

KATA

Judging Criteria

- Kata scoring is based on execution of technique, balance, speed, power, solid stances, and overall focus

Number of Judges

- Colour Belt Divisions- minimum 3 judges
- Black Belt Division- 5 Judges

Scoring

- Beginner, Novice 6.00-8.00 (7.00=Average)
(scorekeepers will tally all judges scores out of a total of 30)
- Intermediate 7.00-9.00 (8.00=average)
(scorekeepers will tally all judges scores out of a total of 30)
- Advanced 8.00-10.00 (9.00=average)
(Scorekeepers will remove the highest and the lowest scores and then tally the remaining judges scores out of a total of 30 points)

Criteria for deductions by judges include:

- Off balance technique
- poor or inconsistent stances
- low power
- hesitation
- lack of focus

Criteria for a competitor requiring a restart (one time only)

- Beginner, Novice = no penalty
- Intermediate = -1.00 from final score
- Advanced = no score

Kobudo

Judging criteria

- Kata scoring is based on execution of techniques, balance, speed, power, solid stances, and overall focus with emphasis on showcasing the selected weapon.
- In the event that a competitor drops the weapon
- Colour belt division = a restart is permitted with a full point deduction
- Black belt division = no score will be entered
- Striking a judge with a weapon will result in no score

Number of judges

Colour belt divisions = minimum 3 judges

Black belt division = 5 judges

Scoring

Colour belt 7.00 -9.00 (average 8.00)

Scorekeepers will tally all judges' scores out of a total of 30 points

Black belt division 8.00-10.00 (9.00 average)

Scorekeepers will remove the highest and the lowest scores and tally the remaining judges scores out of a total of 30

Criteria for deductions by judges include:

- Off-balance techniques
- Poor of inconsistent stances
- Low power
- Hesitation
- Lack of focus
- Loss of control of weapon

Criteria for a competitor requiring a restart (one time only)

Colour belt = -1.00 from final score

Black belt = no score

Point Fighting Kumite

Safety equipment (required and provided by the competitor)

Mouth guard, groin protector, gloves, foot protection and helmets.

Judging criteria

One point will be awarded to the fighter who executes a clean technique within the prescribed contact levels to a legal target area when it is clear that the striking competitor had the ability to follow through and inflict damage. All scoring techniques are awarded a single point.

Number of judges

Colour belt divisions = minimum of 3 judges

Black belt divisions = 5 judges

Legal target areas

- Face and sides of head (no contact)
- Chest abdomen, ribs, kidneys (light to moderate contact)

Legal techniques

All punches and kicks to legal target areas within the prescribed contact levels

Illegal target areas

- | | | |
|--------------|-----------------------------|---------------|
| -Top of head | -Throat | - Back/spine |
| -any joints | -Any targets below the belt | -Back of head |

Fouls

- Striking or deliberately targeting an illegal area
- Striking a legal target area in excess of contact level
- Throwing techniques in a reckless manner that would result in excessive contact
- Intentionally running out of the ring
- Any disrespect towards opponent, judge, volunteers or spectators
- The center judge has the authority to administer warnings, penalty points, and disqualifications against an offending fighter

Match duration

- All divisions: 2 minutes of first competitor to score 5 points
- In the even that each fighter has the same score at the end of the match, the match will continue and the next legal point wins (a foul may also cause a loss)

Timekeeper

- The timekeeper will start the time running at the start of the match and keep time running unless center judge calls for time to stop
- Time keeper will indicate the end of the match by yelling "TIME!" and throwing the bean bag into the ring

Scorekeeper

- The scorekeeper will keep a written tally of all points, warnings, and fouls
- The scorekeeper will verbally confirm each aware from the center judge and visually display the running score