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1 | GENERAL STRUCTURE

1.1 | SLM

1. The Society of LudoSport Masters (SLM) aims to promote Light Saber Combat - codified by its own *Founder Masters* – as a unique, shared sport, which is the same throughout the world in its techniques, rules and learning method. In any part of the world, therefore, the Light Saber Combat participant must find the same academy structure, the same levels, and have his own rank and qualifications acknowledged, as well as having the possibility of practising Light Saber Combat inside any Academy worldwide (so-called *principle of universality*).
2. Apart from the *Founder Masters* Gianluca Longo and Simone Spreafico, SLM can be represented by other subjects:
 - the *Ambassador* is the highest vicarious authority regarding the culture, values, strategy and regulations, at all levels; *Consuls* can be awarded a mandate of representation at any level.
 - the *Masters* are the highest vicarious authority regarding techniques and teaching method in the Form for which they have been certified.
3. SLM has delegated the subject of competition officials to the *International Commission for Officials* (INCOM), which has been established for said purpose. INCOM is a body subordinate to SLM. It is autonomous and the sole direct contact for Academies for matters related to Sporting Light Saber Combat Competition Officials and sports competitions within the LudoSport international network.

1.2 | THE LUDOSPORT INTERNATIONAL NETWORK

4. SLM has promoted the establishment of the international LudoSport network, appointed to organise lessons on an operational level, in observance of the values and principles established by the *Founder Masters*. The network must guarantee that such values and principle are applied in each LudoSport structure by all the individuals involved.
5. Inside the Academy, the *LudoSport International* network is represented in descending order of importance:
 - by the *Rector*;
 - by the *Dean*;
 - by the Teachers (*Masters* and *Instructors*), who are qualified by SLM but who remain answerable to the *Dean* and the *Rector* for all administrative and operational matters.
 - by the *Pupils*, who represent their Academy in public, according to their level, in shows and official events where they wear the LudoSport uniform.

1.3 | THE LUDOSPORT CLUBS

4. In order to ensure greater diffusion of the Light Saber Combat discipline, SLM has promoted the establishment of “LudoSport Clubs”: small amateur realities which can host maximum 30 people, Teachers included, that only conduct the educational programme for *Academy Courses* (see below) with the limitations stated in the Appendix B of the herein document.
5. An SLM-qualified Teacher must always be present at every LudoSport Club, in accordance with the regulations of the herein Protocol, who will take on the role of *Director*.
6. If several Clubs are established in the same country, they must cooperate as much as possible, in observance of the SLM cultural and value principles, especially with regard to competitions.
7. Pupils of a LudoSport Club enter international ranking managed with the Myludosport platform, have access to Duels (see below) and competitions in accordance with the following specifications:
 - the annual competition in each Club takes on the rank of *School Tournament* (see below);
 - the competition between pupils from several Clubs (if there is more than one within the same country) takes on the rank of *Academy Tournament* (see below);



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- Academies will ensure a suitable number of places at the *National Tournament* (see below) for the best pupils from the LudoSport Clubs, selected using the criteria decided by their *Directors*.

2 | THE ACADEMIES

2.1 | INTERNAL STRUCTURE

8. The realities within which Light Saber Combat is taught, practised and promoted, as codified by the Founder Masters of SLM since 2006 are, in growing order of importance
 - the *Schools* led by a *Dean* who answers to a *Rector*;
 - the *Academies*, led by a *Rector*.
9. An Academy comprises one or more Schools. The general learning programme is taught in each school using its own “three-way” activities indicated in this Protocol: learning, teaching and apprenticeship.
10. Each group of students that meets under the leadership of at least one Teacher (Master, Tecnico or Instructor) takes the name of Clan.
11. Each Clan holds classes in a School according to the academic programme set out in this Protocol under the control and directives of the Dean.

The minimum number for establishing a Clan is four pupils, the maximum number is fourteen per Teacher, with the possibility of reaching twenty-eight with the aid of another Teacher.
12. The School is the set of one or more Clans who takes classes inside one or more appointed locations.

The Academy is the set of one or more Schools within a given territory.
Each Academy is governed by a *Rector*.
13. Each Academy has the following main aims:
 - to observe the organisational, administrative and management instructions provided by the *LudoSport International* network;
 - to organise the learning activities in the permitted formats, taking into consideration the economic resources and the qualified staff available;
 - to supervise the correct teaching of techniques and the values promoted by the SLM through Light Saber Combat;
 - to appoint competition officials, if no SLM-certified staff is present for official competitions, in accordance with the contents of the herein Protocol.
14. Each School has the following main aims:
 - to check that each Student has the correct uniform for his/her level and the necessary equipment required;
 - to attribute honours as provided for in the herein Protocol;
 - to ensure that all teachers receive remuneration proportional to the activities they carry out, compatibly with the economic resources available.
15. Each Teacher has the following main aims:
 - to hold his/her lessons punctually and diligently, taking care to prepare each Student by following the Dean’s guidelines and indications at all times;
 - to appoint the pupils who have shown evident integration into the Academy life through their continuous attendance and collaboration in ordinary and extraordinary activities, regardless of their technical ability, as *Iniziati*;
 - to act as go-between for all communications that must reach the pupils from the School, the Academy or directly from the SLM and for any request, doubts or other communication that comes from the pupils themselves.



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2.2 | HIERARCHY

16. In the international academy hierarchy, the levels are the main structure. Each Student can, based on these levels, obtain honours, titles and qualifications (in increasing order of importance).

2.2.1 | THE ACADEMY LEVELS

17. The Levels defined and recognised by SLM on an international scale represent the various levels in academy training, and correspond to progressive technical improvement in learning the Combat Forms. They can be obtained by appointment or by examination.

<i>Apprentice</i>	Pupils aged between 8 and 12 years on enrolling in the Courses. Each <i>Apprentice</i> is entrusted to an Instructor and included in a Clan. He/she may use a <i>light dagger</i> with a blue coloured blade. An <i>Apprentice's</i> official uniform comprises, alternatively: <i>Academy model CombatPants</i> and <i>CombatTunic</i> worn over a white <i>CombatSubtunic</i> , with official belt; <i>CombatPants</i> and white <i>CombatSubtunic</i> , with official belt. Access is automatic on enrolment.
<i>Novizio (m)</i> <i>Novizia (f)</i>	Pupils aged 12 years or over when enrolling in the Courses. Each <i>Novizio</i> is entrusted to an Instructor and included in a Clan. He/she may use a light saber with a blue coloured blade. A <i>Novizio's</i> official uniform comprises <i>CombatPants</i> and black <i>CombatTee</i> , with no belt. Access is automatic on enrolment.
<i>Iniziato (m)</i> <i>Iniziata (f)</i>	The <i>Novizio</i> or <i>Novizia</i> aged 16 or over, who are believed by their own Instructor to deserve this Level. The appointment requires the evaluation of the degree of the Student's involvement in the School's everyday life, through continuous attendance and collaboration in ordinary and extraordinary activities, regardless of technical ability. <i>Iniziati</i> are prepared for the Academy exam through apprenticeship to a Master (minimum level <i>Cavaliere</i>) who will then present them at the Academy exam. If no apprenticeship is available, the Teacher will prepare the <i>Iniziato</i> or <i>Iniziata</i> . They take part in the lessons like all the other pupils, and may be involved by the course Teacher as his/her assistant during teaching. They may use a light saber with a blue coloured blade. <i>Iniziati's</i> official uniform comprises, alternatively: <i>Academy model CombatPants</i> and <i>CombatTunic</i> worn over a beaver grey <i>CombatSubtunic</i> , with official belt; <i>CombatPants</i> and beaver grey <i>CombatSubtunic</i> , with official belt. Access is subject to appointment by the Teacher.
<i>Accademico (m)</i> <i>Accademica (f)</i>	The <i>Iniziato</i> or <i>Iniziata</i> who, after passing the <i>Style Exams</i> for Forms 1 and 2 of Light Saber Combat, also passes the examination to obtain the Level in question before a regular examination panel. They can choose the colour of the blade for their saber. <i>Accademici's</i> official uniform comprises, alternatively: <i>Academy model CombatPants</i> and <i>CombatTunic</i> worn over a <i>CombatSubtunic</i> in the available colours, with official belt; <i>CombatPants</i> and <i>CombatSubtunic</i> in the available colours, with official belt. Access is subject to passing the relative <i>Level Exam</i> .
<i>Cavaliere (m)</i> <i>Cavaliera (f)</i>	The <i>Accademico</i> or <i>Accademica</i> who, after passing the <i>Style Exams</i> for Forms 3 and 4 of Light Saber Combat, also passes the examination to obtain the Level in question before a regular examination panel. <i>Cavalieri</i> can choose an <i>Iniziato</i> or <i>Iniziata</i> to follow in their preparation of the Level exam for <i>Accademico</i> . In this case, <i>Cavalieri</i> are granted the title of 'Master', but it is used only by their own <i>Iniziato</i> or <i>Iniziata</i> . <i>Cavalieri's</i> official uniform comprises, alternatively: <i>Cavaliere model CombatPants</i> and <i>CombatTunic</i> worn over a <i>CombatSubtunic</i> in the available colours, with official belt; <i>CombatPants</i> and <i>CombatSubtunic</i> in the available colours, with official belt. Access is subject to passing the relative <i>Level Exam</i> .
<i>Maestro di Scuola (m)</i>	The <i>Cavaliere</i> or <i>Cavaliera</i> who meet the following requisites:



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- Magistra di Scuola* (f)
- a) having passed the *Style Exams* for Forms 5, 6 and 7 of Light Saber Combat;
 - b) having passed the exam to obtain the Level in question before a regular examination panel;
 - c) having previously mentored an *Iniziato* to pass the Level exam for *Accademico*.
- The official uniform for *Maestri* and *Magistre di Scuola* comprises, alternatively: *Master model CombatPants* and *CombatTunic* worn over a white *CombatSubtunic*, with official belt; *CombatPants* and white *CombatSubtunic*, with official belt. Access is subject to passing the relative *Level Exam*.

2.2.2 | HONOURS

18. The Honours concern the technical, management and promotional aspects of the School. They can be awarded starting from the Level of *Novizio* by the Dean of the School that they belong to. Collaboration offered by the pupils for honours are to be intended as voluntary, except for what the Schools or Academies can offer autonomously based on their own economic possibilities and careful appreciation

2.2.3 | THE ACADEMY TITLES

19. Academy titles reward the competitive results reached by the pupils and their level of skill and experience. The category of *Warriors* - those who have reached the podium in national competitions - and *Specialists* - those who successfully attended specialisation courses for the Combat Forms are thus awarded title in the category - according to the following rules:

<i>Guardian</i>	The Student who distinguishes him/herself, showing a considerable aptitude for combat and throughout his/her career, obtaining three placements - also not consecutive - on the podiums of national competition, both in 'Arena' and in 'Style'.
<i>Master of Arms</i>	The Student who shows continuous improvement in combat skills, distinguishing him/herself in several competitions and throughout his/her career, obtaining six placements - also not consecutive - on the podiums of national competition, both in 'Arena' and in 'Style'. Natural evolution of the <i>Guardian</i> title.
<i>Battle Master</i>	The Student who shows superior ability in combat, distinguishing him/herself with excellent results in several competitions and throughout his/her career, obtaining ten placements - also not consecutive - on the podiums of national competition, both in 'Arena' and in 'Style'. Natural evolution of the <i>Master of Arms</i> title.
<i>Specialist</i>	The Student who distinguishes him/herself due to the special skill and expertise in one or more Styles, and is declared a <i>Specialist</i> in one Form of combat.
<i>Sentinel</i>	The Student who distinguishes him/herself due to the special skill and expertise in one or more Styles, and is declared a <i>Specialist</i> in three Forms of combat.
<i>Style Keeper</i>	The Student who distinguishes him/herself due to the special skill and expertise in one or more Styles, and is declared a <i>Specialist</i> in five Forms of combat. Natural evolution of the <i>Sentinel</i> title.
<i>Style Herald</i>	The Student who distinguishes him/herself due to the special skill and expertise in one or more Styles, and is declared a <i>Specialist</i> in seven Forms of combat. Natural evolution of the <i>Style Keeper</i> title.
<i>Master of Style</i>	The Student who distinguishes him/herself due to the special skill and expertise in one or more Styles, and is declared a <i>Specialist</i> in nine Forms of combat. Natural evolution of the <i>Style Herald</i> title.



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2.2.4 | THE ACADEMY QUALIFICATIONS

20. LudoSport Teachers are certified by SLM via an examination panel and belong to four categories: *Masters, Tecnici, Instructors* and *Trainers*.
Among the *Masters*, particular importance is given to the *Founder Masters*, the creators of Light Saber Combat. The Light Saber Combat teachers must only teach the Style or Styles that they have qualified for.
21. The subjects qualified to teach Light Saber Combat internationally are, in increasing order of importance:
 - *Trainers*
 - *Instructors*
 - *Tecnici*
 - *Masters*
22. The *LudoSport-Method Trainers* (commonly called *Trainers*) are subjects who have qualified to teach *Onelite Courses*, that may be held anywhere that can guarantee the safe, controlled practice of Light Saber Combat. A *Trainer's* uniform comprises *CombatPants* and black *CombatTee*, with no belt. The "Onelite" patch must be placed on the left shoulder of the *CombatTee*, according to the network's specific indications.
A *Trainer's* training is through a dedicated *Educational Path* and is renewed annually.
23. LudoSport *Instructors* are subjects who have qualified to teach one or more Forms of Sporting Light Saber Combat during *Academy Courses*. The Instructor's uniform comprises, alternatively: *Academy model CombatPants* and *CombatTunic* worn over a *CombatSubtunic* in the available colours, with official belt; *CombatPants* and *Subtunic* in the available colours, with official belt.
The "plait" must be added to the belt, which is a piece made of three pieces of leather plaited together with a maximum length of twenty centimetres. The 'plait' – a distinguishing element that originated with the early LudoSport Instructors – replaces the strip of leather on the early Instructors' *Combat-Tunics*; these *CombatTunics* are still part of the LudoSport uniform for all those who were given them.
An *Instructor's* training is through a dedicated *Educational Path*.
24. LudoSport *Tecnici* are subjects who have qualified to teach one or more Forms of Sporting Light Saber Combat during *Education Courses* or in *Academy Courses*. The *Tecnico's* uniform comprises, alternatively: *Instructor's CombatPants* and *CombatTunic* worn over a lavender *CombatSubtunic*, with official belt; *CombatPants* and lavender *CombatSubtunic*, with official belt. a *Tecnico's* training is through a dedicated *Educational Path*.
25. LudoSport *Masters* are the peak of technical and teaching knowledge for Sporting Light Saber Combat. The title of *Founder Master* is only given to those subjects who created the sport that is known as LudoSport or Sporting Light Saber Combat and who are part of the *Society of LudoSport Masters*. Their uniform is the same as that of the *School Masters*, with the exception of the *CombatTunic*, where the flag is also on the rear of the tunic.

3 | EQUIPMENT

3.1 | THE ACADEMY UNIFORM

26. The academy uniform (CombatSuit) identifies the Student and the Teacher within the LudoSport hierarchies. The utmost respect must be lent to the uniform. The uniform comprises the following elements:
 - *CombatPants*;
 - *CombatTee*;



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- *CombatBelt*;
- *CombatTunic*;
- *CombatSubtunic*.

27. The *CombatPants* are black pants with white rivet stitching, bearing the LudoSport saber logo on the right shin.

28. The *CombatTee* is a black t-shirt with the 'Warriors' logo on the right shoulder blade. The left edge of the "V" neck crosses over the right edge at the cross point.

29. The *CombatBelt* is a leather belt with a double buckle without tongues that can be knotted in the fashion of old mediaeval warriors

30. The *CombatTunic* is a single garment with a wide "V" neck with the left edge over the right edge up to the edge of the ribs, and then continues with a wide band down to the waist. The "Saber" logo is on the left shoulder, while the "Warriors" logo is found on the right shoulder blade. From the waist down, the garment continues under the waist with two splits, one in front and one behind. Another mobile element is attached to the *CombatTunic* with horizontal stitching just below the lower abdomen. This element is known as the "flag" and is found in different shapes and lengths.

- in the *Academy* model it is rectangular and falls just above the knees;
- in the *Cavaliere* model it is trapezoidal in shape with stitching on the widest side, and it reaches to knee level;
- in the *Master* model it is trapezoidal in shape with stitching on the widest side, and it reaches to below knee level; The *Master* Teachers also have the same flag on the rear of the Tunic;
- in the *Tecnico* model it is the same shape and length as a Master's Tunic, with a strip of lavender coloured fabric on the right-hand side.

31. The *CombatSubtunic* is a sleeveless shirt with a V neck, slightly wider than the *CombatTee* but not as wide as the *CombatTunics*. It falls below the waist in order for a belt to be tied around it and so a *CombatTunic* can be worn over it. The 'Warriors' logo is on the right shoulder blade.

It is available in several colours:

- White for *Apprentices* and *Masters*;
- Beaver grey for *Iniziati*;
- Yellow, Orange, Red, Green For *Accademici*;
- Wisteria For *Tecnici*.

32. The academy uniform is universal and the same for everyone, each at its level. No additions, modifications or alterations of any kind are admitted, except the following:

- Possibility of adding the official authorised Clan logo below the neckline of the *CombatTee* only;
- Possibility of adding the *National Circle* on the right-hand shoulder of the *CombatTee* or *CombatTunic* sleeve.
- Possibility of applying a Style patch on the left shoulder of the *CombatTee* sleeve.

Academies are responsible for making sure that pupils and Teachers respect the uniform, with the possibility of welcoming historical LudoSport traditions as indicated to them.

3.2 | THE SABERS

33. Light Saber Combat is practised in LudoSport Academies, using a particular instrument known generically as a Light Saber or Saber, of which there are three accepted types:



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- Light dagger* Used by *Apprentices* to take part in the specific programme dedicated to them and by pupils starting from *Academy* Level to study Form 8 that provides for two sabers, one in each hand.
- Light saber* Used from the Level of *Novizio* to study combat Form 1 - 7.
- Saberstaff* Used by pupils starting from the *Academy* Level to study Form 9.

34. The development of techniques that are codified by the SLM Founder Masters foresees the possibility of comparison with weapons of different lengths, limiting the possibilities of comparison according to the instrument chosen by the athletes.

	Vs. Light dagger	Vs. 2 Light daggers	Vs. Light saber	Vs Dual blade
Light dagger	<i>Apprentices only</i>	<i>Not permitted</i>	<i>Not permitted</i>	<i>Not permitted</i>
2 Light daggers	<i>Not permitted</i>	<i>Permitted</i>	<i>Permitted</i>	<i>Permitted</i>
Light saber	<i>Not permitted</i>	<i>Permitted</i>	<i>Permitted</i>	<i>Permitted</i>
Dual blade	<i>Not permitted</i>	<i>Permitted</i>	<i>Permitted</i>	<i>Permitted</i>

35. Technical specifications are indicated by SLM in the Sporting Regulations.

3.3 | THE PROTECTIONS

36. All Light Saber Combat athletes must use gloves with suitable protections on all fingers, with special reinforcements on the thumb, index finger and little finger. They must not have any rigid parts that are a risk if they come into contact with the face or with other parts of the body.

37. Athletes can use specific protections based on their own needs, as indicated to the Academies.

4 | ACADEMY TEACHING

4.1 | NAME OF TECHNIQUES

38. The names of Light Saber Combat techniques are in Italian and must be taught in this language. For all other matters, the courses can be taught in the language that is easiest to understand for the pupils.

4.2 | BASIC TEACHING CRITERIA

39. Teaching in LudoSport Academies must always be perfectly balanced between the competitive elements and the playful elements, creating a climate of mutual respect and collaboration.

This is achieved through:

- a high level of teacher preparation, as it produces an assurance that does not require authoritarianism;
- personal relations between the Teacher and each Student, that does not break down into personalisms or excessive confiding, but rather identifies the limit of each person in order to improve;
- enthusiasm in delivering the technique and working towards goals;
- continuous reference to the principle of Se.Cu.Ri and continuous identification of its being applied in exercises and combat;
- continuous, transparent communication with the class;
- the ability to adapt the lesson at any time to the temporary situation, exploiting the pupils' arrangements and physical or psychological circumstances as well as possible.

40. The LudoSport Schools are places of teaching and of combat practice.



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Pupils are immediately guided towards respect for their own work and also that of others, for the place where they practise Light Saber Combat and for the instruments that are provided for them.

41. Discipline must be firm, cheerful, demanding and polite.

If a disciplinary penalty must be issued, the Instructor will favour solutions that involve exercises aimed at working on the parts of the body less used by Light Saber Combat, in order to help harmonious development (e.g. press ups or sit ups). These exercises must always be presented positively, in a more exuberant than military manner, always avoiding humiliating or oppressive attitude.

4.3 | LEARNING PROGRAMME

42. In each site, academic activities will begin and end each year on a Wednesday, in memory of the first day of sporting Light Saber Combat classes in 2006.

4.3.1 | LESSON STRUCTURE

43. The Teacher is responsible for the correct conduction of the academic programme. He/she has decision-making power on both the modes and times during which techniques and basic concepts are delivered, in agreement with his/her own Dean.

44. Each Light Saber Combat lesson is split into three basic moments: *Warm up, exercises, combat.*

The Teacher has the right to modulate the times dedicated to these three moments differently during the course of the academic year, also perhaps not using one of the three to benefit the others, except for warm up which is always necessary. In absolute terms, the most important moment of a Light Saber Combat lesson is duelling, which must be part of the teaching programme, right from the first lesson.

Warm up

(Min. duration 15 mins.)

This is intended to prepare the body for the next phases. It begins with a run and continues with exercises aimed at using muscles and joints in the legs, the pelvis, shoulders, wrists and neck. Exercises with saber in hand may then follow. Wherever required by the workload in each lesson, the Teacher can include a short cool down phase at the end of the lesson.

Exercises

Focus is on explaining techniques and relative exercises to learn to execute them correctly, developed with gradual progression in complexity that allows everyone to achieve the best results possible. The playful part of the sport can also be a part of this phase, with specific exercises.

Combat

(Suggested duration 30 mins.) context, allowing each Student to try out the validity of the techniques they have learned. The playful part is also a part of this phase.

45. Periodically it is necessary to include playful moment in the programme, which are still intent on learning purposes.

46. Exercises must be carried out with the saber armed, unless there are particular needs.

4.4 | SPECIFIC SAFETY RULES

47. It is the Teacher's duty to get his pupils used to physical contact immediately, allowing them to lose their fear of being touched and beginning to trust their fellow athletes, each learning to control their own strikes.

48. In Light Saber Combat contact with the target is not just foreseen but is actually recommended. For this reason, two types of precautions are provided for:

- *preventive*: controlling strikes, taught from the beginning and continuously;



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- *protective*: gloves, groin guard, glasses or mask, knee guards and elbow guards for the Styles that require them.

49. It will be the Teacher's task to identify correct learning progress that allows each class - and each Student - to achieve the goal of striking the target without it causing excessive risk.

4.5 | SPECIAL PROVISIONS

50. Anyone wearing a LudoSport uniform is representing his/her own Academy, the sport that he/she is playing and the Founder Masters that created and codified it. The behaviour of each athlete, whether Student or Teacher, must be exemplary, in observance of the SLM Code of Conduct.

51. The codified techniques of Light Saber Combat as defined by the SLM Founder Masters must only and exclusively be applied to the light sabers that observe SLM sports rules. Combating with other kinds of equipment or weapons is not permitted.

52. Light Saber Combat lessons are always public.

Anyone watching lessons can take photographs or videos after asking the Teacher for authorisation and in accordance with any instructions he/she may receive.

THE THREE WAYS

53. The Educational Path for Light Saber Combat follows two main routes: learning and teaching. A period of apprenticeship with a 'Master' must also be considered.

54. Sporting Light Saber Combat is a new, original sports discipline. Constant reference to the SLM Founder Masters is essential to guarantee uniform teaching of all aspects, from the strictly sporting-related matters to the more playful matters, in full awareness of the fact that both are essential to maintaining the line desired from the outset by those who created the Academy and wanted to call it LudoSport.

5.1 | THE LEARNING ROUTE

55. The learning route of Light Saber Combat comprises the following activities:

5.1.1 | ONELITE COURSES

56. *Onelite Courses* are aimed at external parties and are organised both in the Schools and in other structures. The goal of these courses is to spread the sporting culture and founding values of Light Saber Combat, above all Se.Cu.Ri.

They are not a part of the progressive educational programme in the seven Forms of Light Saber Combat, which constitute the fundamentals. They are aimed at all those people coming into contact with this sporting discipline for the first time and allow a less binding, but no less technical, approach. Frequency and duration of the lessons are at the teacher's discretion, who will in any case use the basic academic programme as a reference.

By delivering the basics of Form 1, these courses develop a teaching programme focused on the harmonious management of one's body, on its athletic training and sporting confrontation in group exercises, in pairs and through short guided combats. The *Onelite Courses* programme includes *Prima Croce* and *Seconda Croce* of Form 1. The *Onelite Courses* pupils are authorised to wear Novizio uniforms but are not part of the academy network and cannot in any way take part in official competitions or be included in international ranking.

5.1.2 | ACADEMY COURSES



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57. *Academy Courses* are directed at pupils and are organised inside Schools. Their aim is the educational growth of the pupils through the ordinary Educational Path. They are divided by age range and preparation level. Access to Classes is decided by the Dean of each School based on his/her prudent evaluation. The minimum age of participation is eight years of age. Particular cases can be evaluated by the Rector on proposal from the School Deans. The list of *Academy Courses* can be found in the Appendix A.
58. Light Saber Combat techniques are learnt during the *Academy Courses*, starting from Form 1. The learning path follows a progression of about fourteen months for each Form. The teacher may make changes to this duration, based on the particular situation of each class.
59. As part of every academy activity, each Student must only use techniques learnt during the lessons or - outside the ordinary teaching programme - for which he has obtained express authorisation from his/her own Teacher during combat (whether official or non-official).

5.1.3 | THE ACADEMY EXPERIENCES

60. *Academy Experiences* are education moments without regular frequency, aimed at pupils and organised in Academies, on the condition that they do not take place in the halls directly linked to a School. They can be held during the Academic Year or outside the Year. Their aim is the educational growth of the pupils. They are divided into four categories:

<i>Special Lessons</i>	Teaching pupils can be enriched or added to with specific education moments, dedicated to individuals or groups, and aimed at improving or catching up on a part of the programme. – <i>Individual (or Private) Lessons</i> can be requested individually from any teacher qualified in the Form that is the subject of the lesson by pupils. <i>Group Lessons</i> can be requested from any teacher qualified in the Form that is the subject of the lesson by a minimum of two and maximum of six pupils.
<i>Seminars</i>	<i>Seminars</i> are moments for more thorough learning of one or more Forms of Light Saber Combat, i.e. of aspects linked to the sport. They can also be used as <i>Refresher sessions</i> (see Appendix B). They will be held at a frequency to be decided by the Teacher together with the Rector. They can be held by a qualified <i>Instructor</i> in the Form being addressed in the <i>Seminar</i> and may vary in duration from a minimum of two hours to a maximum of one day.
<i>Workshops</i>	Thanks to collaboration from external guests - the <i>Workshop</i> demonstrate martial arts and fencing disciplines of various kinds, other than Light Saber Combat, with the intention of broadening pupils' and teachers' cultural horizons, comparing the set of techniques seen during the lessons with other cultural, philosophical and technical approaches to sporting physical confrontation. They are held by subjects who are experts in the discipline being demonstrated during the Workshop. They normally last as long as a Seminar and take place consistently with the Academy's programmes and goals. It is important that Rectors evaluate the curriculum and the serious nature of the proposed disciplines, and the invited teachers carefully, to ensure that his/her pupils gain the maximum advantage.
<i>Gatherings</i>	The <i>Gatherings</i> allow pupils from different Classes, Schools or Academies to meet in the same place, in a climate of respect and mutual technical curiosity, to freely talk about technique and combat under the guidance of Teachers. They can also be moments of recreation when a group spirit can be encouraged. The <i>Gatherings</i> can be events that are held in the School (e.g. a day dedicated to combat, a games evening) or externally (e.g. weekends out of town with pupils to deliver lessons and hold a mini-tournament) under the management and supervision of the <i>Rector</i> and Deans who have been delegated.



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5.1.4 | COMPETITIONS

61. *Competitions* are directed at pupils and are organised inside Schools. Their aim is the educational growth of the pupils through reciprocal comparison in sporting combat. They are divided into two categories: *Duels* and *Tournaments*

62. *Duels* are encounters between two pupils, where the result is valid for the purpose of international ranking on the *Myludosport* platform. They are an occasion for technical growth and encourage pupils to challenge themselves with anyone.

The rules of each *Duel* are defined by the opponents, in observance of Se.Cu.Ri, as set out in the SLM Code of Ethics, of applicable law and common sense.

63. *Tournaments* and all the other competitions - individual or team - aid combat to be carried out in observance of the rules established by SLM, in specific regulations.

There are four levels of official *Tournaments*, that must be held during each academic year:

- *School* or 'of the Order', where the pupils from the same School face each other;
- *Academy*, where the pupils from the same Academy face each other;
- *National*, where the pupils from the same country face each other;
- *International*, where the pupils from all over the world face each other;

Other international *Tournaments* can be organised by the Franchisor at any time, also on request from the Academies.

SLM promotes the organisation of Open *Tournaments* and other non-official competitions by Academies, where pupils from different Schools or Academies face each other in *Duels*. The results of these *Tournaments* do not count towards international ranking.

64. In observance of its own cultural and value principles, SLM requires the utmost collaboration from Academies, especially with regard to competitions.

65. Each year, SLM promotes an international event (named *Champions' Arena*) to which the top ranked athlete at each National *Tournament* plus other subjects selected from among the best around the world will be invited.

66. In all LudoSport competitions, the results in combat and the results in the Style category have the same worth and must be given the same importance.

67. In all official competitions at any level, it is preferable that INCOM-qualified competition officials are used. If no such subjects are available or present, the Event Manager, in accordance with INCOM or its proxies, will select the competition officials from among the pupils who have at least one of the following requisites:

- Qualification as an *Instructor*;
- not participating in the official competition in question.

5.2 | THE TEACHING ROUTE

68. The Light Saber Combat teaching route is carried out through *Educational Paths* that aim at training Teachers. They are open to adult pupils and non-pupils and have different durations and frequencies.

The main *Educational Paths* are:

- *Trainer Courses*, destined for future *Onelite Course* Teachers;
- *Instructor Courses*, destined for future *Ordinary Course* Teachers;
- *Tecnico Courses*, destined for future *Instructor Course* Teachers;
- *Refresher sessions*, destined to ensure continuity of training, the certainty of widespread knowledge of the natural evolutions of the techniques of each Form and maintaining a high level of preparation for the entire



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Teaching body. These are the responsibility of each *Rector*, who will offer them to their own Teachers, without ordinary courses suffering as a consequence.

The specifications for the *Educational Paths* are contained in the Appendix B.

5.3 | THE THIRD WAY: THE APPRENTICESHIP

69. The *Iniziati* Apprenticeship with a *Cavaliere* or a *Cavaliera* lies between the two ways. *Cavaliere* create a personal relationship of trust and mutual help, benefitting both the Teacher and the Student.
70. The Apprenticeship of *Iniziati* with a *Cavaliere* or a *Cavaliera* is the perfect example of the values lying behind Light Saber Combat as created and codified by the SLM Founder Masters and as taught in the LudoSport Academies: the personal relationship between teacher-Student; the serious nature of the sporting preparation together with respect for the playful part; the mutual enrichment brought by sharing the sport with people from different levels.
71. The choice of *Iniziato* is the *Cavaliere*'s own decision and must be made responsibly. Time for theoretical training and suitable combat training must be dedicated to the *Iniziati*. The *Cavaliere* or the *Cavaliera* will be the person who will present *Iniziati* to an Examination Panel so the latter can take the *Academy* exam.
72. *Cavaliere* can only have one *Iniziato* (or *Iniziata*) at a time. *Iniziati* can be chosen in any LudoSport Academy on the condition that his/her Apprenticeship is continued.
73. When *Cavaliere* choose an *Iniziato* or an *Iniziata*, it must be communicated beforehand to the *Academy Rector* that the latter subject belongs to. The *Rector* will be the Apprenticeship supervisor, and can be consulted at any time by the *Cavaliere* or by the *Iniziato* for any matter that may arise between the two.
74. *Iniziati* must address their *Cavaliere* or *Cavaliera* in charge of their Apprenticeship by the title of 'Master'.
75. A *Master* can also take on responsibility for *Iniziati*'s Apprenticeship.

5.4 | INTERNATIONAL RANKING

76. In observance of the *principle of universality*, SLM requires the inclusion - in the modes stated by the network - of all pupils in an international classification that takes into account every LudoSport Student's sporting results and accrued experience.

6 | ACADEMY EXAMS

77. Light Saber Combat Exams that are part of the *Academy Courses* are:
 - *Style exams*, on completion of studying each combat Form: they aim to verify the understanding of the Style's philosophy and dynamics of techniques according to each Student's ability: in all cases, SLM will not tolerate any form of discrimination;
 - *Level exams*, on completion of studying at least to combat Forms: they aim to verify the Student's ability to practise the Styles they have learnt in combat and to worthily represent the Academy and the network.
78. Pupils who have completed the study programme for the Exam subject as part of their courses can take Style and Level Exams.

The Student who does not fulfil this requisite but who intends to take an Exam anyway, must make an express request to the Dean, who will authorise or refuse him/her the right to present him/herself before the Examination Panel.

In the event that the candidate is authorised, he/she will be presented to the examination panel by the Dean or a proxy



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79. Light Saber Combat Exams that are part of the *Educational Paths* are:
- *Trainer Exams*, on completing the relative Course: they aim to verify the understanding of the technique and teaching of the studied programme for Form 1 and the candidate's preparation for teaching;
 - *Instructor Exams*, on completing the relative Course: they aim to verify the understanding of the technique and teaching of the studied programme for each Form and the candidate's preparation for teaching;
80. The pupils who must take *Level exams* will be presented to the examination panel by their Teacher or - in his/her absence - by the Dean of their School.
The *Iniziati* who are the apprentices of a *Cavaliere* who must take the Academy Level exam will be presented to the Examination Panel by their own "Master".
The pupils who must take the *Instructor* or *Trainer* exams will be presented to the Examination Panel by the Teacher of the relevant Course.
81. The Light Saber Combat exams are carried out before an Examination Panel, comprising one or more people, up to a maximum of three people, appointed directly by SLM or through a proxy.
The Exams are public, unless the Examination Panel considers it suitable to hold them behind closed doors.
The result of the Exam is decided by majority vote of the Examination Panel. If there is a tie, the deciding vote will be the one from the highest examiner by Rank, Title or Qualification. If there is a tie between examiners of equal rank, the Exam will continue until a common opinion has been reached.
82. The Examination Panel is composed differently depending on the type of Exam.
- Only the class Teacher is required for the *Style Exams*;
 - For *Level Exams*, the presence of at least one *Tecnico* is required, or a person selected by the Academy Rector and approved by SLM, who is qualified as an Instructor in the Forms being examined. This subject – *Tecnico* or *Instructor* – will choose another member of the panel, choosing from among the other Instructors of one of the Forms being examined.
 - For *Trainer Exams* at least one *Tecnico* must be present, who will choose another member of the panel by choosing from among the other Form 1 Instructors.
 - For *Instructor Exams* at least one *Tecnico* must be present, who will choose another member of the panel by choosing from among the other Instructors of one of the Forms being examined.
- In all cases, the *Masters* can form an Examination Panel on their own.
The SLM *Founder Masters* can always appoint a member of the network as a Panel Examiner to represent them, even if said member does not have one of the requisites listed herein.
83. *Style Exams* can be held in groups, usually for the entire Clan. The pupils must answer technical questions about practising the sport and prove that they have sufficient knowledge of how to carry out the manoeuvres requested. The only element preventing the *Style Exams* being passed is a clear lack of understanding or application of Se.Cu.Ri.
84. *Level Exams* are held individually. The candidate must answer technical questions about the sporting practice and prove that they have sufficient knowledge of how to execute the manoeuvres required in combat, mixing the known Styles. The Student must therefore show an understanding of Se.Cu.Ri as a principle and must prove that he/she knows how to apply it in combat.
85. *Trainer* and *Instructor Exams* are held individually. The candidate must answer technical questions about the sporting practice and on the correct ways to deliver these to pupils, proving that they know how to execute the manoeuvres required or at least know how to explain them; a capacity for observation, a positive attitude towards welcoming pupils and a proven ability for leadership of a class are the elements of evaluation looked for in each candidate.
86. The result of *Trainer and Instructor Exams* can be any of the following:



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'Qualified'	The candidate has passed the Exam and is therefore qualified to teach the Form in question.
"Awaiting qualification"	The candidate has passed the Exam but is not authorised to teach without supervision. In this case, the Examination Panel will decide the ways in which the Educational Path can be completed, which may be any of the following: <ul style="list-style-type: none">– a new Exam, without the need for repeating the Path, by a date set by the Panel;– an apprenticeship with a qualified Instructor in the Form in question, with a duration as stated.
'Not qualified'	The candidate has not passed the Exam. In this case, the Examination Panel will decide the ways in which the Educational Path can be completed, which may be any of the following: <ul style="list-style-type: none">– take part in a 24-hour <i>Final Session</i>;– take part in a 48-hour <i>Standard Course</i>;– take part in an 84-hour <i>Complete Course</i>; The <i>non-qualified</i> Trainer must repeat his own course, however.

87. Passing the *Instructor Exam* brings about the automatic passing of the *Style Exam* in the Form in question, if it has not already been passed. Passing the *Trainer Exam* does not bring with it the same automatism, however.

88. At the time of the *Instructor Exam* for Form 2, Form 4 and Form 7, the candidate can ask the Examination Panel if he/she can also take the related *Level Exam*, if the conditions exist. The request must be made before the start of the Exam.

89. The results of the Exam are final and cannot be reviewed.

90. The Exams can be repeated several times, without any limitation.

7 | FINAL PROVISIONS

91. This Protocol can be amended at any time by decision of SLM, who will then inform all the Academies so that they can promptly adapt and correctly transmit said amendments to their pupils.



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APPENDIX A) ACADEMY COURSES

A1. Ordinary course

For pupils with minimum age of 13 years, over at least 70 hours per year of teaching held in weekly sessions lasting two hours each, or in twice-weekly sessions lasting one and a half hours each.

<i>Form</i>	<i>Teacher</i>	<i>Duration of course</i>	<i>One completion:</i>
One (F1)	Master, Vicemaster F1, Tecnico F1, Instructor F1	One and a half years	<i>Style Exam</i>
Two (F2)	Master, Vicemaster F2, Tecnico F2, Instructor F2	One and a half years	<i>Style Exam</i>
<i>Academy Level Exam</i>			
Three (F3)	Master, Vicemaster F3, Tecnico F3, Instructor F3	One and a half years	<i>Style Exam</i>
Four (F4)	Master, Vicemaster F4, Tecnico F4, Instructor F4	One and a half years	<i>Style Exam</i>
<i>Cavaliere Level Exam</i>			
Five (F5)	Master, Vicemaster F5, Tecnico F5, Instructor F5	One and a half years	<i>Style Exam</i>
Six (F6)	Master, Vicemaster F6, Tecnico F6, Instructor F6	One and a half years	<i>Style Exam</i>
Seven (F7)	Master, Vicemaster F7, Tecnico F7, Instructor F7	One and a half years	<i>Style Exam</i>
<i>School Master Level Exam</i>			

Pupils who have begun to study Form 3 can, where there is availability, enter Form 8 (two light daggers) and Form 9 (dual blade) courses. The courses will be made available to Academies as soon as SLM has completed the education development phase.

A2. Apprentices Course

For pupils between the age of 8 and 12 years, over at least 60 hours per year of teaching held in weekly or twice-weekly sessions lasting one hour each. The course addresses the essential elements of Form 1 and 2, adapted to the needs of young pupils, with particular attention to playful elements, the correct perception of oneself and limiting competitive elements in favour of creating true group spirit. The weapon used is the single *light dagger*.

The *Apprentices Course* can be held by an *Instructor* of Form 1 and 2 with particular experience - better if certified - in the teaching of minors.

A3. Specialists' Course

Dedicated to those pupils who intend to further their study of a particular Form. It involves at least 48 hours of teaching conducted in sessions that take place with a frequency decided by the Teacher in agreement with the Rector.

The *Specialists Course* can be delivered by a *Master* or a *Tecnico* of the Form in question, and lasts at least 48 hours. There is no final exam, but only the assessment of each Student's preparation by the Teacher.

A4. Other Courses

SLM promotes and supports - in different ways and times - several projects intended to diffuse Light Saber Combat as a sport, by presenting the codified techniques and countless possible combinations of the various Forms with each other. For example, Courses dedicated to recreation of combat in which the spectacular parts are aimed at involving the audience and enhancing technical moves.



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APPENDIX B) EDUCATIONAL PATHS

Educational Paths are organised by the LudoSport International network, or by Academies where there is a Master or a Tecnico. All the Academies can be partly involved in some *Paths*.

B1. Trainers Path

This takes place through a Course of at least 42 hours, run by a Master or a Tecnico, that presents Form 1, to a lesser extent than when the advanced techniques and the Armoniche are taught.

At the end of the Course, the candidate must pass the Exam which will then qualify him as a *Onelite Courses Teacher*.

B2. Instructors Path

It can develop in three ways: External, mixed and internal.

External Path An Instructor must be trained in a *Complete Course*, lasting 84 hours and that can be held by a Master or a *Tecnico* of the Form in question. To access the complete course, the subject must have completed his/her study of the previous Form, if it exists.

Mixed Path An Instructor can also be trained in two courses, a preparatory one (*Pre-Course*) and a final one (*Standard Course*), that must be held in a necessary time sequence.

The *Pre=Course* can be delivered by an *Instructor* of the Form in question, and lasts at least 36 hours. To access the complete course, the subject must have completed his/her study of the previous Form, if it exists.

The *Standard Course* can be delivered by a *Master* or a *Tecnico* of the Form in question, and lasts at least 48 hours.

Internal Path The pupils who have passed the *Style Exams* for one Form, can access the *Final Session*: this is a course lasting at least 24 hours that can be delivered by a *Master* or a *Tecnico* of the Form in question.

B3. Technical Path

A Tecnico is trained (in each of the combat Forms) with a specific Course held by a *Master*, that can be accessed by anyone who has qualified as an Instructor in the Form in question. Anyone who wishes to qualify as a *Tecnico* must send SLM a folder containing:

- a) a presentation letter of the candidate written by the Rector of the Academy he/she is a member of, which contains the reasons for the candidacy and an evaluation of the candidate's contribution towards the positive development of the discipline and the network;
- b) an education curriculum, again written by the Rector, indicating:
 - the number of hours of teaching accumulated by the candidate in the Form in question during his LudoSport career.
 - the number of hours of attendance (as a Student) accumulated by the candidate in the Form in question during his LudoSport career.The minimum number to be taken into consideration for the candidacy – adding together the two categories – is 70.
- c) indication of any other experience inherent to teaching (particularly concerning the Form in question).

In order to obtain the best selection of candidates, SLM can request a non-binding consultation from the candidate's Teachers during his training as an Instructor, his Instructor Course colleagues or his pupils. The objective is to guarantee that future Tecnico are chosen from among those who actively contribute to the development of the network and the diffusion of the sport.

The *Tecnico Course* has a minimum duration of 30 hours. These hours will further the teaching as Instructors and will verify the candidate's actual capacity to put teaching into practice efficiently and confidently. At the end of the Course, the Teacher will inform each candidate about whether he/she has been evaluated as eligible.

If the evaluation is positive, the candidate is appointed as a Tecnico. If the evaluation is negative, the candidate can request a new evaluation, but only three months after the end of the Course. This evaluation may take place at the



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end of a new *Tecnico Course* or an *Instructors' Course (Standard or Complete)* in which the candidate works as an Assistant, under the supervision of a *Master*.

The final evaluation of a *Tecnico Course* by the Teacher is final and unquestionable.

B4. *Refresher sessions*

Refresher sessions have a minimum duration of 6 hours per Form, and are led by a Master or a Tecnico. Each Instructor must take part in at least one session per year.

The Instructor who regularly teaches in an Academy Course is exempt from annual refresher courses for the Form (or Forms) that he/she teaches, unless otherwise specified by SLM.

The *Refresher sessions* can be carried out autonomously, or may be in the form of *Seminars* or *Academy Experiences* such as *Meetings* or *Special Lessons*. *Workshops* can also be a part of the refresher session, if the Teacher believes it suitable, after consultation with SLM.



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APPENDIX C) LUDOSPORT HIERARCHY

- TECHNICAL HIERARCHY
- Founder Master
 - School Master | *Student who has completed the study of Form 7*
 - Cavaliere | *Student who has completed the study of Form 4*
 - Accademico | *Student who has completed the study of Form 2*
 - Iniziato | *Student who officially enters the Academy*
 - Novizio | *Student who has just enrolled*
 - Apprendista | *Student aged between 8 and 12 years*
- TEACHING HIERARCHY
- Founder Master
 - Master | *Tecnico selected by SLM*
 - Tecnico | *Higher level Teacher in one Form*
 - Instructor | *Teacher of one Form*
 - Trainer | *Subject authorised for promotional teaching*
- CULTURAL HIERARCHY
- Founder Master
 - Ambassador
 - Consul | *SLM Representative in a country*
- OFFICIALS HIERARCHY
- Founder Master
 - Ambassador
 - INCOM Chancellor | *Education Manager and Competition Officials Department*
 - ONBOARD Secretariat | *National Competition Officials Manager*
 - Official | *Competition Official*



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APPENDIX D) CLUB COURSE

For pupils with minimum age of 13 years, over at least 70 hours per year of teaching held in weekly sessions lasting two hours each, or in twice-weekly sessions lasting one and a half hours each.

<i>Form</i>	<i>Teacher</i>	<i>Duration of course</i>	<i>One completion:</i>
One (F1)	Master F1, Tecnico F1, Instructor F1	One and a half years	<i>Style Exam</i>
Two (F2)	Master F2, Tecnico F2, Instructor F2	One and a half years	<i>Style Exam</i>
			<i>Academy Level Exam</i>
Pre-Specialistic (PS)	Master F3, Tecnico F3, Instructor F3	One year	<i>Style Exam</i>