

Weapons

Weapons are a creative event and may include a music accompaniment.

- Scoring will be based on level of:
 - Control of weapon 20% (2 points)
 - Accuracy & Focus 20% (2 points)
 - Technique and balance 20% (2 points)
 - Power 20% (2 points)
 - Creativity, Smooth flow of routine, and showmanship 20% (2 points)

- One (1) point will be deducted from the competitors score for dropped weapon
- Half (0.5) a point will be deducted if you hit yourself with a weapon
- All weapons accepted, for safety all weapons must be blunt.