

Greetings unto the Noble fighters of the Midrealm

Over the years, the Midrealm has experienced a few pivotal changes in our combat systems – the adoption of face thrust, the introduction of rapier combat, siege weaponry and combat archery. Each time, these changes often faced a large amount of initial resistance that eventually faded as we accepted new, safe technology into our martial art.

As of January 1, 2010, **Fiberglass-shafted** arrows will be introduced as an *experimental* weapons form in armored combat. Years of testing and design modification have led to improvements in fiberglass combat arrow safety, construction and inspection. Fiberglass Shaft Ammunition is SAFE if the right material is used, if it is properly constructed and if it is properly inspected. Therefore, during the experimental program, the main pieces of arrow construction may only be used from one vendor to establish an initial very strict control standard. Mainly, only the Fathead Blunt and ASGARD anti-penetration device (APD) will be allowed in construction. This will help maintain construction and inspection standards as the marshalle evaluates the safety and feasibility of these arrows in the Midrealm.

The Combat Archery Resources site *The 35-Foot Spear*

(<http://www.havenholde.net/35footspear>), set up and maintained by DKEM CA Master Erik Erikson the Scout, will have the latest and most up to date information on rules, construction and inspection standards for fiberglass shaft ammunition. Please visit that site for information on construction and use within the Midrealm.

Most importantly, to be allowed to use fiberglass shaft ammunition in combat archery, you must first send an email to the DKEM of Experimental Weapons, Capt. Farthegn Rinksson and ask for permission to be included in this program. You can contact him at: jakroy@roadrunner.com. You will be required to submit a report after every event where you use this experimental weapon. Capt. Farthegn will provide you with more details, but these reports will be aimed at getting feedback from you and your opponents.

Also, events that wish to have fiberglass arrows used in combat will need to make sure that a marshal qualified to inspect fiberglass arrows will be in attendance. Please contact Master Erik Erikson at ernieh@siscom.net to help coordinate CA marshals for your event.

Fighters will either love or hate this change to combat archery. Before you decide, please be patient. By implementing this exciting change, the Midrealm's interkingdom CA policy will be simplified and we'll gain a new appreciation for archery in the Middle Ages.

Fight well, be safe,

Alaric