

# Team Demo Rules

**TEAM MEMBERS:** A team is comprised of (3 - 6) members of any rank, age, style, and gender. Any team not having minimum of (3) members will not be permitted to perform.

Time limits for demos are FOUR (4) minutes.

Team Demonstrations allow forms to include contemporary and traditional martial arts techniques, acrobatics, comedy, and dramatic elements of good taste that are approved for general audiences. These may be added to traditional form, or the demo may be devised in its entirety by the team. Any team not prepared to begin once their name is called will be disqualified. Each team has one minute to set up and get into position before their time limit begins. No breaking or weapons are permitted in the demo. However, a rubber practice knife or rubber practice stick may be used. No rubber guns or toys are permitted.

**MUSIC:** Music must be presented on CD. The music CD must be clearly marked with team name, team leader's name, and division code and track #. Music must be presented to the proper official for the division competing at time competitor is called to perform next. If any of these rules are not followed the team must perform the demo without music. A one minute time period is allowed to remedy any music problems. After one minute the team has the choice to perform without music or be disqualified from the division. We are not responsible for any lost or stolen cds. Once a cd is given to an official it is your responsibility to pick it up immediately following the conclusion of your demo. Any CD not picked up by a team member will be disregarded.

**TIME LIMIT:** Each form or weapons routine must be four (4) minutes or less. The time starts once the competitor enters the competition ring. **SCORING RANGES OF FORM:** All Teams will be scored no lower than 6.0 and no higher than 10.00

**TIES:** To break ties the high and low scores will be added back in to break ties for 2nd through 8th places only. If after adding the high and low, there is still a tie for 2nd through 4th place, the competitors who are tied must perform again to break the tie. Ties for 5th through 8th place are never run off. If there is a tie for first place, the competitors must perform again to break the tie. If there is a second tie, the majority judge's scores will determine the winner. If this does not break the tie, the competitors will compete again.

**STARTING A DEMO OVER:** If a team starts his/her demo over because of a memory lapse or any other reason due to his/her own negligence, the team may perform the demo again. A team may only start a demo over one time. If the team needs to start the demo over a second time they will automatically be disqualified and not be allowed to perform a second time.

**TEAM MEMBERS:** Each member must present him/herself to the division staging area suitably attired with proper uniform and equipment and physically prepared to perform.

**TEAM UNIFORM:** All members must wear a complete (top and bottom) traditional or professional sport karate (Kung Fu, Tae Kwon Do, etc.) team uniform in a good state of repair. T-shirts, tank tops and sweats shirts are allowed in form if they are part of the team's official uniform. Removal of the uniform top is allowed if the removal is considered relevant to the artistic expression or safety. Shoes may be worn in team demonstration if they do not damage or mark the competition floor.

**COMPETITOR RESPONSIBILITIES:** It is the responsibility of each team member to know the rules and be ready for their demonstration when called to do so. Each team must be suitably attired, and at the appropriate ring when the division begins. Three calls will be made for the team or member at ring side. If the team or member is not at his/her ring ready to perform when the division begins, he/she will not be able to perform. If a team or member leaves the ring after the division begins and is not present when his/her name is called to perform, his/her name will be called three times at ringside. If he/she is still not present to perform, he/she will be disqualified. If a member does not show and for the division and the team does not meet the minimum team member requirements of at least 3 members than they will automatically be disqualified.

**RESPONSIBILITIES:** It is the team's responsibility to know the rules and to be ready for performance. He/she she must be suitably attired, and at the appropriate ring when the division begins. Three calls will be made at ring side for the current team. If a team is not present to compete when the first demo routine begins in the division, the late or not present team or member will not be allowed to compete.