

RECOMMENDATIONS FOR IMPROVING QUALITY OF SPORT STICKFIGHTING



As discussed at the Judging and Refereeing Workshop conducted by Grandmaster Daniel 'Danny' Guba on 23 February 2008 at Mile End, London.

Attendees

Grandmaster Danny Guba
Phil Ireland
Jim Smith
Ermar Alexander
Dennis Valdez
Catherine Rawnsley
Peter Byrne
Diana Fauner
Norman Charles

Sarah Charles
Roel Caneja
Cielito Caneja
Cherrie Mendoza
Justin Dacanay
Edward Lao
Racquel Unana
Alex Aguilar
Edward Laxama.

Agenda at the 23 February 2008 workshop

- I Terminology
- II Refereeing and Timekeeping
- III Judging
- IV Application
 - Refereeing
 - Judging

Terminology

Since we practise a stick fighting sport derived from Filipino martial arts, practitioners are encouraged to use Filipino terms such as the Japanese, Chinese, Koreans, etc use their own dialects in their own forms of sport.

Term	English	Pronunciation
ANDAM	Ready	AN-dam
BUNAL	Fight! (or strike)	BOOH-nal
BU'AG (or BULAG)	Break	BOOH-wag (or BOOH-lag)
UNDANG	Stop	OON-dang

Acknowledging the Judges, Referees and opponent at the beginning/end of a fight

1. Bow to Judges
2. Bow to Referee
3. Bow to each other
4. Touch gloves

Refereeing and Timekeeping

Not allowed (“Bawal”)

- Arm/hand blocking
- Head butts
- Touching the opponent’s headgear
- Checking/touching the body of the opponent
 - If you are defending yourself from an attacker, you can check on the body.
 - If you are an attacker, you cannot check on the body of your opponent.
- Hooking to arm and back with punyo
- Pushing
- Body to body contact
- Clipping stick to underarms
- Holding of opponent’s stick
- Hooking (punyo)

Allowed (“Pwede”)

- Checking arm/hand of opponent
- Blocking stick with stick
- Can only check once to the body if opponent is coming forward body first

Others

- Show defensive skills
- Max 2 strikes only to one target area
- If stick falls of the hand of the competitor but he is able to catch it before it reaches the ground, it is NOT a disarm
- If one fighter constantly moves around the other fighter, the one who doesn’t move from his place could get a warning or a possible disqualification
- Due to the nature of UK law, thrust and pokpok (punyo strike) techniques will be taken out for Health and Safety reasons.
- Tournament/sparring sticks shouldn’t weigh more than 150 grams to avoid injury and equipment (headgear/body protector) damage
- Referee should collect score sheets and check each one before handing them in at the table for final tallying
- Referee should always check Timekeeper
- Timer should stop time every time the Referee calls for a break
- For each event, there should be a Chief Referee and an Assistant Chief Referee who will be overlooking the Refereeing activities of all other Referees
- Fighters should not argue with Referee or opponent. It is the Corner man’s job to speak out and voice out concerns about the fight.

Judging

Things to look for:

1. Effective striking
 2. If fight seems equal ('50-50'), defensive techniques should be looked at.
 3. Footwork and evasion.
- Blocking techniques don't get points
 - If both fighters strike at the same target area repetitively, it is the first attacker's fault for provoking such repetition of movements
 - Hits should be a combination of leg, hand, arm, body and head strikes
 - Judges give scores according to Referee's decision
 - Referees give the final decision

Scoring

Score	Fighter 1	Fighter 2
10-10	<ul style="list-style-type: none">• Has even hits and techniques as Fighter 2	<ul style="list-style-type: none">• Has even hits and techniques as Fighter 1
10-9	<ul style="list-style-type: none">• Has more hits than Fighter 2	
10-8	<ul style="list-style-type: none">• Has more hits than Fighter 2• Disarms Fighter 2	
10-7	<ul style="list-style-type: none">• Has more hits than Fighter 2• Disarms Fighter 2• Has more hits than Fighter 2, again	

WEKAF Rule alteration

To avoid repetitive foul play, there will be one less infraction from the WEKAF Rules.

There will only be a total of 4 infractions per fight.

1st infraction

Official warning (match is stopped and Judges are notified)

2nd Infraction

Point deduction (match is stopped and Judges are notified)

3rd Infraction

2nd point deduction (match is stopped and Judges are notified)

4th Infraction

Disqualification

These rules will be strictly applied at the Seni Show Eskrima Championships and the Doce Pares Championships.