

## **New Intelligent Body Armour to Re-Ignite Weapons-Based Martial Arts Combat**

The development of highly advanced, intelligent body armour that can withstand kill shots from some of the world's best fighters will soon make full-contact, weapons-based martial arts combat a reality.

The armour and supporting technology have been developed by Chiron Global, an Australian-based company that has spent the past four years developing, building and patenting the technology solution. The solution features in-built sensors, and sophisticated software, that can calculate and display the actual damage a strike would have caused to the body if it was unprotected, in real-time.

A team of highly experienced engineers, technology experts and product designers, including an armour manufacturer who worked on films including *'The Lord of the Rings'* and *'The Hobbit'* designed and built the intelligent armour which provides martial artists with high levels of protection from weapon strikes. The armour has already been tested by a number of highly respected martial arts experts including "The Arch Angel", Sone Vannathy, World Muay Thai Champion.

"Going up against a competitor wearing the armour, I can strike them to the best of my ability without fear of causing serious injury. The experience is unlike any other, but it still feels good to hit," says Vannathy.

Of the 303 martial arts systems practised around the world, 96 are weapons-based or include a significant level of weapons training in their advanced curriculum. The technology will pave the way for a new global sport, Unified Weapons Master® (UWM®), that pits the world's best weapons martial artists against each other.

"UWM's vision is to create a large-scale sport and entertainment experience where martial artists can compete against each other with real weapons, with an objective measure of who would have won in a real combat situation. This is something that has not been possible since the days of the Gladiator," said David Pysden, UWM CEO and experienced martial artist.

"We believe this new sport has the potential to generate similar levels of interest as MMA by unifying the weapons-based martial arts community. UWM will take a wide variety of ancient arts from around the world and bring them together for the first time ever, using modern technology," says Pysden.

UWM Chairman, Justin Forsell, holds instructor level qualifications in multiple martial arts and has been practising various forms for over 30 years. He was inspired to develop UWM through a desire to re-ignite interest in the many hidden and unknown weapons arts, many of which are at risk of being lost forever.

"UWM is the creation of a new global combat sport that combines thousands of years of history with cutting-edge technology to create a unique martial arts experience. The arts that

UWM will showcase have been passed down from Master to student for generations and are closely linked to the national cultures, histories and identities of these countries. Our vision is to bring these ancient weapons arts to the global stage.”

“World champions across different martial arts disciplines will be able to square off against each other to definitively say who is the greatest weapons master of all. We want to take UWM all over the world, so as many people as possible can experience the thrill and excitement of real, weapons-based martial arts first hand,” said Forsell.

UWM intends to begin its first live events later this year. Fans wanting access to UWM event tickets can sign up to a UWM Gladiator membership via the [website](#). Members will receive a number of benefits including advanced access to exclusive behind the scenes content and information; priority access to tickets for UWM live events; exclusive access to membership only events; limited edition merchandise; and the opportunity to participate in forums that will help shape UWM’s future direction.

### **Armour and Technology**

The UWM armour features state-of-the-art technology that objectively measures the specific location and force of strikes to a competitor’s suit of armour. Using medical research (including fracture profiling), software calculates and represents the actual damage that would have occurred to an unprotected competitor. It then processes a result much like a video game, but based on real, full-contact martial arts weapons combat, all in real-time. The armour has been designed to withstand high-impact strikes from real (but blunt) martial arts weapons.

Computer Generated Imagery (CGI) can also be incorporated to represent what really would have happened had the fighters not been wearing armour, or had bladed weapons been used. CGI can enhance the entertainment experience further by depicting fighters as samurai, gladiators, or characters from a popular movie, but in real combat.

### **Scoring system**

Damage caused by strikes accumulates until a competitor is virtually ‘knocked out’ or ‘killed’, with a strike or a series of strikes of sufficient force to render an unprotected competitor incapacitated. Competitors can have multiple ‘lives’, just like in a video game, in order to prolong the duration of the bouts. When a competitor is virtually incapacitated or killed, a referee will step in giving a ‘standing 8 count’ and a life is deducted from their score; the fight then recommences. The winner can also be determined based on points but with an objective measure of the scoring using real-time impact data from the fight.

For more information about UWM visit [www.uwm.tv](http://www.uwm.tv) or follow UWM on [Facebook](#).

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