Middle Kingdom Thrown Weapons Royal Round

Introduction

The Middle Kingdom Thrown Weapons Royal Round (TWRR) is designed to allow a comparison of skill among the throwers of the Middle Kingdom without concerns of age, gender of physical limitations. The primary concern is to promote accuracy in throwing by using various techniques.

Weapons

The weapons used in this contest shall consist of knife, single blade axe and spear.

Knives

Knives should be designed to be thrown with one hand. It shall consist of a single blade and a handle. The blade may have one or two edges. It is recommended that the edges be dulled so that it may be thrown by the blade without a glove. The marshal-in-charge will have the final say in determining if the blade is too sharp to throw safely without a glove.

Axes

Axes shall be thrown with one hand. The cutting edge form tip to tip cannot exceed 4 ½ inches. Double bladed axes will not be allowed.

Spears

Spears may be of any construction consisting of a head and handle. The overall length cannot exceed 8 feet.

The use of other specialized weapons, swords and atlatl darts will not be allowed.

Equipment for the Axes and Knives

Wood butts can be constructed of lumber or a natural tree round but must be at least 1 inch larger than the largest square on the target.

The stands should be of such height as to allow the center of the target to between 36 inches and 48 inches off the ground.

The target shall consist of three squares. A $2\frac{1}{2}$ inch inner square, a 6 inch center square and a 10 inch outer square.



The values shall be:

2 ½ inch square equals 5 points.

6 inch square equals 3 points.

10 inch square equals 1 point.

Any weapon touching 2 square shall receive the point value of the higher point square.

Any weapon touching the outer edge of the 10 inch square will receive 1 point.

Any weapon touching outside the outer square will receive no points.

Equipment for Spears

The recommended throwing target for spears is bales of straw or hay. Other soft targets may be used but may prove to be undesirable. No hard targets may be used.

These targets may be secured in any manner but must provide stability for a thrown spear.

The scoring area for spears shall be a 25 inch square. This square shall be divided into 5 equal rectangles 5 inches wide by 25 inches long.



The values of each rectangle shall be:

Center rectangle equals 5 points.

Rectangle on either side of center equals 3 points.

Two outer rectangles equal 1 point.

Any weapon touching 2 rectangles shall receive the points for the higher point rectangle. Any weapon touching the outer edge of the scoring area will receive the points of that rectangle.

Any weapon touching outside of the scoring area will receive no points.

It is recommended that this scoring surface be made out of cardboard to help weapons from

Range

The safety stands for the range must be maintained. A 10 foot line for the axe and knife range and a 15 foot line for the spear range will be clearly marked.

Royal Round Rules

The TWRR shall consist of 6 rounds, 2 rounds each for knife, axe and spear. For knife and axe, the first round shall consist of 6 throws, thrown at any distance over 10 feet but must be of a single rotation. The second round shall consist of 6 throw of 1 ½ rotations.

For spears, each round shall consist of 6 throws, thrown from 15 feet. For the first round, the target shall be placed with the scoring division place horizontally. In the second round, the target divisions shall be placed vertically.

Rounds can be thrown in any order in relation to weapons, but once a round is started, it must be completed before you start a new weapon.

All throws must be from behind the minimum allowable distance (15 ft for spears, 10 ft for axe and knife.) If a person's foot touches or crosses a line, a foul is committed. The first time a foul is committed a warning will be given to the thrower and the gentle will be allowed to rethrow the

weapon. After the warning is given, any future fouls committed shall count as a throw taken and zero points awarded. If the marshal-in-charge cannot determine which weapons was thrown when the foul was committed, the highest scoring weapon shall be removed.

To be scored, the cutting edge of the weapon must be sticking in the target. Any weapon that falls to the ground before retrieval is made shall not be scored. Spears will score if the handle is touching the ground as long as the blade is stuck in the target.

Misc. Rules

The thrower may practice as long as they wish until the royal round is started. After the marshal-incharge has been informed by the contestant that he/she is ready to begin, one practice throw per round will be permitted.

Each thrower may pace for range before each round and after each retrieval as desired. Ground stakes or marks are allowed; however, their placement cannot impede other throwers.

The royal round must be completed on the day that it was started to be counted.

The contestants may leave the range and com back later to finish the royal round if desired, but no warm-up or practice throws may be taken except for the 1 practice throw per round allowed.

The thrower may score and retrieve the weapon after each throw if so desired. It is the thrower's responsibility to ensure that the throw is counted for score before removing the weapon.

More than one royal round may be thrown each day but one score per day can be counted.

A royal round may be thrown at any time (practice or event) but there must be a marshal present. If the marshal happens to be the thrower, then a second person needs to be present to act as scorekeeper and watch for fouls. This person does not need to be a marshal but should be familiar with the royal round rules.

Royal round ranking will be determined by average the three highest royal round scores thrown and submitted to the thrown weapons scorekeeper within a 12 month period. The 12 month period shall run from January 1 to December 31 of each year.