

## **DIVISIONS**

### Open Kata (LED Weaponry OR ActionFlex)

Individual

Ages 8-15

Ages 16-Senior

Group/Team

Ages 8-Senior

### Open Fight Choreography (LED Weaponry OR ActionFlex)

2-4 per Group (1v1, 1v2, 1v1v1, 1v1v2, 2v2)

Ages 8-15

Ages 16-Senior

## **OPEN KATA RULES**

### Individual (rules apply to both age categories)

1. No competitor may argue with an official for any point-call, break, or warning during tournament regulation.
2. Competitors may use any of the legal saber types from Single Saber or Mixed Sabers sparring, but may only compete in kata using one type (paired weaponry counts as a single "type"). Whips are permitted for competition in the Kata Divisions, as no contact is legal.
3. Music will be permitted, but not required. Please screen your music for profanity and other mature language (keep it PG-13). Competitors are responsible for bringing their own audio players to the tournament, and discussing cues or edits with the person who will operate audio during their kata. No competitor may operate their own audio player. If music is inoperable after 2 attempts, the competitor will be asked to perform without music. This will not affect your overall score, but refusal to perform due to technical difficulty is grounds for disqualification.
4. Each kata must be a minimum of 40 seconds in duration, but no kata may exceed 90 seconds in duration, including music, salutations, and pausing. Any competitor who exceeds 90 seconds from the first movement will be cut off at 90 seconds and scored only on that portion of the kata. Failure to stop performing at the end of the time limit will dock 1 point from the competitor's total score.
5. Non-saber techniques (i.e. kicks, punches, etc.) will be permitted in this division.
6. When a competitor is called to perform their kata, they will be expected to salute the Judges and announce their name, where they "fight out of" (i.e. hometown), and which saber club they represent (if applicable); if they are unaffiliated with a saber group, they will only announce their name and hometown. After announcing themselves, they must ask for "permission to begin" from the HJ/R who will acknowledge the readiness of all three Judges, or give further instructions to the competitor if need be. The HJ/R will nod or verbalize an affirmative when ready, and the competitor will perform without delay.
7. At the end of each kata, or 90 seconds from the first movement, the SK will ask the competitor to stand at "ready position" and await their scores from the HJ/R and SJ's. All 3 scores will be announced aloud by the SK as he/she records them, then they will be

averaged out on the spot and an overall score will be announced for that competitor. He/she will then move out of the ring, and allow the next competitor to enter.

8. In the event of a tie in overall scores, the competitors in question will perform again, re-doing Step 4 above. They may not alter their original kata in any way, but will be given the chance to out-perform their previous rendition and their tying compatriot. Tiebreakers are scored as such that the winner earns 10 points, and the runner-up earns 9 points. Tiebreaker rounds *may not* result in ties themselves.

#### Open Group/Team Kata & Fight Choreography

\*All rules from Individual Kata as listed above will apply to Group Kata & Fight Choreography, with the following exceptions:

1. No competitor may argue with an official for any point-call, break, or warning during tournament regulation.
2. Any striking contact that is part of the choreography of the kata/fight will be permitted, but all performances must be done without safety gear, as teams will be judged on the entirety of showmanship, as well as overall martial quality and originality. Injuries that result from contact during choreography will negatively impact scoring, and may be grounds for disqualification.
3. The duration of each group's kata must be a minimum of 1 minute, but may not exceed 2 minutes, from the first movement and including all choreographed accoutrement. Failure or refusal to adhere to these time constraints will negatively impact scoring.

**SABER MARTIAL ARTS**

