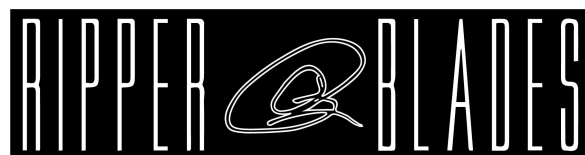


WELCOME TO
LIGHTSPEED RETURNS 2023



EVENT SCHEDULE

WEDNESDAY

4:00pm – Doors Open for setup, Esplanade Ballroom (come find us and help us out!)

THURSDAY

8:30am – Doors Open (Esplanade Ballroom)

9:30am – WORKSHOP Combat Cheat Sheet

10:45am – WORKSHOP Winning With Control

12:45pm – WORKSHOPS Basic & Advanced Reffighting

2:00pm – Equipment Check-In, Day One

2:30pm – TOURNAMENT 3v3 Tag Team Skirmish

6:00pm – League Meeting

7:00pm – LIGHTSPEED DINNER AT THE PALMS CASINO BUFFET

FRIDAY

8:30am – Doors open (Esplanade Ballroom)

9:00am – Equipment Check-in, Day Two

9:30am – TOURNAMENT Individual Open

1:30pm – TOURNAMENT Women's Individual

5:30pm – TOURNAMENT Individual Advanced

SATURDAY

8:30am – Doors Open (Esplanade Ballroom)

10:00am-12:00pm – Beginner Tryouts

1:30pm – TOURNAMENT Duet Team Skirmish

6:00pm – TOURNAMENTS Duet, Women's, & Advanced Finals

SUNDAY

9:30am-11:30am – LIGHTSPEED BRUNCH

12:00pm – WORKSHOPS Beginner & Ren Saber / Longsword

1pm – WORKSHOP Dyad Saber

2:30pm – WORKSHOP Starting & Managing a Squadron

12:30pm-4:30pm – open practice

4:30pm – event ends

Please be prepared for delays and schedule adjustments that may occur as needed.

EVENT AREA GUIDE

We will be in the Esplanade Room on the Banquet floor. It is a little further down the hall from the Dauphine Room, where we were last year.

ADMIN TABLE / STORE

This is where you can buy things and get equipment checked in.

BOXES

There will be 3-4 boxes denoted by color.

PHOTO AREA

A Lightspeed Saber & Ripper Blades backdrop will be available for photos. It is in a walk area so please choose a good time to use it.

EQUIPMENT, CAMERA, & CHARGING TABLES

There are lots of tables placed around the room where you can set your things and charge your devices and place cameras for recording matches. Please try to place fencing equipment UNDER the tables and cameras and devices ON TOP. Please do not move equipment that is not yours.

DROP-IN COMMENTATOR TABLE

There is a commentator table set up near the center camera station where attendees will be able to stop by and act as commentators for our livestream. Please refer to the Commentator Guide before and during your visit to the commentator table.

The table will be sectioned off in order to try to reduce background chatter for the commentators. Please do not enter the commentator area unless you plan to be part of it. Please try not to make too much noise when nearby the commentator table.

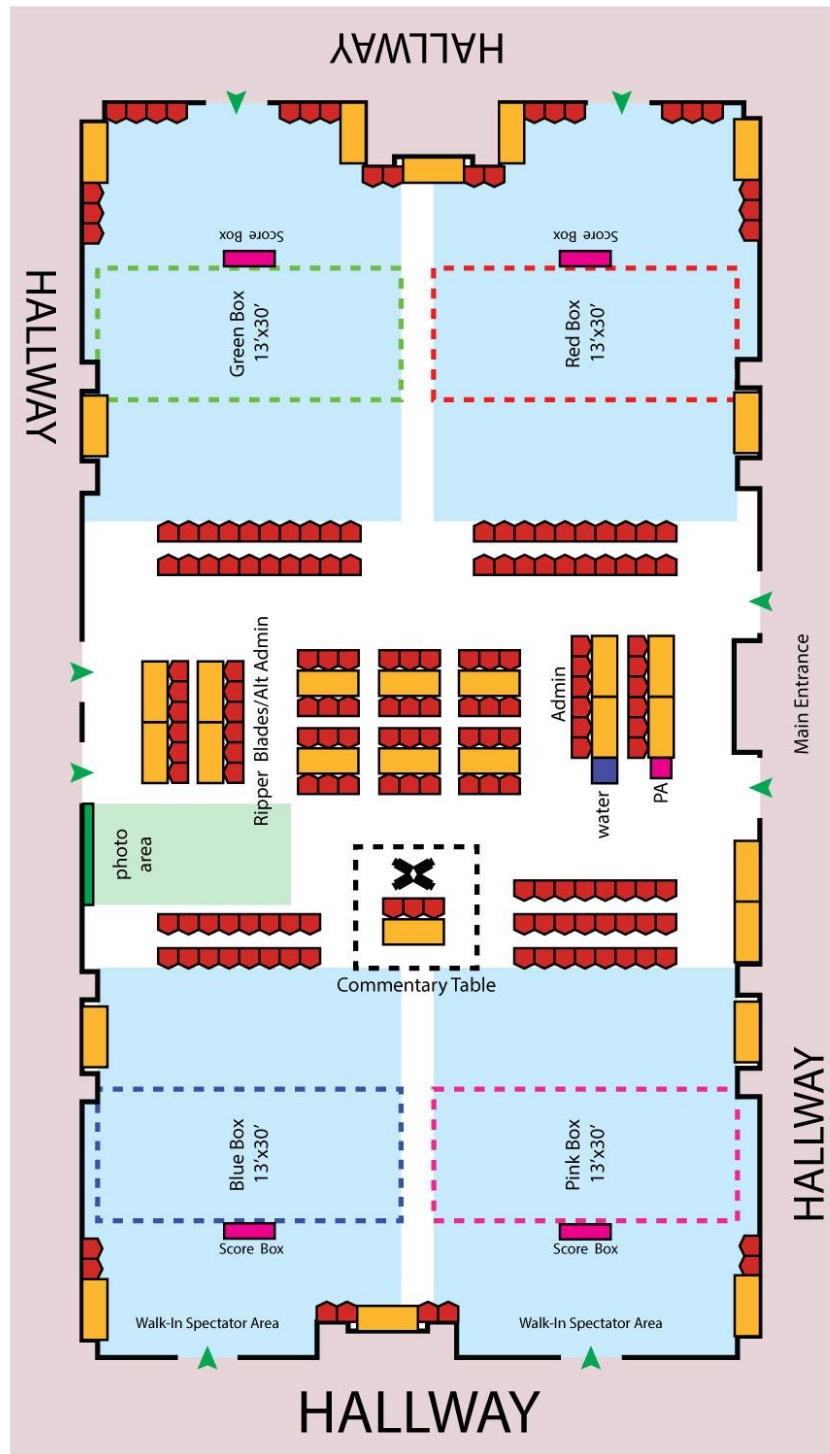
We'd like to keep the commentator table active at all times if possible, so if you see it empty, and you're not busy, please fill in! All fencers and friends of Lightspeed are welcome to sit at the commentator table. Don't sweat it!

WALK-IN SPECTATOR AREA

The hallway side of the room is open for spectators to come in, standing room only. Welcome people to come in and watch, and, during the tryout event, to come try it out (send them to the admin table(s)).

REST AREAS

Rest areas are available in the center of the room. Water will be available. Chill out and gear up here. Please note that you are not technically allowed to bring in food from outside. But it's pretty common to buy food downstairs and bring it up. We won't tell on you though.



OPEN COMPETITION RULES MODIFICATIONS

This is an open tournament, meaning it is attended by competitors of all levels, including complete beginners. In order for Lightspeed Saber to succeed, we must provide a positive and welcoming atmosphere for everyone, especially those beginners. To this end, the following rule modification is in force **during the squadrons phase of the open tournament and some portions of the team tournaments:**

- No attack may touch the floor as a result of its power or momentum as the attack completes (touching the ground as a part of defense, a guard, distraction, or any other reason not directly the result of an attack is permissible).
- “Scraping attacks” off the floor for the purposes of striking the sides of the shoe do not fall under the above rule.

These modifications are rescinded upon entry into the elimination brackets. We reserve the right to adjust or add to these rules as needed for the safety of all participants.

REMEMBER THESE RULES TOO

The following rules are already in the rule book but are commonly overlooked:

- NO sweeping attacks to the knee or below.
- NO rising attacks to any target below the waist.
- NO attacks to the groin, regardless of sex, power, or intent.
- NO hitting someone multiple times.
- NO stiff-arm attacks. All attacks should collapse or contract the elbow and wrist at or just before making contact.

COMMENTATOR GUIDE

RULES

1. No swearing.
2. No criticism of other members, participants, or referees.
3. No bad-mouthing other organizations.
4. You may engage in fun “trash-talk” with or about someone else but make sure it is appropriate for a general audience. Make sure it is someone that will receive that trash talk positively.
5. Keep it friendly, keep it positive, keep it optimistic.
6. Please don’t touch any buttons if you don’t know what they do.

TALKING POINTS

- Introduce yourself.
- Describe what is happening in the box at that moment.
- Talk about a match you just fought in.
- Talk about an upcoming match you’re excited about.
- Explain what call you think the head referee will make for an exchange while it’s being deliberated.
- Explain some of the Lightspeed Saber rules and how that affects the current match.
- Talk about your experience fighting one of the current fencers.
- Discuss tips or strategies or maneuvers you like or would like to see.
- Talk about Star Wars! Talk about fencing and fighting! Talk about sports!
- Talk about movies and games! Talk about nerdy stuff! Talk about anything interesting, including yourself! Not everything has to be about Star Wars or fencing or Lightspeed!

LIVE TRYOUTS

One of the best things that Lightspeed Saber does is the live tryout event. Anyone can come in at any level or age and participate in a real Lightspeed Saber bout with a friend. This event is lots of fun for the participants, coaches, and referees.

SUMMARY

In a Lightspeed Saber Tryout event, beginners are allowed to equip a lightspeed Saber and have a real lightspeed Saber bout with a friend or an experienced member of the Lightspeed Saber staff. Before each tryout, they are assigned a coach who gives them a 5-10 minute lesson. Then, when a fight box is available, the tryouts are put into a match together with referees. The head referee directs the box, ensures that the tryouts are behaving safely, and allows the tryouts brief periods between points to consult with their coaches.

TERMS

Tryout(s) – An event in which beginners and newcomers may come to Lightspeed Saber to try out Lightspeed Saber fencing; a participant in such an event.

Student / Learner / Padawan – Relational term for a tryout by that tryout's coach. "*The coach says that her padawan is ready.*"

GENERAL PROCEDURE

1. Tryouts approach the administrative table and sign the waiver. Tryouts are generally accepted as pairs of friends or family members.
2. When it is the tryout's turn, they are assigned one coach each and sent to a box or practice area.
3. Each coach has about 5-10 minutes to train their tryout, or however long it takes for a box to open up for the tryouts to duel.
4. When a box is open, the coaches may guide their tryouts into the box, where the referee(s) will conduct the match.
5. Between points (the referee may exercise some judgment here), the referee directs the tryouts to their coaches for guidance, for 10-30 seconds (referee judgment).
6. The match is conducted this way until there is a winner.

RULES

1. Tryouts must be friends or family, and should sign up together.
 - a. Strangers may not fence against strangers and may not sign up together.
 - b. Unpaired tryouts can be assigned a coach and then may fence the coach or another member of Lightspeed Saber staff, depending on the tryout's comfort or preference, or the coach's judgment.
2. Tryout duels may employ either one or two referees.

REFEREE RESPONSIBILITIES

1. Referees may be more lenient on Lightspeed Saber rules, depending on the tryouts.
 - a. In general, the younger the tryouts (under 13), the more forgiving the referee may wish to be regarding successful defenses and the less sensitive the referee may wish to be regarding very slight touches and indirect contacts. (Help them achieve a fun experience less marred by their lack of technical skill.)
 - b. (Children younger than 13 often lack the strength and technical precision to execute a proper defense.)
 - c. Older tryouts (13 and up) can generally understand the importance of good technique and learn fast enough to enjoy the full rigor of the rules of Lightspeed Saber fencing.
2. Referees must be cognizant of power levels and adjust their sensitivity based on the ages of the tryouts.
 - a. Older participants– generally 15 and older– may more or less fence at a typical intensity for Lightspeed Saber.

COACH RESPONSIBILITIES & SUGGESTED BEHAVIOR

1. Coaches must do their best to guide their padawan to a victory!
2. Coaches should follow all coaching rules in the 2023 rules manual, in particular, remembering not to openly disparage or openly analyze their padawan's opponent.
3. Coaches are encouraged to BE PASSIONATE AND DRIVEN!
4. Coaches are encouraged to PLAYFULLY TRASH TALK the other coach!
5. Coaches are encouraged to PLAYFULLY PUSH BACK at the referee(s)!

6. Coaches are encouraged to ADVOCATE BOMBASTICALLY for their padawan!
7. HAVE FUN!!!