

# **CUSTOM MEDAL AWARDED FOR 1st-3rd**

For information call: Cesar Hernandez (956) 404-6127 Location: Brownsville Sports Park Dome 1000 Sports Park Blvd Brownsville, TX 78526

**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) TKO QUALIFIER RATED WKL WORLD QUALIFIER

<u>8 GRANDS AWARDED TO:</u> \$100 BLACK BELT FORMS \$200 BLACKBELT MEN Sparring \$200 BLACKBELT WOMEN SPARRING <u>JUNIOR GRANDS FORMS</u> JR BLACK UNDERBELT ADVANCE UNDERBELT INTERMEDIATE UNDERBELT BEGINNER ADULT UNDERBLET

TOTAL =

Welcome to TKO/TNT State and WKL World qualifier! Doors open at 8am, Demo at 9am, and tournament Begins at 9:30 am. This event 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 (midnight) 2 weeks prior to the tournament, and "Pre-Registration" ends Wednesday at midnight the week of the event. After the pre-registration deadline, online "Registration" will be up until the day of the event. For rules and Info go to www.TKOLeague.com

#### **REGISTRATION FEE INFORMATION Register online EventsReg.org Register Early** Early Bird Registrations **Pre-Registration** Registration Ends Wednesday before Event After Wednesday before Event \$ Save Money \$ Ends Friday 2 week 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 =

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Chart time (						
	9:00 am Demo and 9:30 am Tournament begins! No sion entered!					
	D—Everyone is a Winner! Trophy Awarded					
H-1 HAND	ICAPABLE FORMS					
H-2 HANDICAPABLE WEAPONS						
	<u>— Synchronize Form (</u> 2-3 members) n Kata (2-3 members) * Beginner * M/F					
	n Kata (2-3 members) * Intermediate * M/F					
	n Kata (2-3 members) * Adv / Black * M/F					
	ISE – Single or Multi Attacker					
SD-1	Self Defense * <= 17 * Beg / Intr * M/F Self Defense * <= 17 * Advanced * M/F					
SD-2 SD-3	Self Defense * <= 17 * Advanced * M/F					
SD-4	Self Defense * 18+ * Underbelt * M/F					
SD-5 Self Defense * 18+ * Black * M/F						
	AL WEAPONS - (HARD/SOFT)					
TW-1 TW-1B	TR Trad. Weapons * <= 11 * Beginner * M/F TR Trad. Weapons * <= 11 * Intermediate * M/F					
TW-2	TR Trad. Weapons * <= 11 * Advanced * M/F					
TW-2B	TR Trad. Weapons * <= 11 * Black * M/F					
TW-3	TR Trad. Weapons * 12-13 * Beginner * M/F					
TW-3B TW-4	TR Trad. Weapons * 12-13 * Intermediate * M/F TR Trad. Weapons * 12-13 * Advanced * M/F					
TW-4B	TR Trad. Weapons * 12-13 * Black * M/F					
TW-5	TR Trad. Weapons * 14-15 * Beginner * M/F					
TW-5B	TR Trad. Weapons * 14-15 * Intermediate * M/F					
TW-6 TW-6B	TR Trad. Weapons * 14-15 * Advanced * M/F TR Trad. Weapons * 14-15 * Black * M/F					
TW-0B	TR Trad. Weapons * 16-17 * Beginner * M/F					
TW-7B	TR Trad. Weapons * 16-17 * Intermediate * M/F					
TW-8	TR Trad. Weapons * 16-17 * Advanced * M/F					
TW-8B TW-9	TR Trad. Weapons * 16-17 * Black * M/F TR Trad. Weapons * 18+ * Underbelt * M/F					
TW-10	TR Trad. Weapons * 18+ * Black * M/F					
	CHINESE FORMS (SOFT )					
	ng Fu / Chinese Forms * <= 11 * Beg / Intr * M/F					
	ng Fu / Chinese Forms * <= 11 * Adv / Black * M/F ng Fu / Chinese Forms * 12-13 * Beg / Intr * M/F					
	ng Fu / Chinese Forms * 12-13 * Adv / Black * M/F					
	ng Fu / Chinese Forms * 14-15 * Beg / Intr * M/F					
	ng Fu / Chinese Forms * 14-15 * Adv / Black * M/F					
	ng Fu / Chinese Forms * 16-17 * Beg / Intr * M/F ng Fu / Chinese Forms * 16-17 * Adv / Black * M/F					
	ng Fu / Chinese Forms * 18+ * Under belt * M/F					
	ung Fu / Chinese Forms * 18+ * Black * M/F					
KEMPO FO						
	mpo Forms * <= 11 * Beg / Intr * M/F mpo Forms * <= 11 * Adv / Black * M/F					
	mpo Forms * 12-13 * Beg / Intr * M/F					
	mpo Forms * 12-13 * Adv / Black * M/F					
	mpo Forms * 14-15 * Beg / Intr * M/F mpo Forms * 14-15 * Adv / Black * M/F					
	mpo Forms * 16-17 * Beg / Intr * M/F					
	mpo Forms * 16-17 * Adv / Black * M/F					
	mpo Forms* 18+ * Underbelt * M/F					
	empo Forms * 18+ * Black * M/F - CREATIVE /EXTREME ( HARD/SOFT )					
	thout Music					
W-1	TR Weapons * <= 7 * Beginner * M/F					
W-1B	TR Weapons * <= 7 * Intermediate * M/F					
W-2 W-2B	TR Weapons * <= 7 * Advanced * M/F TR Weapons * <= 7 * Black * M/F					
W-3	TR Weapons * 8-9 * Beginner * M/F					
W-3B	TR Weapons * 8-9 * Intermediate * M/F					
W-4	TR Weapons * 8-9 * Advanced * M/F					
W-4B W-5	TR Weapons * 8-9 * Black * M/F TR Weapons * 10-11 * Beginner * M/F					
W-5B	TR Weapons * 10-11 * Intermediate * M/F					
W-6	TR Weapons * 10-11 * Advanced * M/F					
W-7	TR Weapons * 10-11 * Black * M/F					
W-8 W-8B	TR Weapons * 12-13 * Beginner * M/F TR Weapons * 12-13 * Intermediate * M/F					
W-9	TR Weapons * 12-13 * Advanced * M/F					
W-10	TR Weapons * 12-13 * Black * M/F					
W-11	TR Weapons * 14-15 * Beginner * M/F					
W-11B W-12	TR Weapons * 14-15 * Intermediate * M/F TR Weapons * 14-15 * Advanced * M/F					
W-12 W-13	TR Weapons * 14-15 * Black * M/F					
W-14	TR Weapons * 16-17 * Beginner * M/F					
W-14B W-15	TR Weapons * 16-17 * Intermediate * M/F TR Weapons * 16-17 * Advanced * M/F					
W-15 W-16	TR Weapons * 16-17 * Advanced * M/F TR Weapons * 16-17 * Black * M/F					
W-17	TR Weapons * 18+ * Underbelt * M/F					
W-18	TR Weapons * 35+ * Underbelt * M/F					

	ORMS—With or Without Music					
CF-A	CR Creative Forms * <= 5 * M/F					
CF-1	CR Creative Forms * <= 6-7 * Beginner * M/F					
CF-1B	CR Creative Forms * <= 6-7 * Intermed * M/F					
CF-2	CR Creative Forms * <= 6-7 * Adv/Black * M/F					
CF-2B	CR Creative Forms * <= 7 * Black * M/F					
CF-3	CR Creative Forms * 8-9 * Beginner * M/F					
CF-3B	CR Creative Forms * 8-9 * Intermediate * M/F					
CF-4	CR Creative Forms * 8-9 * Advanced * M/F					
CF-5	CR Creative Forms * 8-9 * Black * M/F					
CF-6 CF-6B	CR Creative Forms * 10-11 * Beginner * M/F CR Creative Forms * 10-11 * Intermed * M/F					
CF-0B CF-7	CR Creative Forms 10-11 * Advanced * M/F					
CF-8	CR Creative Forms * 10-11 * Black * M/F					
CF-9	CR Creative Forms * 12-13 * Beginner * M/F					
CF-9B	CR Creative Forms * 12-13 * Intermed * M/F					
CF-10	CR Creative Forms * 12-13 * Advanced * M/F					
CF-11	CR Creative Forms * 12-13 * Black * M/F					
CF-12	CR Creative Forms * 14-15 * Beginner * M/F					
CF-12B	CR Creative Forms * 14-15 * Intermed * M/F					
CF-13	CR Creative Forms * 14-15 * Advanced * M/F					
CF-14	CR Creative Forms * 14-15 * Black * M/F					
CF-15	CR Creative Forms * 16-17 * Beginner * M/F					
CF-15B	CR Creative Forms * 16-17 * Intermed * M/F					
CF-16	CR Creative Forms * 16-17 * Advanced * M/F					
CF-17	CR Creative Forms * 16-17 * Black * M/F					
CF-18	CR Creative Forms * 18+ * Underbelt * M/F					
CF-19	CR Creative Forms * 35+ * Underbelt * M/F					
ADULT BLA	<u>CK BELT WEAPONS</u> ( HARD/SOFT )					
With or Wit	thout Music					
BW-1	CR Black Belt Weapons * 18+ * Male					
BW-2	CR Black Belt Weapons * 18+ * Female					
BW-3	CR Black Belt Weapons * 35+ * Male					
BW-4	CR Black Belt Weapons * 35+ * Female					
	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						
	TRADITIONAL FORMS					
	orms-Japanese *18+*BB*Male					
	orms-Korean *18+*BB*Male					
	orms-Japanese *18+*BB*Female					
BT-2K TR Forms-Korean *18+*BB*Female						
BT-3J TR Forms-Japanese *35+BB*Male						
BT-3K TR Forms-Korean *35+*BB*Male						
BT4J TR Forms-Korean *35+*BB*Female BT-5J TR Forms-Japanese *45+*BB*M/F						
	orms-Korean *45+*BB*M/					
	raditional Forms only)					
	t 12 we will divide to Boys and Girls					
	rms - Traditional * <= 5 * All Ranks * M/F					
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 * Intermediate * 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 F	orms - 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 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 * Intermed
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 * Intermed
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
BLACK BELT POINT SPARRING
BS-1 PT Sparring * 18+ * Male * Black * Light (164-)
BS-2 PT Sparring * 18+ * Male * Black * Middle (165-184)
BS-3 PT Sparring * 18+ * Male * Black * Heavy (185-204)
BS-4 PT Sparring * 18+ * Male * Black * Super Hvy (205+)
BS-5 PT Sparring * 18+ * Female * Black * Feather (144-)
BS-6 PT Sparring * 18+ * Female * Black * Light (145+)
BS-7 PT Sparring * 35-44 * Male * Black * Light (175-)
BS-8 PT Sparring * 35-44 * Male * Black * Heavy (175+) BS-9 PT Sparring * 35+ * Female * Black * Feather (144-)

BS-10 PT Sparring \* 35+ \* Female \* Black Light (145+) BS-11 PT Sparring \* 45+ \* Male \* Black BS-12 PT Sparring \* 55+ \* Male \* Black

BS-9 PT Sparring \* 35+ \* Female \* Black \* Feather (144-)

### 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  $1^{st}$ , 9.8 for  $2^{nd}$ , 9.7 for  $3^{rd}$  and 9.6 for  $4^{th}$  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 2<sup>nd</sup> 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. Coaching: Only one coach is allowed per competitor at the ring to coach their student. No timeouts are allowed with the exception of an injury, which will be called by the head judge. Coaching chair will be added on both side of the ring designated as a "Coaches Box". Coaches must be seating in the coaches chair at all time of the match. Standing is not allowed. A warning will be given, and a one-point penalty awarded to other side by Center Referee for each infraction after warning has been given.

D. 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 (1 point for body and 2 for head).

#### 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. 1<sup>st</sup> time warning with 2<sup>nd</sup> 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. Confirmed verification needed for out of bounds calls.

#### X. FOUL:

A. Confirmed foul called on an opponent will result in a point awarded to person receiving foul.

B. Verification needed on fouls.

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

### **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 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.

#### Skill Levels: Weight Classes for "TEENS" (Female) **Equipment Needed:** • Adult divisions: mouth-guard, Head Gear, 10oz gloves or larger, groin pro-Kids Ages 9 (male & female) "14 and 17 years old" Juniors Ages 10 - 13 (male & female) CS-37 \* Female \* 14-17 \* Light (-105.1) tection, shin/instep guards. CS-38 \* Female \* 14-17 \* Welter Juniors Ages 14-17 (male & female) • Teen & Junior divisions: mouth-guard, Head Gear, 10oz gloves or larger, Adults& Seniors (male & female) (-115.1) groin protection, shin/instep guards. CS-39 \* Female \* 14-17 \* Light Middle • Shorts or pants and school tshirt/rash guard or Martial Arts Uniform must Weight Classes for "KIDS" (Male). (-125.1)be worn. "9 and under Male" CS-40 \* Female \* 14-17 \* Middle Weigh-in: Weigh-in is not required at Qualifiers. To insure fairness, a re-CS-1 \* Male \* <= 9 \* Fin (-55.0) (-135.1)quest can be ask during check-in. Only at State you will need to make CS-2 \* Male \* <= 9 \* Fly (-65.0) CS-41 \* Female \* 14-17 \* Light Heavy CS-3 \* Male \* <= 9 \* Bantam (-75.0) (-145.1)weight. All competitors must weigh at scheduled time. If a competitor CS-42 \* Female \* 14-17 \* Heavy (-155.1) CS-4 \* Male \* <= 9 \* Feather (-85.1) missed the weigh-in time, weigh-in will take place at the time when the CS-5 \* Male \* <= 9 \* Light (-95.1) CS-43 \* Female \* 14-17 \* Cruiser competitor is called to compete. If you do not make weight, you will lose CS-6 \* Male \* <= 9 \* Welter (95.1+) (-165.1) your seeding, and moved up to the appropriate division as an unseeded CS-44 \* Female \* 14-17 \* Super Heavy "wild card" player. Weight Classes for "KIDS" (Female). (165.1+)Time and Rounds Two (2) - Two (1) minute rounds with a 30 second break. "9 and under Female" If both Fighter wins each round, a 3<sup>rd</sup> round of 30 second is needed. Head CS-23 \* Female \* <= 9 \* Fin (-55.0) WOMEN Weight Classes for "Adults". judge will add a judge for the 3<sup>rd</sup> round to insure no ties. CS-24 \* Female \* <= 9 \* Fly (-65.0) "18+ vears" CS-25 \* Female \* <= 9 \* Bantam (-75.0) CSW1 - Women's Lightweight: (135 lb. Weight Divisions and Weigh-in Procedures See 'Divisions' listing on website CS-26 \* Female \* <= 9 \* Feather (-85.1) & Under) and in event program. CS-27 \* Female \* <= 9 \* Light (-95.1) CSW2 - Women's Middleweight: (135.1 **Coaching:** Coaching is allowed on both side of the ring. Coaches are not CS-28 \* Female \* <= 9 \* Welter (95.1+) – 150 lb. allowed to badger or yell at judges. The competitor's coach can also make CSW3 - Women's Light Heavyweight: the decision to forfeit a fight by calling time, and informing the head judge Weight Classes for "JUNIOR" (Male) (150 lb. & Above) to forfeit the fight. "10-13 year old Male" Legal Target Areas The following parts of the body may be attacked using CS-7 \* Male \* 10-13 \* Bantam (-85.1) WOMEN Weight Classes for "Masters" the authorized fighting techniques: CS-8 \* Male \* 10-13 \* Feather (-95.1) "35+ years" CSWM1 - Women's Welterweight: (135 CS-9 \* Male \* 10-13 \* Light (-105.1) Torso – front and side CS-10 \* Male \* 10-13 \* Welter (-115.1) lb. and under) •Legs – Inside and outside (above knee) CS-11 \* Male \* 10-13 \* Light Middle CSWM2 - Women's Middleweight: (136 •Feet – only for sweeping (foot to foot) (-125.1) – 145 lb.) Legal Techniques - Scoring Both hand and foot strikes should be used. In CS-12 \* Male \* 10-13 \* Middle (-135.1) CSWM3 - Women's Light Heavyweight: evaluating each fighter's performance the judges will give more credit to CS-13 \* Male \* 10-13 \* Light Heavy (146 lb. & Above) the athlete that is effective with a balanced attack of kicks and punches (-146.1)thrown in combination. Punching or "boxing" only for an extended period of CS-14 \* Male \* 10-13 \* Heavy (145.1+) MEN Weight Classes for "Adults". time without throwing kicks may be cause for penalization or may down-"18 + years" Weight Classes for "JUNIOR" (Female) CSM1 - Men's Lightweight: (175 lb. and grade the judge's evaluation of a fighter's performance. The authorized "10 and 13 years old Female" under) striking area of the hand or foot may only make "Clean/ Controlled" Light CS-29 \* Female \* 10-13 \* Fly (-75.0) CSM2 - Men's Middleweight: (175.1 contact. The fighter must be looking at the point of contact when executing CS-30 \* Female \* 10-13 \* Bantam (-85.1) 190 lb.) the technique. All techniques must be well executed. Weak techniques or CS-31 \* Female \* 10-13 \* Feather (-95.1) CSM3 - Men's Heavyweight: (190 lb. & techniques that simply touch or brush or push an opponent will not be CS-32 \* Female \* 10-13 \* Light (-105.1) Above) scored. Excessive contact, mauling, pushing or rough-housing will be CS-33 \* Female \* 10-13 \* Welter (-115.1) grounds for penalization, downgrading in the judges evaluation and/or dis-CS-34 \* Female \* 10-13 \* Light Middle MEN Weight Classes for "Masters". "35+ vears" qualification. (it is not allowed to touch the floor with any part of the body (-125.1)CS-35 \* Female \* 10-13 \* Middle (-135.1) CSMM1 - Men's Lightweight: (175 lb. except the feet). CS-36 \* Female \* 10-13 \* Light Heavy and under) HAND TECHNIQUES: CSMM2 - Men's Middleweight: (175.1 -(135.1+)The following hand techniques may be applied: 190 lb.) • Combination of no more than 3 consecutive punches Weight Classes for "TEENS" (Male) CSMM3 - Men's Heavyweight: (191 lb. • All kind of fighting punches. "14 and 17 years old" & Above) FOOT, LEG TECHNIQUES: CS-15 \* Male \* 14-17 \* Light (-125.1) • Combination of no more than 3 consecutive kicks. CS-16 \* Male \* 14-17 \* Welter (-135.1) • Front kick (no leg) CS-17 \* Male \* 14-17 \* Light Middle (-145.1) Sidekick (no leg) CS-18 \* Male \* 14-17 \* Middle (-155.1) Roundhouse kick CS-19 \* Male \* 14-17 \* Light Heavy Heel kick (sole of the foot only) (-165.1) Crescent kick CS-20 \* Male \* 14-17 \* Heavy (-175.1) • Axe kick (sole of the foot only) CS-21 \* Male \* 14-17 \* Cruiser (-185.1) • Jump kicks CS-22 \* Male \* 14-17 \* Super Heavy **THROWING TECHNIQUES:** (185.1+)Foot sweeps (foot to foot – ankle/foot level only)

## 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 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 <u>during their strike</u>.

#### **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

(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)