

Official  
**Jujutsu Kata Rules**  
and Administration

For the  
**Ohana**  
**National Jujitsu Kata Championships**

Sponsored by:  
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## **1.0 PURPOSE**

The purpose of Jujitsu Kata competition is to promote fellowship and cooperation within the membership, encourage a competitive spirit, develop good sportsmanship among its participants, and provide a safe environment in which the serious student may test and compare his / her skill and knowledge against others of like skill and knowledge.

## **2.0 GENERAL DESCRIPTION**

In jujitsu *kata* (“form”) competition, two-person teams vie against opposing teams of similar ability by demonstrating both required and open techniques before a three-person panel of judges. The judges award points to each technique based upon execution, presentation, suitability and other considerations. The team with the most points wins.

## **3.0 CONTEST AREA**

### **3.1 Dimensions**

- 3.1.1 The contest area shall be no less than twenty (20) feet by twenty (20) feet in size for the Youth, Senior and Black Belt competitors. It shall include two (2) markings eight (8) feet apart and equidistant from the center from which competitors will present themselves to the *joseki* (judges' area) and return upon completion of each technique.

### **3.2 Markings**

- 3.2.1 Markings one (1) inch in width shall be placed on the mat to denote the boundary for each contest area.
- 3.2.2 Contestants shall be prohibited from crossing the marked boundaries during the contest, but shall be permitted to sit beyond them.
- 3.2.3 There shall be two (2) breaks in the marking, opposite the *joseki*, to provide the competitors access to the contest area.
- 3.2.4 An area shall be marked off around the judges' table to prohibit contestants and other non-officials from approaching the judges and / or table.

### **3.3 Furnishings**

- 3.3.1 Each contest area shall be provided with a table and four (4) chairs. The judges may sit behind the table or in front, but shall remain in this area. The extra chair is provided for the comfort of a "runner" assigned to each contest area.
- 3.3.2 A current copy of the Official Rules shall be on each table.

#### 4.0 PROPER ATTIRE

- 4.1 Competitors shall wear genuine martial arts uniforms. The uniform shall consist of a jacket, pants and an *obi* (cotton belt) or sash, and shall be free of inappropriate graphics or wording.
- 4.2 The *hakama* (divided skirt) may also be worn, but only within the Black Belt divisions, or when that garment is part of the traditional uniform for that martial arts practitioner.
- 4.3 All female competitors shall wear a “T” shirt or other suitable cover under the uniform.
- 4.4 Wearing socks during the competition shall be optional.

## **5.0 SAFETY / HYGIENE**

- 5.1 Fingernails and toenails shall be trimmed and kept clean.
- 5.2 All jewelry shall be removed prior to the competition. Permanently attached and / or medical bracelets are excluded, but each shall be taped over, so as to prevent snagging on clothing and / or scratching either contestant.
- 5.3 Hair shall be kept out of the face.
- 5.4 The hands, feet and face of each contestant shall be clean prior to the competition.
- 5.5 The uniforms of each contestant shall be clean and neat.
- 5.6 All injuries or physical limitations shall be reported to the Director of Contests (or his / her designate) prior to the competition. If, in his / her opinion, the competition could cause further damage to the injury or prolong the recuperative process, the Director of Contests may, at his / her discretion, disqualify the contestant.
- 5.7 Injuries sustained to one or both of the competitors while performing their routine, shall be brought to the attention of the head judge, who shall determine the extent of the injury or injuries and decide whether to allow the team to continue.
- 5.8 If, during the course of the routine, the head judge determines that the one or both of the competitors are not performing in a safe manner and that the probability of injury exists, he / she may terminate the routine for the protection of the competitors.

## 6.0 CONTEST FORMAT

### 6.1 Divisions

6.1.1 The contest shall consist of three (3) groups: Youth, Adult and Black Belt.

6.1.2 The Youth group (ages 4 through 17) shall consist of seventeen (17) divisions arranged by age and skill level as follows:

3-4 year old  
5-6 year old Novice (skill level)  
5-6 year old Intermediate (skill level)

7-8 year old Novice (skill level)  
7-8 year old Intermediate (skill level)  
7-8 year old Advanced (skill level)

9-10 year old Novice (skill level)  
9-10 year old Intermediate (skill level)  
9-10 year old Advanced (skill level)

11-12 year old Novice (skill level)  
11-12 year old Intermediate (skill level)  
11-12 year old Advanced (skill level)

13-15 year old Novice (skill level)  
13-15 year old Intermediate (skill level)  
13-15 year old Advanced (skill level)

16-17 year old Novice (skill level)  
16-17 year old Intermediate (skill level)  
16-17 year old Advanced (skill level)

6.1.3 The Adult group (ages 18 and older) shall consist of six (6) divisions arranged by skill level as follows.

8<sup>th</sup> through 6<sup>th</sup> Kyu  
5<sup>th</sup> Kyu  
4<sup>th</sup> Kyu  
3<sup>rd</sup> Kyu  
2<sup>nd</sup> Kyu  
1<sup>st</sup> Kyu

- 6.1.4 The Black Belt group shall consist of four (4) divisions arranged by skill level as follows:

Black Belt 1<sup>st</sup> Grade (*Shodan*)

Black Belt 2<sup>nd</sup> Grade (*Nidan / Sandan*)

Black Belts 4<sup>th</sup> and 5<sup>th</sup> Grade (*Yondon / Godan*)

- 6.1.5 All division entrants shall compete as team entries. A single entrant may compete but must have and *uki* (“taker”) who is of equal or lesser rank and the single entrant must perform all of the techniques, except for the combat scene.
- 6.1.6 It shall be the responsibility of the school head or his / her designate to assign students to that division which corresponds to the age and / or skill level of the student.
- 6.1.7 In the event that partners are of different age and / or skill level, they shall be assigned to the higher level of the two.
- 6.1.8 Adult and Black Belt teams may compete in one division higher than for which they qualify.
- 6.1.9 Youths 16 and 17 years of age may compete in the corresponding Senior division for which they qualify provided that prior approval has been received by the Director of Contests.
- 6.1.10 An entrant may compete only once in a contest. However, he / she may serve as an *uki* more than once in a contest providing that he / she meets the criteria indicated in paragraph 6.1.5, above.
- 6.1.11 Divisions with less than two (2) competing teams shall be cancelled.

## 6.2 Required / Open Techniques

**Note:** It is the intent of this type of competition to allow the student(s) to demonstrate the full spectrum of techniques learned from their respective art while providing each team the opportunity to exhibit a uniquely personalized interpretation of those arts for the entertainment of the other competitors, judges and spectators.

6.2.1 The contest shall consist of twelve (12) categories as follows:

- Strength / Coordination Techniques
- Rolling / Falling Techniques
- Hand Techniques
- Throwing Techniques
- Constriction Techniques
- Combination Techniques
- Advanced Techniques
- Weapon Techniques
- Multiple Attack Techniques
- Reverse Techniques
- Open Techniques
- Combat Scene

6.2.2 Each division shall have both required and open techniques as follows:

### **Youth Novice 3-4 years:**

- Four (4) Strength / Coordination Techniques
- Four (4) Rolling / Falling Techniques
- Two (2) Open Techniques (excluding Constriction, Combination, Weapon, Advanced, and / or Multiple Attack Techniques)

### **Youth Novice 5-6 years:**

- Four (4) Strength / Coordination Techniques
- Four (4) Rolling / Falling Techniques
- Two (2) Open Techniques (excluding Constriction, Combination, Weapon, Advanced, and / or Multiple Attack Techniques)

### **Youth Intermediate 5-6 years:**

- Two (2) Strength / Coordination Techniques
- Two (2) Rolling / Falling Techniques
- Two (2) Hand Techniques
- One (1) Throwing Technique
- One (1) Constriction Technique
- Two (2) Open Techniques (excluding Constriction, Combination, Weapon, Advanced, and / or Multiple Attack Techniques)

**Youth Novice 7-8 years:**

Four (4) Strength / Coordination Techniques  
Four (4) Rolling / Falling Techniques  
Two (2) Open Techniques (excluding Constriction, Combination,  
Weapon, Advanced, and / or Multiple Attack Techniques)

**Youth Intermediate 7-8 years:**

Two (2) Strength / Coordination Techniques  
Two (2) Rolling / Falling Techniques  
Two (2) Hand Techniques  
One (1) Throwing Technique  
One (1) Constriction Technique  
Two (2) Open Techniques (excluding Constriction, Combination,  
Weapon, Advanced, and / or Multiple Attack Techniques)

**Youth Advanced 7-8 years:**

Two (2) Rolling / Falling Techniques  
Two (2) Hand Techniques  
One (1) Throwing Technique  
One (1) Constriction Technique  
Two (2) Open Techniques (excluding Constriction, Combination,  
Weapon, Advanced, and / or Multiple Attack Techniques)  
Combat Scene

**Youth Novice 9-10 years:**

Two (2) Strength / Coordination Techniques  
Two (2) Rolling / Falling Techniques  
Two (2) Hand Techniques  
One (1) Throwing Technique  
One (1) Constriction Technique  
Two (2) Open Techniques (excluding Combination, Weapon, Advanced,  
and / or Multiple Attack Techniques)

**Youth Intermediate 9-10 years:**

Two (2) Rolling / Falling Techniques  
Two (2) Hand Techniques  
Two (2) Throwing Techniques  
Two (2) Constriction Techniques  
Two (2) Open Techniques (excluding Strength / Coordination,  
Combination, Weapon, Advanced, and / or Multiple Attack  
Techniques)

**Youth Advanced 9-10 years:**

Two (2) Hand Techniques  
Two (2) Throwing Techniques  
Two (2) Constriction Techniques  
Two (2) Open Techniques (excluding Strength / Coordination,  
Rolling / Falling, Combination, Weapon, Advanced, and / or  
Multiple Attack Techniques)  
Combat Scene

**Youth Novice 11-12 years:**

Two (2) Rolling / Falling Techniques  
Two (2) Hand Techniques  
Two (2) Throwing Techniques  
Two (2) Constriction Techniques  
Two (2) Open Techniques (excluding Strength / Coordination,  
Combination, Weapon, Advanced, and / or Multiple Attack  
Techniques)

**Youth Intermediate 11-12 years:**

Two (2) Hand Techniques  
Two (2) Throwing Techniques  
Two (2) Constriction Techniques  
Two (2) Open Techniques (excluding Strength / Coordination,  
Rolling / Falling, Weapon, Advanced, and / or Multiple Attack  
Techniques)  
Combat Scene

**Youth Advanced 11-12 years:**

Two (2) Hand Techniques  
Two (2) Throwing Techniques  
One (1) Constriction Technique  
One (1) Combination Technique  
Two (2) Open Techniques (excluding Strength / Coordination,  
Rolling / Falling, Weapon, Advanced, and / or Multiple Attack  
Techniques)  
Combat Scene

**Youth Novice 13-15 years:**

- Two (2) Rolling / Falling Techniques
- Two (2) Hand Techniques
- Two (2) Throwing Techniques
- Two (2) Constriction Techniques
- Two (2) Open Techniques (excluding Strength / Coordination, Combination, Weapon, Advanced, and / or Multiple Attack Techniques)

**Youth Intermediate 13-15 years:**

- Two (2) Hand Techniques
- Two (2) Throwing Techniques
- Two (2) Constriction Techniques
- Two (2) Open Techniques (excluding Strength / Coordination, Rolling / Falling, Weapon, Advanced, and / or Multiple Attack Techniques)
- Combat Scene

**Youth Advanced 13-15 years:**

- Two (2) Hand Techniques
- Two (2) Throwing Techniques
- One (1) Constriction Technique
- One (1) Combination Technique
- Two (2) Open Techniques (excluding Strength / Coordination, Rolling / Falling, Weapon, Advanced, and / or Multiple Attack Techniques)
- Combat Scene

**Youth Novice 16-17 years:**

- Two (2) Rolling / Falling Techniques
- Two (2) Hand Techniques
- Two (2) Throwing Techniques
- Two (2) Constriction Techniques
- Two (2) Open Techniques (excluding Strength / Coordination, Combination, Weapon, Advanced, and / or Multiple Attack Techniques)

**Youth Intermediate 16-17 years:**

- Two (2) Hand Techniques
- Two (2) Throwing Techniques
- Two (2) Constriction Techniques
- Two (2) Open Techniques (excluding Strength / Coordination, Rolling / Falling, Weapon, Advanced, and / or Multiple Attack Techniques)
- Combat Scene

**Youth Advanced 16-17 years:**

One (1) Hand Technique  
Two (2) Throwing Techniques  
Two (2) Constriction Techniques  
One (1) Combination Technique  
Two (2) Open Techniques (excluding Strength / Coordination,  
Rolling / Falling, Weapon, Advanced, and / or Multiple Attack  
Techniques)  
Combat Scene

**Adult Hachikyu through Rokkyu (or 8<sup>th</sup> through 6<sup>th</sup> Kyu) ranks:**

Two (2) Rolling / Falling Techniques  
Two (2) Hand Techniques  
Two (2) Throwing Techniques  
Two (2) Constriction Techniques  
Two (2) Open Techniques (excluding Strength / Coordination, Weapon,  
Advanced, and / or Multiple Attack Techniques)

**Adult Gokyu (or 5<sup>th</sup> Kyu) rank:**

Two (2) Hand Techniques  
Two (2) Throwing Techniques  
Two (2) Constriction Techniques  
Two (2) Open Techniques (excluding Strength / Coordination,  
Weapon, Advanced, and / or Multiple Attack Techniques)  
Combat Scene

**Adult Yonkyu (or 4<sup>th</sup> Kyu) rank:**

One (1) Hand Technique  
Two (2) Throwing Techniques  
Two (2) Constriction Techniques  
One (1) Combination Technique  
Two (2) Open Techniques (excluding Strength / Coordination,  
Rolling / Falling, Weapon, Advanced, and / or Multiple Attack  
Techniques)  
Combat Scene

**Adult Sankyu (or 3<sup>rd</sup> Kyu) rank:**

One (1) Hand Technique  
One (1) Throwing Technique  
Two (2) Constriction Techniques  
Two (2) Combination Techniques  
Two (2) Open Techniques (excluding Strength / Coordination,  
Rolling / Falling Techniques)  
Combat Scene

**Adult Nikyu (or 2<sup>nd</sup> Kyu) rank:**

One (1) Hand Technique  
One (1) Throwing Technique  
One (1) Constriction Technique  
Two (2) Combination Techniques  
One (1) Reverse Technique  
Two (2) Open Techniques (excluding Strength / Coordination, Rolling /  
Falling Techniques)  
Combat Scene

**Adult Ikkyu (1<sup>st</sup> Kyu) rank:**

One (1) Hand Technique  
One (1) Throwing Technique  
One (1) Constriction Technique  
One (1) Combination Technique  
One (1) Reverse Technique  
One (1) Weapon Technique  
Two (2) Open Techniques (excluding Strength / Coordination, Rolling /  
Falling Techniques)  
Combat Scene

**Black Belt (Shodan):**

One (1) Hand Technique  
One (1) Throwing Technique  
One (1) Constriction Technique  
One (1) Combination Technique  
One (1) Reverse Technique  
One (1) Weapon Technique  
One (1) Advanced Technique  
One (1) Multiple Attack  
Two (2) Open Techniques (excluding Strength / Coordination, Rolling /  
Falling Techniques)  
Combat Scene

**Black Belt (Nidan / Sandan):**

One (1) Hand Technique  
One (1) Throwing Technique  
One (1) Constriction Technique  
One (1) Combination Technique  
One (1) Reverse Technique  
One (1) Weapon Technique  
One (1) Advanced Technique  
One (1) Multiple Attack  
Two (2) Open Techniques (excluding Strength / Coordination, Rolling /  
Falling Techniques)  
Combat Scene

**Black Belt (Yondan / Godan):**

One (1) Hand Technique  
One (1) Throwing Technique  
One (1) Constriction Technique  
One (1) Combination Technique  
One (1) Reverse Technique  
One (1) Weapon Technique  
One (1) Advanced Technique  
One (1) Multiple Attack  
Two (2) Open Techniques (excluding Strength / Coordination, Rolling /  
Falling Techniques)  
Combat Scene

- 6.2.2 All techniques shall consist of (a) an attack; (b) a defense; and (c) a retreat.
- 6.2.4 All techniques shall be performed at a speed which shall demonstrate a realistic reaction to potential real-life situations.
- 6.2.5 The combat scene shall have no less than five (5) separate and discernable techniques, but may have as many as desired.
- 6.2.6 All contestants shall show proper decorum during the competition and refrain from excessive vocalizations.
- 6.2.7 All props / weapons shall be presented to the judge for inspection prior to the competitors performance. Care shall be taken to ensure that no item used will damage the mats.

### **6.3 Scoring**

- 6.3.1 Each technique shall have a total value of ten (10) points.
- 6.3.2 The combat scene shall have a total value of twenty (20) points.
- 6.3.3 Half points (.5) may be used by the judges at their discretion.
- 6.3.4 Judges may request that a team perform a technique over again without penalty to the team.
- 6.3.5 The team may request of the judges an opportunity to perform a technique over again, but with the loss of two (2) points per judge from their total score.
- 6.3.6 Each judge may deduct one (1) point from the team total for inappropriate dress or appearance.
- 6.3.7 Each judge shall deduct two (2) points from the score of a given technique if either team member steps outside of the contest area during the execution.
- 6.3.8 Each judge shall deduct two (2) points from the score of a given technique wherein a weapon is used and the loss of control of that weapon causes it to travel beyond the contest area.

### **6.4 Team Standings**

- 6.4.1 The Director of Contests (or his / her designate) shall total the points from each of the three (3) judges' score sheets for each team and compare them with all other team scores within the division to determine the outcome of division play.
- 6.4.2 The highest team score shall be awarded 1<sup>st</sup> Place, followed by the next highest score receiving 2<sup>nd</sup> place, and so forth through 4<sup>th</sup> place.
- 6.4.3 In the event that two (2) teams receive the same scores, and qualify for one of the four places, both teams shall be awarded the place for which they qualify.

### **6.5 School Standings**

- 6.5.1 The Director of Contests (or his / her designate) shall award 1<sup>st</sup> through 4<sup>th</sup> place school trophies for the contest based upon the cumulative points earned by each team that "places" within its respective division.

6.5.2 The points assigned for each “place” are as follows:

- 1<sup>st</sup> Place – 7 points
- 2<sup>nd</sup> Place – 5 points
- 3<sup>rd</sup> Place – 3 points
- 4<sup>th</sup> Place – 1 point

6.5.3 The school with the most points shall be awarded 1<sup>st</sup> place, followed by the next highest school receiving 2<sup>nd</sup> place, and so forth through 4<sup>th</sup> place.

6.5.4 In the event that two schools receive the same number of points, and qualify for a “place”, both schools shall be awarded the “place” for which they qualify.

## **6.6 Variances**

6.6.1 A variance to specific rules or regulations contained herein may be given by the Director of Contests, or a designated representative, at his / her sole discretion.

6.6.2 Requests for variances must be made in writing to the Director of Contests, or his / her designated representative, in sufficient time so as to notify the head judge prior to division play.

## **6.7 Grievances**

6.7.1 Grievances may only be filed by a school head or his / her designated representative.

6.7.2 Grievances must be filed with the Director of Contests, who has the sole authority in the matter, within thirty (30) days of the contest date.

6.7.3 Grievances must be submitted in writing and shall include the date, type and name of the contest and a detailed description of the complaint. In addition, the names of all parties concerned shall be provided.

6.7.4 The Director of Contests, upon receipt of the grievance, shall initiate an investigation which shall include in-depth interviews with the parties so named and any other sources (such as possible eyewitnesses) whom he / she feels may assist in rendering a complete and impartial resolution.

6.7.5 Once a determination has been made that the grievance has merit and, in fact, the Director of Contests decides in favor of the complainant, he / she shall so direct the records to reflect that decision.

- 6.7.6 There shall be no other recourse once the Director of Contests has issued the decision.
- 6.7.7 The Director of Contests shall maintain (and update) a file of grievances and their resolutions for future reference and / or office holders.
- 6.7.8 Violation of any of the rules contained herein by any school, teacher, or member thereof may result in suspension of that school, teacher and / or member from competing in a sanctioned event for one calendar year or longer.

## 7.0 RITUAL AND FORMALITY

### 7.1 Opening the Contest

- 7.1.1 The Director of Contests shall ask the contestants to form (a) straight line(s) facing the judges and dignitaries with the highest ranking competitors to the left.
- 7.1.2 The Director of Contests shall then give the command, “*Kio-tsuke*” (“Attention”) and “*Rei*” (“Bow”).
- 7.1.3 The Director of Contests shall then make any necessary opening remarks, identify various dignitaries, announce each mat head judge, and declare mat assignments.

### 7.2 Opening Division Play

- 7.2.1 The head judge of each mat shall open that divisions’ competition with a standing bow (*Ritsu-rei*). All competitors shall stand and face the three judges and bow in unison at the command “*Rei*” from the head judge.
- 7.2.2 The competitors shall then assume a sitting position alongt the mat until each team is called forward to perform. The two acceptable position for sitting shall be: Formal style (*Seiza*) or Cross-legged style (*Anza*).
- 7.2.3 Competitors shall remain sitting as stated in section 7.2.2 until they are called to perform, and until the end of division play. In the event that a competitor must leave the area, that competitor will stand, face the judges and wait for permission to leave the contest area. Failure to remain properly seated and uniformed may result in suspension from the event.
- 7.2.4 Competitors shall refrain from talking or creating any disturbance while other competitors are performing their arts. They are however encouraged to applaud and show appreciation at the completion of other contestants’ routines.

### 7.3 Competing

- 7.3.1 The head judge shall call the competitors forward to perform.
- 7.3.2 The competitors shall rise from their respective positions at the side of the mat, bow in unison, enter the mat, proceed to their designated positions and face the judges.

- 7.3.3 The head judge shall then stand and bow toward the competitors, who shall return the bow and then bow toward one another. The competitors shall remain facing one another until the head judge calls out the first technique to be demonstrated.
- 7.3.4 The head judge shall call out each technique as it is indicated on the contest form. In order to avoid pre-conceived ideas as to how a given technique should be performed, each technique shall be listed as an English description, rather than the Japanese Terminology. (For example, list “Hip Throw” instead of “O-Goshi”).
- 7.3.5 It shall be the responsibility of the contestants to present their techniques to the judges so as to provide the greatest visibility of those techniques.
- 7.3.6 Upon completion of each technique, or series of techniques, the competitors shall return to their respective positions on the mat and await the next command from the judge.
- 7.3.7 Upon completion of the team’s demonstration, the head judge shall stand, command the competitors to bow toward one another and then to the head judge. The competitors shall then retreat taking care to bow prior to leaving the mat, and return to their respective sitting positions.

#### **7.4 Suspending Division Play**

Note: Suspension of division play may occur during the contest, but shall be kept to a minimum whenever possible. Safety for the competitors is the primary reason for suspending action, followed by occasional need for clarification among judges. At no time shall the contest be delayed by spectators or other personnel not directly involved in the administration of the event.

- 7.4.1 The Director of Contests, or his / her designated representative, and all head judges have authority to suspend division play once the contest is underway.
- 7.4.2 The head judge may temporarily suspend division play, but only in order to confer with his / her fellow judges or in the event of injury to one or both of the competitors. The head judge shall limit such suspensions to no more than two (2) minutes in duration and no more than once per team.
- 7.4.3 Judges are to refrain from comments unless a conference is called.
- 7.4.4 Judges shall not dismiss the division competitors, or vacate their post until any and all issues pertaining to that division competition have been resolved.

## **7.5 Closing Division Play**

- 7.5.1 Upon completion of each division, the head judge shall command the competitors to stand and bow in unison, thus ending the division competition.
- 7.5.2 This procedure shall continue until all competitors have had an opportunity to perform.
- 7.5.3 When the competition has been completed, the Director of Contests shall request that the competitors again form (a) line(s) facing the judges and dignitaries and await the presentation of awards.

## **7.6 Presentation of Awards**

- 7.6.1 The Director of Contests shall, upon receipt of the results of all division play, announce the results to the competitors and audience and call forth each recipient to receive his / her award.
- 7.6.2 The method and order of presenting the awards shall be left to the discretion of the Director of Contests.

## **7.7 Closing the Contest**

- 7.7.1 Upon completion of the presentation of awards, the Director of Contests shall give the command “*Kio-tsuke*” (“Attention”) followed by “*Rei*” (“Bow”), thank the contestants, audience, judges and support staff and announce that the contest has ended.

## 8.0 DEFINITIONS

Note: The definitions in this section are directly applicable to the required / open provisions as indicated in the previous sections.

**Advanced** – refers to a skill level assigned to Youth Division competitors. Generally Advanced level competitors will have approximately one (1) year of experience.

**Advanced Technique** – a technique within the repertoire of the demonstrators which require a level of proficiency or sophistication beyond that of a novice or intermediate student and so indicated by them. It is **not** herein defined as a technique from an organizational or system list of “Advanced Level” or restricted techniques.

**Combat Scene** - a choreographed fight incorporating a minimum of five (5) techniques, including punches, blocks, and kicks, but excluding pivots and stances.

**Combination Technique** – a series of techniques performed by one member of the team against another, the purpose of which is to demonstrate the smooth transition from one art into another.

**Constriction Technique** – a technique which restricts the movement of the opponent’s body (*osaewaza*), breathing (*shimewaza*) or normal action of the body joints (*kansetsuwaza*).

**Grievance** – a real or imagined complaint.

**Hand Technique** – a technique wherein the majority of the action is performed with the hands.

**Intermediate** – refers to a skill level assigned to Youth Division competitors. Generally an intermediate level competitor will have no more than 8 months experience.

**Multiple Attack Technique** – an attack by more than one person against a defender.

**Novice** – refers to a skill level assigned to Youth Division competitors. Generally a Novice level competitor will have no more than 4 months experience.

**Open Technique** – any technique that a team chooses to perform and is allowed within that division.

**Retreat** – the method by which Tori distances himself or herself from Uke once a technique has been completed. Tori should assume a defensive stance at a safe distance away from Uke until he or she returns to the basic standing position.

**Reverse Technique** – any technique which has previously been demonstrated, but now performed to the opposite side.

**Skill Level** – proficiency. Refers to *how well* a student can perform the techniques to be used in this contest. A student’s skill level is determined by considering the difficulty of

the arts used and the amount of time exposed to them. Previous contest experience is also a factor in determining skill level.

**Strength / Coordination Technique** – any technique (or exercise) which requires strength and / or coordination to perform.

**Throwing Technique** – any technique which causes the body of the recipient to land on the contest surface with force.

**Variance** – an exception to or deviation from the rule; modification.

**Weapon Technique** – a demonstration of offense and / or defense wherein one or both partners have weapons.

## 9.0 CERTIFICATION OF JUDGES

Note: Certification of judges for national competition is a necessary ingredient in an overall effort to provide competent judging and to help eliminate any personal or professional bias which the inexperienced may bring into the competition. The following is a guideline for certification of judges and represents the minimum requirements necessary for qualification.

### 9.1 Preliminary Requirements

- 9.1.1 Candidate (s) must have a desire to perform the duties of a judge.
- 9.1.2 Candidate (s) must be willing to devote his / her time to perform the duties of a judge.
- 9.1.3 Candidate (s) must have the desire to uphold the integrity of, and assume the responsibilities inherent with the position of a judge.
- 9.1.4 Candidate (s) must be able and have the desire to put aside personal biases in order to judge contestants fairly and impartially for the good of national competition.

### 9.2 Basic Requirements

- 9.2.1 Candidate (s) must be of at least Black Belt rank.
- 9.2.2 Candidate (s) must be at least eighteen (18) years of age.
- 9.2.3 Candidate (s) must pass a written examination demonstrating their understanding of the jujitsu kata rules.
- 9.2.4 Candidate (s) must attend the approved clinic on the practical application of the jujitsu kata rules.

### 9.3 Specific Requirements

- 9.3.1 Candidate (s) must have accrued the minimum required points necessary to qualify for each contest division and be at least one rank above it based upon the following criteria:

**Rank** – One (1) point for each Black Belt rank received.

**Teaching Experience** – One (1) point for each year that the Candidate has taught as a lead instructor. Allow one-half (.5) point for each year as an assistant instructor.

**Contest Experience** – One (1) point for each contest that the candidate entered.

**Judging Experience** – One (1) point for each contest that the candidate has judged.

**Martial Arts Experience** – One (1) point for each year that the candidate has been a Black Belt.

9.3.2 Based upon the total points accumulated in Section 9.3.1 above, and mindful of the requirement of being at least one rank above the division judged, the successful candidate (s) may be eligible to judge the following divisions:

10 –15 points	All rank division below Black Belt
16 – 30 points	Shodan Divisions
31 – 45 points	Nidan / Sandan Divisions
46 and above	Yondan / Godan Divisions

9.3.3 Candidate (s) must serve as an interim kata judge at the local or regional level upon completion of the certification clinic prior to full certification.

#### **9.4 Variance**

9.4.1 In the event that additional judges are required for a specific event, the Director of Contests may, and in his or her discretion, authorize a person not yet certified to act as an assistant judge (not head judge). This authorization is limited to the specific event, and does not certify that person as a judge for future contests.