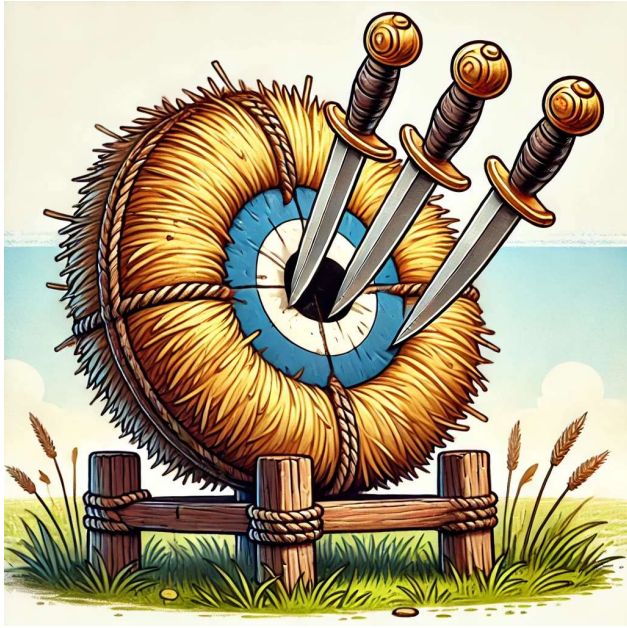


2025 - Thrown Weapons Tournament



At the end of the Prince's Highway is the live weapons range. Throw axes, knives, and spears at targets to bolster your kingdom and their alliance. Thrown weapons war points can be thrown at any time the range is open during the week. Designed to be accessible for beginner throwers and challenging for even the most experienced thrower.

Physical Layout:

A target with three rings will be located 10 feet from the throwing line. Throwers choose to throw three knives or axes at the target scoring points for each weapon remaining stuck in the target during the retrieval phase.

The next target will also have three rings but it will be located 20 feet away from the throwing line. Throwers choose to throw three knives or axes at the target scoring points for each weapon remaining stuck in the target during the retrieval phase. Alternatively the thrower could instead throw with three spears at a bale of hay 20 feet from the thrower.

Targets have 3 rings: center is 3-inch wide worth 5 points, middle is 8-inch wide for 3 points, and outer is 14-inch wide for 1 point for each weapon remaining stuck during the retrieval phase.

Hay bale spear target is worth 3 points for each weapon remaining stuck during the retrieval phase.

Scenario Description:

Throughout the week, missileers will come out to the range, and throw at each target in succession. Their points will be totalled and added to total of their allied kingdoms.

Victory Conditions:

The Kingdom's Alliance with the most points earned over the week will be awarded the war point.

Rules:

- Follow all thrown weapons rules.
- Closed-toe shoes are required.
- Youth ages 10 to 18 welcomed with legal guardian present.
- Range closes due to rain or muddy footing
- Have fun and enable others to have fun.