



LEAGUE

Saturday, December 6, 2025
Wins the STATE CHAMPIONSHIP RING
and Qualify for the WKL World Finals!



World Karate League
QUALIFIER

NMKO "ZIA" STATE FINALS



Location: Jefferson Middle School
712 Girard Blvd NE
Albuquerque, NM 87106

Myimartial.com



Wins the NMKO "ZIA" State Title and Qualify for the WKL World Finals!

For information call:
JJ Jimenez
(575) 390-5276

Location:
Jefferson Middle School (Gymnasium)
712 Girard Blvd NE
Albuquerque, NM 87106

Demonstration Division! EVERYONE'S A WINNER!

Do any Form, Creative Forms, Weapons with or without music
And Receive a medal!!!! (Just enter D-1 as an additional event)

NWKO STATE GRANDS **8 GRAND TITLE AWARDED TO:**

\$100 BLACK BELT FORMS
\$200 BLACKBELT MEN SPARRING
\$200 BLACKBELT WOMEN SPARRING
JUNIOR GRANDS FORMS
JR BLACK TRADITIONAL FORMS
JR BLACK CREATIVE FORMS
UNDERBELT ADVANCE
UNDERBELT INTERMEDIATE
UNDERBELT BEGINNER
ADULT UNDERBELT

Welcome to 2025 NWKO League New Mexico "ZIA" State Finals! Doors open at 8am, Demo at 9am, and tournament starts at 9:30 am. This event is a WKL World Qualifier and is open to all martial artist! To Register you can go online at **Myimartial.com** To take advantage of our savings. Early Bird registration ends Friday 2 weeks prior to the tournament, and Pre-Registration ends Wednesday at midnight the week of the event. After the pre-registration deadline, you can still register online up until the day of the event. For rules and Info go to

REGISTRATION FEE INFORMATION

Register Early \$ Save Money \$	Early Bird Registrations Ends Friday 2 week before Event	Pre-Registration Ends Wednesday before Event	Registration After Wednesday before Event
Entry Fee – 1	\$45	\$55	\$65
Additional Events	\$25 x ____	\$30 x ____	\$35 x ____
Spectator Pass (General Admission)	\$15 x ____	\$20 x ____	\$20 x ____
VIP Floor Pass (General Admission and Ringside)	\$25 x ____	\$35 x ____	\$50 x ____
	TOTAL =	TOTAL =	TOTAL =

TKO Divisions

Start time 8:30 am Stick and Demo
9:30 am Tournament begins! No limit in division entered!
D-1 DEMO—Everyone is a Winner! Trophy Awarded
H-1 HANDICAPABLE FORMS
H-2 HANDICAPABLE WEAPONS
D-T TEAM DEMO—open team forms (2+ Members)

Team Kata— Synchronize Form (2-3 members)
 TK-1 Team Kata (2-3 members) * Junior Beginner * M/F
 TK-2 Team Kata (2-3 members) * Junior Intermediate * M/F
 TK-3 Team Kata (2-3 members) * Junior Adv / Black * M/F
 TK-4 Team Kata (2-3 members) * Adult All Ranks * M/F
SELF DEFENSE - Single or Multi Attacker

SD-1 Self Defense * <= 17 * Beg / Intr * M/F
 SD-2 Self Defense * <= 17 * Advanced * M/F
 SD-3 Self Defense * <= 17 * Black * M/F
 SD-4 Self Defense * 18+ * Underbelt * M/F
 SD-5 Self Defense * 18+ * Black * M/F

TRADITIONAL WEAPONS - (HARD/SOFT)

TW-01 Trad Weap Beg 11 under M F
 TW-02 Trad Weap Int 11 under M F
 TW-03 Trad Weap Adv 11 under M F
 TW-04 Trad Weap Blk 11 under M F
 TW-05 Trad Weap Beg 12 to 13 M F
 TW-06 Trad Weap Int 12 to 13 M F
 TW-07 Trad Weap Adv 12 to 13 M F
 TW-08 Trad Weap Blk 12 to 13 M F
 TW-09 Trad Weap Beg 14 to 15 M F
 TW-10 Trad Weap Int 14 to 15 M F
 TW-11 Trad Weap Adv 14 to 15 M F
 TW-12 Trad Weap Blk 14 to 15 M F
 TW-13 Trad Weap Beg 16 to 17 M F
 TW-14 Trad Weap Int 16 to 17 M F
 TW-15 Trad Weap Adv 16 to 17 M F
 TW-16 Trad Weap Blk 16 to 17 M F
 TW-17 Trad Weap Beg Int Adv 18 Plus M F

KUNG FU / CHINESE FORMS (SOFT)

KC-01 Kung Fu Chinese beg Int 11 under M F
 KC-02 Kung Fu Chinese Adv Blk 11 under M F
 KC-03 Kung Fu Chinese beg Int 12 to 13 M F
 KC-04 Kung Fu Chinese Adv Blk 12 to 13 M F
 KC-05 Kung Fu Chinese beg Int 14 to 15 M F
 KC-06 Kung Fu Chinese Adv Blk 14 to 15 M F
 KC-07 Kung Fu Chinese beg Int 16 to 17 M F
 KC-08 Kung Fu Chinese Adv Blk 16 to 17 M F
 KC-09 Kung Fu Chinese beg Int Adv 18 Plus M F

KEMPO FORMS

KP-01 Forms Kenpo beg Int 11 under M F
 KP-02 Forms Kenpo Adv Blk 11 under M F
 KP-03 Forms Kenpo beg Int 12 to 13 M F
 KP-04 Forms Kenpo Adv Blk 12 to 13 M F
 KP-05 Forms Kenpo beg Int 14 to 15 M F
 KP-06 Forms Kenpo Adv Blk 14 to 15 M F
 KP-07 Forms Kenpo beg Int 16 to 17 M F
 KP-08 Forms Kenpo Adv Blk 16 to 17 M F
 KP-09 Forms Kenpo beg Int Adv 18 Plus M F

WEAPONS - CREATIVE /EXTREME (HARD/SOFT)

With or Without Music
 WC-01 Creative Weap Beg 7 under M F
 WC-02 Creative Weap Int 7 under M F
 WC-03 Creative Weap Adv 7 under M F
 WC-04 Creative Weap Blk 7 under M F
 WC-05 Creative Weap Beg 8 to 9 M F
 WC-06 Creative Weap Adv 8 to 9 M F
 WC-07 Creative Weap Int 8 to 9 M F
 WC-08 Creative Weap Blk 8 to 9 M F
 WC-09 Creative Weap Beg 10 to 11 M F
 WC-10 Creative Weap Int 10 to 11 M F
 WC-11 Creative Weap Adv 10 to 11 M F
 WC-12 Creative Weap Blk 10 to 11 M F
 WC-13 Creative Weap Beg 12 to 13 M F
 WC-14 Creative Weap Int 12 to 13 M F
 WC-15 Creative Weap Adv 12 to 13 M F
 WC-16 Creative Weap Blk 12 to 13 M F
 WC-17 Creative Weap Beg 14 to 15 M F
 WC-18 Creative Weap Int 14 to 15 M F
 WC-19 Creative Weap Adv 14 to 15 M F
 WC-20 Creative Weap Blk 14 to 15 M F
 WC-21 Creative Weap Beg 16 to 17 M F
 WC-22 Creative Weap Int 16 to 17 M F
 WC-23 Creative Weap Adv 16 to 17 M F
 WC-24 Creative Weap Blk 16 to 17 M F
 WC-25 Creative Weap Beg Int Adv 18 Plus M F
 WC-26 Creative Weap Beg Int Adv 35 Plus M F

CREATIVE FORMS—With or Without Music

CF-01 Forms Creative All ranks 5 & under M F
 CF-02 Forms Creative Beg 6 to 7 M F
 CF-03 Forms Creative Int 6 to 7 M F
 CF-04 Forms Creative Adv 6 to 7 M F
 CF-05 Forms Creative Black 7 under M F
 CF-06 Forms Creative Beg 8 to 9 M F
 CF-07 Forms Creative Int 8 to 9 M F
 CF-08 Forms Creative Adv 8 to 9 M F
 CF-09 Forms Creative Blk 8 to 9 M F
 CF-10 Forms Creative Beg 10 to 11 M F
 CF-11 Forms Creative Int 10 to 11 M F
 CF-12 Forms Creative Adv 10 to 11 M F
 CF-13 Forms Creative Blk 10 to 11 M F
 CF-14 Forms Creative Beg 12 to 13 M F
 CF-15 Forms Creative Int 12 to 13 M F
 CF-16 Forms Creative Adv 12 to 13 M F
 CF-17 Forms Creative Blk 12 to 13 M F
 CF-18 Forms Creative Beg 14 to 15 M F
 CF-19 Forms Creative Int 14 to 15 M F
 CF-20 Forms Creative Adv 14 to 15 M F
 CF-21 Forms Creative Blk 14 to 15 M F
 CF-22 Forms Creative Beg 16 to 17 M F
 CF-23 Forms Creative Int 16 to 17 M F
 CF-24 Forms Creative Adv 16 to 17 M F
 CF-25 Forms Creative Blk 16 to 17 M F
 CF-26 Forms Creat beg Int Adv 18 Plus M F
 CF-27 Forms Creat beg Int Adv 35 Plus M F

FORMS (Traditional Forms only)

If more than 12 we will divide to Boys and Girls

UF-1 TR Forms - Traditional * <= 5 * All Ranks * M/F
 UF-2 TR Forms - Traditional * 6-7 * Beginner * M/F
 UF-3 TR Forms - Traditional * 6-7 * Intermediate * M/F
 UF-4 TR Forms - Traditional * 6-7 * Adv / Black * M/F
 UF-5 TR Forms - Traditional * 8-9 * Beginner * M/F
 UF-6 TR Forms - Traditional * 8-9 * Intermediate * M/F
 UF-7 TR Forms - Traditional * 8-9 * Adv / Black * M/F
 UF-8 TR Forms - Traditional * 10-11 * Beginner * M/F
 UF-9 TR Forms - Traditional * 10-11 * Interm. * M/F
 UF-10 TR Forms - Traditional * 10-11 * Advanced * M/F
 UF-11J TR Forms - Trad. Japanese * 10-11 * Black * M/F
 UF-11K TR Forms - Trad. Korean * 10-11 * Black * M/F
 UF-12 TR Forms - Traditional * 12-13 * Beginner * M/F
 UF-13 TR Forms - Trad. * 12-13 * Intermediate * M/F
 UF-14 TR Forms - Traditional * 12-13 * Advanced * M/F
 UF-15J TR Forms - Trad. Japanese * 12-13 * Black * M/F
 UF-15K TR Forms - Trad. Korean * 12-13 * Black * M/F
 UF-16 TR Forms - Traditional * 14-15 * Beginner * M/F
 UF-17 TR Forms - Trad. * 14-15 * Intermediate * M/F
 UF-18 TR Forms - Traditional * 14-15 * Advanced * M/F
 UF-19J TR Forms - Trad. Japanese * 14-15 * Black * M/F
 UF-19K TR Forms - Trad. Korean * 14-15 * Black * M/F
 UF-20 TR Forms - Traditional * 16-17 * Beginner * M/F
 UF-21 TR Forms - Trad. * 16-17 * Intermediate * M/F
 UF-22 TR Forms - Traditional * 16-17 * Advanced * M/F
 UF-23J TR Forms - Trad. Japanese * 16-17 * Black * M/F
 UF-23K TR Forms - Trad. Japanese * 16-17 * Black * M/F
 UF-24 TR Forms - Traditional * 18+ * Beginner * M/F
 UF-25 TR Forms - Trad. * 18+ * Intermediate * M/F
 UF-26 TR Forms - Traditional * 18+ * Advanced * M/F
 UF-27 TR Forms - Traditional * 35+ * Beginner * M/F
 UF-28 TR Forms - Traditional * 35+ * Intr / Adv * M/F

YOUTH SPARRING

US-1 PT Sparring - Point * <= 5 * All Ranks * Male
 US-2 PT Sparring - Point * <= 5 * All Ranks * Female
 US-3 PT Sparring - Point * 6-7 * Beginner * Male
 US-4 PT Sparring - Point * 6-7 * Intermediate * Male
 US-5 PT Sparring - Point * 6-7 * Adv / Black * Male
 US-6 PT Sparring - Point * 6-7 * Female * Beginner
 US-7 PT Sparring - Point * 6-7 * Female * Intermediate
 US-8 PT Sparring - Point * 6-7 * Female * Adv / Black
 US-9 PT Sparring - Point * 8-9 * Male * Beginner
 US-10 PT Sparring - Point * 8-9 * Male * Intermediate
 US-11 PT Sparring - Point * 8-9 * Male * Advanced
 US-12 PT Sparring - Point * 8-9 * Male * Black
 US-13 PT Sparring - Point * 8-9 * Female * Beginner
 US-14 PT Sparring - Point * 8-9 * Female * Intermediate
 US-15 PT Sparring - Point * 8-9 * Female * Advanced
 US-16 PT Sparring - Point * 8-9 * Female * Black
 US-17 PT Sparring - Point * 10-11 * Male * Beginner
 US-18 PT Sparring - Point * 10-11 * Male * Intermediate
 US-19 PT Sparring - Point * 10-11 * Male * Advanced
 US-20 PT Sparring - Point * 10-11 * Male * Black
 US-21 PT Sparring - Point * 10-11 * Female * Beginner
 US-22 PT Sparring - Point * 10-11 * Female * Interm
 US-23 PT Sparring - Point * 10-11 * Female * Advanced
 US-24 PT Sparring - Point * 10-11 * Female * Black

US-25 PT Sparring - Point * 12-13 * Male * Beginner
 US-26 PT Sparring - Point * 12-13 * Male * Intermediate
 US-27 PT Sparring - Point * 12-13 * Male * Advanced
 US-28 PT Sparring - Point * 12-13 * Male * Black
 US-29 PT Sparring - Point * 12-13 * Female * Beginner
 US-30 PT Sparring - Point * 12-13 * Female * Intermediate
 US-31 PT Sparring - Point * 12-13 * Female * Advanced
 US-32 PT Sparring - Point * 12-13 * Female * Black
 US-33 PT Sparring - Point * 14-15 * Male * Beginner
 US-34 PT Sparring - Point * 14-15 * Male * Intermediate
 US-35 PT Sparring - Point * 14-15 * Male * Advanced
 US-36 PT Sparring - Point * 14-15 * Male * Black
 US-37 PT Sparring - Point * 14-15 * Female * Beginner
 US-38 PT Sparring - Point * 14-15 * Female * Interm
 US-39 PT Sparring - Point * 14-15 * Female * Advanced
 US-40 PT Sparring - Point * 14-15 * Female * Black
 US-41 PT Sparring - Point * 16-17 * Male * Beginner
 US-42 PT Sparring - Point * 16-17 * Male * Intermediate
 US-43 PT Sparring - Point * 16-17 * Male * Advanced
 US-44 PT Sparring - Point * 16-17 * Male * Black
 US-45 PT Sparring - Point * 16-17 * Female * Beginner
 US-46 PT Sparring - Point * 16-17 * Female * Interm
 US-47 PT Sparring - Point * 16-17 * Female * Advanced
 US-48 PT Sparring - Point * 16-17 * Female * Black

ADULT SPARRING (NON BLACK)

US-49 PT Sparring - Point * 18+ * Male * Beginner
 US-50 PT Sparring - Point * 18+ * Male * Intermediate
 US-51 PT Sparring - Point * 18+ * Male * Advanced
 US-52 PT Sparring - Point * 18+ * Female * Beginner
 US-53 PT Sparring - Point * 18+ * Female * Intr / Adv
 US-54 PT Sparring - Point * 35+ * Male * Beginner
 US-55 PT Sparring - Point * 35+ * Male * Intr / Adv
 US-56 PT Sparring - Point * 35+ * Female * Beginner
 US-57 PT Sparring - Point * 35+ * Female * Intr / Adv

ADULT BLACK BELT Creative (HARD/SOFT)

BC-01 Creative Forms Blk 18 Plus M
 BC-02 Creative Forms Blk 18 Plus F
 BC-03 Creative Forms Blk 35 Plus M
 BC-04 Creative Forms Blk 35 Plus F

ADULT BLACK BELT WEAPONS (HARD/SOFT)

BCW-01 Weap Creative Blk 18 Plus M
 BCW-02 Weap Creative Blk 18 Plus F
 BCW-03 Weap Creative Blk 35 Plus M
 BCW-04 Weap Creative Blk 35 Plus F

ADULT BLACK BELT TRADITIONAL WEAPONS

(HARD/SOFT)With or Without Music

BTW-01 Weap Trad Blk 18 Plus M
 BTW-02 Weap Trad Blk 18 Plus F
 BTW-03 Weap Trad Blk 35 Plus M
 BTW-04 Weap Trad Blk 35 Plus F

BLACK BELT CREATIVE FORM (HARD/SOFT)

BC-1 CR Black Belt Creative Forms * 18+ * Male
 BC-2 CR Black Belt Creative Forms * 18+ * Female
 BC-3 CR Black Belt Creative Forms * 35+ * Male
 BC-4 CR Black Belt Creative Forms * 35+ * Female

BLACK BELT TRADITIONAL FORMS

BT-01J Trad Japanese Blk 18 Plus M
 BT-01K Trad Korean Blk 18 Plus M
 BT-02J Trad Japanese Blk 18 Plus F
 BT-02K Trad Korean Blk 18 Plus F
 BT-02KP Trad Kenpo Blk 18 Plus M F
 BT-02KC Trad Kung Fu Chinese Blk 18+ M F
 BT-03J Trad Japanese Blk 35 Plus M
 BT-03K Trad Korean Blk 35 Plus M
 BT-04J Trad Japanese Blk 35 Plus F
 BT-04K Trad Korean Blk 35 Plus F
 BT-05J Trad Japanese Blk 45 Plus M F
 BT-05K Trad Korean Blk 45 Plus M F

BLACK BELT POINT SPARRING

BS-01 Sparring Blk Light (164 -) 18 Plus M
 BS-02 Sparring Blk Middle (165 184) 18 Plus M
 BS-03 Sparring Blk Heavy (185 204) 18 Plus M
 BS-04 Sparring Blk Sup. Heavy (205 +) 18 Plus M
 BS-05 Sparring Blk Feather (144 -) 18 Plus F
 BS-06 Sparring Blk Light (145 +) 18 Plus F
 BS-07 Sparring Blk Light (175 -) 35 PLUS M
 BS-08 Sparring Blk Heavy (176 plus) 35 PLUS M
 BS-09 Sparring Blk feather (144 -) 35 Plus F
 BS-10 Sparring Blk Light (145 -) 35 Plus F
 BS-11 Sparring Blk all weights 50 Plus M
 BS-12 Sparring Blk all weights 60 Plus M



Head Gear

Hand Gear

Foot Gear

Elbow Pad

Mouth Guard

WKL QUALIFIER AND STATE RULES AT GLANCE

KATA/FORMS RULES:

- A. All competitors will perform their Katas with scores given when all the competitors are finished.
- B. Scoring Range will be from 9.0-9.9 in all Katas/Weapons Divisions
- C. Each judge must choose their top winners from highest to lowest. Example: 9.9 for 1st, 9.8 for 2nd, 9.7 for 3rd and 9.6 for 4th with 9.5 being the median.
- D. All 3 judges must be within the same scoring range. A denomination of (.2) will be applied below the 2nd highest score.
Example: A score of 9.9, 9.8, **9.3**. Since 9.3 is not in the same range of 9.9 and 9.8, the lowest score of 9.3 will now change to **9.6**.
- F. A second chance will be given to Under Belts (Non Black Belts) who forget their form. All Katas, Weapons, Specialty (Musical, Weapons, 2 man) can restart only once. **Only at STATE FINALS, there will be "NO" restart.**
- G. Specialty (Musical, Weapons, 2 man) no longer than 2 minutes
- H. Judging students is allowed

TIES

- A. If tied – Run off of same or different kata is acceptable.
- B. If tied again - judges point to winner.

MANDATORY UNIFORMS AND EQUIPMENT:

- A. All uniforms must be of regulation in that particular style or system. (In KATA competition uniform may vary with tournament director's approval)
- B. Must have a clean uniform.
- C. Male competitors will wear groin protector.
- D. No shoes allowed when sparring unless Ring Star approved sparring shoes.
- E. Must wear mouthpiece.
- F. Head, foot and hand gear mandatory.
- G. Must wear elbow pads

II. MATCHES:

- A. 2 judges will be used for Point Sparring per ring.
- B. Instructors cannot judge their students in sparring

III. MATCH LENGTH:

- A. All matches will be two minutes or first to 7 points.
- B. Coaching is allowed but yelling profanity, poor sportsmanlike conduct or yelling at a judge will not be tolerated. Judge has the right to disqualify any competitor if these rules are violated.
- C. No physical contact from coach and the competitor will be allowed during a match

IV. SCORING:

- A. Punches 1 point.
- B. All Kicks to body 1 point.
- C. All Kicks to head 2 points.
- D. Confirmation needed to be awarded a point.
- E. Light contact to the face & medium contact to the body for all ranks.
- F. Hands touching floor is legal but not when body, elbows, buttocks and knees touches floor.
- G. Capoeira, and Cartwheel kicks are allowed. Head or body (2 points)

V. ILLEGAL TECHNIQUES:

No joints, no elbow techniques, no back or blind techniques, or throat techniques. No knee, or leg techniques, take downs (only in rings), headbutts, arms, spine, neck, eyes techniques, or kicks to the legs. No Groin or No Ground fighting

VI. PROTESTS:

Only the coach has the right to protest any call BEFORE the match is over.

VII. DISQUALIFICATION:

- A. Excessive contact in all divisions. 1st time warning with 2nd time disqualification
- B. Swelling, discoloration, or drawing blood an head/face or knockout by malicious intent in all ranks will be grounds for disqualification. (no verification)
- C. Unsportsmanlike conduct or any other form of conduct unbecoming to a martial artist.

VIII. OUT OF BOUNDS:

- A. Must have both feet over the tape or matted area is out of bounds. (1 point is awarded to opponent)
- B. No verification needed for out of bounds calls.

X. FOUL:

- A. Each foul called on an opponent will result in a point awarded to person receiving foul.
- B. no verification needed on fouls.

All Competitors are responsible to have Birth Certificates if a protest arises.

TKO Continuous Sparring (Muay Thai Style)

Division Code

Skill Levels:

Kids Ages 4 - 11 (male & female)

Juniors Ages 12 - 17 (male & female)

Adults, Masters, & Seniors (male & female)

Weight Classes for "KIDS" (Male).

"4 -11 years old"

CS-1 - 50 lbs & under
CS-2 - 50.1 to 60 lbs
CS-3 - 60.1 to 70 lbs
CS-4 - 70.1 to 80 lbs
CS-5 - 80.1 to 90 lbs
CS-6 - 90.1 to 100 lbs
CS-7 - 100.1 to 110 lbs
CS-8 - 110.1 to 120 lbs
CS-9 - 120.1 to 130 lbs
CS-10 - 130.1 to 140 lbs
CS-11 - 140.1 to 150 lbs
CS-12 - 150.1 to 160 lbs
CS-13 - 160.1 to 170 lbs
CS-14 - 170.1 to 180 lbs
CS-15 - 180.1 lbs & over

Weight Classes for "KIDS" (Female).

"4 -11 years old"

CSF-1 - 50 lbs & under
CSF-2 - 50.1 to 60 lbs
CSF-3 - 60.1 to 70 lbs
CSF-4 - 70.1 to 80 lbs
CSF-5 - 80.1 to 90 lbs
CSF-6 - 90.1 to 100 lbs
CSF-7 - 100.1 to 110 lbs

CSF-8 - 110.1 to 120 lbs
CSF-9 - 120.1 to 130 lbs
CSF-10 - 130.1 to 140 lbs
CSF-11 - 140.1 to 150 lbs
CSF-12 - 150.1 to 160 lbs
CSF-13 - 160.1 to 170 lbs
CSF-14 - 170.1 to 180 lbs
CSF-15 - 180.1 lbs & over

Weight Classes for "TEENS" (Male)

"12 and 17 years old"

CST1 - 87 lbs. & under
CST2 - 88.1 - 102 lbs.
CST3 - 102.1 - 116 lbs.
CST4 - 116.1 - 127 lbs.
CST5 - 127.1 - 141 lbs.
CST6 - 141.1 - 154 lbs.
CST7 - 154.1 - 167 lbs.
CST8 - 167.1 - 181 lbs.
CST9 - 181.1 - 194 lbs.
CST10 - 194.1 - 208 lbs.
CST11 - 208.1 lbs. & Over

Weight Classes for "TEENS" (Female)

"12 and 17 years old"

CSTF1 - 87 lbs. & under
CSTF2 - 88.1 - 102 lbs.
CSTF3 - 102.1 - 116 lbs.
CSTF4 - 116.1 - 127 lbs.
CSTF5 - 127.1 - 141 lbs.
CSTF6 - 141.1 - 154 lbs.
CSTF7 - 154.1 - 167 lbs.
CSTF8 - 167.1 - 181 lbs.
CSTF9 - 181.1 - 194 lbs.
CSTF10 - 194.1 - 208 lbs.
CSTF11 - 208.1 lbs. & Over

WOMEN Weight Classes for "Adults".

"18+ years"

CSW1 - Women's Lightweight: (135 lb. & Under)
CSW2 - Women's Middleweight: (135.1 - 150 lb.)
CSW3 - Women's Light Heavyweight: (150.1 lb. & Up)

WOMEN Weight Classes for "Masters"

"35+ years"

CSWM1 - Women's Welterweight: (135 lb. and under)
CSWM2 - Women's Middleweight: (136 - 145 lb.)
CSWM3 - Women's Light Heavyweight: (145.1 lb. & Up)

MEN Weight Classes for "Adults".

"18 + years"

CSM1 - Men's Lightweight: (175 lb. and under)
CSM2 - Men's Middleweight: (175.1 - 190 lb.)
CSM3 - Men's Heavyweight: (190.1 lb. & Above)

MEN Weight Classes for "Masters".

"35+ years"

CSMM1 - Men's Lightweight: (175 lb. and under)
CSMM2 - Men's Middleweight: (175.1 - 190 lb.)
CSMM3 - Men's Heavyweight: (191 lb. & Above)



TKO Continuous Sparring (Stand Up only) Rules (Complete Rules go to www.TKOLeague.com)

Definition:

Light Contact Fighting in a Continuous Manner. Under no circumstances should light contact continuous fighting simulates full contact kickboxing. Utilizing well-controlled techniques, ring craftsmanship and combination skills, competitors should attempt to "outscore" rather than "overpower" their opponent.

Competitors will fight continuously until the referee's command to "STOP/BREAK". Techniques should not "strike through" or "push through" the target. Striking with excessive contact, or uncontrolled striking of any kind will lead to disqualification. Emphasis must be placed on both punching and kicking techniques. Punching or "boxing" only to body or leg (Above the knee), for an extended period of time without throwing kicks will downgrade the judge's evaluation of your performance.

Each match is carried out with running time. The referee and judges will evaluate the relative effectiveness of each fighter based on the number, quality and variety of scoring strikes, defense and conditioning. Rules violations (whether penalized by the referee or not) will downgrade the judges evaluation of the offending fighter. The three officials will determine the winner of each match by majority decision.

Equipment Needed:

- Adult divisions: mouth-guard, Head Gear, 10oz gloves or larger, groin protection, shin/instep guards.
- Teen & Junior divisions: mouth-guard, Head Gear, 10oz gloves or larger, groin protection, shin/instep guards.
- Shorts or pants and school tshirt/rash guard or Martial Arts Uniform must be worn.

Weigh-in time: All competitors must weigh at scheduled time. If a competitor missed the weigh-in time, weigh-in will take place at the time when the competitor is called to compete.

Time and Rounds

- Two (2) - Two (1) minute rounds with a 30 second break. If both Fighter wins each round, a 3rd round of 30 second is needed. Head judge will only judge 3rd round to insure no ties.

PLEASE NOTE – Due to point tabulations and rankings for the State Finals, all divisions are set, and a competitor cannot be moved to another division. Only splitting a division is allowed when a competitor is out of their age of at least two (2) years. If there is no one in your division, you will win by default, and an exhibition match will be offered.

TKO STICK COMBAT INVITATIONAL

ESKRIMA – KALI – ARNIS TOURNAMENT

All Sport Karate, Eskrimadors and Filipino Martial Arts enthusiasts around the Texas area, you are formally invited to an open event that brings all practitioners of Filipino Martial Arts under one roof. It doesn't matter what style or system you practice, you are invited to join us for one day of stick combat competition. This is a TKO Qualifier and all winners 1st-3rd place will be invited to the TKO STATE FINALS in November!



SINGLE STICK COMBAT RULES

Must use one hand to strike

Required Gear

We will provide gear unless they have their own. Other similar eskrima sticks must be checked by the official for approval. Action Flex eskrima sticks, headgear and gloves from Century. (NO Wood Eskrimas allowed). Actionflex eskrima stick will be the official gear. Sizes are 28 inches for teens/adults and 24 for the kids 11 & under.

Legal Targets

The entire body with the exception of the groin, stab to the eyes, and any neck area ~~not covered~~ by the headgear.

Points

- *10 points or 2 minute rounds
- *Max of 3 points at any one time.
- *1 point for strike to legal target area
- *2 points for a strike to the head.
- *A combination strike technique (body & head strike consecutive), the higher scoring strike will be counted.
- *Add one point for any successful jumping technique
- *1 point for strike to the hand only if the opponents is disarmed as well as dropped weapon penalty. So a total of 2 points awarded. (No point for strike to the hand and not disarmed)

Dropped Weapons

1 point awarded to competitor if opponent drops the weapon. Procedure: confirm drop, award point for drop, then call for points if necessary. "Drop penalty" is in effect from bow in to bow out. A scoring strike is worth 0 points if the weapon is dropped during their strike.

Contact:

Strikes must be effective and under control. They need to be solid hits, no blind strikes. NO Ground Fighting but with the exception of One knee/hands on ground is allowed.

Warnings and Penalties

Excessive/illegal Techniques include takedowns, kicking, or punching, throwing or grabbing, or stabbing with handle. Checking with live hand (weapon less hand) is legal. For safety concerns, competitors may go to one knee during technique, but not both (no splits). (This is so that someone can get back up quickly. Live hand should not touch the floor.

(Head Gear, Hand Gear and Stick provide)
"SC" for Stick Combat.

Disqualification if weight not met

SINGLE STICK COMBAT POINT SPARRING

SC-1	9 under	Super Fly	50-	(m/f)
SC-2	9 under	Fly	60-	(m/f)
SC-3	9 under	Light	70-	(m/f)
SC-4	9 under	Middle	80-	(m/f)
SC-5	9 under	Heavy	80+	(m/f)
SC-6	10-17	Super Fly	95-	(m)
SC-7	10-17	Fly	110-	(m)
SC-8	10-17	Light	125-	(m)
SC-9	10-17	Middle	140-	(m)
SC-10	10-17	Heavy	165-	(m)
SC-11	10-17	Super Hvy	165+	(m)
SC-12	10-17	Super Fly	95-	(f)
SC-13	10-17	Fly	110-	(f)
SC-14	10-17	Feather	125-	(f)
SC-15	10-17	Light	140-	(f)
SC-16	10-17	Middle	165-	(f)
SC-18	18+	Light	185-	(m)
SC-19	18+	Heavy	185+	(m)
SC-20	18+	All Weights		(f)
SC-21	35+	All Weights		(m)