



Weapons Competition Rules

Protocol

Weapon divisions are defined as an event involving an individual performing a pre-arranged series of movements that include the use of a clearly identified weapon. Weapon may not strike the floor at anytime. Judging is based on the use, manipulation and control of the weapon. Other than transitioning movements and single strike, both hands must be on traditionally two-handed weapon(s) at all times except when transitioning, (i.e. the Bo)

There will be three judges, one of which is the center judge/referee.

No overly creative manipulation of the weapon is allowed. Weapons must be traditional in construction and cannot be homemade. The center judge will make the determination as to whether a weapon may be used or if the weapon is only a one- or a two-handed weapon. Only traditional martial arts weapons are allowed. All blades of any weapons must be DULL; for safety, please do NOT bring a sharp weapon for your performance. Competitors must provide their own weapons.

Music, gymnastics, acrobatics, splits, and forward and backward rolls are allowed. Competitors may not step out of the ring during their performance.

Competitors will have 3 minutes to enter the performance area, perform and finish their form. Time will begin when the athlete enters the performance area. Time will stop when the athlete finishes their form and bows.

Competitors are only required to bow when entering and exiting the performance area. Scoring will take place at the end of each competitor's performance. At the conclusion of the division, all competitors will line up in order of their score and medals will be awarded. They will be scored in the following manner:

- the baseline score is 8.00
- points and partial points are awarded based on use, manipulation and control of the weapon as well as kicks, blocks and movement around the ring

- penalties are all 1 point and are deducted from an athlete's total score as part of the scoring procedure. Examples include:
 - o any extreme loss of balance that results in fall or body part touching the floor unintentionally
 - o restarts
 - o stepping outside the performance area
 - o dropping the weapon
 - o loss of control of the weapon

Note: A competitor may place the tip of the bo on the mat to perform a technique. This will be considered a release and not a loss of control or drop. If the bo falls before, during, or after the technique, this will be considered a drop and will result in a 1 point deduction.

Weapon tosses/releases

Although one creative move qualifies a competitor for the creative divisions, it should be expected that a creative weapon routine with multiple creative moves of good quality would prevail as the winner, assuming all other criteria are met. The following techniques are legal and will be score as any other techniques (power, speed, balance, and proper execution):

- Jump Kicks
- Flying kicks
- Spin kicks
- Weapon body, neck, and finger rolls are allowed as long as the weapon stays in contact with the body
- Weapons twirls/spins

Weapons are defined as follows:

- Bo – ends may be only slightly tapered. The Bo must be natural in construction made of wood. Balsa wood, graphite, or other lightweight, highly porous materials are not allowed. Only natural wood color is allowed. The height of the weapon must be no less than 6" below the user's overall height or 6" taller.
- Kama – handle must be natural wood construction. No metal protrusions, holes in blade are allowed
- Nunchaku – natural wood construction and cord or chain only
- Sai – must be solid metal in construction. No aluminum or other lightweight composite materials. Weapon must extend to the elbow at a minimum
- Katana Sword – must be solid metal in construction and have clearly defined separate blade, handle, blade guard, and sheath. Safety (foam) katanas are also allowed.
- Fans
- Kali Sticks
- NO HOMEMADE WEAPONS ARE ALLOWED.

Note: ALL WEAPONS ARE SUBJECT TO INSPECTION BEFORE COMPETITION. Allowed use is up to the Tournament Director.

Other weapons may or may not be disqualified from being used. We reserve the right to move any athletes using non-conforming weapons or more creative movements into a different division even if they are considered traditional to the style of martial art being shown.

Divisions

Competitors will be divided into brackets based on the age, rank and weapons.

Logistics

1. The maximum setup time is 1 minute.
2. The maximum time to complete the performance is 2 minutes.
3. The performance must be done within the regulation ring size.