

The Sylvan Axe/Knife/Spear Challenge

I. The "token" will be a Sylvan Axe, Knife, Spear emblazoned with the escarbuncle of the Kingdom of Aethelmearc and will be respectfully won or lost only through honorable throwing competition in accordance with the current policies of the Kingdom Thrown Weapons Rules.

II. A challenge may only be put forth by an individual who is a formal subject of the Kingdom of Aethelmearc and available to accept challenges to maintain circulation of the Sylvan Weapon.

III. A challenge cannot be made for the token on the same day that it has been won.

IV. The token holder must only accept one challenge per day and may accept up to three challenges per day.

V. The Duel must be completed during a formal SCA event or public function.

VI. The Challenge is first and foremost a prowess test of ability. If the Holder has not previously accepted a Challenge that day, the Holder must accept a challenge if both throwers are equipped and a range available. The competition must be best of three out of five throws. Both throwers should work to come to a mutually acceptable decision on what sort of competition (i.e., targets/scoring, keeping in mind that the Challenge is first and foremost a test of prowess and ability).

a. The holder of the Sylvan Weapon can change ONE of the terms (distance, number of throws, method of throw, etc.).

VII. The token holder must pass the knowledge of these rules to the successful challenger who wins the token to ensure continued conduct of the Challenge.

Appendices

The appendices are not rules of the Sylvan Weapons but are merely suggestions to overcome potential difficulties encountered in conducting the Challenge.

- The base form of challenge will be best agreed upon challenge.
- If multiple challenges are presented simultaneously, it is permissible for the challengers to throw for the opportunity to challenge the token holder. </