WORLD COMBAT GAMES

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What is GAISF?

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

GAISF is the Global Association of International Sports Federations, an umbrella body composed of autonomous and independent International Sports Federations, and other international sport and event related organisations. Founded in 1967, GAISF is a key pillar of the wider sports movement and acts as the voice for its 125 Members, Associate Members and observers, which include both Olympic and non-Olympic sports organisations.

GAISF MULTISPORT GAMES

Since 2010, GAISF has successfully delivered multisport games for combat sports and martial arts, mind games and urban orientated sports. GAISF serves as the conduit between International Sports Federations and host cities, bringing benefits to both with a series of right-sized events that best consider the needs and resources of all involved.

What are the World Combat Games?

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

THE BENEFITS OF HOSTING THE WORLD COMBAT GAMES

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

THE NUMBERS OF THE GAMES

- Up to 35 disciplines
- Approximately 130 events
- Up to 2,500 athletes and officials
- Approximately 4,500 participants

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Roles and responsibilities

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

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

**Attribution process**

1. **Introduction**
   - Launch and fact sheet release
   - Information sessions

2. **Consultation**
   - Consultation with interested cities
   - Applicant cities confirmation

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

4. **Evaluation**
   - Questions to applicant cities and evaluation report
   - Submission of evaluation report / recommendation to GAISF Council

5. **Award**
   - Host City:
     - Implement social, economic and environmental responsibility programmes
     - Establish a Local Organising Committee, based on principles of good governance
     - Infrastructure, competition and non-competition venues and equipment
     - Event management, e.g. accreditation, medical, security and transport
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Culture, ceremonies and festival events, and legacy

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

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

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

Ceremonies and festival events

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

Legacy

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

Digital and social production

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

Television

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

Production
- Anticipate high-quality live production with multiple cameras for each field of play
- Live online streaming
- English and international commentary
- Infrastructure and facilities for designated host broadcaster (broadcast compound, commentary positions, camera platforms, lighting)

Media centre with relevant facilities and services
- Branded areas for interviews and social media content production
Venue setup

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

- **3 multisport arenas**
- **4 different fields of play across all venues**
- **2k-4k spectator seats for each field of play (depending on the sport)**
- **2 training facilities**

List of sports at the World Combat Games

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

The values of martial arts and combat sports

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

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

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

Karate is a martial art that originated in Okinawa, Japan in the 14th century. Karate comprises blocks, punches, kicks and throws that are performed using the practitioner’s hands and feet. The karate competition consists of kata (forms) and kumite (sparring). Kata are demonstrations of forms consisting of a series of offensive and defensive movements, targeting a virtual opponent. In kumite, two karateka face each other in a matched competition area; athletes score points by completing a series of blows on the target area of their opponent's body.
Kendo is a type of martial art in which practitioners wear protective armour (kendo-gu) consisting of a mask (men), gauntlets (kote), torso protector (do) and lower body protector (tare), and use bamboo swords (shinai) to engage in one-on-one combat as they compete to score valid strikes against each other.

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

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

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

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

Sumo

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

Taekwondo

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

Wrestling

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

Grappling

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

Pankration

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

Belt Wrestling

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

Wushu

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