



KINGDOM OF
NORTHSHIELD

THROWN WEAPONS HANDBOOK

This handbook is an official publication of the Kingdom of Northshield, Society for Creative Anachronism, Inc., a nonprofit organization dedicated to researching and recreating the customs, combat, and courtesy of the Middle Ages and the Renaissance.

Copies of this document can be downloaded the Kingdom of Northshield website: <http://www.northshield.org>

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Welcome to the February 2025 edition of the Thrown Weapons Handbook for the Kingdom of Northshield. These rules establish the rules and expectations necessary to ensure all remain as safe as possible on our ranges. This handbook is intended for participants in Thrown Weapons as well as Marshals and Marshals-in-Training for Thrown Weapons.

As our activity has grown, both with new weapons styles and new participants, our rules must likewise adapt. Prior to this edition, our kingdom's rules were two decades old, and our game has advanced and evolved significantly in that time. New weapons styles have been added and recent efforts to create a cross-Society standardized Royal Round require throwing at distances Northshield ranges were not designed to allow. I am proud that this revision allowed for input and comment by both marshals and participants across the kingdom, ensuring that we benefit from our shared knowledge.

We have many, many newcomers who find themselves on our ranges at their first event and they are often surprised by the offer to participate with no need for additional equipment or training. Those memories can be a powerful recruitment strategy, but they require that Thrown Weapons is both visible (which can be aided by banners and thoughtful placement of ranges at events) and available at events across Northshield. Availability is a factor of both warranted marshals with range kits **and** of support for those marshals. This edition of the rules was written with the need for our activity to grow and to help provide guidelines and remove barriers to increasing participation.

Of course, as we go forward, I am sure we will all have questions and ideas for improvements - please do not hesitate to seek out the holder of this office at any time for help with anything related to Thrown Weapons in Northshield.

To all TW Marshals, new and current MITs and to all good gentles that participate: I thank you for aiding in the growth of this activity.

In service,

ban tigherna Aine ingen MaelPatraic

Northshield Deputy Earl Marshal for Thrown Weapons, thrown-weapons@northshield.org

February 2025

1 REVISION HISTORY

Summary of changes from previous version (October 2004).

Section	Summary of Change	Date Approved by Stallari Council
Multiple	Information duplicative from the Society Thrown Weapons rules has been removed.	February 2025
Multiple	Information duplicative from the Northshield Marshals Administrative Handbook (<i>expected revision, Fall 2024</i>) has been removed	February 2025
Multiple	Sections were re-ordered, re-organized, and re-labeled to improve readability	February 2025
Page 2	Copyright and Creative Commons licensing added	February 2025
1	Revision History section added	February 2025
2	Definitions section added	February 2025
4	Plumbata and sling were added to Equipment Standards	February 2025
5.1	Range layout corrected and safety zone updated	February 2025
5.2	Target recommendations replaced with requirements by target composition and orientation	February 2025
5.3	Plumbata and sling added to Equipment Inspection	February 2025
5.4	Range procedures for changing Marshals of the Line, allowing a single participant to throw and retrieve at will, and starting/maintaining a rotation added	February 2025

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2 DEFINITIONS

The following terms are used throughout these rules.

Thrown Weapons Marshal: A warranted marshal of the field for Thrown Weapons. Warrants are granted after completion of the Northshield Thrown Weapons Marshal-in-Training program or after successful transfer of a Thrown Weapons marshallate from another SCA kingdom. Thrown Weapons Marshals must be current members of the SCA.

Thrown Weapons Group Marshal: A Thrown Weapons Marshal who is responsible for providing or supervising Thrown Weapons practice activities.

Thrown Weapons Marshal-in-Charge (TW MIC): A Thrown Weapons Marshal who is responsible for providing and supervising Thrown Weapons activities at SCA events. Thrown Weapons activities may not be offered at SCA events without the appointment of a TW MIC.

Thrown Weapons Marshal-in-Training (TW MIT): A member of the SCA who has chosen to receive training to become a Thrown Weapons Marshal. TW MITs are NOT warranted Marshals and therefore must be supervised by a warranted Thrown Weapons Marshal while performing any duties related to their training. TW MITs may only serve as a Group Marshal or TW MIC for events when supervised by a warranted Thrown Weapons Marshal.

Thrown Weapons Marshal of the Line (Marshal of the Line): The Marshal of the Line is the person currently responsible for maintaining the safety on the range, including monitoring the gate for entry and exits, calling the line for throwers, and assisting throwers on the range as needed. They may be a Thrown Weapons Marshal or a Thrown Weapon Marshal-in-Training (TW MIT) under the supervision of a Thrown Weapons Marshal. All throwers on the range MUST pay heed to the Marshal of the Line at all times they are on the range.

Throwing Lane: Ten feet immediately in front of a target. Each target should have a separate throwing lane that is centered on the target and extends five feet to either side.

Minimum Safe Throwing Line: The minimum safe Throwing Line will be set no closer than 10 feet from hard ax and knife targets and no closer than 15 feet from spear targets.

3 RULES FOR THROWN WEAPONS PARTICIPATION IN THE KINGDOM OF NORTHSHIELD

NOTE: This handbook establishes the minimum safety requirements for Thrown Weapons within the Kingdom of Northshield. Individual marshals may apply stricter requirements to ensure participant safety, i.e., in slippery conditions, but where these requirements may impact participation, they should be clearly communicated to participants as early as possible.

Please refer to the Thrown Weapons Handbook of the Society for Creative Anachronism (SCA), Inc. (current edition) for the Society thrown weapons rules. Rules included in the SCA handbook are included and incorporated into the Northshield rules unless explicitly indicated in these rules.

3.1 Requirements for Thrown Weapons Activities at Event and Practices

- A. A Thrown Weapons Marshal with a current and active warrant from the Kingdom of Northshield must be present at all SCA events and practices at which Thrown Weapons is to be held.
- B. Range boundaries, including the range entrance, are to be clearly marked with brightly colored rope, tape, etc.
 - a) Range boundaries do not need to prevent access but should be visible enough to indicate that passage is not allowed.
 - b) Full range layout is covered in Section 5.1: Thrown Weapons Range Layout and Safety Zone Requirements.
- C. Every Thrown Weapons Range will have a clearly marked Minimum Safe Throwing Line.
 - a) The Minimum Safe Throwing Line should be clearly and visibly marked, such as with flags or spray chalk so as not to present a tripping hazard. Color choices should be high contrast and avoid combinations that are difficult for individuals with color-blindness to see. For example, red flags or paint should not be used to mark on green grass.
 - b) Additional throwing lines may also be marked, again clearly and visibly, but are not required.
- D. All weapons used on Northshield thrown weapons ranges must pass an inspection by a Thrown Weapons Marshal (or a supervised TW MIT) before they may be thrown.
 - a) Weapons that are not passed are not to be thrown unless repaired to the satisfaction of the marshal. Weapons that cannot be repaired may not be thrown.
 - b) If at any time during participation a weapon is struck by another weapon or becomes damaged, it must pass a re-inspection by a Thrown Weapons Marshal (or supervised TW MIT).
- E. Each thrower 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.

3.2 Requirement for Participation in Thrown Weapons Activities

- A. Participants and spectators shall always behave in a courteous and safe manner.
 - a) Inappropriate behavior on the part of any participant or spectator may result in the Marshal of the Line removing that person from the range. The Marshal of the Line will explain why the participant or spectator is being removed.
 - b) Those wishing to appeal a decision by the Marshal of the Line may do so by speaking to the TW MIC or TW Group Marshal, who will also speak to the Marshal of the Line prior to making a decision.
- B. All throwers on the range must wear some kind of fully soled footwear; no bare feet are allowed.
 - a) Flip flops or thongs are not allowed due to the increased potential for tripping.
 - b) Open-toed footwear (sandals, etc.) are at the discretion of the Marshal of the Line, who will take into consideration the safety and stability of the thrower in making a determination. This decision falls within the Marshal of the Line's discretion and shall stand for as long as they are acting as Marshal of the Line.
- C. The Marshal of the Line may require that garb or clothing that may interfere with the clean release of weapons or safety while throwing or retrieving weapons be removed (if outerwear) or secured prior to participation.
 - a) Long and flowing sleeves must be secured or tied in a way that will not interfere with clean release of weapons.
 - b) Hats and hoods must remain in place while throwing or be removed while on the line.

3.3 Rules of the Thrown Weapons Range

- A. Running is not allowed at any time on the thrown weapons range - at least one foot must always remain in contact with the ground.
- B. Throwers entering and exiting the range must ask permission from the Marshal of the Line and receive positive acknowledgement before entering or exiting the range. This allows the Marshal of the Line to ensure the safety of all participants when throwers may be crossing throwing lanes.
- C. When entering the range, throwers should walk to their assigned lane as directed by the Marshal of the Line.
 - a) The Marshal of the Line shall ensure that all other throwing activity is held while throwers are entering or exiting the range.
 - b) All other throwers will heed the marshal and hold all weapons while participants are entering or exiting from the range.
- D. Only throwers, Marshals, Marshals-in-Training, Marshal-allowed instructors or, in the case of youth participants, adult companion assisting a thrower should be in each Throwing Lane.

- a) Non-throwers shall stand 45 degrees to the side and rear of the thrower within the Throwing Lane.
 - b) Non-throwers shall heed all rules of the range and not behave in any manner that may distract a thrower in another lane.
- E. Throwers shall remain behind the Minimum Safe Throwing Line when throwing.
- a) Throwers may take up 1 or more walking steps when throwing any weapon as long as they do not go past the throwing line.
 - b) If a thrower's natural rotation falls short of the Minimum Safe Throwing Line, the Marshal will provide instruction for half-rotation throwing if desired.
- F. Throwers may throw from longer distances than the Minimum Safe Throwing Line so long as there is a sufficient safety zone remaining behind throwers.
- a) No thrower shall be more than five (5) feet in front of or behind any thrower in adjacent Throwing Lanes.
 - b) If a thrower wishes to throw from a distance more than five (5) feet behind throwers in adjacent Throwing Lanes, all throwers will move back to the farthest distance wishing to be thrown from while all who wish to throw at that distance throw under the direction of the Marshal of the Line.
 - i) Once all have thrown from the farther distance, all throwers will move forward together, with all throwers who want to throw at a given distance throwing at the same time.
 - ii) This will continue until all throwers have had a chance to throw.
 - iii) All throwers will retrieve once all weapons have been thrown for the round.
- G. At the call of "HOLD!" throwers shall immediately lower their weapons.
- a) As the word "HOLD" is exclusively used when safety issues are at hand, it should not be used to end timed rounds (use "stop" or "time").
 - b) Further, any participant, Marshal or spectator has the authority to call "HOLD" on the thrown weapons range should they observe a perceived unsafe situation.
 - c) When a "HOLD" is called, The Marshal of the Line will evaluate and will execute any required corrective action before allowing throwing to resume.
- H. Throwers may not throw at a target containing another thrower's weapons without the expressed permission of those other thrower(s).
- a) This includes when throwers are using loaner weapons (e.g., if a thrower is using wood-handled loaner weapons and they stick a weapon, they MUST have permission to continue throwing prior to retrieval.)
 - b) If they do not have permission, the thrower should place any remaining weapons for that round on the ground and will not throw them in that round.

- I. Throwers shall retrieve their weapons only at the command of the Marshal of the Line.
 - a) Each thrower is responsible for retrieving their own weapons. If a participant is unable to retrieve weapons due to an impairment, the Marshal of the Line may make appropriate accommodations to assist with retrieval.
 - b) With the exception of Marshals and supervised TW MITs, who may pull weapons after scoring them for competitions or tournaments, throwers should not pull weapons thrown by other people from the targets.
 - c) Weapons pulled for scoring mid-round are not returned to the thrower, but instead placed on the ground near the target so they can be retrieved at the end of the round.
- J. Throwers are responsible for continuously assuring that their equipment meets the Equipment Standards after its original inspection. Should any questionable damage occur – throwers must consult with the Marshal of the Line or another marshal if the damage is noticed off the range.
- K. A copy of these “Rules of the Line” (Section 3.3) must be made available for all participants to review near the thrown weapons range.

4 EQUIPMENT STANDARDS

Please refer to the Thrown Weapons Handbook of the Society for Creative Anachronism (SCA), Inc. (current edition) for the Society thrown weapons equipment standards. Equipment standards included in the SCA handbook are included and incorporated into the Northshield rules unless explicitly indicated in these rules.

4.1 Knives

- A. Each knife must have a single point.
- B. Knives must be free of cracks in the blade or handle.

4.2 Axes

- A. Ax heads and handles must be free of major cracks. Handles may not be taped as this could hide this type of defect.
- B. Ax heads must not be of a size, weight or configuration that will cause undue damage to the target.
- C. Axes may have more than one striking edge but only one edge is allowed for scoring. For competitions or tourneys, the participant must declare the scoring edge at the start of competition.

4.3 Spears

- A. Spears may have blunt butt caps. Butt caps must not be pointed, which could cause injury to someone approaching the target.
- B. Spear heads must be of a configuration that will not cause undue damage to the target.
 - a) Barbs are not allowed.

- b) Quillons are allowed. Quillons are the projections above the point that prevent the point from penetrating too far into the target. They may either be part of the head or separately attached to the haft.

4.4 Plumbata

Northshield does not have additional equipment standards above and beyond the SCA standards for plumbata.

4.5 Slings

Northshield does not have additional equipment standards above and beyond the SCA standards for slings.

4.6 Specialized Throwing Weapons

- A. Non-spiked hammers and maces, which are not specifically designed to stick in a target, are not allowed.
- B. Throwing axes with spikes and spiked hammers must be inspected by the Marshal-in-Charge, who may decide whether they are acceptable to be used on the range.
- C. Weapons must be of a weight and configuration that will not cause undue damage to the target.
- D. Guidelines for experimental weapons are included in the Northshield Marshals Administrative Handbook.

5 THROWN WEAPONS MARSHAL'S HANDBOOK

Thrown Weapons Marshals are responsible for knowing the entirety of the Northshield Thrown Weapons Handbook. This section provides additional information about the responsibilities of Marshals for setting up thrown weapons ranges, creating targets, inspecting weapons, and running the line. Additional information regarding the administrative responsibilities of thrown weapons Marshals, including MIT procedures, reporting requirements, chain-of-command, and maintenance of warrants, can be found in the Northshield Marshals Administrative Handbook.

NOTE: This handbook cannot be regarded as providing solutions for all the various problems and circumstances that may arise in the performance of marshalling duties. Trained thrown weapons marshals are expected to work together and to use their training and experience to solve problems that arise, using common sense and creativity to maintain the intent of the Rules with a focus on the safety and fun of the participants and spectators.

5.1 Thrown Weapons Range Layout and Safety Zone Requirements

- A. The footprint of the thrown weapons range will depend on several factors including:
- The number of targets;
 - The weapons to be used; and
 - The distances to be thrown from.
- B. **Target spacing:** Each target must be at least 10 feet from any adjacent targets.
- a) Marshals-in-Charge may choose to space targets farther apart, but not closer.
 - b) The length of the throwing line will equal the minimum distance between the targets plus an additional 20 feet (10 feet from each end target to the edge of the range).
 - c) Due to the shape of the outfield / behind-target safety zone, the width of the range will be wider at the targets.
 - d) Lanes may be overlapped if the space for a range requires is smaller than that which would support the required target spacing
 - i) Each lane must be completely clear when in use. This may mean that to allow a lane set between two other lanes with overlapping boundaries, the two adjacent lanes may not be used when the middle lane is used.
 - ii) It is recommended that overlapping lanes be set a staggered Minimum Safe Throwing Distance, e.g., setting a sling or plumbata lane between two knife or ax lanes.
- C. **Target minimum safe throwing distance:** Each target must be set so that it is at the minimum safe throwing distance for the weapon it is intended to be used with.

Intended Weapon	Target Style	Minimum Safe Throwing Distance
Knife or Ax	Hard target	10 feet
Spear	Soft target	15 feet
Spear	Hard target	20 feet

Intended Weapon	Target Style	Minimum Safe Throwing Distance
Sling	Hard, soft, or catchment	20 feet (<i>recommended</i>)
Plumbata	Vertical soft target	20 feet (<i>recommended</i>)
Plumbata	Horizontal soft target	30 feet (<i>recommended</i>)

- D. **Throwing distance:** At a minimum, the Minimum Safe Throwing Line must be clearly and visibly marked.
- a) Visible markers may include landscaping flags, marking paint or chalk, or other durable method. The marking line may be physical so long as it does not present a trip hazard.
- NOTE: Color choices should be high contrast and avoid combinations that are difficult for individuals with color-blindness to see. For example, red flags or paint should not be used to mark on green grass.
- b) Additional distances may also be marked. For instance, the Thrown Weapons Interkingdom Challenge and initial Universal Society Royal Round both require throwing from a distance of 10 feet beyond the Minimum Safe Throwing Distance.
- E. **Back-field / behind-thrower safety zone:** The back-field safety zone ensures a safe distance should a weapon be released on the back-swing.
- a) The back-field safety zone extends the full width of the throwing line.
- b) The back-field safety zone runs 20 feet beyond the longest marked throwing distance.
- F. **Outfield / behind-target safety zone:** The outfield safety zone runs from the Minimum Safe Throwing Line at a 45-degree angle to the depth of the outer targets and then continues straight back do a minimum full depth of 30 feet beyond the farthest target.
- a) Due to the angled safety zone to the target, marshals should consider the order of target placement so that targets with longer Minimum Safe Throwing Distances are set at the center of the range to conserve space.
- G. **Range entrance:** The range is to have only one entrance, which is to be located at the side with the front edge no closer to the targets than the Minimum Safe Throwing Line.
- a) The entrance shall have a “gate”, which may be a rope, that can be used to block the entrance to indicate that entrance is not allowed when the range is closed.
- b) Marshals of the Line may choose to stand inside the range, at the gate, or just outside the gate so long as they can clearly see the length of the throwing line and all active participants on the range.

5.1.1 Example Range Footprint: Three targets (2 ax/knife + 1 soft spear)

For a range with two hard ax/knife targets and one soft spear target:

- **Target spacing:** Each target will be set 10’ from the edge of the range with 10’ between each target.
 - 10’ – Target – 10’ – Target – 10’ – Target – 10’ = 40’

- The range width at the throwing line will be 40'.
- **Minimum Safe Throwing Distances:**
 - For the two hard ax/knife targets, the Minimum Safe Throwing Distance is 10'. These two targets should be set 10' from the throwing line.
 - For the soft spear target, the Minimum Safe Throwing Distance is 15'. This target should be set 15' from the throwing line.
- **Throwing distances:** For this range, only a single throwing line will be marked at the Minimum Safe Throwing Distance.
- **Back-field / behind-thrower safety zone:**
 - The minimum back-field safety zone is 20' beyond the Minimum Safe Throwing Distance.
 - The back-field depth of the range, the distance from the throwing line to the back of the marked range territory, is 30'.
- **Outfield / behind-target safety zone:**
 - Assuming the two hard ax/knife targets are set at the outside edges of the range, the safety zone will run at a 45-degree angle from intersection of the outside edge of the throwing lane (5' from the center of the target) and throwing line for 14' (the length of the hypotenuse of a right angle triangle with 10' sides) to a point straight out from the outside target.
 - The zone then extends straight back for an additional 35' (30' beyond the farthest target, which is the spear target set at 15').
- **Total range footprint:**
 - Width (at narrowest): 40'
 - Width (at widest): = 50' (the 45-degree safety zone starts 5' from the edge of the range at the throwing line and extends an additional 5' beyond the edge of the range at the throwing line)
 - Length: 65' (20' from the back edge to the throwing line + 15' from the throwing line to the farthest target + 30' behind the farthest target)

5.1.2 Example Range Footprint: Five targets (2 ax/knife + 1 soft spear + 1 sling + 1 plumbata)

For a range with two hard ax/knife targets, one soft spear target, one sling target, and 1 plumbata target without overlapping throwing lanes:

- **Target spacing:** Each target will be set 10' from the edge of the range with 10' between each target.
 - $10' - \text{Target} - 10' - \text{Target} - 10' - \text{Target} - 10' - \text{Target} - 10' = 60'$
 - The range width at the throwing line will be 60'.
- **Minimum Safe Throwing Distances:**
 - For the two hard ax/knife targets, the Minimum Safe Throwing Distance is 10'. These two targets should be set 10' from the throwing line.
 - For the soft spear target, the Minimum Safe Throwing Distance is 15'. This target should be set 15' from the throwing line.
 - For the sling target, the recommended Minimum Safe Throwing Distance is 20'. This target should be set 20' from the throwing line.

- For the plumbata target, the recommended Minimum Safe Throwing Distance is 30'. This target should be set 30' from the throwing line.
- **Throwing distances:**
 - For this range, three distances will be marked: the Minimum Safe Throwing Distance; the Minimum Safe Throwing Distance + 5'; and the Minimum Safe Throwing Distance + 10'
 - The farthest throwing line will be 20' from the closest targets.
- **Back-field / behind-thrower safety zone:**
 - The minimum back-field safety zone is 20' beyond the Minimum Safe Throwing Distance.
 - The back-field depth of the range, the distance from the throwing line to the back of the marked range territory, is 40'.
- **Outfield / behind-target safety zone:**
 - Assuming the two hard ax/knife targets are set at the outside edges of the range and the plumbata target is set at the center of the range, the safety zone will run at a 45-degree angle from intersection of the outside edge of the throwing lane (5' from the center of the target) and throwing line for 14' (the length of the hypotenuse of a right angle triangle with 10' sides) to a point straight out from the outside target.
 - The zone then extends straight back for an additional 60' (30' beyond the farthest target, which is the plumbata target set at 30').
- **Total range footprint:**
 - Width (at narrowest): 60'
 - Width (at widest): = 70' (the 45-degree safety zone starts 5' from the edge of the range at the throwing line and extends an additional 5' beyond the edge of the range at the throwing line)
 - Length: 90' (30' from the back edge to the minimum safe throwing line + 30' from the throwing line to the farthest target + 30' behind the farthest target)

5.1.3 Range Footprint Comparison: Plumbata lane at edge vs. middle of range

Placing the longer range targets in the middle of the range instead of at an edge narrows the width of the safety zone needed, thereby reducing the overall footprint necessary for the range.

- In a range with five lanes, setting the plumbata in the center lane allows the full width of the plumbata lane's 45-degree safety zone to be encompassed with the width of the adjacent lanes.
- Placing the plumbata lane at the edge of the range would require the 45-degree safety zone to be run to a point 30' out from the plumbata target, adding at least an additional 25' to the width of the range.

5.2 Thrown Weapons Target Requirements

- A. Targets include any surface that a weapon is intended to be stuck into or struck against.
- B. It is the responsibility of the Marshal in Charge to ensure that targets are suitable and appropriate for use on the thrown weapons range. The requirements below represent the minimum standards for acceptable targets.

5.2.1 Target composition

5.2.1.1 *Hard targets*

Hard targets are any target face that does not compress when placed under pressure. Wood and metal are commonly used for hard targets, though each are used with different weapons.

5.2.1.1.1 *Wood hard targets*

- A. Knife and ax targets are usually made of wood. Spears may also be thrown at hard wood targets. Examples of suitable hard targets include cut tree rounds (see note below) or dimensional lumber glued or secured firmly to create a target face.

NOTE: Many jurisdictions restrict the movement of untreated, non-kiln-dried wood to control the spread of invasive pests. Please be sure to check appropriate regulations before transporting cut tree rounds across county, state, or national boundaries.

- B. Hard targets used with metal edged weapons may not contain exposed metal on the target face that may damage weapons or cause metal shavings if struck. This includes hardware used to construct the target.

5.2.1.1.2 *Metal hard targets*

- A. Metal hard targets, such as pizza pans or cookie sheets, may be used with slings.
- B. Metal hard targets are not allowed to be used metal edged or tipped weapons of any kind.

5.2.1.1.3 *Other types of hard targets*

- A. Hard targets made of other materials, such as plastic targets used for sports shooting, may be allowed at the discretion of the Marshal in Charge.
- B. When evaluating other types of hard targets, the Marshal will prioritize spectator and participant safety and minimizing damage to weapons.

5.2.1.2 *Soft targets*

Soft targets are any target face material that compresses when placed under pressure. Foam insulation sheets, closed cell foam flooring mats, and hay bales are all examples of soft targets. Soft targets may also include three-dimensional foam shapes or produce (e.g., pumpkins).

- A. Soft targets must be solidly constructed to prevent unintentional destruction or disintegration of materials when struck. For example, insulation sheets and closed cell foam may be encased in duct tape or cardboard; hay bales should be tightly packed; etc.

- B. Soft targets may be used in scenarios where the intent is the destruction of the target, though the Marshal in Charge must ensure participant and spectator safety is prioritized as the target deteriorates.

5.2.1.3 *Catchment targets*

Catchment targets are targets designed to catch soft ammunition, such as that used in slings, in a basket or net.

5.2.2 Target orientation

- A. Targets may be placed vertically, such that the target presents a face to the thrower intended to be struck or stuck, or horizontally, such that weapons or ammunitions are intended to be struck or stuck on the surface.
- B. Targets may be hung (e.g., catchment targets or metal sheets used with slings; blocks of wood hung to create dynamic targets; etc.) but must be secured so that they will not fall or become untethered when struck.

5.2.3 Securing targets

- A. Targets must be securely attached to a stand or placed on the ground to prevent accidental tipping or falling when struck.
- B. Target stands must not walk or wobble excessively.
 - a) Three- or four-legged stands are generally the most secure.
 - b) The bottom of stand legs should be secured, either by digging into the ground or with stakes or nails, to prevent the stand from walking or accidentally collapsing.
- C. Target stands must be constructed so as not to cause undo damage to the weapons they are designed to be used with.
 - a) Wood stands should not have exposed metal on the side facing the thrower.
 - b) Stakes used to secure ground-level targets, either horizontal or vertical, may be metal so long as they do not interfere with the intended target surface. For example, metal tent stakes may be used to secure horizontal plumbata targets; metal posts may be used to secure vertical targets if they are placed at the edges of the target.

5.3 Equipment Inspections

5.3.1 Inspection of Knives

- A. Check the handle to assure that it is firmly attached to the blade. Firmly grip both blade and handle, and twist and pull.
- B. Verify that the handle and blade are free of burrs, cracks and/or splinters, which could cause injury. Carefully run your hand over these surfaces.
 - a) If present, ask the thrower to remove them before continuing the inspection.
- C. Verify that the knife is not bent. Many blades are not tempered and can be easily bent and straightened. The thrower is responsible for straightening the blade.
- D. Verify that the point is not blunted and is pointed enough to stick in the target without undue force.
- E. Verify that the cutting edges of the knife are not unduly sharp for a thrown weapon.

5.3.2 Inspection of Axes

- A. Verify that the handle is free of burrs, cracks and/or splinters, which could cause injury. Carefully run your hand over these surfaces.
 - a) Cracks in handles that allow for visible torsion when the handle is twisted or flexion along the length of the handle should not pass inspection and should be replaced by the thrower prior to use of the ax.
 - b) If burrs, cracks, or splinters are present, ask the thrower to remove them before continuing the inspection.
- B. Verify that the handle is adequately attached to the head of the axe as described in the equipment standards.
 - a) Compression fit handles that are designed to let the head slide are acceptable so long as the head of the ax cannot slide off the wide end of the handle.
 - b) Taped handles are not permissible.
- C. Verify that the size and weight of the ax is appropriate for the target. Unduly heavy axes may be disallowed.
- D. 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 thrower if the edge and point seem unduly dull.

5.3.3 Inspection of spears

- A. Verify that the haft [shaft/handle] is free of burrs, cracks and/or splinters, which could cause injury. Carefully run your hand over these surfaces.
 - a) If present, ask the thrower to remove them before continuing the inspection.

- b) Taped hafts are not acceptable.
- B. Verify that the point of the spear is firmly attached. A loose point isn't a safety issue but trying to recover lost points from the target can cause unduly long delays on the line.
- C. The required sharpness of the point depends on the material being used for the target. Dull points are fine for soft targets but not appropriate for hard targets.
- D. Verify that any butt caps do not pose a puncture hazard to throwers approaching the target. The butt cap should be firmly attached.
- E. If quillons are present, they must be firmly attached.

5.3.4 Inspection of plumbata

- A. Verify that the haft [shaft/handle] is free of burrs, cracks and/or splinters, which could cause injury. Carefully run your hand over these surfaces.
 - a) If present, ask the thrower to remove them before continuing the inspection.
 - b) Taped hafts are not acceptable.
- B. Verify that the point of the plumbata is firmly attached. A loose point isn't a safety issue but trying to recover lost points from the target can cause unduly long delays on the line.
- C. The required sharpness of the point depends on the material being used for the target. Dull points are fine for soft targets but not appropriate for hard targets.
- D. Verify that the fletching is firmly attached. Fletching that is damaged may alter the course of flight unpredictably and present a safety issue for spectators and participants.

5.3.5 Inspection of slings

- A. Slings must be made of all-natural materials, including leather, cloth, or woven fibers. Modern slings with plastic or rubber components are not allowed on SCA thrown weapons ranges
- B. Verify that the sling material is sound and not ripped, torn, fraying or worn in a way that may result in failure.
- C. Verify that the sling has a restraining method for the hand that will prevent the sling from flying out of the hand, such as a finger or wrist loop or a disc or toggle held in the hand.
- D. Inspect ammunition that will be used with the sling. Payload to be thrown with a sling should be of "soft" material. Cloth balls stuffed with rags, bean bags, and hacky sacks are examples of "soft" payloads.

5.3.6 Inspection of special throwing weapons

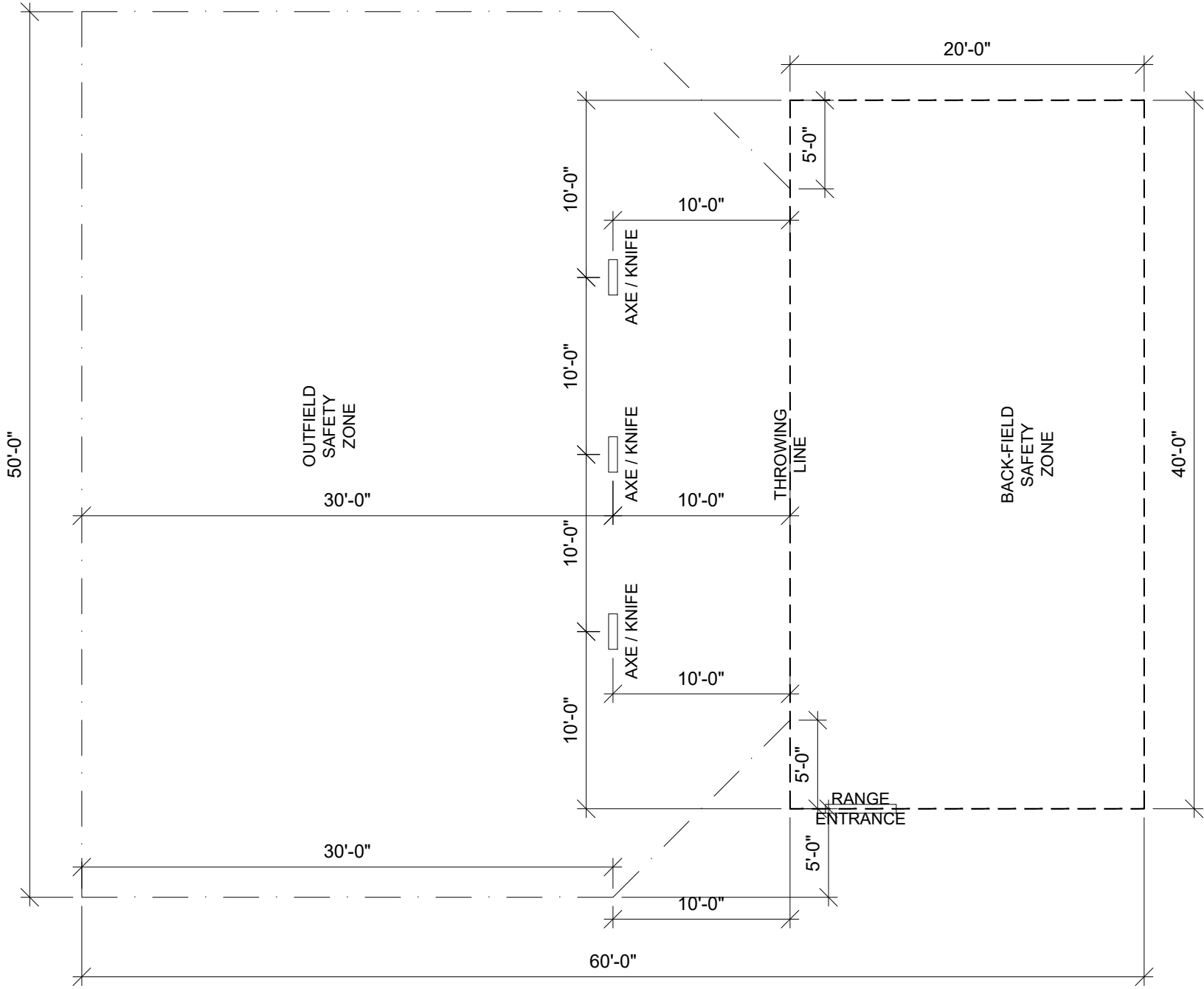
- A. Marshals are under no obligation to allow any weapon that they are not comfortable with on the range.
 - a) Use of special weapons on a previous SCA thrown weapons range does not require that a weapon be allowed.

- b) When unsure about new equipment it is always good to have more than one marshal look at it and get their opinion on the item.
 - c) Safety of spectators and participants is top priority and ease of use and control is second.
 - d) Weapons that may take significantly longer time to retrieve, such as very small weapons, may be denied even if they can be used safely in order to ensure other participants are not made to wait unreasonably for retrieval.
 - e) Attempting to bully a marshal into allowing a weapon they are not comfortable with is discourteous behavior and may be grounds for removal of a participant from the range.
- B. The marshal must use his/her discretion on what safety issues need to be addressed.
- a) Marshals may request a demonstration of the weapon with no other participants on the range to evaluate its safety and determine guidelines for appropriate use.
 - b) Specialized weapon use may be restricted to experienced participants or to specific times when the range is open.

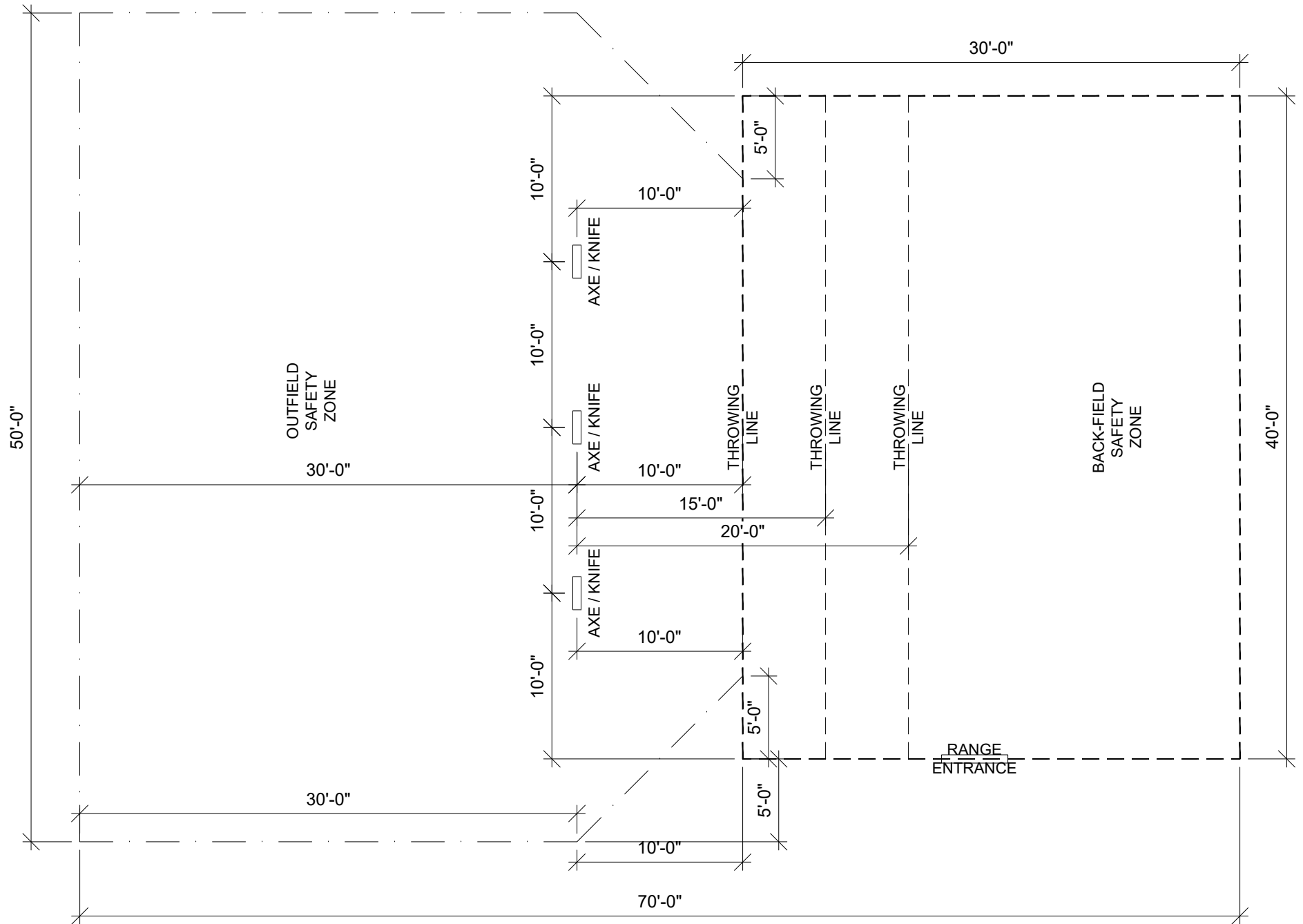
5.4 Range Procedures

- A. General range procedures and commands are included in the SCA Thrown Weapons Handbook.
- B. When control of the range passes from one marshal to another, both must make a clear acknowledgement that marshal responsibility has shifted.
 - a) The incoming marshal should state “I have the range” (or something similar) and the outgoing marshal should confirm with “You have the range” (or some similar acknowledgement).
 - b) The incoming marshal should also introduce themselves to the throwers on the line.
 - c) This process is important to make sure that the range is properly supervised at all times.
- C. In cases where there is only one thrower on the line, the marshal may, at their discretion, allow the thrower to continue throwing and retrieving without specific commands from the marshal for each time.
 - a) This should only be done if the marshal is comfortable with the skill and safety demonstrated by the thrower.
 - b) The marshal shall inform the thrower that “you may throw and retrieve as you will”.
 - c) The marshal is still in charge of safety on the range at all times and must pay proper attention to all activity.
- D. When there is a line of participants waiting to throw, it is recommended that marshals begin a rotation to allow all throwers sufficient time to participate. Common rotations allow a thrower to throw a set number of rounds (e.g., three rounds) before being asked to rotate off the range to make room for other participants.
 - a) Rotations may be target specific, e.g., if there is a line of participants waiting for hard targets, but no one waiting for a soft target, a rotation may be started for hard targets only.
 - b) If there are multiple targets of the kind being waited for, rotations may be staggered so that each participant may throw a set number of rounds (e.g., three rounds) at each target and then moving to the next target. This allows one new thrower to rotate onto the range every set number of rounds rather than replacing an entire line all at once.

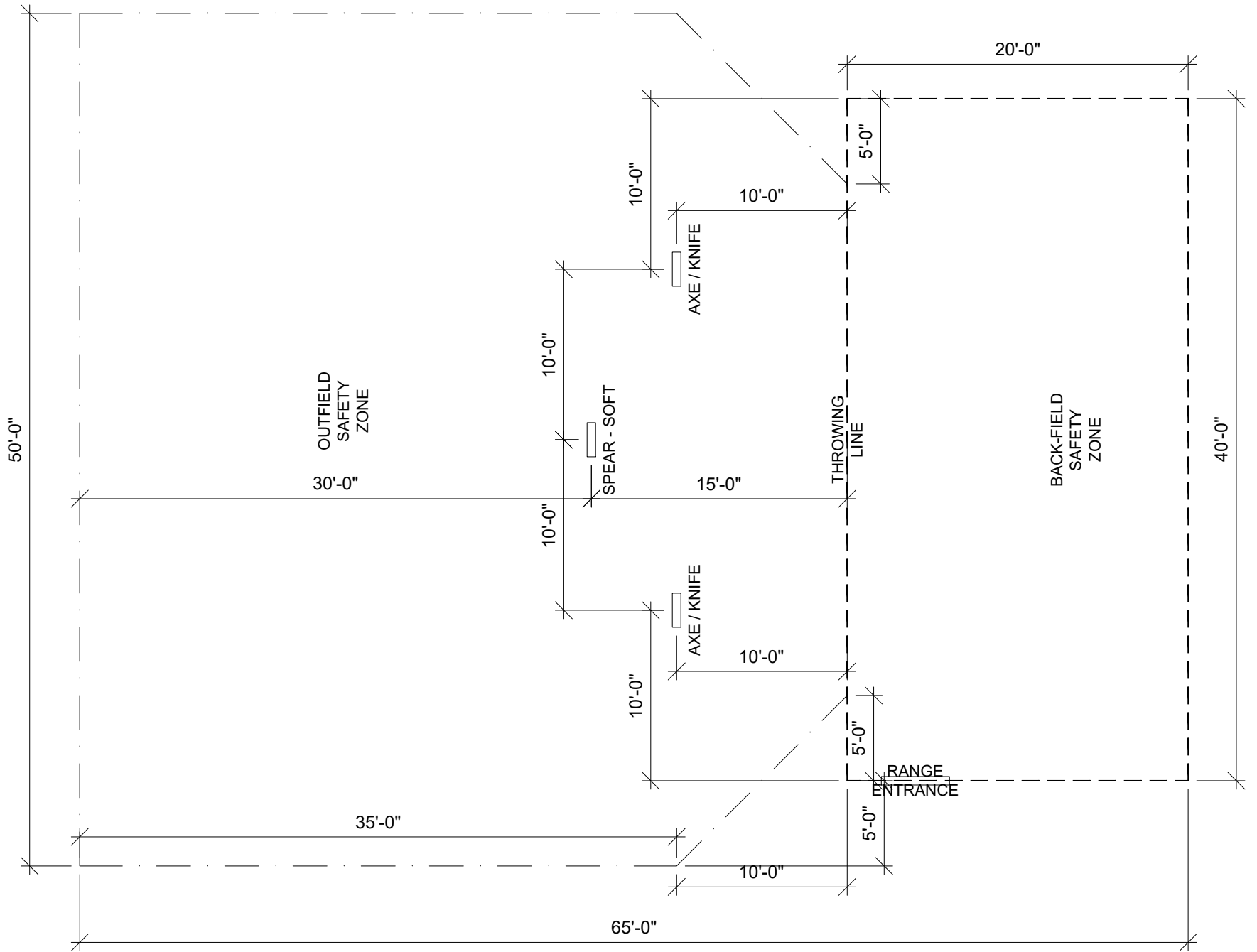
THROWN WEAPON RANGE FOOTPRINT / SINGLE THROWING LINE
THREE TARGETS (3)-AXE / KNIFE)



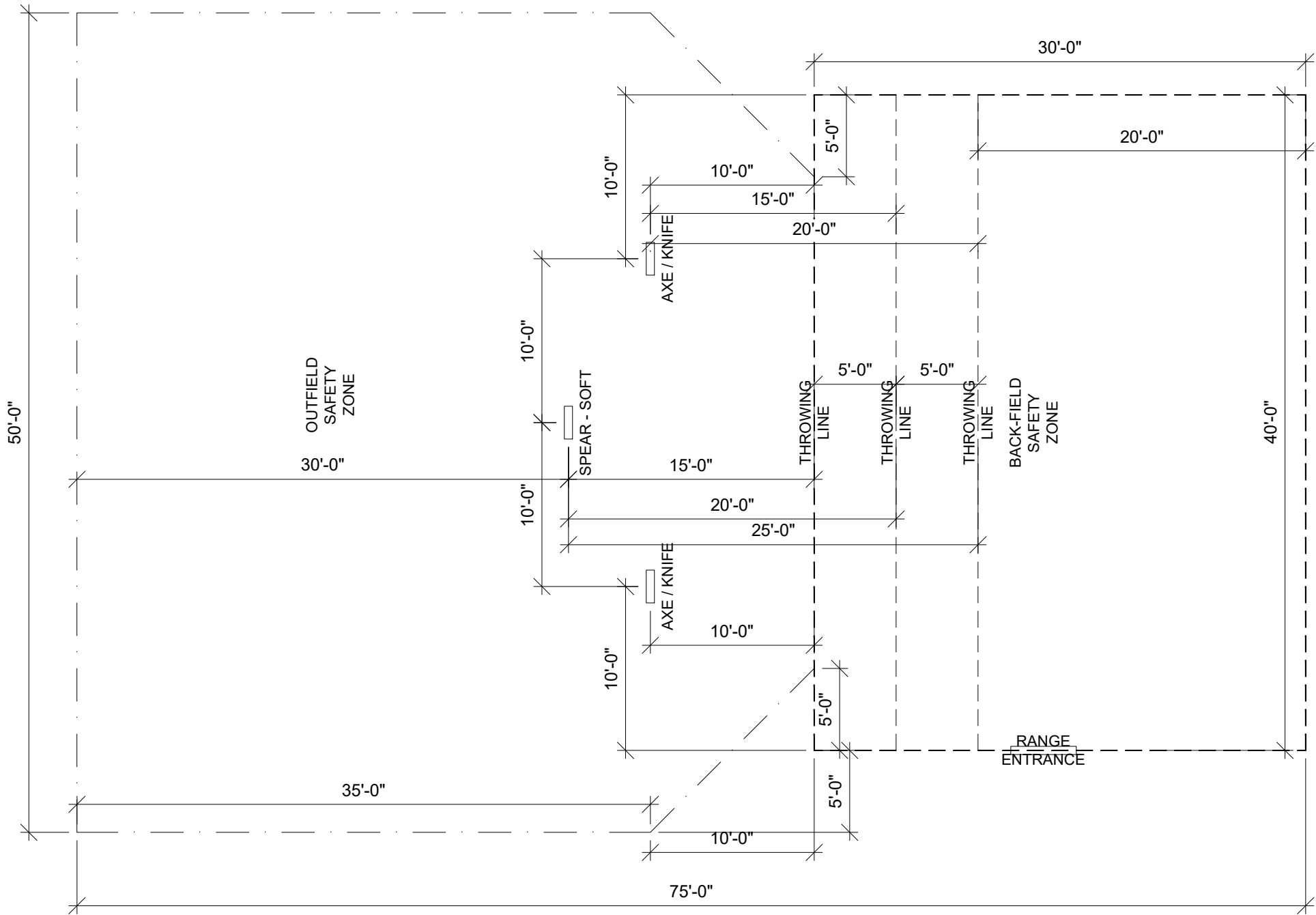
THROWN WEAPON RANGE FOOTPRINT / MULTIPLE THROWING LINE
THREE TARGETS (3)-AXE / KNIFE)



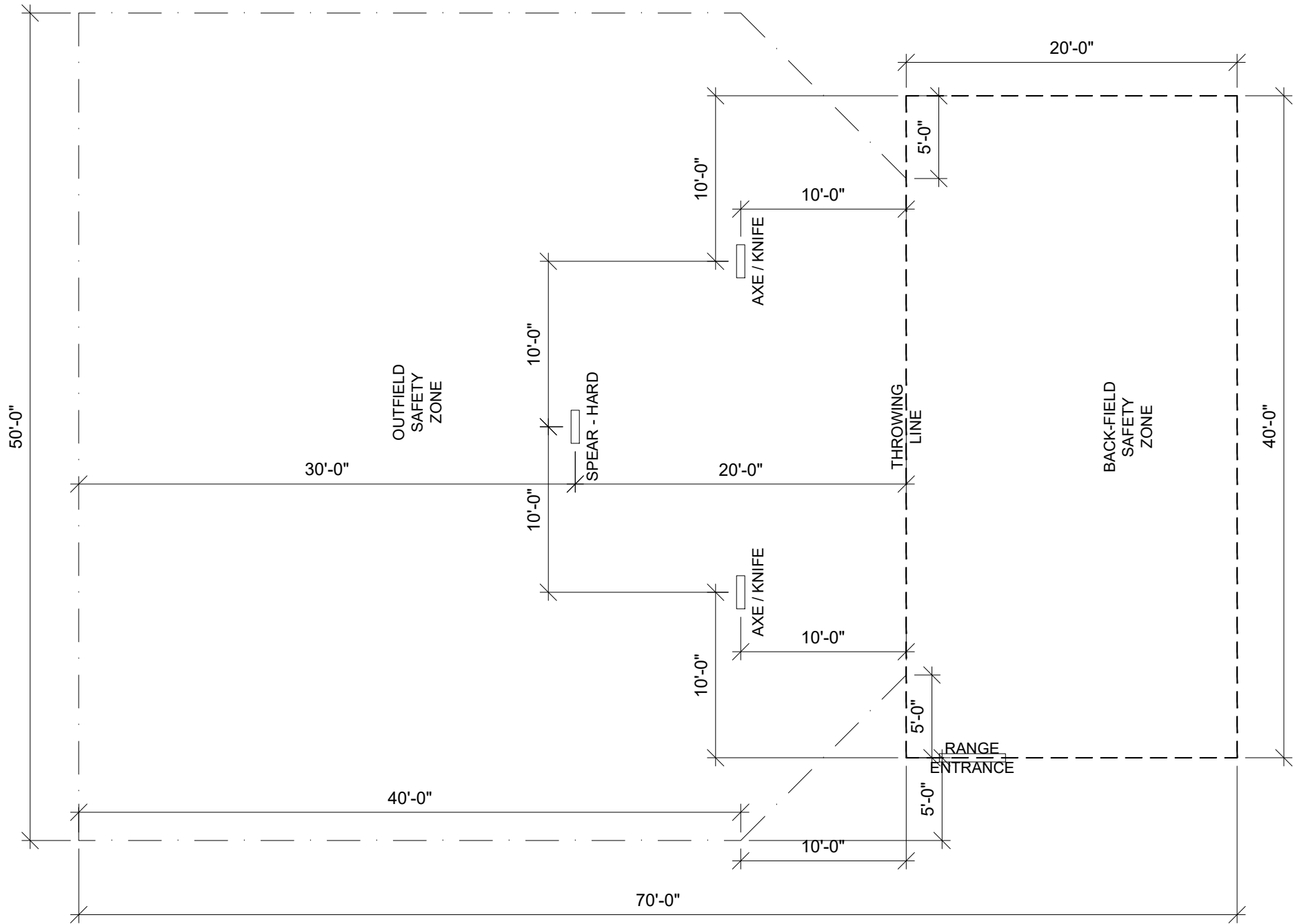
THROWN WEAPON RANGE FOOTPRINT / SINGLE THROWING LINE
THREE TARGETS ((2)-AXE / KNIFE, (1)-SPEAR-SOFT)



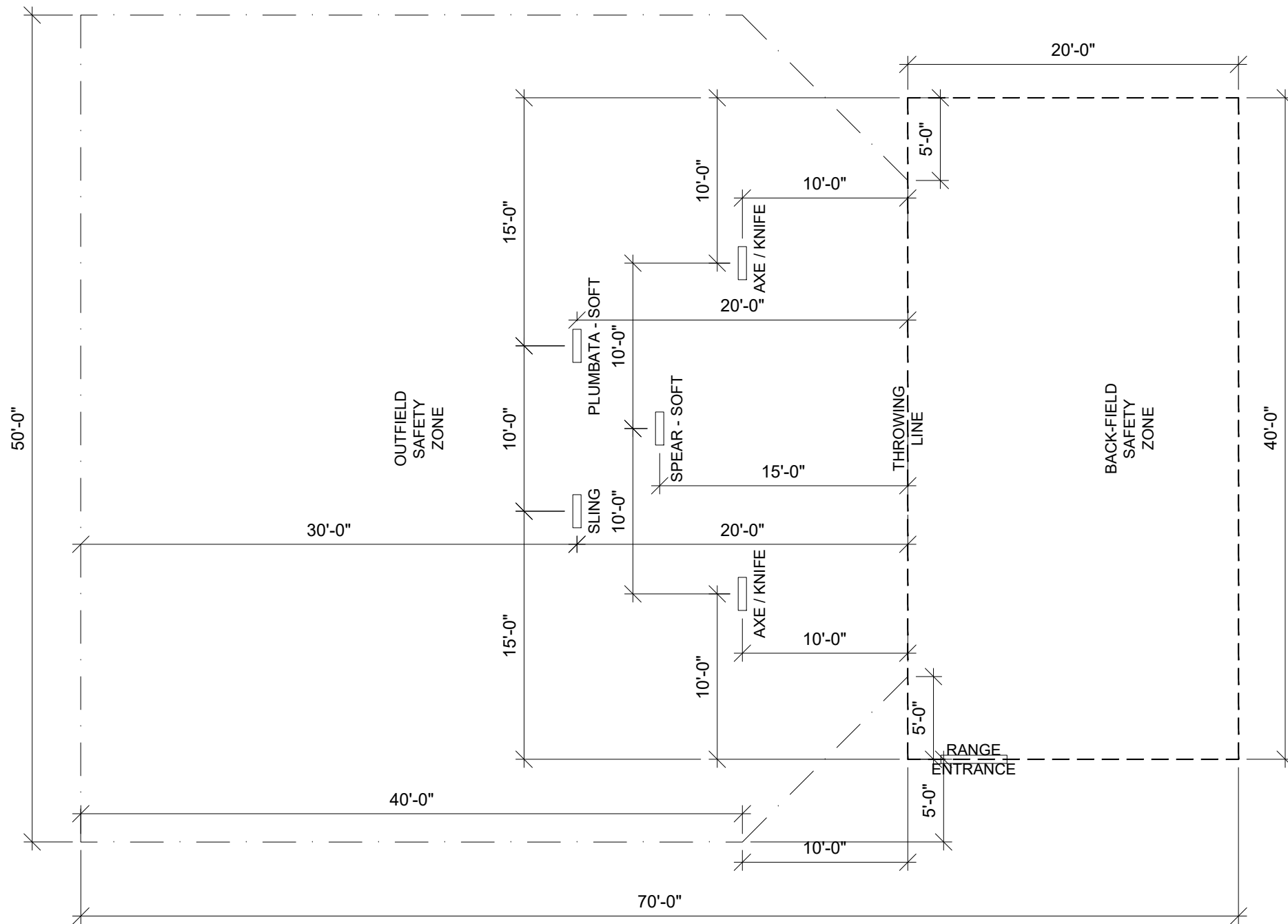
THROWN WEAPON RANGE FOOTPRINT / MULTIPLE THROWING LINE
 THREE TARGETS ((2)-AXE / KNIFE, (1)-SPEAR-SOFT)



THROWN WEAPON RANGE FOOTPRINT / SINGLE THROWING LINE
 THREE TARGETS ((2)-AXE / KNIFE, (1)-SPEAR-HARD)



THROWN WEAPON RANGE FOOTPRINT / SINGLE THROWING LINE
 FIVE TARGETS ((2)-AXE / KNIFE, (1)-SPEAR-SOFT, (1)-SLING, (1)-PLUMBATA-SOFT)



THROWN WEAPON RANGE FOOTPRINT / SINGLE THROWING LINE
FIVE TARGETS ((2)-AXE / KNIFE, (1)-SPEAR-SOFT, (1)-SLING, (1)-PLUMBATA-HARD)

