

# OUTLANDS ADDENDUM

## THROWN WEAPONS HANDBOOK



An addendum to the SCA Thrown Weapons Marshal's Handbook

## **Preamble**

All Thrown Weapons Marshals in the Outlands are to know the rules in the Society Thrown Weapons Marshal's Handbook and the Outlands Thrown Weapons Handbook. The rules in SCA Thrown Weapons Marshal's Handbook take precedence over the Outlands Thrown Weapons Handbook. **The Outlands Thrown Weapons Handbook directly adds to the rules stated in the Society Thrown Weapons Marshal's Handbook.** The rules found here are applicable to all thrown weapons activities in the Kingdom of the Outlands.

All participants in thrown weapons activities in the Outlands are equally responsible for their safety, the safety of their fellow throwers and the people around them. All throwers need to understand the safety instructions they are given and be responsible for the safety of their own equipment. At all times, safety takes precedence and should be primary.

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## I. Outlands Thrown-Weapons Marshals

***The following rules are in addition to this section of the Society Thrown Weapons Marshal's Handbook. Marshals need to be familiar with both Handbooks.***

### A. Warrants

- a. The Thrown Weapons General maintains warrants for the thrown weapons marshals. Only thrown weapons marshals need warrants. No warrant or authorization cards are required for general participation in thrown weapons.
- b. Warrants may be given for a period of up to 2 years maximum or until the expiration of the marshal's SCA Membership Blue Card. In order to be an authorized Thrown Weapons marshal, you must be a paid member.

### B. Thrown Weapons Marshals of the Kingdom of the Outlands and their responsibilities:

- Thrown Weapons General (TWG): The primary Kingdom Thrown Weapons Marshal. The TWG maintains safety, enforces Society and Kingdom TW rules & conventions, handles thrown weapons related disputes & grievances, and answers correspondence. The TWG oversees and promotes thrown weapons activities throughout the Kingdom. The TWG oversees the activities of local Thrown Weapon Marshals and regional deputies, the authorization of new thrown weapons marshals, and maintenance of Thrown Weapons Royal Round scores in partnership with the TW Deputy Scorekeeper.
- TW Deputy Scorekeeper: Maintains the Outlands Thrown Weapons scorekeeping database.
- Captain of Thrown Weapons (CoTW): Leader for a Barony or Shire, generally selected by the local leadership, supports the TWG in promoting thrown weapons activities in their local group.
- Thrown Weapons Marshal in Charge (TWMIC): Responsible for running thrown weapons at events or official practices.
- Thrown Weapons Authorizing Marshal (TWAM): Responsible for authorizing new thrown weapons marshals.
- Thrown Weapons Line Marshal (TWLM): Assist the TWG, CoTW, & TWMIC in marshaling the thrown weapons area.
- Thrown Weapons Marshal in Training (TWMIT): Someone in training to become a thrown weapons marshal.

#### a. Thrown Weapons General (TWG)

##### i. General

1. The Kingdom Earl Marshal may appoint the Thrown Weapons General. This appointment is valid until their warrant expires. At that time, at the Earl Marshal's discretion, their warrant can be renewed to continue service.
2. The TWG is to travel within their region, keep in contact with the CoTWs, and assist CoTWs when attending events or practices.
3. The TWG will monitor the training of MITs in their region, authorize them as thrown weapons marshals at the completion of MIT training, and issue warrants for the new thrown weapons line marshals.

##### ii. Reporting

1. The TWG must submit Quarterly reports to the Society Thrown Weapons Officer. Quarterly reports are due to the Society office no later than: March 1, June 1, September 1, and December 1 (the yearly report summary, aka "Doomsday Report").
2. The quarterly reports include information from the local Captains of

Thrown Weapons (or Archers) submitted to the TWG two weeks prior.

3. Failure to report as required could lead to revocation of a marshal's warrant.

iii. Safety Issues

1. Should the TWG notice a safety issue, the TWG should speak with the offender(s) and with the Marshal-in-Charge (MIC) to help to resolve said problem.
2. If the TWG identifies a safety problem, they should speak with the MIC, CoA, or MIT to work on resolving the problem as soon as it is identified. Afterwards, they should report this to the Earl Marshal as well as the actions taken to resolve the problem. This should be followed up with a written report ASAP.
3. The TWG may suspend the Warrant of any Line Marshal whom they deem unsafe. The TWG should immediately notify the Earl Marshal, the MIC, the local group CoA/MIT of the suspension. This should be followed up with a written report within 2 weeks. This paperwork trail is essential in dealing with issues.
4. If the problem involves impairment on the line, the participant or marshal should be immediately removed from the lines, and the MIC notified immediately. If the offense is by a warranted marshal, their warrant is immediately suspended upon review by the TWG. A written report is required within 2 weeks.

b. Scorekeeping Deputy

i. General

1. The Scorekeeping Deputy is appointed by the TWG. The Scorekeeper has the primary duty of maintaining the Outlands Thrown Weapons scorekeeping data base. These duties may include:
  - a. Creating accounts for marshals so that they are able to enter scores gathered from the various throws, Royal Rounds, and Inter-Kingdom Thrown Weapons Challenge.
  - b. Deleting accounts as required.
  - c. Running required/needed report(s) from the data in the database within parameters given by the TWG.
  - d. Coordinating with the TWG and the Kingdom Scribe's office to provide scrolls to the Crown for those throwers who have achieved ranks of [Weapon] Master and above.
  - e. Backing up and reconciling the database as required.
  - f. In the absence of this deputy, these duties are done by the TWG.

c. Captain of Thrown Weapons (CoTW)

i. General

1. Baronies, Shires, Cantons or other geographic groups that have any thrown weapons related activity may select a Captain of Thrown Weapons. These individuals shall receive the approval of the seneschal and the ruling nobility. Additionally, they shall be approved and warranted by the TWG.
2. While a Captain of Archers may also be a local group's Captain of Thrown Weapons they are not automatically warranted as a Thrown Weapons Line Marshal. They must contact the TWG in order to be approved and warranted.
3. CoTWs may hold other local group or Kingdom offices simultaneously, if

allowed by local group traditions, so long as safety and reporting are maintained.

4. CoTWs are encouraged to take and train at least one deputy to their position.
5. The CoTW is responsible for establishing and safely running regular thrown weapons practices/event/classes for the local group to participate in, where it is legal under mundane law to practice thrown weapons.
6. Scores can only be submitted from official practices and events. An official practice must meet the following to be defined as such:
  - a. Must occur at a regularly scheduled time/day.
  - b. Must be regularly advertised to the populace via official newsletter or website and other missives.
  - c. Must have at least one Warranted Line Marshal as applicable to the activity present and one other individual (not related to the TWLM) to stand as witness to the activity.
  - d. To be valid, all scores must be submitted into the Outlands Scorekeeping database within 2 weeks of being shot.
7. Should a CoTW not be able to attend their practice, a TWLM may run the practice in their place, provided that the TWLM posts the scores and reports the event to the CoTW so they can include that in their next report.
8. CoTWs need to be aware of their local participants' ranks in the Kingdom Scorekeepers Database. As an individual increases in rank, the CoTW is expected to recognize the rise in rank with a new cord for the new rank.
9. CoTWs shall have a copy of this Handbook and the SCA Thrown Weapons Marshal's Handbook at practices and events.

ii. Reporting

1. In addition to any local requirements, quarterly reports will be sent to the TWG no later than February 15, May 15, August 15, and November 15. (15 days before the TWG report is due to the Society.)
2. The November report is also the annual report or "doomsday" report. This report shall include:
  - a. An inventory of the group's thrown weapons property.
  - b. A summary of practices and events including attendance numbers.
  - c. Any injuries or equipment failures at practices or events.-
  - d. Any incident in which a thrower n weapons person had to be removed from the field.
3. CoTWs must report any injuries, incidents, or damage to property as soon as possible to the TWG and local Seneschal. Injuries must be reported within 48 hours. Other incidents require a report within 2 weeks. The appropriate reporting forms are located in Appendix C.

d. Thrown Weapons Authorizing Marshal (TWAM):

i. General

1. TWAMs assist the TWG in the authorization of new Thrown Weapons Line Marshals and are specifically designated as such by the TWG.
2. TWAMs will closely observe Thrown Weapons Marshal in Training (TWMIT) to ensure that they have a clear understanding of all the rules included in both the Society and Outlands Thrown Weapons Handbooks. To do so they will:
  - a. Observe the TWMIT safely marshalling a thrown weapons line

- b. Administer a verbal test to indicate knowledge of the handbooks.
      - c. Observe inspections of all thrown weapon types.
    3. Upon satisfaction of a TWMIT ability to safely supervise thrown weapons activities, the TWAM will submit the individual to the TWG for approval and warrant. The warrant requires the following information:
      - a. Society Name
      - b. Modern Name
      - c. SCA Membership Number
      - d. SCA Membership Expiration Date
      - e. Email address
      - f. Phone Number
  - e. Thrown Weapons Line Marshals (TWLM)
    - i. General
      1. TWLMs assist local Captains of Thrown Weapons (or Archers) in supervising thrown weapons activities and practices and events.
      2. All TWLMs must be warranted. (Someone cannot simply volunteer to watch the line.)
      3. All Thrown Weapons Line Marshals should have a minimum of 1 year experience as a thrower in the SCA and be a current SCA member in good standing. Membership must be maintained to remain warranted.
      4. There is no limit to the number of TWLMs a group may have.
      5. The TWLM will certify and submit scores shot thrown under their control on the range to the Marshal in Charge (MIC), local CoTW, or TWG as official scores.
      6. All candidates wanting to become a warranted line marshal should contact the local CoTW (or CoA) or TWG to first become a TWMIT.
  - f. Marshals in Training
    - i. General
      1. All TWMIT must be a current SCA Membership Blue Card member in good standing, and at least 18 years of age.
      2. All TWMIT candidates must successfully satisfy the TWAM that they have knowledge of the SCA Thrown Weapons Handbook and Outlands Thrown Weapons Handbook.
      3. TWMITs never marshal a line unsupervised. A warranted TWLM must be present at all times.
      4. Duties that the TWMIT must show themselves qualified in include:
        - a. Selecting and setting up a safe range where it is legal to practice thrown weapons.
        - b. Running a safe line, including commands, and a safe range 3 times for each.
        - c. Demonstrating the ability to provide tips and basic instruction on the use of the weapons and techniques of the range as well as safety rules.
        - d. Demonstrating ability to inspect equipment of the range including weapons and targets.
        - e. Properly scoring and reporting scores in a timely manner for entry into the databases.
        - f. Submitting event/practice reports to the CoTW in a timely fashion.
        - g. All Thrown Weapons Marshals should assist in the training of new

throwers and the training of throwers to become marshals.

g. The Thrown Weapons Marshal in Charge (TWMIC)

i. General

1. The TWMIC will ensure that every thrown weapons participant has a current SCA Membership Blue Card. If participants are not currently members, a nonmember waiver must be filled out. The roster style waiver is recommended for adults. For non-member youth participants, a minor waiver must be filled out. Waivers can be found at <https://www.sca.org/resources/document-library/>
2. The TWMIC (or a designated TWLM) should remain visible and attentive to the line at all times. If the TWMIC wishes to participate in thrown weapons or other events occurring at the same time, the TWMIC should designate a TWLM to maintain the safety of the line and participants while the TWMIC is otherwise engaged.
3. It is the responsibility of the TWMIC to send any scores in within 2 weeks of the event's conclusion to the TWG and Scorekeeper Deputy TWG.
4. In the event of any disagreement, the Marshal-in-Charge shall have complete say and control in resolving the dispute, subject to appeal to the Kingdom Thrown Weapons General, Kingdom Earl Marshal, or the Crown. Appeals may be made via the appropriate procedures as specified in Kingdom and SCA law and policy.

## II. Equipment Standards

***The following rules are in addition to this section of the Society Thrown Weapons Marshal's Handbook. Marshals need to be familiar with both Handbooks.***

### A. Weapon Standards

#### a. General

- i. The thrower is ultimately responsible for the condition of their equipment. While a marshal may be asked to inspect a piece of equipment or may require a piece of equipment to be removed from the range, the marshal does not guarantee that the inspected item is safe. Throwers should use caution and common sense in regards to their equipment to ensure it is safe at all times. The following is a guideline for inspecting one's equipment.

#### b. Knives

- i. Throwing knives or spikes should be a minimum of eight (8) inches and a maximum of eighteen (18) inches in length; and not be more than two and one half (2.5) inches at the widest point. They should be heavy enough constructed to prevent excessive "bounce back" on missed throws.
- ii. Knives are to have one sticking point only and must have the shape of a knife.
- iii. The thrower must mark and declare which point is to be used for scoring, when using a throwing spike.
- iv. Non-traditional shapes are left up to the Marshal-in-Charge's discretion.

#### c. Axes

- i. Axes must be of a size and weight that allow them to be thrown safely and easily with one hand. The handle should be between 12 and 24 inches in length, and the head should be made of metal with a single blade.
- ii. No axes with top spikes, butt-spikes, or hammer heads will be allowed.

#### d. Spears

- i. The spearhead should not exceed 2.5 inches in width.
- ii. Spears must be of a size and weight which allows them to be thrown safely and easily by the thrower and must not be excessively long or heavy. Spears should be no less than four (4) feet and no longer than seven (7) feet in overall length.
- iii. Spears shall not have flights or any stabilizers attached.

#### e. Plumbatae (Roman Throwing Darts)

- i. *No additional rules beyond Society level at this time.*

#### f. Slings

- i. Verify that the payload has not become firmer than intended through use, having become wet, or layering duct tape to reinforce or combine materials. The payload must remain compressible by hand.
- ii. Under no circumstances may the payload contain rock, baseballs, softballs, or other hard material.

### B. Thrown Weapons Target Standards

#### a. Knife, Axe, and Throwing Spike Targets (Hard Targets)

- i. Targets must be designed to limit the damage done to weapons.
- ii. They should be soft enough to allow weapons to penetrate them easily. This will limit bounce backs, and will let the throwers concentrate more on their throwing form than on speed and strength. Targets are typically a wooden round approximately 16-20 inches in diameter by 10 inches thick.
- iii. For axe and knife, a recommendation for the target face is an end grain "round"



of wood, preferably of a soft wood such as cottonwood, pine, or fir. Use of hardwood, plywood, or side grain type target is discouraged as the weapon sticking is a more difficult problem. Encircling the round with a binding is a good way to increase the life of the target.

- iv. Targets must be on stands sturdy enough to allow the safe impact and retrieval, bear the added unbalanced weight of the weapons, and not fall over. A good test to make sure that a stand is sturdy is to push hard near the top of the stand with the target attached, from all sides. If the stand falls over, then make adjustments as needed to correct the problem.
- v. The center of the target must be between 40 and 60 inches from the ground.

b. Spear and Plumbata Targets (Soft Targets)

- i. Targets can be made out of bales of straw, (“compressed” straw bales work very well), rope, stacked cardboard (minimum of 4 inches), or foam (at least 3 inches thick for closed cell foam, thicker for other foam).
- ii. It is not recommended to use a hard target for spear.
- iii. Targets and stands must be sturdy enough to allow the safe impact and retrieval, bear the added unbalanced weight of the weapons, and not fall over.
- iv. Target faces may be on paper, cardboard, burlap, or painted on.

c. Sling Targets

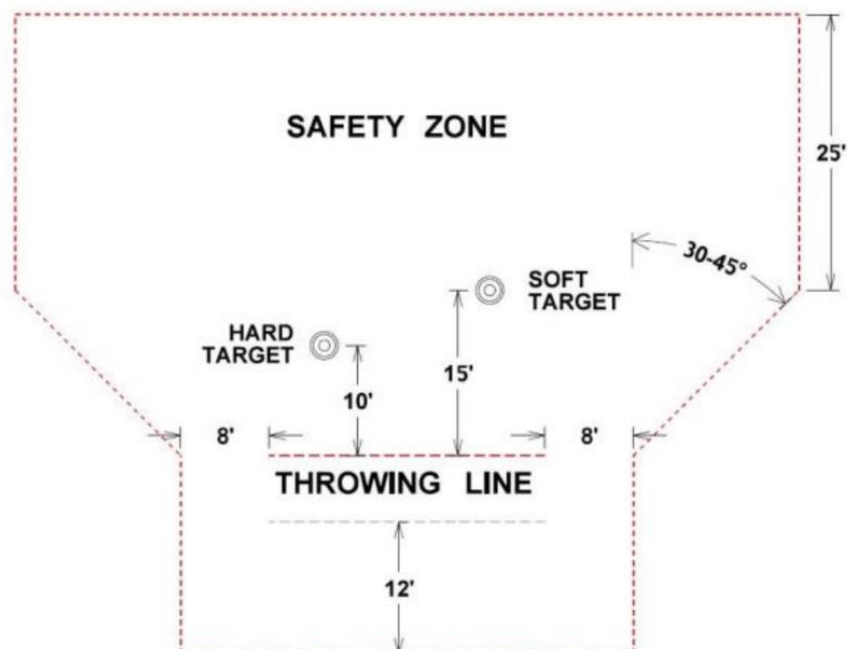
- i. Targets can be made out of any material, hard or soft.
- ii. Targets and stands must be sturdy enough to allow the safe impact and retrieval of payload and not fall over.
- iii. Targets may have openings to allow the payload to pass through the target. Pockets to catch the payload may be added to aid in retrieval and scoring, designs similar to a modern Skee ball game, etc.
- iv. Payload may be dusted with chalk or talc to help identify the position of the hit on the target. Avoid materials that will harm the payload or the target. Ideally any method used to mark the target hits should be cleaned from the target between throwers after being scored.

### III. Range Safety

***The following rules are in addition to this section of the Society Thrown Weapons Marshal's Handbook. Marshals need to be familiar with both Handbooks.***

#### A. Range Set-Up

- a. Choose a location that has a clear field of vision to the targets and in which thrown weapons are legally allowed.
- b. Make sure that the area behind and around the targets is clear of obstructions such as cars, animals, people, or any other things that might be damaged by stray throws.
- c. The Thrown Weapons Marshal-in-Charge of the event must ensure that a wild throw, either high or wide of the targets will not reasonably endanger any people, animals, or property.
- d. If not all of the throwing positions are in a single line, the farthest back position must be used when calculating the safety zone.
- e. Behind the throwing line: A safety zone, measuring 12 feet back from the throwing line and running parallel the entire length of that line, should remain clear of participants and spectators at all times if they are not on the line to throw. Participants should enter and exit the throwing area through a designated portal located in the farthest corners of the safety zone, in such a way that they enter the safety zone parallel to the back line of that zone.
- f. In front of the throwing line: The safety zone starts 8 feet from the outer edge of the throwing line, and then runs down range at a 30- to 45-degree angle until it intersects with the line created by the farthest target position. From that point you extend the safety zone straight back until it is at least 25 feet past the farthest target.
- g. Physical barriers such as a hill, permanent solid backstop, or a wall can be used to reduce the size of the safety zone. The barrier must completely cover the safety zone. A small barrier which objects can be thrown over is not sufficient.
- h. The dimensions for the safety zones in the figure below are suggestions based on an ideal range. The actual size may vary, depending on the location of the range, the weapons being used, the experience level of participants, and other conditions. It is better to err on the side of safety with too much space than not enough



## B. Range Procedures and Commands

- a. No persons shall participate in thrown weapon activities if impaired by alcohol, recreational drugs, medication, excessive fatigue or dehydration. The Thrown Weapons Marshal in Charge (TWMIC) has the right to remove any participant from the range for safety reasons.
- b. Youth participants are any one under the age of 18.
  - i. A youth must be accompanied at all times on the thrown weapon range by a parent or legal guardian. All non-member children must have a signed minor waiver.
  - ii. All youth thrown weapons participants will report to the MIC to ensure proper youth protocol is followed. The TWMIC shall instruct youth on the dangers involved in thrown weapons and proper behavior on the line such obeying the marshal's commands and careful handling of weapons (e.g. not swinging weapons haphazardly or otherwise playing with them).
  - iii. Youth participants may participate in all thrown weapon practices and tournaments with the TWMIC's permission.
  - iv. If the youth thrower is under the age of 10 and only one parent or guardian is present, the parent/guardian is prohibited from throwing at the same time as the youth is on the line.
  - v. Older youth throwers, age 10 and above, and the parent/guardian may share the line at the same time if the TWMIC deems that the youth is a safe thrower.
- c. The TWMIC will make an announcement before the start of the tournament or the start of the formal practice to ensure that all participants have inspected their equipment and are aware of the rules.
- d. The TWMIC or the designated TWLM should remain visible and attentive to the line at all times.
- e. Throwers must never throw on a line that is unattended by a marshal.
- f. Throwers must ask permission of the Marshal running the range and be acknowledged before entering the range.
- g. All throwers must wear closed toed shoes on the range.
- h. Throwers should look behind to ensure that no one is directly behind them, in the path of their swing, or in the arc traversed by the swing of the weapon, to ensure that it is clear.
- i. Throw only at designated targets.
- j. Those not throwing must remain outside the safety zones and towards the rear of the throwing range.
- k. Only thrown weapons that have been inspected by and approved by the Marshal-in-Charge of the range may be used. If a Marshal determines that a weapon may not be used, a thrower may make adjustments to the weapon and bring it back to the same Marshal for re-inspection.
- l. Equipment that strikes another solid object must be inspected for damage before throwing it again. Note: It is highly recommended that any axe that sticks in the target not be followed by another axe in the same round of throwing to prevent damage. This is especially true for loaner equipment.
- m. Participants score their own throws. While the scorer concurs with the scoring and records the points, the TWMIC has the final word on any contested scoring point.
- n. While absolute quiet is unnecessary, it is important to keep conversations and noise within reasonable limits to ensure the commands of the marshal are heard.
- o. Be alert and aware of your surroundings at all times. Remember you are throwing live weapons that can cause great harm or death. Weapons can and will bounce back.

p. Injuries or Incidents

- i. Any injury requiring medical intervention must be reported.
- ii. Notify the Thrown Weapons General ASAP and no later than within 48 hours of any injuries that require medical Intervention which occur at practices or events.
- iii. Any incident that did not involve an injury, but required a thrower to be removed from the line, or a Marshal to be relieved of their Warrant, must also be reported.
- iv. Appendix C contains the injury form & the incident form that should be filled out and sent to the listed contacts as appropriate.
- v. Gather as much of the information as possible that will be needed on the form at the time of the incident.
- vi. While sending the form to the required contacts has a bit more time allowed, the insurance policies for the SCA require initial notification to Society level officers within a tight timeline.
- vii. The TWG is the Society's Kingdom point of contact so the faster word reaches the TWG, the better for everyone involved.

## IV. Outlands Royal Rounds & Scoring

### A. Royal Rounds

- a. The Royal Round is used to determine the Kingdom Ranking of an individual thrower within a specific weapon style. Axes, knives, spears, and plumbatae are used for Royal Round scores at this time. (Sling will be added in the future.) Plumbatae and sling are not currently included in the Thrown Weapons Inter-Kingdom Challenge (TWIC).
- b. Throwers may rank in each weapon style. An average of the 3 highest reported scores within a 12-month period will determine the thrower's rank. Rank is not calculated until 3 eligible scores are reported.
- c. The Royal Round consists of five throws each, at three distances. This matches TWIC.
  - i. For knives, axes, and slings the minimum distances are 10, 15, & 20 feet.
  - ii. For spears the minimum distances are 15, 20, & 25 feet.
  - iii. For plumbatae the minimum distances are 30, 40, & 50 feet.
  - iv. Note: These are the minimum distances for each set of five throws. A thrower may choose to throw 10 axe throws from 15 feet (that would include the 10 foot minimum) and five throws from 20 feet.
- d. Targets
  - i. Axe, knife, and spear targets shall be marked with concentric circles. The outermost circle shall be 14 inches in diameter and is the 1 point circle. The middle circle shall be 8 inches in diameter and is the 3 point circle. The innermost circle shall be 3 inches in diameter and is the 5 point circle.
  - ii. Plumbata targets will also be marked with three concentric circles. The outermost circle shall be 36 inches in diameter and is the 1 point circle. The middle circle shall be 20 inches in diameter and is the 3 point circle. The innermost circle shall be 7.5 inches in diameter and is the 5 point circle.
  - iii. To score points, the spear or plumbata must be able to stick in the front of the target without having any part touching the ground.
- e. A weapon touching the line is scored as the higher circle.
- f. Anyone stepping on or over the throwing line during or immediately after throwing will have that throw disqualified, and will receive 0 points for that throw. The throwing line must be clearly marked on the ground.
- g. Practice rounds between distances are allowed, but the thrower must declare if they are throwing for the score before a weapon is thrown for that distance to be scored.
- h. For a Royal Round to be scored, a Thrown Weapons Marshal and one other witness not related to the thrower need to be present.
- i. Scores must be recorded on the Scores site.
- j. Only scores from a published SCA event or practice will be official.
- k. While multiple rounds may be thrown, only one score per day may be reported.

### I. Thrown Weapons Target Summary



#### Axe, Knives, & Spears:

- Center (Gold) - 3-inch diameter
- Middle (Green) - 8-inch diameter
- Outer (Black) - 14-inch diameter

#### Plumbatae:

- Center (Gold) – 7.5-inch diameter
- Middle (Green) - 20-inch diameter
- Outer (Black) - 36-inch diameter

Points: Gold = 5; Green = 3; Black = 1

B. How to Use Scores-SCA.org

- d. For complete rules for the Thrown Weapons Inter-kingdom Challenge see:  
<https://scores-sca.org/home/index.php?R=24&>
- e. For Royal Round rules see [https://scores-sca.org/public/scores\\_rules.php?R=29&Shoot=522](https://scores-sca.org/public/scores_rules.php?R=29&Shoot=522)
- f. Reporting Scores
  - i. Royal Rounds and TWIC scores must be reported via the Score site at <https://scores-sca.org/home/index.php?R=29&>
  - ii. See score site for more information on the variety of throws and how they are run.
  - iii. Scores will be verified by the Scorekeeper for the Kingdom of the specific tournament. Until verified, scores will not be visible in the record to others and rank will not be impacted.
- g. Using the Scores site:
  - i. Login: if you do not have a login, contact the Kingdom Scorekeeper or the Thrown Weapons General. All current Warranted Marshals should have a login. When your warrant expires, your login will cease to work.
  - ii. In the left menu, locate the tournament for which you are reporting. Each throw will have different forms for entering scores, but, in general, this is the process to follow. It is based on entering Royal Round scores.
  - iii. Look for "Submit Score" in the available links.
  - iv. Read the directions on every page. Pages include help information, tips, warnings, and guidance. If you have additional questions, contact the Scorekeeper or the Thrown Weapons General.
  - v. Enter the required information. All of the information should be found on the score sheets for the tournament for which you are entering scores.
  - vi. If you can't locate a person in the list, click the "Add Name to This List" button below the "Person" box.
  - vii. Search for the person within "Outlands, Local Group: ANY Local Group" to ensure someone who has relocated will be found. When searching for a person, be certain to change the setting in the Activity box to "All, regardless of activity". If someone does not exist in the list, they may need to be added.
  - viii. Be absolutely certain they haven't changed SCA names, moved to another group, or submitted scores using a different spelling. Adding duplicate records negatively impacts their rank.
  - ix. Click "Search".
  - x. Locate the person in the list and place a checkmark in the "Add to Shoot" box. When you have added everyone, you need, scroll to the bottom of the page and use the "Add Checked Names" button.
  - xi. Choose the "Person" from the drop-down box.
  - xii. Choose the "Weapon Type".
  - xiii. Enter scores for the person in all available boxes.
  - xiv. If you have more scores for that person, choose "Submit Score" and add another for the SAME person. If you have scores for a different person, choose "Submit Score" then add another for a different person. If you are finished entering scores, choose "Submit Score" and go to "Verify Scores".
  - xv. Review the information you have entered and use the "Edit" button to make changes if needed.
  - xvi. Click the "Submit" button.

- h. For further information on how the score site works see. [https://scores-sca.org/guides/Public\\_Guide.pdf](https://scores-sca.org/guides/Public_Guide.pdf)
- i. Read the directions on every page. Pages include help information, tips, warnings and guidelines.
- j. If you have additional questions contact the scorekeeper or the Thrown Weapons General for help.

## Appendix A. Outlands Thrown Weapons Ranks

Thrown Weapons Rank in the Outlands is based on the average of a thrower's three highest Royal Round scores in any of the recognized weapons styles (Knife, Axe, Spear, Sling, Plumbata) during a rolling 12-month period.

Ranks for all divisions are:

- Novice: 0-10
- Woodsman: 10-25
- Hunter: 25-40
- Warrior 40-55
- [Weapon] Master: 55-65
- Grand [Weapon] Master: 65-70
- Royal [Weapon] Master: 70-75

Currently, Royal Rounds are the same as the Thrown Weapons Inter-Kingdom Challenge (TWIC) for axes, knives, and spears with 5 throws each at 10, 15, and 20 feet for axes and knives. For spear, the distances are 15, 20, and 25 feet. Rules for plumbata and sling are not yet determined for TWIC but Outlands Royal Rounds for plumbatae are 5 throws each from 30, 40, and 50 feet. (Sling targets and distances are TBD.)

Rank is visually denoted by a cord worn by the thrower or as part of their gear. The cords will be interwoven with the division colors to signify the weapon with which the rank was achieved. For example, a Black cord interwoven with blue would denote a rank of Woodsman in the Knife division.

For the mastery level ranks, [Weapon] is substituted by the particular weapon that the individual has achieved mastery. For example. Axe Master or Plumbata Master (similar to the Bow Master for archery).

The primary cord colors mirror the rank tassels achieved in archery and the cords use the same design as Atlatl (in the Archery handbook) as shown here with green interwoven:



Primary cord color shows the rank:

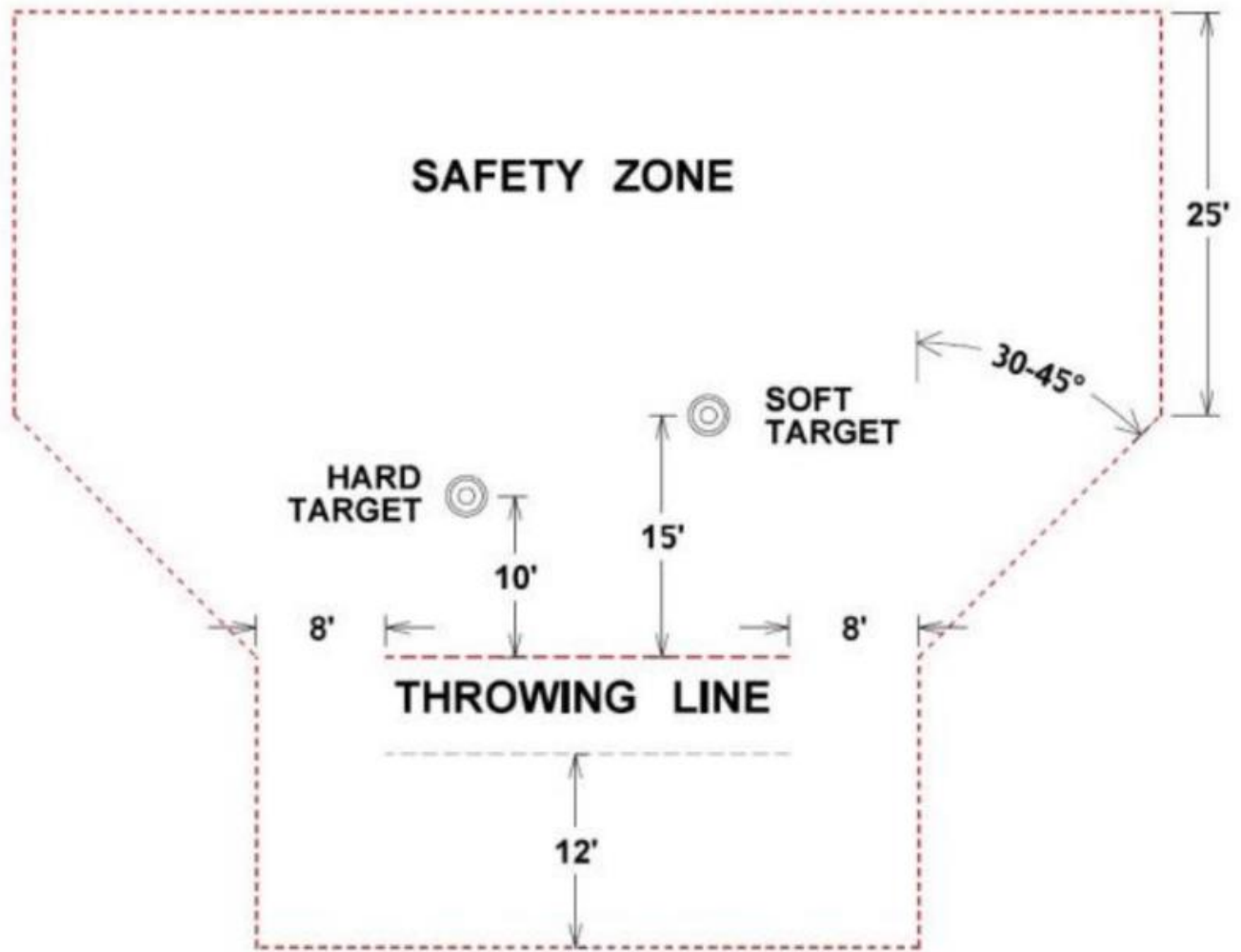
- Novice: White
- Woodsman: Black
- Hunter: Blue
- Warrior Red
- [Weapon] Master: Gold
- Grand [Weapon] Master: Gold & White
- Royal [Weapon] Master: Green, Gold, & White

Interwoven cord color indicates the weapon:

- Axe: Red
- Knife: Blue
- Spear: Yellow
- Plumbata: Purple
- Sling: Orange



**Appendix B. Range Diagram**



Suggested range layout. Thrown Weapons marshals are to refer to this diagram and use their best judgement in setting up all ranges. Safety should be the upmost concern when laying out all thrown weapons ranges.

## Appendix C. Reporting Forms

### C1. INJURY REPORT

#### Kingdom of the Outlands Martial INJURY Report Format

This format should be used only if the injury is serious enough that it requires medical attention. To be completed by the Marshal-in-Charge for the event and submitted to the Thrown Weapons General, and the local group's Seneschal, Captain of Thrown Weapons (or Archers) and Knight Marshal as soon as possible, no later than 48 hours after the injury occurrence.

A copy of the report should be maintained in the files of the local group's CoA and Seneschal.

**Date of Report:** \_\_\_\_\_

**Submitted by (SCA Name/Member #):** \_\_\_\_\_

**Modernly Known As (MKA):** \_\_\_\_\_

**Marshal-in- Charge at the Time of Injury (if different than above):**

\_\_\_\_\_

**MKA:** \_\_\_\_\_

**Date of Injury:** \_\_\_\_\_

**Event and location:** \_\_\_\_\_

**SCA Name/Member # of Injured:** \_\_\_\_\_

**MKA:** \_\_\_\_\_

**Full Home Address:** \_\_\_\_\_

**Phone:** \_\_\_\_\_

*If injured is under age 18, include a copy of the signed Minor's Consent to Participate Agreement.*

**SCA Name of Minor's Parent/Guardian attending event:** \_\_\_\_\_

**MKA Name of Minor's Parent/Guardian attending event:** \_\_\_\_\_

**If Attending Parent/Guardian information is different than injured**

**Full Home Address:** \_\_\_\_\_

**Phone:** \_\_\_\_\_

*If Injured is over age 18, but not in possession of a blue membership card, include a copy of the signed Consent to participate form.*

**Give as complete a description as possible of the incident and nature of the injury(s) and any treatment performed onsite.**

## C2. INCIDENT REPORT

### Kingdom of the Outlands Martial INCIDENT Report Format

This should be used if there is NO injury, but an incident is serious enough that it required an thrower to be removed from the line or a Marshal relieved of their Warrant.

To be completed by the Marshal who issued the sanction at the event and submitted to the Thrown Weapons General, and the local group's Seneschal, Knight Marshal, and Captain of Thrown Weapons (or Archers) as soon as possible, no later than 2 weeks of the incident. A copy of the report should be maintained in the files of the local group.

**Date of Report:** \_\_\_\_\_

**Submitted by (SCA Name/Member #):** \_\_\_\_\_

**Modernly Known As (MKA):** \_\_\_\_\_

**Marshal-in-Charge at Time of Incident (if different than above):**

\_\_\_\_\_

**MKA:** \_\_\_\_\_

**Date of Incident:** \_\_\_\_\_

**Event and Location:** \_\_\_\_\_

**Witnessing Marshals:** \_\_\_\_\_

**MKAs:** \_\_\_\_\_

**SCA Name/Member #(s) Involved in Incident:** \_\_\_\_\_

\_\_\_\_\_

**MKA:** \_\_\_\_\_

*If incident involves a minor under age 18 (If information cannot be acquired, please indicate why)*

**SCA Name of Minor's Parent/Guardian attending:** \_\_\_\_\_

**MKA of Minor's Parent/Guardian attending:** \_\_\_\_\_

**Give as complete a description as possible of the incident. Be sure to include any sanctions imposed, warrants suspended.**

## Appendix D: Commands and Terminology

### 1. Thrown Weapon Commands

This is a list of commands a thrower may hear on the range during a practice or event. This list may not be all-inclusive of terms used in the Kingdom of the Outlands and shares some commonality and intentions with the archery range.

**Enter the Range** - Command to step to the throwing line. All throwers must obey the command of the marshal to step to the throwing line.

**Range Clear?** - An inquiry called out downrange prior to opening the line for throwers to determine if there is anyone who is possibly in throwing range but is not seen. Anyone downrange hearing this inquiry should make it known, LOUDLY, that they are still downrange in order to avoid being thrown at.

**You May Throw** - A command given that indicates the line is open for throwers to begin throwing. Terminology may vary by marshal if the intent is clear.

**Retreat to X Line** - When throwers on the same range are throwing at different distances the closer line throws first. When complete this command is given to have them back up to the next throwing line. Only when all throwers in the range have thrown is the line closed for retrieval.

**HOLD!** - A command that ANY PERSON ON OR AROUND THE RANGE may use if a potentially unsafe situation is noted, or if the MIC calls an immediate end to ALL shooting or throwing that end. When a HOLD is called, throwers are to stop immediately. If a thrower has a weapon in hand readied to throw when a HOLD is called, the thrower must carefully place it on the ground before stepping back away from the line.

**All Weapons Down** - A command to set all weapons on the ground in a safe manner so that they don't expose sharp or pointed edges and cause harm.

**You May Retrieve** - A command given by the marshal indicating that the line is closed, and weapons may be retrieved. Participants should advance into the target area to score weapons and/or retrieve any non-scoring items. DO NOT REMOVE ANY SCORING WEAPONS UNTIL THE SCORE HAS BEEN RECORDED. Terminology may vary by marshal if the intent is clear.

## 2. General Terminology

This is a list of terms a participant may hear on any range during a practice or event. Please note that every Marshal has a slightly different way of doing things, so this list may not be all-inclusive of terms used in the Kingdom of the Outlands.

**Authorized** - Any individual in good standing in the SCA with a membership that has passed their authorization testing and granted a warrant indicating they are permitted to marshal activities. If either the Membership or Authorization date expires, a Marshal must renew and/or re-authorize to be warranted.

**Bounce Back** - The term describing a weapon that has failed to stick in a target and has traveled away from the target, often traveling toward the throwing line rather than downrange.

**Burr** - Damage to a piece of metal leaving rough edges that can cut an unprotected hand.

**Butt** - The backstop that the target face is painted upon. Its purpose is to stop the weapon at the target for convenience in scoring and retrieving the weapons.

**Closed Toed Shoes** - Any shoe that completely covers the toes. Closed-toed shoes are required for safety reasons. You are not allowed to wear sandals or any other type of shoes with openings, holes, or slits in the front of the shoe.

**End** - An end is the number of weapons you throw before retrieving them from the target. The terms *end and round* are sometimes used interchangeably.

**Filling In** - Taking someone's place on the line after they've finished and stepped back while the line is active.

**Foul Line** - The line designating the point beyond which a thrower may not proceed while throwing. Stepping on or stepping beyond the line is prohibited. Anyone stepping on or over the foul line during or immediately after throwing will have that throw disqualified and be given a zero-point score for that throw only.

**Major Crack** - Any damage to a weapon that structurally weakens the weapon.

**Safe Zone** - Space allowed in and around the shooting and throwing lines to ensure safety for throwers and spectators. Also known as *No Man's Land*.

**Side Arm Throwing** - Throwing a weapon by swinging it to the side, away from the body is not allowed.

**Soft Targets** - A soft target is any target made of materials that do not provide a solid resistance such as the foam or straw targets used for spears and plumbatae.

**Hard Targets** - A hard target is any target made of materials that provide a solid resistance such as the wood targets used for axes and knives.

**Throwing Lane** - The Throwing Lane encompasses 3 feet to either side of the thrower and from the throwing line to the target.

**Warrant** - The official "license to marshal" issued by an authorizing marshal.

Approved the 19 day of October, AS LIX,

Being 2024 Gregorian during the reign of

*Thunthruill*

King

*Adruen*

Queen

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Outlands Thrown Weapons General

*Beatra de*

Outlands Earl Marshal

