

TOURNAMENT WEAPONS COMPETITION RULES

Competition Format

- Competitors perform their weapons form individually
- Each competitor announces their name and weapon form to the judges before beginning
- Bow to judges upon entering, then bow again after completing the form

Judging Criteria

Each judge scores the performance in three categories:

1. Technical Proficiency (Weapon Control, Precision, Form)

- Proper grip and control of weapon at all times
- Correct stances and body positioning
- Precise execution of techniques
- Accuracy in weapon manipulation
- Degree of difficulty of weapon techniques
- Weapon must remain under control throughout
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2. Flow (Continuity)

- Smooth transitions between techniques
- No stops or hesitations
- Consistent rhythm throughout
- Proper timing and coordination with weapon
- Seamless weapon manipulation
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3. Spirit and Intensity

- Focus and concentration
- Fighting spirit and determination
- Power and strength in techniques
- Commitment and confidence
- Commanding performance
- Combat effectiveness displayed

Scoring System

- Each judge provides a score for each of the three categories
- Judge's final score = sum of their three category marks
- Competitor's final score = average of all three judges' scores
- Highest score wins

Weapon Safety

- Weapons must be in good condition and safe for competition

- Practicing weapons on the competition floor is strictly prohibited
- Practicing in crowded areas before, during, or after the tournament is prohibited

Weapon Drop Policy

- If a weapon is dropped, the competitor may request to start over ONE time
- A deduction will be applied for restarting
- If the weapon is dropped again during the restart, no additional restart is permitted
- Continue the form even if weapon is dropped the second time

Department and Conduct

- Competitors are judged from the moment their name is called
- Display confidence and composure approaching the ring
- Maintain proper attitude and respect throughout
- Stand ready in attention position when awaiting results

Disqualification

- Performing with an unsafe or unapproved weapon
- Exceeding time limits
- Unsportsmanlike conduct
- Incomplete or interrupted performance (unless approved by head judge due to uncontrollable circumstances)
- Practicing weapons in prohibited areas

Important Notes

- If you make a mistake, continue the form—stopping will result in greater point deduction
- Weapon control is paramount—loss of control will significantly lower technical scores
- Simple weapon releases or hand switches are acceptable; elaborate aerial releases may be downgraded
- Variations based on your specific martial arts style are permitted