

GENERAL RULES FOR CHINESE COMBAT SWORD (JIANSHU) SPARRING

Jianshu Sparring provides a competitive environment for Jianshu practitioners to progress and validate their Jianshu techniques as originally designed. This is a Point Sparring and a POINT is called when a clean and controlled technique scores on a valid target. We hope that combat sport Jianshu will serve as a tool to promote disciplined swordsmanship, athleticism, and sportsmanship.

MANDATORY SPARRING GEARS

1. Face Mask (provided by the competitor or by the Tournament Operator)



2. Hand Protector Gloves (La Crosse) (provided by the competitor or by the Tournament Operator)



3. Chest Gear (provided by the competitor or by the Tournament Operator)



4. Forearm and Elbow Protectors (provided by the competitor)



5. Knee Protector (provided by the competitor)



6. Polymer Sword (max blade length 30 inches / max weight 1.0 lb.) (provided by the competitor or by the Tournament Operator)



MATCH AND WINNING

- Each match is 5 minutes or when one competitor scores 5 points, whichever comes first
- Time will be stopped when:
 - A competitor scores a point so the point will be announced
 - The Chief Judge calls "Out-of-Bound"
 - The Chief Judge issues a warning, foul or disqualification
 - The match starts getting "undisciplined" (wild swings or negative attitude in fighting)
 - There is an injury or equipment adjustment
- Winner is the competitor with most points at the end of a 5-minute match or scores 5 points first
- In case of a tie at the end of the 5-minute match, there will be a "sudden victory" point
- If a competitor is injured, he/she will have one minute to recover and will be determined by the Chief Judge if he/she can continue

VALID TECHNIQUES AND TARGETS

Techniques must be executed with offensive intent, clean, and sufficient force.

Valid Techniques:

- Thrusting with the tip of the blade
- Pecking with the tip of the sword in a quick and percussive manner
- Cutting with the tip of the sword or the first 15 inches of the blade in a circular slashing movement
- Cutting with the tip of the sword or the first 15 inches of the sword in a linear sawing movement

Valid Targets (covered by appropriate protective gears):

- Primary area: head (front & side), neck (front & side)
- Secondary area: limbs (arms, legs) where covered by appropriate protection gear(s)

Illegal Targets: back of head and torso, inner thigh and groin area, shank and foot

GAINING OR LOSING A POINT

A point is awarded to a competitor based on the majority decision among the Chief Judge and the four Corner Judges. Each Corner Judge has weight one on the decision while the Center Judge has weight one and a half.

- When a competitor performs a valid technique on a valid target area before another competitor, he/she will gain one point.
- When one competitor performs a valid technique on the primary target, and another competitor performs a valid technique on the secondary target, only the competitor who performs a valid technique on the primary target will receive one point.
- If both competitors perform valid techniques on primary targets or both competitors perform valid techniques on Secondary targets simultaneously, both competitors will not receive a point.
- One point will be credited to the other competitor as a penalty when any competitor loses his or her weapon before hitting a target.

- No point for an invalid technique lands on a valid target, i.e., hit too light or cut with the blunt side of a sword.
- A competitor performs a valid technique while being out of bound will not receive a point.

Infractions result in a warning, a foul, or disqualification (if the infraction is severe):

- Willingly run out of the ring (negative attitude in fighting)
- Disobey the Chief Judge's instructions
- Display disrespectful or unsportsmanlike behavior (wild swings, negative attitude in fighting)
- Foul:
 - Apply invalid moves which cause injury to the opponent with or without intention
 - Each foul will cause a competitor losing 1 point
 - A competitor will lose the match automatically after three fouls

JUDGING

- Each match should be judged by (4) four Corner Judges and the Chief Judge.
- The two Corner Judges on the same diagonal line are in pair as one group. Each group of Corner Judges observes and decides for one competitor only. If a judge sees a valid technique that scores a hit on the competitor whom he/she is in charge of, he/she will call out "hit" and shows his/her hand gesture so that the Chief Judge can stop the match to examine the call and then make the final decision.
- Chief Judge:
 - Referees the bouts ensuring that the competitors adhere to the guidelines and rules; calls out warning when needed; separates the competitors as clashes occur; stops the match should there be an issue or concern; determines if an injured competitor can continue; serves a dual role as a judge to decide on points, announces the scores of the judges; and declares the winners for each round and for the match.