

1,2,3,4 I Declare Thumbwar

Thumb Wrestling Association

Pin-or-Pop Rules for Competition

1. A Thumb Wrestling Association (TWA) approved pin-or-pop thumb wrestling ring must be used for all sanctioned events (this ensures fairness for each competitor).
2. Two competitors face each other on opposite sides of the TWA thumb wrestling ring.
3. Players each put on a wrist lanyard (attached to the pop mechanism) to their right or left hand, then hook their four fingers of their hand tightly together. The TWA ring has a designed post for the grip of the competitors.
4. Once the competitors hands are clasped together and the wrist pop-lanyards are securely in place, the contest begins as contestants simultaneously chant "1-2-3-4, I declare thumbwar."
5. The contest is won when one competitor pins the thumb of the other for three seconds.
6. The contest may also be won if one of the competitors pulls their lanyard away and disconnects from the TWA ring (often creating a pop) and is disqualified from competition. (The pin-or-pop method)
7. If, after 60 seconds, there is no pin-or-pop, the contest is considered a draw.
8. Any player that demonstrates unsportsmanlike conduct is disqualified, and their opponent shall be awarded a win.
9. Matches are based on three contests between opponents. A player that wins 2 of the 3 contests wins the sanctioned match.
10. Results of all TWA contests will be maintained for official rankings and to permit participation in regional and national tournaments.

Why the "Pin-or-Pop" rule for thumb wrestling?

Traditional (or "folk") thumb wrestling is done with only a pinfall to count as a win. Often, stronger participants pull and twist their opponents during the contest, making it less about the thumb... so we needed to fix that. Using the pin-or-pop method for sanctioned TWA events, we can be certain that only the best thumb wrestlers in the world are recognized as champion!



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