

7:30 am Registration Opens

**Must Report to the Ring for your session 30 Minutes prior,
If all competitors are checked in the Ring will start**

**Please verify Ring Assignment prior to reporting to your ring
You can check on myuventex.com**

Grand Championship Fighting is held at the end of each Session

| 9:00 am Session 1 | Ring # |
|--|---------------|
| all 9 & Under Creative/Extreme Open Weapons & Forms | 1 |
| 10-13 Beg & Int Creative Open Weapons & Forms | 4 |
| 10-13 Adv & BB Creative/ Extreme Weapons & Forms | 1 |
| 14-17 Advanced & BB Traditional Weapons, Forms, Point & Continuous | 2 |
| 14-17 Begin & Inter Traditional Weapons, Forms, Point & Continuous | 3 |

| 10:00 am Session 2 | Ring # |
|---|---------------|
| 5 & Under Traditional Weapons, Forms & Point Fighting | 5 |
| First Timers | 5 |
| 6 & 7 Beginner Traditional Weapons, Forms, Point & Continuous | 6 |
| 6 & 7 Intermediate Traditional Weapons, Forms, Point & Continuous | 6 |
| 14-17 Adv & BB Creative/Extreme Weapons & Forms | 1 |
| 14-17 Begin & Inter Adv & BB Creative/Extreme Weapons & Forms | 1 |

| 11:00 Session 3 | Ring # |
|---|---------------|
| 12 & 13 Beginner Traditional Weapons, Forms, Point & Continuous | 2 |
| 12 & 13 Intermediate Traditional Weapons, Forms, Point & Continuous | 3 |
| 12 & 13 Advanced Traditional Weapons, Forms, Point & Continuous | 4 |
| 12 & 13 Black Belt Traditional Weapons, Forms, Point & Continuous | 4 |

| 12:00 Session 4 | Ring # |
|---|---------------|
| 8 & 9 Beginner Traditional Weapons, Forms, Point & Continuous | 5 |
| 8 & 9 Intermediate Traditional Weapons, Forms, Point & Continuous | 6 |
| 9 & Under Advanced Traditional Weapons, Forms, Point & Continuous | 6 |

| 1:00 Session 5 | Ring # |
|---|---------------|
| 10 & 11 Beginner Traditional Weapons, Forms, Point & Continuous | 1 |
| 10 & 11 Intermediate Traditional Weapons, Forms, Point & Continuous | 2 |
| 10 & 11 Advanced Traditional Weapons, Forms, Point & Continuous | 3 |
| 11 & Under BB Traditional Weapons, Forms, Point & Continuous | 4 |