

# Rule for Weapons Competition



- 1) Competitors will perform Breaking/weapons facing the Judges.
- 2) Judges shall be seated in a row in front of competitors, Score Cards will be use.
- 3) Points shall be awarded on a scale of 7.0 to 10.0 in tenth of point (.1) increments, 7.0 being the lowest score awarded for a completed pattern. 8.0 shall be the score awarded by an Official for what that Official deems to be an average performance for that age and rank division in which the player competes.
- 4) Judges shall display the score of each competitor.
- 5) The Total scores will be added up, In the case of a tie of two, both competitors will up facing the judges. Judges shall display their vote of the two. Each judge may vote only for one of the two. The competitor with the most votes win the tie breaking match.

## **Merits**

Merit will be awarded on the basis of beauty, grace, rhythm, focus, power, and technique.

## **Weapons (Merits)**

Number of Weapons used