



Thrown Weapons Handbook



May 2015

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Kingdom of Atenveldt

Thrown Weapons Handbook

This document is supplementary to the Society of Creative Anachronism Thrown Weapons Handbook, and in no way supersedes or replaces the rules outlined in that document. All members of the Kingdom of Atenveldt who wish to participate in thrown weapons, should first familiarize themselves with both the SCA Thrown Weapons Handbook (available for download at www.sca.org) and the Kingdom of Atenveldt Thrown Weapons Handbook before engaging in SCA/Atenveldt thrown weapons activities.

I. Throwing Range Procedures

- No thrown weapons activities will take place at an event unless a warranted marshal is present on the range.
- A marshal will meet with new throwers and review the basic safety rules of the range.
- All throwers and spectators will follow the instructions of the Marshal-in-Charge and any marshals assisting the MIC.
- Anyone exhibiting unsafe behavior may be removed from the range by the MIC.
- The marshal's commands are to be followed implicitly. Failure to do so may result in removal from the range.
- The minimum age to participate is 8 years old, and the following conditions must be met; The Marshal in Charge must determine the participant is not a danger to themselves or others, they can follow the rules of the line, and that they understand that Thrown Weapons is a controlled, supervised activity and must be done under the supervision of a Range Marshal.
- A Marshal must supervise any person less than 14 years at all times.
- The marshal will call the throwers to the line.
- The marshal will look to see that the range is safe and that throwers throwing at different targets are not in the path of each other's weapons or inside the safety area for potential bounce backs.
- The marshal will then look to see that nobody is directly behind the throwers, in the path of the swing, or in the arc traversed by the swing.
- If all is clear, the marshal will give the order "Throw when ready" or the equivalent.
- When finished the throwers are to put down any weapons in hand, and wait for the order to retrieve to be given.
- When all weapons are down, the Marshal will give the command to retrieve.
- If a safety problem is observed by anyone, they should call "Hold". Upon hearing a "Hold" throwers will ensure their weapon is in a safe position and step back from the line. They must wait for the all clear to be given by a marshal before resuming their throws.
- All participants should be in a safe physical and mental condition, not intoxicated, impaired by medication, or excessively tired.
- Wear shoes that are comfortable for you but remember that there are bounce backs and accidents happen so think safety.

- The minimum age for participation in youth thrown weapons is 8 years old. Children 8 - 17 must have permission from the Thrown Weapons MIC and must show thrown weapons competence to the MIC's satisfaction. Those under 18 must have a parent/guardian present at the event and must check their child in at the range with the MIC.

II. Rules of the Line

- Side-arm throwing of weapons requires an adequate safe zone and the MIC's permission.
- A thrower shall not knowingly use unsafe equipment.
- It is recommended that only one axe should stick in a target. All weapons must be re-inspected prior to being thrown again.
- Only weapons that have been inspected and approved of by the Marshal may be thrown. 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.
- Any weapon that strikes or is struck by another weapon should be inspected by the thrower and a marshal after each round of throwing.
- Since not all weapons throw the same way or from the same distance, weapons will be thrown from a prescribed area call the "Throwing Lane". However, the minimum safe Throwing Line is ten feet from the target for knife and axe, and twenty feet for spear into a hard target and ten feet for soft target.
- All throwers in the lane will throw from approximately the same distance.
- Just before each throw, look behind to ensure that it is clear. Throwers should always be aware of what may be in the path of their weapon when it is swung.
- Once finished throwing the thrower should step back and to the side outside the lane.
- Be aware of sharp points and edges of weapons.
- Stay alert. Weapons can and will bounce back from the target if mis-thrown.
- If individuals wish to throw from different distances, use the following guidelines:
 1. Have everyone on the line move to the farthest distance.
 2. When the range is called, have the gentle(s) who wish to throw from that distance throw at their leisure.
 3. When done, have everyone on the line move forward to the next furthest position.
 4. Have the throwers toss their next volley.
 5. Continue this pattern until everyone is done.

III. Throwing Range Etiquette

- Etiquette on the throwing range should always be guided by the principles of honor and courtesy.
- Always remember that you are throwing live steel weapons that can cause great harm.
- Throw only at designated targets.
- Keep alert, weapons can and will bounce back.
- Do not stand or walk behind throwers on the line. Spectators and those who have finished throwing should stand to the side of the throwing lane.
- Ask the Marshal for permission before "filling in" on the line.

- Remove only your weapon from the target unless you have permission to remove someone else's.
- Remove weapons by "worrying" them out, Do Not yank them out.
- Do not handle other people's weapons without their permission.
- A thrower may appeal a Marshal's decision regarding the use of a weapon in successive order: The MIC, The Kingdom Royal Archer, and finally the Kingdom Earl Marshal. A Weapon may not be used while a decision is under appeal.

IV. Weapons

1. General Standards

1. The marshal assisting in the inspection of weapons shall make a reasonable attempt to locate any unsafe conditions or violations of kingdom rules and inform the thrower of what is found and how to correct it.
2. The inspection by the marshal may not find all equipment faults and is conducted as a service to all the throwers on the line. It does not remove the throwers' primary responsibility for the safe condition of their own equipment.
3. Any equipment observed by a marshal to be unsafe shall not be used until it is made safe and re-inspected by a marshal.
4. If throwing for an official score and using a weapon with more than one point, the thrower must declare which point is to be used for scoring.

2. Knives

1. Throwing knives or spikes should be a minimum of 8 inches and of a maximum of 16 in length and not more than 2.5 inches wide. They should be of heavy enough construction to prevent excessive bounce back on missed throws.
2. The handle of the knife should be firmly attached.
3. The throwing surface should be free of burrs or protrusions that can cut or injure an unprotected hand upon release.
4. Knives are to have one sticking point only and must have the shape of a knife. Non-traditional shapes are left up to the Marshal-in-Charge's discretion for competition.

3. Axes

1. Axes should be of a size and weight which 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.
2. The handle must be firmly attached, and not have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.
3. The handle cannot have any major cracks.
4. No top spikes, spike polls, or butt-spiked or hammer heads handles are allowed.

4. Spear

1. 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 4 feet in and no longer than 7 feet in overall length.
2. The spearhead must be firmly attached to the shaft of the spear.
3. The shaft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.
4. The haft must be sound and without major cracks.
5. Spears shall not have flights or any stabilizers attached.

5. Specialized Throwing Weapons

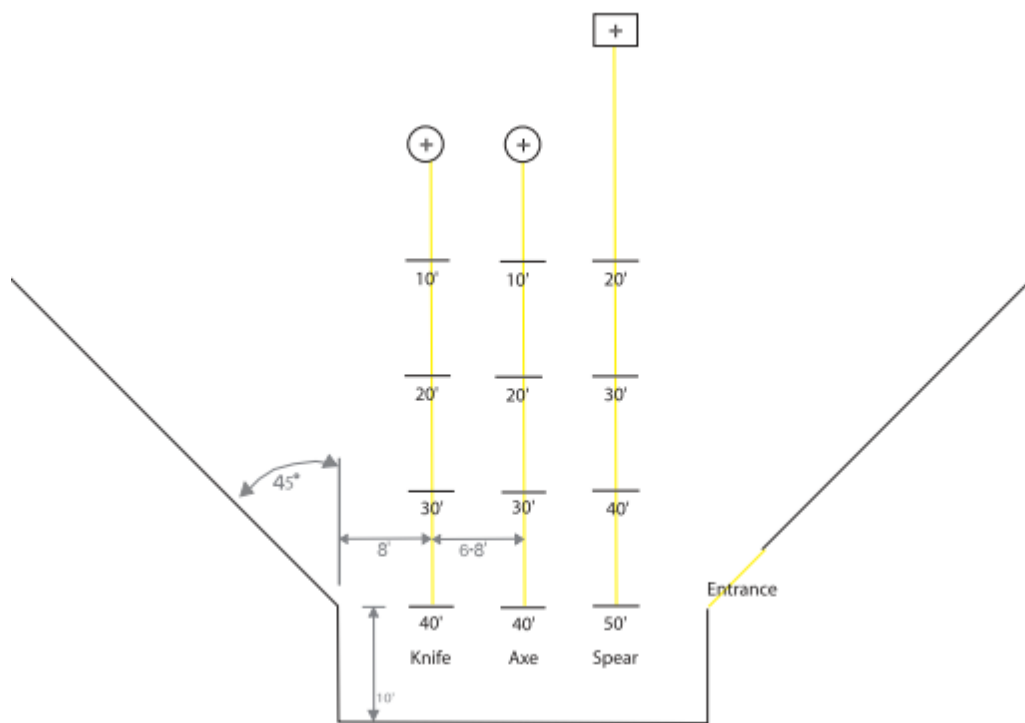
1. Specialized throwing weapons are any weapons that have been designed with more than one impact surface to increase the chances of the weapon sticking in the target. Because they come in a variety of shapes and sizes, they must be judged on an individual basis for safety. They may only be used in demonstrations or under special circumstances approved by the Kingdom Royal Archer.
2. The Range Marshal can restrict or refuse the use of any weapon found to be unsafe or dangerous to the user or others. The Marshal is under no obligation to allow any weapon that she/he is not comfortable with being thrown.
3. The current size and spacing of thrown weapons ranges and surrounding safety zones does not permit the use of weapons made to generate force greater than what can be achieved directly with the thrower's arm (such as slings, bolos and atl-atls). This includes any weapons with a mechanical advantage that give a significantly longer range than the standard three weapons forms of knife, axe and spear. If space and safety zones allow, these weapons may be used in demonstrations only, with the permission of the Marshal-in-Charge.

V. Range set up

- The range will be identifiable at all times. Bright colored rope, tape, poles, etc., may be used to mark off the range AND the safety area.
- The Marshal-in-Charge shall be easily identified.
- The entrance to the throwing range should be at the side and not the back. It should be behind the farthest back throwing position.
- The throwing line is the closest position from which a throw can be made.
- Hard targets i.e. wood, for axes/knives must be at least 10 feet away from the throwing line.
- Hard targets for spears must be at least 20 feet away from the throwing line, and for soft targets i.e. hay, they must be at least 10 feet away.
- The safe zone starts 8 feet from the thrower at each end and continues down range at a 45 degree angle away from the targets to a line even with the farthest target, and continues straight down range until it is at least 15 yards past the farthest target. Less

space is acceptable at the marshal's discretion depending on the weapons being used and the range conditions such as fences, brush, etc.

- The safety zone also extends at least 10 feet behind the farthest back throwing position.
- There must be at least 6 feet between throwers on the throwing line, 8 feet is recommended.
- If the throwing range is set up so that it is in conjunction with an archery range, then the thrown weapons marshal must coordinate retrieval activities with the archery marshals.
- All participants and spectators must remain aware and alert to the weapons being thrown, as bounce backs and bounces to one side or the other do occur.
- If a marshal observes that due to either throwing style, force, weapon weight or form a knife or axe is seen to have excessive bounce back, that weapon will be removed from use until it is shown that it can be used safely. The range marshal's decision is final regardless of what may have been allowed at other events.



Knife and Axe Targets

- Targets must be designed to limit the damage done to the weapons.
- 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 throwing form than on speed and strength.
- Targets are typically a wooden round approximately 16 inches in diameter by 10 inches thick. Other wood blanks can be used as long as the end grain is used for the target face.
- Targets must be on stands sturdy enough to allow the safe retrieval and bear the added, unbalancing weight of the weapons.
- Knife and axe targets shall be marked with three 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”.

- The center of the targets must be between 40 and 60 inches from the ground.

Spear Targets

- Spear Throwing targets are usually hay or straw bales. Typically one bale is stood upright, and two other bales support it at the rear, lying on their sides. Alternatively 2 or 3 bales may be stacked on top of each other. The paper target is affixed to the upper half of the target facing the throwing line and the center should be 40 to 60 inches from the ground.
- The target will consist of 3 concentric circles the same as for knife and axe, and will be scored the same. Target faces may be on paper, cardboard, or painted on. Spears must stick in the front of the bale without having the handle touch the ground to score any points.

VII. Common Thrown Weapons Events

Royal Round

- The target used is the standard 14 inch round face with 3 concentric circles at 14 inches, 8 inches and 3 inches.
- The target is scored 5 points for the inner circle, 3 points for the middle circle, and 1 point for the outer circle.
- A weapon cutting through the line is scored as the higher circle.
- The royal round consists of 6 throws at each of 3 distances. For knife and axe the distances are 10, 15 and 20 feet. For spears the distances are 20, 25, and 30 feet.
- Each weapon style is a separate competition with separate scoring and ranking.
- 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.
- Practice rounds between distances are allowed, but the thrower must declare they are throwing for score for the next round to be counted for score.

Thrown Weapons Inter-Kingdom Challenge

- The TWIC is an SCA-wide competition held each year, with specified starting and ending dates, it is not administered by the SCA.
- The rules for the TWIC are subject to change and are posted at the TWIC website, <http://towerr.com/twicrules.htm>.
- Before attempting this event, please obtain the current rules from the TWIC website.
- If your local group has not done a TWIC before, please contact the Kingdom Royal Archer before trying to submit scores.

VIII. Kingdom Ranking

The Kingdom of Atenveldt maintains a system of rank for throwers. This is determined by the average of a throwers three highest Royal Round scores in any of the recognized weapon styles during a 12 month period. A thrower may achieve separate ranks for each of the 3 weapons styles.

- Only scores from a published SCA event or practice will be official.
- For an event to be scored, a Thrown Weapons marshal and one other witness shall be present.

The ranking system will be as follows: A rank once achieved is never lost.

- Novice 1 – 18.
- Woodsman 19 – 36.
- Hunter 37 – 54.
- Warrior 55 – 72.
- Weaponsmaster 73 – 90.

IX. Officers and Their Duties

Warranted officials are expected to submit their reports in a timely manner. If this cannot be done, the person to receive the report must be notified so the tardy submission can be accommodated. Tardiness or absence of reports may result in revocation of a warrant.

Range Marshal

- All Thrown Weapons Marshals must be at least 18 years of age and are lesser officers of the SCA. **They shall maintain membership** as required by SCA bylaws, and shall be warranted by the Kingdom as required by corpora.
- All Thrown Weapons Marshals shall be knowledgeable about throwing weapons, range safety, and be familiar with the SCA and Atenveldt Thrown Weapons Handbooks.
- No thrown weapons activities will take place at an event unless a marshal is present on the range.
- Marshals will maintain the safety of the Thrown Weapons Range. They will suspend the thrown weapons activities if they determine that an unsafe condition exists, and it will remain closed until the marshal has determined the situation has been corrected.
- Marshals are encouraged to assist marshals-in-training in becoming a warranted thrown weapons range marshal.
- Marshals will assist the Marshal- in Charge, or their local Captain of Thrown Weapons/or Captain of Archery as requested.
- Thrown Weapons Marshals serve under the authority of the local Captain of Thrown Weapons, or Captain of Archers if no TW Captain is warranted, and therefore also the Kingdom Royal Archer.
- **Marshals are allowed to hold warranted offices in addition to their marshal warrant.**

- All range marshals shall submit a report to the Captain of their local group, or the KRA if not affiliated with a group, once a year by December 1st. This report should include any significant marshal activities they had in the previous year, their current SCA and legal name, address, phone number, e-mail address, membership expiration date and a statement that they wish to continue being a warranted Range Marshal for another year. Marshals who do not comply with this requirement may be taken off the warrant list.

Range Marshal-in-Training

- Persons desiring to become a thrown weapons range marshal must approach their local group Captain or Lieutenant and request to become a marshal-in-training.
- Marshals-in-training will assist in the running and safety of the thrown weapons range under direction of a warranted marshal.
- To become a warranted marshal, the marshal-in-training must help set up and marshal under the marshal-in-charge's supervision, a minimum of 5 thrown weapons practices/events. One of the five must be a major published event.
- The marshal-in-training shall complete and pass the Thrown Weapons Range Marshal Authorization Test.
- The local group Captain will complete the marshal-in-training form and send it to the Kingdom Royal Archer for official signatures and entry into the Kingdom target archery/thrown weapons range marshal database. To be official the warrant is to include the signatures of the Crowns and the Kingdom Earl Marshal or KRA, and may be a roster or individual warrant.
- The Kingdom Royal Archer will send the marshal-in-training a Thrown Weapons Range Marshal card once the warrant has been signed.
- This card should be presented to the Marshal-in-Charge at an event when offering to assist on the range.

Thrown Weapons Range Marshal-in-Charge

- The thrown weapons range Marshal-in-Charge is responsible for taking all reasonable steps to enforce the rules and safety standards, and supervises the conduct of all thrown weapons activities at an event/practice.
- Marshals-in-Charge must be warranted marshals.
- The Marshal-in-Charge may request the assistance of other marshal in the performance of his/her duties.
- The Marshal-in-Charge is responsible for maintaining the safety of the range, and will select and set up a safe Thrown Weapons Range in a location where it is legal to practice throwing weapons.
- The Marshal-in-charge may remove a thrower for unsafe or discourteous behavior. Such an incident MUST be reported to the Kingdom Archery Deputy in charge of Thrown Weapons, or the Kingdom Royal Archer as soon as possible.

- The marshal-in-Charge and assisting marshals have the authority to inspect equipment for safety and compliance with the Kingdom rules. Equipment that does not meet the standards in the rules or is deemed unsafe shall not be used.
- In the event of any disagreement, the Marshal-in-Charge shall have control in resolving the dispute, subject to appeal to the Kingdom Royal Archer, Kingdom Earl Marshal or the Crown. Appeals may be made as specified in Kingdom and SCA law.
- The Marshal-in-Charge is responsible for filing an injury report whenever a thrown weapons-related injury occurs at an event. An incident report is to be included.
- This report must be sent to the Kingdom Royal Archer and the Kingdom Earl Marshal by e-mail and a phone call within 24 hours, and a hard copy mailed within 5 days of the incident.

List Person

- There must be an appropriate waiver signed for everyone at the range for each event. Adults sign the adult roster waiver, and parents must sign a minor waiver for each child.
- A list person is responsible for ensuring the waivers are filled out and delivered to the Archery Captain, or local Waiver Secretary for every thrown weapons activity.
- Not all activities will have a list person. For activities that do not have one, the Marshal-in-Charge will assume the same duties.

Captain of Thrown Weapons

- The Captain of Thrown Weapon is a territorial office and is responsible for the operation and reporting of the local Thrown Weapon group. This includes all Thrown Weapon activities within a given geopolitical subdivision of the Kingdom (i.e., Barony, Shire, College, etc.), and any other duties as required by the Coronet and/or Seneschal and/or the Kingdom Royal Archer.
- The Captain is responsible for the safe conduct of Thrown Weapon in his/her local group.
- He/she will maintain accurate records of all throwers within the local group, including SCA name, legal name, address, telephone number, style of weapon(s), rank, scores, etc.
- The Captain will recommend and train warranted Lieutenants to aid in the performance of his/her office.
- The Captain will work with the Kingdom Royal Archer to warrant Thrown Weapon range marshals, and will maintain a list of authorized marshals in their group.
- The Captain will compile and submit reports to the KRA on a monthly basis, due by the first of each month. The report must include: dates and number of throwers attending a shoot/practice, number of warranted marshals, a brief statement on the status of Thrown Weapon in the group, any injuries, and any other pertinent information.
- A yearly report is to be filed by all group Captains, or Lieutenants on behalf of the Captain, to the KRA by the fifth day of December. The report is a summary of all activity in the local group, thrown weapons activity, from December of the previous year through November of the current year. The Captain will submit a supplemental report regarding warranted marshals and marshals-in-training, including SCA name, legal name, address, phone number, and e-mail address for each marshal. This supplement should include an indication of whether or not each marshal wishes to continue as a warranted target archery range marshal for the next year.
- **The Captain must maintain membership in the SCA, and must be a warranted Thrown Weapons range marshal.**

- This office is appointed by the local Coronet and/or Seneschal as the officer in charge of Thrown Weapons.
- When the office is vacant, interested parties should submit a letter of intent to the local group Coronet and/or Seneschal stating that they are requesting this appointment.
- This is a warranted office for 2 years and may be renewed as often as all parties choose.
- The Captain of Thrown Weapons may not hold other warranted offices.
- The Captain may be a non-warranted Deputy to the KRA.
- If there is no Captain of Thrown Weapons, the Captain of Archery assumes all duties for that local group.

Lieutenant of Thrown Weapons

- The Lieutenant of Thrown Weapons is appointed by the local group Captain of Thrown Weapons and reports directly to him/her and the Kingdom Royal Archer.
- The Lieutenant is responsible for the Thrown Weapon activities assigned to him/her by the local group Captain.
- In the event that the Captain is unable to fulfill his/her duties, the Lieutenant will temporarily assume the duties until the Captain is able to resume or until the Coronet and /or Seneschal determines who will assume the position of Captain.
- The Lieutenant may assist in the warranting of marshals at the discretion of the Captain.
- **The Lieutenant must maintain membership in the SCA, and must be a warranted Thrown Weapons range marshal, or marshal-in-training.**
- This is a warranted office for 2 years, and may be renewed as often as all parties choose.
- The Lieutenant of Thrown Weapons may not hold other warranted offices.

Deputy Kingdom Royal Archer in Charge of Thrown Weapons

- The Thrown Weapons Deputy Royal Archer is appointed by the Kingdom Royal Archer to oversee all Thrown weapons activities in the Kingdom of Atenveldt.
- Must be a warranted thrown weapons range marshal.
- Monitors the training of throwers and range marshals.
- Reports quarterly to the Kingdom Royal Archer about thrown weapons in the Kingdom.
- May be a warranted or unwarranted position. If warranted, duties will also include those below.
- Enforces the thrown weapons rules and conventions and oversees the actions of the Thrown Weapons range marshals.
- Handles thrown weapons related disputes, takes care of all reporting requirements and correspondence, and any other duties as required by the Kingdom Royal Archer including Estrella War.
- For additional duties of a Deputy Royal Archer, please see the Target Archery Handbook.
- If no one holds this position, all duties are assumed by the Kingdom Royal Archer.

X. Grievance Procedure

In the case of a grievance, please refer to the current Lex Atenveldtus, available at www.atenveldt.org/Law/LawTradition.aspx.

Monthly Thrown Weapons Report Form

Date:

Group:

Date	Total Number of Adults	Total Number of Youth	Number of Warranted Marshals	Total Number of Throwers	Event Name // Practice

NEW RANKINGS:

N=Novice Wd= Woodsman H= Hunter W= Warrior WM= Weaponsmaster

Ranking	Sca Name	Modern Name	Member #	Home Barony	Adult/Child

Comments and Remarks:

Equipment Failures/Injuries (Attach Appropriate Forms) (Add Date)

Form Submitted by:

SCA Name:

Legal Name:

Address:

Kingdom of Atenveldt Thrown Weapons Range Marshal Authorization Test

Name _____

1. A Range Marshal's Warranting needs to be renewed each December by sending a note to the Captain or KRA stating that you wish to continue as a Range Marshal?
YES NO
2. What should a Range Marshal do if they notice weapons that appear to be unsafe?
3. What is the overall element that a Range Marshal is constantly evaluating during a thrown weapons activity?
4. What should a Range Marshal do before giving permission for the throwers to throw?
5. What should throwers do after they have finished throwing?
6. Who can remove someone exhibiting unsafe behavior from the range?
7. Who can call a Hold?
8. A Range Marshal is considered a lesser officer of the Kingdom?
YES NO
9. Who can open the range for throwing?
10. What should the Marshal-in-Charge do after there has been an injury requiring professional help?
11. Can a Marshal hold a warranted office?
12. Who is ultimately responsible for the safety of a throwers weapon?
13. When considering a field as a thrown weapons range, what things should you look for?
14. What should throwers do when they hear a Hold on the line?

15. Where should the entrance to the throwing lane be?
16. Who does the Thrown Weapons Marshal report to?
17. When can throwers retrieve their weapons?
18. Can a thrower be a Woodsman Axe and Hunter knives?
19. If a weapon is struck by another weapon, what should be done before throwing it again?

20. How far is the minimum buffer zone behind the throwers in the lane?

I, SCA name _____, have read and understand the Kingdom of Atenveldt and the Society Thrown Weapons Handbooks, and will assist all throwers in complying with these handbooks.

Legal Signature

Date

Captain's Legal Signature

Captains, please retain this sheet for your records.

Kingdom of Atenveldt Range Marshal in Training Qualification Sheet

SCA Name: _____ SCA number _____

Legal Name: _____

Address: _____

Phone: _____ E-mail: _____

Marshaled at these Archery/TW Events: one must be a major published event

Date	Event	Range Marshal's Signature
1)	_____	_____
2)	_____	_____
3)	_____	_____
4)	_____	_____
5)	_____	_____

Passed the Range Marshal Authorization Test: date _____

Range Marshal's Signature: _____ SCA # _____

Recommendation for Marshal Warrant: date _____

Range Marshal's Signature: _____ SCA # _____

Captain's Signature: _____ SCA # _____

Please send a copy of this completed form, and the Range Marshal Archery or Thrown Weapons Warrant request form, to the Kingdom Royal Archer to finish the warranting procedure.

Kingdom of Atenveldt Range Marshal- Archery or Thrown Weapons Warrant Request

Legal Name: _____

Address: _____

Telephone (Home): _____ (Other): _____

E-mail Address: _____ Member Number/ expiration: _____

SCA Name: _____

Let it be known that the above-referenced person is requesting a Range Marshal Warrant in the following area:

_____ Target Archery _____ Thrown Weapons

For Branch: _____

Captain of Archery Name

Printed: _____

Signed: _____

Date: _____

Kingdom Royal Archer Name

Printed: _____

Signed: _____

Warrant added date: _____ expires _____

Card sent/ given date: _____

Injury Report

Modern Name of the person injured: _____

SCA Name: _____

Home Address: _____

Phone: () _____ DOB: _____ Age: _____ M/F _____

Date of Injury: _____ Date of Report: _____

If above dates are different, explain why: _____

Location of Injury (Site address): _____

City: _____ State: _____ Zip: _____

Description of Injury: _____

Description of how the injury occurred: _____

Where was the injury treated: _____

Range Marshal in Charge (Modern Name Printed): _____

Signature: _____ Date: _____

Range Marshal in Charge address: _____

Phone: _____

1. If the injured person is under 18, include copy of the signed Minor's Consent to Participate and Hold Harmless Agreement.

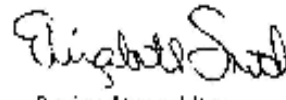
2. If injured is over 18, and does not have a blue membership card, include copy of signed Consent to Participate and Release Liability form.

Handbook Approved by:

This Thrown Weapons Handbook replaces all prior Atenveldt Thrown Weapons Rules and are confirmed by Our Hands on this, the 13 day of June, Being the Year 2015 in the common Reckoning.



Rex Atenveldtus



Regina Atenveldtus



Atenveldt Larri Marshal



Atenveldt KRA