



**1st Annual
Grandmaster Reno B. Lumampao
Memorial Filipino
Martial Arts Tournament**

NOVEMBER 4, 2017

RICHARD BORCHARD FAIRGROUNDS ARENA

FMI: 361-992-0388 210-367-1877



**1st Annual Grandmaster Reno B. Lumampao Memorial
Filipino Martial Arts Tournament**

GENERAL INFORMATION

DATE:

SATURDAY, NOVEMBER 4, 2017

PLACE:

RICHARD BORCHARD FAIRGROUNDS ARENA
1213 TERRY SHAMSIE BLVD, ROBSTOWN TX 78380

TIME:

8 AM TO 9:00 AM – CHECK IN/REGISTRATION
9:00AM - SPARRING STARTS

ADMISSION

ADULTS & CHILDREN
\$8.00
(4 and under free)

TOURNAMENT FEE

\$70 PRE-REGISTRATION FOR TWO EVENTS – 15 FOR ANY ADDITIONAL (before October 28, 2017)
\$75 LATE REGISTRATION (after October 28, 2017 / door registration)

TOURNAMENT HOTEL INFORMATION

Spring Hill Suites by Marriott

4331 South Padre Island Dr
Corpus Christi, TX 78411
361-851-2000

www.marriott.com/crpsh

\$99 per night (regular rate \$129)
Free Breakfast Reservation deadline October 27, 2017

1st Annual Grandmaster Reno B. Lumampao Memorial Filipino Martial Arts Tournament

Participant Application:

NAME: Last _____ First _____ MI _____

ADDRESS: _____

City _____ ST _____ Zip _____ DOB: _____

AGE: _____ WT: _____ CONTACT PHONE #: (_____) _____

Email: _____

MINOR'S NAME (15 Yrs to 17 Yrs):

Last _____ First _____ MI _____

DOB: _____ AGE: _____

EMERGENCY CONTACT: Name _____

Relationship _____

Contact Phone # _____

SCHOOL'S NAME: _____

CITY _____ ST _____

RANK _____

PLEASE ANSWER THESE STICK AND KNIFE FIGHTING QUESTIONS

TRUTHFULLY: (CHECK LINE)

NOVICE (Under 1 Yr of Escrima Training): _____

ADVANCE (Over 1 Yr of Escrima Training): _____

REGISTRATION:

Registration before the November 28, 2017 is \$70.00 which includes two events and \$15.00 each additional event you wish to participate in.

Registration received after November 28, 2017 is \$75.00 which includes one event and \$15.00 each additional event you wish to participate in.

Registration time will be at **8:00 am to 8:45 am** **BOUTS will start at 9:00 am**

EVENTS: (Please check which events you will be participating in)

SINGLE STICK: _____ DOUBLE STICK: _____ MULTI-WEAPON: _____

LONG STICK 36": _____

SINGLE KNIFE: _____ DOUBLE KNIVES: _____ TOTAL: \$ _____

Please Make Cashier Check out to: LUMAMPAO MARTIAL ARTS or sign up online at www.ccroundrobin.com

REQUIRED EQUIPMENT:

Head Gear, Groin Protector and Hockey/ WEAKF/ Lacrosse Gloves. (Any additional padding or body armor in optional)

I will have several Head Gear available for use during your match

I will be providing all the Padded Weapons for the events (28" Stick, 36" Long Stick, 6ft Bo Staff, Nunchaku, knives)

Participant Waiver, Release of Liability, and Indemnification Agreement

I, the undersigned participant, acknowledge, agree, and understand that:

- 1. Voluntarily and of my free will, I elect to participate in the Lumampao Martial arts, Siete Pares Escrima Filipino Martial Arts Classes/ Seminar / Tournament organized and hosted by Erik C. Buenaflor/Raymond Lumampao.**
- 2. I understand that there are certain risks and hazards involved in participating in the Lumampao Martial Ars, Siete Pares Escrima Filipino Martial Arts may result in injury or death to me or other participants, including, but not limited to those hazards associated with where the class location conditions, equipment and other martial arts participants.**
- 3. I understand that sparring in any form is dangerous to me and to any other participant and may result in serious injury or death.**
- 4. I understand that the very nature of Martial Arts is hazardous and risky including but not limited to the acts of punching, kicking, blocking, the swing of any Real or Padded Weapons, running, jumping, sparring with Knives, Swords, Sticks, Bo Staff, Nunchaku, Ropes, any physical contact and collisions with other participants and with stationary objects and all which can cause serious injury or death to me and other participants. (These can include Sharpened, Plastic, Metal, Wood or Padded Weapons listed above)**

Further, I the undersigned participant, agree that in consideration for the right to participate in the Siete Pares Escrima Filipino Martial Arts classes / seminars and in consideration for permission to participate in the facilities at the Richard Borchard Regional Fairgrounds

- 1. I voluntarily elect to accept and assume responsibility and all risks of injury or suffered by me (a) while participating as a student in the Siete Pares Escrima Filipino Martial Arts classes / seminars, (b) while in a non-participating capacity during the Siete Pares Escrima Filipino Martial Arts classes / seminars or by other participants, (c) while on or upon the premise of any and all areas of Richard Borchard Regional Fairgrounds**
- 2. I release, discharge, and agree not to sue the Richard Borchard Regional Fairgrounds, Siete Pares Escrima Filipino Martial Arts, Erik C. Buenaflor or any of their owners, agents, servants, associations, employees, volunteers, or any person or entity connected with the Siete Pares Escrima Filipino Martial Arts for any claim, damages, costs, or cause of action which I have or may in the future have as a result of injuries or damages sustain or incurred by me for whatever cause included but not limited to negligence, breech of contact or wrongful conduct of the parties hereby released.**

If under 18 years of age, a parent or legal guardian signature is required.

Participant's Name: _____

Age: _____

Participant's Signature: _____

Date: _____

Parent or Guardian's Name: _____

Relationship: _____

Parent or Guardian's Signature: _____

Date: _____

Single Knife / Double Knife Fighting Rules

I The Ring: measures approximately 20'x20'.

II The Ring Officials: (1) referee and (3) judges, timer and the score keeper.

III To Win:

- A. Five (5) continuous minutes
- B. When a fighter shows sign of surrender. To signify, the fighter will drop the weapon (s) to the floor, and hold both open hands overhead. The referee will immediately declare the other fighter as the winner.

IV Weapons Allowed:

- A. Padded Single Knife or Double Knives

V Time Limit:

- A. Five (5) continuous minutes per match. When the time has ended, the time keeper will yell, "TIME."
- B. The match can only be stopped by the referee, by calling "time out" or blowing a whistle, the referee will make sure that the timer visually acknowledges the time out command.
- C. To continue the match, the referee will then command "continue" or blow a whistle and the running time will continue.
- D. A referee's command to "break", or blowing of the whistle while the fighters are engaged, does not stop the time. It merely means that the fighter will stop action, and disengage.
- E. In the event a fighter will ask the referee for "time out" to fix the helmet or any protective gear, that fighter will raise the weapon hand, with the non-weapon hand clasping over it on top of his/her head.

VI Scoring of the Points:

- A. The fighters will be separated, when the referee has seen a total of (3) strikes for the fighters. The referee will ask the judges to score the strikes.
- B. If the 1st or 2nd strike is to the fighter's NECK, ARM PIT, or STOMACH the referee will separate the fighters so the judges can score the strikes.
- C. To verify a point, the judges will raise either a blue or red stick.
- D. None of the judges will be able initiate a point call.

E. For one point, the score keeper will write “1”. For two points the score keeper will write “2”.

Neck, Arm Pit, Stomach – 2 Points Torso, Legs and Arms – 1 Point

Weapon Hand – 1 Point

If at the end of the (5) minutes and the score is tie, the fighters will fight for an additional (1) minute.

The fighter with the most points at the end of the additional (1) minutes round will be the winner.

VII Illegal Targets:

- A. Back of the head.
- B. Back of the Trunk.
- C. Groin

VIII Illegal Techniques:

- A. Weapon thrust to the face.
- B. Finger thrust to the face.
- C. Butt strike to the head.
- D. Any elbow break technique.
- E. Any grappling or wrestling hold.
- F. Any takedowns.
- G. Grabbing the middle or tip of the opponent’s weapon, that may represent a blade.
- H. Kicking or Punching

IX Disarming:

- A. The match continues, even if one of the fighters has been disarmed. However, no point will be award to the fighter who disarmed.
- B. The disarmed fighter will be able to defend himself by tying up their opponent.

C. Only after a point (s) have been scored, the disarmed fighter will be allowed to recover his/her weapon.

D. If a fighter has been disarmed (3) times, they will be automatically disqualified.

X Clashes:

A. Simultaneous attacks to the same target area will be voided by the referee.

B. Simultaneous weapon hits to the head.

XI Disqualification:

The referee has the option of given a warning or disqualifying a fighter based on the following:

A. Disrespect to the referee or judges.

B. Any unsportsmanlike conduct.

C. Any violation of the illegal techniques and illegal targets.

Stick Fighting/ Multi-Weapons Fighting Rules

I The Ring: measures approximately 20'x20'.

II The Ring Officials: (1) referee and (3) judges, timer and the score keeper.

III To Win:

- A. Five (5) continuous minutes
- B. When a fighter shows sign of surrender. To signify, the fighter will drop the weapon (s) to the floor, and hold both open hands overhead. The referee will immediately declare the other fighter as the winner.

IV Weapons Allowed:

- B. Padded Single or Double Sticks 28" long.
- C. Padded 13" Nunchaku
- D. Padded 6' Bo Staff
- E. Padded 36" Long Stick

V Time Limit:

- A. Five (5) continuous minutes per match. When the time has ended, the time keeper will yell, "TIME."
- B. The match can only be stopped by the referee, by calling "time out" or blowing a whistle, the referee will make sure that the timer visually acknowledges the time out command.
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- E. In the event a fighter will ask the referee for "time out" to fix the helmet or any protective gear, that fighter will raise the weapon hand, with the non-weapon hand clasping over it on top of his/her head.

VI Scoring of the Points:

- C. The fighters will be separated, when the referee has seen a total of (3) strikes for the fighters. The referee will ask the judges to score the strikes.
- D. If the 1st or 2nd strike is to the fighter's head the referee will separate the fighters so the judges can score the strikes.

- C. To verify a point, the judges will raise either a blue or red stick.
- D. None of the judges will be able initiate a point call.
- E. For one point, the score keeper will write “1”. For two points the score keeper will write “2”.

Head – 2 Points Torso, Legs and Arms – 1 Point

Weapon Hand – 1 Point

If at the end of the (5) minutes and the score is tie, the fighters will fight for an additional (1) minute.

The fighter with the most points at the end of the additional (1) minutes round will be the winner.

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