



**2018 Boston International**  
**Kenpo Karate & Martial Arts Championship**  
**RULE BOOK**

**All Divisions:** A competitor must present him/herself suitably attired to compete. If a competitor is not suitably attired, he or she may receive an automatic warning. If a competitor cannot find suitable attire (uniform, gear, etc.) after three minutes, they will be disqualified. (See below for a full description of suitable attire under Uniform)

**Rank Rule:** All competitors must compete at the highest belt level they have earned in any martial arts. For example if you have a Black Belt in Judo and an Orange Belt in Kenpo, you must compete as a Black Belt. Competitors may only compete in rank appropriate divisions: meaning that orange belts compete in orange belt or novice divisions etc.

**Proof of Age Rule:** All competitors must have proof of age. If there is a legitimate reason to question a competitor's age, he/she must present a birth certificate, driver's license, or other acceptable documents to prove his/her age.

**Wrong Division:** If any competitor competes in a division he/she is not qualified for, because of age, weight, gender or style, he/she will be disqualified from the form, fighting, or weapon division and all awards are forfeited.

**Competitor:** All competitors must present themselves suitably attired and ready to compete. They may be divided into separate divisions based on style, size, gender, rank, origin of the form or age. To enter an adult division, a competitor must be 18 years or older. A competitor must enter the division corresponding to his/her age, gender, and belt color.

**Uniform:** All competitors must wear a proper karate / *martial arts* uniform in a good state of repair. If a competitor wears a uniform with offensive words or art work, that competitor may be denied the privilege of participation. The appropriate color belt or sash must be worn in competition. No sneakers are allowed in the sparring division with the exception of sparring shoes (ringstars, etc.).

**Form Uniforms:** T-shirts, tank tops, and sweatshirts are allowed in form if they are part of a competitor's official school or if they list the school's name or logo on the uniform top. Uniforms in the form divisions are allowed more liberties because form is not one-on-one competition where the uniform could cause a decisive disadvantage or advantage to a competitor. Shoes may be worn in form competition if they do not damage or mark the competition floor.

**Sparring Equipment:** Is *mandatory* for all sparring divisions. All competitors are responsible for providing their own equipment. (A more complete description for acceptable equipment to follow)

**Responsibilities:** *It is the competitor's responsibility to know the rules* and to be ready for competition when called to do so. He/she must be suitably attired, weighed-in (where required), and at the appropriate ring when competition begins. If the competitor is not at his/her ring to compete when competition begins, he/she will not be allowed to compete. If a competitor leaves a ring after the ring competition begins and is not present when his/her name is called to compete, his/her name will be called three (3) times at ringside. If he/she is still not present to compete on the third call, he/she will be disqualified.

### **Late Entries and Order of Performance**

It is the responsibility of the competitor to be at the ring prior to the time that the division starts. Once the division is organized and the first competitor begins, there will be no additional entries. If a competitor comes late but the first competitor has not started, he/she may be allowed to compete. ***(Keep in mind that many countries attend this event and there maybe an instance where language is a barrier for some competitors. The center judge may use their discretion in these matters).***

### **Required and Recommended Safety Equipment**

**1. Gloves** - a soft padded, surface must cover the fingers, wrist and any striking surface of the hand. The striking areas such as the ridge of the hand (ridge hand) side of the hand (chop, hammer fist), back of the fist (back fist), and knuckles (punch) must be covered with a soft padded surface.

**2. Boots** - A soft padded surface must cover the instep, sides, toes, ankle and heel of the foot.

**3. Head Gear** - The front, sides and back of the head must be covered by a soft padded surface. Facemasks are optional but not required.

**4. Mouthpiece** - A properly-fitted mouthpiece is required to protect your teeth.

**5. Cup & Supporter** - For men, a cup and supporter are required to cover the groin.

**6. Shin Guards** – Not required. If wearing, they must be soft.

**7. Chest Protector** - Not required. If wearing, they must be soft.

*Equipment that is deemed unsafe or unacceptable, can be denied at any time by the ring judge or the tournament arbitrator.*

***It is the competitor's responsibility to have appropriate gear.***

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# OFFICIALS (JUDGES, REFEREES, TIMEKEEPERS AND SCOREKEEPERS)

## **Referees**

Are those who officiate as the center official for sparring matches. The (center) referee should be the most experienced official in the ring and be thoroughly versed on the rules. He/she is in complete charge of the ring and the match. He/she promotes the safety of the competitors, enforces the rules and ensures fair play. To this end, he/she starts and stops the match, awards points, makes penalty decision, administrates the voting of the other judges, communicates clearly with the scorekeeper and timekeeper and announces the winner of each match. The referee shall announce in a loud, clear voice all official decisions which shall be indicated - with voice and hand gestures - in the direction of the competitor affected by the official decision.

## **Added Powers of the Referee:**

- Match starts and ends only with his/her command.
- Has final decision on any disputes on score if an arbitrator is not available.
- Has the power to warn and award penalty points without a majority decision.
- Can overrule a majority call only to issue a warning or penalty point.
- Automatically has power to disqualify a competitor who receives three warnings.
- Has power to issue time-outs.

## **Center Judge**

Is the head official for Forms, Weapons, and Self-Defense. He/she should be the most experienced official in the ring and be thoroughly versed on the rules.

## **Side Judges**

- Are those who serve as corner officials during a sparring match.
- Are those who officiate during forms, weapons or self-defense divisions.

## **Time Keeper**

The timekeeper will start and stop time at the command of the center referee and will inform the center referee when the two (2) minutes for sparring or the three (3) minutes for form have expired. In sparring, the timekeeper does not start or stop a match. His/her only duty is to keep time and only stop/start the time if requested by the center referee.

## **Score Keeper**

The scorekeeper will write down the scores from each judge (if five (5) or more judges are being used, eliminate the high and low scores) and add the scores to attain a total score. The scorekeeper should check his/her addition a second time (calculators are provided and will be used). In sparring, the scorekeeper will write down or flip scorecards at the command of the center referee. The scorekeeper should inform the center referee when a fighter gets the appropriate number of points to automatically win. It is the scorekeeper's duty to listen very closely to the center referee and keep score as the referee commands. Any

discrepancy or confusion of the score rests in the hands of the center referee, not the scorekeeper. ***The center referee will make the final score decision.***

## **SPARRING RULES**

*The officials call points as they see them. When the center referee or side judge believes a point has been scored he/she shall call out the word, "Stop!". Once fighters return to their lines, the center referee will call simultaneously for a point, warning, etc. No late calls!*

**Point is scored** If flags are used, a judge raises the appropriate color flag of the competitor who he/she feels scored the point. (If the judge is calling for a two-point kick, he/she will raise two fingers on the other hand at the same time. If he/she is calling for only one point, no fingers are raised). If no flags are used, the judge will point with his/her index finger at the competitor who he/she feels scored the point and point with his/her index and middle fingers if a kick is being called. When a judge **sees a point** he/she should hold up both flags or hold up one arm if no flags are being used. At the same time, he/she should yell out the word, "Stop!" in a loud, clear voice to let the referee know he/she has a call.

**No point scored:** An official crosses his/her flags or wrists at waist level to indicate that he/she believes no point was scored.

**No See** The official holds his/her hand over his/her eyes indicating that he/she could not see whether a point was scored or not.

**Clash** With or without flags, an official makes a motion as though he/she is hitting both fists together. This means both competitors scored at the same time, therefore, no point.

**Penalty** The official will wave the flag color of the offending competitor in a circular motion. If no flags are being used, the official waves hand in a circular motion as he/she points to the offending competitor.

**Out** Any official calls stop when he/she sees a competitor go out of bounds. If a call is being made and a official believes the competitor was out of bounds, he/she will wave their flags or hands in the direction of the person they feel stepped out of bounds.

**Disqualification** A disqualification vote is taken separately from any other vote. When a disqualification vote is asked for, the center referee will say, "Judges Call!" An official will then hold the flag color, or point if no flags are being used, at the competitor he/she thinks should be disqualified. If he/she does not believe there should be a disqualification, he/she does not hold up a flag or point to a competitor.

**Late Call** All officials should make their calls at the same time. If, in the opinion of the center referee, a corner judge is making a late call intentionally, the referee can disqualify the call (noise not allowing the judges to hear the referee and the honest mistake of raising the wrong flag color should be taken into consideration).

**Number of Officials** In adult under belt & all children's divisions, there will be three (3) officials. In all adult black belt divisions, there will be three (3) or five (5) officials. All grand champion and black belt team fighting divisions must have five (5) officials.

**Removal of Officials and Protest** If a competitor feels that an official should be removed from a form division for a good reason, he/she must file a protest before the division gets under way. If a competitor feels that an official should be removed from a sparring division, he/she may file a protest at any time, before or after the division starts. The proper way to file a protest is through the tournament arbitrator. ***The decision regarding the actual removal of the official is the arbitrator's decision.*** The decision is final. If an arbitrator cannot be immediately found, the competitor should ask the center referee to hold the division until the arbitrator can be summoned to the ring. ***All protests shall be made in an orderly, proper, and sportsmanlike manner.*** If a competitor has a protest about anything, he/she should file the protest with the referee. The center official will summon the arbitrator to the ring to render a decision on the protest. All protests must be filed immediately. No protest is allowed after competition has resumed.

**Changing of Officials** A sparring official can be changed at any time during a division once a match has stopped. A form, weapons or self-defense judge cannot be removed until the division he/she is judging is completed. If a judge leaves on their own, in the middle of a forms division, the promoter can only replace that judge and continue the division.

**The Ring** The ring size for all events will be 20x20 feet.

**Weighing-In** It is mandatory for all adult Black Belt fighting competitors to weigh-in before engaging in competition. Only one official weigh-in is required. All competitors must fight in their weight division. A competitor cannot fight in a weight division in which he/she does not make the proper weight. This means a competitor cannot go up to a heavier weight division or go down to a lower weight division. If the weighting-official feels a competitor is trying to weigh heavier by wearing unreasonable clothes or equipment, he/she will be asked to take off those articles of clothing before weighing-in. The weight division and/or actual weight in pounds must be recorded on the competitor's competition card.

**Late Entries** It is the responsibility of the competitors to be registered, weighed-in and at his/her ring prior to the time his/her sparring division starts. Once the first sparring match has started in his/her division, no other competitors can enter that division.

**Order of Competition** Once the final call for sparring competitors has been made the center referee will do the following:

- Line up all competitors being mindful to separate competitors from the same school. ***Every effort will be made to separate competitors from the same school in the first round of sparring competition, however sometimes, this can not be avoided.***
- The center referee will collect the competitors' cards, tickets, or other proof of entry. These cards will be kept in the order they are collected and then recorded on the tournament bracket.
- All Byes will be awarded in the first round.

### **Length of Match and Winner Determination**

- All team sparring matches will be 90 seconds or 1:30 minutes per competitor. The team who cumulatively scores the most points wins. In the event of a tie, each team selects one person to fight. Who ever scores next wins.
- All single-elimination sparring matches will be 2:00 minutes or the first competitor to score seven (7) points. In the event of a tie, whoever scores next wins.
- Sparring Grand Championship final round will consist of two (2) ninety (90) second rounds. The competitor who accumulates the most total points from both rounds is the winner.

### **Point Values**

- All legal hand techniques that score will be awarded one (1) point.
- All legal kicking techniques that score will be awarded two (2) points.
- All penalty points awarded will be one (1) point value.

### **How Points are Awarded**

Points are awarded by a majority vote of the officials. The majority of officials do not have to agree on the same technique being scored, only that a point was scored. The only agreement to be made is that the point that scored was either a kick or a hand technique. The officials acknowledge this by holding up two (2) fingers for a kick and one (1) finger for a hand technique scored. A majority of the officials calling for point must agree that a kick scored in order to award two (2) points. Otherwise only one (1) point is awarded.

- **Legal Target Areas** The sides of the head and face, ribs, chest, abdomen and kidneys. ***No face contact for children's white -green belt divisions, light face contact for under belt adults and jr. brown and black belts, moderate contact for adult black belts. (please see the following page for a more detailed description)***
- **Illegal Target Areas** Spine, back of neck, throat, sides of neck, groin, legs, knees and back are all illegal target areas. Any attacks to these areas could result in a warning and/or penalty points. No face contact for children.
- **Non-Target Area** Joints, hips, back of the head and neck, shoulders, buttocks, arms, and feet are all non-target areas. Points cannot be scored to a non-target area. If it is deemed that a competitor is actually attacking these areas, warning and/or penalty point may be awarded.

- **Legal Techniques** Legal techniques are all controlled sport karate techniques, except those listed as illegal. When determining the legality of a technique, the official considers if the technique is a legitimate, controlled sport karate technique that adheres to all other rules governing sport point karate.
- **Illegal Techniques** Head butts, hair pulls, bites, scratches, elbows, knees, eye attacks of any kind, takedowns, ground fighting, any stomps or kicks to the head of a downed opponent, open-handed techniques, slapping, grabbing for more than one second, uncontrolled or blind techniques, any uncontrolled dangerous techniques that are deemed unsafe in sport karate.
- **Sweeps** Boot to Boot sweeps are allowed. A competitor may not sweep the support leg. No other sweep or takedown is allowed. Any violation of this rule will result in a warning.
- **Grabbing** No grabbing of the uniform, gear or any part of the body. Any violation of this rule will result in a warning.
- **Ground fighting** If a fighter falls on the ground, both fighters have three (3) seconds to score a point.
  - The fighter standing cannot strike the head for safety reasons.
  - Deliberately dropping to the floor to avoid or evade fighting is not legal.
  - A fighter is down when any part of the body, other than the feet is touching the floor.

### **Touch Contact Defined**

- **Light Touch Contact** means there is no penetration or visible movement of the opponent as a result of the technique. Light touch may be made to all legal target areas.
- **Moderate Touch Contact** means slight penetration or slight target movement. Moderate touch may be made to all legal target areas except the head and face.
- **Excessive Contact** is made when an opponent strikes with force in excess of what is necessary to score a point. Though it is largely a judgement call, indications that contact has been excessive may be accessed by the following reactions:
  - Visible snapping back of a competitor's head from the force of a blow.
  - A knockdown of an opponent (not recklessly charging into a technique or occurring in instances where the fallen party either fell, slipped, or was off balance).
  - A knockout of an opponent.
  - The appearance of severe swelling or bleeding. (Bleeding or other obvious external injury may in itself be grounds for excessive contact if it is considered the fault of a competitor) (**Bleeding, however, does not necessarily imply excessive contact**).
  - The distortion or injury of the body from the force of a blow to the body.

**Touch Contact Requirements** All Adult Divisions and Jr. Brown & Black Belts must make light touch contact to the face and head to score a point, and light or moderate touch contact to the body to score a point. ***There is no face contact allowed for Children 17 & younger White - Green Belts. If a child competitor wears a face shield, light touch is allowed as long as there is no visible snapping back of the head or neck.***



## **METHODS OF PENALIZING**

### **Warnings and Penalties**

A point can be awarded for contact on the first infraction. One warning for all other rule infractions is allowed without penalty for breaking the rules. After the first warning is given, a penalty point is awarded to the opponent on each and every violation of the rules after that. If a competitor receives four (4) warnings (given any combination of three (3) penalty points to his/her opponent) in any one match, he/she is automatically disqualified and his/her opponent is declared the winner. If the result of the first rules infraction is considered by the referee to be severe enough, he/she can omit the first warning and issue a penalty point automatically. In doing so, the referee is omitting any first warning to the offending competitor. A penalty point can determine the winner of a match.

- A competitor cannot be penalized and still receive a point on the same call. A penalty always overrules a point by the same competitor.
- A competitor can receive a point because his/her opponent was penalized and at the same time receive a point or points for scoring.
- If a competitor is injured and it is considered that he/she is responsible for his/her own injury, or no fault can be associated with the injury, the opponent will not be penalized (i.e., ducking into a knee, butting heads, etc.). In the event a fighter is unable to continue because of a no-fault foul, his/her opponent will be declared the winner even if he/she is not ahead at the time of the foul.
- If a competitor's injury was deemed the responsibility of his/her opponent, the opponent is then disqualified, even if the injured person cannot continue.
- If a competitor scores a point and immediately proceeds to break the rules, even if it was after the point technique, the warning for breaking the rules voids the point. *(a competitor cannot receive a point and a warning on the same call).*

### **Penalties**

The following is a list of infractions that may result in a penalty being awarded:

- Attacking illegal and non-target areas.
- Using illegal techniques.
- Running out of the ring (not fighting out) or falling to avoid fighting.
- Continuing after being ordered to stop (fighting after break).
- Excessive stalling.
- Blind, negligent or reckless attacks.
- Any unsportsmanlike behavior from the competitor or their coaches, friends, etc.
- Any abusive behavior from the competitor or his/her coach, teammates, family, friends, etc., such that the referee feels it affects the outcome of the match or the performance of the officials or other competitors.
- Excessive contact.

### **Disqualification**

- Disqualification of a competitor requires a majority vote by all officials, except when a competitor is automatically disqualified when he/she receives three (3) penalty points.
- When a competitor is disqualified, it may be necessary to consult with the tournament's rules arbitrator for confirmation.
- If a competitor's injury was deemed the responsibility of his/her opponent, the opponent is then disqualified, even if the injured party cannot continue.
- If a competitor scores a point and immediately proceeds to break the rules, even if it was after the point technique, the warning for breaking the rules voids the point. (a competitor cannot receive a point and a warning on the same call).

### **Out-of-Bounds**

A competitor is out-of-bounds as soon as he/she does not have at least one (1) foot touching inside or on the boundary line. Stepping out-of-bounds does not immediately stop the match. The referee is the only one who can stop the match. An out-of-bounds competitor may be scored on by his/her opponent so long as the in-bounds competitor has at least one foot in bounds and the referee has not signaled to stop. In the event of a jumping technique, the attacking competitor must land with one foot in-bounds in order to score.

### **Non-Competing Penalty**

If the majority of the judges and the center referee consider that competitors are not making obvious attempts to fight in the true spirit of competition, both competitors will be disqualified and all awards are forfeited.

### **Coaching**

Never, at any time can a coach, friend, team member, etc., enter the ring without the referee's permission (only the officials, competitors and medical personnel are allowed in a ring). No abusive, violent, unsportsmanlike or overzealous coaching allowed. A coach cannot ask for a time out (only a competitor may ask for a time out). As in all sports, COACHING IS ALLOWED. A coach can never, at any time, interfere with the proper running of the ring or the decisions of the officials. Penalties for any of the above coaching infractions are issued by the **center referee**. (***Only one coach per competitor/team.***)

### **Late Entries and Order of Performance**

It is the responsibility of the competitor to be at the ring prior to the time that the division starts. Once the division is organized and the first competitor begins, there will be no additional entries. If a competitor comes late but the first competitor has not started, he/she may be allowed to compete. (***Keep in mind that many countries attend this event and there maybe an instance where language is a barrier for some competitors. The center judge may use their discretion in these matters.***)

The order of performance of the grand championship rounds will also be determined by random draw. If the competitor is not present at the designated time to draw numbers, he/she will automatically go before the ones who are present. If only one (1) is not present, he/she will automatically go first. If more than one (1) is not present, a separate drawing is

made by the designated form coordinator for those not present. They will go in that order before the competitors who are present.

## JUDGING FORMS & WEAPONS & SELF-DEFENSE

***There are some common components when judging forms creative forms, weapon or self-defense. However, there are some specific components for judging Self-Defense and Weapons that will be further outlined.***

The order of the performance for Forms, Weapons Forms and Self-Defense will be by random draw after the shuffling of cards. Switching the order of performance numbers is not allowed between competitors. If a competitor switches the order for any reason, he/she will be disqualified.

### Time Limit

- A competitor must be ready to compete when called upon to do so. All form competitors have a maximum of three (3) minutes to present and perform their form or routine.
- If the judge feels the competitor is stalling before he/she enters the ring, he/she can call for the timekeeper to start the clock. A competitor whose forms exceed the 3-minute time limit will be disqualified.
- Competitors in the grand championship runoff or finals will receive four (4) minutes to present and perform their routine.
- ***Time begins as soon as the competitor enters the ring.***

### Scoring of Forms, Weapons and Self-Defense

- It is recommended that all Judges for forms, weapons and self-defense will use the following scoring range: between 7.00 and 10.00 An average performance would be scored 8.50.
- The first three (3) competitors will perform with no score given. The judges will then recall the first three (3) competitors in the same order in which they performed and award them their scores. All of the following competitors will be scored immediately after their performance.
- Forms will be scored immediately following the performance in Grand Championships rounds.
- In the event there are four (4) or less competitors, the judges should score each competitor immediately following their performance.
- **Judges may track their own scores and keep notes for reference regarding each competitor.** In divisions with a large number of competitors, it becomes difficult to remember each score that you have awarded. Remembering each score becomes more difficult when using the hundredths scoring range. Additionally, writing down your scores solves any disputes that could arise if the scorekeeper inadvertently wrote down a judge's score incorrectly.

### Starting Over

- **Forms & Weapons** You may start over once. A .5 deduction will be taken away from your score AFTER the judges have given their scores. If you cannot finish your form after a second attempt, the competitor will be disqualified. (The center judge may use discretion for the very young children in the seven (7) and under divisions and allow them to restart a second time.)
- **Self-Defense** The competitor may perform their routine first slow then in real time. ***All Adult Black Belt Self-Defense Competitors are required to perform in slow motion first.*** The competitor may not start their routine over. You get one chance to perform in slow-motion and again in full-speed.

### Ties

- The high and low scores should always be eliminated before totaling the scores when five (5) or more judges are involved.
- If there is a tie the competitor who received the majority of the judges' votes (winning scores) will be declared the winner (all judges' scores are used).
- If this method still cannot establish a winner the high and low scores will be added back in.
- If still tied the judges may vote on whom they felt had the overall better performance. Majority wins or the competitors may be asked to perform again.

### Each Form, Weapon and Self-Defense routine is judged on the following:

**Execution:** The act or process of performing (executing) the techniques of the form, weapon or self-defense routine. The execution stage of judging is the **most critical** and should weigh the most in the judge's final score.

1. **Elements of Execution:** balance, power, speed, stability, proper technique formation, coordination, flexibility, stamina, timing, technique skill, etc.
2. **Presentation:** The image or impression of the competitor as reflected in his/her performance of the form, weapon or self-defense routine. The presentation stage is the **second most** important or critical and should weight accordingly in the judge's final score.
3. **Difficulty:** The complexity and intricacy of the form or weapon routine. The difficulty category is the **least critical** of the three judging categories, but could become the deciding factor of winning or losing if a judge feels that two (2) competitors are equally as good in the execution and presentation categories. Value should never be awarded for difficulty techniques or forms performed poorly. Difficulty alone, without proper execution, should always be downgraded.
  - a. **Elements of Difficulty:** Complexity of techniques, flexibility, balance, versatility of techniques, stamina, length, ambidexterity, etc.
4. **The Use of Music:** There may be two (2) uses of music in form and weapon competition. ***All competitors must provide their own music and musical devices.***
  - a. One is in a division which allows music and the second, when allowed,

- b. During the grand champion runoffs.
5. **Divisions which allow music:** The music should be synchronized with the movement of the form routine. A judge should hear the beats and rhythm of the music in coordination and synchronization with the techniques in the form. The music cannot be only background music, but must be an intrinsic part of the form or weapon routine.
  6. **The use of Gymnastic Movements:** It is important to keep in mind when judging form and weapon divisions that we are judging technical skills as they relate to the value of martial arts. Using gymnastic movements may or may not have an inherent value to the martial arts. It is the judge's' decision as to what value the gymnastic movements are to the form and to the martial arts. If a competitor performs a sub-par gymnastic movement, the movement should be scored down. If the gymnastic movement is performed well, but is not of value to the martial arts, the move may be scored down or ignored. If the gymnastic movement has an inherent value to the martial arts as perceived by the judges, it should be scored as any other technique.

**Weapons Division - No live weapons are allowed re: sharpened knife or sword.**

- The judges should inspect all weapons to be used in competition for safety. Weapons inspection is required in all black belt weapons division. The use of unsafe or live weapons is prohibited. Weapons are subject to judge's approval.
- The center judge should make sure all spectators and competitors are at a safe distance from the performing competitor. Safety of all competitors, judges, spectators and helpers should be considered by all involved.
- The competitor's control of his/her weapon is of utmost importance. If a Black Belt competitor (adult or youth) unintentionally drops his/her weapon, he/she is automatically disqualified.
- Under belts may start their form over if they drop a weapon with the same deduction as if a form was forgotten and started over.
- If a competitor recklessly or carelessly misuses his/her weapon, he/she may be penalized or disqualified.
- If a Black Belt competitor wins the weapons form division during the eliminations, he/she must perform with a weapon in the weapon grand championship round.

**Criterion for Judging Weapons Form**

The main emphasis and value is placed on the competitor's use of the weapon. Important elements of weapon judging, in addition to execution, presentation and difficulty, are:

1. The competitor's control of the weapon. The weapon should be seen as an extension of the competitor's arms and hands.
2. The absolute control of the weapon at all times within the routine is essential.
3. The transition and combination of regular martial arts techniques with the weapon (i.e., kicking, blocking, etc.).
4. The percentage of weaponry movements to non-weaponry movements: The majority of any weapon form should consist of the use of the weapon.
5. Safety: No reckless or careless use of the weapon that would harm the competitor, another competitor, the judges or spectators.

**Self-Defense Divisions (no live weapons in self defense such as a loaded gun or a sharpened knife or sword.)**

- Self-Defense performances consistence of one (1) competitor and at least one (1) attacker with a maximum of four (4) attackers.
- The attacks can be at the discretion of the competitor, however it is suggested that they include a punch, a kick, a grab and a push.
- *Weapon defenses are permitted in all divisions, however only Black Belts can use the disarmed weapon as part of their defense.*
- Self-Defense performances may be done in slow motion then fast speed. Slow than fast speed is required in the Adult Black Belt division

**Judges will evaluate the competitor on the following criterion:**

1. Realism of the attack -
  - a. All attacks shall be evaluated on the reality of their execution.
  - b. If a competitor chooses to include theatrical or stunt-like attacks they will be evaluated on the reality of the execution and practical application.
2. Realistic responses -
  - a. All attacks shall be evaluated on the reality of their execution.
  - b. If a competitor chooses to include theatrical or stunt-like attacks they will be evaluated on the reality of the execution and practical application.
3. Use of weapons in the performance. - Competitors using weapons should disarm or utilize the weapon properly. Some common misuses:
  - a. Grabbing the blade of the knife
  - b. Pointing the barrel of the gun toward their own body
4. Response time between attacks, particularly during a mass attack should be realistic and reasonable.
5. Speed of execution should match the presentation of targets. Competitors should not move so fast that they miss their targets.

**Creative/Musical Forms**

- Judging shall be in accordance with all other form criterion.
- There are no Weapons allowed in Creative Forms.
- Music is allowed in Creative Forms.

**Grand Championship Form, Self Defense & Weapon Rounds**

There will be two (2) forms grand champion run-offs.

- All Adult Black Belt Weapons, Creative Form, Open Form and Self-Defense.
- All Adult Black Belt Kenpo Forms.

The order for performance will be by random draw at the time of the event.

**Fairness Rule**

If a question arises that is not covered by this rule book, the arbitrator, may at his/her discretion, overrule, modify or change a delineated rule if he/she believes that enforcing such a rule would result in an inherent unfair outcome to a competitor.

Any questions or concerns, please contact: Sita Van - [sitavan@gmail.com](mailto:sitavan@gmail.com)