

WEAPONS FORMS - NO MUSIC - OPEN WEAPONS FORMS

Division Code#	Division
W01	7 years & under Beginner (Boys & Girls)
W02	7 years & under Intermediate (Boys & Girls)
W03	7 years & under Advanced (Boys & Girls)
W04	8-9 years Beginner (Boys & Girls)
W05	8-9 years Intermediate (Boys & Girls)
W06	8-9 years Advanced (Boys & Girls)
W07	10-11 years Beginner (Boys & Girls)
W08	10-11 years Intermediate (Boys & Girls)
W09	10-11 years Advanced (Boys & Girls)
W10	12-13 years Beginner (Boys & Girls)
W11	12-13 years Intermediate (Boys & Girls)
W12	12-13 years Advanced (Boys & Girls)
W13	14-15 years Beginner (Boys & Girls)
W14	14-15 years Intermediate (Boys & Girls)
W15	14-15 years Advanced (Boys & Girls)
W16	16-17 years Beginner (Boys & Girls)
W17	16-17 years Intermediate (Boys & Girls)
W18	16-17 years Advanced (Boys & Girls)
W19	18-29 years Beginner/Intermediate Men
W20	18-29 years Advanced Men
W21	18-29 years Beginner/Intermediate Women
W22	18-29 years Advanced Women
W23	30-39 years Beginner/Intermediate Men
W24	30-39 years Advanced Men
W25	30-39 years Beginner/Intermediate Women
W26	30-39 years Advanced Women
W27	40 years & over Beg/Intermediate Men & Women
W28	40 years & over Advanced Men & Women

OPEN WEAPONS RULES

Time limit three (3) minutes. Competitors must announce their name, style or system and the name of their Form.

These forms must capture the essence of classic martial arts movements, showcasing the traditional techniques, stances, footwork, and weapons. Emphasis is placed on execution of technique, application of technique, balance, speed, power, solid stances, and focus. Forms may be unmodified or modified from what a system or school considers to be the original version of the form; however, performance of the following movements will result in a downgrade of the form, or upon unanimous vote of the judges, a "no score" as a form inappropriate for the division: more than two kicks with the same leg without putting the foot down in between; front or back flips; cartwheels; front or side leg splits; releases of the weapon other than simple hand switches; or any other gymnastic movements or extreme exhibitions of flexibility or agility with the body or weapon that are deemed in the opinion of the judges to be inappropriate for the division pursuant to the general guidelines set forth here. Wrong Division: If any competitor competes in a division he/she does not qualify to compete in due to age, weight, rank, gender, style, etc., they will be disqualified.

WEAPONS SAFETY RULES: All weapons must be of good condition. No splinters, cracks, breaks, or damaged weapons may be used. No sharp swords or sharp weapons of any kind may be used. No throwing weapons are permitted. All weapons must be approved by the head referee at time of your performance. Inspection by the head referee is to consist that the weapon

in use of the competitor meets the safety guidelines for his/her division. Any weapon that is not deemed safe for competitive use, the competitor has 3 minutes to replace the weapon and present to the head referee or he/she will be automatically disqualified. All weapons during the competitor's performance must stay within the competition area. The Weapon being used should never for any reason come within unnecessary close proximity/distance to any official judge competitor or spectator for any reason. Failure to follow any of these rules and guidelines may result in immediate disqualification or penalty deemed by the referee.

DROPPING YOUR WEAPON: For safety, a competitor who unintentionally drops his/her weapon, will be automatically disqualified. If a competitor recklessly or carelessly misused his/her weapon, he/she may be penalized or disqualified.

STARTING A FORM OVER: If a competitor starts his/her form over because of a memory lapse or any other reason due to his/her own negligence, he/she may perform the form again. The officials will score as though there was not a mistake, but the center referee will instruct the score keeper to subtract .50 points from the competitor's final score. The three minute time limit will start over. A competitor can only start over one time. If a competitor has to start over not due to his/her negligence, he/she will not be penalized on the start over.

TIES: To break ties the high and low scores will be added back in to break ties for 2nd through 8th places only. If after adding the high and low, there is still a tie for 2nd through 4th place, the competitors who are tied must perform again to break the tie. Ties for 5th through 8th place are never run off. If there is a tie for first place, the competitors must perform again to break the tie. If there is a second tie, the majority judges scores will determine the winner. If this does not break the tie, the competitors will compete again.

COMPETITOR: Each competitor must present him/herself to the referee suitably attired with proper uniform and equipment and physically prepared to compete. If he/she is not prepared to compete as deemed by the center referee, the competitor may be penalized for delay of time.

DELAY OF TIME PENALTY: Sparring: A penalty point will be issued for each minute the competitor is not properly ready to compete. Upon 3 penalty points the offending competitor will be disqualified. If a competitor is still not ready to compete upon 3 minutes, he/she will be disqualified.

RANK RULE: A competitor must compete at the highest belt level they have earned in the martial arts. A competitor can never compete in a division of which he/she had not earned that rank. Once a competitor competes as a black belt legally, he/she must always compete as a black belt. A competitor can never compete in a lower belt division than the level of belt he/she has earned in the Martial Arts.

PROOF OF AGE RULE: All competitors must have proof of age. If there is a legitimate reason to question a competitor's age, he/she must present a proof of age (birth certificate, driver's license, or other acceptable documents to prove his/her age).

UNIFORM: All competitors must wear a complete (top and bottom) uniform in a good state of repair. The appropriate color belt or sash must be worn in competition. Form & Weapons: T-shirts, tank tops and sweats shirts are allowed in form if they are part of the competitor's official school uniform. Uniforms in the form and weapons divisions are allowed more liberties because form is not one-on-one competition where the uniform could cause a decisive disadvantage or advantage to a competitor. Shoes may be worn in form competition if they do not damage or mark the competition floor.

COMPETITOR RESPONSIBILITIES: It is the responsibility of the competitor to know the rules and be ready for competition when called to do so. He/she must be suitably attired, and at the appropriate ring when competition begins. Three calls will be made for competition at ring side. If

the competitor is not at his/her ring ready to compete when competition begins, he/she will not be able to compete. If a competitor leaves the ring after the competition begins and is not present when his/her name is called to compete, his/her name will be called three times at ringside. If he/she is still not present to compete, he/she will be disqualified.

RESPONSIBILITIES: It is the competitor's responsibility to know the rules and to be ready for competition. He/she she must be suitably attired, and at the appropriate ring when competition begins. Three calls will be made at ring side for the current division. If a competitor is not present to compete when the first sparring match or the first weapon or form routine begins in the division, the late or not present competitor will not be allowed to compete.

REFEREE'S: The referee is the most experienced official in the ring and is thoroughly versed on the rules and order of competition. He/she promotes the safety of the competitors, enforces the rules and ensures fair play. To this end, he/she starts and stops the match, awards points, makes penalty decisions, administrates the voting of the other judges, communicates clearly with the scorekeeper and timekeeper, and announces the winner of each match. Added Powers of the Referee: 1) Match starts and ends only with his/her command (not the command of the timekeeper); 2) Has final decision on any disputes on score; 3) Has the power to issue warnings and award penalty points without a majority decision; 4) Can overrule a majority call only to issue a warning or a penalty point; 5) Automatically has power to disqualify a competitor who receives (3) penalty points; 6) Has power to issue time-outs. A competitor can ask for a time-out, but it is the determination of the referee to issue one. The disqualification of a competitor, where disqualification is not automatic, is determined only by a majority vote of the judges.

JUDGES: The judges call points as they see them.. They may be consulted by the center referee to help in determining penalties or warnings, although the referee alone has the power to issue them. They will asked to vote on disqualification rulings. It is the majority vote of the judges and referee that determines a scoring point.