

# 2013 Cold Steel Challenge Official Rules

## September 14, 2013, Seaside Park, Ventura, CA

### Part One—General Provisions:

The Cold Steel Challenge is open to competitors age 18 and up of all ranks and weight classes.  
Rules are subject to change at Cold Steel's discretion prior to an event's start.

#### Registration and Check In:

1. All Cold Steel Challenge competitors must pay the appropriate registration fee(s) to compete in any given event(s). All competitors and spectators must sign a liability waiver at the tournament. By signing the waiver, one automatically consents to Cold Steel using any photos or video footage taken at the tournament in press releases, advertisements, and any other form of publicity produced by Cold Steel, Inc.
2. **Registration:** You can register to compete by obtaining a registration form (it is downloadable from the Cold Steel website, or you can call Cold Steel to request one 1-800-255-4716). You can also register on the day of the event at the tournament. Because of the large number of competitors for the fighting events, **registration will be closed approximately a half hour before the event begins.** We reserve the right to close registration for any event at any time.
3. **Check In:** If you have pre registered by mail or fax, you still **must** check-in at the registration table at least a half hour before your event(s) begins. This is necessary so that we know you are there and ready to compete. Fighting event competitors will be assigned a number to be worn on their clothing at check in. The check in table will be open at 7 AM.

#### Proper Competitive Conduct:

1. Unsportsmanlike conduct will NOT be permitted at the Cold Steel Challenge. If it is deemed that you are conducting yourself in this manner, you will be asked to leave the event without refund or compensation.

#### Prize Awards:

1. Prizes will be awarded to the top four competitors in each event in the ranks of first, second, third and fourth place. If, for instance, some prizes are unavailable to be awarded at the time of the competition, we reserve the right to offer a substitute prize. The fourth place finalist in each competition will receive a certificate suitable for framing. All other finalists in the ranks of 1st through 3rd will receive a certificate suitable for framing and Cold Steel product(s).

## Part Two—Fighting Events and Rules:

### Knife Fighting [18 and over event and 40 and over event] (8AM-11AM)

#### 1. Safety Equipment

**All equipment is subject to safety inspection before entering competition arena.**

##### A. Required Face Protection

1. Kendo Headgear, Filipino Stick Fighting Head Gear, 3 Weapons Rated Fencing Mask (fencing mask must have complete head protection - front, back and side).

##### B. Required Gloves

1. Required to wear street hockey or hockey gloves (both hands).

- C. Groin protection mandatory.
- D. Elbow and kneepads protection optional but recommended. Mouthpieces are also suggested. All equipment is must be in good condition and will be inspected by an official for safety inspection.
- E. All competitors are responsible to bring their own safety equipment, none will be provided for you at the event.

## **2. Clothing – Athletic shoes are mandatory, bare feet is unacceptable.**

- A. It is recommend that you wear clothing appropriate for the event. We will not allow the following: work boots and Levis, shirts with profanity, any shirts or otherwise with pornographic images.
- B. We encourage participants to wear their Gi's or athletic wear with your school or system's logos.

## **3. Rules**

- A. Single knife competition with 2-minute rounds
  - 1. No intentional stabs to the throat.
  - 2. No kicking or punching.
    - 2a. No punching or kicking as this weights the contest in favor of the bigger, stronger, heavier competitor unrealistically because if you get slashed on the arm or hand with a Bowie knife, your not going to be able to punch or kick immediately in a counter attack.
  - 3. No takedowns or throws.
  - 4. No wristlocks, strips, joint locks or stripping for the following reasons:
    - 4a. The hockey glove is for protection not a handle to aid in manipulating opponents hand/arm/body.
    - 4b. Hockey gloves interfere with sensitivity in joint locks so the initiator can't feel how much pressure he is exerting on the opponent.
    - 4c. Again you could be stabbed by a shorter lighter weaker opponent then grab his wrist and twist it for a submission when you're dying. Very unlikely.
  - 5. Free hand blocking is allowed.
  - 6. Open hand passing is allowed.
  - 7. Open hand tapping is allowed. No knife hand chops.
  - 8. No clinching.
  - 9. All points and rules will be explained during tournament orientation. It is highly recommended that all competitors attend the orientation. Competitors should arrive early.
  - 10. The fighting arena will be a 6 X 6 Meter (19.68' X 19.68') area designated to fighting competitors only. Coaches are allowed, but they must stay in the designated areas. No exceptions.
  - 11. No hitting with pommel of knife.

12. If you do not show up for your scheduled fight, you automatically forfeit.

#### **4. Scoring**

- A. The score is based on technique and skill. There will be two judges for each match; score will be awarded if at least two of the judges agree on a score. The referee will stop the match when a successful hit has been landed and allow the judges to score immediately, and then resume the match when points have been awarded.
- B. 2 points will be awarded for head and body and multiple cuts to appendages. Clean leg shots are also worth 2 pts.
- C. 1 point will be awarded for single cuts to the knife arm (from shoulder to hand).
- D. No score will be given to mutual cuts. We want to discourage “trading blows”, as this is not likely in a real knife fight.
- E. Winners will be decided on scorecards of judges. Tiebreakers will be by referee decision.
- F. For clarity in judging, no more than two points per engagement will be awarded without a reset.
- G. Loosing a knife during the fight will give your opponent 4 points. If the knife falls out of your hands for any reason (slips, drops, knock-aways, etc.) your opponent will be awarded 4 points.

#### **5. Knives**

- A. Knives will be provided at the tournament. If you wish to know what you will be working with in order to familiarize yourself, the specifications are listed below:
  - 1. 16 inch overall length, 1/2 inch (diameter) PVC pipe, wrapped in 1/2 inch thick furnace foam padding, wrapped in duct tape.
  - 2. After the knife is wrapped in the duct tape, it is wrapped in fiber tape to keep from ripping apart, followed by more duct tape (in different colors) for scoring purposes. It has a 1” padded thrusting tip.
- B. Cold Steel will provide the tournament knives; no outside knives will be permitted.

#### **6. In Case of Accident or Injury**

- A. If opponent is unable to continue, your score will be determined by averaging your previous scores from throughout the day.

#### **7. Knife Fighting Eligibility**

- A. The tournament is open to the first 128 paying, good willed competitors. After that the tournament will be closed to further competitors. If you have paid your entry fee after the tournament has been filled, you will receive your money back or a refund by mail. We reserve the right to refuse any competitor for any reason.
- B. All Knife Fighting competitors must over the age of 18 be registered either at the event or in advance by using an entry form, and pay the entry fee for the event. A waiver agreement must be signed on the day of the event at the tournament before you can compete.

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## **X. Knife Fighting Age 40 And Over Event Eligibility Requirements**

- A. The tournament is open to the first 128 paying, good willed competitors who are age 40 or over. No competitors under the age of 40 will be permitted. If you have paid your entry fee after the tournament has been filled, you will receive your money back or a refund by mail. We reserve the right to refuse any competitor for any reason.
  
- B. All Knife Fighting competitors must over the age of 40 and be registered either at the event or in advance by using an entry form, and pay the entry fee for the event. A waiver agreement must be signed on the day of the event at the tournament before you can compete.

## **Spear Fighting (11AM-12PM)**

### **1. Safety Equipment**

**All equipment is subject to safety inspection before entering competition arena.**

- A. Required Face Protection:
  - 1. Kendo Headgear, Filipino Stick Fighting Head Gear, 3 Weapons Rated Fencing Mask (fencing mask must have complete head protection - front, back and side).
  
- B. Required Gloves:
  - 1. Required to wear street hockey or hockey gloves (both hands).
  
- C. Groin protection mandatory.
  
- D. Elbow and kneepads protection optional but recommended. Mouthpieces are also suggested. All equipment is must be in good condition and will be inspected by an official for safety inspection.
  
- E. All competitors are responsible to bring their own safety equipment, none will be provided for you at the event.

### **2. Clothing – Athletic shoes are mandatory, bare feet is unacceptable.**

- A. It is recommend that you wear clothing appropriate for the event. We will not allow the following: work boots and Levis, shirts with profanity, any shirts or otherwise with pornographic images.
  
- B. We encourage participants to wear their Gi's or athletic wear with your school or systems logos.

### **3. Rules**

- A. Single Spear competition with 2-minute rounds.
  - 1. No intentional stabs to the throat.
  
  - 2. No kicking or punching.
    - 2a. No punching or kicking as this weights the contest in favor of the bigger, stronger, heavier competitor unrealistically because if you get slashed on the arm or hand with a Spear, you're not going to be able to punch or kick immediately in a counter attack.
  
  - 3. No takedowns or throws.

4. No wristlocks, strips, joint locks or stripping for the following reasons:
  - 4a. The hockey glove is for protection not a handle to aid in manipulating opponents hand/arm/body.
  - 4b. Hockey gloves interfere with sensitivity in joint locks so the initiator can't feel how much pressure he is exerting on the opponent.
  - 4c. Again, you could be cut by a shorter lighter weaker opponent then grab his wrist and twist it for a submission when you're dying. Very unlikely.
5. Free hand blocking on the shaft of the spear is allowed.
6. Open hand passing on the shaft of the spear is allowed.
7. Open hand tapping on the shaft of the spear is allowed.
8. No clinching.
9. No striking with the butt of the spear.
10. All points and rules will be explained during tournament orientation. It is highly recommended that all competitors attend the orientation. Competitors should arrive early.
11. The fighting arena will be a 6 X 6 Meter (19.68' X 19.68') area designated to fighting competitors only. Coaches are allowed, but they must stay in the designated areas. No exceptions.
12. No using the spear as if it were a club. The arc of an attack cannot exceed 90° vertically or 180° horizontally.

#### **4. Scoring**

- A. The score is based on technique and skill. There will be two judges for each match; score will be awarded if at least two of the judges agree on a score. The referee will stop the match when a successful hit has been landed and allow the judges to score immediately, and then resume the match when points have been awarded.
- B. 2 points will be awarded for head and body and multiple cuts to appendages. Clean leg or foot shots are also worth 2 pts.
- C. 1 point will be awarded for single cuts or stabs to the arms (from shoulder to hand).
- D. No score will be given to mutual cuts. We want to discourage "trading blows", as this is not likely in a real spear fight.
- E. Winners will be decided on scorecards of judges. Tiebreakers will be by referee decision.
- F. For clarity in judging, no more than two points per engagement will be awarded without a reset.
- G. Loosing a spear during the fight will give your opponent 4 points. If the spear falls out of your hands for any reason (slips, drops, knock-aways, etc.) your opponent will be awarded 4 points.

## **5. Spears**

- A. Spears will be provided at the tournament. They will be made with a PVC pipe core, covered with pipe foam and sealed with duct tape.
  
- B. Cold Steel will provide the tournament Spears. No outside Spears will be permitted.

## **6. In Case of Accident or Injury**

- A. If opponent is unable to continue, your score will be determined by averaging your previous scores form throughout the day.

## **7. Spear Fighting Eligibility**

- A. The tournament is open to the first 128 paying, good willed competitors. After that the tournament will be closed to further competitors. If you have paid your entry fee after the tournament has been filled, you will receive your money back or a refund by mail. We reserve the right to refuse any competitor for any reason.
  
- B. All Spear Fighting competitors must over the age of 18 be registered either at the event or in advance by using an entry form, and pay the entry fee for the event. A waiver agreement must be signed on the day of the event at the tournament before you can compete.

# **Sword Fighting [18 and over event and 40 and over event] (1PM-3PM)**

## **1. Safety Equipment**

**All equipment is subject to safety inspection before entering competition arena.**

- A. Required Face Protection:
  - 1. Kendo Headgear, Filipino Stick Fighting Head Gear, 3 Weapons Rated Fencing Mask (fencing mask must have complete head protection - front, back and side).
  
- B. Required Gloves:
  - 1. Required to wear full size hockey gloves (both hands).
  
- C. Groin protection mandatory.
  
- D. Elbow and kneepads protection are required. Mouthpieces are also suggested. All equipment is must be in good condition and will be inspected by an official for safety inspection.
  
- E. All competitors are responsible to bring their own safety equipment, none will be provided for you at the event.

## **2. Clothing – Athletic shoes are mandatory, bare feet is unacceptable.**

- A. It is recommend that you wear clothing appropriate for the event. We will not allow the following: work boots and Levis, shirts with profanity, any shirts or otherwise with pornographic images.
  
- B. We encourage participants to wear their Gi's or athletic wear with your school or systems logos.

## **3. Rules**

- A. Single Sword competition with 2-minute rounds.

1. No intentional stabs to the throat.
2. No kicking or punching.
  - 2a. No punching or kicking as this weights the contest in favor of the bigger, stronger, heavier competitor unrealistically because if you get slashed on the arm or hand with a sword, your not going to be able to punch or kick immediately in a counter attack.
3. No takedowns or throws.
4. No wristlocks, strips, joint locks or stripping for the following reasons:
  - 4a. The hockey glove is for protection not a handle to aid in manipulating opponents hand/arm/body.
  - 4b. Hockey gloves interfere with sensitivity in joint locks so the initiator can't feel how much pressure he is exerting on the opponent.
  - 4c. Again, you could be cut by a shorter lighter weaker opponent then grab his wrist and twist it for a submission when you're dying. Very unlikely.
5. Free hand blocking is allowed.
6. Open hand passing is allowed.
7. Open hand tapping is allowed. No sword chops.
8. No clinching.
9. No hitting with pommel of sword.
10. All points and rules will be explained during tournament orientation. It is highly recommended that all competitors attend the orientation. Competitors should arrive early.
11. The fighting arena will be a 6 X 6 Meter (19.68' X 19.68') area designated to fighting competitors only. Coaches are allowed, but they must stay in the designated areas. No exceptions.
12. No hitting with pommel of sword.

#### **4. Scoring**

- A. The score is based on technique and skill. There will be two judges for each match; score will be awarded if at least two of the judges agree on a score. The referee will stop the match when a successful hit has been landed and allow the judges to score immediately, and then resume the match when points have been awarded.
- B. 2 points will be awarded for head and body and multiple cuts to appendages. Clean leg shots are also worth 2 pts.
- C. 1 point will be awarded for single cuts to the sword arm (from shoulder to hand).
- D. No score will be given to mutual cuts. We want to discourage "trading blows", as this is not likely in a real sword fight.

- E. Winners will be decided on scorecards of judges. Tiebreakers will be by referee decision.
- F. For clarity in judging, no more than two points per engagement will be awarded without a reset.
- G. Loosing a sword during the fight will give your opponent 4 points. If the knife falls out of your hands for any reason (slips, drops, knock-aways, etc.) your opponent will be awarded 4 points.

## **5. Swords**

- A. Swords will be provided at the tournament. If you wish to know what you will be working with in order to familiarize yourself, the specifications are listed below:
  1. 37 inch overall length, 30 inch blade, 7" handle with double quillions, 1/2 inch (diameter) PVC pipe, wrapped in 1/2 inch thick furnace foam padding, wrapped in duct tape with a 1" thrusting tip.
  2. After the sword is wrapped in the duct tape, it is wrapped in fiber tape to keep from ripping apart, followed by more duct tape (in different colors) for scoring purposes. It has a 1" thrusting tip.
- B. Cold Steel will provide the tournament swords; no outside swords will be permitted.

## **6. In Case of Accident or Injury**

- A. If opponent is unable to continue, your score will be determined by averaging your previous scores form throughout the day.

## **7. Sword Fighting Eligibility**

- A. The tournament is open to the first 128 paying, good willed competitors. After that the tournament will be closed to further competitors. If you have paid your entry fee after the tournament has been filled, you will receive your money back or a refund by mail. We reserve the right to refuse any competitor for any reason.
- B. All Sword Fighting competitors must over the age of 18 be registered either at the event or in advance by using an entry form, and pay the entry fee for the event. A waiver agreement must be signed on the day of the event at the tournament before you can compete.

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## **X. Sword Fighting Age 40 And Over Event Eligibility Requirements**

- A. The tournament is open to the first 128 paying, good willed competitors who are age 40 or over. No competitors under the age of 40 will be permitted. If you have paid your entry fee after the tournament has been filled, you will receive your money back or a refund by mail. We reserve the right to refuse any competitor for any reason.
- B. All Sword Fighting competitors must over the age of 40 and be registered either at the event or in advance by using an entry form, and pay the entry fee for the event. A waiver agreement must be signed on the day of the event at the tournament before you can compete.

## **Stick Fighting (3PM-5PM)**

### **1. Safety Equipment**

**All equipment is subject to safety inspection before entering competition arena.**

A. Required Face Protection:

1. Kendo Headgear, Filipino Stick Fighting Head Gear, 3 Weapons Rated Fencing Mask (fencing mask must have complete head protection - front, back and side).

B. Required Gloves:

1. Required to wear full size hockey gloves (both hands).

C. Groin protection mandatory.

D. Elbow and kneepads protectionis required. Mouthpieces are also suggested. All equipment is must be in good condition and will be inspected by an official for safety inspection.

E. All competitors are responsible to bring their own safety equipment, none will be provided for you at the event.

## **2. Clothing – Athletic shoes are mandatory, bare feet is unacceptable.**

A. It is recommend that you wear clothing appropriate for the event. We will not allow the following: work boots and Levis, shirts with profanity, any shirts or otherwise with pornographic images.

B. We encourage participants to wear their Gi's or athletic wear with your school or systems logos.

## **3. Rules**

A. Single stick fighting competition with 2-minute rounds.

1. No intentional stabs to the throat.

2. No kicking or punching.

- 2a. No punching or kicking as this weights the contest in favor of the bigger, stronger, heavier competitor unrealistically because there are no weight class divisions in the stick fighting tournament.

3. No takedowns or throws.

4. No wristlocks, strips, joint locks or stripping for the following reasons:

- 4a. The hockey glove is for protection not a handle to aid in manipulating opponents hand/arm/body.

- 4b. Hockey gloves interfere with sensitivity in joint locks so the initiator can't feel how much pressure he is exerting on the opponent.

8. Clinching is allowed.

9. Hitting with the pommel of the stick is allowed.

10. All points and rules will be explained during tournament orientation. It is highly recommended that all competitors attend the orientation. Competitors should arrive early.

11. The fighting arena will be a 6 X 6 Meter (19.68' X 19.68') area designated to fighting competitors only. Coaches are allowed, but they must stay in the designated areas. No exceptions.

#### **4. Scoring**

- A. The winner of each stick fight will be determined by the judges decision. Each judge will score the match based on technique, power, aggression, defense, skill and the number of blows landed. What the judges are looking for is a highly skilled fighter who lands clean blows and escapes unscathed. Please don't think you can win by trading blows or absorbing your opponents blow to hit a harder blow of your own. Judges will score each match as if the competitors were using heavy, hardwood sticks.
- B. 2 points will be awarded for head and body and multiple hits to appendages. Clean leg shots are also worth 2 pts.
- C. 1 point will be awarded for single hits to the arms (from shoulder to hand).
- D. No score will be given to mutual hits. We want to discourage "trading blows", as this is not likely in a real stick fight.
- E. Winners will be decided on scorecards of judges. Tiebreakers will be by referee decision.
- F. For clarity in judging, no more than two points per engagement will be awarded without a reset.
- G. Losing a stick during the fight will give your opponent 4 points. If the stick falls out of your hands for any reason (slips, drops, knock-aways, etc.) your opponent will be awarded 4 points.

#### **5. Sticks**

- A. Sticks will be provided at the tournament. 3 different lengths will be available: 28", 30" and 32" with the following specifications:
  - 1. 28", 30" or 32" inch overall length, 1/2 inch (diameter) PVC pipe, wrapped in 1/2 inch thick furnace foam padding, wrapped in duct tape.
  - 2. After the stick is wrapped in the duct tape, it is wrapped in fiber tape to keep from ripping apart, followed by more duct tape (in different colors) for scoring purposes. It has a 1" padded thrusting tip and butt.
- B. Cold Steel will provide the tournament sticks. No outside sticks will be permitted.

#### **6. In Case of Accident or Injury**

- A. If opponent is unable to continue, your score will be determined by averaging your previous scores form throughout the day.

#### **7. Stick Fighting Eligibility**

- A. The tournament is open to the first 128 paying, good willed competitors. After that the tournament will be closed to further competitors. If you have paid your entry fee after the tournament has been filled, you will receive your money back or a refund by mail. We reserve the right to refuse any competitor for any reason.
- B. All Stick Fighting competitors must over the age of 18, be registered either at the event or in advance by using an entry form, and pay the entry fee for the event. A waiver agreement must be signed on the day of the event at the tournament before you can compete.

## **Part Three—Throwing Events and Rules:**

### **Knife Throwing (8AM-9:30AM)**

#### **Rules**

1. 12 foot distance – 6 throws
2. 18 foot distance – 6 throws
3. 24 foot distance – 6 throws
4. The target will be 18” total diameter.
5. The knife point will be counted as the “hit area”. The point of the knife has to stick in the target, it can’t stick edge first (see drawing). Overlapping rings will be counted as higher point value. Total points will determine winner.
6. Officials will have final ruling on questionable hits.
7. Only Cold Steel Throwing Knives may be used in this competition, which will be provided for you at the throwing event. You can bring your own Cold Steel Throwing Knives, but they will be subject to inspection and qualification on a per case basis. Cold Steel Throwing Knives that have been modified are also subject to inspection and qualification.
8. Top 4 competitors will have a throw off for 1st, 2nd, and 3rd place.

### **Tomahawk Throwing (9:30AM-11 AM)**

#### **Rules**

1. 14 foot distance – 6 throws.
2. 24 foot distance – 6 throws.
3. The target will be 18” total diameter (same scoring as knife throwing competition).
4. The tomahawk’s edge swath will be counted as the “hit area”. Overlapping rings will be counted as higher point value. Total points will determine winners.
5. Tomahawk must stick into target.
6. Officials will have final ruling on questionable hits.
7. Only Cold Steel Tomahawks may be used in this competition, which will be provided for you at the throwing event. You can bring your own Cold Steel Tomahawks, but they will be subject to inspection and qualification on a per case basis. Cold Steel Tomahawks that have been modified are subject to inspection and qualification.
8. Top 4 competitors will have a throw off for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place.

# Special Forces Shovel Throwing (11AM-12 Noon)

## Rules

1. 14 foot distance – 6 throws
2. 24 foot distance – 6 throws
3. The target will be 18” total diameter (same scoring as knife throwing competition)
4. The Special Forces Shovel’s blade swath will be counted as the “hit area”. Overlapping rings will be counted as higher point value. Total points will determine winner.
5. Officials will have final ruling on questionable hits.
6. Only Cold Steel Special Forces Shovels may be used in this competition, which will be provided for you at the throwing event. You can bring your own Cold Steel Special Forces Shovels, but they will be subject to inspection and qualification on a per case basis. Cold Steel Special Forces Shovels that have been modified are subject to inspection and qualification.
7. Top 4 competitors will have a throw off for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place.

# Samburu Spear Throwing (1 PM - 2 PM)

## Rules

1. 15 foot distance – 3 throws
2. 25 foot distance – 3 throws
3. 35 foot distance – 3 throws
4. The target will be 18” total diameter
5. Only Cold Steel Samburu Spears will be allowed in the competition.
5. The Samburu Spear head swath will be counted as the “hit area”. Overlapping rings will be counted as higher point value. Samburu Spear must stick into the target. Point total will determine winner.
6. Officials will have final ruling on questionable hits.
7. Only Cold Steel Samburu Spears may be used in this competition, which will be provided for you at the throwing event. You can bring your own Cold Steel Samburu Spears, but they will be subject to inspection and qualification on a per case basis. Cold Steel Samburu Spears that have been modified are subject to inspection and qualification.
8. Top 4 competitors will have a throw off for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place.
9. **Spear Throwing Competition Bonus Throw worth 30 pts** – There will be a man size cardboard silhouette (approximately 5’ by 16”) at 60 feet. Competitor will get 3 attempts to hit the target and gain an extra 30 pts to their total. (30 pt. maximum) The spear must pierce the target. No “skip offs” will count as a hit.

# **Boomerang Throwing (2 PM - 3 PM)**

## **Rules**

1. All competitors must use a Cold Steel Boomerang, which will be provided for you at the throwing event. You can bring your own Cold Steel Boomerang, but it will be subject to inspection and qualification on a per case basis. Cold Steel Boomerangs that have been modified are subject to inspection and qualification.
2. Competitors have three chances to hit a soda can on a two-foot stake at 20 yards. The best out of three throws to hit the can wins.
3. Officials will have final ruling on questionable hits.