Thrown Weapons Marshal's Class (Basic Marshal Class)

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
- 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 Handouts test MIT Paperwork Equipment to demonstrate with

TEACHING OUTLINE

The primary function of the marshal is to ensure safety.

SAFETY - SAFETY - SAFETY

The safety of the Range

The safety of the Equipment

The safety of the Participants

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 Archaism
- 3. Be at least 18 years of age.

Adult member of the SCA and be trained to ensure SAFETY

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.

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

Reports shall be made to the Kingdom Thrown Weapons Marshal, the MIC, and the Autocrat within one week following an event. Only the TWM for the event shall be required to make this report, although the event MIC is responsible to see that the report is filed. Report to include:

- 1. Marshal's legal name
- 2. Contact information
- 3. Event and location
- 4. Assisting Marshals
- 5. Assisting MITs with a critique of their work
- 6. Incidents if any
- 7. Numbers of participants and brief description of contests and games

Semi-annual reports prior to 1 April and 1 Oct to the Kingdom Thrown Weapons Marshal this report is to be made by all Marshals

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. (Marshallate policy requires 24hour notification to the Earl Marshallate if the injury requires medical services)

A Marshal may request help in both running the range and instructing new comers form any other marshal and may enlist experienced throwers to help.

RANGE SAFETY

Range must be clearly marked with adequate safety distances Minimums 6 Ft on center and 6 feet clear on either side of outside targets Minimum distance to hard targets must be 10 feet for knives and Axes Minimum distance for spears 20 feet for hard targets and 10 for soft targets

Throwing lines of 10' 20' and 30' feet clearly marked with a minimum of 6 feet on the sides. The entrance to the range must be clearly marked.

Safety zone will extend back at a 45 angel to a minimum of 40' behind the targets

Natural features may be used to delineate the range

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.

When in doubt throw it out do NOT allow it on your range.

When inspecting weapons keep in mind how the weapon is designed to be thrown and will the user be able to throw it safely

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, darts, spikes, schrams and many other weapons.

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 used for knives and axes.

Soft targets made form loosely packed material such as straw bales or other fibrous materials.

The target face must be flat and perpendicular to the thrower.

OTHER CONSIDERATIONS

Marshals should have a kit containing:

Files

Sand paper

Tape measure

Materials to mark range limits

A red flag to fly when the range is open

Targets and materials for games and contests

Loaner equipment.

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 ask.

Range commands

- "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"

If throwers are using different distances ensure that all throwers advance together

"you may advance to the XX line"

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.

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's weapons without their permission

Always ask permission of the Marshal to enter the range

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