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## CHAMPIONSHIPS

### Content

Championships can be Kata, Kumite or both contents.

Content and time schedules are decided by the organizer with the main officiating leader of the event.

### Places

FKOK can organize various 'Open championships', 'Continent Championships' and 'World Championships'.

All Branch-Chiefs can organise FKOK championships, with possibility to invite FKOK's technical Advisors or leaders of his own choice for the Fame or/and for the help of the event.

### Organization

The Branch-Chief organizing the event must provide:

1. Required place for the event in a Dojo or gymnasium.
2. Material necessary, depending of content schedule (detailed above).

### Fees

There is no organization fee to pay to FKOK for such an event.

There is no fee to pay to the technical Advisors and FKOK's leaders for such an event.

The only cost will be paying following points for official invitation (leaders, Advisors, officiating teachers):

1. Accommodation full board.
  - a. Room and/or Hotel must be comfortable with:
    - i. Bath and/or shower in the room
    - ii. Wifi access
    - iii. Restaurant inside
2. Local costs necessary for the event.

### Officiating Team

#### Supreme Judge (Saiko Shinpan-Cho)

The Supreme Judge selects officiating teams, decides championship brackets, and makes the final decision on appeals.

#### Judge Chairman (Shinpan-Cho)

The Judge Chairman is a member of the review Panel and supports the Supreme Judge. He will act as a second and assume all responsibility of the Supreme Judge in his absence.

#### Judge Vice-Chairman (Fuku Shinpan-Cho)

The Judge Vice-Chairman is a member of the Review Panel and supports the Supreme Judge and Judge Chairman. He will assume the responsibility of the Supreme Judge in the absence of both the Supreme Judge and Judge Chairman.

#### Referee (Shushin)

The Referee officiates in the ring and supervises a judging team consisting of four corner judges.

Referee's responsibilities are as follows:

1. Conducting entrance and exit of the judging team and fighters.
2. Beginning and finishing the match.
3. Preserving the safety of fighters.
4. Assessing the judges' calls and decisions and publicizing this judgment to the spectators.
5. Make clear decisions to the fighters and spectators.
6. Calling judges meetings when necessary to examine any claim.
7. Must support and respect the Supreme Judge's decision making authority above.

#### Judge (Fukushin)

Each judging team has four judges. They judge the matches from the four corner positions of the ring.

Judge's responsibilities are as follows:

8. Making clear decisions to fighters and spectators.
9. Must support and respect the Supreme Judge's decision making authority above.

### Official dress

10. Referees and Judges must dress black pants and dark blue shirt with short sleeves and plastic officiating card for licenced officiates on the chest pocket. "Jeans" textile is not allowed for pants and shirts.
11. Referees must wear a white bow tie and corner Judges must wear gold or yellow bow tie.
12. All rings Officials must be barefoot.

### Responsibilities of Officiating Team

13. Preserving the safety of fighters.
14. Staying fair in decisions.

### Decision

Referee and Judge have equal authority in judging matches.

### Match Duration

Decisions are made in the following order:

15. First Round: three minutes for seniors, two minutes for seniors+ and less18 years old
16. Extension: two Minutes
17. Weight difference: 3 kilos or more for weight categories and 10 kilos or more for Open Category, will determinate lighter as winner.
18. Officiating staff decision (after final extension) will determinate the winner.

It is customary to set shorter match lengths for the elimination rounds of major events.

### Fighters

19. FKOK Fees for an official championship are maximum 20 euros per fighter member of FKOK.
20. FKOK Fees for a European or World official championship are double of FKOK's member fees.
21. Fees for a Cup or an Open championship are free under organiser supervision for his own Branch.

### Participation

22. Students must represent their Branch.
23. All FKOK's events are "Opening" to any outside invitation under organiser supervision.

### Official Ring Dimensions and Layout

24. Ring should be 8 x 8 meters.
25. Ring can be 6 x 6 meters for children categories.
26. The out-of-bounds area encircling the ring should be 10 x 10 meters (12 x 12 if the Tatami is on a podium). The out-of-bounds area should be preserved for the safety of the fighters.

### Corner and starting lines

27. The ring should have a red side and white side.
28. White is on the right side of the head table and red is on the left side.
29. The starting lines for the fighters should be at centre ring, at a distance of 2 meters apart, measuring mark with a 1 meter line.

### Position of coaches chairs

30. There should be a chair at each centre of white and red sides just outside the ring for the two coaches.

### Position of judges chairs

31. There should be a chair at each corner within the out of bounds area just outside the ring for the four corner judges.

### Protective Mandatory gear

32. Groin protectors with removable plastic cup are mandatory for men under the Dogi (and advice for Women).
33. Homologated breast protection with removable plastic cups is mandatory for women under the Dogi.

### Optional gear

34. Teeth protections are optional for Men and Women.

### Bandage

35. For injuries, bandages are permitted after Official Championship Doctor's examination and with the prior consent of the Supreme Judge, and only after the first round. Bandage must be signed by the official Doctor of the event.

### Decision

Victory is awarded to a contender in the following cases:

#### Ippon

36. Excluding the techniques listed as fouls, a thrust (Tsuki), kick (Geri), elbow strike (Hiji Uchi)... which downs the opponent for 3 seconds or longer, or results in the opponent's loss of his will to fight for 3 seconds or longer scores Ippon with immediate victory.

#### Waza-Ari Awasete Ippon

37. Two declarations of a Waza-Ari constitute a victory.

### Waza-Ari

38. Excluding the techniques listed as fouls, a thrust (Tsuki) kick (Keri), elbow strike (Hiji), which downs the opponent for less than 3 seconds or results in the opponent's loss of his will to fight for less than 3 seconds, after he/she stands up and resumes the match, scores one Waza-Ari.
39. A Waza-Ari is valid when at least three of the five members judging team make such a decision.

### Victory by decision (Hantei)

40. When no Ippon has been done but one Waza-Ari has been awarded, victory is awarded by decision.
41. The decision is valid when at least three of the five judging team make such a decision.
42. Criteria for decision making are prioritized as follow:
  - a) Damages
  - b) Effectivity of the allowed techniques
  - c) Number of allowed techniques

In case of points and penalties:

- Genten Ichi or Ni alone lose the fight
- Genten Ichi < Waza-Ari
- Genten Ni = Waza-Ari
- Victory to one competitor needs a difference at least of two faults.

### Extensions

When a decision cannot be reached on the basis of three of five member judging team, a draw is declared follow by maximum 2 extensions (Fight → 1<sup>st</sup> extension → scale decision , → 2<sup>nd</sup> extension).

### Warnings (Chui)

43. Excluding deliberate actions and severe fouls, fouls result in one warning (Chui).
44. Warning is valid when a least three of the five members judging team make such a decision.
45. Warning is mandatory when at least three of the four Judges make such a decision.

### Fouls

The following actions are considered fouls (Hansoku):

46. Touching or feints to the opponent's neck and face with a hand or elbow (Ganmen Ouda).
47. Groin kicks (Kinteki Kogeki).
48. Head Thrusts (Zu Tsuki).
49. Dangerous techniques such as attacking the knee joint on direct attacks.
50. Attacking an opponent who is already down.
51. Attacking an opponent from behind.
52. Grabbing or hooking the opponent's neck, uniform (Dogi), arms, legs, or hair (Tsukami).
53. Pushing the opponent (Shotei Oshi).
54. Such an repeated actions as falling down excessively after throwing a technique or otherwise obvious no-contact techniques suggesting the fighter has loss the will or strength to participate (Kakenige).
55. Frequently and intentionally going out of bounds (Jogai).
56. Being inactive and not throwing any techniques (Mubobi).
57. Displaying manners that would be considered as having a poor attitude towards competition such as spitting, using foul language, and untying belt or intentionally disrobing.
58. Any other actions that referees regards as a foul.

### Penalties (Genten)

Penalties are valid when at least three of the five member judging team make such a decision.

The following result in one penalty (Genten):

59. Two warnings.
60. Deliberate or severe foul (Genten Ichi, Ni or San).
61. Any other actions that referee consider as a bad attitude towards the competition.

Announcements are:

- d) Chui
- e) Genten-Ichi
- f) Genten-Ni
- g) Genten-San/Shikkaku

Illegal or repeated exits from mat, refusing to compete can be announced as faults:

- h) Jogai-Chui
- i) Jogai-Genten Ichi
- j) Jogai-Genten Ni
- k) Jogai-Genten San/Shikkaku

### Disqualification (Shikkaku)

Disqualifications are valid when at least three of the five member judging team make such a decision. The following actions shall result in a disqualification:

62. Three penalties. (Genten-san / Shikkaku).
63. Failing to comply with the referee's instructions during a bout.
64. Actions considered as sheer violence, deliberate serious fouls and a bad attitude towards the competition.
65. Fighting for more than one minute without engaging really the fight (this shall be regarded as lacking the will to fight. Both contestants shall be disqualified, without any possibility of podium place).
66. Interacting with coaches without the referee's permission.
67. Venturing outside the ring for any reason without the referee's permission.
68. Being late for a bout or failing to appear after 3 calls (1 minute between each call).

### Failing to take part in the bout (Kiken)

The following circumstances are exceptions:

69. Physically lack the ability to continue as determined by medical examination of the Official Championship Doctor.
70. Unforeseen misfortune to the contestant or anyone closely related to the contestant such as family member, which happens immediately before or during the bout.
71. Permission to leave or withdraw from Championship will be granted after consultation with the Supreme Judge.

### Review Panel and Decisions Appeal

72. The Review Panel consists of the Supreme Judge, Judge Chairman and Judge Vice Chairman.
73. The duty of the Panel is to adjudicate appeals on decisions rendered by the Referee or judging team.
74. Review procedure can be made by a contestant when the decision of the judging team is highly or clearly questionable, any contestant can make an appeal to the Review Panel
75. The contest can be done only by a Judge or a referee member of his own team.
76. The ruling of the Review Panel shall announce immediately after the review and the decision shall be final.
77. When the decision of the judging team is highly or clearly questionable, the Review Panel may, during the bout, stop the bout and review the decision (they may also review the decision after the fight).

### Age categories

- Children and less than 18 years old (consult Children specific rules).
- Seniors – 18 years old and up.
- Seniors + – 35 years old and up.

### Level Categories and protections

- D1 (1<sup>st</sup> division) is open to everybody.
  - D1 protection is limited to removable plastic cup groin &/or removable plastic cup Bra protection wear under the Dogi.
  - Teeth protection is free allowed.
- D2 (2<sup>nd</sup> division) is open to fighters who never results in the 4 first places in a national or international official or Open D1 Kyokushin championship and who never fought a final in a D2 category.
  - D2 protection are:
    - Removable plastic cup groin &/or removable plastic cup Bra protection wear under the Dogi,
    - Kyokushin Fuji Mae or Ichigeki fingers cut gloves (<http://www.kyokushinkai-france.com/1gloves.htm>).
    - Teeth protection is free allowed.
- D3 (3<sup>rd</sup> division) is open to fighters who did not results in the 4 first places in a national or international official or Open D1 or D2 Kyokushin championship and who never fought a final in a D3 category.
  - D3 protection are:
    - Removable plastic cup groin &/or removable plastic cup Bra protection wear under the Dogi,
    - Kyokushin Fuji Mae or Ichigeki fingers cut gloves (<http://www.kyokushinkai-france.com/1gloves.htm>),
    - White shin pads covering the feet.
    - Teeth protection is free allowed.

### Weight Categories

The following are "Senior" and "Senior +" standard Weight Categories. Categories can be grouped on organization committee's decision:

**Men's division**

- 78. - 65 kg
- 79. 65 to 70 kg
- 80. 70 to 75 kg
- 81. 75 to 80 kg
- 82. 80 to 85 kg
- 83. 85 to 90 kg
- 84. 90 to 100 kg
- 85. + 100kg

**Women's division**

- 86. - 50 kg
- 87. 50 to 55 kg
- 88. 55 to 60 kg
- 89. 60 to 65 kg
- 90. 65 to 75 kg
- 91. + 75 kg.

**Official Weigh-In**

- 92. When the Official Weigh-in is performed on the day of the Championship, each contestant must be within the maximum weight limit for his/her division before the time limit, or will be automatically disqualified.
- 93. When a decision is made according to weigh differences, the victory in the weight categories Championships is awarded to the contestant who is lighter.

**Officiating rules**

- 94. Referees and Judges must be honest and impartial towards contestants. If they feel they cannot perform their duties completely and fairly, they must withdraw.

**Entering the mat**

- 95. Four Judges led by the Referee will enter the ring to the near right of the head table. Upon entering the mat, each official must bow ("Osu") to the tatami, then to the head table.
- 96. If there is no other judging team in the ring and stand facing the head table, must proceed directly to the far side of the ring and stand facing the head table.
- 97. The Referee stands at the far centre ring and the Judges stand in the out of the bounds area.
- 98. The Referee shall give the command "Shomen Rei", "Mawate", "Rei" "Mawate" and "Rei".
- 99. The Judges shall follow the Referee's commands and bow "Osu" after the Referee's command of "Rei".
- 100. The Judges will then proceed to the assigned corner chairs.

**Exiting the mat**

- 101. When the judging team completes their shift, they will proceed to the far side of the ring and stand facing the head table and repeat the preceding ritual.
- 102. If they are not replaced by a new judging team, they will proceed to the near left side of the head table, stop to bow "Osu" to the head table and exit the ring.
- 103. Should the judging team about to enter be replacing and exiting team currently in the ring, upon entering the mat, the new team will bow ("Osu") to the head table, then to the tatami, and proceed to the right of the head table, with the Referee centre within the ring and the Judges in the out of bounds area, all facing the left (red side).
- 104. The withdrawing judging team, after bowing out at the far side of the ring, will proceed to the left of the head table and face the right side with the Referee at centre within the ring and the Judges in the out of bounds area, all facing the right (white) side.
- 105. The Referee of the withdrawing team will give the command "Rei" and the two teams will bow.
- 106. The withdrawing team will then exit the ring as described in.

**Contestants entering the mat**

- 107. When contestants are called, they shall enter the ring from their respective sides (first is Shiro).
- 108. The contestants will stand face to table at their start line and wait for the Referee's command.
- 109. The Referee will stand at the centre between the two fighters facing the head table.

**Referee Procedure**

**Starting and Finishing the Match.**

- 110. "Shomen Ni rei": Face the head table and bow.
- 111. "Shushin Ni rei": Face the Referee and bow.
- 112. "Otagai Ni rei": Face each other and bow.
- 113. "Kamaete": Take fighting stance (competitors must stand behind their starting lines.)
- 114. "Hajime": Proceed to fight.

115. "Yame" The two contestants will stop fighting and return to their starting lines.  
116. Referee will instruct them to adjust their uniforms if necessary.  
117. After the Referee makes a call for decision, he will state the following commands:  
l) "Shomen Ni rei": Face the head table and bow.  
m) "Shushin Ni rei": Face the referee and bow.  
n) "Otagai Ni rei": Face each other and bow.  
o) "Akushu": The Referee then instructs the contestants to shake hands and exit.

#### Procedure during the Match

118. "Yame": Stop the bout immediately. (The Referee comes between the contestants)  
119. "Kamaete" Adopt fighting stance.  
120. "Zokko": Resume fighting after stopped match or if there is no action between the contestants.  
121. "Jikan wo Tomote Kudasai": stop the clock stated to official time keepers.  
122. If and when the contestant's uniforms become unfastened, the Referee must stop the clock and direct the competitors to their starting lines. When both contestants' uniforms become unfastened, the Referee must go at their starting lines facing their respective corners and fix their uniforms.

#### Procedure for Illegal Techniques

123. When illegal techniques are thrown, Referee must stop the match, confirming judges' decision.  
124. The Referee may give warnings (Chui → Genten Ichi → Genten Ni → Genten San / Shikkaku) for illegal techniques when it is based on the judgment of at least three of the five member judging team.  
p) "Ganmen Ouda": Attacking the face with the hand or elbow.  
q) "Tsukami": Grabbing or hooking the opponent.  
r) "Shotei Oshi": Pushing the opponent.  
s) "Zu Tsuki": Head thrust.  
t) "Kinteki Kogeki": Kick to the groin.  
u) "Kakenige": Such an repeated actions as falling down after throwing technique to the opponent.  
125. The Referee directs the two contestants back to the starting lines and calls an illegal technique.  
126. The commands begin with the contestant's corner that committed the illegal technique, followed by counting the number of the judge's flags; name the illegal technique and its classification.

#### Procedure for Ippon, Awasete Ippon, and Waza-Ari

127. Under these circumstances, the Referee must check the competitor's condition before making the call due to injury and severe damage sustained during these incidents.  
128. The Referee directs the contestant to the starting line and makes the call.  
129. The commands begin with the contestant corner (red or white) who scored the point, followed by counting the number of judge's flags, name of the technique and its score.

#### Procedure for Decision - "Hantei"

When no clear full point has been scored, the victory is awarded by decision.

130. The Referee must direct the contestants to the starting lines facing the head table.  
131. When the contestant's uniforms are undone, the Referee will instruct them to tidy up first.  
132. The Referee then calls the decision "Hantei O Onegai Shimasu", pause and then "Hantei".  
133. The judges will then immediately indicate their decisions by raising the appropriate flag.  
134. The Referee will then count the flags starting his back and right, and in a counter anti clock wise direction from his position.  
135. Should there be two of each flags raised, the Referee will declare his decision at the end.  
136. The Referee will verbally state the decision while indicating the winning side (red or white) with the appropriate hand clearly rose.

#### Judge's Procedure

During the bout, the Judges indicate their decision by using their flags as well as whistles. They must follow Referee's directions on the mat.

#### Conduct

137. The Judges must show good posture while seated.  
138. The whistle must be held in the mouth for immediate use during the bout.  
139. The red flag will be held on the red side and the white will be held on the white side.  
140. Both flags must be held out at downward angle from the front of each knee, ready for use.

#### Standard Procedure of the Flags and Whistles

141. "Ippon" - Flag rose horizontally from the shoulder, and up the shoulder after 3 seconds, whistle is given two loud blasts.  
142. "Waza-Ari" - Flag rose horizontally from the shoulder and the whistle is given one loud blast.

143. "Hansoku" - Flag is shaken at a low angle away from the body and whistle repeatedly blown with short small blasts.
144. Judges stop whistling when the Referee calls the decision.
145. "Jogai" - Flag taps floor along boundary line and the whistle is given short small blasts.
146. "Mitomezu" - Flags waved horizontally in front of the knees.
147. "Miezu" - Flags crossed and held in front of the face.
148. "Hikiwake" - Flags crossed and held in front of the knees.
149. "Shiro" or "Aka" - The correct flag rose up above the shoulder.
150. When the bout is to be determinate by decision, the Referee will declare "Hantei O Onegai Shimasu", pause and command "Hantei". The judges will then immediately indicate their decision by raising the appropriate flag.
151. The Judges must be decisive and use the flags and whistle with confidence and focus utilizing significant and illustrative arm motions (not just wrist motions).
152. The flag actions must be maintained until the Referee clearly recognizes and declare the result.

**Final**

Any other matters not detailed on these rules, will be discuss between the competition Referees and the Supreme Judge.





## CHILDREN RULES

It is the solely responsibility of the parents' competitor to arrange an individual insurance before the competition starts.

### Categories

#### Sex

Sex categories are mandatory, but organiser of the event can choose to keep or not the two categories

#### Age

Age categories are mandatory, but organiser of the event can choose to keep or not all categories.

- 8 - 9 years
- 10 - 11 years
- 12 - 13 years
- 14 - 15 years
- 16 – 17 years

### General rules

General rules are the same than for adults except the following articles.

#### Mandatory protections

All the protections must be approved by FKOK.  
Each competitor must wear his/her own protection.

#### 8-9 years

Mandatory White finger cut gloves, White Shin Pads covering the feet, Groin cups for boys.  
Optional Knee pads, Teeth protection.

#### 10-11 years

Mandatory White finger cut gloves, White Shin Pads covering the feet, Groin cups for boys.  
Optional Knee pads, Teeth protection.

#### 12-13 years

Mandatory White finger cut gloves, White Shin Pads covering the feet, Groin cups for boys.  
Optional Knee pads, Teeth protection.

#### 14-15 years

Mandatory White Shin Pads covering the feet, groin cups for boys and breast plastic cups protection for girls.  
Optional Knee pads, Teeth protection.

#### 16-17 years

Mandatory White Shin Pads covering the feet, groin cups for boys and breast plastic cups protection for girls.  
Optional Knee pads, Teeth protection.

### Weight categories

Children weight categories will be determinate after registration, maximum 7 days before the event.  
Organiser can separate Age and Sex categories with 1, 2, 3 or 4 weight categories as fair as possible for the fighters.  
Categories must be announced by eMail to the coaches 6 days before the event.  
A fighter out of his category at the weigh-in will be disqualified.

### Time Schedule

8 - 9 years Fight is 1 minute long, with only 1 extension of 1 minute long.  
10 - 11 years Fight is 1 minute long, with only 1 extension of 1 minute long.  
12 - 13 years Fight is 1 minute and half long, with only 1 extension of 1 minute long.  
14 - 15 years Fight is 2 minutes long, extensions are 1 minute long.  
16 - 17 years Fight is 2 minutes long, extensions are 2 minutes long.

### Fouls

All adults fouls are fouls also for children, but specific following actions will be considered fouls in children categories:

- Leg technique to the face.
- Knock-out (short knock-down stay allowed)
- Going often out of the fighting area.
- Dangerous action as lack of Kamae, violence, and so on.
- Incorrect attitude.
- Refusing to fight without any injury.

## KATA RULES

### Organizing a competition

Kata competition can be organized for both men and women.

Individual and/or Team competition can be organized.

A team competition is held with the participation of teams consisting of 3 persons.

A Kata competition will consist in two rounds.

A draw must be held before 1<sup>st</sup> round in order to achieve the sequence of the participants.

Sequence of the participants during the Final is beginning with the 4<sup>th</sup> participant until the 1<sup>st</sup> one during eliminatory round.

### Composition of the tournament committee

1 Supreme Judge

1 Main Judge

4 Judges

### Responsibilities of the Supreme Judge

Designation of the main judge and judges, keeping in mind the involved persons from different nationalities or schools.

Drawing the 1<sup>st</sup> round.

Checking up the demonstration area and the equipment necessary to run the competition.

### Responsibilities of the main judge

Supervises the flow of the competition and announces the decision according to the accepted rules.

Takes part in the draw before the rounds.

Must consult the Supreme Judge in any case of problem concerning his decision.

Place is in the front middle of the demonstration area.

### Responsibilities of the judges

Follow with attention and skill the demonstration.

Assess correctly the kata presented by the competitor.

On the command or whistle of the main judge to present his decision by lifting up the scoring table.

Place is on one corner of the demonstration area.

### Announcer

Call up the competitors in the order of the demonstration.

Read aloud the points given by the main judge and the judges.

Announce the total valid score calculated by the recorder.

### Recorder

Register the scores given by the main judge and judges into the minutes.

Calculate the total score and final place of the competitors.

Participates in the draw.

### Demonstration area

Must be large enough for the competition to be able to perform any of the katas.

Its rim must draw by a 5 cm thick line.

The starting position must be marked by a 50 cm long and 5 cm thick line.

It can be parquet or tatami, but flat without any trap.

### Necessary equipment

Table for the reporter and announcer.

Chairs for the main judge and judges.

Whistle for the main judge.

5 set of score tables.

Minute sheet.

Entry numbers for the competitors.

Podium for the Prize giving.

### Demonstration of kata

On the call of the announcer (which contains the entry-number, the name and country or school of the person) the competitor steps to the rim of the demonstration area and makes a bow.

On the command of the main judge, he/she steps to the starting line and makes a bow to the judge.

The competitor must announce the name of the kata loudly.

The main Judge repeat the name of the kata. The competitor starts the demonstration on main judge's command.

After the kata, the competitor stays on starting line and waits for the decision on main judge's command (Naore, Yasumi).

### Decision

After the completion of the kata, the main judge allows the judges few seconds to adjust the score tables. After it, with the command "Hantei-o-Onegai-Shimasu, Hantei" and a short whistle sign asks them to lift the score tables face to the head table.

The judges lift the tables without delay with their right hand, simultaneously.

The announcer reads up for the reporter the scores presented by the main judge and judges.

On the short sharp whistle sign of the main judge, the judges turn the score tables to the public.

On the short sharp whistle sign of the main judge, the judges lay down the score tables.

The reporter registers the scores into the minute-sheet and calculates the valid score with the following method: from the 5 scores given, the lowest and the highest are not taken into consideration. The remaining 3 are added up.

The number obtained is the valid score.

The announcer announces the valid score.

### Closing

As the score was announced, the competitor makes a bow to the main judge, backs out of the area, at the rim stops and makes another bow and leaves the demonstration area.

### Basics of judgement

The demonstration of the kata must not be qualified unambiguously "good" or "bad". The decision must be made taking in consideration all the important elements in each case.

The following criteria must keep in mind:

- The kata must be performed with expertness; its demonstration must show the perfect understanding of the kata.
- The competitor must show good concentration, application of his/her power, balance and correct breathing.
- The competitor must perform correct stances, techniques and basic fundamental of martial Art.

### Principles of judging

The katas must be presented according to the traditional prescriptions. There is two groups of difficulties.

#### List of katas according to different Ages

The free katas can be chosen by competitor from the following list.

#### Children categories (before 16 years old)

##### First round

5 Pinan  
Tsuki no Kata  
Gekisai Dai  
Gekisai Sho  
Yantsu  
Saiha

##### Final round

Seienchin  
Seipai  
Kanku  
Garyu  
Sushi Ho

#### Junior and senior categories

##### First round

Tsuki no Kata  
Gekisai Dai  
Gekisai Sho  
Yantsu  
Saiha  
Bassai

##### Final round

Seienchin  
Seipai  
Kanku  
Garyu  
Sushi Ho

### Scoring

- Starting score for the perfect demonstration from 1.00 point.
- Maximum score is 8.0 for first round Pinan Kata list.
- Maximum score is 9.0 for first round advanced Kata list.
- Maximum score is 9.9 for Final round advanced Kata list.

The starting scoring must be reduced for every mistake.

### Mistakes

Technical mistakes:

The demonstration of the technical does not meet the prescribed requirements.

Incorrect stances/positions: The relation of extremities, trunk, and head to each other does not correspond to that prescribed or to the optimal.

Mistakes of the style:

- countenance
- direction of sight
- understanding of the kata

### Disqualification

The competitor must be disqualified in the following cases:

- Alters the kata.
- Presents a kata different from the previously announced.
- Makes change in the sequence or direction of techniques.
- Falls down.
- Stops the presentation.

### Deduction from the starting score

The deduction must be done according to the severity of the mistakes, divided into the following three categories:

#### Small mistakes (-0.1)

A demonstration close to the perfect, a little alteration can be observed from the correct execution.

Technical:

- The position of the arms is correct; the fits are not close properly.
- There is some variation in performing the same technical: the Chudan level is not always the same etc.

Stances and positions:

- The stances and positions are correct according to the prescriptions, but:
  - The same stance is presented in different sizes; the difference is less than 10 degrees or 1 foot in length.
  - The altitude of the similar stances differs; the difference is less than one palm.
  - The kata is completed in a point different from that prescribed, but closer than 1 foot to it.

Style:

- His countenance overacts the demonstration: overemphasizes the fighting feature of the kata.

#### Moderate mistake (-0.2, 0.3)

Significant deviation from the perfect demonstration.

Technical:

- Incorrect start and end, position of the arm or leg: improper Hikite.
- Punches, blocks, strikes starting before locking the stance.
- Overstretched arms ending a punch.
- In the case of a punch or strike the trunk is not perpendicular to the direction of the technical but the angle does not exceed 45 degrees.
- Vice versa: in the case of a block the trunk does not turn to the required position (45 degrees).
- Weak Hikite.
- Too slow or too fast technics.
- In the case of a kick the heel of the supporting leg is lifted.

Stances and positions:

- Visible fault in the execution of a stance: the difference is more than that allowed.
- Visible difference of the level of similar stances (Zenkutsu-Dachi, Kiba-Dachi, Kokutsu-Dachi) what results in the waving of the kata.
- The kata is completed in a place different from that prescribed, the difference exceed 1 foot.

Style:

- Directing of the sight does not precede the technical.
- Too slow or too fast tempo of the kata.
- The stretched and relaxed phase of the technical is not evident.

### **Rough mistake (-0.5)**

Major divergence from the correct presentation.

Technical:

- Altered level of a technic: Jodan instead of Chudan.
- Absence of Kiaï.
- Overturning of the body in the end position (more than 45 degrees in the case of punch prior strike)
- Absolute absence of the turn in the case of a block.

Stances and positions:

- Too high or too low stances.
- Large range in the length and altitude of the same stance.

### **Results**

#### **Round results**

Total of 3 medium notes make the results of the round. 4 best results will go to the Final.

In case of draw, the lowest score accorded must be also involved in the calculation. If there is further a draw, the highest score is also calculated.

If there is still a draw, a new free Kata not done in the 1<sup>st</sup> round must be presented (according to the list of katas of each category).

#### **Final result and placing**

Total of 3 medium notes make the results of the final.

In case of draw, the lowest score accorded must be also involved in the calculation. If there is further a draw, the highest score is also calculated.

If there is still a draw for the two first places, a new free kata nor done in the 1<sup>st</sup> round or in the Final must be presented according to the list of katas of each category.

Results give the 2 first places; the other two finalists are 3<sup>rd</sup> equal on the Podium.

