

# WEAPONS

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

## I. PLAYING AREA AND EQUIPMENT: (same as forms)

## II. OFFICIALS: (same as forms)

## III. PLAYER UNIFORM AND EQUIPMENT:

### A. UNIFORM - (same as forms)

### B. PROPS - (same as forms with the following exceptions)

- ( ) 3. **WEAPONS** - Martial Arts weapons are allowed to be used by the player(s) and /or person(s) acting as props. Other unsharp weapons are also allowed but not as the weapon that the player is being judged for.

### C. PLAYER COMMUNICATION EQUIPMENT - (same as forms)

### D. WEAPONS

- ( ) 1. **SPECIFICATIONS** - Weapons that the player is being judged on for ability to use, must have a resemblance and evolution to traditional Asian martial arts weaponry. Authentic weapons include, but are not limited to arnis sticks, broadsword, butterfly swords, cane, fan, hoko, jo, kai (eku-bo/oar), kama, kama with rope, katana, long bo, naginata, nunchaku, sai, tanto, three sectional staff, tonfa, wakizashi, whip chain, yari, etc. Plastic, foam, defective and sharp weapons are not allowed. Throwing of weapons (unless on a chain/rope) is not allowed, however tossing of a weapon upward with intent to catch it is allowed.

- ( ) **PENALTY** - Use or attempted use of a disallowed weapon will result in disqualification; except defective weapons, in which case a player will be given five (5) minutes to replace if the Center Referee has deemed it defective.

## IV. RATINGS: (same as forms)

## V. PLAYER DIVISIONAL CRITERIA: (same as

forms except E-2a and b))

### E. DIVISIONS / EVENTS

- ( ) 2a or b **STYLE CRITERIA** - (The same option will be used as chosen in forms, except weapons will be allowed.) If the division allows, but is not required to use music, then music may be played during any portion of the performance. If option 02-2a is chosen then the specific criteria for hard contemporary, hard traditional and soft weapons in APPENDIX A will apply).

## VI. SEQUENCE OF PLAY: (same as forms where applicable)

## VII. RULES OF PLAY:

### A. PERFORMANCE

- ( ) 1. **READINESS** - (same as forms)  
( ) 2. **PRESENTATION** - (same as forms)  
( ) 3. **TIME LIMIT** - (same as forms)  
( ) 4. **BOWING OUT** - (same as forms)  
( ) 5. **POOR SPORTSMANSHIP** - (same as forms)  
( ) 6. **LEVY FINES** - (same as forms)  
( ) 7. **AMOUNT OF PERFORMANCES** - (same as forms)  
( ) 8. **COACHING** - (same as forms)  
( ) 9. **ILLEGAL RING ENTRY** - (same as forms)  
( ) 10. **REQUEST TO KNOW SCORES** - (same as forms)  
( ) 11. **PERFORMANCE ERROR / RESTARTS** - (same as forms except penalty)

( ) **PENALTY** - A blackbelt player that neglects to finish his/her form because of an error or because he/she forgets his/her performance or because he/she drops or fumbles their weapon and requests to start over may do so, but will receive no score. Any underbelt player will be allowed only one restart and will receive no penalty. An obvious performance mistake by an under black belt will receive no deduction in score by the Judges if he starts over again. For a blackbelt making an obvious mistake (such as dropping or fumbling a weapon), but completing his/her form, it will be a decision of the Judges individually as to whether they will deduct any point value from their score(s). More of a severe penalty should be deducted in a traditional weapons division than a contemporary division since the error will be obvious in a known traditional form but may only be an assumed error in a contemporary division.

- ( ) 12. **MUSIC PLAYING** - (same as forms)  
( ) 13. **MUSIC LOUDNESS** - (same as forms)  
( ) 14. **ERROR DUE TO PLAYING SURFACE** - (same as forms)  
( ) 15. **PROFANITY IN MUSIC** - (same as forms)  
( ) 16. **WEAPON BREAKS** - If the player's weapon breaks and the player elects not to complete the form, he/she will have five (5) minutes to replace it with the same or a different weapon and may perform again without penalty, if he asks for it. If the player effectively finishes the form

with a weapon which broke during the form, he/she can be scored without penalty.

- ( ) **PENALTY** - A player whose weapon breaks and who does not finish the form or cannot replace the weapon within five (5) minutes, will be disqualified by the Center Referee.

- ( ) 17. **WEAPONS INSPECTION** - Any inspection of the player's weapons for safety and/or authenticity by the Judges must be done before the player enters the ring to perform. The player's three (3) minute time limit to perform should be uninterrupted.

- ( ) 18. **PERCENTAGE OF WEAPON UTILIZATION** - Ninety percent (90%) of the player's performance must be with a weapon in their hand, however the weapon need not be utilized the entire time it is in the player's hand.

- ( ) **PENALTY** - A player not performing ninety percent (90%) of their form with a weapon in their hand will be disqualified by the Center Referee.

### B. BOUNDARIES - (same as forms)

### C. SCORING (same as forms)

### D. TIES (same as forms)

## VIII. FINALS: (same as forms)

## IX. PROTESTS: (same as forms)