range based on above.
The Line

There are several duties and rules for marshals and throwers at the throwing line. The Marshal of the Line (MoL) is responsible for events that take place on the line, line opening and closing, throws, and weapon retrieval. Always pay heed to the MoL when approaching or while standing at the throwing line.

Throwers must always approach the line in a coherent condition to throw. No thrower or marshal is to be throwing or supervising while under the influence of alcohol or drugs. Before the throw begins, the MoL will give a short safety briefing. The purpose of the briefing is to familiarize and refresh throwers with the rules of the event, the commands they will be hearing, and the actions required in response to the commands. Throwing is done only when the line is “open”. No thrower should be at the line with a weapon in hand when the line is closed except when the MoL is preparing to open the line for throwing. No person, thrower or otherwise, should be on the throwing field when the line is open. Even if a weapon should fall a few steps in front of the throwing line, no person may cross the line to retrieve it until the line is closed. Whenever persons are downrange or anywhere on the throwing field, always place any weapons on the ground and wait for the range to clear.

If a “HOLD!” is called, stop and immediately place any weapons on the ground. Do not attempt to throw any weapons. Do not step away from the line; the trouble may be behind you. Look to the MoL for further instruction.
Line Commands

A typical set of marshaling commands for a Throwing Line are as follows:

"Throwers to the line." Throwers may approach the line.

"Throw when ready!" Throwers may release their weapons when prepared.

"Throwers may fill in." When a thrower is finished throwing a practice round, they should step away from the line so another thrower may approach and use that space.

"The line is open." Throwers may commence throwing.

"The line is closed. You may retrieve." Throwers stop throwing, and cross onto the throwing field to retrieve their weapons.
Throwing Range Rules & Etiquette

Etiquette on the throwing range should always be guided by the principles of honor and courtesy. This is a game we play for fun and should be treated as such.

The following Rules & Etiquette should be observed while at the range:

- Always remember that you are throwing live steel weapons that can cause great harm.
- Keep alert. Weapons can and will bounce back from the target occasionally.
- Do not stand or walk behind throwers on the line.
- Side-armed throwing of weapons is not allowed.
- Just before EACH throw, look behind you to ensure that it is clear. Do not throw when someone is down range.
- Ask the Marshal for permission before "filling in" on the line.
- Throw only at designated targets.
- Do not throw until commanded to do so.
- Do not retrieve until commanded to do so.
- If "HOLD!" is called put down your weapon(s) and stop in place until you know the reason for the hold and wait for instructions from the Marshal.
- Do not throw weapons that have not been inspected and approved.
- Remove only your weapon from the target unless you have permission to remove someone else’s.
- Remove weapons by "worrying" them out. DO NOT YANK THEM OUT.
- Do not handle other people’s weapons without their permission.
- Do not participate in Thrown Weapons activities while under the influence of drugs or alcohol.
Targets & Scoring

Knife and Axe Targets (Hard Targets)

Knife and axe targets are typically a wooden round approximately 16” to 18” inches in diameter by 8” to 10” thick. Other wooden blanks can be used as long as the end grain is used for the target face.

For a knife or ax throw to count the sharpened edge or point of the weapon must be embedded in or cut across the scoring circles of the target as defined below.

Knife and axe targets shall be marked with three concentric circles. The outermost circle shall be 14 inches in diameter and counts 1 point. The middle circle shall be 8 inches in diameter and counts 3 points. The innermost circle shall be 3 inches in diameter and counts 5 points.

The face of the target shall be 10 feet from the throwing line if it is going to be considered for score.

The center of the targets should be between 40” and 60” from the ground.

Spear Targets (Soft Targets)

Spear Throwing targets are usually hay or straw. Typically, the target is constructed of a single upright bale supported at the rear by two other bales lying on their side. The paper target is affixed to the upper half of the upright bale facing the throwing line.

The target will consist of a rectangular sheet of paper 8.5 inches by 11 inches (typing paper) with a 3-inch blackened circle in the center of the sheet. Spears must stick in the front of the bale without having the handle touch the ground to score any points. A spear only sticking in the bale will count for one point. A spear cutting the 8.5 x 11-inch rectangle counts as three points. A spear cutting the 3-inch circle counts as five points. A spear touching the 8.5 x 11-inch rectangle, but not cutting it, counts as two points.

The face of the target shall be 20 feet from the throwing line if it is going to be considered for score.
Ranking and Recognition

Royal Round – Thrown Weapons

Throwers who show skill on the throwing range are recognized with a rank. This ranking is based on the average of three (3) Standard Throws (Royal Round – Thrown Weapons), thrown within a one year time period. Once a person achieves a ranking, it is a lifetime recognition that cannot be changed unless the thrower increases their ranking. If a gentle achieves a ranking within another Kingdom, they maintain this ranking from another Kingdom, but must earn an Artemisian rank separately.

Throwing for scores may occur if you have the following:

A Throwing Range which meets Kingdom of Artemisia Safety Guidelines.

A Warranted Thrown Weapons Marshal and one witness present for scores to be official (two people minimum). The witness needs to be an SCA Member in good standing and be able to discuss the Thrown Weapons Scoring System if asked by the Archer General or a Deputy at some point in the future.

An official practice or event.

Royal Round score sheets indicating the date, event, Marshal, and scores for the thrower(s) seeking ranking should be submitted to the MiC. Once the MiC has recorded the scores they should be passed on to the appropriate Missile Weapons Captain and in turn to the Archer General.

The following rules on scoring are used for the Kingdom wide competition and ranking which is known at the Royal Round – Thrown Weapons. Other scoring systems may be used for other events.

The scores for 15 knife throws, 15 axe throws and 15 spear throws shall be combined for a total of 45 throws.

If the throwers foot touches the throwing line during the throw or follow through, the score for that throw shall be zero.

If a spear is held in place only by the strings on the straw bale, the score for that throw shall be zero.

If the spear head moves the paper target upon entry into the straw bale, the score for that throw shall be two.

The target should be constructed of materials suitable for the cause.

Contestants shall be allowed to use their own weapons, subject to meeting the safety guidelines. Once a Royal Round is started it must be completed before another Royal Round may be started.
Royal Round Rankings

Rankings and what they encompass for a Thrower are important to the Thrower as an individual. They are the way that each Thrower can rate themselves against their previous scores and assess their improvement over time. A Thrower cannot throw more than two Royal Rounds in a day to count toward their ranking. Throwers who achieve a ranking of Master Thrower or higher may have their ranking presented to them in Kingdom Court.

The rankings are:

**Novice Thrower:** A Thrower is a gentle who understands the basics of Thrown Weapons, knows the rules of the line, and is familiar with different competitions. A Thrower must have 3 Standard Throws with an average of 30 – 59 points.

**Apprentice Thrower:** An Apprentice Thrower is able to take the skills of a Thrower to the next higher level. An Apprentice Thrower must have 3 Standard Throws with an average of 60 – 89 points.

**Journeyman Thrower:** A Journeyman Thrower exhibits all of the qualities of an Apprentice Thrower and is encouraged to become a Warranted Thrown Weapons Marshal. A Journeyman Thrower must have 3 Standard Throws with an average of 90 – 119 points.

**Master Thrower:** A Master Thrower is the same as a Journeyman Thrower with 3 Standard Throws averaging 120 – 149 points.

**Grand Master Thrower:** A Grand Master Thrower is the same as a Master Thrower with 3 Standard Throws averaging greater than 150+ points.

Royal Round Rankings – Youth

Youth aged 10 through 15 may qualify for recognition and rankings according to the following standards. Tassels earned by a youth shall be identified by including a purple thread in the wrapping along with the orange thread.

The rankings are:

**Youth Thrower:** A Thrower is a gentle who understands the basics of Thrown Weapons, knows the rules of the line. A Youth Thrower must have 3 Standard Throws with an average of 20 - 39 points.

**Youth Apprentice Thrower:** A Youth Apprentice Thrower is able to take the skills of a Thrower to the next higher level. A Youth Apprentice Thrower must have 3 Standard Throws with an average of 40 - 59 points.

**Youth Journeyman Thrower:** A Youth Journeyman Thrower exhibits all of the qualities of an Youth Apprentice Thrower and must have 3 Standard Throws with an average of 60 - 79 points.

**Youth Master Thrower:** A Youth Master Thrower is the same as a Youth Journeyman Thrower with 3 Standard Throws averaging 80 - 99 points.

**Youth Grand Master Thrower:** A Youth Grand Master Thrower is the same as a Youth Master Thrower with 3 Standard Throws averaging greater than 100+ points.
**Ranking Identification**

The identifying item for a ranked thrower is a colored tassel encompassed by an orange strand. Tassel Colors are as follows:

- White for the Thrower
- Black for the Apprentice Thrower
- Blue for the Journeyman Thrower
- Red for the Master Thrower
- Gold for the Grand Master Thrower

Youth between the ages of 10 to 15 may use a purple thread encompassing the tassel in addition to the color above.
Kingdom of Artemisia
Thrown Weapons
Warranted Marshal Application
TW-WMA Version 1.1
Please complete using a contrasting color of ink

SCA Name: .................................................................
Mundane Name: ...............................................................
SCA Number \ Exp. Date: .........................................................
Mailing Address: .................................................................
Phone Number: .................................................................
E-mail address: .................................................................
Local Group: .................................................................

Is this a Renewal? (Please Circle One) ................. Yes \ No
Adding an Activity to an existing Warrant? Type?: Yes \ No
Warrant # \ Exp Date (Renewal or Existing Only): ..............................
Years experience with Thrown Weapons: ......................
How often have you participated in Thrown Weapons in the past year?
Missile Weapons Officer? (Please Circle One) Yes \ No
If yes, which Office? .................................................................
Thrown Weapons you use: (Circle all that apply): Knife Axe Spear Javelin Other: ____________
Level of skill (Please Circle one):  
- Thrower  
- Skilled Thrower  
- Journeyman Thrower  
- Throwing Master  
- Grand Throwing Master

Thrown Weapons related awards? .................................
Number of years in each discipline? .................................
#1 Practice \ Event as a Marshal in Training: ........................
#2 Practice \ Event as a Marshal in Training: ........................
#3 Practice \ Event as a Marshal in Training: ........................
Warranted TW Marshal’s Name: .................................................................
Warranted TW Marshal’s Warrant Number: .................................
Warranted TW Marshal’s Signature: .................................................................
Warrant Effective Date (Today’s Date): ..............................

Signature (Mundane) \ Date: .................................................................

By signing this application, I am certifying my understanding of the responsibilities of a Warranted Thrown Weapons Marshal of Artemisia, and pledge to uphold these standards as a representative of the Society for Creative Anachronism, Inc.

Archer General’s Use Only
Date Application Received: ..............................
Date Marshal’s Card Sent \ Delivered: ..............................