

SUMMER MARTIAL ARTS MADNESS 2019



Presented by...

MU·DO·IN
FOR YOUR INNER WARRIOR

In partnership with...

武道
REVOLUTION
MARTIAL ARTS
INSTITUTE

SATURDAY AUGUST 10TH 10:00AM
UPPER CHICHESTER COMMUNITY CENTER
8500 FUREY RD. ASTON, PA 19014

FOR MORE INFORMATION VISIT:
WWW.THEMUDOIN.COM

\$50.00 for 2 Events
\$5.00 each additional event
Spectators \$10.00
Early Registration ends July 15TH
Late Registration \$60.00

2019 Championship Rules

Forms and Weapons Divisions

All contestants will be judged by a panel of 3 judges.

Contestants need only to announce their name and the name of their form.

Judges will award points from 6.0 to 10.0 using a decimal system based on speed, power, balance, focus, spirit, and technical ability.

Contestant with the highest total score wins.

If there is a tie, contestants must perform again, and judges will determine a winner by show of hands.

Forms & Weapons scoring system

Point ranges	Performance equivalent	Notes
10.0	Perfect Score	Should never be given 999 times out of 1,000
9.00-9.99	Excellent Performance	Above average, should be given to top performers.
8.00-8.99	Average Performance	All around average
7.00-7.99	Below Average Performance	Should be given to those who make a few mistakes, maybe stalling, hesitating. Technical flaws. One restart can be allowed, but even on a flawless performance can not be scored higher than this range.
6.00-6.99	Poor Performance	Scores given for sloppy techniques. Dropping weapons, re-starting forms and then not performing well. No energy, lack of intensity

Breaking Division

All contestants will be judged by a panel of 3 judges.

Contestants only need to state their name, and what breaks they will perform.

Contestant may perform a maximum of 3 breaks

Contestants will have a maximum of 3 attempts per break

Competitors must bring their own wood, or purchase wood from the organizers

No Concrete or brick breaking is permitted

Scoring for Breaking

Judges will award points from 6.00 to 10.00 using a decimal system based on speed, power, balance, focus, spirit, and technical ability.

Contestant with the highest total score wins.

If there is a tie, contestants must perform 1 break, and judges will determine a winner by show of hands.

Breaking is one of the most difficult events to score. There are many variables in which to consider when attempting to properly and fairly score a breaking performance. What follows is an attempt to categorize breaking into varying levels of difficulty and create an easy to follow scoring system. This system breaking system will assume the breaking materials are all the same, for example 1 inch pine boards.

*NOTE: Breaks with multiple boards using spacers is **generally** easier than breaks with same amount of boards not using spacers.*

Level of Difficulty (Regardless of Belt Rank)

- Level 1 Any Basic level Kick (Front, Round, Side, Axe, or Back Kick) or Hand Technique (Palm, Hammer-fist, Knife-Hand Elbow) with 1 Board. All power techniques (board supported on both sides)
- Level 2 Any Basic Level Technique (listed above, including hook kick) with 2 or 3 boards, Basic Kicks Jumping or Spinning, Jump-Spinning up to 2 boards, Any Hand technique (including punches) up to 2 boards. All power techniques (board supported on both sides)
- Level 3 Any of the basic hand or kick techniques listed above 4 boards or more. (Supported or Power Breaks). Jump Spinning Kicks 3 boards or 4. Any Speed techniques (supported on 1 side or unsupported) 1 board.
- Level 4. Any experimental, unorthodox set ups with equally difficult break, (blindfolded, special jumps, rolls, combination breaks, etc..) 1 board or 2. Speed techniques with 2 or more boards. Judges discretion.

Breaking Scoring System

Point ranges	Performance equivalent	Notes
10.0	Perfect Score	Almost never awarded, must break all on first attempt, have exceptional technique with proper spirit, and must perform extremely difficult breaks. Level 3 or 4 type breaks only.
9.00-9.99	Above Average Performance	All breaks must be successful on first or second attempt. Breaks must be appropriate for age, rank and size. Level of difficulty will also determine higher or lower score. Proper technique and spirit must be displayed
8.00-8.99	Average Performance	Score given for just overall average, or not spectacular breaking choices as well as average technique and spirit.
7.00-7.99	Below Average Performance	Sloppy Techniques, Poor Spirit, only 1 or 2 successful breaks.. NOT on first attempt.
6.00-6.99	Poor Performance	No Successful Breaks

NOTE: Head judge will confirm with assistant judges which classification each break is prior to competitor beginning their attempt.

Sparring Divisions

Format for sparring divisions is Continuous Contact Point Fighting. (Or clash sparring as some may call it) The match runs continuously for a pre-determined length of time while each participant attempts to score as many points as possible.

Rules consistent with all proposed divisions

- All contestants must wear proper HAND, FOOT or Combination SHIN/INSTEP Gear, and HEAD sparring gear.
- Mouthpiece is also required.
- Face shields and Chest protectors are optional.
- All male contestants must wear a protective cup.
- Each match will be conducted by a Chief referee and at least 2 corner judges.
- Each ring will also have a score keeper and a time keeper (when automated timers are not available)
- At the start of each match, one contestant will be assigned BLUE the other RED
- Matches will be 90 seconds in duration, Continuous Point Sparring. 60 Seconds for 10 & under divisions.
- Chief Referee will stop the match only to call warning, break a clinch, or if there is an injury.
- Corner judges will raise the flag of the appropriate color if they see a point scored and call out "RED" or "BLUE".

- If a Corner Judge sees a controlled kick to the headgear that warrants 2 points, they will call out “RED TWO” or “BLUE TWO”
- Score Keeper will click the appropriate color tally counter if they see a point from corner judge.
- Time Keeper will call out “10 seconds” when timer reaches 1:20 (or 0:50)
- Most POINTS at the end of each match wins

Legal Target Areas:

Front of the Upper Body
 Side of the Upper Body
 Sides of the Head

Illegal Target Areas:

Any target below opponents belt
 Back of body or head
 Neck and Facial Area

How to score points:

Lightly controlled Backfist or Ridgehand to side of head gear. =1 point
 Punch to the body (reverse punch only) or Kick to the Body = 1 point
 Kick to the Head (with control) = 2 point

Scoring techniques will be judged according to the following criteria:

Delivery with correct form, range, and power.
 Delivery with correct body balance, and control of contact.
 There must be no interference between striking point and target (i.e. no block)

NOTE: If a competitor throws more than 4 punches consecutively without throwing any kicks, or is relying mostly on “Boxing”. Referee is to break the competitors apart. Repeated violations may result in a warning at the referees discretion.

Illegal Techniques –results in 1 warning:

- Touching the face with any techniques
- Kicking to the back, below the belt, or back of head gear
- Punching to the face
- Turning the back to avoid an attack
- Running out of the ring
- Sweeping
- Excessive contact
- Grabbing
- Violating the “boxing rule”
- Ignoring instructions of Chief referee

The following can lead to Disqualification in any division

- Any 3 warnings
- Malicious contact (trying to intentionally injure opponent)
- Poor Sportsmanship (arguing, faking an injury)
- Repeatedly ignoring instructions from Chief Referee

Caution:

Any bruising, swelling, cut, or bleeding will result in disqualification or warning depending on seriousness of contact. In the event of an injury, (that prevents the match from continuing) the winner will be decided by the Chief referee after consulting the judges and based on these considerations:

- Did the attacker hit an unqualified target
- Did the attacker use an unqualified technique

- If the injury was the result of excessive contact, was the excessive contact intentional and/or the result of poor technique or temperament
- If the referee decides that there was no violation, the attacker wins.
- If the referee decided yes to any of the above, the attacker loses.

BLACK BELT GRAND CHAMPIONSHIPS

Grand Champion will be awarded in the following categories, if sufficient amount of competitors exist:

Forms	All Black Belt 1 st Place Winners
Weapons	All Black Belt 1 st Place Winners
Sparring-	Men's Black Belt 1 st Place Winners (Light, Middle & Heavyweight) Women's Black Belt 1 st Place Winners (Light, Middle & Heavyweight)

DIVISION BREAKDOWNS

Note: Divisions may be split, combined, or changed to accommodate the number of competitors

FORMS

7yr & Under	Beginner	Intermediate	Advanced	
8- 10 yr	Beginner	Intermediate	Advanced	Black Belt
11 -13yr	Beginner	Intermediate	Advanced	Black Belt
14 – 16yr	Beginner	Intermediate	Advanced	Black Belt
17yr & Up	Beginner	Intermediate	Advanced	Black Belt

WEAPONS

10yr & Under	Intermediate	Advanced	Black Belt	
11 -13yr	Intermediate	Advanced	Black Belt	
14 – 16yr	Intermediate	Advanced	Black Belt	
17yr & Up	Intermediate	Advanced	Black Belt	

BREAKING

7yr & Under	Beginner	Intermediate	Advanced	
8 – 10 yr	Beginner	Intermediate	Advanced	Black Belt
11 -13yr	Beginner	Intermediate	Advanced	Black Belt
14 – 16yr	Beginner	Intermediate	Advanced	Black Belt
17yr & Up	Beginner	Intermediate	Advanced	Black Belt

SPARRING

7yr & Under	Beginner	Intermediate	Advanced	
8 – 10yr	Beginner	Intermediate	Advanced	Black Belt
11 -13yr	Beginner	Intermediate	Advanced	Black Belt
BOYS 14 – 16yr	Beginner	Intermediate	Advanced	Black Belt
GIRLS 14 – 16yr	Beginner	Intermediate	Advanced	Black Belt
MEN 17yr & Up	Beginner	Intermediate	Advanced	
WOMEN 17yr & Up	Beginner	Intermediate	Advanced	

MEN 17yr & Up Black Belt	Lightweight Up to 150lbs	Middleweight 151 to 174lbs	Heavyweight 175lbs and Up
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WOMEN 17yr & Up Black Belt	Lightweight Up to 130lbs	Middleweight 131 to 164lb	Heavyweight 165lbs and up
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SUMMER MARTIAL ARTS MADNESS TOURNAMENT REGISTRATION FORM

DATE: Saturday, August 10, 2019 **EVENTS:** Forms, Weapons, Breaking, Sparring

PLACE: Upper Chichester Community Center **FEES:** 2 Events \$50.00 (if registered by July 15th)
8500 Furey Rd. \$60.00 (After July 15th)
Aston, PA 19014 Additional Events \$5.00 Spectators: \$5.00

TIME: 10:00am

NAME: _____ **RANK:** _____

ADDRESS: _____

CITY: _____ **STATE:** _____ **ZIP:** _____

AGE: _____ **SEX:** _____ **WEIGHT:** _____ **HEIGHT:** _____

STUDIO: _____

INSTRUCTOR: _____

CITY: _____ **STATE:** _____ **ZIP:** _____

I wish to compete in the following events: (check all that apply)

FORMS WEAPONS BREAKING SPARRING

DISCLOSURE:

I hereby submit my application for registration in the 2019 MU·DO·IN SUMMER MARTIAL ARTS MADNESS TOURNAMENT. I agree to waive claims against any persons connected with the event for injuries I may sustain and likewise assume full responsibility for all my actions with said event. I understand that any photographs or videos of my participation in said event may be used for publicity without compensation.

Signature: _____ **Date:** _____

Parent/Guardian Signature (if under 18 years of age): _____

Any applications mailed in must be submitted with fees attached.
Make checks payable to:

MU·DO·IN
625 S. Chester Rd.
Swarthmore, PA 19081

Championship Entry Fee \$ _____
Additional Events \$ _____

TOTAL \$ _____