

Thrown Weapons Marshal's Class (Basic Marshal Class)

(Teacher Prep Information)

Class Objectives

1. The Marshal will understand the importance of safety and how to conduct a safe and orderly Thrown Weapons Range:
 1. How to set up a safe range
 2. How to inspect equipment for safety and usage
 3. Basic Range Management
 4. Reporting Requirements
2. The Marshal will understand and be able to apply the basics of helping and instructing new and inexperienced throwers
 1. Loaner equipment of appropriate size
 2. Basic safety instruction
 3. Conduct basic throwing instructions
3. Marshal will understand and be able to apply the concepts of SCA Legal equipment.

Lesson Materials

Teaching outline (this document)

Handouts (preferably a copy of each for each student)

Society Rules

(http://www.sca.org/officers/marshal/docs/t_archery/thrown_weapons_rules.pdf)

Atlantian Policy (<http://atlantia.sca.org/offices/seneschal/clerk-of-law/policy/marshal>)

Sections 3.1, 3.2, and 3.11

Sign In sheet (available at

<https://marshal.atlantia.sca.org/documents/forms/marshal-class-roster.pdf>)

Warrant Database Procedures

Useful Links

Etiquette and Rules of the Range

Sample Throwers Sign-in sheet

Royal Round rules

TWIC rules (optional)

Test and answer sheet

MIT Paperwork

Equipment to demonstrate with

- **Introduce Yourself**
- **Make sure that everyone signs in LEGIBLY on the class roster**
- **Pass out handouts, or provide link to web location for list**

MAIN TEACHING OUTLINE

(not necessary to follow exactly, but all information needs to be covered – expect the full class, including the test, to take 2 hours)

The primary function of the marshal is to ensure safety.

SAFETY - SAFETY - SAFETY

1. The **safety** of the Range
2. The **safety** of the Equipment
3. The **safety** of the Participants
4. Then make sure that folks have fun

Requirements to be an SCA Marshal

1. Knowledge of range safety and the SCA rules governing the sport.
2. Be a member for the Society of Creative Anachronism
3. Be at least 18 years of age
4. Register at the marshal's warrant page (*handout*)
5. This class (TW Marshal 101) (must be renewed every 2 years)
6. Field Marshal 201 (must be renewed every 2 years)
7. Minimum 3 MiT sessions covering all aspects of running a range
 - 7.1. Range setup/take down
 - 7.2. Running a line
 - 7.3. Weapons inspection
 - 7.4. Thrower instruction

Responsibilities of a Thrown Weapons Marshal

1. Ensure safety at events
2. Teach and ensure equipment standards
3. Know and follow basic reporting procedures

No thrown weapons activities will take place at any SCA event unless a warranted Thrown Weapons Marshal is present on the range and the activity is approved by the Autocrat and MiC

The Thrown Weapons Marshal will have the final say in all disputes subject to appeal to the Kingdom Earl Marshal and the Crown.

Responsibilities of the Thrown Weapons Marshal in Training (MIT)

1. Bring your paperwork to all events where you hope to work
2. Whenever possible, notify the MIC ahead of time, if you are coming and would like to get in a training sessions
3. Work with the MIC to make sure that items that need to be covered can be addressed

REPORTING

Event Reports (<https://warrant.atlantia.sca.org/reports/new/1>) (*Event Report Handout*)

An event report must be filed by the activity MIC **within 7 days** of each event (except when required to make a special report earlier due to incident or problem resolution). Any marshal or

MIT who worked the event is urged to make their own event report, but this is not mandatory. The primary event report must contain the following information.

Report to include:

Event Name

Activity Being Reported – Thrown Weapons

Hosting Branch

Number of Authorizations ---- **0 (requires a number)**

Name of the MIC - **YOU, not the event MIC**

Name of MOL – N/A

Names of all marshals and MITs who assisted, and in what capacity they worked - thus the need for the information on the sign-in sheets

Description of Activities – tournaments, open range, classes, etc... DESCRIBE the activity, not just 'we held a tournament'

Description of injuries, including the names of the injured participant – this is in addition to the 24 hour notification and must include the name of the injured

Issues that Arose – this could include, but not limited to, items such as intervention by higher ranking marshals, equipment concerns, throwers (with names) who had to be cautioned extensively, or removed from the range.

Comments – should at least include number of throwers, and how many youths, if not included in the activity section above.

If an injury occurs that requires medical assistance, you must notify the following personnel, within 24 hours: Autocrat, Event MIC, Kingdom Earl Marshal, Kingdom DEM TW. The injury must go on the event report, too, within the 7 day requirement. Lesser injuries, target or equipment failures, rules violations, close calls, extreme bouncebacks, or anything else that may be reported can go in the event reports.

Quarterly reports are due prior to 5 March, 5 June, 5 September, and 5 December to the Kingdom Thrown Weapons Marshal. (Society Rules call out the 10th of these months, but that is when the DEM has to get their report in to the Society level). This report is to be made by **all Marshals**. These reports should include an overview of the activities that the marshal participated in during the respective quarters (practices, events, etc... They do not need a total rehash of what was submitted in an event report). This report uses the same form as the Event Report, but under Event Name, choose Other. Another line will open up to be used to describe the type of event – ie - 3rd quarter TW Report for [your name] or [your group]

If any **injury** occurs on the range you must make a full report of the incident to the Kingdom Marshal, the Autocrat, and the event MIC. THIS IS A SEPARATE REPORT AND MUST BE MADE ASAP within one week latest. (***Marshalate policy requires 24hour notification to the Earl Marshalate if the injury requires medical services.***)

Other incidents can include rules violations, extreme bounce backs, close calls, equipment or target failures and things like that.

A Marshal may request help in both running the range and instructing newcomers from any other marshal and may enlist experienced throwers to help with the instruction (offers to help should rarely be discouraged).

RANGE SAFETY

Range must be clearly marked with adequate safety distances

- Minimums 8' on center between targets (10' preferred, if at all possible) and 12' clear on either side of outside targets (15' on either side of the slings targets)
- Minimum distance to hard targets must be 10' for Knives and Axes
- Minimum distance for spears 20' for hard targets and 10' (preferably 15') for soft targets (hopefully moving to 15' for both at the society level)
- Minimum distance of 30' for Plumbatas
- Minimum distance of 20' for Slings
- Throwing lines of 10' and 20' (and 30', 40', etc, as needed) clearly marked with a minimum of 12' on the sides
- The entrance to the range must be clearly marked and visible to the marshal running the line.
- Safety zone will extend back to a minimum of 40' behind the targets and 20' behind the furthest throwing line.
- Natural features may be used to delineate the range.
- Outer boundary must be physically present so as to discourage accidental range access.

EQUIPMENT SAFETY

All weapons must be inspected for safety before they are allowed on the range. Inspect for defects, damage, burrs, cracks or anything else which may make the weapon unsafe for either the person throwing the weapon or those around them.

Do not allow any weapon on the range with which you are not comfortable in its use (yes, this can, for now, include plumbatas and slings).

When inspecting weapons keep in mind how the weapon is designed to be thrown and will the user be able to throw it safely (to include if the user is strong enough, or clothing concerns that might impede the thrower). Do not allow weapons on the range which are likely to cause excessive damage to your targets.

If two weapons strike together in the target re-inspect them before allowing them to be thrown.

(**Show Weapons and discuss**). Acceptable weapons include axes, knives, spears, plumbatas, slings at a minimum. Others could include darts, spikes, chakrams, and many other weapons, but at a minimum, the marshal should feel comfortable with most axes, knives, spears, plumbatas, and slings.

Axes -

check handles for cracks, rough spots (splintered), burrs especially on all metal ones) – all surfaces where the weapon may be held, carried, etc...

small cracks in the handle that are not structural should not eliminate the weapon – can it be filed or sanded down

put pressure against the handle to see if a crack expands (not trying to break it)

make sure that the head will not come off the top (preferable to be very tight to the handle, but remember, with pressure fit heads, as opposed to wedged, they are designed to come off over the bottom)

burrs on the heads are not a reason to deny, unless they are splintering
entire blade does not have to be sharp, nor overly sharp in general

Knives -

ask how they will be thrown (handle and/or blade – is it safe to throw by the blade)
check for burrs along all surfaces that are expected to be handled
handle (if not just one piece) should be firmly attached (ie riveted leather – is the rivet smooth)
if the handle is plastic or wood, check not only for burrs, etc..., but also that the fittings are still secure (and warn thrower that these parts are likely to break after impacts with the target)

Spears -

head should be firmly attached (so as not to come off in a bale (or similar target) and then damage others)
entire length of the handle should be free of burrs/splinters, etc...
will the spearhead damage the target (ie cut bale strings, if bale targets are being used)

Plumbatas -

head should be firmly attached
fletching should be in decent (not necessarily pristine) condition
is the shaft strong enough to handle the weight of the head

Slings -

is it made of natural material (no paracord)
is the ammo 'soft' (definition still being clarified – use your best judgment)
is the size of the ammo suited to the cup area of the sling (is it too small for some types or too large for others)

Other -

Acceptable weapons should include axe, knife, spear, plumbata, and sling. All others are at the complete discretion of the MiC (or local laws) and can include, but are not limited to – darts, spikes, chakrams, chicken bayonets, machetes, etc... If you are not familiar with a weapons style, have the thrower explain how it is thrown, and if necessary and time/space on the range is available, have them demonstrate (DO NOT hold of a line of throwers for this). *Again.... If you are not comfortable with the weapons, you are free to disallow it on your range*

Special Concerns -

- tape– is it decorative (used for identification) or structural? The owner should be willing to allow the marshal to remove the tape to check the condition of the weapon underneath.
- other decorative wraps or fittings – marshal's discretion

TARGETS

Targets must be of sufficient strength to hold the weapons when thrown properly but not so hard as to damage the weapons. Hard targets made of wood or other dense material should be used for knives and axes. Soft targets can be made from loosely packed material such as straw bales, foam sheets, or other fibrous materials. The vertical target face should be as flat as possible and perpendicular to the ground. Horizontal targets are also allowed. Special targets must be evaluated for safety.

OTHER CONSIDERATIONS

Marshals should have a kit containing:

Copy of the Society and Atlantian Rules (can be on mobile device)

Repair Items: Files, Sanding material, possibly small toolkit or hobby saw with a removable blade

Range Items: Tape measure, Materials to mark range limits and throwing lines .Some method of indicating Range Open/Closed

Targets and materials for games and contests, Tape and/or stapler and staples., etc...

Loaner equipment.

Marshals should practice self care. Hydration and breaks are encouraged. Chairs and/or shaded areas on the range are acceptable.

Marshal must give basic safety instructions to all new throwers and ensure that all throwers are familiar with range safety requirements and the rules on any contests and games

Marshals are expected to provide instruction to new throwers when asked. (you don't have to be an expert, but are expected to be able to demonstrate the basics)

Range commands (don't need to be exact, but along the lines of)

"Clear down range" - look to see that it is clear

"Clear Behind" – look to see that it is clear

"The line is clear" – see to it that it is

"You may throw when ready"

"All weapons expended – Weapons down"

"You may retrieve"

Marshals are encouraged to use sign language or gestures on their ranges to remember it for when they might need it.

If throwers are using **different distances** ensure that all throwers move together - "you may advance/retreat to the XX line". When changing to the new distance, the full set of range commands is not necessary. A simple 'range is still clear, throwers wishing to throw at this distance may continue' is fine. Retrieval only occurs after all distances are complete. Encourage beginners wait for the closest range to avoid discouragement from misses.

Thrower rotation – if there is a line of throwers waiting to throw, the marshal needs to rotate the throwers. This could be as simple as letting the throwers throw X rounds (usually 3-5, fewer with a long line), then rotate to the next target, with the end thrower rotating out and the new thrower coming in at the empty target. If no one is waiting for a special type (ie spear), that thrower does not need to rotate. It is a good practice to announce to the throwers that the rotation will be taking place before starting the last round.

The "**HOLD**" command. The hold command means just that; to immediately stop all action and lay your weapons down. Failure to respond to a hold is grounds to ban a person from the range. A hold may be called by anyone when they see a problem and will be immediately obeyed. The marshal running the line will then correct the problem and then, and only then, allow throwing to resume. Only the marshal can release the hold.

Accessibility – Any of the above items can be modified to allow for accessibility concerns, as long as safety is maintained.

Range safety and etiquette

Throwers must always remember the potential danger of their weapons - these are live steel weapons.

Observe all safety ranges and rules

Never throw a weapon when anyone is down range

All throwers will observe all holds no matter who calls it.

Do not pick up and handle another thrower's weapons without their permission

Always ask permission of the Marshal to enter or leave the range

Youth Throwers (still being worked to be totally official, but at this time has not been a problem)

- throwers 5-11 – parent or adult guardian must remain **at** the range (not on the range) while the youth is active

- throwers 12-17 – parent or adult guardian needs to come to the range and sign in for the thrower. Make sure that the adult is aware that we are using real weapons

Communications -

All marshals should subscribe to the Atlantian TW e-list, and/or join the FB page (*Useful links handout*)

Recommend Atlantian Marshals list and FB page, too

All marshals should be able to provide basic instruction

Remind all new throwers of potential dangers of these weapons

Let those using loaner weapons know not to throw at a weapon in the target (wooden handle concerns) (I like to, if it doesn't hold up the line too much, call a quick hold and

knock the weapon out of the target so that the thrower can continue, during open throwing) If not allowing score and retrieve during a competition, make sure that is well announced in advance

As a helping marshal (not activity MIC) feel free to offer assistance and (constructive) advice, but realize that the MIC has the final say.

Never turn down assistance requests from other marshals

Advertise your activities, both events and practices.

Special Competitions

Royal Rounds – see link on Web page

TWIC – Thrown Weapons InterKingdom Competition – see link on Web page

Recommendations

Look for other classes, articles, videos, etc... on related topics. Some common ones to watch for:

How to teach throwers

Throwing for the Physically Impaired

Target Making

Running Competitions

Types of competitions

NO ALCOHOL ON THE RANGE AND NO ONE UNDER THE INFLUENCE OF DRUGS OR ALCOHOL SHALL BE ALLOWED ON THE RANGE.

Remind the students to enter their information in the warrant database, and they can record that they took a class, and the teacher can enter the full class list.

TEST