

BUCKEYE



CHAMPIONSHIPS



CONTENTS

Tournament Information	3
Forms.....	4
Weapons	5
Breaking	7
Self Defense	9
High Fall	10
Long Fall	11
Olympic Style Sparring	12
Point Style Sparring	14
Hapkido Sparring	17
Knife Throwing	22



Tournament Information

Date: November 2, 2019

Location: South Metro Sports

10561 Success Ln.

Dayton, OH 45458

Time: Registration: 9:00 am

Officials' Meeting: 9:30 am (upstairs concession area)

Opening Ceremonies: 10:00 am

Tournament Begins: 10:30 am

Tournament Host: Grand Master Scott Schwab

Tournament Director: Master Sara Schwab

Tournament Coordinators: Sr. Master Rob George

Sr. Master Emmanuel Parel

Contact Info: info@buckeyechampionships.com

(937) 694-0029

Dress Code: Black pants, white button-down, tie (to be distributed that morning), martial arts shoes



Forms Judging Criteria

Median Score is 8.5. The lowest score for a completed form is 7.0. Competitors will compete one at a time in front of a panel of 3-4 judges.

JUDGE 1- Competitors must demonstrate complete knowledge of their form. Pausing or "resetting" during the demonstration will result in point deductions.

JUDGE 2 - Competitors must exhibit smooth transitions from one technique/ direction to the next AND competitors must maintain balance and center of gravity throughout the demonstration.

JUDGE 3 - Competitors must display athleticism, power and intensity appropriate to their age and rank level AND competitors must execute techniques gracefully with full range of motion.

JUDGE 4 - Competitors must display a stoic and confident persona throughout all phases of the demonstration - including entry, execution, scoring and exit AND competitors must show appropriate humility before the judges, spectators and fellow competitors. Competitors' uniforms must fit well and present a professional appearance. Parents and coaches must ensure that young competitors' uniforms meet this criteria.



Weapons Judging Criteria

The purpose of the weapons competition is to evaluate competitors' knowledge and mastery of forms, athletic abilities and stamina, confidence and focus. Competitors are expected to remain focused and highly engaged throughout their demonstration. Judges will evaluate each competitor's professionalism and conduct from the moment they enter the demonstration area until the moment that they exit.

Competitors will have two minutes to complete their form, beginning at the moment that the judges give the command to begin. If the form is not completed at the end of the two-minute period, one point shall be deducted from the competitor's overall score.

Median Score is 8.5. The lowest score for a completed form is 7.0. Competitors will compete one at a time in front of a panel of 3-4 judges.

JUDGE 1- Competitors must demonstrate complete knowledge of their form. Pausing or "resetting" during the demonstration will result in point deductions.

JUDGE 2 - Competitors must exhibit smooth transitions from one technique/ direction to the next AND competitors must maintain balance and center of gravity throughout the demonstration.

JUDGE 3 - Competitors must display athleticism, power and intensity appropriate to their age and rank level AND competitors must execute techniques gracefully with full range of motion.

JUDGE 4 - Competitors must display a stoic and confident persona throughout all phases of the demonstration - including entry, execution, scoring and exit AND competitors must show appropriate humility before the judges, spectators and fellow competitors. Competitors' uniforms must fit well and present a professional appearance. Parents and coaches must ensure that young competitors' uniforms meet this criteria.



ADDITIONAL RULES FOR WEAPONS FORMS

- SAFETY:
- Weapons **MUST NOT** cause any damage to ring mats, nor pose any danger to competitors, spectators or judges.
- Swords or other bladed weapons must have a dulled cutting edge.
- All competitors must provide the judges the opportunity to inspect weapons prior to commencement of their demonstration.
- Any violation of these rules may result in immediate disqualification.



Breaking

RULES AND REGULATIONS (GHA modified)

The Creative Wood Breaking competition tests competitor's accuracy, speed, power and creativity. Color belt competitors have a maximum of three stations. Black belt competitors have a maximum of five stations. Breaks must be performed with different techniques at each station. Holding apparatuses are permitted. Competitors must supply their own holders: on-duty referees or other officials will not be utilized as holders. Breaking routine must be declared in staging. Breaking forms will be distributed at registration.

WOOD IS THE ONLY AUTHORIZED MATERIAL TO BE USED, AND MUST BE PURCHASED ONSITE.

Time:

- Demonstrations must be 2 minutes in length or less.
- Time includes set-up and execution.
- Time begins when competitor is told to begin.
- Demonstrations must be 2 minutes in length or less. 30 seconds over= 1 point deduction.
- Time includes set-up and execution.
- Time begins when competitor is told to begin.

Judges' Scoring Criteria: (30 points possible, each judge controls 10 points)

Judge 1- Competitors must exhibit smooth transitions from one direction/ technique to the next. Competitors must maintain balance and center of gravity throughout demonstration.

Judge 2 - Competitors must maintain stamina, focus and power throughout performance. Competitors must display confidence and execute breaks with a loud kiap.

Judge 3 - Competitors will be judged on the creativity and difficulty of each break, based on their age and rank level. Competitors must perform the breaking routine declared in staging.



Other Breaking Considerations:

- 3 try maximum
- Scorekeeper is in charge of deductions for missed boards.

**Board Breaking
Deductions Score Sheet**

	Did							
	Boards		Station	Station	Station	Station	Station	
	Break?	Deduction	1	2	3	4	5	Total
1 st Attempt	Yes	0						
	No	1						
2 nd Attempt	Yes	0.2						
	No	0.9						
3 rd Attempt	Yes	0.4						
	No	0.8						

Instructions: Competitors are allowed only 3 attempts to break board(s) at each station.
 Select the point from which the competitor completes the station and record the score.
 For example, if at Station 1, the competitor does not break their boards at their 2nd attempt but chooses not to try for a 3rd attempt, the deduction at Station 1 would be a 0.9.
 Repeat for each station.
 Add each station score together.
 The maximum deduction for three stations (colored belts) is 3 points.
 The maximum deduction for five stations (black belts) is 5 points.
 Add deduction if total time to complete routine exceeds 2 minutes and 30 seconds.
 Deduct 1.0 for time extending past 2 minutes, for a maximum of 30 seconds. After 2 minutes 30 seconds, competitor is disqualified.



Self Defense Rules / Judging Criteria

RULES AND REGULATIONS (GHA modified)

The self-defense demonstration consists of competitor (and partner) performing a maximum of (5) individual self-defense techniques of competitor's choosing. The purpose of this demonstration is to evaluate the competitor's ability to accurately select an appropriate defensive technique, based on the type of attack received, and to effectively execute that technique to end the encounter. The defender should not attempt to "put on a show" by utilizing ostentatious or flashy techniques. Rather, the defender should seek to demonstrate the best way to end the attack in a "real-world" environment, utilizing techniques that are efficient, practical and feasible for use under the duress of a genuine self-defense situation. In regard to these requirements, competitors are discouraged from using lengthy "set-ups" for their techniques involving displays of acrobatics and other impractical techniques. To further discourage overly theatrical displays, a time limit of 2 minutes will be imposed for all demonstrations. Competitors will be stopped once this time limit has been reached and assessed a 1-point deduction for each technique not yet completed.

JUDGES' SCORING CRITERIA

Each judge's score will contribute to the team's overall score as follows:

JUDGE 1-The defender's technique must be highly visible and precise AND the defender must react immediately upon being attacked.

JUDGE 2-The defender must transition smoothly from one technique to the next AND the defender must maintain balance and center of gravity throughout the execution of the technique.

JUDGE 3 - The defender must maintain control of the attacker once control is gained AND the defender must utilize effective incapacitation or submission techniques.

JUDGE 4 - Both competitors must utilize proper break-falling technique.

NOTE ON WEAPONS FOR SELF-DEFENSE - THE USE OF LIVE BLADES AND/OR FUNCTIONAL FIREARMS FOR SELF DEFENSE DEMONSTRATION IS PROHIBITED. JUDGES MUST BE GIVEN THE OPPORTUNITY TO INSPECT ALL WEAPONS PRIOR TO COMMENCEMENT OF THE DEMONSTRATION. FAILURE TO COMPLY WITH THIS REQUIREMENT WILL RESULT IN IMMEDIATE DISQUALIFICATION.



High Fall / Long Fall Rules & Judging Criteria

(GHA Modified)

High Fall

Competitors will attempt to clear a horizontal bar, starting low and progressing in height, landing in a soft clean break fall. With each successful jump, the competitor continues to the next round where the bar will be raised 4 inches. If a competitor dislodges the bar or lands in an unsafe manner, they will be permitted to re-attempt the jump. If the competitor dislodges the bar or lands in an unsafe manner on the second attempt they are disqualified. A competitor may make contact with the bar without dislodging it for a successful round. Competition continues until there is only one competitor left, who then receives 1st place. 2nd and 3rd place are determined by working back to the previously eliminated competitors with ties broken by the competitor fewest 2nd attempts. One judge assesses the clearing of the bar and a second judge assesses the safe landing. If the landing judge determines the landing would result in injury if on an un-padded surface, that judge will rule the landing as unsafe.

Starting heights and age groups for High Fall are as follows:

<u>Age</u>	<u>Starting Height (inches)</u>
9 and under	24
10 - 13	36
14 - 17	42
18 - 34	48
35 and up	36

These may be adjusted downward by the Director based on competitors.



Long Fall

Competitors will be attempting to jump from a specified starting point and gain the longest jump among competitors within that division. Competitors will have two opportunities to jump. One judge assesses the clearing of the bar and a second judge assesses the safe landing. If the landing judge assesses the landing would result in injury if on an un-padded surface, that judge will rule the landing as unsafe.

If the landing judge determines the landing would result in injury if on an un-padded surface, that judge will rule the landing as unsafe.

Starting distances and age groups for the Long Fall competition are:

<u>Age</u>	<u>Starting Distance (feet)</u>
9 and under	3
10 - 13	5
14 - 17	6
18 - 34	7
35 and up	5



Olympic Style Taekwondo Sparring

COMPETITION METHOD AND DURATION

Modified World Taekwondo rules shall apply. See <http://www.worldtaekwondo.org/> for more information. The organizing committee reserves the right to adopt changes. The competition format shall consist of an individual, single elimination system, with two 3rd place awards.

- Color Belts: 2 rounds of 1 minute each, with 30-second rest period between rounds
- Black Belts: 2 rounds of 2 minutes each, with 30-second rest periods between rounds

** All competitors must have a coach to compete.*

MANDATORY EQUIPMENT

Competitors must provide their own World Taekwondo (WT) approved or equivalent:

- Trunk Protector
- Head Protector
- Forearm/Fist (cloth pads permitted)
- Shin/Instep (cloth pads permitted)
- Cup (must be worn under uniform)
- Mouth Guard (must not be red)

** For competitor safety, only Taekwondo equipment allowed, e.g. no foam dipped gloves/boots*

PERMITTED TECHNIQUES AND AREAS

Permitted Techniques:

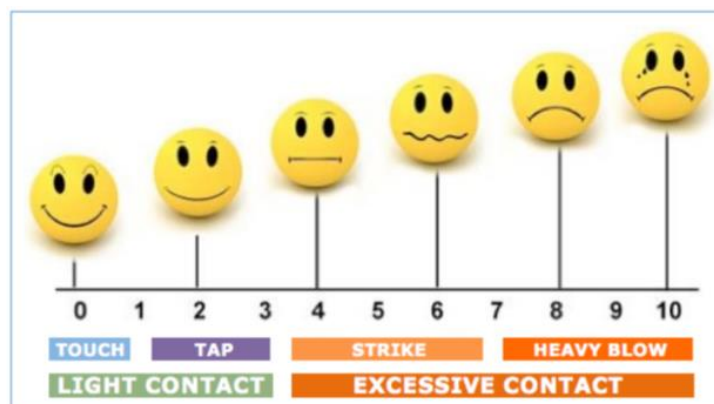
- Fist: Straight punching technique using knuckle part of tightly clenched fist
- Foot: Techniques delivered using any part of the foot below the ankle

Permitted Areas:

- Trunk: Area below collar bone covered by trunk protector. Attacks to the spine shall not be permitted.
- Head: The area above the bottom line of the head protector. Attacks to the face and back of the head shall not be permitted.

HEAD CONTACT SAFETY RULES

Light had contact only is permitted for all ages and ranks.





Olympic Style Taekwondo Sparring (Cont.)

VALID POINTS

- One (1) point for a valid punch to trunk protector
- Two (2) points for a valid kick to the trunk protector
- Four (4) points for a valid turning kick to the trunk protector
- Three (3) points for a valid kick to the head
- Five (5) points for a valid turning kick to the head
- One (1) point awarded for every Gam-jeom given to the opposing contestant

PROHIBITED ACTS AND PENALTIES (GAM-JEOMS)

- Crossing the Boundary Line
- Falling down
- Avoiding or delaying the match
- Grabbing, or pushing (opponent out of boundary line or to impede opponent's attack)
- Lifting the leg to block, or/and kicking the opponent's leg to impede the opponent's kicking attack, or lifting a leg or kicking in the air for more than 3 seconds to impede opponent's potential attacking movements, or kick was aiming to below the waist
- Kicking below the waist
- Attacking the opponent after "Kal-yeo"
- Feinting or hitting the opponent's head with the hand
- Butting or attacking with the knee
- Attacking a fallen opponent
- Attacking trunk with the side or bottom of the foot having the knee pointed out in clinch position
- Misconduct of contestant, coach, or affiliated spectators:
 - Not complying with the referee's command or decision
 - Inappropriate protesting behavior to officials' decisions
 - Inappropriate attempts to disturb or influence the outcome of the match
 - Provoking or insulting the opposing contestant or coach
 - Excessive contact
 - Any other severe misconduct or unsportsmanlike conduct

** Failure to comply with the rules will result in a gam-jeom or disqualification at the discretion of the center referee.*



Point Sparring Rules and Regulations (UTA Modified)

MANDATORY EQUIPMENT

Competitors must provide their own:

- Chest protector (optional, but recommended)
- Headgear
- Fist/Forearm (safety hands NOT required)
- Shin/Instep (safety feet NOT required)
- Cup (for males ONLY)
- Mouthpiece

MATCH

All Belts

- 1 two-minute round (rolling clock)
- 1st competitor to 3 points wins the match

IMPLEMENTS FOR SCORING

- Hand – forefist ONLY
- Foot – any part of the foot below the ankle

VALID SCORING AREAS

Head Area

- Sides and top only
- Controlled foot contact only
- No hand techniques to the head



Trunk Area

- Includes all area covered by chest protector (except back)
- Points awarded for effective foot and punch strikes.

POINTS

Trunk

- 1-point valid hand or foot technique to the body

Head (sides and top only)

- 1 or 2 points for valid foot technique to legal head area (extra point determined by Center Referee)

MODIFIED RULES

- Competitors are to be awarded points for light-moderate contact to legal scoring areas on the body and controlled contact to legal scoring areas on the head.
- Referees, coaches and competitors should be aware of any outclass situation and do what is conscientious in those situations to prevent injury.
- Any kick which is considered malicious or causes serious injury can be grounds for disqualification at the discretion of the judges.
- All prohibited acts, as determined by the referees, shall result in deduction.

WARNINGS

- No grabbing, holding, or pushing
- No stepping out of bounds to avoid contact
- No intentional falling to avoid contact
- No faking injury
- No turning of the back to avoid contact
- No striking with unauthorized body part (knee, elbow, etc.)



- No striking to unauthorized area (groin, spine, legs, etc.)
- No strikes to head, face or neck with fist or hand.
- No gesturing to celebrate a score
- No undesirable remarks from competitor, coach, or anyone associated with competitor.
- Competitors executing kicks to head that result in minor injury will receive a gam-jeom.
- Color belt competitors executing a kick to head that results in blood or inability to continue will be disqualified.
- Black belt competitors executing a kick to the head that results in streaming blood or inability to continue will be disqualified.
- No sweeping, throwing or ground techniques of any kind.

Failure to comply with the rules will result in a kyung-go, gam-jeom or disqualification at the discretion of the center referee.



Hapkido Sparring

Rules and Regulations (GHA Modified)

Because of the inherent danger of many of these techniques, safety protocols will be adhered to without exception.

(1) Protective Equipment

- (A) ALL of the following equipment MUST be worn to compete:
 - (i) Headgear
 - (ii) Chest Protector
 - (iii) Hand / Forearm Protector
 - (iv) Shin / Instep Protector
 - (v) Groin Cup (for male competitors)
 - (vi) Mouth Guard
- (B) Competitors MUST SUPPLY THEIR OWN EQUIPMENT.

(2) Awarding of Points

- (A) Striking Techniques
 - 1 Point: Hand Strikes to Body
 - 1 Point: Basic Kicks to Body
 - 2 Points: Turning or Spin Kick to the Body
 - 2 Points: Basic Kicks to Head
- (B) Two points for knock-down (any part of the body other than the feet touching the floor)
 - (i) These points are awarded in addition to the points for the strike itself
 - (ii) Points for a knock-down are awarded by the center referee only
- (C) Two points are awarded for successful throws, sweeps, or takedowns
 - (i) Points for throws, sweeps, and takedowns are awarded by the center referee only

(3) Winning the Match by Submission:

- (A) Successful joint locks which result in a tap-out, verbal submission, or center referee intervention will result in winning the match, regardless of points already scored. The center referee will allow three seconds only for a competitor to successfully execute a submission.



- (B) No Striking while trapped, clinched, or engaged in standup grappling.
 - (C) No Choking techniques of any kind are permitted.
 - (D) No finger locking techniques of any kind are permitted.
- (4) Point Deductions –** The following actions will result in a one-point deduction:
- (A) Execution or attempt of any “shoot-in” or “tackling” technique.
 - (B) Hand strikes or elbow strikes to the head or neck.
 - (C) Grabbing the body protector to attempt a throw, sweep or takedown.
 - (D) Intentionally turning your back to your opponent while the clock is running.
 - (E) Stepping out of the ring while the clock is running.
 - (F) Showing unsportsmanlike conduct, such as taunting opponent, celebrating, etc.
 - (G) Arguing with any referee.
 - (H) Striking while either competitor is on the ground – strikes may only be executed while both competitors are standing.
 - (I) Unintentional striking below the belt.
 - (J) Applying or attempting to apply any type of choke hold.
 - (K) Applying or attempting to apply any type of finger lock.
 - (L) Executing a knee strike to any part of the body.
 - (M) Interrupting the progress of the match due to unsportsmanlike conduct of a parent, coach, or instructor.
 - (N) Faking a knockout or other injury.
- (5) Disqualification –** The following actions will result in IMMEDIATE DISQUALIFICATION
- (A) Any excessive force or contact, as determined by the center referee.
 - (B) Use of profane or abusive language.



- (C) Any show of aggression toward referees, staff, coaches, or spectators.
- (D) Failure to be in place and ready to fight within one minute of being called.
- (E) Failure to arrive with all of the necessary sparring gear.
- (F) Receiving a total of six of any combination of warnings or three deductions.

(6) Clock / Timing

- (A) Two rounds of one minute each for competitors ages six through twelve.
- (B) One round of two minutes for competitors ages thirteen and above.

(7) Rules for Striking Techniques

- (A) Competitors may obtain points by landing punches, kicks, palm attacks, back-fists, and other striking techniques on their opponent's frontal body area, except as noted below:
 - (C) No strikes to the head, face or neck are permitted.
 - (D) No striking below the belt is permitted.
 - (D) No knee strikes are permitted to any part of the body.
 - (E) No elbow strikes are permitted.
 - (F) Regardless of accuracy, if a body strike does not have adequate power, no point will be awarded. Adequate power is determined by the awarding referee and based upon the following guidelines: Strikes to the body must be visibly effective and shall make an audible sound when striking the body protector and/or shall cause a noticeable compression of the body protector. However, judges may only award points for contact they see. Points cannot be awarded based on audible sound.
 - (G) Techniques which are partially blocked will not result in a point. Points will only be scored for clear strikes which are not blocked by the opponent.
 - (H) Multiple hand strikes delivered consecutively (chain punching) will result in only one point, regardless of the number of strikes landed.
 - (I) Kicking techniques which are caught or trapped will not result in a point.



- (J) Any kick delivered to the head must be done so in a controlled manner. Excessive contact to the head (resulting in a knockout or blood drawn) will be grounds for immediate disqualification and forfeiture of the match. The center referee has SOLE DISCRETION (other than the Tournament Director) in determining excessive contact to the head. Excessive contact decisions CANNOT BE APPEALED.
- (K) A “knockout” is defined as any loss of consciousness resulting from a blow, as determined by the center referee, or medical personnel.

(8) Rules for Throwing / Grappling Techniques

- (A) Competitors may obtain points by successfully completing a sweep, throw, takedown or joint-lock, as explained below:
- (B) Throws, which result in the opponent being lifted off the ground and then taken down (commonly referred to as “judo throws” or “sweeps”) may be used. “Suplexes”, “shoot-ins” or “slamming” techniques are not permitted. Once an opponent has been lifted off the ground, the aggressor is responsible for the other competitor’s safety. Any competitor who uses excessive force to slam an opponent into the mat will be subject to immediate disqualification. The center referee has SOLE DISTRECTION (other than the Tournament Director) in terming excessive force in a throw or takedown. Excessive force decisions CANNOT BE APPEALED.
- (C) A “scissor-kick” takedown may be utilized by Black Belts only, ages 16-45 years old. The aggressor must ensure that the technique is executed above and behind the knee and below the waist, causing the opponent to fall on their back.
- (D) A “low spinning kick,” or low spinning sweep kick, may be utilized by Black Belts ONLY, ages 16-45 years old. The aggressor must ensure the technique is executed between the knee and heel on the back of the leg.
- (E) Once two competitors are locked in a stand up grappling position, the center referee will allow three seconds only for one competitor to successfully execute a sweep, throw, takedown, joint lock or submission.
- (F) Competitors may utilize a joint-manipulation technique to unbalance their opponent of to lock them into a submission (tap-out).



- (G) Joint-locking techniques may only be applied by a standing competitor. Competitors will not be permitted to grapple on the ground for a submission. The center referee will allow three seconds only for the application of a lock or submission technique after a successful throw, sweep, or takedown has been completed.
- (H) After a successful throw, sweep, or takedown, and if no submission hold was applied, the center referee will command both competitors to stand and return to their starting marks. The center referee shall communicate with the score keeper in a loud, clear voice that two points are to be added to the scoreboard for the competitor who executed the successful throw, sweep, or takedown.
- (I) Points for throws, sweeps, and takedowns can only be added at the direction of the center referee.
- (J) The center referee makes the determination whether the throw, sweep, or takedown was a safe, effective, and properly executed technique and makes the decision on whether points shall be awarded for the technique.
- (K) Corner judges do not add points for throws, sweeps, or takedowns.
- (L) A competitor who successfully applies a joint lock or submission must release their opponent IMMEDIATELY upon a tap-out, verbal submission, or intervention by the center referee. Any competitor who fails to do so will be subject to immediate disqualification and forfeiture of the match. The center referee also has SOLE DISCRETION (other than the Tournament Director) in determining failure to release. Failure to release decisions CANNOT BE APPEALED.

(9) Miscellaneous Provisions

- (A) Competitors who are knocked down will be given a standing ten count. If the competitor chooses not to continue, or is determined to be unfit to continue by the center referee, the match will be forfeited.
- (B) A competitor who requests medical evaluation will be given one minute to confer with his or her coach or medical personnel before making the decision to continue or yield.



(C) COMPETITOR PROOF OF AGE:

- (i) 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).

(D) COMPETITOR RESPONSIBILITIES:

- (i) 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 and in staging when his / her division is called. Two 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. If a competitor leaves a ring after the competition begins and is not present when his / her name is called to compete, his / her name will be called two times at ringside. If he / she is still not present to compete, he / she will be disqualified.

(10) COACHING

- (a) Never, at any time, can a coach enter the ring without the referee's permission.
- (b) No abusive, violent, unsportsmanlike conduct or overzealous coaching
- (c) Coaches cannot ask for a time out unless they are protesting a rules violation. Only the competitor may ask for a time out under any other circumstance.
- (d) Coaches can never, at any time, interfere with the proper running of the ring or the decisions of the judges. The center referee can issue a warning or deduction to a competitor for each time his / her coach interferes with the match or disrupts fair play between contestants.



Knife Throwing

Rules and Regulations

US Open Hanmadang Modified

Age	Division Name	Beginner (23 months or less)	Expert (24+ months)
15-17 years old	Teen	✓	✓
18-30 years old	Adult	✓	✓
31-45 years old	Senior	✓	✓
46-54 years old	Executive	✓	✓
55 + years old	Platinum	✓	✓

1. Ages 15-17 must have a letter from their instructor that the student is eligible and competent to compete. Ages 18+ are open to all competitors, martial artists and non-martial artists.
2. There are no Base points for knife throwing.
3. Each participant will throw a total of three (3) knives.
4. The knives used for this competition must be the “Sog Throwing Knives”. Knives will be provided. Participants may not bring their own knives.
<https://www.sogknives.com/throwing-knives-w-paracord-3-pack-clam-pack.html>
5. Half-turn: Each knife must be thrown by the blade of the knife. This is the definition of a “half-turn” throw.
6. Full-turn: Each knife must be thrown by the handle of the knife. This is the definition of a “full-turn” throw.
7. Participants have a maximum of 90 seconds to throw all three (3) knives. Score will be based on total number of knives thrown in the 90-second time period. There are no deductions or disqualifications if the participant is unable to throw all three (3) knives in the 90-second time period.

- a. Participant will start competition at starting line with a knife or knives in hand. A second and third knife may be carried, however, the thrower chooses.
 - b. Referee will signal "Start," the clock will start, and the Participant will begin throwing the knives.
 - c. Referee will stop the clock when the last knife has been thrown.
8. Half-turn: The targets will be standard 19" by 19" wood target with 5, 4, 3, 2, 1 point scoring areas and will be a distance of 7' from the Participant.
9. Full-turn: The targets will be standard 19" by 19" wood target with 5, 4, 3, 2, 1 point scoring areas and will be a distance of 10' from the Participant.
10. Points will be scored by Accuracy of each knife thrown:
- a. Accuracy – maximum of 15 points
 - i. First center red circle = 5 points
 - ii. First tan circle = 4 points
 - iii. Second red circle = 3 points
 - iv. Second tan circle = 2 points
 - v. Third red circle = 1 point
 - b. After the knife has been thrown, the knife must remain in the wooden target for any points to be counted. For example, if a knife is thrown and hits the first center red circle but falls out, this results in 0 points for that knife.
 - c. After the knife has been thrown into the target, if any part of the blade is touching the next higher scoring circle, the point will be awarded for the higher circle. For example, if a knife is thrown into the target and is halfway in the first center red circle and halfway in the first tan circle, this results in a score of 5 points for that knife.
 - d. The Referee will make the final decision regarding all points.
11. Deductions
- a. Half-turn: If the Participant throws the knife from the handle, the points earned for that knife will NOT be counted toward the total score.
 - b. Full-turn: If the Participant throws the knife from the blade, the points earned for that knife will NOT be counted toward the total score.

- c. If the Participant crosses the shooting line while throwing any knife, the points earned for that knife will NOT be counted toward the total score.
- d. Participant throws any knife after the 90-second limit, the points earned for that knife (or knives) will NOT be counted toward the total score.
- e. Unsportsmanlike conduct (10 point deduction per occurrence).

It is our desire that all competitors, whether they win or lose, walk away from the Buckeye Championships with a positive experience!