

**As a competitor** it helps your performance to know what the judges will be judging on in kata. It also helps as a competitor to know what will be scored and what the illegal techniques are in the kumite (sparring) and Armored Continuous Fighting.

**As a judge** it helps the tournament run well if everyone is on the same page.

We encourage that **all competitors and all judges** read and become familiar with the following:

**Equipment:** Regulation Uniform required; Protective equipment is mandatory (head gear, hand and foot gear, mouthpieces, and groin protectors)

### **Kata (Forms):**

Three judges per ring. All scores are added for the total score.

Any announcement the student has been taught is acceptable.

Base score on presentation, speed, power, focus, balance, and consistency of technique.

Scoring range is 8.00 – 9.00

If 3 or fewer competitors, give scores as the kata is presented. If more than 4 competitors, call first three up to perform without scores given and then call back up to set your range.

Note: Put 1st. scores high enough to win if it turns out to be the best kata,

Example: 4 or under competitors: 1st score 8.70 then go under or over from there.

Example: 1st. Three competitors: Low 8.45, Middle 8.60, High 8.75; approximately.

In event of tie, competitors will be called up to perform kata at the same time. When both competitors are finished a show of hands will decide winner.

### **Kumite (Sparring):**

TWO MINUTES OR 3 POINTS!

Scoring areas are side of head, chest, stomach, and kidney area.

Off Limits - Legs, neck, back, groin and face

Illegal techniques:

- Blind techniques (spins without the head around first)
- Swing through techniques that don't stop and retreat
- Face contact
- Strikes to the legs or neck
- No sweeps allowed
- Show boating and poor sportsmanship is not allowed

### **PENALTIES:**

Competitors will be issued a warning on first offense techniques that swing thru, have face contact or techniques to the legs. If this happens a second time then a point will be awarded to opponent, if happens for a third time, competitor will face disqualification: once one is assessed the next one must increase. Judges can go straight to point penalty or disqualifications if decided in conference.

Any questions: call for the tournament host, Sensei Josh.

**OUT OF BOUNDS:**

If a competitor is circling and steps on line, center should caution. If competitor is going out of bounds to avoid contact, then a warning will be issued. Continued offense will result in a point penalty. Fighting out of bounds is not a penalty.

**THREE JUDGES:**

Must have a majority to award a point, Center Referee starts and stops fighting. Corner referees yell "Point" if they see something or yell "Stop" and circle their stick if they see a penalty.

If needed center referee must stop time (penalty conference, equipment malfunction, competitor needs to catch breath or stop crying), then restart fight when issue is resolved. It is two minutes running time: if time is up the competitor that is ahead wins: if tied, next point wins.

Center Referee will make certain that proper competitor is moved forward on the Bracket Sheet after each match.

**Koshiki (armored fighting)**

Three judges per ring. One center judge and two side judges. Side judges will be appointed competitor before start of match and keep a running tally of points for that specific competitor. Two-minute running clock. Total points will be added to determine winner at end of each match. Ippon (knockout) will be awarded if competitor strikes three or more times to face of opponent with no attempt to stop/block.

**Illegal techniques**

- Techniques to side, back and top of head
- Blind techniques
- NO SPINNING OR TURNING OF BACK

**Kobudo (Weapons)**

No sharp edges on weapons. All weapons must be inspected by all three judges prior to start of each division. Base score on presentation, speed, power, focus, balance, and consistency of technique, control and use of weapon. In event of a tie competitors will be asked back in ring one at time to perform kata again. When both competitors are finished a show of hands will decide winner.

**Creative and Team Forms**

Teams can have up to 5 members. No music allowed for team forms. Music is allowed but not mandatory for creative forms. Competitors must compete at level and age of highest ranking and oldest team member. Coed teams are allowed.

Base score on presentation, speed, power, focus, balance, consistency of technique and synchronicity of all team members and music (when applicable). In event of a tie competitors will be asked back in ring one at a time to perform kata again. When all competitors are finished a show of hands will decide winner.

**Team Kumite (sparring)**

TWO MINUTES OR 5 POINTS!

Teams must consist of three team members. Teams will send up fighters one at a time to compete.

Teams must win 2 out 3 fights against opposing team to win the match.

Same rules as traditional point sparring.

**Foam Sword Sparring**

TWO MINUTES OR 5 POINTS!

Headgear is recommended but not required. Headgear will be at ring if competitor wishes to wear it, and they do not have their own. All scoring and blocks must be made with foam sword. No use of hands or feet are permitted. No excessive power!

Legal scoring areas

- Side of head
- Stomach
- Chest
- Kidney area
- Thighs

**Trophies are awarded for 1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup> at end of each Division!**