

Terry Gore's
SUPERKICKS

Of Conway Presents

CAROLINA'S BEAST
MARTIAL ARTS
CHAMPIONSHIPS

March 25, 2017
Conway, SC



14 PT.



5A

LOCATION:

CONWAY HIGH SCHOOL GYM

*Only 20 minutes from
Myrtle Beach!*



NBL/PPKF DIVISIONS
IKF POINT KICKBOXING
GRAPPLING
FUN DIVISIONS

(FOR INEXPERIENCED COMPETITORS 17-)

FOR MORE INFO CONTACT TERRY GORE (843) 369-KICK OR (843) 333-3010

FULL BROCHURE ON

KARATE TOURNAMENTS.COM OR SUPERKICKSOFCONWAY ON



TO ALL PARTICIPANTS,

I would like to welcome you to the Carolina's Beast Martial Arts Championships! As a former NBL competitor and promoter, I realize the importance of an organized, well staged event, and this event will be. Conway is a historical river-town that includes a beautiful river walk you don't want to miss when you visit. Myrtle Beach is one of the most famous vacation attractions in the world and it has so many attractions that there are too many to name. Turn this event into a mini vacation! I look forward to seeing you there!

Master Terry Gore
8th Dan
Superkicks of Conway

TOURNAMENT INFORMATION

- WHEN:** Saturday, March 25, 2017
- WHERE:** Conway High School Gymnasium, 2301 Church Street, Conway, SC 29526
- FEES:** See Registration Form
- TIMES:** See Schedule of Events and Ring Assignments
- HOTELS:** Conway:
Sleep Inn (2 minutes from Tournament) 843-365-2828 / 3345 Church Street, Conway, SC 29526
Econo Lodge (1 minute from Tournament) 843-248-2285 / 1101 Church Street. Conway, SC 29526
Hotels in Myrtle Beach: 855-516-1091 www.reservations.com
- AIRPORT:** Myrtle Beach International Airport
- SANCTIONS:** NBL 14pt. Dixie Conference, SKI AAA, PPKF 5A, ISKA
- RULES:** SKITA/PPKF/Fun/IKF/NAGA (In different events)
All Black Belt and Underbelt players must enter divisions based upon the age & rank they were on January 1 at 12 am. See exceptions (Rules at a glance) in this brochure. SKITA Rule Books are available by mail from the NBL with a 9" x 12" sase with \$1.50 US Postage for US delivery, or from the website www.nblskil.com (Then click SKITA).

SUPERGRANDS DATES & LOCATIONS TBA

AWARDS

1st - 4th Medals in all Divisions
Beautiful Carolina's Best Cups to all Competitors

GRAND CHAMPIONS

- \$150 BB 18+ Traditional Forms
- \$150 BB 18+ Contemporary Forms
- \$150 BB 18+ Mens Sparring
- \$150 BB 35+ Mens Sparring
- \$100 BB 18+ Womens Sparring
- \$200 BB Team Forms (2 Team min)
- \$500 BB Mens Team (3 Team Min)
- \$50.00 17- Traditional Forms
- \$50.00 17 - Contemporary Forms

CONDUCT & FINES

Martial Arts is founded on DISCIPLINE & RESPECT.
Please remember this when attending any Martial Arts Event.
Please note:

1. Swearing, etc. \$25 fine for EACH word
2. Unauthorized entry onto competition floor
3. Crossing (over/under) competition barriers
4. Arguing with tournament staff, referee's, and/or arbitrators will promptly call for fines listed in SKITA rulebook appendix J. page 39.

PARENTS & COACHES: Please keep children under control: no running, horseplay or loud/disrespectful behavior.

CONTACT INFORMATION: Grandmaster Terry Gore

(843) 333-3010 or (843) 369-KICK(5425) • Superkicksofconway on Facebook • Karatetournaments.com

CAROLINA'S BEST SCHEDULING / RING ASSIGNMENTS

PHASE I

SATURDAY MORNING EARLY DIVISIONS

- 8:30 am - Rules (Judges) Meeting
 8:45 am - Coordinator / Scorekeepers Meeting
 9:00 am - All BB Musicals, Teams, Continuous Sparring,
 Self Defense, Breaking, and Grappling.

RING 5	RING 6	RING 7
ALL SELF DEFENSE	TEAMS	GRAPPLING
• All BB Musicals	• Continuous Sparring	

PHASE II

- 9:30 am - Rules (Judges) Meeting
 9:45 am - Coordinators / Scorekeepers Meeting
 10:00 am - All remaining divisions.

MAIN GYM - NB/PPKF/SKI DIV.

RING 8	RING 7	RING 6	RING 5
16/17 - UNDERBELTS	14/15 - UNDERBELTS	18+/35+ - BLACKBELTS	17 - BLACKBELTS
<ul style="list-style-type: none"> • Traditional Forms, Open Forms • Weapons & Sparring 18+/35+ Underbelt • Traditional Forms, Open Form • Weapons & Sparring (Beg, Int, Adv.) 	<ul style="list-style-type: none"> • Traditional Forms, Open Forms • Weapons & Sparring 	<ul style="list-style-type: none"> • Traditional Forms & Weapons • Hard & Soft Creative Forms & Weapons • All Adult BB Sparring (Beg, Int, Adv.) 	<ul style="list-style-type: none"> • Traditional Forms & Weapons • Hard & Soft Creative Forms & Weapons • All 17 - Sparring (Beg, Int, Adv.)
RING 4	RING 3	RING 2	RING 1
12/13 - UNDERBELTS	12/13 - UNDERBELTS	8/9 - UNDERBELTS	6/7 - UNDERBELTS
<ul style="list-style-type: none"> • Traditional Forms, Open Forms • Weapons & Sparring 	<ul style="list-style-type: none"> • Traditional Forms, Open Forms • Weapons & Sparring 	<ul style="list-style-type: none"> • Traditional Forms, Open Forms • Weapons & Sparring 	<ul style="list-style-type: none"> • Traditional Forms, Open Forms • Weapons & Sparring

SMALL GYM

17- FUN DIVISIONS

RING 9 (FUN)	RING 10	RING 11
LIL Dragons	8-10 UNDERBELT	11-17 UNDERBELT
<ul style="list-style-type: none"> • Obstacle Course • Flag Sparring 5 - UNDERBELT <ul style="list-style-type: none"> • Weapons, Forms, Sparring 6/7 - UNDERBELT <ul style="list-style-type: none"> • Weapons, Forms, Sparring 	<ul style="list-style-type: none"> • Weapons, Forms, Sparring 	<ul style="list-style-type: none"> • Weapons, Forms, Sparring

(All Fun Divisions are put into groups of four by age and belt)

(Division #'s will be posted at each ring)

*** All Breaking Divisions will be held in Designated Area Suitable for Breaking.

TOURNAMENT DIVISIONS

Forms- (Note: A division labelled Contemporary allows Creative and Musical. All Musical forms require choreography except "Open Musical" divisions.) (Note: Sound effects and background musical cannot be scored as choreography.)

BLACKBELT

CONTEMPORARY

N1/2/10	11-Hard Creative	(m/f)
N3	12-14 Hard Creative	(m)
N4	15-17 Hard Creative	(m)
N5/6/7/13	17 Hard Choreo. Mus.	(m/f)
N8	17- Hard Open Mus.	(m/f)
N9	17- Soft Open	(m/f)
N11	12-14 Hard Creative	(f)
N12	15-17 Hard Creative	(f)
N14	18+ Hard Creative	(m)
N15	18+ Hard Choreo. Mus.	(m/f)
N16	18+ Hard Open Mus.	(m/f)
N17	18+ Soft Contem.	(m/f)
N18	18+ Hard Creative	(f)
N19/20	35+ Hard Contem.	(m/f)

TRADITIONAL

N21	11- Japan/Okin	(m/f)
N22	12-14 Japan/Okin	(m/f)
N23	15-17 Japan/Okin	(m/f)
N24/25/26	17- Kenpo/Kaj.	(m/f)
N27	11- Korean	(m/f)
N28	12-14 Korean	(m/f)
N29	15-17 Korean	(m/f)
N30/34	18+ Japan/Okin.	(m/f)
N31	18+ Kenpo/Kaj.	(m/f)
N32/35	18+ Korean	(m/f)
N33	18+ Chinese (No wushu/Kenpo)	(m/f)
N36/37	35+ Hard Trad.	(m/f)

TEAM

(Note: Each team must have at least one Blackbelt)

N38	Any age open	(m/f)
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WEAPONS

Contemporary

N39	11- Hard & Soft Creat.	(m/f)
N40	12-14 Hard & Soft Creat.	(m)
N41	15-17 Hard & Soft Creat.	(m)
N42/43/44	Hard & Soft Choreo. Mus.	(m/f)
N45	17- Hard & Soft Mus.	(m/f)
N46	12-14 Hard & Soft Creat.	(f)
N47	15-17 Hard & Soft Creat.	(f)
N48/51	18+ Hard Creative	(m/f)
N49	18+ Hard Choreo. Mus.	(m/f)
N50	18+ Soft Open	(m/f)
N52	35+ Hard Contem.	(m/f)

Traditional

N53/54/55	17- Hard Trad.	(m/f)
N56	18+ Hard Trad.	(m/f)

SELF DEFENSE

Contemporary

N57/58	All ages Choreo. Mus.	(m/f)
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Traditional

N59	17-	(m/f)
N60	18+	(m/f)

BREAKING

N61	17- Open	(m/f)
N62	18+ Open	(m/f)

SPARRING

	Point	LBS	
N63/64	11- Light	66-	(m/f)
N65/66	11- Heavy	66+	(m/f)
N67	12-14 Light	99-	(m)
N68/69	12-14 Heavy	99+	(m)
N70	15-17 Light	143-	(m)
N71/72	15-17 Heavy	143+	(m)
N73/74/75	12-17 Feather	121-	(f)
N73/74/75	12-17 Light	123+	(f)

N76/77/78	18+	Light	151.8-	(m)
N79/80	18+	Middle	173.8-	(m)
N81/82	18+	Heavy	200.2-	(m)
N83	18+	SP. Heavy	200.2+	(m)
N84	18+	Fly	121-	(f)
N85	18+	Feather	132-	(f)
N86	18+	Light	143-	(f)
N87	18+	Middle	143+	(f)
N88	35+	Light	151.8-	(m)
N89	35+	Middle	173.8-	(m)
N90	35+	Heavy	200.2-	(m)
N91	35+	SP. Heavy	200.2+	(m)
N92	35+	ALL WTS.		(f)
N93/94	45+	ALL WTS.		(m)

CONTINUOUS

N95/96	11-	Light	66-	(m/f)
N97/98	11-	Heavy	66+	(m/f)
N99	12-14	Light	99-	(m)
N100/101	12-14	Heavy	99+	(m)
N102	15-17	Light	143-	(m)
N103/104	15-17	Heavy	143+	(m)
N105/106/107	12-17	Feather	121-	(f)
N105/106/107	12-17	Light	121+	(f)
N108/109	18+	Light	151.8-	(m)
N110.111	18+	Middle	173.8-	(m)
N112/113	18+	Heavy	200.2	(m)
N114	18+	SP. Heavy	200.2+	(m)
N115/116	18+	ALL WTS.		(f)

TEAM (POINT)

N119	18+, 18+, 18+	(m)
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ADULT UNDERBELTS

Open Forms

A1	18+ (M)	NOV
A2	18+ (M)	INTER
A3	18+ (M)	ADV
A4	18+ (F)	NOV
A5	18+ (F)	INTER
A6	18+ (F)	ADV
A7	35+ (M)	NOV
A7A	35+ (M)	INTER
A8	35+ (M)	ADV
A9	35+ (F)	NOV-1 st INTER.
A10	35+ (F)	2 nd INTER- ADV

TRADITIONAL FORMS

A11	18+ (M)	NOV
A12	18+ (M)	INTER
A13	18+ (M)	ADV
A14	18+ (F)	NOV
A15	18+ (F)	INTER
A16	18+ (F)	ADV
A17	35+ (M)	NOV
A17A	35+ (M)	INTER
A18	35+ (M)	ADV
A19	35+ (F)	NOV-1 st INTER
A20	35+ (F)	2 nd INTER-ADV

SPARRING

A21	18+ (M)	NOV – LW
A22	18+ (M)	NOV – HW
A23	18+ (M)	INTER – LW
A24	18+ (M)	INTER – HW
A25	18+ (M)	ADV – LW
A26	18+ (M)	ADV – HW
A27	35+ (M)	NOV
A28	35+ (M)	INTER
A29	35+ (M)	ADV
A30	18+ (F)	NOV
A31	18+ (F)	INTER
A32	18+ (F)	ADV
A33	35+ (F)	NOV-1 st INTER
A34	35+ (F)	2 nd INTER-ADV

WEAPONS

A35	18+ (M/F)	NOV-1 st INTER
A36	18+ (M/F)	2 nd INTER-ADV
A37	35+ (M/F)	NOV-1 st INTER
A38	35+ (M/F)	2 nd INTER-ADV

SELF DEFENSE

A39	18+ (M/F)	NOV – ADV
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HANDICAPABLE

A40	18+ (M/F)	ALL RANKS
A41	17- (M/F)	ALL RANKS

JUNIOR UNDERBELTS

OPEN FORMS

A42	5- (M/F)	NOV-1 st INTER
A43	5- (M/F)	2 nd INTER-ADV
A44	6-7 (M/F)	NOV
A45	6-7 (M/F)	INTER
A46	6-7 (M/F)	ADV
A47	8-9 (M/F)	NOV
A48	8-9 (M/F)	INTER
A49	8-9 (M/F)	ADV
A50	10-11 (M/F)	NOV
A51	10-11 (M/F)	INTER
A52	10-11 (M/F)	ADV
A53	12-13 (M/F)	NOV
A54	12-13 (M/F)	INTER
A55	12-13 (M/F)	ADV
A56	14-15 (M/F)	NOV
A57	14-15 (M/F)	INTER
A58	14-15 (M/F)	ADV
A59	16-17 (M/F)	NOV
A60	16-17 (M/F)	INTER
A61	16-17 (M/F)	ADV

TRADITIONAL FORMS

A62	5- (M/F)	NOV-1 st INTER
A63	5- (M/F)	2 nd INTER-ADV
A64	6-7 (M/F)	NOV
A65	6-7 (M/F)	INTER
A66	6-7 (M/F)	ADV
A67	8-9 (M/F)	NOV
A68	8-9 (M/F)	INTER
A69	8-9 (M/F)	ADV
A70	10-11 (M/F)	NOV
A71	10-11 (M/F)	INTER
A72	10-11 (M/F)	ADV
A73	12-13 (M/F)	NOV
A74	12-13 (M/F)	INTER
A75	12-13 (M/F)	ADV
A76	14-15 (M/F)	NOV
A77	14-15 (M/F)	INTER
A78	14-15 (M/F)	ADV
A79	16-17 (M/F)	NOV
A80	16-17 (M/F)	INTER
A81	16-17 (M/F)	ADV

WEAPONS

A82	5- (M/F)	NOV-1 st INTER
A83	5- (M/F)	2 nd INT – ADV
A84	6-7 (M/F)	NOV
A85	6-7 (M/F)	INTER
A86	6-7 (M/F)	ADV
A87	8-9 (M/F)	NOV
A88	8-9 (M/F)	INTER
A89	8-9 (M/F)	ADV
A90	10-11 (M/F)	NOV
A91	10-11 (M/F)	INTER
A92	10-11 (M/F)	ADV
A93	12-13 (M/F)	NOV
A94	12-13 (M/F)	INTER
A95	12-13 (M/F)	ADV
A96	14-15 (M/F)	NOV
A99	14-15 (M/F)	INTER
A100	14-15 (M/F)	ADV
A101	16-17 (M/F)	NOV
A102	16-17 (M/F)	INTER
A103	16-17 (M/F)	ADV

SELF DEFENSE

A104	12 (M/F)	NOV-ADV
A105	17 (M/F)	NOV-ADV

SPARRING

A106	5- (M/F)	NOV-1 st INTI
A107	5- (M/F)	2 nd INT-ADV

BOYS SPARRING

A108	6-7 (M)	NOV
A109	6-7 (M)	INTER
A110	6-7 (M)	ADV
A111	8-9 (M)	NOV

A112	8-9 (M)	INTER
A113	8-9 (M)	ADV
A114	10-11 (M)	NOV
A115	10-11 (M)	INTER
A116	10-11 (M)	ADV
A117	12-13 (M)	NOV
A118	12-13 (M)	INTER
A119	12-13 (M)	ADV
A120	14-15 (M)	NOV
A121	14-15 (M)	INTER
A122	14-15 (M)	ADV
A123	16-17 (M)	NOV
A124	16-17 (M)	INTER
A125	16-17 (M)	ADV

GIRLS SPARRING

A126	6-7 (F)	NOV
A127	6-7 (F)	INTER
A128	6-7 (F)	ADV
A129	8-9 (F)	NOV
A130	8-9 (F)	INTER
A131	8-9 (F)	ADV
A132	10-11 (F)	NOV
A133	10-11 (F)	INTER
A134	10-11 (F)	ADV
A135	12-13 (F)	NOV
A136	12-13 (F)	INTER
A137	12-13 (F)	ADV
A138	14-15 (F)	NOV
A139	14-15 (F)	INTER
A140	14-15 (F)	ADV
A141	16-17 (F)	NOV
A142	16-17 (F)	INTER
A143	16-17 (F)	ADV

GRAPPLING (Split by Wt. & Skill)

G1	17- (M/F)
G2	18+ (M/F)

BREAKING

BK1	17- (M/F)
BK2	18+ (M/F)

LITTLE DRAGONS FUN DIVISION

LA1	Obstacle Course
LA2	Flag Sparring

FUN DIVISIONS 17-

F1	WEAPONS
F2	FORMS
F3	SPARRING

(Split into groups of four by one year age increments & Belt)

IKF POINT KICK BOXING

(Split by Wt & Skill)

KB1	17-
KB2	18+

MUSIC IS OPTIONAL IN ALL UB OPEN FORMS AND WEAPONS.

SPARRING PLAYER CARDS

Players - Fill out 1 to 5 and backside (and 6 for Super Grands only)
CHECK (✓) only one & fill in Div. No. (fill out a separate card for each division you compete in)

1 POINT CONTINUOUS _____ Division Number _____
TEAM SPARRING _____

2 _____
First Name Last Name (Keep name consistent - no nicknames) State _____

3 _____ Rank _____
Age as of Jan. 1 this year Nov Int Adv BB M ___ F ___ Country from _____
Weight _____

4 Instructor _____ School _____
5 Team Coach _____ Team Name _____

6 FILL OUT FOR SUPER GRANDS ONLY _____
(fill in your final NBL rankings for this division only)
Highest NBL Nat. Rank _____ Conference _____ 2nd highest _____ Con. _____ 3rd _____
Highest NBL Reg. Rank _____ Conference _____ 2nd highest _____ Con. _____ 3rd _____
Not NBL rated in this division (wild card) (✓) _____
AMATEURS:
SKIL Int. Ranking _____ Nat. Ranking _____ State Ranking _____
Total points in this div. _____ State Games pts. _____ Not SKIL ranked (✓) _____

Opponent's Initials	SCOREKEEPING									Circle win or loss	PAID STAMP	
	Points	Total										
1.	1	2	3	4	5	6	7	8	9	_____	WL	WEIGHT STAMP SG ONLY •
2.	1	2	3	4	5	6	7	8	9	_____	WL	
3.	1	2	3	4	5	6	7	8	9	_____	WL	
4.	1	2	3	4	5	6	7	8	9	_____	WL	
5.	1	2	3	4	5	6	7	8	9	_____	WL	
6.	1	2	3	4	5	6	7	8	9	_____	WL	
7.	1	2	3	4	5	6	7	8	9	_____	WL	
8.	1	2	3	4	5	6	7	8	9	_____	WL	
9.	1	2	3	4	5	6	7	8	9	_____	WL	
10.	1	2	3	4	5	6	7	8	9	_____	WL	
11.	1	2	3	4	5	6	7	8	9	_____	WL	
12.	1	2	3	4	5	6	7	8	9	_____	WL	

SEQUENCE NO.
DQ = Disqualification
NS = No Show

PLACE TAKEN

GRANDCHAMPIONSHIP SCORES											PLACE (Grand)	
1.	1	2	3	4	5	6	7	8	9	_____		WL
2.	1	2	3	4	5	6	7	8	9	_____		WL
3.	1	2	3	4	5	6	7	8	9	_____	WL	

Players - Fill out 1 to 5 and backside (and 6 for Super Grands only)
CHECK (✓) only one & fill in Div. No. (fill out a separate card for each division you compete in)

1 POINT CONTINUOUS _____ Division Number _____
TEAM SPARRING _____

2 _____
First Name Last Name (Keep name consistent - no nicknames) State _____

3 _____ Rank _____
Age as of Jan. 1 this year Nov Int Adv BB M ___ F ___ Country from _____
Weight _____

4 Instructor _____ School _____
5 Team Coach _____ Team Name _____

6 FILL OUT FOR SUPER GRANDS ONLY _____
(fill in your final NBL rankings for this division only)
Highest NBL Nat. Rank _____ Conference _____ 2nd highest _____ Con. _____ 3rd _____
Highest NBL Reg. Rank _____ Conference _____ 2nd highest _____ Con. _____ 3rd _____
Not NBL rated in this division (wild card) (✓) _____
AMATEURS:
SKIL Int. Ranking _____ Nat. Ranking _____ State Ranking _____
Total points in this div. _____ State Games pts. _____ Not SKIL ranked (✓) _____

Opponent's Initials	SCOREKEEPING									Circle win or loss	PAID STAMP	
	Points	Total										
1.	1	2	3	4	5	6	7	8	9	_____	WL	WEIGHT STAMP SG ONLY •
2.	1	2	3	4	5	6	7	8	9	_____	WL	
3.	1	2	3	4	5	6	7	8	9	_____	WL	
4.	1	2	3	4	5	6	7	8	9	_____	WL	
5.	1	2	3	4	5	6	7	8	9	_____	WL	
6.	1	2	3	4	5	6	7	8	9	_____	WL	
7.	1	2	3	4	5	6	7	8	9	_____	WL	
8.	1	2	3	4	5	6	7	8	9	_____	WL	
9.	1	2	3	4	5	6	7	8	9	_____	WL	
10.	1	2	3	4	5	6	7	8	9	_____	WL	
11.	1	2	3	4	5	6	7	8	9	_____	WL	
12.	1	2	3	4	5	6	7	8	9	_____	WL	

SEQUENCE NO.
DQ = Disqualification
NS = No Show

PLACE TAKEN

GRANDCHAMPIONSHIP SCORES											PLACE (Grand)	
1.	1	2	3	4	5	6	7	8	9	_____		WL
2.	1	2	3	4	5	6	7	8	9	_____		WL
3.	1	2	3	4	5	6	7	8	9	_____	WL	

Reorder No. 1135 - Sport Karate International (716) 763-1111

Un-cut cards will not be processed.
Please - Cut all cards on the - - - neatly.

Fill out the front & back of card(s) neatly & completely.
Sign the release and return with your registration.

All team sparring cards must be submitted with one registration.

One card per division. If you are competing in more than one division, fill out your lowest division number card completely. Fill out your other card(s) front, sign release, and write across the back "see A/- OR N/-"
(Lowest division number only)
Simple!! No more filling out 3-9 card backs!!
Do not staple cards, registration form and payment - Use a paper clip!
Thank you for your cooperation!!

Reorder No. 1135 - Sport Karate International (716) 763-1111

Players - Fill out 1 to 5 and backside (and 6 for Super Grands only)
CHECK (✓) only one & fill in Div. No. (fill out a separate card for each division you compete in)

1 POINT CONTINUOUS _____ Division Number _____
TEAM SPARRING _____

2 _____
First Name Last Name (Keep name consistent - no nicknames) State _____

3 _____ Rank _____
Age as of Jan. 1 this year Nov Int Adv BB M ___ F ___ Country from _____
Weight _____

4 Instructor _____ School _____
5 Team Coach _____ Team Name _____

6 FILL OUT FOR SUPER GRANDS ONLY _____
(fill in your final NBL rankings for this division only)
Highest NBL Nat. Rank _____ Conference _____ 2nd highest _____ Con. _____ 3rd _____
Highest NBL Reg. Rank _____ Conference _____ 2nd highest _____ Con. _____ 3rd _____
Not NBL rated in this division (wild card) (✓) _____
AMATEURS:
SKIL Int. Ranking _____ Nat. Ranking _____ State Ranking _____
Total points in this div. _____ State Games pts. _____ Not SKIL ranked (✓) _____

Opponent's Initials	SCOREKEEPING									Circle win or loss	PAID STAMP	
	Points	Total										
1.	1	2	3	4	5	6	7	8	9	_____	WL	WEIGHT STAMP SG ONLY •
2.	1	2	3	4	5	6	7	8	9	_____	WL	
3.	1	2	3	4	5	6	7	8	9	_____	WL	
4.	1	2	3	4	5	6	7	8	9	_____	WL	
5.	1	2	3	4	5	6	7	8	9	_____	WL	
6.	1	2	3	4	5	6	7	8	9	_____	WL	
7.	1	2	3	4	5	6	7	8	9	_____	WL	
8.	1	2	3	4	5	6	7	8	9	_____	WL	
9.	1	2	3	4	5	6	7	8	9	_____	WL	
10.	1	2	3	4	5	6	7	8	9	_____	WL	
11.	1	2	3	4	5	6	7	8	9	_____	WL	
12.	1	2	3	4	5	6	7	8	9	_____	WL	

SEQUENCE NO.
DQ = Disqualification
NS = No Show

PLACE TAKEN

GRANDCHAMPIONSHIP SCORES											PLACE (Grand)	
1.	1	2	3	4	5	6	7	8	9	_____		WL
2.	1	2	3	4	5	6	7	8	9	_____		WL
3.	1	2	3	4	5	6	7	8	9	_____	WL	

CUT CARDS NEATLY ON LINES

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First Name Last Name (Keep name consistent - no nicknames)
 Address
 City
 State/Prov Zip/Postal Code Country Rank - Nov. Int. Adv. BB
 Birthdate - Month Day Year Area Code Home Phone
 Area Code Work Phone School Phone
 E-mail Address (Print neatly) Age (January)
 Name of School you train at
 School Instructor's First Name Instructor Last Name
 School Address
 City State/Prov Zip Code

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Competitor Signature Signature of parent/guardian who assumes complete responsibility if under 18

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SPORT KARATE INT'L TOURNAMENT ALLIANCE
 © copyright 2013 all rights reserved
 SKITA Player Card - Sporting 3/21/12

FORMS PLAYER CARDS

Players - Fill out 1 to 5 and backside (and 6 for Super Grands only)
CHECK (✓) only one & fill in Div. No. (Fill out a separate card for each division you compete in)

1 FORMS WEAPONS **2 SELF DEFENSE** **3 BREAKING** **4** **5** **6** **7** **8** **9** **10** **11** **12** **13** **14** **15** **16** **17** **18** **19** **20** **21** **22** **23** **24** **25** **26** **27** **28** **29** **30** **31** **32** **33** **34** **35** **36** **37** **38** **39** **40** **41** **42** **43** **44** **45** **46** **47** **48** **49** **50** **51** **52** **53** **54** **55** **56** **57** **58** **59** **60** **61** **62** **63** **64** **65** **66** **67** **68** **69** **70** **71** **72** **73** **74** **75** **76** **77** **78** **79** **80** **81** **82** **83** **84** **85** **86** **87** **88** **89** **90** **91** **92** **93** **94** **95** **96** **97** **98** **99** **100**

Division Number _____

1 First Name Last Name (Keep name consistent - no nicknames) State _____

2 Rank _____

3 Age as of Jan. 1 this year Nov Int Adv BB M F Country from _____

4 Instructor School _____

5 Team Coach Team Name _____

6 FILL OUT FOR SUPER GRANDS ONLY
(Fill in your final NBL rankings for this division only)

Highest NBL Nat. Rank _____ Coedance _____ 2nd highest _____ Con. _____ 3rd _____

Highest NBL Reg. Rank _____ Coedance _____ 2nd highest _____ Con. _____ 3rd _____

Not NBL ranked in this division (wild card) (✓) _____

AMATEURS: SKIL Int. Ranking _____ Nat. Ranking _____ State Ranking _____

Total points you have in this division _____ State Games pts _____ Not SKIL ranked (✓) _____

SCOREKEEPING

	Round 1	Mus 0-2	Tie Run-off	Tie Mus vote
1.				
2.				
3.				
4.				
5.				

Mus Score: 7-10 = No deduction
4-6 = 0.05 Point Deduct
1-3 = Disqualification

PAID STAMP
SG ONLY

SEQUENCE NO.
DQ = Disqualification
NS = No Show

W L _____

Overtime = Deduct 0.05 for each 10 seconds or portion thereof
Time _____

GRANDCHAMPIONSHIP

	1.	2.	3.	4.	5.

Mus Score: _____
Musie Total: _____
Time: _____

PLACE TAKEN

SEQ. # (Grand) _____

PLACE (Grand) _____

Reorder No. 1130 - Sport Karate International (716) 763-1111

Players - Fill out 1 to 5 and backside (and 6 for Super Grands only)
CHECK (✓) only one & fill in Div. No. (Fill out a separate card for each division you compete in)

1 FORMS WEAPONS **2 SELF DEFENSE** **3 BREAKING** **4** **5** **6** **7** **8** **9** **10** **11** **12** **13** **14** **15** **16** **17** **18** **19** **20** **21** **22** **23** **24** **25** **26** **27** **28** **29** **30** **31** **32** **33** **34** **35** **36** **37** **38** **39** **40** **41** **42** **43** **44** **45** **46** **47** **48** **49** **50** **51** **52** **53** **54** **55** **56** **57** **58** **59** **60** **61** **62** **63** **64** **65** **66** **67** **68** **69** **70** **71** **72** **73** **74** **75** **76** **77** **78** **79** **80** **81** **82** **83** **84** **85** **86** **87** **88** **89** **90** **91** **92** **93** **94** **95** **96** **97** **98** **99** **100**

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Time _____

GRANDCHAMPIONSHIP

	1.	2.	3.	4.	5.

Mus Score: _____
Musie Total: _____
Time: _____

PLACE TAKEN

SEQ. # (Grand) _____

PLACE (Grand) _____

Reorder No. 1130 - Sport Karate International (716) 763-1111

Un-cut cards will not be processed.
Please - Cut all cards on the - - - neatly.

Fill out the front & back of card(s) neatly & completely.
Sign the release and return with your registration.

All team sparring cards must be submitted with one registration.

One card per division. If you are competing in more than one division, fill out your lowest division number card completely. Fill out your other card(s) front, sign release, and write across the back "see A/- OR N/-" (Lowest division number only)
Simple!! No more filling out 3-9 card backs!!

Do not staple cards, registration form and payment - Use a paper clip!
Thank you for your cooperation!!

Reorder No. 1130 - Sport Karate International (716) 763-1111

Players - Fill out 1 to 5 and backside (and 6 for Super Grands only)
CHECK (✓) only one & fill in Div. No. (Fill out a separate card for each division you compete in)

1 FORMS WEAPONS **2 SELF DEFENSE** **3 BREAKING** **4** **5** **6** **7** **8** **9** **10** **11** **12** **13** **14** **15** **16** **17** **18** **19** **20** **21** **22** **23** **24** **25** **26** **27** **28** **29** **30** **31** **32** **33** **34** **35** **36** **37** **38** **39** **40** **41** **42** **43** **44** **45** **46** **47** **48** **49** **50** **51** **52** **53** **54** **55** **56** **57** **58** **59** **60** **61** **62** **63** **64** **65** **66** **67** **68** **69** **70** **71** **72** **73** **74** **75** **76** **77** **78** **79** **80** **81** **82** **83** **84** **85** **86** **87** **88** **89** **90** **91** **92** **93** **94** **95** **96** **97** **98** **99** **100**

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Not NBL ranked in this division (wild card) (✓) _____

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1.				
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Time _____

GRANDCHAMPIONSHIP

	1.	2.	3.	4.	5.

Mus Score: _____
Musie Total: _____
Time: _____

PLACE TAKEN

SEQ. # (Grand) _____

PLACE (Grand) _____

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Address																			
City																			
State/Prov				Zip/Postal Code				Country				Rank - Nov.		Int.		Adv.		BB	
Birthdate - Month		Day		Year		Area Code				Home Phone				School Phone					
Area Code				Work Phone				School Phone											
E-mail Address (Print neatly)										Age (January 1)									
Name of School you train at																			
School Instructor's First Name										Instructor Last Name									
School Address																			
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Competitor Signature

Signature of participant who assumes complete responsibility of waiver.

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2016 SKITA RULES AT A GLANCE

"SKITA Rules at a Glance" are a condensed version of the official SKITA Handbook. See the SKITA Handbook for detailed, specific and expanded rule clarification, official arbitration procedures and penalties at www.nblskil.com (then click SKITA). The "Rules at a Glance" is updated annually thus takes precedence over the official SKITA Handbook in regard to discrepancies. Yearly revisions in the "Rules at a Glance" are underlined and take precedence over any previous "Rules at a Glance". SKITA Rules apply to all ranks and ages unless specified otherwise. (See the Super Grands brochure for "Modified Rules at a Glance" that apply to only the Super Grands/Amateur Int'l's.
Opt = Options to Choose (7 total). The Super Grands/Amateur Internationals and NBL National Conference tournaments must use option ("a") for all seven (7) options except for option number four (Opt 4) where either "a" or "b" may be chosen.
BB = Blackbelt (all NBL divisions at NBL tournaments) **UBB** = Under blackbelt (all non NBL divisions at NBL tournaments)

FORMS

- RINGS** - 20' X 20' for ages 12 and up, 15' X 15' or larger for ages 12 and under if they're UBB, 20' X 40' for Chinese forms divisions if requested by the player.
- FINAL DECISIONS** - Made only by the Rules Arbitrator.
- NUMBER OF JUDGES** - Every BB division must have 5 Judges. UBB divisions can have 3 Judges.
- LOCATION OF JUDGES** - Options:
 - One side of the ring for contemporary or open forms, corners for traditional forms.
 - One side of the ring.
- UNIFORM** - Player must wear a traditional or sport karate uniform with no foul language on it. T-shirts as part of a school uniform are allowed in Chinese (soft style) divisions only. The top may be removed during the performance if appropriate for the division. NOTE: Different detailed uniform specifications as outlined in APPENDIX A - SPECIFIC FORMS CRITERIA will apply if specific forms criteria (Opt 2.a. under 9. below) is used.
- AGE** - Player must compete at the age they were on the first day that the circuit's season began. [At all NBL tournaments and all SKIL sanctioned tournaments that are using SKITA Rules: All BB and UBB players must enter divisions based upon the age they were on January 1 at 12:01 a.m. of the year the tournament is held, excepting those players who will be turning 18 during the circuit season (NBL season - January 1 to December 31 / SKIL season July 1 to June 30) are allowed to compete in either 17- or 18+ at each tournament during that entire circuit season - even before they turn 18. They cannot compete in both 17- and 18+ at the same tournament and points will stay in the age group the player competes in at each tournament. The same applies for those players that will be turning 35 or 45 during the circuit season except they can compete in any divisions 18 and over as long as they qualify by age and they will retain points in all divisions (17, 34 & 44 year old players competing for NBL points in the younger age group during the second half of an NBL season - July 1 to December 31, may transfer those points earned to the older division for next year's SKIL season). - Also see SKITA Rulebook V.B.4.]
- BELT RANK** - Player must compete with the proper color belt worn for the division competing in and at the same rank in all divisions (Except NBL divisions that allow UBB must not wear any belt. NBL divisions allowing Adt/Jr UBB are Team forms, SD & Breaking. Allowing Jr UBB are Point/Continuous/Team Sparring).
- AMOUNT OF DIVISIONS** - Player can compete in any amount of divisions.
 NOTE: If player is competing in one division when their other division is called, they cannot be disqualified so long as they are presently on deck or up competing and if they have informed the Scorekeeper or Coordinator of the division that is waiting for them as to what ring they are in.
- STYLE** - Options: (Forms divisions don't allow weapons). It does not matter what forms criteria you followed at any prior league event, the following applies.
 - All players must compete in the proper style division (Jap, Kor, Contemporary etc.) for the form (techniques, uniform, etc.) they are performing. UBB players (all non NBL divisions) follow Opt 2-b regulations (see below). Detailed regulations for BB players (all NBL divisions) are outlined in APPENDIX A - SPECIFIC FORMS CRITERIA, of the SKITA Handbook with a generalization listed below. Penalties for any Appendix A infraction for BB (all NBL divisions) is automatic DQ by a majority Judges vote or Center Referee or Arbitrator.
 - Japanese / Okinawan Forms** - Pure white uniform, maximum total of 2 emblems on uniform shoulder and/or chest and sponsor logo on back and nothing on pants. No shirt allowed under uniform top (males) and only white sports bra, sleeveless or sleeved "T" under uniform top (females), no jewelry, max 4 kicap, no kicks above chest, no multiple kicks, no elevated spin kicks, no gymnastics. Traditional unaltered Japanese/Okinawan forms only.
 - Kenpo / Kajukenbo Forms** - Black uniform, maximum total of 2 emblems on uniform shoulder and/or chest and sponsor logo on back and nothing on pants. No shirt allowed under uniform top (males) and only black or white sports bra, sleeveless or sleeved "T" under uniform top (females), no jewelry. High kicks only allowed in forms that traditionally have them. Traditional unaltered Kenpo, Kajukenbo, Polynesian forms only.
 - Korean Forms** - Pure white or black/blue traditionally trimmed uniform top, maximum total of 2 emblems on uniform shoulder and/or chest and sponsor logo on back and nothing on pants. No shirt allowed under uniform top (males) and only white sports bra, sleeveless or sleeved "T" under uniform top (females), no jewelry, max 5 kicap, no gymnastics, no splits, etc. Traditional unaltered Korean forms only.
 - Chinese Forms** - Traditional forms only in traditional divisions. Gymnastics limited.
 - Hard Contemporary (Creative / Musical / Open)** - Sport or traditional uniform (no T-shirts as uniform top), soft style techniques not allowed. Max of 7 gymnastics.
 - NOTE: Appendix A, A. HARD CONTEMPORARY FORMS, 9. REQUIRED TECHNIQUES, a, b, c & d are not required any longer.
 - Soft Contemporary (Creative / Musical / Open)** - Gymnastics generally unlimited. Techniques inherent to soft style only.
- All players must compete in the proper style division (Jap, Kor, Contemporary etc.) for the form (techniques, uniform, etc.) they are performing. The following applies to all UBB players (non NBL divisions). It also applies to BB (all NBL divisions) if Opt 2-b is chosen exclusively. Penalties for any infraction below will be reflected in Judges' individual scores and/or can be a final score reduction of 0.05 by a majority Judges' vote or Center Referee or Arbitrator for each and every infraction.
 - Japanese / Okinawan Forms** - Traditionally styled uniform with tie-over top, no kicks above chest, no multiple kicks, no elevated spin kicks, no gymnastics, no jewelry, unaltered techniques inherent to purely traditional Japanese/Okinawan forms only.
 - Kenpo / Kajukenbo Forms** - Traditionally styled uniform with tie-over top, no jewelry, unaltered techniques inherent to purely traditional Ken/Kaju forms only.
 - Korean Forms** - Traditionally styled uniform with tie-over or pull-over top, no gymnastics, no splits, no jewelry, unaltered tech inherent to purely traditional Korean forms only.
 - Chinese Forms** - Gymnastics limited. Unaltered techniques inherent to purely traditional Chinese forms only.
 - Hard Contemporary (Creative / Musical / Open)** - Sport or traditional uniform (no T-shirts as uniform top), Soft style techniques not allowed. Max of 7 gymnastics.
 - Soft Contemporary (Creative / Musical / Open)** - Gymnastics generally unlimited. Techniques inherent to soft style only.
- MUSIC** - All musical performances require musical choreography except "Open Musical" divisions. Choreographed musical forms cannot use background music w/o choreography. Occasional sound effects can be added but any player's attempted choreography to sound effects CANNOT be considered by the Judges as part of their choreography requirement. The form must follow the rhythm (various beats) of the original music. Options for all divisions:
 - Judges will award one of the following musical choreography scores:
 - 2 points - Sufficient choreography to music where an obvious attempt was made by the player to choreograph the majority of the form.
 - 1 point - Attempted choreography of the form where only a few techniques are choreographed. For example the beginning and/or ending of the form.
 - 0 points - Basically not choreographed. A few techniques may hit beats on purpose or accidentally.
 - A total of 7-10 points - Players' score remains the same / 4 G points - 0.05 point deduction off player's overall score deducted by Scorekeeper / 0.0 points - DQ.
- Judges will not award a separate musical choreography score, but choreography will be reflected in Judges' individual scores and/or can be a final score reduction of 0.05 by a majority Judges' vote or Center Referee or Arbitrator.
- SEQUENCE** - Luck of the Draw must be done at ringside with no more than one division staged ahead of time. The draw for sequence must be done by the players (or their coaches) of that division that are available at that time by a random draw of generically numbered cards from an envelope (lowest numbered card picked is first up) or a draw of numbered chips from and opaque container. Note: V.I.B.5. - Resolved by Official - Resolved by player draw also.
- AVAILABILITY** - When the division has been declared closed and/or the charting has started, no late entries are accepted.
- TIME LIMIT** - Up to 3 minutes is allowed from the time the player enters the ring, begins speaking or when their music is started, whichever is first. Overtime is 0.05 deduction.
- RESTARTS** - No penalties or deductions for the first restart per person, per division, for any BB or UBB. However, no restarts allowed in BB traditional forms divisions. No second restarts are allowed.
- MUSIC PLAYER** - Unless provided by the Promoter, the Player must provide their own music player and someone to run it.
- SCORING RANGE** - BB will be scored 9.90-10.00 and UBB 9.80-9.90. The first three compete before any scores are given. With 1 one or 2 players the winner is chosen by a Judges show of hands.
- OFFICIAL SCORE** - The official score shall, first, be considered the score that is exhibited to the public (i.e. Electronic Scoreboard or Flip Cards), but may be adjusted with any errors discovered by the Center Referee or Arbitrator.
- TIES** - Ties between 2 or more players in the top 4 places and for eighth place will be broken by the Scorekeeper tallying up which player(s) had the most Judges votes. If any Judge(s) gave the same score to the tied players, then each player gets a vote. If after the tally any players are still tied with the most overall votes then they must run their forms again by luck of the draw, with a show of Judges' hands to determine a winner. A second show of hands may be required for three or more tied players.
- GRANDCHAMPIONSHIPS** - All scores must be 9.95-10.00. Ties will be broken same as eliminations. Player performance must comply with the division that was won (i.e., - music cannot be added to a creative form). There will be a fine of \$25 levied against any player who is scheduled and desires to compete in the finals, but that fails to report to the Statisticians table before the eliminations end that day. All divisions or grandchampionships where prize money is advertised require that a player must be willing to compete to win any money. While players can agree in advance to split any prize money amongst themselves, the money will not be awarded to a player if the Arbitrator feels that the player(s) appear to have pre-determined a winner in advance. The only exception is if either the medical personnel or Center Referee grant a medical exception not to compete based upon a legitimate medical concern.
- TEAM FORMS** - Team Forms can be any amount of players, but at least one must be a BB of whom the division must be registered under. The performance need not be choreographed to music used. Synchronization not required but if players attempt synchronization and are not, it may affect their scoring. Props and unlimited gymnastics allowed Dialog is allowed. Scoring will be determined evaluating the performance of all team players.

WEAPONS

- PROCEDURE** - (same as forms including same options)
- SPECIFICATIONS** - Weapons must be authentic to martial arts and must be protected from sharpness.
- STYLE** - All UBB players (all non NBL divisions) of tournaments using Opt 2-a or 2-b and BB (all NBL divisions) of tournaments choosing Opt 2-b follow Opt 2-b (above) for weapons (not Appendix A) and criteria such as weight & size of weapons and weapons techniques in traditional weapons divisions will be reflected in Judges' individual scores and/or can be a final score reduction of 0.05 by a majority Judges' vote or Center Referee or Arbitrator. If Opt 2-a in forms is chosen, then Opt 2-a specific criteria (Appendix A) applies for only BB players (all NBL divisions) in all weapons divisions and only the following weapons will be allowed in hard traditional divisions: Kai (oar), kama (no rope), katana, kuwa (hoe), long bo, naginata, nunchaku, sai, tonfa and yarihoko. Each of those weapons have specific size and weight requirements for size of the player. See SKITA Handbook "APPENDIX A #B-Hard Traditional Weapons" for specifics.

EXAMPLE - Long Bo:
 a) Length - Must be at least the height of the player and can be to a maximum of four (4) inches taller than the player
 b) Construction - Must be hardwood, unadorned
 c) Weight / Thickness - According to below chart

Length of Bo	3'-3"6" (36"-42")	3'6"-4' (42"-48")	4'-4"6" (48"-54")	4'6"-5' (54"-60")	5'-5"6" (60"-66")	5'6"-6' (66"-72")	6'-6"5" (72"-78")
Min. Required Wgt.	15.8oz (450g)	18.4oz (525g)	21.7oz (600g)	23.7oz (675g)	26.2oz (750g)	28.9oz (825g)	31.5oz (900g)
Required Center	7/8" - 1 1/4"	7/8" - 1 1/4"	7/8" - 1 1/4"	7/8" - 1 1/4"	1" - 1 1/2"	1" - 1 1/2"	1" - 1 1/2"
Required End	5/8" - 1 1/8"	5/8" - 1 1/8"	5/8" - 1 1/8"	5/8" - 1 1/8"	3/4" - 1 1/4"	3/4" - 1 1/4"	3/4" - 1 1/4"

4. **WEAPON BREAKS** - Player has 5 minutes to replace it with the same or a different weapon and can compete again w/o penalty or can complete the form with the broken weapon w/o stopping and w/o penalty. 5. **MUSIC** - (same as forms including options). 6. **TIME LIMIT** - (same as forms)

SELF DEFENSE & BREAKING

1. **PROCEDURE** - (same as forms with the following exceptions below) **Note** - If Opt. 2-a in form is chosen, then Appendix A applies for BB divisions (all NBL divisions).
 2. **PLAYING AREA** - Self Defense (SD) can use mats. Breaking (BR) players must provide a 20'x20', minimum 2 mil floor covering under their breaking set-up excepting breaks exclusively using wood.
 3. **PLAYERS UNIFORM** - In SD, martial arts uniforms are not required unless Opt 2-a in forms is chosen, then NBL traditional SD players must wear traditional uniforms (See Appendix A).
 4. **PROPS** - All props are allowed, however if Opt 2-a in forms is chosen, then only people and unsharpened weapons, a chair and a table can be used as props in traditional SD. In BR the players must execute all breaking actions, not a person being used as a prop.
 5. **MATERIALS & SAFETY** - All players must provide their own breaking material. All support materials and each end side of all blocks, bricks, boards and other materials to be broken must have the initials of the player or their team painted (by hand or spray can) on them in the same color. An exact duplicate sample of each and every type of breaking material must be presented to the panel of Judges. Any Judge may replace any or all the materials in the players' set-up with the player provided samples of the same material and then examine that players' set-up material for safety, material type, weight and strength. Any Referee may test any replaced material for breakability. All players must remove all breaking remnants and provide their own containers for such removal. Players must angle their routines so as not to endanger the Judges, spectators and their people used as props.
 6. **CRITERIA** - Contemporary SD can use non-martial arts techniques and music. Judging should be on execution of techniques, acting ability, dialog and ability to portray a realistic or abstract story and Judges must not consider the people used as props as part of their scoring. Traditional SD must demonstrate only martial arts techniques, no music, no dialog except to explain a technique and Judges must not consider people used as props as part of their scoring, only the ability of the player or players listed on the registration card. No dialogued skits, music or weapons in BR. The player must attempt at least 5 breaks and at least 1 must be a kick. A player will be allowed 2 attempts per break, a third attempt is disqualification. The time limit (for safety sake) and any penalties for lengthy set-up past 8 minutes and/or removal in breaking past 2 minutes will be determined by the Center Referee and/or Arbitrator.
 7. **TIES** - In BR, first time ties are determined by a Judges show of hands for the same player they voted for initially. If after a show of hands they are still tied because a Judge(s) gave tied scores initially, then that Judge(s) must break the tie by choosing between the players.

POINT SPARRING

1. **RINGS** - (same as forms) 2. **FINAL DECISIONS** - (same as forms) 3. **NUMBER OF JUDGES** - Each ring must have 3 or 5 Judges.
 4. **LOCATION OF JUDGES** - With a majority rule by the Judges in the ring, they may sit in ring corners just outside the ring with Center Referee standing or may stand and move about inside the ring to judge.
 5. **UNIFORM** - (same as forms except the following) No T-Shirts or sweatshirts (in place of uniform tops) or pants above the knees are allowed. Additionally, the sleeves must reach the elbows. Jewelry is not allowed unless covered by safety equipment. No metal can be worn on the uniform. No shoes.
 6. **SAFETY EQUIPMENT** - Mouth piece, groin cup (males), hand, foot, and head gear is required. Cups cannot be worn outside the uniform. 7. **AGE** - (same as forms)
 8. **BELT RANK / 9. AMOUNT OF DIVISIONS / 10. AVAILABILITY** - (same as forms)
 11. **WEIGH-IN** - All players must weigh-in and compete in the weight division(s) in which they qualify.
 12. **SEQUENCE** - Any byes must be randomly chosen first if byes are necessary. Then in all rounds, players from the same country (first), players from the same state (second) and players from the same school location (third), shall not be paired against each other if possible. Changes during any round to amend incorrect pairing of players is required if discovered, as long as it is possible w/o changing previously completed matches.
 13. **TIME LIMIT** - Up to 2 minutes running time depending on option Opt 7-a or Opt 7-b.
 14. **COACHING** - Allowed from coaches' box or designated area. Coaches in coaches' boxes cannot call or physically signal points for their player during a break for a call in scoring so as to confuse Judges calls for points. Coaches can enter/exist coaches' box at any time during the match, but only one coach can be in the box or within 3' of the box at any time. One point penalty awarded by Center Referee for each infraction.
 15. **TIME OUT** - A player or coach can call 1 time out per match for up to 10 seconds when play is already stopped.
 16. **SCORING AREAS** - Options:
 Opt 4-a Head, face, ribs, chest, abdomen and kidneys.
 Opt 4-b ~~Head, face, ribs, chest, abdomen, kidneys and groin.~~
 17. **TECHNIQUES** - Allowable techniques include all kicks, punches, back fists, knife hands, ridge hands, sweeps to the back or side of the lower front leg, grabs up to three (3) seconds (except head, neck & groin grabs, headlocks, hookpunches & uppercuts), spins and aerials. All other techniques are illegal. Eye contact must be made with technique contact.
 18. **CONTACT** - Definitions: Contact - Technique within a 4 inch zone
 Opt 5-a All ranks must use either light or no contact (the individual player's option) to score to head scoring areas (and the groin if it is a scoring area); and light or moderate contact to score to body scoring areas.
 Opt 5-b ~~BB and divisions with BB in them must use either light or no contact (the individual player's option) to score to head scoring areas (and the groin if it is a scoring area); and light or moderate contact to score to body scoring areas. UDB (unless the division includes BB) must use no contact to face scoring areas (or groin if it is a scoring area), light or no contact (the individual player's option) to headgear scoring areas and light contact to body scoring areas.~~
 Opt 5-c ~~Same as option (b) except all ranks must use no contact to score to the face scoring areas (and groin, if it is a scoring area).~~
 19. **OUT OF BOUNDS** - Out of bounds is when neither foot is inside or touching the boundary line.
 20. **FORCED OUT VS. RUNNING OUT** - A player is not penalized for fighting out or being forced out of the ring, but can be penalized 1 point for running out to avoid fighting by the Center Referee.
 21. **DOWNED OPPONENT** - Either Player has 3 seconds to score when one player is down. Any kicking motions towards the head and punches making head contact to a downed opponent are illegal as determined and penalized by the Center Referee.
 22. **PENALTIES** - Excessive contact, illegal contact, illegal techniques and contact to non-scoring areas are subject to penalty points or disqualification by a majority vote of the Judges. All other penalties including hitting after call to stop, out of bounds, dropping to the floor to avoid fighting without throwing a technique, unsportsmanlike conduct and coaches calling points and/or signaling points so as to confuse the Judges during scoring (1 point for such infraction) are subject to penalty points and disqualification by the Center Referee. (See APPENDIX C - Sparring penalties at a glance). Penalties can be called when 1 or both players are out of bounds. More than 1 penalty call can be made if Judge feels player executed more than 1 infraction.
 23. **SCORING** - Points are awarded by majority vote of the Judges. Options:
 Opt 6-a 1 point for hand and kicking techniques, 2 points for head and spin kicking techniques and 3 points for spinning head kicks and spinning aerial kicks. (Kicks are only one point when either player is down.)
 Opt 6-b ~~1 point for hand and kicking techniques.~~
 Opt 6-c ~~1 point for hand and 2 points for kicking techniques. (Kicks are only 1 point for groin kicks and 1 point when either player is down.)~~
 24. **POINT AND PENALTY** - A point can be given to one player and a penalty point to the other player at one calling by majority vote, thus giving a player 2 scores when points are called at a break. However, a point and penalty cannot be given to the same player by any Judge. A Judge must give a penalty to a player instead of a point if a penalty immediately follows the point.
 25. **NUMBER OF POINTS TO WIN** - Options:
 Opt 7-a The player with the most points after 2 minutes playing time or a 10 point or more spread. Time shall be stopped by the Scorekeeper whenever play is stopped during the last 30 seconds of each match.
 Opt 7-b ~~The first player to 5 points or the player who accumulates the most points after 2 minutes playing time, whichever is first.~~
 26. **OFFICIAL SCORE** - (same as forms) 27. **JUDGING ERROR** - A Judge making an admitted error may change the error before the next play is started. 28. **TIES** - Sudden death overtime.
 29. **INJURY** - Center Referee or Medical Personnel can prohibit a player from continuing due to injury. 30. **FINALS** - Total points in 2 minutes wins.
 31. **TAUNTING** - Any player using words or actions towards their opponent during the match with the Center Referee or Arbitrator interpreting such as an effort to taunt their opponent (i.e. Not bowing to, or standing over a downed opponent, offensive unprovoked comments, etc.) will, with each offense have a penalty point awarded to their opponent and/or be subject to the poor sportsmanship penalty.

TEAM SPARRING

1. **PROCEDURE** - (same as sparring, with exceptions)
 2. **SEQUENCE IN TEAMS** - Youngest to oldest in junior, lightest to heaviest in adult and F, 35+, M in mixed divisions.
 3. **CONTACT** - (same option as chosen for point sparring). 4. **AMOUNT OF POINTS TO WIN** - Total points of all matches.
 5. **TIES** - Broken by sudden death overtime in the last match only.
 6. **DISQUALIFICATION** - A team cannot be disqualified for the disqualification of one of its players (unless it is for poor sportsmanship). If a member is disqualified, the match is ended with the victim receiving 2x points or a team score of 2 points above that of his opponent's team score (whichever is greater) for the match. If a DQ in the last match allows the DQed members team to win then the opposing team can opt to reject the DQ and will receive five points and the match shall continue. If either player is unable to continue then the DQed players team loses.
 7. **INJURY** - (same as point sparring) Any substitute players' points count as injured players' points.

CONTINUOUS SPARRING

1. **RINGS** - (same as forms) 2. **FINAL DECISIONS** - (same as forms) 3. **NUMBER OF JUDGES** - Each ring must have 5 Judges
 4. **LOCATION OF THE JUDGES** - 4 sitting in corners outside ring, Center Referee is standing. 5. **UNIFORM** - (same as point sparring)
 6. **SAFETY EQUIPMENT** - (same as point sparring) 7. **AGE** / 8. **BELT RANK** / 9. **NUMBER OF DIVISIONS** / 10. **SEQUENCE** - (same as point sparring)
 11. **AVAILABILITY** - (same as forms) 12. **WEIGH-IN** - (same as point sparring) 13. **TIME LIMIT** - The match shall last for 2 minutes.
 14. **COACHING** / 15. **TIME OUT** - (same as point sparring) 16. **SCORING AREAS** - Head, face, ribs, chest, abdomen and kidneys. 17. **TECHNIQUES** - (same as point sparring)
 18. **CONTACT** - Definitions (same as point sparring). All ranks must use no contact to the face scoring areas, light or no contact (the individual player's option) to score to head scoring areas, and light or moderate contact to score to body scoring areas. 19. **OUT OF BOUNDS** - (same as point sparring)
 20. **FORCED OUT VS. RUNNING OUT** - (same as point sparring) 21. **DOWNED OPPONENT** - When either player is down, the play is stopped and players reassembled.
 22. **PENALTIES** - Penalties and disqualifications are given out only by the Center Referee. 3 to five 5 point penalty (Center Referee Discretion) for moderate contact to face, kicking at downed opponent or hitting after a call to stop. 2 point penalties for more than three hand techniques, touching the face, intentional dropping to floor (even after attempting to score), contact to non scoring areas, illegal techniques (including head, neck & groin grabs, headlocks, hookpunches & uppercuts), running out of bounds, etc. Disqualification for excessive contact and unsportsmanlike conduct (See APPENDIX C - Sparring Penalties at a Glance).
 23. **SCORING** - 1 point for hand and kicking techniques, 2 points for head and spin kicking techniques, and 3 points for spinning head kicks and spinning aerial kicks.
 24. **DETERMINING THE JUDGES' SCORE** - 2 Judges keep a point tally for 1 player and 2 Judges keep a point tally for the other. Play is continuous as Judges use clickers or write down each score that they see. Halfway through the match the Judges will give their scores for the 2 players and then tally points for the opposite player for the remaining 60 seconds.
 25. **SCOREKEEPING** - The Scorekeeper tallies the 4 Judges' scores for each player and adds in any penalty points for each player to determine each Player's final total score.
 26. **JUDGING ERROR** / 27. **TIES** / 28. **INJURY** - (all same as point sparring) 29. **FINALS** - (same as regular play)

NOTE: Fines levied must be issued with Appendix J being completely filled out in duplicate (1 copy sent to NBL & 1 copy given to offender) & with the fine being collected by the Arbitrator before a player is allowed to continue play or before a coach/spectator is allowed to remain at the tournament.

CAROLINA'S BEAST PRE-REGISTRATION NO REFUNDS!

MAKE CHECKS PAYABLE TO TERRY GORE
Mail to: 870 Hwy. 701 South Loris, SC 29569

NOTE: Blackbelt & Underbelt players may compete in as many divisions as they qualify for. Also, all blackbelt and underbelt players must enter divisions based upon the age they were on Jan. 1, 12 am. See exceptions under "Rules at a Glance"

(Pre-Registration Deadline is March 18, 2017)

Name _____ Age (on Jan 1) _____ DOB _____

Address _____ Phone: _____

City _____ State _____ Zip _____ Rank _____

Karate School _____ Coach/Instructor _____

School Address _____

*****INSTRUCTORS: CALL ABOUT REBATES WITH 15+ COMPETITORS.**

DIVISIONS:

1. _____ 2. _____ 3. _____ 4. _____ 5. _____ 6. _____ 7. _____ 8. _____

	1st Division \$55 Per Competitor	x _____	= _____	<div style="background-color: #e0e0e0; padding: 5px;"> <p>You must fill out and submit a player's card for each and every division you register for. Team entries must fill out and submit all three cards together, complete with players name and addresses.</p> </div>
	<u>\$10.00 Each Additional Division</u>	x _____	= _____	
Coaches Passes Allowed for Sparring Only and Only When Your Player is "On Deck" or "UP"	\$10.00 Per Spectator	x _____	= _____	
	<u>\$25.00 Coaches Pass (Inc. Spectator)</u>	x _____	= _____	
	\$100.00 Mens BB Team Sparring	x _____	= _____	
	\$60.00 BB Team Forms	x _____	= _____	
	\$55.00 IKF Point Kickboxing	x _____	= _____	
	<u>\$75.00 IKF Point K-Boxing & Grappling</u>	x _____	= _____	

Tournament T-Shirts \$15.00 Each x _____ = \$ _____

CHILD: XSM _____ SM _____ MED _____ LG _____

ADULT: SM _____ MED _____ LG _____ XLG _____ XXL _____

TOTAL = _____

*** No Cards Necessary For Fun and K-Box Divisions.

BB Mens Team Fighting Name _____

BB Team Forms Name _____

(Day of event rates increase by \$10.00 1st event and \$5.00 each additional)

I _____, the undersigned, hereby voluntarily submit my application for participation in the Carolina's Beast Martial Arts Championships. I do hereby assume full responsibility for any and all damages, injuries, and losses I may sustain or incur while attending and participating. I hereby waive all claims against the promoter, place of event, Circuit Sanctions, or anyone directly or indirectly associated with this tournament for any claim or injury that I may sustain.

Signature of Competitor _____ Date _____

(Parent/Guardian if under 18 Years)

Terry Gore's
SUPERKICKS

of Conway

CAROLINA'S BEAST

MARTIAL ARTS CHAMPIONSHIP

**Check Out The PPKF
Region Championship Circuit**

**Check Out The NBL/SKI Circuit
Dixie & Blue Ridge Conferences**

**Return Address:
Terry Gore**

**870 Hwy. 701 S.,
Loris, SC 29569**

