

# OUTLANDS ADDENDUM

## THROWN WEAPONS



## Preamble

All archers in the Outlands are to know the rules in the Society Thrown Weapons Marshal's Handbook and the Outlands Addendum: Thrown Weapons Handbook. The rules in SCA Thrown Weapons Marshal's Handbook take precedence over the Outlands Addendum: Thrown Weapons Handbook. The Outlands Addendum: 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 throwers are equally responsible for their safety, the safety of their fellow throwers and the people around them. At all times, safety takes precedence and should be primary.

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### I) Thrown-Weapons Marshals

*Add the following rules to this section of the SCA Thrown Weapons Handbook.*

- A. Requirements
  - 2.a. 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.
  - 3. Outlands Archery Marshals Hierarchy Chart – See **Appendix F**
- B. Responsibilities
  - 1.a. Thrown Weapons Marshals of the Kingdom of the Outlands and their function(s):
    - Archer General (AG):** Kingdom Archery and Thrown Weapon Marshal, maintains safety, enforces archery rules & conventions, oversees the activities of local Thrown Weapon Marshals, handles thrown weapons related disputes & grievances, and answers correspondence.
    - Deputy Thrown Weapons General (DTWGS):** Assist the AG in the oversight of thrown weapons special projects, or regions throughout the Kingdom.
    - AG 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 AG and the DTWGS.

**Marshal in Charge (MIC):** Responsible for running thrown weapons at events or official practices.

**Line Marshals (TWLM):** Assist the AG, DTWG, CoTW, & MIC in marshaling the thrown weapons area.

**Marshal in Training (TWMIT):** Someone in training to become a thrown weapons marshal.

*Note: Further detail on these positions is described in the following sections.*

#### 1.b. Warrants

The Earl Marshal maintains warrants for the thrown weapons marshals. Only marshalling thrown weapons need warrants. No warrant or authorization cards are required for general participating in thrown weapons.

#### 1.c. Deputy Thrown Weapons General(s) (DTWG's)

The AG may appoint Deputy Thrown Weapons Generals (DTWG's). This appointment is valid until their warrant expires. At that time, at the AG's discretion, their warrant can be renewed to continue service.

1.c.i. DTWG's are to travel within their regions, keep in contact with the CoTW's, and assist CoTW's when attending events or practices.

1.c.ii. DTWG's will monitor the training of MIT's in their region, authorize them as thrown weapons marshals at the completion of MIT training, and send their information to the AG and the Earl Marshal to issue warrants for the new thrown weapons line marshals.

#### 1.d. Reporting

1.d.i. DTWG's must submit Quarterly reports to the AG.

Quarterly reports are due to the AG office no later than: March 1, June 1, September 1, and December 1 (the yearly report summary, aka "Doomsday Report").

1.d.ii. CoTW's for local groups must submit Monthly reports to the AG. Monthly reports are due to the AG office no later than the 1<sup>st</sup> of each month.

1.d.iii. Failure to report as required could lead to revocation of a marshal's warrant.

#### 1.e. Safety Issues

1.e.i. Should ANY DTWG notice a safety issue, the DTWG should speak with the offender(s) and with the Marshal-in-Charge (MIC) to help to resolve said problem.

1.e.ii. If a DTWG 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 AG as well as the actions taken to resolve the problem. This should be followed up with a WRITTEN report ASAP.

1.e.iii. The DTWG may suspend the Warrant of any Line Marshal whom they deem unsafe. The DTWG should immediately notify the AG, 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.

1.e.iv. 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 Archer General. A written report is required within 2 weeks.

1.f. Scorekeeping Deputy - The Scorekeeping Deputy is appointed by the AG. The Scorekeeper has the primary duty of maintaining the Outlands Archery / Thrown Weapons scorekeeping data base. These duties may include:

1.f.i. Creating accounts for marshals so that they are able to enter scores gathered from the various shoots, royal rounds, inter kingdom thrown weapons competition, or the seasonal challenge.

1.f.ii. Deleting accounts as required.

1.f.iii. Running required/needed report(s) from the data in the database within parameters given by the AG.

1.f.iv. Coordinating with the AG and the Kingdom Scribe's office to provide scrolls to the Crown for those archers who have achieved ranks of Warrior and above.

1.f.v. Backing up and reconciling the database as required.

1.g. Captain of Thrown Weapons - Baronies, Shires, Cantons or other geographic groups that have any thrown weapons related activity shall select at least one thrown weapons Marshal and a Captain of Thrown Weapons (COTW's). These individuals shall receive the approval of the seneschal and the ruling nobility. Additionally, they shall be approved by the Archer General and warranted by the Earl Marshal. They must send a report by the 1<sup>st</sup> of each month and a yearly report summary due December 1<sup>st</sup>.

1.g.i. CoTW's may hold other local group or Kingdom offices simultaneously, if allowed by local group traditions, so long as safety and reporting are maintained.

1.g.ii. Monthly reporting to the local leadership shall be sent to the AG, the group seneschal, the group knight marshal, and the group Baron /Baroness (or equivalent).

1.g.iii. The December report is also the annual report or "doomsday" report. This report shall include:

- 1) An inventory of the group's thrown weapons property.
- 2) A summary of practices and events including attendance numbers.
- 3) Any injuries or equipment failures at practices or events.
- 4) Any incident in which a thrown weapons person had to be removed from the field.

1.g.iv. CoTW's must report any injuries, incidents, or damage to property as soon as possible. Injuries must be reported within 12 hours to the AG with a report to follow within 2 weeks to the AG and local group seneschal. The appropriate reporting forms are located in IV Appendix C.

1.g.v. 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.

1.g.vi. Scores can only be submitted from official practices. An official practice must meet the following to be defined as such:

- 1) Must occur at a regularly scheduled time/day.
- 2) Must be regularly advertised to the populace via official newsletter or website and other missives.
- 3) 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.
- 4) To be valid, all scores must be submitted into the Outlands Scorekeeping database within 2 weeks of being shot.

1.g.vii. CoTW's should take and train at least one Deputy to their position.

1.g.viii. Should a CoTW not be able to attend their practice, a Warranted Thrown Weapons Line Marshal (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.

1.g.ix. CoTW's 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 tassel for the new rank.

1.g.x. CoTW's shall have a copy of this Handbook and the SCA Thrown Weapons Marshal's Handbook at practices and events.

1.h. Warranted Thrown Weapons Line Marshals (TWLM's) assist the local CoTW's.

1.h.i. All Warranted 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.

1.h.ii. There is no limit to the number of TWLM's a group may have.

1.h.iii. The TWLM will certify and submit scores shot under their control on the range to the Marshal in Charge (MIC) or local CoTW as official scores.

1.h.iv. All candidates wanting to become a warranted line marshal should contact the local CoA, DAG or AG to first become an TWMIT.

#### 1.i. Marshals in Training

1.i.i. All TWMIT's must be a current SCA Membership Blue Card member in good standing, and at least 18 years of age.

1.i.ii. All TWMIT candidates must successfully satisfy the AG or DTWG that they have knowledge of the SCA Thrown Weapons Handbook and Outlands Thrown Weapons Handbook and Thrown Weapons program. Exceptions can be made should the AG choose to enlist a CoTW or TWLM in good standing to observe the TWMIT in the field and report on the TWMIT's qualifications.

1.i.iii. TWMIT's never marshal a line unsupervised. A warranted TWLM must be present at all times.

1.i.iv. Duties that the TWMIT must show themselves qualified in include:

- 1) Selecting and setting up a safe range where it is legal to practice thrown weapons.
- 2) Running a safe line, including commands, and a safe range 3 times for each.
- 3) 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.
- 4) Demonstrating ability to inspect equipment of the range including weapons, target, butts, and backstops.
- 5) Properly scoring and reporting scores in a timely manner for entry into the data bases.
- 6) Submitting event/practice reports to the CoTW in a timely fashion.

1.i.v All Thrown Weapons Marshals should assist in the training of new throwers and the training of throwers to become marshals.

3. Insert "*Kingdom Archer General*" to the "subject to appeal..." phrase, to read "subject to appeal to the *Kingdom Archer General*, the Kingdom Earl Marshal, or the Crown."

4.a. The Thrown Weapons Marshal (Marshal in Charge (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.

4.b. 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.

4.c. It is the responsibility of the TWMIC to send any scores in and to report within 2 weeks of the event's conclusion to the AG, the Group Seneschal and the event autocrat.

## II) Equipment Standards

*Add the following rules to this section of the Society Thrown Weapons Marshal's Handbook*

### A. General Standards

1.a 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

1.a Throwing knives or spikes should be a minimum of eight (8) inches and a maximum of sixteen (16) 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.

4. Knives are to have one sticking point only and must have the shape of a knife.

5. The thrower must mark and declare which point is to be used for scoring, when using a throwing spike.

6. Non-traditional shapes are left up to the Marshal-in-Charge's discretion for competition.

### C. Axes

1.a Axes should 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.

5. No axes with top spikes, spike polls, butt-spikes, or hammer heads will be allowed.

### D. Spears

2.a. The spearhead should not exceed 2.5 inches in width.

5. Spears should be of a size and weight which allows them to be thrown safely and easily by the thrower and should 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.

5.a Spears shall not have flights or any stabilizers attached.

### E. Plumbata (Roman Throwing Dart)

*The Outlands uses the Society Thrown Weapons Handbook for this section*

### F. Slings

5. 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.
6. Under no circumstances may the payload contain rock, baseballs, softballs, or other hard material.

### III) Range Safety

*Add the following rules to this section of the Society Thrown Weapons Marshal's Handbook*

#### A. Range Set-Up

- 1.a Choose a location that has a clear field of vision to the targets and in which thrown weapons are legally allowed.
- 1.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.
- 1.c The Marshal-in-Charge (MIC) 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.
- 1.d The entrance to the throwing range should be at the side and not the back. It should be behind the furthest back throwing position.
8. 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.
9. Never shoot, cast, or throw on a line that is unattended by a marshal.
10. Those not throwing must remain outside the safety zones and to the rear of the throwing range.
11. Throwers must ask permission of the Marshal running the range and be acknowledged before entering the range.
12. 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, and that it is clear.
13. 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.
14. All throwers will wear closed toed shoes on the range.
15. Throw only at designated targets.
16. The safe zone starts 8 feet from the ends of the farthest back throwing line from the targets, and continues down range at a 45-degree angle away from the targets.



This safe zone should extend for at least 15 yards (45 feet) beyond the last target, when space allows.

A minimum of 15 feet behind the last target is acceptable for knife, axe, and spear ONLY IF a protective screen or wall is set up and able to stop any weapons that might strike it.

17. The safe zone shall also extend at least 10 feet behind the farthest back throwing position, with a 15-foot buffer being recommended.

There must be a minimum of 6 feet between throwers on the line, with 8 feet recommended.

18. See Range Diagrams 1 in **Appendix B**

## B. Range Procedures and Commands

*Add the following rules to this section of the Society Thrown Weapons Marshal's Handbook*

1.a No persons shall participate in thrown weapon activities if impaired by alcohol, recreational drugs, medication, excessive fatigue or dehydration. The Marshal in Charge has the right to remove any participant from the range for safety reasons.

1.b Youth participants are any one under the age of 18.

A youth must be accompanied at all times on the thrown weapon range by a parent or legal guardian with proper paperwork as outlined by the Minister of Children Handbook found in the Outlands Library.

1.b.i. All youth thrown weapons participants will report to the MIC to ensure proper youth protocol is followed.

1.b.ii. Youth participants may participate in all thrown weapon practices and tournaments with the MIC's permission.

1.b.iii. 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, without the explicit consent of the MIC.

1.b.iv. Older youth throwers, age 10 and above, and the parent/guardian may share the line at the same time.

1.c. The MIC 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.

6. The MIC or the designated TWLM should remain visible and attentive to the line at all times.

7. Check equipment that strikes another solid object for damage before throwing it again.

8. Participants score their own throws. While the scorer concurs with the scoring and records the points, the MIC has the final word on any contested scoring point.

9. 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.

#### 10. Injuries or Incidents

10.a. Any injury required medical intervention must be reported.

10.b. Notify the Archer General within 12 hours of any injuries that require medical Intervention which occur at practices or events.

10.c. 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.

10.d. Appendix D contains the injury form & the incident form that should be filled out and sent to the listed contacts as appropriate.

10.d.i. Gather as much of the information as possible that will be needed on the form at the time of the incident.

10.d.ii. 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.

10.d.iii. The AG is the point of contact so the faster word reaches the AG, the better for everyone involved.

#### C. Rules of the line

*The Outlands uses the Society Thrown Weapons Marshal's Handbook for this section*

#### D. Thrown Weapons Royal Round

*The Royal Round is used to determine the Kingdom Ranking of an individual thrower within a specific weapon style. Only knives, axes, and spears are used for official scores at this time, but sling and plumbata will be added in the future. 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.*

1. The royal round consists of 6 throws each, at 3 distances.

1.a For knives, axes, and slings the minimum distances are 10, 15, & 20 feet.

1.b For spears and Plumbatas the minimum distance is 15, 20, & 25 feet.

1.c A weapon touching the line is scored as the higher circle.

2. 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.
3. 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 counted for scoring.
4. For a Royal Round to be scored, a Thrown Weapons Marshal and one other witness not related to the thrower need to be present.
5. Scores must be recorded on the Scores site.
6. Only scores from a published SCA event or practice will be official.

#### E. Thrown Weapons Target

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

1.a. Targets must be designed to limit the damage done to weapons.

1.b. They must 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.

1.c. Targets are typically a wooden round approximately 16 inches in diameter by 10 inches thick. If these rounds are used, they must be encircled around the outside tightly with rope or some other type of "soft" containment that will not damage weapons if struck, so that the round does not split from the force of impacts by the weapons.

1.d. 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.

1.e. Knife, Axe, and Throwing Spike 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". This target configuration will be used for all "Royal Rounds" and "Thrown weapons Interkingdom Competition" (TWIC) scoring.

1.f. The center of the target must be between 40 and 60 inches from the ground.

## 2. Spear and Plumbata Targets (Soft Targets)

2.a. Targets can be made out of bales of hay or straw, (“compressed” straw bales work very well), stacked cardboard (minimum of 4 inches), or doubled closed cell EVA foam rubber (at least 3 inches thick).

*Note: It is not recommended to use a hard target for spear.*

2.b. 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.

2.c. Targets will be marked with three concentric circles with the same measurements for Knife and Axe targets, and will be scored the same. Target faces may be on paper, cardboard, burlap, or painted on.

2.d. To score point, the spear or Plumbata must be able to stick in the front of the target without having any part touching the ground.

## 3. Sling Targets

3.a. Targets can be made out of any material, hard or soft.

3.b. Targets and stands must be sturdy enough to allow the safe impact and retrieval of payload and not fall over.

3.c. 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.

3.d. 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.

## F. Thrown Weapons - Knife, Axe, Spear, Sling, Plumbata Scoring



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

A recommendation for the backing for the target face is an end grain "round" of wood, preferably of a soft wood such as pine or fir. Use of "hard" wood, plywood, or side grain type target backing is discouraged as the weapon sticking is a more difficult problem.

Use any contrasting colors on a 14-inch diameter target.

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

## E. How to Use Scores-SCA.org

1. For complete rules for the IKAC see [https://scores-sca.org/public/scores\\_rules.php?R=10&Shoot=531](https://scores-sca.org/public/scores_rules.php?R=10&Shoot=531)

2. For Royal Round rules see [https://scores-sca.org/public/scores\\_rules.php?R=11&Shoot=41](https://scores-sca.org/public/scores_rules.php?R=11&Shoot=41)

### 3. Reporting Scores

Royal Rounds, Inter Kingdom Archery competition (IKAC), Society Seasonal Challenge (SSAC), and Grand Archery Tournament (GAT) scores must be reported via the Score site at [https://scores-sca-org/outlands\\_archery](https://scores-sca-org/outlands_archery)

3.a See score site for more information on the variety of shoots and how they are run.

3.b Scores will be verified by the Scorekeeper for the Kingdom of the specific tournament. Until verified score will not be visible in the record to others and rank will not be impacted.

### 4. Using the score site:

4.a. Login: if you do not have a login, contact the Kingdom Scorekeeper or the Archer General. All current Warranted Marshals should have a login. When your warrant expires, your login will cease to work.

4.b. In the left menu, locate the tournament for which you are reporting. Each shoot will have different forms for entering scores, but, in general, this is the process to follow. It is based on entering Royal Round scores.

4.c. Look for "Submit Score" in the available links.

a. Read the directions on every page. Pages include help information, tips, warnings, and guidance. If you have additional questions, contact the Scorekeeper or the Archer General.

- b. Enter the required information. All of the information should be found on the score sheets for the tournament for which you are entering scores.
- c. If you can't locate a person in the list, click the "Add Name to This List" button below the "Person" box.
- d. 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. 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.
- e. Click "Search".
- f. 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.
- g. Choose the "Person" from the drop-down box.
- h. Choose the "Weapon Type".
- i. Enter scores for the person in all available boxes.
- j. 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".
- k. Review the information you have entered and use the "Edit" button to make changes if needed.
- l. Click the "Submit" button.
- m. Archers may shoot an IKAC to earn 2 Royal Round scores towards their rank. The Scores site will automatically extract and calculate this information.

5. 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)

5.a. Read the directions on every page. Pages include help information, tips, warnings and guidelines.

5.b. If you have additional questions contact the scorekeeper or the Archer General for help.

#### IV) Appendixes

Add the following Appendixes to the Society Thrown Weapons Marshal's Handbook

##### Appendix A. 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 weapon styles (Knife, Axe, Spear, Sling, Plumbata) during a rolling 12-month period. Rank is visually denoted by a cord worn by the thrower or as part of their gear.



Knife

Axe

Spear

Ranks for ALL Divisions are:

Novice: White cord - Average score of 1-18

Woodsman: Brown cord - Average score of 19-36

Hunter: Green cord - Average score of 37-54

Warrior: Blue cord - Average score of 55-72

Weapons Master: Black cord - Average score of 73+

Weapons Style and Division Colors

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

The cords will be interwoven with the division colors to signify the weapon with which the rank was achieved. For example, a brown cord with interwoven red would denote a rank of Woodsman in the Knife Division.

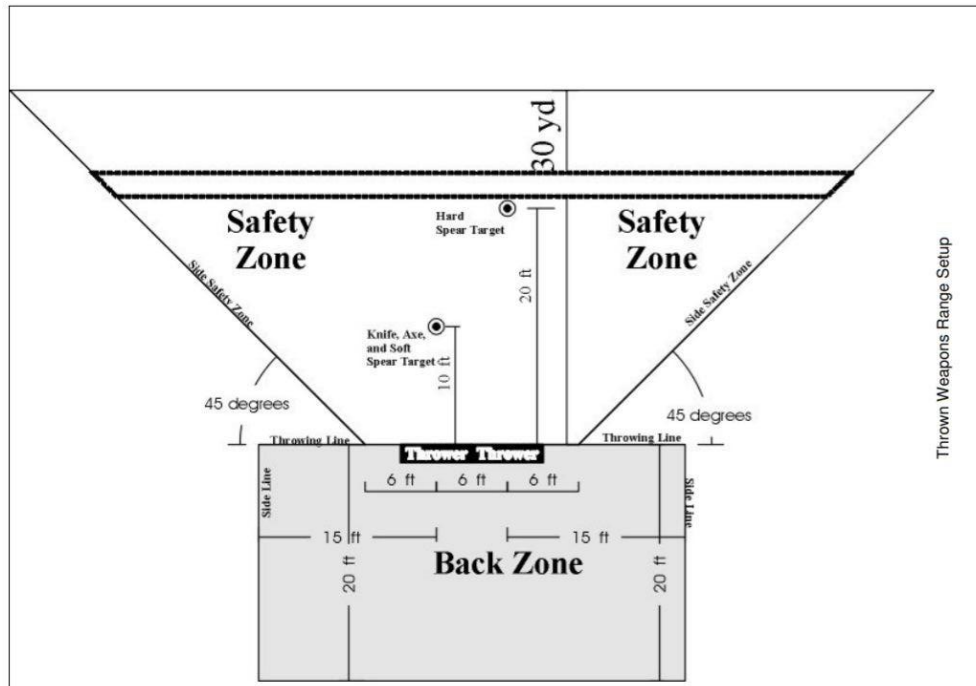
*A standardized Royal Round for Thrown Weapons for Knife, Axe, Spear, Sling, and Plumbata is under development at this time. When a society wide Thrown Weapons Royal Round is created, it will be adopted in place of the Outlands Thrown Weapons Royal Round.*

*At that time, the ranks will be based upon participation and scores in that Royal Round. Scores to achieve the various ranks may be adjusted to fit the scoring in the society wide Royal Rounds. Should the adjustments place a participant in a lower calculated rank, their existing rank will not be impacted. As previously stated, "Once a rank is earned in the Outlands, it is not removed. Your rank is permanent."*

## Appendix B. Range Diagrams

### 1. Thrown Weapons

*“Borrowed” from the Kingdom of Northshield’s Thrown Weapons Handbook. This diagram gives the viewer an idea of how to set up a thrown weapons range for weapons with longer distance needs. Never use a weapon designed for long distances on a short range.*





Appendix D. Reporting Forms

**D1. 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 Archer General and the local group's Seneschal, Captain of Archery and Knight Marshal as soon as possible within 1 day of 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 #):** \_\_\_\_\_

**Mundanely 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.**

## D2. 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 archer to be removed from the line, a fighter from the field, or a Marshal relieved of their Warrant.

To be completed by the Marshal who issued the sanction at the event and submitted to the Archer General or Earl Marshal and the local group's Seneschal and Knight Marshal (and Captain of Archery, if an archer was involved) 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 #):** \_\_\_\_\_

**Mundanely 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 E: 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.

**All Clear** - A command given by the marshal indicating that the line is closed. Throwers are to ensure their equipment is safely resting behind the line before advancing to score and retrieve arrows. Use of this term depends on venue and marshal. Also, *Line is Closed*; *Line is Cold* is commonly used among the firearms community, but is heard on public ranges; it is included here so that SCA archers who share the venue with non SCA members (typically during a practice) will understand what is being communicated.

**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.

**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.

**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.

**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. When sharing a line with archery, this will be the same line from which the archers are firing.

**Hard Targets** - A hard target is any target made of materials that provide a solid resistance.

**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.

**Side Arm Throwing** - Throwing a weapon by swinging it to the side, away from the body.

**Soft Targets** - A soft target is any target made of materials that do not provide a solid resistance.

**Throw When Ready** - A command given that indicates the line is open for throwers to begin throwing.

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

### 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 blue card (membership card) that has passed their authorization testing and granted a warrant indicating they are permitted to

marshal activities that are indicated on the card. 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, arrow, or dart that has failed to stick in a target and has traveled away from the target, often traveling toward the shooting or 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 arrow at the target for convenience in scoring and retrieving the arrows.

**Clear Downrange** - A command called out loudly downrange prior to opening the line for archers or throwers to determine if there is anyone who is possibly in firing 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 shot or thrown at.

**End** - An end is the number of arrows or weapons you will shoot or 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.

**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.

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

**No Man's Land** - See *Safe Zone*

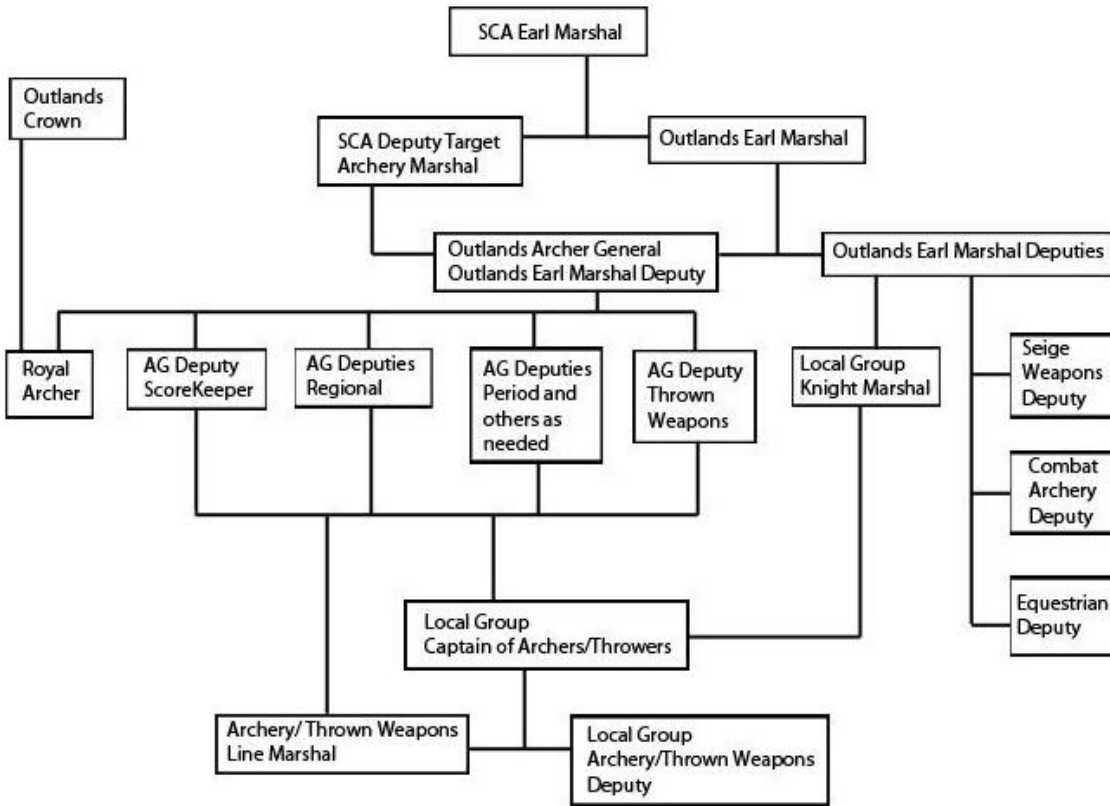
**Safe Zone** - Space allowed in and around the shooting and throwing lines to ensure safety for archers, throwers, and spectators. Also known as *No Man's Land*.

**Score and Retrieve** - A command indicating that 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.

**Warrant** - The official "license to marshal," a specific card issued by an authorizing marshal, indicating the carrier of the authorization is allowed to marshal the activities signed off on that authorization. Warranted marshals must have their authorization on their person at the time they are marshalling.

Previously, all Outlands martial authorization cards were physical copies, but now "cards" are digital authorizations listed on the StagsApp.

Appendix F: Reporting Structure of The Archery Marshalate of The Outlands



Approved the 10th day of March, AS LVII,  
Being 2023 Gregorian during the reign of

BRANN      UP

King

Queen

*Earl Mike Longbow*

Outlands Archer General

Ronan na S-tiagal mac Gormail

Outlands Earl Marshal

