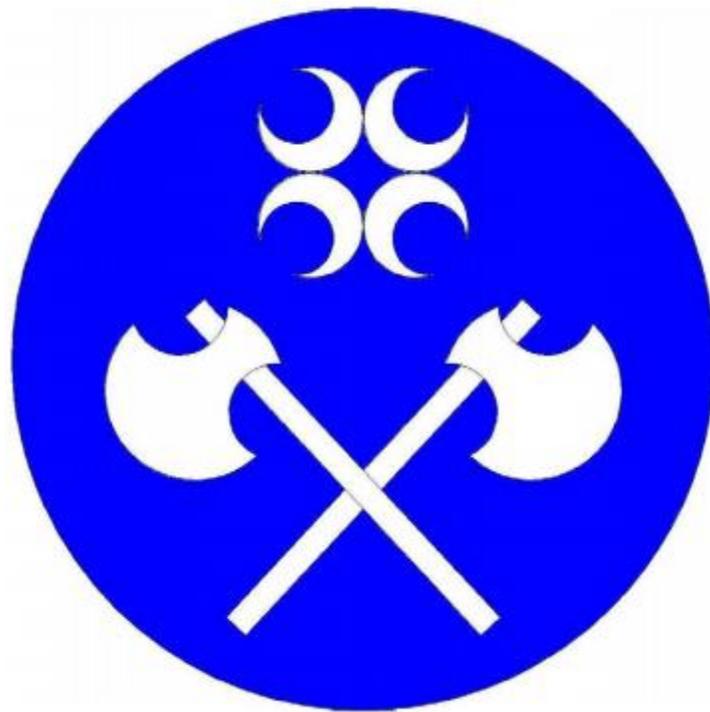


Society for Creative Anachronism

Kingdom of Caid Thrown Weapons Handbook

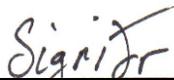
Version 3.0 – Nov 8, 2015



In Caid, Thrown Weapon activities refer to the use of actual axes, knives, spears, and other approved thrown 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.



Athanaric
King of Caid



Sigríðr
Queen of Caid



Rowen Killian
Earl Marshal of Caid



Brynjólfur Brandsson
Deputy Earl Marshal for Thrown
Weapons

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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/>

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I. Participation and Authorizations

A. General

- 1) All throwers and spectators are reminded that thrown weapons have the potential to be dangerous. As a result, everyone must follow the rules of the line while around the range. Inappropriate behavior will result in removal from the range.
- 2) All throwers should be in suitable physical and mental condition. They must not be under the influence of any substance, legal or otherwise, that impairs their ability to throw. Nothing that would lessen a thrower's ability to hear (eg - headphones) is allowed on the line. Those who are hard of hearing are recommended to stand near the Thrown Weapons Range Marshal.
- 3) The Marshal in Charge reserves the right to remove any persons from the range deemed unsafe, impaired, or a nuisance.
- 4) Throwers should wear clothing that does not interfere with safe throwing.
- 5) All throwers must wear closed-toed shoes.

B. Who Can Participate

- 1) There is no minimum age to participate in thrown weapons in Caid.
- 2) Throwers under 18 must have a properly executed minor's waiver.
- 3) Throwers 14 through 17 years of age must have their parent (or legal guardian) check them in with the Marshal in Charge at the range, but they do not need to be present for them to throw.
- 4) Throwers under 14 must meet the following criteria as well:
 - a) The Marshal in Charge shall determine whether the thrower has sufficient strength and coordination so as not to be a danger to themselves or others.
 - b) The Marshal in Charge must determine that the thrower can follow the rules of the line.
 - c) The parent or guardian must acknowledge that the thrower is mature enough to follow the rules of the line and the parent or guardian must remain at the range to supervise their child.
- 5) Certain competitions may require throwers to be current paid members of the SCA, such as Queen's Champion.

C. Waivers and Authorizations

- 1) All throwers must have a properly executed waiver in accordance with Corpora and Kingdom Law. Waivers are required at all official SCA thrown weapons events, including practices.
- 2) Authorizations for throwers are not required. However, all throwers must understand and acknowledge the role of the marshallate and rules of the line. This may be done verbally or in writing.
- 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 marshal's date of birth.

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 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.
- 3) All thrown weapons should be of a size and weight which allows them to be thrown safely and easily.

B. Knives

- 1) The handle of the knife should be firmly attached.
- 2) The throwing surface should be free of burrs or protrusions that can cut or injure an unprotected hand upon release.
- 3) Each knife must have a single point which is not bent. Many blades are not tempered and can be easily bent and straightened.

C. Axes

- 1) The handles of all axes should be firmly attached.
- 2) 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.
- 3) Minor cracks along the grain can be repaired with clear tape. Cracks across the grain are always major and the handle must be retired.
- 4) The haft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.
- 5) Axes must only have one scoring edge. If an axe has multiple edges, one must be clearly marked as the scoring edge before throwing.

D. Spears

- 1) Spears may not be excessively long or heavy (A typical spear length is 3 to 6 feet).

- 2) Spearheads must be firmly attached to the shaft of the spear. Butt caps and quillons 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.
- 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) The marshal is under no obligation to allow any weapon that they are uncomfortable with to be thrown.

F. Experimental Weapons

- 1) Anyone producing experimental weapons must first show the item to the Marshal in Charge, explain the functionality of the item, and request a thorough inspection and test before it can be used. This is meant to include any equipment outside the standard weapons described in this handbook. The Kingdom Earl Marshal and the Deputy Earl Marshal for Thrown Weapons shall determine the procedures for allowing experimental weapons on a case by case basis.
- 2) The Marshal in Charge can restrict or refuse the use of any experimental weapon or construction technique found to be unsafe. The decision to refuse or restrict an experimental weapon can be appealed up the marshallate chain of authority to the Kingdom Earl Marshal.
- 3) Unauthorized use of experimental weapons is grounds for being barred from participation at the range.

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, and therefore at SCA events in that state.
- 2) Non-spiked hammers and maces, which are not specifically designed to stick in a target, are not allowed.

III. Kingdom Ranking

- Rankings are used by a thrower to gauge their skill and progress in the sport of thrown weapons. To qualify for a ranking, a thrower must complete three Royal Round Throws (as described in Appendix D) with each standard weapon within the period of one year.
 - Throws may only be completed at official SCA events or practices and must be recorded by a marshal (or MIT under the supervision of a marshal). Marshals must get another marshal to record their scores.
 - Throwers do not need to complete all three weapons at each event in order to record a score for rank. They only need to have three scores for each weapon recorded in the span of one year.
 - Scores used for rank expire one year after the date upon which they are thrown.
 - Ranks never expire.
- To rank, the top three scores from each weapon are averaged and added to the averages of the other two weapon forms. This sum determines the thrower's rank as listed below.
 - Eg. Add the top three axe scores together, then divide by three. This is a thrower's average axe score. Add this number to the thrower's average knife and spear scores.
 - A thrower **must** have three recorded scores from each weapon in order to rank.
- A thrower who achieves a rank above Novice shall be awarded a belt favor depicting the thrown weapons populace badge of Caid. From it shall hang a colored cord corresponding to the rank earned.
 - Throwers may have their ranks presented to them in Kingdom Court.

The rankings are as follows:

<i>Score:</i>	<i>Rank:</i>	<i>Cord Color:</i>
00 - 19	Novice	---
20 - 39	Pikeman	Green
40 - 59	Knifeman	Purple
60 - 89	Bombarder	Red
90 - 119	Axemaster	Gold
120+	Royal Axemaster	Argent & Azure

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 safe zone.
 - 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.
- 2) The Marshal in Charge should be easily identified.
- 3) The throwing line is the closest position from which a throw can be made.
 - a) Each thrower shall have, at a minimum, three feet of space on each side while on the line, with recommended spacing being five feet. Special throws or circumstances may require additional spacing and supervision.
- 4) Hard targets for knives and axes should be at least 10 feet away from the throwing line.
- 5) Soft targets for spears should be at least 15 feet away from the throwing line.
- 6) Hard targets for spears should be at least 20 feet away from the throwing line.
- 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.
 - a) 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 extends beyond the targets for a minimum of 50 ft. and at least 10 ft. behind the thrower who is farthest from the throwing line.

B. Closed Field and Open Field Ranges

- 1) A closed field range is enclosed and has throwing lines marked for each distance. They are the most commonly used type of range. Closed field ranges will be marked every 5ft. starting from the 10ft line with 40 feet being the furthest distance commonly thrown.
- 2) An open field range is commonly used for long distance spear throws. Normally there is only one throwing line on an open field range.

C. 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 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 foam core targets.
 - c) Clout targets can be of any material or configuration and typically allow weapons thrown over great distances to penetrate them or mark ground position.
- 2) Target type should be selected to match each weapon type.
 - a) Axes should only be used with hard targets.

- b) Knives and spears can be used with either hard or soft targets, though typically spears use soft targets.
 - c) Clout targets are to be used for long-range weapons, such as spears.
- 3) All targets should be stable and secure enough to withstand repeated impacts by thrown weapons.
 - 4) The scoring region of a standard target is made of three concentric circles with a 3-inch circle worth 5 points, 8-inch circle worth 3 points, and a 14-inch circle worth 1 point. Novelty points are at the discretion of the Marshal in Charge.

D. Range Procedures and Commands

- 1) The Thrown Weapons Range Marshal will call the throwers to the line and have them signal when they are ready.
- 2) The Range Marshal will check that the range is clear and that nobody is directly behind the throwers, or in danger.
- 3) If all is clear, the Range Marshal will open the range and tell the throwers to commence throwing.
- 4) A line of throwers may start out at varying distances from the minimum throwing line, but they should not throw at the same time. In this case, the marshal shall advance the line as follows:
 - a) Per the Range Marshal's command, the group closest to the minimum throwing line may begin.
 - b) When these throwers are finished, the Range Marshal will command them to step back.
 - c) When it is safe for the next line of throwers to begin, the Range Marshal will announce that they may throw.
 - d) Continue in this fashion until all throwers have finished.
- 5) 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.
- 6) When all throwers are finished, the Range Marshal will close the range and give the command to retrieve weapons.

E. Rules of the line

- 1) Do not approach the throwing line until instructed to do so.
- 2) Throwers must ask the Range Marshal for permission before filling in on the line.
- 3) All throwers on the line must throw from approximately the same distance.
- 4) The thrower's foot closest to the target shall be behind the designated throwing line.
- 5) Do not throw until commanded to do so.
- 6) Throw only at designated targets.
- 7) Throwers should step back once they have completed throwing.
- 8) Do not retrieve until commanded to do so.
- 9) Anyone may call "HOLD" if they see a dangerous or potentially dangerous situation on the range.
- 10) If "HOLD" is called, all throwers shall put down their weapons and step back from the line.

- 11) Do not throw weapons that have not been inspected.
- 12) Any weapon that strikes or is struck by another weapon should be inspected by the thrower after each round of throwing.
- 13) Side arm throwing of weapons requires an adequate safe zone and the marshal's permission.
- 14) Do not stand or walk behind throwers on the line.
 - a) Just before each throw, look behind to ensure that it is clear.
 - b) Do not swing weapons aimlessly or in a careless manner. Throwers should always be aware of what may be in the path of their weapon when it is swung.
- 15) Be aware of sharp points and edges of weapons.
- 16) When passing a weapon to another thrower, always offer the handle to them. Additionally, do not release your grip on the weapon until the receiving person responds with a solid grip on it or verbally acknowledges receipt.
- 17) When carrying spears on the range, they are to be held vertically in front of the thrower with both hands.
- 18) Stay alert. Weapons can and will bounce back from the target if miss-thrown.
 - a) Do not pick up weapons that have bounced back.

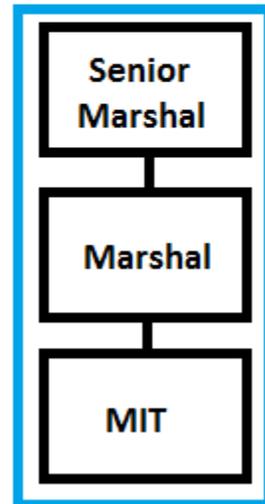
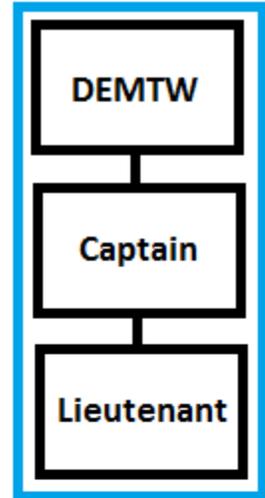
F. Scoring

- 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 points.
- c) Multi-edged weapons can only be used in competition if one edge is clearly marked as the scoring edge. If any portion of a non-scoring edge sticks into 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 their own score if another thrower verifies it, and the marshal permits it.
- f) A thrower may call for a weapon to be scored and pulled from the target if they believe another throw would strike it and either damage it, knock it from the target, or if it blocks their next throw.

V. Officers

A. Deputy Earl Marshal for Thrown Weapons (DEMTW)

- 1) The Deputy Earl Marshal for Thrown Weapons 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 previous DEMTW, subject to the approval of the Kingdom Earl Marshal and the Crown, and serves for a minimum of two years with a maximum of four 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 Captains to assist in conducting thrown weapons activities. Their authority will be determined by the DEMTW. Upon the appointment of a new DEMTW all existing Captain warrants will terminate.
- 2) Duties:
 - a) Warrants Captain of Thrown Weapons and Senior Thrown Weapons Range Marshals.
 - b) Maintains a list of warrants of thrown weapons officers, Thrown Weapons Range Marshals and Marshals in Training.
 - 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 Caid Open and Queen's Champion). They may also designate a marshal as Marshal in Charge for a Kingdom event.
 - e) Works towards 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 Weapons, Thrown Weapons Range Marshals, and Thrown Weapons Officers, and provides a summation of these reports to the Kingdom Earl Marshal quarterly.
 - h) Reports competition winners in the Kingdom newsletter (The Crown Prints) as well as Thrown Weapons Inter-Kingdom Challenge (TWIC) scores to the TWIC coordinator at the SCA Corporate level in a timely manner.
- 3) Reporting
 - a) The DEMTW is required to report quarterly to the SCA Archery Marshal. This is in addition to any reports to their superior required by Kingdom law.
 - b) Quarterly reports on thrown weapon activities are required to be sent to the Kingdom Earl Marshal.



- c) The DEMENTW 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.
- d) The DEMENTW 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.

B. Captain of Thrown Weapons

- 1) The Captain of Thrown Weapons reports directly to the DEMENTW for all thrown weapons activities including tournaments and score submissions.
- 2) Organizes thrown weapon activities
- 3) The Captain of Thrown Weapons must be a warranted Thrown Weapons Range Marshal and shall serve for a term of minimum of two years with a maximum of four years consecutively.
- 4) Duties:
 - a) Assists the DEMENTW by carrying out any appointed duties, which may include score keeping, running Kingdom events, or managing reports from other marshals.
 - b) Appoints Lieutenants as necessary to aid in the performance of their office.
 - c) Compiles and submits reports to the DEMENTW **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, problems, etc.).

C. 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 should be ready to take their place if needed.
- 3) Lieutenant of Thrown Weapons is responsible for assisting the Captain of Thrown Weapons.
- 4) Lieutenant of Thrown Weapons' report to the Captain of Thrown Weapons is due one week before the Captain's report is due (February 8, May 8, August 8, November 8).

VI. Marshals

A. 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 Range 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.

B. Senior Thrown Weapons Range Marshal (TWSRM)

- 1) Senior Thrown Weapons Range Marshals are appointed by the DEMENTW based on experience and recommendations from other Thrown Weapons Range Marshals. Candidates must have at least two years active experience as a warranted Thrown Weapons Range Marshal. The DEMENTW may choose to waive the experience requirement at his or her discretion.
- 2) Duties:
 - a) Work with Thrown Weapons Range Marshals in Training to improve their skills and knowledge of the rules of thrown weapons in Caid.
 - b) Have the final say in whether or not a Marshal in Training should be recommended for warrant.
 - c) Along with Thrown Weapons Range Marshal reports, they should include status updates for each Marshal in Training they are working with.

C. Thrown Weapons Range Marshal (TWRM)

- 1) Persons desiring to become a Thrown Weapons Range Marshal must complete the Thrown Weapons Range Marshal in Training process. The warrant for Thrown Weapons Range Marshals must be renewed yearly.
- 2) A Thrown Weapons Range Marshal ensures throwers are safe on the field, and that they know, understand, and obey the Caid Rules of the Line.
- 3) Renewal of Warrant / Yearly Reports
 - a) **Renewals are due each year by July 1 and should be sent to the DEMENTW.**
 - i. **The minimum required is an email with the marshal's mundane name, SCA name, address, phone number, membership number, and a statement that they wish to continue being a Thrown Weapons Range Marshal.**
 - ii. **The TWRM must submit their yearly report along with the renewal letter.**
 - b) Yearly reports should include the following information about a Marshal's 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 Marshal in Charge as needed.

- b) Maintaining general safety on the line.
- c) Assist Marshals in Training in completing their checklists.

D. Thrown Weapons Range Marshal in Training (TWR-MIT)

- 1) Becoming a Thrown Weapons Range Marshal in Training is the first step a person must take when they wish to become a warranted Thrown Weapons Range Marshal.
- 2) To become an MIT one must first be a member of the SCA and speak with a Senior Thrown Weapons Range Marshal before filling out the authorization form in full.
- 3) The MIT is under the direct tutelage of a Senior Thrown Weapons Range Marshal and is subject to instruction and correction by any warranted Thrown Weapons Range Marshal.
- 4) The MIT must receive the recommendation of two Thrown Weapons Range Marshals as well as their primary Senior Thrown Weapons Range Marshal, and complete all requirements laid out in Appendix B (or Appendix C for currently warranted Archery Range Marshals).

E. Thrown Weapons Range Marshal in Charge (TWR-MIC)

- 1) The Thrown Weapons Range Marshal in Charge runs the thrown weapons range at a particular event and is responsible for the range's activities and lists. The Marshal in Charge must be a warranted Thrown Weapons Range Marshal.
- 2) The Marshal in Charge reports scores from tournaments and practices as well as 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 comply with the rules of the line.
- 5) The Marshal in Charge shall report, to the DEMENTW, all injuries requiring professional medical treatment because of activity on or about the range. This report shall occur 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.
- 6) Event reports are the immediate responsibility of the Marshal in Charge for an event, and are to be sent to the DEMENTW or Captain within 14 days following the event.
 - a) Score sheets must include the names of all throwers, their geographical affiliation, the scores for the individual ends, and the total score.
 - b) The scores from a TWIC are to be sent within 30 days following an event. The deadlines to the TWIC Coordinator are hard-set dates.

F. Reporting

The DEMENTW's contact info and all reporting forms can be found on the Marshal section of the Caid website.

The full list of reports required by Caid for its marshallate staff, fighters and all other throwers 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 DEMENTW and the Captain of Thrown Weapons by email as well.

Appendix A: Thrown Weapons Range Marshal

Authorization Test

Name

Date

Correct Answers

(Pass / Fail) STWRM Initial

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.
 - C. They must mark the scoring edge.
 - D. They must receive approval from the Marshal in Charge to compete

- 9) The closest range for axes and knives is:
- A. 10 feet
 - B. 15 feet
 - C. 20 feet
 - D. 25 feet
- 10) You are the Marshal in Charge of an event. A thrower has a weapon not commonly thrown at events. You:
- A. Refer them to the DEMENTW
 - 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 in a soft target 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
 - D. Throwers must throw from approximately the same distance
- 14) You are a Thrown Weapons Range Marshal controlling the field. The throwers have completed 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 Deputy Earl Marshal for Thrown Weapons
 - 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
- 17) A thrower's feet must be:
- A. Straddling the throwing line
 - B. On the throwing line
 - C. Behind the throwing line
 - D. In front of the throwing line
- 18) What specific garment is required:
- A. Fingered gloves
 - B. Long sleeves
 - C. Closed-toed shoes
 - D. All of the above

Appendix B: Marshal in Training Checklist (version 1)

Name:

Geopolitical Group:

STWRM:

Date Process Started:

STWRM Date & Initial each item as completed by the TWRMIT

		Completed TWRM authorization test, having no more than one incorrect answer
		Equipment Inspection
		Basic instruction to new throwers including: <ul style="list-style-type: none">• Basic rules and safety of the line• Basic throwing form instruction for: Axes, Knives, & Spears
		Running a line
		Setting up a range
		Run a thrown weapons competition (including score keeping)
		Ability to project commands across a line
		Masterful knowledge of Caid Thrown Weapons Handbook and Rules of the line

Appendix C: Marshal in Training Checklist (version 2)

(for currently warranted Archery Range Marshals in Caid)

Name:

Geopolitical Group:

STWRM:

Date Process Started:

STWRM Date & Initial each item as completed by the TWRMIT

		Oral test. Questions: #4-6, 8, 11, 17, 18
		Equipment Inspection
		Basic instruction to new throwers including: <ul style="list-style-type: none">• Basic rules and safety of the line Basic throwing form instruction for: Axes, Knives, & Spears
		Running a line
		Setting up a range
		Ability to project commands across a line
		Masterful knowledge of Caid Thrown weapons Handbook and Rules of the line

Appendix D: Types of Competitions

A. Royal Round Throw

1. The Royal Round Throw is a standard format in Caid used for competitions and personal rankings.
2. It consists of 10 throws of any of the three standard weapons (Knives, Axes, or Spears) from at least the minimum throwing distance for that weapon.
3. A typical Royal Round Throw will have throwers throw all three standard weapons in this fashion.
 - a. eg. 10 axes from 10ft, 10 knives from 10ft, 10 spears from 15ft.
4. If throwing for rank, a thrower does not need to complete an entire Royal Round in one day, but may instead complete each weapon separately.

B. Caid Open Thrown Weapons Tournament

1. The Caid Open is a Royal Round tournament-style competition.
2. The top four finalists go to a final round of the MIC's choosing.
3. The highest score from final round wins.
4. It is held once per calendar year, the winner holding the title of Caidan Champion Thrower during the following year.

C. 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.
3. Before attempting this throw, please obtain the current TWIC rules.

D. Non-Standard Competitions

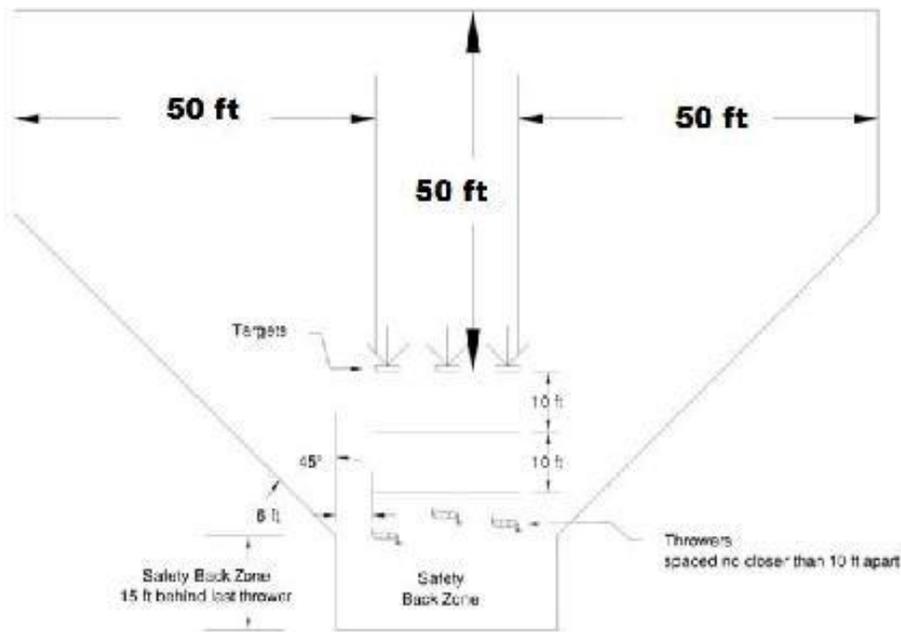
1. Non-standard competitions, or novelty throws are a good break from standard targets.
2. They should be carefully designed to ensure they rely on skill and have all points balanced.
3. Novelty throws create variety at tournaments and keep throwers on their toes.

E. Single / Double Elimination

1. This type of competition directly pits throwers against each other in multiple 1v1 throws.
2. Each throw consists of three throws of a single weapon from a single distance (eg. Three axes from 10ft). The person with the highest score for a throw wins and advances.
3. Etiquette: Before throwing, each competitor should salute their opponent, crown, and consort.
4. An example of a single elimination competition with eight throwers:
 - a. Round 1 - Each thrower is randomly matched against another, forming four pairs of throwers.
 - b. Throw 1 - Three spears from 15ft. Four throwers are eliminated, four move on to Round 2.
 - c. Round 2 - Each thrower is randomly matched against another, forming two pairs.
 - d. Throw 2 - Three knives from 10ft. Two throwers are eliminated, two move on to Round 3.
 - e. Round 3 - The final two throwers are paired against each other.
 - f. Throw 3 - Three axes from 10ft. One thrower is eliminated, one is the champion.

Appendix E: 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.**
- G. 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.
- H. 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 F: Glossary

AXE: A blade attached at approximately a right angle to the end of a handle. In Caid, these may only have one scoring edge.

BOLO: A novelty throwing weapon consisting of three balls (typically tennis balls) at the end of three ropes (around two to three feet in length) knotted together at one end. Targets for bolos are typically intended to be wrapped or knocked over with minimum throwing distance at 10ft.

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

FONDU FORKS: A novelty throwing weapon which uses food grade fondue forks. Targets for fondue forks are typically cork with minimum throwing distance at 10ft.

KNIFE: A piece of metal with a blade on one end and a handle on the other. In Caid, these may only have one scoring edge.

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

SAFETY ZONE: The roped off area of a thrown weapons range which is intended to keep onlookers and passersby out of harm's way.

SPEAR: A blade attached to the end of a shaft, typically around six feet in length.

THROWN WEAPONS ROUND: 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.

TWIC: Thrown Weapons Inter-Kingdom Challenge.

Appendix G: Quick Reference Guide

- **Minimum Throwing Distances:**

- Axes = 10ft.
- Knives = 10ft.
- Spears = 15ft.

- **Ranking Requirements:**

- Three axe rounds (10 throws at 10ft).
- Three knife rounds (10 throws at 10ft).
- Three spear rounds (10 throws at 15ft).

- **Rankings:**

Score:	Rank:	Cord Color:
0-19	Novice	---
20-39	Pikeman	Green
40-59	Knifeman	Purple
60-89	Bombarder	Red
90-119	Axemaster	Gold
120+	Royal Axemaster	Argent & Azure

- **Standard Target Size:**

- Outside 14" worth 1 point.
- Middle 8" worth 3 points.
- Inside 3" worth 5 points.

