Tournament of Champions

All American Karate Cup

Official Rule Book

The Rules in this Handbook have been established by the Tournament of Champions- All American Karate Cup (AAKC) Board of Directors.

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General Information

The Ring-

The size of the competitors ring for both forms and fighting shall be no smaller than 15'X15'. During team form competition, team members may use as much space as the promoter deems appropriate

The borders of each ring shall be marked and designated with a ring number in a manner visible to competitors, officials and medical personnel from across the floor.

Competitor Responsibilities-

It is each individual competitor's responsibility to read and know the rules contained in this handbook. All competitors must present themselves at their designated ring suitably attired and physically prepared to compete. Jewelry or any object which the referee feels might endanger the competitor is not allowed to be worn in competition

It is the competitor's duty to be ready when called to compete. If he/she is not suitably attired or physically prepared to compete as deemed by the referee, the competitor may be penalized for delay of contest.

Three calls will be made for competition; First call, second call and a final call. If a competitor is not at his/her ring when the competition begins, he/she may not be allowed to compete.

If a competitor leaves the ring after competition begins and is not present when his/her name is called to compete, the name will be called three times at ringside to compete. If he/she is not present to compete on the third call, he/she may be disqualified if the referee feels it is appropriate.

Rank Rule-

A competitor may never compete in a division at a rank that he/she has not earned unless approved by Tournament Promoter. Once a competitor competes as a Black Belt, he/she must always compete as a Black Belt.

Age Rule-

Black Belt Competitors may compete for the entire season at the age division that is proper for their particular age as of September 1st each year. For example-

Riley is 13 years old on September 1st, but turns 14 in November. He may compete as a 13 year old for the entire season if he chooses to do so. He may also change age bracket if he so chooses.

Uniform-

All competitors must wear a complete traditional or professional sport karate (Kung Fu, Tae Kwon Do, ETC) uniform in a good state of repair (top and bottom). Uniform tops must have sleeves that reach to at least the middle of the forearm.

Form competitors may remove their uniform top in competition if the removal is considered relevant to the artistic expression or safety of the competitor.

A competitor with offensive artwork and/or words on the uniform may be denied the privilege of participation.

The appropriate color belt or sash must be worn in competition. No t-shirts, sweats, tank tops, or shoes are allowed in either sparring or form competition.

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Required and Recommended Safety Equipment

Required, Recommended and Illegal gear-

TCMAO approved hand and foot pads, head gear, face shield/cage-(required for youth sparring, optional for adult sparring), mouthpieces, and groin cups (male competitors only) are mandatory for all competitors in all sparring divisions. Each competitor's equipment will be checked to see if it is safe for use. If it is deemed unsafe, he/she will be asked to change the equipment before he/she may compete.

The following is a list of important and required features of the TCMAO approved safety equipment

- *Hand Pads*- A soft padded surface must cover the fingers, wrist and any striking surface of the hand. The striking areas such as the ridge of the hand, side of the hand, back of the fist and knuckles must be covered.
- *Foot Pads*- A soft padded surface must cover the instep, sides, toes, ankle and back of the heel.
- *Head Gear*- The forehead, sides and back of the head must be covered by a padded surface.
- *Face Shield/Cage*- A face shield or cage that covers the front opening of the competitor's head gear must be securely attached to the head gear in order to compete. Optional for adult sparring although recommended.

- *Chest Protector*- All sparring competitors seventeen years of age and younger must wear a full chest guard.

- *Optional Items*- Elbow, shin, face shield for adults and rip protection are not required but are highly recommended (mandatory for competitors seventeen years of age and younger

- *Illegal Equipment*- Boxing, other contact sport equipment and gear with too many seams will not be allowed. Insufficiently padded equipment will also not be allowed. All equipment must be in good repair and free from tears, heavy taping or any other repairs that may cause injury.

Sparring Rules

Round Robin Sparring

In Round Robin sparring divisions every competitor will spar with every other competitor in the division. Winners will be determined by the number of matches won by each competitor in each division. Competitors will receive 1 point for each match won. With Round Robin sparring, every competitor is guaranteed multiple sparring matches. Round Robin sparring divisions will be limited to 5 competitors.

Length of Match-

An elimination match shall last a total of two (2) minutes time unless a competitor earns enough points to be declared the winner before the two minutes have expired. The clock will continue to run during point callings unless the center referee calls for a time-out. During unusually long calls, equipment adjustments, rule clarifications, etc., the center referee may stop time.

In the end of two minutes the match is tied, the match will continue into a two minute sudden victory overtime period. The first competitor to score a point will be declared the winner.

All Grand Campion Fighting matches will be one two minute round. The competitor with the most points at the end of the round will be declared Grand Champion. Ties will be settled as above.

Point Values and Winner Determination-

All legal hand techniques that score will be awarded one (1) point. Kicks and Spin Kicks that score will be awarded (2) points. Target areas do not change the point value of a technique. All penalty points will be valued at one (1) point.

The first competitor to score five points will be declared the winner regardless of whether or not the two minutes have expired. If neither competitor has scored five points at the end of the two minutes, the competitor with the most points will be declared the winner.

Head Contact-

Light touch head contact is allowed in all Red Belt and Above sparring. **ANY** hard or malicious head contact will result in the offending competitor being penalized or disqualified. If a division includes even one competitor ranked lower than red belt, the "no head touch" rule will apply.

Awarding of Points-

Points are awarded by a majority vote of judges. The majority of judges do not have to agree on the specific technique being scored, only that a point was indeed scored. A majority of judges must agree that a point was scored. Please see the *Penalty Points* section for information on receiving penalty points and scoring points at the same time.

All Grand Champion fighting matches will be one two minute round. The competitor with the most points at the end of the round will be declared Grand Champion. Ties will be settled as above.

Points Defined-

A point is a legal Sport Karate technique scored by a competitor who is in bounds that strikes an opponent with the allowable amount of focused touch or focused control to a legal target area. Criteria to be used by officials when deciding if a point was scored are as follows:

- Was it a legitimate and legal Sport Karate technique?
- Was it delivered with the required focused control or allowed focused touch contact to the legal area?
- Was the competitor who scored the point in bounds?
- Had the center referee stopped the match before the point was delivered?
- Was either competitor down at the time the point was scored?

Legal, Illegal and Non-target Areas-

Legal techniques are considered all controlled Sport Karate techniques except for those listed specifically as "illegal." When determining the legality of a technique, the official considers if the technique is a legitimate controlled Sport Karate technique that obeys all the other rules governing Sport Karate.

Illegal techniques include head butts, hair pulls, bites, scratches, elbows, knees, eye attacks of any kind, ground fighting, attacks to a downed opponent, grabbing*, slapping uncontrolled blind techniques, any throws or take downs, spinning back-fists and any other uncontrolled or dangerous technique that is deemed unsafe by the tournament arbitrator (*trapping of the opponent's front arm for one second is allowed.

Sweeps-

Sweeps not meant to take an opponent down, but merely to disrupt balance are allowed to the back of the front leg at mid-calf and below. These are legal on all types of fighting surfaces. If the sweep is responsible for knocking down an opponent it would be considered an illegal technique and may result in a warning and/or penalty point.

It is important to understand that sweeps do not make kicking to opponents' legs legal.

Touch Contact Defined-

Touch Contact- Any contact regardless of how light

Light Touch Contact- No visible movement of any part of the opponent's body as a result of the technique

Moderate Touch Contact- Slight penetration or slight target movement on contact with opponent.

Excessive Contact- This occurs when an opponent strikes with force in excess of that necessary to score a point. Though it is largely a judgment call, indications that contact has been excessive may be assessed by the following reactions.

- Visible snapping back of a competitor's head from the force of a blow.
- Knocking down of an opponent (not counting when an opponent was off balance or has slipped).
- The appearance of sever swelling or bleeding.
- The distortion or injury of the body from the force of a blow to the body or head.
- Excessive body contact can be a penalty at the discretion of the referee.

Methods of Penalization-

One and ONLY one warning is given for breaking the rules. A penalty point is awarded to the opponent on each and every infraction of the rules after the first warning is given. If a competitor receives four warnings (giving three penalty points to their opponent) in any one match, he/she will automatically be disqualified and their opponent is declared the winner. If the first infraction of the rules is deemed serious enough by the referee, he/she may choose to omit the first warning and issue a penalty point automatically. A penalty point can determine the winner of a match.

An exception to the warning rule applies in the case of head contact in divisions where it is prohibited. In the case of head contact in these divisions, a penalty point is awarded on the first infraction.

Other Penalty Rules-

- Delay of Contest Penalty- If a competitor does not present him/herself suitably attired to compete; an automatic warning will be issued to the competitor. A penalty point will be issued for each minute the competitor is not properly ready to compete. Upon receiving three penalty points, the offending competitor will be disqualified.

- A competitor **cannot** be penalized for an infraction and receive a point on the same call. A penalty **always** overrules a point by the same competitor

- A competitor can receive a point because his/her opponent was realized and at the same time receive a point or points for scoring a technique. For example: *Competitor "A" receives two (2) points because he/she scored a kick to competitor "B" and at the same time competitor "B" hit competitor "A" with excessive contact, receiving a penalty. Competitor "A" receives one pint for his/her kick and one point for the penalty, totally two points.*

- If, in the opinion of the referee or medical personnel, a competitor is unable to continue because of an injury caused by an illegal attack executed by his/ her opponent, the offending competitor shall be automatically disqualified. If a competitor is injured and it is considered that he/she is responsible for his/her own injury, or no fault can be associated with the injury, the opponent will not be penalized (ex: ducking into a knee, butting heads, etc.). In the event a fighter is unable to continue due to a no-fault foul, his/ her opponent will be declared the winner even if he/she is not ahead at the time of the foul.
- If a competitor scores a point and then proceeds to break the rules, even if it was after the point technique, the warning for breaking the rule voids the point (penalties and warnings overrule points).

Causes of Penalization-

The following is a partial list of possible causes of penalization and may be used as a guideline to follow.

- Attacking illegal and non-target areas
- Using illegal techniques
- Running out of the ring to avoid fighting
- Falling to the floor to avoid fighting
- Continuing after being ordered to stop (after the break)
- ANY head, face or headgear touch in divisions it is not allowed in
- Blind, negligent or reckless attacks

- Uncontrolled techniques
- Grabbing (grabbing an opponent's front arm for one second is allowed.) Grabbing the arm for longer, or the legs at all could result I a penalty
- Any unsportsmanlike behavior from the competitor or hi/her coaches, friends, etc.
- Any abusive behavior from the competitor or his/her coach, teammates, family, friends, etc., such that the referee feels it affects the outcome of the match or the performance of the officials or other competitors.
- Excessive contact
- Not being prepared or ready when it is time to compete (see "delay of contest" penalty and "competitor responsibilities").
- Not being prepared or ready when it is time to compete (see "delay of contest" penalty and "competitor responsibilities").

Disqualification-

When a competitor is disqualified, it is proper to notify the tournament rules arbitrator. All awards and rating points for that division are forfeited. An exception to this is if the competitor bows out due to substantiated injury verified by the tournament medical personnel.

Out of Bounds

A competitor is out of bounds as soon as he/she does not have at least one foot touching inside or on the boundary line. Stepping out of bounds does not immediately stop the match. An out of bounds competitor may be scored upon by his/her opponent so long as the opponent has at least one foot in bounds and the referee has not signaled to stop.

Sparring Definitions-

- Point- A controlled legal Sport Karate Technique scored by a competitor while in-bounds that strikes an opponent with the allowable amount of focused touch contact or focused control to a legal target area.
- Control- Holding back in reserve the amount of force that, if not restrained or pulled short of full contact, could have incapacitated or inflicted damage to an opponent.
- Focused Touch- Light, medium and excessive (see section on "Touch Contact Defined")
- Focused Control- In areas where no contact is allowed, but the technique must be focused approximately one inch from the "No Touch" target area.

Coaching-

So that the competitors and officials may conduct sparring matches to the best of their ability and as fairly as possible, the following rules have been established regarding coaching:

- Never, at any time, can coaches, friend, team member, etc., enter the ring without the center referee's permission.
- Only officials, competitors, and medical personnel are allowed in a ring.
- No abusive, violent, unsportsmanlike, or overzealous coaching is allowed.
- At no time should parents, friends, or coaches demonstrate any type of negative cheering or try to influence or intimidate the judges.
- A coach cannot ask for a time-out, only competitors may.
- A coach can never, at any time, interfere with the proper running of the ring or the decisions of the judges.

The center referee issues penalties to the competitor for any of the above infractions.

Parents, coaches, friends- please, NO COACHING!

Timekeepers and Scorekeepers-

Timekeepers are responsible for keeping time during the match. He/she will start and stop time at the command of the center referee and will inform the center referee when the two minutes for sparring matches have expired. The timekeeper does not start or stop the match; his/her only duty is keeping time for the center referee.

Scorekeepers are responsible for keeping accurate score. He/she will record the score at the command of the center referee. The scorekeeper should inform the center referee when a fighter has enough points to win the match. The scorekeeper should listen very closely to the center referee and keep an accurate score. The center referee, not the scorekeeper, will make the final score decision.

Sparring Judges-

Judges will call points as they see them. The majority vote of the judges and referee (center judge) determines who is awarded the point. To help in determining penalties or warnings, a center referee may consult the judges, though the referee has the power to issue them alone.

When the referee believes that there has been a significant exchange of technique, or when signaled to do so by a corner judge, he/she will call out the word "STOP" in a loud, clear voice.

The referee will to their starting positions and address the judges by saying "Ready, CALL." All judges and the center referee cast their votes simultaneously as follows:

- Point Scored- When a judge sees a point scored, he/she will hold up both flags. At that time he/she should yell the word "CALL" in a loud clear voice, indicating that a point was seen. When asked, the judge will hold up the color flag of the competitor who he/she feels scored the point.
- No Point Scored- The judge will cross flags if used, or put arms at his/her waist.
- Contact- if a judge sees illegal or excessive contact, he/she will raise the flag of the person **who was struck** while simultaneously striking the palm of his/her hand with the fist of the other hand.
- Disqualification- A disqualification vote is taken separately from any other vote. When a disqualification vote is asked for, the center referee will say "Ready, CALL." A judge will then hold the flag color of the competitor he/she thinks should be disqualified. If he/she does not believe there should be a disqualification, no flag should be raised. *Please note that the center referee has the authority to overrule judges awarding a point and to issue a penalty, warning and /or disqualification.*

Judging Considerations-

- Was it a legal, legitimate Sport Karate technique?
- Was it focused to a legal target area?
- Did it have the required legal control or focused control in the execution of the technique?
- Was it a clash (competitors scoring at the same time)?
- Where there any rules violations immediately following the scoring technique (a competitor may not receive a point and a penalty on the same call)?
- Was either competitor on the ground when the point was scored?
- Had time expired?

How to be a Good Judge-

- You should know and understand the rules in their entirety.
- Make all of your decisions quickly, decisively, and in a confident manner.
- Call only what you see CLEARLY, not what you heard or thought you saw.

- Give each match your FULL FOCUSED attention. Do not let outsiders distract you from your duty (coaches, other judges, fans).
- Stay out of the way of competitors.

Referee/Center Judge

The referee or center judge is the highest authority during a sparring match. When setting up a match, the referee must position themselves so that they can see the score keeper.

The powers of the referee are outlined below-

- Is given the power to issue warnings, award penalty points, and disqualify a competitor without a majority decision.
- May overrule a majority point call to issue a warning or penalty point.
- Is to call "STOP" when a competitor goes out of bounds.
- Is the only one who can stop the match.

Positioning of Competitors-

When determining the competitor to be "red," the referee will, if possible, choose the competitor that is wearing a large about of red gear. If both competitors are wearing colored gear, the referee will choose the competitor wearing the most red. If neither competitor is wearing red, the referee will choose. Both competitors will be returned to their starting positions before the referee asks for a point call, and also at the end of a match.

Protests-

To protest or ask for a rule clarification, the competitor must ask the referee to stop the match and have the arbitrator and/or promoter give a ruling. Any protests must be made immediately- no protest will be allowed after the competition has resumed.

Change of Officials-

A sparring official can be changed at any time during a division once a match has been stopped.

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Tag Team Sparring Rules

Scoring-

- A competitor can only score when he/she is in the ring.
- A competitor is "IN" the ring when he/she has one foot in bounds.
- Once a competitor has "tagged out" he/she may NOT score, but they are still an active target and may be scored on by the opposing team's active member.
- If a competitor "tags out" he/she is still an active target until he/she gets both feet out of bounds.

Competitor Placement-

- A non-active competitor must not enter the ring until he/she has been tagged by their teammate.
- A non-active competitor must stay behind their "HOME Baseline" until they are tagged by their teammate.

General Information-

Center referees will observe the following format for the duration of each team event

- Teams must consist of two members
- A match will consist of one- three minute round
- Each team member must "tag out" a minimum of four times during the round
- The TCMAO sparring rules will apply to team members
- Team members will all line up to bow toward the center referee and each other
- Start each individual match with opponents bowing to each other (but not the referee)
- All team members will bow to each other at the end of each match
- Competitors will shake hands to leave the ring

Form Rules

Competitors-

All competitors must present themselves suitably attired (as described in the "General Information" section of the rule book) and ready to compete. The competitors may be divided into separate divisions based on style, sex, age and/or origin of form. To enter an adult division, you must be at least 18 years of age or older. Seniors may choose to enter the regular adult division or the senior division, but not both.

The order of performance will be by random draw or selection, shuffling cards, computer selection, etc. switching the order of performances is not allowed between competitors. If there is a good reason to believe that competitors have switched order they will be disqualified.

It is the responsibility of the competitor to be at their ring prior to the time that their division is scheduled to start. If a competitor comes late, he/she may compete but must compete immediately.

All competitors will execute their form before any scores are given. Competitors will return to the ring in the order they performed for their score.

External Aids-

No props, weapons, music, etc. may be used in any division except musical, weapons or team. No aids that would damage or render the competition area unsafe for other competitors, spectators, or judges may be used in these divisions.

Grand Championships-

Performance order for the Grand Championship division will also be determined by random draw. If a competitor is not present to draw numbers, they will automatically go before the ones who are present. If only one is not present, he/she will automatically go first. If more than one is not present a separate drawing will be done for those not present- they will go in that order before the competitors who are present. If a competitor has won multiple divisions, he/she will be allowed one draw for each first place won. The competitor may then use the best draw. If a competitor has won multiple divisions, he/she will choose which form to perform for Grand Championship.

Form Penalties-

If a competitor starts his/her form over for reasons not due to his/her own negligence, the competitor may start over without penalization. If, however, a competitor starts his/her form over because of memory lapse or any other reason due to his/her own negligence, he/she may still perform again but with penalty points. A competitor may only start a form over one time. If the competitor does not finish the form on the second attempt he/she will be disqualified.

It is important that the referee discuss penalization procedures with the judges and scorekeeper. The referee will instruct the scorekeeper to deduct **0.10** points from the offending competitor's final score.

Traditional Forms-

A traditional form is one that places emphasis on stances and basic martial arts techniques. In a traditional form, the following techniques are NOT allowed-

- Flips
- Gymnastics
- Splits
- Multiple spins
- Jump 360 degree kicks
- More than two kicks on the same leg without setting foot down

Traditional Weapons Forms-

Traditional weapons forms are subject to the same requirements as above, and are also NOT allowed to do-

- Release moves
- Knuckle rolls
- Palm spins
- Spinning of the weapons- no more than one full rotation and must end in a strike

Musical Forms-

The musical division allows music and the use of martial arts weaponry. Music MUST be used in this division and is prohibited from containing lyrics that are profane. A competitor may be subject to disqualification if such music is used. It is the responsibility of the competitor to provide their own battery operated player for their music. If the competitor must start their form over because of sound equipment malfunctions due to no fault of the tournament and its coordinators, the competitor will be downgraded by the judges (see penalties section).

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Creative Forms/Creative Weapons-

These divisions allow competitors to show off their creative side and "extreme" talents. Restrictions placed on traditional divisions do not apply to the creative divisions.

Weapon Divisions-

When judging a weapon performance the judges will focus primarily on the effective use and control of the weapon. All other aspects of form competition will also be judged, though the weapon is the primary point of judging. Rules that are specific to weapon divisions are listed below-

- Referees should check all weapons for safety. Weapons are subject to referee approval. No sharp weapons are allowed in the under black belt divisions.
- Referees should make sure all spectators and competitors are at a safe distance from competition.
- Safety is a major concern. Therefore, the competitor's control of his/her weapon is of utmost importance. If a competitor recklessly or carelessly misuses his/her weapon, he/ she may be penalized or disqualified.
- If a competitor wins their weapons divisions during eliminations, he/she must perform with a weapon in the weapon grand champion round (if weapon grand champion division is offered).
- Striking the floor in a manner that causes damage to the floor will result in a **0.50** deduction from each judge.
- If a competitor (individual OR team form) drops his/her weapon once he/she has entered the ring (including their walk up), he/she will be deducted (0.1) of a point. If a black belt competitor drops his/her weapon once he/she has entered the ring, he/she will be disqualified.
- In mega team divisions, a dropped weapon does not disqualify the team. Mega teams will be scored as normal and if a weapon was dropped 0.10 will be deducted from the team's final score.

Team Forms-

Team form competition is a chance for competitors to their talents at choreograph and teamwork. Teams must consist of two to nine competitors. Each team member will need to pay for this event registration to enter this division.

Mega Teams-

Teams with more than ten competitors are considered "mega teams." Mega teams will be split into 3 divisions and each team must have a unique name.

Beginner mega teams must have a majority of competitors under the rank of Blue Belt.

Intermediate Mega Teams must have a majority of competitors under the rank of Brown Belt. If a team has 50% or more of its members above the max belt rank for their division, they will need to advance to the correct division. It is the team's responsibility to enter the correct division, if a team competes in the wrong division it will be subject to penalty or disqualification.

Mega Teams will be judged on the following criteria:

1. Number of people on the team will have some impact on judging. Team size is used as a tie breaker. If teams are very similar in ability, the larger team gets a higher score.

2. Synchronization- the "tighter" teams are, the higher their scores will be. Teams who perform "on count" will not be scored as highly as teams who do not.

3. Execution- the individual performances of team ,embers should be judged as they would in individual competition

4. Difficulty- more difficult forms, performed well, will score higher than easier forms that are performed equally well

5. Presentation- the entry and exit of the competition area as well as the level of discipline will be considered in scoring.

Please see the last bullet point in the "Weapons" section for information on dropped weapons in Mega Team.

Timekeepers and Scorekeepers-

The timekeeper is responsible for calling off each judge's score loudly and clearly so that both the scorekeeper and judges can hear them.

The scorekeeper is responsible for accurately writing and adding the scores of all form competitors in a division. Scores should be written next to the competitor's name as the timekeeper reads them off. A calculator should be used when adding scores together, and the final score should be double checked. If five or more judges are being used in a division, the scorekeeper will eliminate the high and low scores when calculating final scores. In the case of a tie, the high and low scores will be added back in to determine the higher score (only in divisions with 5 judges or more).

Change or Officials-

Judges may not be removed from a form division until the DIVISION has completed competition.

Judging Criteria-

When judging form and/or weapons competitors, judges are actually comparing the various competitors in the division against each other to arrive at the top competitors in that division. Each form or weapon routine is judged on execution, presentation and difficulty (in that order).

- Execution is that act or process of performing the techniques of the form. The execution stage is the MOST CRITICAL and should weigh the most in the judge's final score.
    - Elements of execution include balance, technique, stability, coordination, flexibility, stamina, timing, power, and speed.
- Presentation is the image or impression of the competitors as reflected in his/her performance of the form. The presentation stage is the SECOND MOST important and should weigh accordingly in the judge's final score.
    - Elements of presentation include confidence, poise, determination, commitment, imagery, respect, sportsmanship, realism, concentration, spirit, showmanship, appearance, and imagination.
- Difficulty is the complexity and intricacy of the form or weapon routine. The difficulty category is the LEAST CRITICAL of the three judging categories, but could become the deciding factor if a judge feels that two competitors are equally as good in the execution and presentation categories. Value should never be awarded for a technique performed poorly. *Difficulty alone without proper execution should always be downgraded.*
    - Elements of difficulty include complexity and versatility of techniques.

Scoring of Form Competitors and Ties-

The center referee will establish a scoring range before each division begins. All judges will award scores within the established range using hundredths. All competitors will perform before any scores are given.

The high and low scores would be eliminated before totally scores when five or more judges are being used for a division.

In the case of a tie, the competitors who receive the majority vote (top score of all judges) will break the tie. If there is still a tie all competitors who tied will be awarded the same place.

To break a tie in a grand championship division, the high and low scores will be added back in to determine the winner. If there is second tie, the competitor who received the majority vote will be the winner. If a tie remains, all tied competitors will be awarded Grand Champion.

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Under Black Belt Grand Champion:

New for the All American Karate Cup Tournament Of Champions: 4 Under Black Belt Grand Champion divisions! To enter Under Black Belt Grand Champion or UBGC, students must register for UBGC and compete in at least 3 traditional divisions:

Round Robin Sparring, Traditional Open Hand Form and Traditional Weapons Form.

Students can earn extra points by competing in more divisions but MUST do these 3.

Under Black Belt GC winners will be awarded by points:

In the 3 required divisions:

1st place = 5 points

2nd place = 3 points

3rd place = 2 points

Other divisions to enter to earn points– Intramural, Team Form, Mega Team, Creative Weapons, Creative Form and Musical Divisions will earn:

Any place in these divisions (1st, 2nd or 3rd) = 1 point

The more events you do, the more points you can earn. Under Black GC winners will be determined by total points won. It is the responsibility of the competitor to bring their UBGC card to the rings they are competing in and have the judges fill out. If on a winning Mega Team- competitors will bring their card to Mega team event announcer to have it filled in.

In the event of a tie, the competitor with the highest points in the 3 required divisions will break the tie. If the tie persists, the competitor with the highest places in additional events breaks the tie and will be awarded UBGC.

Students must register before any of their events start to enter UBGC on the registration form to receive their competitor card. UBGC winners will be announced and awarded Grand Champion Cups after all Under Black Belt divisions are complete.

Division breaks are:

Ages 10 and under

Ages 11– 15

Ages 16-20

Ages 20 and up

Karate Cup Under Black Belt Grand Champion

Name_____

Belt Rank_____Age_____

Traditional Form:	Place:_____	Judge:_____	Pt:____
Sparring:	Place:_____	Judge:_____	Pt:____
Traditional Weapon:	Place:_____	Judge:_____	Pt:____
Other: Mega Team:	Place:_____	Judge:_____	Pt:____
Intramural:	Place:_____	Judge:_____	Pt:____
Team:	Place:_____	Judge:_____	Pt:____
Creative Weapon:	Place:_____	Judge:_____	Pt:____
Creative Form:	Place:_____	Judge:_____	Pt:____
Musical :	Place:_____	Judge:_____	Pt:____

School_____ Total Points:_____