LUMINA

A System of Combat Choreography & Gaming

The following document contains the essential work that is LUMINA as an educational guide to stage weapon-based choreography and the basis for our choreography sport. The intention of this work is for teaching others and contributing to it as a language.

Developed by

SaberCraft.org

Please Be Safe

SaberCraft recommends that you seek the advice of your physician before commencing any exercise routine. The participant assumes any & all risks of injury associated with or in any manner related to his or her use of or presence at any premises, use of any equipment, or participation in any sport, function or activity in any way related to membership, including injury resulting from the negligence of any party. This waiver applies regardless of whether you are participating in any practice, scrimmage, game or function at the time of the injury, or whether your injury occurs as a result of your presence upon the premises regardless of purpose or activity at the time of the injury-causing incident. This waiver & release agreement is intended to be as broad as is allowed under applicable law & applies to any & all claims for damages, regardless of whether they are allegedly caused by the negligence of the league, a team, or their officers, directors, administrators, employees & agents.

Written by

This work is assembled and edited by Alfred Smith, founder of SaberCraft and original author of the LUMINA Duels and Duets Game Systems. The CM Core library is a collected work from members of SaberCraft including: Alyssa Smith, Santiago Martinez, Cole Hemp, Luis Meurice, Thom Timko, Armando Valdivia, Amen Abdou, Kristianna Jones, Samantha Huddleston, Sarah Cole, Ana Jacome, Julie Failde and many others. Each provided contribution to the CM Core library and many hours of testing and instructing the material.

How you can use this work

We are working really hard to develop this program, all of its classes, building the community, building an online and offline presence, coordinating with local studios and media outlets and making sure we have a place to practice and people to practice with. Doing all this takes time and money which our founders have put their time and energy on. It's very easy to just take our notation and open up your own "academy" and call yourself a "Master Instructor". In doing so you fragment the community rather than help building it.

In the end, this movement is a side-hobby that we feel passionate about. What we would like to avoid is doing all this work and have someone steal it, open their own studio/class/group and cause contention.

While there is no need to do that, some folks may be tempted. Interested in starting your own thing? **Then why not work with us.** We've done all the heavy lifting. We've done all the mistakes. We can guide you down the right path, ensure that your group will grow, you can make money or gain fame from it and best of all – support you. To be a part of LUMINA or teach this system doesn't require you to change names or to restart what you're doing. It's an language that's meant to be taught and shared. **Join LUMINA as your own school's league and join in the saber play!**

It's important to note that we have different levels of intellectual property protection and you can read the full details of them in our [Terms of Service](#) on our website. Just as a quick highlight, here's what we offer and what you can do with it:

- **The LUMINA Notation System:** Use freely and publish as you'd like as long as you attribute SaberCraft.org as originators for the notation system. All notation you derive based off the notation is your property. [Attribution-NonCommercial – CC BY-NC – 2017 Creative Commons](#)

- **The LUMINA Core CMs:** Use freely and publish as you'd like as long as you attribute SaberCraft.org for the notation system. You cannot alter the Core CMs but you are free to create your own version of the library and share publicly, see next item. [Attribution-NonCommercial – CC BY-NC – 2017 Creative Commons](#)

- **Your Contributed LUMINA CMs:** All original CMs derived based off the LUMINA Notation System you develop is your property and you may distribute following the same share-alike license. [Attribution-NonCommercial-ShareAlike (CC BY-NC-SA)](#).

- **Published Full Choreographies:** Free to use as long as you don't profit off of it. You're free to remix as you wish. [Attribution-NonCommercial-ShareAlike (CC BY-NC-SA)](#).

- **LUMINA Sport Guides and Rules:** You are free to assemble LUMINA Sport Teams, Leagues and classes along as you attribute, do it for non-profit and anything you derive follows the same license. [Attribution-NonCommercial-ShareAlike (CC BY-NC-SA)](#).

- **The SaberCraft website, it's videos, copy, handouts, printed materials and artwork:** Copyrighted. 2019 – SaberCraft.org. No sense in duplicating what we've done – just send them to our website. Our materials are not for duplication without authorization.

- **LUMINA™:** LUMINA as the term is Trademarked.

Get LUMINA started in your area

If you are new to LUMINA and want others to join in on the fun, it has to start with you. Every grassroots organization starts with folks like you. If you have a passion for sabers and battling like something out of the movies has been something you've always longed for, you can get started much easier than enrolling in a course and spending lots of time and money.

Our lessons are free and are online. Joining our team is just as easy as registering on our website and contributing to the conversation while meeting new people from all over the world. So now it's up to you.

Start a Team

1. If you have your own school already, simply set up a LUMINA class day where you'll show your students or the public the fundamental CMs.

2. If you don't have a school, and it's just you, find a park where you can meet others and contact us and let us know. We'll set up a Facebook Event and a Meet-up in your area to help get things moving along.

3. After you've met with others who are interested, **start practicing the routines**. Over and over, going up and down the ladder until you have a good rhythm with them.

4. Establish a League Representative that is the organizer of your team. Let us know and we'll publish you under our Chapters and help build your team's growth.

Targets
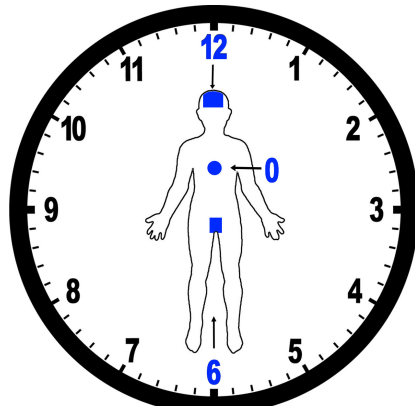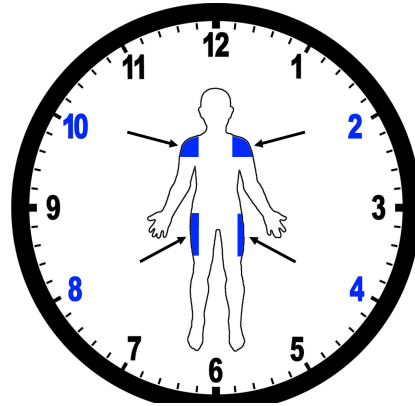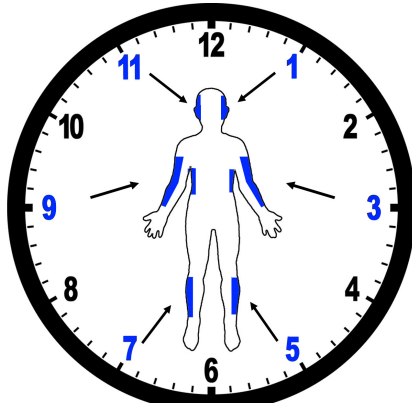
For Strikes and Defenses please see our online instructional videos at SaberCraft.org

SaberCraft
LUMINA Notation

The following below is the LUMINA Notation System used for choreographies.

Legend	
Symbol	**Meaning**
1	1-o-clock attack
1P	Parry an attack to the 1-o-clock target (attacker's perspective)
©	Complete
©A	Complete Wide - Vertically Across
B	Bash
S L>R	Spin Left to Right
S R>L	Spin Right
Th	Forward Thrust
S+	Saber Stand-off - prolonged lock
X	Lock
H	Hold
P	Parry (Block)
Ig	Inverted Grip
Pt	Pitch
M	Modifier (example: 3PM6 - Parry 3 with tip pointing down)
Su	Support
Rh	Right Handed
Lh	Left Handed
Re	Recoil / Bounce Back
H	Hop - Jump

Flourishes	
Symbol	**Meaning**
Fl-Rev	Reverse Flourish (Saber Spin)
Fl-Fwd	Forward Flourish
Fl-F8	Forward 8s Flourish
Fl-R8	Reverse 8s Flourish
Fl-Sb	Stab Flourish
Fl-H	Overhead / Helicopter Flourish
Fl-P	Vertical Front Propellor Flourish
Fl-RP	Vertical Flourish behind your back
1H	One handed
Fl-OA	Plum / Obi-Ani Flourish

SaberCraft CM Core Notation Worksheet

The following are a catalog of Choreographed Movements assembled and notated for LUMINA choreographies.

CM											Telegraph	Points
CM A	Lumen A	1	11	3	9	5	7					ASL - A	1
CM B	Lumen A	2	10	4	8	2	10	4	8	2	10	ASL - B	2
	Lumen A	4	8										
CM C	Lumen A	1	11	3	9	5	7	2©a	9	5©a	12©a	Fl-Fwd	2
CM D	Lumen A	1	11	2P	10P	3	9	4P	8P	5	7	Fl-Rev	3
	Lumen B	1P	11P	2	10	3P	9P	4	8	5P	7P		
	Lumen A	12©a	G9P	6 St B									
	Lumen B	Bl-1	0	6 St B									
CM E	Lumen A	9	4	8	5	11	3X	Special				Saber Across Position 3	3
	Lumen B	9P	4P	8P	5P	11P	3X						
	Lumen A	2P	10P	3P	7P	1P	Special						
	Lumen B	2	10	3	7	1							
CM F	Lumen A	Bl - 4 F-Duck	Turn 180 R	Bl - 3 Left	Bl - 3 Left	Bl - 4 F-Duck	Special					Lumen A: No Saber / Lumen B: 2 Arms Out	3
	Lumen B	Charge 2©	Turn 180 R	12, turn 90 Left	12, turn 90 Left	Charge 2©							
	Lumen A	Bl - 1 Left	Turn to Face	Bl - 1 Right		Duck	Bl - 1 Left	Jump Back	Bl - 1 Right	Bl - 4 Left	Disarm		
	Lumen B	12	Turn to Face	12	Spin L > R	10 ©	0	9 ©	12	0			
CM G (CM 13)	Lumen A	0	S+: (pull left)	X	10©	2©	5X (short)	1	11	Spin L > R	11X (push off)	Fl-F8s	2
	Lumen B	3P>9PX	X	(pull right)						Spin L > R			
	Lumen A	3©	9©										
	Lumen B	Dodge	Dodge										
CM H	Lumen A	2	10	3	8	5	11					H-Hold	1
CM I	Lumen A	5	9	2©a	1	3	7	3	7©a	11		Prop	2
CM J	Lumen A	Ig 3P	Ig11	Ig1	Ig7	Ig3-Spin	Ig 3P					Ig-Fl-Fwd	2
	Lumen B	3	11P	1P	7P	3P-Spin	3						
	Lumen A	5	9	3	7	11							
	Lumen B	5P	9P	3P	7P	11P							

Additional CMs may be found on our website: sabercraft.org. Download a full copy of our CM Core Notation Worksheeets for free.

SaberCraft CM Core Notation Worksheet

The following are a catalog of Choreographed Movements assembled and notated for LUMINA choreographies.

CM K

											Telepgraph	Points
Lumen A	1	5		7X		1P	Duck	3P Back	9PX		Lumen A: 2 fingers pointed out	3
Lumen B	L1P	R5P	Spin R-L	L7PX	X-O	R1	L10 ©	L3	R9X			
Lumen A	11P		5P	12P	11P	4P	Duck				Lumen B: Staff 5 Hold	
Lumen B	L11B	Spin R–L	L5	R12	L11	R4	J10 ©					
Lumen A	3P	8P	4P	7 © Spin L-R	9 ©							
Lumen B	L3	R8 Back	L4		3 ©							

CM L

											Telepgraph	Points
Lumen A		9P	5P	Jump	3P						Luman A: Staff 2 fingers out + Saber behind	3
Lumen B	FI:P L-R	R9	L5	R7© (x2)	L3							
Lumen A	1P	11P	4P	8P	1P	3P Back	9PX					
Lumen B	R1	L11	R4	L8	R1	L3	R9X				Lumen B: Overhead Helicopter	
Lumen A	L1P	R5P	12P		12P	Run	7© Jump	FI-Fwd	7© Jump	FI-Fwd		
Lumen B	1	5	12	Kick	12	FI-Fwd	7©	FI-Fwd				

CM M

TBD	TBD	TBD	TBD	TBD	TBD	TBD	TBD	TBD	TBD	TBD		

CM N

											Telepgraph	Points
Lumen A	1	lg 1	lg11	11	1	lg 1	Switch Grip	7 ©	7 ©	Spin S > R	Lumen A: lg 2 Sabers Behind	2
Lumen B	1P *Dodge L*	1P *Dodge L*	11P *Dodge R*	11P *Dodge R*	1P *Dodge L*	1P *Dodge L*		Jump				
Lumen A	FI: OA	6 ©	6X									
Lumen B		Step Back										

CM O
CM 51 52

								Telepgraph	Points
Lumen A (Tanaka)	7C	1C	9C	5C	12	1B	0	Lumen A: Saber Pos3 Warrior Pose	3
Lumen B (Musashi)	Dodge L	Dodge R	Dodge Back	Spin R>L	12P	1B	OP L>R		
Lumen A (Tanaka)	7B	1X	SS						
Lumen B (Musashi)	7B	1X	SS (Push L)						
Lumen A (Tanaka)	4P	8P	4P	8P	1	9C-B	4		
Lumen B (Musashi)	4	8	4	8	1P	7C-B	4		
Lumen A (Tanaka)	0	7P	5X	12X					
Lumen B (Musashi)	OP-UP	7	5X-M	12X (lg)	12X (lg)				

Additional CMs may be found on our website: sabercraft.org. Download a full copy of our CM Core Notation Worksheeets for free.

SaberCraft CM Core Notation Worksheet

The following are a catalog of Choreographed Movements assembled and notated for LUMINA choreographies.

CM											Telepgraph	Points
CM P	Lumen A	Kick	4	9	5	7B	5©	Plum	1x 180	SR CC	1B	Lumen A: Claw held out + Position 1	3
	Lumen B	Drama	4P	9P Inv	5P	7B	J back	Plum S R>L	1PX 180	S R>L	1B		
	Lumen A	7B	1B	12	5B	7B	3	3P Inv	1	12	3X		
	Lumen B	7B	1B	12P	5B	7B	3P Inv	3	1P	12P	3P X		
CM Q	Lumen A	12 R	11@	Turn CW	9 BB	12 Px	Step side	12 push	Take Saber			Lumen A: Claw held out + Position 2	1
	Lumen B	11 @	12R	Turn CCW	9 P Inv	12 X	Fall 0	Saber down					
CM R	Lumen A	Blend 90 L	Lh lg 11	Lh lg P3	S+ Pull right	Step Back	Duck + Special	Flourish	3P	S+ Pull right			3
	Lumen B	12		3X	Pull left	Shove	10©	Retreat + Pose	3X	Pull left	Down hard		
	Lumen A	Special	Pose	Step back	12P	9P	Special + push	Blend 180 L	Blend 180 L	12			
	Lumen B	retreat		6©	12B	9B	0	1©	0				

Additional CMs may be found on our website: sabercraft.org. Download a full copy of our CM Core Notation Worsheeets for free.

Warm ups & Yoga

It's important to always begin a session with some warm ups and stretches. We recommend the following:

Exercise

Light run	30 secs of cardio
Squats	Count of 15
Wrist stretches	Fingers out, Mountain - wrist to chin, Twist - palm to shoulder

3 Sun Salutations

Pose	Benefits of posture
Mountain	posture, tip of head to toes
Fold	lower back, shoulder, hamstrings, abs
Half-fold	Mid/upper back, shoulders hamstrings, abs
Plank	feet, thighs, calves, shoulders, chest, abs, triceps
Low Plank	feet, thighs, calves, shoulders, chest, abs, hands, triceps
Upward Dog	top of feet, chest, shoulders, neck, lower back, triceps
Downward Dog	feet, thighs, hamstrings, entire back, triceps, neck, claves, shoulders, chest, abs
Fold	lower back, shoulder, hamstrings, abs
Mountain	posture, tip of head to toes

RULES

By entering the building, you agree to abide by these rules in addition to the SaberCraft Liability Waiver, & Harassment & Photography Waiver.

You are entering into a sacred space where we practice yoga, meditation and choreography. To best serve participants who have dedicated their time to be here, we require that these rules be followed. Violations of the rules may result in verbal correction, having the student sit out for part of or all of the class or suspension/expulsion of participant. Penalty will result as the situation & instructor deems appropriate based on the situation.

SAFETY

Sign all waivers & check-in prior to entering.

Do no harm. Strikes resulting in injury will be investigated & may involve participant being banned.

Report all injuries immediately. There is a first-aid kit available and an Incident Report must be filled out.

Avoid wearing jewelry.

For footwear, bare feet or non-slip shoes/sneakers only.

EQUIPMENT

Inspect all equipment & sabers prior to entering practice space.

Turn off saber sounds.

Malfunctioning sabers must be set aside until class break or end of class. Use a backup saber until it is an appropriate time to make a repair. See instructor for backup saber if necessary.

Sabers must be machine-made standard such as Ultrasabers, SaberForge, Vaders Vault or any brand of quality. No Do It-Yourself / home-made sabers are allowed.

RESPONSIBILITY

No food or drinks in practice space. Food & drink are permitted in waiting area assuming you clean up after yourself.

Turn off all mobile phone ringers. Exception: If you are "on-call", please inform instructors prior to beginning of class & phone must be on your person on Vibrate Mode.

Avoid being late for class. Outside doors close 10 minutes after class begins. If you are late, please contact a Level 2 instructor at (786) 315-9133.

Adult Classes are for individuals ages 14 and older. Unattended children are not allowed inside. Parents, if you are participating in class and have children present, then another guardian/adult (18+) must supervise your children at all times.

Teens (ages 14 – 17) must practice solely with accompanying guardian.

Stay present and let others stay present as well. Try not to distract instructors and support staff when they are handling their responsibilities.

No chewing gum.

RESPECT

Respect Rank. If you need guidance, please see a Knight wearing a sash. The higher the rank, the more the Knight is an authority on SaberCraft and it's teachings.

No offensive behavior, language, or conduct. Derogatory or passive aggressive banter are un-welcome.

Silence is golden: No talking allowed in practice space unless participating in class. Avoid chatter and focus on movement. Attendees in waiting area, please take conversations & phone calls outside.

Knights must wear sashes as their uniform in order to have the privilege to instruct/guide.

No wandering around in practice area. If you are not actively participating in a section of the class, please sit in the waiting area until you are ready to join the class.

The studio space is closed at 1:30pm sharp. If you have someone picking you up, please ensure they are here no later than 1:30pm.

LUMINA

Lumina is a sport where participants, also known as **Lumens**, compete against each other for points in timed rounds either player against player or team against team.

Lumina is a weapon-combat dancing sport where participants, also known as **Lumens**, compete against each other for points in timed rounds either player against player or team against team. The focus is on the choreography play occurring between 2 opponents. The objective is to use prearranged combat **Choreographed Movements (CM)** sequences to either out perform your partner or to work as a team with and accrue the largest amount of successfully delivered and defended sequences. Hits are not encouraged but rather penalized. A CM Index is provided in Figure 1.

All attacks are communicated prior to an exchange by the use of Telegraphy. Telegraphy is a silent gesture that the attacker performs to specify what CM they will be delivering. The concept of Lumina is usually demonstrated with melee weapons but not limited to saber or staff. Weapons are used as instruments and are, in most cases, harmless as they should be blunt instruments and are used primarily as props for the purposes of the game. Safety is encouraged with the use of safety gear such as eye protection, padded gloves and anything that makes the player feel comfortable while not encumbering them.

Glossary

Like any language, we have to establish the playing field by agreeing to general terminology. Please refer to this glossary when reviewing LUMINA Rules:

SaberCraft - a system that teaches combat choreography dancing, yoga and author of the Temporal Notation system and CM-Core Index.

Lumeneer - A student of a SaberCraft school who has studied SaberCraft CMs.

Lumens - Players are called "Lumens"

Choreographed Movements CM: a sequence of choreographed movements assembled into a pattern. Usually noted as "CM" followed by an identifier (e.g. CM-A or CM-B).

Powerplay - a combination of 2 CMs successfully performed consecutively.

Exchange: a sequence of Choreographed Movements taken during a player's turn.

Turn - one exchange between players where one participant does their Exchange. In a 2 person game, the turn ends after 1 player has completed 1 exchange. When their turn is completed, then their opponent's turn begins. When both turns are completed, then a round is said to be over.

Match - a series of rounds between 2 Lumens.

Game: A collection of matches of the same type: either Against the Clock or Round Based

Game Type - Numbered Match - When a series of turns between 2 opponents has completed. Example, a match can be based on 3 rounds with each round presenting 2 turns. This would give the players 3 rounds where they have 1 turn per round. A total of 6 turns between both players will result.

Game Type - Against the Clock - When an unlimited series of turns between 2 opponents has completed in a designated amount of time. The standard Against the Clock game is done in 2:00 minute matches per Duet Team.

Game - Division: Friendly - a one-time game with no points granted or counted for the season. Usually done as a one-off.

Game - Division: Competitive - the standard game whereby points accumulated by a Lumen are added to their seasonal score.

Win - a count of points granted to a player (Duel) or team (Duet) for successfully completing a Match.

Draw - an equal amount of points granted to players of a match

Loss - a count of given to the player who scores the lesser amount of points in a given match

Ranking: overall standing taking all players into account

Incomplete - a turn that is interrupted by the attacker missing a particular move in a CM.

Tournament terminology:

Round Points: a bonus number of points gained for reaching a particular round in a tournament

Tournament Points: a bonus number of points gained for successfully completing a tournament

Lane - A series of matches that ascend as players are eliminated from a tournament.

Set (Tournament) - a group of Lanes in a tournament.

Tournament - A day event within a season. Accumulation of matches.

Season - An accumulation of competitive Games usually lasting 7 months based on a calendar year.

LUMINA Duets

Lumina Duets is a LUMINA game type where participants, also known as **Lumens**, compete in teams against each other for points in timed or numbered rounds. The goal is for each team to successfully complete as many CMs as they can in a round. Each successfully played & defended CM earns the team points. Each team's Lumens work together to achieve the highest amount of points in a round. Each round, teams face off and points are accumulated. Points are counted as successfully committed and defended CMs. The objective of each round is to obtain the highest amount of points. The winners are the team with the highest score at the end of the game. Each round, victors will compete against each other until 2 remain. The winner of the game is the team that completes the last round with the most points.

Visual demonstration available: https://youtu.be/vE-s8R2vxxY

Rules:
1. Play must be conducted in a 30x30 square arena.
2. Determine how many rounds are needed to end the match: 4, 8, 12 or specify if it is a timed match, e.g. a 2-minute match with unlimited number of rounds.
3. Each round is consisted of turns which are consisted of exchanges..
4. A turn is where 1 participant engages against the other player using either 1 CM or up to 2 CMs (in a PowerPlay) of choice.
5. Participants switch role as attacker after each turn.
6. Attacker must telegraph to Defender of incoming CM.
7. CMs are pre-assigned combinations of points. Each CM is a different value and divided into 3 categories:
    1. Simple CMs are worth 1 point.
    2. Advanced CMs are worth 2 points.
    3. Extended CMs are worth 3 points.
    4. *Styled pauses & locks are also counted as steps. Interrupting pauses nulls points in turn.*
8. Team is awarded points if attacker and defender successfully complete the CM the attacker intended.
9. Points are awarded to the team, not the players.
10. Attackers must step forward.
11. Defenders must step backwards.
12. If attacker forgets a strike or defender misses the attack, the CM is invalid and the turn switches to the defender. See **Recovery**.
13. CMs can be played in combinations resulting in a "Power Play" for an additional point. Attacker must combine 2 different telegraphs prior to engaging in the attack. A maximum of 2 CMs can be played consecutively. Power Play points are granted to the winner of the turn. Depending on the complexity determines the points.
14. For example:
    1. 2 Simple CMs: +1 = 3 Total Points
       For example: CM A (worth 1 point) + CM H (worth 1 point) PLUS +1 for the Power Play results in a total of 3 points for that turn.
    2. 1 Simple + 1 Advanced: +1 = 4 Total Points
       For example: CM A (worth 1 point) + CM G (worth 2 points) PLUS +1 for the Power Play results in a total of 4 points for that turn.

3.   2 Advanced CMs: +1 = 5 Total Points
     For example: CM I (worth 2 points) + CM J (worth 2 points) PLUS +1 for
     the Power Play results in a total of 5 points for that turn.
4.   1 Advanced CM + 1 Extended CM: +1 = 6 Total Points
     For example: CM J (worth 2 points) + CM K (worth 3 points) PLUS +1 for
     the Power Play results in a total of 6 points for that turn.
5.   2 Consecutive Extended forms: +1 = 7 Total Points
     For example: CM E (worth 3 points) + CM K (worth 3 points) PLUS +1 for
     the Power Play results in a total of 7 points for that turn.

15. **Optional:** Weight classes have different saber thickness. The larger the
    opponent, the thinner the saber.
16. Striking participant incurs a penalty upon injury to partner. The worse the injury,
    the worse the penalty.
17. Striking participant incurs a penalty upon injury to partner. The worse the injury,
    the worse the penalty. Minimum penalty is 1 point, maximum penalty is
    disqualification.
18. Matches should be non-verbal. Recovery must be non-verbal.

CM: Choreographed Movements Award Chart

POINTS:

Simple: +1	Advanced: +2	Extended: +3
• CM-A • CM-H • CM-Q	• CM-B • CM-C • CM-G • CM-I • CM-J • CM-M • CM-N • CM-R • CM 11 - RJ 1 • CM 12 - RJ 2 • CM 13 - RJ 3 • CM 22 - KV 2 • CM 23 - KV 3	• CM-D • CM-E • CM-F • CM-K • CM-L • CM-O • CM-P • CM 14 - RJ 4 • CM 21 - KV 1 • CM 24 - KV 4 •

Figure 1

Powerplays are always a modifier of +1

Individual Lumina chapters may develop their own CM chart and point allocation system as long
as all Lumens are familiar with the recognized CMs.

Additional Rules

Repetitions: Repeated choreographed movements - Single CM - repeating a single CMs in
consecutive rounds after the 1st instance, lose an 1 additional point for each repetition after the
initial delivery. Single point CMs (e.g. CM-A) drop to 0 points granted after the 2nd consecutive
use.
Example 1:
        Lumen 1 commits A - 1 points granted.

Lumen 2 commits A - 0 points.
Example 2:
  Lumen 1 commits D - 3 points granted.
  Lumen 2 commits D - 2 points.
Example 3:
  Lumen 1 commits E and fails - 0 points.
  Lumen 2 commits E - 3 points granted.

Repeated CM combination in consecutive Powerplays - repeating a combination of CMs consecutively nullifies any Powerplay bonus granted in the 2nd round and every further round that the PowerPlay is repeated in either order.

Optional: Repeat a CM either alone or in a PowerPlay three times (3x) in a row results in 0 points for the 3rd CM and beyond until Lumens introduce another lone CM or set of CMs in a Powerplay.
Example 1:
  Lumen 1 commits C-D - 6 points granted.
  Lumen 2 commits A-C - 4 points granted.
  Lumen 1 commits C-B - 0 points. This is the 3rd time CM-C was used consecutively.

Example 2:
  Lumen 1 commits C-D - 6 points granted.
  Lumen 2 commits A-C - 4 points granted.
  Lumen 1 commits A-B - 4 points. In this turn, CM-C is not used at all.
  Lumen 2 commits C-D - 6 points granted. CM-C is allowed because the last turn did not use CM-C.

Repeat a CM powerplay 2x in a row results in -1 UNLESS the 1st attempt wasn't a success
Example 1:
  Lumen 1 commits C-D - 6 points granted.
  Lumen 2 commits C-D - 5 points granted.

Example 1:
  Lumen 1 commits C-D and fails - 0 points.
  Lumen 2 commits C-D - 6 points granted.

How to play:
1. Gather several participants
2. Split them into teams of 2 lumens each
3. Roll a die or flip a coin to determine opening team. Roll with the highest number is selected winner and opens the game or the team can designate order.
4. Flip a coin for opening attacker or use other selection method.
5. Specify if the matches are time based (e.g. 2 minute match with unlimited rounds) or round based (e.g. 5 round match - each player has 5 turns for a total of 10 exchanges).
6. Begin timer for 2 minutes or round 1.
7. Lumen A telegraphs a CM of choice to Lumen B
8. Both engage in the turn
9. Upon successfully completing the CM, the roles switch

10. Lumen B telegraphs a CM of choice to Lumen A
11. Both engage in the turn
12. Upon successfully completing the CM, the turn is over and roles switch
13. Upon finishing the 2nd turn, the round is over. Continue to next round.
14. Repeat until timer is completed or designated end round has completed.
15. Determine points based on CMs & Powerplay combinations.
16. Team that rolled next highest number goes next.

How to win: Winners are the team who achieves the most amount of points.

Recovery
Recovery is the act of saving a failing CM during the exchange. If a team partner looses their place, or is confused and their partner can get them back on track in less than than 2 moves, the CM is "recovered" and counts for its full points including powerplays. To define "brining duets back on track" it all comes down to pace. Both partners should work together in order to pickup a possibly incomplete CM or Powerplay by continuing a particular pace throughout the CM that does not deviate. Two or more misses of a CM constitutes an Incomplete.

Example Recoveries:
1. If the lumens ended up switching (offensive vs defensive) but both made switch at same time and completed (just the opposite side). Assuming the pace remain consistent, this counts as a recovery.
2. If the lumens ended up switching (offensive vs defensive) in mid-CM but both made switch at same time and completed (just the opposite side). Assuming the pace remain consistent, this counts as a recovery.

Winning the Season
1. Champions become judges in following cycle that can assist players in the following season. Their role is titled the "Baseline" as their score is not tallied but they may participate with active Lumens who are competing in order to provide them an advantage with their proficiency. Baseline may team up with Lumens and participate as their partner. Their partner receives the points from the round, however the Baseline does not.

*2. As per the Observances of Knight training, there is **no hoarding**. By finishing in 1st place in a particular season, that Lumen is disqualified from participating in the next season as they are to focus on judging/coaching. They may serve as a Baseline in addition to judging. If the Lumen opts not to judge 75% or more of the following season's matches, they are disqualified from participating in the following season's games.*

Handicaps
A Handicap is when you offer an advantage/disadvantage to your players. On any given game, a set of CMs may be worth higher or less points. This can help "shake things up" as a CM that usually is worth many points may, for a game, be considered worth less.

For example, say in your upcoming game, your judges agree that CM-N and CM-G are worth 5 points while CM-D and CM-E are worth 1 point. This helps challenge your Lumens to learn as many CMs as possible so they are always ready when handicaps are thrown into the play.

Handicaps should be communicated at least 2 weeks before the next game.

Handicaps apply to both formats of the game.

Continuing Your Journey

That's it. There's a lot more that you can discover online at sabercraft.org where you can contribute to this work and become a SaberCraft Knight & Lumeneer. Thank you for reading through this and we look forward to seeing you as part of our community. Staying in contact with us is essential for your training. Be sure to join our Facebook group and page to stay up to date with our practices and online lessons.

1. **Like our Facebook page** so you get public announcements

2. Join the **SaberCraft Lumeneers Global Facebook group** so you're involved with the global Community.

3. Join the discussion on our **Discord Chat Server**