

# LUMINA<sup>TM</sup>

A System of Combat Choreography & Gaming

This guidebook is an overview of LUMINA, its notation system, choreographies and the basis for the world's first saber-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. Like any sport, injuries may occur and safety gear is always recommended including padded gloves, eye protection and proper athletic wear. We provide a warm-up guide on SaberCraft.org. The participant assumes any & all risks of injury associated with or in any manner related to participation in any LUMINA-related activity, including injury resulting from the negligence of any party. We're not responsible for any injuries that may occur while practicing or performing. Now that we got the legal stuff out of the way, let's dive in.

## Assembly

This work is compiled by Alfred Smith, original author of the LUMINA Duels and Duets Game Systems. The CM Core library is the collective work of SaberCraft.org's members. For individual attribution, reference the CM Library on SaberCraft.org. A huge thank you to all of our Knights and Lumeneers, the authors of the CMs, our Lumens throughout the 2018-19 seasons, Gary and Vee of Ripperblades.net, our sister organizations and all supporters who have contributed to this universal language of movement for the public good.

## How you can use this work

It's important to note that we have different levels of intellectual property protection. Read the full details of them in our Terms of Service on SaberCraft.org. Here's a quick summary:

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- 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](#)
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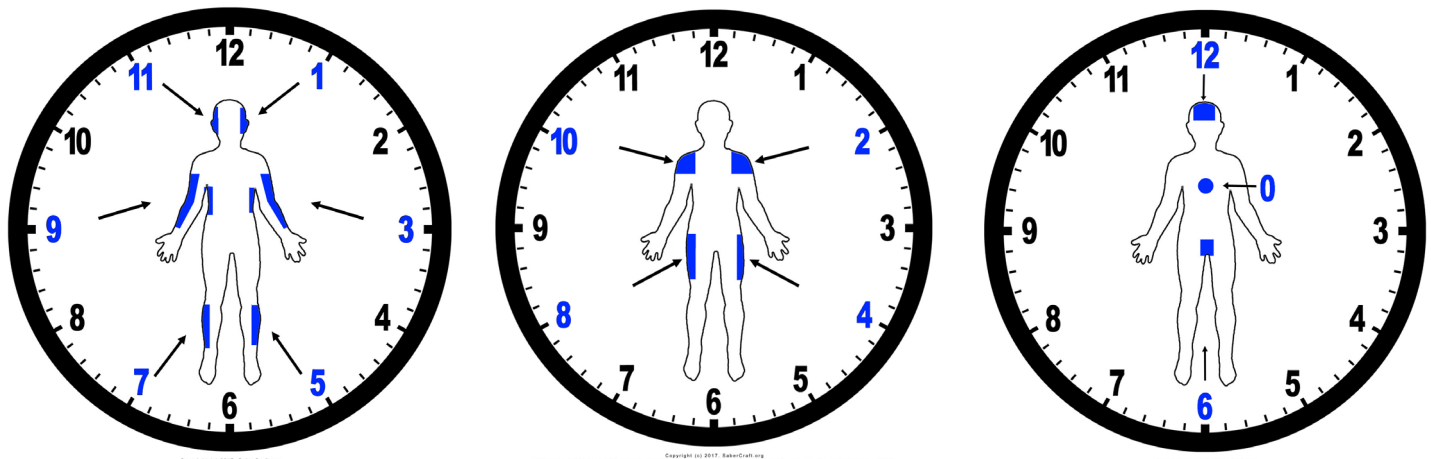
# LUMINA Notation

To get started with LUMINA, we must learn the same language. The LUMINA Notation System is an open-source weapon combat notation system that is used to transcribe choreography. The system is designed solely from an “Attacker’s perspective”. As movements are choreographed, the assumption is that the attacker is initiating the contact. Defenders respond to counter the attack. As they exchange blows, a dance has begun.

Learn by watching. We have a 5-minute video that walks you through this quickly: [www.sabercraft.org/notation](http://www.sabercraft.org/notation)

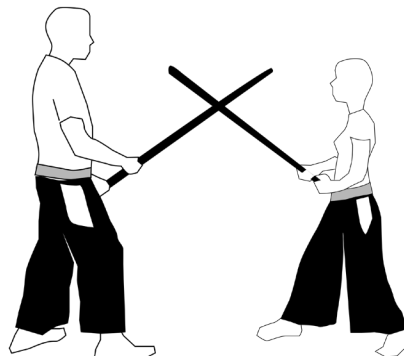
## Targets

When attacking, picture a clock around your partner. As you swing your blade to strike, your aim is for each of the hour marks on the clock. Point the tip of your blade to the target point. Your intention is to bring the blade to inches from the designated target without ever making bodily contact.



## Position and Stances

A proper stance is important with your dominant foot forward while your dominant hand is the hand placed higher on the saber. Support foot should be behind you with your support hand as the lower hand holding the saber. Be sure to stand far enough from your opponent where your blades cross and point the tip at their necks.

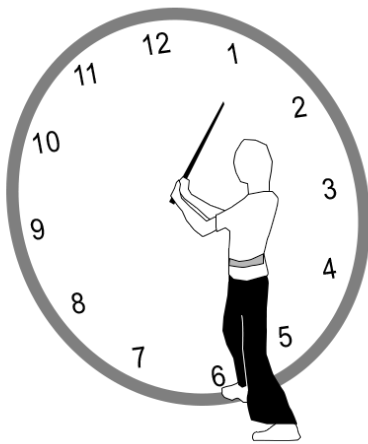


# Attacking

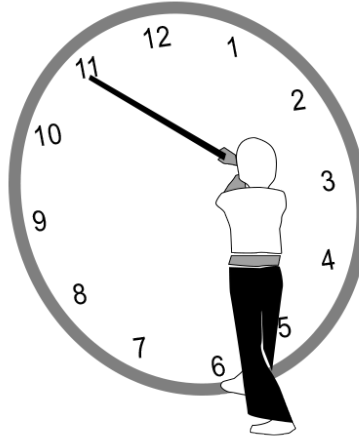
Picture a clock and place your partner in the middle of that clock. When attacking, you will be swinging the saber so that the tip is at the appropriate target point. When you attack a “1” you are swinging the saber and making sure that the tip of your blade gets to the “1-o-clock” mark which would be around the left side of your partner’s head. In LUMINA, there is no actual contact, so the saber comes to within 6 inches of the target and stops there. The key to attacking is to control your saber firmly arriving at the target point with accuracy. While attacking you are stepping forward with your attacks.

In this guidebook we only cover the essential 6 target defenses. To see the others, please visit our website for our free videos.

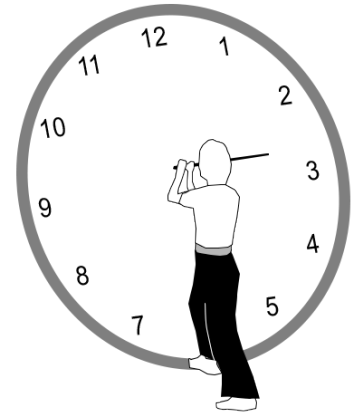
All positions below are described from the ATTACKER’S point of view.



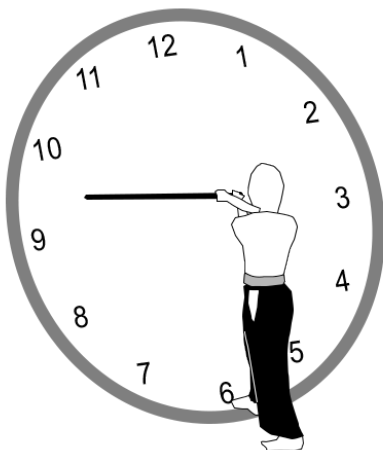
1: On your top right hand side is a 1, so position the tip of the blade at the 1-o-clock mark which would be the right side of your partner’s head.



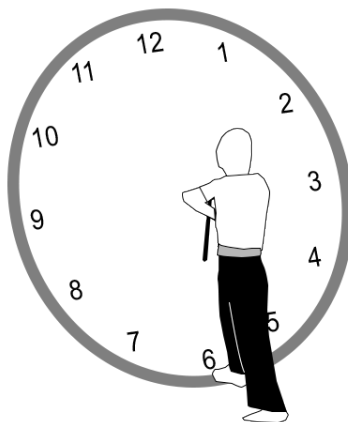
11: On your top left hand side an 11. Position the tip of the blade at the 11-o-clock which would be the left side of your partner’s head.



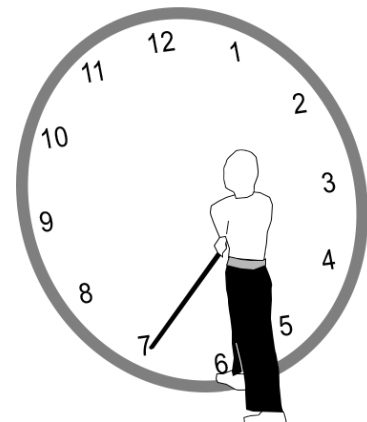
3: Position the tip of the blade at the 3-o-clock mark which would be aimed along your partner’s bicep toward your (attacker’s) right-side.



9: Position the tip of the blade at the 9-o-clock mark which would be along your partner’s bicep toward your left side.



5: Position the tip of the blade at the 5-o-clock mark which would be along your right toward your partner’s left knee.



7: Position the tip of the blade at the 7-o-clock mark which would be along your left toward your partner’s right knee.

# Defending

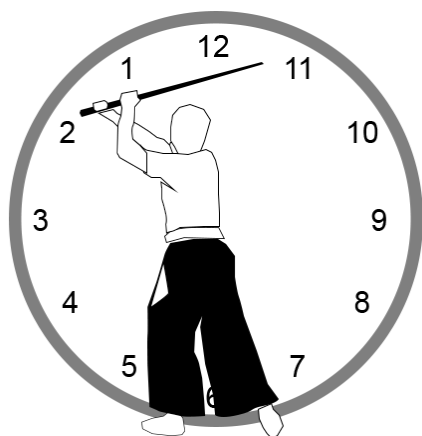
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NOTATION

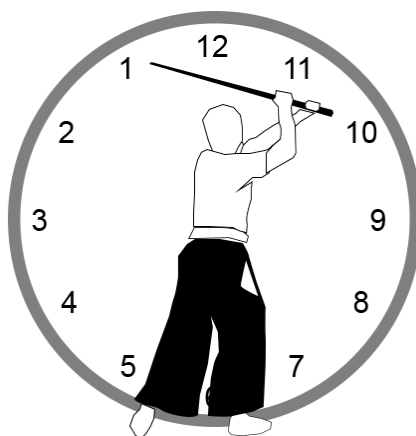
Picture a clock. Now, mirror it and place yourself in the center of that clock. When defending - imagine that **'you are the clock'**. You are positioning your hands at a number on the clock. As in many martial arts, defending is more difficult than attacking. Hold your saber firmly and remind your partner to attack a particular target point with accuracy focusing on meeting your blade, not your body. While defending you are stepping backwards with your defended attack.

In this guidebook we cover the essential 6 target defenses. To see the rest, please visit our website for our free videos.

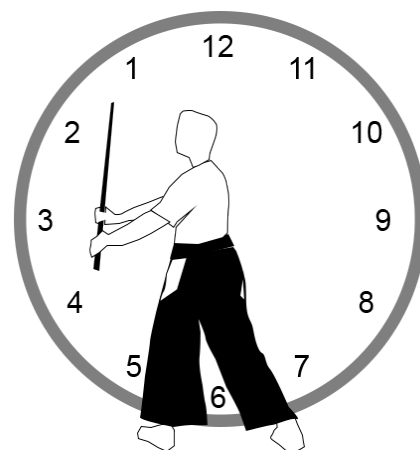
Learn by watching. We have a 5-minute video that walks you through this quickly: [www.sabercraft.org/notation](http://www.sabercraft.org/notation)



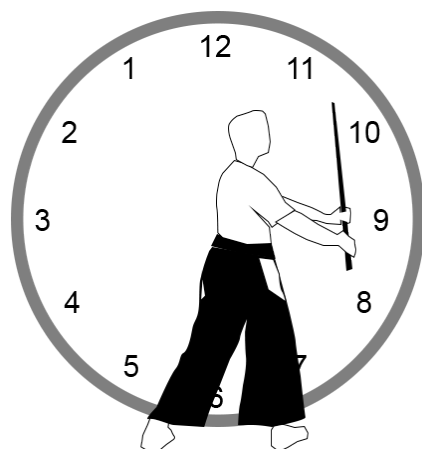
1P: On your top left hand side is a 1, so move your hands to the 1 o'clock mark and use the saber to block your head; tip going toward your right.



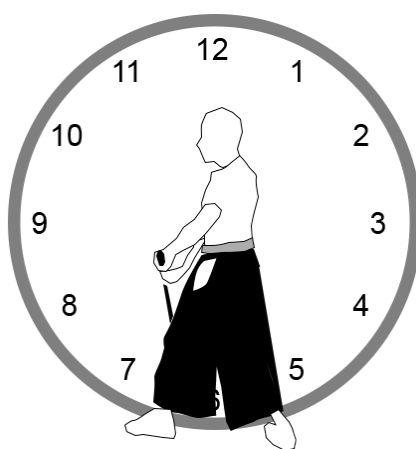
11P: On your top right hand side is an 11. Move your hands to the 11 o'clock and point the tip of the blade to your left



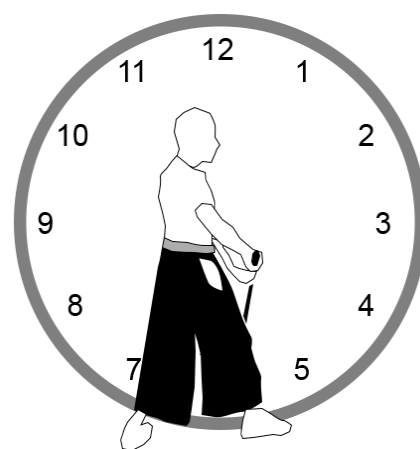
3P: Position your hands at the 3 o'clock mark on your left-hand side and point the tip of the saber up.



9P: Position your hands at the 9 o'clock mark toward your right side and point the tip of the saber up.



5P: Position your hands at the 5 o'clock mark and point the tip of the saber across your body tip toward your the right.



7P: Position your hands at the 7 o'clock mark and point the tip of the saber across your body toward your right.

# Combat

Symbol	Meaning
1	1-o'clock attack
P	Parry (Block)
1P	Parry attack to 1 o'clock target (attacker's perspective)
S CW	Spin Right
S CCW	Spin Left to Right
T180-cw	Turn 180 degrees clockwise
D	Duck
Th	Forward Thrust
X	Lock
S+S	Saber Stand-off - prolonged lock
©	Complete
©a	Complete Wide - Vertically Across
H	Hold
Pt	Pitch
M	Modifier (example: 3PM6 - Parry 3 with tip pointing down)
J	Hop - Jump
Re	Recoil / Bounce Back
K	Kick
Bl	Blend
0/3	Thrust to target's 3

## Saber Spins

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

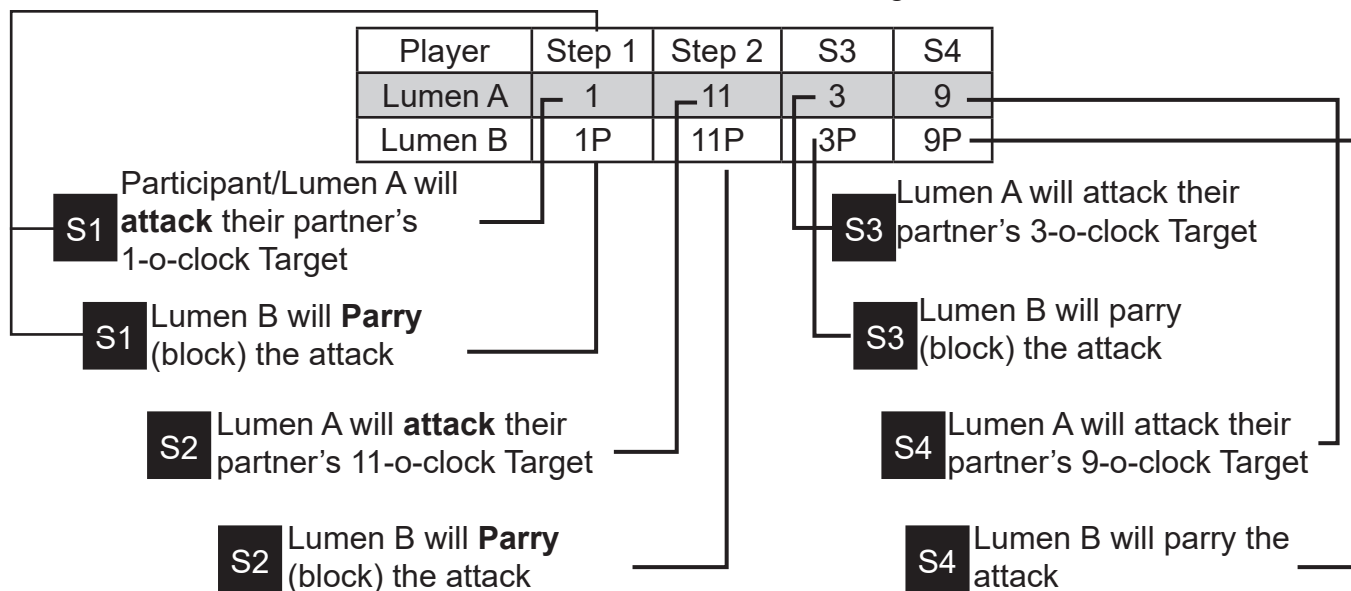
## Grips / Hand

Symbol	Meaning
ig	Inverted Grip
1H	One handed
Su	Support
Rh	Right Handed
Lh	Left Handed

To see the complete Notation list, visit [SaberCraft.org/notation](http://SaberCraft.org/notation)

## How to Notate

Notation is then written in the following form:



# Choreography Movement (CM)

In LUMINA, we package battles into sequences called Choreographed Movements; or shorthand - "CM". By learning small bite-sized chunks of a saber battle, one could memorize an entire fight choreograph very easily. By memorizing them in this manner you can even remix the fight by switching the CMs around.

Learn by watching: [SaberCraft.org/CMA](http://SaberCraft.org/CMA)

## Learning CMs

Learning a CM is like learning any martial-arts form or dance routine; it requires practice. The more often you do it, the better you'll get at it. In this guide, we present a number of fundamental CMs and we have a complete collection available on [SaberCraft.org](http://SaberCraft.org). Once you've learned those, develop a routine practicing them over and over. Switch them around randomly and work with a partner as you develop your proficiency with them. All CM notation and instructional videos are available at [SaberCraft.org](http://SaberCraft.org).

## Telegraphs

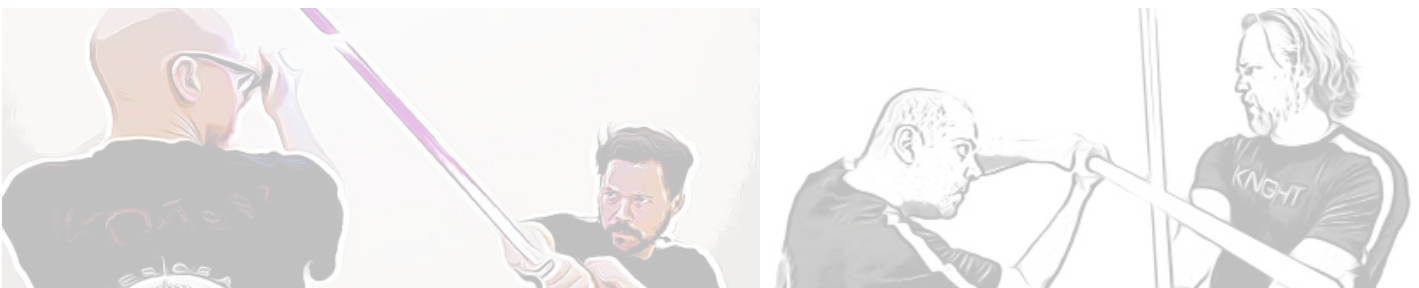
What makes LUMINA so unique is our development of the CMs and tied them in with **silent gestures we call - Telegraphs**. Much like a Baseball catcher gives a silent signal to a Baseball pitcher, Lumens give each other a silent gesture to let their teammate know what CM they are going to be attacking with. This is the magic of LUMINA and how you can go into any choreography improvised. Each CM has a telegraph associated with it which you can find listed on our website and in this guide.

## The CM Core Library

The CM CORE is a library of CMs developed by SaberCraft. Any school/club/group can create it's own library of CMs for use with their members. The CM Core Library is built upon lessons developed by the SaberCraft school to teach anyone a collection of routines that can be used to play LUMINA or to perform in public performances. Each CM is unique and introduces a new lesson with each one so new students can learn something as they progress up the letters.

To see the CM-Core Library, visit: [SaberCraft.org/CMCore](http://SaberCraft.org/CMCore)

Already have choreographies in your club?  
Convert them to their own CM Library: [SaberCraft.org/Translate](http://SaberCraft.org/Translate).





# How to read our CMs

The listing of each CM												The Telegraph associated with that CM.	
CM												Telegraph Points	
CM A	Lumen A	1	11	3	9	5	7					ASL - A	1
	Lumen B	1P	11P	3P	9P	5P	7P						
CM B	Lumen A	2	10	4	8	2	10	4	8	2	10	ASL - B	2
	Lumen B	2P	10P	4P	8P	2P	10P	4P	8P	2P	10P		
	Lumen A	4	8										
	Lumen B	4P	8P										
CM C	Lumen A	1	11	3	9	5	7	20a	9	50a	120a	FI-Fwd	2
	Lumen B	1P	11P	3P	9P	5P	7P	D	9PM6	J	BI-1		

Each player and their attacks or defenses in the sequence.

The number of points that CM is worth in LUMINA.

## How to Start Training

- Find a partner that is willing to learn these CMs with you, both the attacks and the defenses.
- Start with CM-A. Learn the attacks and the defenses along with the telegraph.
- Practice going back and forth, attacking and defending with your partner.
- Learn a new CM at your own pace. We advise going in order, but it's not a requirement. You're free to skip around and learn whichever you'd like to learn.
- As you learn a new CM, switch between CMs, both attacking and defending.
- We use an exercise called "Building the Ladder" whereby you go "up the CMs", where you begin attacking with CM-A, then switch to B with your partner attacking while you defend, you then attack with CM-C and they attack with CM-D.
- Once you reach your limit, start going back down
- Go 'up the ladder' and 'down the ladder' trading who's attacking and who's defending each CM.
- Each time you repeat the cycle, go faster.
- Be sure to step forward which you are attacking and step backwards when you are defending.
- Once you feel comfortable with going "Up the Ladder", try combining CMs into Power Plays.
- After you have learned 4 CMs, you have enough choreographies ready to play LUMINA.
- After playing your first game, continue your lessons.
- This is an excellent cardio workout so be mindful of your breathing throughout the exercise.

## You're done!

**This is all you need to start up your own club or adapt to your own system and start teaching classes.**

You can use the provided CMs in your choreographies if you do theatre or performances. It's up to you and how you use it. Everything else beyond this point is about gaming.



# LUMINA CM Core Notation Worksheet

The following are a catalog of Choreographed Movements assembled and notated for LUMINA choreographies by members of SaberCraft.org and their sister organizations.

Each of these can be learned either in order or based on a particular lesson you want to cover on a day. Visit SaberCraft.org for more information on each CM, who contributed it and what it introduces in Movement.

CM												Telegraph Points	
CM A	Lumen A	1	11	3	9	5	7					ASL - A	1
	Lumen B	1P	11P	3P	9P	5P	7P						
CM B	Lumen A	2	10	4	8	2	10	4	8	2	10	ASL - B	2
	Lumen B	2P	10P	4P	8P	2P	10P	4P	8P	2P	10P		
	Lumen A	4	8										
	Lumen B	4P	8P										
CM C	Lumen A	1	11	3	9	5	7	2@a	9	5@a	12@b	FI-Fwd	2
	Lumen B	1P	11P	3P	9P	5P	7P	D	9PM6	J	BI-1		
CM D	Lumen A	1	11	2P	10P	3	9	4P	8P	5	7	FI-Rev	3
	Lumen B	1P	11P	2	10	3P	9P	4	8	5P	7P		
	Lumen A	12@a	G9P	6 st B									
	Lumen B	BI-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	BI - 4 F-Duck	Turn 180 R	BI - 3 Left	BI - 3 Left	BI - 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	BI - 1 Left	Turn to Face	BI - 1 Right		Duck	BI - 1 Left	Jump Back	BI - 1 Right	BI - 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)	FI-F8s	2
	Lumen B	3P>SPX	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
	Lumen B	2	10	3	8	5	11						
CM I	Lumen A	5	9	2@a	7	3	1	5	7@a	11		Prop	2
	Lumen B	5P	9P	D	7P	3P	1P	5P	H	11P			
CM J	Lumen A	Ig 3P	Ig11	Ig1	Ig7	Ig3-Spin	Ig 3P					Ig-FI-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							

# LUMINA CM Core Notation Worksheet

CM

Telegraph Points

CM K	Lumen A	1	5		7X		1P	Duck	3P Back	9PX		Lumen A: 2 fingers	3
	Lumen B	L1P	R5P	Spin R-L	L7PX	X-O	R1	L10 ©	L3	R9X		pointed out	
	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	Lumen A		9P	5P	Jump	3P	1P	11P				Lumen A: Staff 2 fingers out + Saber behind	3
	Lumen B	Fl:P L-R	R9	L5	R7© (x2)	L3	R1	L11				Lumen B: Overhead Helicopter	
	Lumen A	4P	8P	1P	3P Back	9PX	L1P	R5P	12P				
	Lumen B	R4	L8	R1	L3	R9X	1	5	12	Kick			
CM M	TBD	TBD	TBD	TBD	TBD	TBD	TBD	TBD	TBD	TBD	TBD		
CM N	Lumen A	1	Ig 1	Ig11	11	1	Ig 1	Switch Grip	7 ©	7 ©	Spin S > R	Lumen A: Ig 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	Fl: OA	6 ©	6X									
	Lumen B		Step Back										
CM O CM 51 52	Lumen A (Tanaka)	7C	1C	9C	5C	12	1B	0				Lumen A: Saber Pos3	3
	Lumen B (Musashi)	Dodge L	Dodge R	Dodge Back	Spin R>L	12P	1B	OP L>R				Warrior Pose	
	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 (Ig)	12X (Ig)							

## Create your own CM Library

These CMs come from a variety of inspirations that you can learn more about on our website. In addition to these we have an extensive collection of CMs built from cinematic duels. Consider contributing your best fight to the collection as a new CM or build your own CM Library.

Learn how to learn how to create your own CM-Library, [SaberCraft.org/your CM library](http://SaberCraft.org/your%20CM%20library)

# LUMINA DUETS

Lumina is a weapon-combat sport where participants, also known as **Lumens**, compete against each other for points in timed rounds. The focus is on the choreography play occurring between 2 Lumens (players). The objective is to use prearranged Choreographed Movements (CM) sequences to out-perform all other Lumens.

The saber or staff are the most common weapons used. Weapons are used as instruments and are, in most cases, harmless as they should be blunt instruments. 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.

A game is broken up in to several parts. A game has matches and in each match, 2 Lumens are paired to do a choreography of their choice. Both Lumens get the same score at the end of the match. After each match, Lumens switch partners and are teamed up with a new partners to battle in choreography combat. With each match, Lumens accrue points. The winner(s) are the Lumens who have the largest amount of successfully delivered and defended CMs. The objective of each player is to obtain the highest amount of points. The winner of the game is the player(s) that completes the most amount of points.

## Game Overview

Match 1						Match 2					
Players						Players					
A	B	C	D	E	F	A	E	F	D	B	C
12	12	26	26	18	18	14	14	16	16	20	20
points	points	points	points	points	points	points	points	points	points	points	points

Lumen	Match 1	Match 2	Points	
A	12	14	26	
B	12	20	32	
C	26	20	<b>46</b>	Winner
D	26	16	42	
E	18	14	32	
F	18	16	34	

## Game Types

### Against the Clock

You have **2 minutes** with **unlimited rounds**. Nobody wants to stick around to see the longest battle. It tends to be about speed but be careful, if you and your partner are not synced, you'll end up scoring low.

**HYBRID**

### Set Rounds

You are limited to a **number of rounds**. We recommend either 3 or 5, but you can set up the amount of rounds up to your teams. Regardless of the amount of rounds, the **time limit is 3 minutes**.

You can also create a hybrid game where you can choose a game type per team or per match.

When the match is over, switch partners and accumulate points with your new partner. The points from your previous partner stay with you as you continue to accumulate points. The winners are the individuals with the highest scores at the end of the game. Actual hits are not allowed and may result in a penalty.

# How to Play

1. Gather several participants and split them into teams of 2 lumens each
2. Pick a game type either "Against the Clock" or "Round-based"
3. Either pick your partners for each round or select randomly. Quick random method: Roll a die. The 2 highest numbers are paired together and continue with each set.
4. Designate the order by picking the first team to go and the others that follow.
5. As each team prepares for their round, choose an opening attacker or select randomly (e.g. flip a coin, paper-scissors-rock).
6. Begin timer: 2 minutes for Against the Clock or 3 minutes for Set Rounds.
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 & Power Play combinations.
16. Team that rolled next highest number goes next.

MATCH  
ROUND  
TURN

## CM Points Chart

Simple: 1 point	Advanced: 2 points		Extended: 3 points	
CM-A	CM-B	CM-J	CM-D	CM-L
CM-H	CM-C	CM-N	CM-E	CM-O
CM-Q	CM-G	CM-R	CM-F	CM-P
	CM-I	CM-S	CM-K	CM-W

Figure 1

### Power Plays 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.

## How to Win

Winners are the Lumens who achieve the most amount of points. LUMINA Duets Games usually end with a pair of winners. Players who play across multiple games in the season accrue points across games. The Lumen who collects the highest amount of points across the whole Season is the winner.

## Incomplete

While performing a CM, if either the attacker or defender forget 1 or more moves, then the CM is considered an "Incomplete" and is worth ZERO points. Judges must call out "Incomplete" in order for the Lumens to acknowledge and they can suspend the CM immediately.

# Power Plays

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. Depending on the complexity determines the points.

## 2 Simple CMs: +1 = 3 Total Points

Example: CM A (worth 1 point) + CM H (worth 1 point) PLUS +1 for Power Play

## 1 Simple + 1 Advanced: +1 = 4 Total Points

Example: CM A (worth 1 point) + CM G (worth 2 points) PLUS +1 for Power Play

## 2 Advanced CMs: +1 = 5 Total Points

Example: CM I (worth 2 points) + CM J (worth 2 points) PLUS +1 for Power Play

## 1 Advanced CM + 1 Extended CM: +1 = 6 Total Points

Example: CM J (worth 2 points) + CM K (worth 3 points) PLUS +1 for Power Play

## 2 Consecutive Extended forms: +1 = 7 Total Points

Example: CM E (worth 3 points) + CM K (worth 3 points) PLUS +1 for Power Play

If a Power Play is interrupted for any reason, example - someone forgets 2 or more moves, both CMs are invalid - no matter how far the disruption occurs. The play should be called as “Incomplete” as soon as it happens and both Lumens should stop engaging and move on to the next turn. If judges fail to call an “Incomplete” after 3 or more consecutive moves after, the Power Play continues for full points.

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## Rules

1. Safety first: Play should be conducted in a 30x30 square area or larger.
2. Striking a participant and causing injury incurs a penalty. The worse the injury, the worse the penalty. Minimum penalty is 1 point, maximum penalty is disqualification from the game or even the season. Striking penalties are given to individuals - not teams.
3. 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.
4. A turn is where 1 participant engages against the other player using either 1 CM or up to 2 CMs (in a Power Play).
5. Attacker must always telegraph to Defender.
6. Styled pauses & locks are also counted as steps in a CM and should not be ignored.
7. Interruptions in pace and unnecessary pauses nulls points in a turn are considered an “Incomplete”.
8. If attacker forgets a strike or defender misses the attack, the CM is invalid and the turn switches to the defender. See Recovery in our Additional Rules online.
9. Team is awarded points if attacker and defender successfully complete the CM the attacker intended.
10. During play, Attackers must step forward and Defenders must step backwards
11. Matches should be non-verbal. Recovery must be non-verbal.

# Recovery

Recovery is the act of saving a failing CM during the exchange. If a team partner loses their place, or is confused and their partner can get them back on track in 2 moves or less, the CM is “recovered” and counts for its full points including Power Plays. It all comes down to pace. Both partners should work together in order to pick up a potentially incomplete CM or Power Play by continuing a particular pace throughout the CM that does not deviate. Three or more misses of a CM constitutes an Incomplete. Judges should call out “Recovery” to alert other judges who are ready to call an “Incomplete” and may have missed the recovery.

## Example Recoveries:

1. If the Lumens ended up switching (offensive vs defensive) but both made switch at same time and completed (just on the opposite side) and kept the pace of the fight.
2. Lumen A starts CM-D and halfway through, they blank out. Their partner senses this and slowly guides them where to go by positioning their sabers to help jog their memories. Lumen A follows Lumen B and recalls the next moves and progresses back to a steady pace.

# Winning the Season

The Champion of the season becomes a judge and plays a crucial coaching role 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. The Baseline fills in for empty spots in any given game where only an odd count number of players are available. Their partner receives the points from the round, however the Baseline does not.

If the Lumen opts not to participate 75% or more of the following season’s matches, they are disqualified from participating in the next 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.

Additional rules can be found on our website covering various topics to improve game-play including:  
Repetitions, Team Selection, Tournament Rules and more.

# 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:

**Lumeneer** - A practitioner of LUMINA, its notation and or its games.

**Lumens** - Players in a game are called "Lumens"

**Duet** - a team of Lumens working together in a match.

**Power Play** - a combination of 2 CMs successfully performed consecutively.

**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.

**Round** - (2 turns) - a round completes when each Lumen has completed 1 turn.

**Match** - a series of rounds between 2 Lumens.

**Game**: A collection of matches of the same type: either Against the Clock or Set Rounds.

**Game Type - Set Rounds** - When a series of rounds between 2 Lumens 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 players.

**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.

**Win** - a count of points granted to a player (if playing with the Baseline) or team (Duet) for successfully completing a Match.

**Draw** - an equal amount of points granted to players of a game.

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

**Ranking** - overall standing taking all players into account.

**Telegraph** - a silent gesture that the attacker performs to specify what CM or Power Play they will be delivering.

**Incomplete** - a turn that is interrupted by the attacker or defender missing a particular in a CM.



# Continuing your Journey

There's a lot more that you can discover online at [sabercraft.org](http://sabercraft.org) where you can contribute to this work and become a SaberCraft Knight & Lumeneer. To teach LUMINA doesn't require you to change names or to restart what you're doing. It's a language that's meant to be taught and shared to unite the saber community and provide a more effective way of communicating the language of movement. Stay in contact with us through our channels to stay up to date with our practices and online lessons.

1. Subscribe to our youtube channel - [www.sabercraft.org/youtube](http://www.sabercraft.org/youtube)
2. Join the [SaberCraft Lumeneers Global Facebook group](https://www.facebook.com/SaberCraftLumeneers) at [sabercraft.org/lumeneers](http://sabercraft.org/lumeneers) so you're involved with the global Community.
3. [Like our Facebook page](#) so you get public announcements

## Start a LUMINA league

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, you can get started right now with this guide.

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.

### How to 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. Print out this guide and distribute for free.
2. If you don't have a school, and it's just you, find a park where you can meet others and drop us a line in our website, FB Group, youtube channel. We'll set up a Facebook Meet-up in your area to help get things moving along.
3. After you've met with others who are interested, start practicing the CMs, over and over, going up and down the ladder until you have a good rhythm with them.
4. Establish a League Organizer for your team. Let us know and we'll publish you under our Chapters and help build your team' .



Photo: Wilson Wong