

Change to projectile missiles regulations at Curious Pastimes

July 2016



After further testing in different weather conditions and discussions with RL Services medical staff about the increased damage that these type of arrows can inflict with an eye hit, it has been decided that all injection moulded head arrows, IDV mark one to three, blue and grey golf ball and the CDM marked arrow heads from Canada are **not approved** for use at Curious Pastimes events.

If any Curious Pastimes players have purchased these arrows in good faith since the previous ruling allowing certain types of golf ball headed arrows they should contact the Curious Pastimes office at info@curiouspasimes.co.uk to discuss their options.

All players wishing to use a projectile weapon at a Curious Pastimes event must take and pass a Curious Pastimes bow competency test, this takes the form of a short training session and is available at all CP events. A member of the weapons checking team will test all projectile weapons, which may entail the temporary removal of a weapon to a safe place until this can be undertaken.

Curious Pastimes Item Construction Standards: Projectile weapons

Bows

All bows must have a **draw weight of 13.6kg (30lbs) or less**, at the users draw length. If the bow has replaceable limbs, these must be fibreglass and not composite. No bow may have any mechanism for adjusting the draw weight once the limbs are attached. Bowstring nocks must be sound, showing no signs of cracking or splitting. It is important to note that no matter how a bow is constructed, if it is judged by the weapon checking team to fire an arrow too hard and fast it will be disallowed.

Crossbows

All crossbows should have a **draw weight of 13.6kg (30lbs) or less** at full draw.

Missiles

- All missiles, be they arrows or bolts, must have a suitable head constructed and attached for maximum safety. The impact surface of the head must be larger than an eye socket, (50mm (2 inches) is a good size), and must be securely attached to the shaft so that it cannot accidentally be removed.
- The arrow/bolt shaft must be blunt and not have a metal head. Shafts should be made of POC or a suitable alternative such as the fibreglass shafts specifically made for archery. All shafts must be properly flighted, and all arrows must have a proper nock securely attached. Aluminium shafts are not allowed, and we strongly advise the use of fibreglass, rather than wood shafts. Carbon fibre arrow shafts are not suitable for use.
- Missile heads must be constructed to contain a layer of strong material over the end of the shaft, so as to prevent it working its way through the foam. Thick leather, thick rubber etc. are suitable for this. The impact surface of the arrow/bolt must be padded with at least 25mm (1 inch) of high-density foam, measured from the tip of the shaft. This must be backed in such a way that it cannot become separated from the shaft. All arrow shafts should be a maximum of 74 cm (29 inches) long, measured from the nock to the start of the head. The head of the shaft must be circular in section, not square or octagonal. If arrows are not circular in section they do not fly straight enough.
- It is recommended that all missiles are 'over fletched' (i.e. use larger than normal fletchings), as this increases stability and accuracy in flight by compensating for the over sized LRP arrow-head.
- Arrows will be judged unsafe if a weapon checker is unsure as to their suitability, they are potentially very dangerous, and any customer or trader constructing their own should consider bringing a sample head for the weapon checkers to cut open and inspect.