

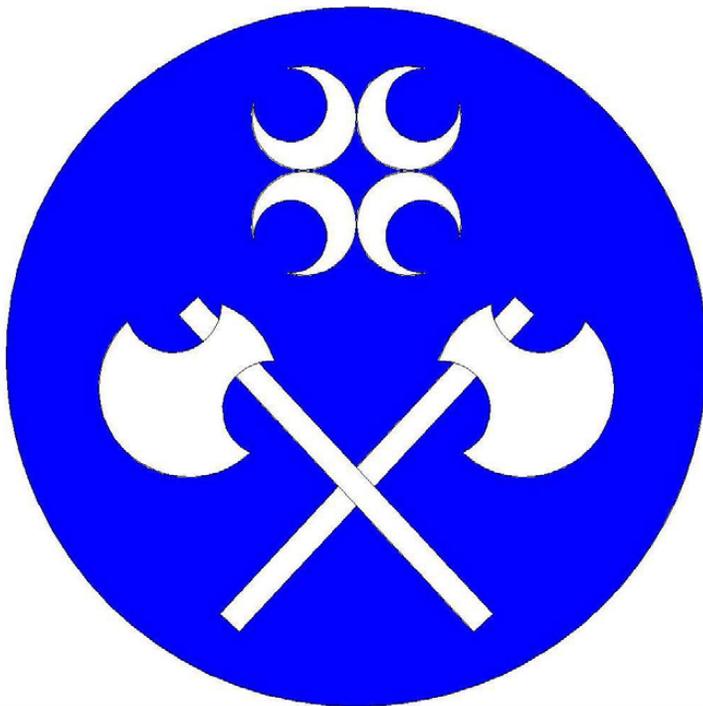
Society for Creative Anachronism

# Kingdom of Caid

# Thrown Weapons

# Handbook 2.0

Edited March 21, 2013



---

This version of the Caid Thrown Weapons handbook seeks to return our rules closer to the society versions. In the main sections (non-appendices), all the text in **black** are the direct rules from the society handbook, and all the text in **blue** are the Caid additions to the society rules. The coloration is to show you where the different rules come from – however all the text in this document must be followed. All the Appendices are Caid additions only, although they are in

black for ease of printing.

In Caid, Thrown Weapon activities refer to the use of actual axes, knives, spears and other approved implements against targets. Activities that have weapons thrown from horseback fall under the jurisdiction of the Equestrian rules. Simulated weapons used on the battlefield in SCA-style armored combat are covered by the Kingdom of Caid Armored Combat Handbook.

*EDWARD III*

Edward the Sinister  
King of Caid

*MORA III*

Mora de Buchanan  
Queen of Caid

*Arabella*

Mistress Arabella da Siena  
Earl Marshal of Caid

*Chalice*

Lady Chalice de Kyreland  
Deputy Earl Marshal for Thrown Weapons

11/5/11

Copyright © 2011 by The Kingdom of Caid, All Rights Reserved

This is a recognized document for the Kingdom of Caid of the Society for Creative Anachronism, Inc. The maintainer of this document is the Kingdom Deputy Earl Marshal for Thrown Weapons. It is not a corporate publication of the Society for Creative Anachronism, Inc., and does not delineate SCA policies.

Copies of this Caid document can be retrieved from <http://marshal.sca-caid.org/>

Copies of the original SCA document can be retrieved from <http://sca.org/officers/marshal/>

## Table of Contents

### I. Participation and

**Authorizations ..... 2**

**A. C. D.**

**II.**

**A. B. C. D. E. F. G.**

**III. IV.**

**A. B. C. D.**

**General 2 Who Can Participate 2 Waivers and Authorizations 2**

**Equipment Standards.....**  
.... 3

**General Standards 3 Knives 3 Axes 3 Spears 4 Specialized Throwing Weapons 4**

**Experimental Weapons 4 Prohibited Weapons 4 Kingdom Ranking.....**  
..... 5

**Range Safety:.....**  
..... 6

**Range Setup 6 Range Procedures and Commands 7 Rules of the Line 7 Caid Rules of the Line and Procedures: 8**

**V.**

**VI.**

Appendix A: Thrown Weapons Range Marshal Authorization Test..... 13 Appendix B: Thrown Weapons

Range Marshal In Training Checklist ..... 15

Appendix C: Types of Competitions.....  
16 Appendix D: Typical Range

Setup ..... 17

Appendix E: Academy of Throwers..... 18

Appendix F:  
Glossary .....  
..... 19

<b>Officers.....</b>	<b>.....</b>
<b>..... 9 Marshals and TW</b>	
<b>Autocrats .....</b>	<b>..... 10</b>

Caid Thrown Weapons Handbook Version 2.0 1 April 2011

## **I. Participation and Authorizations**

### **A. General**

1. All participants and spectators are reminded that missile weapons have the potential to be dangerous. As a result, all participants and spectators must follow the Rules of the Line while around the designated throwing area. Inappropriate behavior on the part of any participant or spectator will result in the Thrown Weapons Range Marshal in Charge removing that person from the throwing area.
2. All participants should be in suitable physical and mental condition: They must not be intoxicated by any substance, legal or otherwise, nor impaired by medication, nor excessively tired.
3. There shall be no smoking on the field.
4. Participants should wear clothing that does not interfere with safe throwing. All participants must wear closed-toed shoes.
5. Queens Champion competitors must be paid members of the SCA to win Queen's Champion.

### **C. Who Can Participate**

1. All persons 18 years or older may participate in all Caid thrown weapons events.
2. Persons 14 through 17 years of age may participate in thrown weapons with a properly executed minor's waiver and their parent (or legal guardian) checks them in with the Thrown Weapons Range Marshal in charge at the Thrown Weapons Range.
3. There is no minimum age for participants, but the following conditions must be met:
  - a. The Senior Thrown Weapons Range Marshal shall determine whether the participant has sufficient strength and coordination so as not to be a danger to themselves or others.
  - b. The Senior Range Marshal must determine that the participant can follow the rules of the line.
  - c. The parent or guardian of the participant must indicate to the Thrown Weapons Range Marshal that the participant is mature enough to understand that Thrown Weapons is a controlled, supervised activity and must be done under the supervision of a Senior Range Marshal.
  - d. A Senior Thrown Weapons Range Marshal must supervise any persons less than 14 years at all times.

## D. Waivers and Authorizations

1. All Throwers shall sign a properly executed waiver, in accordance with Corpora and Kingdom Law. Waivers are required at all published SCA thrown weapons events, including practices.
2. Authorizations for participants are not required. However,
  - a. All participants must understand and acknowledge the role of the marshalle, Rules of the line, and be able to follow the Range Procedures. This may be done verbally or in writing (i.e. a sign-in list).
  - b. All participants must understand and acknowledge that they have the final responsibility for the proper care and safe use of their weapons, and for knowing and following kingdom thrown-weapon rules.
3. Authorization for all Thrown Weapons Marshals is required. All authorizations are issued for a period of up to, but not exceeding, four (4) years. Authorizations will expire on the participant's date of birth.

Caid Thrown Weapons Handbook Version 2.0 2 April 2011

## II.

### 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 kingdom 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 Range Marshal in inspecting their equipment.
  - c. The Thrown Weapons Range 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 any issues that need to be corrected.
  - d. The inspection by the Thrown Weapons Range 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 Range Marshal to be unsafe shall not be used until made safe and re-inspected by a Thrown Weapons Range Marshal.
2. Equipment and safety standards vary greatly depending upon the type of thrown weapon and the techniques 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.

## **B. 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.
4. Each knife must have a single point and is not bent. Many blades are not tempered and can be easily bent and straightened.

## **C. 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 handle cannot have any major cracks. Cracks across the grain tend to be more serious than those along the grain. Clear tape is used to repair them in order to determine if it is not hiding a structural crack
5. The haft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release. One should be able to carefully run their hand over these surfaces without issue.

Caid Thrown Weapons Handbook Version 2.0 3 April 2011

#### **D. Spears**

1. Spears may not be excessively long or heavy.
2. Spearheads must be firmly attached to the shaft of the spear. Butt caps and quillions must also be firmly attached.
3. The shaft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release. One should be able to carefully run their hand over these surfaces without issue.
4. The shaft must be sound and without major cracks.

#### **E. 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.
2. Non-spiked hammers and maces, which are not specifically designed to stick in a target, are not allowed.
3. Throwing axes with spikes and spiked hammers belong to this category. As they come in a multitude of configurations, the marshal must use his/her discretion on what safety issues need to be addressed. The marshal is under no obligation to allow any weapon that she/he is not comfortable with being thrown.

#### **F. Experimental Weapons**

1. Continuing experimentation with alternate materials and historical weaponry discovered in the course of study has broadened the range of weaponry and armory available for participant. In all cases where a participant wants to try out something new, safety should be considered paramount.

## 2. Standards and Restrictions:

- a. Anyone producing experimental equipment must first show the item to the Marshal-in-Charge, explain the experimental nature of the item, and request a thorough inspection and test before the item can be used. This is meant to include any equipment configuration from outside the European area and its nominal contacts during the recognized period of historical recreation in the S.C.A., Inc. Experimental procedures will be determined on a case-by-case basis by the Kingdom Earl Marshal and the Deputy Earl Marshal for Thrown Weapons.
- b. The Thrown Weapons Range Marshal in Charge can restrict or refuse the use of any experimental equipment or construction technique found to be unsafe or dangerous to the user or others. The decision to refuse or restrict an experimental item can be appealed up the Marshallate chain of authority, to the Kingdom Earl Marshal or the Crown makes a final decision.
- c. Unauthorized use of experimental equipment, that is, without the express permission of the Marshal-in-Charge and without the knowledge and consent of the other participants is grounds for being barred from participation.

### G. Prohibited Weapons

1. Any weapon for which State Law prohibits possession is, by extension, prohibited at any event in that State. For example, shuriken or "throwing stars" are prohibited in California.

Caid Thrown Weapons Handbook Version 2.0 4 April 2011

## III.

### Kingdom Ranking

Rankings are important to the Thrower to help them improve their scores by rating it against their other scores. To qualify for a ranking, a thrower cannot throw more than one standard competition (such as the TWIC) in a day. Throwers that achieve a ranking of 40 plus points may have their ranking presented to them in Kingdom Court.

Rankings in any of the thrown weapons forms (i.e., axes, knives, spear and other weapons) singularly or combined, must be an average of three standard competition throws. Once a thrower is ranked, they may identify themselves by adding the following cord colors to the Thrown Weapons badge.

The rankings will be as follows:

Score:	Rank:	Cord Color:
0-39	Novice	Green
40-76	Kern Rank	Purple
77-99	Fyre Rank	Orange
100-119	Dardier Rank	Blue
120-139	Naffatin Rank	Red
140-?	Soldeier Rank	Gold (yellow)

April 2011

## **IV. Range Safety: Safety is of primary importance.**

### **A.**

#### **Range Setup**

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.
  - a. Choose a location that has a clear field of vision to the targets and enough space to set up a range safely.
  - b. Do not arrange the field such that you must throw across any walkways or traveled paths. If this is unavoidable, the paths must be blocked to through traffic.
  - c. A Thrown Weapons Range will be identifiable at all times with bright-colored rope, tape, etc., 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 and shall be clearly marked.
  - a. Each thrower shall have, at a minimum, six feet of space on the line, with recommended spacing being at least ten feet. Other shots with special circumstances may require other spacing and heightened Thrown Weapons Range Marshal supervision.
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 provide 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.

## **Ranges can be broken down into two categories: Closed Field and Open Field.**

1. Closed Field range is enclosed with fixed targets and throwing lines marked for each distance and are the most common used for knife, axe and spear throwing. Closed Field ranges will be marked with a 10ft, 15ft, and 20ft line. Corresponding lines of 30ft. and 40ft should also be marked if needed with 40 feet as the furthest distance commonly thrown on a closed range.
2. The "safe zone" starts 6 ft. from the side of 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 50 ft. beyond the last target. There must be a safe "back- zone" of at least 10 ft. behind the thrower who is farthest from the target line.
3. An Open Field range is used for spear and is used for long distance throws up to 60 feet. Normally there is one throwing line with targets spaced at various distances.

## **Butts and Targets**

1. Targets can be broken down into three categories, Hard, Soft and Clout targets.
  - a. A Hard Target is any target made of materials that provide a solid resistance. This includes, but is not limited to, wood butts, plywood and lumber.
  - b. A soft target is any target made of materials that do not provide solid resistance. This includes, but is not limited to, hay bales, cardboard sheets and archery broad head (foam core) targets.
  - c. Clout targets can be of any material or configuration. This includes, but is not limited to circles marked in the ground using paint or string, hula-hoops placed vertically or horizontally and/or paper plates nailed to the ground around a central stake.
2. Target type should be selected to match each weapon type.
  - a. Axes should only be used with hard targets.

## **Caid Thrown Weapons Handbook Version 2.0 6 April 2011**

- b. Knives and spears can be used with either hard or soft targets, with hay bales recommended for spears. Hard Targets for spears have to be set at a minimum of 20ft.
  - c. Clout targets are to be used for long-range casting, such as spears.
3. All targets should be stable and secure enough to withstand repeated impacts by thrown weapons.
  4. Points on the standard targets are 5 points at the 3-inch circle size, 3 at the 8-inch

circle size

and 1 for the outer ring of 14-inch circle size. Novelty points are at the discretion of the Marshal In Charge of that event.

## **B. Range Procedures and Commands**

1. The Thrown Weapons Range Marshal will call the throwers to the line.
2. The Thrown Weapons Range Marshal will look to see that all is clear down-range.
3. The Thrown Weapons Range 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 Range 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 Range Marshal will call "weapons down" or  
the equivalent and wait for compliance.
8. When all weapons are down, then the Thrown Weapons Range Marshal will give the command,  
"retrieve weapons" or the equivalent.

## **C. 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 Range 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.
10. Any weapon that strikes or is struck by another weapon should be inspected by the thrower after each round of throwing.”
11. Do not stand or walk behind throwers on the line.
12. Just before each throw, look behind to ensure that it is clear.
13. 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.
14. Be aware of sharp points and edges of weapons.
15. Stay alert. Weapons can and will bounce back from the target if miss-throw.

Caid Thrown Weapons Handbook Version 2.0 7 April 2011

#### **D.**

##### **Caid Rules of the Line and Procedures:**

In the interest of providing a fair and consistent environment for throwers throughout the Kingdom, regardless of their local area, the following procedures shall be used at all Kingdom thrown weapon ranges.

1. The Thrown Weapons Range Marshal in Charge will state the number of weapons to be thrown, the minimum range, and the nature of the competition.
2. Do not approach the throwing line unless instructed to do so.
3. The thrower's foot closest to the target shall be touching or behind the designated throwing distance line.
4. A line of throwers may start out at varying distances from the minimum throwing line due to weapon or physical build. This can constitute an unsafe condition, and they should not throw at the same time. In this case, the marshal shall utilize the procedure "Advancing the Line" to control that throw.
  - a. The throwers shall all line up at positions ranging from the most distant thrower's position to the designated minimum throwing line in 5 ft increments.
  - b. Per the Range Marshals Command, the group closest to the designated minimum throwing line may begin.
  - c. When the Marshal determines that all throwers wishing to throw at these positions have done so, he gives the command "CEASE THROWING."

- d. Verifying once more that all have stopped throwing, the Marshal gives the command "ADVANCE THE LINE."
  - e. For example: Some people want to throw from the 20ft line and some want to throw from the 10 ft line. They should not throw at the same time. The 10 ft line group throws (at the Range Marshals command), then they move back to the 20 ft line or off the range, and then the 20ft line group throws (at the Range Marshals command).
5. The Thrown Weapons Range Marshal will call the line OPEN and CLOSED. The Thrown Weapons Range Marshal shall ask the throwers to signify when they are ready by raising a hand.
6. Only at the command to "Commence Throwing" or its equivalent, shall the thrower raise the weapon and begin throwing.
7. When finished throwing, take one-step back from your throwing position.
8. **Do Not** go forward of the line to retrieve weapons until commanded to do so by the Thrown Weapons Range Marshal.
9. All throwers must be able to hear the Marshal make their calls. To this end, nothing that would lessen a thrower's ability to hear (headphones, earplugs, etc.) is allowed on the line. Those Throwers who are hard of hearing are recommended to stand near the Thrown Weapons Range Marshal and alert them of any difficulties they may have.
10. All throwers shall stop when a HOLD is called. If a weapon is raised to be thrown, the weapon shall be lowered to the side of the thrower and remain there.
11. Anyone may call "HOLD" if they see a situation on the field that warrants the call.
12. When passing a weapon to another thrower, the person initially holding the weapon shall not release their grip on the weapon until the receiving person responds with a solid grip on the weapon.
13. When carrying spears on the range, they are to be held in front of the thrower with both hands, held vertically with the point up.
14. Scoring:
  - a. A weapon that cuts into the line separating scoring areas of a target receives the higher score.
  - b. A weapon that falls from the target before it is scored receives no score.
  - c. Double-bladed axes can only be used in normal competition if one blade of the axe is

marked with tape or some other method as a non-scoring blade. If any portion of the non-scoring blade sticks in the target, that throw scores as zero.

- d. An axe or knife must stick in the target by the blade in order to be scored and a spear must stick in the target by the spear point to be scored.
- e. A thrower may record his/her score if there is another thrower that verifies the score.

Caid Thrown Weapons Handbook Version 2.0 8 April 2011

## V.

### A.

## Officers

### Deputy Earl Marshal for Thrown Weapons (DEMTW)

1. The Kingdom Thrown Weapons Range Marshal (known in Caid as the Deputy Earl Marshal for Thrown Weapons, DEMTW) 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 Range Marshals and injury reporting procedures.
  - a. The DEMTW is part of the Marshallate and therefore answers to the Kingdom Earl Marshal and the Crown.
  - b. The DEMTW is selected by the Earl Marshal, subject to the approval of the Crown, and serves for a term of minimum of two years with a maximum of 4 years consecutively. Upon Appointment, they must be a qualified Senior Thrown Weapons Range Marshal in good standing in Caid.
  - c. The DEMTW shall have the authority to warrant deputies to assist in conducting TW activities. Their authority will be as determined by the DEMTW. Upon the appointment of a new DEMTW all existing deputy warrants will terminate
2. Duties:
  - a. Warrants Captain of Thrown Weapons, Lieutenant of Thrown Weapons, Senior Thrown Weapons Range Marshals and Thrown Weapons Range Marshals.
  - b. Maintains a list of Warrants of Thrown Weapons officers, Thrown Weapons Range Marshals and MIT's
  - c. Maintains and enforces SCA and Kingdom Thrown Weapons rules on safety.
  - d. Is the default Thrown Weapons Marshal in Charge for Kingdom level events

(including Crown, Queen's Champion, Great Western War). Or they may designate a senior thrown weapons range marshal as MIC for a Kingdom event.

- e. Works with the Academy of Throwers for the promotion of thrown weapons in Caid.
- f. Maintains a database for thrown weapons score keeping.
- g. Enforces a system of reporting from the Captain of Thrown Weapon, Thrown Weapons Range Marshals, and Thrown Weapons Officers and provides a summation of these reports to the Earl Marshal quarterly.
- h. Reports competition winners in the Kingdom newsletter (The Crown Prints) as well as TWIC scores to the TWIC coordinator at the SCA Corporate level in a timely manner.

### 3. Reporting

- a. All Kingdom level Thrown Weapons Range Marshals (ie. Deputy Earl Marshal for Thrown Weapons) are required to report quarterly to the SCA Archery Marshal. This is in addition to any reports to their superior required by Kingdom law. Quarterly reports on Thrown Weapon activities are required to be sent to the Caid Kingdom Earl Marshal.
- b. The Kingdom Thrown Weapons Range Marshal shall report to the Society Archery Marshal any injuries related to thrown weapons activities occurring at a Society- sponsored activity that required professional medical treatment as well as any potentially dangerous circumstances or incidents involving thrown weapons activities in the Kingdom and their outcome. The Deputy for TW must make an oral report to the Kingdom Earl Marshal within 24 hours of being notified of the incident, followed by a written report to the same within 6 days delineating the circumstances of the incident. A copy of the report should also go to the Kingdom Chirurgeon.

### **Captain of Thrown Weapons**

- 1. The Captain of Thrown Weapons reports directly to the Deputy Earl Marshal for Thrown Weapons for all thrown weapons activities including tournaments and score submissions.
- 2. The Captain of Thrown Weapons reports directly to the Deputy Earl Marshal for Thrown Weapons and essentially is the next in line to become the next Deputy Earl Marshal for Thrown Weapons.
- 3. The Captain of Thrown Weapons may appoint Deputies as necessary to aid in the performance of their office.

4. Organize thrown weapon activities
5. The Captain of Thrown Weapons must be a warranted Senior Thrown Weapons Range Marshal and shall serve for a term of minimum of two years with a maximum of 4 years consecutively.

**B.**

Caid Thrown Weapons Handbook Version 2.0 9 April 2011

**C.**

**VI.**

**A.**

6. Duties:

- a. Warrants Thrown Weapons Range Marshals.
- b. Ensures the safe conduct of thrown weapon, according to the rules set forth by the Deputy Earl Marshal for Thrown Weapons and the Thrown Weapons Handbook of Caid.
- c. The Captain of Thrown Weapons shall be aware of all potential hazards with equipment at the practice/event and checks territorial equipment for obvious safety hazards and for SCA compliance.
- d. Compiles and submits reports to the Deputy Earl Marshal for Thrown Weapons **TWO WEEKS PRIOR** to the end of each quarter (February 15, May 15, August 15, November 15) on the state of thrown weapon activities as well as on all events held during that quarter and any significant items (injuries, authorizations, thrower problems, etc.). The November 15 Report is the required Doomsday Report for all officers.

**Lieutenant of Thrown Weapons**

1. Lieutenant of Thrown Weapons needs to be a warranted Thrown Weapons Range Marshal.
2. Lieutenant of Thrown Weapons is appointed by the Captain of Thrown Weapons and serves as their deputy. Lieutenant of Thrown Weapons should be ready to take the place of the Captain of Thrown Weapons if needed.
3. Lieutenant of Throwers is responsible for the thrown weapon activities assigned to them by Captain of Thrown Weapons and Deputy Earl Marshal of Thrown Weapons.
4. Lieutenant of Thrown Weapons report to the Captain of Thrown Weapons is due one week

before their report is due (February 8, May 8, August 8, November 8).

## Marshals and TW Autocrats

### General Requirements

1. All Thrown Weapons Range Marshals shall be knowledgeable about throwing weapons, range safety, and SCA and Kingdom throwing weapon rules.
2. All Thrown Weapons Range 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.
3. No thrown weapons activities are to take place at an event unless a warranted Thrown-Weapons Marshal is present.
4. While on duty, all Thrown Weapons Range Marshals are responsible for the enforcement of the rules and safety standards for Thrown Weapons activities or events.
5. As part of their duties, Thrown Weapons Range 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.
6. 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.
7. 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.

### Senior Thrown Weapons Range Marshal (TWSRM)

1. A Senior Thrown Weapons Range Marshal is the thrown weapon equivalent of a Senior Marshal for Armored Combat. Senior Thrown Weapons Range Marshals are appointed by the Deputy Earl Marshal for Thrown Weapons based on experience and recommendations from other Thrown Weapons Range Marshals. Candidates must have at least two years active experience as a Thrown Weapons Range Marshal in the SCA to be considered for the position of Senior Thrown Weapons Range Marshal. The Deputy Earl Marshal for Thrown Weapons may choose to waive the Thrown Weapons Range Marshal experience requirement at his or her discretion.

### B.

Caid Thrown Weapons Handbook Version 2.0 10 April 2011

### 2. Duties:

- a. Work with the assigned Thrown Weapons Range Marshals-In-Training to improve their skills and knowledge of the rules of thrown weapons in Caid

and are assigned by Deputy Earl Marshal or Captain of Thrown Weapons.

- b. Has the final say in whether or not a Thrown Weapons Range Marshal in Training should be recommended for warrant.
- c. Along with Thrown Weapons Range Marshal reports, they should include status updates for each Thrown Weapons Range Marshal in Training they have agreed to take on.

### **C. Thrown Weapons Range Marshal (TWRM)**

1. Persons desiring to become a Thrown Weapons Range Marshal must follow the procedure under "Thrown Weapons Range Marshal-in-Training." When a person becomes a Thrown Weapons Range Marshal, the Deputy Earl Marshal for Thrown Weapons adds he/she to the List of Warrants. The Warrant for Thrown Weapons Range Marshals must be renewed yearly.
2. A Thrown Weapons Range Marshal is the local authority on thrown weapon safety and on the Caid Rules of Thrown Weapons. He/she ensures the Throwers are safe on the field, and that they know, understand, and obey the Caid Rules of Thrown Weapons.
3. Renewal of Warrant/Yearly Reports
  - a. Renewals are due each year by July 1 and should be sent to the Deputy Earl Marshal for Thrown Weapons.
    - i. The minimum required is an email or postcard with his/her mundane name, SCA name, address, phone number, membership number, and a statement that he/she wishes to continue being a Thrown Weapons Range Marshal.
    - ii. The TWRM must submit their yearly report along with the renewal request,
  - b. Yearly reports should include the following information about a Marshals activities during the past year:
    - i. Number of Throwers at practices.
    - ii. Events participated in as a Thrown Weapons Range Marshal.
    - iii. Any incidents that required reporting that occurred while serving as a Thrown Weapons Range Marshal.
4. Duties:
  - a. Assisting the Thrown Weapons Range Marshal in Charge or the Captain of Thrown Weapons as required.
  - b. Maintaining general safety on the line.
  - c. Assist Thrown Weapons Range Marshals in Training in completing their

checklists.

#### **D. Thrown Weapons Range Marshal in Charge (TWR-MIC)**

1. This title designates the Thrown Weapons Range Marshal in charge of the thrown weapons range at a particular event and is responsible for the activities of the thrown weapon Lists. The Marshal in Charge must be a warranted Thrown Weapons Range Marshal and supervises the conduct of all thrown weapon activities at that event.
2. The Marshal in Charge reports scores from the tournaments they are in charge of as well as reports advancements in ranks of Throwers.
3. 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.
4. 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 should not be used.
5. The Marshal in Charge at an event shall report, to the Kingdom Thrown Weapons Range Marshal and any others required by Kingdom law and policy, all injuries requiring professional medical treatment because of activity on or about the range. In Caid, the Marshal in Charge must make an oral report to the Deputy Earl Marshal for Thrown Weapons within 24 hours of being notified of the incident, followed by a written report to the same within 5 days delineating the circumstances of the incident.

Caid Thrown Weapons Handbook Version 2.0 | 1 April 2011

#### **E. Thrown Weapons Event Autocrat**

1. **The Thrown Weapons Event Autocrat does not need to be a Thrown Weapons Range Marshal or Thrown Weapons Range Marshal in Training. If they are not a Thrown Weapons Range Marshal, they will need a warranted Thrown Weapons Range Marshal to run the range at that event.**
2. **Event Reports are the immediate responsibility of the Thrown Weapons Event Autocrat, and are to be sent to the Captain of Thrown Weapons and/or the Deputy Earl Marshal for Thrown Weapons within fourteen (14) days following the event.**
3. **Thrown Weapons score sheets must include the name of all Throwers, their geographical affiliation, the scores for the individual ends, and the total score. The scores need to be sent to Captain of Thrown Weapons and/or to the Deputy Earl Marshal for Thrown Weapons within 14 days following that event.**

4. The scores from a Thrown Weapons InterKingdom Challenge (TWIC) are to be sent to the Captain of Thrown Weapons and the Deputy Earl Marshal within 30 days following an event. The deadlines to the TWIC Coordinator are hard-set dates set by the TWIC Coordinator.

#### **F. Thrown Weapons Range Marshal-In-Training (TWRMIT)**

1. Becoming a Thrown Weapons Range Marshal in Training is the first step a person must take when he/she wishes to become a warranted Thrown Weapons Range Marshal.
2. The candidate is under the direct tutelage of the Thrown Weapons Range Marshal and is subject to instruction and correction by any warranted Thrown Weapons Range Marshal. TWRMIT's are to be recommended for warrant by a Senior Thrown Weapons Range Marshal.
3. This includes at a minimum, run one (1) round, of an official thrown weapons tournament and two (2) other thrown weapons rounds, under the supervision of the Thrown Weapons Range Marshal in Charge.
  - a. One (1) thrown weapons round is defined as an entire Royal Round during competition or other equivalent.
  - b. Two (2) thrown weapons rounds are defined as territorial practices or a series of warm-ups at events (e.g., the time the range is open for throwing before a tournament). During these rounds, TWRMIT's should display knowledge that leads to completion of the checklist.
  - c. A thrown weapons round is defined as any event at which official scores might be shot, including published practices and official events.
4. Candidates must have the ability to project commands so that all Throwers on a line may hear them.
5. Candidates must show competence in inspecting equipment for safety.
6. The candidate must receive the recommendation of two Thrown Weapons Range Marshals as well as their primary Senior Thrown Weapons Range Marshal, and must pass a written test (see Thrown Weapons Range Marshal Authorization Test, Appendix B).

#### **G. Reporting:**

The full list of reports required by Caid for its marshallate staff, fighters and all other participants is available at: <http://marshal.sca-caid.org/reports.php>

Baronial or Shire for Thrown Weapons officers must send a quarterly report to: <http://marshal.sca-caid.org/reports-territorial.php>. Please send this report to the Captain of Thrown

## **Appendix A: Thrown Weapons Range Marshal Authorization Test**

Name \_\_\_\_\_ Date \_\_\_\_\_

Correct Answers ( Pass Fail ) Senior Thrown Weapons Range Marshals Initials \_\_\_\_\_

---

There are 16 questions on this test.

You can miss no more than one (1) question.

- . 1) Who can issue a warrant to a Senior Thrown Weapons Range Marshal?
  - . a) A Thrown Weapons Range Marshal
  - . b) Captain of Throwers
  - . c) A Senior Thrown Weapons Range Marshal
  - . d) The Deputy Earl Marshal for Thrown Weapons
- . 2) Senior Thrown Weapons Range Marshals are:
  - . a) In charge of training all Throwers in the Kingdom
  - . b) Mentors to Thrown Weapons Range Marshals-In-Training
  - . c) Do not have to be warranted
  - . d) Nobody special
- . 3) A Thrown Weapons Range Marshal's warrant needs to be renewed yearly. Which of the following are required:
  - . a) An email or note stating you want to continue as a Thrown Weapons Range Marshal
  - . b) Proof of current membership status
  - . c) A list of activities you have done in the past year as a Thrown Weapons Range Marshal
  - . d) All of the above
- . 4) A thrower asks you to assist in the inspection of their axe. They had noticed a small crack in the handle of the axe and wanted a second opinion.
  - . a) Allow the use of the axe if you can pull the crack apart and see light.
  - . b) Allow the use of the axe if the crack is along the grain and does not appear to

substantially affect  
the structural integrity of the handle.

- . c) Disallow the use of the axe if you can see the crack
- . d) Do nothing
- . 5) Throwers under the age of 14:
  - . a) Require parental supervision at all times
  - . b) Require a parental presence at the event, but not necessarily at the range
  - . c) Cannot compete in tournaments with adults
  - . d) Make for good targets
- . 6) Throwers aged 14 to 17:
  - . a) Are considered adults
  - . b) Require parental supervision at all times
  - . c) Require a parental presence at the event, but not necessarily at the range
  - . d) Make bigger targets
- . 7) Youth Throwers:
  - . a) Have a separate authorization test as well as a parental safety test
  - . b) Cannot throw axes
  - . c) Cannot throw knives
  - . d) None of the above
- . 8) A thrower with a double bladed axe wants to compete in an axe competition.
  - . a) They will do well, as they have twice the chance of hitting the target.
  - . b) They cannot compete; we do not allow double bladed axes.

Caid Thrown Weapons Handbook Version 2.0 13

You tell them:  
April 2011

c) They must mark one blade as “non-scoring.”

d) They must receive approval from the Deputy Earl Marshal for Thrown Weapons to compete 9) The closest range for axes and knives is:

a) b) c) d)

10 feet

15 feet 20 feet 25 feet

- . 10) You are the Thrown Weapons Range Marshal in Charge of an event. A thrower has a weapon not commonly thrown at events. You:
  - . a) Refer them to the Deputy Earl Marshal for Thrown Weapons
  - . b) Let them throw whatever they want to
  - . c) Advise them that you must inspect the weapon before it can be thrown on the range
  - . d) ask them if they can make you one
- . 11) When setting up a range, you need to take into account the safety zone behind the targets. Generally:
  - . a) The safety zone should be at least fifty feet behind the farthest target
  - . b) The safety zone should be half of the distance to the farthest target
  - . c) The safety zone should be at least fifty feet behind the farthest target or half the distance from the line to the farthest target, whichever is greater
  - . d) The safety zone should go on indefinitely as there is no limit
- . 12) The closest range for spears is:
  - . a) 10 feet
  - . b) 15 feet
  - . c) 20 feet
  - . d) 25 feet
- . 13) Which of the following are **NOT** accurate Rules of the Line?
  - a) Each thrower does not need to inspect their equipment before using it
  - b) Do not approach the line unless instructed to do so
  - c) Do not go forward of the line to retrieve weapons until commanded to do so by the Thrown Weapons Range Marshal

d) Straddle the line when throwing

- . 14) You are a Thrown Weapons Range Marshal controlling the field. The Throwers have just completed throwing a scoring round. A command you can use is: CEASE THROWING. THE RANGE IS ..."
  - . a) OPEN. GO FORWARD, SCORE AND RETRIEVE YOUR WEAPONS.
  - . b) CLOSED. GO FORWARD, SCORE AND RETRIEVE YOUR WEAPONS.

- . c) CLOSED. GO FORWARD AND PACE YOUR DISTANCE
- . d) OPEN. GO FORWARD AND PACE YOUR DISTANCE.
- . 15) Who can call the command HOLD on a line?
  - . a) The Thrown Weapons Range Marshal of the Field
  - . b) The Thrown Weapons Range Marshal in Charge
  - . c) Any Thrown Weapons Range Marshal present
  - . d) Anyone on the field
- . 16) The maximum weight for a throwing axe is:
  - . a) 3lbs
  - . b) 5lbs
  - . c) 15 lbs. if thrown two-handed
  - . d) No maximum, so long as it can be thrown safely and easily.

Caid Thrown Weapons Handbook Version 2.0 14 April 2011

## **Appendix B: Thrown Weapons Range Marshal In Training Checklist**

Name Geopolitical Group

Senior Thrown Weapons Range Marshal Date Process Started

Initials of Date Marshal Completed

\* Completed TWRMIT test, having no more than one incorrect answer Equipment Inspection

Axes Knives Spears

Basic instruction to new Throwers Setting up loaner equipment Basic rules and safety of the line Basic throwing form instruction

Running a line  
Setting up a range

Thrown weapons Throw (can be a practice) Thrown weapons Throw  
Tournament Round/Competition

\* Ability to project commands across a line

\* Masterful knowledge of Caid Thrown weapons Handbook and Rules of the Line



## **Appendix C: Types of Competitions**

### **A. Caid Open Thrown Weapons Tournament**

1. The Caid Open is a Royal Round tournament-style competition.
2. The rules are basic, Knives Axe, and Spears
3. The default round will be a Caidan Royal Round with axes and knives.
4. The top four finalist go to a final round.
5. The totals will be tabulated and the highest score of final round will win.
6. The Thrown Weapons Range Marshal in Charge may choose to limit the number of practice throws, or enforce other limits as may be necessary for the time allowed.
7. It is held once per calendar year, the winner holding the title of Caidan Champion Thrower during the following year.

### **B. Thrown Weapons Inter-kingdom Challenge (TWIC)**

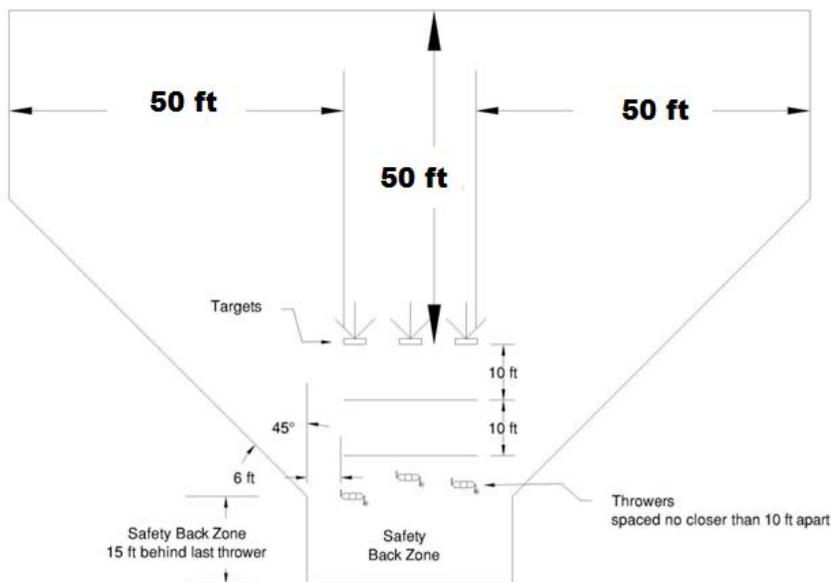
1. The Thrown Weapons Inter-kingdom Challenge (TWIC) is an SCA-wide competition held each year, with specified starting and ending dates.
2. The rules for the TWIC competitions are subject to change without Kingdom approval and reference to the TWIC rules will usually published each year in the Kingdom Newsletter by the Deputy Earl Marshal for Thrown Weapons or the Thrown Weapons Academy Regent.
3. Before attempting this throw, please obtain the current TWIC rules.

### **C. Non-Standard Competitions**

1. Non-standard competitions, or novelty throws are a good addition to thrown weapons events and should be encouraged. There are numerous websites that list novelty throws including the Caidan Thrown weapons website.
2. It is encouraged to use original throws at tournaments to give Throwers variety. Examples include the Viking Braid Cut and King's Assassin.
3. Originality is encouraged in these types of competitions and creating unique throws for tournament themes is a good way to raise interest among the populace.

## **Appendix D: Typical Range Setup**

- A. A Thrown Weapons Range will be identifiable at all times with bright-colored rope, tape, etc., used to mark off the range and the safety area.
- B. Closed Field ranges will be marked with a 10ft line and a 20ft line. Corresponding lines of 30ft. and 40ft should also be marked if needed.
- C. If possible, make the entrance to the thrown range to the back of the range, not the side.
- D. The throwing line is the closest position from which a throw can be made.
- E. Targets for knives and axes should be at least 10 feet away from the throwing line (down-range)
- F. Targets for spears should be at least 15 feet away from the throwing line.**
- H. The "safe zone" starts 6 ft. from the side of the thrower on each end and continues down-range at a 45-degree angle away from the targets, to 50 feet from the targets on each side. The safe zone behind the targets should extend for a minimum 50 ft. beyond the last target.
- I. There must be a safe "back- zone" of at least 15 ft. behind the thrower who is farthest from the target line.



**Typical range setup for knife and axe, with 10 ft. and 20 ft. throw lines**

## **Appendix E: Academy of Throwers**

**Note: The Academy of Throwing is not part of the Marshallate. It is included here only as a reference.**

### **A. General**

The Academy of Throwers is a Kingdom-wide guild, dedicated to encouraging the growth of thrown weapons in Caid through increased communication, cooperation and teaching. The Academy supports the Deputy Earl Marshal for Thrown Weapons and provides advice on Thrown weapons policies. Membership is open to all Throwers who reside within the borders of the Kingdom of Caid.

### **B. Goals of the Academy of Throwers**

1. The ultimate goal of the Academy of Throwers is to promote the visibility of Throwers within the Kingdom of Caid.
  - a. Encourage the wearing of period looking garb on the thrown weapons range and the presentation of thrown weapons related items to Royalty.
  - b. Throwers should be encouraged to throw in all of the available forms and to compete both in the SCA and in mundane tournaments.
  - c. Great effort should be made to avoid problems in communication. The Academy will also encompass those individuals who are isolated from organized local guilds and provide them with access to the system.
  - d. The Academy shall meet at each WAR (Potrero, Highland and Great Western War) to discuss matters related to thrown weapons in Caid.
2. To promote the participation in Thrown Weapons InterKingdom Challenge (TWIC) rounds at wars and other thrown weapons events in Caid.
3. To encourage thrown weapons related arts competitions.
4. Providing a forum for discussion: Coordinate meetings of Throwers for the purpose of proposing future goals, advising the Deputy Earl Marshal for Thrown Weapons, and discussing problems and proposing solutions.
5. Education and Training: Encourage Collegium Caidis Thrown Weapons related classes, encourage Junior Division competitions and other training activities with experienced Throwers.

### **C. Academy Regent**

1. The Deputy Earl Marshal for Thrown Weapons will have a standing invitation to attend all meetings and discussions of the Academy of Throwers. It will be the duty of the

Academy Regent to lead and support the goals of the Academy.

2. Election and Term of Office:

- a. The Academy Regent is chosen through election by Caid authorized Throwers. The term of the Office shall be two years with a cap on four consecutive years.
- b. The Deputy Earl Marshal for Thrown Weapons may not serve as Academy Regent concurrent with his/her term as Deputy Earl Marshal.

3. Removal From Office:

- a. Should the Regent of the Academy become unresponsive to the thrown weapons populace, he/she may be removed from Office. Letters requesting the removal of the Regent must be sent to the Deputy Earl Marshal for Thrown Weapons.

Caid Thrown Weapons Handbook Version 2.0 18 April 2011

THROWN WEAPONS ROUND:

QUILLONS:

KNIFE: SPEAR: AXE:

TWIC

Caidan Royal Round

## Appendix F: Glossary

A thrown weapons ROUND is defined as any event at which official scores may be shot, including but not limited to regularly scheduled and published practices and official events.

Projections below the point of a spear that prevent the point from penetrating too far into the target.

A piece of metal with a blade on one end and a handle on the other. A blade attached to the end of a shaft.

A blade attached at approximately a right angle to the end of a handle.

Thrown Weapons Inter-Kingdom Challenge

A competition standardized within the Kingdom. Unlike archery, thrown weapons Royal Rounds vary from kingdom to kingdom

Caid Thrown Weapons Handbook Version 2.0 19 April 2011