



WORLD COMBAT GAMES

Powered by **GAISF**

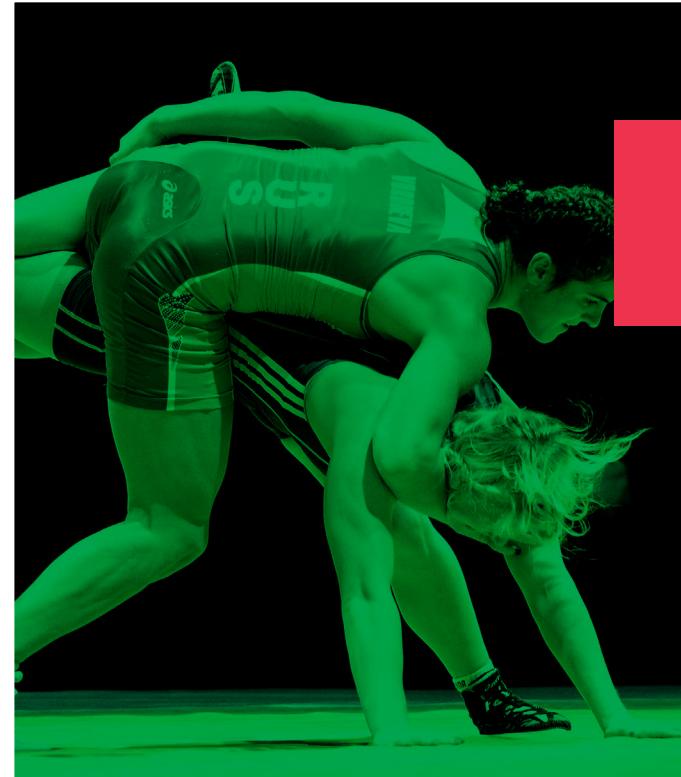
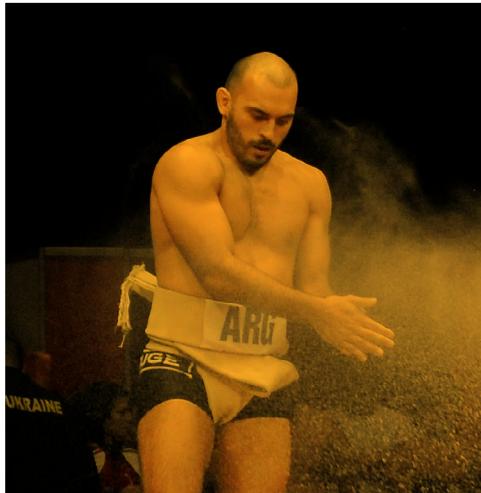


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What is GAISF?

The united voice of sports - protecting the interests of International Federations

GAISF is the Global Association of International Sports Federations, an umbrella body composed of autonomous and independent International Sports Federations, and other international sport and event related organisations.

Founded in 1967, GAISF is a key pillar of the wider sports movement and acts as the voice for its 125 Members, Associate Members and observers, which include both Olympic and non-Olympic sports organisations.

GAISF MULTISPORT GAMES

Since 2010, GAISF has successfully delivered multisport games for combat sports and martial arts, mind games and urban orientated sports.

GAISF serves as the conduit between International Sports Federations and host cities, bringing benefits to both with a series of right-sized events that best consider the needs and resources of all involved.



What are the World Combat Games?

A breathtaking event, showcasing the world's best martial arts and combat sports

THE BENEFITS OF HOSTING THE WORLD COMBAT GAMES

- **Bring** sport to life in your city
- **Provide** worldwide multi-channel media exposure
- **Feature** the world's best athletes
- **Establish** a perfect bridge between elite sport and local communities
- **Promote** the values of respect, self-control and determination
- **Emphasise** event management capability
- **Stimulate** youth participation in combat sports and martial arts
- **Connect** to unified fan communities from multiple combat sports and martial arts
- **Associate** with the culture and values of combat sports and martial arts
- **Highlight** CSR programmes in partnership with local communities

THE NUMBERS OF THE GAMES

Up to
35 disciplines

Approximately
130 events

Up to
2,500 athletes and officials

Approximately
4,500 participants

Roles and responsibilities

GAISF and IFs:

- Supervision of operations and **TV production**
- **Branding** validation
- **Anti-doping** controls
- Distribution, global promotion and sponsorship
- Development and overview of **integrity** and **social responsibility** programmes
- Technical **expertise**
- Competition **format**
- Event communication and promotion **support**
- Athlete **feedback**

Host City:

- Implement social, economic and environmental responsibility **programmes**
- Establish a Local Organising Committee, based on principles of **good governance**
- **Infrastructure**, competition and non-competition venues and equipment
- **Event management**, e.g. accreditation, medical, security and transport
- International **travel** for athletes and officials
- **Accommodation** for athletes and officials
- **Liaison** with local public authorities
- Local communication, promotion and social media content production
- **Broadcasting** production (international TV signal and live stream)
- Domestic **media rights** distribution
- Domestic **sponsorship** and ticketing
- Cultural, social, educational and entertainment **activities**

Attribution process

1

Introduction

- Launch and fact sheet release
- Information sessions

2

Consultation

- Consultation with interested cities
- Applicant cities confirmation

3

Application

- Event guidelines application
- Process / questionnaire release
- Support for applicant cities
- Submission of completed questionnaire by applicant cities

4

Evaluation

- Questions to applicant cities and evaluation report
- Submission of evaluation report / recommendation to GAISF Council

5

Award





Culture, ceremonies and festival events, and legacy

The values (culture) of the Games – prepare to be surprised

A festival atmosphere makes the Games accessible to fans and families alike, with chances for all to engage with the event. Events and activations accompany the competitions to bring the values of combat sports and martial arts to life:

- A festival for **fans**
- **Youth** masterclasses
- **Ambassador** programme
- **Cultural** exhibitions and conferences
- **Sports** demonstrations/ Entertainment



Ceremonies and festival events

The Games begin with an open-to-all gathering to showcase the best of local history, culture and entertainment, featuring sports demonstrations, local sports personalities and live musical performances. This is a great opportunity to be innovative and inclusive, followed by more opportunities to get involved throughout the Games.

Legacy

- Encourage **youth** participation in sport
- Boost the **local economy**: spending by the organisers, participants and spectators
- Foster greater unity in **local** martial arts and combat sports **communities**
- Provide **experience** in organising top international multisport events
- Strengthen experience of local elite athletes and increase medal potential at top **international** events
- Bring increased **recognition** when bidding for future international sports events
- Earn **worldwide** media exposure for the country and the city

Media promotion and production

Digital and social production

- Social media **promotion** (*Twitter, Instagram, Facebook*)
- **Digital** (*event website, social networks, YouTube channel*)
 - Live streaming
 - Clips, teasers
 - Newsletters
- International Sports Federations' media **networks**, e.g. OTT channels
- Content **distribution** via athletes and their social media channels
- **Olympic** Channel
- Media **partnerships**
- **PR** initiatives (*sports ambassadors*)
- Sponsorship **showcasing**



Television

Distribution

- Live **broadcast**
- **Daily** highlights
- **News** clips
- Event **highlights**

Production

- Anticipate high-quality live production with **multiple cameras** for each field of play
- Live online **streaming**
- English and **international commentary**
- **Infrastructure** and facilities for designated host broadcaster (*broadcast compound, commentary positions, camera platforms, lighting*)
- **Media centre** with relevant facilities and services
- **Branded** areas for interviews and social media content production

List of sports at the World Combat Games

- Aikido
- Karate
- Savate
- Armwrestling
- Kendo
- Sumo
- Boxing
- Kickboxing
- Taekwondo
- Judo
- Muaythai
- Wrestling
- Ju-jitsu
- Sambo
- Wushu

The values of martial arts and combat sports

- Respect
- Honour
- Self-control
- Courage
- Determination

Venue setup

GAISF and its partners will configure the event to fit the host city, ensuring that only existing venues are used. An example configuration would be:

3

multisport arenas

4

different fields of play across all venues

2k-4k

spectator seats for each field of play
(depending on the sport)

2

training facilities



Sports

Aikido



Aikido is a modern Japanese martial art with deep roots in traditional Japanese fighting arts, either empty-handed or with weapons. It evolved into non-violence, becoming a non-competitive martial art with the objective of self-improvement. Aikido is an effective martial art, blending with the force of the opponent without being destructive and, as such, is used by law enforcement agencies in Japan and many other countries. Aikido is categorised as a demonstration martial art by alternating attacks and defences. The sport does not have gender or weight classifications.

Armrestling



Armrestling is a strength sport in which two athletes grip each other's hand over a table. The goal is to pin the opponent's arm onto the surface, with the winner's arm over the loser's arm. Armrestling is a test of strength, endurance, technique, strategy, experience and passion.

Boxing



Boxing is a combat sport in which two athletes, wearing protective gloves, throw punches at each other for a predetermined amount of time in a boxing ring. A boxer is declared the winner when the opponent is down and does not resume within 10 counts. Failing this, the winner is declared through a scoring system.

It is a skilled sport that tests athletes' ability to fight safely and under specific rules. In return, it develops athletes' reflexes and speed, and physical and mental strength.



Judo



Judo, which means the "gentle way" is a Japanese combat sport based on strong moral values. It was invented by Professor Jigoro Kano in 1882 and has become a major player in the Olympic Movement. It is a grappling discipline where the object is to either throw the opponent to the ground and subdue him/her using a hold down or force submission using an armlock or strangle. Judo is not only a combat sport but is also an educational tool, used to create the conditions of a better society.

Ju-jitsu



JJIF is the recognised International Federation for this martial art, which has a history of more than 600 years. In the tradition of self-defence serving the human being. Different styles are represented and welcome. As a modern sport, JJIF regulates competitions in four different disciplines. Ju-jitsu is a sport in the World Games and the Asian Games, and the 127 member countries are governed from the headquarters in Abu Dhabi: the "Capital of Ju-Jitsu".

Karate



Karate is a martial art that originated in Okinawa, Japan in the 14th century. Karate comprises blocks, punches, kicks and throws that are performed using the practitioner's hands and feet.

The karate competition consists of kata (forms) and kumite (sparring). Kata are demonstrations of forms consisting of a series of offensive and defensive movements, targeting a virtual opponent. In kumite, two karateka face each other in a matted competition area; athletes score points by completing a series of blows on the target area of their opponent's body.

Sports

Kendo



Kendo is a type of martial art in which practitioners wear protective armour (*kendo-gu*) consisting of a mask (*men*), gauntlets (*kote*), torso protector (*do*) and lower body protector (*tare*), and use bamboo swords (*shinai*) to engage in one-on-one combat as they compete to score valid strikes against each other.

As a traditional form of Japanese culture, kendo is a martial art in which emphasis is placed on etiquette, and practitioners continue training throughout their lives to forge their spirit and temper their body in the quest for self-perfection.

Kickboxing



Kickboxing is a unique, well defined sport, which, through organised class/competition structures, caters to the needs/requirements of athletes and officials, in a structured participant/competition environment. The focus of the World Association of Kickboxing Organisations (WAKO) is the development of the sport worldwide in an integrated, democratic and transparent way, embodying and upholding the values of the Olympic Charter.

WAKO provides a positive environment to its members, guided by the Olympic values of friendship, respect and excellence from grassroots to high performance, in/out of competition. It promotes seven disciplines within its rules: ring - full contact, low kick and K1 style, and tatami - point fighting, kick light, light contact and musical forms. These disciplines enable and enhance life-long learning and participation. Kickboxing helps athletes achieve a health-enhancing life of physical activity in a safe/controlled recreational and competition environment, encouraging people to understand and respect individual differences among people in class/competition. The variety gives a diverse opportunity to train/exercise in different ways.



Muaythai



Muaythai is an ancient martial art and combat sport that integrates tradition and values, combined with incredible spectator appeal. It is known as the science of eight limbs. Practitioners execute strikes using eight points of contact known as "weapons": fists, shins, knees and elbows. Full contact technique allows kick, punch, knee and elbow striking at all ranges; clinching, where fighters can effectively strike with the elbow and knee; and sweeping tactics. Muaythai is a sport and art for everybody, with many different disciplines, and the ring sport will be featured at the World Combat Games.

Sambo



Sambo is a unique, modern sport with a great history. It is a universal type of combat sport, united in its arsenal of the most effective techniques of various world combat and martial arts: throws, and submission locks on hands and legs. In combat sambo, punches and kicks are allowed, as well as strangle techniques. Sambo does not bring aggression but, rather, gives people peace of mind, physical strength, self-confidence and health. Sambo promotes the values of fair play, equality and a level field of play. The sambo system is open for development, and experts are continually discovering more new features of this wonderful martial art.

Savate



Savate is a traditional French combat sport in which fighters employ kicking and striking techniques. It differs from kickboxing and muaythai in that the fighters wear shoes and the kicks are performed at long range, using the feet only. Fighters cannot use the knees or shins and do not use clinching or grappling techniques. The savate concept is to touch without being touched, by using mobility and accuracy. Savate is a graceful combat sport with a strong emphasis on technique.

Sports

Sumo

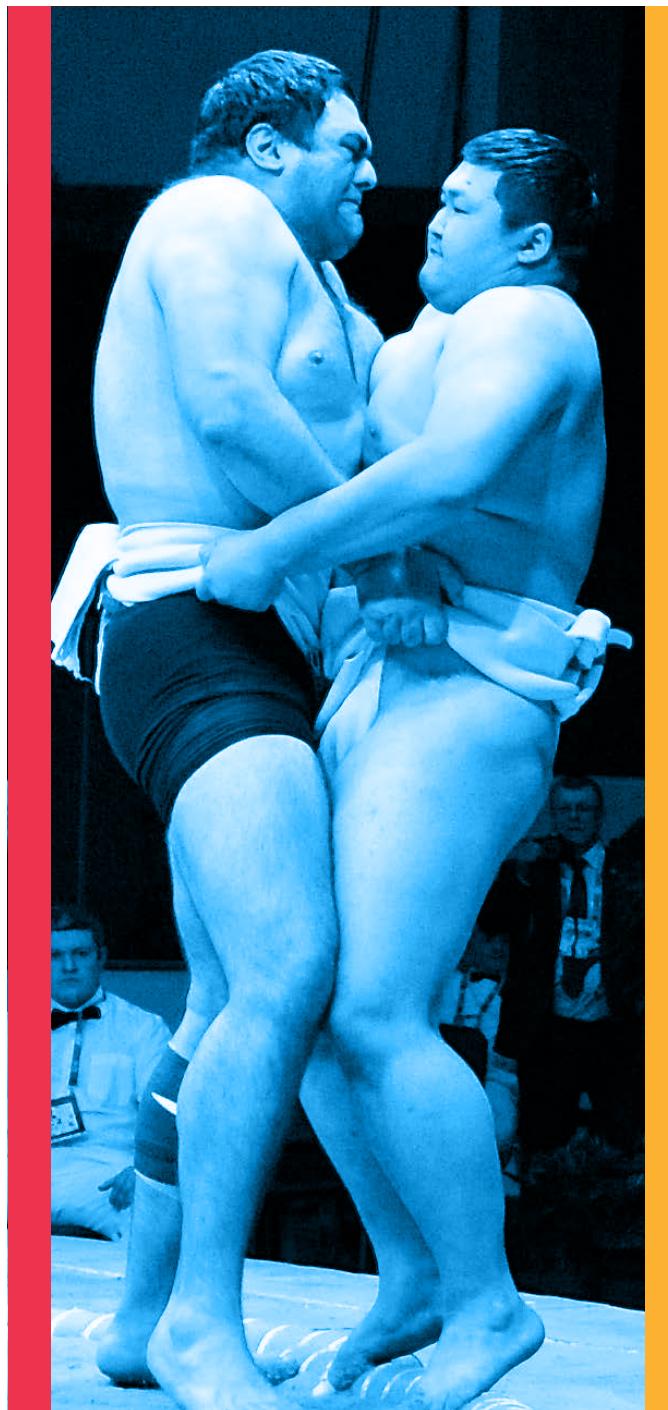


Sumo is a competitive contact sport and the most suitable to fulfil the aim of enriching “Soul, Skill and Body”. A match is played between two players, designated east and west. They make the best possible use of the 4.55 metre diameter dohyo and fight, almost naked, using their full strength to force their opponent out of the dohyo or to touch the ground with any part of the body other than the soles of the feet. A good sumo athlete respects their opponent, and whether victorious or defeated, they leave the dohyo with honour for a bout well played.

Taekwondo



Taekwondo is a martial art sport originating in Korea; literally, its name means “the way of kicking and punching”. As a full-contact sport, it is well known for fast and dynamic kicks and punches. It has both sparring and non-sparring disciplines. Kyorug is sparring between two individuals or two teams; poomsae, a non-sparring discipline, is a series of movements for offence and defence techniques against an imaginary opponent. The harmonisation of sparring and non-sparring makes taekwondo a lifetime pursuit and is loved by men and women of all ages.



Wrestling



Wrestling represents one of the oldest forms of combat and featured in the ancient Olympic Games 708 BC. Greco-Roman and freestyle wrestling are the Olympic disciplines; for the World Combat Games, the three disciplines that will be included are grappling, pankration and belt wrestling.

Grappling

The aim is to take the opponent on the ground and get a submission by chokes and locks. Grappling has two styles: grappling and grappling gi.

Pankration

Pankration blends wrestling and striking techniques. It has two styles: pankration (full contact) and pankration athlima (semi contact).

Belt Wrestling

Belt wrestling involves belted wrestlers who aim to throw each other to the mat using their two-handed belt grip.

Wushu



Wushu, also referred to as kung fu, is the collective term for the martial arts practices that originated in China. Over its long history, wushu developed into numerous distinct styles and systems, each incorporating its own techniques, tactics, principles and methods, as well as the use of a wide variety of traditional weapons. Wushu as a sport came into its own as two distinct disciplines: taolu, defined by performance routines, and sanda, a full-contact combat sport. Worldwide wushu practitioners, athletes and fans number in the millions.

