BREAKING

(Note: All penalties and rules not contained herein will be the same as FORMS COMPETITION.)

I. PLAYING AREA AND EQUIPMENT:

NBL ONLY

(same as forms except C.1.)
() C.1. SIZE - Two rings of 20' x 20' will be used. Competition for the division will alternate between the two rings to accommodate clean up and set up in one ring while competition proceeds in the other.

II. OFFICIALS: (same as forms)

III. PLAYER UNIFORM AND EQUIPMENT:

- A. UNIFORM (same as forms)
- **B. PROPS**
 - () 1. A PERSON(S) AS A PROP (same as forms except the following) A person as a prop is not allowed to break materials on the player. The player must execute all breaking actions
 - () 2. A PERSON AS A PROP UNIFORM CODE (same as forms)
 - () 3. WEAPONS (same as self-defense)
 - () 4. OTHER PROPS (same as forms)
- C. PLAYER COMMUNICATION EQUIPMENT (same as forms)
- D. BREAKING MATERIAL
 - () 1. SUPPLIER OF MATERIAL All the material to be broken must be supplied by the player.
 - All support materials and each end side of all blocks, bricks, boards and other materials to be broken must have the initials of the player painted (by hand or spray can) on them using the same color paint.
 - () PENALTY Any player attempting to start a performance without having initialed his material will be disqualified.
 - () 2. BREAKING MATERIAL SAMPLES An exact duplicate of each and every type of breaking material must be presented to the panel of Judges. The Judges may replace any of the materials in the players set-up with the sample of same material that was presented and then test that player's set-up material for safety, material type, weight and strength. A Referee may test its' breakability as well.

F. CLEAN-UP / REMOVAL

() 1. CLEAN-UP / REMOVAL - The player must provide their own 20 foot by 20 foot floor covering of plastic or canvas to be laid down in their ring before they set up their materials to be broken. The floor covering must be at least two (2) millimeters thick and must be removed by the player with all breaking remnants after the player is scored. The floor covering must be fire resistant if fire is included in the breaking routine. The player must provide their own recepticles for broken materials and removal of same. All removal from the tournament premises must be done within one(1) hour after the performance. The player is 100% responsible for any and all damages from his breaking, material used and performance.

E. SET-UP / EXECUTION SAFETY

() 1. SET-UP / EXECUTION SAFETY - All breaking material set-ups and executions must be angled so as to prevent injury to all spectators, officials and people being used as props. Execution safety is the player's responsibility and he/she shall take all responsibility for liability of any and all injuries due to his/her breaking routine. Audiance volunteers for participation or as props is not allowed.

() PENALTY - At any time during the performance, any players attempting any breaking in such a manner that any person might possibly be harmed by the breaking routine may have the Center Referee adjust their routine for maximum safety or be disqualified for attempting an unsafe breaking routine. Any player using or attempting to use audiance volunteers for participation or as props will be disqualified by the Center Referee.

IV. RATINGS: (same as forms)

V. PLAYER DIVISIONAL CRITERIA:

(same as forms except additions to A, E and H)

SG ONLY

A. REGISTRATION - In all breaking divisions a \$50 deposit is required by all players. \$10 of the deposit will be kept as a precessing fee and \$50 will be refunded by mail within six (6) weeks after the Super Grands providing clean up, vacuuming and means of removal was made of everyone's material and no damage was done to the facility by the player.

E. DIVISIONS / EVENTS

- () 1. AMOUNT OF DIVISIONS A PLAYER CAN COMPETE IN (same as forms)
- () 2a or b STYLE CRITERIA (the same option must be used as was chosen for forms) The player being judged must demonstrate at least five (5) attempted breaks. At least one (1) must be with a kick. Judging will

be based on the complexity and completion of the breaks. Dialogued skits, music and weapons are not allowed.

H. TWO MAN SETS/GROUPS - Two man sets and/or group competition

VI. SEQUENCE OF PLAY: (same as forms) VII. RULES OF PLAY:

- A. PERFORMANCE (same as forms including the following)
 - () 1. READINESS A player must be prepared for his/her competition when called "up" by having all breaking materials, props and protective floor covering ready to set up. The player will have a maximum of eight (8) minutes to set up (unless the facility and tournament has enough vacant rings to facilitate pre-set up for all players in the breaking division and is so arranged by the promoter). Removal of all breaking material and floor covering must be accomplished in two (2) minutes or less time after the player has competed or in a time frame generally considered safe to accomplish the clean up.
 - () PENALTY Any player not prepared for his competition and/or not available to set up or remove all breaking material within the time allocation will be disqualified at the discretion of the Center Referee.
 - () 16. TWO ATTEMPTS TO BREAK A player will be allowed two (2) attempts for any single break. A player cannot make a third attempt at the same break.
 - () PENALTY A player making a third attempt at any single break will be disqualified by the Center Referee.
- B. BOUNDARIES (same as self-defense)
- C. SCORING (same as forms)
- D. TIES
 - () 1. SHOW OF HANDS Any tie in breaking will be broken by having each of the judges point to his/her choice at one call. The odd amount of Judges will result in a majority vote for one player.

VIII. FINALS: (no difference in procedure)

SG ONLY

() QUALIFICATION - The first and second place eliminations winners of each division may be declared to be the world champion and runnerup or they may be required to have another run-off for the title or may be asked to perform as a demonstration in the Grand Finale.

IX. PROTESTS: (same as forms with one exception)