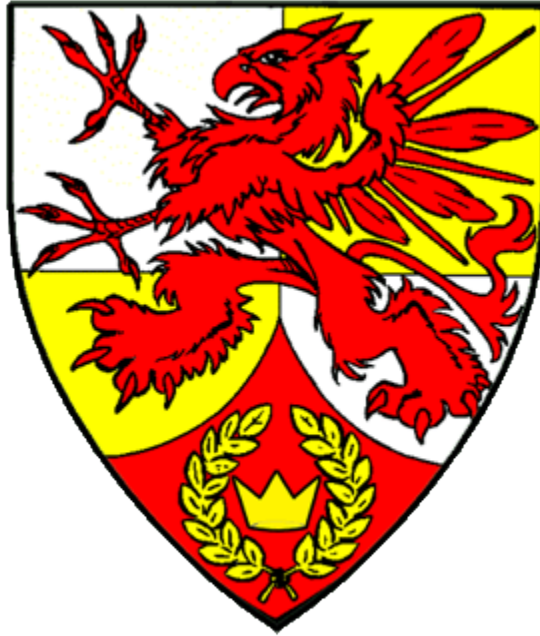
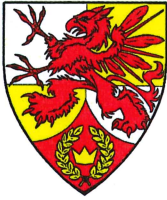


Avacal



Book of Thrown Weapons

Policies of the Avacal Deputy of Thrown Weapons



Kingdom of Avacal: Book of Thrown Weapons

This Book of Thrown Weapons

Approved on this 5th day of June, AS 50.

Wernar

Wernar Ivarsson

King Avacal

Helene ^{SW}

Helene Regine Avacal

Queen Avacal

Roxanne

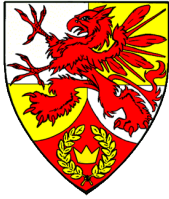
Roxanne

Kingdom Seneschal, Avacal

Toryn

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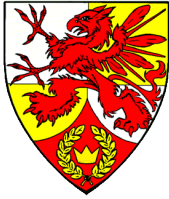
Kingdom Earl Marshal, Avacal



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INTRODUCTION

The Avacal Book of Thrown Weapons includes information outlining the rules of thrown weapons in Avacal.

The Avacal Book of Thrown Weapons (BOTW) includes rule clarifications, procedures for training and warranting marshals.

The rules in this book serve two main purposes. First and foremost, they are designed for the safety of participants, spectators, and bystanders. Second, they are designed to make the thrown weapons experience more enjoyable for participants and spectators.

It is expected that all participants of Thrown Weapons in Avacal become familiar with the rules and procedures outlined in this book. Branch officers and marshals must demonstrate an understanding of the rules and procedures outlined by the Kingdom Thrown Weapons Deputy and are expected to enforce them.

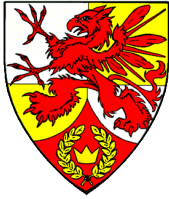
When reading and applying these rules, use common sense and be considerate. If you are ever unsure of a rule, ask a marshal.

1 THROWN WEAPONS OFFICERS

1.1 KINGDOM DEPUTY OF THROWN WEAPONS

The Crown shall appoint a Deputy of Thrown Weapons.

1. Requirements
 - a. Holds a valid SCA membership for the duration of the 2 year term of office
 - b. Is a Senior Thrown Marshal
 - c. Is acceptable to the Crown and Kingdom Earl Marshal
 - d. Complete an Avacal Change of Officer form and submit to the Kingdom Earl Marshal
 2. Responsibilities
 - a. To enact and maintain Thrown Weapon policies
 - b. To maintain a program which promotes safety, education, and training, and ensures the continued practice and growth of thrown weapons in Avacal
 - c. To inform the Royals and Their Heirs of Thrown Weapons activities within the Kingdom and of groups and individuals who may be worthy of their recognition
 - d. Report Thrown Weapons activities within the Kingdom to the Kingdom Earl Marshal and Society Archery Marshal on a quarterly basis
-



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- e. Concur or Non-Concur all Senior Thrown Weapons marshal promotions and renewals. In the case of a vacant Kingdom Thrown Weapons Deputy, the Kingdom Earl Marshal or a designated Senior Thrown Weapons Marshal shall concur or non-concur instead.

1.2 REGIONAL THROWN WEAPONS DEPUTY

The Kingdom Thrown Weapons deputy shall appoint one Regional Thrown Weapons Deputy for each region within the Kingdom whose responsibilities are as follows:

1. To represent the Crown and Kingdom Thrown Weapons Deputy within the respective regions
2. To organize thrown weapons activities as requested in their region
3. To oversee the training of Junior Marshals in their region and recommend them to the Kingdom Thrown Weapons Deputy for promotion to Senior Marshal

1.3 BRANCH DEPUTIES

Seneschals at every level may, at their own discretion, by request, or by popular approval, appoint a branch deputy to coordinate and promote Thrown Weapons activities within their local SCA group. Branch Deputies have the following responsibilities:

1. They must maintain a current senior Thrown Weapons Marshal authorization and SCA membership for the term of their office.
2. They are responsible for making sure there is an authorized Senior Marshal to set-up and run the range at local practices and branch events.
3. Branch Deputies must file monthly reports to their Seneschal.

1.4 REPORTING

For the reporting schedule refer to the Kingdom of Avacal: Book of Heavy

2 THROWN WEAPONS MARSHALS

2.1 REQUIREMENTS FOR ALL MARSHALLS:

1. All marshals must be legal age in their jurisdiction or residence.
 2. Thrown Weapon Marshal Authorizations may be issued for a period up to, but not exceeding, four years.
 3. All Thrown Weapon Marshals are officers of the SCA and shall maintain membership as required by SCA bylaws and shall be warranted by their Kingdom as required by Corpora.
-



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2.2 AUTHORIZING MARSHALS

1. In order to authorize a Junior Marshal two warranted Senior Marshals must approve of the promotion; the primary Senior Marshal will enter the promotion into the Avacal Lists Database of the Avacal book of Lists. The 2nd witnessing Senior Marshal will receive the promotion and verify it electronically In the Avacal Lists Database as per as per the Avacal book of Lists.
2. In lieu of point 4. Submissions can be made manually directly to the Minister of the Lists as needed. Using the 4 year authorization form and the Marshal Promotion form.
3. To become a Senior Marshal, two warranted Senior Marshals must witness the authorization the primary Senior Marshal will enter the promotion into the Avacal Lists Database as per the Avacal book of Lists. The 2nd witnessing Senior Marshal will receive the promotion and verify it electronically as per the Avacal book of Lists.
4. In lieu of point 6. Submissions can be made manually directly to the Minister of the Lists as needed. Using the 4 year authorization form and the Marshal Promotion form.
5. A third concurring approval from the regional, principality, or Kingdom Captain-General is required for senior marshals.
6. Thrown Weapons Marshals whose authorization has been expired for less than 1 year may renew their marshal status via the online renewal form completed by a single senior marshal. Otherwise, they must repeat the promotion process

2.3 JUNIOR MARSHAL

1. Junior Marshals may not take on the final responsibility for safely setting up and running the range at local practices or events.
2. Juniors Marshals can assist Senior Marshals by running the range and assisting with equipment inspections provided the Senior Marshal is present.
3. Junior Marshals must train under the guidance of a Senior Marshal for no less than six months before being considered for promotion.
4. Juniors must satisfactorily complete the Senior Marshal test before being promoted to Senior Marshal. Junior Marshals must demonstrate a working knowledge of the following;
 - a. Throughing range set up
 - b. Throughing range procedures, commands , safety rules, and courtesy
 - c. Scoring of throughing weapons



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2.4 SENIOR MARSHALS

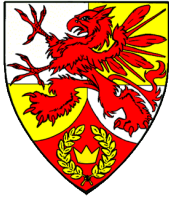
The duties and responsibilities of a Senior Thrown Weapons Marshal include the following:

1. Instructing newcomers
2. Setting up and running the range in a safe manner at practices and events.
3. Conducting safety inspections for both the range and the equipment being used.
4. Making safe targets
5. Supervising events
6. Training Junior Marshals. When a Senior Marshal approves a Junior Marshal's authorization form, that individual agrees to oversee the training of that junior on an ongoing basis.
7. Acting as Marshal In Charge of Thrown Weapons activities at events, practices and demos.

3 STANDARDS FOR THROWN WEAPONS

3.1 GENERAL STANDARDS

1. Each participant has the ultimate responsibility for the proper care, inspection and safe use of their own weapons, and for knowing and following the SCA and Kingdom thrown weapons rules.
2. New participants using loaner gear will be instructed in the ways to safely throw their weapons.
3. Throwers with their own equipment who are unknown to the marshal running the range will be asked about their experience in thrown weaponry. The marshal will check their equipment to determine if it meets Society and Avacal standards for the class in which they propose to throw.
4. The inspecting Thrown Weapons Marshal 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. The inspection is conducted as a service to all the throwers on the line.
6. A thrower shall not knowingly use unsafe equipment.
7. If a thrower is unsure of the safety of his/her equipment, he/she shall request the assistance of a Thrown Weapons Marshal in inspecting the equipment.
8. Any equipment that the Thrown Weapons Marshal determines is unsafe shall not be used until it is made safe and is re-inspected and passed by a Senior Thrown Weapons Marshal or MIC.



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3.2 GENERAL THROWN WEAPONS INSPECTION CRITERIA

Equipment standards vary depending upon the type of thrown weapon and the techniques the thrower uses to throw the weapon. To accommodate these variations the following questions should be considered during the inspection of each weapon.

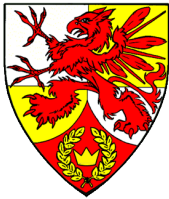
1. How will the user be throwing the weapon? E.g., for knives, will it be thrown by the handle or by the blade?
2. Is the weapon designed for throwing?
3. Is the weapon sturdy enough to be thrown?
4. How sharp is the blade?
5. How balanced is the weapon? If the weapon is so unbalanced that it would be awkward to swing the thrower should demonstrate it can be thrown safely.
6. Is the weapon either excessively light or heavy in weight?
7. Is the weapon either excessively short or long?
8. 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.

3.2.1 Knives

1. The handle (or scales) of the knife, if any, must 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. There is no minimum length for throwing knives.

3.2.2 Axes

1. The handle must be firmly attached.
2. The handle cannot have any major cracks.
3. The handle cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.
4. All axes shall have wooden handles between 12 inches and 24 inches in length.
5. All axe heads shall be metal, with a single blade of not more than four (4) inches in width on the striking edge.
6. No top spikes, spike polls, or butt-spiked handles are allowed.
7. 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.



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3.2.3 Spears

1. The spearhead must be firmly attached to the shaft of the spear
2. The shaft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.
3. The shaft must be sound and without major cracks.
4. Spears shall not have flights or any stabilizers attached.
5. Spears must be no less than 4-feet in length and no longer than 7-feet in overall length.

3.2.4 Atl-Atls

1. Darts used must be designed for use in the Atl-Atl.
2. The haft must be sound and without cracks.
3. Breakaway heads are not permitted at any time.
4. The dart holder and any other attached components must be firmly attached to the Atl-Atl.
5. Atl-Atls may not be used in spear throwing competitions.

4 THROWING RANGE SET-UP

4.1 REQUIREMENTS

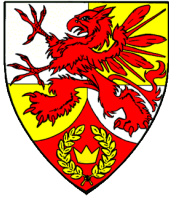
1. The range and safety zone must be clearly marked off using ropes, poles, signs, tapes, etc.
2. The Thrown Weapons Marshal in Charge shall be easily identifiable.
3. If there are roads or paths within the safety zone or range, they shall be blocked off to traffic at both ends during throwing.

4.2 RANGE CONSTRUCTION

1. The entrance of the throwing range should be at the side and not the back, if possible. The entrance must be behind the farthest back throwing position. (Refer to Figure 4.)
2. "Hard" targets (e.g., wood) for knives and axes must be at least 10 feet down range from the throwing line and at least 6 feet apart from outer edge to outer edge. The centre of these targets must be between 40 and 60 inches off the ground.
3. "Soft" spear targets (e.g., hay bales or Styrofoam) must be at least 15 feet down range.
4. The throwing line is the closest position from which a throw can be made. It shall be clearly marked. It must not present a tripping hazard.

4.3 SAFETY ZONES

1. The dimensions for the safety zones in Figure 4 are the *minimum*.



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2. The safety zone starts 8 feet to the outside of the outermost throwing position on the range (i.e., outermost edge of the target, not the centre.)
 - a. If not all of the throwing positions are in a line, the farthest back position must be used for measurement.
3. The safety zone extends down-range from the throwing position at a 45° angle away from the targets to a line even with the farthest target and continues straight down range until it is at least 15 yards past the farthest target.
4. The safety zone extends at least 12 feet behind the farthest back throwing position.
5. Physical barriers such as a hill, permanent solid backstop, or a wall can be used to reduce the size of the safety zone. However, the barrier must completely cover the safety zone in order to count. A small barrier that can be thrown over is insufficient. It is better to err on the side of safety with too much space than not enough.
6. The safety zone must be free of traffic, campsites, pedestrians, parking areas, and other hazards.

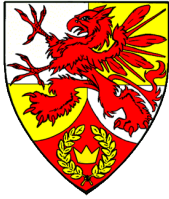
4.4 TARGETS

4.4.1 Knife and Axe Targets

1. The target should be constructed of materials suitable for the cause.
2. Knife and axe targets are marked with three concentric circles.
 - a. The outermost circle is 14 inches in diameter and worth 1 point.
 - b. The middle circle is 8 inches in diameter and worth 2 points.
 - c. The innermost circle is 3 inches in diameter and is the bull's-eye worth 3 points.
3. The face of the target shall be 10 feet from the throwing line if it is going to be considered for score.
4. The targets will be at least 6 feet apart from each other.

4.4.2 Spear Targets

1. Spear Throwing targets are usually hay or straw. Typically, the target is constructed of a single upright bale supported at the rear by two other bales lying on their side. The paper target is affixed to the upper half of the upright bale facing the throwing line.
 2. The target will consist of a rectangular sheet of paper 8.5 by 11 inches (i.e., letter size paper) with a 3-inch blackened circle in the center of the sheet. Spears must stick in the front of the bale without having the handle touch the ground to score any points. A spear only sticking in the bale will count for one point. A spear cutting or touching the 8.5 x 11 – inch rectangle counts as two points. A spear cutting the 3-inch circle counts as three points.
 3. The face of the target shall be 15 feet from the throwing line if it is going to be considered for score.
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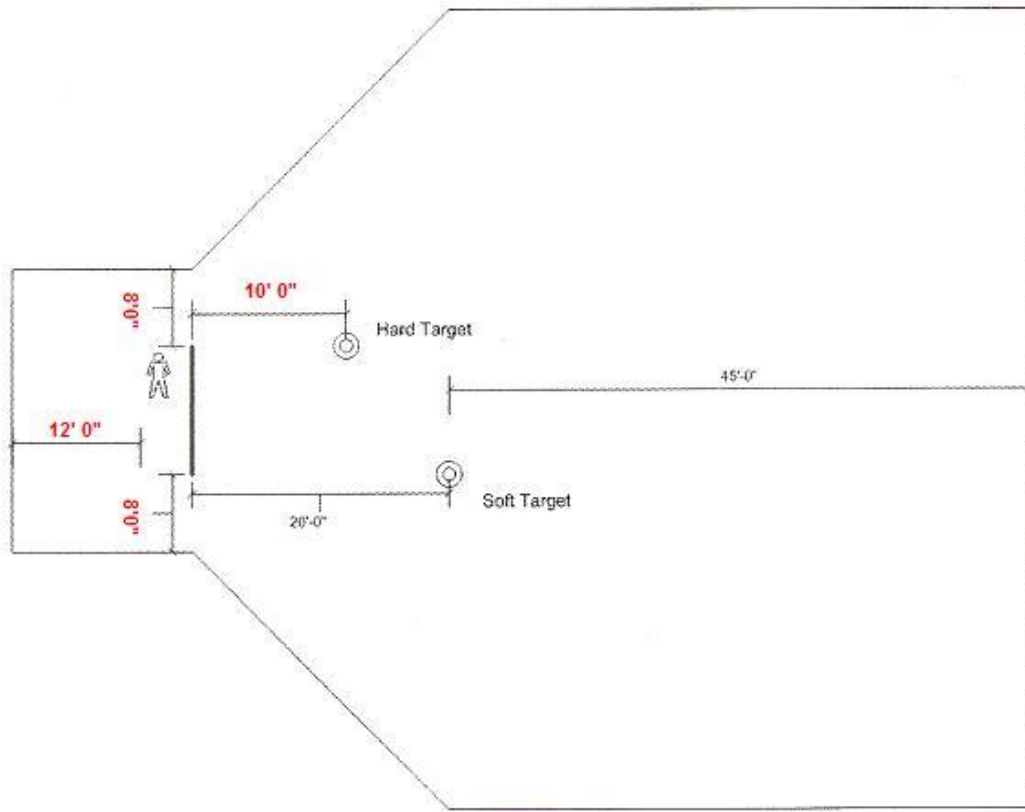


Figure 4: Thrown Weapons Range

5 THROWING RANGE PROCEDURES, COMMANDS, SAFETY RULES AND COURTESY

5.1 THROWING LINES

5.1.1 Uniform Throwing Line

1. The Thrown Weapons Marshal will call a thrower (or throwers) to the line.
 2. The Thrown Weapons Marshal will look to see that all is clear down-range.
 3. The Thrown Weapons Marshal will look to see that nobody is directly behind the throwers, in the path of the swing, or in the arc traversed by the swing.
-



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4. The Thrown Weapons Marshal will call out “range clear” or the equivalent, and wait momentarily for any responses. If all is clear, the Thrown Weapons Marshal will call “Throw when ready!” or the equivalent.
5. When done, the thrower(s) 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 weapons are down the Marshal gives the command “retrieve weapons!” or the equivalent.
7. Only one weapon at a time, may be thrown at a target.
8. All weapons must be re-inspected prior to being thrown again, if the weapon strikes a hard object other than the target (i.e., other weapons or a rock.)

5.1.2 Staggered Throwing Line

1. If individuals wish to throw from different distances, all youth are to step off the range or to the safety line for the volley.
2. In addition the procedures in M.1, the Thrown Weapons Marshal will use the following guidelines:
 - a. Have everyone on the line move to the farthest distance.
 - b. When the range is called, have the gentle(s) who wish to throw from that distance throw when ready.
 - c. When done, have everyone on the line move forward to the next position.
 - d. Call the range as in (b).
 - e. Continue this pattern until everyone is done.

5.2 THROWN WEAPONS SAFETY RULES

1. Side-armed throwing of weapons is not allowed.
 2. Ask the Marshal for permission before “filling in” on the line.
 3. All throwers on the line must throw from approximately the same distance. A two foot difference is acceptable i.e. one standing at 10 feet and one at 12 feet but no more than that.
 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 put down your weapon(s) and step back from the line until you know the reason for the hold and wait for instructions from the Marshal.
 8. Do not throw weapons that have not been inspected and approved.
 9. Do not stand or walk behind throwers on the line.
 10. Just before EACH throw, look behind you to ensure that it is clear.
-



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11. 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.
12. Be aware of sharp points and edges of weapons.
13. Do not throw when someone is down range.
14. Always remember that you are throwing live steel weapons that can cause great harm. Keep alert. Weapons can and will bounce back from the target occasionally.

5.3 THROWN WEAPONS RANGE COURTESY

1. Remove only your weapon from the target unless you have permission to remove someone else's.
2. Remove weapons by "worrying" them out.
3. Do not handle another thrower's weapons without their permission.
4. Do not participate in Thrown Weapons activities while under the influence of drugs or alcohol.

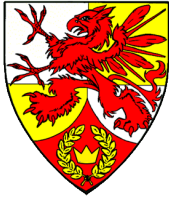
6 SCORING OF THROWN WEAPONS

6.1 AVACAL THROWN WEAPONS COMPETITION

1. Only scores from an SCA event or a published practice are counted for averages. Scores considered for ranking will consist of a thrower's three highest scores from three separate days.

Rank	Average - Adult	Average - Youth
Ludicrous Thrower	140+	120+
Grand Master Thrower	120-139	100-119
Master Thrower	100-119	80-99
Accomplished Thrower	80-99	60-79
Two Weapon Thrower	60-79	45-59
Thrower	59 and under	44 and under

2. Only one score per competitor per weapon type is counted per day.
 3. The scores for 20 knife throws, 20 axe throws and 20 spear throws shall be combined for a total of 60 throws.
-



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4. If the thrower's foot moves over the throwing line during the throw or follow through, the score for that throw is zero (0).
5. Contestants are allowed to use their own weapons, subject to meeting the safety guidelines.
6. Score sheets indicating the date, event, Marshal, Target Marshal in Charge, contestants and scores should be submitted to the Kingdom Deputy Marshal of Thrown Weapons or their designated deputy (Kingdom Score keeper).
7. Each year, medallions are awarded to the top 10 scoring SCA-member Thrown Weapons participants.

6.1.1 Youth Division

1. A youth thrower is any thrower between age nine and under the age of majority on the day of the throw in the province that the throwing is taking place. No one under the age of nine is allowed to throw.
2. The youth thrower must be able to demonstrate the ability to throw all weapons involved, safely.
3. Youth aged 9-13 should always be placed on the target farthest from the spear target.

6.1.2 Open Division

1. The minimum age for competing with adults in Thrown Weapons is age 13 as of November 1.
2. There must be at least two (2) senior Thrown Weapons Marshal marshals present. One will call the line while the other will focus his/her attention on the youth throwers.
3. It is the responsibility of the Thrown Weapons Marshal -in-charge to declare the range open to all.