

Bobby Lawrence Karate Tournament Rules

Welcome to the Bobby Lawrence Karate Spring 2025 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. Bobby Lawrence Karate's primary mission and focus is to teach leadership through the discipline of martial arts. We help our students achieve this by framing their conduct in and outside the karate studio with the 4 pillars of success; Leadership, Excellence, Attitude, and Discipline (together, the acronym spells LEAD). The tournament is a key element to assisting our students on their journey to develop these vital pillars and put them into lifelong practice.

To emphasize this, 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, swearing, or removing part or all of their uniform at any point during the tournament. This rule applies to competitors, spectators, parents, heads of school, etc.

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.

1.2 Uniforms, Sparring Gear, and Weapons

Only neat and clean Bobby Lawrence Karate–approved traditional uniforms are permitted at the tournament. They must have the current BLK logo and the yin-yang patch. Competitors in the basic program should wear white, those in Black Belt Training should wear blue, and those in Black Belt Leadership should wear black. Heads of school should wear red. Competitors should wear a plain black t-shirt or a tournament shirt underneath their uniform. As a leadership assignment, all Ban Bu and Black Belts perform duties to assist at the tournament. While performing these duties, they wear a white button-down shirt, red tie, black slacks and black dress shoes.

The only variation of the uniform permitted to be worn at the BLK Interschool tournament is worn out of respect for Senior Grandmaster Ed Parker, Sr. and his system, American Kenpo Karate. Grandmaster Lawrence has made this decision to honor our lineage and to show its connection to Bobby Lawrence Karate. The permitted uniform is either a black midweight or the Ed Parker uniform with the kenpo crest on the left breast and the IKKA rocker and universal pattern patches on the left shoulder. Again, the current BLK logo should still be clearly visible on the back of the uniform.

Shoes are not permitted to be worn on the mat unless 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.

Because the majority of the competitors and audience are children and families, competitors shall remain fully clothed while on the floor. If a competitor either neglects to ensure their uniform is complete prior to competing in individual or demo competition or removes any part of their uniform during the individual competitions or at any point during the tournament, their entire school will be disqualified. A disqualification of any BLK school will result in the loss of the points earned by the

school's competitors therefore eliminating them from earning any recognition or awards. Again, BLK's primary mission is to teach our students to be role models for others to pattern themselves after and as such, they should always strive to make a lasting positive impression for their friends, families and communities.

For insurance purposes, all sparring gear and power karate gloves must have originally been BLK logoed and approved. White foam-dipped sparring gear is required. For safety reasons, the gear must be in a good state of repair (no tape, rips 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. If someone wants to coach, they must do it from the stands. 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 Eligibility

All competitors must be current Bobby Lawrence Karate students.

2. School Points

BLK school points will be awarded based on the number of competitors sent to the BLK Interschool Tournament. 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

The first-place demo team earns 15 points for its school, second place earns 10, and third place earns 5. Adult grand champions earn an additional 10 points for their school, and junior grand champions earn an additional 5 points for their school. Points are occasionally deducted for disrespectful

conduct, inappropriate behavior, etc. (see examples in earlier paragraphs).

2.1 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 one-third of a point, so they are eligible to earn $2 \frac{1}{3} \times 30 = 20$ 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 $6 \times \frac{1}{3} \times 12 = 24$ 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.
- 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 (including grand championship matches) will utilize three judges for all events.

4. Rules for Forms Events

Individual forms are floor exercises practiced by martial arts students to improve balance, coordination, memory, motor-skill development, focus, posture, ki'ai, and theatrical presentation skills. Judges score competitors on several aspects that include but are not limited to; their technical precision, focus, balance, power, and overall presentation. In weapons events, judges consider the elements of weapon control, application, and manipulation 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 their leadership skills and resilience. For parents, the most important thing is to cheer for all competitors and support their participant ensuring the event is a positive experience for all involved.

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

*In the future, we intend to implement a new scoring system that better focuses on further developing leadership and martial arts specific skills. At this tournament only the adult black belts will be judged using the future system. In the meantime, the following scoring system will be used.

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/intentionally releasing a weapon (see the deductions section for more details).

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.
- Using a prop or weapon when not permitted: A 0.5-point deduction will be made if a competitor uses a prop or weapon in an event where props and weapons are not permitted.
- Dropping a weapon: A 1.0-point deduction will be made for each time a competitor either intentionally releases or drops a weapon in individual and demo events.
- 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.

4.1.6 Traditional vs. Contemporary Forms

Only traditional forms are allowed in the tournament. If a competitor performs a contemporary form, they will not be allowed to compete in the forms division.

Traditional forms must be performed according to BLK's standards; execution according to the curriculum is part of the judging criteria. Modifications to accommodate a competitor's physical limitations are acceptable; i.e., substituting a chicken kick for a butterfly kick, deleting sweeps if the knees can't handle them, etc. However, adding show-time moves like flips is considered performing the form incorrectly and will be scored accordingly. In weapons events, judges will consider the added elements of weapon control and manipulation.

Judging forms is not an exact science. As in all sports, though maybe more here, there is always 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.

BLK Traditional Empty-Hand Forms:

- White Tiger
- Short Forms 1–3

- Long Forms 1–6
- Third Exam

*Special note: Kenpo sets (e.g., Star Block, Coordination Set) can be done in combination with the accepted BLK traditional empty hand forms above.

BLK Traditional Weapons Forms:

- Club Set 1-3 (Spring and Fall)
- Long 7
- Chinese Staff Set A, B or C (Fall)
- Single Chuck 1-3 (Spring)

Rules for Sparring Events

4.2 General Rules

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

It is important to note that in order for a competitor to participate in the sparring events, they must do the form appropriate for their belt level. If they do a non-belt appropriate form, they will be barred from participating in the sparring portion of their respective event.

4.2.1 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).

4.2.2 Coaching

Coaching from the floor is prohibited in sparring. Any coaching must be done from the stands.

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.

4.2.3 Time Limit

Sparring matches go to five points, except for adult black belts who go to seven points. However, to expedite the tournament, all matches are given a set two-minute time limit.

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). 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.

4.2.4 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.

4.3 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.

4.4 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.

4.5 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.
- As mentioned at the beginning, 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 or mocking a fellow competitor, yelling at competitors or officials, swearing or removing any part of their uniform. This rule applies to competitors, spectators, parents, heads of school, etc.
- 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.

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

- Adult black belts compete to seven (7) points or the end of two minutes, whichever comes first.
- 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.

5. 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 (back knee dropping with the heel coming up)
- 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.

5.1 Combinations

For spring tournaments, the combos are

- 123 p8
- 232 sk

For fall tournaments, the combos are

- 145 p8
- 252 sk

6. Grand Championships

6.1 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. This holds true, even if the previous tournament's champion did not win the run-off event. (If the previous tournament's grand champion is not in attendance or does not meet the eligibility criteria outlined in Section 7.1.1, they forfeit by default.)

If multiple adult divisions are held (e.g., 18–34, 35–44, 45–54, etc.), the winner of the oldest division will fight the winner of the next-oldest division. 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.

6.1.1 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.

6.2 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:

- 4 points for each first place in sparring
- 3 points for each first place in a forms or weapons event
- 2 points for each second place in any event
- 1 point for each third place in any event

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.)

7. Demo Team Competition

The demo team competition is a separate competition held in conjunction with the tournament. The demo teams will be given a specific routine to perform. This enables them to be judged on basics and correct execution of the curriculum. When judging demo teams, judges look for crisp, clean, accurate, and focused basic individual movements and synchronized team movements.

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 and will not be permitted to perform.

7.1 Divisions

All demo teams will compete in the same divisions.

7.2 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 from 9.0–9.9.

7.3 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.

7.4 Time Limits and Other Penalties

All demo teams have a time limit of 2 minutes.

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.

7.5 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 demo team members in each team, the smallest going first regardless of school size. The winner of the demo event in the previous tournament competes last and at the end of the demo division, all demo teams will perform the routine one last time as a giant demo team with the winning team leading the group.

8. 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.

8.1 Procedure to Request Arbitration

Only the following people may call for arbitration:

- the aggrieved competitor or their 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 and 0.1 point in forms.