

Markland Medieval

Throw Weapons Standards & Rules

Section I – Range

1. The area encompassing the throwing space, the 20 feet in front, 10 feet to both sides, and 40 feet behind, shall be known as the Range. The Range is the area of operation for weapons to be thrown.
2. The Range locations should be selected by the Rangemaster and approved by the Event Coordinator who is in charge of that specific event.
3. The Throwing Space is generally set to minimum or 10 feet from targets to the Throwing Line and marked by the Rangemaster. This may be a rope, a line drawn on the ground, or some similar method to clearly show this. Nothing should ever be thrown except from within a reasonable distance of the Throwing Line, at the discretion of the Rangemaster. 10 feet shall be considered the Standard Length however the Rangemaster may alter this and inform participants if it is not 10 feet. There are times where the Rangemaster may wish this to be 20 feet for larger weapons such as spears or two-handed axes, or for advanced throwers of smaller weapons.
4. The Range may use hard or soft targets, though hard targets are standard.
 - a. Hard targets are standard and usually made of wood stumps elevated and supported in the air by stands.
 - b. Soft targets may be used and are generally a hay bale or styrofoam. Some weapons are not suitable to be thrown at soft targets, especially at short range.
5. It is recommended the Range should have some form of backstop. This may be pallets, plywood, a secondary “soft” wall, or a simple hill/elevated ground.

Section II- Rangemaster

1. The individual(s) in charge of running the Range and ensuring it operates safely and that any tournaments rules are followed, shall be known as Rangemaster. A specific Rangemaster shall be in charge per Event but may designate other Rangemasters for assistance purposes.
2. A Rangemaster must be present during operation of the Range. Any questions should be directed toward them or the Event Coordinator in charge of the current event.
3. A list of Rangemasters shall be kept by the Witan. Event Coordinators should reach out to the Witan if they need help finding a Rangemaster.
4. To become a Rangemaster, you will need to be familiar/experienced with Throwing Weapons and familiar with this document. You need to participate in the safe operation of at least two (2) different Ranges at different events during which time you shall be an Apprentice. You must then pass a simple knowledge test and demonstration to at least two (2) current Rangemasters who may ask you questions based on this document and any past experience you may have. At least those two (2) Rangemasters present should agree you are safe to be elevated from Apprentice to Rangemaster.
5. If there is a concern or an issue with a Rangemaster not performing their job in a safe manner, please address the concern to the Shire Reeve who as the Witan’s Safety Officer shall have the discretion to oversee. If the Shire Reeve is not present and immediate attention is needed, bring issue to present Witan members.
 - a. If the Shire Reeve has viable issues with the ability of a Rangemaster to operate in a safe manner, the Shire Reeve may call a vote among the Witan Members to suspend that individual from operating for up to 1 year as a Rangemaster. In the absence of someone filling the position of Shire Reeve, that responsibility shall fall to the Aeldorman. Vote shall be majority of Witan. In the event of a tie vote, the Shire Reeve’s vote breaks the tie.

Section III- Rules

1. The Rangemaster is in charge of safety and ensuring all rules are being followed.

Markland Medieval Official Thrown Weapons Rules

- a. Rangemasters may restrict individuals from throwing for the day if they are acting in an unsafe manner, failing to listen to Rangemaster's directions/commands, or not following the listed rules. Report these issues to the Witan and the Event Coordinator.
- b. Rangemasters may at their discretion require individuals who are under the age of 18 to have a parent or guardian physically present while participating and likewise deny someone under the age of 18 from throwing if felt they cannot do so safely.
- c. Appropriate closed-toe footwear must be worn while participating on the Range.
2. The Rangemaster should inspect anything that an individual wishes to use on the Range and may disallow weapons that they feel may be unsafe or that may cause excessive damage to the targets.
3. No one should throw without permission from the Rangemaster. This includes rounds of a tournament or practice/free throwing.
4. No one should ever throw any weapon while someone is downrange, meaning that someone is beyond the Throwing Line, at the target, or behind the target or backstop.
5. Nobody should ever go downrange for any reason without permission from the Rangemaster. This includes to obtain weapons or look at the target after a throw.
6. Commands
 - a. Hold – Everyone stop throwing and listen to the Rangemaster.
 - b. Weapons Down – If you are at the line waiting or near the line, put your weapons down. Alternatively, you may back away from the Throwing line to where the Rangemaster feels is a safe distance.
 - c. Range Clear or "Clear the Range" – Rangemaster may call for the Range to be cleared. If you hear this, clear the range area and announce yourself loudly if downrange behind target or throwing area. Everyone should be behind the Throwing Line when the Rangemaster yells Range Clear.
 - d. Retrieve – This is the command the Range Master uses to announce when it is safe to walk down range to retrieve weapons from the target.
7. Do not throw if you have concerns that the area is not clear if you see a potential safety issue. Look both in front of you and immediately behind you. Safety is the number one goal when throwing.
8. Throwing should be done overhand. See the Rangemaster if you wish to throw underhand or sidearm in advance of throwing.
9. In the event that 2 or more people are active throwers at the same time, all active throwers should be throwing from a similar distance. I.E. Both at the 10-foot line, as opposed to one throwing from 10 and another throwing from 20.
10. The Markland Code of Conduct exists and is maintained as a separate document. All participants and attendees are bound by the content of the Code of Conduct document.
11. This document may be amended or changed at any official Althyng meeting by a simple majority vote.

Section IV: Weapons

1. Any weapon that someone wishes to be used must be checked for safety by the Rangemaster and may be rejected if felt unsafe or that the weapon may cause excessive damage to the current target/setup being utilized.
2. Standard Thrown Weapons are knives and one hand throwing axes. These are what is used for most tournaments and standard range targets and distances.
3. Additional types of thrown weapons may be used only at the Rangemasters express permission is granted based on range setup and target type. They include but are not limited to daggers, spears, large axes, or any custom weapons. Custom weapons, including anything with a flexible handle, are considered Experimental and not necessarily passed for use from event to event, or Rangemaster to Rangemaster.
4. Throwers should visually inspect each weapon before each round of throwing. The Rangemaster may choose to fail for safety a weapon that was previously deemed safe if damage occurs. If the Rangemaster requests it they may at any time re-check your weapons for safety.
5. Weapons that are "taped" should be disallowed as they have been taped for a reason.