

The Saber Standard

A System of Combat Choreography & Gaming

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

Developed by
SaberCraft.org

Version 2.0

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Please Be Safe

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

Targets

The SaberCraft Notation System reference sheet groups all target zones into three named sets, matching the clock positions used throughout the CM sequences. Recreating the clock-face silhouette art belongs in Claude Design rather than Word — the tables below are a text stand-in for that artwork, not a replacement for it.

The 1st Six Targets

Clock Position	Target
1 & 11	Head
3 & 9	Arms
5 & 7	Legs

The 2nd Four Targets

Clock Position	Target
2 & 10	Shoulders
4 & 8	Forearms

The 3 Deadly Shots

Clock Position	Target
12	Head
0	Chest / Center
6	Groin

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

Saber Standard Notation

The following is the Saber Standard Notation used for choreographies.

Symbol	Meaning	Flourish	Meaning
1	1-o'clock attack	FI-Rev	Reverse Flourish (Saber Spin)
1P	Parry an attack to the 1-o'clock target (attacker's perspective)	FI-Fwd	Forward Flourish
©	Complete	FI-F8	Forward 8s Flourish
©A	Complete Wide - Vertically Across	FI-R8	Reverse 8s Flourish
B	Bash	FI-Sb	Stab Flourish
S L>R	Spin Left to Right	FI-H	Overhead / Helicopter Flourish
S R>L	Spin Right	FI-P	Vertical Front Propellor Flourish
Th	Forward Thrust	FI-RP	Vertical Flourish behind your back
S+	Saber Stand-off - prolonged lock	1H	One handed
X	Lock	FI-OA	Plum / Obi-Ani Flourish
H	Hold		
P	Parry (Block)		
Ig	Inverted Grip		
Pt	Pitch		
M	Modifier (example: 3PM6 - Parry 3 with tip pointing down)		
Su	Support		
Rh	Right Handed		
Lh	Left Handed		
Re	Recoil / Bounce Back		
J	Jump / Hop / Lift leg		

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CM Core Notation Worksheet

A catalog of Choreographed Movements (CMs) assembled and notated for Saber Standard choreographies. Each CM is shown as its own table below rather than one continuous spreadsheet — easier to read and use at practice.

CM A — ASL-A · 1 pt

Saberist A	1	11	3	9	5	7
Saberist B	1P	11P	3P	9P	5P	7P

CM B — ASL-B · 2 pts

Saberist A	2	10	4	8	2	10	4	8
Saberist B	2P	10P	4P	8P	2P	10P	4P	8P

CM C — FI-Fwd · 2 pts

Saberist A	1	11	3	9	5	7	2@a	9	5@a	12@a
Saberist B	1P	11P	3P	9P	5P	7P	Duck	9Pm6	J	Bl-1

CM D — FI-Rev · 3 pts

Saberist A	1	11	2P	10P	3	9	4P	8P	5	7
Saberist B	1P	11P	2	10	3P	9P	4	8	5P	7P
Saberist A	12@a	G9P	6 St B							
Saberist B	Bl-1	0	6 St B							

CM E — Saber Across Position 3 · 3 pts

Saberist A	9	4	8	5	11	3X	Special
Saberist B	9P	4P	8P	5P	11P	3PX	Special
Saberist A	2P	10P	3P	7P	1P	Special	
Saberist B	2	10	3	7	1		

CM F — Saberist A: No Saber · Saberist B: 2 Arms Out · 3 pts

Saberist A	Bl-4 F-Duck	Turn 180 R	Bl-3 Left	Bl-3 Left	Bl-4 F-Duck	Special			
Saberist B	Charge 2@	Turn 180 R	12, turn 90 Left	12, turn 90 Left	Charge 2@				
Saberist A	Bl-1 Left	Turn to Face	Bl-1 Right	Duck	Bl-1 Left	Jump Back	Bl-1 Right	Bl-4 Left	Disarm

Saberist B	12	Turn to Face	12	Spin L>R	10©	0	9©	12	0
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Notated by: Santiago Martinez

CM G (CM 13) — FI-F8s · 2 pts

Saberist A	0	S+: (pull left)	X	10©	2©	5X (short)	1	11	Spin L>R	11X (push off)
Saberist B	3P>9PX	X (pull right)	X	Duck	Duck	5X (short)	1P	11P	Spin L>R	11X (push off)
Saberist A	3©	9©								
Saberist B	Dodge	Dodge								

CM H — H-Hold · 1 pt

Saberist A	2	10	3	8	5	11
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CM I — Prop · 2 pts

Saberist A	5	9	2©	1	3	7	3©	7©	11
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Notated by: Matthew Carauddo (Saber Combat)

Note on CM H and CM I — their Saberist B lines are omitted to save space. Saberist B is to parry using the same attack number: where Saberist A notes “1”, the parry equivalent is “P1”.

CM J — Ig-FI-Fwd · 2 pts

Saberist B	Ig3P	Ig11	Ig1	Ig7	Ig3-Spin	Ig3P
Saberist A	3	11P	1P	7P	3P-Spin	3
Saberist B	5	9	3	7	11	
Saberist A	5P	9P	3P	7P	11P	

CM K — 3 pts

Saberist A: 2 fingers pointed out · Saberist B: Staff 5 Hold

Saberist A	1	5	7X	1P	Duck	3P Back	9PX		
Saberist B	L1P	R5P	Spin R-L	L7PX	X-O	R1	L10©	L3	R9X
Saberist A	11P	5P	12P	11P	4P	Duck			
Saberist B	L11B	Spin R-L	L5	R12	L11	R4	J10©		
Saberist A	3P	8P	4P	7© Spin L-R	9©				

Saberist B	L3	R8 Back	L4	3©
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Notated by: Armando Valdivia, Alfred Smith

CM L — 3 pts

Saberist A: Staff · Saberist B: Overhead Helicopter (2 fingers out + saber behind)

Saberist A		9P	5P	Jump	3P						
Saberist B	Fl:P L-R	R9	L5	R7© (x2)	L3						
Saberist A	1P	11P	4P	8P	1P	3P Back	9PX				
Saberist B	R1	L11	R4	L8	R1	L3	R9X				
Saberist A	L1P	R5P	12P		12P	Run	7© Jump	Fl-Fwd	7© Jump	Fl-Fwd	
Saberist B	1	5	12	Kick	12	Fl-Fwd	7©	Fl-Fwd			

Notated by: Armando Valdivia, Alfred Smith

CM M — 2 pts

Saberist A (Anakin) · Saberist B (Dooku)

Anakin	7P	S-CCW	D	J + S-CCW	4	12			3Pm6	S-CW
Dooku	7	S-CCW	2©	5©	4P	12P	Re	S-CCW	3	
Anakin	3Pm6x	x	1B	11B	12P	Re	Special			
Dooku	9x	x	1B	11B	12					

Notated by: Rhamses Nazario, Enrique Santana

CM N — 2 pts

2 sabers vs. single saber — the site's text doesn't confirm which side (Saberist A or B) is the dual-wielder

Saberist A	11	3	7	CW - L>R	11	9	
Saberist B	11P	3P	7P		11P	9P	1©

Notated by: Cole Hemp

CM O (CM 51/52) — 3 pts

Saberist A (Tanaka): Saber Pos 3 · Saberist B (Musashi): Warrior Pose

Tanaka	7C	1C	9C	5C	12	1B	0
Musashi	Dodge L	Dodge R	Dodge Back	Spin R>L	12P	1B	OP L>R
Tanaka	7B	1X	SS				
Musashi	7B	1X	SS (Push L)				

Tanaka	4P	8P	4P	8P	1	9C-B	4
Musashi	4	8	4	8	1P	7C-B	4
Tanaka	0	7P	5X	12X			
Musashi	0P-UP	7	5X-M	12X (lg)	12X (lg)		

Notated by: Amen Abdou, Alexis Adames

CM P — 3 pts

Saberist A: Claw held out + Position 1

Saberist A	Kick	4	9	5	7B	5©	Plum	1x 180	SR CC	1B
Saberist B	Drama	4P	9P Inv	5P	7B	J back	Plum S R>L	1PX 180	S R>L	1B
Saberist A	7B	1B	12	5B	7B	3	3P Inv	1	12	3X
Saberist B	7B	1B	12P	5B	7B	3P Inv	3	1P	12P	3P X

Notated by: Kristianna Jones (assisted by Victoria de Cun)

CM Q — 1 pt

Saberist A: Claw held out + Position 2

Saberist A	12 R	11@	Turn CW	9 BB	12 Px	Step side	12 push	Take Saber
Saberist B	11 @	12R	Turn CCW	9 P Inv	12 X	Fall 0	Saber down	

Notated by: GC Christopher, Tim Lynch

CM R — 3 pts

Saberist A	Blend 90 L	Lh lg 11	Lh lg P3	S+ Pull right	Step Back	Duck + Special	Flourish	3P	S+ Pull right	
Saberist B	12		3X	Pull left	Shove	10©	Retreat + Pose	3X	Pull left	Down hard
Saberist A	Special	Pose	Step back	12P	9P	Special + push	Blend 180 L	Blend 180 L	12	
Saberist B	retreat		6©	12B	9B	0	1©	0		

Notated by: Luis Meurice

CM S — Lock Spins · 2 pts

Builds a CM out of the letter “S,” flipped, incorporating a saber lock-spin where both Saberists lock blades and spin their bodies through the standoff. Telegraph: draw a line in front of you across the ground.

Notated by: Spencer Jock

See SaberStandard.org for the full notation.

CM T — unconfirmed

Saberist A		3P	9P	3P	9P		3P (behind)	S CW	9P lgX	x 12 X
Saberist B	6P	3	9	3	9X	S CW	3X	S CCW	9X	x 12P X
Saberist A	St-F	St-B (pause)	Fl-Overhead	4B	S CCW	1	8	4	10	D S CCW
Saberist B	St-F	St-B (pause)	Fl-Overhead	4B	S CCW	1P	8P	4P	10P	2©
Saberist A	Bl-3	1H (hold at bay)								
Saberist B		12©								

Notated by: Thom Timko, Mario Cubas

CM U — Kylo vs Rey · see CM 21–24 in the CM Award Chart

The Force Awakens cover fight, split into CM 21–24 in the CM Award Chart (21 & 24 Extended, 22 & 23 Advanced).

Notated by: Samantha Huddleston, Julie Failde, Ana Ma Jacome

See SaberStandard.org for the full notation.

CM V — 3 pts

Obi-Wan vs. Vader — left-handed, one-armed combat (*Kenobi* Ep. 3)

Saberist A	9B	0	10©	3B	Pause	9	Pause	5	9	Pause
Saberist B	9P + Pushback	St-B+L	D	3P + Pushback		9P		5P	9P + Pushback	
Saberist A	9		5	9x	9B	Pause	12	9		7Px
Saberist B	9P + Pushback	S CCW	5P	9Px	9P + Pushback		11P	9P + Pushback	S CW	7x
Saberist A	11x	SS>CCW	x12	Pause	12x	Guide x12 > x9	Force Push			
Saberist B	11Px	SS > CW	11P		11Px	Guide	x11P > x9P			

Notated by: Stephen Carter

CM W — Amazon Training — Wonder Woman vs. Antiope · 3 pts

Based on Wonder Woman's training battle against Antiope.

Notated by: Desso Faulkner, Anna Faulkner

See SaberStandard.org for the full notation.

Post at Chapter Meets — Rules

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

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

Safety

- Sign all waivers & check-in prior to entering.
- Do no harm. Strikes resulting in injury will be investigated & may involve participant being banned.
- Report all injuries immediately. There is a first-aid kit available and an Incident Report must be filled out.
- Avoid wearing jewelry.
- For footwear, bare feet or non-slip shoes/sneakers only.

Equipment

- Inspect all equipment & sabers prior to entering practice space.
- Turn off saber sounds.
- Malfunctioning sabers must be set aside until class break or end of class. Use a backup saber until it is an appropriate time to make a repair. See instructor for backup saber if necessary.
- Sabers must be machine-made standard such as Ultrasabers, SaberForge, Vaders Vault or any brand of quality. No Do-It-Yourself / home-made sabers are allowed.

LUMINA — Game Overview

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

Glossary

Term	Definition
SaberCraft	A system that teaches combat choreography dancing, yoga and author of the Temporal Notation system and CM-Core Index.
Lumeneer	A student of a SaberCraft school who has studied SaberCraft CMs.
Lumens	Players are called “Lumens”
Choreographed Movement (CM)	A sequence of choreographed movements assembled into a pattern, noted as “CM” followed by an identifier (e.g. CM-A).
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. In a 2-person game, the turn ends after 1 player has completed 1 exchange; a round ends when both turns are complete.
Match	A series of rounds between 2 Lumens.
Game	A collection of matches of the same type: Against the Clock or Round Based.
Game Type — Numbered Match	A series of turns between 2 opponents defined by round count (e.g. 3 rounds x 2 turns = 6 turns total).
Game Type — Against the Clock	An unlimited series of turns completed within a designated time — standard is a 2:00 minute match per Duet team.
Game Division — Friendly	A one-time game with no points granted or counted for the season.
Game Division — Competitive	The standard game whereby points accumulated by a Lumen are added to their seasonal score.
Win / Draw / Loss	Points granted for the higher, equal, or lower score in a given match.
Ranking	Overall standing taking all players into account.
Incomplete	A turn that is interrupted by the attacker missing a particular move in a CM.
Round Points	Bonus points gained for reaching a particular round in a tournament.
Tournament Points	Bonus points gained for successfully completing a tournament.
Lane	A series of matches that ascend as players are eliminated from a tournament.

Term	Definition
Set (Tournament)	A group of Lanes in a tournament.
Tournament	A day event within a season — an accumulation of matches.
Season	An accumulation of competitive Games, usually lasting 7 months based on a calendar year.

LUMINA Duets

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

Rules

- Play must be conducted in a 30x30 square arena.
- Determine how many rounds are needed to end the match: 4, 8, 12, or specify a timed match (e.g. 2-minute match with unlimited rounds).
- Each round consists of turns, which consist of exchanges.
- A turn is where 1 participant engages against the other player using 1 CM or up to 2 CMs (a PowerPlay).
- Participants switch role as attacker after each turn.
- Attacker must telegraph to Defender the incoming CM.
- CMs are pre-assigned point values in 3 categories: Simple (1 pt), Advanced (2 pts), Extended (3 pts). Styled pauses & locks count as steps; interrupting pauses nulls points for the turn.
- Team is awarded points if attacker and defender successfully complete the CM the attacker intended.
- Points are awarded to the team, not the players.
- Attackers must step forward; defenders must step backwards.
- If attacker forgets a strike or defender misses the attack, the CM is invalid and the turn switches to the defender — see Recovery.
- CMs can be played in combinations for a “Power Play” (+1 point). Attacker must combine 2 different telegraphs prior to engaging. Max 2 CMs consecutively. Power Play points go to the winner of the turn.
- Optional: weight classes may use different saber thickness — the larger the opponent, the thinner the saber.
- Striking participant incurs a penalty upon injury to partner. The worse the injury, the worse the penalty — minimum 1 point, maximum disqualification.
- Matches should be non-verbal. Recovery must be non-verbal.

Power Play Scoring Examples

- 2 Simple CMs: CM A (1) + CM H (1) + 1 Power Play = 3 total points.
- 1 Simple + 1 Advanced: CM A (1) + CM G (2) + 1 Power Play = 4 total points.
- 2 Advanced CMs: CM I (2) + CM J (2) + 1 Power Play = 5 total points.
- 1 Advanced + 1 Extended: CM J (2) + CM K (3) + 1 Power Play = 6 total points.
- 2 Extended CMs: CM E (3) + CM K (3) + 1 Power Play = 7 total points.

CM Award Chart

Category	CMs
Simple — +1 point	CM-A, CM-H, CM-Q
Advanced — +2 points	CM-B, CM-C, CM-G, CM-I, CM-J, CM-M, CM-N, CM-R, CM-S, CM 11 (RJ 1), CM 12 (RJ 2), CM 13 (RJ 3), CM 22 (KV 2), CM 23 (KV 3)
Extended — +3 points	CM-D, CM-E, CM-F, CM-K, CM-L, CM-O, CM-P, CM-V, CM-W, CM 14 (RJ 4), CM 21 (KV 1), CM 24 (KV 4)

Powerplays are always a modifier of +1. Individual LUMINA chapters may develop their own CM chart and point allocation system as long as all Lumens are familiar with the recognized CMs.

Repetitions

Single CM: repeating a single CM in consecutive rounds after the 1st instance loses 1 additional point for each repetition after the initial delivery. Single-point CMs (e.g. CM-A) drop to 0 points after the 2nd consecutive use.

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

Repeated CM combination in consecutive Powerplays nullifies any Powerplay bonus in the 2nd round and beyond while repeated, in either order. Optional: repeating a CM (alone or in a Powerplay) 3x in a row results in 0 points for the 3rd instance and beyond, until Lumens introduce a different CM or set.

- Example: Lumen 1 commits C-D (6 pts). Lumen 2 commits A-C (4 pts). Lumen 1 commits C-B — 0 points (3rd consecutive use of CM-C).
- Example: Lumen 1 commits C-D (6 pts). Lumen 2 commits A-C (4 pts). Lumen 1 commits A-B (4 pts, no CM-C used). Lumen 2 commits C-D — 6 points (CM-C allowed since the prior turn skipped it).

Repeating a CM Powerplay 2x in a row results in –1 point, unless the 1st attempt wasn't a success.

- Example: Lumen 1 commits C-D (6 pts). Lumen 2 commits C-D — 5 points.
- Example: Lumen 1 commits C-D and fails (0 pts). Lumen 2 commits C-D — 6 points.

How to Play

- Gather several participants.
- Split them into teams of 2 Lumens each.
- Roll a die or flip a coin to determine the opening team, or designate order.
- Flip a coin for opening attacker, or use another selection method.
- Specify time-based (e.g. 2-minute match, unlimited rounds) or round-based (e.g. 5 rounds = 10 exchanges).
- Begin the timer or round 1.
- Saberist A telegraphs a CM to Saberist B; both engage the turn.
- Upon successful completion, roles switch and Saberist B telegraphs a CM to Saberist A.

- Upon finishing the 2nd turn, the round is over — continue to the next round.
- Repeat until the timer or designated end round completes.
- Determine points based on CMs & Powerplay combinations.

How to win: the team with the most points wins.

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. “Bringing duets back on track” comes down to pace: both partners should work together to pick up an incomplete CM or Powerplay by continuing a consistent pace throughout. Two or more misses of a CM constitutes an Incomplete.

- If the Lumens switch offensive/defensive roles but both switch at the same time and complete the (mirrored) sequence at a consistent pace, this counts as a recovery.
- If the Lumens switch mid-CM but both switch at the same time and complete the (mirrored) sequence at a consistent pace, this counts as a recovery.

Winning the Season

- Champions become judges in the following cycle, titled “Baseline” — their score isn't tallied, but they may partner with active Lumens to give them an edge. Their partner receives the round's points; the Baseline does not.
- Per the Observances of Knight training, there is no hoarding: a Lumen who finishes 1st in a season is disqualified from the next season's participation and focuses on judging/coaching. They may serve as a Baseline in addition to judging. If they judge fewer than 75% of the following season's matches, they're disqualified from participating in the season after that.

Handicaps

A Handicap offers an advantage/disadvantage to players — for a given game, a set of CMs may be worth higher or lower points than usual, to challenge Lumens to keep every CM sharp. For example, judges might agree CM-N and CM-G are worth 5 points while CM-D and CM-E are worth 1 point for that game. Handicaps should be communicated at least 2 weeks before the next game, and apply to both game formats.

Get a Saber Class Started in Your Area

If you are new to Saber Classes and want to join others in on the fun, it has to start with you. Every grassroots class 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. The Saber Standard is what you'll learn — a Saber Class is how you'll practice it.

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

Start a Class

- If you have your own school already, simply set up a Saber Class Day where you'll show your students or the public the fundamental CMs.
- 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 an event to help get things moving along.
- 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.

Credits & Licensing

This work is assembled and edited by Alfred Smith, founder of SaberCraft and original author of the Saber Standard Duels and Duets Game Systems, with contributions from Alyssa Smith, Stephen Carter, Jorge Arenas and many others across the CM Core library. Unless otherwise credited under an individual CM, the notation throughout is Alfred Smith's.

The notation system has been published under a few names over the years — the Temporal Notation System, later the LUMINA Notation System, and now the Saber Standard Notation.

Licensing

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