

OFFICIAL RULEBOOK

GLOBAL STICK AND BLADE ALLIANCE



TOURNAMENT AND COMPETITION

GLOBAL STICK AND BLADE ALLIANCE GERMANY

Version January 22, 2026

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Based on the official GSBA Germany e.V. rulebook

GLOBAL STICK AND BLADE ALLIANCE

Official Rulebook for Tournaments and Competitions (Version January 22, 2026)

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General Note

If available, organizers may provide protective equipment. However, all participants are strongly advised to obtain their own suitable personal protective equipment. Equipment must be approved by the organizers before the start of the tournament.

Definitions

Chief Referee (Hauptschiedsrichter/in):

Responsible for supervising the fight.

Decides whether a disarm is valid and whether a violation has occurred.

Remains in the competition area and carries a stick for their own protection.

Point Judge (Punktschiedsrichter/in):

Responsible for judging the fight.

Supports the chief referee by signaling what they observe through gestures.

Positions themselves outside the competition area at different angles/sides.

Referee Team (Kampfrichter/in): Collective term for the chief referee plus point judges.

1. FORM (ANYO) / FORMLAUF (SAYAW/CARENZA) – DEMONSTRATION COMPETITION

1.1 Equipment

Participants may wear any type of training uniform or modest costume (depending on the Sayaw). Those with long hair must tie it back so as not to hinder the performance.

One or more weapons may be used, provided they are connected to Filipino martial arts (e.g. stick, sword, dagger, spear, whip, etc.).

A form without weapons is not permitted.

1.2 Procedure

The area must be flat and may be of any material. Side: min. 8 m – max. 9 m, square shape.

Duration: min. 45 s – max. 2 min.

Team form: min. 1 min – max. 5 min.

Otherwise: –1 point from the total.

The form is "open" under these criteria:

- a) it must contain fundamental Arnis/Escrima/Kali movements;
- b) 80% of the movements must highlight the stick (Olisi) / the weapons;
- c) the footwork must end at the starting point or very close to it.

On entering the competition area, performers state: name, country represented, club/association, and style performed.

The salute (Yuko) must be clearly performed before and after the form.

The area may only be left after the judging has been announced or at the judges' request.

1.3 Performance judging

Judging is carried out by 3–5 point judges.

(If you like, in the "step-by-step formatting" phase we can turn this section into a highly readable criteria/penalty table.)

1.3 Judging of the Performance

1. The performance is judged by a panel of three to five point judges. No judge may judge a competition in which their own team is participating.
2. The basis for judging the form (Sayaw) is the following criteria:
 - a) GRACE
 - Handling of the Olisi / weapon
 - Footwork and stance
 - Balance and posture
 - Body and hand movement
 - b) POWER
 - Breathing (inhalation and exhalation)
 - Execution of strikes, e.g. angles, lines, zones
 - Dynamic tension
 - c) EXPRESSION
 - Precision of movement, e.g. ending the performance at the starting point and use of the entire area.
 - (Uniform, costume, or tribal attire, or aids connected to Arnis/Escrima/Kali)
 - Music etc. may be used; in this case, the interplay between performer, weapons, and music must also be judged.

Important: Acrobatics, gymnastics, and movements that have no relevance to Arnis/Escrima/Kali are not included in the scoring. However, if acrobatic or gymnastic elements or movements go wrong, this must be scored negatively.

1.4 Scoring System

1. Scoring follows the “5 to 10-point system.” The highest score is 10 and the lowest is 5. The points are added together and divided by 3. The result is the overall score.

If the time requirements are not met (too short or too long), one point is deducted from the overall score. The same applies to an unannounced loss of the weapon.

With five point judges, the highest and lowest scores are struck.

2. If a tie occurs in the championship within places 1 to 3, the participant must perform their Sayaw again.
3. Participants who qualify for the top 5 places must perform the same Sayaw again.
(OPTIONAL)

2. FULL CONTACT (LIVE STICK)

2.1 SINGLE STICK

2.1.1 Equipment

Clothing: comfortable trousers and T-shirt. Short nails; no jewelry (if not removable, it must be covered/taped).

Mandatory protective equipment (depending on tournament/approval): helmet/cage, mouthguard recommended, groin guard, hand/forearm protection, etc. (The organization may specify exact requirements.)

2.1.2 Procedure (principles)

The fight is supervised by the chief referee and judged by point judges.

The fight takes place within a time limit set by the tournament; the referee may stop it for safety/order reasons (e.g. injuries, equipment issues, leaving the area, etc.).

Strikes and dynamics must respect the permitted targets and prohibited actions.

2.1.3 Judging (basic criteria)

What counts is damage/effectiveness, technical cleanliness, tactics, sportsmanship, and control.

If no defense is visible, the chief referee may call out, warn, and, if necessary, penalize or disqualify.

Disarm (key rules)

A disarm must be completed within 2 seconds and in a single direction of movement.

A disarm is successful if the athlete loses the stick (it is taken away, struck away, or dropped).

Important: the stick must touch the ground or briefly end up in the opponent's hand.

Draw

If at the end of time there is no result, or no superiority emerges from actions/skill/technique.

Injury

If the injury is not caused by a prohibited strike: the injured party loses.

If the injury is caused by the opponent's prohibited strike: the perpetrator of the prohibited strike loses.

Permitted targets (strikes)

Stick strikes to the entire body except: lower abdomen, neck/nape, knees and below the knee.

Strikes to arms and hands: permitted and count.

2.2 DOUBLE STICK

In general, the rules of Full Contact apply, with adaptations for two weapons.

An athlete may lose a stick during the round; the handling of multiple disarms, resumption, and TKO follows the referee's/tournament's instructions.

3. PADDED STICK

3.1 SINGLE STICK

3.1.1 Equipment

Clothing: comfortable trousers and T-shirt. Short nails; no jewelry (if not removable, it must be covered).

Mandatory protective equipment:

helmet (foam) with full plexiglass visor (ice hockey standard) approved by the organization,

neck protection (collar for neck and nape),

groin guard,

chest protector for women.

Recommended protective equipment:

mouthguard,

light gloves (not hockey gloves with plastic inserts or similar),

light elbow pads (without plastic),

light knee pads (without plastic),

women and children (6–13 years) may add light forearm and thigh protection (without plastic).

Sticks:

padded sticks are provided by the organization; lighter sticks must be available for children and youth (up to 15 years).

3.1.2 Procedure

Competition area: side min. 4.80 m (16 ft) – max. 6 m (20 ft).

The fight is controlled by a chief referee and judged by three point judges.

The match is divided into several "engagements" (phases/actions). After an effective strike, the person hit has the opportunity to counter-attack (about 3 seconds). The referee then briefly stops the action to record the point (time continues to run).

If there is no reaction or the referee judges the strike to be very effective, the engagement may be stopped and judged immediately.

If an athlete goes to the ground, the engagement continues as long as permitted actions are possible. If no one acts, the referee stops and resumes once both are back on their feet.

A disarm must be completed within 2 seconds and in a single direction. It is successful if the stick is lost, struck away, or dropped; the stick must touch the ground or briefly end up in the opponent's hand.

Permitted targets: from head to feet, including arms down to the hands and the sides of the body (ribs). Front and back, including the back of the head.

"Probability of damage" (most vulnerable areas / "value"):

head or groin area (including thrusts to the groin),

hand-elbow or ankle-knee,

shoulders, ribs, thighs,

hips and torso.

Wirkungstreffer / "stunning damage": a strike that, without protective equipment, would have caused damage severe enough to prevent immediate continuation (as judged by the referee team).

At least one effective strike is required to start an engagement.

After an effective strike, an immediate counter-attack continues the engagement (about 3 seconds). Whoever inflicts greater damage wins the engagement.

"Stopping damage": a strike that, without protective equipment, would have ended the fight; even with protective equipment, a brief impairment of the opponent is visible.

If there is a simultaneous decisive strike or equivalent damage, the engagement ends in a draw.

Interruptions (examples): if a stick breaks/becomes unusable. Lost time is not deducted; at the referee's direction, time may be stopped until play resumes.

3.1.3 Judging

The decision is made by a panel of 3 point judges. Final decision.

The chief referee supervises and signals the start/end of an engagement; they carry a stick for protection.

The point judges stand outside the area in different positions.

Each engagement is "worth" one point for whoever inflicted the greater damage. If neither inflicted greater damage: a draw.

In the event of a disarm: the opponent receives 1 point (under "other" on the sheet). The disarmed athlete regains the weapon and the engagement ends.

Important: a disarmed athlete may still win the engagement if the referee judges the action to be a complete engagement and informs the judges. The disarm point is added to the engagement result.

The match is won by whoever, at the end of the match, obtains a majority of judges with more points. Each sheet must be considered separately (they are not added together). What counts is the sum of "engagements won" + "other".

Possible outcomes (example with one color):

3–0: unanimous decision

2–1: split decision

2–0–1 (one draw): majority decision

1–0–2 (two draws): split draw

0–0–3 (three draws): draw

Technical KO (Padded)

A. Stoppage due to a match being clearly one-sided.

B. Refusal to continue or voluntary surrender.

C. The opponent receives 3 points during the match (from disarms/loss of stick/prohibited actions).

D. The second enters the area during the match.

3.2 MIXED WEAPON

In this discipline, the same rules as 3.1 Single Stick apply, with these particularities:

In each match, different weapons may be combined or chosen. The two athletes may (but are not required to) use the same combination.

Available weapons:

a) Long stick (36 inches / 91.4 cm): can be held with two hands; greater reach and a higher probability of "stunning/stopping" damage.

Important: the increase in damage applies mainly when the strike is delivered with the forward tip of the stick.

b) Second stick (28 inches / 71.1 cm): allows faster strikes, double attacks, and the ability to block and attack at the same time.

c) Nunchaku (only if permitted by national law): greater reach; thanks to the pendulum motion it generates more force and can increase damage. It can wrap around the opponent's stick and facilitate a disarm. Caution: it also tends to strike the person using it.

Note: prohibited in Germany.

It is possible to fight with a single weapon or combine them.

Disarm particularities (Mixed Weapon)

In the event of a disarm, the opponent gets 1 point ("other" on the sheet).

If the athlete started the engagement with only one weapon, they regain it and the engagement ends.

If they started with two weapons, in the event of a disarm the engagement continues with the remaining weapon and ends there; at the end of the engagement the athlete regains the lost weapon.

If an athlete loses both weapons during an engagement, the engagement ends but not the match: the opponent receives 2 points.

Important: the disarmed athlete may still win the engagement if the referee judges the action to be a complete engagement and communicates this to the judges. The disarm point is added to the engagement result.

3.2 MIXED WEAPONS (INTERNATIONAL ONLY)

The same rules described under 3.1 Single Stick apply in this discipline.

The following particularities apply:

Different weapons may be combined or selected for each fight. Fighters may, but are not required to, compete against each other using the same weapon combinations.

The following weapons are available:

1. Long stick (31 inches / 78.74 cm):

This longer padded stick can be wielded with two hands and, in addition to increased reach, offers an increased probability of "stunning" and "stopping" damage. It is important to note that increased strike damage only occurs when hits are landed with the forward end of the stick.

2. A second stick (28 inches / 71.1 cm):

The second stick allows for faster strikes, double attacks, and the ability to block and attack simultaneously. It is important that if a stick is lost, the "engagement" continues; the fighter only gets their stick back at the end of the "engagement."

3. Nunchaku (only if permitted under the respective national law)

A nunchaku has a longer reach. Its swinging motion also generates more momentum and can therefore inflict more damage. It can wrap around the opponent's stick, enabling a disarm. It is important to note that its swinging motion also tends to strike the user themselves.

This weapon is prohibited in Germany!

It is possible to compete with each weapon individually or to combine them with one another.

If a fighter is disarmed, their opponent receives one point and the disarmed fighter gets their weapon back. The disarmed fighter can still win the engagement. The disarm is scored in addition to the outcome of the engagement.

If a fighter loses both weapons in an “engagement,” the “engagement” ends, but not the fight. In this case, the opponent then receives two points.

4. SEMI-CONTACT (POSSIBLE ONLY AT NATIONAL LEVEL)

4.1 Equipment

Clothing: comfortable trousers and T-shirt; short nails; no jewelry (if not removable, cover with tape).

Mandatory protective equipment:

helmet (foam) with full plexiglass visor (hockey standard),

neck protection,

chest protector for women,

groin guard.

Recommended protective equipment: mouthguard, knee pads, gloves if applicable.

Sticks: padded sticks provided by the organization (lighter ones for children and youth up to 15 years).

4.2 Procedure (practical principle)

The fight takes place with control and limited contact.

The referee may stop the action and award points/penalties based on clean strikes, control, and adherence to safety.

4.3 Judging

Judging is based on clear strikes, control, technique, and sporting conduct; excessively hard strikes may result in a penalty or disqualification.

5. VIOLATIONS (REGELVERSTÖSSE)

Any unsportsmanlike conduct that embarrasses the opponent, the organization, or the audience, or that damages the spirit of Arnis/Escrima/Kali as a sport, results in immediate disqualification and/or exclusion from the event. Exclusion from future competitions is also possible.

Situations not covered by the rulebook are decided by the referee team together with the organizers.

5.1 Prohibited actions in all disciplines

Striking an opponent who is on the ground unconscious or who signals surrender.

Punches, elbow strikes, knee strikes, kicks, face slaps/parries.

Intentional and malicious violence.

Intentionally leaving the competition area.

Striking while holding the opponent's stick.

Holding/grappling (clinch/wrestling), including using the stick without striking or blocking.

Thrusts/lunges not permitted according to the discipline (see specific sections).

5.2 Prohibited actions specific to Full Contact (Live Stick)

Strikes to the lower abdomen, neck, knees, and below the knee.

Thrusts/lunges (stabs).

More than two consecutive strikes to the same target.

Striking the opponent's back when not both facing each other.

During an attack sequence: total absence of visible defense.

Striking an opponent who is on the ground.

5.3 Prohibited actions specific to Padded

Thrusts above chest height.

Thrusts to the spine.

Striking with unpadded parts of the stick.

5.4 Prohibited actions specific to Semi-Contact

Thrusts above chest height.

Thrusts to the spine.

Striking with unpadded parts of the stick.

Excessive hardness.

5.5 Sanctions for violations

The chief referee must immediately sanction violations, inappropriate actions, and unsportsmanlike conduct.

Sanctions (depending on severity):

Verbal warning

1 penalty point / 1 point to the opponent

2 penalty points / 2 points to the opponent

Immediate disqualification

Depending on severity, the chief referee is not required to follow this order.

Anyone who loses by disqualification due to a prohibited action may be excluded from future competitions.

6. WEIGHT CATEGORIES

Depending on the number of entrants, organizers may modify the categories.

Minimum 3 participants per category.

International qualification

The GSBA Germany board forms the national team; interested parties must register with the board.

Every national championship serves as qualification for the international championships.

If, due to the merging of weight categories, an athlete cannot compete in their category at the national championship, they are not automatically excluded from the national team.

At an international championship, each country may field 3 people + the reigning champion per category.

6.1 "Form/Anyo/Carenza" codes

Juniors (up to 17 years): CBG01–CBG10 (Traditional/Open by age group)

18–39: CMW01–CMW02 (Traditional/Open)

40–49: CMW03–CMW04 (Traditional/Open)

50+: CMW05–CMW06 (Traditional/Open)

Team Carenza (Open): CT01

Anyos / Forms-Carenza	Code/Div. #
Children and Youth (Jr. Boys & Girls Carenza)	
Jr. Boys & Girls Under 10 yrs. - Traditional	CBG01
Jr. Boys & Girls Under 10 yrs. - Open	CBG02
Jr. Boys & Girls 10-11 yrs. - Traditional	CBG03
Jr. Boys & Girls 10-11 yrs. - Open	CBG04
Jr. Boys & Girls 12-13 yrs. - Traditional	CBG05
Jr. Boys & Girls 12-13 yrs. - Open	CBG06
Jr. Boys & Girls 14-15 yrs. - Traditional	CBG07
Jr. Boys & Girls 14-15 yrs. - Open	CBG08
Jr. Boys & Girls 16-17 yrs. - Traditional	CBG09
Jr. Boys & Girls 16-17 yrs. - Open	CBG10
Women and Men (18-39 yrs.) (Men & Women (18-39) Carenza)	
Men & Women 18-39 yrs. - Traditional	CMW01
Men & Women 18-39 yrs. - Open	CMW02
Women and Men 40+ (Seniors Men & Women (40-49) Carenza)	
Sr Men & Women 40-49 yrs. - Traditional	CMW03
Sr Men & Women 40-49 yrs. - Open	CMW04
Women and Men 50+ (Super Sr Men & Women (50+) Carenza)	
Super Sr Men & Women 50+ - Traditional	CMW05
Super Sr Men & Women 50+ - Open	CMW06
Team Form (Team Carenzas – Open)	
3 or more people (3 or more team members)	CT01

6.2 Live Stick & Padded weight categories (codes)

6.2.1 Children and youth (Junior Divisions)

Single Stick: BG01–BG04, B05–B06, G07–G08 (with Padded equivalents: BGP01 etc.)

Double Stick / Mixed Weapons: BGD01/BGX01, BD02/BX02, BD03/BX03, GD04/GX04, GD05/GX05

Children and Youth (JUNIOR DIVISIONS)	Full Contact (LIVE Stick) Code/DIV #	PADDED Code/DIV#
Children (Girls & Boys) – Single Stick (Jr Boys & Girls Single Stick)		
Jr. Boys & Girls 6-7 yrs.	BG01	BGP01
Jr. Boys & Girls 8-9 yrs.	BG02	BGP02
Jr. Boys & Girls 10-11 yrs.	BG03	BGP03
Jr. Boys & Girls 12-13 yrs.	BG04	BGP04
Youth (male) (Jr Boys Single Stick)		
Jr. Boys 14-15 yrs.	B05	BP05
Jr. Boys 16-17 yrs.	B06	BP06
Youth (female) (Jr Girls Single Stick)		
Jr. Girls 14-15 yrs.	G07	GP07
Jr. Girls 16-17 yrs.	G08	GP08

Children (Girls & Boys) – Double Stick/Mixed Weapons		
Jr. Boys & Girls 12-13 yrs.	BGD01	BGX01
Youth (male) (Jr. Boys Double Stick/ Mixed Weapons)		
Jr. Boys 14-15 yrs.	BD02	BX02
Jr. Boys 16-17 yrs.	BD03	BX03
Youth (female) (Jr. Girls Double Stick/ Mixed Weapons)		
Jr. Girls 14-15 yrs.	GD04	GX04
Jr. Girls 16-17 yrs.	GD05	GX05

6.2.2 Women (Women's Divisions)

18–39 Single Stick (LBS/KG): Flyweight → Heavyweight (W01–W07; Padded WP01–WP07)

40+ Single Stick: SW01–SW04 (Padded SWP01–SWP04)

18–39 Double Stick/Mixed: WD01–WD04 / WX01–WX04

40+ Double Stick/Mixed: SWD01–SWD04 / SWX01–SWX04

Team Fighting (18+) women: T02

WOMEN (WOMENS DIVISIONS)	Pounds (LBS)	Kilograms (KGS)	Full Contact (LIVE-Stick) Code/DIV #	PADDED Code/DIV #
Women (18-39 yrs.) - Single Stick (Womens (18-39) Single Stick)				
Flyweight	100 & Below	45 & below	W01	WP01
Bantamweight	101-110	45 – 50	W02	WP02
Featherweight	111-120	50 – 55	W03	WP03
Lightweight	121-131	55 -60	W04	WP04
Welterweight	132-145	60 – 65	W05	WP05
Middleweight	146-161	65 – 73	W06	WP06
Heavyweight	162 & Over	over 73	W07	WP07
Women 40+ (Senior Womens (40+) Single Stick)				
Bantamweight	125 & Below	56 & below	SW01	SWP01
Lightweight	126-140	56 - 63.5	SW02	SWP02
Middleweight	141-160	63.5 - 72.5	SW03	SWP03
Heavyweight	161 & Over	over 72.5	SW04	SWP04
Women (18-39 yrs.) - Double Stick/Mixed Weapons				
Bantamweight	125 & Below	56 & below	WD01	WX01
Lightweight	126-140	56 - 63.5	WD02	WX02
Middleweight	141-160	63.5 - 72.5	WD03	WX03
Heavyweight	161 & Over	over 72.5	WD04	WX04
Women 40+ (Senior Womens (40+) Double Stick/Mixed Weapons)				
Bantamweight	125 & Below	56 & below	SWD01	SWX01
Lightweight	126-140	56 - 63.5	SWD02	SWX02
Middleweight	141-160	63.5 - 72.5	SWD03	SWX03
Heavyweight	161 & Over	over 72.5	SWD04	SWX04
Team Fighting (18+) (Team Fighting (18+))				
3 fighters (3 Women)	Open	Open	T02	

6.2.3 Men (Men's Divisions)

18–39 Single Stick: M01–M08 (Padded MP01–MP08)

40–49 Single Stick: SM01–SM05 (Padded SMP01–SMP05)

50+ Single Stick: SSM01–SSM04 (Padded SSMP01–SSMP04)

18–39 Double Stick/Mixed: MD01–MD08 / MX01–MX08

40–49 Double Stick/Mixed: SMD01–SMD05 / SMX01–SMX05

50+ Double Stick/Mixed: SSMD01–SSMD02 / SSMX01–SSMX02

Team Fighting (18+) men: T01S

MEN (MENS DIVISIONS)	Pounds (LBS)	Kilo (KGS)	Full Contact (LIVE-Stick) Code/DIV #	PADDED Code/DIV #
Men (18-39) - Single Stick (Mens (18-39) Single Stick)				
Featherweight	130 & Below	59 & below	M01	MP01
Lightweight	131 - 145	59 - 65.5	M02	MP02
Welterweight	146 - 160	65.5 - 72.5	M03	MP03
Middleweight	161 - 175	72.5 - 79.5	M04	MP04
Light Heavyweight	176 - 190	79.5 - 86	M05	MP05
Cruiserweight	191 - 205	86 - 93	M06	MP06
Heavyweight	206 - 220	93 - 99	M07	MP07
Super Heavyweight	221 & Over	over 100	M08	MP08
Men 40+ (Senior Mens (40-49) Single Stick)				
Featherweight	130 & Below	59 & below	SM01	SMP01
Lightweight	131 - 159	59 - 72	SM02	SMP02
Middleweight	160 - 189	72 - 85.5	SM03	SMP03
Heavyweight	190 - 219	85.5 - 99.5	SM04	SMP04
Super Heavyweight	220 & Over	over 99.5	SM05	SMP05
Men 50+ (Super Senior Mens (50+) Single Stick)				
Lightweight	150 & Below	67.5 & below	SSM01	SSMP01
Middleweight	151-180	67.5 - 81.5	SSM02	SSMP02
Cruiserweight	181-210	81.5 - 95	SSM03	SSMP03
Heavyweight	211 & Over	over 95	SSM04	SSMP04
Men (18-39 yrs.) - Double Stick/Mixed Weapons				
Featherweight	130 & Below	59 & below	MD01	MX01
Lightweight	131 - 145	59 - 65.5	MD02	MX02
Welterweight	146 - 160	65.5 - 72.5	MD03	MX03
Middleweight	161 - 175	72.5 - 79.5	MD04	MX04
Light Heavyweight	176 - 190	79.5 - 86	MD05	MX05
Cruiserweight	191 - 205	86 - 93	MD06	MX06
Heavyweight	206 - 220	93 - 99	MD07	MX07
Super Heavyweight	221 & Over	over 100	MD08	MX08
Men 40+ (Senior Mens (40-49) Double Stick/ Mixed Weapons)				
Lightweight	132 & Below	61 & below	SMD01	SMX01
Middleweight	133-162	61 - 73.5	SMD02	SMX02

Light Heavyweight	163-186	73.5 - 84.5	SMD03	SMX03
Heavyweight	187-220	84.5 – 100	SMD04	SMX04
Super Heavyweight	221 & Over	over 100	SMD05	SMX05
Men 50+ (Super Senior Mens (50+) Double Stick/ Mixed Weapons)				
Light Heavyweight	189 & Below	85.5 & below	SSMD01	SSMX01
Heavyweight	190 & Over	over 85.5	SSMD02	SSMX02
Team Fighting (18+) (Team Fighting (18+))				
3 fighters – open class (Open Weight - 3 Men)	Open	Open	T01	

7. SCORING SHEETS (WERTUNGSHZETTEL)

7.1 Live Stick: "10-point Must system" sheet (rounds 1-3 + possible 4th round), with fields for points, deductions, winner, referee.

German Championship						
Fighter (Red)				Fighter (Black)		
Points	Deductions	Score	Round	Score	Deductions	Points
			1			
			2			
			3			

7.2 Padded Stick: dedicated sheet.

Padded Sticks



Fighter Name Red _____

Fighter Name Blue _____

Division _____

Red

Bouts:

Other Scores

Points

Total

Scores

Draw

Blue

Bouts:

Other Scores

Points

Total

Scores

Referee Name _____

Winner _____

8. OFFICIAL LOGOS

Logo GSBA International



Logo GSBA Germany e.V.



Logo GSBA Switzerland

