

# 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 written by Alfred Smith, founder of SaberCraft.org and original author of the LUMINA Duels and Duets Game Systems. The CM Core library is a collected work from members of SaberCraft.org with their authors attributed on each CM.

## 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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- LUMINA®: LUMINA as a term is Trademarked.

Interested in starting your own thing? Work with us. We can ensure that your group will grow, point you in the right direction to limit your liability, and best of all – support you. 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.

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# LUMINA Notation

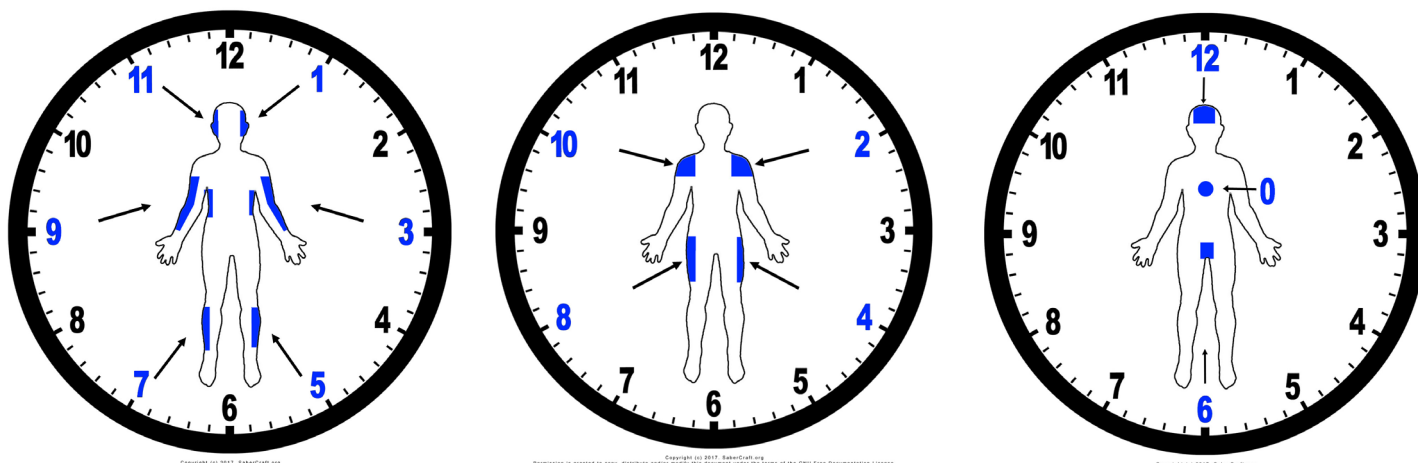
To get started with LUMINA, we must learn the same language. The LUMINA Notation System is an open-source weapon combat notation system that is used to transcribe choreography. The system is designed solely from an “Attacker’s perspective”. As movements are choreographed, the assumption is that the attacker 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

### Attacking

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.



### Defending

Picture a clock. Now, turn it around and place yourself in the middle of that clock. When defending - imagine that ‘you are the clock’.

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 an 11. Move your hands to the 11-o-clock and point the tip of the blade to the right.

3P: Place your hands at the 3-o-clock mark and point the tip of the saber up.

9P: Place your hands at the 9-o-clock mark and point the tip of the saber up.

5P: Place your hands at the 5-o-clock mark and point the tip of the saber across your body tip going to the right.

7P: Place your hands at the 7-o-clock mark and point the tip of the saber across your body tip going to the right.

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



# Shorthand Notation

## Combat

|        |   |
|--------|---|
| Symbol | Meaning   |
| 1      | 1-o'clock attack  |
| P      | Parry (Block)   |
| 1P     | Parry an attack to the 1-o'clock target                   |
|        | (attacker's perspective)                                  |
| S CW   | Spin Right  |
| S CCW  | Spin Left to Right  |
| D      | Dodge   |
| Th     | Forward Thrust  |
| X      | Lock  |
| S+S    | Saber Stand-off - prolonged lock                          |
| ©      | Complete  |
| ©a     | Complete Wide - Vertically Across                         |
| Pt     | Pitch   |
| M      | Modifier (example: 3PM6 - Parry 3 with tip pointing down) |
| Hp     | Hop - Jump  |
| Re     | Recoil / Bounce Back                                      |

## Saber Spins

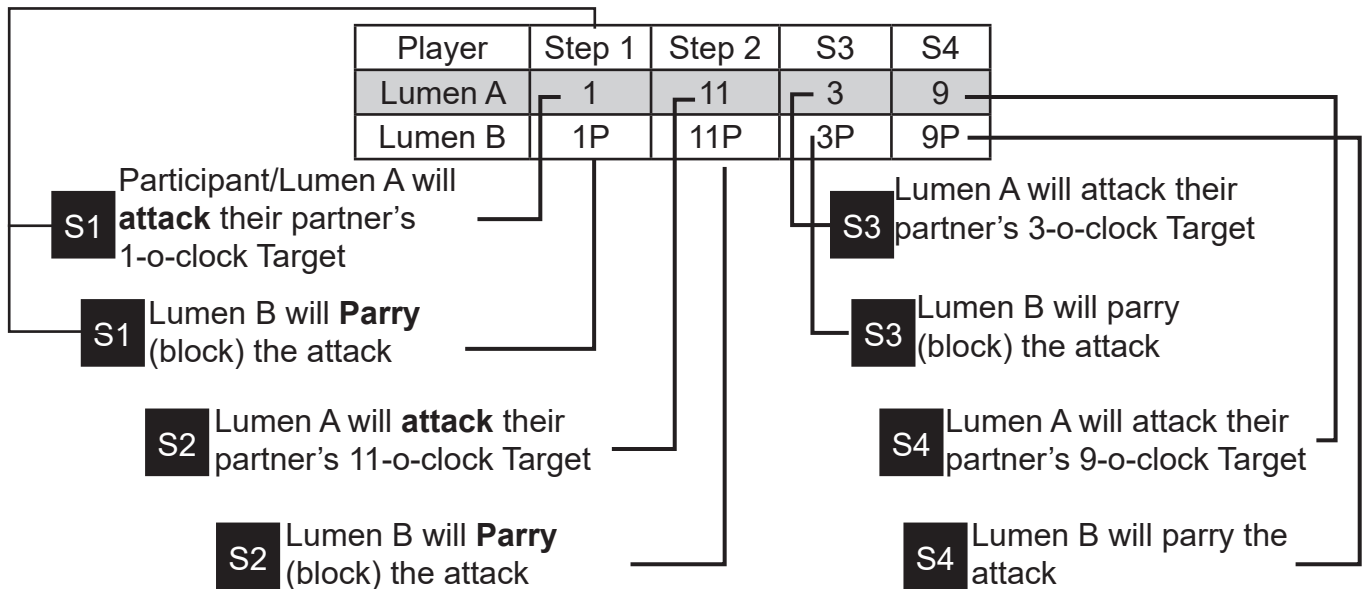
|        |                                    |
|--------|------------------------------------|
| Symbol | Meaning                            |
| FI-Rev | Reverse Flourish (Saber Spin)      |
| FI-Fwd | Forward Flourish                   |
| FI-F8  | Forward 8s Flourish                |
| FI-R8  | Reverse 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   |

## How to Notate

Notation is then written in the following form:



# Choreography Movement (CM)

By combining various combinations of hits, you create a sequence - kind of like what we learned above. 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/LUMINA](http://SaberCraft.org/LUMINA)

## 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.

## Telegraph

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](http://SaberCraft.org). 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](http://SaberCraft.org) 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).

**CHOREOGRAPHIES**

# How to read our CMs

The number of points that CM is worth in LUMINA.

The Telegraph associated with that CM.

The listing of each CM

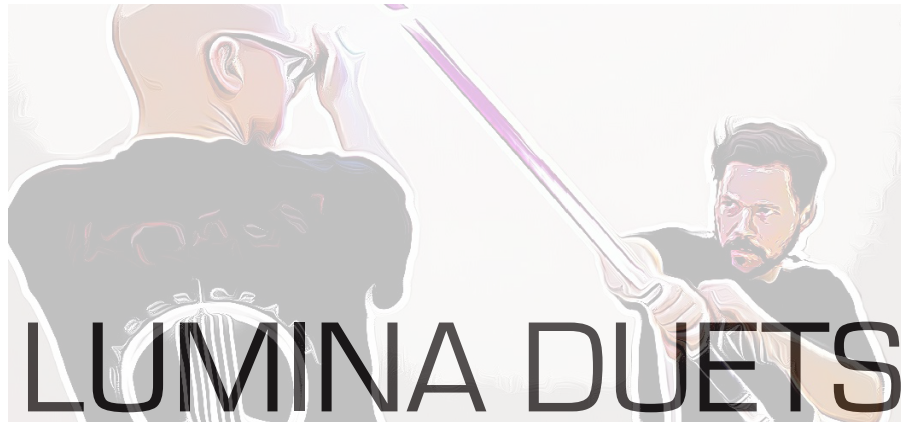
Each player and their attacks or defenses in the sequence.

CM

Telegraph Points

|             |         |      |     |           |     |    |    |     |    |     |      |         |   |
|-------------|---------|------|-----|-----------|-----|----|----|-----|----|-----|------|---------|---|
| <b>CM A</b> | Lumen A | 1    | 11  | 3         | 9   | 5  | 7  |     |    |     |      | ASL - A | 1 |
| <b>CM B</b> | Lumen A | 2    | 10  | 4         | 8   | 2  | 10 | 4   | 8  | 2   | 10   | ASL - B | 2 |
|             | Lumen A | 4    | 8   |           |     |    |    |     |    |     |      |         |   |
| <b>CM C</b> | Lumen A | 1    | 11  | 3         | 9   | 5  | 7  | 2@a | 9  | 5@a | 12@a | Fl-Fwd  | 2 |
| <b>CM D</b> | 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<br>St B |     |    |    |     |    |     |      |         |   |
|             | Lumen B | Bl-1 | 0   | 6<br>St B |     |    |    |     |    |     |      |         |   |

See a listing of the first CMs to learn toward the end of the booklet.



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.

Learn by watching: [SaberCraft.org/LearnLUMINA](https://SaberCraft.org/LearnLUMINA)

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.

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.

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. 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, a Team of Lumens face off and points are accumulated. Points are counted as successfully committed and defended CMs. The objective of each Team is to obtain the highest amount of points. The winners are the team with the highest score at the end of the game. The winner of the game is the team that completes the last round with the most points.





# How to play

1. Gather several participants
2. Split them into teams of 2 lumens each
3. Specify if the matches are "Against the Clock" 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).
4. 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.
5. Flip a coin for opening attacker or use other selection method.
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.

## CM Points Chart

### POINTS

| Simple: 1pt | Advanced: 2pt | Extended: 3pt |
|-------------|---------------|---------------|
| CM-A        | CM-B          | CM-D          |
| CM-H        | CM-C          | CM-E          |
| CM-Q        | CM-G          | CM-F          |
|             | CM-I          | CM-K          |
|             | CM-J          | CM-L          |
|             | CM-M          | CM-O          |
|             | CM-N          | CM-P          |
|             | CM-R          | CM 14         |
|             | CM 11         |               |
|             | CM 12         |               |
|             | CM 13         |               |

Figure 1

**Powerplays are always a modifier of +1**

All CM notation and instructional videos are available at [SaberCraft.org](http://SaberCraft.org). Individual Lumina chapters may develop their own CM chart and point allocation system as long as all Lumens are familiar with the recognized CMs.

# 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 student of a SaberCraft school who has studied SaberCraft CMs.

**Lumens** - Players are called "Lumens"

**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.

**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

**Telegraph:** a silent gesture that the attacker performs to specify what CM or PowerPlay they will be delivering.

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

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

For a full list of terms used in LUMINA, visit  
[SaberCraft.org/LUMINAGlossary](http://SaberCraft.org/LUMINAGlossary)

# Full Rules

Play must be conducted in a 30x30 square arena.

1. 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.
2. Each round is consisted of turns which are consisted of exchanges..
3. 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.
4. Participants switch role as attacker after each turn.
5. Attacker must telegraph to Defender of incoming CM.
6. CMs are pre-assigned combinations of points. Each CM is a different value and divided into 3 categories:
  - Simple CMs are worth 1 point.
  - Advanced CMs are worth 2 points.
  - Extended CMs are worth 3 points.
7. Styled pauses & locks are also counted as steps.
8. Interrupting pauses nulls points in turn. 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 in our Additional Rules online.
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  
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  
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  
Example: CM I (2 points) + CM J (2 points) PLUS +1 for the Power Play results in a total of 5 points.
  4. 1 Advanced CM + 1 Extended CM: +1 = 6 Total Points  
Example: CM J (2 points) + CM K (3 points) PLUS +1 for the Power Play results in a total of 6 points.
  5. 2 Consecutive Extended forms: +1 = 7 Total Points  
Example: CM E (3 points) + CM K (3 points) PLUS +1 for the Power Play results in a total of 7 points.
15. 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.
16. 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 less than 2 moves, the CM is “recovered” and counts for its full points including powerplays. To define “bringing duets back on track” it all comes down to pace. Both partners should work together in order to pick up a possibly incomplete CM or Powerplay by continuing a particular pace throughout the CM that does not deviate. Three 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

The Champion plays a crucial coaching role and becomes a judge 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 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.

# Additional Rules

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

# LUMINA CM Core Notation Worksheet

| CM                          |         |                  |                    |                     |                     |                  |                |              |                 |                |                      | Telegraph Points                                   |   |
|-----------------------------|---------|------------------|--------------------|---------------------|---------------------|------------------|----------------|--------------|-----------------|----------------|----------------------|--|---|
| <b>CM A</b>                 | Lumen A | 1                | 11                 | 3                   | 9                   | 5                | 7              |              |                 |                |                      | ASL - A  | 1 |
| <b>CM B</b>                 | Lumen A | 2                | 10                 | 4                   | 8                   | 2                | 10             | 4            | 8               | 2              | 10                   | ASL - B  | 2 |
|                             | Lumen A | 4                | 8                  |                     |                     |                  |                |              |                 |                |                      |  |   |
| <b>CM C</b>                 | Lumen A | 1                | 11                 | 3                   | 9                   | 5                | 7              | 2@a          | 9               | 5@a            | 12@a                 | FI-Fwd   | 2 |
| <b>CM D</b>                 | 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              |                     |                  |                |              |                 |                |                      |  |   |
| <b>CM E</b>                 | Lumen A | 9                | 4                  | 8                   | 5                   | 11               | 3X             | Special      |                 |                |                      | Saber Across<br>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                |                |              |                 |                |                      |  |   |
| <b>CM F</b>                 | Lumen A | BI - 4<br>F-Duck | Turn<br>180 R      | BI - 3<br>Left      | BI - 3<br>Left      | BI - 4<br>F-Duck | Special        |              |                 |                |                      | Lumen A:<br>No Saber<br><br>Lumen B:<br>2 Arms Out | 3 |
|                             | Lumen B | Charge<br>2@     | Turn<br>180 R      | 12, turn<br>90 Left | 12, turn<br>90 Left | Charge<br>2@     |                |              |                 |                |                      |  |   |
|                             | Lumen A | BI - 1<br>Left   | Turn to<br>Face    | BI - 1<br>Right     |                     | Duck             | BI - 1<br>Left | Jump<br>Back | BI - 1<br>Right | BI - 4<br>Left | Disarm               |  |   |
|                             | Lumen B | 12               | Turn to<br>Face    | 12                  | Spin<br>L > R       | 10 @             | 0              | 9 @          | 12              | 0              |                      |  |   |
| <b>CM G</b><br><i>CM 13</i> | Lumen A | 0                | S+: (pull<br>left) | X                   | 10@                 | 2@               | 5X<br>(short)  | 1            | 11              | Spin<br>L > R  | 11X<br>(push<br>off) | FI-F8s   | 2 |
|                             | Lumen B | 3P>9PX           | X                  | (pull<br>right)     |                     |                  |                |              |                 | Spin<br>L > R  |                      |  |   |
|                             | Lumen A | 3@               | 9@                 |                     |                     |                  |                |              |                 |                |                      |  |   |
|                             | Lumen B | Dodge            | Dodge              |                     |                     |                  |                |              |                 |                |                      |  |   |
| <b>CM H</b>                 | Lumen A | 2                | 10                 | 3                   | 8                   | 5                | 11             |              |                 |                |                      | H-Hold   | 1 |
| <b>CM I</b>                 | Lumen A | 5                | 9                  | 2@a                 | 1                   | 3                | 7              | 3            | 7@a             | 11             |                      | Prop   | 2 |
| <b>CM J</b>                 | Lumen A | lg 3P            | lg11               | lg1                 | lg7                 | lg3-Spin         | lg 3P          |              |                 |                |                      | lg-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              |                |              |                 |                |                      |  |   |

Additional CMs may be found on our website: [sabercraft.org](http://sabercraft.org). Download a full copy of our CM Core Notation Worksheets for free.



# SaberCraft CM Core Notation Worksheet

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

| CM                             |                   |                      |                      |                       |                       |                      |                      |             |         |      |            | Telegraph Points  |   |
|--------------------------------|-------------------|----------------------|----------------------|-----------------------|-----------------------|----------------------|----------------------|-------------|---------|------|------------|---|---|
| <b>CM K</b>                    | Lumen A           | 1                    | 5                    |                       | 7X                    |                      | 1P                   | Duck        | 3P Back | 9PX  |            | Lumen A:<br>2 fingers<br>pointed out<br><br>Lumen B:<br>Staff 5<br>Hold                     | 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           | L11B                 | Spin R-L             | L5                    | R12                   | L11                  | R4                   | J10 ©       |         |      |            |   |   |
|                                | Lumen A           | 3P                   | 8P                   | 4P                    | 7 ©<br>Spin L-R       | 9 ©                  |                      |             |         |      |            |   |   |
|                                | Lumen B           | L3                   | R8 Back              | L4                    |                       | 3 ©                  |                      |             |         |      |            |   |   |
| <b>CM L</b>                    | Lumen A           |                      | 9P                   | 5P                    | Jump                  | 3P                   | 1P                   | 11P         |         |      |            | Lumen A: Staff<br>2 fingers out +<br>Saber behind<br><br>Lumen B:<br>Overhead<br>Helicopter | 3 |
|                                | Lumen B           | Fi:P<br>L-R          | R9                   | L5                    | R7©<br>(x2)           | L3                   | R1                   | L11         |         |      |            |   |   |
|                                | Lumen A           | 4P                   | 8P                   | 1P                    | 3P<br>Back            | 9PX                  | L1P                  | R5P         | 12P     |      |            |   |   |
|                                | Lumen B           | R4                   | L8                   | R1                    | L3                    | R9X                  | 1                    | 5           | 12      | Kick |            |   |   |
| <b>CM M</b>                    | TBD               | TBD                  | TBD                  | TBD                   | TBD                   | TBD                  | TBD                  | TBD         | TBD     | TBD  | TBD        |   |   |
| <b>CM N</b>                    | Lumen A           | 1                    | Ig 1                 | Ig11                  | 11                    | 1                    | Ig 1                 | Switch Grip | 7 ©     | 7 ©  | Spin S > R | Lumen A:<br>Ig<br>2 Sabers<br>Behind  | 2 |
|                                | Lumen B           | 1P<br><i>Dodge L</i> | 1P<br><i>Dodge L</i> | 11P<br><i>Dodge R</i> | 11P<br><i>Dodge R</i> | 1P<br><i>Dodge L</i> | 1P<br><i>Dodge L</i> |             | Jump    |      |            |   |   |
|                                | Lumen A           | Fi: OA               | 6 ©                  | 6X                    |                       |                      |                      |             |         |      |            |   |   |
|                                | Lumen B           |                      | Step Back            |                       |                       |                      |                      |             |         |      |            |   |   |
| <b>CM O</b><br><i>CM 51 52</i> | Lumen A (Tanaka)  | 7C                   | 1C                   | 9C                    | 5C                    | 12                   | 1B                   | 0           |         |      |            | Lumen A:<br>Saber Pos3<br>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 (Ig)              | 12X (Ig)             |                      |             |         |      |            |   |   |

CM CORE

# Continuing Your Journey

That's it. 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. 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.

## 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 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.

### 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.
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.



Photo: Wilson Wong