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(54) **CRUCIBLE: MULTI PARTICIPANT BOXING MATCH**

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(57) **ABSTRACT**

The art of boxing has become stagnated. Again the only thing new is a team concept of several fighters on a team with each fighting short 3-5 round matches with the winner of the best 3 out of five winning the contest. Actually this may be new to professional boxing, but over twenty years ago while a cadet at the United States Military Academy at West Point, I participated in such team matches in our intramural league?

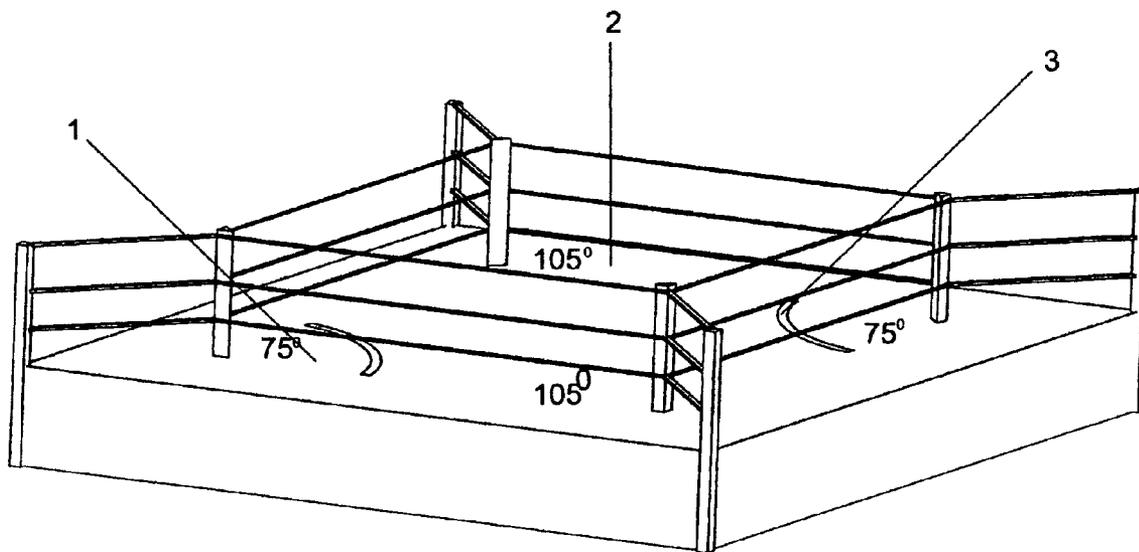
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The introduction of the new "Rhombus Ring" and "Crucible" format is light years ahead of anything that has ever been conceived in the sport of boxing and will undoubtedly revolutionize the sport.

**Related U.S. Application Data**

(60) Provisional application No. 60/961,474, filed on Jul. 20, 2007.



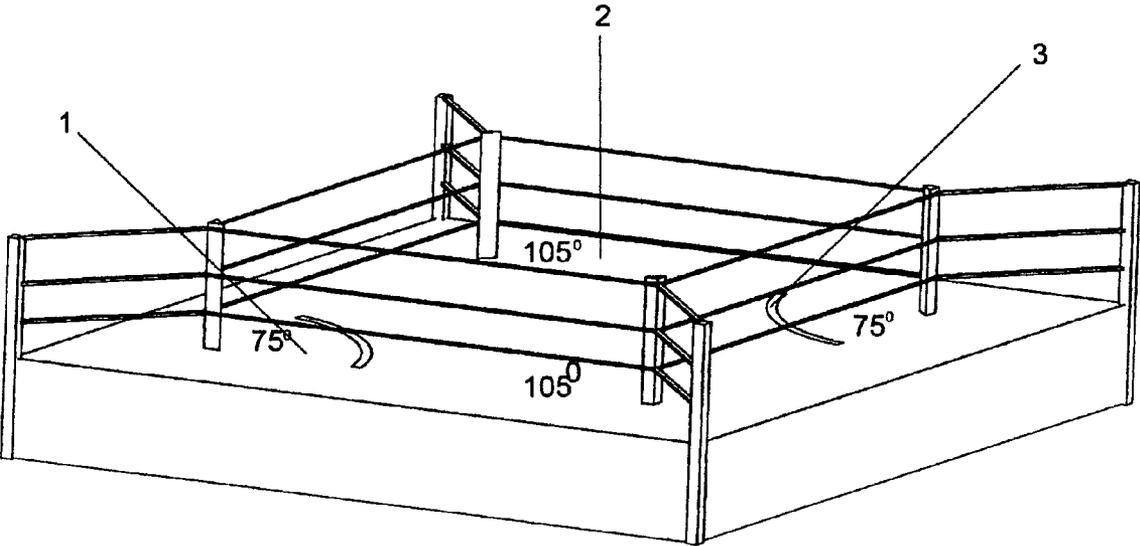


FIGURE 1

**CRUCIBLE: MULTI PARTICIPANT BOXING MATCH**

**BACKGROUND OF THE INVENTION**

[0001] This invention pertains to the sport of boxing. Boxing as we know it today is considered a troubled and corrupt sport and has not had consistent success compared to other major sports in the USA, or the World. There have been some improvements recently and teams have been formed, but they only fight several rounds which are separate matches. However, traditional matches are surrounded by events or big fights consisting of between 10-15 rounds with several undercards. Perhaps the worst part of an event is that it could end in 3 minutes with a knockout leaving fans unfulfilled. Still the matches themselves are the same, nothing new has been added. Boxers in the sport today earn money mainly through matches, ie, they or not contracted athletes like professional football, baseball, and basketball players who draw an annual salary. Nothing new has been added in a hundred years! Moreover, the match concept with multiple weight classes participating in a single match has never been introduced; except for in my text titled, "The National Team Boxing League", copyright 2007.

**BRIEF SUMMARY OF THE INVENTION**

[0002] This invention establishes a new boxing match conceptual format and ring that allows boxers of multiple weight classes to box against each other in the traditional 12 rounds in one match. Like most other sports the coaches will decide the order of fighters and the longevity of their participation. Each 3 minute round a fighter wins would earn his/her team 1 point no matter how many punches are thrown except if it is a TKO, Knockout, or Perfect. In the case of a TKO, Knockout, or Perfect an extra point would be earned. There will be a coin toss to established right of choice like in football. Also, there will be a half time after six rounds. Likewise, coaches will be able to make substitutions. Finally, all matches will be decided by a Crucible—an intense final 5 minute round that decides the outcome of the fight.

**BRIEF DESCRIPTION OF DRAWING**

[0003] FIG. 1 represents a 3-D side view of the invention.

**DETAILED DESCRIPTION OF DRAWING**

[0004] FIG. 1 represents a new boxing ring in a rhombus shape that is standard in length and width (from between 10 feet and 20 feet); however, the rhombus shape makes 1) one set of opposite corners/angles degrees 75 degrees and the other set of opposite 2) corners/angles 105 degrees. The penalized fighter stands in the 75 degree corner. The non-penalized fighter stands behind the curved line 3) which is 3 feet from the corner opposite the 75 degree angle.

**DETAILED DESCRIPTION OF THE INVENTION**

[0005] Each Crucible Multi Participant Boxing Match will be organized around a league format of with several teams participating in cities in the USA.

[0006] 1. Each team will consist of five basic weight classes with between 8-12 fighters per team who receive annual compensation and yearly pre-competition training. The weight classes will be lightweight, welterweight, middle-

weight, light heavyweight, and heavy-weight. Boxers can be either gender, but must be at least 18 years of age.

[0007] 2. The official season will be from June-to-August with the matchplay championship in September, culminating with the "World Match" Championship Fight.

[0008] 3. Each match will be based on twelve 3 minute round bout system with all, or several weight classes participating.

[0009] 4. The matches will began with the Head Coaches squaring off in the center ring for a coin toss. The winner of the coin toss will decide the order of combat for the 1<sup>st</sup> half, or 1st 6 rounds. The loser of the coin toss will decide the order for the 2<sup>nd</sup> half, or remaining 6 rounds.

[0010] 5. A coach can have one boxer fight all 6 rounds or he can mix it up any way he/she chooses. Example: a coach can order his welterweight to fight 2 rounds, and then his heavyweight to fight the remaining 4 rounds. Or, the coach can have each of his 5 weight classes fight a round each, and then choose either one of them to fight the 6<sup>th</sup> and final round of the 1<sup>st</sup> half. The second round begins with the opposing coach who lost the coin toss dictating the order of fighters.

[0011] 6. Substitutions will be allowed during the matches with each coach having four 15 second time-outs per half in which he can switch boxers. Boxers can be the same weight class or a class up, or class down. If the boxer is the same weight no penalties will occur. However, if a substituted boxer weighs more than his opponent then his team will be penalized. Likewise, if the substituted boxer weighs less than his opponent his team will be rewarded. Rewards and penalties will be used to calculate the winner of said individual round.

[0012] 7. Boxers who foul and are penalized can be placed in the tighter corners of the new Rhombus Ring (See FIG. 1) whose two smaller angled corners of 75 degrees will place violators at a disadvantage. Also, the Rhombus Ring will have an arch marking beginning 3 feet from each edge of the ring side of the where the opponent of the penalized boxer will stand; thereby giving him a strategic advantage over the penalized boxer.

[0013] 8. Scoring during the matches will be based on an advanced points system. A boxer can land unlimited punches; however, which ever boxer that wins a round only gains 1 point for his/her team. However, a boxer can gain round in the case of weight substitutions that can help his/her win a round for his team. The value given will be determined by the referees based on league guidelines. A special point can be earned if one fight scores a Knock-out, TKO. In rare cases when a Perfect is thrown-a Knock-out whereas the opponent does not land one punch three points can be won! Example: if both teams win 6 rounds each the match would be even at 6-to-6 a situation that leads to what this invention is all about, "The Crucible".

[0014] 9. All matches will be decided by "The Crucible" final round. "The Crucible" is a 3 to 5 minute final round. The losing coach will decide which weight class will fight. If the score is tied then which ever team that wins the "Crucible" wins the match. If a team is down in points they can only win by Knock-out, TKO, or clinch default (clinching or holding 3 times or more).

[0015] 10. The time required for a team to score a come from behind victory will vary in proportion to the deficit in points. Example: If a team is down 12 or more points. The losing team must score a Knock-out within 1 minute; down

by 8 points, 2 minutes; down by 6 points, 3 minutes; down by 2 points, 4 minutes; down by 1 point, 5 minutes.

1. What I claim as my invention is a multiple participant boxing match with interchangeable boxers of various weight classes being strategically guided by a coach using substitution strategies fighting twelve 3 minute rounds in a point system with the final outcome decided by a 3-5 minute round called, "The Crucible".

2. Also, I claim the creation of a new ring called, "The Rhombus Ring". Whose two smaller angled corners of 75 degrees will be used to punish boxers who foul and or ordered to be held at a disadvantage by the referee. The new ring shape will force boxers to stay away from the ropes and hence make for more exciting bouts. See FIG. 1

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