

J.P.Wood Martial Arts America's 10th Annual Samurang Games™ & Martial Arts Festival

Truly A Unique & Enjoyable Experience

Saturday: March 06, 2010

Opening Ceremony 12:30

Competition from 1 to 6pm

15 Events & Contests

FORMS & WEAPON FORMS

FORMS: 1. Taekwondo / Karate 2. Creative & Extreme Forms 3. Partner / Group
WEAPONS 4. Gumdo 5. Open Weapon 6. Extreme open weapon

FESTIVAL SKILL CONTESTS

KICKING 7. Standing high kick 8. Jump high kick 9. Fast kicking

BOARD BREAKING: 10. Knife Hand or Hammer fist

WEAPON SKILL: (staves & swords provided) 11. Target Thrusting 12. Paper Cutting

Sparring Events

Sword: 13. Gumdo quick draw sparring

14. Gumdo soft sword sparring

Taekwondo 15. Olympic style sparring

Spectator Admission

\$ 7.00 - 10 years old and older

\$ 5.00 - 9 and under

\$ 0.00 - Ages 3 and under

Tournament Site

St. Nectarios Greek Orthodox Church

133 S. Roselle Rd

Palatine IL 60067



Look for rules and registration forms at our website
Cool & Fun Awards for everyone and a most unique experience

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School Participation Roster

Participating Athletes	Age	Rank	Trad. Forms Group Forms	Creative Extreme Forms	Sword / weapon Form	Q- Draw Spar	Soft Sword spar	TKD Spar	# of Festival Contests	Total event
1.										
2.										
3.										
4.										
5.										
6.										
7.										
8.										
9.										
10.										
11.										
12.										
13.										
14.										

to be returned to masterjpw@sbcbglobal.net or fax to 1-847-705-9749 by March 03, 2010

2010 Samurang Games & Martial Arts Festival

Schedule of Events

11:30 am	Check in for Athletes, Coaches, Referees
12:00 noon	Referee Meeting
12:30:pm	Opening Ceremony: Martial Arts Color Guard presents the National Anthem Introduction of Grandmasters, Masters & Instructors
12:45 pm	Staging Begins for Black Belt Traditional Forms (TKD/Karate) Followed by color belts Traditional Forms
1:00 pm	Competition Begins: <i>NOTE: Black belts will perform first followed by the color Belts</i> a. Traditional Forms b. Creative / Extreme Forms c. Group / Partner Forms e. Gumdo F. Open Weapon / Extreme open weapon
1:00 pm	Festival Contests Open: a. Festival contestants will begin competition following the opening ceremony. b. When an athlete is not being staged or competing in Forms they may sign in and compete at the festival contests. c. Contestants competing will immediately be scored and receive an award medal. d. Score keepers will keep an ongoing record of all contestants and post the results. e. Grand Champion: The top contestants in breaking, fast kicking & paper cutting will compete in Grand Champion Rounds.
2:30 pm	Staging & Forms Grand Champion Competition Begins
2:45 pm	Staging for Gumdo Quick Draw Sparring
3:00 pm	Staging for Gumdo Sparring Gumdo Sparring Begins
3:30- 6pm	Staging for TKD Sparring: Children all ranks to adults all ranks

Based on athlete participation the schedule is subject to change to keep the tournament moving smoothly. In the past we have had great success in this area.

The Tournament will not stop for lunch, the tournament committee will close one ring at a time to allow the referees, judges and volunteers to have a break. Then reopen the ring. Refreshments and lunch food will be available at the

SAMURANG GAMES™ *Competition Rules*

Forms Contest Procedure

1. Each athlete will be called up to the competition floor one at a time by the head referee.
2. Each athlete will bow in, present his/her form, return to ready position, be scored by the judges, and bow out.
3. Though athletes will be divided into groups by age and rank they will be scored individually against the merit scale, not the other athletes.
4. Upon completion of their form the athlete will be will score based on their merits by the judges.
5. All Black Belts competing who receive Gold Awards will compete in the Grand Championship Contests
6. Black Belt Competitors may only compete and win one Grand Champion Award.

Judges & Scoring

1. Each judge will review the forms according to the scoring criteria below and score gold, silver or bronze to each competitor.
2. The scores will be recorded by the score keeper.
3. The recorded scores are combine to arrive at the final score.
4. The combined scores will decide the award presented to the contestant.

NOTE: Black belts who win GOLD will be eligible for the Grand Champion Contest.

Scoring Criteria by the Judges

1. ACCURACY: Technical Correctness
2. PERFORMANCE: Timing, Spirit, Expression, Focus
3. EXPERTNESS: Balance, Agility, Control, Power

Judging table for presentation awards			
Judge 1	Judge 2	Judge 3	Award
Gold	Gold	Gold	Gold
Gold	Gold	Silver	Gold
Gold	Gold	Bronze	Gold
Gold	Silver	Bronze	Silver
Silver	Silver	Gold	Silver
Silver	Silver	Silver	Silver
Silver	Silver	Bronze	Silver
Bronze	Bronze	Silver	Bronze
Bronze	Bronze	Bronze	Bronze

TKD / Traditional Forms Contest

1. Taekwondo /Karate / Kung-fu / Gumdo Forms will be excepted
2. This is an open style contest; all forms standardized within a educational progression system will be accepted.

Extreme / Creative Forms / Open Style Forms (No Music Allowed)

1. This Event is open to all styles
2. Contestants can create a performance that includes martial art movements and techniques while incorporating appropriate rolls, flips, or Acrobatic maneuvers that is are strategic in nature lead by and or/ followed by a combat techniques.
3. The contestants form must be performed within the designated 20'X 20' / 6m X 6m contest area
4. All Forms performance is limited to no more that 70 seconds from the declaration of “ BEGIN” to the completion of the last move.

Partner / Group Form / Synchronized Forms (NO MUSIC ALLOWED)

1. All participants must be registered for this event
2. Presented with 2 -6 people, male or female and may have variety of ranks combined.
3. Consideration for division is based on number of high ranks vs. low ranks in the group
4. Synchronized: means that all of the moves are the same and executed at the same time. (Start to finish)
5. The performing team may have members face multiple directions for the performance.

Gumdo and Open Weapon Form (NO MUSIC ALLOWED)

1. These events are open to all ranks.
2. All weapons will be inspected prior to the event therefore, DO NOT Present your weapon to the Judges
3. No projectile weapons are allowed. (grounds for disqualification)
4. No sharpened weapons are allowed.
5. Only wooden, bamboo, aluminum, or a Dull edged steel weapons will be accepted.
6. If a weapon is dropped by the contestant. the contestant will be penalized one award level based on their merit

SAMURANG GAMES™ Rules for Festival Contest

Standing High Kick Contest

Goal: The contestant attempt to kick up high as possible without leaving the floor.

Award: Participant, Bronze, Silver, Gold

- Rules:**
- The adjustable target starts at 1. eye level, 2. top of head, 3. + 6” above, 4. + 12” above
 - Each level has the maximum of 2 attempts
 - If a contestant falls, the contest is over. the successful height up to that point will be awarded.
 - Awards Presented are as follows: Participant, Bronze, Silver, Gold

Jumping High Kick Contest

Goal: The contestant attempt to Jump up and front kick as possible.

Award: Participant, Bronze, Silver, Gold

- Rules:**
- The Target Height 1. top of the head, 2. +6” above 3. +12” above 4. +18 above
 - Each level has the maximum of 2 attempts
 - If a contestant falls, the contest is over. The successful height up to that point will be awarded.
 - The contestant’s highest height will be calculated and the award will be presented.
 - Awards Presented are as follows: Participant, Bronze, Silver, Gold

Fast kicking Contest

Goal: To kick the target as many times as possible in two rounds of 10 seconds each.

- Rules:**
- Round house kick or Front kick is used to strike the target with the foot
 - 2 Rounds will be used: round 1- Right foot , round 2 - Left foot
 - The target will be set for each person’s height and kicks are at least waist high
 - The judge will say go
 - The contestant will kick until the Buzzer.
 - The kicks that hit the target before the buzzer will be counted in the total number of kicks scored
 - The score keeper will add up the right foot total and the left foot total to get an overall total number of kicks

Awards: - 15kicks &Under = Participation, 16 - 25 kicks = Bronze, 26 – 35 kicks = Silver, 36 plus kicks = Gold

Breaking Contest

Goal: To break as many boards as possible with a downward hand strike

Boards Used: For consistency the boards used for this contest are re-breakable boards and are supplied by the tournament

Broken Board: A board must be broken through and separated from its other half to be considered broken. This must be visible to the judge without touching the boards.

- Rules:**
- Contestants will have 2 breaking attempts.
 - A downward knife hand or hammer-fist strike is used for each attempt.
 - The boards will be set onto the standard for each attempt (No humans will hold the boards)
 - Upon each round the broken boards are counted and recorded

Grand Champion Round: All competitors breaking 10 boards will proceed to the Grand Champion round

- Starts at 11 boards, (If all competitors go out at 11 boards, then there is no Grand Champion)
- Sudden death Rounds: 1 attempt, if attempt is successful the contestant will move on to the next round
- The last competitor who successfully breaks the most # will win
- If the balance of the field goes out with out a clear winner then the judge will remove 1 board from the stack and then the contestants will proceed.

Awards presented: Participation, 1, 2, 3,4,5,6,7,8,9,10 Boards Broken

SAMURANG GAMES™ Rules for Festival Contest Continued

Paper cutting Contest

Goal: To perform 2 different cuts adding up to a gold level performance

Awards: Participation, Bronze, Silver, Gold

- Rules:**
- All participants will use the swords provided by the contest committee
 - Each contestant will demonstrate two different cuts
 - Each scores on the cutting paper will be added up to decide the contestants performance level

Target Contest:

Goal: To successfully execute a thrust to the center of the Target in three different ways

Awards: Participation, Bronze, Silver, Gold

- Rules:**
- All participants will use the swords provided by the contest committee
 - The contestants will perform three different thrusting techniques.
 - When the contestant misses the designated target area a declaration of FAULT will awarded
 - Upon the 1st fault on the first attempted a second attempt will be allowed for each given technique.
 - Upon a fault of a second attempt the contestant will penalized one award rank.

Example: One fault = no penalty, 2 faults = one award rank

Example: A1 fault then Gold, A2 Gold, A3 Silver = Gold

Example: A1 fault then Gold, A2 fault then Gold, A3 Silver = Silver

Festival Contest Table for presentation awards			
Tech 1	Tech 2	Tech 3	Award
Gold	Gold	Gold	Gold
Gold	Gold	Silver	Gold
Gold	Gold	Bronze	Gold
Gold	Silver	Bronze	Silver
Silver	Silver	Gold	Silver
Silver	Silver	Silver	Silver
Silver	Silver	Bronze	Silver
Bronze	Bronze	Silver	Bronze
Bronze	Bronze	Bronze	Bronze

Level 1 Procedure:

1. Go to starting mark, attention stance, draw into front guard posture.
2. Once given the command to begin, you will skip / run forward and execute the appropriate thrust.

Technique 1. Skip in front thrust,

Technique 2. Skip in left top blade thrust,

Technique 3. Skip in right top blade thrust

Level 2 Procedure:

1. Go to starting mark, attention stance,.
2. Once given the command to begin, you advance forward drawing your sword to execute the appropriate thrust
 - Attempt 1. Draw - skip in and - front thrust
 - Attempt 2. Draw - skip in outside top blade thrust
 - Attempt 3. Spin 180° clockwise cross cut draw while skip in inside top blade thrust

SAMURANG GAMES™ SPARRING Rules

GUMDO: QUICK DRAW SPARRING: THIS CONTEST IS FOR TEEN & ADULTS ONLY

Division and Objective

1. This contest is open to teen and adult contestants.
 - a. Divisions up to 4 -5 contestants will be formed.
 - b. We will divide the divisions by age and size
2. The object is to draw the sword and strike the opponent without being counter struck.

Equipment and Sparring Rules (Teen and Adult)

1. All Athletes must wear a traditional uniform.
2. All competitors need pads to protect the following: Head, forearm, elbow, hands, groin cup, shin pads, knee pads, feet
3. The tournament will provide the required face mask and torso guard and the quick draw sword.
4. Athletes using their own quick draw sword will have them approved by the referee at ringside
5. The target is anywhere on the body and head.
6. This is a controlled striking to score contest.
7. A contestant attacking with malicious intent to injure an opponent will be disqualified.
8. Incidental injury to an opponent will be reviewed by the judges, and followed by a decision.

Length of Contest

1. This is a round robin contest
2. Each contest consists of up to 2 engagement or up to 30 seconds to score.
3. Each contest will award a winner for the first point scored.
4. In the case of a clash, a winner is determined by the area struck: a head or body strike beats a strike to the arm or leg

Round Robin System

1. Each Division will have up to 5 contestants,
2. The contestants will form a line to become the red contestants
3. Then each person will take a turn as BLUE (the scoring contestant)
4. Each engagement match the BLUE will be judged and scored. Blue Win, Blue Loss, Blue Draw
5. Once the blue contestant has sparred all of the RED contestants the points are added up to give a final score.
6. The competition ends once all of the contestant have taken a turn as BLUE.
7. The points from each contestant are added up and the winners are chosen accordingly.

Targets and how points are awarded: Points are awarded to the BLUE for scoring during each RED engagement.

Win = 3 points: The blue player scores first on the red player, striking anywhere on the head, neck, shoulder or torso.
The red player is disarmed or drops the sword.
The red player is penalized for an Illegal act.

Win = 2 points: The blue player scores first on the red player striking anywhere on the arms, hands, legs, or feet.

Draw = 1 point: Time runs out in the round and no points are scored.
There have been two attempts during the engagement round to score with no success.

Loss = 0 The RED player scores first on the blue player.
The BLUE player is disarmed or drops the sword.
The BLUE player is charged with an illegal act. As a result 3 points will be deducted from the blue players score.

SAMURANG GAMES *Competition Rules*

Taekwondo and Sponge Sword Sparring

WTC for Taekwondo, WKGA for Gumdo legal scoring and illegal acts are the general guidelines apply to the sparring contests.

Taekwondo: Equipment and Sparring Rules (All Ages)

1. All Athletes must wear a traditional uniform
2. All competitors must have their own Taekwondo equipment.
 - a. Head gear, Chest guard, gloves, forearm, shin pads & instep pads, groin cup(males), mouth guard
 - b. No cages or face masks allowed for Taekwondo sparring (may cause injury to the opposing contestant)
3. The targets are the torso (front and sides and back) and the head (top, front, side, back)
4. This is a control to the head contact rule tournament. (FOR ALL AGES)
5. Contact to the face that causes blood, will result in disqualification to the offender.
6. Excessive head contact as determined by the referee will be cause for disqualification.
7. Incidental injury will be reviewed by the judges, and followed by a decision.

Gumdo: Equipment and Sparring Rules (All Ages)

1. All Athletes must wear a traditional uniform.
2. All competitors should have their own Gumdo safety equipment.
 - a. Helmet, forearm, hand pads or gloves, groin cup....
 - b. Extra equipment allowed: chest guard,
3. Each ring will have sparring swords available if needed
4. Athletes using their own sponge sword will have them approved by the referee at ringside
5. The target area is the torso (front and sides), and head (top, front, sides,
6. This is a control contact rule tournament. (FOR ALL AGES)
7. A contestant will be disqualified, by the referee, for a malicious strike to an opponent, that causes injury.
8. Incidental injury will be reviewed by the judges, and followed by a decision.

Length of Contest

1. Continuous sparring matches
2. All matches will be 2 rounds 1:30 second per round with a 30 second rest between rounds
3. All competitors will be divided into groups of two and compete in one match.

Judge and overview for each contest

1. The referee will direct each contest and following the rules for engagement
2. The judges will observe the two contestants through each round
3. At the end of each round the referee will call for the judges decision for that gin round to determine the winner of each round
4. The referee will inform the recorder of the results of each round then inform the contestants and their coach.
5. The winner is determined by the rounds won in the contestant. Along with unanimous or split decision by the Judges.
6. Referee will call for a decision by the judges to determine the rounds winner, or a tie
7. At the end of the match, The referee will announce the winner, or a tie
8. The recorder will record the win, or tie
9. An absolute tie will result in a tie.

Criteria for determining the winner

1. Offense: Setting up opponent and scoring to legal scoring areas. Use of speed, faking or luring to create the scoring opportunity.
2. Defense: Evading attacks, blocking attacks or keeping opponent at bay
3. Control: Fight management, maintaining composure, sportsmanship, controlling opponent

Decisions judged for contest

1. Unanimous Decision: 3 votes to 0 votes
2. Split Decision: 2 votes to 1 vote
3. Tie: 3 tie votes, 2 tie votes or 1 of each vote
4. In the case of n absolute: a tie then the result will be a tie.

Penalties

1. A contestant will be given a verbal warning for the first incidental minor infraction
2. A contestant will be given up to two kyungo's for minor or incidental infractions during the match
3. A contestant will be disqualified if a third kyungo is given to a competitor.
4. A contestant will be disqualified if a Gam jan is given for a malicious infraction.