



**Combat Athletics Submission Championship 5 - Saturday May 27th, 2006
Semiahmoo Secondary School, 1785 – 148th Street; White Rock, BC**

Division Skill Level Details

The purpose of this event is to provide a venue for regional grapplers to showcase their skills, and test themselves against other equally skilled grapplers. The essence of any competition relies on the fairness of the contest. Competitors are encouraged to enroll at the skill level they feel will offer the **highest challenge**. By enrolling in a division that is easy for you, you not only deny competitors a fair match but also deny yourself a chance to test your true abilities as an athlete.

Beginner Athletes

This includes competitors who have limited experience with grappling. Usually someone in this level has been practicing for **3 to 18 months**. Competitors here have a limited number of techniques on the ground and have no previous grappling experience. Regardless to your ranking in any other Martial Art, your amount of focus on grappling is important. In addition, individuals with some wrestling experience, **not at a competitive level**, qualify at this level. If you have ever competed in public events where grappling is involved you do not qualify in this division. *If you have been training for more than 18 months, DO NOT REGISTER in this division. Step up and test yourself. A true champion continually seeks greater challenges and is never afraid of losing to a skilled competitor.*

Intermediate/Advanced Athletes

Competitors here have been grappling for over 1.5 years and beyond. Knowledge of various ground techniques is substantial. Tournament experience is sufficient, and training is plentiful. Competitors do not necessarily need to possess the above qualifications but must consider that their opposition will be well versed in grappling and have years of experience behind them. This will be the division that offers the greatest challenge, and competitors in these divisions should be very proud of themselves.

Beginner & Intermediate/ Advanced Divisions

1 Five Minute Round & 3 Minute Bonus Round in case of a tie.

Junior Divisions

1 Three minute round & 3 Minute Bonus Round in case of a tie.

Div #	Junior Divisions	Div #	Intermediate/Advanced Divisions
01	Junior (9 and Under)	30	Feather (110 to 125 lbs)
02	Junior (10-12)	31	Super Feather (126 to 140 lbs)
03	Junior (13-15)	32	Light (141 to 155 lbs)
	Female Divisions	33	Light Middle (156 to 170 lbs)
10	Feather (up to 110lbs)	34	Middle (171 to 185 lbs)
11	Super Feather (111 to 125 lbs)	35	Light Heavy (186 to 205 lbs)
12	Light (126 to 140 lbs)	36	Heavy (206-229 lbs)
13	Light Middle & Up (141 + lbs)	37	Super Heavy (229 lbs +)
	Beginner Divisions		
20	Feather (110 to 125)		
21	Super Feather (126 to 140 lbs)	40	Absolute Division Any weight & Any Skill
22	Light (141 to 155 lbs)		
23	Light Middle (156 to 170 lbs)		
24	Middle (171 to 185 lbs)		
25	Light Heavy (186 to 205 lbs)		
			For complete details visit our website at www.combatathletics.com 1-866-9-KOMBAT