

POLICIES OF THE EARL MARSHAL OF ÆTHELMEARC

POLICIES FOR THROWN-WEAPONS

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I. INTRODUCTION

- A. THESE POLICIES ARE IN ADDITION TO SOCIETY LAW AND POLICY. IN THE CASE OF ANY DISCREPANCY, SOCIETY POLICY TAKES PRECEDENCE.**
- B.** These rules are designed as a set of Thrown-Weapons “Rules of the Line”, to be used at any and all times that the martial art of Thrown-Weapons is incorporated into any SCA event or activity. Covered in these rules are such items as basic authorization of Thrown-Weapons marshals, weapon classifications, line procedures, line courtesy, and the layout of a Thrown-Weapons range.
- C.** No Thrown-Weapons activities are to take place at an SCA event or official SCA practice unless a warranted Thrown-Weapons Marshal is present.
- D.** No atlatl activities are to take place at an SCA event or official SCA practice unless a warranted Atlatl Marshal is present.
- E.** No sling activities are to take place at an SCA event or official SCA practice unless a warranted Sling Marshal is present.

II. EQUIPMENT STANDARDS

- A. General Standards**
 - 1.** Wood putty and wood glue are acceptable to be used to fill in nicks and gouges in wood handles, but using them to hold two pieces of wood together is not allowed.
 - 2.** Tape is acceptable to be used to cover a slippery handle or to keep an axe head from sliding, but using it to hold two pieces of wood together is not allowed.
 - a.** The marshal may ask that any tape be removed from the weapon to show the tape does not cover any damage that might otherwise cause the weapon to fail inspection.
 - 3.** Major bends, twists or kinks in the weapon severe enough to compromise safety (i.e. increase the likelihood of bouncing back or tumbling in flight) and/or that would affect the throwing properties or balance of the weapon (knife, axe or spear) will not be allowed.
- B. Weapons**
 - 1. Knives**
 - a.** Each knife must have a single point. However, the entire cutting surface counts towards scoring.
 - b.** The knife must be free of cracks in the blade and handle.
 - 2. Axes**
 - a.** Axes have only one scoring edge. Double headed axes are allowed, but one edge must be clearly marked as the scoring edge. Only when this marked edge is in the target does it count for points.
 - 3. Spears**
 - a.** Spears are loosely defined as a pointed stick with a spearhead at one end that is no longer than 1/3 of the overall length of the spear and has no fletching.
 - i.** Shafts must be made of solid wood.
 - ii.** Plastic, Siloflex, fiberglass, bamboo, rattan and metal shafts are not allowed as they are prone to breakage, are flexible enough to cause them to bounce back or have too much mass so that they damage or destroy the target.

- iii. Spearheads may be made of metal, either with a cutting blade or a thrusting spike, or be made of fire hardened wood.
 - iv. Only one end may count as a scoring surface; a spear with a sharpened butt-spike may be used, but only hits made with the spearhead will be counted.
 - v. Atlatl darts without fletching, thrown without the atlatl, are allowed.
 - b. Spears may range in length from 18 inches to 96 inches (8 feet).
 - c. The spearhead may have a bit of “play” but must not be loose enough that it can be twisted or bent off of the shaft.
 - d. The spearhead does not need to be permanently affixed to the shaft but can be held in place by friction.
 - e. Breakaway heads (harpoons) are not permitted at any time.
 - f. The shaft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.
- 4. Atlatls (casters) and Darts
 - a. Atlatls also called casters, spear throwers or spear holders, are rigid devices used to propel a dart towards a target.
 - b. Darts are lightweight spears (with or without fletching) designed to be propelled by an atlatl.
 - c. The atlatl can be either a solid piece of wood, antler or bone, or made up of multiple pieces.
 - i. All components must be firmly attached to one another such that pieces do not fall apart when used.
 - d. The atlatl cannot have any burrs, gouges or rough surfaces that can cut or give splinters to an unprotected hand when throwing.
 - e. Weighted atlatls may be used only at the marshal’s discretion.
 - i. Weight stones can increase the distance a caster can throw a dart.
 - ii. If a weight stone is used, ensure that the weight is secured firmly to the atlatl.
 - f. Modern atlatls (plastic) may be used at the marshal’s discretion.
 - g. Darts used must be designed for use in the atlatl.
 - h. Darts may range in length from 48 inches (4 feet) to 96 inches (8 feet).
 - i. Darts may be fletched or un-fletched as the thrower wishes.
 - i. Fletched darts shall have feathers, leaves or leather flights (pre-17th century materials).
 - ii. Modern flights (plastic) may be used at the marshal’s discretion.
 - j. All shafts shall be made of wood.
 - i. Self shafts are solid throughout.
 - ii. Footed shafts have a solid piece of wood added to the end of the shaft, normally to strengthen bamboo shafts. Wood used for footed shafts must be securely attached.
 - iii. Both self and footed shafts are allowed.
 - k. Darts may be tipped with field points or copper tips which must be firmly attached to the dart.
 - i. Broadhead, fishing or harpoon tips are not allowed.
- 5. Slings

- a. Slings shall be of any natural material. These include leather, cloth or woven fibers.
 - b. Slings must be no more than 4 feet in overall length. Experimental slings of greater length may be used at the discretion of the Kingdom Thrown-Weapons Marshal.
 - c. The slings must have a restraining method for the hand, such that the sling cannot fly out of the hand. A loop that goes around a finger or wrist is best. A disc or toggle that is held in the hand is also allowed.
 - d. Slings must not have any rips, tears or fraying in the material.
 - e. Acceptable payloads
 - i. A payload shall be a hacky sack, golf ball or similar size beanbag object.
 - ii. Golf balls can only be used in an “open field”, i.e. no targets or obstacles that could deflect the payload back towards the caster or spectators. The Marshal in Charge will decide if the range is safe to use these payloads.
 - f. Unacceptable payloads
 - i. Super Balls© and other similar objects are not allowed.
 - ii. Stone or metal slugs are not allowed.
- 6. Specialized Throwing Weapons**
- a. Throwing axes with spikes and spiked hammers (i.e. Hurlbat) belong to this category. The Thrown-Weapons Marshal in Charge will determine if they are acceptable for use on the range.
 - b. Non-spiked hammers and maces, which are not specifically designed to stick in a target, are not allowed.
 - c. Weapons must be of a weight and configuration that will not cause undue damage to the target.
 - d. Weapons that are illegal by modern law enforcement are not to be used on SCA ranges.
- C. Targets may be separated into three basic categories: Hard, Soft and Clout.**
- 1. A hard target is made of materials that provide a solid resistance. This includes but is not limited to:
 - a. Wood butts
 - b. Plywood
 - c. Lumber
 - 2. A soft target is made of materials that do not provide a solid resistance. This includes but is not limited to:
 - a. Hay bales
 - b. Cardboard sheets
 - c. Archery broadhead (foam core) targets
 - 3. A clout target can be of any material or configuration that allows for a weapon to be projected a long distance and comes to rest within its confines in the ground. This includes but is not limited to:
 - a. Shapes marked on the ground
 - b. Hoola Hoops
 - c. Secured paper plates
 - 4. All targets must be stable and secure enough to withstand repeated impacts by Thrown-Weapons without shifting, rocking, swaying or falling over.

- a. A swinging wood butt or other target needs to be hung from a stand that is capable of supporting the targets' shifting weight without falling over or collapsing.
5. Scoring surfaces must be clearly marked and or secured to the target with paint, marker, tape or preprinted paper.

III. RANGE RULES

A. Rules of the line

1. All throwers must follow the commands of the Thrown-Weapons Marshal in Charge of the line.
2. Throwers must be aware of their safety zone at all times, and must ensure that they do not encroach on another throwers' safety zone.
3. No bare feet or open toe footwear.
4. No side arm throwing of weapons.
5. Under hand and overhand throws are allowed.
6. Rotational spear throwing (throwing a spear in such a way that it rotates like an axe or knife) must not be used at distances closer than 20 feet and must not be used against hard targets.
7. A thrower's foot may be in contact with the line (10 or 20 foot) from the toe to the heel, however, it may not pass forward of the line entirely.
8. There is no throwing if anyone is downrange.
9. A call of "hold" immediately stops all throwing on the range and everyone on the range must look to the Marshal in Charge of the line for further direction.

B. Range Etiquette

1. Do not throw at a target containing another gentles' weapons without their express permission.
2. Remove only your own weapons from a target unless prior permission is given by the Thrown-Weapons Marshal in Charge or the owner of the given weapons.
3. Remove weapons by "worrying" them out with one hand on the target while the other pulls the weapon free. Do not yank them out.
4. Juggling or tossing weapons from one hand to the other is expressly forbidden.
5. Do not handle other people's weapons without their express permission.
6. No one who is under the influence of alcohol or drugs is permitted on the range either as a thrower or as a marshal.
7. Refrain from loud noises or other distracting actions on and near the range while others are throwing.
8. Only bring a reasonable number of weapons on to the range.

IV. YOUTH IN THROWN WEAPONS

- A.** Motivating throwers at a young age is a time proven practice and a powerful force in encouraging youth to become more involved in Thrown-Weapons. Balanced against this is the concern for safety of the minors involved in all marshal activities. The important points involving youth and Thrown-Weapons are parental supervision and understanding of the activity by both the youth and the parent(s).
- B.** Up to the age of 15 may participate in Thrown-Weapons if a parent or legal guardian is present at the range.
- C.** Minors 16 or 17 years old may participate without a parent present on the range provided that either
 1. The parent(s) or legal guardian is on site OR
 2. A Medical Authorization for Minors is executed.

Copies of this form should be in the possession of the named minor; at least one adult named in the document and present at the event; and the parent or guardian executing the Medical Authorization.
- D.** Thrown Weapons is not a Youth-specific activity, but minors are welcome to participate. As such, the “Two-Deep” rule will apply at Thrown Weapons ranges.

V. RANGE SET UP AND LAY OUT

- A.** General Set Up
 1. Make the entrance to the throwing range to the back of the range, not the side.
 2. Ground paint is the preferred method of marking out ranges.
 - a.** Strings, caution tape, and sticks protruding out of the ground are severe tripping hazards and are to be avoided when possible.
 3. The safe zone starts 6 feet from the thrower on each end of the line and continues down-range at a 45 degree angle away from the targets.
 - a.** The safe zone behind the targets must extend a minimum of 60 feet (optimally 75 feet) beyond the farthest target from the throwing line.
 - b.** There must be a buffer zone of at least 10 feet behind the farthest throwing line.
- B.** Closed Ranges
 1. Axe, Knives and Spears
 - a.** The range is enclosed with fixed targets and throwing lines marked for each 5 or 10 foot distance.
 - b.** The zero line is the line upon which targets are placed.
 - c.** The zero line for Spear targets is placed at zero + 5 feet (15 feet) from the throwing line.
 - d.** The throwing lines establish the parameters of the throwing area (i.e. between 10 and 20 feet, and between 20 and 30 feet).
 - e.** Royal Rounds will be marked at 10, 20 and 30 feet.
 - f.** TWIK will be marked at 10, 15, 20 and 25 feet.
 3. Atlatl
 - a.** Targets for atlatl should be a minimum of 15 feet (5 yards) away from the throwing line.
 - b.** Atlatl targets use the same scoring system as axe, knife or spear.
- C.** Open Ranges

1. Axe, Knife, Spear, Atlatl and Sling
 - a. The zero line will be the line that throwers throw from.
 - b. Target distances are at variable distances.
2. Atlatl and Sling
 - a. Sling and atlatl are open range use only and are used for long distance throws up to 80 yards.
 - i. An archery range, when it is not being used for archery, can be considered an open range.

VI. RANGE PROCEDURES

A. General Procedures

1. The Thrown-Weapons Marshal in Charge will establish the maximum number of weapons allowed on the range. The number of weapons used in each flight is at the discretion of the thrower, but the total number used in all flights may not exceed the maximum number established for the range.
2. All throwers must throw from the same distance range for each flight (between 10 and 20 feet or between 20 and 30 feet).
2. When throwing from multiple distances, use the following guidelines:
 - a. Use the farthest distance range first.
 - b. The Thrown-Weapons Marshal of the Line calls the commands for the flights.
 - c. The Marshal will call **“Throwers to the line”**. Throwers wishing to participate in that flight will prepare to throw.
 - i. **“Range is clear up”** Marshal checks that there are no hazards between the throwers and the back of the range.
 - ii. **“Range is clear down” Marshal** checks that there are no hazards between the throwers and the farthest safety line behind the targets.
 - iii. The Marshal will call **“You may throw at your leisure”**, directing throwers to throw at their targets should they choose to do so.
 - d. When all the weapons have been thrown from this distance the marshal will call **“All weapons thrown?”** Upon confirming this, the Marshal will instruct the throwers to advance to the next distance range and repeat the previous calls. Once all flights have been thrown, the Marshal will then call **“Retrieve your weapons”**.
4. Marshals must constantly be aware of situations where two throwers in connected lanes can inadvertently encroach on one another’s 45 degree safety zone.
5. If the throwing range is set up so that it is part of an archery range, the Thrown-Weapons Marshal in Charge must coordinate retrieval activities with the marshals tending the archery range.
6. No thrower’s forward-most foot may completely cross the front edge of the forward throwing line.
 - a. If this happens, then it is a Foul.
 - i. This is determined at the discretion of the Thrown-Weapons Marshal of the Line.
 - ii. The Thrown-Weapons Marshal of the Line may give an advisory warning if the Foul was, in the opinion of the Marshal, only slightly over the line and completely unintentional.

- iii. If the offense is more obvious, the marshal may count the score for that particular throw as null and void.
 - iv. All subsequent offenses after one warning will be non-scoring and judged as Fouls.
 - b. If a Foul has been determined and the Thrown-Weapons Marshal of the Line does not know which foul/throw has scored, then s/he may eliminate the higher of the two scores.
 - c. Any foul determined by the Thrown-Weapons Marshal if the Line will not be re-thrown.
- 7. Throwers may throw from as far back as they wish as long as another thrower is not within the 45 degree safety zone required for thrower safety.
- 8. Any part of the cutting edge of the axe or knife that cuts the line separating the scoring zone will count as the higher score, unless otherwise specified.
- 9. All weapons must be sticking in the scoring zone long enough to be scored. This is at the discretion of the Thrown-Weapons Marshal of the Line.
- 10. The weapon must be observed by the Thrown-Weapons Marshal of the Line to be in the target for more than three seconds after the "All weapons thrown" call has been made. This does not include a weapon that is knocked out of the target by the following cast.

VII. PROCEDURES FOR ROYAL ROUNDS FOR THROWN-WEAPONS

- A. Allowed Weapons
 - 1. Axes and knives.
 - 2. Spears.
- B. Weapon Standards
 - 1. Axes must be designed to be thrown one handed and have a single scoring bit. Double bitted axes of any sort must be marked such that only one cutting edge will count for scoring.
 - 2. Knives must be designed to be thrown one handed and consist of one blade (i.e. blade consisting of one point and one or two edges) and one handle.
 - 3. Spears must be between 18 and 96 inches in length and meet the standards described in Section II.B.3.
- C. Equipment
 - 1. Wood Butts
 - a. Hardwood or softwood butts can be used for Royal Rounds. The diameter of the wood butts must be greater than 16 inches (the wood butt must be at least 1 inch larger than the outer 15 inch ring circumference) and at least 12 inches thick.
 - 2. Stands
 - a. The wood butt stand must hold the wood butt so that the center of the butt is 40-50 inches from the ground. Multiple targets should be uniform in height.
 - b. Stands must hold the wood butt so that it does not shift or rock.
 - 3. Targets – the Royal Round target will consist of three concentric circles with the following values:
 - a. 3-inch circle of red equal to 10 points.
 - b. 8-inch circle of blue equal to 7 points.
 - c. 14-inch circle of white equal to 4 points.
 - d. Outside of the 14-inch circle equal to 1 point.

- D. Royal Round Range Set-up
 1. If a range is to be used for Royal Rounds it must be set up to specific standards.
 2. The Royal Round range must adhere to all Kingdom and Society rules and policies regarding range preparation and safety.
- E. Scoring
 1. The Royal Round will consist of:
 - a. 4 axe throws from behind the 10-foot line and before the 20-foot line.
 - b. 2 axe throws from behind the 20-foot line.
 - c. 4 knife throws from behind the 10-foot line and before the 20-foot line.
 - d. 2 knife throws from behind the 20-foot line.
 2. Flight – the weapons thrown between the Thrown-Weapons Marshal of the Line calling “Throwers to the line” and “All weapons thrown”.
 3. Throwers may throw their flights in any order as long as no additional throws are made at any time during the Royal Round.
 4. Throwers may throw a maximum of 2 weapons per flight, but may not exceed 12 throws in total.
 5. Any additional throws made during a Royal Round will void that Royal Round.
 6. A thrower may choose to prematurely end a Royal Round and start a new one. Once the thrower states they wish to start over, any previous scores from the cancelled Royal Round attempt will not be counted.
- F. Miscellaneous
 1. A thrower may throw only one weapon at a time.
 2. A thrower may throw as many Royal Rounds as they choose. Only one Royal Round score may be submitted per thrower per day from official practices and events that have been announced in accordance with Corpora.

VIII. THE THROWN-WEAPONS RANKING SYSTEM

- A. The ranking system is designed to provide throwers and casters of the Kingdom with a method of comparing levels of skill. This system is administered by the Kingdom Thrown-Weapons Marshal and staff. The rankings are not to be considered titles and carry no rank in the Order of Precedence.
- B. Ranking of the Royal Rounds is determined by averaging the three highest Royal Round scores thrown and submitted to the Thrown-Weapons Scoring page within the last 12 months.
 1. Royal Rounds will be reported to the Kingdom Thrown-Weapons Scorekeeper and entered into the online database within three weeks of the activity by the Thrown-Weapons Marshal in Charge.
 2. Scores that are older than 12 months will be dropped from the records automatically and will not be used for averaging Royal Rounds.
 3. Throwers who have submitted less than three scores to the Scorekeeper may not appear on the list of published Royal Round averages except to indicate that the thrower needs one or two more scores to complete an average.
- C. The rankings and their required averages are listed below:
 1. Thrower - Any person who has submitted three Royal Round scores up to an average of 29.99.
 2. Verfur - Average of 30-59.99.
 3. Caster - Average of 60-79.99.

4. Huntsman - Average of 80-99.99.
 5. Marksman - Average of 100 or greater.
- D. Each thrower is entitled to wear a badge that signifies his/her rank as described below. With the exception of Marksman, who is allowed to keep their ranking permanently, all throwers are allowed to wear only the badge that signifies their current rank.
1. Any thrower who has attained any rank is entitled to wear the badge of that rank regardless of the thrower's age.
- E. Presentation of Badges
1. Thrower, Verfur and Caster badges may be presented by the local Thrown-Weapons Marshal or a member of the local Nobility.
 - a. The local Thrown-Weapons Marshal is encouraged to add some form of ceremony to the presentation.
 2. Huntsman and Marksman badges are of sufficient note that the Crown of Æthelmearc reserves the right to present them at Royal Court.
 3. The presentation of Huntsman and Marksman badges must be arranged with the Kingdom Thrown-Weapons Marshal as follows:
 - a. The local Thrown-Weapons Marshal must provide a letter to the Kingdom Thrown-Weapons Marshal.
 - b. The letter will include the thrower's full SCA name and group, the rank achieved and the next three Royal Progress events that the thrower will be attending.
 - c. If possible, the name of the recording marshal(s), the scores and the place and date of each score should be submitted.
 - d. No ranking will be recognized until the Thrown-Weapons Scorekeeper has received and accepted the necessary scores. The Kingdom Thrown-Weapons Marshal will confirm this.
- F. Thrown-Weapons Badges of the Kingdom of Æthelmearc
IN PROGRESS

IX. MARSHAL SECTION

- A. Requirements for Thrown-Weapons Marshals
1. Marshals and MITs (Marshals-in-Training) must be a paid member.
 2. All Thrown-Weapons Marshals must successfully complete the warranting procedure.
 3. A minor may begin the MIT process upon their 16th birthday. A Marshal Warrant may be issued between this date and their 18th birthday at the discretion of the Kingdom Thrown-Weapons Marshal.
 4. All Thrown-Weapons Marshals must be listed on the Kingdom Marshal roster.
 5. All warranted Thrown-Weapons Marshals are expected to exhibit a reasonable level of activity.
- B. Requirements for Atlatl Marshals
1. They must first be a Thrown-Weapons Marshal.
 2. They must be knowledgeable about atlatls, darts and the rules specific to the safe use of atlatls.
 3. They must be able to inspect and marshal atlatl equipment and ranges.
- C. Requirements for Sling Marshals
1. They must first be a Thrown-Weapons Marshal.

2. They must be knowledgeable about slings and payloads and the rules specific to the safe use of slings.
 3. They must be able to inspect and marshal sling equipment and ranges.
- D. Responsibilities of a Thrown-Weapons Marshal**
1. To instruct gentles who have not thrown before as to the basic safety rules of the range prior to entering the range.
 2. To teach and promote Thrown-Weapons at every opportunity.
 3. To help create a safe, friendly environment where Thrown-Weapons will be enjoyed.
 4. Marshals are expected to have the materials and equipment required to safely set up and run a range at any time they are acting in their official capacity.
 5. All Thrown-Weapons Marshals must submit a quarterly report to the Kingdom Thrown-Weapons Marshal or designated deputy by February 15th, May 15th, August 15th and November 15th of each year. This may be done by using the online form found at the Kingdom Earl Marshals page, or by downloading the form, completing it, and returning it to the Kingdom Thrown-Weapons Marshal.
 6. The Thrown-Weapons Marshal in Charge at an event must send a brief summary of activities and number of participants (Thrown-Weapons Event Report, which can also be found on the Kingdom Earl Marshal page) to the Kingdom Thrown-Weapons Marshal.
 7. A Marshals Renewal Form must be filled out whenever a Thrown-Weapons Marshal's SCA membership is renewed, and sent to the Kingdom Thrown-Weapons Marshal.
- E. Suspended vs Revoked Warrants**
1. Failure to fulfill the requirements and responsibilities listed above may result in a suspension or revoked warrant and removal from the roster of warranted Thrown-Weapons Marshals
 2. Suspended Warrants are ones where marshal privileges have been suspended due to less serious issues.
 - a. Failure to submit two consecutive reports will be deemed as a voluntary resignation, and the Thrown-Weapons Marshal will be suspended from the roster.
 - b. Suspended Marshals have 1 year to be reinstated without training, provided all other requirements have been met. Past 1 year they may be required to go through a brief re-familiarization of the rules and standards to ensure safety on the range.
 - c. The Kingdom Thrown-Weapons Marshal determines what is needed to reinstate a suspended warrant
 3. Revoked Warrants are ones where marshal privileges have been removed due to more serious issues.
 - a. The Kingdom Thrown-Weapons Marshal will determine when or if a revoked marshal can re-apply for a warrant.
- F. Accessibility and Range Criteria**
1. Reasonable accommodations will be made to enable all those interested in participating to take part in Thrown-Weapons activities. This does not prevent the creation of ranges with specific criteria. This requirement will be considered met as long as throughout the

course of the event, practice or other SCA sanctioned activity, the attempt is made to have the range made available for ALL throwers.

2. The ability of a thrower to take part in a specific range is at the discretion of the Thrown-Weapons Marshal in Charge as per section XIII of Corpora.
3. The decisions of the Thrown-Weapons Marshal in Charge are in effect for that range for that day. The decision can be appealed, following the appeal process and the chain of command. in section X: Appeals.

G. Warranting Procedure

1. The Kingdom Thrown-Weapons Marshal or Thrown-Weapons Regional Marshals must test the applicant to ascertain that the applicant has a working and applied knowledge of the Æthelmearc Thrown-Weapons Policies, and of the current procedures in the Thrown-Weapons Handbook.
2. On completion of the testing of the applicant, a completed Marshal Warrant Form and proof of membership must be sent to the Kingdom Thrown-Weapons Marshal for final review and signature. This can also be done electronically through the Kingdom Earl Marshal website.
3. The Kingdom Thrown-Weapons Marshal and/or the Regional Thrown-Weapons Marshals shall consider the applicant's working and applied knowledge. At the recommendation of the Regional Thrown-Weapons Marshal, the Kingdom Thrown-Weapons Marshal will then do one of the following:
 - a. Approved. The marshal approves the applicant's warrant request, they will inform the applicant and add them to the Kingdom Roster of warranted marshals or recommend that they be added to the roster.
 - b. Needs More Training. If the applicant needs more training, the marshal can make them a MIT until such time as the training is finished.
 - c. Denied. The warrant request has been denied. The marshal will inform the applicant of the reason(s) for the denial in writing.

H. Thrown-Weapons Regional Marshals

1. The Kingdom Thrown-Weapons Marshal will select Thrown-Weapons Regional Marshals from experienced and responsible Thrown-Weapons Marshals.
2. Thrown-Weapons Regional Marshals are expected to travel throughout their region.
3. They shall train Thrown-Weapons Marshals.
4. They can to authorize Thrown-Weapon Marshals.
5. They can test MITs (Marshals-in-Training), and upon successful outcome, submit a completed Marshal Warrant Form and proof of membership of the applicant to the Kingdom Thrown-Weapons Marshal for review.
6. They are required to submit two reports: one as a regular marshal and one as a Regional Marshal. The Regional report should consist of a summary of the activity throughout their region and personal observations that they feel are noteworthy (i.e. how a marshal is behaving, how a group is accepting or not towards Thrown-Weapons, etc.).

I. Kingdom Thrown-Weapons Marshal

1. Shall promote Thrown-Weapons activities throughout the Kingdom.
2. Shall designate deputies and Regional Thrown-Weapons Marshals as needed.
3. Shall train and warrant Thrown-Weapons Marshals.
4. Shall establish policy for Thrown-Weapons activities.
5. Shall enforce Thrown-Weapons policies.

6. The Kingdom Thrown-Weapons Marshal can immediately suspend any Thrown-Weapons Marshal for cause(s) for 30 days pending review of the Kingdom Earl Marshal.
7. The Kingdom Thrown-Weapons Marshal can deny any Thrown-Weapons Marshal request with documented cause.

X. APPEALS

- A. The following is the official appeal process, if an individual wishes to appeal a marshal's decision.
 1. You should make every effort to work things out in person, before making an appeal.
 2. If unable to resolve the issue, you can then appeal up the chain of command.
 3. The chain of command is as follows:
 - a. Thrown-Weapons Marshal in Charge
 - b. Regional Thrown-Weapons Marshal
 - c. Kingdom Thrown-Weapons Marshal
 - d. Kingdom Earl Marshal
 - e. The Crown of Æthelmearc

XI. GLOSSARY

Atlatl- A device for throwing a spear or dart that consists of a rod or board with a projection (as a hook) at the rear end to hold the weapon in place until released.

Axe- A weapon with a metal, single or double bitted head, securely attached to a handle.

Bit- The cutting edge of an axe

Closed range- A defined area within which Thrown-Weapons activities take place, where the targets are fixed and the throwers move.

Clout- Refers to long distance thrown-weapons activities. Generally over 40 yards.

Flight- A round of competition in a Thrown-Weapons tournament. Starting with the marshal saying "Clear up" and ending when the Marshal says "You may retrieve".

Foul- Occurs when a thrower's forward foot completely crosses over the front edge of the throwing line.

Hurlbat- A solid steel throwing axe sharpened on all points.

Knife- A single piece of steel able to be thrown by one hand, consisting of a handle end and a scoring end. The scoring end must have a point and can have up to 2 edges or blades.

Mace/Morning star/Flail- A club like weapon that has multiple blades or spikes protruding from one end opposite the handle.

MIT- Marshal In Training

Open range- A defined area within which Thrown Weapons activities take place, where the throwers are placed on a stationary line and the targets are at staggered distances.

Revoked warrant- Marshal Privileges have been removed due to serious issues.

Rules of the Line- Rules to be followed by all participants during an SCA practice or competition.

Royal Round- A standardized competition in which throwers can be compared with one another.

Safety zone- The area surrounding a thrower and/or the range in which incursion upon is considered unsafe.

Sling- A non-rigid device for sending projectiles down range towards a target with increased velocity and distance because of the mechanical advantage.

Spears- a thrusting or throwing weapon with long shaft and sharp head or blade.

Suspended warrant- Marshal privileges have been removed temporarily.

Warranted Thown Weapons Marshal- A member of the Society whose knowledge and abilities are such that they have been given a warrant by the Kingdom Earl Marshal to run and instruct Thrown-Weapons activities throughout the Kingdom.