

Sunday 11h of November
9am - 6:30pm



UTX **FORMS** **CHALLENGE**

IN ASSOCIATION WITH PROJECT GRAVITY

Greenwood Academy, 220 Farnborough Rd, Birmingham B35 7NL



Competition Guidelines

- You must be registered with a Club or Association to compete in this competition.
- The running order is included with this info pack.
- There will be a coaches and referees meeting before we start.
- Cost of entries:
 - Individual Category – £15.00 £10 for each additional 1
 - Teams Category – £10 per person
 - Spectators - Spectator: £10 per person
- The minimum number of competitors per event category and the cancellation of events are at the discretion of the organisers.
- Full amount is to be settled by the closing date, and sent with the entry forms.
- We accept the following payments:
 1. **Cheques** payable to UTX SPORS & MEDIA and must be cleared by the date of the competition. Please contact the organisers for postal address.
 2. **Bank Transfers** can be made to:

Account Name:	UTX SPORS & MEDIA
Bank:	HSBC
Account No:	01587056
Sort Code:	40-11-07

Using your club or association name as a reference

- All payments must reach the organisers by **3rd November 2018**.

CLOSING DATE

Saturday 3rd November 2018

**STRICTLY NO LATE ENTRIES – PLEASE DON'T ASK SO WE DON'T
HAVE TO OFFEND**

- All Clubs/Organisations are asked to provide one or more referees/judges if possible, whose names, qualifications and contact details (phone and email address) must be entered on the entry form. They will be given free refreshments throughout the day and a free lunch. Referees/judges must be in full uniform i.e. grey trousers, blue blazer, white short-sleeved shirt, red tie and black shoes.
- All coaches will be issued with a coach wristband. Please let us know how many coaches you will be bringing to the competition so we can include this in your teampacks.
- Competitors who fail to report to an area at the start of their event will be called once at the tatami and once on the PA system. Failing to appear after being called will result in disqualification.
- Any competitor, coach or representative who behaves discourteously to any member of the refereeing panel may cause the immediate disqualification of their competitor and could ultimately lead to disqualification of their whole team.
- The named coach is responsible for the behaviour of all his/her competitors and any spectator accompanying their competitors. He/she is responsible for obtaining parental or guardian permission for entry into the event and checking that their competitors have appropriate insurance, through their respective associations.
- Coaches must be absolutely certain that their competitors are entered into the correct category. It may not be possible to change entries on the day.
- First Aid will be provided on the day.
- All jewellery must be removed or covered. Fingernails and toenails must be short.
- All competitors wearing of metallic teeth or braces must be approved by the Chief Referee and Official Medical Representative. If accepted, then the parent/guardian/coach must accept full responsibility should the user be injured.
- All competitors must be fully insured by their association and must have their licenses on hand to be checked if required.
- There is ample free car parking available at the venue.

Kata

- All kata categories will be judged by points as per Unity Games rules, with slight amendments as judged necessary by the organisers..
- If the same 2 competitors tie twice, final decision will be taken by show of hands.
- There may be amalgamations of categories if there are not enough entries in the said events.
- Medals/Trophies will be awarded for 1st, 2nd, & 3rd places.

FREESTYLE FORMS RULES

COMPETITOR: Each competitor must present him/herself to the referee suitably attired with proper uniform and equipment and physically prepared to compete. If he/she is not prepared to compete as deemed by the centre referee, the competitor may be penalized for delay of time.

DELAY OF TIME PENALTY: .01 points will be deducted from the offending competitor's final score. Each minute the competitor is not ready to compete, .01 points will be deducted for his/her final score. If a competitor is still not ready to compete after 3 minutes, he/she will be disqualified.

RANK RULE: A competitor must compete at the highest belt level they have earned in the martial arts. Once a competitor competes as a black belt legally, he/she must always compete as a black belt. A competitor can never compete in a lower belt division than the level of belt he/she has earned in the Martial Arts. Should a competitor wish to compete against "Higher" grades in order to push their own limits, this is acceptable and therefore may compete in their own category and those higher also.

PROOF OF AGE RULE: All competitors must have a proof of age document. If there is a legitimate reason to question a competitor's age, he/she must present a proof of age (birth certificate, driver's license, or other acceptable documents) to prove his/her age (club licences are acceptable).

Age Divisions

12 yrs and Under

13-17 yrs

18yrs and Above

(Additional age categories not always used)

8 yrs and under

Adults Men & Women veterans 35yrs and above

Also categories are split by gender depending on division size that is calculated on pre entry numbers

LEGAL AGE RULE: All competitors must compete in the age division relevant to the age they are on the date the competition takes place, we do not allow competitors to compete in higher age categories unless the result of a section merger.

UNIFORM: All competitors must wear a complete (top and bottom) traditional or professional sport karate (Kung Fu, Tae Kwon Do, etc.) uniform in a good state of repair. The appropriate colour belt or sash must be worn in competition.

T-shirts, tank tops and sweatshirts are not allowed in forms even if they are part of the competitor's official school uniform. T-Shirt are allowed in the Battle categories as long as they DONOT have a Obscene, offensive or profanities in the form of text of imagery.

Uniforms in the forms and weapons divisions are allowed more liberties because forms are not one -on-one competition where the uniform could cause a decisive disadvantage or advantage to a competitor. Removal of the uniform top is allowed if the removal is considered relevant to the artistic expression or safety of the competitor. Shoes may be worn in forms competition if they do not damage or mark the competition floor.

COMPETITOR RESPONSIBILITIES: It is the responsibility of the competitor to know the rules and be ready for competition when called to do so. He/she must be suitably attired, weighed-in and at the appropriate ring when competition begins. Three calls will be made for competition at ringside. If the competitor is not at his/her ring ready to compete when competition begins, he/she will not be able to compete (see delay of time rule). If a competitor leaves

the ring after the competition begins and is not present when his/her name is called to compete, his/her name will be called three times at ringside. If he/she is still not present to compete, he/she will be disqualified (see delay of time rule). Should a competitor be in another ring at the time of another category being called, efforts will be made to allow for this where possible but this cannot be guaranteed

NUMBER OF OFFICIALS: 3 or 5 judges are allowed in all weapons, forms or battles divisions.

Divisions (5 or 7 judges are allowed in weapons, battle and forms Finals). If only three judges are used in the weapons and forms divisions, the "Maximum Deviation Rule" will be used in all forms and weapons divisions.

MAXIMUM DEVIATION RULE: Since the high and low scores are not dropped when three officials are used in forms and weapons, the maximum deviation rule limits the impact of a single judge's score. When a performance is scored, the score keeper will note down the scores given, if any judge is more than .02 points away from the middle score of all three judges the table official will notify the centre judge. The middle score is the score that is between the highest score given and the lowest score given i.e. if the judges score 9.99, 9.97 and 9.93 then 9.97 is the middle score. The other two judges cannot be higher or lower than .02 points of that middle score. If their score is higher or lower than .02 they must adjust their score up or down accordingly. i.e. the judge who scored 9.93 would have to adjust their score to 9.95 to be within .02 of the middle score.

PROTEST: A competitor has the right to protest an infraction of the rules or if a possible mistake was made (not a judgment call). If a competitor wishes to protest, he/she should first let the referee know he/she believes there has been an infraction of the rules or a mistake has been made. The referee will summon the arbitrator to the ring (if the referee cannot properly settle the protest to the player's satisfaction) to render a decision. All protests must be made in an orderly, proper and sportsmanlike manner. All protests must be made immediately. Protests are not allowed once competition has resumed (after the fact protest). A competitor may be penalized or even disqualified if he/she is protesting improperly or without proper cause.

LATE ENTRIES: Once a division has started (the first competitor has started his/her form/weapon routine) no competitor/s can be added to that division. BE ON TIME! Only exception to this rule is the "Fairness Rule" at the end of this rules summary.

ORDER OF COMPETITION: The order in which the competitors will compete will be pre-drawn by a randomiser program, competitors will be informed as to the order at ringside prior to the division beginning. As per the Relative Ranking Rule the judges will look at all the competitors before they give their final scores. This rule allows judges to adjust their scores if they feel other competitors that come later are better or worse than the competitors who came first.

TIME LIMIT: Each divisional form or weapons routine must be three (3) minutes or less, there is no minimum time limit. The time starts once the competitor enters the competition ring. Four

Four (4) minutes is allowed for each form or weapons routine in the Finals. Each team form has a four (4) minutes time limit. Any competitor or team form that goes over the allowed time limit is automatically disqualified.

At the 2 minute 45 second mark of a competitor's form the time keeper will shout out "FIFTEEN SECONDS"

THE RING: The size of the fighting and form adult black belt rings shall be a minimum of 7m' x 7m. Starting lines should be marked approximately six feet apart in the middle of the ring. Additionally, each ring should be posted with a ring number visible to competitors, officials, and medical personnel from across the floor.

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SCORING RANGES OF FORM AND WEAPONS: The Scoring range should be altered according to how many competitors are in a division. (Suggestion: Count the competitors in the division and multiply that by .01 and then subtract that number from 10.00 (10 competitors equal $.10 - 10.00 = 9.90$). Therefore the range for 10 competitors would be 9.90 to 10.00, with 9.95 as your average score.

In the finals the range for scoring form and weapons rounds is 9.95 to 10.00. The centre official should always discuss the scoring range with all the officials before the division starts.

TIES: If there is a tie for 1st thru 4th place, the majority of the judge's scores determine the winner. If there is not a majority of judges for one competitor and one judge or more gave the same score for the tied competitor, the judge that gave the same scores must be asked to make a decision and break the tie. All judges must make scoring decisions by giving different scores to the competitors. Ties for 5th through 8th place are never broken. They will remain tied. If there is a tie and there is not a majority judge's decision and no judge gave the same score to any one competitor, the tied competitors will compete again and be scored again.

TRADITIONAL, CREATIVE AND EXTREME DIVISIONS: Safety Rule: A competitor who unintentionally drops his/her weapon will not be disqualified; however, they will receive a deduction to their score of the judge's discretion. If a competitor recklessly or carelessly misuses his/her weapon, he/she may be penalized or disqualified. If a competitor's weapon breaks or comes apart during his/her routine, he/she will be disqualified.

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 officials will score as though there was not a mistake, but the centre referee will instruct the scorekeeper to subtract .50 points from the competitor's final score. The three-minute time limit will start over. A competitor can only start over one time for scoring. If a competitor has to start over not due to his/her negligence, he/she will not be penalized on the start over.

FAIRNESS RULE: If a question arises that is not completely covered by this rule book, the official rules arbitrator may at his/her discretion, overrule, modify or change a delineated rule if he/she believes that enforcing such a rule would result in an inherent unfair outcome to a competitor. However, the rules arbitrator should overrule, modify or change a delineated rule only in extreme cases.

FORMS & WEAPONS CRITERIA: We separate forms and weapons competition into following three categories:

(1) Traditional; (2) Creative; (3) Extreme

ROOKIE CATEGORIES: These categories are solely based on belt ranking or time served. Please read the guidelines and use your judgement and integrity as to whether you or your student is genuinely a Rookie before booking your division.

The point of The Rookie division is to allow the competitors with a low level of ability to compete against other athletes of similar ability without feeling overwhelmed by the more experienced athlete with higher ability level we want to give these newer competitors the chance to shine in their own right and they feel like they have had a fair chance

These divisions are attending for competitors with less than 18 months competition experience and more basic ability level the key phrase who is basic ability level for example a competitor who has been tricky for some time but has never competed in the sport of martial arts tournament is not a rookie competitor

Likewise somebody who has been competing regionally in open hand divisions and has just taken up a weapon would not be seen as a Rookie as an overall ability and experience level will be too high for this category

A typical Rookie competitor would be low to mid belt grade but may have a higher belt if they never completed before

While it's virtually impossible definitive list of what constitutes a high level ability mean in general we would not expect to see complex tricking moves and passes complex sequences or complex weapon tricks in the novice division. Acrobatic movements and tricks should not have anything above this range of movement

Cartwheel
Forward Roll
Backward Roll
Round-off
Front Walkover
Back Walkover
Butterfly Kicks
Aerials

Students able to perform back tucks and other aerial variations should not be in this category

Students able to perform weapon releases with a body spin of over 360 to 540 degrees rotation should not be in this category

Any competitors put into this category that the judges feel is too strong for that division will receive a flat score and automatically bumped to the higher division

Commentary: Please remember that athletes who win a novice rookie category do not advance to the runoff or grand championships for details or quick reference of Rules please contact me directly

Traditional (Japanese & Korean styles) Open Hand and Weapons Forms

These forms must capture the essence of classic martial arts movements, displaying the traditional techniques, stances, footwork, and weapons. 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. Performance of the following movements will result in a downgrade of the form, or upon unanimous vote of the judges, a "no score" as a form inappropriate for the division movements that involve more than a 360 degree spin, require the body to be inverted more than parallel to the floor, more than two kicks with the same leg without putting the foot down in between; front or back flips; cartwheels; front or side leg splits; releases of the weapon other than simple hand switches; or any other gymnastic movements or extreme exhibitions of flexibility or agility with the body or weapon that are deemed in the opinion of the judges to be inappropriate for the division pursuant to the general guidelines set forth here.

Commentary: There has been a great deal of debate among reputable martial artists regarding whether a form or series of moves are outside of the bounds of the Traditional Division. Because this is a tournament

open to all styles and schools (across the nation and around the world) and from which judges are utilised, each competitor must make his or her own decision regarding whether to include movements, which might be objectionable for the Traditional Division. Just like the extreme and creative competitors, the traditional competitors will try to extend the base of the rules that govern the traditional divisions to gain an advantage over their competition. If there is something performed in a traditional form or weapon division that is not covered by the above rules, the Rules Official/s will make the decisions if a technique is a legal or illegal move.

Creative Open Hand and Weapons Forms

No inversions or gymnastic type moves are permitted. Music may or may not be used. Releases in weapons forms are permitted. The Creative Division allows forms to include contemporary martial arts techniques that have evolved over the last 30 years. These may be added to a traditional form, or the form may be devised in its entirety by the competitor. A form in the Creative Division must ONLY include techniques which originate from martial arts and like the Traditional Division, emphasis will be placed on execution of the techniques, application of the techniques, balance, speed, power, solid stances, and focus. Spinning kicks, jump spinning kicks, flying kicks, multiple kicks, splits, weapon twirls, weapon releases, and other creative martial arts techniques are permitted. Movements that involve more than a 360 degree spin, require the body to be inverted more than parallel to the floor, or are similar to movements found in gymnastics and/or non martial arts disciplines, or forms that meet the above definition of strictly traditional forms, WILL RESULT IN THE COMPETITOR BEING DISQUALIFIED FROM THE DIVISION. Although one creative move qualifies a competitor for the creative divisions, it should be expected that a creative form or weapon routine with multiple creative moves of good quality would prevail as the winner, assuming all other criteria is met. All competitors have the option to use music with their forms; however the judges shall not downgrade a competitor who chooses not to use music or give extra credit to one who does use music.

Commentary: The Creative Division is intended for those competitors who do not wish to compete with a strictly traditional form, and/or do not wish to compete against other participants who execute gymnastic-type movements. Over the past several years, it was often observed that judging these "creative" forms in the same division with forms including extreme martial arts "tricks" was essentially comparing apples and oranges, and to be more fair to the participants these divisions should be separated. We have therefore a separate "Extreme Division", as detailed below, separate and distinct from the Creative Division, thus allowing the Creative Division to include only those forms with movements that originate more inherently from the classic martial arts systems.

Regarding the Creative Weapons Division it is important to note that any particular weapons movement shall NOT be a factor in determining whether the weapons form constitutes a Creative or Extreme Form. The determining factor shall be the particular body movements as defined below in the Extreme Divisions. Consequently, a Creative Weapons competitor is permitted to perform any weapons move (i.e., twirls, releases, spins, etc.), but is not permitted to perform "Extreme" body movements (i.e., flips, 540 and above spins or any inverted body moves, etc.).

Extreme Forms and Weapons

Inversion, gymnastic moves, tricking are allowed. Music MUST be used. No props are allowed. The Extreme Divisions allow the competitor to 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. 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. Inclusion of other movements, or the performance of a form or weapons form meeting the criteria above for a Traditional or Creative form, will result in a down grade by the judges, or upon a unanimous vote of the judges, a "no score" as a form inappropriate for the division. All competitors MUST use music with their forms to be supplied on either a CD with ONE track only or on an iPod or similar device (Set Volume to Maximum and Disable Pass Code). Lyrics are permitted but should the lyrics contain any profanities or strong racial comments the competitor will be disqualified.

Commentary: As martial arts evolves from the Traditional to Creative to Extreme this category allows for

the integration of techniques and movements from all martial art styles, gymnastics, acrobatics, dance, and athletic disciplines. If a competitor wishes to participate in a division with moves not permitted in the Traditional and Creative Divisions but meeting the guidelines described here, the competitor should compete in the Extreme Division.

Team Forms

Teams may perform Traditional or Free Style Forms. Teams may perform either synchronized forms or demonstration forms. Where the form is synchronized the form will be graded on how well a team is working in a cooperative joint effort with the majority of techniques being executed together, at the same time, in unison and/or in a domino sequence effect. All technical Martial Arts skills are graded for execution, presentation and difficulty.

Grand Championships

All competitors must compete in any Grand Championship and/or Over - All Grand Championship with the style of form or weapons (not exact form or weapon) they won with in their division (example: a winner of a creative form cannot compete with an extreme form in the grand championships) If a competitor wins more than one division, they have the option to select the style of form or weapon of the divisions they won

All competitors may still use music in all "Overall Weapons and Forms Grand Championships and Runoffs" but in Divisional Weapons and Form Grand Championships, music may only be used by competitors in the CMX Divisional Grand Championships (this includes creative and extreme winners

To compete in any Grand Championships and/or Runoff Division in Form, Weapons and/or Battles, a competitor must have placed 1st in a relevant open hand or weapons Black Belt Division.

An adult black belt competitor who is 30 and older can compete in an 18+ Open Hand and Weapon Division.

A junior black belt competitor who is 8 yrs and under can compete in an 12 yrs and under Open Hand and Weapon Division

Commentary:

If a competitor chooses to use music in a grand championship division to a form that does not require music, the "Divisional Music Rule" does not apply.

Commentary: If a competitor receives a "no score" decision by the judges because they feel the competitor's form is not appropriate for the division, the competitor is not allowed to redo his/her form or weapon form in that division.

It is the responsibility of the competitor to read and understand the rules of the division he/she is competing in before competition starts.

Forms Category List

UTX Freestyle Mat	
<i>Rookie/Creative</i>	
F01	Female weapons 13-17 - <i>Rookie Extreme</i>
F02	Male weapons 13-17 - <i>Rookie Extreme</i>
F03	Female open hand 13-17 - <i>Rookie Extreme</i>
F04	Male open hand 13-17 - <i>Rookie Extreme</i>
F05	Female weapons 9-12 - <i>Rookie Extreme</i>
F06	Male weapons 9-12 - <i>Rookie Extreme</i>
F07	Female open hand 9-12 - <i>Rookie Extreme</i>
F08	Male open hand 9-12 - <i>Rookie Extreme</i>
<i>Rookie/Creative</i>	
F09	Male/Female open hand 18 over - <i>Rookie Extreme</i>
F10	Male/Female weapons 18 over - <i>Rookie Extreme</i>
F11	Female open hand 13-17 - <i>Creative</i>
F12	Male open hand 13-17 - <i>Creative</i>
F13	Female weapons 13-17 - <i>Creative</i>
F14	Male weapons 13-17 - <i>Creative</i>
F15	Female open hand 9-12 - <i>Creative</i>
F16	Male open hand 9-12 - <i>Creative</i>
<i>Creative/Extreme</i>	
F17	Male/Female weapons 18 over - <i>Creative</i>
F18	Male/Female open hand 18 over - <i>Creative</i>
F19	Female weapons 13-17 - <i>Extreme</i>
F20	Male weapons 13-17 - <i>Extreme</i>
F21	Female open hand 13-17 - <i>Extreme</i>
F22	Male open hand 13-17 - <i>Extreme</i>
F23	Female open hand 9-12 - <i>Extreme</i>
F24	Male open hand 9-12 - <i>Extreme</i>
F25	Male/Female weapons 18 over - <i>Extreme</i>
F26	Male/Female open hand 18 over - <i>Extreme</i>
F27	Female weapons 9-12 - <i>Creative</i>
F28	Male weapons 9-12 - <i>Creative</i>
F29	Female weapons 9-12 - <i>Extreme</i>
F30	Male weapons 9-12 - <i>Extreme</i>

Freestyle Forms Mat Grand Championship Divisions	
G01	Male/Female open hand Under 12s
G02	Male/Female weapons 13-17
G03	Male/Female open hand 18 over
G04	Male/Female Tricking Battle Open Age
G05	Male/Female weapons 9-12
G06	Male/Female open hand 13-17
G07	Male/Female weapons 18 over
G08	Male/Female Weapons Battle Open Age

Japanese Mat	
	<i>Karate</i>
J01	Male/Female open hand 18 over Coloured Belts – <i>Japanese Style</i>
J02	Male/Female open hand 18 over Brown/Black Belts - <i>Japanese Style</i>
J03	Female open hand 13-17 Coloured Belts - <i>Japanese Style</i>
J04	Male open hand 13-17 Coloured Belts - <i>Japanese Style</i>
J05	Female open hand 13-17 Brown/Black Belts - <i>Japanese Style</i>
J06	Male open hand 13-17 Brown/Black Belts - <i>Japanese Style</i>
J07	Male/Female 35&Over Veterans Open Hand - <i>Open Category</i>
J08	Male/Female 35&Over Veterans Weapons - <i>Open Category</i>
	<i>Karate</i>
J09	Female open hand 9-12 Coloured Belts - <i>Japanese Style</i>
J10	Male open hand 9-12 Coloured Belts - <i>Japanese Style</i>
J11	Female open hand 9-12 Brown/Black Belts - <i>Japanese Style</i>
J12	Male open hand 9-12 Brown/Black Belts - <i>Japanese Style</i>
J13	Female weapons 9-12 Coloured Belts - <i>Japanese & Korean Style</i>
J14	Male weapons 9-12 Coloured Belts - <i>Japanese & Korean Style</i>
J15	Female weapons 13-17 Coloured Belts - <i>Japanese & Korean Style</i>
J16	Male weapons 13-17 Coloured Belts - <i>Japanese & Korean Style</i>
	<i>Karate</i>
J17	Female open hand 9-12 Coloured Belts - <i>Japanese Style</i>
J18	Male open hand 9-12 Coloured Belts - <i>Japanese Style</i>
J19	Female open hand 9-12 Brown/Black Belts - <i>Japanese Style</i>
J20	Male open hand 9-12 Brown/Black Belts - <i>Japanese Style</i>
J21	Female weapons 9-12 Coloured Belts - <i>Japanese & Korean Style</i>

Korean Styles Mat	
<i>Korean Patterns</i>	
K01	Female open hand 9-12 Coloured Belts – <i>Korean Style</i>
K02	Male open hand 9-12 Coloured Belts – <i>Korean Style</i>
K03	Female open hand 9-12 Brown/Black Belts – <i>Korean Style</i>
K04	Male open hand 9-12 Brown/Black Belts – <i>Korean Style</i>
K05	Female open hand 13-17 Coloured Belts – <i>Korean Style</i>
K06	Male open hand 13-17 Coloured Belts – <i>Korean Style</i>
K07	Female open hand 13-17 Brown/Black Belts – <i>Korean Style</i>
K08	Male open hand 13-17 Brown/Black Belts – <i>Korean Style</i>
<i>Korean Patterns</i>	
K09	Open Hand Under 9 Open - <i>Open Category</i>
K10	Weapons Under 9 Open - <i>Open Category</i>
K11	Male/Female open hand 18 over Coloured Belts – <i>Korean Style</i>
K12	Male/Female open hand 18 over Brown/Black Belts – <i>Korean Style</i>
K13	Male/Female Teams 9-12 - <i>Open Category</i>
K14	Male/Female Teams 13-17 - <i>Open Category</i>
K15	Male/Female Teams 18 & over - <i>Open Category</i>
<i>Tricking Battles</i>	
T01	Tricking 1v1 16 over
T02	Tricking 1v1 16 over
T03	Weapons 1v1 15 under
T04	Weapons 1v1 15 under

COMPETITION PRICELIST

Entry Fees:

Pre-payable only

Individual Category – £15.00 £10 for each additional 1

Pairs Category – £20 per pair

Teams Category – £10 for each Competitor

Spectators: – £10 per person

ENTRY FORM – INDIVIDUAL ENTRIES

Club Name:	Address:		
Contact Name:			
Coach:	Email Address:	Tel No:	

First Name	Surname	M/F	Age	Grade	Individual Category No	Total Cost

I confirm that every competitor listed above has current and up-to-date insurance and has been verified by our Association as being suitable for the category in which they have been entered. I confirm that all the competitors on this sheet have received my advice and accept the following statement: *“The competitor realises and discharges the organisers and their representatives of agents and all other competitors from all claims that the competitor or their personal representative may have for any injury (however caused) sustained by the competitor and for the loss or damage (however caused) to his personal belongings suffered at any time during the course of the competition or while on the premises at which the Championships are being held.”*

Signed:

Name:

Date:

ENTRY FORM –TEAM ENTRIES

Club Name:	Address:	
Contact Name:		
Coach:	Email Address:	Tel No:

Team Name	Category No	Cost
	Grand Total	£

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Signed:	
Name:	Date:

Once completed, please email to urbantrix@hotmail.co.uk