DIVISION
BEGINNER: WHITE, YELLOW, ORANGE, GREEN
INTERMEDIATE: BLUE, PURPLE, BROWN
ADVANCED: RED, RED/BLACK
(Tournament directors reserve the right to merge or split divisions by age, rank, number of competitors, and weight and size of the competitors)

High Jump/Long Jump Divisions
4-5 yr old Girls 6-7 yr old Girls
4-5 yr old Boys 6-7 yr old Boys
8-9 yr old Girls 10-11 yr old Girls
8-9 yr old Boys 10-11 yr old Boys
12-13 yr olds 14-15 yr olds
16-17 yr olds 18-up

Sparring & Traditional Forms Divisions
Little Dragons Beginner 6-7 Beginner
Little Dragon Int. 6-7 Intermediate
8-9 Beginner 10-11 Beginner
8-9 Intermediate 10-11 Intermediate
12-13 Beginner 14-15 Beginner
12-13 Intermediate 14-15 Intermediate
16-17 Beginner 18-up Beginner
16-17 Intermediate 18-up Intermediate

Musical Open Weapons
Little Dragons 9-under under belts
10-up under belts
ALL Black Belts, ALL ages

Musical Open Forms
Team Forms
Little Dragons Under belts
9-under under belts Black Belts
10-up under belts
ALL Black Belts, ALL ages

Musical Open Forms
Team Forms
Little Dragons Under belts
9-under under belts Black Belts
10-up under belts
ALL Black Belts, ALL ages
REGISTRATION:
All competitors must pre-register online by going to our website at www.maafamilykarate.com/tournaments and clicking on the registration link!

1) $40 for entry into 1 event
2) $50 for entry into more than 1 event: Jumping Events, Traditional Forms, Sparring, Weapons Forms
3) $10 additional for each Musical or Team Division: Musical Open Forms, Musical Weapon Forms, Team Forms.

ELIGIBILITY:
All Competitors must be a member on Active status with one of the following martial arts schools: Martial Arts America-Milton, Martial Arts America-Pace, Martial Arts America-Navarre.

IMPORTANT INFORMATION:
Tournament directors reserve the right to merge or split divisions by age, rank, number of competitors, and weight and size of the competitors. Competitors may not compete in more than one forms or sparring division. Un-sportsmanlike conduct will result in disqualification.

FUN is our main goal! We encourage positive support and motivation from parents and family members. However, any derogatory comments to opponents or Judges will result in disqualification of the match and possible dismissal from the tournament. Any and all questions concerning a match should be directed to the Tournament Director (Mr. Butts) in a respectful manner. Only Judges and students are allowed on the competition floor. Please DO NOT allow smaller children/babies in the competition area at ANY TIME! It is DANGEROUS! Cameras and video cameras are allowed along the sides of the competition floor unless it disrupts the competition or Judges. Good Luck!

UNIFORM: All competitors must wear a complete (top and bottom) traditional Martial Arts America uniform in a good state of repair. The only exception will be during sparring events, where students may wear Martial Arts America t-shirts instead of a dobak top. The appropriate color belt must be worn in competition. For non-traditional divisions students may wear a creative Martial Arts uniform.

COMPETITOR RESPONSIBILITIES: It is the responsibility of the competitor to know the rules and be ready for competition when called to do so. He/she must be suitably attired and in the appropriate ring when the competition begins. If the competitor is not at his/her ring ready to compete when the competition begins, he/she will not be able to compete. If a competitor is not present to compete when the first sparring match or first weapon or form routine begins in the division, the late or not present competitor will not be allowed to compete. BE ON TIME!

REGULATIONS:

Traditional Forms and Traditional Weapons:
These forms must capture the essence of classical martial arts movements, showcasing the traditional techniques, stances, footwork, and weapons. Emphasis is placed on the execution of technique, application of technique, balance, speed, power, solid stances, and focus. For students under Black Belt only weapon forms taught during Black Belt Training class times may be used in this division.
**Musical Open Forms:** The Musical Open Division allows the competitor to perform any movements whether they originate from traditional or contemporary martial arts systems or otherwise. Emphasis will be placed on the execution of the techniques, application of the techniques, balance, speed, power, solid stances, focus, and showmanship. Spinnings kicks, jump-spinning kicks, flying kicks, multiple kicks, splits, and other creative martial arts techniques are permitted. Movements that involve more than a 360 degree spin, require the body to be inverted more than parallel to the floor, or are similar to movements to be found in gymnastics and/or non martial arts disciplines are also permitted in this division.

**Musical Open Weapons:** The musical weapons division requires a weapons form meeting the above criteria for Musical Open forms, choreographed in a general sense to the beats or rhythm of the music chosen and provided by the competitor. Primary emphasis will be placed on the innovative choreography of moves to the music, however, the basic criteria listed above for all forms must also be observed.

**Team Forms:** The Team Form division requires a form meeting the above criteria for Musical Open forms, choreographed in a general sense to the beats or rhythm of the music chosen and provided by the competitors. At least 75 percent of the form must be made up of synchronized movements. Primary emphasis will be placed on the innovative choreography of moves to music, technique, execution of movements, and synchronization. Competitors may use weapons, dance, and/or gymnastic movements in this division, however 75 percent of the form must originate from martial arts techniques. The Team Form category will be broken up into two divisions: Black Belt and Under Black Belt. Any team that contains one Black Belt must compete in the Black Belt division regardless of the rest of the teams belt ranks.

**Sparring:**

**Length of Match** – Beginner and Intermediate sparring matches last 90 seconds or the first to 5 points. Adult and all Black Belt sparring matches last 120 seconds unless there is a 5-point difference in the score before time ends. If a match is tied at the end of the allotted timed, sudden victory (first person to score a point) overtime period will determine the match.

**Point Values and Winner Determination** – All legal hand techniques that score will be awarded one point. All legal kicking techniques that score will be awarded two points, and spin kicks will be awarded 3 points. All penalty points awarded will be one point.

**What is a point** – A point is a controlled legal sport karate technique scored by a competitor in-bounds and upright without time being called that strikes a competitor with the allowable smaount of focused touch contact.

**Legal Target Areas** – Padded surface of headgear, ribs, chest, abdomen, and sides. Controlled face contact is legal in Black Belt Sparring.

**Illegal Target Areas** – Back, spine, back of neck, throat, sides of the neck, and all areas below the competitor’s belt.

**FORM TIES:** The high and low scores will be added back in to break ties for 1st through 3rd place only. If after adding back in the high and low score there is still a tie, the competitors must perform again to break the tie.

**WEAPONS DIVISIONS:** A competitor who unintentionally drops his/her weapon will receive a .50 deduction.

**STARTING A FORM OVER:** If a competitor starts his/her form over due to negligence, he/she may perform the form again. The officials will score as though there was not a mistake, but the center judge will instruct the scorekeeper to subtract .50 points from the competitor’s final score. A competitor can only start over one time.

**SPARRING DIVISIONS:** All competitors are required to wear proper safety gear previously approved by Martial Arts America including headgear, handgear, footgear, chest protector, mouthpiece, cup (males only), shin pads,
and face shield if the student cannot spar without glasses or if the student has braces and cannot spar with a mouthpiece. All gear must be in good repair.