

AAKF Junior Nationals

Competition Overview (Effective June 2011)

Purpose

The purpose of Junior Competition is to teach and instill correct Budo values to growing and advancing children involved in Traditional Karate. Unlike other sports, the ultimate goal is the development of the character through experience of both winning and losing.

Budo Values:

- Character development
- Honesty and integrity
- Spirit of hard work
- Respect and compassion for others
- Sportsmanship

There are four Classes (A, B, C and D) in Junior Competition. Each combines Kata and Kumite, using a Round Robin System. All athletes compete with everyone in the pool resulting in a win-loss record. The combined record of Kata and Kumite Rounds (except for Class D) determine the overall winners. The Round Robin has a distinctive advantage over the Single Elimination by giving each participant multiple chances to develop and improve their competition skills.

Class Overview

Class D

Rank 8th Kyu & 7th Kyu; Age 6 to 17

Kata: Heian Nidan

Kumite: Kihon Ippon Kumite Jodan & Chudan Oi-zuki attack/defend

Class C

Rank 6th Kyu & 5th Kyu; Age 6 to 17

Kata: Heian Yondan

Kumite: Stage-1-Kumite (S-1-K)

Class B

Rank 4th Kyu & 3rd Kyu; Age 8 to 17

Kata: Tekki Shodan

Kumite: Stage-2-Kumite (S-2-K)

Class A

Rank 2nd Kyu & 1st Kyu; Age 8 to 17

Kata Bassai Dai/Kanku Dai/Jion/Enpi (pick one)

Kumite: Stage-3-Kumite (S-3-K)

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Kata

Each Class is assigned a designated Kata (see above). Two competitors perform the Kata simultaneously and the judges' majority decision determines the winner of the match.

Basic Points for Kata:

- Body Dynamics—6 basic body actions
- Power—proper output/direction of Body Dynamics and mental spirit
- Form—balance, stance, and posture
- Transition—body shifting, continuation and tempo

Each ring consists of a Head Judge, 2 Assistant Judges, a Ring Manager, and a Scorekeeper. Round Robin System is used, resulting in a win-loss record for each competitor.

Kumite

The purpose of Stage 1, 2 & 3 Kumite is to properly educate students the various components of Jiyu Kumite using three distinct transitional phases.

1. Stage-1-Kumite—three short encounters using Gyaku-zuki to Chudan target only
2. Stage-2-Kumite—four encounters of Jiyu Ippon Kumite, limited to one Tsuki and one Keri attack with free defense to Jodan or Chudan target
3. Stage-3-Kumite—six encounters of Kogo-style Kumite using three alternating attack-vs-defense encounters to Jodan or Chudan targets

Each ring consists of a Head Judge, Mirror Judge, Kansa, Ring Manager, and Scorekeeper. Each match has designated encounters according to each stage, with the possibility of overtime. A Round Robin System is used, resulting in a win-loss record for each competitor.

Pedagogical Focus of Three Stages

1. Stage-1-Kumite: Develop quick, instinctive and decisive response to opponent's Kyo; complete commitment without hesitation
2. Stage-2-Kumite: Learn basic set-up and defensive strategy skills
3. Stage-3-Kumite: Learn intermediate-level set-up and defensive strategy skills

To Note

- Proper Budo etiquette must be displayed at all times by the competitors
- All participating AAKF club directors and instructors should have a working knowledge of the Competition Rules and the Round Robin System
- Club director/instructor is responsible for properly educating all the competing children and attaining approval from their parents

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- Club director/instructor is responsible for requesting the Tournament Organizing Committee (TOC) to place exceptionally small/large children into an appropriate division designation
- Every junior competitor (under 18) must be accompanied by a parent, guardian or designated chaperon (who is assigned by the parent/guardian)
- All protests must be lodged by the designated representative of the competitor (dojo director, chief instructor or assigned coach) to the Head Judge (Kata Round or Class D) or Kansa (Kumite Round)

Protest

On behalf of the competitor, a designated individual as listed can file a protest: Dojo representative, Dojo chief instructor, or Selected individual of the dojo

A protest is based on the following: Mistake in operation, Mistake in Scorekeeping, and/or Mistake in recording

A protest must be lodged by the representative (as listed above), before the completion of the division.

Procedure for lodging the protest is as follows:

1. Approach the Head Judge (Kata Round or Class D) or Kansa (Kumite Round)
2. Explain the nature of the protest (see above)
3. All matches will cease until the protest is reviewed and resolved

Future Addendum for Consideration

- Enbu using Compulsory Enbu
- Synchronized Kata Team
- Designate Kata winners, Kumite winners and Combined winners for Class A, B and C
- Junior Elite A division for 1st Dan & 2nd Dan, ages 10 to 16, designated Kata and ITKF Kogo Kumite

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CLASS D

Overview

Rank: 8th Kyu & 7th Kyu

Ages: 6 to 17

Age Divisions: adjustment may be made due to numbers of participants

D-1: 6-8

D-2: 9-11

D-3: 12-13

D-4: 14-17

Kata: Heian Nidan

Kumite: Kihon Ippon Kumite Jodan & Chudan Oi-zuki attack/defend

System: Round Robin, winners determined by overall win-loss record

Description

Two competitors enter the ring and perform Heian Nidan and Kihon Ippon Kumite. Winner of the match is based on the overall performance of Kata and Kumite, and determined by the majority of flags raised by three judges. All competitors face everyone in their pool at least once (Round Robin System). The win and loss record of each competitor determines the winner of the pool. If a division has more than one pool, top competitors from each pool are placed in a Final Pool to determine the overall standings.

The Scoring System is based on the following: Basic Points, Budo Spirit and Penalties. More exacting details of evaluating and scoring will be covered during the judging seminar held prior to the event.

Basic Points for Kata:

- Form—balance, stance, and posture
- Body Dynamics—fundamental body actions
- Power—proper output/direction of Body Dynamics and mental spirit
- Transition—body shifting, continuation and tempo

Basic Points for Kumite:

- Todome-waza—proper technique, kime, balance and zanshin
- Timing—proper rhythm of block and counter-strike
- Maai—technique applied at the appropriate distance

Budo Spirit:

- Fighting spirit (100% effort at all times)
- Etiquette (courteous, humble and positive attitude)
- Appearance (clean Karate gi and properly tied belt)

Penalty:

- Hesitation and Loss of Balance
- Kata Sequence and/or Technique Error

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- Deviation from Starting Point (kata)
- Wrong Technique Attack (kumite)
- Light or Moderate Contact to the Target (kumite)
- Procedural Etiquette Error

Hansoku (Disqualification):

- Performing Wrong Kata
- Receiving Coaching During the Match
- Talking During the Match (other than attack calls in kumite)
- Displaying Bad Etiquette and/or Attitude
- Ignoring Repeated Light Contact Warning (kumite)
- Making Moderate/Heavy Contact to the Target (kumite)

Procedure

1. Center judge calls in competitors into the ring
2. Competitors bow to the judges, then to each other
3. Center judge announces “Heian Nidan”, competitors repeat “Heian Nidan”, and the judge commands “Yoi—Hajime”
4. After last competitor finishes, center judge commands “Yame”
5. Center judge next runs Kihon Ippon Kumite, Jodan and Chudan attack/defense (NOTE: only one Jodan and one Chudan is required from each competitor; but the judge may choose right or left lead-leg front-stance)
6. Competitors bow to each other, then to the judges
7. Center judge blows whistle for judgment, flags are raised simultaneously
8. Center judge blows whistle again calling judges to lower their flags
9. Center judge raises winner’s side flag
10. Center judge orders competitors to leave the ring

Overall Winner determination

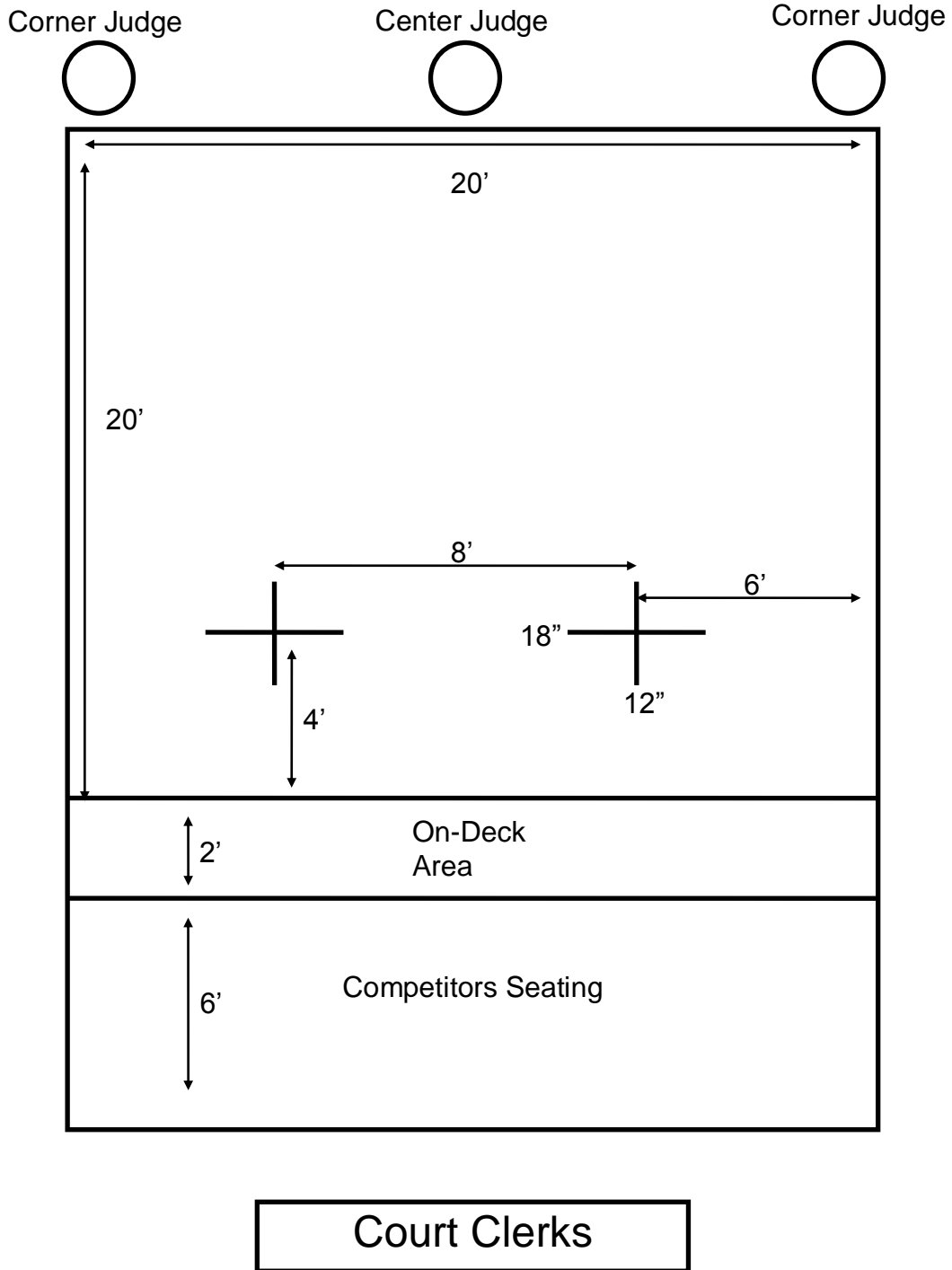
- Judges will determine the match winner based on combined performances of both Kata and Kihon Ippon Kumite
- At the completion of Round Robin overall win-loss record is compared
- 1st, 2nd and 3rd place winners are determined

Tie Breaker

- Two-way tie is broken by winner of the individual match that took place between the two competitors
- Three- or Four-way tie is broken by winner of the individual matches that took place between the tied competitors
- If still tied, then rematch is performed with tied competitors
- If tied again, the winner is determined by majority decision of the judges

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Competition Ring Set Up Class D (Actual dimensions may be adjusted)



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CLASS C

Overview

Rank: 6th Kyu & 5th Kyu

Ages: 6 to 17

Divisions: adjustment may be made due to numbers of participants

C-1: 6-8

C-2: 9-11

C-3: 12-14

C-4: 15-17

Kata: Heian Yondan

Kumite: Stage-1-Kumite (see S-1-K description)

System: Kata Round Robin using Heian Yondan, and Kumite Round-robin using S-1-K; winners determined by combined win-loss record of two rounds

S-1-K supporting video: Calibration <http://www.vimeo.com/19691296> and sample strategies <http://www.vimeo.com/19690948>

Description

The event consists of two rounds, Kata and Kumite. In the **Kata Round**, two competitors enter the ring and perform Heian Yondan. The overall performance of the Kata using the Basic Points (see below) is evaluated, and the majority of flags raised by three judges determine the winner. All competitors face everyone in their pool in a Round Robin System. The Win-Loss record is calculated for each competitor.

Basic Points for Kata Round:

- Form—balance, stance, and posture
- Body Dynamics—basic fundamental body actions
- Power—proper output/direction of Body Dynamics and mental spirit
- Transition—body shifting, continuation and tempo

In the **Kumite Round**, two competitors enter the ring and engage in Stage-1-Kumite (S-1-K). Each competitor wears a safety body shield. Each match consists of three encounters. Total score of the three encounters are calculated to determine the match winner. All competitors face everyone in their pool in a Round Robin System. The Win-Loss record is calculated for each competitor.

The Basic Points for Kumite Round:

- Todome-waza—proper technique, kime, balance and zanshin
- Timing—proper rhythm of attack or counter-strike
- Maai—technique applied at the appropriate distance
- Sub-wazari-point system—0 to 4 points
- Wazari = 5 points; Ippon = 10 points

Although the scoring for the Kumite Round is based on the Basic Points (see above), Budo Spirit and Penalty (see below) can affect the outcome.

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Budo Spirit:

- Fighting spirit (100% effort at all times)
- Etiquette (courteous, humble and positive attitude)
- Appearance (clean Karate gi and properly tied belt)

Kata Penalty:

- Hesitation and Loss of Balance
- Kata Sequence and/or Technique Error
- Deviation from Starting Point
- Procedural Error

Kumite Penalty:

- Wrong Attack Technique
- Light or Moderate Contact to the Target

Hansoku (Disqualification):

- Performing Wrong Kata
- Receiving Coaching During the Match
- Talking During the Match
- Displaying Bad Etiquette and/or Attitude
- Ignoring Repeated Light/Moderate Contact Warning (kumite)
- Making Moderate/Heavy Contact to the Target (kumite)

Kata Round-robin Procedure

1. Center judge calls in pair of competitors into the ring
2. Competitors bow to the judges, then to each other
3. Center judge announces “Heian Yondan”, competitors repeat “Heian Yondan”, and the judge commands “Yoi—Hajime”
4. After the last competitor finishes, the center judge commands “Yame”
5. Each competitor bows to signify the end of Kata
6. Center judge blows his/her whistle for judgment, flags are raised simultaneously
7. Center judge blows his/her whistle again calling judges to lower their flags
8. Center judge raises winner’s side flag
9. Competitors bow to each other, then to the judges
10. Center judge orders competitors to leave the ring

Kumite Round Procedures: Stage-1-Kumite

1. Center judge calls in competitors into the ring
2. Competitors bow to the center judge, and then to each other (note: competitors do not bow to the Mirror Judge)
3. Center judge announces, “First Encounter, Yoi, Hajime”
4. After the completion of the encounter, judge calls “Yame” and returns each competitor to the starting mark

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5. Both center and mirror judges signals scores for each competitor (see scoring template to calculate the final score of the encounter)
6. Center judge gives the official points to the scorekeepers, aka's score announced first, shiro's second
7. Repeat for Second and Third Encounters
8. Center judge signals, "Soremade" and confirms the final tabulation with the scorekeeper
9. If tied, continue to 4th and 5th Encounters
10. 5th Encounter is not necessary if Wazari is scored during the 4th Encounter
11. If still tied at the end of the 5th Encounter, winner is determined by majority vote of Head Judge, Mirror Judge and Kansa using the Ring Generalship Template
12. Center judge declares the winner, as "Kachi"
13. Competitors bow to each other, and then to the center judge
14. Center judge orders competitors to leave the ring

Overall Winner determination

- At the completion of both Kata and Kumite Rounds, win-loss records from both rounds are added, and the overall medal winners (1st, 2nd and 3rd) are determined
- Individual winners of Kata Round and Kumite Round may be announced for honorable mention

Tie Breaker

- Two-way tie is broken by the winner of the individual Kumite match that took place between the two competitors
- Three- or Four-way tie is broken by the winner of the individual Kumite matches that took place between the tied competitors
- If still tied, then the total S-1-K points earned by each tied competitor is compared
- If tied again, a rematch is performed with the tied competitors using S-1-K
- If tied still, the winner is determined by majority decision of the judges

Notes on S-1-K

- Kansa keeps score but the scorekeeper's score is official
- Each competitor wears safety shield
- Only Chudan attack with Gyaku-zuki is recognized
- Each Encounter is independent
- Kata Round Robin is only for Kata, and it will take place in its entirety before proceeding into the Kumite Round Robin, with Stage-1-Kumite
- Light contact to the shield is required to score points. However, contact that pushes shield into the opponent's body is considered too much contact—a penalty

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Hand Signals for S-1-K

- Points: number of fingers indicate score, 1—4
- Wazari signal: move open hand diagonally from chest to floor towards awarded competitor
- Ippon signal: move open hand diagonally upward from hip towards awarded competitor
- “Did not see” sign: hands over eyes
- Usage of other standard ITKF hand signals will be allowed

Scorekeeping

Point System:

- Ippon—10 points
- Wazaari—5 points
- Sub-Wazari—1- 4 points awarded if no Wazari or Ippon is scored
- All points are cumulative
- **If Wazari or Ippon is scored, the scored competitor receives 0 points**

Scoring Template							
Mirror Judge	Main Judge						
		0	1	2	3	4	5
	0	0	1	1	2	3	3
	1	0	1	2	2	3	4
	2	1	1	2	3	3	4
	3	1	2	2	3	4	4
	4	1	2	3	3	4	5
	5	2	2	3	4	4	5

Ring Generalship Template		
	Aka	Shiro
Spirit and Budo Etiquette	Score 1, 2 or 3	Score 1, 2 or 3
Timing/Strategy/Skill	Score 1, 2 or 3	Score 1, 2 or 3
Ring Management	Score 1, 2 or 3	Score 1, 2 or 3
Total score	Winner—Loser	Winner—Loser

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Penalty Points:

- Contact—see template
- Second Contact-Call to the same athlete in a match will be automatic DQ
- Jogai (stepping out of ring)—2 point
- Kinshi (restricted targets)—4 points w/o contact; DQ w/contact
- Kinshi due to incidental action may not be a penalty
- Bad Manners—4 points if minor; DQ if excessive
- Two DQ in a round = Hansoku (eliminated from competition)

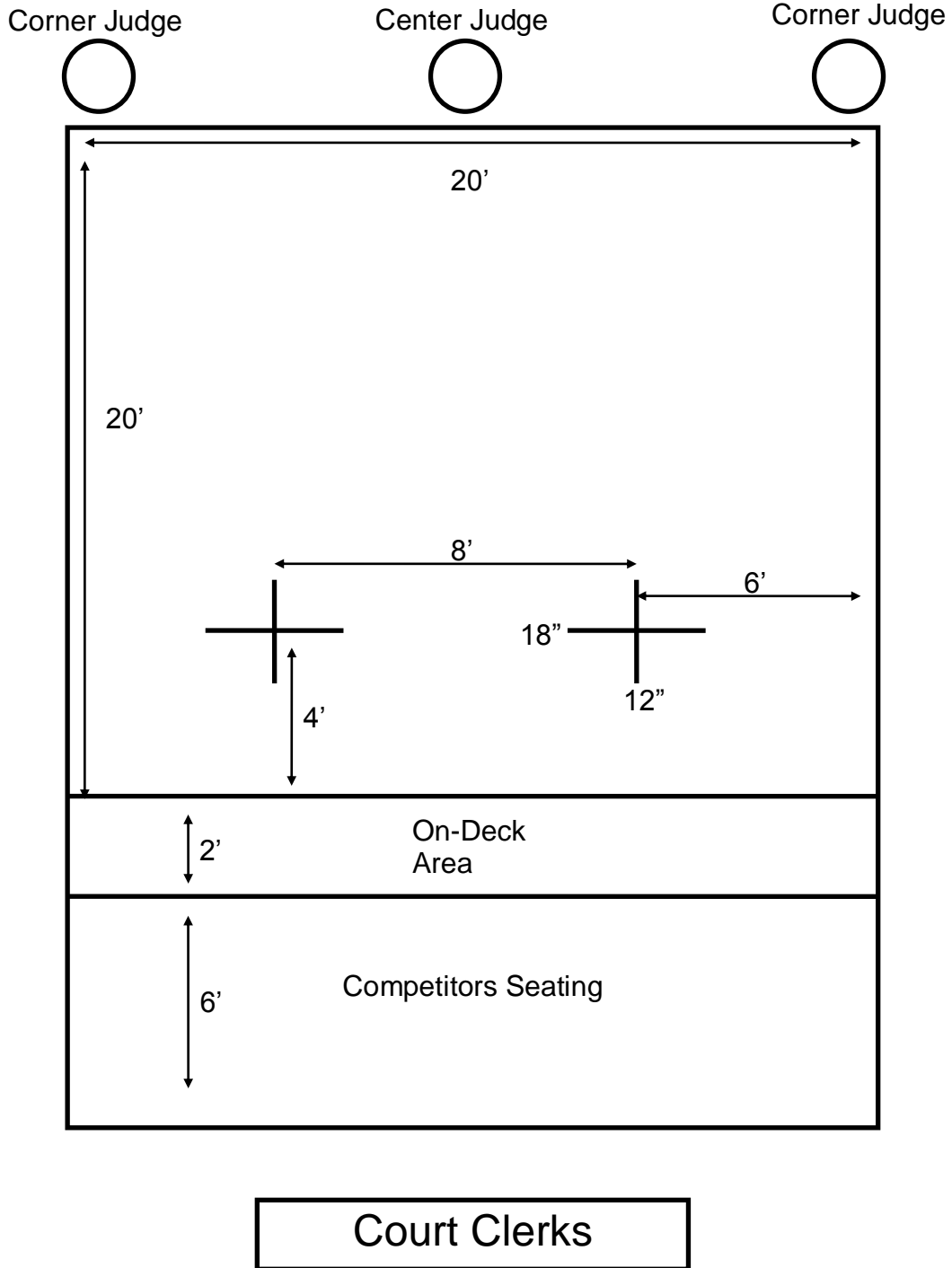
Contact-Call Template		
	Verbal Warning	Action
Minor	yes	None
Light	yes	2 points/DQ
Moderate/Heavy	no	DQ

Additional Notes

- Competitors must commence in an attack/defense within allotted time zone: 3 seconds in S-1-K
- Scorekeeper will call out “Time Up” when neither of the competitor engages within the allotted time, and the Encounter is over
- Encounter is defined as one rhythmic cycle containing an initial attack, a counter by the defender, a response counter by the attacker and one last counter by the defender, 1-2-3 tempo
- Encounter terminates the instant the rhythmic flow is interrupted; even with a slightest pause
- Scoring Template is used when Head Judge and Mirror Judge differ by two points or more on a given score; Kansa will notify the adjusted score based on the Scoring Template
- All Judges and Kansa wear Karate-gi
- The spirit of Budo binds all Judges, Officials and Competitors, where etiquette and cordial manners are strictly upheld at all times

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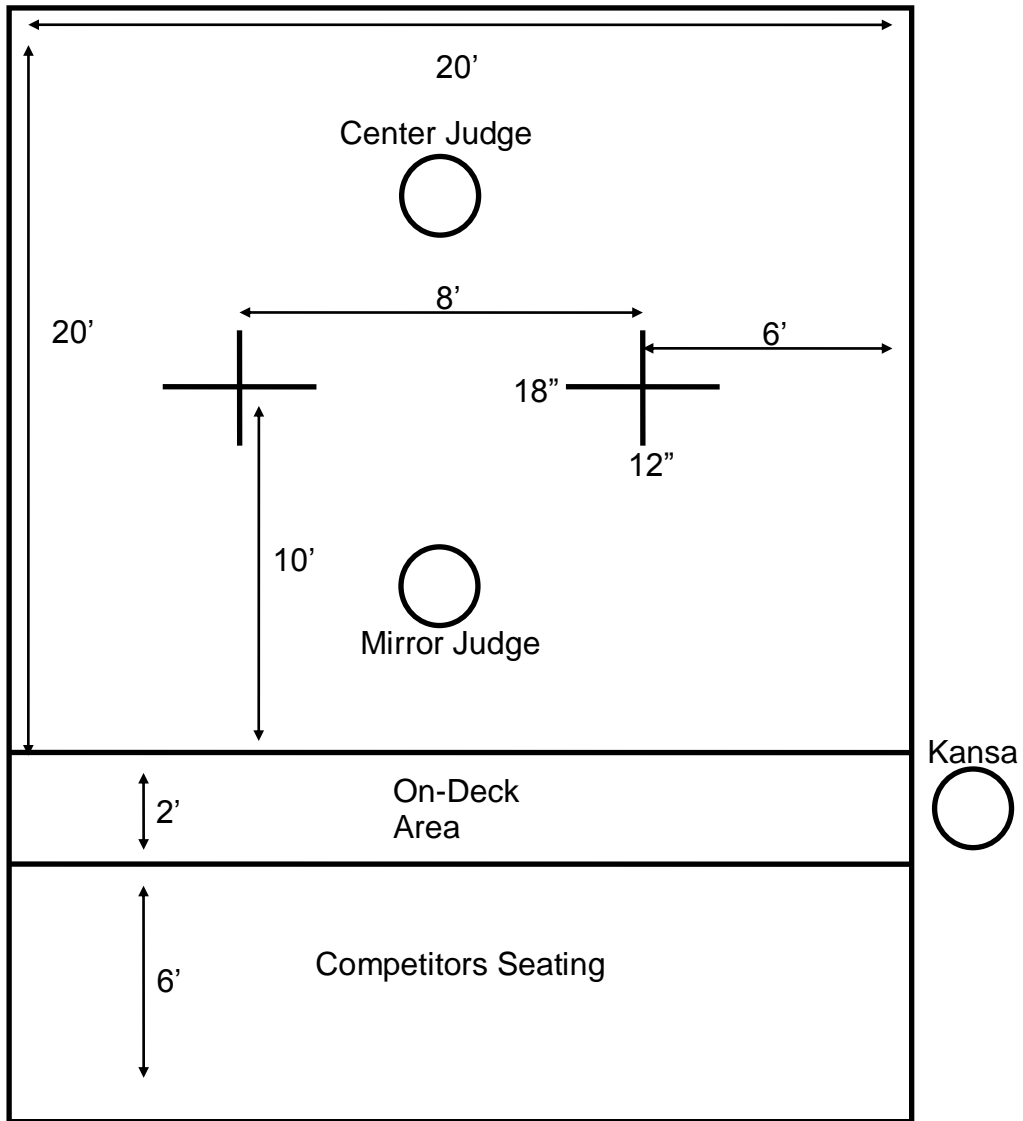
Competition Ring Set Up Class C Kata Round (Actual dimensions may be adjusted)



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**Competition Ring Set Up Class C Kumite Round
Stage-1-Kumite**

(Actual dimensions may be adjusted)



Court Clerks

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CLASS B

Overview

Rank: 4th Kyu & 3rd Kyu

Ages: 8 to 17

Divisions: adjustment may be made due to numbers of participants

B-1: 8-9

B-2: 10-11

B-3: 12-14

B-4: 15-17

Kata: Tekki Shodan

Kumite: Stage-2-Kumite (see S-2-K description); Tsuki and Keri attack/defense

System: Kata Round Robin using Tekki Shodan, and Kumite Round Robin using S-2-K; winners determined by combined win-loss record of both rounds

S-2-K supporting video: Allowed Techniques <http://www.vimeo.com/19691950> and Procedures <http://www.vimeo.com/19691102>

Description

The event consists of two rounds, Kata and Kumite. In the **Kata Round**, two competitors enter the ring and perform Tekki Shodan. The overall performance of the Kata using the Basic Points (see below) is evaluated, and the majority of flags raised by three judges determine the winner. All competitors face everyone in their pool in a Round Robin System. The Win-Loss record is calculated for each competitor.

Basic Points for Kata Round:

- Form—balance, stance, and posture
- Body Dynamics—basic fundamental body actions
- Power—proper output/direction of Body Dynamics and mental spirit
- Transition—body shifting, continuation and tempo

In the **Kumite Round**, two competitors enter the ring and engage in Stage-2-Kumite (S-2-K), form of Jiyu-Ippon-Kumite. Each match consists of four encounters, one Tsuki and one Keri attack by each competitor. The total score of the four encounters are calculated to determine the match winner. All competitors face everyone in their pool in a Round Robin System. The Win-Loss record is calculated for each competitor. ***Mouth guard is required for competitors during S-2-K.***

The Basic Points for Kumite Round:

- Todome-waza—proper technique, kime, balance and zanshin
- Timing—proper rhythm of attack or counter-strike
- Maai—technique applied at the appropriate distance
- Sub-wazari-point system—0 to 4 points
- Wazari = 5 points; Ippon = 10 points

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Although the scoring for the Kumite Round is based on the Basic Points (see above), Budo Spirit and Penalty (see below) can affect the outcome.

Budo Spirit:

- Fighting spirit (100% effort at all times)
- Etiquette (courteous, humble and positive attitude)
- Appearance (clean Karate gi and properly tied belt)

Kata Penalty:

- Hesitation and Loss of Balance
- Kata Sequence and/or Technique Error
- Deviation from Starting Point
- Procedural Error

Kumite Penalty:

- Wrong Attack Technique
- Light or Moderate Contact to the Target

Hansoku (Disqualification):

- Performing Wrong Kata
- Receiving Coaching During the Match
- Talking During the Match
- Displaying Bad Etiquette and/or Attitude
- Ignoring Repeated Light/Moderate Contact Warning (kumite)
- Making Moderate/Heavy Contact to the Target (kumite)

Kata Round Procedure

1. Center judge calls in pair of competitors into the ring
2. Competitors bow to the judges, then to each other
3. Center judge announces “Tekki Shodan”, competitors repeat “Tekki Shodan”, and the judge commands “Yoi—Hajime”
4. After last competitor finishes, center judge commands “Yame”
5. Each competitor bows to signify the end of Kata
6. Center judge blows his/her whistle for judgment, flags are raised simultaneously
7. Center judge blows his/her whistle again calling judges to lower their flags
8. Center judge raises winner side flag
9. Competitors bow to each other, then to the judges
10. Center judge orders competitors to leave the ring

Kumite Round Procedure: Stage-2-Kumite

1. Center judge calls in competitors into the ring
2. Competitors bow to the center judge, and then to each other (note: competitors do not bow to Mirror Judge)
3. Center judge announces, “Aka, Tsuki”

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4. Aka side calls out "Tsuki" and Shiro side replies "Tsuki"
5. Center judge calls out, "Yoi, Hajime"
6. After the completion of the encounter, the Center judge calls, "Yame" and returns each competitor to the starting mark
7. Both center and mirror judges signals scores for each competitor
8. Center judge gives the official points to the scorekeepers, aka's score announced first, shiro second
9. Repeat for Tsuki attack for Shiro side
10. Continue with Keri attack in same manner as above
11. Center judge signals, "Soremade" and confirms the final tabulation with the scorekeeper
12. In case of a tie, each competitor will attack once by choosing either Tsuki or Keri, starting with Aka-side
13. If still tied at the end of extension, winner is determined by majority vote of Head Judge, Mirror Judge and Kansa using the Ring Generalship Template
14. Center judge declares the winner, as "Kachi"
15. Competitors bow to each other, and then to the center judge
16. Center judge orders competitors to leave the ring

NOTE: Center judge can freely choose between Tsuki or Keri as the first attack, but both sides must remain the same

Overall Winner determination

- At the completion of both Kata and Kumite Rounds, win-loss records from both rounds are added, and the overall medal winners (1st, 2nd and 3rd) are determined
- Individual winners of Kata Round and Kumite Round may be announced for honorable mention

Tie Breaker

- Two-way tie is broken by winner of the individual Kumite match that took place between the two competitors
- Three- or Four-way tie is broken by winner of the individual Kumite matches that took place between the tied competitors
- If still tied, then the total S-2-K points earned by each tied competitor is compared
- If still tied, then a rematch is performed with tied competitors using S-2-K
- If tied again, the winner is determined by majority decision of the judges

Notes on S-2-K

- Each encounter is independent (similar to Kogo Kumite)
- All Tsuki can be Jodan or Chudan, but Chudan Kizami-zuki will not count
- Four types of kicks are allowed: Mae-geri, Yoko-kekomi-geri, Mawashi-geri, and Ushiro-geri
- Ippon can be awarded

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- All Keri must be Chudan
- Balance breaking techniques (including sweeps) are **not** allowed

Hand Signals for S-2-K

- Points: number of fingers indicate score, 1—4
- Wazari signal: move open hand diagonally from chest to floor towards awarded competitor
- Ippon signal: move open hand diagonally upward from hip towards awarded competitor
- “Did not see” sign: hands over eyes
- Usage of other standard ITKF hand signals will be allowed

Scorekeeping

Point System:

- Ippon—10 points
- Wazaari—5 points
- Sub-Wazari—1-4 points awarded if no Wazari or Ippon is scored
- All points are cumulative
- **If Wazari or Ippon is scored, the scored competitor receives 0 points**

Scoring Template							
Mirror Judge	Main Judge						
		0	1	2	3	4	5
	0	0	1	1	2	3	3
	1	0	1	2	2	3	4
	2	1	1	2	3	3	4
	3	1	2	2	3	4	4
	4	1	2	3	3	4	5
	5	2	2	3	4	4	5

Ring Generalship Template		
	Aka	Shiro
Spirit and Budo Etiquette	Score 1, 2 or 3	Score 1, 2 or 3
Timing/Strategy/Skill	Score 1, 2 or 3	Score 1, 2 or 3
Ring Management	Score 1, 2 or 3	Score 1, 2 or 3
Total score	Winner—Loser	Winner—Loser

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Penalty Points:

- Contact—see template
- Second Contact-Call to the same athlete in a match will be automatic DQ
- Jogai (stepping out of ring)—2 point
- Kinshi (restricted targets)—4 points w/o contact; DQ w/contact
- Kinshi due to incidental action may not be a penalty
- Bad Manners—4 points if minor; DQ if excessive
- Two DQ in a round = Hansoku (eliminated from competition)

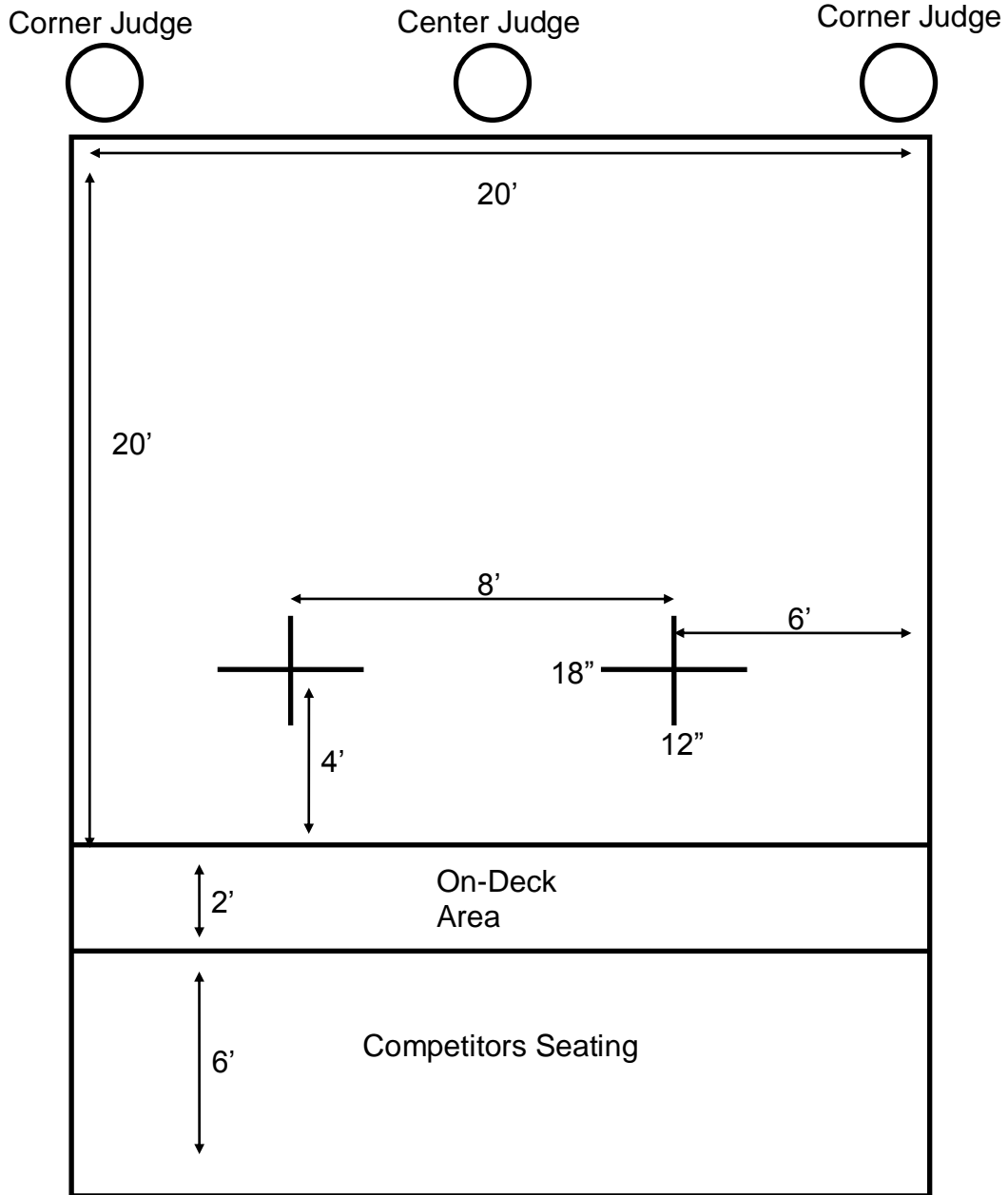
Contact-Call Template		
	Verbal Warning	Action
Minor	yes	None
Light	yes	2 points/DQ
Moderate/Heavy	no	DQ

Additional Notes

- Competitors must commence in an attack/defense within allotted time zone: 5 seconds in S-2-K
- Scorekeeper will call out “Time Up” when neither of the competitor engages within the allotted time, and the Encounter is over
- Encounter is defined as one rhythmic cycle containing an initial attack, a counter by the defender, a response counter by the attacker and one last counter by the defender, 1-2-3 tempo
- Encounter terminates the instant the rhythmic flow is interrupted; even with a slightest pause
- Scoring Template is used when Head Judge and Mirror Judge differ by two points or more on a given score; Kansa will notify the adjusted score based on the Scoring Template
- All Judges and Kansa wear Karate-gi
- The spirit of Budo binds all Judges, Officials and Competitors, where etiquette and cordial manners are strictly upheld at all times
- Remember that a **Mouth guard is required for competitors during S-2-K**

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Competition Ring Set Up Class B Kata Round
(Actual dimensions may be adjusted)

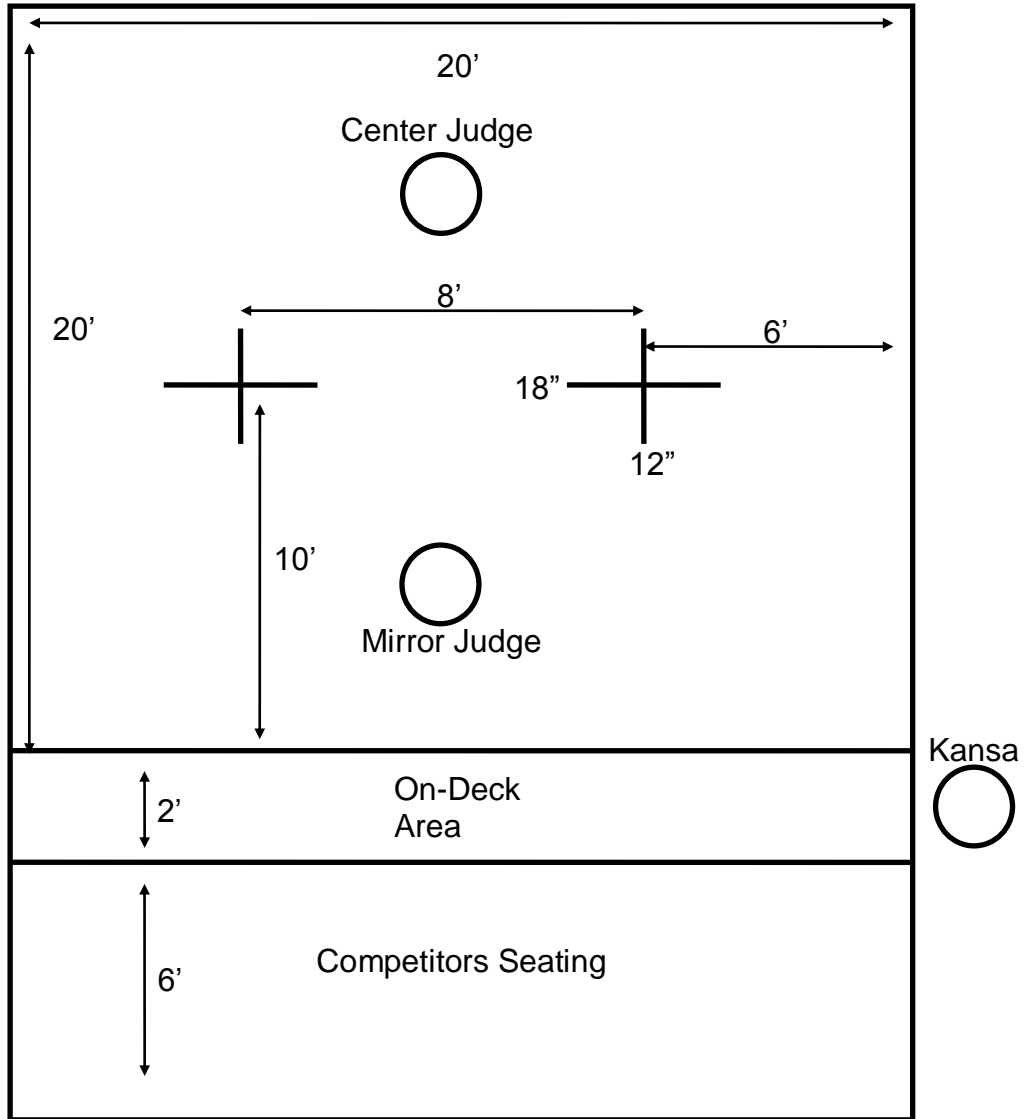


Court Clerks

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**Competition Ring Set Up Class B Kumite Round
Stage-2-Kumite**

(Actual dimensions may be adjusted)



Court Clerks

AAKF Junior Nationals

CLASS A

Overview

Rank: 2nd Kyu & 1st Kyu

Ages: 8 to 17

Divisions: adjustment may be made due to numbers of participants

A-1: 8-9

A-2: 10-11

A-3: 12-14

A-4: 15-17

Kata: one of following: Bassai-Dai, Kanku-Dai, Jion and Empi

Kumite: Stage-3-Kumite (see S-3-K description); Kogo-style attack/defense

System: Kata Round Robin using one Kata (as above), and Kumite Round Robin using S-3-K; winners determined by combined win-loss record of both rounds

S-3-K supporting video: Allowed Techniques <http://www.vimeo.com/19691950> and Procedures <http://www.vimeo.com/19691705>

Description

The event consists of two rounds, Kata and Kumite. In the **Kata Round**, two competitors enter the ring and perform a Kata (as above). The overall performance of the Kata using the Basic Points (see below) is evaluated, and the majority of flags raised by three judges determine the winner. All competitors face everyone in their pool in a Round Robin System. The Win-Loss record is calculated for each competitor.

Basic Points for Kata Round:

- Form—balance, stance, and posture
- Body Dynamics—basic fundamental body actions
- Power—proper output/direction of Body Dynamics and mental spirit
- Transition—body shifting, continuation and tempo

In the **Kumite Round**, two competitors enter the ring and engage in Stage-3-Kumite (S-3-K) form of Kogo Kumite. Each match consists of six back-and-forth Shikake-waza (offense) vs. Oji-waza (defense) encounters. Each competitor gets three chances with Shikake-waza. The total score of the encounters are calculated to determine the match winner. All competitors face everyone in their pool in a Round Robin System. The Win-Loss record is calculated for each competitor. ***Mouth guard is required for competitors during S-3-K.***

The Basic Points for Kumite Round:

- Todome-waza—proper technique, kime, balance and zanshin
- Timing—proper rhythm of attack or counter-strike
- Maai—technique applied at the appropriate distance
- Sub-wazari-point system—0 to 4 points
- Wazari = 5 points; Ippon = 10 points

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Although the scoring for the Kumite Round is based on the Basic Points (see above), Budo Spirit and Penalty (see below) can affect the outcome.

Budo Spirit:

- Fighting spirit (100% effort at all times)
- Etiquette (courteous, humble and positive attitude)
- Appearance (clean Karate gi and properly tied belt)

Kata Penalty:

- Hesitation and Loss of Balance
- Kata Sequence and/or Technique Error
- Deviation from Starting Point
- Procedural Error

Kumite Penalty:

- Wrong Attack Technique
- Light or Moderate Contact to the Target

Hansoku (Disqualification):

- Performing Wrong Kata
- Receiving Coaching During the Match
- Talking During the Match
- Displaying Bad Etiquette and/or Attitude
- Ignoring Repeated Light/Moderate Contact Warning (kumite)
- Making Moderate/Heavy Contact to the Target (kumite)

Kata Round Procedure

1. Center judge calls in pair of competitors into the ring
2. Competitors bow to the judges, then to each other
3. Center judge announces “Kata”, competitors announce the Kata to be performed and the Center Judge commands “Yoi—Hajime”
4. After the last competitor finishes, center judge commands “Yame”
5. Each competitor bows to signify the end of Kata
6. Center judge blows whistle for judgment, flags are raised simultaneously
7. Center judge blows whistle again calling judges to lower their flags
8. Center judge raises winner’s side flag
9. Competitors bow to each other, then to the judges
10. Center judge orders competitors to leave the ring

Kumite Round Procedure: Stage-3-Kumite

1. Center judge calls in competitors into the ring
2. Competitors bow to the center judge, and then to each other
3. Center judge announces, “Aka, Shikake-waza, Ikkai”, with one finger raised
4. Center judge calls out, “Yoi, Hajime”

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5. After the completion of the encounter, the Center Judge calls, "Yame" and returns each competitors to the starting mark
6. Both center and mirror judges signals scores for each competitor, aka's score announced first, shiro second
7. Center judge gives the official points to the scorekeepers
8. Repeat Shikake-waza attack for Shiro side
9. In same manner above, continue back and forth between Aka and Shiro side until "Shiro, Shikake-waza sankai" is completed
10. Center judge signals, "Soremade" and confirms the final tabulation with the scorekeeper
11. In case of tie, each competitor will attack one more time, starting with Aka-side
12. If still tied at the end of extension, winner is determined by majority vote of Head Judge, Mirror Judge and Kansa using the Ring Generalship Template
13. Center judge declares the winner, as "Kachi"
14. Competitors bow to each other, and then to the center judge
15. Center judge orders competitors to leave the ring

Winner determination

- At the completion of both Kata and Kumite Rounds, win-loss records from both rounds are added, and the overall medal winners (1st, 2nd and 3rd) are determined
- Individual winners of Kata Round and Kumite Round may be announced for honorable mention

Tie Breaker

- Two-way tie is broken by winner of the individual Kumite match that took place between the two competitors
- Three- or Four-way tie is broken by winner of the individual Kumite matches that took place between the tied competitors
- If still tied, then the total S-3-K points earned by each tied competitor is compared
- If still tied, then a rematch is performed with tied competitors using S-3-K
- If tied again, the winner is determined by majority decision of the judges

Notes on S-3-K

- Both Jodan and Chudan Tsuki are allowed, except for Chudan Kizamizuki
- Four types of kicks are allowed: Mae-, Yoko-kekomi-, Mawashi-, and Ushiro-geri
- All Keri can be Jodan or Chudan, except for Ushiro-geri, Chudan target only
- Sweeps are allowed, same standards as ITKF Competition Rules

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Hand Signals for S-3-K

- Points: number of fingers indicate score, 1—4
- Wazari signal: move open hand diagonally from chest to floor towards awarded competitor
- Ippon signal: move open hand diagonally upward from hip towards awarded competitor
- “Did not see” sign: hands over eyes
- Usage of other standard ITKF hand signals will be allowed

Scorekeeping

Point System:

- Ippon—10 points
- Wazaari—5 points
- Sub-Wazari—1-4 points awarded if no Wazari or Ippon is scored
- All points are cumulative
- **If Wazari or Ippon is scored, the scored competitor receives 0 points**

Scoring Template							
Mirror Judge	Main Judge						
		0	1	2	3	4	5
	0	0	1	1	2	3	3
	1	0	1	2	2	3	4
	2	1	1	2	3	3	4
	3	1	2	2	3	4	4
	4	1	2	3	3	4	5
	5	2	2	3	4	4	5

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Ring Generalship Template		
	Aka	Shiro
Spirit and Budo Etiquette	Score 1, 2 or 3	Score 1, 2 or 3
Timing/Strategy/Skill	Score 1, 2 or 3	Score 1, 2 or 3
Ring Management	Score 1, 2 or 3	Score 1, 2 or 3
Total score	Winner—Looser	Winner—Looser

Penalty Points:

- Contact—see template
- Second Contact-Call to the same athlete in a match will be automatic DQ
- Jogai (stepping out of ring)—2 point
- Kinshi (restricted targets)—4 points w/o contact; DQ w/contact
- Kinshi due to incidental action may not be a penalty
- Bad Manners—4 points if minor; DQ if excessive
- Two DQ in a round = Hansoku (eliminated from competition)

Contact-Call Template		
	Verbal Warning	Action
Minor	yes	None
Light	yes	2 points/DQ
Moderate/Heavy	no	DQ

Additional Notes

- Competitors must commence in an attack/defense within allotted time zone: 5 seconds in S-3-K
- Scorekeeper will call out “Time Up” when neither of the competitors engage within the allotted time, and the encounter is over
- Encounter is defined as one rhythmic cycle containing an initial attack, a counter by the defender, a response counter by the attacker and one last counter by the defender, 1-2-3 tempo

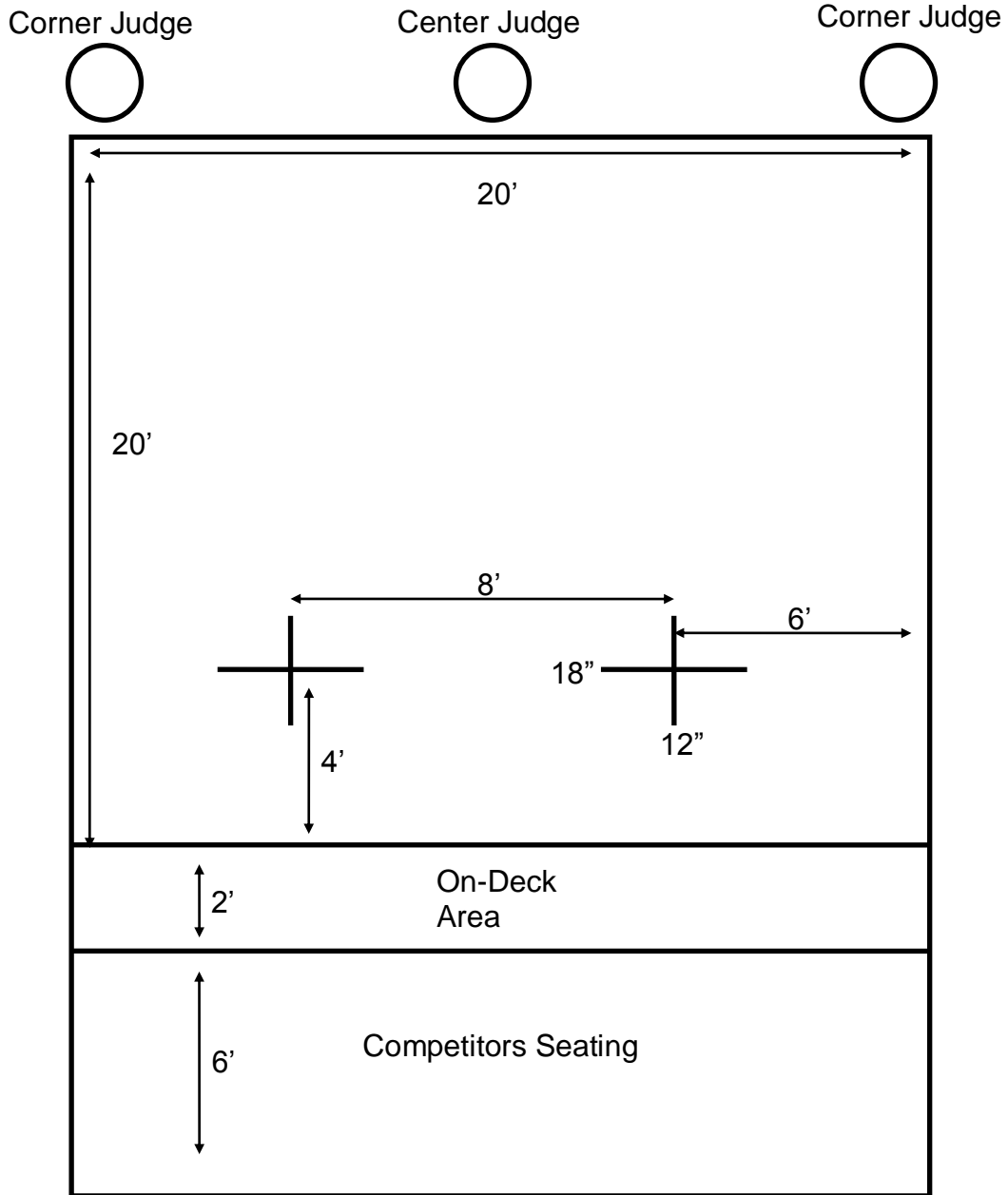
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- Encounter terminates the instant the rhythmic flow is interrupted; even with a slightest pause
- Scoring Template is used when Head Judge and Mirror Judge differ by two points or more on a given score; Kansa will notify the adjusted score based on the Scoring Template
- All Judges and Kansa wear Karate-gi
- The spirit of Budo binds all Judges, Officials and Competitors, where etiquette and cordial manners are strictly upheld at all times
- Remember that **Mouth guard is required for competitors during S-3-K**

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Competition Ring Set Up Class A Kata Round

(Dimensions may be adjusted or use the Adult Competition ring)



Court Clerks

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**Competition Ring Set Up Class A Kumite Round
Stage-3-Kumite**

(Dimensions may be adjusted or use the Adult Competition ring)

