



The Warrior's Cup

An Award for the Best All Around Martial Artist!

- Competitors will not need to compete in any special events or designations. Competitors will compete in all of the same events that they registered for the same as if they were not entering to earn the Warrior's Cup. The competitors wins will be computed by the event organizers.
- Competitors will earn the Following Points for wins:
 - o 1st Place – 10 Points
 - o 2nd Place – 7 Points
 - o 3rd Place – 5 Points
 - o 4th Place – 3 Points
- Wins/Points from the Following Events will count toward the competitors cumulative score:
 - Forms (*ONLY One Forms Division will be counted. If a competitor competes in more than one form division, their highest place will be used*)
 - Weapons (*ONLY One Forms Division will be counted. If a competitor competes in more than one form division, their highest place will be used*)
 - Sparring
 - Self-Defense
 - Creative Breaking (Creative Multi Directional Wood or Creative Open Breaking)
- Competitors do NOT need to compete in every event, however the more events a competitor competes in, the higher chance they have at earning more points towards the award.
- The Warrior's Cup Awards will be presented at the end of the day.
- Divisions will be determined by registration.
- In the case of a TIE, the tying competitors will need to perform a tie breaking routine at the end of the event. Competitors who tie for the Warrior's Cup will need to be well versed in all areas of martial arts, the tie breaker will be determined by the spinning of a Game Show Style Wheel. On the wheel will be the categories; Traditional Form, Creative Forms, Traditional Weapons , Creative Weapons & Creative Breaking. The tied competitors both need to perform whatever the wheel lands on after their spin or forfeit their chance at the Cup.