



## BAKBAKAN INTERNATIONAL

### Tournament Rules

*The organizers reserve the right to change and/or modify details of the scheduled event(s) in response to market study results and constructive suggestions from legitimate and established FMA organizations up to but not beyond the first official (regional) event.*

**NOTE: ALL Events will use the FIRST BLOOD/Best of 12 scoring.**  
*See option for Single and Double Stick events under [General rules - Scoring](#).*

FINAL match for 1st or 2nd Elimination Level (*for 1st and 2nd place - in cases where there are only 2 or 3 competitors for the division/event*) will be based on the Best of 3 Rounds. Each round will be scored according to the specified scoring method. The participant winning 2 rounds of the scheduled 3-round match wins. If a competitor is unable to continue or declines to fight the remaining round(s), then any remaining round(s) will automatically be awarded to the other participant.

*A REST PERIOD between each round not to exceed half of the specified duration period of each round will be monitored by the timekeeper.*

### Tournament Events

#### Pre-registered Participants ONLY

Prizes: 1st, 2nd, & 3rd Place Winners  
All Participants will receive a Certificate of Participation.

- Single Stick (Solo Baston)
- Double Stick (Doble Baston)
- Knife-Fighting (Tagis-Talim)
- Sword & Dagger (Espada y Daga)
- Long Sword (Dos Manos/Kampilan/Tapado/Pingga)

## ***Weight Divisions (May not be applicable)***

- Flyweight (135 lbs. & under)
- Lightweight (136 lbs. - 155 lbs.)
- Middleweight (156 lbs. - 180 lbs.)
- Heavyweight (181 lbs. & over)

## **General Information & Rules**

The organizers will try to limit each event to a maximum of 8 participants. Should there be more than 8 participants in each event, Divisions will be created, as needed, each one limited to a maximum of 8 participants. In cases where there are multiple divisions for each event, an optional Grand Championship for the event may be held, time permitting. However, should the maximum of 8 participant per event cannot be enforced, then participants will compete based on a single level elimination hierarchy.

The tournament will be conducted under the following rules.

*The organizers reserve the right to modify the rules as necessary in order to preserve the safety of the participants.*

A match will be composed of a single two (2) minute round. Only attacks with the padded stick(s)/sword and/or padded knife are allowed.

FINAL match for 1st or 2nd Elimination Level (*for 1st and 2nd place - in cases where there are only 2 or 3 competitors for the division/event*) will be based on the Best of 3 Rounds. Each round will be scored according to the specified scoring method. The participant winning 2 rounds of the scheduled 3-round match wins. If a competitor is unable to continue or declines to fight the remaining round(s), then any remaining round(s) will automatically be awarded to the other participant.

*A REST PERIOD between each round not to exceed half of the specified duration period of each round will be monitored by the timekeeper.*

### **Primary Targets are:**

- Top, Front and Sides of the Head/Helmet  
***(Thrust attacks to the head and neck areas are absolutely prohibited and may result in disqualification)***
- Front and Side of the Thighs and Body;
- Both Arms and Hands.  
Each successful unobstructed strike to the Primary Targets score a Full Point.

**This is a WEAPONS event.**

**There will be NO**

- Punching, Kicking or Kneeing
- Grappling or Wrestling
- Thrusting to the face & neck areas
- Throwing or Foot sweeps
- Strikes to the Knee and below
- Strikes to the back of the neck
- Locking and holding
- Use of foul or abusive language

**Witik and Abaniko strikes** are legal but are regarded as set-up techniques and do not, by themselves, score any point. However, any Power/Primary technique delivered successfully after the strategic use of witik/abaniko techniques will be awarded a Full Point.

**Counter-strikes** - Any counter-strike delivered after receiving a Full-point strike *will not count*. However, successful counter-strikes delivered after an equally successful parry, block or evasion may be given an additional Point subject to the Judges' majority consensus. This prioritizes and gives high value to a strong defense combined with fast and precise counter techniques. This is either verbally declared or indicated by raising both flags in tandem with the scoring flag at the top.

**Jamming** with the free hand is allowed. Jamming is defined as controlling by interception the opponent's weapon arm or hand. However, any interception that comes in contact with the opponent's weapon will be considered a hit or a cut and the opponent will be awarded a Full Point.

**Disarms** must be immediate. Only impact strike and leverage disarms using wrist, arm and hand grips will be allowed. Any disarm caused by grabbing and pulling the opponent's weapon by its blade portion will be considered a hit or a cut and the opponent will be awarded a full point. The participant persisting in illegal and unrealistic tug-of-war disarms that take advantage of the prohibited punching, kicking, throwing, wrestling and grappling techniques will be penalized with a point penalty at the referee's discretion.

Joints may not be locked or twisted for a disarm.

To facilitate scoring, a Disarm will result in a point deduction, if applicable, or a point awarded to the opponent if a deduction can not be applied.

Therefore each disarm or loss of weapon (see details for each specific event) within the Match will result in a point loss, if applicable, or a point awarded to the opponent.

**Loss of Weapon/Grip** due to the successful execution of a powerful full-point attack or counter-attack is technically NOT a disarm and must be declared as such by a majority of the judges and referee. Otherwise, a point penalty will be applied in default as previously stated. The Referee or Judge(s) must call attention to this fact when scores are checked and/or awarded.

**Broken Weapon(s)** are not disarms. The Referee will allow the broken weapon to be **replaced** and the match continued.

## General Rules - Scoring

**Scoring** is based on the total combination of the following:

- Technique,
- Power,
- Accuracy,
- Defense,
- Offense,
- Aggressiveness, and,
- Overall Ring Performance.

**Scoring** - ALL weapons matches will be scored by 3 judges, using either the "First Blood/Best of 12".

**FIRST BLOOD/BEST OF 12:**

In this category, the Referee temporarily stops the match after each successful first cut/first blood (either attack or counter-attack) within each engagement. The judges indicate their assessment of the skirmish by raising a flag to indicate which participant scored the point or by crossing the flags to indicate an indefinite result. A point is awarded if 2 or more judges raise flags of the same color. The match continues using this stop-and-score procedure until one of the participants wins by garnering 7 points out of the possible 12 per match **OR** the 2-minute limit has been reached resulting in a win by the participant with the highest score. Should the score be even (draw) at the end of the 2-minute period, a single-point first blood match will decide the winner. This method of scoring is the standard for all events. See TEN POINT below for optional method of scoring for Single and Double Stick events.

**Out-of-bounds.** Participants must remain within the boundaries of the designated ring. Repeated out-of-bounds will result in a point deduction. Out of bounds is declared when a player's both feet are outside the official match area.

**Match-ups.** All match-ups will be pre-drawn and arranged prior to the event lottery-style. The initial drawing will be adjusted, whenever possible, to avoid pairing participants from the same organization or style.

The Referee will monitor the general progress of the match. He will determine the observation of and adherence to the rules, the legitimacy of disarming techniques and all point deductions for any foul action or behavior.

*For each foul*, the Referee may progressively issue:

- A casual Warning
- An Official Warning (Notify Judges)
- A point deduction (Notify Judges)
- A FINAL Warning
- A Disqualification

For any *blatant, malicious and dangerous offense*, the Referee can and should immediately issue a final warning or disqualification.

## **General Rules - Events**

### **SPARRING**

- Note: TEAM Sparring events must be composed of 5 fighters. The line-up must be presented to the event coordinator(s) during pre-registration. Match-ups in TEAM events follow the line-up submitted, i.e., player 1 vs player 1, player 2 vs player 2, and so forth and so on.  
**LOSS of Weapon**, whether primary or secondary - as the case may be - **MUST** be unanimously determined and declared by all judges AND the referee as a legitimate disarm, which results in a point deducted (or added to the opponent), or is the result of the power of a legitimate scoring strike or thrust with a point awarded.

### **Single-Stick**

- This is a single weapon/stick event. See rules for Weapons Events. Participant losing a weapon is subject to point penalties (see LOSS OF WEAPON).

### **Double-Stick.**

- A double weapon/stick event. See rules for Weapons Events. Participant losing a weapon will gain or lose points depending on the final determination of the judges and referee. See LOSS of weapon above. *Loss of both weapons automatically results in loss of the match.*

### **Sword and Dagger (Espada y Daga).**

- This is a long and short weapons (sword and dagger) event. See rules for Weapons Events. Participant not utilizing the dagger for offense or defense will be penalized a point at the discretion of the officiating judges. However, *each loss of a weapon (whether the primary - sword or secondary - dagger) automatically results in a point deduction or, if inapplicable, a point award to the opponent. of the match. Refer to LOSS of Weapon for guideline in determining point penalty or award.*

### **Long Sword (Dos Manos/Kampilan).**

- This is a two-handed Long Sword (Dos Manos/Kampilan) event. *See rules for Sparring Events and rules on LOSS of Weapon.*

### **Knife-fighting**

- This is a knife/short weapon event. See rules for Weapons Events. Participant losing a weapon will be penalized as covered under LOSS OF WEAPON. Thrusts are allowed to the body only. Cuts and slashes can be delivered to any of the Primary Targets. All counters delivered after receiving a successful Primary Target thrust or cut or after the Referee has called a stop will be disregarded. Continued attempts to disregard and ignore the reality of combat, the referee's instructions/commands and/or of the opponent's valid hits will be dealt with by point penalties. Participant should back off in acknowledgement of any legitimate hit(s) within each engagement. Strict adherence to the reality of edged weapon offense and defense techniques must be observed. Any participant trying to "camouflage" any mortal hits by delivering "zombie" counter-attacks will receive a warning, or a penalty point against his score. Repeated disregard for safety and reality of edged weapon combat will result in loss of the match. *See rules for Sparring Events and rules on LOSS of Weapon.*

## **General Rules - Others**

**Assistants.** Only 2 aides per participant will be allowed near the immediate ring area. Refusal to cooperate with this ruling will result in a point deduction against the player of the offending team.

**Courtesy Admittance** will be extended to Invited Guests as well as official Heads of School/Organizations and a companion. Anyone not participating and not eligible for Courtesy Admittance will be required to pay the Spectator Entry Fee.

**Registration.** Participants may register on the day of the event, or pre-register using the Alberta Bushido Open Registration form.

*The organizers reserve the right to reject or accept applications on the basis of the participant/organization's previous participation record/behavior. In no way will the organizers be under obligation to accept all applications.*

**Registration Deadline** - See the corresponding Tournament for deadline and extension dates. All completed forms and entry fees must be received no later than the deadline date.

**Weigh-in.**

*There will be a random weigh-in on the day of the tournament.* Participants weighing-in 5 pounds or more over the top of their weight division may:

- be allowed to compete in the registered division with a starting 2 point penalty, or
- lose by default.

**Judges/Referees Director.** The local Regional/National coordinator will be the Director for the combined Judges and Referees Committee.

**Judges.** There will be 3 judges per ring. All of the judges have undergone training and orientation on the rules and procedures of the tournament. The selected and pre-certified judges are trained in Weapons and Unarmed Combat disciplines.

**Referees.** All of the referees have undergone training and orientation on the rules and procedures of the tournament. Please see section on Ring Conduct for Referee's duties.

**Tournament Directors.** Executive Tournament Director(s) will be Masters Rey Galang and Christopher Ricketts. Assistant Tournament Directors will be selected from the representatives of participating schools/organizations.

**Time & Score Keepers.** Non-participating and volunteer members from local organizations will alternate in these roles.

**Mandatory Equipment.** Headgear, gloves, arm, knee and elbow pads, groin protector and mouth piece.

**Official weapon/fighting equipment.** Padded weapons will be supplied to you on the day of the event.

**Dress code.** All participants must come in

- proper school/organization uniform, or
- sweatpants and T-shirt (must carry school/style logo/ identification or plain).

*Note: No shorts of any kind, aerobic, spandex, or inappropriate outfit will be allowed.*

*Schools/organizations are encouraged to cooperate and help make this a memorable, dignified and prestigious event.*