CUSTOM MEDAL AWARDED FOR 1st-3rd

For information call:

Cindy Benavidez
713-306-2200

Location:
TBA

TKO QUALIFIER RATED
LEAGUE WORLD QUALIFIER

8 GRANDS AWARDED TO:
$100 BLACK BELT FORMS
$200 BLACKBELT MEN Sparring
$200 BLACKBELT WOMEN SPARRING
JUNIOR GRANDS FORMS
JR BLACK
UNDERBELT ADVANCE
UNDERBELT INTERMEDIATE

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)

Welcome to TKO/TNT League state qualifier This event is TKO a Qualifier and is open to all martial artist!. We hope you can come and enjoy a weekend of fun and exciting competition. To Register you can go online at **EventsReg.org.** Deadline to pre-register is 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 divisions, please go to **TKOLeague.com** for sport karate or **TNTGrappling.com** for sport mma and grappling.

REGISTRATION FEE INFORMATION Register online EventsReg.org

Register Early $ Save Money $	Early Bird Registrations Ends Friday 2 week before Event	Pre-Registration Ends Wednesday before Event	Late Registration After Wednesday before Event
Entry Fee – 1	$40	$50	$60
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 =**

Start time 9:00 am Demo and 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

Team Kata— Synchronize Form (2-3 members)
TK-1 Team Kata (2-3 members) * Beginner * M/F
TK-2 Team Kata (2-3 members) * Intermediate * M/F
TK-3 Team Kata (2-3 members) * Adv / Black * 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-1 Trad. Weapons * <= 11 * Beginner * M/F
TW-1B Trad. Weapons * <= 11 * Intermediate * M/F
TW-2 Trad. Weapons * <= 11 * Advanced * M/F
TW-2B Trad. Weapons * <= 11 * Black * M/F
TW-3 Trad. Weapons * 12-13 * Beginner * M/F
TW-3B Trad. Weapons * 12-13 * Intermediate * M/F
TW-4 Trad. Weapons * 12-13 * Advanced * M/F
TW-4B Trad. Weapons * 12-13 * Black * M/F
TW-5 Trad. Weapons * 14-15 * Beginner * M/F
TW-5B Trad. Weapons * 14-15 * Intermediate * M/F
TW-6 Trad. Weapons * 14-15 * Advanced * M/F
TW-6B Trad. Weapons * 14-15 * Black * M/F
TW-7 Trad. Weapons * 16-17 * Beginner * M/F
TW-7B Trad. Weapons * 16-17 * Intermediate * M/F
TW-8 Trad. Weapons * 16-17 * Advanced * M/F
TW-8B Trad. Weapons * 16-17 * Black * M/F
TW-9 Trad. Weapons * 18+ * Underbelt * M/F
TW-10 Trad. Weapons * 18+ * Black * M/F

KUNG FU / CHINESE FORMS (SOFT)
KC-1 Kung Fu / Chinese Forms * <= 11 * Beg / Intr * M/F
KC-2 Kung Fu / Chinese Forms * <= 11 * Adv / Black * M/F
KC-3 Kung Fu / Chinese Forms * 12-13 * Beg / Intr * M/F
KC-4 Kung Fu / Chinese Forms * 12-13 * Adv / Black * M/F
KC-5 Kung Fu / Chinese Forms * 14-15 * Beg / Intr * M/F
KC-6 Kung Fu / Chinese Forms * 14-15 * Adv / Black * M/F
KC-7 Kung Fu / Chinese Forms * 16-17 * Beg / Intr * M/F
KC-8 Kung Fu / Chinese Forms * 16-17 * Adv / Black * M/F
KC-9 Kung Fu / Chinese Forms * 18+ * Underbelt * M/F
KC-10 Kung Fu / Chinese Forms * 18+ * Black * M/F

WEAPONS - CREATIVE /EXTREME (HARD/SOFT)
With or Without Music
W-1 Weapons * <= 7 * Beginner * M/F
W-1B Weapons * <= 7 * Intermediate * M/F
W-2 Weapons * <= 7 * Advanced * M/F
W-2B Weapons * <= 7 * Black * M/F
W-3 Weapons * 8-9 * Beginner * M/F
W-3B Weapons * 8-9 * Intermediate * M/F
W-4 Weapons * 8-9 * Advanced * M/F
W-4B Weapons * 8-9 * Black * M/F
W-5 Weapons * 10-11 * Beginner * M/F
W-5B Weapons * 10-11 * Intermediate * M/F
W-6 Weapons * 10-11 * Advanced * M/F
W-7 Weapons * 10-11 * Black * M/F
W-8 Weapons * 12-13 * Beginner * M/F
W-8B Weapons * 12-13 * Intermediate * M/F
W-9 Weapons * 12-13 * Advanced * M/F
W-10 Weapons * 12-13 * Black * M/F
W-11 Weapons * 14-15 * Beginner * M/F
W-11B Weapons * 14-15 * Intermediate * M/F
W-12 Weapons * 14-15 * Advanced * M/F
W-13 Weapons * 14-15 * Black * M/F
W-14 Weapons * 16-17 * Beginner * M/F
W-14B Weapons * 16-17 * Intermediate * M/F
W-15 Weapons * 16-17 * Advanced * M/F
W-16 Weapons * 16-17 * Black * M/F
W-17 Weapons * 18+ * Underbelt * M/F
W-18 Weapons * 35+ * Underbelt * M/F

CREATIVE FORMS—With or Without Music
CF-A Creative Forms * <= 5 * M/F
CF-1 Creative Forms * <= 6-7 * Beginner * M/F
CF-1B Creative Forms * <= 6-7 * Intermed * M/F
CF-2 Creative Forms * <= 6-7 * Adv/Black * M/F
CF-2B Creative Forms * <= 7 * Black * M/F
CF-3 Creative Forms * 8-9 * Beginner * M/F
CF-3B Creative Forms * 8-9 * Intermediate * M/F
CF-4 Creative Forms * 8-9 * Advanced * M/F
CF-5 Creative Forms * 8-9 * Black * M/F
CF-6 Creative Forms * 10-11 * Beginner * M/F
CF-6B Creative Forms * 10-11 * Intermed * M/F
CF-7 Creative Forms * 10-11 * Advanced * M/F
CF-8 Creative Forms * 10-11 * Black * M/F
CF-9 Creative Forms * 12-13 * Beginner * M/F
CF-9B Creative Forms * 12-13 * Intermed * M/F
CF-10 Creative Forms * 12-13 * Advanced * M/F
CF-11 Creative Forms * 12-13 * Black * M/F
CF-12 Creative Forms * 14-15 * Beginner * M/F
CF-12B Creative Forms * 14-15 * Intermed * M/F
CF-13 Creative Forms * 14-15 * Advanced * M/F
CF-14 Creative Forms * 14-15 * Black * M/F
CF-15 Creative Forms * 16-17 * Beginner * M/F
CF-15B Creative Forms * 16-17 * Intermed * M/F
CF-16 Creative Forms * 16-17 * Advanced * M/F
CF-17 Creative Forms * 16-17 * Black * M/F
CF-18 Creative Forms * 18+ * Underbelt * M/F
CF-19 Creative Forms * 35+ * Underbelt * M/F

ADULT BLACK BELT WEAPONS (HARD/SOFT)
With or Without Music
BW-1 Black Belt Weapons * 18+ * Male
BW-2 Black Belt Weapons * 18+ * Female
BW-3 Black Belt Weapons * 35+ * Male
BW-4 Black Belt Weapons * 35+ * Female

BLACK BELT CREATIVE FORM (HARD/SOFT)
BC-1 Black Belt Creative Forms * 18+ * Male
BC-2 Black Belt Creative Forms * 18+ * Female
BC-3 Black Belt Creative Forms * 35+ * Male
BC-4 Black Belt Creative Forms * 35+ * Female

BLACK BELT TRADITIONAL FORMS
BT-1 Black Belt Traditional Forms * 18+ * Male
BT-2 Black Belt Tradi Forms * 18+ * Female
BT-3 Black Belt Traditional Forms * 35+ * Male
BT-4 Black Belt Trad Forms * 35+ * Female
BT-5 Black Belt Traditional Forms * 45+ * M/F

FORMS (Traditional Forms only)
If more that 12 we will divide to Boys and Girls
UF-1 Forms - Traditional * <= 5 * All Ranks * M/F
UF-2 Forms - Traditional * 6-7 * Beginner * M/F
UF-3 Forms - Traditional * 6-7 * Intermediate * M/F
UF-4 Forms - Traditional * 6-7 * Adv / Black * M/F
UF-5 Forms - Traditional * 8-9 * Beginner * M/F
UF-6 Forms - Traditional * 8-9 * Intermediate * M/F
UF-7 Forms - Traditional * 8-9 * Adv / Black * M/F
UF-8 Forms - Traditional * 10-11 * Beginner * M/F
UF-9 Forms - Trad. * 10-11 * Intermediate * M/F
UF-10 Forms - Traditional * 10-11 * Advanced * M/F
UF-11 Forms - Traditional * 10-11 * Black * M/F
UF-12 Forms - Traditional * 12-13 * Beginner * M/F
UF-13 Forms - Trad, * 12-13 * Intermediate * M/F
UF-14 Forms - Traditional * 12-13 * Advanced * M/F
UF-15 Forms - Traditional * 12-13 * Black * M/F
UF-16 Forms - Traditional * 14-15 * Beginner * M/F
UF-17 Forms - Trad, * 14-15 * Intermediate * M/F
UF-18 Forms - Traditional * 14-15 * Advanced * M/F
UF-19 Forms - Traditional * 14-15 * Black * M/F
UF-20 Forms - Traditional * 16-17 * Beginner * M/F
UF-21 Forms - Trad. * 16-17 * Intermediate * M/F
UF-22 Forms - Traditional * 16-17 * Advanced * M/F
UF-23 Forms - Traditional * 16-17 * Black * M/F
UF-24 Forms - Traditional * 18+ * Beginner * M/F
UF-25 Forms - Trad. * 18+ * Intermediate * M/F
UF-26 Forms - Traditional * 18+ * Advanced * M/F
UF-27 Forms - Traditional * 35+ * Beginner * M/F
UF-28 Forms - Traditional * 35+ * Intr / Adv * M/F

YOUTH SPARRING
US-1 Sparring - Point * <= 5 * All Ranks * Male
US-2 Sparring - Point * <= 5 * All Ranks * Female
US-3 Sparring - Point * 6-7 * Beginner * Male
US-4 Sparring - Point * 6-7 * Intermediate * Male
US-5 Sparring - Point * 6-7 * Adv / Black * Male
US-6 Sparring - Point * 6-7 * Female * Beginner
US-7 Sparring - Point * 6-7 * Female * Intermediate
US-8 Sparring - Point * 6-7 * Female * Adv / Black
US-9 Sparring - Point * 8-9 * Male * Beginner
US-10 Sparring - Point * 8-9 * Male * Intermediate
US-11 Sparring - Point * 8-9 * Male * Advanced
US-12 Sparring - Point * 8-9 * Male * Black
US-13 Sparring - Point * 8-9 * Female * Beginner
US-14 Sparring - Point * 8-9 * Female * Intermediate
US-15 Sparring - Point * 8-9 * Female * Advanced
US-16 Sparring - Point * 8-9 * Female * Black
US-17 Sparring - Point * 10-11 * Male * Beginner
US-18 Sparring - Point * 10-11 * Male * Intermediate
US-19 Sparring - Point * 10-11 * Male * Advanced
US-20 Sparring - Point * 10-11 * Male * Black
US-21 Sparring - Point * 10-11 * Female * Beginner
US-22 Sparring - Point * 10-11 * Female * Intermed
US-23 Sparring - Point * 10-11 * Female * Advanced
US-24 Sparring - Point * 10-11 * Female * Black
US-25 Sparring - Point * 12-13 * Male * Beginner
US-26 Sparring - Point * 12-13 * Male * Intermediate
US-27 Sparring - Point * 12-13 * Male * Advanced
US-28 Sparring - Point * 12-13 * Male * Black
US-29 Sparring - Point * 12-13 * Female * Beginner
US-30 Sparring - Point * 12-13 * Female * Intermed
US-31 Sparring - Point * 12-13 * Female * Advanced
US-32 Sparring - Point * 12-13 * Female * Black
US-33 Sparring - Point * 14-15 * Male * Beginner
US-34 Sparring - Point * 14-15 * Male * Intermediate
US-35 Sparring - Point * 14-15 * Male * Advanced
US-36 Sparring - Point * 14-15 * Male * Black
US-37 Sparring - Point * 14-15 * Female * Beginner
US-38 Sparring - Point * 14-15 * Female * Interm
US-39 Sparring - Point * 14-15 * Female * Advanced
US-40 Sparring - Point * 14-15 * Female * Black
US-41 Sparring - Point * 16-17 * Male * Beginner
US-42 Sparring - Point * 16-17 * Male * Intermediate
US-43 Sparring - Point * 16-17 * Male * Advanced
US-44 Sparring - Point * 16-17 * Male * Black
US-45 Sparring - Point * 16-17 * Female * Beginner
US-46 Sparring - Point * 16-17 * Female * Interm
US-47 Sparring - Point * 16-17 * Female * Advanced
US-48 Sparring - Point * 16-17 * Female * Black

ADULT SPARRING (NON BLACK)
US-49 Sparring - Point * 18+ * Male * Beginner
US-50 Sparring - Point * 18+ * Male * Intermediate
US-51 Sparring - Point * 18+ * Male * Advanced
US-52 Sparring - Point * 18+ * Female * Beginner
US-53 Sparring - Point * 18+ * Female * Intr / Adv
US-54 Sparring - Point * 35+ * Male * Beginner
US-55 Sparring - Point * 35+ * Male * Intr / Adv
US-56 Sparring - Point * 35+ * Female * Beginner
US-57 Sparring - Point * 35+ * Female * Intr / Adv

BLACK BELT POINT SPARRING
BS-1 Sparring * 18+ * Male * Black * Light (162.8-)
BS-2 Sparring * 18+ * Male * Black * Middle (184.8-)
BS-3 Sparring * 18+ * Male * Black * Heavy (184.8+)
BS-4 Sparring * 18+ * Female * Black * Feather (132-)
BS-5 Sparring * 18+ * Female * Black * Light (132+)
BS-6 Sparring * 35+ * Male * Black * Light (173.8-)
BS-7 Sparring * 35+ * Male * Black * Heavy (173.8+)
BS-8 Sparring * 35+ * Female * Black
BS-9 Sparring * 45+ * Male * Black
BS-10 Sparring * 55+ * Male * Black

TKO 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.

Continuous Sparring Rules at a Glance

Definition: * You can download complete rules at TKOLeague.com

A Leg and Full Body Light Contact (No Head) 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 down-grade 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: Weigh-in is not required at Qualifiers. To insure fairness, a request can be ask during check-in. Only at State you will need to make weight. 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. If you do not make weight, you will lose your seeding, and moved up to the appropriate division as an unseeded "wild card" player.

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 add a judge for the 3rd round to insure no ties.

Weight Divisions and Weigh-in Procedures See 'Divisions' listing on website and in event program.

Coaching: Coaching is allowed on both side of the ring. Coaches are not allowed to badger or yell at judges. The competitor's coach can also make the decision to forfeit a fight by calling time, and informing the head judge to forfeit the fight.

Legal Target Areas The following parts of the body may be attacked using the authorized fighting techniques:

- Torso – front and side
- Legs – Inside and outside (above knee)
- Feet – only for sweeping (foot to foot)

Legal Techniques – Scoring Both hand and foot strikes should be used. In evaluating each fighter's performance the judges will give more credit to the athlete that is effective with a balanced attack of kicks and punches thrown in combination. Punching or "boxing" only for an extended period of time without throwing kicks may be cause for penalization or may down-grade the judge's evaluation of a fighter's performance. The authorized striking area of the hand or foot may only make "Clean/ Controlled" Light contact. The fighter must be looking at the point of contact when executing the technique. All techniques must be well executed. Weak techniques or techniques that simply touch or brush or push an opponent will not be scored. Excessive contact, mauling, pushing or rough-housing will be grounds for penalization, downgrading in the judges evaluation and/or disqualification. (it is not allowed to touch the floor with any part of the body except the feet).

HAND TECHNIQUES:

The following hand techniques may be applied:

- Combination of no more than 3 consecutive punches
- All kind of fighting punches.

FOOT, LEG TECHNIQUES:

- Combination of no more than 3 consecutive kicks.
- Front kick (no leg)
- Sidekick (no leg)
- Roundhouse kick
- Heel kick (sole of the foot only)
- Crescent kick
- Axe kick (sole of the foot only)
- Jump kicks

THROWING TECHNIQUES:

- Foot sweeps (foot to foot – ankle/foot level only)

Skill Levels:

Kids Ages 9 (male & female)
Juniors Ages 10 - 13 (male & female)
Juniors Ages 14- 17 (male & female)
Adults& Seniors (male & female)

Weight Classes for "KIDS" (Male). "9 and under Male"

CS-1 * Male * <= 9 * Fin (-55.0)
CS-2 * Male * <= 9 * Fly (-65.0)
CS-3 * Male * <= 9 * Bantam (-75.0)
CS-4 * Male * <= 9 * Feather (-85.1)
CS-5 * Male * <= 9 * Light (-95.1)
CS-6 * Male * <= 9 * Welter (95.1+)

Weight Classes for "KIDS" (Female). "9 and under Female"

CS-23 * Female * <= 9 * Fin (-55.0)
CS-24 * Female * <= 9 * Fly (-65.0)
CS-25 * Female * <= 9 * Bantam (-75.0)
CS-26 * Female * <= 9 * Feather (-85.1)
CS-27 * Female * <= 9 * Light (-95.1)
CS-28 * Female * <= 9 * Welter (95.1+)

Weight Classes for "JUNIOR" (Male) "10-13 year old Male"

CS-7 * Male * 10-13 * Bantam (-85.1)
CS-8 * Male * 10-13 * Feather (-95.1)
CS-9 * Male * 10-13 * Light (-105.1)
CS-10 * Male * 10-13 * Welter (-115.1)
CS-11 * Male * 10-13 * Light Middle (-125.1)
CS-12 * Male * 10-13 * Middle (-135.1)
CS-13 * Male * 10-13 * Light Heavy (-146.1)
CS-14 * Male * 10-13 * Heavy (145.1+)

Weight Classes for "JUNIOR" (Female) "10 and 13 years old Female"

CS-29 * Female * 10-13 * Fly (-75.0)
CS-30 * Female * 10-13 * Bantam (-85.1)
CS-31 * Female * 10-13 * Feather (-95.1)
CS-32 * Female * 10-13 * Light (-105.1)
CS-33 * Female * 10-13 * Welter (-115.1)
CS-34 * Female * 10-13 * Light Middle (-125.1)
CS-35 * Female * 10-13 * Middle (-135.1)
CS-36 * Female * 10-13 * Light Heavy (135.1+)

Weight Classes for "TEENS" (Male) "14 and 17 years old"

CS-15 * Male * 14-17 * Light (-125.1)
CS-16 * Male * 14-17 * Welter (-135.1)
CS-17 * Male * 14-17 * Light Middle (-145.1)
CS-18 * Male * 14-17 * Middle (-155.1)
CS-19 * Male * 14-17 * Light Heavy (-165.1)
CS-20 * Male * 14-17 * Heavy (-175.1)
CS-21 * Male * 14-17 * Cruiser (-185.1)
CS-22 * Male * 14-17 * Super Heavy (185.1+)

Weight Classes for "TEENS" (Female) "14 and 17 years old"

CS-37 * Female * 14-17 * Light (-105.1)
CS-38 * Female * 14-17 * Welter (-115.1)
CS-39 * Female * 14-17 * Light Middle (-125.1)
CS-40 * Female * 14-17 * Middle (-135.1)
CS-41 * Female * 14-17 * Light Heavy (-145.1)
CS-42 * Female * 14-17 * Heavy (-155.1)
CS-43 * Female * 14-17 * Cruiser (-165.1)
CS-44 * Female * 14-17 * Super Heavy (165.1+)

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 lb. & Above)

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: (146 lb. & Above)

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 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 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!

(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)

SINGLE STICK COMBAT RULES

Must use one hand to strike

Required Gear

We will provide gear unless they have their own. Other similar escrima sticks must be checked by the official for approval. Action Flex escrima sticks, headgear and gloves from Century. (NO Wood Escrimas allowed). Actionflex escrima 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