

2023 ABOC Weapons Events Rules

Divisions

Competitors will be divided according to the following criteria of age, gender, and rank. Paring will be made at the official's discretion based on the number and skill level of the competitors registered. The parings will be made with the agreement of the competitors and the competitor's parent or guardian if the player is under 18. Groups may be split if there are more than 12 competitors. If a full group is assembled, ready and next in line for competition and an additional competitor arrives, the group will not be split at that time and the additional competitor may be placed with that group or another. Rank Divisions may be combined for competition but will still be considered separate groups.

Age Groups
10 and under
11 - 13
14 - 17
18 to 29
30 to 49
50+

Gender
Male
Female

Rank Groups
10th gup to 7th gup
6th gup to 4th gup
3rd gup to 1st gup
Chodan (1st Dan)
Eedan (2nd Dan)
Samdan (3rd Dan) & Up

Open Creative Weapon Forms

1. All forms are acceptable, both traditional and creative.
2. Scores will be given in a range from 5.11 to 9.99
3. Scoring will be based on the following
 - a. Control of the weapon (deductions for drops, mishandling, etc.)
 - b. Practical application and creativity
 - c. Difficulty (difficult maneuvers without control loss will score higher)
 - d. Presentation, rhythm, and balance of the form
4. Equipment
 - a. Weapons must be in good repair and fully secured with no unintentional loose parts
 - b. Bladed weapons must be dull training/demo versions (no live "sharp" blades will be allowed)
 - c. All weapons must come from a legitimate source in its original design. No homemade or altered weapons will be allowed apart from added grip tape
5. Dropping or Breaking a Weapon
 - a. There is an automatic point deduction for any competitor dropping a weapon(s)
 - Under 18 Black Belts or color belts of any age will receive 1 point deduction per drop until the minimum score is reached. At this point if more drops occur the judges may ask the competitor to finish
 - 18 & over Black Belts will receive a 1-point deduction and will not be allowed any further drops. If more than one drop occurs this will result in a minimum score and the competitor may be asked to stop and finish if safety is a concern

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- b. There is no deduction from a score if a competitor's weapon breaks during their competition. If a weapon does break, the competitor will be given 30 seconds to replace the weapon or borrow one from another competitor. Once the student has replaced the weapon, the form will be continued from the point they left off
 - c. If the weapon cannot be replaced a minimum score will be given
 - d. Disqualification will occur for any loss of control resulting in weapon(s) (or any parts of) exiting the competition area
 - e. Weapons may be placed on the floor during demonstration with no penalty, however throwing a weapon down will be considered a drop
6. Time Limit: All forms must be completed in 3 minutes or less
 7. Ties: in the event of a tie, the competitors will be asked to perform again in a tie breaker

Hosingum: Self-defense

1. 1 on 1
 - a. 6 total movements per competitor (3 offensive/3 defensive)
2. Ends in a draw
3. Must use safety swords (foam covered or Jook do)
4. 1 on 2
 - a. 4 total movements per competitor (2 offensive/2 defensive)
 - b. Ends in a draw
 - c. Must use safety swords
5. Demonstration (with bad guys added)
 - a. Variable number of opponents
 - b. Must use safety swords

Sharpened Sword Tube Cutting

Requirements:

1. Competitors/Players must be at least 18 years old
2. They must have own sword with a double pinned handle
3. All weapons are subject to inspection/approval by tournament officials

Scoring:

1. 45° angle cut is 10 points
2. A deduction of 0.5 for every 5° off
3. Three cut preliminaries (down/down/up) - total score equals score of all cuts combined (30-point max)
4. Black Belt Competitors only: Five cut final (target 1- down/down/up, 540° total turns through the 5 cuts, target 2- down/up) - total score equals score of all cuts combined (50-point)

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Paper Cutting

1. Done with own competitor's Mookgum (Wooden Weapon)
2. Each competitor/player will supply their own targets. The targets will be **Broadsheet Size Dimensions**: 600 x 750 mm (23.5" x 29.5"). Marker lines will be drawn by tournament personnel as the criteria for scoring. The ABOC will provide standard cutting sheets if available
3. Scoring is determined by how close the cut is to the line on the paper
4. Competition Format
 - a. Preliminary round - 1 cut (left to right)
 - b. Final round - 2 cuts (left-right, right-left)
 - c. Total score equals score of both cuts combined
 - d. Highest scores move forward OR scores of 7 and higher move forward

2023 WUMA Padded Weapon Sparring Competition Rules© Copyright by WUMA - 2013

- I. Matches:
 1. All under Black Belt matches will consist of 2 rounds, each 1½ minutes long with a 30-second break between rounds.
 2. Black Belt matches will consist of 2 two-minute rounds with a 30-second break between rounds.
 3. In both cases the winner will be the contestant scoring the most points during the match.
 4. In the event of a tie, a 1 minute round will occur; the first contestant scoring a point will win the match.
 5. If there is still a tie at the end of 1-minute additional round the winner will be determined by which competitor has the fewest penalties and warnings. In the event the number of penalties and warnings are equal, the winner will be determined by the judges' majority decision of superiority.
 6. To the greatest extent possible, competitors with similar types of weapons will be paired. For example, competitors using a padded staff weapon will be paired with a competitor using a similar weapon. Competitors using a sword style weapon will be paired with a competitor using a weapon of similar length and configuration.
- II. Point Scoring: Techniques must show speed and power to receive a score.
 1. Three points will be awarded for a head strike to include the neck, 2 points for a strike to the body between the collar bone and hip, and 1 point to the limbs to include the arms below the shoulder to the wrist and the legs below the hip to the ankle.
 2. Additional point (one) will be awarded for the following:
 - a. A jumping or "air" strike with both feet off the floor to a legal target area
 - b. A turning or spinning technique to a legal target area
 - c. A kick to the body (the torso between collar bone and hip bone) accompanying a strike with the weapon to a legal target area. There are to be no kicks to the spine.
 3. Points will be given by majority verification.
 - a. If a referee or corner judge sees a point, they will call for the match to stop. The referee will call for verification. The point will be awarded to the first contestant to score according to a majority decision of the referee and judges during verification.
 - b. In case of a clash, the first competitor to strike will get the point or the last the competitor delivering the last clean hit.
 - c. After the point is awarded, the match will resume. Time will stop for verification.
 - d. If any opponent loses his/her footing and falls to the ground, he/she may fight from the ground for up to 10 seconds or until the match is stopped for verification of points.
 - e. If any contestant loses his/her weapon, the opponent automatically receives one point. Under no circumstances will strikes be delivered to an unarmed opponent.

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III. Warnings/Penalties/Disqualification

1. Penalties will be worth 1 point to be awarded to the competitor against whom the violation was committed.
2. An accumulation of 6 penalties that caused a deduction of points will result in an automatic disqualification.
3. Penalty violations include:
 - a. Attacking an unarmed opponent
 - b. Attacking after Kal-yeo (break) has been called
 - c. Causing an injury serious enough that the opposing competitor cannot continue the match or illegal techniques: striking the groin, nape of the neck, throat, or small of the back, sweeping, striking with the butt of the weapon, punching, kicking to the head, legs, or spine.
 - d. Unsportsmanlike conduct: profanity, disobeying a referee, disrupting the competition either by a competitor, coach, or support groups.
 - e. Running away to intentionally avoid the fight.
 - f. Repeatedly going out of bounds to avoid the fight.
 - g. Penalties will be decided by a majority vote of the judges.
 - h. The same applies for the decision to disqualify.
 - i. Two warning signals by the referee may be given for minor infractions with the third warning resulting in one point being awarded to the opposing competitor.

IV. Protests:

1. Protests of the official's decisions will be made by the coach by filing a formal protest application with a \$50.00 (cash) fee.
 - a. The decision in question will be reviewed by all judges with arbitration board members.
 - b. In the event the decision is reversed, the \$50.00 fee will be returned. If it is upheld, the fee will be retained by the Arnold Battle of Columbus.
 - c. The decision rendered by the Arbitration Board is final.

For the safety of all concerned, padded weapon sparring competitors are subject to the following requirements.

1. Each competitor will furnish their own equipment whether it is personally owned or borrowed.
2. All weapons are subject to inspection and approval before a competitor will be permitted to participate in this division. The following conditions apply to the padded weapons used:
 - a. A padded weapon in good condition means the covering material is not torn or frayed so that the underlying material is visible.
 - b. The weapon itself must be at least two inches in diameter with a half inch of padding between the outer cover and the core.
 - c. There will be no protruding rods, springs or other interior parts coming out of the weapon.
 - d. Taped repairs to the weapon are not acceptable.
 - e. Home-made weapons may not be used.
 - f. The weapon will not be bent or deformed upon inspection before competition starts.

