

LUMINATM

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:

- 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. [Attribution-NonCommercial – CC BY-NC](#)
- 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 Sport Guides and Rules: You are free to assemble LUMINA Sport Teams, Leagues and classes along as you attribute, register as a league through SaberCraft.org/RegisterMyLeague, do it for non-profit and anything you derive follows the same license. [Attribution-NonCommercial-ShareAlike](#)
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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.



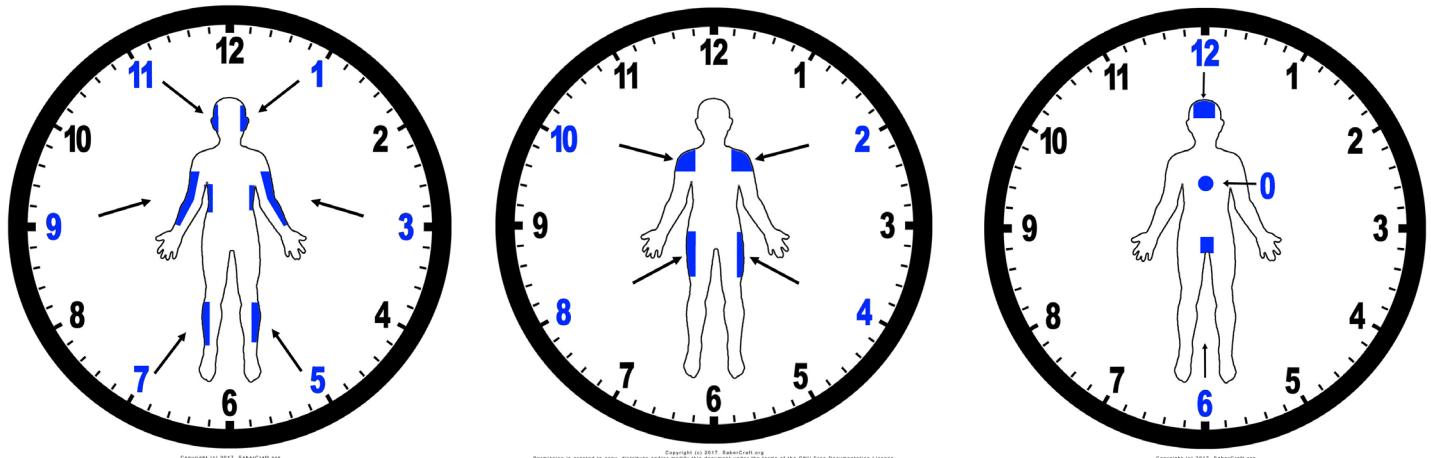
LUMINA Notation

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

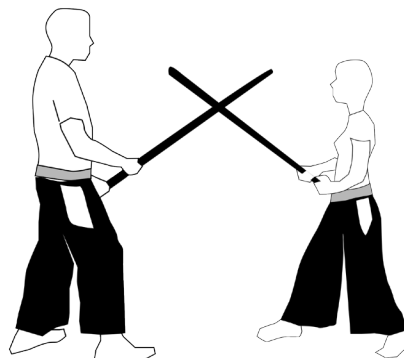
Targets

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.



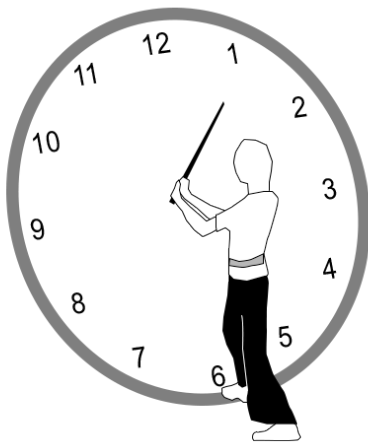
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Attacking

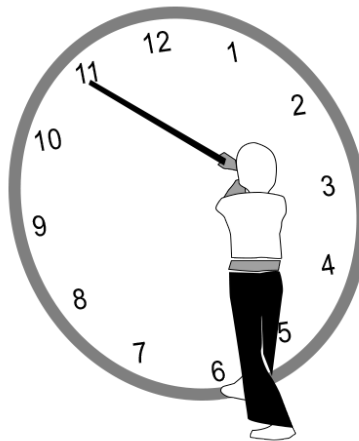
Picture a clock and place your partner in the middle of that clock. When attacking, you will be swinging the saber so that the tip is at the appropriate target point. When you attack a “1” you are swinging the saber and making sure that the tip of your blade gets to the “1-o-clock” mark which would be 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.

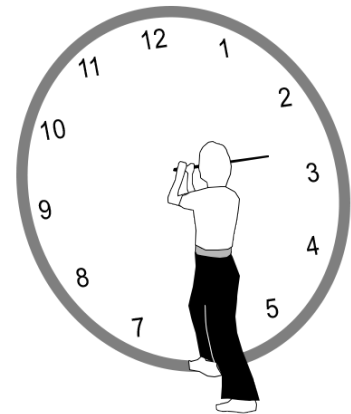
Learn by watching. We have a 5-minute video that walks you through this quickly: www.sabercraft.org/notation



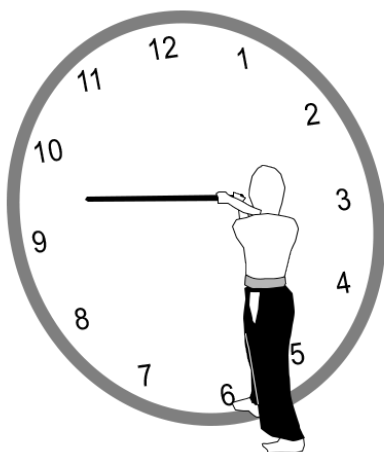
1: On your top left hand side is a 1, so position the tip of the blade at the 1-o-clock mark which would be the right side of your partner’s head.



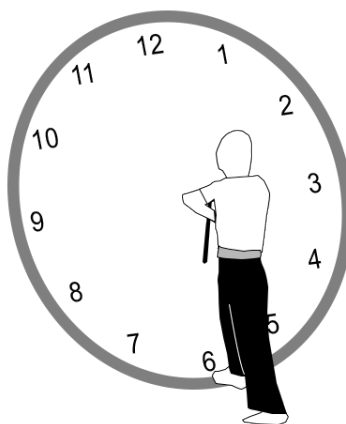
11: On your top right hand side an 11. Position the tip of the blade at the 11-o-clock which would be the left side of your partner’s head.



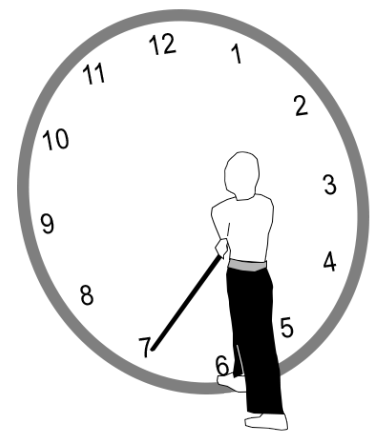
3: Position the tip of the blade at the 3-o-clock mark which would be along your partner’s left bicep.



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



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



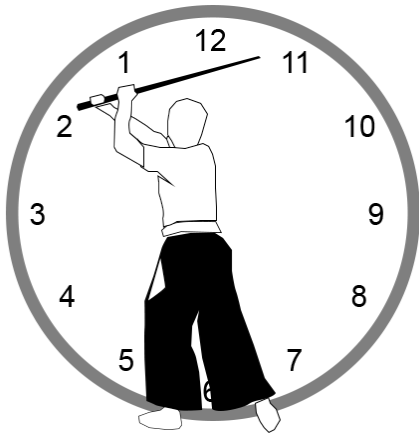
7: Position the tip of the blade at the 7-o-clock mark which would be along your partner’s right -side of their knee.

Defending

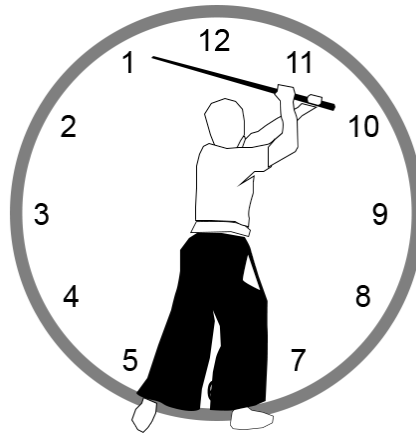
Picture a clock. Now, mirror it and place yourself in the center of that clock. When defending - imagine that **'you are the clock'**. You are positioning your hands at a number on the clock. As in many martial arts, defending is more difficult than attacking. Hold your saber firmly and remind your partner 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.

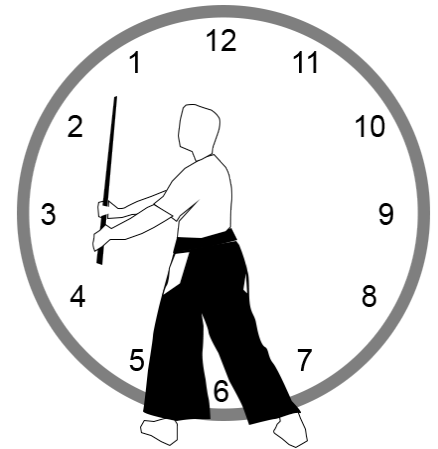
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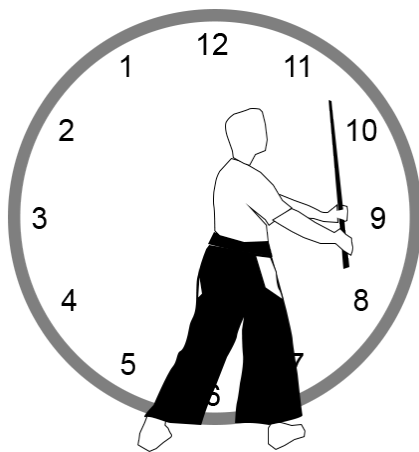
1P: On your top left hand side is a 1, so move your hands to the 1 o'clock mark and use the saber to block your head; tip going toward your right.



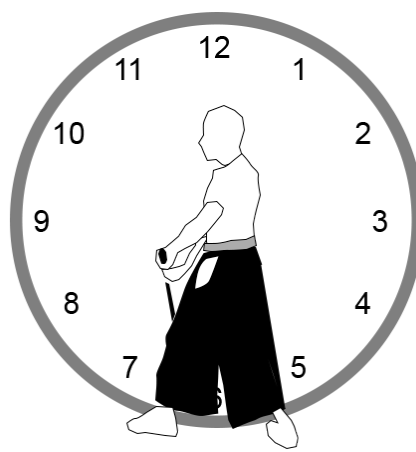
11P: On your top right hand side is an 11. Move your hands to the 11 o'clock and point the tip of the blade to your left



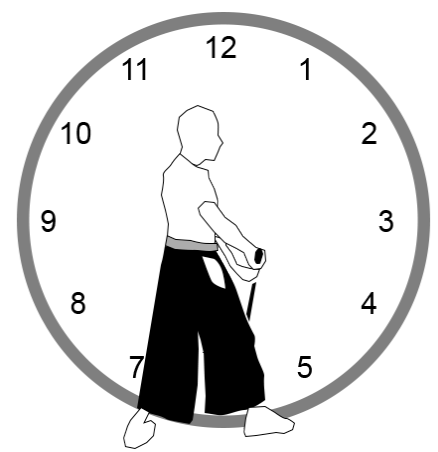
3P: Position your hands at the 3 o'clock mark and point the tip of the saber up.



9P: Position your hands at the 9 o'clock mark 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.

Notation

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

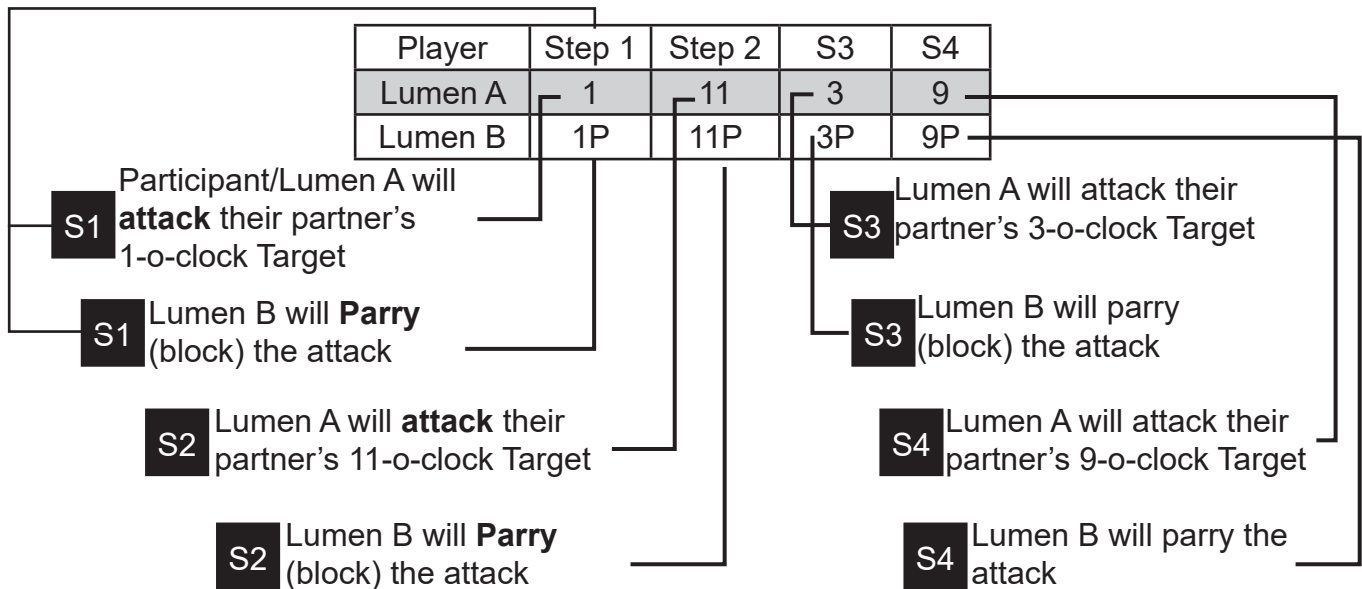
Symbol	Meaning
FI-Rev	Reverse Flourish (Saber Spin)
FI-Fwd	Forward Flourish
FI-F8	Forward 8s Flourish
FI-R8	Reverse 8s Flourish
FI-Sb	Stab Flourish
FI-H	Overhead / Helicopter Flourish
FI-P	Vertical Front Propellor Flourish
FI-RP	Vertical Flourish behind your back
FI-OA	Plum / Obi-Ani Flourish

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

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. 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.

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

Already have choreographies in your club?
Convert them to their own CM Library: 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	2@a	9	5@a	12@a	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.

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.

How to Start Training

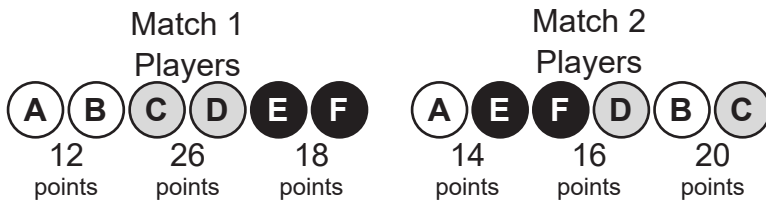
- Find a partner that is willing to learn these CMs with you, both the attacks and the defenses.
- Start with CM-A. Learn the attacks and the defenses along with the telegraph.
- Practice going back and forth, attacking and defending with your partner.
- Learn a new CM at your own pace. We advise going 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.

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.

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 choreogrpahy 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



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

2 Game Type

Against the Clock

You have **unlimited rounds** but have **2 minutes** to wrap it up. Nobody wants to stick around to see the longest battle - they want it to cut to the chase. It tends to be about speed but be careful, if you and your partner are not synched, you'll end up scoring low.

HYBRID

Set Rounds

You are limited to a **number of rounds**. We recomend 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 per match type, or per team match.

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.

When the match is over, switch partners and accummulate points with your new partner. The points from your previous partner stay with you as you continue to accumulate points. The winners are the individauls 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 paried 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 & Powerplay combinations.
16. Team that rolled next highest number goes next.

MATCH
ROUND
TURN

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.

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-W
	CM-S	

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.

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 PowerPlay

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

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

2 Advanced CMs: +1 = 5 Total Points

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

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

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

2 Consecutive Extended forms: +1 = 7 Total Points

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

If a Power Play is interrupted for any reason, example - someone forgets 1 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 consecutive moves after, the Power Play continues.

Full Rules

1. Safety first: Play should be conducted in a 30x30 square area or larger.
2. 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.
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 PowerPlay) of choice.
5. Attacker must telegraph to Defender of incoming CM.
6. Styled pauses & locks are also counted as steps.
7. Interrupting pauses nulls points in turn as an “Incomplete”. Team is awarded points if attacker and defender successfully complete the CM the attacker intended.
8. During play, Attackers must step forward and Defenders must step backwards
9. 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.
10. Matches should be non-verbal. Recovery must be non-verbal.

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.

Additional Rules

That's pretty much everything you need to know to run your own games. If you want to take it a step further, you can learn our Additional Rules to help make your battles better.

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 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

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

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@a	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	3
	Lumen B	Charge 2@a	Turn 180 R	12, turn 90 Left	12, turn 90 Left	Charge 2@a							
	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 <i>CM 13</i>	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>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
	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	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							

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	
	Lumen B	L11B	Spin R-L	L5	R12	L11	R4	J10 ©				Hold	
	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	lg 1	lg11	11	1	lg 1	Switch Grip	7 ©	7 ©	Spin S > R	Lumen A: lg	2
	Lumen B	1P <i>Dodge L</i>	1P <i>Dodge L</i>	11P <i>Dodge R</i>	11P <i>Dodge R</i>	1P <i>Dodge L</i>	1P <i>Dodge L</i>		Jump			2 Sabers Behind	
	Lumen A	Fl: OA	6 ©	6X									
	Lumen B		Step Back										
CM O <i>CM 51 52</i>	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 (lg)	12X (lg)							

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/yourCMLibrary

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