Section 1E: Divisions/Protocol All Weapons & Forms Divisions Athletes are only required to bow when entering and exiting the performance area. Scoring will be done after all athletes have performed.

Athletes will have 3 minutes to enter the performance area, perform and finish their form. Time will begin when the athlete enters the performance area. Time will stop when the athlete finishes their form and bows.

The rules apply as soon as the athlete enters the performance area.

Weapons are not allowed to strike the floor at any time.

Section 1F: Divisions/Protocol All Weapons & Forms /Scoring

Scoring forms and weapons will take place after every athlete has performed. Athletes will stand up and line up in their original order of performance. They will be asked to step forward one at a time and receive their score. They will be scored in the following manner.

Judges will award scores from 9.1 – 9.99. Each judge may only one of the below

9.9 = 1st place

9.8 = 2nd place

9.7 = 3rd place

9.6 = 4th place

All others receive from 9.1 – 9.5, there may be multiples of these.

If there are only 2 athletes, then a show of hands will determine the winner. True ties may also be decided in this manner.

Section 1G: Divisions**/Protocol All Weapons & Forms /Deductions**

Penalties are all 1 point and are deducted from an athlete’s total score, as part of the scoring procedure.

All Divisions are subject to the 3-minute time limit, All Weapons Divisions do not allow striking the Floor. Any extreme loss of balance that results in fall or body part touching the floor unintentionally. Restarts are a penalty in all divisions.

**Traditional Weapons Penalties**

**Weapons Related**

Dropping of the weapon, striking the floor with the weapon, 1 handed techniques with the weapon release of the weapon, loss of control of the weapons, use of a non-traditional weapon

**Movement Related**

Inversions, any technique involving more than a 360 degree turn, More than the allowed number of kicks without lowering the foot based on experience. Stepping outside the performance area

**Traditional Forms Penalties**

Inversions, any technique involving more than a 360 degree turn, More than the allowed number of kicks without lowering the foot based on experience. Stepping outside the performance area

**Extreme Weapons Penalties**

**Weapons Related**

Dropping of the weapon, striking the floor with the weapon, No release of the weapon, loss of control of the weapons, movements without a weapon in the hand.

**Movement Related**

No Inversion

**Extreme Forms Penalties – same as above with no weapons.**

Section 1H: Divisions/event definitions/traditional weapons

Weapon divisions are defined as an event involving an individual performing a pre-arranged series of movements that include the use of a clearly identified weapon. Weapon may not Strike the floor at anytime. Judging is based on the manipulation and control of the Weapon. Other than transitioning movements and single Strike, both hands must be on traditionally 2 handed weapon(s) at all times, except when transitioning, (i.e. the Bo)

No Overly Creative Manipulation of the weapon. Weapon must be Traditional in construction. The Center Referee/USASK Arbitrator will make the determination based on USASK Rules, whether a Weapon may be used or if the weapon is only a one or a two handed weapon.

No music or gymnastics are allowed. Beginners may not use more than (1) Kick in any direction without touching their foot to the floor. Intermediates may not use more than (2) Kicks in any direction without touching their foot to the floor. Advanced & Black Belt competitors may execute up to 3 kicks in any direction before touching their foot to the floor. Techniques may not involve any more than a 360-degree turn. Athlete may not step out of the ring during their performance

The weapons defined below are shown based on the usage at USASK events:

**Bo** - Ends may be only slightly tapered. The Bo must be natural in Construction made of wood. Balsa Wood, Graphite, or other lightweight, highly porous materials are not allowed. Only natural wood color allowed. The Height of the weapon must be no less than 6" below the user’s overall height or 6" taller.

**Kama** – Handle must be Natural wood construction. No metal protrusions, holes in blade are allowed

**Nunchaku** – Natural wood Construction & cord or chain only

**Sai** – Must be Solid Metal in Construction. No Aluminum or other lightweight composite materials. Weapon must extend to the elbow at a minimum

**Japanese Sword** – Must be Solid Metal in Construction and have clearly defined Separate Blade, Handle, Blade Guard and Sheath.

Other weapons may or may not be disqualified from being used at USASK Discretion. USASK reserves the right to move any athletes using non-conforming Weapons or more Creative movements into a different division even if they are considered traditional to the style of martial art being shown.

Section 1I: Divisions/event definitions/Extreme Weapons

Extreme Weapon divisions are defined as an event involving an individual performing a pre-arranged series of movements that include the use of a clearly identified weapon. Although multiple weapons types may be used, a Weapon must be in the athlete’s hand or hands at all times, with the exception of at least (1) Full release of the weapon. Forms must include at least one full inversion where both legs go over the head. A forward and backward roll is NOT considered an inversion. All movements & gymnastics are allowed. Judging based equally on Creativity and Manipulation of the Weapon. Music may or may not use music during the performance. Competitors must bring their own proper music and their own device to play the music. No electricity may be available for said device. USA SPORT KARATE reserves the right to disallow any music that may involve the use of profanity, violence or any inappropriate words or suggestions.

Section 1J: Divisions/event definitions/Creative Weapons

Open Creative Weapons are defined as an event involving an individual performing a pre-arranged series of movements that include the use of a clearly identified weapon. Judging is based on the use, manipulation and control of the Weapon. Lightweight Competition Weapons are allowed.. Creative manipulation of the weapon is allowed, and must include at least (1) release of the weapon. No music is allowed. Techniques may not involve any more than a 360-degree turn. No Inversions are allowed

Section 1K: Divisions/event definitions/traditional forms

Traditional Forms are defined as an event involving an individual performing a pre-arranged series of empty-handed movements without music. They may not include gymnastics, acrobatics, splits or other freestyle type movements. Forward & Backward roles are allowed

Beginners may not use more than (1) Kick in any direction without touching their foot to the floor. Intermediates may not use more than (2) Kicks in any direction without touching their foot to the floor. Advanced & Black Belt competitors may execute up to 3 kicks in any direction before touching their foot to the floor. Techniques may not involve any more than a 360-degree turn.

Athletes must always stay on the performance area during their form. Ay part of the body stepping outside the performance area will result in a penalty.

Section 1L: Divisions/event definitions/Extreme Forms

Extreme Forms are defined as an event involving an individual performing a pre-arranged series of empty-handed movements that may or may not involve the use of music. Competitors may use any type of gymnastic, acrobatic, splits or other freestyle type movement. Form must include at least 1 full inversion where the legs go over the head, forward and backward roles are not considered inversions. Competitors must bring their own appropriate music and their own device to play the music. No electricity may be available for said device. USA SPORT KARATE reserves the right to disallow any music that may involve the use of profanity, violence or any inappropriate words or suggestions.

Athletes are allowed to step outside the performance area.

Section 1M: Divisions/event definitions/ Creative Forms

Open Creative Forms are defined as an event involving an individual performing a pre-arranged series of freestyle movements. No music is allowed. Techniques may not involve any more than a 360-degree turn. No Inversions are allowed. The Athlete may step outside the performance area.