

**NEWS RELEASE: PLEASE NOTE DATE CHANGE**

***"The California Combat Sports Triple-Challenge"***

*and the*

***"The 2010 HMAIS Hall of Fame Awards Banquet"  
and "Masters Seminars"***

*Presented by*

***Grandmaster Jody Perry***

*&*

***The Hawaii Martial Arts International Society***

**JUNE 24, 25, 26, 2011**

**Peter M. Callinan Sports and Fitness center  
Rohnert Park, Calif. 94928**

(One hour away from the San Francisco Bay area and 20 minutes from Charles Schulz  
(Sonoma County) Airport in the beautiful Northern California Wine Country .

**Although it is not required to compete in all (3) styles, each participant will have the opportunity to do so if they choose.**

**The (3) styles are as follows:**

- \* Stand-up continues sparring**      **Using Modified Continues Sparring Rules**  
Teens: Two (1) minute Rounds (30) sec. rest  
Adults: Two (90) sec. Rounds (1) minute rest
  
- \* Jacket / Gi Grappling**                      **Using Modified Sambo/Judo /Jujitsu Rules**  
Teens: Two (1) minute Rounds (30) sec. rest  
Adults: Two (90) sec. Rounds (1) minute rest
  
- \* Folkstyle Wrestling**                      **Using Modified Folkstyle Wrestling Rules**  
Teens: Two (1) minute Rounds (30) sec. rest  
Adults: Two (90) sec. Rounds (1) minute rest

**NOTE: Proper attire must be worn for each style.**

**NOTE: Modifications of the different styles are to insure the maximum safety of athletes.**

**\*\* This event is an exhibition of "Skill, Technique and "Endurance".**

**\*\* This challenge will give the competitors the opportunity to compete in more than one style in a single day.**

**\*\* This event will provide the "True" combined martial artist a stage to demonstrate their skills in different arenas of combat.**

## Example of permitted attire:

**Example: Stand-up continues sparring will require: Head gear, mouth guard, cup, shin-guards / foot-guard that covers toes, chest-guard and 16oz. boxing gloves.**

**(A few pairs of gloves will be available to use for those that do not have their own gloves.)**

**Example: Jacket Fighting, must wear Gi top, quarter length sleeve, half sleeve, or full length sleeve....Pants or shorts participants choice.**

**Example: Folkstyle Wrestling: Wrestling singlet, shorts & T-shirt, or grappling pants. T-shirt or shirt not required. Rash-guards O.K.. Shoes optional.**

## Tournament format:

### Three Style Exhibition Competition

- \* The tournament will be run in a Round-Robin format on three/four mats.
- \* Two-plus rounds of each Style will be conducted before moving to the next style. (However, if one or more weight classes are extremely larger than most, more rounds of the styles may be conducted to accommodate the particular weight classes.
- \* In each style there will be a double elimination – two loses and you are out.
- \*\* *NOTE: IF YOU ARE COMPETING IN MORE THEN ONE COMPETITION STYLE you are allowed to loose two times in each style before being eliminated in THAT STYLE OF COMPETITION. Elimination in one style does not stop you from moving to the next competition style.*

**Example: (2+) Rounds of Stand-up Fighting - All weight classes to completion of Round-Robin and the first, second and third place winner has been determined.**

**Example: (2+) Rounds of Jacket Fighting - All weight classes to completion of Round-Robin and the first, second and third place winner has been determined.**

**Example: (2+) Rounds of Freestyle Wrestling - All weight classes to completion of Round-Robin and the first, second and third place winner has been determined.**

**OVERALL POINTS FROM ALL THREE STYLES  
WILL DETERMINE  
GRANDCHAMPIONS OF THIS (3) STYLE EXHIBITION  
COMPETITION**

**Note: You must compete in all (3) styles in order to qualify for  
Grand Champion Award.**

**Points in all styles for win are as follows:**

**1<sup>st</sup> place = 10 pts.**

**2<sup>nd</sup> place = 5 pts.**

**3<sup>rd</sup> place = 2 pts.**

**Team points will be the accumulation of points awarded to team  
members for 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> place winnings.**

**NOTE: You must have at least (5) competitors to be a team.**

**Weight Classes are as follows**

**Weight Divisions**

<b><u>Kilos</u></b>		<b><u>Pounds</u></b>
Under 62	<b>Teen Boys 16 – 17 yrs</b>	Under 136
62 – 67		136 - 149
68 – 74		150 - 164
75 – 82		165 - 182
83 and over		183 and over

---

<b><u>Kilos</u></b>		<b><u>Pounds</u></b>
Under 46	<b>Teen Girls 16 – 17 yrs</b>	Under 101
46 – 51		101 - 113
52 – 57		114 - 127
58 – 63		128 - 140
64 and over		141 and over

---

<b><u>Kilos</u></b>		<b><u>Pounds</u></b>
Under 62	<b>Adult Men 18 yrs. and Older</b>	Under 136
62 – 67		136 - 149
68 – 74		150 - 164
75 – 82		165 - 182
83 - 90		183 – 200
91 – 100		201 - 220
100.5 – 109		221 - 240
109.5 ++		241 and over

---

<b><u>Kilos</u></b>		<b><u>Pounds</u></b>
Under 53	<b>Adult Women 18 yrs and Older</b>	Under 117
53 – 57		117 - 127
58 – 63		128 - 140
64 – 69		141 - 153
70 and over		154 and over

---

**Master Division**

***30 yrs. to 35 yrs. young weight classes TBD***

***36 yrs. to 40 yrs. young weight classes TBD***

***41 yrs. to 45 yrs. young weight classes TBD***

**\*\*\* Weigh-ins will be held, Friday Night May 6, 2011 \*\*\*  
and Saturday morning May 7, 2011**

**Time of weigh-ins to be announced at a later date..**

**Awards given for each style:**

**1<sup>st</sup> Place Winner will receive a Medal/Ribbon**

**2<sup>nd</sup> Place Winner will receive a Medal/Ribbon**

**3<sup>rd</sup> Place Winner will receive a Medal/Ribbon**

**Three Style Champion Awards Plaque**

**Wining Teams will receive a Team Plaque:**

**1<sup>st</sup> , 2<sup>nd</sup> & 3<sup>rd</sup>**

***Entry Fee for participants is: \$40.00 pre-registration - Single Event***  
**\$45.00 at the door**

***Regardless of pre-reg.***      **\$20.00 second Event**  
**\$10.00 third Event**

***Team entry fee: pre-registration: \$35.00 per participant***  
**\$40.00 per participant at the door**

***Regardless of pre-reg.***      **\$10.00 second Event**  
**\$10.00 third Event**

**Remember: You must have at least (5) competitors to be a team.**

**Spectator Entry Fee: TBD**

## Controlled-Contact Continuous Sparring Rules

**We reserve the right to disqualify competitors for violations of any rule.**

### **Mandatory Equipment**

- Protective headgear - must cover the back, forehead, and sides of the head.
- Groin protector
- 16oz boxing gloves (Adults) with teens wearing a minimum of 14oz gloves
- Mouthpiece
- Footgear and shin pads (Footgear must cover top of foot.)
- Chest-guard

**NO MMA gloves**

### **NOTE:**

For participant safety, referees will scrutinize all equipment. Unsafe equipment will not be allowed.

### **Scoring/Time Limit**

- **Teens: Two (1) minute Rounds (30) sec. rest**
- **Adults: Two (90) sec. Rounds (1) minute rest**
- Judges will stop matches for warnings, safety concerns, falls, or discretion of judges.
- At the end of the round, the referee will call for the judges' score. The winner will be determined by score of the judges. Additional 30 second rounds for ties.
- Competitors will be judged for clean scoring techniques that strike the body and the head of their opponent during each match.

### **Legal Targets & Techniques**

1. Front of Body (below neck & above waist)
2. Legs (outside thigh & calf)
3. Sweeps to the front leg to disrupt the balance of the opponent ((mid-calf or below)
4. Punches and kicks to the head using straight, hooking, upward and downward techniques.
5. Foot and hand strikes to the body Above the waist/belt line are allowed.
6. No strikes to joints, groin and spine area.
7. Shin and foot pads that cover the toes are MANDATORY for all divisions..
8. Headgear is MANDATORY. **Moderate Touch Contact only.**
9. Foot and hand strikes to the entire body except joints, groin and spine area are allowed.
10. Chest/Body Pads and Shin Pads are MANDATORY in Junior divisions.
11. Knees to the body only are allowed in Adult divisions. No knees to the legs or face are allowed. Only temporary clinching is allowed but their must be action or the fighters will be asked to break. (approx. time of clinch is 3 to 5 seconds)

## **(Continuous Sparring Rules.. continued)**

**Moderate Touch Contact** Moderate touch means slight penetration or slight target movement. Moderate contact can be made to all legal target areas. Moderate touch means slight penetration or slight target movement. Moderate contact can be made to all legal target areas. (Must make contact to score)

**Disqualification** Requires a majority vote by all officials, unless it is an automatic disqualification. If in the majority opinion of the officials it is considered that the competitors are not making an obvious attempt to fight in the true spirit of competition both competitors will be warned and if it continues will be disqualified.

## **Illegal Targets & Techniques**

- No strikes to neck, groin, back, spine, knees, or shins.
- No throws/wrestling, takedowns, biting, headlocks, holding, head butting, scratching,
- No sweeps to back leg.
- You can not grab the leg of the opponent and punch them
- You can not spike (drive your opponent to the floor)

## **Excessive Force, Warnings, and Disqualification**

**Excessive Force:** Force that a reasonable person would consider unrestrained, uncontrolled, unrestricted or reasonably exceeding the safety limits. Force causing the head to snap backwards will be considered one example of “excessive force”.

- **At the discretion of judges** & following the scoring, participants may be disqualified for abusive language, disrespectful behavior, and/or malicious behavior

### **- Participants may receive warnings for:**

- Leaving the ring excessively.
- Excessive force
- Conduct
- Use of illegal techniques or targets.
- 3 warnings will result in automatic disqualification.
- Bleeding or any injury caused by an illegal technique or “excessive force” will result in automatic disqualification.

## **Forfeiture of Match**

Competitors shall forfeit matches if they do not continue for the following reasons:

- An illness or injury NOT caused by his or her opponent.
- An injury NOT considered a result of “excessive force”.
- Competitors who are NOT present or ready to compete at the time of their match.

## (Continuous Sparring Rules.. continued)

### Referee & Judges

- Each ring will have (1) Referee to control & coordinate the matches and (2) Judges for scoring. The Referee and the Judges together will decide winner of matches.
- Judges may stop a match at their discretion; however control & coordination of the ring should be considered the responsibility of the Referee.
- Warnings or disqualifications MUST be determined by a unanimous vote between the Referee and Judges.

### Ring Procedure

After the competitor has been checked, he/she will wait for the referee to indicate for the competitors to bow (to the referee first). On the command of the referee, the competitors will bow to each other and after assuming ready position, wait for the command, "Fight" from the referee.

**NOTE: This procedure is reversed at the end of the bout. i.e. on the command of the referee the competitors bow to each other and then bow to the Referee.**

Prior to the referee starting the bout he/she checks that the judges and the timekeeper are ready to commence.

**NOTE: The Referee checks the readiness of the other judges before starting.**

During a bout, the timekeeper does not suspend the time when the referee calls "Stop". However, the referee or another official may specifically call for time to be suspended in certain circumstances e.g. due to injury or equipment replacement. Time recording is resumed on the command "Fight".

**NOTE: Under normal circumstances only the referee may ask time to be stopped. However, the judges may call for time to be stopped if they observe an injury or other incident likely to cause a discontinuity of the time and the referee has not signaled the timekeeper to suspend time.**

### Coaches

- During a match only One (2) coach per competitor and/or team may be present on the floor/ring.
- Coaches must stay in the allotted area.
- Coaches may appeal, protest or ask questions of the Referee. The Referee is responsible for resolving issues in the ring. The Referee may call the assistance of an Arbiter. The Arbiter will only intervene in order to assist the Referee or make decisions when the Referee cannot do so.
- Coaches may not interfere with the referees conducting of the match or the progress of the tournament. Competitors may be disqualified for inappropriate behavior of Coaches.

## Jacket / Gi Grappling Rules

### **Competitors Attire:**

- No V-neck uniforms allowed All competitors must wear a clean and odor free Karate, Judo, or Jujitsu style Gi
- The jacket shall be long enough to cover the hips. The jacket sleeves must be loose enough to grip and come to within 5 cm. of the wrist bone with the competitors arms extended.
- Pants or shorts may be worn. (No Speedo's).
- If the jacket or pants become torn during the match the competitor will have 5 minutes to replace said garment.
- Female competitors must wear a T-shirt, Rash guard, or sports bra under the Gi.

### **Starting Position:**

Athletes will start in the standing position.

### **Scoring**

#### **Takedowns and Throws**

Points are awarded when the competitor offensively forces his opponent to the mat from the standing position. Points are awarded as follows:

- 3 points for a full throw or sweep that takes both opponents feet from mat
- 2 points for a half-throw or sweep that causes 1 foot of opponent to leave mat
- 1 point for any other takedown
- \* Ippon wins match (Thrower must remain on both feet - throwing opponent to his/her back).

**(Note: jumping up and wrapping legs around opponent to bring him/her to your guard is not considered offensive takedown, and no points will be awarded)**

### **Ground fighting**

**Any submission (tap-out by competitor) ends the match with a winner.**

**Top Mount Position 3points** - Points are awarded when the competitor is on top of his opponent, straddling him with both knees and feet on the mat, maintaining control of his opponent, maintaining that position for at least 3 seconds.

**Rear Mount Position 3points** - Points are awarded when the competitor has control of his opponent from behind, with hooks in (heels between opponent's legs) maintaining that position for at least 3 seconds.

**Kesa gatame, Kesuri Gatame 3 points** - Points are awarded when the competitor has control of his opponent from the side by holding his head and one arm, or by holding or controlling both arms, maintaining that position for at least 3 seconds. After points are given competitor must change to better his/her position.

## **(Jacket Fighting Rules.. continued)**

**North south or kami shiho gatame, or Variations 3 points** - Points are awarded when the competitor has control of his opponent while keeping his head in his opponents stomach and laying on top, maintaining that position for at least 3 seconds.

**Yoko shiho gatame or Side mount or cross body hold 3 points** - Points are awarded when the competitor has control of his opponent from the side keeping one shoulder pinned to the mat with no leg entanglements, maintaining that position for at least 3 seconds.

**Reversals 2 points** - Also called a sweep, flip, etc. Points are awarded when the competitor sweeps or flips his opponent, using his legs or arms reversing his own position from bottom to top and maintaining that position for 3 seconds. If an athlete is mounted and his opponent bridges or rolls up to a knelling position that is a reversal. Even if he/she is still in the guard.

### **Passing The Guard 2 points**

When the opponent is on her back, controlling the competitor with her legs around or in between the waist (guard position), the competitor passes the legs to attain the cross side position, maintaining complete control on top, maintaining that position for at least 3 seconds.

### **Personal Hygiene:**

Referee judgment for safety of competitors. Finger and toenails must be short. Athletes may not wear glasses (must wear contacts at their own risk). All jewelry and body piercing should be removed, or anything that can injure or endanger themselves or the opponent.

### **Fouls**

Fouls will result in disqualification. Fouls will be given for any of the following infractions (If sever enough, the ref may disqualify the athlete at that time).

1. No striking at all.
2. No excessive or dangerous throws or throws that use the neck. (No front to back suplex. allowed).
3. No small joint manipulation, i.e. fingers and toes. Wristlocks are allowed.
4. No heel hooks, foot cranks. **No twisting leg attacks are allowed!**
5. No butting with the head, eye gouging of any kind, fish hooking, or finger chokes
6. No groin attacks of any kind.
7. No throat strikes of any kind, including, without limitation, grabbing the trachea.
8. No clawing, pinching or twisting the flesh or grabbing the clavicle.
9. No timidity, including, without limitation, avoiding contact with an opponent, faking an injury.
10. No interference by the corner. (Physical interference or verbal abuse directed towards the referee or the other fighter or coach).
11. Disregarding the center referee's commands
12. No Axe-kicks or spin-back heel kicks are allowed.

## **(Jacket Fighting Rules.. continued)**

### **Grounds for automatic disqualification**

1. Engaging in an unsportsmanlike conduct that causes an injury to an
2. Opponent, or is considered disrespectful (i.e. spitting at an opponent).
3. Using abusive language, yelling at a ref or another opponent, or
4. Displaying a general lack of control in attitude, words, or deeds.
5. Flagrantly disregarding the instructions of the referee.
6. To apply any technique that, in the referee's opinion, is a deliberate attempt to injure the other competitor.

### **Forfeiture and injury**

1. Any competitor that fails to appear for his or her match within three minutes after the match start time will forfeit said match.
2. Any competitor that withdrawals from competition during the match will forfeit that match.
3. If the tournament doctor or medical personnel declares that a competitor must withdraw from a match, he or she must also withdraw from the rest of the competition.
4. When the cause of the injury is attributed to the injured contestant, the injured contestant shall lose the match.
5. When the cause of injury is attributed to the uninjured contestant, the uninjured contestant shall lose the match.
6. When it is impossible to attribute the cause of the injury to either contestant, the uninjured contestant shall win the match.
7. The tournament doctor or medical personnel will decide whether the injured contested may continue or not.
8. In every case when a match is stopped because of injury to one or both contestants, the center referee may permit a maximum of five minutes to be given to the injured contestant for rest. The total rest time for each match shall be no more than five minutes.

## Folk-style Wrestling Rules

The objective of Folkstyle wrestling is to pin your opponent's shoulders to the mat for 2 seconds. The winner is the wrestler with the most points at the end of the match.. **(Note: The only modification will be that a pin will not end the match. A pin will be awarded 4 points; the match will be stopped and then started again to continue to end of time.)**

### MATCH SCORING

#### Abbreviation Points

#### **Takedown**

**T**  
**2**

From a natural (standing) position, a wrestler gains control over opponent down on the mat, while the supporting parts of either wrestler are inbounds.  
Common takedowns include single legs, double legs, shrugs, duck-unders, fireman's carries, high crotches, arm drags, headlocks, and bodylocks.

#### **Escape**

**E**  
**1**

When a defensive / controlled (bottom) wrestler gains a neutral position and opponent has lost control, while at least one wrestler is inbounds.  
Common escapes include stand ups and sit outs.

#### **Reversal**

**R**  
**2**

When the defensive / controlled (bottom) wrestler gains control of opponent, either on the mat or in a rear standing position, while the supporting points of either wrestler are inbounds.  
Common reversals include switches, rolls, and hip heists.

## **Near Fall**

(a.k.a. back points)

A near fall criteria exists when the offensive wrestler:

- holds any part of both shoulders of the defensive wrestler within four inches of the mat;
- holds one shoulder of the defensive wrestler to the mat with the other shoulder held at an angle of 45 degrees or less; or
- holds the defensive wrestler in a high bridge or on both elbows exposing his back to the mat.

### **NF2**

**2**

If a near fall criteria is met for two continuous seconds, 2 points are awarded when the defensive wrestler is out of the predicament.

### **NF3**

**3**

If a near fall criteria is met for five continuous seconds, a 3 point near fall is awarded when the defensive wrestler is out of the near fall situation.

### **NF4**

**4**

Match is stopped to ensure safety of bottom wrestler. It usually occurs when bottom wrestler appears to be hurt or in pain.

Fall (a.k.a. Pin)

### **F**

**n/a**

When the offensive wrestler holds opponent's shoulders in contact with the mat for a full two-second count.

Common pinning combinations include half nelsons, three quarter nelsons, arm bars, cradles, and legs (e.g., double leg grapevine & guillotine).

## **Penalty**

### **P**

**1 or 2**

A wrestler is awarded point(s) for technical violations or infractions of the rules committed by his opponent. These points are awarded according to the penalty chart.

**(Please see penalty chart)**

### PENALTY CHART

Infraction	Warning	First	Second	Third	Fourth
Illegal Holds	No	1 point	1 point	2 points	Disqualification
Unnecessary Roughness	No	1 point	1 point	2 points	Disqualification
Unsportsmanlike conduct	No	1 point	1 point	2 points	Disqualification
Stalling	Yes	1 point	1 point	2 points	Disqualification
Technical Violations	No	1 point	1 point	2 points	Disqualification

Technical violations include avoiding wrestling by leaving the mat, grabbing clothing or headgear, incorrect starting position, locked hands.

(A wrestler can lock hands around his opponent's body or legs only in pinning combinations, takedown situations, or when opponent is standing on both feet.)

Technical violations for false start or incorrect starting position are 1 point penalty for each infraction following two cautions. This infraction does not count toward disqualification.

Unsportsmanlike conduct - No warning, deduct 1 team point for first offense. On 2nd penalty deduct 1 team point, disqualify, and remove from premises. Includes coaches and non-participants.

Flagrant Misconduct - No Warning. Disqualify and deduct 2 team points. Remove from premises. Includes contestants, coaches, and non-participants.

## [Rohnert Park CA Hotels](#)

[www.priceline.com](http://www.priceline.com) Save up to 50% off **Hotels in Rohnert Park CA** at Priceline.com.

**Good Nite Inn** offers affordable and comfortable *hotels* throughout *California*. ...

Redwood City, *Rohnert Park*, Sacramento, Salinas, San Diego Sea World ...

[www.goodnite.com/](http://www.goodnite.com/)

## [Best Western Inn, Rohnert Park California](#)

Other *hotel* amenities include a complimentary breakfast, heated outdoor pool, indoor spa and an on-site restaurant. Pets are welcome at this *Rohnert Park* ...

[bestwesterncalifornia.com/hotels/best-western-inn-rohnert-park](http://bestwesterncalifornia.com/hotels/best-western-inn-rohnert-park) -

## [DoubleTree Hotel Sonoma Wine Country](#)

Visit DoubleTree *Hotel* Sonoma County for golf, recreation and wine tasting. ... *Rohnert Park, CA* 94928. ©2009 DoubleTree *Hotel*, all rights reserved | Hilton ...

[www.dtsonoma.com/](http://www.dtsonoma.com/)

## [Motel 6 Rohnert Park Hotel - Rohnert Park, CA - Motels & Hotels](#)

44 sec - Nov 13, 2009

US 101/Redwood Highway at *Rohnert Park* Expressway *Rohnert Park, CA*, 94928 ...

Welcome to Motel 6 *Rohnert Park* in *Rohnert Park* ...

[www.motel6.com/reservations/motel\\_detail.asp?](http://www.motel6.com/reservations/motel_detail.asp?)

## [Sonoma Hotels in Wine Country - Doubletree Hotel Sonoma Wine Country](#)

Our *Rohnert Park, CA* *hotel* is just an hour away from the San Francisco Bay area and 20 minutes from Charles Schulz (Sonoma County) Airport. ...

[doubletree1.hilton.com/](http://doubletree1.hilton.com/)

## [Rohnert Park Hotels and B&Bs: Read Rohnert Park Hotel Reviews and ...](#)

November 4, 2010: *Rohnert Park Hotels* and B&Bs: Read traveler reviews and see photos for 8 *hotels* and B&Bs in *Rohnert Park, California*.

[www.tripadvisor.com/Hotels-g32982-Rohnert\\_Park\\_Sonoma\\_County\\_California-Hotels.html](http://www.tripadvisor.com/Hotels-g32982-Rohnert_Park_Sonoma_County_California-Hotels.html)

## [Rohnert Park Hotels, Motels - California CA - Rohnert Park Hotel ...](#)

Compare discount rates for *Rohnert Park hotels* and nearby *California CA hotels* and motels. Plus *Rohnert Park hotel* reviews, NO booking fees, ...

[hotelguides.com/california/rohnert-park-ca-hotels.html](http://hotelguides.com/california/rohnert-park-ca-hotels.html) -

**NOTE: WE ARE WORKING ON HOTEL DISCOUNTS FOR THIS EVENT  
PLEASE CHECK BACK AS THE EVENT GETS CLOSER**

## Transportation

### [Sonoma County Airport Express, Inc.—Serving Santa Rosa, Rohnert ...](#)

Scheduled *airport* bus service between *San Francisco* International Airport and Petaluma, Rohnert Park, and *Santa Rosa, California*. ... *Bus Transportation, Santa Rosa Airport, San Francisco Airport, SFO, Santa Rosa Bus Service, SFO Bus, ...*  
[www.airportexpressinc.com/](http://www.airportexpressinc.com/)

### [Santa Rosa, CA Limousine, Shuttle, Taxi and Medical Transport ...](#)

Looking for *transportation* services in *Santa Rosa, CA*? .... *Airport Transportation, Corporate Road Shows, Napa Sonoma Wine Tour, San ...* Welcome to Apex Chauffeured Limousine *Transportation* located in *San Francisco* and Bay Area! ...  
[www.goservices.com](http://www.goservices.com) ›

### [Pages similar to www.airportexpressinc.com](#)

[Marin Airporter](#) - Marin Airporter offers scheduled service ... - [marinairporter.com](http://marinairporter.com)

[Charles M. Schulz Sonoma County Airport](#) - Welcome to the ... - [sonomacountyairport.org](http://sonomacountyairport.org)

[Shuttle California](#) - SHUTTLE CALIFORNIA offers AIRPORT ... - [shuttlecalifornia.com](http://shuttlecalifornia.com)

[Sonoma County Transit](#) - Sonoma County Transit offers connections to ... - [sctransit.com](http://sctransit.com)

***NOTE: WE ARE WORKING ON TRANSPORTATION DISCOUNTS FOR THIS EVENT PLEASE CHECK BACK AS THE EVENT GETS CLOSER.***

**For more Information Contact: [Grandmaster Jody Perry @ \(707\) 217-9720](#)**

**Or e-mail: [professorperry@yahoo.com](mailto:professorperry@yahoo.com)**

**Also please visit our websites: [perrysfullcircle.com](http://perrysfullcircle.com)  
and  
[Hmaisociety.org](http://Hmaisociety.org)**