

# WORLD SILAMBAM FEDERATION

*Competition Rules and Regulations-2008*



Competition Rules and Division Rules

[www.silambamwsf.org](http://www.silambamwsf.org), [www.silambamindia.com](http://www.silambamindia.com)

# WORLD SILAMBAM FEDERATION



## 1. THE LOGO AND ITS MEENING

1. The Globe in the Logo denotes that the art Silambam is to be proliferated throughout the entire world.
2. The Sticks signify our art Silmbam (Stick Fighting).
3. Both men's standing position spells the confidence in their mind and physique to win. It is the stance of confidence.
4. The barefoot implies that this art is a prehistoric one, started before the man kind do not know even to protect their leg palms.
5. The Sports suit of the man denotes that now the art of Silambam was upgraded and refined to a sport at par with leading martial arts.
6. A clear drawing or a picture of a man would somehow or other indicate his race and origin. To express our view that silambam has to be practiced in the whole world, we draw the men in silhouette picture in which neither the race, nor the origin could be identified.

# rpyk;gf; fofj;jpd; vOr;rpg;ghly;

ekJ fiy mJ rpyk;gf;fiy  
mij fw;wtH kdjpy; mr;rkpy;iy  
,lJ epiy ,J tyJ epiy  
cd; clypy; njhpAJ Gjpa fiy ... (ekJ fiy)

nre;jkpo; kzf;Fk; jpuhtpl ehl;bd;  
jd;khzk; fhj;jpl gpwe;jjlh  
rPhpa newpAld; ijNahL Vwp  
kiyaf kz;zpy; kze;jjlh ... (ekJ fiy)

mfw;Wk; cd; Mzt epiyia tsHf;Fk;  
cd; kdjpy; typikia Nghw;Wk;  
GtpNa tho;j;Jk; cd; tPukij ... (ekJ fiy)

tpHnud;W gwf;Fk; fk;gpd; Row;rpf;F  
rPwpa rpq;fKk; Gwk; fhl;Lk;  
fy;Yk; Ks;Sk; nghbahFk; (tpHnud;W)

fhf;Fk; eP fw;wtnud;why; mizf;Fk;  
mij kjpg;gtnud;why; fhg;Nghk;  
fiyia vd;Nw cWjp nfhs;Nthk; (fhg;Nghk;)  
tho;f!

## **2. SILAMBAM SONG**

**(Translated from Tamil)**

**Silambam Art! It is the Art of Ours !**

**Fear not - those who learn this art - Practising**

**The Left Stance and the Right Stance, etc.,**

**The Brightness will glow in your body!**

**It was born to shield the selfrespect**

**Of the Tamil fragrancng Dravidian land !**

**From there with training and will, Silambam**

**Blossomed in the land of mountains -Malaysia !**

**It wipes out your ego and improve**

**Your courage and made the earth**

**To bless you for your boldness.**

**Silambam Art - It is the art of ours!**

**Even the roaring lion would get back**

**Before the whirling swings of Silambam !**

**Stones and spikes would be thrashed by the**

**Blow of Silambam with apt footings and swings!**

**It saves you if you learn this art!**

**It defends you if you honour it!**

**We swear to save this art and**

**We swear to promote Silambam**

### **3. INTERNATIONAL GOVERNING BODY**

#### **WORLD SILAMBAM FEDERATION SUPREME COUNCIL**

**(As reappointed on 21<sup>st</sup> October 2008 in Kuala Lumpur)**

<b>PRESIDENT</b>	<b>: Mr. S. Surya (India)</b>
<b>Sr, PRESIDENT</b>	<b>: Mr.R.C.Veeraseelan (Malaysia )</b>
<b>VICE PRESIDENTS</b>	<b>: Dr. J.J.R.Justin ( India )</b>
	<b>: Mr. Martin O'Malley ( Ireland )</b>
	<b>: Mr. Sampath C. Bamunuarachchi (Sri Lanka)</b>
<b>GENERAL SECRETARY &amp;</b>	<b>:Mr. P.SELVARAJ ( India )</b>
<b>TECHINCAL COUNCIL CHAIRMAN</b>	
<b>JOINT GENERAL SECRETARYS</b>	<b>: Mr s. Lorraine O'Malley ( Ireland )</b>
	<b>: Mr. Mr.Kumaran M.R ( Malaysia)</b>
	<b>: Mr. Mr. Bal Bahadur Purbachane ( Nepal )</b>
	<b>: Dr. Muhammad Naseeb Ullah Khan ( Pakistan)</b>
	<b>: Mr. Mr. E. Edward ( Singapore )</b>
	<b>: Mr. Rolly Catoy ( Philippines )</b>
<b>GENERAL TREASURER</b>	<b>: Mr. B.Rajan ( India )</b>
<b>INTERNATIONAL COORDINATORS</b>	<b>:Dr. M.Arulprakash (India )</b>
	<b>Mrs..Aishwarya Narendran( U S A )</b>
<b>INTERNATIONAL TOURNAMENT COORDINATOR</b>	<b>:Mr. Muralitharan (Malaysia )</b>
<b>TECHINCAL COUNCIL MEMBER</b>	<b>Mr.Chandhiran ( Malaysia )</b>
	<b>Mr .Thamodaran (India )</b>
	<b>Mr. Mr. E. Edward ( Singapore )</b>
	<b>Mr. J.Naveen (India )</b>
	<b>Mr. R.Ganesh Kumar (India )</b>

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## **5. SILAMBAM MARTIAL ART SPORT HISTORY**

### **How did silambam, the art of self defense, come into being?**

In ancient days, pre historic man used a bamboo stick to protect himself from approaching animals and inimical humans. Because of its usefulness, they always had the stick with them. When they went in search of food, they had to walk long distances. Playfully they swirled the sticks that they carried with them. As and when some inimical humans attacked them with sticks, they had to defend themselves with sticks. Thus a kind of fighting with sticks began to develop. It the first defense mach anion in human history.

### **Development of this art at the time of sieges and kings.**

About 5000 years age. Sieges age shier, a great devotee of lord Muruga, the Tamil god, lived in the hills of Pothigai in Thirunelveli District, that is situated in Tamilnadu in south India. It is said that it was Agasthiar who invented he is art of Silambam.

Later on the chera, Chozha and Pandiya kings introduced this art in their warfare and made it compulsory for all the soldiers in the five wings of their military.

In the recent past, at the time of Pulidevan and Veera Pandiya Kattabomman (1760–1799) this art was resurrected and was used in the fights against the British. So the British passed orders not to practice Silambam.

As for the Tamils, Silambam is not only a weapon but also a traditional Martial art. So they practiced it for the sake of physical fitness.

### **Techniques and Weapons**

**Silambam** is a weapon-based Dravidian martial art from Tamil Nadu in south India but also practiced by the Tamil community of Malaysia ,Singapore, Sri Lanka and Indonesia. The word silambam refers to the bamboo staff which is the main weapon used in this style. Other weapons are also used such as the Maduvu (Deer horn), ***Kathi*** (Knife) and ***Vaal*** (Sword). Unarmed Silambam, called Kuttu Varisai, utilizes stances and routines based on animal movements such as the Snake, Tiger and Eagle forms.

The length of the staff depends on the height of the practitioner. It should just touch the forehead about three fingers from the head, although different lengths are used in different situations. It usually measures roughly 1.68 meters (five and a half feet). The 3 feet stick called *sedikutchi* can be easily concealed. Separate practice is needed for staves of different lengths. The usual stance includes holding the staff at one end, right hand close to the back, left hand about 40 centimeters (16 inches) away. This position allows a wide array of stick and body movements, including complex attacks and blocks.

There are numerous sub sects in silambam like *nagam-16* (cobra-16), *Kallapathu* (Thieves ten), *Kidamuttu* (goat head butting), *Kuravanchi*, *kalyanavarisai* (similar to quarterstaff), *Thulukkanam*, and so on. Each is unique and may differ from one another in grip, posture, foot work, method of attack, length of the stick, movement of the stick etc.

The bamboo staff, one of the first weapons used in Indian martial arts, was in great demand with the visitors

### **How did silambam come to be known a sport?**

Rules and regulations were framed for silambam and so it developed into a sport. There are state, national, continental and international federations for silambam. Annual competitions are being held as per norms.

The All India Silambam Federation was duly registered in Government of Tamilnadu in 2006 and is functioning successfully. National competitions are held annually.

The executive committee, meeting in Kolalampur and 20<sup>th</sup> march 2009, decided to form the Asian Silambam Federation, baving its head quarters in India. This Federation has been duly registered in India.

For the first time Asian silambam Federation conducted competitions for men and women in all the three categories of sub-junior, junior and senior. It was held from 3<sup>rd</sup> to 6<sup>th</sup> November, 2009 at CSI Hall Nagercoil, Kanyakumari District, Tamilnadu, India. 300 competitors from nine nations of India, Malaysia, Singapore, Nepal, Bangladesh, Srilanka, Indonesia, Thailand and Iran Participated.

## **6. AIMS AND OBJECTIVES**

### **I. The Aims and Objects of the World Silambam Federation shall be:-**

- 1.1.) To organise, encourage, promote and control the Sport of Silambam
- 1.2.) To provide facilities for training and physical exercise in the Sport of Silambam and to render financial assistance to both individuals and organisation for the promotion of such training.
- 1.3.) To diffuse useful knowledge and modern techniques in sports and physical exercise by publishing literature in any form the participating in such meetings in Shuttlecock and abroad ; and
- 1.4.) Generally to do anything with the promotion of Sport of Silambam in particular and sports in general in the World.

### **II. WSF members consist of :**

#### **Level of WSF membership consist of :**

##### **2.1.)THE FOUNDING MEMBER**

National Association / Federation agency or Silambam recognized to represent certain National founding WSF, in this case consisting of ALL INDIA SILAMBAM FEDERATION (AISF), PERSATUAN SILAMBAM MALAYSIA (PSM) SRI LANKA SILAMBAM FEDERATION (SISF), SINGAPORE SILAMBAM FEDERATION (SSF),

##### **2.2.)THE AFFILIATED MEMBER**

A National Association / Federation of Silambam of certain country that has been admitted member of WSF and recognized by the National - level agency authorized to manage/be responsible for Silambam affairs in the pertinent Country.

2.3.) Regional Federation and National Association / Federation of Silambam from any

Nation. Each country shall be represented only by one national Association / Federation.

2.4) In case any certain Regional and country has no Regional / National level Silambam Federation., membership shall only be granted to one certain Silambam organization which in the opinion of WSF may be accepted as a member.

2.5.) To promote and propagate the Art of Silambam as a means of sports, health improvements and self defense.

2.6.)To accept affiliations from countries those who are interested in the art of Silambam.

2.6.) To Provide exhibitions in the art of Silambam.

2.7.) To provide qualified examiners for grading amongst members and to award certificates to members participating in such grading test.

2.8.) To organize and to hold tournaments for its members.

2.9.) To promote understanding among members of all races and to provide a source of exercise for physical, moral and mental development.

2.10.) To encourage, organize, control and sponsor Silambam as a sport in the whole world.

2.11.) To collect and receive subscriptions and contributions and to administer its fund for the furtherance of Silambam displays, competitions and to raise or borrow money that may be required for the purpose of the federation in such terms and on such security as may as required.

2.12.) To print, publish or purchase the copyright or otherwise acquire any books, journals, newspapers, periodicals or leaflets or any interest therein, and to undertake any propaganda and to advertise in any manner which the federation may think desirable for the promotion of its objectives and to hold lectures and courses of instructions to promote this sport Silambam.

2.13.) To act and do any lawful things conducive to the attainment of the Aims and Objects of the federation.

2.14.) With the prior approval of the competent authority to publish newsletter and/or to disseminate information on the activities and development of the Federation.

## **7. SILAMBAM AND OTHER ARTS**

### **03.01. Guru Vanakkam**

There are various ways of Silambam Guru Vanakkam which are practiced by the participants to honor their gurus and at the same time respecting the audience.

### **03.02. Long Stick**

The exponents are using eyebrow level in length and one inch width sticks. They swing the stick in various methods to defend and to counter attack the opponent. Even a man with knife may easily be managed with this long stick. This is the main instrument in the silambam competition.

### **03.03. Double Short Stick**

Two short sticks, each about 3 feet in length may be used. A skilled exponent can guard himself against several hits, where he uses one hand to block and the other to counter-strike or thrust. Usually two short sticks are better than one. The exponents with high skills can attack or strike and at the same time giving no time for the opponent to defend. Please note that swaying the stick and turning the body left and right will make the opponent sometimes defenseless.

### **03.04. Chopper Knife**

A man of highly skilled in martial art only can defend himself from various weapons like a chopper, sword, knife or an axe. He should move or dodge immediately when the exponent attacks. He can either give blows, kicks, thrusts, or apply locks. When applying locks like in wrestling, one can make the attacker with weapon motionless. A higher form of techniques should be learnt before using it because it needs quick and decisive movement to apply locks against the opponent.

### **03.05. Locks**

A person with inferior strength can lodge a wrestling lock against the man of greater strength. A weaker person defends himself by performing a simple lock. This method can be used even if he/she is attacked by weapons.

### **03.06. Sword & Shield**

With a sword and shield one can give strike, hits, thrusts, swings to the various parts of the body of the opponent. The defender must be skillful in order to defend from various strikes. This is usually a fight against warriors; where they attack with a long sword and defend with a shield. In ancient war, the sword and shield are commonly used by most of the countries like Rome, India, China, etc.

### **03.07. Barehanded Techniques**

This is an advanced form of sparring in which neither the technique of attack nor the role of the attacker is pre-arranged. The exponents are completely free to attack, defend and counter attack with all the techniques they have mastered. Exponents are dressed in traditional clothes however this does not affect the techniques of silambam. It is a series of hand and leg play, where the defender defends and at the same time gives **kicks and** blows. It is a mixed combination of punches, strikes, chops, kicks and thrusts. So the defender defends all these movements and counter attacks immediately.

### **03.08. Spear fighting**

Spear fighting techniques is rather similar to long pole fighting but the techniques used here are mostly thrusts.

### **3.09. Maduvu (Maan kombu)**

It is a short defending weapon usually made of deer horns. Since the horns are very rare to get, the players usually use the weapon made of hard wood or soft iron bar. The exponents with a single Maduvu or double can defend himself against all chops ,strikes and hits. A very skilled person will be able to defend and counter. Usually in India, maduvu will be played with long stick called "Puli Attam" where a man wears a costume like a tiger and defends against a single or double attacker.

### **03.10. Short and long stick**

There are more than 100 types of techniques in short/long stick sparring. Mostly the techniques are of strikes, thrusts and locks.

### **03.11. The steel-whip**

The steel-whip is a weapon consisting of two to five stainless -steel blades riveted to a handle grip. The width of each blade is 1. 1\4 inches and each blade is 4 to 5 feet in length. This weapon is used to combat against a mob or to disburse an unruly crowd. Usually the steel-whip display are shown during festival season and celebration nights.

## **Article-1**

# **UNIFORM**

## **01 PARTICIRANT'S UNIFORM**

### **01.01 SHIRT**

**The front part of the Silambam participant shirt(refer picture 1)**

1. White shirt
2. Shirt with 'Jippa' model with thick coat material and has two buttons
3. With Silambam logo on the right side
4. Elbow length sleeve with rubber edge in the end
5. The shirt's length should be half of the thigh with split lengthwise about 10 cm

**Back part of the upper uniform(refer figure 2)**

1. At the back of the uniform written "Silambam India" / "Silambam Malaysia" etc.
2. The size of letters should be 2 inch high and 1/2 inch thick
3. The fonts must be in black.

### **01.02 PANTS (Figure 3 to 4)**

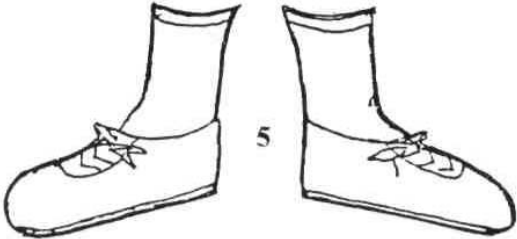
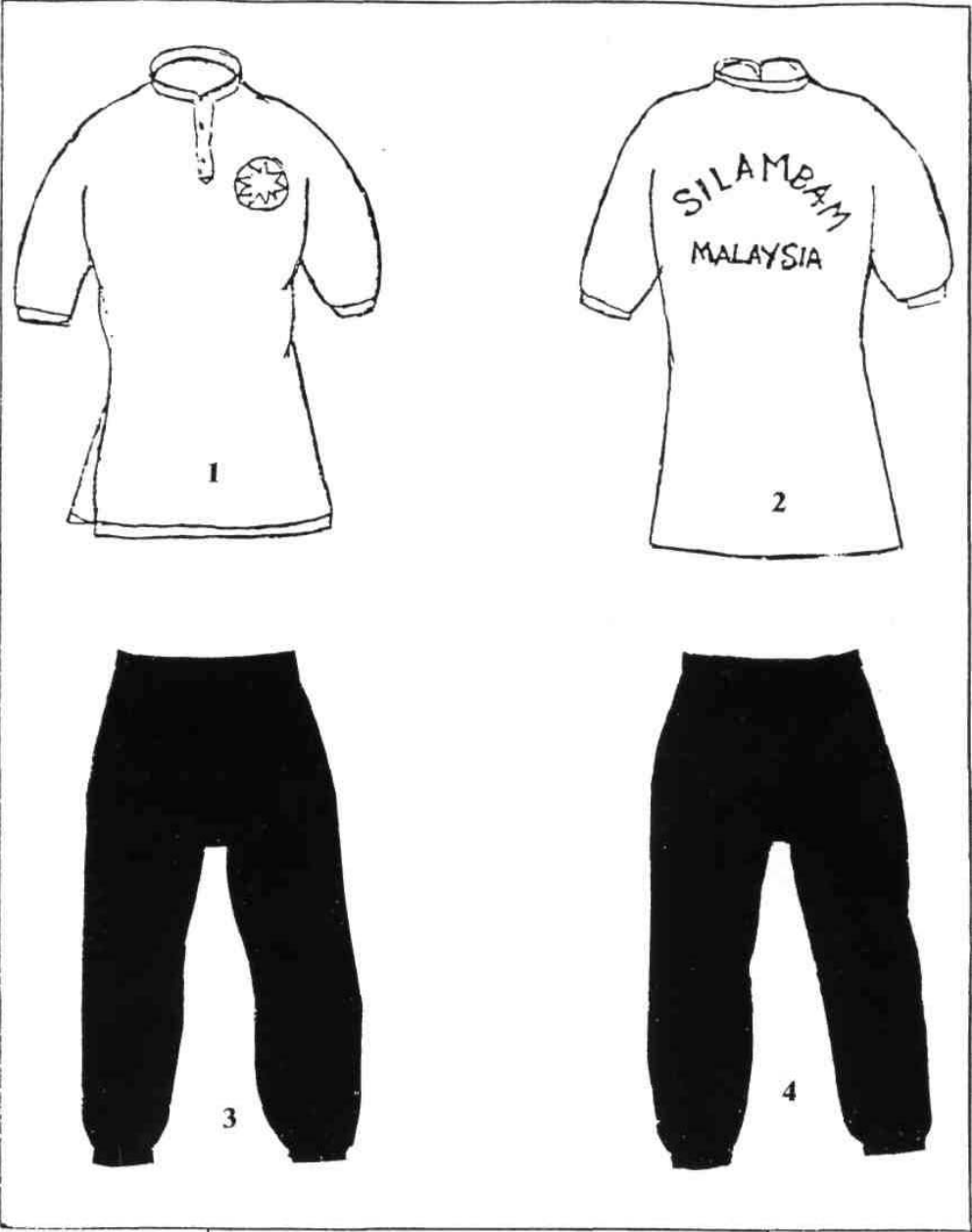
1. The pant colour should be in black
2. The pants hip should contain sap.
3. The angle also should contain sap
4. No extra fitting except with a small pocket.

### **01.03 SHOE (Figure 5)**

1. The participant shall wear white stockings.
2. The shoe shall also be in white colour.
3. The bottom of the shoe should be flat to avoid slipp during competition.

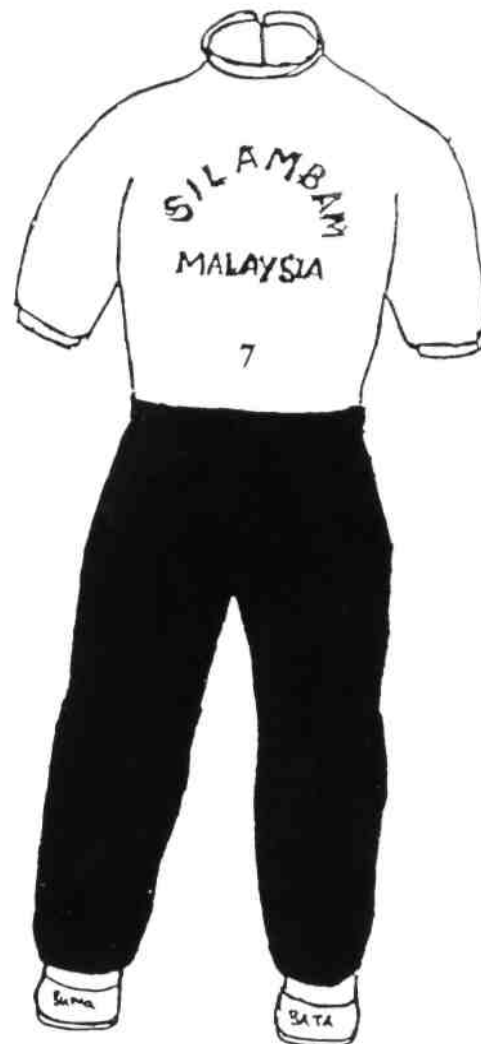
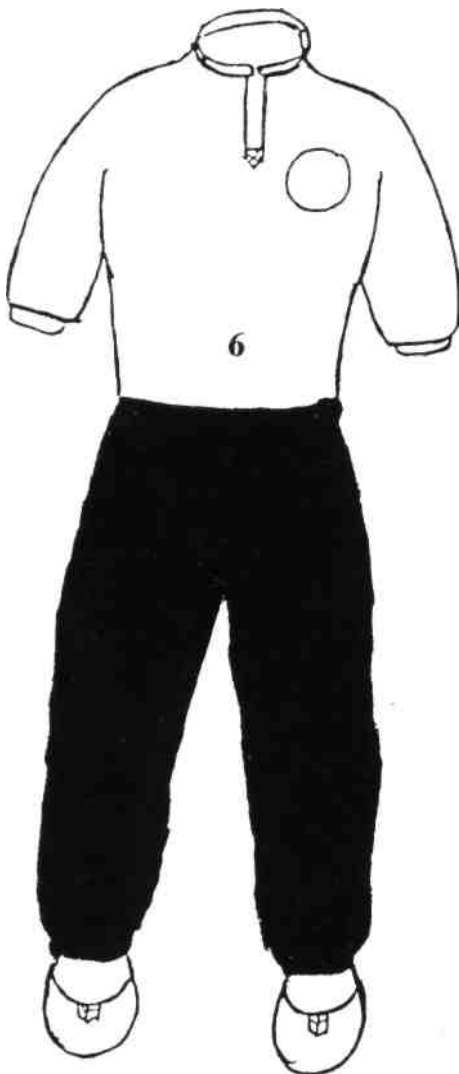
**SILAMBAM PARTICIPANT'S UNIFORM**

(Figure 1 to 5 )



**01.04 PATICIPANT'S UNIFORM FOR INDIVIDUAL AND SPARING EVENT Figure 6-7)**

1. The uniform of Silmbam participant for individual and sparring event (refer picture 6 & 7 )
2. A participant should wear approved Silambam uniform by the organization with White shoe.
3. The uniform should be tucked in properly.

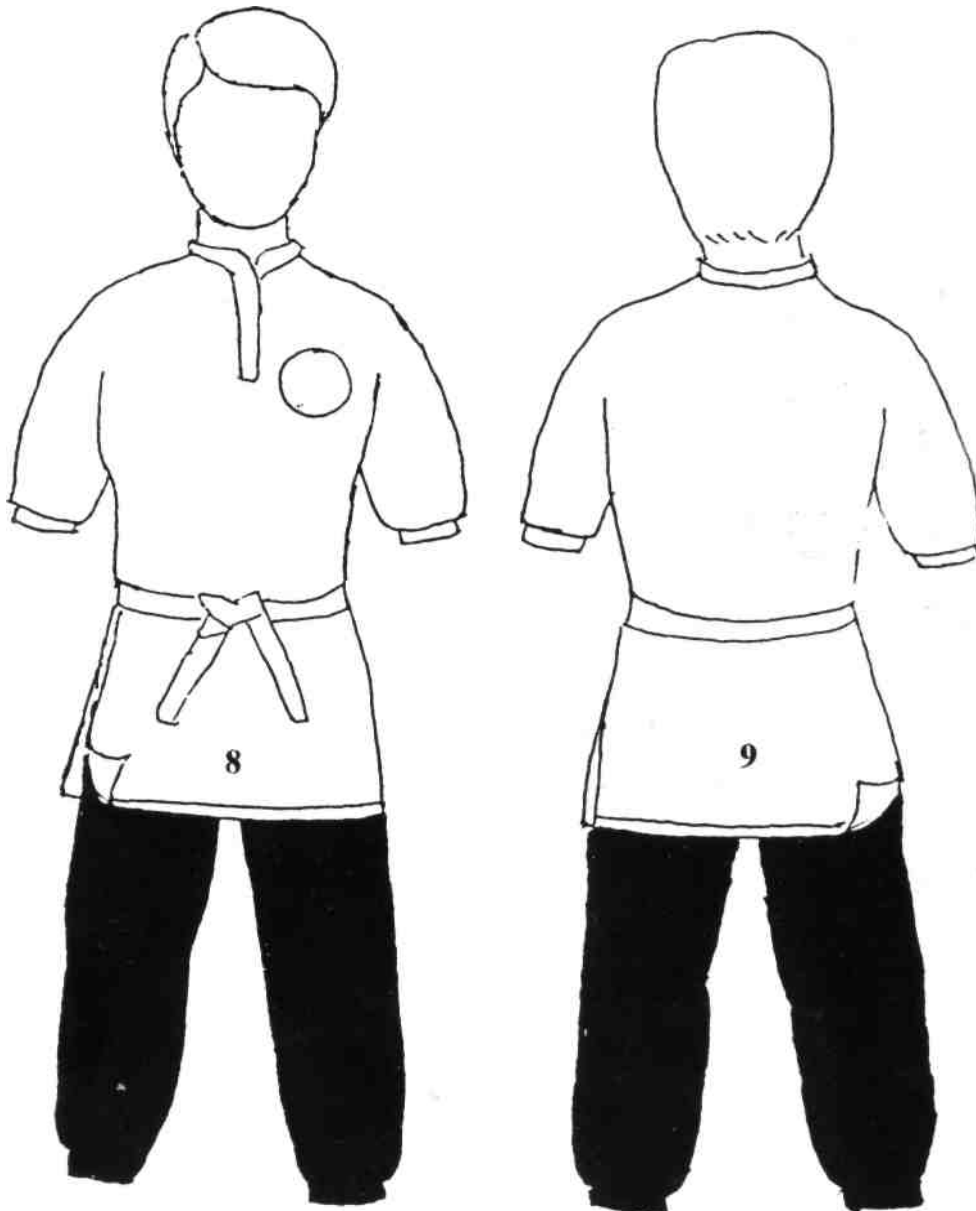


## **01.05 PARTICIPANT'S UNIFORM FOR CULTURE**

### **COMPETITION**

**Silambam participant's uniform for group event (refer figure 8 - 9 )**

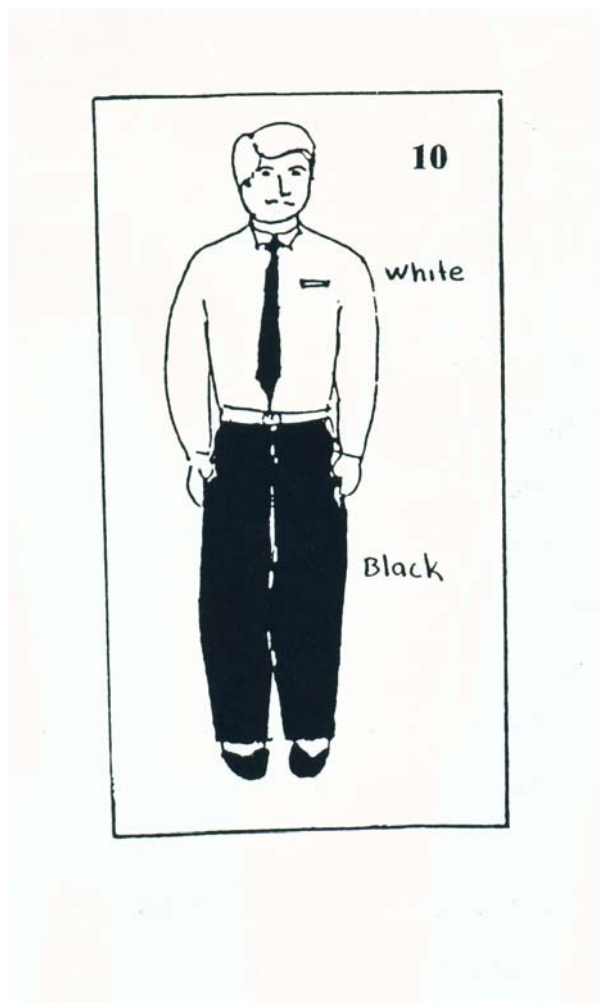
1. A participant should wear approved silambam uniform.
2. The shirt need not be tucked.
3. Must wear belt according to their to their status



## **01.06 SILAMBAM JUDGE'S UNIFORM**

**The front part of judges uniform (refer figure 10)**

- 1. White coloured long sleeve shirt**
- 2. Black tie**
- 3. The shirt tucked in properly**
- 4. Must wear black belt**
- 5. Black pant**
- 6. Black stockings and black shoes.**



## **01.07 COURT**

### **SILAMBAM COURT PREPARATION**

1. The court for all competitions are round in shape (see figure 13 )
2. There are 2 circles where the outer diameter is 22 feet while the inner diameter is 22 feet.
3. The middle of the both circle is known as 'WARNING'.  
During the competition only one leg can past the outer circle. If both of legs past the outer circle, 2 marks will be cut down. If the mistake is repeated, the participant will be disqualified.

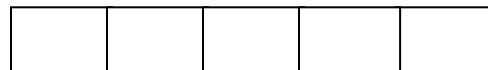
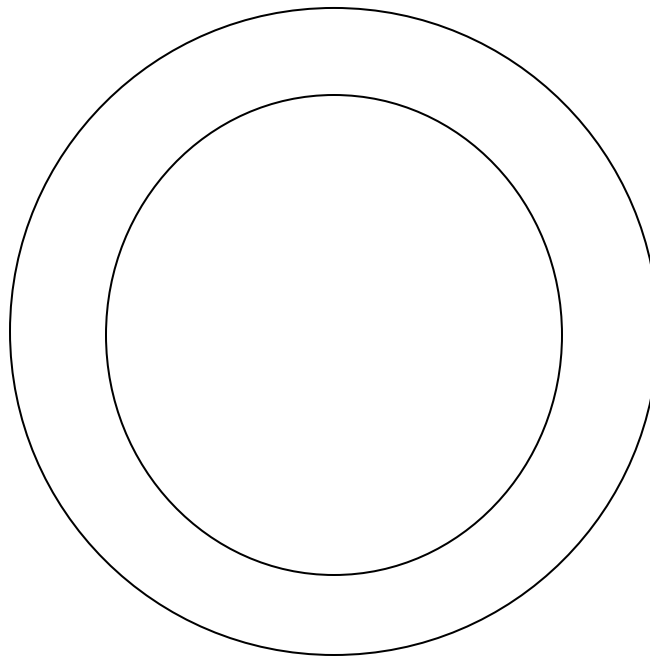
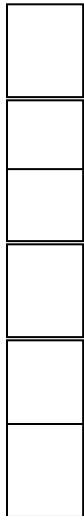
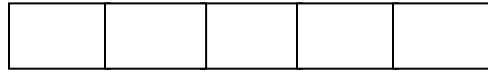
## **01.08 COURT FOR SELF SKILL**

1. Round shaped court (refer figure 11)
2. There are 5 seats for juries in front of the court.
3. 2 Seats Athletes will be reserved at the left and Right corner.5 Seats at the left corner for
  - i) Incharge of the circle competition
  - ii) Asst. Time Keeper
  - iii) Announcer
  - iv) Time keeper
  - v) Asst. Time Keeper
4. There will be seats for the participant at the right and left side of the court.
5. Judge will be placed at the back of the court.
  - i) First 3 seats are for marks writer (Scorer),
  - ii) Last 3 seats are marks counter.(Assistant)
6. Secretariat seat will be placed at the behind.

## **01.09 COMBAT COMPETITION'S COURT**

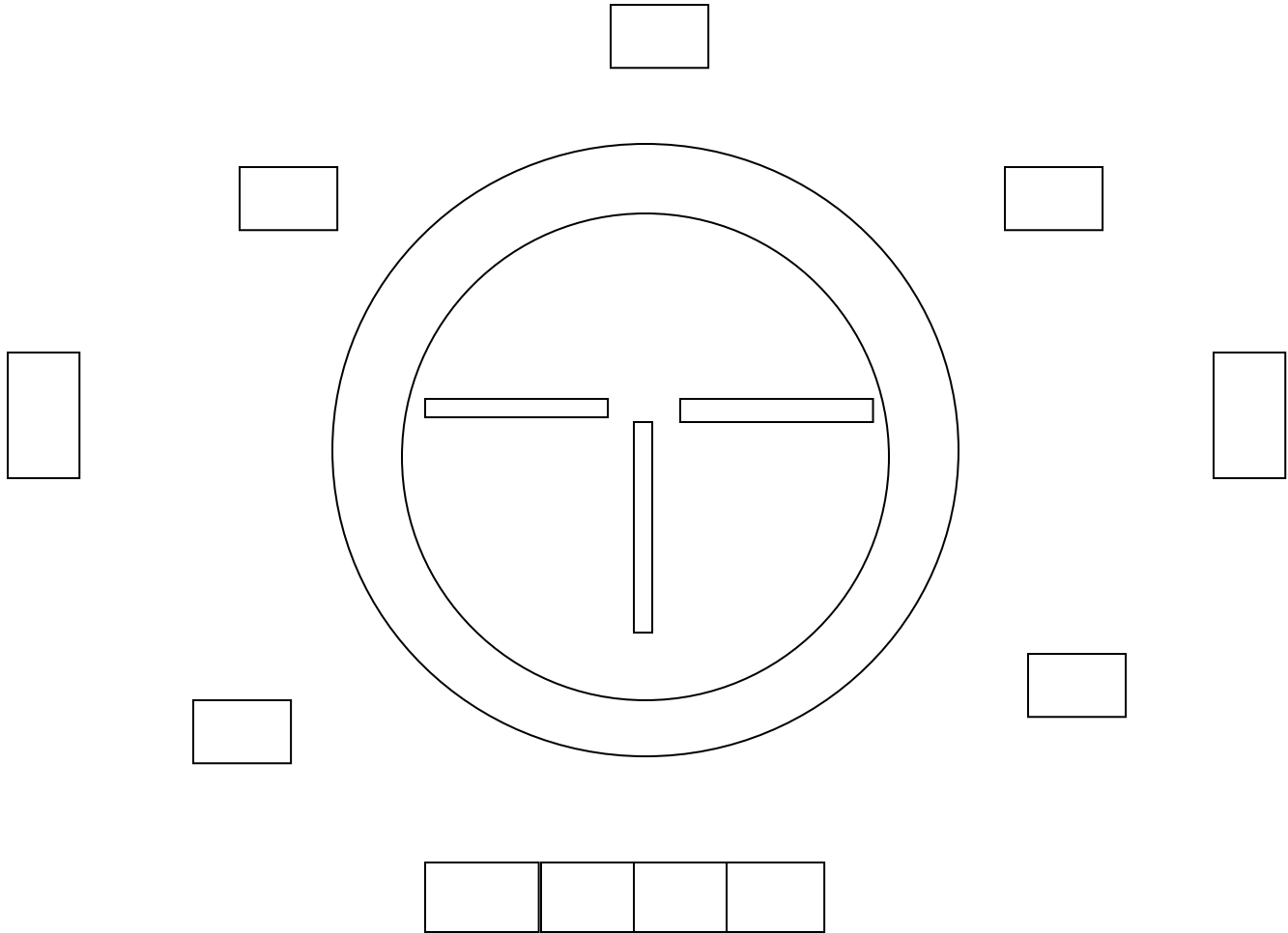
1. Round shaped court (refer picture 12 ).
2. There are round circle 5 seats for juries.
3. 5 Seats at the left corner for
  - i) Incharge of the circle competition
  - ii) Asst. Time Keeper
  - iii) Announcer
  - iv) Time keeper
  - v) Asst. Time Keeper
4. At the upper right corner 2 seats for reader and mark counter for green player.
5. At the lower left corner 2 seats for reader and mark counter for red layer.
6. Court's right side is for participants of green protected wired couch to seat.
7. Court's left side is for participants of red protected wired couch to seat.
8. The score board is placed in right side of the court.
9. At the back 3 seat would be provided for :
  - i) Right side seat is for mark counter for green player.
  - ii) Middle is for chief judge.
  - iii) Left side seat for mark counter for red player.
10. At the back there is a seat for secretariat.
- 11 .At the middle of the court there is 3 silambam stick.
  - i) Left and right side of the silambam stick for the participant shall be of  $3\frac{3}{4}$  inch width and length shall be of forehead level,
  - ii) The silambam stick in the middle is for chief judge shall be of  $3\frac{3}{4}$  width and the length shall be of forehead level.

**CULTURE COMPETITION'S COURT**  
Thanithiramai / Kulupotti

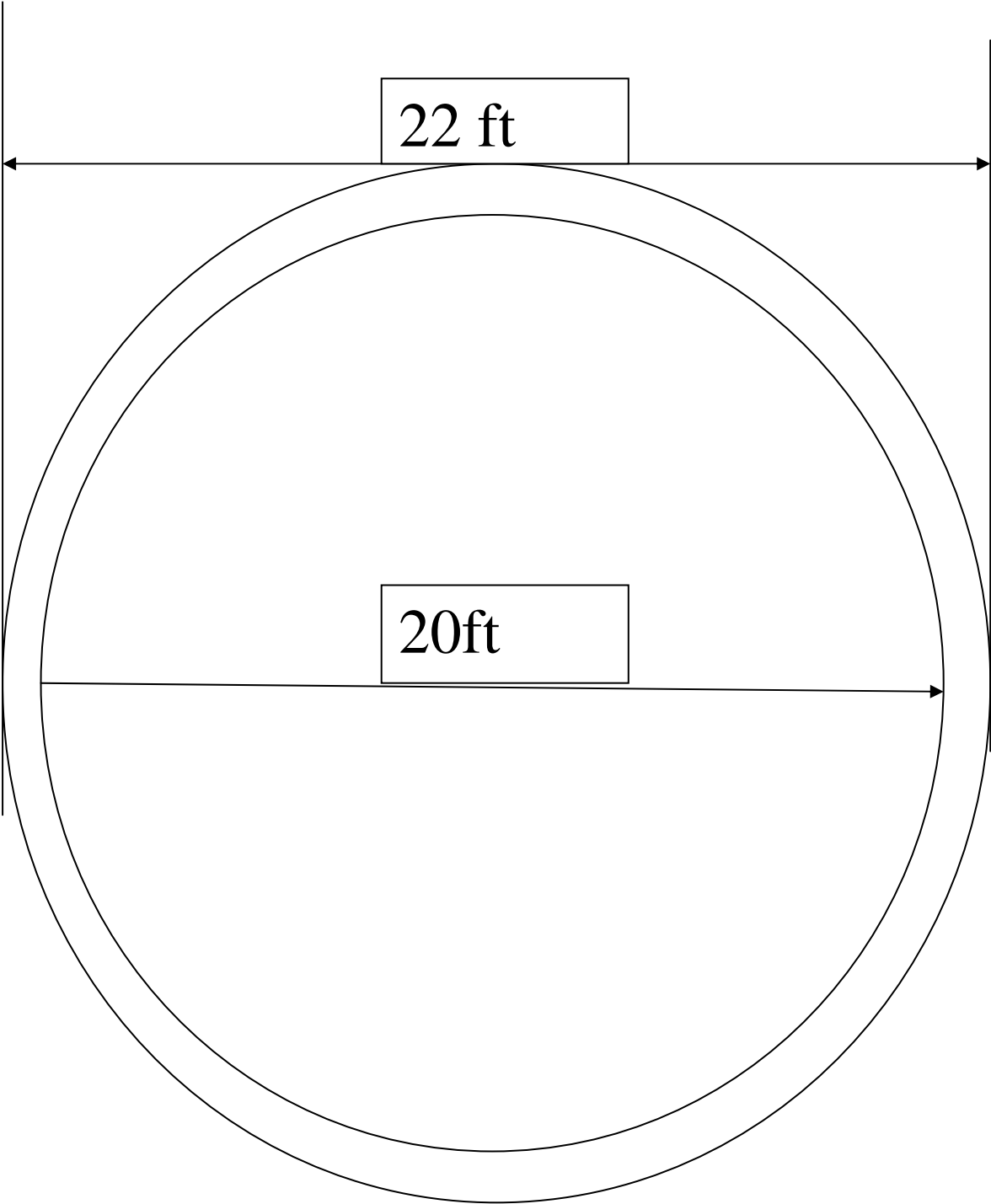


# COMBAT COMPETITION'S COURT

## Kambu Sandai



**SILAMBAM COMBAT COURT (Measurement)**



## **Article-2**

### Competition Divisions:

**TAMIL**

**- ENGLISH**

- |                         |                      |
|-------------------------|----------------------|
| 1. Kuthuvarisai         | - Bare Hands Forms   |
| 2. Otrai Kambu Veechu   | - Stick Swing        |
| 3. Erattai Kambu Veechu | - Double Stick Swing |
| 4. Kambu Sandai         | - Stick Fighting     |
| 5. Kulupotti            | - Group Competition  |

These divisions have separate competitions

### TANITHIRAMAI COMPETITION

1. In this event, the participant must show their own talent with one stick .
2. In this event if the stick falls, it can be picked up for only one time for each

right and left hand. If the stick falls, but it can be caught up before the stick reaches the floor, it will not be considered as a fall.

Silambam competitions are conducted on the basis of Mini Sub-Junior, Sub-Junior, Junior, Senior (Male, Female) based on their age.

## **Article-3**

### **Kuthu Varisai**

1. **(Kuthu Varisai) - Bare Hands Forms:**

Fighting with Hands and legs are called Individual talent Kuthu Varisai

1. This competition is done with free hand technique
2. There are 4 types of Toothu.
  - i) Indian Style
  - ii) Malaysian Style
  - iii) Sri lagans Style
  - iv) Singaporeans Style

3. Special form is to be used. The information in the form will be as below.

- |       |                                  |       |
|-------|----------------------------------|-------|
| i)    | Participants and group's name.   |       |
| ii)   | Participator's and group's name, |       |
| iii)  | style                            | -25%  |
| iv)   | Speed                            | -25%  |
| v)    | Skill                            | -25%  |
| vi)   | Variety                          | - 25% |
| vii)  | Total                            | 100 % |
| viii) | Judge's name                     |       |

## **Article-4**

### **Otrai Kambu Veechu**

#### **2. Otrai Kambu Veechu - Single Stick Swing :**

- Single Hands Long Stick Swing
- Single Hands Middle Stick Swing

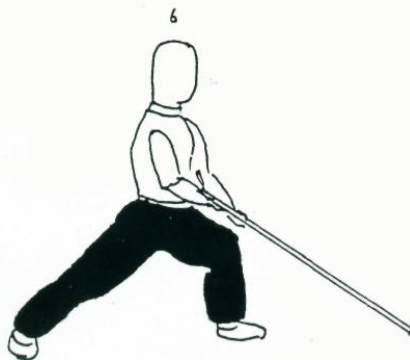
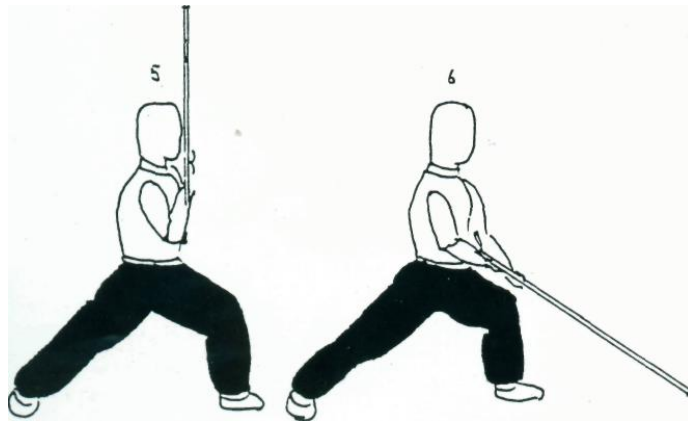
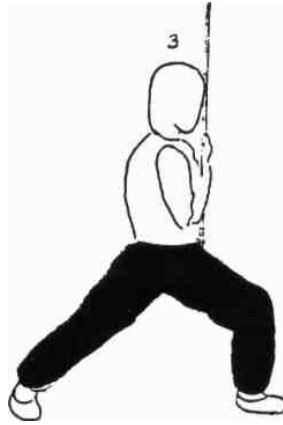
These four competitions are based on their individual Traditional Different performance.

## COMPETITION RULES

1. Wearing complete uniform with the shirt tucked in and wearing white shoes with stockings.
2. Personal accessories are not allowed.
3. Participants with long hair should tie them up properly.
4. Participants will have to use their own silambam stick which is <sup>3</sup>A inch by width and forehead level length by long.

### 07.02 ENTERING INTO THE COURT

Refer to figure to see the correct way of showing respect before the Self Skill Competition starts. Participants are supposed to be ready when their names are called and make sure that their names are called correctly.



1. Stand straight after entering the court and hold the silambam stick at right hand.
2. Rest the stick on the right chest while entering the court.
3. Stand with right leg in the front and left leg at the back while holding the stick in the same position.
4. Lower down the stick with the upper edge touching the ground.
5. The stick is moved from down to up vertically to show respect to their master (guru).
6. Lower down the stick (as in figure ) to inform that participant is ready.

### 07.03. SELF SKILL PERFORMANCE

1. The event is assigned 2 minutes.
  2. When the participants are ready, the time keeping judge will blow the whistle.
  3. The participants will show skills according to their techniques learned.
  4. Each participant should collect at least 9 point in order to go to the next stage. If any participant gets less than the required points. The participant will be automatically disqualified for the combat event.
  5. Participants are required to follow the rules as stated in the form.
- i) Padai veechu (Nedungkambu) all which consist of 10 unique rounds.

Each round carries 0.5 points the overall marks will be 5 points,

Alangara veechu (nadungkambu ) all which consist of 10 unique rounds. Face Round carries 0.5 point which the overall marks will be point,

- ii) Kaaladi varisai (Leg Steps) is divided into 2 parts.

FIRST:

- |             |               |               |
|-------------|---------------|---------------|
| a. Sendippu | e. Kirukki    | i. Kintal     |
| b. Udaan    | f. Pirallai   | j. Thirumandy |
| c. Baski    | g.. Pammal    |               |
| d. Takki    | h.. Patunggal |               |

SECOND :

- |           |          |
|-----------|----------|
| a. Vaaral | d.Aruppu |
| b. Vettu  | e.Kuthu  |
| c. Veechu |          |

Each style carries 0.3 point.

iii) vi) Karanam is another part where participant will get 0.5 point overall,

iv) Each of the following items carry maximum of one mark.

- a. Style
- b. Speed
- c. Skill
- d. Variety
- e. Power/Discipline

6. The total of score will be prepared at the special column.

- i. The juries' and judges' names will be written for reference in the form,
- ii. If the participant came out of the court, two marks will be deducted,
- iii. If the participant drop the silambam stick, 2 marks will be deducted. If he repeats the same mistake, he will be disqualified,
- iv. After the competition for this category ends, chief official will paste the marks list at the score board for reference of the management and coach,
- v) Chief official will receive all the category's form after the competition end.
- vi) Chief official will fill up the special form and paste it at the score board.

## **Article-5**

### **1 Erattai Kambu**

#### **Erattai Kambu Veechu - Double Swing**

- Double Hands Long Stick Swing
- Double Hands Middle Stick Swing

These four competitions are based on their individual Traditional Different performance.

Each of the following items carry maximum of one mark.

- a. Style
- b. Speed
- c. Skill
- d. Variety
- e. Power/Discipline

#### **1.1. MARKS CALCULATION**

- |                        |                       |
|------------------------|-----------------------|
| i) <b>Style-20%</b>    | iv) <b>Power -20%</b> |
| ii) <b>Speed-20%</b>   | v) <b>Variety-20%</b> |
| iii) <b>Skill -20%</b> | vi) <b>Total-100%</b> |

The total of score will be prepared at the special column.

## **Article-6**

### **1. Kulupotti - Group Competition:**

#### **Kulupotti - Group Competition Rules (Cultural Competition)**

1. Culture event participants must be of 10 members from every group.
2. Must wear full silambam uniform.
3. Do not wear shoes because this is culture event.
4. 10 events must be performed within 10 minutes.
5. Participants can take part in any of the 2 events only.
6. The beginning and the end of the group event is Guruvanakam.
7. Culture event form is to be used.
8. The marks are also as same as in the group event,
9. This is to inspire them and to improve their quality.
10. Total time 10 Minutes.
11. All the participants must do any one the events Compulsory.

## 2. TYPES OF EVENTS

There are 11 types of events as shown below:

- i) **Guruvanakam** - group of 10 participants and 15 Techniques (compulsory)
- ii) **Freehand** - 2 participants.
- iii) **Pidivarisai** - 2 participants.
- iv) **Netri Matta Silambam** - 2 participants - use 1 or <sup>3</sup>/<sub>4</sub> inch thickness stick.
- v) **Sedi kuchi vilayaddu murai** - 2 participants -  $\frac{1}{2}$  inch thickness  
36 inch long
- vi) **Maan kombu murai** - 2 participants – s  
tick or deer's horn (2 feet)
- vii) **Kathi pidi vilayattu** - 2 participants -10 inch plastic knife or stick,
- viii) **Eetti** - 2 participants
- ix) **Kedayam - vaal** - 2 participants -36 inch knife
- x) **Sword** - 2 participants -36 inch (fencing)
- xi) **Surul** - only 1 participants - 5 feet steel blades (2 or 3).

## 3. MARKS CALCULATION

- |                        |                       |
|------------------------|-----------------------|
| i) <b>Style-20%</b>    | iv) <b>Power -20%</b> |
| ii) <b>Speed-20%</b>   | v) <b>Variety-20%</b> |
| iii) <b>Skill -20%</b> | vi) <b>Total-100%</b> |

## Article-7

### 1. Kambu Sandai - Stick fighting:

This style totally differs from all previous demonstrative styles. Based on the age group and body weight group the competition will be divided.

One will wear identity of blue and the other with red identity in the field. They have to obey the rules of World Silambam Foundation and will fight in the Light Contact way. Specific time will be allotted for them and after the allotted time the Judges will announce their results.

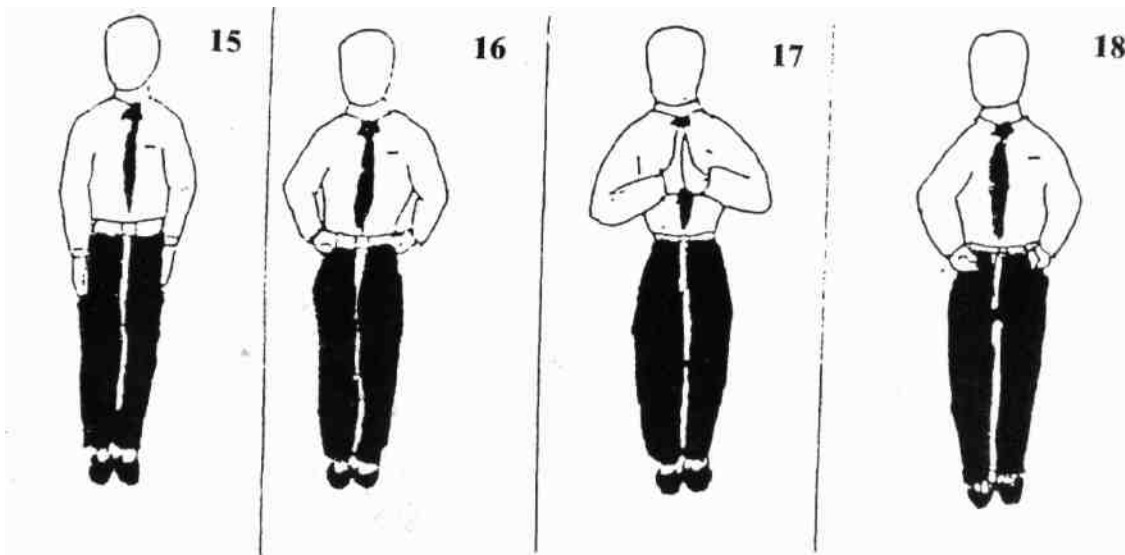
### 2. KAMBU SANDAI COMPETITION RULES AND REGULATIONS

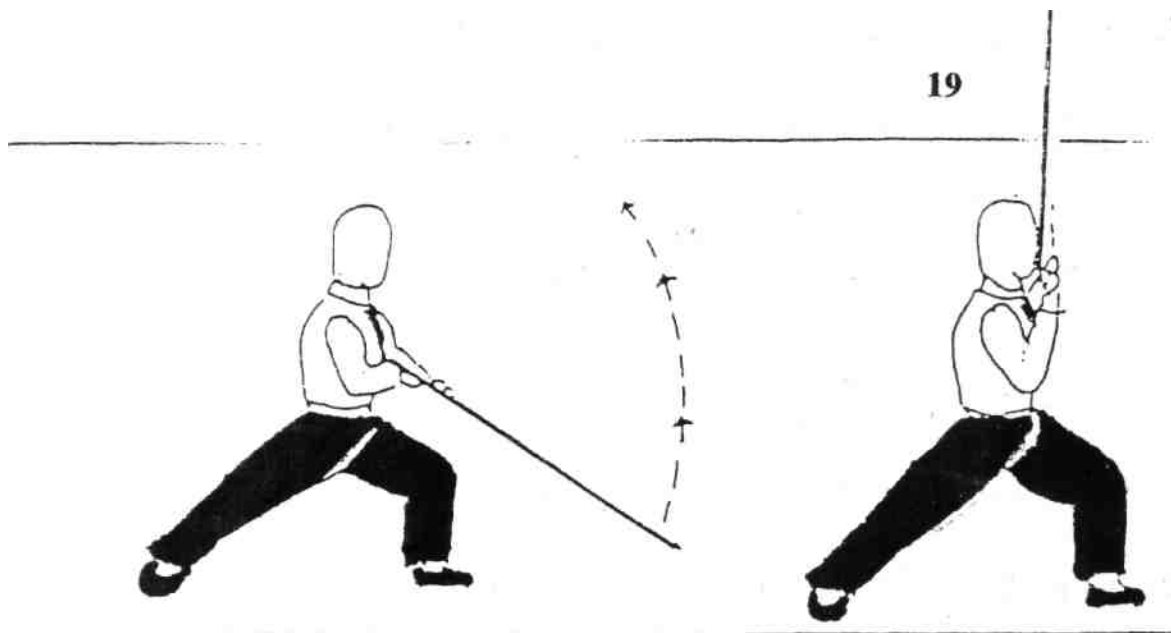
1. Wear full silambam uniform with the shirt is tucking in, wear socks and white shoes.
2. Not allowed to wear Jewells.
3. Female participant must tie their long hair.
4. Must wear self protections as (fig. 21-26)
  - i) Head gear
  - ii) Body cover / shield pad
  - iii) Abdomen guard
  - iv) Arm guard
  - v) Knee cap
5. Wear specified colors either, red or green

### 3. THE METHOD OF ENTERING BY JUDGE.

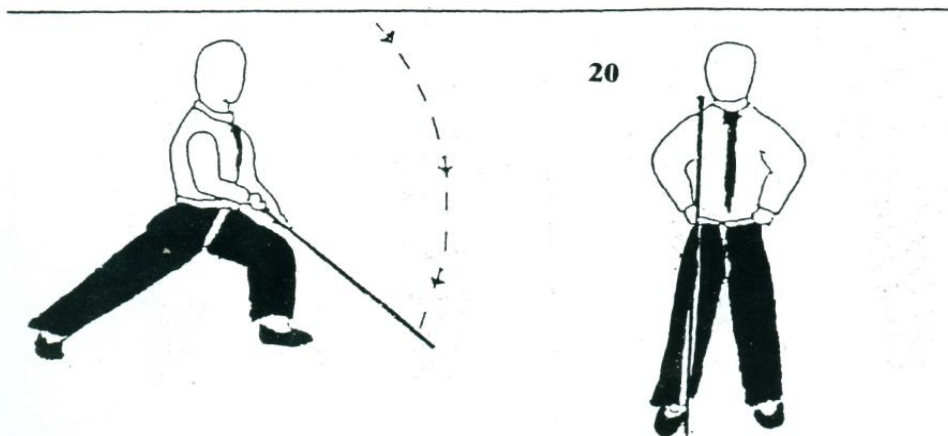
1. Every judge should take their seat as stated.
2. Green dressed participant should be with their coach in the right side of the court.
3. Red dressed participant should be with their coach in the left side of the court.
4. Chief Judge will enter the court and gives respect to the juries, (fig. 19 )
  - i) Stand straight after giving respect (Vanakam)
  - ii) ' The ways of calling participants to the court and signal.
  - vi) The ways of showing the winners and signal.
  - vii)

The ways of the judge giving respects to the chief judge, (by hand)  
The judge should stand straight before and after giving respects.





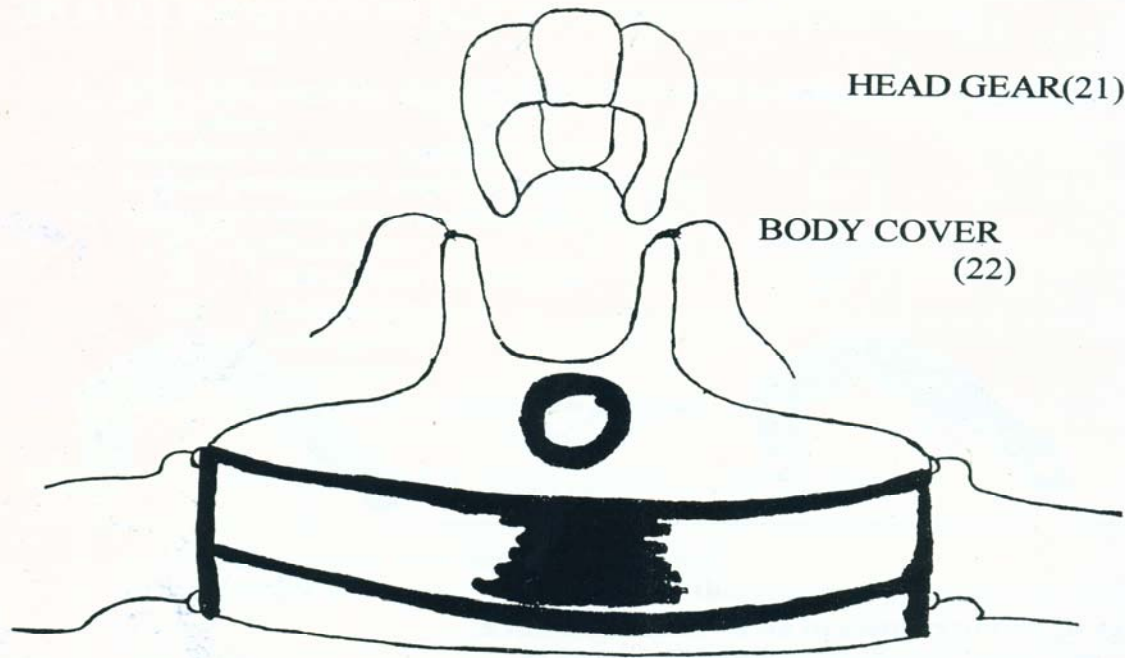
**The ways of giving respect to all by silambam stick.  
 Take silambam stick and with their right leg at the back.  
 Gives respects to the chief judge. Lift down silambam stick**



**after giving respects. Stand straight with the silambam stick  
 on the right shoulder.**

# 08.03. SAFETY EQUIPMENTS

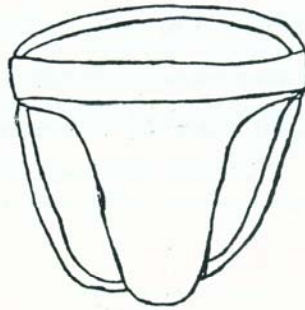
(Figure 21 to 26 )



HEAD GEAR(21)

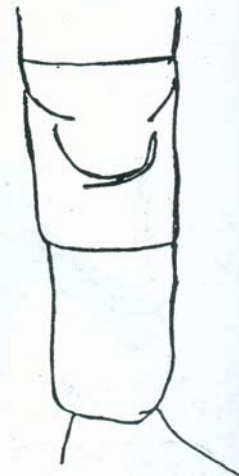
BODY COVER  
(22)

ABDOMEN GUARD  
(23)



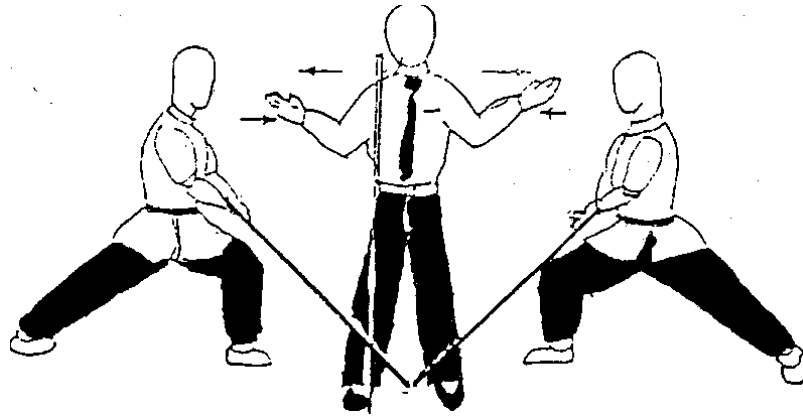
ARM GUARD  
(25)

KNEE CAP  
(24)



SPORT SHOES (WHITE)  
(26)

## 4. SIGNALS AND REACTIONS

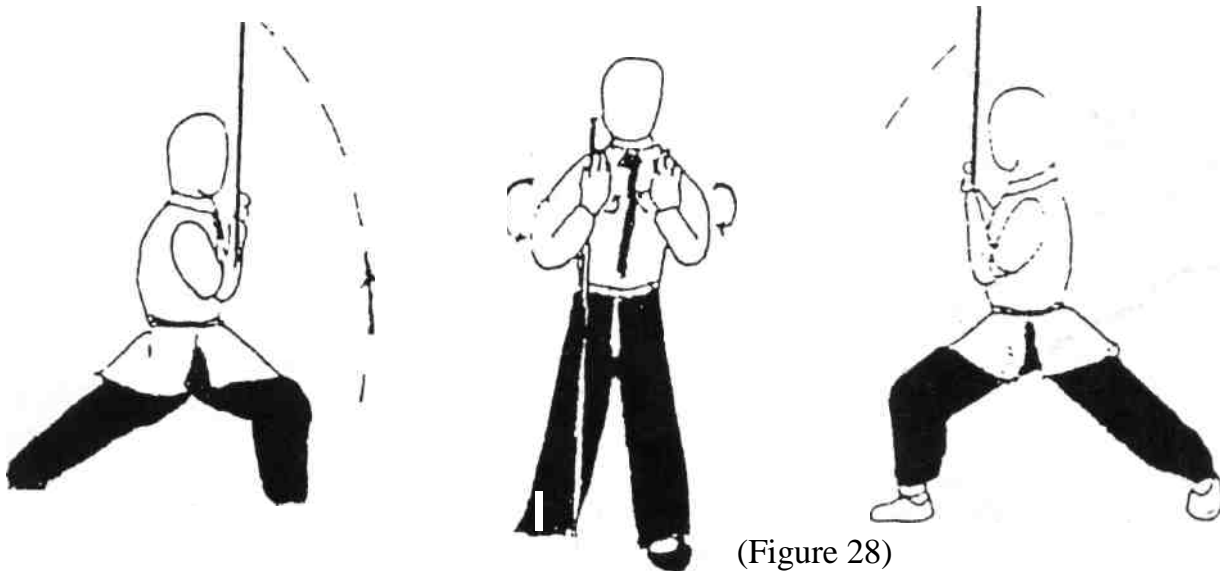


**(Figure 27 ) THE WAYS OF CALLING THE PARTICIPANTS INTO THE COURT(SIGNAL)**

-Chief Judge move both hands out side and then inside.

### **PARTICIPANTS'S REACTION**

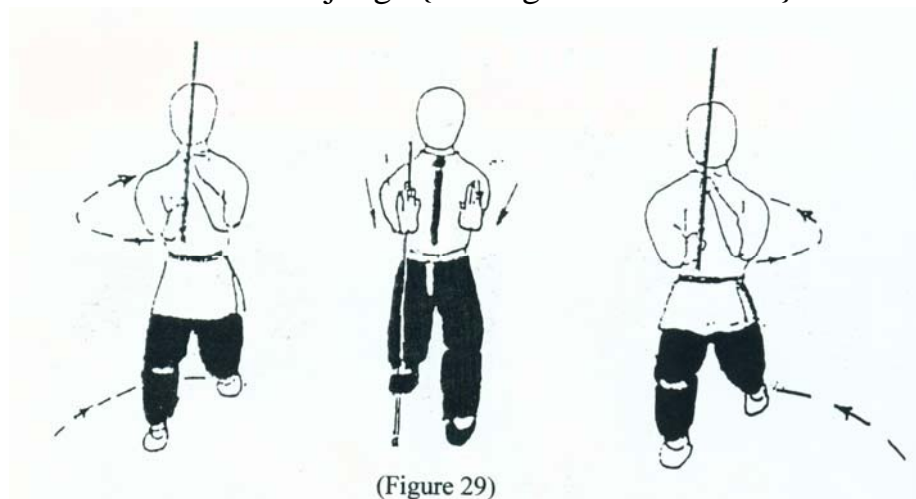
- Enter the court after receiving the instructions.
- Prepare their own style before picking Silambam stick.
- Pick the Silambam stick and place their left leg at the back.



**Judge's signal to the participants for giving respect to them selves and to the judge:**

Judge move his both balms in side { palms facing to the judge }.

**5. PARTICIPANTS'S REACTION:** - Take up the Silambam stick and give respect to themselves and to the judge {left leg still at the back}

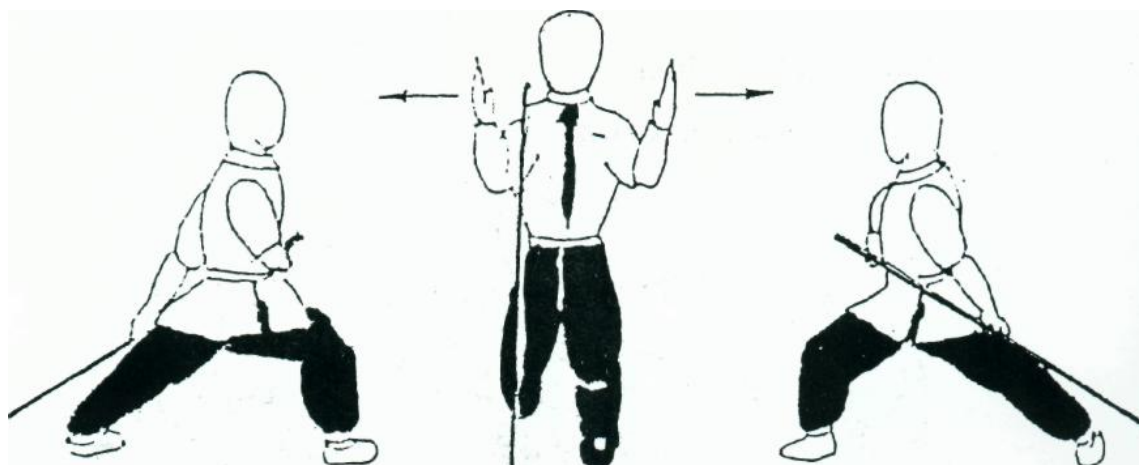


**Judge signal to the participants to give respect to the chief judge.**

- **Right leg of the judge must be placed back.**
- 
- **The Judge will move both of his hands to and fro.**

**Participants reaction**

- Turn towards the chief judge and give respect.
- Left leg still at the back.

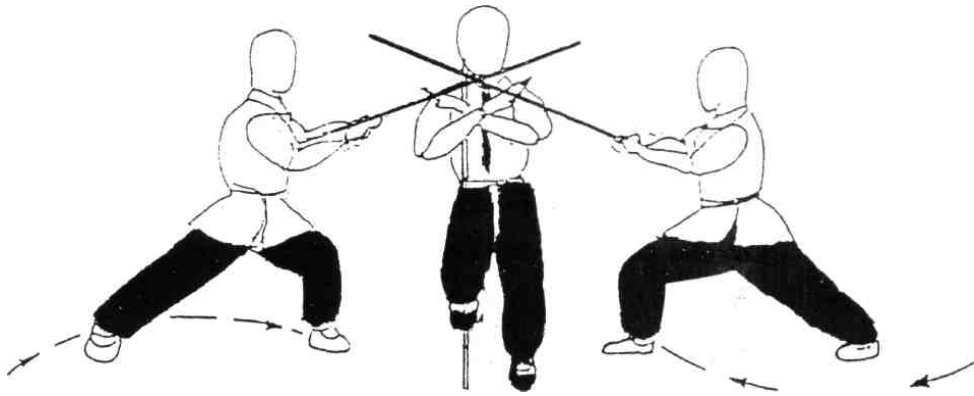


**Judges signal to the participant to get ready.(Figure 30)**

- Judge will move his both hands forward.
- Judges right leg still at the ack.

**Participants reaction.**

- Lift down silambam stick after giving respect.
- Left leg still at the back.
- Sliambam stick



(Figure 31) **Judges signal to the participants to cross heir silambam stick.**

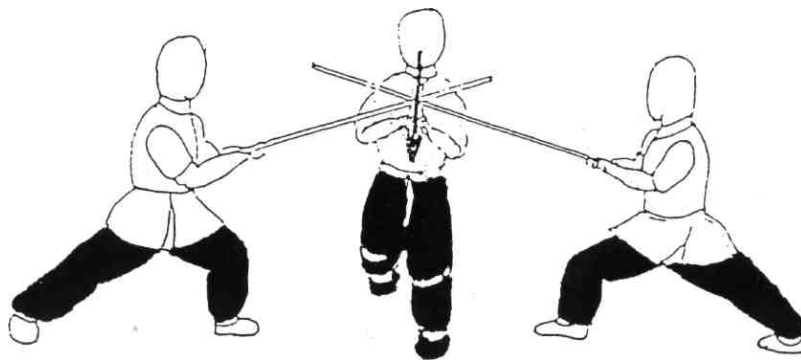
-Judge will cross both of his hand

-Right leg still at the back.

**Participants reaction.**

-Move left leg to front.

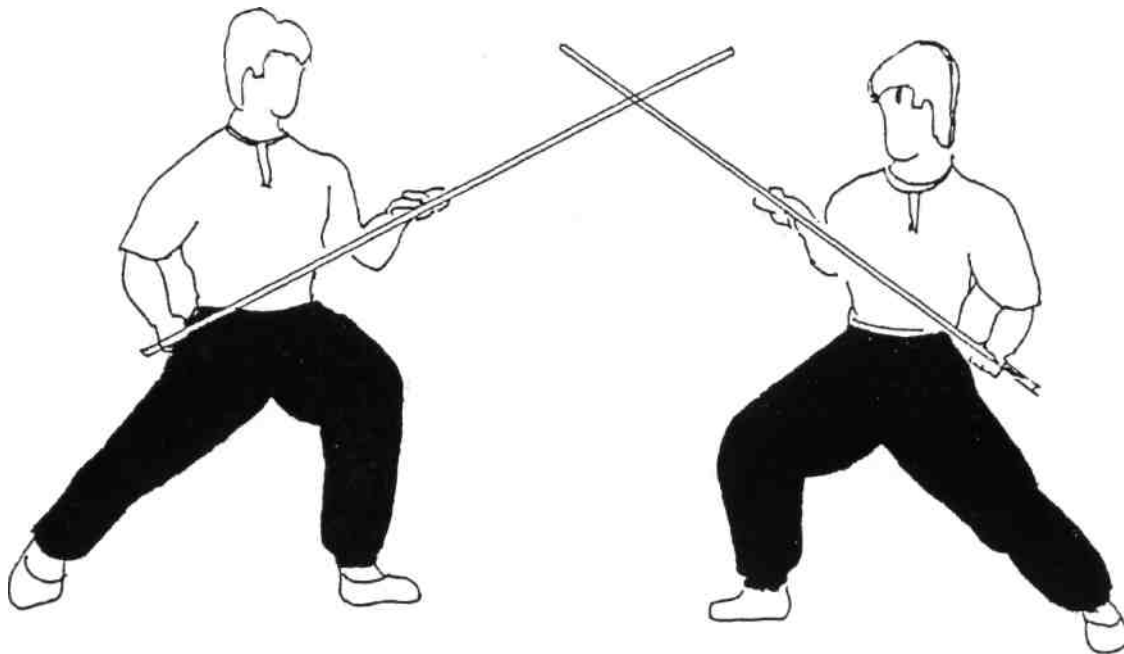
-Cross the silambam stick.



(Figure 32) **Judge and participants are ready to start the Competition.**

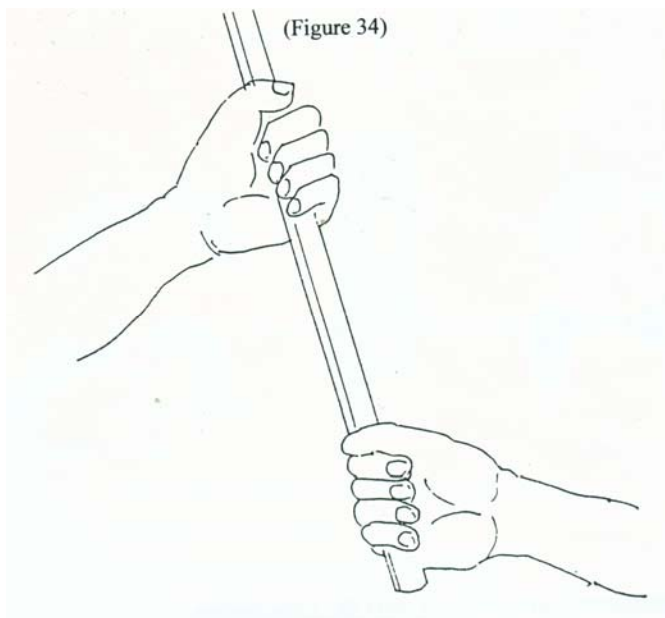
## 6. THE CORRECT WAY OF SILAMBAM PARTICIPANTS' STANCE

(Figure 33)

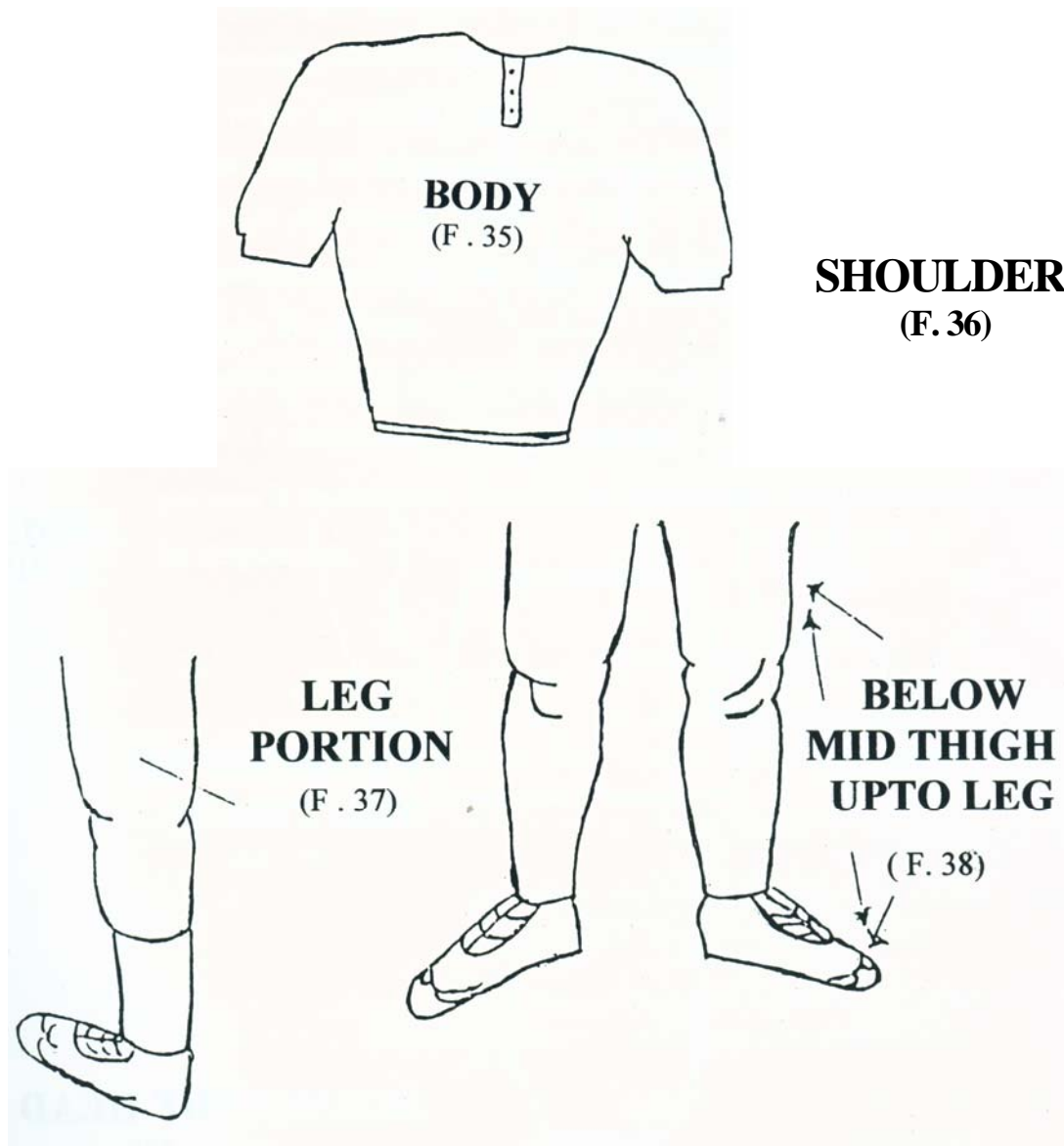


### 6.1. THE CORRECT WAY OF HOLDING THE STICK.

(Figure 34)



## 6.2.PERMMITTED TARGETS



## PROHIBITED TARGETS.

1. Head part (head, neck and face )
2. From hip to mid thigh (above part)
3. From end of the finger until elbow.

## 7. PROHIBITED TARGETS.

4. Head part (head, neck and face )
5. From hip to mid thigh (above part)
6. From end of the finger until elbow.



**HEAD**

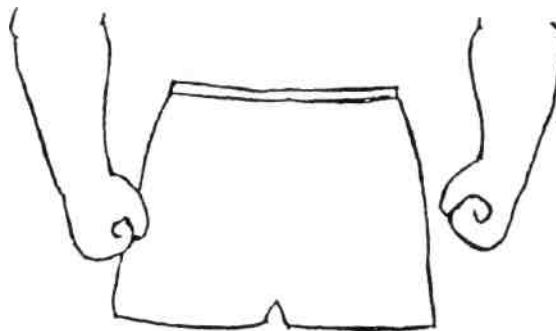
(F. 39)

**NECK**

(F. 40)

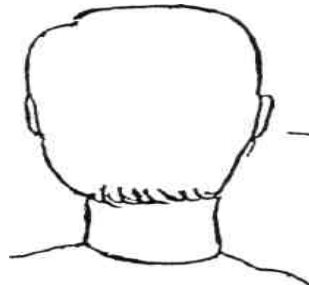
**ARM**

(F. 41)



**FROM HIP  
TO MID  
THIGH**

(F . 42)



**BEHIND THE HEAD**

(F • 43)

Parts that shown above are not allowed to hit. If it was purposely done, the participant will be disqualified.

## **08. COLOUR CARDS (FOR MISTAKES)**

1. If a participant was shown yellow card means, he loses 2 points.
2. A participant can get a yellow card for twice only.
3. Receiving Red card means that he was disqualified.
4. A power hit will be warned. If he continues he will get a yellow card.
5. Far going out of the court, he will be deducted 2 points and if he
6. Continues, he will get yellow card.
7. A participant will get a red card if he hit the head to bleed and he will also be disqualified.
8. A participant will get yellow card if he disobey judge's instructions and if it continues, he will get a red card.
9. If a participant did not hold the Silambam stick in proper way and did not spin it circle shape, he will be warned and if it continues, he will be disqualified.

## **9. GENERAL RULES**

1. Take Silambam stick where the end of the stick hold direct to the chest and other end of the stick touch the floor.
2. The end of the stick is to be straighten up to give respect (Vanakam)
3. Stand in relax mode with the hands put in the hip, and then place the stick upon right shoulder.
4. The judge will give hand signal to the participant to stand at their place in the court by moving both of his hand inside and outside.
5. Participant give respect to the court and prepare their own style and stand with their left leg at back, right at front and lifting the stick (refer figure 18).
6. The Judge will give signal by moving his hand.
7. The Participant will give respect (Vanakam) to the judge.
8. The Judge will put his right leg back. Move left leg to front while right hand move to front.
9. The Judge will move his hand out.

10. The Participants will place down the Silambam stick after giving respect and
11. Change his position opposite while put the stick at the left side.
12. Judge will cross both of his hand.
13. Participant will move the stick from left-hand side to front with the stick crossed unto the level of forehead.
14. Judge will make sure that all the other judges take their places. Judge will
15. separate both sticks which was crossed by his own stick Then competition starts.
16. 'Silambam Stick' must always being moved in round until end of the competition. If the participant refuses, warning will be given and 1 point will be deducted.
17. The Participant cannot use one hand to take point. Warning will be given. If they continuously doing this 1 point will be deducted.
18. The Participant must move backward after getting point.
19. A Powerful hit may cause bleeding and dangerous. It should not be admitted in the competition
20. If any participant, say - Red made his rival (Green) to drop the (green man's)
21. Stick then red will be adjudged as the winner. If the stick dropped because of slippery, then that participant can continue the competition.
22. There are two rounds, each 2 minutes with 1 minute rest after the first round.
23. The following parts of the body can be touched. Every touch will get 1 point (fig. 35 to 38)
  - a) Body
  - b) Shoulder
  - c) Ankle
28. The following parts of the body cannot be touched and no points will be given, (fig. 39 to 43)
  - a. Head neck and face
  - b. From hip part to mid thigh.
  - c. From elbow until end of the fingers (hand)
29. If head hit by the stick marks will be deducted.

# **10. Salute (Vanakkam)**

## **1. Judges Salute (Vanakkam)**

Before starting the game the judges should exchange their salutes between them and then to take their seats.

## **Competitors Salute (Vanakkam)**

Before entering the game circle have to touch the circle with their hands and then to salute with both hands. After the Sr. Judge announces their names they have to take their position. And to salute the judges and also between the competitors.

# **2. Kambu Sandai - Stick fighting**

## **List of losing the Marks:**

- 2.1 Getting out of the ring
- 2.2 Fighting or hitting without touching the opponent
- 2.3 Elimination: Penalty will be charged for all the above black marks.

## **Details of losing of Marks:**

- 2.1.1 Getting out of the ring
  - a) First time First Warning
  - b) Second time 1 point down
  - c) Third time 2 point down
  - d) Fourth time 3 point down
  - e) Fifth time Disqualified
- 2.2.2 Attacking vigorously
  - a) First time Warning First Warning
  - b) Second time 1 point down
  - c) Third time 2 point down
  - d) Fourth time 3 point down
  - e) Fifth time Disqualified

## **2.2.3 Disqualified**

- a) Misbehavior with Judges
- b) Disobedient with Judges commands
- c) Misbehavior which leads to bad name for Silambam game

A person who tends to misbehave related to the above mentioned criteria's will be eliminated out of the game by the Judges. Judges committee will decide on the above elimination.

## **2.2.4. Selecting the Winners:**

There will be five judges. Judges will mark the points of the competitors and will go for three rounds. All the five judges will be marking the points and finally the marks of the five judges will be handed over to the announcer and the majority scorer will be announced as the winner.

## **Article-8**

### **1. Officers of the Circle competition**

<b><u>S.No.</u></b>	<b><u>Officers</u></b>	<b><u>Members</u></b>
01	In charge of the circle competition	1
02	Juries	5
04	Announcer	1
05	Time keeper	1
06	Asst. Time Keeper	1
07	Writer	1

### **2. In charge of the Circle Competition**

He is the one who will be guiding the entire team engaged in this circle competition. And also will be monitoring the senior Judge and the other Judges. If any of the Judges are behaving partially they will be reported to the technical council and if the complaint is proved they will be banned to participate in any of the competitions for a period of 3 years by the Technical Council. This chair person has the authority to change the Senior Judge and also the Judges.

## **Article-9**

### **1. TEAM CHAMPIONSHIP**

Each weight category winners will be awarded 5 marks and the runners will be awarded 3 marks For each unit, the total marks obtained in all the body weight categories will be clubbed with the marks obtained in Culture Competition.

The highest scorer will be adjudged as the winner for the Team Championship and the next best unit will be declared as runners up.

### **2. PERIODICITY OF THE COMPETITION**

The World championship may be conducted for every two year.

However the World Silambam Federation is the ultimate authority to decided when and where it will be conducted.

## **Article-10**

### **CATEGORY**

### **EVENT & WEIGHT CATEGORY**

#### **1. Mini Sub-Junior game details: Below 10 years**

**1. Kuthu Varisai - Bare Hands Forms (Singles)**

- |                         |                       |              |
|-------------------------|-----------------------|--------------|
| 2. Kambu Veechu         | - Stick Swing         | (Singles)    |
| 3. Erattai Kambu Veechu | - Double Sticks Swing | (Singles)    |
| 4. Kulupotti            | - Groups              | (10 Members) |
| 5. Kambu Sandai         | - Stick Fighting      | (Singles)    |

- |              |                  |          |
|--------------|------------------|----------|
| I. Class A   | Below 6 years    | (Large)  |
| II. Class B  | Below 6 years    | (Small)  |
| III. Class C | Bet 7 – 8 years  | (Large)) |
| IV. Class D  | Bet 7 – 8 years  | (Small)  |
| V. Class E   | Bet 8 – 10 years | (Large)  |
| VI. Class F  | Bet 8 – 10 years | (Small)  |

## 2. Sub-Juniors ( 11 – 14 years)

- |                         |                       |              |
|-------------------------|-----------------------|--------------|
| 1. Kuthu Varisai        | - Bare Hands Forms    | (Singles)    |
| 2. Kambu Veechu         | - Stick Swing         | (Singles)    |
| 3. Erattai Kambu Veechu | - Double Sticks Swing | (Singles)    |
| 4. Kulupotti            | - Groups              | (10 Members) |
| 5. Kambu Sandai         | - Stick Fighting      | (Singles)    |

### Based on Body Weight (Boys – Girls) [Cade -1] (11 – 12 years)

- |              |       |                |
|--------------|-------|----------------|
| I. Class A   | Below | 30Kg           |
| II. Class B  | Over  | 30Kg upto 34Kg |
| III. Class C | Over  | 34Kg upto 38Kg |
| IV. Class D  | Over  | 38Kg upto 42Kg |
| V. Class E   | Over  | 42Kg upto 46Kg |
| VI. Class F  | Above | 46Kg           |

### Based on Body Weight (Boys – Girls) [Cade -2] (11 – 12 years)

- |               |       |                |
|---------------|-------|----------------|
| VII. Class A  | Below | 34Kg           |
| VIII. Class B | Over  | 34Kg upto 38Kg |
| IX. Class C   | Over  | 38Kg upto 42Kg |
| X. Class D    | Over  | 42Kg upto 46Kg |
| XI. Class E   | Over  | 46Kg upto 50Kg |
| XII. Class F  | Above | 50Kg           |

## 3. Juniors ( 15 – 17 years - Boys – Girls)

- |                         |                       |              |
|-------------------------|-----------------------|--------------|
| 1. Kuthu Varisai        | - Bare Hands Forms    | (Singles)    |
| 2. Kambu Veechu         | - Stick Swing         | (Singles)    |
| 3. Erattai Kambu Veechu | - Double Sticks Swing | (Singles)    |
| 4. Kulupotti            | - Groups              | (10 Members) |

**5. Kambu Sandai - Stick Fighting (Singles)**  
**Based on Body Weight (Boys)**

i.	Class A	Below	44Kg
ii.	Class B	Over	44Kg upto 48Kg
iii.	Class C	Over	48Kg upto 52Kg
iv.	Class D	Over	52Kg upto 56Kg
v.	Class E	Over	56Kg upto 60Kg
vi.	Class F	Over	60Kg upto 64Kg
vii.	Class G	Over	64Kg upto 68Kg
viii.	Class H	Above	68Kg

**Based on Body Weight (Girls)**

i.	Class A	Below	40Kg
ii.	Class B	Over	40Kg upto 44Kg
iii.	Class C	Over	44Kg upto 48Kg
iv.	Class D	Over	48Kg upto 52Kg
v.	Class E	Over	52Kg upto 56Kg
vi.	Class F	Over	56Kg upto 60Kg
vii.	Class G	Above	60Kg

**4. Seniors : Above - 17 years - Men – Women)**

- 1. Kuthu Varisai - Bare Hands Forms (Singles)**
- 2. Kambu Veechu - Stick Swing (Singles)**
- 3. Erattai Kambu Veechu - Double Sticks Swing (Singles)**
- 4. Kulupotti - Groups (10 Members)**
- 5. Kambu Sandai - Stick Fighting (Singles)**

**Based on Body Weight (Men)**

i.	Class A	Below	48Kg
ii.	Class B	Over	48Kg upto 52Kg
iii.	Class C	Over	52Kg upto 56Kg
iv.	Class D	Over	56Kg upto 60Kg
v.	Class E	Over	60Kg upto 64Kg
vi.	Class F	Over	64Kg upto 68Kg
vii.	Class G	Over	68Kg upto 72Kg
viii.	Class H	Above	72Kg

## Based on Body Weight (Women)

i.	Class A	Below	44Kg
ii.	Class B	Over	44Kg upto 48Kg
iii.	Class C	Over	48Kg upto 52Kg
iv.	Class D	Over	52Kg upto 56Kg
v.	Class E	Over	56Kg upto 60Kg
vi.	Class F	Over	60Kg upto 64Kg
vii.	Class G	Above	64Kg

### Article-11

#### 1. UMPIRES DUTY:

1. Umpire should Bring the both Players in Circle and make them To stand opposite and Bow Each of them and starts the game.
2. The umpires should Give 10 points for player who throws the opponent down.
3. Announcing the Winning Player And penalizing the Player who breeches the Rule and regulations. When catch and throw technique is made the Umpire stands in front of the Circle and asks the 5 judges for their suggestions. Then goes by majority Decision. In 3 round game who Scrod the Maximum points will be declared won the Committee of 5 judges and that will be given to the Umpire for announcing Then The Umpire raises the hand of the winning player.

#### Part-1

##### 1.1. Chief Referee

The competitors have to be positioned and should follow the rules to be done before starting a game and all these has to be monitored by the Senior Judge.

##### 1.2. Judges

Judges have to represent their marks for blue and red competitors respectively and based on this the winner will be selected. And finally out of three rounds the highest scorer in three rounds will be announced as the winner of the competition.

##### 1.3. Announcer

Announcing the competition and calling the participants and announcing the winners are the job of the announcer.

##### 1.4. Time Keeper

With the permission of the Sr. Judge the time keeper will start the game and to maintain the time limit for each game. Time keeper will use the temple bell to start and end the game.

##### 1.5. Asst. Time Keeper

Will be an associate for the time keeper.

Will be collecting the mark sheets from the Judges and give to the writer and vice versa.

##### 1.6. Writer

Writing the names of the competitors in the mark sheets and to check the majority mark holder and to inform the announcer, the winner.

## **Part-2**

### **CHIEF OFFICIAL'S DUTIES.**

1. Chief official will receive all forms after the category was over.
2. Chief official will write down special forms and stick it on sign board.
3. The same form is used for the next round (refer picture )
4. Participant will draw at the chief officials table to find their rival.

## **Article-11**

### **QUALIFICATIONS OF THE OFFICIALS**

#### **2. COACH**

- 1) Must be a Black belt holder patient and can control his / her emotion,.
- 2) Must be honest and fair.
- 3) If the coach is not satisfied he can make a report to the juries with polite in writing (In the specified format)Should not scream or use rude words.
- 4) Must respect the judge's decision and do their duty.
- 5) Coach should not hold a Silambam stick while in the court, when his students are in competition.
- 6) Must wear sports attire as track suit which signifies his unit.
- 7) Understanding Silambam Techniques when participant performs.
- 8) Understand technical status and always giving motivation to the participants.
- 9) Must attend coach course which is held by organization.

#### **2. STATE LEVEL JUDGE**

- 1) Must be a black belt holder.
- 2) At least have an experience of taking part in state level competitions.
- 3) 5 times experience in organizing competition for district level.
- 4) Must attended referee course atleast for 4 times.

- 5) Excellent result in coach test.
- 6) Must do the duties with full confident and patient.
- 7) Judge's decision should be based on honesty.
- 8) Judge decision should not be influenced by omission

### 3. NATIONAL LEVEL JUDGE

- 1) Must be a black belt holder for 3 years.
- 2) Must have conducted class for at least 3 years.
- 3) Must have knowledge on new technique and be a Silambam exponent.
- 4) Experience in taking part in state, national and international level competitions.
- 5) Must attended national level coach course for 4 times.
- 6) Excellent result in coach test.
- 7) National judge must know-
- 8) Chart of ranking
- 9) Court's size
- 10) Time keeping
- 11) Writing marks
- 12) 11.03.07.05. Commentating
- 13) Sketch the competition's chart (sign board)
- 14) First aid (modern / traditional)
- 15) Experience in organizing state level competition for 5 times.
- 16) Should have high level stamina and a healthy body.
- 17) Having Responsibility and high motivation.
- 18) Having knowledge about unique techniques performed by participants.
- 19) Can different the players status based upon their performance.
- 20) Should have understanding capacity and caliber in solving any problems.

#### 4. INTERNATIONAL LEVEL JUDGE

- 1) Must be a black belt holder for 3 years.
- 2) Must have conducted class for at least 3 years.
- 3) Must have knowledge on new technique and be a Silambam exponent.
- 4) .Experience in taking part in state, national and international level competitions.
- 5) Must attended national level coach course for 4 times.
- 6) Excellent result in coach test.
- 7) International judge must know-
- 8) Chart of ranking
- 9) Court's size
- 10) Time keeping
- 11) Writing marks
- 12) Commentating
- 13) Sketch the competition's chart (sign board)
- 14) First aid (modern / traditional)
- 15) Experience in organizing state level competition for 5 times.
- 16) Should have high level stamina and a healthy body.
- 17) Experience in organizing national level competitions atleast once.
- 18) Having Responsibility and high motivation.
- 19) Having knowledge about unique techniques performed by participants.
- 20) Should have attended coach course at least 4 times.
- 21) Can give explanation on individual skills.
- 22) Person who can give respect to jury, coach judge and ability performed by participants.
- 23) Experience in participating and conducting international level competition atleast once.
- 24) Can speak, write and understand English.
- 25) An Expert in Silambam art.
- 26) Can differentiate the player status based upon their performance.
- 27) Must be a callipered person and can solve any problem.
- 28) Must be patient and responsible person in their duties.

# NATIONAL SILAMBAM FEDERATION

## 0.2 DECLARATION FORM TO ENTER THE COMPETITION

Full name (Big letter) : Address	
I/C No :	
Date of Birth	
Training center	
Branch :	
Height	cm
Weight	kg
Age	year
Sex	

Truly I am like one who signing this form is a member of the organization (already paid all the tics). Participant apply to take part on that day will respond and leave out responsibility organization and all the other members from claim caused by wound or accidents. Which can happen during the competition.

<b>(Parents / Guardian Sign) for participant under 21 years old</b>
---

<b>(Participant sign)</b>
---------------------------

Parent's / Guardian's Name:  
(Rig letter, for participant under 18 years old)

--

**NOTE: This form should be fully filled and give it to their coach with fee required within 14 days before the competition day.**

**The participant below 21 years should get permission from their parents signing the regarding column.**

### 03. SELF SKILL PERFORMANCE FORM,

NAME, .....

NATION .....

CATEGORY - - .....

COLOUR .....

0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5

TOTAL

[ALANGGARA VEECHU] [MARK. NADUKKAMBU VARISAI]

0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5

TOTAL

KARANAM [ D. S MARK

[ KUTTI KARANAMMUN/PIN/PAKKAM		
KAI UNRI KARANAMMUN/PCS/PAKKAM		
bcAMBU UNTRJ KARANAMMUN/PIN/PAKKAM		
ANTHAR KARANAMMUN/PIN/PAKKAM		

TOTAL

STYLE	<b>01</b>	
SPEED	<b>01</b>	
SKILL	<b>01</b>	
ARIETY	<b>01</b>	
POWER /DISIPLIN	<b>01</b>	

Total

GRAND TOTAL

[KALADI VARISAI]  
TOTAL VARISAI [3D]

1 SENDIPPU	0.3		
UDAAN	0.3		
BASK1	0.3		
TAKM	0.3		
KERUKKI	0.3		
I PIRALAI	0.3		
1 PAMMAL	0.3		
1 PATUNCGAL	0.3		
1 KLNTHAL	0.3		
1TKLRUMANDY	<b>0.3</b>		

TOTAL

THOLIL VARISAI 1.5

VARAL	0.3	
VETTU	0.3	
KUTHU	0.3	
ARUPPU	0.3	
VEECHU	0.3	

NAME: \_\_\_\_\_

JURY: \_\_\_\_\_

NAME: \_\_\_\_\_

JUDGE: \_\_\_\_\_

# SCORING PAPER

## Parampariya Silambam Seimurai (Traditional Silambam)

KuthuVarisai, OtraiKambu Veechu, Erattai KampuVeechu, & KuluPotti

(Individual skill, & Group Event)

Sex \_\_\_\_\_ Category \_\_\_\_\_

Event \_\_\_\_\_

S.No.	Name	Nation	Score
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
13.			
14.			
15.			
16.			

Name \_\_\_\_\_ Nation \_\_\_\_\_ JUDGE SIGNATURE \_\_\_\_\_

## Kambu Sandai / Stick Fight - Scoring Paper

Event \_\_\_\_\_ Event \_\_\_\_\_

Fight Number \_\_\_\_\_ Fight Number \_\_\_\_\_

Name \_\_\_\_\_ Name \_\_\_\_\_

Nation \_\_\_\_\_ Nation \_\_\_\_\_

Total	Red		Blue	Total
		I		
		II		
		III		
	<b>Red Final Score</b>		<b>Blue Final Score</b>	

Remarks when points equal

### Red

### Blue

Veliye/ Exite : 

1	2	3	4	5
---	---	---	---	---

Echarikai/ Warning : 

1	2	3	4	5
---	---	---	---	---

Kambu Keele viduthal / : 

1	2	3
---	---	---

Stick down

Neekudhal/ Disqualify : 

--

Silambam Pavala/ style : 


Decision

1	2	3	4	5
1	2	3	4	5
1	2	3		

Winner	Nationality

Referee \_\_\_\_\_

Nation \_\_\_\_\_

Judge \_\_\_\_\_

Nation \_\_\_\_\_

-----  
JUDGE SIGNATURE

SILAMBAM CULTURE EVENT KULUPPOTTI MARKS FORM

**CULTURE EVENT** \_\_\_\_\_

**TOTAL TIME** \_\_\_\_\_

Name of state And Participator's name	SCORE					
	STYLE 20%	SPEED 20%	SKILL 20%	POWER 20%	VARIETY 20%	TOTAL 100%
NATION:						
1)						
2)						
NATION:						
1)						
2)						
NATION:						
1)						
2)						
NATION:						
1)						
2)						
NATION:						
1)						

Referee \_\_\_\_\_

Nation \_\_\_\_\_

Judge \_\_\_\_\_

Nation \_\_\_\_\_

-----  
JUDGE SIGNATURE

## **Thanithiramai (Individual Event)**

### **FINAL ENTRY FORM**

Name of the State / Unit : \_\_\_\_\_

Officials : All Name in CAPITAL LETTERS

Team Manager : \_\_\_\_\_

Team Coach : \_\_\_\_\_

Category : \_\_\_\_\_

**COMPETITORS : (Please fill in the number of competitors)**

#### **1. Thani Thiramai (Individual Event)**

S.No.	Competitors Name	Sex	Age	Weight Kg.	Events (Pls. Circle)			
					1	2	3	4
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								

(Stands for 1. Otrai. Kambu Veechu, 2. Kuthuvarisai (Suvadu) 3. Erattai Kambu Veechu, 4. Kambu Sandai (Stick Fight))

\_\_\_\_\_  
Sign of National President / General Secretary (With Assn. seal)

\_\_\_\_\_  
Signature of the  
Organizing Secretary

# **KULUPPOTTI FINAL ENTRY FORM**

Name of the State / Unit : \_\_\_\_\_

Officials : All Name in CAPITAL LETTERS

Team Manager : \_\_\_\_\_

Team Coach : \_\_\_\_\_

Category : \_\_\_\_\_

**COMPETITORS : (Please fill in the number of competitors)**

### **3. Kulu Potti (Team Event)**

No.	Competitors Name	Sex	Age	Signature
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				

\_\_\_\_\_  
Sign of President / General Secretary (With Assn. seal)

\_\_\_\_\_  
Signature of the  
Organizing Secretary

# WORLD SILAMBAM FEDERATION

## 07. COMPLAINT FORM

State / country :

Name of group's manager :

Date :

Competition between :

Category :

Complaint :

\_\_\_\_\_  
( )

\_\_\_\_\_  
( )

Name & Sign

# WORLD SILAMBAM FEDERATION

## 08 JUDGE REPORTS

Complaints Form ;

State :

Date :

Competition

between Category

Report :

\_\_\_\_\_  
( )

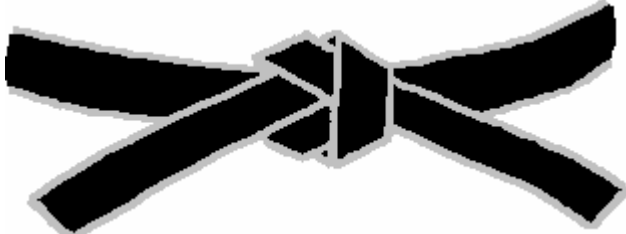
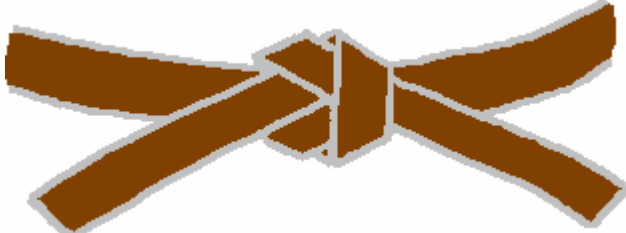
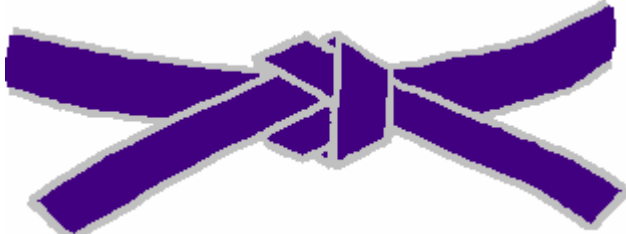
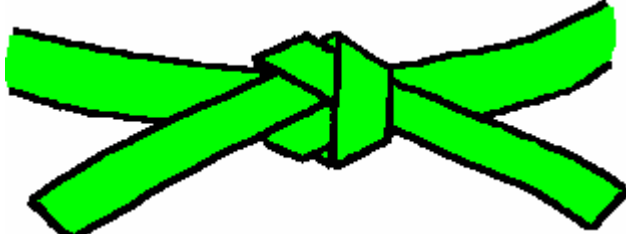
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( )

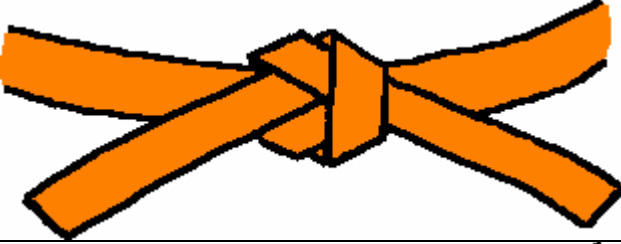
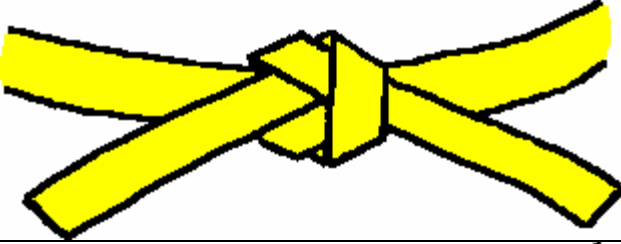
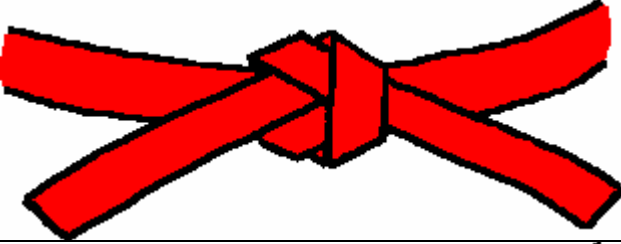
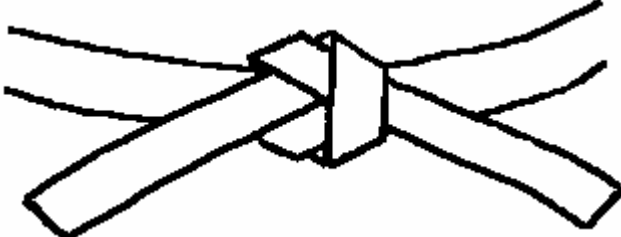
\_\_\_\_\_  
( )

Name & Sign

## Grading and belts

The syllabus is divided into junior and senior sections each with 10-1 kyu grades. Each grade is assigned a colored belt: every student achieves a new belt with an examination on the techniques required for that grade. There are techniques for 5 Dan ranks listed in the syllabus, however 10 Nilai ranks exist, 5 of which are not examined from a syllabus. A student should have studied for a specified length of time before being eligible to be examined for that grade.

	<b>Belt system used in the WSF</b>	
1.	Black	
2.	Brown	
3.	Purple	
4.	Blue	
5.	Green	

6.	Orange	
7.	Yellow	
8.	Red	
9.	White	

- White - beginner - the rank is awarded to anyone wishing to become a student of the WSF
- Red - after sixteen sessions
- Yellow - twenty-four sessions
- Orange - sixteen sessions
- Green - sixteen sessions
- Blue - thirty-six sessions (some clubs include a 18 sessions blue and white belt and a 18 sessions full blue)
- Purple - twenty-four sessions
- Brown - thirty-six sessions (some clubs include a 18 sessions brown and white belt and a 18 sessions full brown)
- Muthal - (1st Nilai) - sixty sessions (black)
- Erandam - (2nd Nilai) - Two years
- Moondram - (3rd Nilai) - Three years (blue & white vertical bands)
- Nangam - (4th Nilai) - Four years
- Intham - (5th Nilai) - Five years (red & white vertical bands)

Of course, the timescales outlined above are a suggested guidance only; grading is undertaken at the discretion of the instructor who may feel that a student is not ready to take an examination (or equally, that a student has excelled and ought to be examined before the suggested number of sessions).

Ranks above that of Intham Nilai are awarded on a discretionary basis with no formal syllabus. Ealam Nilai (7th Nilai) holders use a belt with red & black vertical bands.