



Saturday August 12th, 2023

ALBANY, NY

at the



www.NorthEastOpen.com



2023 North East Open

Martial Arts Competition & Showcase

August 12th 2023 * Albany Capital Center, Albany NY www.NorthEastOpen.com

Dear Instructors, Athletes, Parents, and Friends,

It gives me great pleasure to invite you to the 17th Annual North East Open Tournament & Showcase to be held on August 12th 2023 at the Albany Capital Center in Albany, NY.

I am very excited to now be in our seventeenth year! The event will continue to bring together athletes of different training backgrounds. Rather than offering a competition with the attitude of "finding out who is best," the goal of our tournament is to open up competitors' eyes to the beauty and strength of all different styles of martial arts.

Since its inception in 2007, the North East Open has established itself as a premier showcase of Martial Arts talent in the Northeastern United States by developing a unique tournament atmosphere which focuses on celebration instead of competition. The NEO is committed to Martial Arts excellence, camaraderie, sportsmanship, and cultural enlightenment. The NEO strives to be the annual event for enthusiasts of traditional and sport Martial Arts to meet, network, and create lasting friendships.

It is my goal to continue to make this an event that brings together the martial arts community, and to bring the regions most anticipated annual Martial Arts event to new heights by improving every year! Schools, students, and instructors from all styles and backgrounds can come together and meet and share with one another in a full day of martial art festivities, competition, demonstrations, camaraderie and networking.

Competition events will include traditional, creative and team forms & weapons, sparring, demonstration team competition, open and power breaking. The breaking events will be sanctioned by the United States Breaking Association and the World Breaking Association.

With your support and participation, the North East Open will continue to grow to be one of the largest and best events on the east coast. I sincerely hope that you will be able to participate and help us to make this truly a celebration, with a gathering of the regions finest martial artists. If you have any further questions, comments or concerns, please feel free to call or email. Looking forward to seeing you at the North East Open.

Sincerely,

Adam Grogin

Master Adam Grogin Tournament Director





Expect to Spend the Full Day at the Event

The North East Open is designed and intended to be a full day event. Competitors can expect the divisions and events to be running all day long consistently with no dead time or breaks. Events and divisions are spread out throughout the day to allow competitors competing in multiple divisions time to rest between divisions and refocus, without a rush or worry of missing an event.

Expect a Friendly, Encouraging, Competition experience

While we are sure to maintain consistent judging and upholding of the rules, the premise of the North East Open is to be a Friendly Tournament that is especially good for timid newcomers and beginning level competitors. We understand that novice competitors may be nervous, so you can expect our Coordinators and Judges to be encouraging, instructional and helpful to the competitors, rather than stone faced and cut throat.

Expect a Fair & Consistent Event designed for Beginner through Veteran Competitors

The North East Open's goal is to strive to provide the best competition experience for any and all competitors. To that end, please do not expect a National Level or Qualifier Style competition. The highest quality of fairness and conformity to the rules will be held at all times. But please allow for a moderate amount of flexibility as we attempt to create a welcoming and nurturing environment that accommodates all competitors. The competition will run with the philosophy that all Martial Arts are One Family.

Ring Size at the event will be approximately 24' Square. The stage will be 24' deep by 32' wide.

Pre-Order Boards for Creative Breaking Divisions

Competitors are allowed to bring their own boards for the Creative Divisions. Competitors wishing to purchase their breaking materials onsite should fill out the Breaking Material Request Form included with the Registration Packet. There will be limited quantities of extra boards available, so please preorder. Competitors competing in any "power" division are required to purchase their breaking materials from our supply committee at the NEO. Only marked approved boards will be allowed in these divisions. Deadline for board order is July 22nd 2023.

Bring Cash

Admission to the event for parents and spectators will be \$10 per person and only cash is accepted. In addition we will have a multitude of great vendors offering various martial art, health and fitness related products available for sale the day of the event; including great memorabilia like tee shirts and customized trophy plates. There will be an ATM on location.

Food

Mazzone Hospitality will offer Cash Sale food and snacks throughout the day. The menu will include many diverse & heathy entrees and snacks. NO outside food or drink will be allowed in the Spectator Area, Athletes who require specific needs are allowed to bring those i tems and consume them in the Athlete Lounge.

Awards to Expect

As a competitive event, divisions over the age of 7 years old will be awarded trophies for 1st, 2nd & 3rd Place. All competitors in the 7 year old and younger division will receive trophies for 1st, 2nd & 3rd Place and finalist awards. In Team Synchronized Events all team members will each receive a trophy. Demo Teams only receive 1 large trophy per team, 1st, 2nd & 3rd place.

Our Expectations of the Spectators

Like other family oriented sporting events, we ask the spectators to maintain a high level of decorum and sportsmanship. This event is designed to be fun and have camaraderic come before competition. Please see the Spectator Rules in the Program Book the day of the event.

Staging

The NEO utilizes a unique tournament organizational strategy to improve efficiency and the competitors experience. Rather then having competitors sit and wait around rings all day, prior to the start of a divisions, competitors are called to a special area called the "Staging Area". In the staging area, attendance will be taken for the division, and competitors will have an opportunity to warm up, knowing they are "on deck" or competing soon. Once the ring is available and all competitors are accounted for, the group will be brought to the assigned ring where they will be ready to compete without stopping the momentum of the ring.

Pre-taping

Competitors competing in Power Wood Breaking divisions, the USBA/WBA now requires pre-taping of your board stacks. Upon arrival and picking up your pre-ordered boards, masking tape will be available for competitors to prep their boards. This makes the competition flow smoother and run faster. You may also bring your own masking tape and carpenter pencil spacers.

Changing Areas

Please be aware that the event venue is a convention center, not a gymnasium, so there are no changing rooms or locker rooms. There are very nice and clean bathrooms available adjacent to the competition room available for competitors to change in.

Unique Division Names

The NEO uses a fun naming convention when it comes to Rank Designation for divisions. Rather then traditional division such as beginner, intermediate and advanced, the NEO uses fun martial arts type names to designate a competitors experience through their number of years training.

Live Online Updates

The day of the event, competitors can log into NEO LIVE on their smart phones or tablets and get live feeds of which divisions are running in each ring and which divisions are being called to staging. The venue also offers many charging stations so everyone can stay connected and powered up!



Scan this
QR Code
for the
NEO Tour
to help you
have a great
experience!



Scan this QR Code for the TOP 5 Things you NEED TO KNOW!

North East Open SATURDAY, August 12th 2023 **CHECKLIST**

Preparation
Mail in Registration by August 1st or by July 1st for Discount:
☐ Individual Competitor Registration Form
Waiver
Breaking Materials Request Form (if Competing in Power Breaking Divisions or Optional for Creative) by July 22nd 2023
Team Registration Form (If competing in Synchronized Team Events)
Payment (certified check or money order payable to: North East Open)
☐ Make reservation for Overnight Accommodations using NEO Room Block at Renaissance Hotel.
What to Bring
☐ Uniform & Belt/Sash
☐ Weapons (if needed)
Sparring Gear (if needed, required equipment: foam dipped head gear, hand gear, foot gear, mouth guard, groin protector)
☐ Boards, Spacers, Tape, Props for Breaking Divisions (if needed)
Music (iPods or digital devices only please, Only the divisions competing on the Main Stage will be allowed to accompany their routine to music, however music will not affect your scoring).
Cash (for Admission Fees, Snacks/Food, and the many opportunities with the Exhibitors including trophy name plates and event T-shirts - ATM also available on site)
☐ Food/Water Bottle (See additional information in the "What to Expect" Document)
☐ Camera/Video Camera
Light Jacket (Room temperature fluctuates with the large number of attendees)
Smart Phone/Tablet (To Utilize and Access the NEO LIVE Ring Updates Website)
☐ A Good Attitude!



The Warrior's Cup

An Award for the Best All Around Martial Artist!

- Competitors will not need to compete in any special events or designations. Competitors will compete in all of the same events that they registered for the same as if they were not entering to earn the Warrior's Cup. The competitors wins will be computed by the event organizers.
- Competitors will earn the Following Points for wins:
 - o 1st Place 10 Points
 - o 2nd Place 7 Points
 - o 3rd Place 5 Points
 - o 4th Place 3 Points
- Wins/Points from the Following Events will count toward the competitors cumulative score:

Forms (ONLY One Forms Division will be counted. If a competitor competes in more then one form division, their highest place will be used)

Weapons (ONLY One Weapons Division will be counted. If a competitor competes in more then one form division, their highest place will be used)

Sparring

Creative Breaking (Creative Multi Directional Wood or Creative Open Breaking)

- Competitors do NOT need to compete in every event, however the more events a competitor competes in, the higher chance they have at earning more points towards the award.
- The Warrior's Cup Awards will be presented at the end of the day.
- Divisions will be determined by registration.
- To ensure a smooth running day, competitors competing for the Warrior's Cup are asked to compete in no more then 2 power breaking divisions, as these do not count towards the Warrior's Cup.

North East Open SATURDAY, August 12th 2023

LOCATION: Albany Capital Center, 55 Eagle St, Albany, NY

<u>EVENTS:</u>

Traditional Forms, Creative Forms, Traditional Weapons, Creative Weapons, Team Traditional Forms, Team Creative Forms, Team Traditional Weapons, Team Creative Weapons, Sparring, Demo Team, Creative Wood Breaking, Creative Open Breaking, Power Concrete Breaking (Hand, Elbow & Foot),

Power Wood Breaking (Hand, Elbow & Foot)

SCHEDULE OF EVENTS: TOURNAMENT INFO:

Saturday - August 12th

7:30 AM Doors Open - Check-In Begins 9:00 AM Demonstration Team Competition

9:00 AM Competition Begins

Detailed Schedules will be Emailed to Competitors specific to them.

Event Director: Adam Grogin (518) 458-1011 or eventdirector@NorthEastOpen.com

Hosted by: Pil-Sung Martial Arts Sanctioned By: USBA/WBA & 518 Martial Arts

COMPETITION AGE: All athletes shall compete at their age as of 8/12/23.

<u>Uniform:</u> All Competitors must wear a martial arts uniform, traditional and modern are allowed, School Logo TEE SHIRTS are allowed.

ENTRY DEADLINE: All applications must be received no later than:

August 1st 2023

Pre-Register By 7/1/23 For Discounted Entry Fees!

<u>Please mail completed application with your payment to:</u> North East Open c/o Pil-Sung Martial Arts 1095C Central Ave. Albany, NY 12205

No day of event registration! There will be no refunds issued for any reason. Spectator Admission (PAID AT DOOR—Cash ONLY) - \$10.00

www.NorthEastOpen.com

Event Director: Adam Grogin
c/o Pil-Sung Martial Arts
1095C Central Ave Albany, NY 12205 (518) 458-1011
EventDirector@NorthEastOpen.com

NO STAPLES PLEASE

2023 17th Annual

North East Open COMPETITOR'S REGISTRATION FORM

Please send this form along with your registration fee (NON-REFUNDABLE)

Registration Deadline, MUST BE RECEIVED by August 1st 2023

Absolutely no applications will be accepted after August 1st 2023.

Please Fill in ALL Information LEGIBLY - Important: If any information is missing, application will not be processed.

Last Name: Age: Date of Birth:						
First Name:						
Address:					_	
City:		State:	Zip:	·	_	
Rank: (Circle one) Grasshopper Less 1 year			Emperor 10+ years	Gender: M	1 F	
E-mail:						
School/Club Name:	Instruc	ctor Name	:			
Instructor Email:						
Check all events comp Traditional Forms Creative Forms	n dividual E V E N T S Check all events competing in ional Forms — Traditional Weapons we Forms — Creative Weapons		USBA/WBARANK If competing in Breaking Events, Please Indicate your schools designation for your Rank. Circle One BEGINNER - INTERMEDIATE ADVANCED - BLACK BELT			
USBA/WBA NORTHEASTERN REGIONAL Be Sure to Fill Out the Attached Mai	Point Sparring BREAKING CHAMPIONSHII terials Request Form		F E		\$70	
Creative Wood Breaking Creative Open Breaking	Power Concrete El	$\begin{bmatrix} \mathbf{x} & \mathbf{x} \\ \mathbf{a} & \mathbf{d} \\ \mathbf{b} & \mathbf{o} \end{bmatrix}$	\$10 Per Additi dditional l	onal Event		
Power Wood Hand Power Wood Foot (Stomp) Power Wood Foot (Machine - Ages 18 & C			arrior's Cu d \$10) ıbTotal =	ip =		
TEAMEVE	E N T S _ Sync Traditional Weap Sync Creative Weapon	pons <u>DI</u> ns Pr	SCOUNTS: re-Register plication must	be received b	y	
Total # of Events Con	npeting in:		0 Off = s	ubtract:		
Mail Applications & Payment To: North East Open	*WEIGHT* For Breaking & Sparring Comp		TOTA			
c/o Pil-Sung Martial Arts 1095C Central Ave Albany, NY 12205			ke certified che vable to: North		der	

2023 17th Annual North East Open LIABILITY and HOLD HARMLESS RELEASE and WAIVER AGREEMENT

I,	have chosen to participate in the			
(Print Name of Athlete) 2023 North East Open. I hereby waive any claim I may hits directors, instructors and agents, Pil-Sung Martial Arital Center, its agents, tournament officials, and tournament	ts, its agents, Adam Grogin, The Albany Cap-			
Regarding any personal injury or damage I may suffer of North East Open, I hereby accept these risks. I agree to or organization connected with the 2023 North East Ope and likewise assume full responsibility for all my actions	waive any claims against any person n for any injuries I may sustain			
To my knowledge, I do not have any limiting physical co- participation in the 2023 North East Open.	ndition or disability that would preclude my			
I also understand that all participants prior to involveme a physician's examination.	ent in the 2023 North East Open should obtain			
I further agree that the tournament director for publicity or by me in connection with said tournament without con				
I, the undersigned, do hereby voluntarily submit my app East Open.	dication for registration in the 2023 North			
PARTICIPANT SIGNATURE	DATE			
PARENT/GUARDIAN SIGNATURE (Parent or Guardian sign if participant is under 18)	DATE 8)			
Relationship to Athlete				

www.NorthEastOpen.com
Event Director: Adam Grogin North East Open
1095C Central Ave Albany, NY 12205
(518) 458-1011 EventDirector@NorthEastOpen.com





Materials Request Form for Breaking Divisions

Breaking competitors, please complete this form and mail it with your registration form, by July 22nd 2023 Don't forget to include payment for your materials.

Competitor information:		
Name:	_ Age:	Member #:
School or Team Name:		
Telephone:		
E-mail:		
Total number of boards needed from supply committee:		
Adult (13 & Up): 10"X12"X1"thick		at \$3.00 each
Children (8-12 Years): 10"X12"X1/2thick	-	at \$3.00 each
Children (7 & Under): 6"X12"X1/2thick		at \$3.00 each
(Adult: 10"X12"X1" thick; 8-12 year old Children: 10"X12"X1/2 thick, & & Under Children required for all Wood Breaking Divisions with the exception of Creative Open Break	dren: 6"X12". ing. See offi	X1/2 thick. These boards will be cial rules for details.)
Total number of standard patio blocks needed from supply committee (8"X16"X2" thick, these blocks will be required for all Concrete Power Breaking Divisions)	sions and ca	at \$3.00 each n be used for all Open Creative
***Pre-paid boards can be picked up in the Breaking Material Pick-Up room pre-pay for concrete patio blocks will receive them in the competition ring.	om the day	of the event. Competitors who
Please Make certified checks or money orders Payment may be combined with event registration onto one check, but ple		
Total Amount Enclosed for Bre	aking Ma	terials:
Competitor is required to purchase breaking materials from supply committee as Committee cannot guarantee that there will be extra materials the day of the event; for supplies will be guaranteed their materials first. Only cash will be accepted for purchase their materials first.	therefore, th	ose competitors that have prepaid
Any questions, please contact:		
Event Director: Adam Grogin 518-458-1011 event director@northeastopen.com © 2019 United States Breaking Association. All pictures logos and concepts are the property of the USBA. All rights reserved.	Copyright © 2017	' North Fast Onen. All rights reserved

North East Open **TEAM SYNC REGISTRATION FORM**

Please send this form along with your registration fee (NON-REFUNDABLE)

Registration Deadline, MUST BE RECEIVED by August 1st 2023

Absolutely no applications will be accepted after August 1st 2023.

Important: 1j	t any information is missing,	application will not be processed.
Team Name: Feel free to be creative & have fun with team name		
School/Club Name:		
Instructor:		
Team Member Names:		
		_
		plete the Individual Registra- Team Registration Form ***
& Over Breaking events. Con nized team, and to help the ev	weapons are not avainpetitors must be age rent run smoothly and ms & Creative Weapons	lable for competitors also competing in 18 s 8 & over to compete on a Team Synchrolin a timely manner, Team Traditional ons will only be open to Ages 15 and older
Mail Applications & Payment To: North East Open C/O Pil-Sung Martial Arts 1095C Central Ave Albany, NY 12205 Make certified check or money order Payable to: North East Open	Tournament Director: Adam Grogin Info@NorthEastOpen.com Copyright © 2023 North East Open. All rights reserved	E VENTS Team Synchronized Traditional Forms Team Synchronized Creative Forms Team Synchronized Traditional Weapons Team Synchronized Creative Weapons

DEMO TEAM FORM

Please send this form along with your registration fee (NON-REFUNDABLE)

Registration Deadline, MUST BE RECEIVED by August 1st 2023

Absolutely no applications will be accepted after August 1st 2023.

Feel free to write additional team members info on back or attach additional sheets

All Team Members Must Complete the Waiver Form Individually and submit with the Team Registration

Mail Applications & Payment To:

North East Open C/O Pil-Sung Martial Arts 1095C Central Ave Albany, NY 12205 Make certified check or money order Payable to: **North East Open** FEES
\$75 Per Team

Tournament Director: Adam Grogin Info@NorthEastOpen.com
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Event Venue & Host Hotel The Albany Capital Center

55 Eagle Street Albany, NY 12207 www.AlbanyCapitalCenter.com

The North East Open will take place in the 53,000-square-foot new as of 2017, Albany Capital Center, Convention Center.

Hotel Room Information

Renaissance Albany Hotel

144 State Street Albany NY 12207

- Closest Hotel to the convention center
- Connected by Enclosed Walkway/Bridge
- Hotel offers complimentary shuttle service to and from the Albany International Airport and Amtrak train station,
- based upon request, timing and availability.
- Signature Room: \$199.00 per night
- Reservations for the Event will be made by individual attendees directly with Marriott by calling Marriott toll free
- reservations at 888-236-2427 or using the convenient link on our website.
- Make sure you book your room under the North East Open Block to get the special rate!

DEADLINE for SPECIAL ROOM RATES 7/16/23

DIRECTIONS TO THE ALBANY CAPITAL CENTER

<u>From I-87 North:</u> Take exit 23 to I-787. Take Exit 4 towards West 20. Continue to the first light and make a left towards Broadway. Go straight at the next right onto Broadway. Turn left onto State Street and continue 0.3 miles to turn left onto Eagle Street. The Albany Capital Center will be on your left.

<u>From I-90 East:</u> Continue right towards I-87 South. Take exit 23 for I-787/US-9W toward Albany/Rensselaer. Keep left, follow signs for I-787 N. Take Exit 4 towards West 20. Continue to the first light and make a left towards Broadway. Go straight at the next right onto Broadway. Turn left onto State Street and continue 0.3 miles to turn left onto Eagle Street. The Albany Capital Center will be on your left. *To find the Albany Capital Center's Parking Garage for both above, turn left onto Howard Street (before 55 Eagle Street) and take the first right onto Wendell Street. The garage entrance is on your right.*

From the I-87 South: Take Exit 6-7 for NY-7 East toward Troy/Cohoes. Take the I-787 exit towards NY-787/Albany/Cohoes/New York Thruway. Keep right at the fork and follow signs for I-787 South. Take Exit 3B toward US-20 West. Continue onto Madison Ave for 0.6 miles and then turn right onto Eagle Street. The Albany Capital Center will be on your right.

From I-90 West: Take Exit 6A to merge onto I-787 South toward Albany. Take Exit 3B toward US-20 West. Continue onto Madison Ave for 0.6 miles and then turn right onto Eagle Street. The Albany Capital Center will be on your right. To find the Albany Capital Center's Parking Garage for both above, turn right onto Howard Street (after 55 Eagle Street) and take the first right onto Wendell Street. The garage entrance is on your right.

The following are the rules for the events. Any changes will be announced and the rules will also be published in the official event program book, to be distributed to all competitors the day of the event.

All Forms & Weapons Events will be Judged on a 1-10 Scale, with 1/10 point increments. Scores from all Judges will be added together, and the highest total will win. In the case of a tie, judges may use their discretion and possibly ask for a repeat performance to determine a winner.

Time Limit for all Forms & Weapons Divisions will be: 3 Minutes

Traditional Forms & Weapons:

Competitors in these divisions will perform Forms (patterns, kata, poomse, etc.) traditional to a specific style of martial arts. These forms must capture the essence of classic martial arts movements, showcasing the traditional techniques, stances and footwork of the specific style. All competitors of a specific age and rank division will compete against each other, regardless of style. Emphasis is placed on execution of technique, application of technique, balance, speed, power, solid stances, and focus. Forms may be unmodified or modified from what a system or school considers to be the original version of the form; however, performance of a form voted by the judges as inappropriate for the division will result in a unanimous decision, of a "no score". Competitors should use weapons of a traditional design.

Creative Forms & Weapons:

The Creative Division allows forms to include an array of techniques. These forms may be devised in their entirety by the competitor, or be a traditional form in which modern aspects were added. In this division, the competitor may perform any movements whether they originate from traditional or contemporary martial arts systems or otherwise. However, at least half of the form must originate from martial arts techniques. Emphasis is placed on the quality of execution of techniques and movements, martial arts skills, balance, speed, power, degree of difficulty, and showmanship, solid stances, focus, spinning kicks, jump spinning kicks, flying kicks, multiple kicks, splits and other creative martial arts techniques are permitted. In addition, only those movements that portray a definite offensive or defensive martial arts purpose, or are included to illustrate extreme flexibility or agility, are allowed. We are now allowing: extreme gymnastic-type movements in the creative form and weapons divisions, as well as spins greater than 360 degrees.

Synchronized Team Forms & Weapons:

Team members must be synchronized 75% of the time during the form. (2–6 members per team). Creative, Traditional & Extreme rules apply (same as noted above) with the additional factor of precision of synchronization taken into account. Team members may face different directions and perform in any style arrangement they wish. They may utilize different rhythms and start times as long as approx 3/4 of the routine is in synchronization. Team Synchronized forms & weapons are not available for competitors also competing in 18 & Over Breaking events. Competitors must be ages 8 & Over to compete on a Team Synchronized team, and to help the event run smoothly and in a timely manner, Team Traditional Weapons, Team Creative Forms & Creative Weapons will only be open to Ages 15 and older with 4 years of experience or more.

Restrictions for Team Synchronized Events:

Team Synchronized forms & weapons are not available for competitors also competing in 18 & Over Breaking events. Competitors must be ages 8 & over to compete on a Team Synchronized team, and to help the event run smoothly and in a timely manner, Team Traditional Weapons, Team Creative Forms & Creative Weapons will only be open to Ages 15 and older with 4 years of experience or more.

STARTING A FORM OVER: If a competitor starts his/her form over because of a memory lapse or any other reason due to his/her own negligence, he/she may perform the form again. The three-minute time limit will start over. The judges will take into account the competitors rank and age in deterring the negative factor on the score. A competitor can only start over one time. If a competitor has to start over not due to his/her negligence, he/she will not be penalized on the start over.

WEAPON DIVISIONS & SAFETY: Safety Rule: Weapons should be kept in equipment bags or cases until competition time. No competitor should be walking around with weapons unless headed for the competition ring. Bladed weapons must be kept sheathed at all times unless performing. NO LIVE BLADES! Judges may request to inspect weapons. Weapons should be appropriate for divisions, "flashy" weapons are not appropriate for traditional divisions, etc. Weapons may be practiced in the designated area only. If a competitor recklessly or carelessly misuses his/her weapon, he/she may be penalized or disqualified.

The following are the rules for the events. Any changes will be announced and the rules will also be published in the official event program book, to be distributed to all competitors the day of the event.

Demonstration Team Competition:

Will take place first thing in the morning.

Exhibit as many aspects of your discipline or a mix of styles and disciplines. The main objective is to put on an exciting and entertaining show featuring martial arts.

Demonstration teams can consist of a minimum of 3 members and a maximum of 20. They team may be a mix of male, female, different ages and different ranks. Teams will have an 8 minute time limit to perform a demonstration of any discipline or combination of disciplines of martial arts. All demonstrations must be done with the safety of the spectators in mind. No Fire, Explosives, Glass, or anything potentially hazardous (TNT Breaking Boards are allowed). The 8 minute time limit will include setup and break down. At the conclusion of their performance the team must clear and clean the performance area and make available to the next team. Music, weapons & breaking can be used but is not required. Other props not listed must be approved by the judges/event director (feel free to email your questions ahead of time).

1st through 3rd place will be awarded with 1 LARGE Trophy per team.

North EastOpen RULES

The following are the rules for the events. Any changes will be announced and the rules will also be published in the official event program book, to be distributed to all competitors the day of the event.

Point Sparring

GENERAL:

- 2 minutes time limit, fight ends when 1 competitor earns 5 points or after 2 minutes, whichever comes first.
- Ties = sudden death, next point wins.
- 1 Point for a clean hand strike, 1 points for a clean kick.
- No official coaching during the match, no parents, team members in the ring, cheering is allowed!
- NO grabbing, leg checking, sweeping, ground fighting or blind techniques.
- NO point if you fall to the ground during or after scoring a point.

MANDATORY SAFETY EQUIPMENT:

All competitors are required to wear: foam dipped head gear, hand gear, foot gear, mouth guard, groin protector (males). All jewelry must be removed. Soft shin guards (no hard soccer shin guards allowed) & Rib/Chest Guards are recommended. **Please insure that your students have the required mandatory safety equipment**. Competitor's gear will be checked at the staging area. If they do not have the required mandatory equipment by the time they leave the staging area, they will be disqualified. NO EXCEPTIONS.

LEGAL TARGET AREAS:

Students may strike their opponent's: chest, rib cage and abdominal area (side seam of uniform forward) & protected areas of the head (excluding back of the head).

Illegal target areas include: groin, back & kidneys, throat, face.

CONTACT:

- No Contact-no contact with opponent at all. *NO POINT.
- <u>Light to Light Medium Contact</u>-contact ranging from light touch to contact that can move an opponent's body/head SLIGHTLY.
 - All beginner/intermediate sparring divisions need to demonstrate this level of contact in order to score points to the body and head.
- <u>Light Medium to Medium Contact</u>-contact ranging from moving the opponent's body slightly to moving it a moderate amount, without being considered excessive, heavy, or intending to harm.
 - All advanced and Black Belt divisions need to demonstrate this level of contact in order to score points to the body. **Contact to the head must remain light medium in all divisions.
- <u>Heavy Contact</u>-contact that is excessive and will result in a warning, penalty point, both, or immediate disqualification if in the judges opinion there was no consideration of the contact rules.

WARNINGS AND PENALTY POINTS:

ONE verbal warning will be given to a fighter for committing a foul; Subsequent fouls of any type will result in a penalty point given to the opponent.

Judges may disqualify a fighter after ANY display of blatant disregard for the rules, of any type.

FOULS:

- Groin strikes, including unintentional kicking too low.
- Strikes to the back, back of the head, face, or any other illegal target area.
- Grabbing/holding
- Leg checking or sweeping
- Ground fighting
- Running out of the ring
- Excessive contact
- Disrespect or unsportsmanlike conduct to the judges or opponent
- Coaching
- Not fighting



United States and World Breaking Associations- Competition Rules

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General

Judging and Scoring Method:

- 1. 3-Judge system Tally all points.
- 2. . Any/each violation will cause a deduction of points according to the Rules set forth by each respective Discipline and Competition.
- 3. Competitors will be judged on: difficulty, creativity, focus, expression, balance, poise and grace, and completion of breaks.
- 4. Ties: In the event of a tie, the winner will be decided as outlined in each division.
- 5. **Arbitration and Protest:** Competitors who feel they received an unfair score may file an Official Protest by presenting their argument to the USBA/WBA Representative on site (\$20.00 Protest Fee may be imposed at any time). The protestor will present the case to the USBA/WBA Representative through the ring coordinator. Any decision rendered by the USBA/WBA Representative will be final. If the USBA/WBA Representative finds in favor of the protestor, then the decision will be rectified and the Protest Fee will be returned. Protests must be made before the end of their particular division.

Warnings and Disqualification:

Disruptive behavior, use of profanity, or other unsportsmanlike conduct will result in a warning being issued. If the behavior is deemed by the Judges to be malicious, it will result in deduction of a point (as appropriate for the event) or disqualification.

Materials:

- Purchase of Materials: All breaking materials must be purchased from the Supply Committee on-site, with the exception of
 the Creative Multi-Direction Wood Breaking, Creative Open Breaking and Extreme Breaking divisions (which must be inspected by Judges). All breaking materials must to be approved by Ring Judges and Selected Committee.
- 2. Inspection of Materials: Judges and/or USBAWBA reserve the right to inspect any materials that are to be used for breaking.
- 3. **Removal of Materials:** All breaking materials must be removed from the competition area by competitors and put into the dumpsters provided by Committee after completion of each performance.

Divisions:

- 1. **Weight Divisions**: Where specified, weight divisions will be as follows: Men- Light Weight 199.9 and under, Heavy Weight 200 and over; Women- Light Weight- 160.9 and under, Heavy Weight 161 and over. Weigh-in will take place at the registration area as registration is done or at the rings. The competitor's weight will be written on his/her competition ticket.
- 2. **Divisions with Fewer than 5 Competitors** may be combined with the next closest division at the discretion of the Judges.
- 3. **Entries:** Competitors may enter as many divisions as they wish (it is the competitor's responsibility to enter all competitions when called).

Uniforms:

1. Competitor Uniform: In order to compete, the competitor MUST be wearing a uniform at the time he/she is called to the ring. This uniform must consist of, at a minimum: Studio or team t-shirt and Martial Arts type pants. No shorts, tank tops, jeans, ripped clothing, etc. may be worn. If you have a question please see an official USBA/WBA representative before the start of your division. The uniform top may be removed as part of a Creative breaking routine.

Time Limits:

- IMPORTANT: In order to keep the breaking divisions running smoothly, competitors will be required to adhere to the time limits outlined. This is very important, and deductions will be enforced. It would be to the competitor's benefit to practice set-ups, breaks, and clean-ups before the day of the event.
- 2. **Competitor Readiness**: A competitor must be ready to compete, as determined by the judges, as soon as that competitor's name is called in the ring.

<u>Safety:</u> The safety of the competitor and the audience comes first, NO EXCEPTIONS! The safety of the competitor is very important and we request that the instructor of the competitor approve all breaks. If the break is deemed to be unsafe by the Judges or the US-BA/WBA Representative on site, we reserve the right to restrict the break. No material may leave the ring as a result of breaking unless planned for beforehand, to ensure that no other competitor, spectator, or Judge will be struck or put in danger by material as a result of a break. If this occurs, the Judges have the right to disqualify the competitor if they feel that the safety of others was compromised. Also, the break cannot cause damage to the facility or surrounding fixtures.



United States and World Breaking Associations- Competition Rules

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Creative Multi-Direction Wood Breaking

- 1. **Materials:** Wood boards only. Competitor may purchase boards on-site or provide their own. Props and creativity of techniques will increase a competitor's score. Music is allowed, but competitor will be responsible for music. Glass may be used as a prop, such as a bed of glass, as long as it is contained and not broken on site.
- 2. **Techniques:** All techniques are allowed. Competitor may use any strike to break.
- 3. **Breaking Stations**: Tiny Tott & Beginner and Intermediate Competitors- 4 Stations Max., Advanced and Black Belt Competitors- 8 Station Max. The competitor may set up the maximum number of breaking stations for his/her specific rank. Each break will be considered one station. Simultaneous breaks (all breaks executed in one moment in time) will be considered one station. If competitor leaves the ground all breaks executed before he/she returns to the ground will be considered one station. A station may be free standing, set on stands, or held by assistants. Competitor will be responsible for all materials required to set up their stations. Competitors will also be required to ensure the safety of fellow competitors and spectators as outlined in "General: Safety" above.
- 4. **Time Limits:** Competitor will have a maximum of 3 minutes to set-up, break, and clean up the area. A deduction of 3 points will be taken off the competitor's final score for every 15 seconds over the allotted time. Deductions will begin after the 3-minute mark. Time is cumulative, determined as follows: time starts when competitor starts set-up, time stops when competitor completes set-up, time starts again upon the attempt of the first break, time stops when the ring is cleared as determined by the ring coordinator.
- 5. **Judging:** Competitor will be judged on areas including difficulty, creativity, focus, intensity, materials and completion of breaks.
- 6. Ties: In the event of a tie, the winner will be decided by a show of hands by the Judges.

Creative Open Breaking - Any Materials, No Fire or Glass Breaks

- 1. **Materials:** Any materials can be used except fire and glass breaks. Examples of materials are cement blocks, wood boards, concrete, wood poles, bricks, metal, etc. Creativity of materials used, props, and techniques will increase a competitor's score. Music is allowed, but competitor will be responsible for music.
- 2. **Props:** Props and "prop stations" may be used. Competitor will be allowed a maximum of 3 prop stations that will not be included in their routine for scoring purposes. Competitor must communicate prop stations to the ring coordinator and judges before the start of their routine. Glass may be used as a prop, such as a bed of glass, as long as it is contained and not broken on site.
- 3. **Techniques:** All techniques are allowed. Competitor may use any strike to break.
- 4. **Breaking stations:** The competitor may set up a maximum of 10 stations. Each break will be considered one station. Simultaneous breaks will be considered one station. If competitor leaves the ground all breaks executed before he/she returns to the ground will be considered one station. A station may be free standing, set on stands, or held by assistants. Competitor will be responsible for all materials required to set up their stations. Competitors will also be required to ensure the safety of fellow competitors and spectators as outlined in "General: Safety" above.
- 5. **Time Limits:** Competitor will have a maximum of **6 minutes** to set-up, break, and clean up the area. A deduction of 3 points will be taken off the competitor's final score for every 15 seconds over the allotted time. Deductions will begin after the 6-minute mark. Time is cumulative, determined as follows: time starts when competitor starts set-up, time stops when competitor completes set-up, time starts again upon the attempt of the first break, time stops upon the completion of the last break, time starts when clean-up begins, time stops when the ring is cleared as determined by the ring coordinator.
- 6. **Judging:** Competitor will be judged on difficulty, creativity, focus, and completion of breaks.
- <u>7.</u> Ties: In the event of a tie, the winner will be decided by the exclusion of low and/or high scores, a 1-station break-off, or a show of hands—at the Judges' discretion.



United States and World Breaking Associations- Competition Rules

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Power Board Breaking

- 1. Materials and Spacers: Boards must be purchased on site from Supply Committee. Carpenter pencil spacers will be provided.
- Techniques: Hand technique only (palm, knife-hand or chop, hammer fist, etc.). Technique must be a downward strike.
- 3. Weight divisions: See "General: Divisions" above.
- Stations: One station will be used. Boards will be set on a block base. Competitors may set up as many boards as they wish. Competitors will be required to ensure the safety of fellow competitors and spectators as outlined in "General: Safety" above.
- One Strike Only! Competitor has one attempt to break the boards.
- Time Limits: Competitor will have a maximum of 5 minutes to set up. Time starts when the competitor signals he/she is ready, time stops when the competitor signals to the ring coordinator that his/her set-up is complete. Additional time will be counted if a set-up is to be significantly altered as determined by the ring coordinator. A deduction of 1 board will be taken off the competitor's total break for every 15 seconds over the allotted time. Deductions will begin after the 5-minute mark.
- Judging: Judges will count the number of boards broken to determine the winner. The competitor who breaks the most (or, in the event of a tie, has the highest percentage broken) is the winner. Ties: In the event of a tie, the winner will be decided by the highest percentage broken. Example: Competitor "A" breaks 10 out of 10; competitor "B" broke at 100%; competitor "A" is the winner. If more than one competitor has the same percentage broken after their initial break, there will be a break of to determine the winner. If there is a tie created by more than one competitor breaking 100% of their stack (example: 2 competitors break 10 out of 10), the competitor that broke the amount first is the winner.

Elbow

- Materials and Spacers: Boards must be purchased on site from Supply Committee. Carpenter pencil spacers will be provided.
- 2. Techniques: Elbow strike only (drop elbow, overhand elbow, etc.). Technique must be a downward strike
- 3. Weight divisions: See "General: Divisions" above
- Stations: One station will be used. Boards will be set on a block base. Competitors may set up as many boards as they wish. Competitors will be required to ensure the safety of fellow competi-4. tors and spectators as outlined in "General: Safety" above.
- One Strike Only! Competitor has one attempt to break the boards.
- Time Limits: Competitor will have a maximum of 5 minutes to set up. Time starts when the competitor signals he/she is ready, time stops when the competitor signals to the ring coordinator that his/her set-up is complete. Additional time will be counted if a set-up is to be significantly altered as determined by the ring coordinator. A deduction of 1 board will be taken off the competitor's total break for every 15 seconds over the allotted time. Deductions will begin after the 5-minute mark.
- 7. Judging: Judges will count the number of boards broken to determine the winner. The competitor who breaks the most (or, in the event of a tie, has the highest percentage broken) is the winner. Ties: In the event of a tie, the winner will be decided by the highest percentage broken. Example: Competitor "A" breaks 10 out of 10; competitor "B" breaks 10 out of 12. Competitor "A" broke at 100%; competitor "B" broke at 83%. Competitor "A" is the winner. If more than one competitor has the same percentage broken after their initial break, there will be a break off to determine the winner. If there is a tie created by more than one competitor breaking 100% of their stack (example: 2 competitors break 10 out of 10), the competitor that broke the amount first is the winner.

Wood Foot (Stomp)

- 1 Materials and Spacers: Boards must be purchased on site from Supply Committee. Carpenter pencil spacers will be provided.
- Techniques: Foot strike only (stomp, axe kick, etc.). Technique must be a downward strike.
- Weight divisions: See "General: Divisions" above
- Stations: One station will be used. Boards will be set on a block base. Competitors may set up as many boards as they wish. Competitors will be required to ensure the safety of fellow competitors and spectators as outlined in "General: Safety" above.
- One Strike Only! Competitor has one attempt to break the boards.
- 6. **Time Limits:** Competitor will have a maximum of **5 minutes** to set up. Time starts when the competitor signals he/she is ready, time stops when the competitor signals to the ring coordinator that his/her set-up is complete. Additional time will be counted if a set-up is to be significantly altered as determined by the ring coordinator. A deduction of 1 board will be taken off the competitor's total break for every 15 seconds over the allotted time. Deductions will begin after the 5-minute mark.
- Judging: Judges will count the number of boards broken to determine the winner. The competitor who breaks the most (or, in the event of a tie, has the highest percentage broken) is the winner. Ties: In the event of a tie, the winner will be decided by the highest percentage broken. Example: Competitor "A" breaks 10 out of 10; competitor "B" breaks 10 out of 12. Competitor "A" broke at 100% competitor "B" broke at 83%. Competitor "A" is the winner. If more than one competitor has the same percentage broken after their initial break, there will be a break off to determine the winner. If there is a tie created by more than one competitor breaking 100% of their stack (example: 2 competitors break 10 out of 10), the competitor that broke the amount

Power Wood Foot - With Machine—Ages 18 & Older ONLY

- 1. Materials and Spacers: Boards must be purchased on site from Supply Committee. NO SPACERS!
- 2. Techniques: Any kick technique, except stomp. Competitor may skip or jump. NO RUNNING!
- 3. Weight divisions: See "General: Divisions" above
- 4. Stations: One station will be used. Boards will be held by machine to be broken in a horizontal direction. Competitors may set up as many boards as they wish. Competitors will be 4. Stations. One station will be taken be taken by machine to be broken in a horizontal direction. Competitors may set up as many boards as they wish. Competitors will be required to ensure the safety of fellow competitors and spectators as outlined in "General: Safety" above.

 5. Attempts: Competitor will have 2 attempts to break the most boards. The better of the 2 attempts will be used. All competitors will execute their first attempt before the start of the
- second round of attempts.
- 6. Order: All competitors will complete their first attempt. After first attempt all competitors will complete their second attempt.
- 7. One Strike Only Per Attempt! Competitor may execute one strike per attempt to break the boards.
- 8. Time Limits: Competitors will be expected to keep the division progressing in a timely fashion. Because of the apparatus used times may vary. Any competitor that fails to comply with the ring coordinator's instructions in an attempt to keep the division progressing will be subject to a penalty to be determined by the ring coordinator at the time of the infraction 9. Judging: Judges will count the number of boards broken to determine the winner. The competitor who breaks the most boards in either round is the winner. Some examples: a. Com-
- petitor A breaks 8 of 8 in the first round. Competitor B breaks 8 of 8 in the second round. Competitor A wins because you cannot intentionally tie the first round. (Assuming 8 is the largest amount broken)
- b. Competitor Á breaks 8 of 10 in the first round. Competitor B also breaks 8 of 10 in the first round. This is an unintentional tie. The winner of the second round will determine the winner. (Assuming 8 is the largest amount broken) The judge should prevent a tie in the second round by disallowing competitors that are tied to put up the same amount of boards.
- c. Competitor A breaks 8 of 10 in the first round. Competitor B breaks 8 of 8 in the second round. Competitor B wins by percentage. (Assuming 8 was the largest amount broken) d. Competitor A breaks 8 of 10 in the first round and 6 of 6 in the second round. Competitor B breaks 6 of 7 in the first round and 8 of 10 in the second round. Competitor A wins by percentage, 87% compared to Competitor B at 82%.
 e. Competitor A breaks 8 of 10 in the first round and 6 of 6 in the second round. Competitor B breaks 6 of 6 in the first round and 8 of 10 in the second round, creating an unintentional tie.
- Competitors must break a third time to determine the winner. The judge should prevent a tie in the tie breaker round by disallowing competitors to put up the same amount of boards 10. Ties: In the event of a tie, the winner will be decided by the highest percentage broken. Both rounds will be considered in deciding a tie. The original order will be maintained during tie breakers. See "Judging" above for more detail.



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Power Concrete Breaking

Hand

- 1. Materials and Spacers: Blocks must be purchased on site from Supply Committee. Carpenter pencil spacers will be provided.
- 2. **Techniques:** Hand technique only (Palm, punch, chop, etc.). Technique must be a downward strike.
- Weight divisions: See "General: Divisions" above.
- 4. **Stations:** One station will be used. Blocks will be set on a block base. Competitors may set up as many blocks as they wish. Competitors will be required to ensure the safety of fellow competitors and spectators as outlined in "General: Safety" above.
- 5. One Strike Only! Competitor has one attempt to break the blocks.
- 6. **Time Limits:** Competitor will have a maximum of **6 minutes** to set up. Time starts when the competitor signals he/she is ready, time stops when the competitor signals to the ring coordinator that his/her set-up is complete. Additional time will be counted if a set-up is to be significantly altered as determined by the ring coordinator. A deduction of ½ block will be taken off the competitor's total break for every 15 seconds over the allotted time. Deductions will begin after the 6-minute mark.
- 7. **Judging:** Judges will count the number of blocks broken to determine the winner. The competitor who breaks the most (or, in the event of a tie, has the highest percentage broken) is the winner.

Ties: In the event of a tie, the winner will be decided by the highest percentage broken. Example: Competitor "A" breaks 10 out of 10; competitor "B" breaks 10 out of 12. Competitor "A" broke at 100%; competitor "B" broke at 83%. Competitor "A" is the winner. If more than one competitor has the same percentage broken after their initial break, there will be a break off to determine the winner. If there is a tie created by more than one competitor breaking 100% of their stack (example: 2 competitors break 10 out of 10), the competitor that broke the amount first is the winner.

Elbow

- 1. Materials and Spacers: Blocks must be purchased on site from Supply Committee. Carpenter pencil spacers will be provided.
- 2. **Techniques:** Elbow technique only (drop elbow, overhand elbow, etc.). Technique must be a downward strike.
- 3. Weight divisions: See "General: Divisions" above.
- 4. **Stations:** One station will be used. Blocks will be set on a block base. Competitors may set up as many blocks as they wish. Competitors will be required to ensure the safety of fellow competitors and spectators as outlined in "General: Safety" above.
- 5. One Strike Only! Competitor has one attempt to break the blocks.
- 6. **Time Limits: Time Limits:** Competitor will have a maximum of **6 minutes** to set up. Time starts when the competitor signals he/she is ready, time stops when the competitor signals to the ring coordinator that his/her set-up is complete. Additional time will be counted if a set-up is to be significantly altered as determined by the ring coordinator. A deduction of ½ block will be taken off the competitor's total break for every 15 seconds over the allotted time. Deductions will begin after the 6-minute mark.
- 7. **Judging:** Judges will count the number of blocks broken to determine the winner. The competitor who breaks the most (or, in the event of a tie, has the highest percentage broken) is the winner.

Ties: In the event of a tie, the winner will be decided by the highest percentage broken. Example: Competitor "A" breaks 10 out of 10; competitor "B" breaks 10 out of 12. Competitor "A" broke at 100%; competitor "B" broke at 83%. Competitor "A" is the winner. If more than one competitor has the same percentage broken after their initial break, there will be a break off to determine the winner. If there is a tie created by more than one competitor breaking 100% of their stack (example: 2 competitors break 10 out of 10), the competitor that broke the amount first is the winner.

Feet

- 1. Materials and Spacers: Blocks must be purchased on site from Supply Committee. Carpenter pencil spacers will be provided.
- Techniques: Foot technique only (Stomp, Axe kick, etc.). Technique must be a downward strike.
- 3. Weight divisions: See "General: Divisions" above.
- 4. **Stations:** One station will be used. Blocks will be set on a block base. Competitors may set up as many blocks as they wish. Competitors will be required to ensure the safety of fellow competitors and spectators as outlined in "General: Safety" above.
- 5. One Strike Only! Competitor has one attempt to break the blocks.
- 6. **Time Limits:** Time Limits: Competitor will have a maximum of **6 minutes** to set up. Time starts when the competitor signals he/she is ready, time stops when the competitor signals to the ring coordinator that his/her set-up is complete. Additional time will be counted if a set-up is to be significantly altered as determined by the ring coordinator. A deduction of ½ block will be taken off the competitor's total break for every 15 seconds over the allotted time. Deductions will begin after the 6-minute mark.

Judging: Judges will count the number of blocks broken to determine the winner. The competitor who breaks the most (or, in the event of a tie, has the highest percentage broken) is the winner.

Ties: In the event of a tie, the winner will be decided by the highest percentage broken. Example: Competitor "A" breaks 10 out of 10; competitor "B" broke at 83%. Competitor "A" is the winner. If more than one competitor has the same percentage broken after their initial break, there will be a break off to determine the winner. If there is a tie created by more than one competitor breaking 100% of their stack (example: 2 competitors break 10 out of 10), the competitor that broke the amount first is the winner.