
Champion of the Sword 2.0

Quick Guide to Rules and Requirements

Traditional Weapons

Please resolve weapons challenges prior to the start of a division

- No gymnastics, acrobatics, splits or other freestyle type movements
- Techniques may not involve any more than a 360-degree turn.
- Other than transitioning, both hands on weapon(s) at all times.
- Traditional natural wood color and construction.
- Judging based on use manipulation & control of the weapon(s) then look at Balance, Stances, Focus, Technical, Presentation, & Difficulty

Traditional Forms

- No gymnastics, acrobatics, splits or other freestyle type movements.
- Competitors must stay inside the ring, but may ask for permission to REASONABLY step out the ring.
- Techniques may not involve any more than a 360-degree turn.
- Judging based on Balance, Stances, Focus, Technical, Presentation, & Difficulty.

Creative Weapons

- Creative manipulation of the weapon is allowed, including but not limited to release of the weapon.
 - Music is optional
 - Any style of inversions/aerials are permitted.
 - Rotations may exceed 360°.
 - Judging based on the use, manipulation, control of the Weapon(s) then look at Balance, Stances, Focus, Technical, Presentation, & Difficulty.
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Creative Forms

- Any style of inversions/aerials are permitted.
- Rotations may exceed 360°.
- Judging based on Balance, Stances, Focus, Technical, Presentation, & Difficulty.

ALL Forms and Weapons

- UNDER BELT RANKS may request 1 restart without penalty
- UNDER BELT RANKS may request 1 restart with a weapon drop in Creative
- BLACK BELTS may not request a restart
- BLACK BELTS are disqualified upon weapon drop


Point Fighting

Gear Requirement

- Head
- Hands
- Feet
- Mouth guard
- Groin Protector for male competitors

Rules

- 12> No Face contact, includes face shield.
- 13< UB Divisions Light Face contact
- 18< BB Controlled Face contact
- There will be ONE 10 second timeout for coaches in all age divisions.
- Coaches must remain seated for the duration of the match.
- One foot over the line is out.
- Fight Out is not penalized.
- Center Judge has final say.
- No warnings for rules infractions.
- 1st and 2nd warning is a point to the other side.
- 3rd warning is Disqualification.

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- All Hand Techniques are 1 point.
 - All Kicks are 2 points.
 - Jump Spin Kick to Head is 3 points.