

# APPENDIX A

## Specific Forms Criteria

(Includes Weapons, Self-Defense, Choreographed Fighting and Breaking)

Unless option 02-2a (Forms V.E.2.a.) is specifically required by the tournament's sanctioning body or is required according to the tournament's brochure, this criteria is not required at a tournament, but is enforced at the Super Grands

JUDGES: The following criteria apply specifically to NBL divisions, not necessarily SKIL. All NBL scoring must be 8.00 to 10.00, with 9.00 as an average score. Base all the rest of your scores on the first player's performance.

### FORMS DIVISIONS

#### A. HARD CONTEMPORARY FORMS (Creative & Musical)

##### CENTER REFEREE

- EXPLAINS CRITERIA** - The Center Referee must read aloud to the players this entire forms criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
- PLAYER DEMONSTRATION** - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
- DISQUALIFICATION** - The Rules Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the **AUTOMATIC DISQUALIFICATION CRITERIA**. (He/she may confer with the division's Judges before finalizing a disqualification).

##### AUTOMATIC DISQUALIFICATION CRITERIA

- UNIFORM** - Uniform (top and pants) must be a traditional, school or sport martial arts hard stylist's uniform which is not unsightly or with foul language on it. The uniform top can be removed only after entering the ring.
- ILLEGAL TECHNIQUES** - Soft style techniques, Wu-shu techniques (i.e., butterfly)
- REQUIRED TECHNIQUES**
  - Series of at least five (5) consecutive hand movements.
  - Spinning kick landing to a hand technique or split.
  - Series of at least three (3) kicks without touching down with the kicking leg from a standing position or three (3) sequenced aerial kicks without touching down.
  - Either a jumping front thrust kick, flying side kick, split kick, tornado kick, whip (slingshot) kick, two or more kicks while airborne, gyroscope kick or capoeira kick.
- FORM** - Must be a created form derivative from a **hard style** Korean, Japanese or Okinawan base.
- GYMNASTICS** - Up to seven (7) gymnastic techniques are allowed and can enhance the player's performance and score. However, gymnastics must not be the main criteria for judging. More than seven (7) gymnastic techniques will automatically disqualify a player. Combinations of gymnastic techniques count as one per technique: i.e., a round-off back flip counts as two (2) gymnastics techniques. Gymnastics movements allowed specifically include only the following:
  - Cartwheels
  - Round-offs
  - Cartwheel aerials (with or without twists)
  - Front and back hand springs
  - Front and back flips
  - Full front and side splits
  - Kip-ups
  - Barrel rolls
- PERCENTAGE OF MUSIC PLAYING** - The performance must have music played throughout at least 75% of the form if it is a division where music is required.

##### FORM GENERALIZATION

- STANCES** - Solid, variety.
- BLOCKS, PUNCHES** - Linear, strong.
- KICKS** - Variety, generally thrust.
- KIAI** - Variety acceptable.
- DIFFICULTY** - Difficulty of technique is important.
- ENTERTAINING** - The form should be dynamic and entertaining.
- MUSIC CHOREOGRAPHY (hard musical only)** - The form must be choreographed to the music. Background music is not acceptable for best scoring. Choreography means that the player's focus, movements and techniques synchronize or alternate with various beats in the music.

##### SCORING

(NOTE: In contemporary divisions a performance error should not necessarily be the determining factor for a Judge to give a player a score lesser than he gives his opponents. If the Judge feels that the player's overall performance is still superior to his opponent's then the Judge may still award the player that erred with the highest score).

(NOTE: Musical forms must be choreographed to the music. Despite the quality of the form, a Judge must deduct severely if choreography to the music is poorly attempted and must score a player with the lowest possible score if no attempt was made at choreographing the form to the music at all. At the Center Referee's discretion, if he feels that little or no choreography was attempted and that his Judges did not deduct severely enough, then he may require the Scorekeeper to deduct up to one (1) full point off that player's total score.)

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

25% of score: **BASICS** - Speed, power, kiai, focus, balance, breathing.

25% of score: **PERFECTION OF TECHNIQUES** - Kicks, hand techniques, stances and gymnastics.

25% of score: **DEGREE OF DIFFICULTY** - Kicks, hand techniques, stances and gymnastics (and choreography - only if music is used)

25% of score: **ENTERTAINMENT** - Showmanship, creativity (and choreography - only if music is used).

### CONTEMPORARY FORMS DEGREE OF DIFFICULTY CHART

TECHNIQUE	PERFECTION OF TECHNIQUE					
	GOOD	D	BETTER	D	BEST	D
Cartwheel		1		2		3
Back Handspring		3		4		5
Front Handspring		3		4		5
Cartwheel Aerial		4		5		6
Front Split		2		4		6
Round off Back Flip		4		5		6
Side Split	Attempted full split	2	Full split w/use of of hands to get up	4	Full split bouncing up to stance or using leg strength to rise slowly	6
Back Flip		5		6		7

Note: All revisions since 6/98 SKITA are underlined

TECHNIQUE	PERFECTION OF TECHNIQUE					
	GOOD	D	BETTER	D	BEST	D
<b>GYMNASTICS (continued)</b>						
Barrel Roll		5		6		7
Front Flip		6		7		8
Barrel Roll to Front Split		7		8		9
Round off Back Twist		8		9		10
Back Flip to Front Split		8		9		10
<b>KICKS</b>						
	GOOD	D	BETTER	D	BEST	D
Spinning Crescent		3		4		5
Hook		2		4		6
Inverted Roundhouse		2		4		6
Jump Spinning Crescent		4		5		6
Sissors Front Thrust		2		4		6
Sling Shot (whip)		2		4		6
Spinning Hook		4		5		6
Crescent		1		4		7
Jump Front Thrust		3		5		7
Jump Spin Hook		5		6		7
Round House		1		4		7
Side	Kick w/chamber/recoil & waist high	1	Chamber/recoil & locked thrust & chest high	4	Chamber recoil & locked thrust & knife edge & vertical	7
Front	Kick w/chamber/recoil	1	Chamber/recoil & locked thrust	4	Chamber recoil & locked thrust & ball-outward	7
360°		3		5		7
Flying Sissors Kick		4		6		8
Gyroscope		4		6		8
Hook Return	Low kick w/o use of hands	4	High kick w/slight support by hand	6	High/vertical kick w/o support by hand	8
Jump Split		4		6		8
Two Kicks Airborne		6		7		8
Capoeira		5		7		9
Jump Spin Split		7		8		9
Tornado (540°)		3		6		9
Three Kicks Airborne		8		9		10
720°		8		9		10
<b>WEAPONS</b>						
	GOOD	D	BETTER	D	BEST	D
Weapon Leaves Hand		3		7		10

**CHART NOT COMPLETED AS OF PRINTING**  
 (Send us your thoughts or additions)

D = Degree of difficulty (10 = most difficult, 1 = least difficult)

## B. SOFT CONTEMPORARY FORMS

### CENTER REFEREE

- EXPLAINS CRITERIA** - The Center Referee must read aloud to the players this entire forms criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
- PLAYER DEMONSTRATION** - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
- DISQUALIFICATION** - The Rules Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the AUTOMATIC DISQUALIFICATION CRITERIA. (He/she may confer with the division's Judges before finalizing a disqualification).

### AUTOMATIC DISQUALIFICATION CRITERIA

- UNIFORM** - Uniform (top and pants) must be a traditional, school or sport martial arts soft stylist's uniform which is not unsightly or with foul language on it. The uniform top can be removed only after entering the ring.
- ILLEGAL TECHNIQUES** - Hard style, linear techniques.
- FORM** - Must implement soft style techniques. Must be a created form derivative from a soft style Chinese, Korean or Japanese base.
- GYMNASTICS** - Gymnastics are allowed and can enhance the player's performance and score.
- PERCENTAGE OF MUSIC PLAYING** - The performance must have music played throughout at least 75% of the form if it is a division where music is required.

### FORM GENERALIZATION

- STANCES** - Solid, variety.
- BLOCKS, PUNCHES** - Circular.
- KICKS** - Variety.
- FLUIDITY** - Internal application.
- ENTERTAINING** - The form should be dynamic and entertaining.
- MUSIC CHOREOGRAPHY (applicable only if music is used)** - The form must be choreographed to the music. Background music is not acceptable for best scoring. Choreography means that the player's focus, movements and techniques synchronize or alternate with various beats in the music.

### SCORING

(NOTE: In contemporary divisions a performance error should not necessarily be the determining factor for a Judge to give a player a score lesser than he gives his opponents. If the Judge feels that the player's overall performance is still superior to his opponent's then the Judge may still award the player that erred with the highest score).

(NOTE: Musical forms must be choreographed to the music. Despite the quality of the form, a Judge must deduct severely if choreography to the music is poorly attempted and must score a player with the lowest possible score if no attempt was made at choreographing the form to the music at all. At the Center Referee's discretion, if he feels that little or no choreography was attempted and that his Judges did not deduct severely enough, then he may require the Scorekeeper to deduct up to one (1) full point off that player's total score).

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

25% of score: **BASICS** - Speed, power, fluidity, focus, balance, breathing.

25% of score: **PERFECTION OF TECHNIQUES** - Kicks, hand techniques, stances and gymnastics.

25% of score: **DEGREE OF DIFFICULTY** - Kicks, hand techniques, stances and gymnastics (and choreography - only if music is used).

25% of score: **ENTERTAINMENT** - Showmanship, creativity (and choreography only if music is used).

## C. HARD TRADITIONAL FORMS

The criteria for this division shall follow exactly the same as the Japanese/Okinawan or Korean forms division criteria, depending upon which style the player is representing.

## D. JAPANESE / OKINAWAN FORMS

### CENTER REFEREE

1. **EXPLAINS CRITERIA** - The Center Referee must read aloud to the players this entire forms criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
2. **PLAYER DEMONSTRATION** - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
3. **DISQUALIFICATION** - The Rules Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the AUTOMATIC DISQUALIFICATION CRITERIA. (He/she may confer with the division's Judges before finalizing a disqualification).

### AUTOMATIC DISQUALIFICATION CRITERIA

1. **UNIFORM** - Uniform (top and pants) must be a pure white, plain traditional uniform only. A maximum of two (2) association, style, school, team, sponsor and/or flag emblems can be affixed to the chest or shoulder area only. A legitimate sponsor or team name or emblem may be affixed to the back of the uniform top (wording or emblems such as instructor, world champion, blackbelt club, etc., are strictly prohibited). Nothing can be affixed to the uniform pants unless it is a makers tag that is completely covered by the uniform top. Exposed manufacturer's tags (names and logos) of not more than 2" x 2" are allowed on the corner of the bottom front uniform top only. All other manufacturer's tags must be unexposed or will be counted as one of the emblems. No "T" shirt or articles of clothing can be worn under the uniform top by males. Females are allowed to wear only a solid white sports bra, sleeveless or sleeved "T" shirt under the uniform top. The wearing of any jewelry is prohibited. Jewelry that cannot be physically removed must be taped with white tape to be invisible (specifically wedding bands). The uniform top and/or pants cannot be turned inside out to hide any sewn on emblems. The uniform top can be removed only after entering the ring. The player will be given five (5) minutes to correct a uniform and/or jewelry violation to avoid being disqualified for a violation before the division starts. After the division starts the player will be automatically disqualified for a violation.
2. **ILLEGAL TECHNIQUES** - Splits, gymnastics, rolls, elevated spinning kicks (splits, crescents, hooks, etc.), combination high kicks, kicks above the player's own chest height (chest height is determined as the chest height of the player in a standing position), combination of two or more traditional forms, altered traditional forms, more than four (4) kiai.
3. **FORM** - Must be a traditional, unaltered Japanese or Okinawan form. No music is allowed.

### FORM GENERALIZATION

1. **STANCES** - Solid, low.
2. **BLOCKS, PUNCHES** - Linear, strong.
3. **KICKS** - Low, powerful, generally snapped, limited amount, mostly front snap and side kicks.
4. **BODY DYNAMICS** - Hip rotation, centralized power.
5. **KIAI** - Short, from the diaphragm (four (4) maximum).
6. **BUNKAI** - Must have logical reasoning behind each technique, with an end result. Bunkai may be demonstrated with a partner(s) in the finals, at the player's discretion.

### SCORING

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

50% of score: BASICS - Speed, power, kiai, focus, balance, breathing.

50% of score: PERFECTION OF TECHNIQUES - Stances, hand techniques, kicks.

## E. KENPO / POLYNESIAN FORMS

### CENTER REFEREE

1. **EXPLAINS CRITERIA** - The Center Referee must read aloud to the players this entire forms criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
2. **PLAYER DEMONSTRATION** - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
3. **DISQUALIFICATION** - The Rules Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the AUTOMATIC DISQUALIFICATION CRITERIA. (He/she may confer with the division's Judges before finalizing a disqualification).

### AUTOMATIC DISQUALIFICATION CRITERIA

1. **UNIFORM** - Uniform (top and pants) must be a black, plain traditional uniform only. A maximum of two (2) association, style, school, team, sponsor and/or flag emblems can be affixed to the chest or shoulder area only. A legitimate sponsor or team name or emblem may be affixed to the back of the uniform top (wording or emblems such as instructor, world champion, blackbelt club, etc., are strictly prohibited). Nothing can be affixed to the uniform pants unless it is a makers tag that is completely covered by the uniform top. Exposed manufacturer's tags (names and logos) of not more than 2" x 2" are allowed on the corner of the bottom front uniform top only. All other manufacturer's tags must be unexposed or will be counted as one of the emblems. No "T" shirt or articles of clothing can be worn under the uniform top by males. Females are allowed to wear only a solid black sports bra, sleeveless or sleeved "T" shirt under the uniform top. The wearing of any jewelry is prohibited. The uniform top and/or pants cannot be turned inside out to hide any sewn on emblems. The uniform top cannot be removed during any part of the player's performance. The player will be given five (5) minutes to correct a uniform and/or jewelry violation to avoid being disqualified for a violation before the division starts. After the division starts the player will be automatically disqualified for a violation.
2. **ILLEGAL TECHNIQUES** - Splits, gymnastics, butterfly and kicks above the player's own chest height (chest height is determined as the chest height of the player in a standing position).
3. **FORM** - Must be a traditional Kenpo, Kajukenbo or Polynesian form. No music is allowed.

### FORM GENERALIZATION

1. **STANCES** - Solid, high or low.
2. **BLOCKS, PUNCHES** - Linear and circular, strong, blocks and strikes can be the same movement.
3. **KICKS** - Generally low, snapped.

### SCORING

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

50% of score: BASICS - Speed, power, kiai, focus, balance, breathing.

50% of score: PERFECTION OF TECHNIQUES - Stances, hand techniques and kicks.

## F. KOREAN FORMS

### CENTER REFEREE

1. **EXPLAINS CRITERIA** - The Center Referee must read aloud to the players this entire forms criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
2. **PLAYER DEMONSTRATION** - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
3. **DISQUALIFICATION** - The Rules Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the AUTOMATIC DISQUALIFICATION CRITERIA. (He/she may confer with the division's Judges before finalizing a disqualification).

### AUTOMATIC DISQUALIFICATION CRITERIA

1. **UNIFORM** - Uniform (top and pants) must be a pure white (with or without traditional black or dark blue trim), plain traditional or v-neck uniform only. A maximum of two (2) association, style, school, team, sponsor and/or flag emblems can be affixed to the chest or shoulder area only. A legitimate sponsor or team name or emblem may be affixed to the back of the uniform top (wording or emblems such as instructor, world champion, blackbelt club, etc., are strictly prohibited). Nothing can be affixed to the uniform pants unless it is a makers tag that is completely covered by the uniform top. Exposed manufacturer's tags (names and logos) of not more than 2" x 2" are allowed on the corner of the bottom front uniform top only. All other manufacturer's tags must be unexposed or will be counted as one of the emblems. No "T" shirt or articles of clothing can be worn under the uniform top by males. Females are allowed to wear only a solid white sports bra, sleeveless or sleeved "T" shirt under the uniform top. The wearing of any jewelry is prohibited. The uniform top and/or pants cannot be

Note: All revisions since 6/98 SKITA are underlined

turned inside out to hide any sewn on emblems. The uniform top cannot be removed during any part of the player's performance. The player will be given five (5) minutes to correct a uniform and/or jewelry violation to avoid being disqualified for a violation before the division starts. After the division starts the player will be automatically disqualified for a violation.

2. **ILLEGAL TECHNIQUES** - Splits, gymnastics, rolls, "machine gun" kicks, more than three (3) kicks without putting the kicking leg down, tornado kicks, whip (slingshot) kicks, cartwheel kicks, combination of two or more traditional forms, altered traditional forms, more than five (5) kihap.
3. **FORM** - Must be a traditional, unaltered Korean form recognized by the USTU, ATA, ITF, WTF, AAU and USTSDMDK. No music is allowed.

#### **FORM GENERALIZATION**

1. **STANCES** - Solid, high.
2. **BLOCKS, PUNCHES** - Linear, strong, limited amount.
3. **KICKS** - Generally high, powerful, generally thrust.

#### **SCORING**

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

50% of score: **BASICS** - Speed, power, kiai, focus, balance, breathing.

50% of score: **PERFECTION OF TECHNIQUES** - Stances, hand techniques and kicks.

## **G. SOFT TRADITIONAL FORMS**

#### **CENTER REFEREE**

1. **EXPLAINS CRITERIA** - The Center Referee must read aloud to the players this entire forms criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
2. **PLAYER DEMONSTRATION** - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
3. **DISQUALIFICATION** - The Rules Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the AUTOMATIC DISQUALIFICATION CRITERIA. (He/she may confer with the division's Judges before finalizing a disqualification).

#### **AUTOMATIC DISQUALIFICATION CRITERIA**

1. **UNIFORM** - Uniform (top and pants) should preferably be a traditional frog button Kung Fu uniform or black Kuk Sool Won uniform. A maximum of two (2) association, style, school, team, sponsor and/or flag emblems can be affixed to the chest or shoulder area only. A legitimate sponsor or team name or emblem may be affixed to the back of the uniform top (wording or emblems such as instructor, world champion, blackbelt club, etc., are strictly prohibited). Nothing can be affixed to the uniform pants unless it is a makers tag that is completely covered by the uniform top. Exposed manufacturer's tags (names and logos) of not more than 2" x 2" are allowed on the corner of the bottom front uniform top only. All other manufacturer's tags must be unexposed or will be counted as one of the emblems. The uniform top cannot be removed during any part of the player's performance.
2. **ILLEGAL TECHNIQUES** - Hard style linear techniques. Contemporary Wu-shu, Kenpo and Polynesian forms are not allowed if the tournament has a soft contemporary (or Kenpo/Polynesian) forms division. As a general rule most gymnastics are not allowed.
3. **FORM** - Must implement soft style techniques generally associated with the style being demonstrated. No music is allowed.

#### **FORM GENERALIZATION**

1. **STANCES** - Variety.
2. **BLOCKS, PUNCHES** - Circular.
3. **KICKS** - Variety.
4. **FLUIDITY** - Internal application.

#### **SCORING**

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

50% of score: **BASICS** - Speed, power, fluidity, focus, balance, breathing.

50% of score: **PERFECTION OF TECHNIQUES** - Stances, hand techniques and kicks.

## **WEAPONS DIVISIONS**

## **A. HARD CONTEMPORARY WEAPONS (Creative & Musical)**

#### **CENTER REFEREE**

1. **EXPLAINS CRITERIA** - The Center Referee must read aloud to the players this entire forms criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
2. **PLAYER DEMONSTRATION** - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
3. **DISQUALIFICATION** - The Rules Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the AUTOMATIC DISQUALIFICATION CRITERIA. (He/she may confer with the division's Judges before finalizing a disqualification).
4. **WEAPONS CHECK** - The Center Referee must check the weapons for appropriateness for the division and will allow the player to exchange an unacceptable weapon and to locate an acceptable weapon within the two (2) minutes allowable time frame. The weapons must be checked before the division starts, not during the player's timed performance.

#### **AUTOMATIC DISQUALIFICATION CRITERIA**

1. **UNIFORM** - Uniform (top and pants) must be a traditional, school or sport martial arts hard stylist's uniform which is not unsightly or with foul language on it. The uniform top can be removed only after entering the ring.
2. **ILLEGAL TECHNIQUES** - Soft style techniques, Wu-shu techniques (i.e. butterfly).
3. **FORM** - Must be a created form deriving from a Korean, Japanese or Okinawan base.
4. **WEAPON CONSTRUCTION/SIZE/WEIGHT/AUTHENTICITY** - Weapons must have a resemblance and evolution to traditional Asian martial arts weaponry. The weapon cannot be of plastic or foam. Modern aluminum, light weight and slim lined weapons are allowed as long as they represent that of a traditional Asian weapon which could do damage.
5. **GYMNASTICS** - Up to seven (7) gymnastic techniques are allowed and can enhance the player's performance and score. However, gymnastics must not be the main criteria for judging. More than seven (7) gymnastic techniques will automatically disqualify a player. Combinations of gymnastics techniques count as one per technique: i.e., a round-off back flip counts as two (2) gymnastics techniques. Gymnastics movements allowed specifically include only the following:
  - a. Cartwheels
  - b. Round-offs
  - c. Cartwheel aerials (with or without twists).
  - d. Front and back hand springs
  - e. Front and back flips
  - f. Full front and side splits
  - g. Kip-ups
  - h. Barrel rolls
6. **PERCENTAGE OF WEAPON USAGE** - Ninety percent (90%) of the player's performance time must be with a weapon in the hand.
7. **PERCENTAGE OF MUSIC PLAYING** - The performance must have music played throughout at least 75% of the form if it is a division where music is required.

#### **FORM GENERALIZATION**

1. **STANCES** - Solid, variety.
2. **BLOCKS, PUNCHES** - Linear, strong.
3. **KICKS** - Variety, generally thrust.

4. **KIAI** - Variety acceptable.
5. **DIFFICULTY** - Difficulty of weapon manipulation is important.
6. **ENTERTAINING** - The form should be dynamic and entertaining.
7. **MUSIC (applicable only if music is used)** - The form must be choreographed to the music. Background music is not acceptable for best scoring. Choreography means that the player's focus, movements and techniques synchronize or alternate with various beats in the music.

**SCORING**

(NOTE: In contemporary divisions a performance error should not necessarily be the determining factor for a Judge to give a player a score lesser than he gives his opponents. If the Judge feels that the player's overall performance is still superior to his opponent's then the Judge may still award the player that erred with the highest score).

(NOTE: Weapons players should be judged primarily on their ability with, and manipulation of, the weapon, not just hand strikes, kicks and gymnastics.)

(NOTE: Musical forms must be choreographed to the music. Despite the quality of the form, a Judge must deduct severely if choreography to the music is poorly attempted and must score a player with the lowest possible score if no attempt was made at choreographing the form to the music at all. At the Center Referee's discretion, if he feels that little or no choreography was attempted and that his Judges did not deduct severely enough, then he may require the Scorekeeper to deduct up to one (1) full point off that player's total score.)

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

25% of score: **BASICS** - Speed, power, kiai, focus, balance, breathing as applied to the use of the weapon.

25% of score: **PERFECTION OF TECHNIQUES** - Weapons, kicks, hand techniques, stances and gymnastics.

25% of score: **DEGREE OF DIFFICULTY** - Weapons, kicks, hand techniques, stances and gymnastics.

25% of score: **ENTERTAINMENT** - Showmanship, creativity (and choreography - only if music is used).

## **B. HARD TRADITIONAL WEAPONS**

### **CENTER REFEREE**

1. **EXPLAINS CRITERIA** - The Center Referee must read aloud to the players this entire forms criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
2. **PLAYER DEMONSTRATION** - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
3. **DISQUALIFICATION** - The Ruler Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the **AUTOMATIC DISQUALIFICATION CRITERIA**. (He/she may confer with the division's Judges before finalizing a disqualification).
4. **WEAPONS CHECK** - The Center Referee must check any weapons for appropriateness for the division and will allow the player to exchange an unacceptable weapon and to locate an acceptable weapon within the two (2) minutes allowable time frame. The weapons must be checked before the division starts, not during the player's timed performance.

### **AUTOMATIC DISQUALIFICATION CRITERIA**

1. **UNIFORM** - Uniform (top and pants) must follow the uniform code of the style which the player is representing (see Japanese/Okinawan or Korean). Additionally, the player is allowed to wear a hakama if they are performing a Japanese/Okinawan weapons form. The hakama must be solid blue, black or white. No "T" Shirt or articles of clothing can be worn under the uni form top by males. Females are allowed to wear only a solid white (Japanese/Okinawan, Korean forms) sports bra, sleeveless or sleeved "T" Shirt under the uniform top. The wearing of any jewelry is prohibited. The uniform top and/or pants cannot be turned inside out to hide any sewn on emblems. The uniform top cannot be removed during any part of the player's performance. The player will be given five (5) minutes to correct a uniform and/or jewelry violation to avoid being disqualified for a violation before the division starts. After the division starts the player will be automatically disqualified for a violation.
2. **ILLEGAL TECHNIQUES** - Techniques must follow the legal technique criteria of the style that the player is representing (see Japanese/Okinawan or Korean), the weapon(s) cannot be manipulated differently than the traditionally accepted way that is innate to the style of the weapons form.
3. **FORM** - Must be a traditional, unaltered Japanese/Okinawan or Korean weapons form. No music is allowed.
4. **WEAPON SPECIFICATIONS** - The only acceptable weapons are hoko (2 ended spear), kai (eku-bo/oar), kama (sickle) (no rope), katana (sword), long bo, naginata, nunchaku, sai, and the yari (spear). Players will be disqualified for sharpened weapons or weapons constructed of plastic, foam, aluminum and/or bamboo (excepting the hilt on katana and alloy blades of katana). Unadorned means without any design whatsoever. A makers trademark is not considered adornment as long it is contained within a 1" x 2" area. Weighing and measuring of the weapon is to be done by the conference Arbitrator or his directee. The weapons requirements are as follows:

a. **Kai (eku-bo/oar):**

Construction - Must be hardwood, unadorned

Length - Must be at least the height of the player's shoulders and the width of the blade must not exceed five (5) inches

Weight - Must be at least one and one half times the weight of a regulation long bo the same length

b. **Kama (no rope):**

Blade - Must be unsharpened, made of steel, no vented blades (blades with holes), unadorned

Handle - Must be hardwood, unadorned

Lengths - Handle must be at least the length of the distance between the players elbow and wrist (forearm length) and blade must be at least half that same distance

Weight - (See chart below) (Effective starting December 1, 1999)

c. **Katana:**

Blade - Must be unsharpened, made of steel or alloy metal, unadorned

Length - (see chart below)

Age	11-	12-14	15-17	18+
<b>Katana Total Length</b>	24"+	28"+	32"+	36"+
<b>Minimum Weight (Each)</b>	7 oz	8 oz	9 oz	10 oz

d. **Long Bo:**

Construction - Must be hardwood, unadorned

Length - Must be at least the height of the player and can be to a maximum of four (4) inches taller than the player

Weight / Thickness - According to below chart

Length of Bo	3'-3'6" (36"-42")	3'6"-4' (42"-48")	4'-4'6" (48"-54")	4'6"-5' (54"-60")	5'-5'6" (60"-66")	5'6"-6' (66"-72")	6'-6'5" (72"-78")
<b>Min. Required Wgt.</b>	15.8oz (450g)	18.4oz (525g)	21.7oz (600g)	23.7oz (675g)	26.2oz (750g)	28.9oz (825g)	31.5oz (900g)
<b>Required Center</b>	7/8" - 1 1/4"	7/8" - 1 1/4"	7/8" - 1 1/4"	7/8" - 1 1/4"	1" - 1 1/2"	1" - 1 1/2"	1" - 1 1/2"
<b>Required End</b>	5/8" - 1 1/8"	5/8" - 1 1/8"	5/8" - 1 1/8"	5/8" - 1 1/8"	3/4" - 1 1/4"	3/4" - 1 1/4"	3/4" - 1 1/4"

e. **Naginata:**

Construction - Must be an unadorned hardwood pole with unadorned steel blade

Length - Pole and blade must be height of player or longer and blade must encompass at least 20% of the total length of pole.

Weight - Must be at least one and one half times the weight of a regulation long bo the same length.

f. **Nunchaku:**

Cord - Must be nylon, no metal chains

Sticks - Must be hardwood, unadorned

Length - Each stick must be at least the length of the distance between the players elbow and wrist (forearm length)

g. **Sai:**

Construction - Must be steel, unadorned

Length - Must extended beyond the player's elbow when held by a side tang of the sai in the "V" part of the hand between thumb and index finger with the wrist kept straight

h. **Tonfa:**

Construction - Must be Hardwood, unadorned

Length - Must extend beyond the player's elbow when held by the handle with the wrist kept straight

i. **Yari / Hoko:**

Construction - Must be an unadorned hardwood pole with steel unadorned blade(s)

Length - Pole and blade(s) combined must extend at least one (1) foot beyond the total height of the player.

**FORM GENERALIZATION**

1. **WEAPON** - The weapon must be manipulated in such a fashion as to demonstrate the traditional offensive and defensive purposes of the weapon. (Japanese/Okinawan weapons practitioners may demonstrate Bunkai with a partner(s) in the finals, at their discretion.)

**SCORING**

(NOTE: Weapons players should be judged primarily on their ability with and manipulation of the weapon, not just hand strikes and kicks.)

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

50% of score: WEAPONS BASICS - Speed, power, kiai, focus, balance, breathing.

50% of score: PERFECTION OF TECHNIQUES - Weapon, stances, hand techniques and kicks.

## **C. SOFT WEAPONS**

**CENTER REFEREE**

1. **EXPLAINS CRITERIA** - The Center Referee must read aloud to the players this entire forms criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
2. **PLAYER DEMONSTRATION** - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
3. **DISQUALIFICATION** - The Rules Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the **AUTOMATIC DISQUALIFICATION CRITERIA**. (He/she may confer with the division's Judges before finalizing a disqualification).
4. **WEAPONS CHECK** - The Center Referee must check the weapons for appropriateness for the division and will allow the player to exchange an unacceptable weapon and to locate a acceptable weapon within the two (2) minutes allowable time frame. The weapons must be checked before the division starts, not during the player's timed performance.

**AUTOMATIC DISQUALIFICATION CRITERIA**

1. **UNIFORM** - Uniform (top and pants) must follow the uniform code of the style (contemporary or traditional) which the player is representing (see soft contemporary, soft traditional or Kenpo)
2. **ILLEGAL TECHNIQUES** - Hard style, linear techniques.
3. **FORM** - Must implement soft style techniques.
4. **WEAPON** - Weapons must be authentic to soft style or Kenpo martial arts. The weapon cannot be of plastic or foam. Modern aluminum, light weight and slim lined weapons are allowed as long as they represent that of a soft style or Kenpo weapon that could do damage.
5. **GYMNASTICS** - Gymnastics are allowed and can enhance the player's performance and score.

**FORM GENERALIZATION**

1. **STANCES** - Solid, variety.
2. **BLOCKS, PUNCHES** - Circular.
3. **KICKS** - Variety.
4. **FLUIDITY** - Internal application.
5. **DIFFICULTY** - Difficulty of weapon manipulation is important.
6. **ENTERTAINING** - The form should be dynamic and entertaining.
7. **MUSIC CHOREOGRAPHY (applicable only if music is used)** - The form must be choreographed to the music. Background music is not acceptable for best scoring. Choreography means that the player's focus, movements and techniques synchronize or alternate with various beats in the music.

**SCORING**

(NOTE: In contemporary divisions a performance error should not necessarily be the determining factor for a Judge to give a player a score lesser than he gives his opponents. If the Judge feels that the player's overall performance is still superior to his opponent's then the Judge may still award the player that erred with the highest score).

(NOTE: Weapons players should be judged primarily on their ability with and manipulation of the weapon, not just strikes, kicks and gymnastics.)

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

25% of score: BASICS - Speed, power, fluidity, focus, balance, breathing.

25% of score: PERFECTION OF TECHNIQUES - Weapons, kicks, hand techniques, stances and gymnastics.

25% of score: DEGREE OF DIFFICULTY - Kicks, hand techniques, stances and gymnastics (and choreography - only if music is used)

25% of score: ENTERTAINMENT - Showmanship, creativity (and choreography - only if music is used).

## **SELF DEFENSE DIVISIONS**

### **A. CONTEMPORARY SELF DEFENSE (Choreographed Fight)**

**CENTER REFEREE**

1. **EXPLAINS CRITERIA** - The Center Referee must read aloud to the players this entire forms criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
2. **PLAYER DEMONSTRATION** - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
3. **DISQUALIFICATION** - The Rules Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the **AUTOMATIC DISQUALIFICATION CRITERIA**. (He/she may confer with the division's Judges before finalizing a disqualification).
4. **WEAPONS CHECK** - The Center Referee must check any weapons for appropriateness for the division and will allow the player to exchange an unacceptable weapon and to locate an acceptable weapon within the two (2) minutes allowable time frame. The weapons must be checked before the division starts, not during the player's timed performance.

**AUTOMATIC DISQUALIFICATION CRITERIA**

1. **UNIFORM** - Martial arts uniforms are not required. The attire worn by both the player(s) and person(s) acting as a prop(s) must not be offensive or display foul language on it. The wearing of any jewelry is prohibited unless the jewelry is specifically used as a prop. The player will be given five (5) minutes to correct a uniform and/or jewelry violation to avoid being disqualified for a violation before the division starts. After the division starts the player will be automatically disqualified for a violation.
2. **GYMNASTICS** - Up to seven (7) gymnastic techniques are allowed and can enhance the player's performance and score. However, gymnastics must not be the main criteria for judging. More than seven (7) gymnastic techniques will automatically disqualify a player. Combinations of gymnastic techniques count as one per technique: i.e., a round-off back flip counts as two (2) gymnastic techniques. Gymnastics movements allowed specifically include only the following:
  - a. Cartwheels
  - b. Round-offs
  - c. Cartwheel aerials (with or without twist)
  - d. Front and back hand springs
  - e. Front and back flips
  - f. Full front and side splits
  - g. Kip-ups
  - h. Barrel roll

**CHOREOGRAPHED FIGHT GENERALIZATION**

1. **APPLICATION** - To demonstrate basic, complex or exaggerated self-defense in skit form, portraying a realistic or abstract story. It is not intended to be a synchronized forms division (two or more people demonstrating the same form synchronized, alternating or in choreographed fashion) but a small portion of the form may allow this.
2. **BASICS** - Martial arts basics shall apply but "street style" fighting is accepted as part of the story routine or to exemplify realism.
3. **DIFFICULTY** - Difficulty of technique is important.

4. ENTERTAINING - The form should be dynamic and entertaining.
5. MUSIC - The routine may or may not use music and does not have to be choreographed.

#### SCORING

(NOTE: In contemporary divisions a performance error should not necessarily be the determining factor for a Judge to give a player a score lesser than he gives his opponents. If the Judge feels that the player's overall performance is still superior to his opponent's then the Judge may still award the player that erred with the highest score).

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

25% of score: BASICS - Speed, power, kiai, focus, balance, breathing.

25% of score: APPLICATION - Kicks, hand techniques, locks/holds, throws and gymnastics.

25% of score: PERFECTION OF TECHNIQUES/DEGREE OF DIFFICULTY - Kicks, hand techniques, locks/holds throws and gymnastics.

25% of score: ENTERTAINMENT - Showmanship and creativity.

## B. TRADITIONAL SELF DEFENSE

#### CENTER REFEREE

1. EXPLAINS CRITERIA - The Center Referee must read aloud to the players this entire forms criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
2. PLAYER DEMONSTRATION - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
3. DISQUALIFICATION - The Rules Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the AUTOMATIC DISQUALIFICATION CRITERIA. (He/she may confer with the division's Judges before finalizing a disqualification).
4. WEAPONS CHECK - The Center Referee must check any weapons for appropriateness for the division and will allow the player to exchange an unacceptable weapon and to locate an acceptable weapon within the two (2) minutes allowable time frame. The weapons must be checked before the division starts, not during the player's timed performance.

#### AUTOMATIC DISQUALIFICATION CRITERIA

1. UNIFORM - Uniform (top and pants) must be a traditionally styled uniform only. A maximum of two (2) association, style, school, team, sponsor and/or flag emblems can be affixed to the chest or shoulder area only. A legitimate sponsor or team name or emblem may be affixed to the back of the uniform top (wording or emblems such as instructor, world champion, blackbelt club, etc., are strictly prohibited). Nothing can be affixed to the uniform pants unless it is a makers tag that is completely covered by the uniform top. Exposed manufacturer's tags (names and logos) of not more than 2" x 2" are allowed on the corner of the bottom front uniform top only. All other manufacturer's tags must be unexposed or will be counted as one of the emblems. No "T" shirt or articles of clothing can be worn under the uniform top by males. Females are allowed to wear only a pure white or black (same color as uniform) sports bra, sleeveless or sleeved "T" shirt under the uniform top. The wearing of any jewelry is prohibited. The uniform top and/or pants cannot be turned inside out to hide any sewn on emblems. The uniform top cannot be removed during any part of the player's performance. The player will be given five (5) minutes to correct a uniform and/or jewelry violation to avoid being disqualified for a violation before the division starts. After the division starts the player will be automatically disqualified for a violation.
2. GYMNASTICS - Up to seven (7) gymnastic techniques are allowed and can enhance the player's performance and score. However, gymnastics must not be the main criteria for judging. More than seven (7) gymnastic techniques will automatically disqualify a player. Combinations of gymnastic techniques count as one per technique: i.e., a round-off back flip counts as two (2) gymnastic techniques. Gymnastics movements allowed specifically include only the following:
  - a. Cartwheels
  - b. Round-offs
  - c. Cartwheel aerials (with or without twist)
  - d. Front and back hand springs
  - e. Front and back flips
  - g. Kip-ups
3. ILLEGAL ROUTINES - Dialog (other than to explain the routine), use of props (other than people, weapons, a chair and a table) and techniques other than martial arts techniques by the player being scored. Skits and music are not allowed. Players who do not present partners as part of their group routine to be equally judged as a team effort will thus leave the Judges with the assumption that the player giving the presentation is the only one to be judged. This player must be the defender of each defense routine and ultimately the "winner" of each individual self defense routine of each separate attack.

#### SELF DEFENSE GENERALIZATION

1. APPLICATION - The self defense routine should show application of defending against an opponent.
2. BASICS - Martial arts basics shall apply.
3. DIFFICULTY - Difficulty of technique is important.

#### SCORING

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

25% of score: BASICS - Speed, power, kiai, focus, balance, breathing.

25% of score: APPLICATION - Kicks, hand techniques and throws.

25% of score: DEGREE OF DIFFICULTY - Kicks, hand techniques, locks/holds and throws.

25% of score: PERFECTION OF TECHNIQUE - Stances, kicks, hand techniques, locks/holds and throws.

## BREAKING DIVISIONS

## A. BREAKING

#### CENTER REFEREE

1. EXPLAINS CRITERIA - The Center Referee must read aloud to the players this entire breaking criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
2. PLAYER DEMONSTRATION - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
3. DISQUALIFICATION - The Rules Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the AUTOMATIC DISQUALIFICATION CRITERIA. (He/she may confer with the division's Judges before finalizing a disqualification).
4. WEAPONS CHECK - If weapons are used, the Center Referee must check the weapons for appropriateness for the division and will allow the player to exchange an unacceptable weapon and to locate acceptable weapon(s) within the two (2) minutes allowable time frame.

#### AUTOMATIC DISQUALIFICATION CRITERIA

1. UNIFORM - Uniform (top and pants) must be a traditional, school or sport martial arts uniform that is not unsightly or with foul language on it (no "T" shirts or sweatshirts in pace of uni form tops). The uniform top can be removed only after entering the ring.
2. ILLEGAL ROUTINES - Dialog (other than to explain the routine), use of props (other than people, weapons and breaking materials and the set-up for the breaking material). Skits and music are not allowed.
3. REQUIRED ATTEMPTED BREAKS - Players must attempt at least five (5) breaks. At least one (1) must be with a kick.

#### BREAKING GENERALIZATION

1. APPLICATION - To demonstrate basic martial arts application by breaking materials.
2. BASICS - Martial arts basics shall apply.
3. DIFFICULTY - Difficulty of break(s) is important.
4. COMPLETION - Completion of break(s) is important.

#### SCORING

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

25% of score: BASICS - Speed, power, kiai, focus, balance, breathing.

25% of score: SUCCESSFULNESS FOR DIFFICULTY - Number of breaks, strength of material, success ratio for difficulty.

25% of score: DEGREE OF DIFFICULTY - Kicks, hand techniques and other techniques

25% of score: ENTERTAINMENT - Showmanship and creativity.

# APPENDIX B

## Competition Regulations at a Glance

yes = Required  
 no = Not Allowed  
 opt = Player's option  
 pos = Possibly (depending on circumstances)  
 bk = Black only  
 wh = White only  
 max = Maximum allowed  
 - = Not applicable

EVENTS →	FORMS									WEAPONS			SELF-DEF		BREAK	SPARRING		
	DIVISIONS →	HARD CREATIVE	HARD MUSICAL	SOFT CONTEMPORARY	HARD TRADITIONAL	SOFT TRADITIONAL	JAPANESE / OKINAWAN	KENPO	KOREAN	HARD CONTEMPORARY	HARD TRADITIONAL	SOFT	CONTEMPORARY	TRADITIONAL	BREAKING	POINT SPARRING	TEAM SPARRING	CONTINUOUS SPARRING
<b>SPARRING</b>																		
Face touch	-	-	-	-	-	-	-	-	-	-	-	-	-	-	no/opt	opt	no	
Ground Fighting-up to 3 sec	-	-	-	-	-	-	-	-	-	-	-	-	-	-	opt	opt	no	
Front leg Sweeps	-	-	-	-	-	-	-	-	-	-	-	-	-	-	opt	opt	opt	
Take Downs	-	-	-	-	-	-	-	-	-	-	-	-	-	-	opt	opt	opt	
Grabbing - up to 3 sec	-	-	-	-	-	-	-	-	-	-	-	-	-	-	opt	opt	opt	
<b>TECHNIQUES</b>																		
Barrel roll	opt	opt	opt	no	no	no	no	no	opt	no	opt	opt	no	-	-	-	-	
Butterfly	no	no	opt	no	pos	no	no	no	no	no	opt	opt	no	-	-	-	-	
Gymnastics	7max	7max	opt	no	pos	no	no	no	7max	no	opt	7max	7max	opt	-	-	-	
Kick - cartwheel	opt	opt	opt	no	no	no	no	no	opt	no	opt	opt	opt	opt	opt	opt	opt	
Kick - multiple	yes	yes	opt	pos	pos	no	pos	pos	opt	no	opt	opt	opt	opt	opt	opt	opt	
Kick - overchest	opt	opt	opt	pos	pos	no	pos	pos	opt	no	opt	opt	opt	opt	opt	opt	opt	
Kick - spin	yes	yes	opt	pos	pos	no	pos	pos	opt	no	opt	opt	opt	opt	opt	opt	opt	
Rolls on floor	opt	opt	opt	no	pos	no	pos	no	opt	no	opt	opt	opt	-	-	-	-	
Split	opt	opt	opt	no	pos	no	no	no	opt	no	opt	opt	no	-	-	-	-	
<b>UNIFORM</b>																		
Sport	opt	opt	opt	no	no	no	no	no	opt	no	opt	opt	no	opt	opt	opt	opt	
Traditional	opt	opt	opt	wh	yes	wh	bk	wh	opt	wh	opt	opt	bk/wh	opt	opt	opt	opt	
"T" Shirt allowed w/o uniform top	no	no	opt	no	opt	no	no	no	no	no	opt	opt	no	no	no	no	no	
Top removal	opt	opt	opt	pos	no	pos	no	no	opt	no	opt	opt	no	opt	no	no	no	
<b>WEAPONS</b>																		
Allowed	no	no	no	no	no	no	no	no	yes	yes	yes	opt	opt	opt	-	-	-	
Aluminum	no	no	no	no	no	no	no	no	opt	no	opt	opt	opt	opt	-	-	-	
Canadian Bo	no	no	no	no	no	no	no	no	opt	no	no	opt	opt	-	-	-	-	
Plastic	no	no	no	no	no	no	no	no	no	no	no	opt	opt	opt	-	-	-	
Sharp	no	no	no	no	no	no	no	no	no	no	no	no	no	no	-	-	-	
<b>TIME ALLOTMENTS</b>																		
<b>General</b>																		
Lost Ticketing (Card)	5 minutes to replace if division wasn't yet "closed"																	
Not Ready or Available to Compete When Called "Up"	2 minutes after the player has been notified or called on the announcing system																	
Between Events	5 minutes after the player finishes their performance in their last event																	
Discovery of Scoring Errors	Before next division "closes"																	
Judges Changing of Score	Before next division "closes"																	
Finals - Between Grandchampionships	5 minutes when competing last in one grandchampionship and first in the next one																	
<b>Forms / Weapons / Breaking Competition</b>																		
Uniform Violation	5 minutes if discovered before division starts																	
Time Limit of Performance	3max	3max	3max	3max	3max	3max	3max	3max	3max	3max	3max	3max	3max	3max	up to 2	2	1	
Music/Tape Player Fails	1 minute to ask for restart, 5 minutes to correct																	
Promoter Provided Music Player Fails	As much time as needed to remedy																	
Weapon Breaks or is Defective	5 minutes to replace																	
Breaking - Time Set-up	8 minutes																	
Breaking - Time for Clean-up	2 minutes																	
Finals - Between Competitions	5 minutes when competing back to back																	
<b>Sparring Competition</b>																		
Uniform Violation	5 minutes to correct																	
Wearing Wrong Equipment/Jewelry Illegally	2 minutes to correct																	
Allowance for Down Fighting	3 seconds																	
Allowance for Grabbing	3 seconds																	
Time Out	10 seconds, one time out per match																	
Between Sparring Matches	2 minutes rest between matches (1 minute in Super Grands/Amateur Internationals)																	
Injury - Time to Recover	5 minutes or less at the Center Referee's or Medical Personal's discretion																	
Accidental Self Inflicted Injury in Teams	15 minutes to field a replacement player that was not a member of another registered team																	
Injury in Another Division While Still in Team	Division	5 minutes to field a replacement player that was not a member of another registered team																
Finals - Between Matches	2 minutes rest between matches																	
<b>MISCELLANEOUS</b>																		
Jewelry	opt	opt	opt	no	no	no	no	no	opt	no	opt	no	no	opt	no	no	no	
Yell (kiai / kihap)	opt	opt	opt	pos	pos	4max	yes	5max	opt	4max	opt	opt	opt	opt	opt	opt	opt	
Music	no	yes	opt	no	no	no	no	no	pos	no	opt	opt	no	no	-	-	-	
Props	opt	opt	opt	no	no	no	no	no	opt	no	opt	opt	no	opt	-	-	-	



# APPENDIX C

## Sparring Penalties at a Glance

DESCRIPTION	DETERMINED BY	POINT SPARRING PENALTY	CONTINUOUS SPARRING PENALTY
<b>PERFORMANCE AND COACHING</b>			
Player not ready to compete	Center Referee	Two (2) Minutes to be ready/ if not ready-disqualification	Two (2) Minutes to be ready/ if not ready-disqualification
Poor sportsmanship	Center Referee	Disqualification	Disqualification
Player's coach enters ring or team enters coaches' box or gathers within three feet of ring or uses foul language	Center Referee	One (1) Penalty point to opponent	One (1) Penalty point to opponent
Coaching at illegal times	Center Referee	One (1) Penalty point to opponent	One (1) Penalty point to opponent
Hitting after the call to stop	Center Referee or Judges-Majority vote	One (1) Penalty point to opponent or disqualification	
Hitting after the call to stop	Center Referee	-	Two (2) penalty points to opponent or disqualification
Equipment adjustment by coach or spectator	Center Referee	One (1) Penalty point to opponent	One (1) Penalty point to opponent
<b>OUT OF BOUNDS</b>			
Player fighting out of bounds	Center Referee	Restart	Restart
Player runs or steps out of bounds to avoid fighting	Center Referee	One (1) Penalty point to opponent	One (1) Penalty point to opponent
<b>NON SCORING AREA</b>			
Strikes to non-scoring area	Judges-Majority vote	One (1) Penalty point to opponent	-
Strikes to non-scoring area	Center Referee	-	One (1) Penalty point to opponent
Excessive contact to non-scoring area	Judges-Majority vote	Disqualification	-
Excessive contact to non-scoring area	Center Referee	-	Disqualification
<b>ILLEGAL TECHNIQUES</b>			
Use of illegal technique	Judges-Majority vote	One (1) Penalty point to opponent	-
Use of illegal technique	Center Referee	-	One (1) Penalty point to opponent
Malicious use of illegal technique	Judges-Majority vote	Disqualification	-
Malicious use of illegal technique	Center Referee	-	Disqualification
More than three (3) hand techniques in a row	Center Referee	-	Two (2) penalty points to opponent
Extension of glove	Center Referee	One (1) Penalty point to opponent	One (1) Penalty point to opponent
<b>ILLEGAL CONTACT</b>			
More contact than allowed/moderate contact to head or face	Judges-Majority vote	One (1) Penalty point to opponent	-
Light contact to face	Center Referee	-	Two (2) penalty points to opponent
Moderate contact to face or head	Center Referee	-	Three (3) penalty points to opponent
Any excessive contact or blood drawn	Judges-Majority vote	Disqualification	-
Any excessive contact or blood drawn	Center Referee	-	Disqualification
<b>LEAVING RING</b>			
Player leaving ring immediately before or after the judges call	Center Referee	One (1) Penalty point to opponent	One (1) Penalty point to opponent
<b>FLOOR FIGHTING</b>			
Falling to floor to avoid fighting	Center Referee	One (1) Penalty point to opponent	One (1) Penalty point to opponent
Kicking to head of downed opponent	Center Referee	One (1) Penalty point to opponent	One (1) Penalty point to opponent
Punches, strikes and kicks making contact to head of downed opponent	Center Referee	One (1) Penalty point to opponent	One (1) Penalty point to opponent
<b>INJURY</b>			
Injury to opponent that prohibits continuation of play by opponent	Center Referee or Rules Arbitrator	Disqualification	Disqualification
Self inflicted injury	Center Referee or Rules Arbitrator	Becomes loser of match	Becomes loser of match
Faulty or lack of safety equipment causing injury	Center Referee or Rules Arbitrator	Disqualification	Disqualification
Player injures an opponent's pre-existing injury	Rules Arbitrator	No penalty	No penalty



# FINALS STAFF

(√) Arrival time

## MAINTENANCE STAFF

6:15 pm	(M1) MAINT COORD	(h)	_____
6:15 pm	(M2) Maint	(h)	_____
6:15 pm	(M3) Head Security	(h)	_____
7:00 pm	(M4) Medic		_____
6:15 pm	(M5) Sound		_____
6:15 pm	(M6) Sound Assistant	(h)	_____
6:15 pm	(M7) Lighting		_____

## COMPETITION STAFF

6:30 pm	(C1) COMP COORD	(h)	_____
6:30 pm	(C2) Coord for Ann	(h)	_____
6:30 pm	(C3) Assist Announ		_____
6:30 pm	(C4) Announcer		_____
6:30 pm	(C5) Assistant to Announ	(h)	_____
6:30 pm	(C6) Assistant to Announ	(h)	_____
6:30 pm	(C7) Chief Referee	(h)	_____
6:30 pm	(C8) Arbitrator		_____

Day \_\_\_\_\_

Starting Time - 7:27 pm sharp

6:30 pm	(C9) Scorekeeper		_____
6:30 pm	(C10) Score Assist	(h)	_____
6:30 pm	(C11) Scoreboard		_____
6:30 pm	(C12) Scoreboard Assist	(h)	_____
6:30 pm	(C13) Staging	(h)	_____
6:30 pm	(C14) Staging		_____
6:30 pm	(C15) Staging		_____

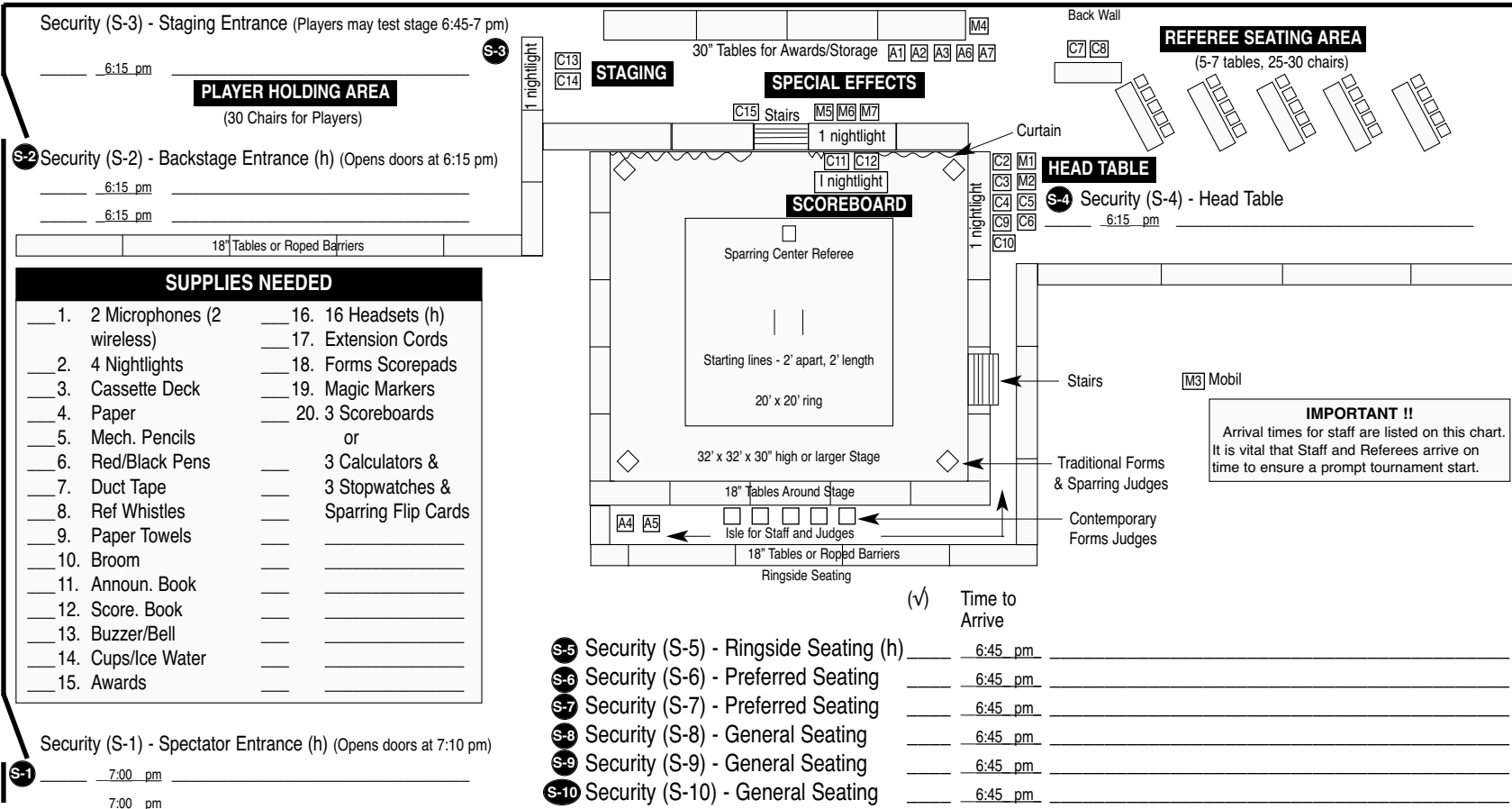
## ACCESSORIES STAFF

7:00 pm	(A1) ACCESSORIES COORD		_____
7:00 pm	(A2) Awards		_____
7:00 pm	(A3) Presenter		_____
7:00 pm	(A4) Photo		_____
7:00 pm	(A5) Photo		_____
7:00 pm	(A6) Catering	(h)	_____
7:00 pm	(A7) Catering		_____
6:45 pm	- Referees		_____
6:45 - 7 pm	- Players		_____
7:10 pm	Doors open - Spectators		_____

Section 1

APPENDIX E - Finals Worksheet

SKITA - 33



# APPENDIX E

## NBL Finals Worksheet

# APPENDIX F

## 2010 NBL Finals & Grandchampionship Schedule

(Required for NBL National Conference tournaments)

### REQUIRED BLACKBELT POINT SPARRING AND OPTIONAL UNDER BLACKBELT FORMS GRANDCHAMPIONSHIPS

NBL National Conference tournaments must have a senior adult blackbelt point fighting grandchampionship and women's point sparring semi-finals immediately after their divisions have ended in the daytime eliminations. They can also have under blackbelt forms grandchampionships.

**A. BLACKBELT POINT SPARRING GRANDCHAMPIONSHIPS** - Only the final match for the women's grandchampionship will advance to the finals. All other women's and all the senior grandchampionship run-offs will be held during the daytime eliminations. (The men's grandchampionship may also be reduced to four finalists in the daytime). The following sequence of run-offs must be used.

N-79 vs N-80 Women's Point Sparring Grandchampionship Semi-finals } Winner is determined in finals N-83 vs N-84 } Senior Men's Point Sparring  
 N-81 vs N-82 Women's Point Sparring Grandchampionship Semi-finals } Grandchampionship \$200 N-85 vs N-86 } Grandchampionship

**B. UNDER BLACKBELT FORMS GRANDCHAMPIONSHIPS** - If under blackbelt forms grandchampionships are to be held, they must be run immediately after or during the end of the eliminations and before the (evening) finals. If they are held they must have all three junior categories and/or both adult categories listed below.

All junior novice first place forms and weapons winners } Junior Novice Grandchampionship  
 All junior intermediate first place forms and weapons winners } Junior Intermediate Grandchampionship  
 All junior advanced first place forms and weapons winners } Junior Advanced Grandchampionship  
 All adult novice/intermediate first place forms and weapons winners } Adult Novice/Intermediate Grandchampionship  
 All adult advanced first place forms and weapons winners } Adult Advanced Grandchampionship

### REQUIRED (Evening) FINALS

NBL National conference tournaments are required to have the (evening) finals that are listed below. They should last no more than three (3) hours. There will be no pre-finals run-off to select who competes in the finals except in women's point sparring (Reducing men's point sparring finalists to four contestants is optional). By luck of the draw, six (6) of the junior continuous sparring N-90 to N-101 will have the last match of their divisions run on stage in the finals. The adult point sparring grandchampionships in the finals must include the final eight (8) (or 4) men's players of N-71 to N-78 and final two (2) women's players of N-79 to N-82.

Note: All player's order of performances for each grandchampionship and to choose the six (6) junior continuous sparring divisions to be held in the evening finals, will be chosen by luck of the draw by the NBL Conference Commissioner and/or Finals Statistician immediately before the tournament is to begin on the first day of competition (Generally Friday night approximately 5 pm). Players interested in verifying the draws should plan to attend.

By 6:00 pm Finals set-up must be completed according to APPENDIX E. House lights on, stage lights off.  
 6:15 - 11:00 Security and maintenance staff must be in place.  
 6:30 Staff must arrive. Enter backstage entrance.  
 6:45 Referees must arrive. Enter backstage entrance.  
 6:45 - 7:00 Players must arrive. Enter backstage entrance.  
 7:10 pm Doors open for spectator's entrance.  
 7:27 All lights off for one minute.  
 7:28 Stage lights turned on after one minute.

Event	Sex	Amt. of Div. No's	Perform.	Prize \$	Award
Demonstration					
National Anthem(s) (optional)					
Introduction of Referees panel (optional)					
Introduction of Contemporary Forms Referees (used for 2 events)					
1. Junior Hard Choreographed Musical Forms	(m/f)	N-5, 6, 7, 13	4		Jr. Choreo. Musical Forms Grand
2. Adult Contemporary Forms	(m/f)	N-14, 15, 17, 18	4	\$400	Adult Contemporary Forms Grand
Introduction of Continuous and Point Sparring Referees (used for 9 matches)					
3-8. Junior Continuous Sparring Heavy	165-	(m) N-97	1		Divisional win
Junior Continuous Sparring S. Heavy	165+	(m) N-98	1		Divisional win
Junior Continuous Sparring Feather	99-121	(f) N-99	1		Divisional win
Junior Continuous Sparring Light	143-	(f) N-100	1		Divisional win
Junior Continuous Sparring Middle	143+	(f) N-101	1		Divisional win
Junior Continuous Sparring Super Fly	55-	(m/f) N-90	1		Divisional win
Junior Continuous Sparring Fly	66-	(m/f) N-91	1		Divisional win
Junior Continuous Sparring Feather	77-	(m/f) N-92	1		Divisional win
Junior Continuous Sparring Light	88-	(m/f) N-93	1		Divisional win
Junior Continuous Sparring Lt. Middle	99-	(m/f) N-94	1		Divisional win
Junior Continuous Sparring Middle	121-	(m) N-95	1		Divisional win
Junior Continuous Sparring Lt. Heavy	143-	(m) N-96	1		Divisional win
9. Men's Team Sparring	(m)	N-113	3	\$300	Divisional win
Introduction of Contemporary Weapons Referees (used for 2 events)					
10. Junior Choreographed Musical Weapons	(m/f)	N-42, 43, 44	3		Jr. Choreo. Musical Weapons Grand
11. Adult Contemporary Weapons	(m/f)	N-48, 49, 50, 51	4	\$400	Adult Contem. Weapons Grand
Introduction of Traditional Forms Referees (used for 3 events)					
12. Junior Japanese Forms	(m/f)	N-21, 22, 23	3		Jr. Japanese Forms Grand
13. Adult Traditional Forms & Weapons	(m/f)	N-30, 31, 32, 34, 35, 56	6	\$400	Adult Traditional Forms Grand
14. Junior Korean Forms	(m/f)	N-27, 28, 29	3		Jr. Korean Forms Grand
Introduction of Point Sparring Referees (used for 8 matches or 4 matches if men's contestants were reduced from 8 to 4)					
15. Women's Point Sparring	(f)	Final two of N-79 to N-82	1	\$300	Women's Point Sparring Grand
16. Men's Point Sparring	(m)	Winners of N-71 to N-78	7 or 3	\$1,000	Men's Point Sparring Grand

N-71 vs N-72	} Men's Point Sparring
N-73 vs N-74	
N-75 vs N-76	} Grandchampionship
N-77 vs N-78	

Note: Men's Point Sparring Grandchampionship prize money of \$1,000 will be divided up amongst the eight divisional winners or grandchampionship finalists by the promoter at their discretion, but their intentions must be listed in their tournament brochure.

Optional Demonstrations				
Junior Soft Open Forms	(m/f)	(N-9)	1	Demo
Team Forms	(m/f)	(N-38)	1	Demo
Junior Continuous Sparring	(m/f)	(Those not picked by luck of the draw)	up to 5	Divisional win(s)
Promoter's Demos	-		up to 3	Demo(s)

# APPENDIX F

## 2011 NBL Finals & Grandchampionship Schedule

(Required for NBL National Conference tournaments)

### REQUIRED BLACKBELT POINT SPARRING AND OPTIONAL UNDER BLACKBELT FORMS GRANDCHAMPIONSHIPS

NBL National Conference tournaments must have a senior adult blackbelt point fighting grandchampionship and women's point sparring semi-finals immediately after their divisions have ended in the daytime eliminations. They can also have under blackbelt forms grandchampionships.

**A. BLACKBELT POINT SPARRING GRANDCHAMPIONSHIPS** - Only the final match for the women's grandchampionship will advance to the finals. All other women's and all the senior grandchampionship run-offs will be held during the daytime eliminations. (*The men's grandchampionship may also be reduced to four finalists in the daytime*). The following sequence of run-offs must be used.

N-84 vs N-85 Women's Point Sparring Grandchampionship Semi-finals } Winner is determined in finals N-88 vs N-89 } Senior Men's Point Sparring  
 N-86 vs N-87 Women's Point Sparring Grandchampionship Semi-finals } Grandchampionship \$200 N-90 vs N-91 } Grandchampionship

**B. UNDER BLACKBELT FORMS GRANDCHAMPIONSHIPS** - If under blackbelt forms grandchampionships are to be held, they must be run immediately after or during the end of the eliminations and before the (evening) finals. If they are held they must have all three junior categories and/or both adult categories listed below.

All junior novice first place forms and weapons winners } Junior Novice Grandchampionship  
 All junior intermediate first place forms and weapons winners } Junior Intermediate Grandchampionship  
 All junior advanced first place forms and weapons winners } Junior Advanced Grandchampionship  
 All adult novice/intermediate first place forms and weapons winners } Adult Novice/Intermediate Grandchampionship  
 All adult advanced first place forms and weapons winners } Adult Advanced Grandchampionship

### REQUIRED (Evening) FINALS

NBL National conference tournaments are required to have the (evening) finals that are listed below. They should last no more than three (3) hours. There will be no pre-finals run-off to select who competes in the finals except in women's point sparring (*Reducing men's point sparring finalists to four contestants is optional*). By luck of the draw, six (6) of the junior continuous sparring N-95 to N-017 will have the last match of their divisions run on stage in the finals. The adult point sparring grandchampionships in the finals must include the final eight (8) (or 4) men's players of N-76 to N-83 and final two (2) women's players of N-84 to N-87.

Note: All player's order of performances for each grandchampionship and to choose the six (6) junior continuous sparring divisions to be held in the evening finals, will be chosen by luck of the draw by the NBL Conference Commissioner and/or Finals Statistician immediately before the tournament is to begin on the first day of competition (*Generally Friday night approximately 5 pm*). Players interested in verifying the draws should plan to attend.

By 6:00 pm Finals set-up must be completed according to APPENDIX E. House lights on, stage lights off.  
 6:15 - 11:00 Security and maintenance staff must be in place.  
 6:30 Staff must arrive. Enter backstage entrance.  
 6:45 Referees must arrive. Enter backstage entrance.  
 6:45 - 7:00 Players must arrive. Enter backstage entrance.  
 7:10 pm Doors open for spectator's entrance.  
 7:27 All lights off for one minute.  
 7:28 Stage lights turned on after one minute.

Event	Sex	Amt. of Div. No's	Perform.	Prize \$	Award
Demonstration					
National Anthem(s) (optional)					
Introduction of Referees panel (optional)					
Introduction of Contemporary Forms Referees (used for 2 events)					
1. Junior Hard Choreographed Musical Forms	(m/f)	N-5, 6, 7, 13	4		Jr. Choreo. Musical Forms Grand
2. Adult Contemporary Forms	(m/f)	N-14, 15, 17, 18	4	\$400	Adult Contemporary Forms Grand
Introduction of Continuous and Point Sparring Referees (used for 9 matches)					
3-8. Junior Continuous Sparring 15-17 Light	143-	(m) N-102	1		Divisional win
Junior Continuous Sparring 15-17 Middle	165-	(m) N-103	1		Divisional win
Junior Continuous Sparring 15-17 Heavy	165+	(m) N-104	1		Divisional win
Junior Continuous Sparring 12-14 Feather	121-	(f) N-105	1		Divisional win
Junior Continuous Sparring 12-14 Light	121+	(f) N-106	1		Divisional win
Junior Continuous Sparring 15-17 All	All	(f) N-107	1		Divisional win
Junior Continuous Sparring 11- Fly	55-	(m/f) N-95	1		Divisional win
Junior Continuous Sparring 11- Light	66-	(m/f) N-96	1		Divisional win
Junior Continuous Sparring 11- Middle	88-	(m/f) N-97	1		Divisional win
Junior Continuous Sparring 11- Heavy	88+	(m/f) N-98	1		Divisional win
Junior Continuous Sparring 12-14 Light	99-	(m) N-99	1		Divisional win
Junior Continuous Sparring 12-14 Middle	121-	(m) N-100	1		Divisional win
Junior Continuous Sparring 12-14 Heavy	121+	(m) N-101	1		Divisional win
9. Men's Team Sparring	(m)	N-119	3	\$300	Divisional win
Introduction of Contemporary Weapons Referees (used for 2 events)					
10. Junior Choreographed Musical Weapons	(m/f)	N-42, 43, 44	3		Jr. Choreo. Musical Weapons Grand
11. Adult Contemporary Weapons	(m/f)	N-48, 49, 50, 51	4	\$400	Adult Contem. Weapons Grand
Introduction of Traditional Forms Referees (used for 3 events)					
12. Junior Japanese Forms	(m/f)	N-21, 22, 23	3		Jr. Japanese Forms Grand
13. Adult Traditional Forms & Weapons	(m/f)	N-30, 31, 32, 34, 35, 56	6	\$400	Adult Traditional Forms Grand
14. Junior Korean Forms	(m/f)	N-27, 28, 29	3		Jr. Korean Forms Grand
Introduction of Point Sparring Referees (used for 8 matches or 4 matches if men's contestants were reduced from 8 to 4)					
15. Women's Point Sparring	(f)	Final two of N-84 to N-87	1	\$300	Women's Point Sparring Grand
16. Men's Point Sparring	(m)	Winners of N-76 to N-83	7 or 3	\$1,000	Men's Point Sparring Grand

N-76 vs N-77	} Men's Point Sparring Grandchampionship
N-78 vs N-79	
N-80 vs N-81	
N-82 vs N-83	

Note: Men's Point Sparring Grandchampionship prize money of \$1,000 will be divided up amongst the eight divisional winners or grandchampionship finalists by the promoter at their discretion, but their intentions must be listed in their tournament brochure.

#### Optional Demonstrations

Junior Soft Open Forms	(m/f) (N-9)	1	Demo
Team Forms	(m/f) (N-38)	1	Demo
Junior Continuous Sparring	(m/f) (Those not picked by luck of the draw)	up to 5	Divisional win(s)
Promoter's Demos	-	up to 3	Demo(s)

# APPENDIX G

(v)

## Center Referee Duties Checklist

### A. PRELIMINARY PREPARATION

- 1. **CENTER REFEREE SELECTION** - The Chief Referee or tournament Head Coordinator will arrange (or already have arranged) the Center Referees for the divisions to be judged.
- 2. **KNOW THE RULES** - The Center Referee should thoroughly study the competition rules before the tournament.
- 3. **REFEREES' CLINIC ATTENDANCE** - The Center Referee should attend any Referees' clinic or rules meetings before the tournament begins.
- 4. **APPAREL AND EQUIPMENT** - Male Center Referees should wear, as a minimum, a button down shirt and long pants, but preferably, a tie and jacket and they should have their own whistle.
- 5. **CHOOSING CORNER JUDGES** - The Center Referee should help choose their four (or two) Corner Judges before the beginning of their division (unless they are pre-selected), attempt to recruit them from different geographical locations, and avoid placing them in rings with affiliates or their students if possible.
- 6. **TRAINING CORNER JUDGES** - The Center Referee should read these "Center Referees' Duties" to the Corner Judges and go over the competition rules and Judges' calls with them.
- 7. **SCORES AS A JUDGE** - The Center Referee duties include scoring a player as a Judge (excepting continuous sparring).
- 8. **STAYING TO THE END** - The Center Referee must stay for the duration of the scheduled divisions for their ring.

### B. GENERAL RING DUTIES TO KNOW

- 1. **GETTING THE COORDINATOR BY WHISTLE** - The Center Referee must attract the Coordinator by using his whistle, by blowing one long duration and raising both hands in the air at the same time. This procedure should be repeated if no one responds.
- 2. **GETTING MEDICAL HELP BY WHISTLE** - The Center Referee must blow his whistle five (5) short times and have all the ring Judges raise one hand to attract medical help. This procedure should be repeated if no one responds. A Judge may leave to get help if no one responds. This Judge should return immediately after obtaining medical help.
- 3. **GETTING THE RULES ARBITRATOR BY WHISTLE** - The Center Referee must attract the Coordinator by whistle to get the Rules Arbitrator. The Center Referee calls upon the Rules Arbitrator for all protests and/or rules violations for final decisions.
- 4. **TO STOP PLAY BY WHISTLE** - The Center Referee must blow his whistle one (1) short time.
- 5. **SEEDING** - Seeding of any kind is not allowed if SKIL rules are being used unless it is the Super Grands World Games/Amateur Internationals.
- 6. **JUDGING AFFILIATES** - The Center Referees should refuse divisions in which he has affiliates or students competing by telling the Coordinator immediately after the Coordinator has assigned him that division. In forms, the Center Referee should attempt to replace any of the Corner Judges who have affiliates in that ring with another Judge before the division starts. In sparring, the Judge only need be replaced for the match that he has an affiliate competing in, not the entire division. (Preselected Center Referees and Corner Judges at the Super Grands are exempt from these guidelines.)
- 7. **STAYING IN THE RING** - The Center Referee must stay in his assigned ring unless being relieved by a replacement chosen by a coordinator. To get a replacement, the Referee should attract a Coordinator by appropriately blowing their whistle. No judge should have to leave the ring to get help.
- 8. **KEEPING CORNER JUDGES** - The Center Referee must keep the required number of Judges in their ring at all times to keep all divisions running smoothly. He should encourage Corner Judges to stay as long as possible. If a Corner Judge leaves after any given division, no one else should leave the ring. The Judge leaving the ring should be asked by the Center Referee to find a replacement immediately, or the Center Referee should whistle for a Coordinator to come and to find a replacement. All forms Judges who are used at the start of a division must remain until that division is completed.
- 9. **RESPONSIBILITY OF CORNER JUDGES** - The Center Referee is responsible for the actions of the Corner Judges and should not begin a division until the Corner Judges are trained and in their positions to begin.
- 10. **ENTRY OF LATE COMPETITORS** - The Center Referee will refuse any player into a division after the order of performance or byes have begun being charted, which signifies the "close" of the division.
- 11. **SCOREKEEPER RESPONSIBILITY** - The Center Referee is responsible for his Scorekeepers and must make sure they fill in the players' score cards completely, legibly and accurately.
- 12. **SCORING ERRORS** - The Center Referee shall make all final decisions regarding disputed scoring errors, unless it is a rules violation, which the Rules Arbitrator will make a final decision on.
- 13. **COMPETITOR'S COMPLAINTS** - The Center Referee should try to resolve a player's complaint involving judgment calls. Player complaints regarding a possible rules infraction by any Judge requires the Center Referee to get the Rules Arbitrator by using his whistle to get a Coordinator, who will then locate the Rules Arbitrator. Decisions by the Rules Arbitrator regarding rules infractions are final.
- 14. **FAIRNESS** - Center Referees must not intimidate the players.

### C. FORMS / WEAPONS / SELF DEFENSE / BREAKING / CHECKLIST FOR EACH DIVISION

- 1. **FORMS SCOREPADS OR FLIP CARDS** - The Center Referee must be certain that each Side Judge has the necessary scorepads or flip cards, and felt pens if scorepads are used.
- 2. **PERFORMANCE ORDER SELECTION** - The Center Referee must have the Scorekeepers choose the order of performance by "luck of the draw" if it was not already done in a staging area (this does not apply at the Super Grands World Games). Each player must be assigned a sequence number (and have it written on their player card if they are being used).
- 3. **ROLL CALL** - The Center Referee must ensure that the Scorekeeper takes a roll call of all players in the order of their competition to: 1) Make sure all player cards or names are accounted for (for the players in attendance) and 2) To make the players aware of their sequence of performance. Roll call should be accomplished by having each player raise their hand as their name is called so that each player sees who precedes them. This can also be accomplished by lining the players up as roll call is announced.
- 4. **READ RULE OPTIONS AND CRITERIA** - The Center Referee of a forms division must read the two (2) options that are applicable to forms for the tournament.
  - 1.  II G. 6a - Judges sit on one side (contemporary forms), Judges sit in corners (traditional forms)
  - II G. 6b - Judges sit on one side
  - 2.  V E. 2a - Specific Forms Criteria
  - V E. 2b - General Forms Criteria

In all blackbelt forms divisions and under blackbelt forms divisions that are not "open," the Center Referee must read to all the players in attendance the general (V.E. 2b.) or specific (V.E. 2a - APPENDIX A) forms criteria option that was chosen for the tournament and that applies to the division that he/she is refereeing.

- 5. **UNIFORM CHECK** - The Center Referee must check each player's uniform to be certain that it is within the guidelines of the applicable general or specific forms criteria for the division.
- 6. **ANNOUNCING AVERAGE SCORE** - The Center Referee must inform the Judges that all blackbelt divisions must be scored 8.00 to 10.00 with 9.00 being the average score, and that all under blackbelt divisions must be scored 5.00 to 8.00 with 6.5 being the average score.
- 7. **RULE KNOWLEDGE** - The Center Referee must ask the players in attendance if they have any questions about the rules.

- \_\_\_ 8. **WEAPONS & PROPS CRITERIA & SAFETY** - The Center Referee must check each competitor's weapon and/ or prop(s) before their division can begin. No live blades, plastic or foam weapons, frayed nunchaku, or faulty weapons are allowed.
- \_\_\_ 9. **PERFORMANCE PROCEDURES** - The Center Referee must make sure that the scorekeepers call one player "up" and announce who is "on deck" after each player performs and receives his/her scores. The first three (3) players "up," however, will have their scores announced one at a time, beginning with the first player, after the third player has competed.
- \_\_\_ 10. **WATCHING SCORES** - The Center Referee must visually watch to see that the forms scores are announced correctly and recorded correctly if electronic scoreboards are being used.
- \_\_\_ 11. **CHECK SCORES** - The Center Referee must check the addition of the top eight players before announcing the winners.
- \_\_\_ 12. **BREAKING CLEAN-UP** - At the end of each players' breaking performance, the Center Referee must make certain that the player or the tournament maintenance personnel has thoroughly cleaned the ring and surrounding area of all breaking remnants.
- \_\_\_ 13. **ASK FOR PROTESTS** - At the end of each division, before the places are awarded, the Center Referee must ask if there are any protests.

#### **D. POINT & TEAM SPARRING - CHECKLIST FOR EACH DIVISION**

- \_\_\_ 1. **SCORING FLIP CARDS** - The Center Referee must make sure the division has scoring flip cards or electronic scoreboards to use so everyone can see the scores.
- \_\_\_ 2. **BYE SYSTEM** - The Center Referee should know the first round "bye system" and set it up for the Scorekeeper if they are not familiar with it and if it was not already done in the staging area.
- \_\_\_ 3. **MATCH - UPS** - The Center Referee should avoid having two players from the same school paired off in the first round.
- \_\_\_ 4. **ROLL CALL** - The Center Referee must ensure that the Scorekeeper takes a roll call of all players in the order of their competition to: 1) Make sure all player cards or names are accounted for, (for the players in attendance) and 2) To make the players aware of their sequence of competition.
- \_\_\_ 5. **UNIFORM / JEWELRY CHECK** - The Center Referee must check each player's uniform to make sure it is within regulation. T-shirts, tank tops and sweat shirts are not allowed in place of sport or traditional uniform tops. Pants above the knees and sleeves above the elbows are not permitted. No metal can be attached to the uniform and no jewelry can be exposed.
- \_\_\_ 6. **READ RULE OPTIONS** - The Center Referee of all point sparring divisions must read the five (5) SKITA rule options that are applicable to sparring for the tournament.
  - (√) 1. \_\_\_ II E. 6a - Judges sit in corner or  
\_\_\_ II E. 6b - Judges stand
  - (√) 2. \_\_\_ VII C. 1a - Groin kicks not allowed or  
\_\_\_ VII C. 1b - Groin kicks allowed
  - (√) 3. \_\_\_ VII E. 2a - Face touch all divisions or  
\_\_\_ VII E. 2b - No face touch for under blackbelts or  
\_\_\_ VII E. 2c - No face touch for any rank
  - (√) 4. \_\_\_ VII F. 2a - One point hand, and one, two or three point kick or  
\_\_\_ VII F. 2c - One point hand or kick  
\_\_\_ VII F. 2b - One point hand and two point kick
  - (√) 5. \_\_\_ VII F. 5a - Player with most points at two minutes wins or  
\_\_\_ VII F. 5b - Blackbelts - player reaching five points (under blackbelt - three points) or whoever is ahead after two minutes wins  
\_\_\_ VII F. 5c - First player to reach five points or is ahead after two minutes wins
- \_\_\_ 7. **RULE KNOWLEDGE** - The Center Referee must ask the players in attendance if they have any questions about the rules.
- \_\_\_ 8. **SOUND WHISTLE** - The Center Referee should tell all the players that one (1) short blow of the whistle stops all play immediately.
- \_\_\_ 9. **SAFETY EQUIPMENT** - The Center Referees must check each and every player in their division for approved hand, foot, headgear, groin cup and mouth piece before they begin and have all male players tap on their cup to make sure they are wearing them. Cups are not allowed to be worn on the out side of the uniform.
- \_\_\_ 10. **SAFETY EQUIPMENT ADJUSTMENTS** - The Center Referee shall be the only person (other than the player himself) to adjust a player's safety equipment, and his opponent cannot go to his coach or be coached during the equipment adjustment.
- \_\_\_ 11. **PRIOR INJURIES** - The Center Referee must ask all the players if they have any prior injuries which are not fully healed and determine if medical personnel should examine the player before allowing him to compete.
- \_\_\_ 12. **USE OF FLAGS** - Judges should not use flags, but should be told by the Center Referee to point to the side of the ring that the player is from. (The Center Referee should not let the Judges point to the player to award points. That makes it very confusing to determine who they are awarding the point to.)
- \_\_\_ 13. **USE NATIVE TONGUE** - The Center Referee should not use the language of the martial arts division origin (i.e. Japanese, Korean). The Center Referee should use his native tongue. For English use: "bow to each other," "guards," "begin," "point," "stop," "judges call," etc.
- \_\_\_ 14. **CONTACT** -The Center Referee must not encourage excessive contact by not making penalty calls. He must call the illegal contact immediately when it happens. Center Referees should be the leaders to enforce contact regulations.
- \_\_\_ 15. **COACHING** - Coaching is allowable only according to the rules.
- \_\_\_ 16. **STOPPING TIME** - The Center Referee can stop time in a match.
- \_\_\_ 17. **ANNOUNCING POINTS** - The Center Referee must indicate points to Scorekeepers to change flip cards or the scoreboard and visibly watch to make sure they are changed correctly before continuing.
- \_\_\_ 18. **ENDING MATCHES** - The Center Referee will end a match when the Timekeeper indicates that time has run out or that a player has scored enough points to win.
- \_\_\_ 19. **CHECK SCORES** - The Center Referee must verify the total of the flip cards or the scoreboard of all sparring scores before announcing the winner of each match.
- \_\_\_ 20. **ASK FOR PROTESTS** - At the end of each division, before the places are awarded, the Center Referee must ask if there are any protests.

#### **E. CONTINUOUS SPARRING - CHECKLIST** (in addition to the point sparring checklist above).

- \_\_\_ 1. **CHOOSING REFEREES** - The Center Referee assigns the Judges that are to his front right and rear left to score the player on his right side, and the other two Judges to score the player on his left.
- \_\_\_ 2. **RESET COUNTERS** - The Center Referee informs the Judges to reset their point counters to zero (0).
- \_\_\_ 3. **STOPPING TIME** - The Center Referee stops time in a match to award penalty points.
- \_\_\_ 4. **SWITCHING JUDGES** - Thirty (30) seconds into the match, the Center Referee will instruct all four Corner Judges to put their point counters down on their chairs without resetting them and procede to assume the position and point counter of the Corner Judge directly to their left and then to Judge the other player for the rest of the match.
- \_\_\_ 5. **ENDING MATCH EARLY** - The Center Referee shall have the right to end a match at any given point in less time than one (1) minute if in his judgement he feels that a player may get hurt if the match continues. At that point the Judges will announce their scores as if the one (1) minute match time had expired.

#### **F. BEFORE LEAVING THE TOURNAMENT**

- \_\_\_ 1. **RETURN OF CENTER REFEREES' EQUIPMENT** - The Center Referee must return any tournament equipment to the designated person or area upon completion of the daytime eliminations or after the evening finals if they are attending them.
- \_\_\_ 2. **PAYMENT** - If the Center Referee is to be paid, it will only be after he has returned any tournament equipment. Promoters will choose their own method of payment, if any is due.

# APPENDIX H

## Arbitrator's Report and Checklist

(√) as Completed

\_\_\_\_ Arbitrator's Name \_\_\_\_\_ Phone #1 (\_\_\_\_\_) \_\_\_\_\_ Phone #2 (\_\_\_\_\_) \_\_\_\_\_  
\_\_\_\_ Tournament Name \_\_\_\_\_ Date \_\_\_\_/\_\_\_\_/\_\_\_\_ Time \_\_\_\_\_  
\_\_\_\_ Promoter's Name \_\_\_\_\_  
\_\_\_\_ Division Name and Age Group \_\_\_\_\_ Div. No. \_\_\_\_\_

Upon being summoned to a ring for arbitration, the Arbitrator must:

- \_\_\_\_ 1. **FILL OUT FORM** - The Arbitrator must follow this checklist for all arbitrations.  
NBL Only \_\_\_\_ **FILL OUT FORM** - The Arbitrator must complete this report and checklist in its entirety for every arbitration.  
\_\_\_\_ 2. **BE THE ONLY ARBITRATOR** - Only one Arbitrator can be assigned to an arbitration. The assigned Arbitrator may leave the ring to consult with another Arbitrator about the matter, but no other Arbitrator is to enter the ring or talk to any of the people involved unless the assigned Arbitrator resigns himself from the arbitration or has to permanently leave for any reason.  
\_\_\_\_ 3. **TAKE CONTROL** - The Arbitrator must take control immediately by clearing **ALL** parties from the ring, excepting the Center Referee, the party that is protesting and his/her coach, and the party and his/her coach that the protest is being lodged against.  
\_\_\_\_ 4. **KEEP CONTROL** - The Arbitrator must NEVER let the arbitration get out of hand by letting bystanders enter the ring or voice their opinions without permission.  
\_\_\_\_ 5. **CONTINUE WITHOUT ALL PARTIES** - The Arbitrator shall process or continue to process an arbitration whether or not all parties are present or have left the arbitration in protest.  
\_\_\_\_ 6. **COLLECT ARBITRATION FEE** - The Arbitrator must collect any required arbitration fee from the protesting party and process it accordingly. If the protest is being brought by a junior (17-) then the junior may pay any required arbitration fee or may get his/her tournament guardian (person signing for the care of the junior as indicated on the back of their players card) to pay the fee. This must be done before the protest is processed.  
NBL Only \_\_\_\_ **COLLECT ARBITRATION FEE** - A fee of \$10 cash is required to be collected (more may be required to be collected by the conference)  
SG Only \_\_\_\_ **COLLECT ARBITRATION FEE** - A fee of \$30 cash is required to be collected.  
\_\_\_\_ Amount Collected - \_\_\_\_\_  
\_\_\_\_ 7. **WARN OF FINE** - The arbitrator must warn both parties that unsportsmanlike behavior at anytime during or after the final arbitration and final decision will warrant the issue of a fine.  
\_\_\_\_ 8. **CONFER WITH CENTER REFEREE** - The Rules Arbitrator must first confer with the Center Referee to understand the arbitration.  
\_\_\_\_ Center Referee's name \_\_\_\_\_ Ph (\_\_\_\_\_) \_\_\_\_\_  
\_\_\_\_ 9. **REQUIRED CRITERIA VIOLATION** - The Rules Arbitrator may rely upon the Center Referee's knowledge as to any violation of required criteria in any forms, weapons, self defense or breaking division.  
\_\_\_\_ 10. **CALL WITNESSES** - The Rules Arbitrator may summon any of the other Judges, Scorekeepers, Timekeepers or witnesses at any time about the incident in question.  
\_\_\_\_ Protestor's name \_\_\_\_\_ Ph (\_\_\_\_\_) \_\_\_\_\_ Coach's name \_\_\_\_\_ Ph (\_\_\_\_\_) \_\_\_\_\_  
\_\_\_\_ Protestor's opinion \_\_\_\_\_ Rule No. \_\_\_\_\_  
\_\_\_\_ 11. **LISTEN TO PROTEST** - The protesting party and/or coach will explain their protest and present any witnesses or rules information they desire to the Arbitrator without interruption by the party they are protesting against. The protesting party is obligated to find the applicable rule violation in this rule book within two (2) minutes after being asked to do so by the Arbitrator.  
\_\_\_\_ Defender's name \_\_\_\_\_ Ph (\_\_\_\_\_) \_\_\_\_\_ Coach's name \_\_\_\_\_ Ph (\_\_\_\_\_) \_\_\_\_\_  
\_\_\_\_ Defender's opinion \_\_\_\_\_ Rule No. \_\_\_\_\_  
\_\_\_\_ 12. **LISTEN TO COUNTER PROTEST** - The party being protested against will be given the opportunity of defense and support by using the rule book (if needed).  
\_\_\_\_ 13. **ALLOW REBUTTALS** - Each party will then alternately be given one (1) opportunity to rebutt or present additional information.  
\_\_\_\_ 14. **AGREEMENT OF SPORTSMANSHIP** - Get an agreement from everyone involved to abide by the determination in a sportsmanlike manner.  
\_\_\_\_ 15. **READ APPLICABLE RULE** - The Arbitrator will then locate and read his interpretation of the applicable rule(s) which applies to the situation.  
\_\_\_\_ Rule(s) in question include \_\_\_\_\_ Rule No. \_\_\_\_\_  
\_\_\_\_ Center Referee's Statement \_\_\_\_\_ Rule No. \_\_\_\_\_  
\_\_\_\_ 16. **ALLOW FINAL REBUTTAL** - Both parties will then be given one (1) more chance for rebuttal in an alternate and orderly fashion.  
\_\_\_\_ 17. **MAKE FINAL DECISION AND PENALTY** - The Rules Arbitrator will then make a final determination and read the appropriate penalty, which will be strictly enforced without further rebuttal from either party.  
\_\_\_\_ Arbitrator's final determination \_\_\_\_\_ Rule No. \_\_\_\_\_  
\_\_\_\_ 18. **REFUND FEE** - If the protesting party wins their arbitration then any fee they paid for the arbitration shall be returned to them by the Arbitrator.  
\_\_\_\_ Amount Refunded - \_\_\_\_\_  
\_\_\_\_ 19. **CHANGE OF DECISION** - The Arbitrator reserves the unconditional and uncontested right to change his/her decision at any later time during the tournament based upon any evidence or contemplations he/she determines as pertinent after the fact.

**Comments / Fines Levied** (Parties' reactions to ruling, suggestions concerning the rule or situation – use additional paper if necessary)



# APPENDIX I

## 1999 NBL Arbitrator Duties Checklist

Name of Tournament \_\_\_\_\_ Date of Tournament \_\_\_\_/\_\_\_\_/\_\_\_\_  
Acting Arbitrator \_\_\_\_\_ Date Sent In m\_\_\_\_/d\_\_\_\_/y\_\_\_\_  
Number of Arbitrations/Reports \_\_\_\_\_ Amount in Fines Submitting \$ \_\_\_\_\_ Amount in Fines Refunded \$ \_\_\_\_\_

(√) as completed

### I. BEFORE THE TOURNAMENT

- \_\_\_\_ A. **CALL PROMOTER** - Confirm whether any unusual exemptions were granted regarding tournament criteria, fees or lodging. Confirm your complimentary lodging (up to two nights) and your pay of \$100 with the promoter at least six (6) weeks in advance and request several copies of the tournament brochure. Confirm the time and location of the Rules Meeting(s). There should be one hour-long meeting before the start of each day's competition. Remind the promoter to take a copy of the "Rules at a Glance" form from the back of the SKITA handbook, circle the seven (7) options being used and make enough copies to give each player at registration and each person attending the rules meeting(s).
- \_\_\_\_ B. **FORMS** - Make sure you have made copies of this form and fifty (50) copies of the Arbitrator's Report (APPENDIX H)

### II. BRING TO TOURNAMENT

- \_\_\_\_ A. **SKITA HANDBOOK**
- \_\_\_\_ B. **PHOTOCOPIES** - Photocopies of this form and the Arbitrator's Report from SKITA (APPENDIX H)
- \_\_\_\_ C. **TOURNAMENT BROCHURE**

### III. AT THE TOURNAMENT

- \_\_\_\_ A. **RULES MEETING(S)** - Conduct the rules meeting; reviewing the entire "Rules at a Glance" sheet.
- \_\_\_\_ B. **ARBITRATOR'S REPORT** - Follow the checklist and document every protest on an Arbitrator's Report form (APPENDIX H). This must be done for every protest.
- \_\_\_\_ C. **COLLECT PAYMENT** - Collect your \$100 payment from the Commissioner

### IV. AFTER THE TOURNAMENT

- \_\_\_\_ A. **ARBITRATOR'S REPORTS** - All the Arbitrator's Reports, any collected arbitration monies and a copy of this completed form must be sent to the NBL within seven (7) days of the tournament

SEND TO: **National Blackbelt League, 341 E. Fairmount Avenue, Lakewood, New York 14750**  
Phone: (716) 763-1111 or 763-5555

# APPENDIX J

## Fines and Suspension

OFFENSE	MIN. FINE	OTHER MINIMAL SANCTIONS
<b>A. AVOIDING RESPONSIBILITIES</b>		
1. A player entering a division without payment	\$50	Payment of entry
2. A spectator entering without payment	\$50	Payment of entry
3. A spectator on the competition floor without a coach's pass	\$25	
4. A spectator entering the ring without permission	\$25	
5. Videotaping without a required permit	\$50	Payment of fee
6. Check returned to tournament promoter for insufficient funds	\$25	Suspension from all league tournaments until repayment of check amount, plus the fine and the fees incurred by the recipient
7. Not paying for services rendered	\$50	Suspension from all league tournaments until services and fines are paid
8. <u>A player that is required and desires to be in the finals and doesn't report to the statisticians table to give the required biographical information before the eliminations end</u>	<u>\$25</u>	<u>Disqualification in finals unless fine paid before their finals competition begins</u>
9. Not paying a fine within thirty (30) days after being levied	\$100	Suspension from the league until paid
10. League tournament promoter not fulfilling any part of their Promoter Agreement	\$25	Possible league suspension (Fines according to Promoter's Agreement)
<b>B. FALSIFICATION / DECEIT</b>		
1. Falsifying age	\$100	(Any act of cheating by a player will disqualify the player from that division) Possible league suspension
2. Falsifying proof of age	\$250	Possible league suspension
3. Falsifying weight	\$50	
4. Bribing an official	\$100	
5. Asking the promoter to arbitrate	\$25	
6. Falsifying scores of players (scorekeeping - including changing scores, reshuffling cards or rearranging player sequence order)	\$100	
7. Lying to a league or tournament official	\$50	
8. Falsifying wins on a point chart	\$100	Possible league suspension
<b>C. VERBAL</b>		
1. Profanity or <u>obscene gestures</u> (each offense)	\$25	
2. Physical threats	\$50	
3. Yelling at another person	\$25	
4. Inciting physical violence	\$50	
5. Disturbing the press	\$25	
<b>D. PHYSICAL (unless in self-defense)</b>		
1. Grabbing or pushing another person	\$50	
2. Striking another person	\$100	
<b>E. UNSPORTSMANLIKE CONDUCT</b>		
1. Not following the directions of an official or staff member	\$25	
2. Entering the ring or playing area without permission	\$25	
3. Leaving the ring without bowing out	\$25	
4. Continuing to argue after the arbitrator makes a final decision	\$25	
5. Intentionally hitting after a call to break	\$25	
6. Standing in front of the spectator seating, obstructing their view	\$25	
7. Attending a league tournament while under suspension	\$100	Extension of suspension
<b>F. DAMAGING / STEALING PROPERTY</b>		
1. Setting off fire alarms	\$100	
2. Damaging facility	\$50	Facility restitution
3. Damaging hotel room	\$50	Hotel restitution
4. Destroying tournament equipment or displays	\$50	Replacement and / or restitution
5. Stealing tournament equipment or displays	\$100	Replacement and / or restitution
6. <u>Displacing of acceptable league tournament brochures</u>	<u>\$50</u>	<u>Replacement and/or restitution</u>
7. Refusing to discontinue using interfering communication equipment	\$50	

**(v) PROCESS TO LEVY FINE(S) AND/OR SUSPENSION AT NBL TOURNAMENTS**

1. Fines can be levied by the executive offices and NBL arbitrators or other designated person(s) by the NBL executive office.
2. Fines may be sent to the NBL for consideration or can be executed and enforced at the tournament with possible exoneration by the NBL executive offices at a later date depending upon circumstances.
3. Fines can be levied per each and every offense.
4. Depending upon severity, all fines and sanctions are subject to be increased.
5. Depending upon severity, all offenses can include league suspension or non-sanction of an NBL promoter's tournament.
6. The offender should be told that a fine will be submitted to the NBL if it's not issued at the tournament. (Not required but advisable).
7. Levy of fine form (reverse side) must be filled out and a photocopy or a duplicate must be issued to the offender and one kept by the issuer.
8. An original form must be submitted to the NBL within 3 days after the violation. This 3 day deadline is imperative.
9. NBL will review the fine, determine its authorization, keep a photocopy and send the offender the original copy from the issuing person, the fine is to be upheld.
10. SKITA regulates dispersement of all NBL fines that are collected and uses them for the advancement of officiating.

Note: All revisions since 6/98 SKITA are underlined

## Levy of Fine(s) and/or Suspension

This is official notification of:

- a. Fines(s) and/or Penalties (√) \_\_\_\_\_  
 b. Suspension(√) \_\_\_\_\_. Length of Suspension: until fine paid (√) \_\_\_ or until \_\_\_\_/\_\_\_\_/\_\_\_\_.

Unwarranted actions by an individual at our league's tournaments or functions, subject the offending individual to possible fines, penalties and/or suspension from further participation/admittance with our league upon the presentation of this document by an authorized individual.

Fine payment(s) must be received by the NBL executive offices within thirty (30) days from the date this letter is executed, or this fine can be paid directly to the individual who has issued it if it has been levied at the tournament or function. Non-payment of fines, repeat offenses and/or severe poor sportsmanship may justify league suspension (or extended suspension) either by the league executive offices or a league Rules Arbitrator. Any action deemed unlawful according to any local or state law(s) may warrant investigation and/or arrest by the local law enforcement agency.

Due to actions prohibited by our league, the below-named individual is hereby immediately suspended / expelled from further competition, attendance and participation at our league tournaments until the levied fines are paid. Yes \_\_\_\_\_ No \_\_\_\_\_

Penalized individual \_\_\_\_\_ Date sent/given this notice \_\_\_/\_\_\_/\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Country \_\_\_\_\_ Zip \_\_\_\_\_

Tournament or function \_\_\_\_\_

Offense date \_\_\_\_/\_\_\_\_/\_\_\_\_ Time \_\_\_\_\_ am / pm Location \_\_\_\_\_

Letter	Number	Fine Levied	Other Penalties	Description
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
TOTAL			Payable to:	
			Address:	

Sequence of events warranting fines and / or penalties: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

- Copies to:
- |          |          |          |
|----------|----------|----------|
| 1. _____ | 4. _____ | 7. _____ |
| 2. _____ | 5. _____ | 8. _____ |
| 3. _____ | 6. _____ | 9. _____ |

Let it further be known that non-compliance with the above mentioned league's fines, penalties and/or suspension may result in legal action at any time.  
 Non-compliance and / or non-payment of fines may result in public notice of the offender's behavior and non-resolution if legalities permit.

\_\_\_\_\_  
 Authorized Signature

\_\_\_\_\_  
 League Name (print)

\_\_\_\_\_  
 Authorized Person (print name)

\_\_\_\_\_  
 Witness

# APPENDIX K

## How to Use Player Cards at NBL Tournaments

- 1. PRE-REGISTRATION** - It is best to have the player cards printed in your tournament brochure and required to be filled in by the player and sent in with their pre-registration. Pre-registration can be done w/o player cards being submitted by having the Promoter fill out cards, but this is not preferred as 1) It is very time consuming for the Promoter 2) The players don't learn how to do it properly 3) If there is an error on the card (such as wrong division number) it becomes the Promoter's fault instead of the player's. Anything a pre-registered player has neglected to submit with their registration can be noted on a post-it note and attached to the front of their cards so that the tournament registrar at pre-registration knows what is needed from the player before marking the card paid and giving to the player. (Or omitted information by a preregistered player can be kept on a separate form ("Registration Verification" form) attached to the players pre-registration package noting all additional requirements needed from the player at the tournament pre-registration). Any cards being used that were printed in the tournament brochure MUST be cut out properly on the dotted lines by the registration staff if the player didn't do such.
- 2. REGISTRATION AT DOOR** - Each non pre-registered player should pick up one card for each division they are going to compete in at the door from a receptionist or from tables. The player then proceeds (or is told by the receptionist) to fill out the top half of each card and the entire backside. It is absolutely imperative that the player fill in everything on the front of each of their cards along with all of the information on the back of each of their cards according to the directions on the cards. Filling out of player cards must be done by the player, NOT a registrar. Upon registering by the player, the registrar must not accept their money or mark their card as paid unless the entire card is filled out properly. When each of the card(s) are filled out properly, then they should be stamped in the "PAID" box to signify that they have paid. THEY MUST NOT BE ALLOWED TO REGISTER OR PAY UNTIL ALL THEIR CARDS ARE PROPERLY FILLED OUT.
- 3. WEIGH-IN** - Divisions requiring weigh-in, must have the players weight written in and signed off by the weigh-in person for the approved weight for their division in the "WEIGHT" box. This should be done at registration before their cards are stamped paid and before the player completes the registration process.

*NOTE: It is very important that the scorekeepers be advised not to accept cards with weight divisions changed; as the player may alter his division on the card after weigh-in. In this case the change should be verified by the Registration desk or have the player re-weighed.*

- 4. TEAMS** - Only let teams register if they submit all three (3) team members' cards at the same time.  
**Junior teams** - staple all three cards together with the 9 to 11 year old card on top, then the 12 to 14 year old and the 15 to 17 year old on the bottom.  
**Adult teams** - staple all three (3) cards together with the lightest weight player on top and heaviest weight player on the bottom.
- 5. STAGING** - The player brings their card to the ring for card collection. The scorekeeper will collect all the cards, OR... if registration keeps the cards they must be filed by division into divisional envelopes and brought to the rings.
- 6. FORMS** -
  - a. Staging Cards** - If the order is done at the ringside, the scorekeeper or staging person simply shuffles the cards and has them randomly pulled one at a time by the Ring Coordinator or Center Referee, marking each card that is pulled out in the "SEQUENCE NUMBER" box starting with number one (1) and continuing until all cards have been drawn and marked. This will indicate the order in which the players will compete. If the cards are kept at Registration and filed into divisional envelopes then the order of competition can be randomly selected by an independent person such as the Conference Commissioner before going to their rings or by Officials at ringside.
  - b. Scoring** - Scoring is done individually on each card. Write each of the Judge's scores in the five (5) boxes under "Round 1" on the player's card. Cross out (with a single line) the highest and lowest score and tally the remaining three (3) scores for the total. If any players tie for ANY 1st through 4th place, then they must compete again. Put their second scores in in the five (5) boxes under "Tie" on their cards. If they tie a second time then the Judges shall point to the player that they feel performed the best in the tied run-off, thus breaking the tie. Check (✓) the Judge's vote under "Tie-Judge's vote" on their cards. As each player finishes competing, the Scorekeeper or Timekeeper can keep the cards in winning order as the scores are tallied.
  - c. Place Taken** - When finished, gather up all the cards and make sure they are in sequential winning order from 1st to last place (1st, 2nd, 3rd, etc.) with any no show (Put NS in PLACE TAKEN box) and disqualification (Put DQ in PLACE TAKEN box) cards placed at to the bottom. Number ALL the cards down to last place in the "PLACE TAKEN" box, with the place they earned. Announce 1st through 8th places in REVERSE order (start with 8th place when announcing).
- 7. SPARRING**
  - a. Staging Cards** - Explain to the Scorekeepers or staging people that 2, 4, 8, 16, 32 or 64 (2 x 2 x 2 x 2 x 2 x 2) cards (players) will, when paired up for matches, run down to a single winner. Any other amount of cards (players) will not. A "first round bye system" must be employed for any amount of cards (players) other than one of those amounts stated above. A "first round bye system" means that all the cards (players) exceeding one of these numbers (2, 4, 8, 16, 32 or 64) must be eliminated in the first round to leave one of those amounts (2, 4, 8, 16, 32 or 64) of cards (players) for the second round, so as to run down evenly from then on.

To do this, count the number of cards in the divisional pile. Subtract a number of cards (either 2, 4, 8, 16, 32 or 64) from this pile (subtract a number that is closest to the amount of cards in the pile, but does not exceed it). This subtracted amount of cards (2, 4, 8, 16, 32 or 64) is pile B. Count the number of cards remaining, this is pile A. Whatever the number of cards in pile A, add to this pile an equal amount of cards taken from pile B. This pile (A) will now be the "first round" of matches. Put a rubberband around Pile B and a "sticky note" saying "Byes-2nd round" (also, write "bye" on all the B cards in the scorekeeping section on the blank line under "Opponent's Initials" and before the number "1", which indicates round one). Pile B will not be used in the first round. The Scorekeeper or staging person should sequence number Pile A (1a, 1b, 2a, 2b, etc.) which will indicate the order of matches. Number 1a will spar with number 1b, number 2a with number 2b, etc. The staging person or Scorekeeper should avoid the sequence number pairing of players from the same school in the first round. (Their school and instructor are on the back of the card).

Place all winners from Pile A onto Pile B ("Byes-2nd round") and all the losers' cards should be folded in half and put aside. The first loser's card should be marked with the place taken in the PLACE TAKEN box. The place taken will be the amount of cards initially (i.e., if there were 18 cards initially then the first loser gets 18th place, etc). DO NOT DISCARD THEM OR RIP UP THE LOSERS' CARDS - THEY MUST BE PLACED ON THE BOTTOM OF THE STACK WHEN FINISHED SO THEIR ADDRESSES CAN BE USED TO UPDATE MAILING LISTS. When the first round is completed, Pile B ("Byes-2nd round") will now equal 2, 4, 8, 16, 32 or 64, which will now run down to one winner in the remaining rounds of competition. As each match produces a loser, mark the loser's box with their place taken which continues from the first card marked in descending order.

(EXAMPLE OF SYSTEM: 22 cards in a division. 16 are set aside (Pile B), leaving 6 cards (Pile A). Take 6 more from the pile of 16 (Pile B) and place with the other 6 (Pile A) making 12 (Pile A). This is the "1st round" pile. The remaining Pile B (10 cards) is the "Byes-2nd round" pile. When pile A is run off, the first losers card will be marked 22nd place, etc. There will be six (6) winners that will be added back to Pile B, after Pile A is run-off, leaving 16 cards that will now run down to a single winner.)

- b. Scoring** - To score sparring, place the two players cards that are "up" beside each other. Whatever player is to your left, put that player's card on the left side. Put the initials of each player's opponent onto each others player's card for each match on the blank line under "Opponent's Initials" in the scorekeeping section of their card. Circle the numbers (points) on a player's card as they are awarded points, as per direction of the Center Referee. Circle W for winner or L for loser on each of their cards as they win or lose a match.
  - c. Final Four Cards** - After each match the Scorekeeper must mark the "PLACE TAKEN" box on the loser card. - When pile (B) equals four (4) cards, the Scorekeeper must run off the two losing players from the next two (2) matches for third and fourth places and the two winners for first and second places and mark the "PLACE TAKEN" box with their appropriate place taken. When finished, leave all the cards in their exact order with any NS or DQ cards placed at the bottom. Announce 1st through 8th places in REVERSE order (start with 8th place when announcing).
- 8. COMPLETION OF DIVISION** - When the division is finished, put the rubber band back around ALL the cards, leaving them in the winning order (1st to last place) and place the white card on top. Fill out a white card for each division for the Promoter to keep for his records. The pile of players cards must go immediately to the Commissioner's table for processing.

# APPENDIX L

## Scoreboard Operation

### A. FORMS / WEAPONS (3, 5 or 7)

1. **INSERT CARD** - Insert "FORMS/WEAPONS" game card.
2. **SET UP** - Press "RESET" key quickly followed by the horn insignia key. Now press "5", if five Judges are to be used, or press "3", if three Judges will be used or press "7", if seven Judges will be used. (The number 1 should appear indicating the first player. The game number "5" ("3" or "7") should appear for two seconds also), (See NOTE at bottom).
3. **START / STOP TIME CLOCK** - Press "2" (START/STOP CLOCK) to start time clock. Press "2" to stop clock. Start time when player crosses the boundary line into the ring area or when the player's music starts, which ever is first. End time (stop clock) when player finishes his/her form and stands at attention in front of the Judges.
4. **SCORING** - Upon completion of the player's form and stopping of the time clock, each of the Judge's scores must be entered into the scoreboard. Starting with the Center Referee and rotating clockwise, all the Judges' 3 digit scores must be recorded. Record the first score (Center Referee) by first pressing "4" (SCORE). The time will now disappear and the player number will again appear followed by a J1 indicating readiness to enter the first Judge's score. Press in the three digits indicating the first (Center Referee) Judge's score. The score will appear. (Any zeros must be entered to equal a three digit score (i.e. 9.2 must be recorded as 9.20). A score of 10.00 should be recorded as 100 and will display and total properly as a 10.00). To continue on to the second Judge's score, press "+" (5) and then enter the second Judge's three digit score. Repeat process for all Judges' scores. After the fifth Judge's score (or third, if only three Judges were used or seventh if seven Judges were used), press "TOTAL" (9) to get the total score (No corrections can be made to the scoreboard after the final "TOTAL" key is pressed). If five or seven Judges were used then the scoreboard automatically drops the high and low score and displays a total of the other three or five scores. (IMPORTANT - All scores, totals and crossing out of the highest and lowest score, must also be recorded onto the player's card at the same time you enter them into the scoreboard. It **MUST** match the scoreboard's final score or else you must re-tally the card until it matches).
5. **SCORING ERROR** - Any time you have pressed an incorrect number key during a Judge's score, you can completely reset only that Judge's score by pressing the "RESET SCORE" key (as long as you haven't pressed "+" yet). Then simply reenter the Judge's score. If you want or need to reenter all the Judges' scores for that player, press "RESET", quickly followed by "RESET SCORE" (This must be done before pressing "TOTAL" after the last Judge's score).
6. **RESETTING FOR NEXT PLAYER** - (DO NOT TURN SWITCH OFF and back on again) Press "COUNT DOWN" (0) quickly followed by the "RE-SET" key (The number 2 will appear indicating the second player). Follow the same procedures as before to time and score each successive player.
7. **TOP EIGHT WINNERS** - When all players have competed and scores entered, you can recall the top eight winners. (Or less if there weren't that many players). Press "COUNT DOWN" (0) quickly followed by the "RESET" key. Then press "TOP 8 PLACES" (7), quickly followed by pressing "8" to give the eighth highest score. Then press "TOP 8 PLACES" quickly followed by "7" for seventh highest score, etc - down to first place. (IMPORTANT - Make sure you mark the top 8 winners on the players' cards and keep cards in placement order with the highest scoring player on top).
8. **TIES** - You must look at the players' cards to see if there are any ties. You can break ties (if it is necessary according to the rules) by using the scoreboard. For each player that is tied, first you have to press "COUNT DOWN" quickly followed by the "RESET" key after the last player competed. Second, you **MUST** press "RESET SCORE", quickly followed by "TIE BREAKER" (6) before entering EACH player's scores. A "C1" will appear indicating the player's number. Scoring is done the same as number 4 (of these instructions). (Using the tie breaker and "C" mode prevents these scores from being entered in as a separate player in the top 8 places so make sure you press the tie breaker and get the C mode before entering any Judge's tie scores.). (IMPORTANT - Make sure you record tied scores in the second row of boxes on the players' cards also). Return back to displaying the top eight places by pressing "COUNT DOWN" (0) quickly followed by the "RESET" key and then "TOP 8 PLACES" quickly followed by "8" to give the eighth highest score, etc. All initially tied scores (before any run-offs) will still come up as tied scores in the top eight places. You can only tell who won between the tied players by what you record on the players' cards.
9. **NEXT DIVISION** - To reset entire scoreboard for the next division turn the scoreboard switch off and back on again.

### B. POINT SPARRING (8)

1. **INSERT CARD** - Insert "POINT SPARRING" game card.
2. **SET UP** - Press "RESET" key quickly followed by the horn insignia key. Now press "8" (2 minute time clock with 0-0 score should appear. The game number "8" will appear for two seconds also), (See NOTE at bottom).
3. **START / STOP TIME CLOCK** - Press the "2" (START / STOP CLOCK) key to start time clock for two minute count down. Press "2" anytime to stop clock. All successive pressing of the "2" key starts and stops clock. Start and stop time according to the Center Referee's direction.
4. **ADJUSTING TIME** - To adjust the time, first stop time by pressing "2". To add minutes press "1" (MINUTES). To add seconds press "3" (SECONDS). To subtract time press "0" (COUNT DOWN), quickly followed by "1" (To subtract minutes) or "3" (to subtract seconds). If you hold the "1" or "3" key, more than one unit of time will be subtracted.
5. **END OF TIME / HORN** - At the end of one minute's time the horn will sound. The horn can also be sounded anytime by pressing the horn insignia.
6. **SCORING** - At anytime, with or without the clock running, a score (or penalty point) can be entered for either player. For the player on your left to receive a point press "4" (LEFT SCORE), for the player on your right, press "6" (RIGHT SCORE). Hold score key or press repeatedly to add additional points for either player (IMPORTANT - All scores, wins and opponent's initials must also be recorded onto the player's cards as well as the scoreboard).
7. **SCORING ERROR** - First stop time by pressing "2". Anytime you have an incorrect score, you can completely reset the score back to zero by pressing "RESET SCORE", then "LEFT SCORE" or "RIGHT SCORE" depending upon which score you want to adjust. Pressing the "LEFT" or "RIGHT SCORE" key will eliminate the entire score for that side. Then simply reenter the entire correct score.
8. **WINNER** - Press "7" (WINNER) for indicator light to highlight the winner's side of the scoreboard. Press again to eliminate the indicator light.
9. **RESET** - To reset for next match either turn scoreboard switch off and back on or press "0" (COUNT DOWN), quickly followed by the "RESET" key.

### C. CONTINUOUS SPARRING (9)

1. **INSERT CARD** - Insert "CONTINUOUS SPARRING" game card.
2. **SET UP** - Press "RESET" key quickly followed by the horn insignia key. Now press "9" (1 minute time clock with 0-0 score should appear. The number "9" will appear for two seconds also), (See NOTE at bottom).
3. **START / STOP TIME CLOCK** - Press "2" (START/STOP CLOCK) key to start the time clock for one minute count down. Press "2" any time to stop clock. All successive pressing of "2" key starts and stops clock. Start and stop time according to the Center Referee's direction.
4. **ADJUSTING TIME** - To adjust the time, first stop time by pressing "2". To add minutes press "1" (MINUTES). To add seconds press "3" (SECONDS). To subtract time press "0" (COUNT DOWN), quickly followed by "1" (To subtract minutes) or "3" (to subtract seconds). If you hold the "1" or "3" key, more than one unit of time will be subtracted.
5. **END OF TIME / HORN** - At the end of one minute's time the horn will sound. The horn can be sounded any time by pressing the horn insignia.
6. **SCORING PENALTY POINTS** - First stop time by pressing "2". To enter a penalty point press "8" (PENALTY POINT) key followed by the "4" (LEFT SCORE) or "6" (RIGHT SCORE) for which ever side is to receive the penalty point.
7. **PENALTY POINTS SCORING ERROR** - If too many penalty points were entered, first stop time (if time wasn't already stopped) by pressing "2". Anytime you have too many penalty points entered, you can completely reset that player's score by pressing "RESET SCORE", then quickly pressing "PENALTY POINT" and then quickly pressing "LEFT" or "RIGHT SCORE" depending upon which score you want to reset. Then simply reenter the correct total penalty point score.
8. **SCORING** - After time has expired press the "4" or "6" key for the left or right side player you are scoring. Enter the two digit score of the first Judge (If score is under 10 points, press "0" and then the number). Follow up by pressing the "+" and then the score of the second Judge. Complete that player's score total by pressing "9" (TOTAL). This will give you that player's total score. Use the same procedure to obtain the other player's score. The scoreboard automatically tallies in any penalties that were entered during play.
9. **SCORING ERROR** - After time has expired, anytime you have pressed an incorrect number key (or score), you can change a single digit error by pressing "RESET SCORE". Or you can completely reset the entire score after two digits have been entered, by pressing "RESET SCORE", then "RIGHT SCORE" or "LEFT SCORE" depending upon which score you want to adjust. Pressing the "RIGHT" or "LEFT SCORE" score key will eliminate the entire score for that side excepting any penalty points. Then simply re-enter the scores of both Judges for the correct total score.
10. **WINNER** - Press "7" (WINNER) for indicator light to highlight the winner's side of the scoreboard. Press again to eliminate the indicator light.
11. **RESET** - To reset for next match, either turn scoreboard switch off and back on again or press "0" (COUNT DOWN) quickly followed by the "RESET" key.

**NOTE:** If the wrong numbers appear when you program for forms, point sparring or continuous sparring after pressing reset, horn and game number; then press reset quickly followed by 2 and then punch in

- (a.) 0100 for forms
- (b.) 0200 for point sparring
- (c.) 0100 for continuous sparring.

# APPENDIX M

## 2011 NBL Commissioner Duties Checklist

Name of Tournament \_\_\_\_\_ Date of Tournament \_\_\_/\_\_\_/\_\_\_  
Acting Commissioner \_\_\_\_\_ Date Sent to NBL \_\_\_/\_\_\_/\_\_\_

(√) As Completed

### I. BEFORE THE TOURNAMENT

- \_\_\_ A. **CALL PROMOTER** - Confirm whether any unusual exemptions were granted regarding tournament criteria, fees or lodging. Confirm your complimentary lodging for up to two nights and your pay of \$100 with the promoter at least six (6) weeks in advance and request several copies of the tournament brochure. Remind the promoter to reserve a table, available for you for results processing (preferably near the head table and near the microphone).
- \_\_\_ B. **FORMS** - Photocopy this checklist and the NBL Magazine Results Form included in this handbook.
- \_\_\_ C. **PLAYER CARDS** - Make sure you have extra cards (leftovers from the previous events) DO NOT use cards from prior years, if they have been updated. (Check the copyright at the bottom of the back side of the card for the correct year.)
- \_\_\_ D. **MAGAZINE RESULT FORM** - The divisions listed on the magazine result form will match the tournament NBL divisions exactly. All NBL tournaments must offer all 65 (or more) or 120 NBL divisions. If 65 (or more) are used then fill out the left hand column of the NBL Magazine Results Form with any additional divisions into the right hand column. If 120 are used fill in the right hand column. Fill in the players names using capital letters. Fill in the country and state that the winners are from only if the tournament is part of an NBL national conference.

### II. BRING TO TOURNAMENT

- \_\_\_ A. **SKITA HANDBOOK**
- \_\_\_ B. **PHOTOCOPIES** - Photocopies of all the commissioner's forms in SKITA, including this one.
- \_\_\_ C. **PLAYER CARDS** - Extra player cards.
- \_\_\_ D. **BROCHURE** - Bring the tournament brochure.
- \_\_\_ E. **SUPPLIES** - Two shoe boxes (to put cards into), heavy duty stapler, extra staples, staple remover, rubber bands, extra pens/pencils, calculator, tape, scissors and "post-it" notes.
- \_\_\_ F. **CAMERA** - Only if available.

### III. AT THE TOURNAMENT

- \_\_\_ A. **RESULTS TABLE** - Immediately upon your arrival, ensure that a table is available for results processing (preferably near the head table and near the microphone).
- \_\_\_ B. **SCOREKEEPERS' MEETING** - Attend any scorekeepers' meeting(s) at the tournament and answer any questions about card scorekeeping and processing.
- \_\_\_ C. **TOURNAMENT BROCHURE** - Get three (3) copies of the tournament brochure (if you haven't already).
- \_\_\_ D. **CARD PROCESSING** - It is the Commissioner's responsibility to make sure the cards are being filled out correctly and completely by the players before registration and used properly by the scorekeepers in each division. This should be done discreetly so as not to offend either the Scorekeepers, Referees or the Promoter. It is imperative that the cards are correct and complete. This is an area where we always have problems. Be certain that the all players have filled in their name, age (as January 1, 12 a.m.), rank, sex, weight and division number on the front of each of their cards along with all of the information on the back of each of their cards. DO NOT change the scores on the cards, even if they are incorrect. DO NOT let any cards be discarded in the rings or ripped up or taken by the players. All losers' cards in each division should be folded in half or set aside, not ripped up. The losers' cards should be put on the bottom of each division's stack of cards when the division ends. DO NOT leave without collecting ALL of the cards, ascertaining that they are properly filled out and collated by division. DO NOT let the promoter keep the cards under any circumstances.
- \_\_\_ E. **COMPETITION RESULTS (Player Cards)**
- \_\_\_ 1. **COLLECT CARDS** - By the end of the NBL tournament, the Commissioner must have collected and collated all of the player's score cards. The cards should be brought to the table where the Commissioner is processing them by a person designated by the promoter.
- \_\_\_ 2. **CHECKLIST** - On a copy of the tournament brochure, check off each division of cards that come in. This is also a good time to write each of the winners' names on the magazine results form.
- \_\_\_ 3. **CUT CARDS NEATLY** - If the tournament is using any cards that were printed in the tournament

brochure, cut all of those cards neatly along the dotted lines, if not already done.

4. **CARDS IN ORDER** - Each division's pile of cards must be organized with the losers' cards on the bottom. Please make sure that the "Place Taken" on all cards is completely and accurately filled in for 1st to 8th places and that all winners' names are legible. This is **VERY IMPORTANT!!!** If any 1st to 8th place cards are missing, then go to the division and locate them. If they're unavailable, find out who the winners were and make up new cards with their winnings on them to put in the divisional pile. Please keep in mind that NBL divisions cards are always more important to be corrected than non-NBL divisions.
5. **STAPLE CARDS OF DIVISION** - After each pile of cards is in order, staple them in the top left hand corner at a 45° angle. (Do not staple the white card with the rest of the player cards.) If the pile is too big for the stapler, then rubberband them.
6. **BLACKBELT CARDS PILE ORDER** - Do not change the placement order of any cards in any division. Each of the NBL divisional piles of cards should be collated in the same sequential order as the list of NBL divisions on the NBL Player Membership page in the SKITA Handbook.
7. **UNDER BLACKBELT CARDS PILE ORDER** - The non-NBL divisional cards should be in exactly the same sequential order as the divisions listed in the tournament brochure.
8. **RUBBERBAND GROUP OF EVENTS** - All groups of events should be rubber banded (forms, sparring, etc.). Then all NBL divisional cards should be rubberbanded separately from non-NBL groups.
9. **WHITE CARDS** - The top (white) cards should be filled out by the ring Scorekeepers and kept separately and in order and given to the promoter to keep (unless the promoters lets the photo-journalist take them). There should be one white card for each division. **MAKE SURE THESE DON'T GET STAPLED TO EACH PILE OF DIVISIONAL CARDS.**
10. **COLLECT UNUSED CARDS** - PLEASE collect any of the promoter's unused player cards so that you have extras in case the promoter at your next NBL tournament needs them.
11. **NATIONAL TOURNAMENT FINALS BOOKS** - If this is a national conference tournament with a national conference photo-journalist in attendance, then the Finals Books must be given to him/her for story reference. The photo-journalist will return the Finals Books to the NBL. Before giving the Finals Books to a photo-journalist, be certain to record all scores from the Finals Books onto the players cards where necessary (adult musical, Japanese and Korean forms and weapons and all continuous sparring divisions) along with all finals scores and opponent's initials where required. If the national tournament does not have a national conference photo-journalist in attendance that takes the Finals Books then it is the Commissioner's responsibility to obtain the books immediately after the finals and send them back to the NBL.

#### F. MEDIA COVERAGE

1. **MAGAZINE RESULTS FORM** - Fill in the magazine results form for NBL divisional first place winners as the cards are processed.
2. **PHOTOGRAPHS** - Take photographs, designate someone else to take them, or get them from the promoter if possible. This is not a requirement.
3. **TOURNAMENT STORY** - You may submit a short write-up on the event, designate someone else to do it, or ask the promoter to supply a story. This is not a requirement either.

*PLEASE - DO NOT write a story without referring to "Photo-Journalist Criteria" sheets. Ask us for copies if you need them.*

#### G. COLLECT PAYMENT

1. **YOUR PAY** - Collect your \$100 payment from the promoter.
2. **PAY ARBITRATOR** - Collect the \$100 for the Arbitrator and pay him/her.  
*(Be aware of any irregular agreements that the NBL may have reached with the promoter regarding exemptions or payment.)*

#### IV. AFTER THE TOURNAMENT

- A. **FAX MAGAZINE RESULTS FORM** - The Magazine Results Form **must** be completed and faxed to (716) 763-5555 within 24 hours of the tournament.
- B. **RETURN ITEMS** - The following items must be returned within seven (7) days of the tournament:
  1. **ALL PLAYER CARDS** - Leave the white cards with the promoter (unless the promoter lets the photo-journalist take them).
  2. **MAGAZINE RESULTS FORM** - Send us the original copy.
  3. **TOURNAMENT BROCHURE** - Enclose two copies.
  4. **COPY OF THIS CHECKLIST COMPLETED AND SIGNED**
  5. **ANY PHOTOS OR STORY**
- C. **SEND AND INSURE** - The cards must be sent to the NBL certified or registered and insured for at least \$500. It is the Commissioner's responsibility to pay shipping costs from their payment.

Signature \_\_\_\_\_

SEND TO: National Blackbelt League, 341 E. Fairmount Avenue, Lakewood, New York 14750 Phone: (716) 763-1111 or 763-5555

# APPENDIX N

## 2010 NBL Magazine Results Form

This form is to be completed by the Commissioner. First place winners listed below will appear in *Sport Karate Magazine* with any available tournament story. Not used for ratings.

Promoter's Name \_\_\_\_\_ Tournament \_\_\_\_\_ Date of Tournament \_\_\_/\_\_\_/\_\_\_

### FORMS GRAND CHAMPIONS

60 MINIMUM NBL DIVISIONS (Regional Conference Tournaments Only)		113 MAXIMUM NBL DIVISIONS (National or Regional Conference Tournaments)		USE PENCIL - PRINT NAMES WITH CAPITAL LETTERS	COUNTRY / STATE <i>(Required ONLY for national conference tournaments)</i>
Junior Open	Junior Contemporary Junior Traditional	Junior Musical Forms Junior Japanese Forms Junior Korean Forms Junior Musical Weapons	_____		
Adult Open	Adult Contemporary Adult Traditional	Adult Contemporary Forms Adult Contemporary Weapons Adult Traditional Forms & Weapons	_____ _____ _____		

### SPARRING GRAND CHAMPIONS

Men's	Men's	Men's	_____
Women's	Women's	Women's	_____
	Senior Men's	Senior Men's	_____

### FORMS DIVISIONAL WINNERS

CONTEMPORARY					
(N-1/2/10)	Junior Hard Creative 11-	(N-1)	Junior Hard Creative 9-	_____	/
(N-3/4/11/12)	Junior Hard Creative 12-17	(N-2)	Junior Hard Creative 10-11	_____	/
		(N-3)	Junior Hard Creative 12-14	_____	/
		(N-4)	Junior Hard Creative 15-17	_____	/
(N-5/6/7/13)	Junior Hard Choreo Musical	(N-5)	Junior Hard Choreo Musical 11-	_____	/
		(N-6)	Junior Hard Choreo Musical 12-14	_____	/
		(N-7)	Junior Hard Choreo Musical 15-17	_____	/
(N-8)	Junior Hard Open Musical	(N-8)	Junior Hard Open Musical	_____	/
(N-9)	Junior Soft	(N-9)	Junior Soft	_____	/
		(N-10)	Junior Female Hard Creative 11-	_____	/
		(N-11)	Junior Female Hard Creative 12-14	_____	/
		(N-12)	Junior Female Hard Creative 15-17	_____	/
(N-14)	Men's Hard Creative	(N-13)	Junior Female Hard Musical	_____	/
(N-15)	Adult Hard Choreo Musical	(N-14)	Men's Hard Creative	_____	/
(N-16)	Adult Hard Open Musical	(N-15)	Adult Hard Choreographed Musical	_____	/
(N-17)	Adult Soft	(N-16)	Adult Hard Open Musical	_____	/
(N-18)	Women's Hard Creative	(N-17)	Adult Soft	_____	/
(N-19/20)	Senior Hard	(N-18)	Women's Hard Creative	_____	/
		(N-19)	Senior Men's Hard	_____	/
		(N-20)	Senior Women's Hard	_____	/
TRADITIONAL					
(N-21/22/23)	Junior Japanese/Okinawan	(N-21)	Junior Japanese/Okinawan 11-	_____	/
		(N-22)	Junior Japanese/Okinawan 12-14	_____	/
		(N-23)	Junior Japanese/Okinawan 15-17	_____	/
(N-24/25/26)	Junior Kenpo/Kajukenbo	(N-24)	Junior Kenpo/Kajukenbo 11-	_____	/
		(N-25)	Junior Kenpo/Kajukenbo 12-14	_____	/
		(N-26)	Junior Kenpo/Kajukenbo 15-17	_____	/
(N-27/28/29)	Junior Korean	(N-27)	Junior Korean 11-	_____	/
		(N-28)	Junior Korean 12-14	_____	/
		(N-29)	Junior Korean 15-17	_____	/
(N-30/34)	Adult Japanese/Okinawan	(N-30)	Men's Japanese/Okinawan	_____	/
(N-31)	Adult Kenpo/Kajukenbo	(N-31)	Adult Kenpo/Kajukenbo	_____	/
(N-32/35)	Adult Korean	(N-32)	Men's Korean	_____	/
(N-33)	Adult Soft	(N-33)	Adult Soft	_____	/
		(N-34)	Women's Japanese/Okinawan	_____	/
		(N-35)	Women's Korean	_____	/
(N-36/37)	Senior Hard	(N-36)	Senior Hard	_____	/
		(N-37)	Senior Hard 45+	_____	/
TEAM					
(N-38)	Team Forms	(N-38)	Team Forms	_____	/

### WEAPONS DIVISIONAL WINNERS

CONTEMPORARY					
(N-39/40/41/46/47)	Junior Creative	(N-39)	Junior Creative 11-	_____	/
		(N-40)	Junior Creative 12-14	_____	/
		(N-41)	Junior Creative 15-17	_____	/
(N-42/43/44)	Junior Choreo Musical	(N-42)	Junior Hard Choreo Musical 11-	_____	/
		(N-43)	Junior Hard Choreo Musical 12-14	_____	/
		(N-44)	Junior Hard Choreo Musical 15-17	_____	/
(N-45)	Junior Open Musical	(N-45)	Junior Open Musical	_____	/
		(N-46)	Junior Female Creative 12-14	_____	/
		(N-47)	Junior Female Creative 15-17	_____	/



(N-48/51)	Adult Hard Creative	(N-48)	Men's Hard Creative	_____	/
(N-49)	Adult Hard Choreo Musical	(N-49)	Adult Hard Choreographed Musical	_____	/
(N-50)	Adult Soft	(N-50)	Adult Soft	_____	/
		(N-51)	Women's Hard Creative	_____	/
(N-52)	Senior Hard	(N-52)	Senior Hard	_____	/
<b>TRADITIONAL</b>					
(N-53/54/55)	Junior Hard	(N-53)	Junior Hard 11-	_____	/
		(N-54)	Junior Hard 12-14	_____	/
		(N-55)	Junior Hard 15-17	_____	/
(N-56)	Adult Hard	(N-56)	Adult Hard	_____	/

**SELF DEFENSE DIVISIONAL WINNERS**

<b>CONTEMPORARY</b>					
(N-57/58)	Choreo. Fight	(N-57)	Junior Choreographed Fight	_____	/
		(N-58)	Adult Choreographed Fight	_____	/
<b>TRADITIONAL</b>					
(N-59/60)	Traditional	(N-59)	Junior Traditional	_____	/
		(N-60)	Adult Traditional	_____	/

**BREAKING DIVISIONAL WINNERS**

(N-61/62)	Open	(N-61)	Junior Open	_____	/
		(N-62)	Adult Open	_____	/

**POINT SPARRING DIVISIONAL WINNERS**

(N-63/64)	Junior 11-	(N-63)	Junior 9-	_____	/
(N-65)	Junior 12-13	(N-64)	Junior 10-11	_____	/
(N-66)	Junior 14-15	(N-65)	Junior 12-13	_____	/
(N-67)	Junior 16-17	(N-66)	Junior 14-15	_____	/
(N-68)	Junior Girls 11-12	(N-67)	Junior 16-17	_____	/
(N-69)	Junior Girls' 13-14	(N-68)	Junior Girls 11-12	_____	/
(N-70)	Junior Girls' 15-17	(N-69)	Junior Girls' 13-14	_____	/
		(N-70)	Junior Girls' 15-17	_____	/
		(N-71)	Men's Fly	_____	/
(N-71/72/73)	Men's Light	(N-72)	Men's Feather	_____	/
		(N-73)	Men's Light	_____	/
(N-74/75)	Men's Middle	(N-74)	Men's Light Middle	_____	/
		(N-75)	Men's Middle	_____	/
(N-76/77)	Men's Heavy	(N-76)	Men's Light Heavy	_____	/
(N-78)	Men's Super Heavy	(N-77)	Men's Heavy	_____	/
(N-79/80/81/82)	Women's	(N-78)	Men's Super Heavy	_____	/
		(N-79)	Women's Fly	_____	/
		(N-80)	Women's Feather	_____	/
		(N-81)	Women's Light	_____	/
(N-83/84/85/86)	Senior Men's	(N-82)	Women's Middle	_____	/
		(N-83)	Senior Men's Light	_____	/
		(N-84)	Senior Men's Middle	_____	/
		(N-85)	Senior Men's Heavy	_____	/
		(N-86)	Senior Men's Super Heavy	_____	/
(N-87)	Senior Women's	(N-87)	Senior Women's	_____	/
(N-88/89)	Senior Men's 45+	(N-88)	Senior Men's 45+ Light	_____	/
		(N-89)	Senior Men's 45+ Heavy	_____	/

**CONTINUOUS SPARRING DIVISIONAL WINNERS**

(N-90/91/92)	Junior Fly	(N-90)	Junior Super Fly	_____	/
		(N-91)	Junior Fly	_____	/
(N-93/94)	Junior Light	(N-92)	Junior Feather	_____	/
		(N-93)	Junior Light	_____	/
(N-95)	Boys' Middle	(N-94)	Junior Light Middle	_____	/
		(N-95)	Junior Boys' Middle	_____	/
(N-96/97/98)	Boys' Heavy	(N-96)	Junior Boys' Light Heavy	_____	/
		(N-97)	Junior Boys' Heavy	_____	/
(N-99/100/101)	Girls' Feather	(N-98)	Junior Boys' Super Heavy	_____	/
		(N-99)	Junior Girls' Feather	_____	/
		(N-100)	Junior Girls' Light	_____	/
(N-102/103)	Men's Light	(N-101)	Junior Girls' Middle	_____	/
		(N-102)	Men's Feather	_____	/
(N-104/105)	Men's Middle	(N-103)	Men's Light	_____	/
		(N-104)	Men's Light Middle	_____	/
(N-106/107)	Men's Heavy	(N-105)	Men's Middle	_____	/
(N-108)	Men's Super Heavy	(N-106)	Men's Light Heavy	_____	/
(N-109/110)	Women's	(N-107)	Men's Heavy	_____	/
		(N-108)	Men's Super Heavy	_____	/
		(N-109)	Women's Feather	_____	/
		(N-110)	Women's Light	_____	/

**TEAM SPARRING DIVISIONAL WINNERS**

(N-111)	Boys'	(N-111)	Boys'	_____	/
(N-112)	Girls'	(N-112)	Girls'	_____	/
(N-113)	Men's	(N-113)	Men's	_____	/

# APPENDIX N

## 2011 NBL Magazine Results Form

This form is to be completed by the Commissioner. Select appropriate division titles and cross off all others. First place winners listed below will appear in the NBL/SKIL website with any available tournament story. Not used for ratings.

Promoter's Name \_\_\_\_\_ Tournament \_\_\_\_\_ Date of Tournament \_\_\_\_/\_\_\_\_/\_\_\_\_

### FORMS GRAND CHAMPIONS

65 MINIMUM NBL DIVISIONS (Regional Conference Tournaments Only)		120 MAXIMUM NBL DIVISIONS (National or Regional Conference Tournaments)		USE PENCIL - PRINT NAMES WITH CAPITAL LETTERS	COUNTRY / STATE
Junior Open	Junior Contemporary Junior Traditional	Junior Musical Forms Junior Japanese Forms Junior Korean Forms Junior Musical Weapons	_____	(Required ONLY for national conference tournaments)	↓
Adult Open	Adult Contemporary Adult Traditional	Adult Contemporary Forms Adult Contemporary Weapons Adult Traditional Forms & Weapons	_____ _____ _____		

### SPARRING GRAND CHAMPIONS

Men's	Men's	Men's Sparring	_____
Women's	Women's	Women's Sparring	_____
	Senior Men's	Senior Men's Sparring	_____

### FORMS DIVISIONAL WINNERS

CONTEMPORARY		TRADITIONAL		TEAM	
(N-1/2/10)	Junior Hard Creative 11-	(N-1) Boys' Hard Creative 9-	(N-21) Junior Japanese/Okinawan 11-	(N-38) Team Forms	(N-38) Team Forms
(N-3/4/11/12)	Junior Hard Creative 12-17	(N-2) Boys' Hard Creative 10-11	(N-22) Junior Japanese/Okinawan 12-14		
(N-5/6/7/13)	Junior Hard Choreo Musical	(N-3) Boys' Hard Creative 12-14	(N-23) Junior Japanese/Okinawan 15-17		
(N-8)	Junior Hard Open Musical	(N-4) Boys' Hard Creative 15-17	(N-24) Junior Kenpo/Kajukenbo 11-		
(N-9)	Junior Soft	(N-5) Boys' Hard Choreo Musical 11-	(N-25) Junior Kenpo/Kajukenbo 12-14		
(N-14)	Men's Hard Creative	(N-6) Boys' Hard Choreo Musical 12-14	(N-26) Junior Kenpo/Kajukenbo 15-17		
(N-15)	Adult Hard Choreo Musical	(N-7) Boys' Hard Choreo Musical 15-17	(N-27) Junior Korean 11-		
(N-16)	Adult Hard Open Musical	(N-8) Junior Hard Open Musical	(N-28) Junior Korean 12-14		
(N-17)	Adult Soft	(N-9) Junior Soft	(N-29) Junior Korean 15-17		
(N-18)	Women's Hard Creative	(N-10) Girls' Hard Creative 11-	(N-30) Men's Japanese/Okinawan		
(N-19/20)	Senior Hard	(N-11) Girls' Hard Creative 12-14	(N-31) Adult Kenpo/Kajukenbo		
		(N-12) Girls' Hard Creative 15-17	(N-32) Men's Korean		
		(N-13) Girls' Hard Choreo Musical	(N-33) Adult Chinese		
		(N-14) Men's Hard Creative	(N-34) Women's Japanese/Okinawan		
		(N-15) Adult Hard Choreographed Musical	(N-35) Women's Korean		
		(N-16) Adult Hard Open Musical	(N-36) Senior Hard		
		(N-17) Adult Soft	(N-37) Senior Hard 45+		
		(N-18) Women's Hard Creative			
		(N-19) Senior Men's Hard			
		(N-20) Senior Women's Hard			

### WEAPONS DIVISIONAL WINNERS

CONTEMPORARY		TRADITIONAL		TEAM	
(N-39/40/41/46/47)	Junior Creative	(N-39) Junior Creative 11-	(N-21) Junior Japanese/Okinawan 11-	(N-38) Team Forms	(N-38) Team Forms
(N-42/43/44)	Junior Choreo Musical	(N-40) Boys' Creative 12-14	(N-22) Junior Japanese/Okinawan 12-14		
(N-45)	Junior Open Musical	(N-41) Boys' Creative 15-17	(N-23) Junior Japanese/Okinawan 15-17		
		(N-42) Junior Hard Choreo Musical 11-	(N-24) Junior Kenpo/Kajukenbo 11-		
		(N-43) Junior Hard Choreo Musical 12-14	(N-25) Junior Kenpo/Kajukenbo 12-14		
		(N-44) Junior Hard Choreo Musical 15-17	(N-26) Junior Kenpo/Kajukenbo 15-17		
		(N-45) Junior Open Musical	(N-27) Junior Korean 11-		
		(N-46) Girls' Creative 12-14	(N-28) Junior Korean 12-14		
		(N-47) Girls' Creative 15-17	(N-29) Junior Korean 15-17		

(N-48/51)	Adult Hard Creative	(N-48)	Men's Hard Creative	_____	/
(N-49)	Adult Hard Choreo Musical	(N-49)	Adult Hard Choreographed Musical	_____	/
(N-50)	Adult Soft	(N-50)	Adult Soft	_____	/
		(N-51)	Women's Hard Creative	_____	/
(N-52)	Senior Hard	(N-52)	Senior Hard	_____	/
<b>TRADITIONAL</b>					
(N-53/54/55)	Junior Hard	(N-53)	Junior Hard 11-	_____	/
		(N-54)	Junior Hard 12-14	_____	/
		(N-55)	Junior Hard 15-17	_____	/
(N-56)	Adult Hard	(N-56)	Adult Hard	_____	/

**SELF DEFENSE DIVISIONAL WINNERS**

<b>CONTEMPORARY</b>					
(N-57/58)	Choreographed Fight	(N-57)	Junior Choreographed Fight	_____	/
		(N-58)	Adult Choreographed Fight	_____	/

<b>TRADITIONAL</b>					
(N-59/60)	Traditional	(N-59)	Junior Traditional	_____	/
		(N-60)	Adult Traditional	_____	/

**BREAKING DIVISIONAL WINNERS**

(N-61/62)	Open	(N-61)	Junior Open Breaking	_____	/
		(N-62)	Adult Open Breaking	_____	/

**POINT SPARRING DIVISIONAL WINNERS**

(N-63/64)	Junior 11- Light	(N-63)	Junior 11- Fly	_____	/
(N-65/66)	Junior 11- Heavy	(N-64)	Junior 11- Light	_____	/
		(N-65)	Junior 11- Middle	_____	/
		(N-66)	Junior 11- Heavy	_____	/
(N-67)	Boys' 12-14 Light	(N-67)	Boys' 12-14 Light	_____	/
(N-68/69)	Boys' 12-14 Heavy	(N-68)	Boys' 12-14 Middle	_____	/
		(N-69)	Boys' 12-14 Heavy	_____	/
(N-70)	Boys' 15-17 Light	(N-70)	Boys' 15-17 Light	_____	/
(N-71/72)	Boys' 15-17 Heavy	(N-71)	Boys' 15-17 Middle	_____	/
		(N-72)	Boys' 15-17 Heavy	_____	/
(N-73/74/75)	Girls' 12-17 Feather	(N-73)	Girls' 12-14 Feather	_____	/
(N-73/74/75)	Girls' 12-17 Light	(N-74)	Girls' 12-14 Light	_____	/
		(N-75)	Girls' 15-17	_____	/
		(N-76)	Men's Fly	_____	/
		(N-77)	Men's Feather	_____	/
(N-76/77/78)	Men's Light	(N-78)	Men's Light	_____	/
		(N-79)	Men's Light Middle	_____	/
(N-79/80)	Men's Middle	(N-80)	Men's Middle	_____	/
		(N-81)	Men's Light Heavy	_____	/
(N-81/82)	Men's Heavy	(N-82)	Men's Heavy	_____	/
(N-83)	Men's Super Heavy	(N-83)	Men's Super Heavy	_____	/
(N-84/85/86/87)	Women's	(N-84)	Women's Fly	_____	/
		(N-85)	Women's Feather	_____	/
		(N-86)	Women's Light	_____	/
		(N-87)	Women's Middle	_____	/
(N-88/89/90/91)	Senior Men's	(N-88)	Senior Men's Light	_____	/
		(N-89)	Senior Men's Middle	_____	/
		(N-90)	Senior Men's Heavy	_____	/
		(N-91)	Senior Men's Super Heavy	_____	/
(N-92)	Senior Women's	(N-92)	Senior Women's	_____	/
(N-93/94)	Senior Men's 45+	(N-93)	Senior Men's 45+ Light	_____	/
		(N-94)	Senior Men's 45+ Heavy	_____	/

**CONTINUOUS SPARRING DIVISIONAL WINNERS**

(N-95/96)	Junior 11- Light	(N-95)	Junior 11- Fly	_____	/
(N-97/98)	Junior 11- Heavy	(N-96)	Junior 11- Light	_____	/
		(N-97)	Junior 11- Middle	_____	/
		(N-98)	Junior 11- Heavy	_____	/
(N-99)	Boys' 12-14 Light	(N-99)	Boys' 12-14 Light	_____	/
(N-100/101)	Boys' 12-14 Heavy	(N-100)	Boys' 12-14 Middle	_____	/
		(N-101)	Boys' 12-14 Heavy	_____	/
(N-102)	Boys' 15-17 Light	(N-102)	Boys' 15-17 Light	_____	/
(N-103/104)	Boys' 15-17 Heavy	(N-103)	Boys' 15-17 Middle	_____	/
		(N-104)	Boys' 15-17 Heavy	_____	/
(N-105/106/107)	Girls' 12-17 Feather	(N-105)	Girls' 12-14 Feather	_____	/
(N-105/106/107)	Girls' 12-17 Light	(N-106)	Girls' 12-14 Light	_____	/
		(N-107)	Girls' 15-17	_____	/
		(N-108)	Men's Feather	_____	/
(N-108/109)	Men's Light	(N-109)	Men's Light	_____	/
		(N-110)	Men's Light Middle	_____	/
(N-110/111)	Men's Middle	(N-111)	Men's Middle	_____	/
		(N-112)	Men's Light Heavy	_____	/
(N-112/113)	Men's Heavy	(N-113)	Men's Heavy	_____	/
(N-114)	Men's Super Heavy	(N-114)	Men's Super Heavy	_____	/
(N-115/116)	Women's	(N-115)	Women's Feather	_____	/
		(N-116)	Women's Light	_____	/

**TEAM SPARRING DIVISIONAL WINNERS**

(N-117)	Boys'	(N-117)	Boys'	_____	/
(N-118)	Girls'	(N-118)	Girls'	_____	/
(N-119)	Men's	(N-119)	Men's	_____	/
(N-120)	Adult Mixed	(N-120)	Adult Mixed	_____	/

# APPENDIX O

## 1999/2000 Super Grands/Amateur Int'ls Seeding

**DEFINITION OF SEEDING** - A player's position in a league's rating system becomes known as a seed when that rated position is used to place a player in certain preferred positions in a competition. (For example, if a player is a number three in the final NBL or SKIL ratings, he/she would have a third place seed in the Super Grands. This would not mean that a player would compete third from the last, however, as this seeded position only identifies the sequence order, not the exact numbered position of competition from the end of the division. For example, a player seeded in second place in the NBL may compete twelfth from last at the Super Grands, because there may be more than one second-seeded player in their division. However, someone ranked tenth in SKIL may compete last at the Amateur Internationals because higher seeded players will likely be participating in other age divisions.

### AMATEUR INT'LS

**SEEDING QUALIFICATIONS** - A player may enter as many divisions in the Amateur Internationals as he/she wishes no matter whether he/she is ranked (seeded) or not. If a player is SKIL rated, he/she will be seeded if they pre-register properly. A player need not be SKIL rated to enter the Amateur Internationals.

**SEEDING - NON NBL COUNTRIES** - Players attending from any country that does not have a SKIL qualifying tournament in their country will be given a complimentary rating of 24 points in all Amateur Internationals divisions and be placed at the equivalent seeding (ranking) of 24 points.

### SKIL FORMS SEEDING

**ORDER OF PERFORMANCE:** The Amateur Internationals forms competition has one (1) segment of competition.

**UNSEEDED PLAYERS** - Unseeded players will compete first by luck of the draw.

**SEEDED PLAYERS** - The player with the least amount of SKIL points will be next to compete after the unseeded players finish. The player with the second least amount of points in their division will go next, then the player with the third amount of points, and so on. The order of seeds will continue in this fashion until all the players have competed. The SKIL player with the most amount of points in that SKIL Amateur Internationals division will go last.

**SKIL RATING TIES** - SKIL rating ties will be broken with the preferred placement going to the player with the highest international ranking. If still tied - the highest

### SKIL SPARRING SEEDING

national ranking; still tied - then by state ranking.

**ORDER OF PERFORMANCE:** The Amateur Internationals sparring competition has up to two (2) segments of competition.

**UNSEEDED PLAYERS** - The first segment will have the unseeded players competing in a preliminary round using the "first round bye system" that will separate players by school and country for the first round only (if the players' card is filled in properly). The winner of the unseeded segment will advance and be the first to fight in the seeded players segment.

**SEEDED PLAYERS** - The second segment is the seeded round of play. The seeded player with the least amount of points will be paired against the unseeded winner (if there was one). The winner competes against the seeded player with the second least amount of points. That winner competes against the seeded player with the third least amount of points, etc. The seeded player with the most amount of points will compete in the last match-up. Because of set positions of seeding, no players can be purposely separated who are from the same school or same country in any given match-up of the seeded portion of the Amateur Internationals.

- The last two players eliminated before leaving the two players for first and second place will be paired off in a single match to determine who wins third and fourth place.

- The final two players who have not lost will enter into a double elimination series where the first player to win two matches is awarded first place, while the other player gets second place.

### SUPER GRANDS

**SKIL RATING TIES** - (same as SKIL Forms Seeding).

**SEEDING QUALIFICATIONS** - A player may enter as many divisions in the Super Grands as he/she has and purchases seeds for, but he/she can only compete once per division despite how many seeds they have earned during the competition season. The NBL National Conference seeded players will be the first to be given any byes in each round of seeded play (sparring) and compete last in each seeded round of competition (forms) at the Super Grands. If a player enters the Super Grands with a regional conference seed, he/she will receive a preferred regional conference placement if he/she has a national seed(s) or additional regional seeds in the same division. This applies only if the player writes that national or regional seed(s)/rating(s) on their player card when registering for the Super Grands.

**SEEDING - NON NBL COUNTRIES** - Players attending from any country that does not have an NBL qualifying tournament in their country will be given a single complimentary first place regional conference seed with no preferred seeding.

### NBL FORMS SEEDING

**ORDER OF PERFORMANCE** - The Super Grand forms competition has up to two (2) segments of competition.

**UNSEEDED PLAYERS** - The first segment is for "Wild Cards" (unseeded) players. All wild card players compete by luck of the draw. The winner will compete first in the second segment (with the seeded players).

**SEEDED PLAYERS** - The second segment starts with the fifth place seeded players. The fifth place regionally seeded players will compete first by luck of the draw unless one (or any) of them have preferred seeding (see below). Any fifth place nationally seeded players will go last in this round by luck of the draw unless one (or any) of them has other seedings which will give them preferred seeding (see below). This process will then be repeated for the fourth, then third, then second and finally, the first place seeded players, with the national conference seeded players going last in each round. (See NBL seeding chart (next page) for SG divisional sequence for reverse order of competition).

**PREFERRED SEEDING** - In all rounds, a seeded player may be placed higher (closer to the end of competition) than other players with the same seed (instead of "luck of the draw" to break tied seeds) if the player has backup seeds (ratings) in other conferences and has them properly entered on their player card. In all cases, a backup national seed will take precedence over a backup regional seed even if it is lower. No more than two additional national and/or regional seeds will be taken into consideration for preferred seeding. (This will not, however, in any round, place a regionally seeded player above a nationally seeded player with the same initial seed rank.)

**NBL RATING TIES** - If additional ratings (preferred seeding) does not break rating ties between two players for the same seeded position, then the tie will be broken by "luck of the draw" for the Super Grands seeding.

# NBL SPARRING SEEDING

**ORDER OF PERFORMANCE** - The Super Grands sparring has up to six (6) segments of competition (one wild card segment and up to five seeded segments).  
**WILD CARD (UNSEEDED) PLAYERS** - The first segment will have the unseeded ("Wild Card") players competing in a preliminary round using the first round bye system that will separate players by school and country for the first round only (if the players' cards are filled properly). The final winner receives a fifth place seeded position for the second segment of competition. There is no double eliminations in the "wild card" round of competition, however the winner of the "wild card" round becomes a seeded player and will be awarded the right to a double elimination when he/she competes against the seeded players in the next round, who all have the right of double eliminations.

**SEEDED PLAYERS** - The remaining segments (up to five) are for seeded players and are run-off as double eliminations that will eventually determine the winner in the final segment of competition.

- Segment 2: Each NBL conference's lowest (least favorable) rated (seeded) players of a division with the same seed (Fifth place seeds if there are any. If not then fourth if there are any. If not, third, etc.) shall be paired off to spar until only one player with that seed remains. All players will have to lose twice to be eliminated. The winner of Segment 2 advances to the next segment.
- Following Segments: Each following segment (up to 3 more possible) will be run in the same fashion as Segment 2. (These are the remaining seeded rounds with a higher seeding.)
- Last segment: The last segment will include all the 1st place seeded players and the single remaining winner of the previous segments. Players will continue to spar in paired-off elimination rounds. Players who lose twice will be eliminated.
- The final two players of each division will compete in the Super Grands Grand Finale. One player will have lost once, while the other player may or may not have lost a match, so there may be one or two matches in the Grand Finale to determine the world champion.
- The last two players eliminated before leaving the two players to go into the Grand Finale will be paired off in a single match to determine third and fourth place.

**PREFERRED SEEDING - BYES** - (same as forms with the following additions) - Byes shall be selected in each round before match-ups are chosen. In each round, the first bye shall be given to the highest seeded player (lowest number under SG divisional sequence according to the chart below). In the next round of the same segment that requires one, a bye will go to the second highest seeded player (lowest number), etc. In the last segment that includes the first place seeded players, all national conference first place seeded players will receive a bye in the first round (Players with a number of 16.0 or less). In all following rounds, any byes will rotate amongst any national first place seeded players in attendance, starting with the player with the best seed (lowest number).

**NBL RATING TIES** - (same as NBL Forms Seedings)

**MATCH-UP** - In each segment, the winning player from the previous round shall be randomly matched against one of the incoming higher placed seeded players. Match-ups shall be randomly paired except when they have sparred each other previously. If this happens and if one of the players brings it to the attention of the Scorekeeper, they shall be immediately re-matched against a player who they have not previously been paired with. No players can be purposely separated who are from the same school in any given matchup.

**COUNTRIES SEPARATED** - In all rounds, players from the same country shall not be paired against each other if there is an opponent from another country to be paired against. This takes precedence over whether any players have fought each other in previous rounds.

## NBL SEEDING CHART

To determine a player's sequence of competition at the Super Grands, look up their best final rating in the first column, their second best in the second column, and their third best in the third column. Their Super Grands sequence number will follow.

**Note:** The Super Grands divisional sequence does not indicate the exact sequence number in line that a player will compete at because this list contains all possible combinations. For example, since there are only three possible national conference 1st place winners (since there are only three national conferences), there will be only three players with sequence numbers 1 through 16. Depending on how many rated players show up for a division, even players with high sequence numbers may wind up competing as one of the last 10 players of a division. The divisional sequence numbers are only a sorting method to determine all players' sequence order, not the exact number in a sequence line.

Player's Best Rating	Player's 2nd Best	Player's 3rd Best	SG Divisional Sequence in reverse order				
1st Nat	1st Nat	1st-5th Nat	1 . 1 to 5	2nd Reg	3rd Nat	2nd-5th Reg or (none)	45 . 2 to 5 (6)
1st Nat	1st Nat	1st-5th Reg or (none)	2 . 1 to 5 (6)	2nd Reg	4th Nat	4th-5th Nat	46 . 4 to 5
1st Nat	2nd Nat	2nd-5th Nat	3 . 2 to 5	2nd Reg	4th Nat	2nd-5th Reg or (none)	47 . 2 to 5 (6)
1st Nat	2nd Nat	1st-5th Reg or (none)	4 . 1 to 5 (6)	2nd Reg	5th Nat	5th Nat	48 . 5
1st Nat	3rd Nat	3rd-5th Nat	5 . 3 to 5	2nd Reg	5th Nat	2nd-5th Reg or (none)	49 . 2 to 5 (6)
1st Nat	3rd Nat	1st-5th Reg or (none)	6 . 1 to 5 (6)	2nd Reg	2nd Reg	2nd-5th Reg or (none)	50 . 2 to 5 (6)
1st Nat	4th Nat	4th-5th Nat	7 . 4 to 5	2nd Reg	3rd Reg	3rd-5th Reg or (none)	51 . 3 to 5 (6)
1st Nat	4th Nat	1st-5th Reg or (none)	8 . 1 to 5 (6)	2nd Reg	4th Reg	4th-5th Reg or (none)	52 . 4 to 5 (6)
1st Nat	5th Nat	5th Nat	9 . 5	2nd Reg	5th Reg	5th Reg or (none)	53 . 5 (6)
1st Nat	5th Nat	1st-5th Reg or (none)	10 . 1 to 5 (6)	2nd Reg	(none)	(none)	54
1st Nat	1st-Reg	1st-5th Reg or (none)	11 . 1 to 5 (6)	3rd Nat	3rd Nat	3rd-5th Nat	55 . 3 to 5
1st Nat	2nd-Reg	2nd-5th Reg or (none)	12 . 2 to 5 (6)	3rd Nat	3rd Nat	3rd-5th Reg or (none)	56 . 3 to 5 (6)
1st Nat	3rd-Reg	3rd-5th Reg or (none)	13 . 3 to 5 (6)	3rd Nat	4th Nat	4th-5th Nat	57 . 4 to 5
1st Nat	4th-Reg	4th-5th Reg or (none)	14 . 4 to 5 (6)	3rd Nat	4th Nat	3rd-5th Reg or (none)	58 . 3 to 5 (6)
1st Nat	5th-Reg	5th Reg or (none)	15 . 5 (6)	3rd Nat	5th Nat	5th Nat	59 . 5
1st Nat	(none)	(none)	16	3rd Nat	5th Nat	3rd-5th Reg or (none)	60 . 3 to 5 (6)
1st Reg	2nd Nat	2nd-5th Nat	17 . 2 to 5	3rd Nat	3rd Reg	3rd-5th Reg or (none)	61 . 3 to 5 (6)
1st Reg	2nd Nat	1st-5th Reg or (none)	18 . 1 to 5 (6)	3rd Nat	4th Reg	4th-5th Reg or (none)	62 . 4 to 5 (6)
1st Reg	3rd Nat	3rd-5th Nat	19 . 3 to 5	3rd Nat	5th Reg	5th Reg or (none)	63 . 5 (6)
1st Reg	3rd Nat	1st-5th Reg or (none)	20 . 1 to 5 (6)	3rd Nat	(none)	(none)	64
1st Reg	4th Nat	4th-5th Nat	21 . 4 to 5	3rd Reg	4th Nat	4th-5th Nat	65 . 4 to 5
1st Reg	4th Nat	1st-5th Reg or (none)	22 . 1 to 5 (6)	3rd Reg	4th Nat	3rd-5th Reg or (none)	66 . 3 to 5 (6)
1st Reg	5th Nat	5th Nat	23 . 5	3rd Reg	5th Nat	5th Nat	67 . 5
1st Reg	5th Nat	1st-5th Reg or (none)	24 . 1 to 5 (6)	3rd Reg	5th Nat	3rd-5th Reg or (none)	68 . 3 to 5 (6)
1st Reg	1st Reg	1st-5th Reg or (none)	25 . 1 to 5 (6)	3rd Reg	3rd Reg	3rd-5th Reg or (none)	69 . 3 to 5 (6)
1st Reg	2nd Reg	2nd-5th Reg or (none)	26 . 2 to 5 (6)	3rd Reg	4th Reg	4th-5th Reg or (none)	70 . 4 to 5 (6)
1st Reg	3rd Reg	3rd-5th Reg or (none)	27 . 3 to 5 (6)	3rd Reg	5th Reg	5th Reg or (none)	71 . 5 (6)
1st Reg	4th Reg	4th-5th Reg or (none)	28 . 4 to 5 (6)	3rd Reg	(none)	(none)	72
1st Reg	5th Reg	5th Reg or (none)	29 . 5 (6)	4th Nat	4th Nat	4th-5th Nat	73 . 4 to 5
1st Reg	(none)	(none)	30	4th Nat	4th Nat	4th-5th Reg or (none)	74 . 4 to 5 (6)
2nd Nat	2nd Nat	2nd-5th Nat	31 . 2 to 5	4th Nat	5th Nat	5th Nat	75 . 5
2nd Nat	2nd Nat	2nd-5th Reg or (none)	32 . 2 to 5 (6)	4th Nat	5th Nat	4th-5th Reg or (none)	76 . 4 to 5 (6)
2nd Nat	3rd Nat	3rd-5th Nat	33 . 3 to 5	4th Nat	4th Reg	4th-5th Reg or (none)	77 . 4 to 5 (6)
2nd Nat	3rd Nat	2nd-5th Reg or (none)	34 . 2 to 5 (6)	4th Nat	5th Reg	5th Reg or (none)	78 . 5 (6)
2nd Nat	4th Nat	4th-5th Nat	35 . 4 to 5	4th Reg	(none)	(none)	79
2nd Nat	4th Nat	2nd-5th Reg or (none)	36 . 2 to 5 (6)	4th Reg	5th Nat	5th Nat	80 . 5
2nd Nat	5th Nat	5th Nat	37 . 5	4th Reg	5th Nat	4th-5th Reg or (none)	81 . 4 to 5 (6)
2nd Nat	5th Nat	2nd-5th Reg or (none)	38 . 2 to 5 (6)	4th Reg	4th Reg	4th-5th Reg or (none)	82 . 4 to 5 (6)
2nd Nat	2nd Reg	2nd-5th Reg or (none)	39 . 2 to 5 (6)	4th Reg	5th Reg	5th Reg or (none)	83 . 5 (6)
2nd Nat	3rd Reg	3rd-5th Reg or (none)	40 . 3 to 5 (6)	4th Reg	(none)	(none)	84
2nd Nat	4th Reg	4th-5th Reg or (none)	41 . 4 to 5 (6)	5th Nat	5th Nat	5th Nat	85 . 5
2nd Nat	5th Reg	5th Reg or (none)	42 . 5 (6)	5th Nat	5th Nat	5th Reg or (none)	86 . 5 (6)
2nd Nat	(none)	(none)	43	5th Nat	5th Reg	5th Reg	87 . 5
2nd Reg	3rd Nat	3rd-5th Nat	44 . 3 to 5	5th Reg	5th Reg	5th Reg or (none)	88
				5th Reg	(none)	(none)	89 . 5 (6)
							90

# APPENDIX P

## 1999 Super Grands/Amateur Int'ls Scorekeeping

### ① AMATEUR INT'LS - FORMS

#### Directions for Forms / Weapons / Self-Defense / Breaking

(√) as completed

1. **DIVISION FILE FOLDER** - Take everything out of the folder except the "Award Papers." There will be one (1) pile of cards.
2. **CARD ORDER** - **DO NOT** change the order of the card piles unless directed to do so by a Head Scorekeeper, Head of Staging or Head of Registration. Make sure all cards have a stamp in the "PAID STAMP" box.
3. **ROLL CALL** - Take roll call of all players, announcing their names and telling them their order of performance (which is the "SEQUENCE NUMBER" on the cards). If any portion of the boxes or the signature on the reverse of a players card is not filled out then have the player complete that material before continuing.
  - a. **If player(s) is not present** - Ask your assistant to take the player's card to the Ring Coordinator and request that he/she announce for the missing player to go to your ring. Make sure your assistant returns immediately. The player does not have to show up for roll call, but if the player doesn't appear or have a delegate available to get him/her when called "UP" to compete, then the player may be disqualified after two (2) minutes.
  - b. **If player is present without a card** - Check their wristband:
    - **If the player's wristband has the division number on it:**  
Ask the Head Scorekeeper to issue a new card for the player to fill out since their card must have been misfiled. Ask the player if he/she is rated and seeded.
    - **Unseeded** - If the player is not seeded, ask the Head Scorekeeper to indiscriminately place their new card into the unseeded portion of the pile of cards.
    - **Seeded** - If the player is seeded, then his/her new card must be placed appropriately into the seeded portion of the cards according to his/her rating. The Head Scorekeeper must take the entire pile of cards to the Head of Staging and request that he/she place the card appropriately.
    - **If the player's wristband doesn't have the division number on it:**  
Ask the Head Scorekeeper to escort the player to the registration table to look up their registration form and resolve the problem.
4. **"SPECIFIC FORMS CRITERIA" PAPERS** - (Traditional forms and traditional weapons only) Give a "Specific Forms Criteria" paper to each Judge and make sure that the Center Referee reads it in its entirety in front of all players in attendance (both seeded and non-seeded). Do this after you take roll call and most all players are present.
5. **"INDIVIDUAL JUDGE'S SCORES" PAPERS** - Give each Judge a copy and tell them to fill it in as they judge each player.
6. **PLACEMENT OF CARD PILES** - Put the pile of cards onto **AA**.
7. **TO START** - Take the rubber band off and move the top card from **AA** onto **BB**, the next card onto **CC** and the 3rd card onto **DD**. The card on **BB** competes first. Before each player performs, announce who is "UP" and who is "ON DECK." Move cards along arrows after each player is scored, placing or replacing the places taken so far and replacing **DD** with a new card off the **AA** pile after each performance.
8. **NO SHOW** - If a player does not show for his/her performance within two (2) minutes after being called, then the player may be disqualified. If the player is disqualified, put "NS" in the "PLACE TAKEN" box on their card and put it on the losers' pile (**FF**).
9. **TIME** - Time each player. A player's performance must not exceed three (3) minutes from the second they enter the ring or from the start of their music if it begins before they enter the ring. If they exceed the time limit, inform the Center Referee immediately.
10. **FIRST THREE SCORING** - The first three players will compete before their scores are announced. Thereafter, all scores are announced immediately following the player's performance.
11. **SCORING** - Write each of the Judges' scores in the five (5) boxes under "Round 1" on each player's card. Cross out (with a single line) the highest and lowest scores and tally the remaining three (3) scores for the total. The total must match the scoreboard total. If players tie for **ANY** 1st through 8th places, then they must compete again. Put their second scores in the five (5) boxes under "Tie" on their cards. If they tie a second time, the Judges shall point to the player who they think performed the best, thus breaking the tie. Indicate each Judge's vote under "Tie-Judge's vote" on the players' cards.
12. **ANNOUNCE WINNERS/GIVE AWARD PAPERS** - When the competition is finished, gather up all the cards and make sure they are in sequential order from 1st to last place (1st, 2nd, 3rd, etc.) with any No Show (NS) cards transferred to the bottom. Number **ALL** the cards (down to last place) in the "PLACE TAKEN" box, with the position they earned. Announce 1st through 8th places in **REVERSE** order (start with 8th place when announcing) and give 1st to 8th place winners their award papers and tell them that they must follow the directions listed on them.
13. **WHITE CARD** - Fill in the white card with the top eight (8) winners' names, their states (2 letter abbreviation), countries (3 letter abbreviation) and the Judges' names.
14. **RESULT CARDS** - Rubberband **ALL** the cards together in order (winners and losers) with the white card on top. Put them back into the file folder with all five (5) "Specific Forms Criteria" papers, five (5) "Individual Judge's Scores" papers plus any unissued "Award Papers," and give it to the Head Scorekeeper.

# ① AMATEUR INT'LS - SPARRING "No Seeds"

## Directions for Point Sparring / Team Sparring

(√) as completed

1. **DIVISION FILE FOLDER** - Take everything out of the folder except the "Award Papers." There will be up to three (3) piles of cards.
  2. **CARD ORDER** - **DO NOT** change the order of the card piles unless directed to do so by a Head Scorekeeper, Head of Staging or Head of Registration. In team divisions, **DO NOT** unstaple any of the player cards without approval of a Head Scorekeeper, no matter what. Make sure all cards have a stamp in the "PAID STAMP" box.
  3. **NO "NO SEEDS"** - If there isn't a pile of cards marked "No Seeds-1st Round" (A) or "No Seeds-Byes" (B), then bring up the ② Amateur-Sparring "Seeds" chart and proceed from this point with cards marked "Seeds" (AA), using that chart and following those directions from here on.
  4. **CARD DEFINITION FOR TEAMS** - A "card" refers to a group of three (3) team cards in team sparring divisions.
  5. **ROLL CALL** - Take roll call of all the players in each card pile. Tell all "No Seeds" players (if any) who have byes and who fights in the first round. If any portion of the boxes or the signature on the reverse of a players card is not filled out then have the player complete that material before continuing.
    - a. **If player(s) is not present** - Ask your assistant to take the player's card to the Ring Coordinator and request that he/she announce for the missing player to go to your ring. Make sure your assistant returns immediately. The player does not have to show up for roll call, but if the player doesn't appear or have a delegate available to get him/her when called "UP" to compete, then the player may be disqualified after two (2) minutes and the opponent declared the winner.
    - b. **If player is present without a card** - Check their wristband:
      - **If the player's wristband has the division number on it:**  
Ask the Head Scorekeeper to issue a new card for the player to fill out since their card must have been misfiled. Ask the player if he/she is rated and seeded.
      - **Unseeded** - If the player is not seeded, ask the Head Scorekeeper to mix his/her card into the "No Seeds-Byes" pile, then indiscriminately take two cards from that "No Seeds-Byes" pile and place both of the cards into the "No Seeds-1st Round" pile. If there aren't any bye cards, then the player's card should be mixed in with the "No Seeds-1st Round" pile. Then randomly pick two cards from that pile to create a "No Seeds-1st Round" pile and mark the rest of the cards in the original "No Seeds-1st Round" pile as a "No Seeds-Byes" pile. (Note: If there are no piles marked "No Seeds" and a registered unseeded player shows up without a card, then the player becomes a seeded player. Put the reissued card on top of the pile of "Seeds" marked AA.)
      - **Seeded** - If the player is seeded, then his/her new card must be placed appropriately into the "Seeds" card pile according to his/her rating. The Head Scorekeeper must take the "Seeds" pile of cards to the Head of Staging and request he/she to place the card appropriately.
      - **If the player's wristband doesn't have the division number on it:**  
Ask the Head Scorekeeper to escort the player to the registration table to look up his/her registration form and resolve the problem.
  6. **PUT ASIDE** - After roll call, put the "Seeds" card pile (point sparring only-teams will not have "Seeds" cards) to the side. They are not needed until you finish the "No Seeds" cards and transfer to the chart marked ② Amateur - Sparring "Seeds."
  7. **PLACEMENT OF CARD PILES** - Put "No Seeds-1st Round" cards onto A and "No Seeds-Byes" cards (if there are any) onto B.
  8. **TO START 1ST ROUND** - Take the rubberband off pile A and move the top two cards (or top two team's cards) onto the Cs and the following two cards onto the Ds (if there are enough). Announce who's "UP" (C cards) and "ON DECK" (D cards). The two players on the Cs are the first match. After each match ends, move the Ds down to the Cs and a pair of new cards down from A onto the Ds (if there are any left). Put each loser's card onto H and each winner's card onto E until all of the first round cards that started out on A are run-off.
  9. **NO SHOW** - If a player does not show for his/her performance within two (2) minutes after being called, then that player may be disqualified. If the player is disqualified, put "NS" in the "PLACE TAKEN" box on their card and put it on the loser's pile (H).
  10. **TIME** - Time each match for two (2) minutes continuous running time. Stop the time only at the direction of the Center Referee. Inform the Center Referee the moment the two (2) minute time limit has expired.
  11. **SCORING** - IMPORTANT: Put the initials of each player's opponent onto each others' cards for each match where it says "Opponent's Initials" in the card's scorekeeping section. Circle the numbers (points) on a player's card as they are awarded points and register the corresponding point(s) onto the scoreboard as they score per direction of the Center Referee. Circle **W** for winner or **L** for loser on each of their cards as they win or lose a match.
  12. **BREAK TIME** - When requested for by the player, he/she must be given a break time of not less than one (1) minute between consecutive matches of which he/she is competing.
  13. **2ND ROUND** - Without changing the order of the cards, remove the rubberband from pile B take one card from B and one card from E and put on the Fs. Remove another card from B and E and put those on the Gs. If either pile (B or E) has no cards, then use two cards from the remaining pile (B or E) and move down onto the Fs and/or Gs. Put the losers' cards on H and winners' on A.
  14. **3RD ROUND** - Take the top two cards on pile A and repeat as in number 8.
  15. **4TH ROUND** - Repeat as in number 13 without pile B (it doesn't exist after the 2nd round), pairing cards off pile E.
  16. **WINNER** - After performing as many rounds as are necessary to leave a single undefeated player, take this 1st place winner's card and place it on top of the "Seeds" pile of cards marked AA which was previously set aside. This is not done with teams, because there aren't any seed cards in the Amateur Internationals team competition. In teams, the division ends as soon as you run off 3rd & 4th place and 1st & 2nd place from the last four cards (teams) remaining. There are no double eliminations for teams.
  17. **LOSERS** - To continue in Amateur Sparring, put a rubber band around the losers' cards (H), bring up the ② Amateur- Sparring "Seeds" chart and place the losers' cards (H) onto DD of the new chart.
- NOTE** - There is no double eliminations for teams.



## ② AMATEUR INT'LS - SPARRING "Seeds"

### Directions for Point Sparring

(√) as completed

**NOTE:** No Amateur Int'l teams advance to this step because there is no SKIL ratings or seeding for teams.

1. **CARD ORDER - DO NOT** change the order of any of the card piles unless directed to do so by a Head Scorekeeper, Head of Staging or Head of Registration. Make sure all cards have a stamp in the "PAID STAMP" box.
2. **PROCEED TO NUMBER 4** - Number 3. (**ROLL CALL**) need not be processed if you already did roll call for the "Seeds" cards in the "No Seeds" run-off.
3. **ROLL CALL** - Take roll call of all players in the "Seeds" pile of cards. If any portion of the boxes or the signature on the reverse of a players card is not filled out then have the player complete that material before continuing.
  - a. **If player(s) is not present** - Ask your assistant take the card to the Ring Coordinator and request that he/she announce for the missing player to go to your ring. Make sure your assistant returns immediately. The player does not have to show up for roll call, but if the player doesn't appear or have a delegate available to get him/her when called "UP" to compete, then the player may be disqualified after two (2) minutes and the opponent declared the winner.
  - b. **If player is present without a card** - Check their wristband:
    - **If the player's wristband has the division number on it:**  
Ask the Head Scorekeeper to issue a new card for the player to fill out since their card must have been misfiled. Ask the player if he/she is rated and seeded.
    - **Unseeded** - If the player is not seeded, they must compete first as the only player in the "No Seeds" run-off, thus the winner of the "No Seeds" competition. Place their card on top of the "Seeds" card pile.
    - **Seeded** - If the is seeded then his/her new card must be placed appropriately into the "Seeds" card pile according to his/her rating. The Head Scorekeeper must take the "Seeds" pile of cards to the Head of Staging and request that he/she place the card appropriately.
    - **If the player's wristband doesn't have the division number on it:**  
Ask the Head Scorekeeper to escort the player to the registration table to look up their registration form and resolve the problem.
4. **PLACEMENT OF CARD PILES** - Put "Seeds" card pile (with the "No Seeds" 1st place winner on top if there was one) onto **AA**. (Any losers' cards from the No Seeds" run-off should have been rubber banded and put onto **DD**).
5. **TO START** - Take the rubber band off pile **AA** and move the top two cards onto the **BBs** and the third card onto **CC**. Announce the two players "UP" (**BBs**) and the "ON DECK" player (**CC**) who will be fighting the winner. Put the loser's card on **DD** and leave the winner's card where it is (on one of **BB** piles). Slide the "ON DECK" card (**CC**) onto the vacant player "UP" slot (**BB**). Move the next "Seeds" card (**AA**) into the "ON DECK" slot (**CC**). Continue until there is one card left on **AA**, **CC** and one each on **BB** (total of 4 cards left).
6. **NO SHOW** - If a player does not show for his/her performance within two (2) minutes after being called, then the player may be disqualified. If the player is disqualified, put "NS" in the "PLACE TAKEN" box on their card and put on the losers' pile (**DD**).
7. **TIME** - Time each match for two (2) minutes continuous running time. Stop the time only at the direction of the Center Referee. Inform the Center Referee the moment the two (2) minute time has expired.
8. **SCORING** - IMPORTANT: Put the initials of each player's opponent onto each others' cards for each match where it says "Opponent's Initials" in the card's scorekeeping section. Circle the numbers (points) on a player's card as they are awarded and register the corresponding point(s) onto the scoreboard as they score per direction of the Center Referee. Circle **W** for winner or **L** for loser on each of their cards as they win or lose a match.
9. **BREAK TIME** - When requested by the player, he/she must be given a break time of not less than one (1) minute between consecutive matches of which he/she is competing.
10. **FINAL FOUR CARDS** - When you are down to the final four cards, put the two losers' cards of the next two matches onto **EE** (They will fight for 3rd and 4th.) Put the final remaining two cards onto **FF**. They will fight for 1st and 2nd. When the last remaining four cards are on **EE** and **FF** (2 on each), take the two fighters' cards for the 3rd and 4th run-off (**EE**) and put them onto the **BBs** to run-off. The loser of this match should have their card marked 4th place and the winner's card marked 3rd place in the "PLACE TAKEN" box. Put them onto the top of the losers' pile (**DD**). Take the two fighters' cards for the 1st and 2nd place run-off (**FF**) and put them onto the **BBs** and run them off. The first player to win TWO matches is the overall 1st place winner. (You will run either two or three matches with these same two players). Mark the loser's card 2nd and winner's card 1st.
11. **ANNOUNCE WINNERS/GIVE AWARD PAPERS** - When the competition is finished, leave all the cards in their exact order that they were put on **DD** with any No Show (NS) cards transferred to the bottom. Number ALL the cards from 5th place down to last place (5th, 6th, 7th, etc.) in the "PLACE TAKEN" box, with the position they earned. Announce 1st through 8th places in **REVERSE** order (start with 8th place when announcing) and give the 1st to 8th place winners their award papers and tell them that they must follow the directions listed on them.
13. **WHITE CARD** - Fill in the white card with the top eight (8) winners' names, their states (2 letter abbreviation), countries (3 letter abbreviation) and the Judges' names.
14. **RESULT CARDS** - Rubberband ALL the cards together in order (winners and losers) with the white card on the top. Put them back into the file folder with any unissued "Award Papers" and give them to the Head Scorekeeper.

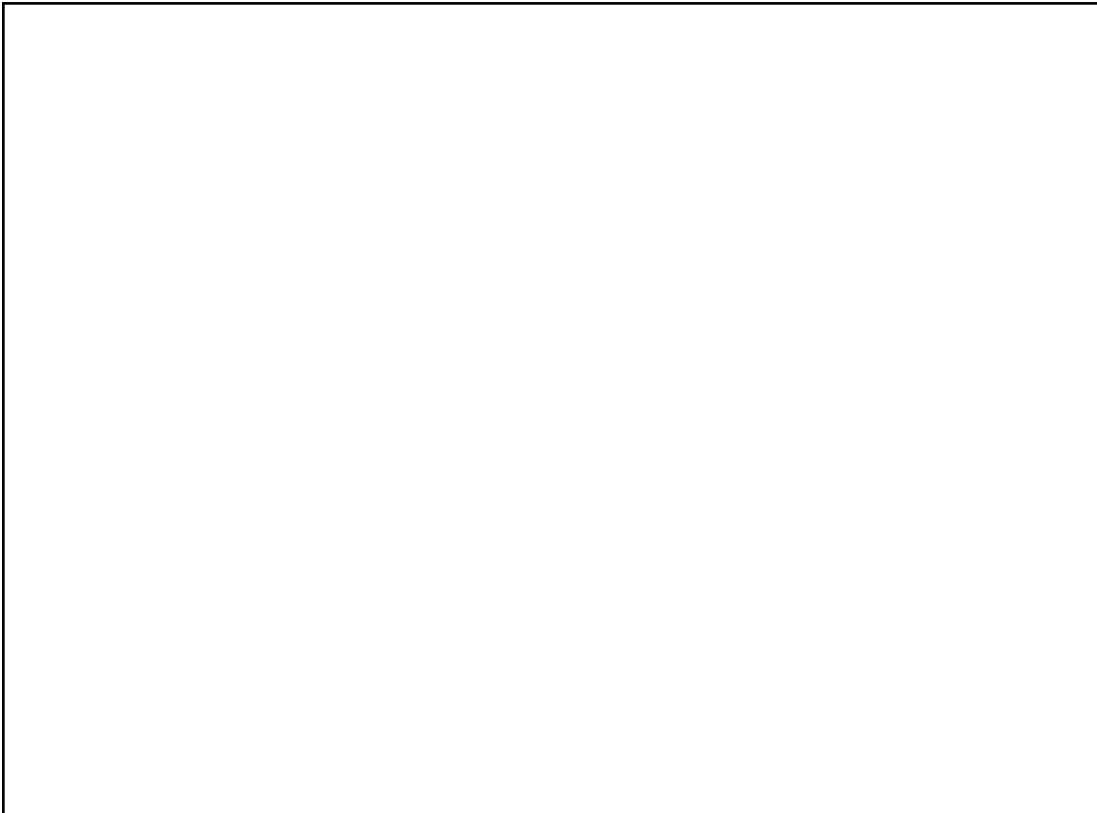


# ① SUPER GRANDS - FORMS "Wild Cards"

## Directions for Forms / Weapons / Self Defense / Breaking

(√) as completed

- \_\_\_ 1. **DIVISION FILE FOLDER** - Take everything out of the folder except the "Award Papers." There will be up to two (2) piles of cards.
- \_\_\_ 2. **CARD ORDER - DO NOT** change the order of the card piles unless directed to do so by a Head Scorekeeper, Head of Staging or Head of Registration. Make sure all cards have a stamp in the "PAID STAMP" box.
- \_\_\_ 3. **NO "WILD CARDS"** - If there isn't a pile of cards marked "Wild Cards," (A), then bring up the ② Super Grands-Forms "Seeds" chart and proceed from this point with cards marked "Seeds" (AA), using that chart and following those directions from here on.
- \_\_\_ 4. **ROLL CALL** - Take roll call of all players in the pile of "Wild Cards" (A), announcing their names and telling them their order of performance in this round (which is the "SEQUENCE NUMBER" on their cards). Next, take roll call of all players in the pile of "Seeds" (AA) cards, and tell them their order of performance. Inform them they are up after the "Wild Cards" perform. If any portion of the boxes or the signature on the reverse of a players card is not filled out then have the player complete that material before continuing.
  - a. If player(s) is not present - Ask your assistant to take the player's card to the Ring Coordinator and request that he/she announce for the missing player to go to your ring. Make sure your assistant returns immediately. The player does not have to show up for roll call, but if the player doesn't appear or have a delegate available to get him/her when called "UP" to compete, then the player may be disqualified after two (2) minutes.
  - b. If player is present without a card - Check their wristband:
    - If the player's wristband has the division number on it:  
Ask the Head Scorekeeper to issue a new card for the player to fill out since their card must have been misfiled. Ask the player if he/she is rated and seeded.
      - Unseeded - If the player is not seeded, ask the Head Scorekeeper to indiscriminately place their new card into the "Wild Cards" pile.
      - Seeded - If the player is seeded, then the new card must be placed appropriately into the "Seeds" pile according to his/her rating. The Head Scorekeeper must take the "Seeds" pile of cards to the Head of Staging and request that he/she place the card appropriately.
    - If the player's wristband doesn't have the division number on it:  
Ask the Head Scorekeeper to escort the player to the registration table to look up their registration form and resolve the problem.
- \_\_\_ 5. **PUT ASIDE** - After roll call, put the "Seeds" pile of cards to the side. They are not needed until you finish the "Wild Cards" and transfer to the chart marked ② Super Grands-Forms "Seeds."
- \_\_\_ 6. **"SPECIFIC FORMS CRITERIA" PAPERS** - Give a "Specific Forms Criteria" paper to each Judge and make sure that the Center Referee reads it in its entirety in front of all players in attendance (both seeded and non-seeded). Do this after you take roll call and most all players are present.
  - \_\_\_ 7. **"INDIVIDUAL JUDGE'S SCORES" PAPERS** - Give each Judge a copy and tell them to fill it in as they judge each player.
  - \_\_\_ 8. **PLACEMENT OF CARD PILES** - Put the "Wild Cards" pile onto A. These will be run off first.
  - \_\_\_ 9. **TO START** - Take the rubber band off pile AA and move the top card onto B, the next card onto C and the 3rd card onto D. The card on B competes first. Before each player performs, announce who is "UP" and who is "ON DECK." Move the cards along the arrows after each player is scored, placing or replacing the highest scoring card onto E and all others onto the losers' pile at F and replacing D with a new card off pile A after each performance.
  - \_\_\_ 10. **NO SHOW** - If a player does not show for his/her performance within two (2) minutes after being called, then the player may be disqualified. If the player is disqualified put "NS" in the "PLACE TAKEN" box on their card and put it on the losers' pile (F).
  - \_\_\_ 11. **TIME** - Time each player. A player's performance must not exceed three (3) minutes from the second they enter the ring or from the start of their music if it begins before they enter the ring. If they exceed the time limit, inform the Center Referee immediately.
  - \_\_\_ 12. **FIRST THREE SCORING** - The first three players will compete before their scores are announced. Thereafter, all scores are announced immediately following the player's performance.
  - \_\_\_ 13. **SCORING** - Write each of the Judges' scores in the five (5) boxes under "Round 1" on each player's card. Cross out (with a single line) the highest and lowest scores and tally the remaining three (3) scores for the total. The total must match the scoreboard total. If players tie for 1st place (only cards on E), then they must compete again. Put their second scores in the five (5) boxes under "Tie" on their cards. If they tie a second time, the Judges must point to the player who they think performed the best, thus breaking the tie. Indicate each Judge's vote under "Tie-Judge's vote" on players' cards.
  - \_\_\_ 14. **WINNER** - When you are finished scoring all players, put the first place winner's card (E) on the top of the "Seeds" card Pile (AA) that you set aside earlier.
  - \_\_\_ 15. **LOSERS** - To continue in Super Grands Forms, put all the losers' cards that are on F into the scoring order with the highest scoring player's card on top and lowest on the bottom, and put a rubber band around them. Bring up the ② Super Grands-Forms "Seeds" chart and place the losers' cards (F) onto FF of the new chart.



## ② SUPER GRANDS - FORMS "Seeds"

### Directions for Forms / Weapons / Self-Defense / Breaking

(√) as completed

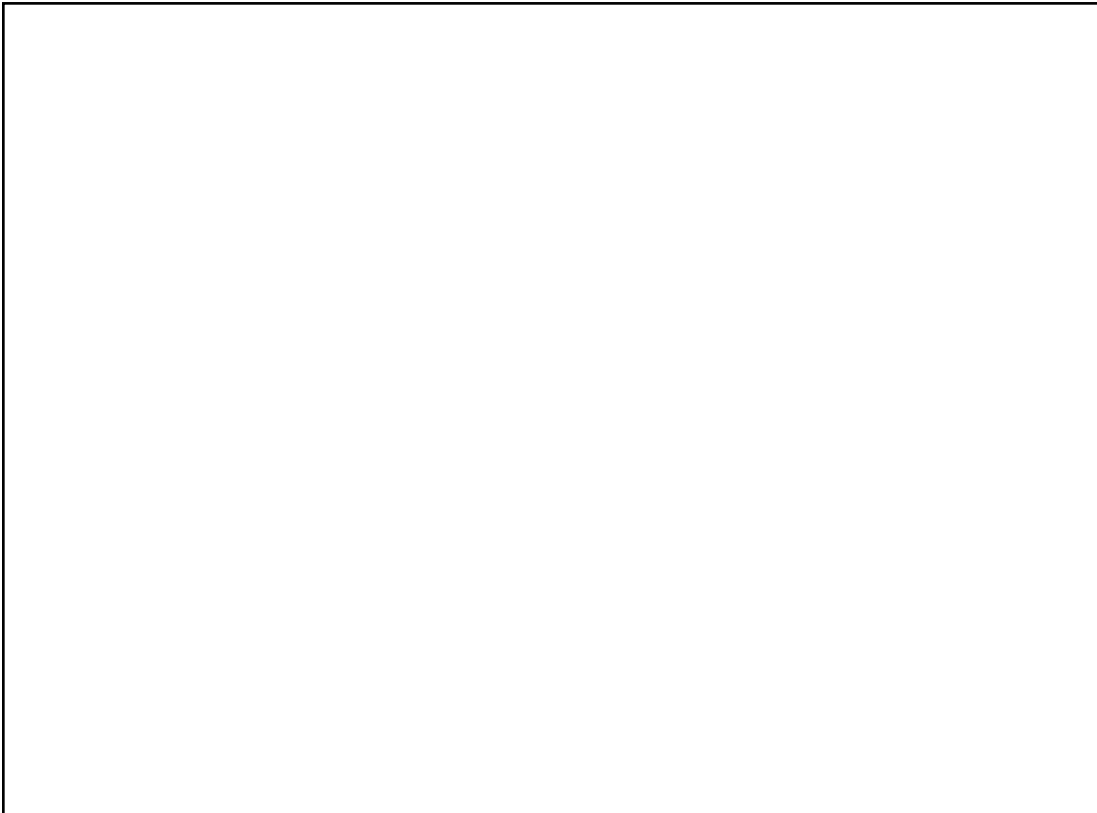
- \_\_\_ 1. **CARD ORDER** - **DO NOT** change the order of the card piles, unless directed to do so by a Head Scorekeeper, Head of Staging or Head of Registration. Make sure all cards have a stamp in the "PAID STAMP" box.
- \_\_\_ 2. **PROCEED TO NUMBER 6** - Number 3. (**ROLL CALL**) to number 5. (**INDIVIDUAL JUDGE'S SCORE PAPERS**) need not be read if you did so for all players in attendance in the "Wild Cards" run-off.
- \_\_\_ 3. **ROLL CALL** - Take roll call of all players in the pile of "Seeds" (**AA**) cards, announcing their names and telling them their order of performance (which is the "SEQUENCE NUMBER" on their cards). If any portion of the boxes or the signature on the reverse of a players card is not filled out then have the player complete that material before continuing.
  - a. If player(s) is not present - Ask your assistant to take the player's card to the Ring Coordinator and request the he/she announce for the missing player to go to your ring. Make sure your assistant returns immediately. The player does not have to show up for roll call, but if the player doesn't appear or have a delegate available to get him/her when is called "UP" to compete, then the player may be disqualified after two (2) minutes.
  - b. If player is present without a card - Check their wristband:
    - If the player's wristband has the division number on it:  
Ask the Head Scorekeeper to issue a new card for the player to fill out since their card must have been misfiled. Ask the player if he/she is rated and seeded.
      - **Unseeded** - If the player is not seeded, and you didn't have any "Wild Cards" players then put the player's card on top of the "Seeds" (**AA**) pile as he/she becomes the winner of the "Wild Cards" run-off.
      - **Seeded** - If the player is seeded, then the new card must be placed appropriately into the "Seeds" pile according to his/her rating. The Head Scorekeeper must take the "Seeds" pile of cards to the Head of Staging and request that he/she place the card appropriately.
    - If the player's wristband doesn't have the division number on it:  
Ask the Head Scorekeeper to escort the player to the registration table to look up their registration form and resolve the problem.
- \_\_\_ 4. **"SPECIFIC FORMS CRITERIA" PAPERS** - Give a "Specific Forms Criteria" paper to each Judge and make sure that the Center Referee reads it in its entirety in front of all players in attendance. Do this after you take roll call and most all players are present.
- \_\_\_ 5. **"INDIVIDUAL JUDGE'S SCORES" PAPERS** - Give each Judge a copy and tell them to fill it in as they judge each player.
- \_\_\_ 6. **PLACEMENT OF CARD PILES** - Put "Seeds" card pile (with the "Wild Card" 1st place winner on top if there was one) onto **AA**. (Any losers from the Wild Cards" run-off should have been rubberbanded and put onto **FF**.)
- \_\_\_ 7. **TO START** - Take the rubber band off pile **AA** and move the top card onto **BB**, next card onto **CC** and the 3rd card onto **DD**. The card on **BB** competes first. (This player will probably be the "Wild Cards" winner from previous play.) Before every player performs, announce who is "UP" and who is "ON DECK." Move cards along the arrows after each player is scored, indicating the places taken so far and replacing **DD** with a new card off the **AA** pile after each performance.
  - \_\_\_ 8. **NO SHOW** - If a player does not show for his/her performance within two (2) minutes after being called, then the player may be disqualified. If the player is disqualified, put "NS" in the "PLACE TAKEN" box on their card and put on the losers' pile (**FF**).
  - \_\_\_ 9. **TIME** - Time each player. A player's performance must not exceed three (3) minutes from the second they enter the ring or from the start of their music if it begins before they enter the ring. If they exceed the time limit, inform the Center Referee immediately.
  - \_\_\_ 10. **FIRST THREE SCORING** - The first three players will compete before their scores are announced. Thereafter, all scores are announced immediately following the player's performance.
  - \_\_\_ 11. **SCORING** - Write each of the Judges' scores in the five (5) boxes under "Round 1" on each player's card. Cross out (with a single line) the highest and lowest scores and tally the remaining three (3) scores for the total. The total must match the scoreboard total. If players tie for **ANY** 1st through 8th places, then they must compete again. Put their second scores in the five (5) boxes under "Tie" on their cards. If they tie a second time, the Judges shall point to the player who they think performed the best, thus breaking the tie. Indicate each Judge's vote under "Tie-Judges vote" on the players' cards.
  - \_\_\_ 12. **ANNOUNCE WINNERS/GIVE AWARDS PAPERS** - When the competition is finished, gather up all the cards and make sure they are in sequential order from 1st to last place (1st, 2nd, 3rd, etc.) with any No Shows (NS) cards transferred to the bottom. Number **ALL** the cards (down to last place) in the "PLACE TAKEN" box, with the position they earned. Announce 3rd through 8th places in **REVERSE** order (start with 8th place when announcing) and give 1st to 8th place winners their award papers and tell them that they must follow the directions listed on them. **Note:** 1st and 2nd place players in NBL divisions will run off again for the world title in the Grand Finale, so no marking of placement on cards, award papers or announcement of a winner should be made.
  - \_\_\_ 13. **WHITE CARD** - Fill in the white card with the top 3rd-8th place winners' names, their states (2 letter abbreviation), countries (3 letter abbreviation) and the Judges' names.
  - \_\_\_ 14. **RESULT CARDS** - Rubberband **ALL** the cards together (winners and losers) in order with the white card on top. Put them back into the file folder with all five (5) "Specific Forms Criteria" papers, five (5) "Judges' Scores" papers and any unissued "Award Papers," and give them to the Head Scorekeeper.

# ① SUPER GRANDS - SPARRING "Wild Cards"

## Directions for Point Sparring / Team Sparring / Continuous Sparring

(√) as completed

- \_\_\_ 1. **DIVISION FILE FOLDER** - Take everything out of the folder except the "Award Papers." There will be up to seven (7) piles of cards.
- \_\_\_ 2. **CARD ORDER - DO NOT** change the order of the card piles unless directed to do so by a Head Scorekeeper, Head of Staging or Head of Registration. In team divisions, **DO NOT** unstaple any player cards without approval of a Head Scorekeeper, no matter what. Make sure all cards have a stamp in the "PAID STAMP" box.
- \_\_\_ 3. **NO "WILD CARDS"** - If there isn't a pile of cards marked "Wild Cards-1st Round" (A) or "Wild Cards-Byes" (B), then read and process numbers 4. (CARD DEFINITION FOR TEAMS), 5. (ROLL CALL), 9. (NO SHOW), 10. (TIME), 11. (SCORING) and 12. (BREAK TIME) and then bring up the ② Super Grands-Sparring "Seeds" chart and proceed with the card piles marked "Seeds" (AA, BB, CC, DD and EE), using that chart and following those directions from here on.
- \_\_\_ 4. **CARD DEFINITION FOR TEAMS** - A "card" refers to a group of three (3) team cards in team sparring divisions.
- \_\_\_ 5. **ROLL CALL** - Take roll call of all the players in each card pile. Tell all "Wild Cards" players (if any) who has byes and who fights in the first round. If any portion of the boxes or the signature on the reverse of a players card is not filled out then have the player complete that material before continuing.
  - a. **If player(s) is not present** - Ask your assistant to take the player's card to the Ring Coordinator and request that he/she announce for the missing player to go to your ring. Make sure your assistant returns immediately. The player does not have to show up for roll call, but if the player doesn't appear or have a delegate available to get him/her when called "UP" to compete, then the player may be disqualified after two (2) minutes and opponent will be declared the winner.
  - b. **If player is present without a card** - Check their wristband:
    - **If the player's wristband has the division number on it:**  
Ask the Head Scorekeeper to issue a new card for the player to fill out since their card must have been misfiled. Ask the player if he/she is rated and seeded.
      - **Unseeded** - If the player is not seeded, ask the Head Scorekeeper to mix his/her card into the "Wild Card-Byes" pile and then indiscriminately take two cards from that "Wild Card-Byes" pile and place both cards into the "Wild Cards-1st Round" pile. If there aren't any bye cards, the player's card should be mixed in with the "Wild Cards-1st Round" pile. Then randomly pick two cards from that pile to create a "Wild Cards-1st Round" pile and mark the rest of the cards in the original "Wild Cards-1st Round" pile as a "Wild Card-Byes". (Note - If there are no piles marked "Wild Cards" and a registered unseeded player shows up without a card, then that player becomes the winner of the "Wild Cards" run-off and becomes a seeded player. Put that player's new reissued card on top of the lowest rated pile of "Seeds" marked AA.)
      - **Seeded** - If the player is seeded, then his/her new card must be placed appropriately into the "Seeds" card pile according to his/her rating. The Head Scorekeeper must take all the "Seeds" piles of cards to the Head of Staging and request that he/she to place the card appropriately .
    - **If the player's wristband doesn't have the division number on it:**  
Ask the Head Scorekeeper to escort the player to the registration table to look up his/her registration form and resolve the problem.
- \_\_\_ 6. **PUT ASIDE** - After roll call, put all "Seeds" card piles to the side. They are not needed until you finish the "Wild Cards" and transfer to the chart marked ② Super Grands-Sparring "Seeds."
- \_\_\_ 7. **PLACEMENT OF CARD PILES** - Put "Wild Cards-1st Round" onto A and "Wild Cards-Byes" (if there are any) onto B.
- \_\_\_ 8. **TO START 1ST ROUND** - Take the rubberband off pile A and move the top two cards (or top two team's cards) from A onto the Cs and the following two cards onto the Ds (if there are enough). Announce who's "UP" (C cards) and "ON DECK" (D cards). The two players on the Cs are the first match. After each match ends, move the Ds down to the Cs and a pair of new cards down from A onto the Ds (if there are any left). Put each loser's card onto H and each winner's card onto the E pile until all of the first round cards that started out on A are run-off.
- \_\_\_ 9. **NO SHOW** - If a player does not show for his/her performance within two (2) minutes after being called, then that player may be disqualified. If the player is disqualified, put "NS" in the "PLACE TAKEN" box on their card and put it on the loser's pile (H).
- \_\_\_ 10. **TIME** - Time each match for two (2) minutes continuous running time. Stop the time only at the direction of the Center Referee. Inform the Center Referee the moment the two (2) minute time limit has expired.
- \_\_\_ 11. **SCORING - IMPORTANT:** Put the initials of each player's opponent onto each others' cards for each match where it says "Opponent's Initials" in the card's scorekeeping section. Circle the numbers (points) on a player's card as they are awarded and register the corresponding point(s) onto the scoreboard as they score per direction of the Center Referee. Circle W for winner or L for loser on each of their cards as they win or lose a match.
- \_\_\_ 12. **BREAK TIME** - When requested by the player, he/she must be given a break time of not less than one (1) minute between consecutive matches of which he/she is competing.
- \_\_\_ 13. **2ND ROUND** - Without changing the order of the cards, remove the rubberband from pile B, take one card from B and one card from E and put them on the Fs. Remove another card from B and E and put those on the G's. If either pile (B or E) has no cards, then use two cards from the remaining pile (B or E) and, move them down onto the Fs and/or Gs. Put the losers' cards on H and winners on A.
- \_\_\_ 14. **3RD ROUND** - Take the top two cards on pile A and repeat as in number 8.
- \_\_\_ 15. **4TH ROUND** - Repeat as in number 13 without pile B (it doesn't exist after the 2nd round), pairing cards off of pile E.
- \_\_\_ 16. **WINNER** - After performing as many rounds as are necessary to leave a single undefeated player, take the 1st place winner's card and place it on top of the "Seeds" pile of cards marked AA which was previously set aside.
- \_\_\_ 17. **LOSERS** - To continue in Super Grands sparring, put a rubber band around the losers' cards (H), bring up the ② Super Grands-Sparring "Seeds" chart and place the losers' cards (H) onto II of the new chart.



## ② SUPER GRANDS - SPARRING "Seeds"

### Directions for Point Sparring / Team Sparring / Continuous Sparring

(√) as completed

**Note:** All point and continuous sparring is double eliminations (a player must lose twice). All teams are single eliminations (a player or team losing once is eliminated).

1. **FIRST** - If there was no "Wild Cards" card pile, and you didn't use the ① Super Grands-Sparring "Wild Cards" chart, then you must first read numbers 4. (CARD DEFINITION FOR TEAMS), 5. (ROLL CALL), 9. (NO SHOW), 10. (TIME), 11. (SCORING) and 12. (BREAK TIME) of the directions for the ① Super Grands-Sparring "Wild Cards" chart.
  2. **CARD ORDER** - DO NOT change the order of any of the card piles unless directed to do so by a Head Scorekeeper, Head of Staging or Head of Registration, or unless the directions below tell you to do so. Make sure all cards have a stamp in the "PAID STAMP" box.
  3. **PLACEMENT OF CARD PILES** - Place all piles of "Seed Cards" on the corresponding spots named AA, BB, CC, DD and EE.
  4. **BYE** - Each round of "Seeds" cards is not a first round eliminations like the "Wild Cards" round. In these rounds, two cards are simply paired together for each match. Take the rubber band off the "Seeds" pile marked AA (this should include any winner that you put there from the previous "Wild Cards" run-off) and count the cards. If there is an even amount of cards, then you can proceed to #5. If there is an odd amount, then the card with the lowest number in the upper left of the "SEQUENCE NUMBER" box is the player who gets the bye. Put this bye card onto the HH pile.
  5. **PAIRING OF CARDS** - After the selection of any necessary bye (leaving an even amount of cards) have the Center Referee shuffle the AA cards. In front of the Center Referee and before starting the first match, you MUST check all pairs of cards to make sure that players from the same countries and players who have already fought each other are not paired (if it is avoidable.) Players from the same country get preference to be split up over players who have fought each other once, if one or the other must be chosen.
  6. **TO START 1ST ROUND - AA PILE** - Take the rubber band off pile AA and move the first two cards (or first two team's cards) to the FFs and the next two cards onto the GGs (if there are enough). Announce who's "UP" (FF cards) and "ON DECK" (GG cards). The two players on the FFs are the first match. After each match ends, move the GGs down to the FFs and a pair of new cards from AA to the GGs (if there are any left).
    - **POINT AND CONTINUOUS SPARRING WINNERS AND LOSERS:** Point and continuous sparring is double eliminations. In the first round, when a winner is determined in each match and the W or L (for win or loss) is circled on their card, then both of their cards go to HH ("Still in Play" pile). Because point and continuous sparring is double eliminations, the loser's card also goes to HH. In subsequent rounds, if a player has lost twice (two L's circled on their card) put their card on the "Losers" pile (II).
    - **TEAM SPARRING WINNERS AND LOSERS:** Team sparring is single eliminations. When a winning team is determined in each match and the W or L (for Win and Loss) is circled on their card, then the team goes to HH and the loser goes to the "Losers" pile (II).
  7. **FINISHING 1ST SEGMENT** - When all AA cards are gone, move all the HH cards back over to the AA spot. Follow the same procedure as you did in number 5. (PAIRING OF CARDS) and number 6. (TO START 1ST ROUND-AA PILE) with two (2) exceptions:
    - Any bye now goes to the card with the second lowest number in the upper left of the "SEQUENCE NUMBER" box.
    - Any player accumulating two (2) losses in point or continuous sparring (L's circled on their card) will have their card put on the "Losers" pile (II) instead of the "Still in Play" pile (HH). Continue this same system after all cards are run-off again and put onto HH. In each round, the bye goes to the lowest number not used before in this round. If all players have received a bye, then the byes start over again with the lowest number. Continue to run off the HH cards by moving them over to AA until only one card remains on HH and all other cards have gone to II. Put this last remaining card on the top of the BB pile.
  8. **2ND SEGMENT - BB PILE** - When the first segment of AA cards has been completed, move the BB seed pile to the AA spot and move the rest of the seed piles along the arrows. Then follow the same procedure as in number 5. (PAIRING OF CARDS) and 6. (TO START 1ST ROUND-AA PILE).
  9. **REMAINING SEED PILES** - Use the same procedure as number 5 and 6 until you get to the last pile of "Seeds" cards.
  10. **LAST "SEEDS" PILE**
    - **FIRST ROUND:** When only one "Seeds" pile remains, take all cards in that pile with a number of 16.0 or less in the upper left of their "SEQUENCE NUMBER" box, and put those cards aside (there will be no more than 3 cards with 16.0 or less). They all receive a bye in the first round. Count the remaining cards. If there is an odd amount of cards, then also give a bye to the card with the lowest remaining number in the "SEQUENCE NUMBER" box, and put it with the cards set aside that have the 16.0 or less. When you have an even amount of cards then process number 5. (PAIRING OF CARDS). Run off all the remaining cards ONLY ONCE with all point and continuous sparring cards going to HH (unless the player that remains from the last round has a second loss and goes to II). All teams go to II after a team loss.
    - **REMAINING ROUNDS:** Put any cards that had 16.0 or less and any bye card back with the cards on HH. Process number 5. (PAIRING OF CARDS) for the next round. From this point on if there is an odd amount of cards in any round, then the bye ALWAYS goes to one of the cards with 16.0 or less, rotating any byes between them by first giving it to the card with the lowest number, then second lowest, etc. Continue running and re-running cards that remain on HH and applying number 5. (PAIRING OF CARDS) before each round until only two cards remain that don't have two losses.
- IMPORTANT** - Remember that in ALL point sparring and continuous matches, a player must lose twice to go to the "Losers" pile (II), while players in team sparring must lose only once to go to the "Losers" pile (II).
11. **FINAL TWO CARDS** - When only two players remain in point or continuous sparring who haven't lost twice, run them off until at least one of them gets a loss (unless one already has a loss). Put their cards aside. They will fight for the world title in the Grand Finale. If the final two players are accidentally not run down so that at least one player has a loss then a single match in the Grand Finale will determine the winner. Take the last two players' cards who obtained two (2) losses and run them off in a single match elimination for 3rd and 4th place and mark their cards with 3rd and 4th place in the "PLACE TAKEN" box. In team sparring, the last two remaining teams without a loss go to the Grand Finale. The last two teams to lose must be run-off for 3rd and 4th place.
  12. **ANNOUNCE WINNERS/GIVE AWARD PAPERS** - When the competition is finished, leave all the cards in the exact order that they were put on II with any No Show (NS) cards transferred to the bottom. Number ALL the cards from 5th place down to last place (5th, 6th, 7th, etc.) in the "PLACE TAKEN" box, with the position they earned. Announce 3rd through 8th place in REVERSE order (start with 8th place when announcing) and give the 1st to 8th place winners their award papers and tell that they must follow the directions listed on them.
  13. **WHITE CARD** - Fill in the white card with the 3rd - 8th place winners' names, their states (2 letter abbreviation), countries (3 letter abbreviation) and the Judges' names.
  14. **RESULT CARDS** - Rubberband ALL the cards together (winners and losers) in order with the undetermined 1st and 2nd place winners' cards and the white card on the top. Put them back into the file folder with any unissued "Award Papers" and give it to the Head Scorekeeper.