



Free-Style Weapons Competition

1. **Divisions** — Competitors will be divided into divisions by rank, age, and/or skill level
 - Beginners: Weapon training for one year or less
 - Intermediate: Weapon training for one to two years
 - Advanced: Weapon training for two or more years
 2. **Time Limits** —
 - Beginner/Intermediate competition: 60 seconds max
 - Advanced competition: 90 seconds max
 3. **Judging Criteria** —
 - Overall control and fluid handling of the weapon
 - Equal precision of the left and right sides of the body
 - Difficulty
 - Originality and presentation
 - Practical application of the weapon (accurate, effective strikes)
 - Stances
 - Timing and rhythm
 4. **Scoring** —
 - Competitors are scored on a scale of 5.0 -10.0 with 1/4 points.
 - If the weapon is *dropped* there will be a 1 point deduction from **total score**. There are two ways to recover weapon:
 1. Traditional Recovery: drop to one knee and pickup weapon
 2. Awesome Recovery: use movements that recover the weapon in a manner that looks “planned”
 - If the weapon is *broken*, competitor has 30 seconds to replace the weapon and continue.
 - The use of music is optional. The audio device and operator must be supplied by the competitor.
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