

Bobby Lawrence Karate Tournament Rules

Welcome to the Bobby Lawrence Karate Spring 2024 Tournament! These tournament rules and procedures are for competitors and spectators alike. Please become familiar with them and feel free to ask questions of your instructor.

Bobby Lawrence Karate Commitment to Sport Karate

Bobby Lawrence Karate (BLK) is a unique eclectic system of karate developed by Grandmaster Bobby Lawrence. Grandmaster Lawrence trained extensively with Master Richard Callahan and Senior Grandmaster Ed Parker, Sr. Grandmaster Lawrence began teaching karate in Utah in 1978. He received his Master recognition in 1994 and his Grandmaster recognition in 2021.

Sport karate places extremely high value on sportsmanship, proper etiquette, camaraderie among competitors, and great respect for all judges, black belts, and especially senior black belts. To demonstrate the importance of respect in our organization, BLK asks everyone involved—including parents, friends, teammates, etc.—to show appropriate respect at all times.

Because we don't know how long each event will last, we cannot establish an exact starting time for any particular division. Please plan ahead by leaving yourself plenty of extra time to arrive at the tournament, warm up, and focus your mind before your division is called to the pit. If you arrive early enough, you will be able to watch others compete, which is informative, entertaining, and motivational.

We have worked tirelessly to develop a comprehensive rule book; however, we understand that questions occasionally arise that the printed rules do not address. In this event and upon a proper request for arbitration, the tournament Arbitrator will make an ad hoc decision to resolve the issue. After the tournament, Grandmaster Lawrence may review the Arbitrator's decision and appropriate changes to the printed rules may be made.

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1. General Rules

1.1 Age & Rank

Competitors compete at the age they are the day of the tournament and at their current rank. The only exceptions to this are Little Ninjas or Kid Champs that have technically aged out of their class but are still training with the younger age group. In this case, they may compete in the appropriate division for their class so that they are competing in the events that they have trained for in class.

Competitors may compete in only one age group. If a student deliberately tries to compete in an event for which he is ineligible, he will not be permitted to compete in that event, and 10 points will be deducted from his school's score.

1.2 Uniforms, Sparring Gear, and Weapons

Only neat and clean Bobby Lawrence Karate approved uniforms are permitted at the tournament. Competitors should wear a black t-shirt underneath their uniform. Shoes are permitted in the demo team events, but may only be worn in forms events (including weapons forms, empty-hand forms, and power karate) when a doctor's note is presented in the pit (or in the ring, if the group is called directly to the ring). One of the judging criteria is the weapon formation of the foot, which is impossible to see if the competitor is wearing shoes.

For insurance purposes, all sparring gear and power karate gloves must have originally been BLK logoed and approved. For safety reasons, the gear must be in a good state of repair (no tape or splits) and fit properly. (Note: If a logo is wearing out on equipment that once had a logo and is otherwise in a good state of repair, the competitor may use that gear.) If the gear does not meet these qualifications, the competitor will not be permitted to spar with that gear. In sparring events, mouth pieces, groin and chest protectors are recommended.

If a competitor does not have the appropriate uniform and/or gear, tournament officials may help them find approved attire. However, this responsibility ultimately rests with the competitor and they have only one minute to do so.

1.3 Lateness

If a competitor misses the pit call, but arrives at the ring before competition has started, he may still enter, but must compete first. If the competition has started, he may not compete in that event, but can still compete in the other events in that division with no late penalty.

1.4 Coaching and Spectators

For safety and fairness reasons, parents and spectators are not allowed on the competition floor at any time. Picture-taking, cheering, etc. must be done from the stands. Coaching is not permitted. The penalty for an infraction will be a 10-point deduction from the player's school's total score. Note that there is no warning. An exception may be made in the case of injury, in which case the judges will signal the parents to come to the floor.

1.5 *Respect*

Anyone who is disrespectful to their fellow competitors, officials, staff, Arbitrator or Customer Service Representative will have 10 points deducted from their school's score. If the conduct is egregious, they may also be disqualified from their event at the Arbitrator's discretion. Examples of disrespectful conduct include, but are not limited to: pushing a fellow competitor, yelling at competitors or officials, and swearing. This rule applies to competitors, spectators, parents, heads of school, etc.

1.6 *Eligibility*

All competitors must be current Bobby Lawrence Karate students.

2. School Points

BLK schools are sorted into categories according to their school size. The schools in each category compete to see which one can earn the most points. A banner is awarded for each category. The winningest-school trophy is presented to the school with the highest number of points. Competitors earn points for their school when they earn a first, second, or third place medal in any of the individual junior or teen / adult divisions. Points are awarded in the junior and teen / adult divisions as follows:

- 1st place: 3 points
- 2nd place: 2 points
- 3rd place: 1 point

Because the Kid Champs use adjudicated scoring, their points are calculated separately. The school with the most Kid Champ points adds 15 points to their overall score. The second adds 10 points and the third adds 5. See the Kid Champs section for details.

First-place demo teams earn 15 points for their school, second-place teams earn 10, and third-place teams earn 5. Adult and junior grand champions each earn 10 points for their school.

2.1 *Categories*

Several weeks prior to the tournament, the schools are categorized according to their size at that time. The categories are defined as follows:

- 4A: 220 or more active students
- 3A: 170–219 active students
- 2A: 100–169 active students
- 1A: 99 or fewer active students

2.2 *Travel Points*

Schools over 100 miles from the tournament venue are awarded travel points based on the number of competitors from the school registered. For every 100 miles a school is from the venue, they earn one-third of a point for every competitor registered. The points are earned on a matching basis (i.e., a school only receives its travel points when a corresponding number of points is earned during the regular competition).

EXAMPLE #1: A school is 253 miles from the venue and has 30 competitors registered. For each competitor, they earn $1/3$ of a point, so they are eligible to earn $2 * 1/3 * 30 = 20$ travel points. During the regular course of the competition they earn 50 points based on placement in their divisions, so their total points is $50 + 20 = 70$.

EXAMPLE #2: A school is 600 miles from the venue and has 12 competitors registered. They are eligible to earn $6 * 1/3 * 12 = 24$ travel points. However, during the regular course of the competition, they only earn 10 points based on placement. They are awarded 10 travel points, so their total school score is $10 + 10 = 20$.

3. Logistics of Judging / Officiating

3.1 *Rings*

Divisions will be split into two rings when there are more than eight competitors. This is generally done before the tournament. If a division is split in the ring, the Pit Manager should be notified so he or she can make the appropriate change to the posted list.

Weapons and sparring gear will be inspected in the pit. Do not inspect weapons or sparring gear in the ring unless you notice a safety hazard that requires attention.

3.2 *Number of Judges*

- Demo team divisions will have five judges. One high and one low score will be discarded before adding the scores.
- The Kid Champ divisions will utilize two judges for the forms, power-karate, and board breaking events. One judge will be used for point sparring.
- Junior white through green belts will utilize two judges for the empty-hand forms, weapons forms, and power karate events. One judge will be used for point sparring.
- All other individual divisions will utilize three judges for all events.
- Final grand championship sparring matches will use five judges. Earlier matches will use three.

3.3 *Judging Attire*

We would like our judges to look professional. Therefore, all judges should wear black slacks or skirt, a white shirt, and a red tie (optional for females). Alternatively, they can wear a black gi.

4. Rules for Forms Events

Individual forms are floor exercises practiced by traditional karate students to improve balance, coordination, memory, motor-skill development, focus, posture, ki'ai, and theatrical presentation skills. Judges score competitors on their focus, balance, power, overall presentation, and technical precision based on the BLK curriculum's principles of motion, knowing that form follows function.

In weapons events, judges consider the elements of weapon control, manipulation, and practicality, in addition to the other criteria.

Judging forms is not an exact science and it's harder than it looks. As in all sports, though maybe more here, there is a degree of 'how the judges see it.' Competitors should focus on doing their best, learning from their experience, and exercising good sportsmanship. For parents, the most important thing is to cheer for all competitors.

4.1 General Rules for All Forms Events

4.1.1 Judge Positioning

The center judge shall be seated outside the ring near the scorekeeper's table with his back to the audience. When there are three judges, side judges shall be seated outside the ring at the corners opposite the center judge. When there are two judges, the second judge will be seated at the corner to the left of the head judge.

4.1.2 Scoring

Each competitor in the individual forms events will receive a final score for his or her performance, calculated by adding the scores of each judge. The number before the decimal is set using the following scale. The judges select the number after the decimal point.

- Little Ninjas: 5.0–5.9
- Kid Champs / White, Yellow, Orange: 6.0–6.9
- Purple, Blue, Green: 7.0–7.9
- Brown, Ban Bu: 8.0–8.9
- Black: 9.0–9.9

If a division consists of competitors from more than one category, all competitors will be scored in the range of the highest competitor. For example, if there is a division for green and brown belts, all competitors should be scored in the 8.0–8.9 range.

Judges' scores should be independent. However, the center judge may call for a re-score, or even a re-start of the division if it is evident that the judges are not using the same criteria or scoring range.

Competitors may be penalized for certain rule violations, such as stepping out of bounds or dropping a weapon (see the deductions section for more details).

In the Little Ninja and Kid Champ divisions, each competitor will be awarded a 1st, 2nd, or 3rd place medal based on their final score.

4.1.3 Ties

If there are two or three judges, do not break ties. Simply record them as ties. A tie for first or second place does not affect the remainder of medals awarded. For example, if there is a two-way tie for second place, a third-place medal is still awarded.

If there are five judges (e.g., demo divisions), one high and one low score are deleted before calculating the score. In the event of a tie, the low score is added back in. If there's still a tie, the high score is added back in. If there's still a tie, the tied teams are assembled and the officials point to the team they thought did best.

4.1.4 Application of Deductions / Penalties

Fouls and errors occur in all sports. In karate, rather than awarding free throws or giving 10-yard penalties, points are deducted from the competitor's score.

When there are three judges, deductions are subtracted from the center judge's score BEFORE the individual judges' scores are added together. The center judge's original score and adjusted score must both be recorded on the player's card. The center judge and the scorekeeper will calculate the competitors' final scores before medals are awarded. A deduction will be announced to all competitors only if it affects the final rankings.

EXAMPLE: In an individual forms event, the scores of the side judges are 7.5 and 7.6. The center judge's score is 7.7. One judge saw the competitor step out of bounds during the form. After taking a 0.1 deduction, the center judge's adjusted score is 7.6. The final score is 22.7 ($7.5 + 7.6 + 7.6 = 22.7$).

4.1.5 Penalties

Penalties shall be awarded for the following:

- Out-of-bounds: Individual forms must be performed within the ring. The line is out. A 0.1-point deduction will be made each time a competitor steps out-of-bounds, as seen by at least one judge.
- Starting over: A 0.1-point deduction will be made each time a competitor starts a form over.
- Dropping a weapon: A 0.5-point deduction will be made for each time a competitor drops a weapon in individual events only (i.e., this deduction does not apply in demo teams). For example, if a competitor drops a weapon twice it is $0.5 + 0.5 = 1.0$; so one full point.
- Uniform violation: Because the majority of the competitors are children, competitors must remain fully clothed while on the floor. A 0.5-point deduction will be made for removing any part of one's uniform prior to being dismissed by the center judge. In addition, five points will be deducted from the offender's school's total school points score.
- Unsuccessful arbitration: If a competitor calls for arbitration and the Arbitrator does not rule in their favor, a 0.1-point deduction will be applied to their score.

5. Rules for Sparring Events

5.1 General Rules

We spar for eight reasons: to rein in the ego, to quicken our reflexes, to develop good habits, to learn strategies and counter-strategies, to learn principles of motion and logic, for fitness, friendly competition, and fun.

The first competitor to score, i.e., touch a legal target with a legal, properly formed weapon, backed by momentum or a properly braced stance, earns a point. The competitors spar to five (5) points, except in the black belt divisions. If both competitors score their last point at the same time (i.e., the last call is “point each way” and both competitors now have five points), the match goes into “sudden victory.” The next competitor to take the lead wins the match.

A judge can reverse his call; however, if he reverses his calls too often, especially due to pressure from spectators, he may be replaced at the Arbitrator’s discretion.

To promote safe and fair competition, during individual competitions, groups will be split by sex for individual point sparring starting at age 13.

5.1.1 Judge Positioning

The center judge shall stand facing the scorekeeper. This enables him to easily verify that the scorekeeper is tallying scores correctly. One side judge shall sit outside the ring at a corner adjacent to the center judge. The other side judge shall sit outside the ring at the corner opposite the first side judge. The head judge should stand facing the audience (so as not to block the audience’s view of the competitors).

5.1.2 Coaching

Coaching is prohibited in sparring. Loud cheering for competitors, even when it includes strategic ideas (e.g., “KICK HIM IN THE HEAD”), is allowed and even encouraged. The center judge is responsible for enforcing this rule, first by recognizing improper coaching and verbally warning the offender, and second, by deducting 10 points from the coach’s school’s score, if the coaching continues.

5.1.3 Time Limit

While competitors spar to five points, it sometimes takes a long time to get there. To expedite the tournament, matches are given a set time limit. If no competitor has scored five points by the end of the time limit, the competitor with the most points wins. If there is a tie, the match goes into “sudden victory” and ends as soon as either competitor takes the lead.

- Kid Champs: one minute
- All others, two minutes.

The time starts when the center official says "go" and runs continuously; time is only stopped if a “timeout” is called (i.e., it is NOT stopped when the referees call points).

5.1.4 Sparring Exhibition Matches

If there is only one competitor in a division, the center judge should attempt to arrange an exhibition match played to three (3) points, but such cannot be guaranteed.

5.2 Legal Sparring Techniques and Targets

Legal scoring techniques include back fists, ridge hands, straight, vertical, and uppercut punches, and front, side, back, round, hook, and hatchet kicks. Legal controlled kicks to the head, if confirmed by a majority of the judges, earn two (2) points. All other legal attacks, confirmed by a majority of judges, receive one (1) point.

Scoring targets include the head gear (excluding the top of the head gear, except for hatchet kicks and ridge hands), the chest, abdomen (above the hips), and kidneys, but not the spine. Again, a hatchet kick may score on top of the head, but so-called ‘bops,’ hammer fists, etc. cannot score on top of the head.

Adult (age 18 and higher) black belts may score with a body jab. Ranks other than adult black belt do not receive a point for this move, but are not penalized either. Adult black belts may score with a controlled reverse-punch to the head. For safety’s sake, competitors other than adult black belts will be penalized (a point to their opponent) for executing a reverse-punch to their opponent’s head.

In some circumstances, it is possible for both an affirmative point and a penalty point to be awarded. For example, if you score on your opponent with a reverse punch (L2) as he kicks you in the leg, you could receive a point for your scoring move and another point as a penalty for his move.

Scoring on a downed opponent is possible; however, for safety’s sake special rules apply. You may score on a downed opponent within three seconds (as counted out loud by the center official) of his going down; however, you may **not** kick at his head. You may kick at his body but not touch it. You may punch at his head but not touch it. You may punch at his body and make controlled contact to an otherwise legal target. A downed competitor can kick up at a standing competitor and score one point if he contacts a legal target with control. An illegal attack on a downed opponent results in a point awarded to the downed competitor.

5.3 Illegal Targets and Attacks

Illegal targets include the eyes, face, throat or neck, spine, hips, groin, or legs, with the following exceptions. Adult black belts may execute a reverse-punch to the head, but only if it is strictly controlled. Adult black belts may also target the groin in the spring tournament.

Illegal attacks include excessive contact to any otherwise legal target, attempts to reverse a joint, leg kicks, any sweeps, elbow strikes, blind attacks, or uncontrolled attacks of any kind. Any illegal attacks or strikes to an illegal target result in an immediate point to the offender’s opponent. No warning.

Excessive contact is anything intended to cause injury, any attack thrown with disregard for the safety or well-being of an opponent, or any blow that snaps the head, dazes, knocks unconscious, or decks an opponent. The penalty for excessive contact can be immediate disqualification, if egregious, or, if mild, a point awarded to one’s opponent, once. A second excessive-contact call in a match results in disqualification. Contact that draws blood is automatically deemed to be excessive and will be penalized by awarding two points to one’s opponent.

If a competitor bleeds or is otherwise injured, an EMT must be consulted to determine whether the competitor may continue. For safety reasons, the head EMT has the last word on the subject.

5.4 Penalties in Sparring

Only the center judge needs to call a penalty point for a penalty to be awarded.

- Failure to show respect: Competitors are expected to bow or do the Kwon Shu Salute and yell “Yes, Sir” (or Ma’am) when directed by the center official at the start of a match, and to yell “Yes, Sir” (or Ma’am) or do a loud ki’ai when the center official calls for “sparring stances.” Failure to do this results in a point being awarded to one’s opponent.
- Five-second rule: To avoid competitors endlessly circling each other, failure to initiate an attack within five seconds of the center judge’s command to begin sparring will result in an award of one point to each competitor. The center judge should begin counting immediately after saying “go,” and stop the count once an attack is initiated. If the competitors stop engaging, the center judge should re-start the count from the beginning.

This does not apply to the adult black belt divisions. The center judge should give the competitors time to jockey for their pre-launch positions and should not begin counting unless the competitors are stalling.

- Failure to stop: Failure to stop launching a new attack when the center judge calls ‘break’ or ‘stop’ results in a one (1) point penalty awarded to one’s opponent.
- Out-of-bounds: The line is out. If a competitor touches the line or steps outside the ring, as seen by a majority of judges, he is out-of-bounds. The penalty for going out-of-bounds is a point awarded to one’s opponent. Fighting out-of-bounds is not a penalty.

A competitor in-bounds can score on a competitor out-of-bounds as long as the center official has not called ‘break.’ A competitor out-of-bounds cannot score on a competitor in-bounds. Since fighting out-of-bounds is not a penalty, an in-bounds competitor cannot score two points in an out-of-bounds situation—i.e., one for scoring and a second for his opponent going out-of-bounds—unless he did a kick to the head.

- Excessive contact or drawing blood: A one (1)-point penalty will be awarded to one’s opponent for contact that is excessive but not egregious. A two (2)-point penalty will be awarded to one’s opponent for contact that draws blood. A second excessive-contact call results in disqualification of the offending competitor. Contact that is egregious can also result in disqualification.
- Illegal attack or target: Any illegal attacks or strikes to an illegal target receive an immediate point awarded to the offender’s opponent. No warning.
- Unsuccessful arbitration: A one (1)-point deduction will be made for challenging a ruling that is later upheld by the Arbitrator.

5.5 Special Rules for Adult Black Belts (Ages 18 and Higher)

- Adult black belts compete to seven (7) points.
- The face is a legal target, so long as extreme control is exercised.
- A reverse-punch to the opponent's head is a legal technique, so long as extreme control is exercised.
- The groin is a legal target in the spring tournament, but not in the fall tournament.
- A jab to the body scores one point.
- The five-second rule is relaxed. No penalty unless competitors are stalling.

6. Power Karate

In the Power Karate event, competitors will demonstrate their skills in specific combinations and will be scored using the same scoring system as in the forms events. Competitors must have approved power karate gloves in order to participate.

To achieve maximum power, competitors should utilize correct principles of motion (body rotation), point of departure (punch leaving from a high guard), and weapon formation (proper fist and making contact with the correct striking surface). Judges in this event are looking for

- Hard strikes
- Good form
- Both hands up (non-striking hand by the jaw)
- Body rotation
- Roundhouse kick (not front kick)

Competitors may receive a lower score if they miss a block or cover on interactive combinations. However, there is no specific deduction or penalty; competitors are judged on their overall performance.

Competitors do NOT need to introduce themselves in power karate as is done in forms. When a competitor's name is called, they should simply run up to the target holder and assume a guarding stance. All combos will be performed on the forearm shields. Kicks should strike the shield and return, rather than spin through. All combos will be performed from a left guarding stance at regular speed. Competitors will perform each combination three times.

6.1 *Combinations*

For spring tournaments, the combos are

- 123 p8
- 232 sk

For fall tournaments, the combos are

- 145 p8
- 252 sk

7. Little Ninja and Kid Champ Divisions

In the Little Ninja and Kid Champ divisions, all competitors will be awarded a 1st, 2nd, or 3rd place medal, based on the combined scores of both judges. This helps to teach our younger students about competition while maintaining as positive of an experience as possible, setting them up for success in the future.

Because the number before the decimal point is the same for all competitors, the scores are calculated by adding the digits to the right of the decimal point. Medals will be awarded as follows:

- 1st Place: 14 points or higher
- 2nd Place: 11–13.5 points
- 3rd Place: Below 11 points

If no competitors score 14 points or higher, the 2nd and 3rd place winners are awarded 1st and 2nd place medals and no 3rd place medals are awarded.

EXAMPLE #1: A 7-year-old green belt Kid Champ scores 6.75 and 6.8. The combined score of both judges (adding only the digits to the right of the decimal point) is 15.5. This competitor will be awarded a 1st place medal.

EXAMPLE #2: A 5-year-old yellow belt Kid Champ scores 6.5 and 6.75. The combined score of both judges is 12.5. This competitor would be awarded a 2nd place medal.

7.1 *Board Breaking*

Students must wear power karate gloves to break their board. The board-breaking event uses three boards in succession:

1. The 8-mm wooden board from Tiger Claw.
2. The yellow re-breakable board from Century Martial Arts.
3. The blue re-breakable board from Century Martial Arts.

Students will break the board using a reverse punch (they can choose which side). When the holder says “go,” the competitor will execute the punch. They can take up to three attempts to break each board.

Students will receive points for each board they break, depending on how many tries it takes them to break the board.

- 3 points for breaking the board on the first attempt
- 2 points for breaking on the second attempt
- 1 point for breaking on the third attempt

Kid Champs receive scores between 6.1 and 6.9. The points for all three breaking attempts are added together and placed on the right side of the decimal. The total score is then assigned to each judge.

EXAMPLE #1: A student breaks the wooden board on the first try and the yellow board on the second try. They are not able to break the blue board. They receive three points for the wooden board and two points for the yellow board for a total of 5 points. They would receive a score of 6.5. This score would then be assigned to each judge.

EXAMPLE #2: A student breaks both the wooden board and the yellow board on the first try. They break the blue board on the third try. They will receive three points for the wooden board, three for the yellow board, and one for the blue board, for a total of 7 points. Their score is 6.7, which would be assigned to each judge.

7.2 *Adjudicated Scoring*

Because the Kid Champs use adjudicated scoring, points in the Kid Champs division are awarded based on the top placing competitors overall, as follows:

In each division, each Kid Champ receives 3 points for a first place, 2 points for a second place, and then one point for a third place. Then, the total points for each competitor are tallied and an overall first, second, and third place winner is determined for that division. The overall first place winner receives three points for their school, the overall second place winner receives two points, and the overall third place winner receives one point.

Here is an example: The division has four competitors: Jim, Ann, George, and Kate. They place in their events as follows:

Jim receives first place in forms, second place in point sparring, third place in board breaking. As a result, he scores $3 + 2 + 1 = 8$ points.

Ann: Second place in forms, second place in power karate, second place in board breaking. As a result, she scores $2 + 2 + 2 = 6$ points.

George: Third place in forms, second place in power karate, third place in board breaking. As a result, he scores $1 + 2 + 1 = 4$ points.

Kate: Third place in forms, third place in power karate, first place in board breaking. As a result, she scores $1 + 1 + 3 = 5$ points.

In this scenario, Jim would be the overall first place winner, Ann the overall second place winner, and Kate the overall third place winner of the division.

8. Grand Championships

8.1 Adult Sparring Grand Championships

A grand championship match is held for both men and women. The winners of the sparring event in the adult black belt divisions are eligible to compete. To become a grand champion, a competitor must defeat the previous tournament's grand champion in the grand-champion match-up. (If the previous tournament's grand champion is not in attendance or does not meet the eligibility criteria outlined in Section 8.1.1, they forfeit by default.) This holds true, even if the previous tournament's champion did not win the run-off event.

If there are multiple adult divisions (e.g., 18–34, 35–44, 45–54, etc.), the winner of the oldest division will fight the winner of the next-oldest division, and so forth. If these divisions have been combined, the first-place winner of the sparring event will advance to the next stage. If a division has been split because of size, the winners of these divisions will spar each other to determine the winner. The grand champion match will be held between the winners of the 18–34 division and the 35+ division.

A cash prize is awarded to the winner of each sparring grand championship. A total prize of \$1000 is divided between men and women, in direct proportion to the total number of adult black belts that participated in the point-sparring event at the tournament.

If the competitor that wins the sparring grand championship also won the forms event in their division **using one of the Kenpo forms for their current belt rank or above**, their cash prize is doubled.

8.1.1 Eligibility

To be eligible to compete in a grand championship match, a competitor must have helped judge throughout the tournament.

This is defined as signing in at the judges table at least 10 minutes prior to the start of the individual divisions (as posted on the blkdojos.com website) on the day of the event and serving in their assigned ring throughout the day, except during times that they are excused for breaks. For adult black belts, this will generally include one ring assignment in the morning and a separate ring assignment either judging or helping to set up for the teen black belts. BOTH assignments must be fulfilled.

Tournament-judge scheduling does allow for some flexibility for judges to watch family members compete or other extenuating circumstances. However, these exceptions must be requested at least 10 calendar days before the tournament by e-mailing events@blkdojos.com. This allows the events team to ensure fairness and efficiency in scheduling. Note that simply showing up later in the day without any notification will result in being ineligible to compete for the grand championship.

In the event that the winner of a division is not eligible to advance to the grand championship match, the second-place winner in that division takes their place. If the second-place winner is not eligible, then the third-place winner takes their place. If none of the first, second, or third places winners from a division are eligible, then no competitors from that division move on to the grand championship.

Additionally, while the previous year's winner does NOT have to win (or even compete in) their individual division to be eligible to defend their title, they must judge throughout the day (including during the teen / adult black belt divisions) or they forfeit their title.

8.2 Youth Black Belt Grand Champion

At tournaments where a youth "grand champion" is awarded, black belts ages 17 and under will receive points based on their total first, second, and third place wins in all individual divisions entered. Points are calculated as follows:

- 3 points for each first place
- 2 points for each second place
- 1 point for each third place

It is the competitor's responsibility to make sure their registration records are correct. (If a competitor registers for the wrong division, they will be allowed to change divisions on the day of the event. However, the points in the new division will not be counted toward the youth grand championship because those are calculated by a computerized system that is finalized several days before the event.)

9. Demo Team Competition

The demo team competition is a separate competition held in conjunction with the tournament. When judging demo teams, judges look for crisp, clean, accurate, and focused basic individual movements, synchronized team movements, music coordination and selection, overall presentation, and creativity within the realm of BLK principles, values, and priorities.

All demo team members must be individually registered for the tournament in order to compete on the demo team. If a team enters and all of their members are not registered, the team will be disqualified from placing.

9.1 Divisions

Demo teams have the following divisions:

- 4A SWAT: This division is for teams from 4A schools. All competitors in the SWAT division must be 12 years old or younger on the day of the tournament.
- 4A STORM: This division is for teams from 4A schools. Although these teams typically consist of teens and adults, competitors on the STORM team can be any age.
- 1A / 2A / 3A Demo Team: This division is for teams from 1A, 2A, and 3A schools. Competitors can be any age.

9.2 Scoring

Each demo team will receive a final score for its performance, calculated by adding the scores of each judge after discarding the high and low scores. Divisions are scored on the following scale:

- 4A SWAT: 8.0–8.9

- 4A STORM, 1A / 2A / 3A Demo Teams: 9.0–9.9

9.3 Judges

In the demo team events, the judges sit at the front of the performance area facing the performers. Typically, they sit in a designated place within the first 10 rows of the bleachers to ensure the best view.

9.4 Time Limits and Other Penalties

Because the tournament can't start until the demo teams finish, the following time limits apply.

- Two-minute (2) time limit: 1A / 2A 3A Demo Teams, 4A SWAT.
- Three-minute (3) time limit: 4A STORM.

The penalty for going overtime is a 0.5-point deduction. The time starts when the team captain raises his hand. Time ends when the team captain raises his hand. After being dismissed by the center judge, the team has 30 seconds to clean up all weapons or other debris and exit the competition floor.

9.5 Sequencing of Entries

In the demo divisions, the team sequence is determined as follows:

- The schools go in ascending order, based on the number of competitors from that school entered into the tournament, with the following exception (see next item).
- In the 4A SWAT and STORM divisions, the school that won the previous tournament goes up last in the current tournament.

10. Arbitration

Judging involves observing and analyzing the performances of the competitors to determine who is best. Like any skill, it must be taught and then practiced. BLK values learning through direct involvement. Accordingly, older ban bus and black belts are required to serve as tournament judges. All black belts age 14 and over must judge at least one event (or fulfill another designated assignment) in order to compete. Younger ban bus and black belts are generally given other assignments that enable them to observe and learn from the judges.

Though judges and black belts deserve respect, they are only human and as such may make mistakes. Making a mistake does not equate to cheating. However, incompetence does not foster a fair competition.

In the event a judge's competency or fairness is questioned, a request by a BLK branch manager to the Arbitrator to "watch such and such judge to make sure they're fair and competent" is permissible. If the Arbitrator determines the judge is doing fine, he will relay that back to the branch manager. If the Arbitrator determines that a judge should be replaced for further training, he may do so immediately.

Arbitration may also be requested to rectify improper enforcement of rules (not a judgment call) by an official. The purpose of arbitration is to ensure fairness and good sportsmanship.

10.1 Procedure to Request Arbitration

Only the following people may call for arbitration:

- the aggrieved competitor or parent;
- a branch manager, so long as his or her other responsibilities are being fulfilled without interruption;
- the floor master or events coordinator; or
- Grandmaster Lawrence or Mrs. Master Charlene Lawrence.

An aggrieved competitor must call for arbitration immediately after the contested ruling, by notifying the center judge in the ring. All competitors, parents, and others involved in the arbitration will abide by the Arbitrator's decision and will show the Arbitrator the utmost respect, regardless of the outcome. Scores will be adjusted in accordance with the Arbitrator's decision.

A competitor who fails to call for arbitration immediately is deemed to have accepted the ruling and will not be able to call for arbitration later. If a ruling on the floor is challenged but upheld, the aggrieved competitor loses one point in sparring or 0.1 point in forms.