

DOG BROTHERS INC. MARTIAL ARTS FIGHTERS FORM:

Dog Brothers Gathering of the Pack

August 2010

Name _____

B. Date _____ Height _____ Weight _____

Address _____

Phone _____

e-mail _____

Teacher(s), style(s), years in training _____

ASSUMPTION OF RISK/LIABILITY RELEASE: Stickfighting is dangerous. Injuries will happen. Be friends at the end of the day. This means our goal is that no one should spend the night in the hospital and that everyone should leave with the IQ with which they came. No suing no one for no reason for nothing no how no way! Also, please note that we are a corporation, so you cannot sue us personally anyway. **PROTECT YOURSELF AT ALL TIMES. YOU ALONE ARE RESPONSIBLE FOR YOU.** If you cannot do it in this spirit, you should just watch. All copyright (video etc.) belongs to DBIMA, i.e. we can use your fight etc. in our videos and otherwise.

I agree to these conditions upon my participation.

Please sign here _____

While we are proud of our safety record, due in great part to the respect shown by you the fighters to "the code" of "Be friends at the end of the day", there are a few things to which we would like to draw your attention: Especially if this is your first time fighting at a "Gathering of the Pack".

We suggest that you come with someone who can drive you home in case you don't feel up to it, that your medical insurance be paid up, and that you be in good physical health and condition.

Some words about the fighters code: One of the values implied in the "No judges, no referees, no trophies" is one of neutrality in terms of styles and personalities - in other words, no bragging. To fight this way we must depend on the fighters themselves must pull shots that would put people in the hospital or reduce their IQ. In the maelstrom of a Real Contact Stickfight, this is an amazing thing. And this amazing thing will be harder to do if one thinks that to not put someone away might mean that later they would be barking.

In a similar vein, when going for a lock, avoid reckless efforts that will damage your opponent's joint. Be particularly aware of this with locks such as the one known as the "heel hock". This is a very dangerous lock because BY THE TIME PAIN IS FELT, DAMAGE IS ALREADY DONE. Those experienced in leg locks in general and these locks in particular should know that many people lack experience with these locks and lack understanding of the need to tap BEFORE pain. Our "Gatherings of the Pack" are **not** pit fights, the spirit is tribal and of not damaging other members of the tribe. By all means go for these locks, but if you have such a hold you should tell your opponent the stickfighting equivalent of a chessplayer saying "check"! In shootfighting they say "catch"! meaning they have caught hold of the limb, will be applying the lock and you are on notice to yield or get hurt. Anything else of similar effect will do: "Yield"! or "I've got it"! or "You should tap"! Instant release upon submission I vital.

We anticipate each fight being 2 minutes (some are allowed to go longer) and encourage you to think of fighting several fights. TAKE INITIATIVE!! Invite someone to have a go at it AND GET READY IN ADVANCE. Don't sit there like a girl waiting to be asked to dance!

You have our respect, as all other fighters should have yours. We wish you a day to remember. We wish you a day of Growth. "Higher Consciousness through Harder Contact".

"The Council of Elders"