



Middle Kingdom Thrown Weapons Handbook

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The use of any religious symbols, national symbols or flags, and real people- living or deceased shall be strictly forbidden.

Rules of the Line S.C.A., Inc

- 1) Side arm throwing is not allowed. Angled throws where the weapon still goes above the throwers head and underhand throws are allowed at the marshals discretion.
- 2) Throwers must ask the Thrown Weapons Marshal for permission before entering the range and filling in on the line.
- 3) All throwers on the line must throw from approximately the same distance unless the targets are placed far enough apart to be run as individual ranges if needed.
- 4) Throw only at designated target.
- 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 their weapon(s) and step back from the line.
- 8) The throwers should step back from the line once all of their weapons have been thrown.
- 9) Do not throw weapons that have not been inspected. Any weapon that strikes another weapon or is struck by another weapon should be inspected by the thrower after each round of throwing.
- 10) Do not stand or walk behind throwers on the line.
- 11) Just before each throw, look behind to ensure that it is clear.
- 12) Do not swing weapons aimlessly or in a careless manner. Throwers should always be aware of what may be in the path of their weapon when it is swung.
- 13) Be aware of sharp points and edges of weapons.
- 14) Stay alert. Weapons can and will bounce back from the target if mis-thrown.

RULES FOR THROWN WEAPONS PARTICIPATION IN THE MIDDLE KINGDOM

- 1) All throwers shall recognize that their equipment is a potentially lethal weapon, and understand the possibilities of physical injury to themselves or others, and shall assume onto themselves all risk and liability for harm.
- 2) A warranted Thrown Weapons Marshal must be present at all S.C.A., Inc events and practices.
- 3) All thrown weapons MUST be inspected by a Thrown Weapons Marshal (or supervised TWMIT) before they may be thrown.
- 4) Throwers shall behave in a courteous and safe manner at all times.
- 5) Throwers shall stand behind the marked line when throwing.
- 6) Only the throwers and Thrown Weapons Marshals are allowed in the throwing range.
- 7) At the call of "Hold" throwers shall immediately lower their weapons. As the word "Hold" is exclusively used when safety issues are at hand, it should not be used to end timed rounds. Any participant, spectator, or Marshal has the authority to call "HOLD" on

the thrown weapons range should they observe a perceived unsafe situation. However, the Marshal-in-Charge will evaluate and execute any required corrective action before allowing throwing to resume.

- 8) Throwers may not throw at a target containing another thrower's weapons without their expressed permission.
- 9) Throwers shall retrieve their weapons only at the command of the marshal.
- 10) Throwers shall only pull their own weapons from the targets, unless another thrower ASKS for help pulling their weapons.
- 11) Throwers are responsible for continuously assuring that their equipment meets Equipment Standards after its original inspection. Should any questionable damage occur- consult with the Marshal-in-Charge.
- 12) Inappropriate behavior on the part of any participant or spectator may result in the Marshal-in-Charge removing that person from the range.
- 13) A copy of these "Rules of the Line" must be posted near the thrown weapons Line.

Range Procedures and Commands

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

EQUIPMENT STANDARDS – S.C.A., INC

A) 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 release.

B) Axes

- 1) Axes should be of a size and weight that allows them to be thrown safely and easily.
- 2) The handles of all axes should be firmly attached.
- 3) Some axes are designed to allow the head to slide up a tapered handle and pressure-fit on. The heads will come off if they are pushed toward the butt of the handle. When

- the axe is used, the head is forced into place and seats tightly. The inspecting marshal should ensure that the head does indeed seat tightly and will not slip over the taper.
- 4) The haft cannot have any major cracks.
 - 5) The haft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.
- C) Spears
- 1) Spears may not be excessively long or heavy.
 - 2) Spearheads must be firmly attached to the shaft of the spear.
 - 3) The shaft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.
 - 4) The shaft must be sound and without major cracks.
- D) Specialized Throwing 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.

Equipment Standards of the Middle Kingdom

- A) Knives
- 1) Each knife must have a single point.
 - 2) Knives may have one or both edges sharpened.
 - 3) The knife must be free of cracks in the blade or handle. Taped handles are permissible on knives.
- B) Axes
- 1) The axe handle must be blunt on both ends.
 - 2) The axe head and handle must be free of major cracks. Handles may not be taped, as this could hide this type of defect.
 - 3) Axe heads must not be of size, weight, or configuration that will cause undue damage to the target.
- C) Spears
- 1) Throwing spears may not exceed 8 feet in length, inclusive of any butt caps.
 - 2) Butt caps must not be pointed, which could cause injury to someone approaching the target.
 - 3) Spear points must be of a configuration that will not cause undue damage to the target. Barbs are not allowed.
- D) Specialized throwing weapons
- 1) Any weapon that is propelled or thrown by a device acting as an aide to increase distance, velocity, accuracy, or penetration is not allowed. (atl-atl, staff sling, sling etc).
 - 2) Any weapon that is not designed to stick into a target, such as hammers, maces, or anything that throws a tennis ball, are not allowed.

- 3) 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.
- 4) Weapons must be of a weight and configuration that will not cause undue damage to the target.
- 5) **The Marshal-in-Charge will have the final say on all specialized or unfamiliar weapons.** It shall be their discretion as to if the weapon shall be allowed for use or not.

MIDDLE KINGDOM THROWN WEAPONS EQUIPMENT EXPERIMENTATION

A) General

Continuing experimentation with alternate materials and historical weaponry discovered in the course of study has broadened the range of weaponry and armory available for participants in the S.C.A., Inc. and the Middle Kingdom. In all cases where a participant wants to try out something new, safety should be considered paramount. Any marshal can restrict or refuse the use of experimental equipment or construction materials that are considered to be unsafe. Restrictions and refusals can be appealed to the next level in the Marshallate staff to field test equipment and materials for general use. All equipment not classified under Equipment Standards are considered experimental and subject to Marshallate restriction in practices and competition. For equipment constructed of other standards than what is previously described must be inspected and approved by the Kingdom Earl Marshal or a designated Deputy. The primary concern of this section is to maintain safety.

B) Standards and Restrictions

1) Use of experimental equipment and materials

- a) Marshals can restrict or refuse the use of any experimental equipment or construction technique found by the marshal to be unsafe or dangerous to the user or other participants.
- b) The decision to refuse or restrict an experimental item can be appealed up the Marshallate chain of Authority, until a final decision is made by the Kingdom Earl Marshal or the Crown.
- c) 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.
- d) 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. The participant will be reported to the Regional Deputy Marshal, Kingdom Thrown Weapons Marshal, Kingdom Earl Marshal and be subject to any other restrictions or actions deemed appropriate.

2) Construction and Materials

- a) Construction of experimental equipment will follow the guidelines as prescribed in Equipment Standards.
 - b) Materials other than those described will be subject to testing to ensure safety in use and failure, are subject to restriction based on testing as specified by the Kingdom Earl Marshal or a designated representative.
- C) Experimentation Procedures
- 1) Experimental weapons will be studied and tested on an individual basis.
 - 2) If the weapon is determined safe, guidelines on inspections will be created.
 - 3) Once the inspection guidelines are created, they must travel with the experimental weapon to any range where that weapon will be used.

Marshalling Guidelines

MARSHAL RESPONSIBILITIES AND CHAIN OF AUTHORITY

Marshals are recognized as officers of the S.C.A., Inc. The fundamental distinction between types of marshals in the Middle Kingdom is between those fully warranted and those under restricted warrants: Marshals who may authorize new participants and those who may not. Fully warranted Marshals are officers of the S.C.A., Inc., the personal representatives of the Kingdom Earl Marshal and, ultimately, the Crown. Only fully warranted marshals and the Crown may authorize participants to compete in S.C.A., Inc. martial activities in the Middle Kingdom. All but the Crown must be under full warrants, the Crown being the final authority of the Marshallate. The chain of authority for the Marshallate is not only for reporting but also for participants and marshals to seek guidance or appeal on Marshallate issues. Under normal situations, the Marshal-in-Charge of an event is the final authority on issues that come up at that event. Their decisions will stand until a senior marshal reviews the decision according to the same general chain that reports are sent in. If no senior marshal is present, the formal appeals process must be followed. NOTE: Members of the Chivalry and Royal Peers are not senior marshals unless they happen to hold a senior office. However, given the expertise possessed by these peers, their input should be given due consideration but the Marshal-in-Charge has authority over participants regardless of rank. Marshals of the Field report to Regional Deputy Marshals. Many S.C.A., Inc. groups will have officers responsible for their thrown weapons program. These go by several titles inclusive of Thrown Weapons Lieutenant (for Shires and Cantons) and Thrown Weapons Captain (for Baronies). Marshals in these positions should also submit reports to the groups Seneschal. Regional Deputy Marshals and report to the Kingdom Deputy in charge of their activity. The Kingdom Deputies report to the Earl Marshal, as do all Special Deputies. Special Deputies are not part of the formal appeals chain but they should be consulted when an issue arises that touches on their area of expertise. The Designated Deputy Earl Marshal (Drop Dead Deputy) becomes part of the chain of authority in the absence of the Earl Marshal. The Earl Marshal reports to both the Crown and to the Society Marshal. While the Crown and Earl Marshal are the final authorities on all martial matters within the kingdom, they cannot overrule Society regulations and policies. It should be noted, however, that the Crown and the Earl Marshal are given some latitude in interpreting and applying those policies.

Marshal Offices and Expectations

A) Kingdom Thrown Weapons Marshal

- 1) Responsible for managing the Thrown Weapons program of the Middle Kingdom.
- 2) Administers Thrown Weapons training throughout the Kingdom.
- 3) Completes and files reports quarterly to the appropriate Kingdom and Society officers.
- 4) Supervise over Regional Thrown Weapons marshals
- 5) Develops and maintains training standards and rules for Thrown Weapons marshals.
- 6) Coordinates any experimental weapons research and development as related to Thrown Weapons.
- 7) Has final approval of new Thrown Weapons Marshals

B) Regional Thrown Weapons Marshal

- 1) Compiles and coordinates quarterly and event reports from the Thrown Weapons Marshals at large/of the field.
- 2) Maintains a roster of active Thrown Weapons marshals within the Region.
- 3) Administers the MIT competency test.
- 4) Assists the Kingdom Thrown Weapons Marshal in administration of the programs.
- 5) Advises local officers within the Region about thrown weapon related issues such as interpretation of rules and marshal coverage for events.
- 6) Assist with the Kingdom Thrown Weapons Marshal with any incident investigations or accident reports.
- 7) Other duties may be requested/assigned as situations dictate.

C) Group Thrown Weapons Marshal/Marshal at Large

- 1) May be Marshal in Charge of Thrown Weapons at any event within the Kingdom.
- 2) Has successfully completed the Thrown Weapons Marshal in Training program.
- 3) Files Quarterly reports to the Regional Thrown Weapons Marshal.

- 4) Assists other Thrown Weapons Marshals as needed in staffing ranges, whether it be inspecting equipment, running the line, or assist in scoring.
- 5) Coordinate Thrown Weapons activities within a local group, including practices, demos, and events as scheduled.
- 6) Other individual duties may be requested or assigned by the Kingdom or Regional Thrown Weapons Marshal.

Incident Reports

Injury Reports must be filed if there is an injury that requires professional treatment. Any injury to a second party or spectator will be reported.

Revocation of Warrants and Marshal Status

A) Revocation for Cause

- 1) Failure to Report
 - a) Marshal at Large
 - i) Failure to report for two consecutive quarters
 - ii) Inactivity for one year
 - b) Regional Marshal
 - i) Failure to report twice in a calendar year
 - ii) Late to report twice in a calendar year.
 - c) Kingdom Marshal: at the pleasure of the Earl Marshal and Curia
- 2) Misconduct
 - a) Intoxication on the range.
 - b) Illegal activities of any sort (Modern as well as applicable laws)
 - c) Cheating on scores reported to any higher level
 - d) Any activity that may cause legal or other liability risk to the Society, Kingdom, or other participants in the event or function beyond “normal” levels.
- 3) Lapse of Membership
 - a) Marshals whose SCA membership lapses will be placed under suspension until renewal is proven
 - b) Lapse of Membership for longer than three months will be considered to be voluntary resignation

Reinstatement as a Thrown Weapons Marshal

- A) Persons who have had their Marshal warrant suspended due to a lapse in membership may apply for reinstatement.
- B) Reinstatement will be considered by the Regional or Kingdom Level Marshal on an individual basis. Appeal of the determination will follow the “Chain of Command.”

- C) Applicants for Reinstatement may be required to complete part of or all of the current Marshal in Training programs, at the discretion of the Regional Marshal or higher. With the constant flow of new information, it may be necessary for the applicant to have partial or full retraining on inspections or procedures.
- D) Reinstatement is not automatic. Persons whose Marshal status has been revoked must apply for reinstatement and comply with any requirements placed upon them for the reinstatement process.

GENERAL REQUIREMENTS AND RESTRICTIONS FOR ALL MARSHALS

- A) **AUTHORIZED PARTICIPANT**
Must be an authorized participant of the specific martial activity for which they wish to become a Marshal within the Middle Kingdom. The Marshal at Arms or the Kingdom Earl Marshal may waive this rule on a case by case basis.
- B) **MEMBERSHIP**
Currently an Associate, Subscribing, Contributing, or Patron member of the S.C.A., Inc.
- C) **MIDDLE KINGDOM MARSHALS HANDBOOK**
Must own or have immediate access to a Middle Kingdom Marshals Handbook as required for each activity.
- D) **GROUP MARSHALS-IN-TRAINING**
In special cases, a Marshal-in-Training may be granted authority to supervise local practices. This is to be a temporary situation until the Marshal-in-Training is fully warranted or a Marshal of the Field can be located. This situation may only be granted by the Kingdom Thrown Weapons Marshal and Kingdom Earl Marshal.
- E) **TABARD OR BALDRIC**
Should have a marshal's tabard or baldric bearing armory that has been approved for that activity. The tabard is worn only when on duty, and some form of the badge of office identifying the wearer as a marshal must be worn while on duty.

THROWN WEAPONS STANDARDS-S.C.A., INC.

- A) **Marshal Requirements**
 - 1) All Thrown Weapons Marshals shall be knowledgeable about thrown weapons, range safety, and SCA and Kingdom thrown weapons rules.
 - 2) All Thrown Weapons Marshals are officers of the SCA and shall maintain membership as required by the SCA Bylaws, and shall be warranted by their Kingdom as required by Corpora.
- B) **Responsibilities**
 - 1) The Kingdom Thrown Weapons Marshal shall ensure that the Kingdom thrown weapons rules include, at a minimum, basic range safety standards, equipment standards, warranting and reporting procedures for Thrown Weapons Marshals and injury reporting procedures.

- 2) No thrown weapons activities are to take place at an event unless a warranted Thrown Weapons Marshal is present.
- 3) In the event of a disagreement, the Marshal-in-Charge shall have the complete say and control in resolving the dispute, subject to appeal to the Kingdom Earl Marshal or Crown. Appeals may be made via the appropriate procedures as specified in kingdom and SCA law and policy.
- 4) The commands of the Marshal-in-Charge are to be followed explicitly by all throwers while on the thrown weapons range. Failure to follow the Marshal-in-Charge's instructions may result in removal from the range.
- 5) The Marshal-in-Charge may request the assistance of other marshals in running the line and inspecting equipment. However, the responsibility for safely setting up and running the range remains with the Marshal-in-Charge.
- 6) The Marshal-in-Charge or the assisting Marshals have the authority to see that all thrown weapons are inspected for damage and compliance with the rules of the line.
- 7) While on duty, all thrown weapons marshals are responsible for the enforcement of the rules and safety standards for thrown weapons activities or events.
- 8) As part of their duties, Thrown Weapons Marshals are responsible for making all reasonable steps for ensuring that all throwers are familiar and comply with the SCA and Kingdom Thrown Weapons Rules.
- 9) All Kingdom level Thrown Weapon Marshals are required to report quarterly to the SCA Archery Marshal. This is in addition to any reports to their superior required by Kingdom law.
 - 1st Quarter- March 10
 - 2nd Quarter- June 10
 - 3rd Quarter- September 10
 - 4th Quarter- December 10
- 10) The Marshal in Charge at an event shall report to the Kingdom Thrown Weapons Marshal and any others required by Kingdom law and policy, all injuries requiring professional medical treatment as a result of activity on or about the range.
- 11) The Kingdom Thrown Weapons Marshal shall report to the Society Archery Marshal any injuries related to thrown weapons activities that required professional treatment as well as any potentially dangerous circumstances or incidents involving thrown- weapons activities in the Kingdom and their outcome.

C) General Standards

1. All throwers have the final responsibility for the proper care and safe use of their weapons, and for knowing and following their Kingdoms thrown weapon rules.
2. A thrower shall not knowingly use unsafe equipment.
3. If a thrower is unsure of the safety of their equipment they shall request the assistance of a Thrown Weapons Marshal in the inspecting of their equipment
4. The Thrown Weapons Marshal assisting in the inspection shall make a reasonable attempt to locate any unsafe conditions or violations of Kingdom rules and inform the thrower of what is found and how to correct it.

5. The inspection by the Thrown Weapons marshal may not find all equipment faults and is conducted as a service to all the throwers on the line. It does not remove the throwers' primary responsibility for the safe condition of their own equipment.
 6. Any equipment observed by a Thrown Weapons Marshal to be unsafe shall not be used until it is made safe and re-inspected by a Thrown Weapons Marshal.
 7. Equipment and safety standards vary greatly depending upon the type of thrown weapon and the techniques that are used to throw the weapon. All inspections and decisions should be made with the following considerations:
 - a) How will the user be throwing the weapon? For example, will a knife be thrown by the handle or the blade?
 - b) Is the weapon designed to be thrown?
 - c) Is the weapon sturdy enough to be thrown?
 - d) How sharp is the blade?
 - e) How balanced is the weapon? If the weapon is so unbalanced that it would be awkward to swing, the thrower should demonstrate that it can be thrown safely.
 - f) Is the weapon either excessively light or heavy in weight?
 - g) Is the weapon either excessively short or long?
 - h) Is the handle taped? If a weapon's 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.
- D) Range safety
- 1) Range set up
 - a) The range will be identifiable at all times. Rope, tape, poles etc., may be used to mark off the range and safety area.
 - b) The Marshal-in-Charge should be easily identified.
 - c) The throwing line is the closest position from which a throw can be made.
 - d) Hard targets for knives and axes should be at least 10 feet away from the throwing line. A hard target is any target made of materials that provide a solid resistance. This includes, but is not limited to; logs, plywood, construction lumber etc.
 - e) Hard targets for spears should be at least 20 feet away from the throwing line.
 - f) 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 haybales, Styrofoam, etc.
 - g) A safety 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.

Middle Kingdom Thrown Weapons Equipment Inspection

A) Inspection of Knives

- 1) Check the handle to assure that it is firmly attached by gripping it firmly and both attempting to rotate it and move it up and down the handle.

- 2) Verify that the handle and blade are free of burrs and/or splinters, which could cause injury. If present, ask the thrower to remove them before continuing the inspection. Carefully run your hand over these surfaces.
- 3) Verify that the knife is not bent. Many blades are not tempered and can be easily bent and straightened. The thrower is responsible to straighten the blade- NOT THE MARSHAL.
- 4) Verify that the point is not blunted and is point enough to stick in the target without undue force.
- 5) Verify that the cutting edges of the knife are not unduly sharp for a thrown weapon.

B) Inspection of Axes

- 1) Verify that the handle is free of burrs, cracks and/or splinters, which could cause injury. If present, ask the thrower to remove them before continuing the inspection. Carefully run your hand over these surfaces.
- 2) Verify that the handle is adequately attached to the head of the axe as described in the equipment standards.
- 3) Taped handles are not permissible.
- 4) Verify that the size and weight of the axe is appropriate for the target. Unduly heavy axes may be disallowed.
- 5) Verify that the upper point [sticking point] and edge are sharp enough to penetrate the target. Although not cause for rejection, the marshal may wish to inform the thrower if the edge and point seem unduly dull.

C) Inspection of Spears

- 1) Verify that the haft [shaft/handle] is free of burrs, cracks, and/or splinters which could cause injury. If present, ask the thrower to remove them before continuing the inspection. Carefully run your hand over these surfaces. Cracks may be repaired by gluing and wrapping [whipping] with cord assuming that the repair results in the area being as strong as the original handle. Tape is not an acceptable repair- all tape should be removed from the haft to allow adequate inspection.
- 2) Verify that the point of the spear is firmly attached. Actually, a loose point isn't a safety issue, but trying to recover lost points from targets can cause unduly long delays on the line.
- 3) The required sharpness of the point depends on the material being used for the target. Dull points are fine for straw bales, but not appropriate for wooden targets.
- 4) Verify that any butt caps do not pose a puncture hazard to throwers approaching the target. If the spear has a butt cap, the butt cap must be firmly attached.
- 5) Quillions are the projections above the point that prevent the point from penetrating too far into the target. They may either be part of the point or separately attached to the shaft. If utilized, they must be firmly attached.

D) Inspection of Special Throwing Weapons:

Specialized throwing weapons are designed with more than one sticking/Impacting edge or point. As they come in a multitude of configurations, the marshal must use their discretion on what safety issues need to be addressed. The Marshal is under no obligation to allow any weapon that they are not comfortable with to be thrown.