

DIVISIONS

Open Bladework (LED Weaponry OR ActionFlex)

Individual Cutting; may use pre-registered assistant for setup only

Ages 16-Senior

Individual Deflection; may not use pre-registered assistant; an official SJ will “blast” competitors

Ages 16-Senior

(Possibility for Youth 8-15 Division)

OPEN BLADEWORK RULES

Individual Cutting

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 Cutting using one type (paired weaponry counts as a single “type”).
3. In Round 1, competitors will be responsible for demonstrating 5 distinct cuts in the air while facing a humanoid target for reference OR on an martial arts training bag (such as a BOB or standing heavy bag)*. Each performance may not exceed 1 minute in length, from the bow-in to the final cut. Competitors who exceed either the 1-minute limit, or the 5-cut limit, will be cut off by the TK or the HJ/R at the instance of infraction, and judged exclusively on the prior portion of their performance.

**An SMA HJ/R or Tournament Director may request that competitors execute their cuts on a live armored opponent with controlled contact and LED weaponry, OR they may request that competitors execute their cuts on a live opponent with minimal armor using foam weaponry. A competitor's Corner Coach or chosen Uke (test dummy) may fill this role, or a voluntarily appointed SMA Official.*

4. All cuts must be performed at optimum speed and power, without sacrificing overall proficiency or compromising the integrity of any personnel/gear. Stances and guards are taken into account regarding your physical demeanor before, during, and after each cut.
5. Each cut in Round 1 must be executed distinctly (no combo cuts). All cuts will fall under the following 3 categories for this competition, regardless of saber type or the terminology used by your saber group:
 - a. “Chop” refers to any cut that finishes its arc at or near the intended target area, but does not follow completely through, OR finishes its arc at or near the target's center of mass. A chop rarely spans additional target zones within that same arc.
 - b. “Slash” refers to any cut that finishes its arc by following completely through the intended target area, equilateral to the arc's beginning. A slash almost always spans 1 or more additional target zones within that same arc.
 - c. “Thrust” refers to any cut that applies the tip of the blade to a single point on the intended target, at or near the center of that target zone, and have little-to-no perceived arc (linear tip strikes). A thrust almost never spans additional target zones.
6. All intended cuts (using the vocabulary trifecta in #5 above), and their associated target zones, must be submitted to the Judges in written form with the competitor's name and the order of execution. This is known as your “Cut List”. All competitors must submit their written Cut List before the Round 1 bow-in. Submissions after this will not be accepted. Be as specific as possible with your targets so the Judges can clearly interpret your physicality and score you accurately. Each cut's arc-direction will be left to Judges' interpretation based on your Cut List.

- a. EXAMPLE of a “Cut List”:

(Name: Darth Jones

Saber Type: Shoto)

- i. Slash to opponent's right collarbone
 - ii. Thrust to opponent's right knee
 - iii. Slash to opponent's left hand
 - iv. Thrust to opponent's nose
 - v. Chop to opponent's left cheek
7. Non-saber striking (i.e. kicks, elbows, etc.) and pommel strikes will not be permitted. All strikes must utilize an illuminated blade or ActionFlex foam blade. LED deactivation during your cut demonstration will negatively impact your score.
8. Competitors will be scored based on the following: adherence to time criteria, technical precision and martial realism/quality, cut variance and overall creativity, pace and intensity of performance, appropriate martial applications for chosen saber type, perceived difficulty.
9. In Round 2, competitors will be responsible for demonstrating 5 distinct combinations on a life-sized target with humanoid anatomy. Each performance may not exceed 1 minute in length, from the bow-in to the final combination. Competitors who exceed either the 1-minute limit, or the 5-combo limit, will be cut off by the TK or the HJ/R at the instance of infraction, and judged exclusively on the prior portion of their performance.
10. A "Combination" is defined in this tournament as: a sequence of 2-3 visually distinct arcs that are executed in rapid succession without pause.
11. All intended combinations (using the cut-vocabulary trifecta in #5 above), and their associated target zones, must be submitted to the Judges in written form with the competitor's name and the order of execution. This is known as your "Combo List". All competitors must submit their written Combo List before the Round 2 bow-in. Submissions after this will not be accepted. Be as specific as possible with your targets so the Judges can clearly interpret your physicality and score you accurately. Each combo's fluidity will be left to Judges' interpretation based on your Combo List.
 - a. EXAMPLE of a "Combo List":

(Name: Kylie Kenobi	Saber Type: Standard)
i. Slash to right collarbone, chop to left knee	
ii. Thrust to right knee, thrust to right ribs, slash through forehead	
iii. Slash to left hand, slash through both knees, thrust to sternum	
iv. Thrust to nose, chop to forehead, slash through groin	
v. Chop to left cheek, slash through both hips	
12. Scoring of Round 2 is identical to #8 above, but Judges will take the entire combination into account with greater weight than the individual cuts within it. The individual cuts are still considered, but only in how they affected the combination's overall execution and fluidity.

Individual Deflection

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 Deflection using one type (paired weaponry counts as a single "type"). Whips are not permitted in the Deflection subdivision of Bladework.
3. In Round 1, competitors will be responsible for deflecting 10 foam darts/balls, shot one-at-a-time from a toy blaster (e.g. NERF-brand or comparable). Alternatively, an approved SMA Official could throw the balls at the competitor. Competitors will request the first shot with the word "Pull!", and the SMA Official will shoot/throw every 3-5 seconds until 10 attempts have been made. Each performance may not exceed 90 seconds in length. Competitors who exceed either the 90-second limit, or get hit by the final dart/ball before time is called, will immediately be cut off

by the TK; exceeding time limits will cause competitors to be judged exclusively on the prior portion of their performance, while 0 successful deflections will cause competitors to be eliminated (in the instance of a 0-0 tie between two or more competitors, those competitors will face off for the last-place spot going into Round 2. All other ties will stand through Round 1).

4. Successful deflections earn 1 point, getting hit awards no points, and redirecting a dart/ball back in the shooter's direction will award 2 points (must hit the shooter or be on a reasonable trajectory to do so if it were a "real laser blast"). Only deflections that contact with the illuminated blade of the saber will count as points. Darts/Balls that hit the competitor after being contacted by the blade will not count against the competitor and will award them a point for successful blade-to-ball interception.
5. Competitors may only use defensive actions (i.e. blocks, shields, parries, taps) to deflect attacks. Swinging the saber like a baseball bat or tennis racket, or comparable actions, are not permitted and will result in a warning for the first infraction. Subsequent infractions will result in disqualification.
6. Target zones will include: 4 shots to the upper body, 3 shots to the midsection (includes arms), and 3 shots to the lower body. The order of targeting will be: Upper, middle, lower (x3) and the tenth shot will be to the upper body. Shots that fall grossly outside the competitor's target zones due to poor shooting will award a point to the competitor (similar to a "Ball" in baseball).
7. In Round 2, competitors will execute 10 deflections rapidly. The shooter will re-fire as soon as the previous shot has cleared the competitor's zone, without stoppage. Scoring is otherwise identical to Round 1, and tiebreakers will be contested at every score in Round 2 (not just 0-0 ties).
8. A competitor's cumulative score from Rounds 1 & 2 will be their Final Score. Any ties for 1st-3rd Places will be re-contested.

