

# Archery Construction and Live-Fire Policy

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## **C.A.S.T.L.E. LARP Archery Construction and Live-Fire Policy**

Version 1.5

Effective 2/1/2015

Improperly constructed or maintained arrows, bolts or bows can pose a serious safety hazard. Before building your first arrows take the time to study an online construction tutorial or practice with an experienced player.

### **Bows**

Includes bows used to fire arrows or bolts. They are not projectile weapons themselves but are used exclusively with Arrows.

1. The maximum limit for a bow's pull is 25 pounds with a maximum 28" draw length
2. A draw stop (generally a ring of tape around the shaft) is required to prevent arrows from being drawn more than 28 inches
3. No compound bows are allowed.
4. At 20 feet or less bows must be no more than half drawn.
5. A real-fire bow is not a melee weapon and can never be used to block or attack.

**Arrows** - Includes bolts and any other similar items.

### **Shafts**

1. May be fiberglass, aluminum, plastic, or graphite.
2. Wood shafts are only allowed if covered in a minimum of 4 mils of plastic tape or equivalent.
3. Shafts must have any real arrow head or tip removed.
4. The tip of shafts must be built up to at least 0.5" in diameter in a solid manner such as:
  - a. Wrapping in duct tape and capping with a penny.
  - b. Affixing a washer into the shaft with a glued-in screw.
  - c. Other similar methods.

### **Heads**

1. Must be 2.5" in diameter.
2. Front and side must be Strike-Legal.
3. Must include a minimum of 2" of foam in front of the shaft of the arrow.
  - a. The 0.5" of foam immediately after the end of the shaft must be closed-cell.
  - b. Foam must be firm but compressible, and not able to deform around the arrow shaft on impact.
  - c. Very soft foams such as couch cushion do not count towards the required 2" minimum of foam.
4. The head of the arrow must not be able to be moved easily from side to side.
5. Fletching and nocks, if present, must be in good repair.
6. Heads should be checked regularly for degrading foam.
7. Must be clearly labeled with their owner's name.
  - a. Arrows without labels will never be allowed on the field.
  - b. Using arrows without labels can result in immediate suspension from the field.

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8. Must have a cloth cover on the head.
9. Broken or poorly mended arrows are not to be used.
10. Affects all targets struck while in motion.
11. Arrows may only be used by their owner unless the owner grants specific permission for another player to use their arrows.
  - a. The owner of an arrow is responsible for the safety of the arrow even if fired by another player.
12. Swinging at an arrow in flight is illegal.
  - a. Arrows may only be passively blocked by placing an object in the flight path.