

SYNCHRONIZED WEAPONS COMPETITION RULES

Team Composition

- Teams consist of 2 members
- Team members may be of any age, rank, or experience level
- The team competes in the division of whichever competitor is higher in age and rank
- Both team members must use the same type of weapon

Competition Format

- Teams perform their synchronized weapons form together
- Team announces their name, weapon type, and form to the judges before beginning
- Bow to judges upon entering, then bow again after completing the form
- Team members must use matching weapons

Judging Criteria

Each judge scores the performance in three categories:

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

- Proper grip and control of weapons at all times by both members
- Correct stances and body positioning
- Precise execution of techniques
- Accuracy in weapon manipulation by both members
- Degree of difficulty of weapon techniques
- Both weapons must remain under control throughout
- Individual technical quality

2. Synchronization (Timing and Unity)

- Team members executing techniques at the same time
- Uniformity in weapon movements
- Consistency in rhythm throughout

3. Spirit and Intensity

- Collective focus and concentration
- Unified fighting spirit and determination
- Power and strength displayed by entire team
- Commitment and confidence
- Commanding group presence
- 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
- Team's final score = average of all three judges' scores
- Highest score wins

Performance Requirements

- Team must perform the complete form without interruption
- Form must be appropriate to team members' rank/division
- Team members may face different directions and use different style arrangements

Weapon Safety

- All 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

- Team should continue performance even if weapon is dropped
- No restarts permitted for weapon drops

Penalties and Deductions

- If team is noticeably out of sync, points will be deducted
- If a team member restarts, 0.3 points deducted from each judge's score
- Weapon drop by either member: 0.3 points deducted
- Exceeding time limits results in disqualification

Department and Conduct

- Teams 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