

Combat Weapons Point System

Guidelines

Approved Combat Weapons are now available through WMA.

(Combat Weapons differ from the Protech BME's currently used)

Full Sparring Gear is required!

(Including: Head Gear, Face Shield, Chest Guard, Hand Guard, Cup @ Support, Mouth piece)

Optional: forearm, knee pads

For Third Degrees and above. 17 years and older.

Two minute round, 10 points win or most at two minutes.

Legal targets include the entire body with following exceptions:

Groin

Eyes

Back of neck

(Strikes with contact to these areas will result in a warning, then on second offence, one point being awarded to the person being struck.)

Scoring Points

1 Point - Single strike or stab to legal target.

2 Points - Jump strike or stab to legal target.

2 Points - Striking to head, striking weapon arm (forearm only.)

Stab front leg (Front and inner thigh only.)

3 points - Jump strike to head, weapon arm

4 Points - Jump strike to weapon arm causing disarm

(ALL strikes must be solid strikes for points to be awarded. Flicking and tapping techniques will not be awarded points.)

Penalty Points

1 point awarded to opponent for loss of weapon

A verbal warning will be given the first time a competitor performs any of the following illegal techniques or actions.

The second offence will result in one point being awarded to the non-offending competitor.

Illegal Techniques:

Strike to neck

Butt strike

Stab to face

1st offense, verbal warning; 2nd offense, point awarded; 3rd offense, disqualification.

Excessive Techniques:

Take downs

Kicking or punching

Throwing

Grabbing

1st offense, point awarded; second offense, disqualification.