

# **KINGDOM OF NORTHSHIELD**



# **THROWN WEAPONS HANDBOOK**



## **INTRODUCTION FROM THE EARL MARSHAL**

Welcome to the 1st edition of the Northshield Archery Handbook. It must be read in combination with the corresponding Society handbooks and also with the Northshield Marshal's Administration Handbook. Carefully read the handbooks so you are aware of the differences from what you are used to.

These handbooks are to be printed in a 3-ring binder format, so that when updates are made they can easily be placed in the book. As part of his duties, the Adjutant Marshal will publish updates, (if there are any), on a quarterly basis in the Northwatch and online.

I ask all of you to keep in mind the tough job marshals have. This is their fun time too, which they are giving so you may play. This time involves the many aspects of running a tourney, the pleasant and the unpleasant. Please be patient on the field when things are not going quite smoothly. The marshals have a lot to contend with, from the participants to the autocrat and Crown. So, even if you'd rather these marshals would look the other way, let something slide, etc.; remember that they're doing this for you, and for your safety. Throughout the history of the S.C.A. there have been many injuries. Our rattan swords don't need an edge to deliver fatal blunt trauma; necks can be broken by a fall from a horse; blades break in fencing; arrows and thrown weapons can go astray. Imagine what could happen in just a heartbeat if the marshals weren't there doing their (unpaid) job. Please show your appreciation of the marshals; your safety is in their hands.

To all the marshals, thank you for your time, energy, and enthusiasm. You are an integral part of the game we play. Keep up the good work; but take time to play yourself.

Have fun, play safe.

Mistress Cassandra Antonelli, OP  
First Earl Marshal of Northshield  
16 October, A.S. XXXVIII  
(2004)



## **From the Kingdom Marshal for Thrown Weapons**

Welcome to the first edition of the Thrown Weapons Marshals' Handbook for the Kingdom of Northshield. As we start out as a new kingdom, we cannot help but look back at where we have come from. Thrown Weapons in Northshield started when the Midrealm first drafted rules for the new activity over a decade ago. It was a small group of us who stood in the cold outside of Fighter's School long ago when the Midrealm Archer General, Trelogin Tavistok trained the first group of TW marshals. Much time has passed, but the same approach to combining fun and safety remains the core of the Thrown Weapons marshallate.

Of course, in our new Kingdom, the Thrown Weapons marshallate will be independent of the Archer General, with our own Deputy Earl Marshal who reports directly to the Kingdom Earl Marshal. This is clearly the biggest change, but it is mostly a structural one; we will still keep the same basic rules and standards and procedures in place. You will find that this handbook reads quite like the relevant sections of the Midrealm Missile Weapons Handbook (more details on the exact differences are given in the Editor's Notes). This similarity is quite intentional, for the Midrealm rules are good ones to start from. At present, we will make some small steps to incorporate local customs and additional details for our new Kingdom; as time passes, I am sure that we will find more and more changes as we grow and move farther from the fold of the Midrealm.

These are exciting times for Thrown Weapons, as our activity is now becoming more common across Northshield. Ever since that first training session, it was clear that Thrown Weapons, like Archery, presents some wonderful opportunities for all gentles - lords and ladies, young and old - to try out a martial activity without needing extensive training, equipment, or authorization. Thrown Weapons goes even one step further, as we do not need nearly as much space as archery.

As we take our first steps as a new Kingdom, I hope that thrown Weapons can grow to be one of the things Northshield is known for - among the many other things we are already known for. Having a strong core of marshals to promote Thrown Weapons is the first step along that road.

Of course, starting out, I am sure we will all have questions and ideas for improvements - please do not hesitate to seek out the holder of this office at any time for help in anything related to Thrown Weapons in Northshield.

THL John Bartholomew of Flanders, AoA, OSN, OGC



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# **SECTION 1**

## **Rules and Conventions**



Please refer to the Thrown Weapons Handbook of the Society for Creative Anachronism, Inc. © 2001 for the Society thrown weapons rules.

## **1.1 RULES FOR THROWN WEAPONS PARTICIPATION IN THE KINGDOM OF NORTHSHIELD**

### **A. RULES OF THE LINE**

1. Each thrower shall recognize that his/her equipment is a potentially lethal weapon, and understand the possibilities of physical injury to him/herself or others, and shall assume onto him/herself all risk and liability for harm.
2. A warranted Thrown Weapons Marshal must be present at all S.C.A., Inc. events and practices.
3. All thrown weapons must be inspected by a Thrown Weapons Marshal (or supervised TWMIT) before they may be thrown.
4. Every Thrown Weapons Range will have a clearly marked Throwing Line (to mark the minimum safe distance).
5. All persons on the range must wear some kind of footwear; no bare feet are allowed. Open-toed footwear (sandals, etc.) are acceptable, at the discretion of the Marshal-In-Charge.
6. Throwers shall behave in a courteous and safe manner at all times.
7. When handing weapon(s) to another person, throwers should offer the weapon(s) handle-first to the other person. When the other person takes hold of the weapon(s), they should acknowledge they have control of the weapon(s) by saying "thank you".
8. When entering the range, throwers should walk along the throwing line, in front of any other throwers, so they are visible to everyone on the range.
9. Throwers shall stand behind the marked Throwing Line when throwing (despite their natural pace length) to assure a safe zone from bouncing weapons.
10. Only throwers and the line marshals are allowed in the throwing range.
11. Only one person should be in each Throwing Lane in front of a target, except when a marshal is training or assisting a thrower. In such a case, the non-thrower will stand directly at the side of the thrower, on the side opposite from where weapons are thrown.
12. In the event that throwers want to throw from slightly different distances, no thrower shall be more than five (5) feet in front of or behind any thrower in adjacent Throwing Lanes. If any thrower on the range is not comfortable with others throwing at different distances, then all throwers will move back to the farthest distance, and will move forward together, with all throwers who want to throw at a given distance throwing at the same time. This will continue until all throwers have had a chance to throw.
13. At the call of "HOLD!" throwers shall immediately lower their weapons. As the word "HOLD" is exclusively used when safety issues are at hand, it should not be used to end timed rounds (use "stop" or "time"). Further, any participant, Marshal or spectator has the authority to call "HOLD" on the thrown weapons range should they observe a perceived unsafe situation. However, the Marshal-in-Charge will evaluate and will execute any required corrective action before allowing throwing to resume.
14. Throwers may not throw at a target containing another thrower's weapons without the expressed permission of those other thrower(s).
15. Throwers shall retrieve their weapons only at the command of the marshal.
16. Throwers should not pull weapons thrown by other people from the targets.

17. Throwers are responsible for continuously assuring that their equipment meets the Equipment Standards after its original inspection. Should any questionable damage occur – consult with the Marshal-in-Charge.
18. Inappropriate behavior on the part of any participant or spectator may result in the Marshal-in-Charge removing that person from the shooting area.
19. A copy of these “Rules of the Line” (Section 1.1 A & 1.3 A) must be posted near the thrown weapons line.



# **SECTION 2**

## **Equipment Standards**



Please refer to the Thrown Weapons Handbook of the Society for Creative Anachronism, Inc. © 2001 for the Society thrown weapons equipment standards.

## **2.1 THROWN WEAPON EQUIPMENT STANDARDS IN THE KINGDOM OF NORTHSHIELD**

### **A. KNIVES**

1. Each knife must have a single point.
2. Knives may have one or both edges sharpened. It is neither required nor safe to have excessively sharp cutting edges on throwing knives.
3. The knife must be free of cracks in the blade or handle. Taped handles are permissible on knives.

### **B. AXES**

1. The Ax handles must be blunt on both ends (see 2.2.4 – Specialized Throwing Weapons).
2. The ax head and handle must be free of major cracks. Handles may not be taped as this could hide this type of defect.
3. Ax heads must not be of a size, weight or configuration that will cause undue damage to the target.

### **C. SPEARS**

1. Throwing spears may not exceed 8 feet in length inclusive of any butt caps.
2. Butt caps must not be pointed, which could cause injury to someone approaching the target.
3. Spear points must be of a configuration that will not cause undue damage to the target. Barbs are not allowed. Quillions are allowed.

### **D. SPECIALIZED THROWING WEAPONS**

1. Non-spiked hammers and maces, which are not specifically designed to stick in a target, are not allowed.
2. Throwing axes with spikes and spiked hammers belong to this category. As such, the Marshal-in-Charge will determine if they are acceptable to be used on the range.
3. Weapons must be of a weight and configuration that will not cause undue damage to the target.

## **2.2 THROWN WEAPONS EQUIPMENT EXPERIMENTATION IN THE KINGDOM OF NORTHSHIELD**

### **A. GENERAL**

Continuing experimentation with alternate materials and historical weaponry discovered in the course of study has broadened the range of weaponry and armory available for participants in the S.C.A., Inc. and the Kingdom of Northshield. In all cases where a participant wants to try out something new, safety should be considered paramount. Any Marshal can restrict or refuse the use of experimental equipment or construction materials that are considered to be unsafe. Restrictions and refusals can be appealed to the next level in the

Marshallate, up to the Kingdom Earl Marshal and Crown. The Kingdom Earl Marshal or designated deputy can also appoint special testing supervisors from among senior Marshallate staff to field test equipment and materials for general use. All equipment not classified in Section 2.2 - Equipment Standards (see above) are considered experimental and subject to Marshallate restriction in practices and competition. For equipment constructed of other than Section 2.2 accepted standards, the equipment must be inspected and approved by the Kingdom Earl Marshal or a designated deputy. The primary concern of this section is to maintain safety.

## **B. STANDARDS AND RESTRICTIONS**

1. Use of experimental equipment and materials
  - a) Marshals can restrict or refuse the use of any experimental equipment or construction technique found by the marshal to be unsafe or dangerous to the user or other participants.
  - b) The decision to refuse or restrict an experimental item can be appealed up the Marshallate chain of authority, until a final decision is made by the Kingdom Earl Marshal or the Crown.
  - c) Anyone producing experimental equipment must first show the item to the Marshal-in-Charge, explain the experimental nature of the item, and request a thorough inspection and test before the item can be used. This is meant to include any equipment configuration from outside the European area and its nominal contacts during the recognized period of historical recreation in the S.C.A., Inc..
  - d) Unauthorized use of experimental equipment, that is, without the express permission of the Marshal-in-Charge and without the knowledge and consent of the other participants is grounds for being barred from participation. The participant will be reported to the Regional Deputy Marshal, the Thrower General, Kingdom Earl Marshal and subject to other restrictions including Marshals Court and any other action deemed appropriate by the Kingdom Earl Marshal.
2. Construction and Materials
  - a) Construction of experimental equipment will follow the guidelines as prescribed in Section 2.2 - Equipment Standards (see above).
  - b) Materials other than those described in Section 2.2 will be subject to testing to ensure safety in use and failure, and are subject to restriction based on testing as specified by the Kingdom Earl Marshal or a designated representative.



# **SECTION 3**

## **Marshalling Guidelines**



## **IMPORTANT NOTES**

Please see the Northshield Marshal's Administration Handbook for the following topics that do not appear in this book:

- ◆ Marshal Responsibilities and Chain of Authority
- ◆ Reports and Forms
- ◆ Reporting Schedules
- ◆ Reporting Format
- ◆ Marshallate Authority to Halt an Event
- ◆ MIT Mentoring Process

## **3.1 SETTING UP THE THROWN WEAPONS RANGE**

### **A. RANGE LAY OUT**

NOTE: The following range configuration is not adequate for light javelins, light spears, atlatls or any other weapon when thrown for distance. If this type of activity is to be held, use the archery range configuration with particular attention to the depth of the range being equal to 150% the maximum range of the weapon and the gate width will need to be adjusted to fit the weapon.

1. The range boundaries are to be clearly marked with brightly colored rope, tape, etc.
2. The range is to have only one entrance, which is to be located at the side. Participants are to wait their turn throwing outside the entrance.
3. The throwing line is the closest position from which a throw can be made and extends to the sidelines. The throwing line is to be clearly marked. For knives and axes, the target face must be at least ten (10) feet from the Throwing Line. For spears, the target face must be at least fifteen (15) feet from the Throwing Line. (Target stands may reach closer to the throwing line if needed.) Distances for other weapons (i.e. experimental weapons) will be determined by the Kingdom Deputy Earl Marshal for Thrown Weapons as needed.
4. Each target must be at least ten (10) feet apart from any adjacent targets.
5. The Throwing Line must extend at least ten (10) feet on either side of Throwing Lanes for the outside targets.
6. The back zone keeps spectators at a safe distance from the throwing line should a weapon be released on the back swing. It is a rectangle that extends behind the throwing line and is 20 feet deep. The back zone is to be clearly marked. If throwers are throwing from various distances, the back zone extends 20 feet back from the longest distance's throwing line.
7. The safety zone is a trapezoid. It starts from the throwing line and extends at 45° angles away from the targets. The depth of the trapezoid is 30 yards. The safety zone must be clearly marked.

**SEE APPENDIX FOR A DIAGRAM OF LIST SETUP.**

### **B. RECOMMENDED TARGETS**

1. A cross section of the trunk of a tree works well for axes and knives. It should be 9-12 inches thick and as large of cross-section as possible. Hard woods like oak or walnut should be avoided as they can cause the weapons to rebound with more energy. Instead, softwoods like pine, poplar, cottonwood or willow should be used.
2. An alternate hard target can be made from 14 pieces of 2x4 cut to 2 feet in length. Drill the pieces so that 2 threaded rods can be used to "bolt" the pieces together so that the 4-inch faces are joined together. This type of target allows you to rotate or replace the pieces as they become worn and is easily available. A variation of this type of construction is to make the target 6 feet tall to allow for painting the outline of an IKCAC man target on it.
3. Targets have also been constructed of 2-inch planking. Because they flex, they work best with knives or spears. Axes tend to bounce off. This construction type isn't as durable as the other types.
4. Spear and atlatl targets can be either of wood construction or stacked hay/straw bales. The wood targets can break the hafts of spears when a poor throw is made and tend to cause glancing blows to ricochet further. Straw/hay bales should be stacked 3-4 bales high. Make sure the bales are stable and will not fall over. There is a high probability that the baling twine will be cut on these bales.
5. All targets must be stable enough that they won't tip when hit or weapons are being removed. Tripods are the normal stand employed. The center of the target should be about 4 feet high.

## **3.2 THROWN WEAPONS EQUIPMENT INSPECTIONS**

### **A. INSPECTION OF KNIVES**

1. Check the handle to assure that it is firmly attached to the blade. Firmly grip both blade and handle, and twist and pull.
2. Verify that the handle and blade are free of burrs, cracks and/or splinters, which could cause injury. If present, ask the thrower to remove them before continuing the inspection. Carefully run your hand over these surfaces.
3. Verify that the knife is not bent. Many blades are not tempered and can be easily bent and straightened. The thrower is responsible for straightening the blade.
4. Verify that the point is not blunted and is pointed enough to stick in the target without undue force.
5. Verify that the cutting edges of the knife are not unduly sharp for a thrown weapon.

### **B. INSPECTION OF AXES**

1. Verify that the handle is free of burrs, cracks and/or splinters, which could cause injury. If present, ask the thrower to remove them before continuing the inspection. Carefully run your hand over these surfaces.
2. Verify that the handle is adequately attached to the head of the ax as described in the equipment standards.
3. Taped handles are not permissible.
4. Verify that the size and weight of the ax is appropriate for the target. Unduly heavy axes may be disallowed.
5. Verify that the upper point [sticking point] and edge are sharp enough to penetrate the target. Although not cause for rejection, the marshal may wish to inform thrower if the edge and point seem unduly dull.

### **C. INSPECTION OF SPEARS**

1. Verify that the haft [shaft/handle] is free of burrs, cracks and/or splinters, which could cause injury. If present, ask the thrower to remove them before continuing the inspection. Carefully run your hand over these surfaces. Cracks may be repaired by gluing and wrapping [whipping] with cord assuming that the repair results in the area being as strong as the original handle. Taped hafts are acceptable are not acceptable.
2. Verify that the point of the spear is firmly attached. A loose point isn't a safety issue but trying to recover lost points from the target can cause unduly long delays on the line.
3. The required sharpness of the point depends on the material being used for the target. Dull points are fine for straw bails but not appropriate for wooden targets.
4. Verify that any butt caps do not pose a puncture hazard to throwers approaching the target. The butt cap should be firmly attached.
5. Quillions are the projections above the point that prevent the point from penetrating too far into the target. They may either part of the point or separately attached to the haft. If utilized, they must be firmly attached.

### **D. INSPECTION OF SPECIAL THROWING WEAPONS**

Specialized throwing weapons are designed with more than one sticking/impacting edge or point. As they come in a multitude of configurations, the marshal must use his/her discretion on what safety issues need to be addressed. The marshal is under no obligation to allow any weapon that s/he is not comfortable with.

## **3.3 LINE PROCEDURES**

### **A. GENERAL**

This handbook cannot be regarded as providing solutions for all the various problems and circumstances that may come up in the performance of marshalling duties. Trained thrown weapons marshals are expected to possess a modicum of creativity and common sense, and the will to use them when needed. Nevertheless, there may arise from time to time circumstances, which are unusual enough to be rare, but of such a nature as to warrant some general commentary on them. Here, then, are some guidelines for dealing with certain types of situations not covered elsewhere.

## **B. SPECIFIC PROCEDURES FOR THROWN WEAPONS**

The following rules are specific to marshalling of Thrown Weapons in Northshield:

1. When control of the range passes from one marshal to another, both must make a clear acknowledgement that marshal responsibility has shifted. The incoming marshal should state "I have the range" (or something similar) and the outgoing marshal should confirm with "You have the range" (or some similar acknowledgement). This process is important to make sure that the range is properly supervised at all times.
2. In cases where there is only one thrower on the line, the marshal may, at their discretion, allow the thrower to continue throwing and retrieving without specific commands from the marshal for each time. This should only be done if the marshal is comfortable with the skill and safety demonstrated by the thrower. The marshal shall inform the thrower that "you may throw and retrieve as you will". The marshal is still in charge of safety on the range at all times, and must pay proper attention to all activity.

## **C. RESPONSES TO BEHAVIORAL ISSUES**

Since our system depends heavily on personal honor and integrity, certain expectations and behaviors take on higher values than normal. Marshals may bar participation in martial activities if a participant is obviously impaired by drugs, alcohol, or a medical condition. This falls under the Rules of the Lists of the S.C.A., Inc. #3, which states in part that all combatants must be ... "acceptable to the Crown or their representatives".

Marshals are cautioned that the exhibited behavior or condition must be such that a prudent person without specialized behavioral or medical training would have concern about the safety of the participant, their opponents or spectators. In the absence of such behavior but where the marshal suspects that such a condition exists, the marshals may question the participant about the situation and offer advice on the safety and chivalry of their actions and try to persuade them to voluntarily excuse themselves. If that fails, the marshals may take it upon themselves to advise other participants of the marshal's concerns and let the participants decide for themselves whether or not they will compete with the affected party. Finally, marshals are reminded that they are not obliged to marshal any activity and may excuse themselves without penalty.

The above situations are fortunately few and uncommon. The personal safety and honor of the participants are our primary concern and the Marshals should reinforce this by example:

1. Address your concerns to the source
  - a) If a participant has complaints about the behavior of another participant, the first response of anyone hearing such, whether Marshal, thrower, or otherwise should be, "Have you talked to the person directly about this?" If the answer is no, the listener should insist that such a discussion take place before any other outsiders are involved.
  - b) Maintain objectivity and neutrality
  - c) Marshals brought into the matter when they did not witness or notice the action in question should refrain from taking sides. Instead they should get all parties face to face for a full discussion. If a tournament has been characterized by a high number of

complaints, all the participants should be brought together to bring problems into the open before they become permanent hard feelings.

2. Maintain Honor

- a) There are many rules, conventions, and directives concerning throwery, thrown weapons, siege engines and Marshalling. No matter how much we codify, participation will always be (and rightfully so) a matter of subjectivity we call HONOR. There are three "matters of honor" that, if adhered to by Marshals and participants, will insure both safety and enjoyment:
- b) Take care of each other at the Line
- c) If there's a discrepancy or problem at the range, talk right there and then and straighten it out. Don't ever be afraid to call HOLD and tactfully - "ASK THE QUESTION".
- d) Give other participants the benefit of the doubt.
- e) These guiding principles overridingly serve both honor and prowess.

3. Equipment failing inspection

- a) If questions arise about a given piece of equipment's safety, or if there is a clear violation or hazard, the inspecting marshal's response will vary according to the size of the event. At large, highly organized events, where there are multiple marshals doing inspections it is common to refer the questionable weapon to other marshals to solicit additional opinions. At some large events, only a certain few marshals may have the power to reject equipment. At such events, the thrower should be encouraged to show questionable equipment to those marshals for a final consideration of approval or rejection. Far more typical is the smaller, local event, at which there may be only one or two marshals. In such an instance, the Marshal-in-Charge must be prepared to assume responsibility for all rejection decisions. At all times, if a rejection decision is made, the thrower must be informed of it in a courteous manner, and the reason for the decision explained to the thrower while showing them where the problem is on their equipment. Inform the thrower of the arbitration process as required. Additionally, alternatives for the thrower should be discussed, including the possibility of the thrower borrowing other equipment, or if the problem is fixable, repairing his/her own equipment to passable standards.

- b) Due to the nature of the S.C.A., Inc. as a voluntary organization devoted in large measure to the encouragement of chivalry and politeness, marshals will find that throwers are generally accepting and good-natured about the inspection process. Nevertheless, evaluation of expensive and cherished property will seem to some to be bureaucratic and arbitrary. A negative decision regarding equipment is unsettling and dismaying at best, and can try the patience of even the most courteous of throwers. The inspecting marshal should bear this in mind, and at all times endeavor to be as polite, helpful and competent as possible. Even so, a few throwers will be disposed to argue no matter what. They should be encouraged to seek a second opinion from a more senior marshal. Should further conflict exist refer to the Section 1.11 Problem Resolution of the Northshield Marshal Administration Handbook. At all times the marshals involved are to be models of patience and chivalry.

4. Inclement weather

- a) If you are Marshal-in-Charge of an outdoor range, the weather will of course be a factor in deciding whether to hold the shoot or not. It is clear that a variety of conditions in temperature and precipitation will affect the range, and you will doubtless have made contingency plans with these things in mind. However, as anyone who has spent extended lengths of time in Northshield knows, there will arise on occasion unpredictable and rapidly changing weather conditions. Sudden

thunderstorms, unexpected gusting associated with a shifting weather front, and the threat of tornadoes are all possibilities. Coping successfully with these things requires a certain amount of common sense. Treat the range like an open-air swim meet: if lightning occurs within 2 miles of the range, close down activities and get participants under appropriate shelter. Do not reopen the range until 30 minutes has passed after the last seen stroke of lightning. Gusting winds affect weapon flight somewhat less than people usually believe; nevertheless, if high winds are interfering with the throwing in any way, close the range temporarily or, if the conditions continue cancel the rest of the throwing for the day. If a tornado is spotted, stop all activity at once, and head for shelter. The best shelter is the basement or a small room in a well-built building. If that is not available, take shelter in ditches, in culverts, or in other low places. Curl up and protect your head and neck from possible flying debris. A radio tuned to the National Weather Service is a useful item to include in your throwery range kit.

#### 5. The Media

- a) There will be times when non-S.C.A., Inc. media, including reporters, TV cameras, film crews, etc. will want access to the range. You will very likely not have full control over this circumstance, since such activities are within the authority of the event autocrat. Nevertheless, as your primary concern is always the safety of the participants and spectators on your range, you have the right to require that all media personnel obey the range rules at all times. If necessary, try to find compromises that will let them complete their goals without unduly interfering with or disrupting the throwers who are trying to use your facility.

#### 6. Royalty

- a) It may occur that certain participants may request or assume special privileges with respect to range access. The classic example is that of a royal Personage or peer who wishes to shoot ahead of other throwers, or otherwise requires special or particular arrangements. In many instances, some effort should be made to accommodate them. Remember that a Royal's or a peer's schedule is often not theirs to control, but is dictated by meetings to attend, courts to plan, and the like. With a sufficient amount of tact and forbearance, arrangements can be settled to the satisfaction of all. No special consideration should be granted: equipment inspection. As a marshal, you are required to insure that all equipment on your range is safe, no matter who it belongs to. Let no one claim that they are too important or too busy to have their equipment inspected properly.

#### 7. Unusual Equipment

- a) Occasionally, someone will bring some oddball equipment that they will want to compete with, test, or merely demonstrate. All equipment needs to be inspected, and if there is no one present who can with confidence inspect a given item and/or there aren't guidelines in this text, there is no reason to let it on the range. Demonstrations may have been arranged with the knowledge and permission of the autocrat; in such instances you may need to accommodate rather than forbid. No piece of equipment should be entered in competition that is inappropriate for that competition or that clearly violates the rules of the competition. The testing of unusual items may best be deferred until after the closing of the range. Then, if qualified marshals are willing to monitor, such items may be exercised in a much safer circumstance.

#### 8. Unfamiliar Equipment

- a) The marshal is not obligated to inspect or marshal equipment that is unfamiliar to him/her. This text provides minimum standards but often simple words and diagrams can be ambiguous enough to cause the marshal to be concerned with their ability to adequately inspect equipment or marshal the line. When this happens, make every attempt to hail the area for a marshal more familiar with the issue. If none are available, decline from continuing until one can be found. WHEN IN DOUBT - DON'T DO IT!!! The participant

is going to be disappointed and should be treated apologetically and with tact. Likewise, it is the marshal's responsibility to become familiar with as many types of weapons as possible to limit this type of situation.

# APPENDIX





