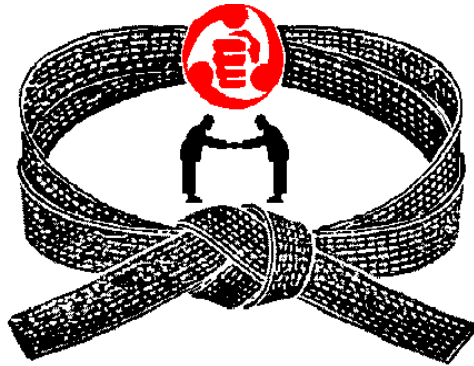


Shorinjiryu Shinzen Kyokai



Official Tournament Rules and Regulations

Revised 2023

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Shiaiyo – Match Area

1. The match area - shiaiyo - shall be either matted or wooden.
2. There are different rules regarding matted and non-matted surfaces.
3. The size of the *shiaiyo*, in principle, shall be a minimum of 14' X 14' (4.26m) for small children and progress upward. An 18' X 18' (5.49m) area shall be considered as average.
4. Two parallel lines perpendicular to the front-sideline, each two feet long (.61m), shall be drawn at a distance of two feet from and on both sides of the center point of the *shiaiyo*. These two lines shall be the standing lines for the contestants.
5. A one-foot-long (.30m) line shall be drawn parallel to the front-side lines, three feet away from the center point towards the front-side line. This line shall designate the regular position of the referee.
6. The arbitrator (if there is one for an individual ring), the record keeper and timekeeper shall be seated behind the referee (center judge) and more than two and a half feet removed from the *shiaiyo* where possible.
7. As a general rule all line markings shall be of a distinctive color.
8. All measurements shall be made from the outside line of the *shiaiyo*.

Official Attire – Karatedo-Gi

1. Each contestant shall wear a complete clean all white karate *gi*. (no stripes, stars, etc.).
2. The jacket when tightened around the waist with the belt must be of an even length covering the hips.
3. The length of sleeves must cover the elbows and must cover at least half of the forearm.
4. The length of pants shall cover the leg from the hip to the ankle or close to the ankle.
5. The length of the belt from the knot to end should be respectable in length.
6. The use of red and white helmets should be stressed. Helmets are to be used in all divisions. The type will depend upon the division. When they are of the same color a red ribbon will be employed to mark the red (*aka*) player.
7. The official attire of judges, arbitrators and referees shall be a solid all white karate *gi*. The use of *bakima* is not to be used unless under the condition that all referees and judges wear that garment. All other officials, scorekeepers, timekeepers, etc., shall wear an appropriate uniform, official tee shirt, etc. Judges, referees, arbitrators and officials are to be barefooted while on the *shiai*. Table officials such as scorekeepers and timekeepers shall be shoeless but may wear socks.
8. A white t-shirt may be worn under the jacket (*uwagi*) by any one wearing a *gi*.

Protective Equipment – Anzen Bogu, Etc.

1. All contestants are required to wear appropriate and approved protective body armor.
2. Each contestant in an individual match must wear the exactly the same type of protective armor. It must be understood that the size of the protective armor must be appropriate to the size of the contestant.
3. Groin cups are mandatory for males and optional for females.
4. Mouth guards are mandatory in all divisions.
5. The use of any type of supporting wrist or ankle bandages, etc., by contestants is permitted only in the case of a validated medical necessity. Even when permitted, excessive wrapping of the hands and feet is not permitted.
6. The use of head protectors is required at all events. The use of visor padded headgear shall not be denied and is required during certain specific matches.
7. Cloth shin and instep pads shall be permitted as long as the pants cover them. In the case of advanced divisions, instep pads may not be permitted. However, shin pads will be allowed.
8. Cloth forearm protectors shall be permitted, especially by children, as long as the protectors are covered by the sleeves.
9. Use of foam, leather, vinyl or heavily protective gloves shall not be permitted except under the most extreme medical conditions at which point, the contestant for reasons of health and safety may be barred from the shiai competition.
10. The only approved hand guards are the sleeve neoprene in all divisions.

Shiai – Matches

1. The types of *shiai* - a contest - shall be as follows: Team and Individual
Please note: Since rarely are there team matches the rules for Team Shiai have omitted.
2. Time
 - a. Each under black belt match shall be two minutes running time.
 - b. Each black belt match shall be three minutes running time.
 - c. The clock may be stopped for purposes of consultation or injuries.
 - d. The clock may also be stopped as deemed absolutely necessary by the referee.
3. Bye System
 - a. The bye system shall be used in all shiai divisions.
 - b. The awarding of a bye shall be deemed a win by that player.
4. Deciding the places
 - a. The player who wins the most matches shall be declared the first-place winner
 - b. The contestant with the second most wins shall be declared the second- place winner.
 - c. Third and fourth contestants will compete for those positions.
 - d. In the case of fifth and sixth place, the flow chart shall be used to determine those winners.
 - e. The fifth place is determined by the winner of the first place.
 - f. The sixth place is determined by the winner of the second place.

Judges and Arbitrators

1. The judgment of the *shiai* shall be made by judges (one referee and two corner judges) who are sanctioned by the *Shorinjiryu Shinzen Kyokai*.

Shushin referee

Fukushin judge

Kansa arbitrator

2. In deference to common terminology, the title of referee is the same as the chief judge for that specific ring.
3. The tournament director shall appoint at least one chief arbitrator to oversee all events.
4. An arbitrator shall, in principle and where possible, be appointed to each ring, to insure the fairness and safety the *shiai* and the judgment rendered thereon, to check that the scores are correctly transferred to the official recorders and to receive protests.
5. Judges shall be seated in the following configuration: *aka* - red - judge to the far right corner in relation to the face of the referee, and the *shiro* - white - judge to the left near corner of the *shiai* - contest area - in relation to the face of the referee.
6. The *aka* judge shall be responsible for the checking of the condition of the *aka* player's equipment and verify that the points awarded are properly displayed. The *shiro* judge shall be responsible for the checking of the *shiro* player's equipment and verify that the points awarded are properly displayed.
7. Judges shall be responsible for identifying and indicating techniques for scoring and/or penalization.
8. As a general rule, each judge shall be seated at least one foot away from the corner of the match area. Where technically difficult this rule will be circumvented or waived.
9. Prior to the match and prior to taking up their prescribed positions all of those concerned at the match site must first bow facing to the front, then the referee, and finally each other.
10. At the end of the match, all of those concerned must return to their original positions, stand correctly, bow to each other, the referee, and the front. In that order and then dismiss.
11. The referee shall be the most experienced judge with complete knowledge of the rules, regulations and nuisances of the Rules of the Contest. [Not necessarily the official with the highest rank.
12. The referee shall be responsible for the actual running of the match.

- a. Provide for the safety of the contestants.
 - b. Start and stop the match.
 - c. Award points.
 - d. Issue warnings and penalties with or without conformation of the judges.
 - e. Declare the victor.
 - f. Maintain the dignity of the tournament.
 - g. Replace judges if deemed necessary.
 - h. Must, in principle, consider the calls of the judges.
13. When the referee is to be rotated, the referee shall occupy the position of white judge (3). Judge 3 shall occupy the position of red judge (2). Judge 2 shall occupy the position of the referee if qualified. (Clockwise)
 14. When the referee is to be replaced or when all the judges as well as the referee are to be replaced, the replacing official(s) shall first stand within the match area face to face with the returning official(s) and exchange a bow with them before actually taking over their positions.
 15. In the event that a referee fails to perform the duties of that position according the rules of the match, the arbitrator or director may call for a cessation of the match for consultation with the chief referee. Referees and/or judges may be replaced with proper cause.
 16. The chief arbitrator and tournament director shall have the authority to remove any referee, judge or official, and shall have the authority to overrule questionable decisions and shall arbitrate any and all protests. They are the final authority regarding the rules and regulations of the event and their decision is final.

Rules and Operations of *Shiai*

1. The red/white (aka/shiro) layout shall be the red (aka) to the right and the white (shiro) to the left in relation to the face of the referee.
2. In principle, participating contestants shall be positioned according to their fighting order with red to the right and white to the left in relation to the face of the referee.
3. The order in which a match is started is as follows:
 - a. All contestants shall line up on the *shiai*jo, facing the officials,
 - b. Bow to the *Shomen*
 - c. Bow to the officials
 - d. Step backward off the *shiai*jo.
 - e. Scorekeepers shall then announce the names of the contestants to be awarded a *bye*.
 - f. Scorekeepers shall then call the pairs of contests to fight.
 - g. The two contestants as well as the referee shall stand at the edge of the *shiai*jo.
 - h. The referee shall instruct the contestants to enter the area by saying
nu jo
 - i. The contestants shall take up their positions on the aforementioned lines.
 - j. They and the judges shall turn and bow to the “place of honor” - *shomen ni rei*.
 - k. The contestants shall then face the chief judge and bow –
shinpan ni rei.
 - l. The contestants shall then face each other and bow *otagai ni ei*.
The contestants shall simultaneously say *onegai shimasu* (please assist me, courtesy to partner).
- 4.. The referee shall stand with both arms at the side, call:
 - i. *shobu ippou* (show a winning technique)
 - ii. *kumaete* (prepare to fight-stance)
 - iii. *hajime* (start), step back as the combat begins.
5. The referee will use appropriate voice and hand signals to award points, warnings, penalties, decisions, etc.
6. In order to stop a match, the referee shall call *yami* and using a downward chopping motion between the two contestants.

7. In order to continue a match, the referee shall extend both arms outward and upward with palms up and fingers points to the heads, call:
tuzukete hajime (continue) and step back.
8. When the call *yame* (stop) is given by the referee the contestants will return to their prescribed positions to wait for the referee's awarding of points. The contestants shall continue the *shiai* at the referee's command of *tuzukete-hajime*.
9. At thirty seconds to the end of the match the time keeper shall call out *atosho barrec*, whereupon, the referee shall announce (thirty seconds to go).
10. When the timekeeper calls *jikan* (time) the referee shall announce *yame*.
11. The referee shall then
12. Point with both index fingers to the original starting positions of the contestants saying: *Moto-no-Ichi* (return to your starting point.)
13. Step back placing his right-hand forward palm out fingers up and announce: *Sore-made* (wait until the decision.)
14. Using an overhead sweeping motion of the closed fist, back of head to front head, say: *Hantai torimas* (declare your decision.) of
15. The referee along with the judges will indicate the winner or tie of the match.
16. Return to the original starting position and award the win or continue the match as needs be required.
17. If the match is to be continued the referee will announce *bikiwake* (tie), then the command *tuzukete-hajime* (continue).
18. If the match is over, the referee will stand at attention, using the hand closest to the winner place it on the opposite side and in a sweeping motion lift it toward the winner, palm up fingers pointing toward the winner.
 - i. *Aka na kachi* (red winner)
 - ii. *Shiro na kachi* (white winner)
19. After the decision has been given the match is ended is as follows:
 - a. The contestants shall bow to one another.
 - b. Then to the referee.
 - c. Then to the front.
 - d. They will then face each other, bow and and shake hands *akushu-osuru*.

- e. Then walk backwards off the *shiaijo - taijo* (leave).
 - f. Bowing as they exit.
 - g. The referee shall also walk off backwards and bow.
 - h. This is the exact opposite of the start.
20. At this point the *shiai* is over.
21. *Shiai* shall in principle be conducted exclusively under the instructions of the referee.

Shiai Time

1. Shiai time shall be in principle be two minutes running time for under black belts and three minutes for black belts.
2. A thirty second warning shall be made prior to the end of the match.
3. A first extension, encho-sen, shall be one minute.
4. If no decision is reached another extension will be given.
5. This final extension, sai-encho-sen, sometimes called “sudden death”, will have no time limit.
6. The win will be determined by the first contestant to be awarded either a waza-ari or an ippon. Prior to the sai-encho-sen, the contestants shall be given a rest time of 30 seconds.
7. Shiai time shall be taken from when the referee signals the contestants to start the shiai. However, the time spent in connection with an injury of a contestant or for discussion among the judges shall not be included in the shiai time.

Victory and Defeat

1. Victory or defeat shall be awarded on the basis of *ippon*, victory by decision, defeat due to a foul, disqualification or medical condition.

No Katchi

2. In the absence of an *ippon* or a victory awarded due to a foul or disqualification during the prescribed *shiai* time, a decision shall be awarded on the basis of which contestant had scored the greatest number of *waza-aris*.

No Katchi

3. In the case where one contestant scores five *wazji* over the opponent, then that contestant shall be declared the winner. This shall be deemed the five-point spread rule.

Gotensha no katchi

4. In the case where three consecutive unanswered, uninterrupted or unblocked strong techniques are delivered the contestant may be declared the winner. The techniques must be strong, focused, timed, with proper attitude for this provision to be enforced.

Santensha no Katchi

5. In the case where a bye is awarded or a medical situation arises where the contestant must stop the opponent shall be declared the winner. Victory by renunciation.

Fusensho Kiken

6. In the case where a contestant refuses to continue the match shall be awarded to the opponent.

Kiken Make

7. In the case where a contestant does not show up for the match and after being called at least two times, the match shall be awarded to the opponent.

Fusensho

8. To win by default

Fusensho suru

Criteria for Deciding an *Ippon*

1. An *ippon* shall be awarded on the basis of the following considerations:
 - a. When an accurate, well controlled, powerful, effective, hand strike or leg strike is delivered to the protected chest area clearly stopping the forward movement or unseating the opponent or non-blocked strike and meets the specific conditions.
 - b. The criteria a referee or judge uses to award an *ippon* is generally based upon 70% clean technique, etc., see below. Only 30% should be based upon the contact itself (i.e. effective but not excessive).
 - c. The conditions referred to in the above shall mean:
 1. good form *shugat*
 2. good attitude *shiesi*
 3. strong vigor *seiryoku*
 4. pull back control *zanchin*
 5. proper timing *toki*
 6. adequate distancing *maai*
2. An *ippon* shall be awarded for a throw on a matted surface that is immediately followed by a legal striking or kicking technique that meets the above criteria.
3. An effective technique delivered simultaneously with the time up signal shall be counted as part of the score. No technique delivered after the referee has signaled, *yame*, shall be counted as part of the score.
4. Techniques delivered outside the prescribed *shiai* shall be invalid. If, however, the attacking contestant was within the boundary of the *shiai* at the time of delivering such a technique, said technique shall be considered valid provided that it was delivered before the referee's *yame* signal.
5. Techniques delivered by a contestant shall be valid as long as one of contestant's legs is inside the *shiai*.

Criteria for Deciding a *Waza-Ari*

1. The criteria for deciding a *waza-ari* are the same as those for deciding an *ippon* except that one or more of the elements for an *ippon* are missing.
2. All *waza-ari* (points) shall be considered cumulative in case of extensions.
3. Second overtime (*sai-encho-sen*) will also be cumulative.
4. Simultaneous techniques shall be recognized and dual *waza-ari* shall be awarded *aiuchi*.

Legal Techniques

1. Areas of attack:
 - a. Contact may be delivered only to protected chest area.
 - a. Non-contact-controlled techniques to the *jodan* area (head) are allowed for contestants graded 5th kyu or higher. If successfully executed and recognized this technique will result in a *waza-ari*. There are no *ippons* to the head.
 - b. Contestants below 5th kyu may make faking techniques to the head, but cannot receive a *waza-ari* for the technique.
 - c. When *koshiki* type divisions are being held highly controlled kicking contact is permitted to the special headgear with a two *waza-ari* award if deemed valid. Again, there are no *ippons* to the head.
 - d. Where there are no mats or padded surface, throwing and sweeping techniques are not allowed.
2. Striking Techniques – *Tsuki Waza*
 - a. All recognized hand techniques.
 - b. Representative hand techniques – limited listing
 1. *Tsuki* punch
 2. *Ura Ken* back Fist
 3. *Shotei* open Palm
 4. *Shuto* chop
 5. *Enpi* elbow
3. Kicking Techniques – *Geri Waza*
 - a. All recognized kicking techniques.
 - b. Representative leg techniques – limited listing
 1. *Jo Sokute* ball of Foot
 2. *Sokuko* instep
 3. *Ka Sokutei* heal
 4. *Hiza* knee
4. Throwing Techniques (when allowed) – *Nage Waza*
5. Sweeps/Reaps/Drops (when allowed) – *Harai Waza/Kari Waza/Otoshi Waza*

- a. All of the mentioned techniques must be followed by an immediate legal striking technique
 - b. These sweeping techniques must be done with the sole of the foot.
 - c. The following are examples and do not represent the complete list.
 1. *Asbi Barai* basic sweep
 2. *Deashi Barai* front leg sweep
 3. *Ko-uchi Gari* minor outer reap
 4. *Osoto Gari* major outer reap
 5. *Tani Otoshi* valley drop
 6. *Ouchi Gari* major inner reap
6. A contestant may attempt a sweep to unseat the opponent, but must not take the opponent down except where allowed. This technique must be made with an immediate attempt to score.

Prohibited Techniques and Acts

1. There is no contact to any unprotected areas including, but not limited to the groin, joints, back, or neck and head.
2. Striking while holding protective armor.
3. Any attacks to the groin area.
4. Any contact to the head except in designated koshiki divisions.
5. Excessive contact to *chudan* (chest area).
6. Blind or wild techniques where contact was or was not made.
7. Knee techniques to the head.
8. Sweeping or throwing techniques on non-matted surfaces.
9. Unnecessary grabbing, clinching and bodily crashing against the opponent.
10. Any unsportsmanlike or discourteous behavior.
11. Failure to stop when the judge calls stop or *yame*.
12. Repeated turning of the back thus incurring contact.
13. Holding onto the hands, sleeve, and legs for more than one second without a follow up technique.
14. Delay or stalling: *Mokugeki*
 - a. *Mokugeki kaekoku* (an unofficial warning): A contestant appears to be engaged in delaying or stalling of the match. The referee shall give a ten second warning.
 - b. *Mokugeki chui* (an official warning of a violation): The contestant continues to refuse to fight or delays the match. The match shall be stopped and a waza-ari awarded to the opponent.
 - c. *Mokugeki hansoku* (an official and severe action): The contestant continues to engage in said activity, the match shall be ended and the opponent shall be declared the winner.
15. Failure to protect oneself or reckless behavior such as turning of the back, dropping the hands, etc.: *Mobobe*
 - a. *Mobobe Kaekoku* (an unofficial warning): A contestant has engaged in a behavior that is injurious to self or opponent.
 - b. *Mobobe chui* (an official warning): The contestant continues to engage in said activity, a waza-ari shall be awarded to the opponent.

- c. *Mobobe hansoku* (an official and severe action): The contestant continues to engage in said activity, the match shall be ended and the opponent shall be declared the winner.
- 16. Coaching is absolutely prohibited during any match. Failure to comply with this rule after being duly warned will result in a penalty against the contestant being coached.

Foul and Disqualification

1. When a contestant is about to commit a prohibited act or has done so the referee shall issue a warning or a foul.
2. In case the contestant, after having once been warned, repeats the prohibited acts, the referee may award the shiai to the opponent by issuing an *ippon*.
3. In the event a contestant actually violates the rules by using prohibited technique, the referee may call the judges together for consultation as to *hansoku* (foul) or *hansoku chui* (warning of a foul) as deemed necessary.
4. In the event a *hansoku chui* is judged, a *waza-ari* shall be awarded to the opponent.
5. In the event a contestant deliberately commits a violation that contestant shall be given a *hansoku* or *shikaku* and may face exclusion from future events.
 - a. Hansoku - Disqualification
 - b. Shikaku - Disqualification from the remainder of the tournament
 - c. Possible barring from future events.
6. When a contestant commits any of the aforementioned acts, the referee shall announce a victory to the opponent by announcing, *ippon*. By verdict of the chief judge and tournament director following consultation among the panel of judges of a given court, such a contestant may be barred from participating in the remainder of the tournament in progress.
7. Contestants barred from the Shinzen Shiai may also be barred from Shinzen affiliated events.
8. It is expected that such a decision will be honored in affiliated school's events.
9. In case an act of the contestant is considered to have been malicious and/or is willfully in violation of the rules.
10. In case a contestant fails to obey the orders of the referee.
11. In the case a contestant becomes overly excited and is considered unfit for engagement in the *shiai*.
12. A contestant shall be allowed two out of bounds warnings *jogai chui*.
13. Thereafter, a contestant who steps out of bounds is automatically given a *jogai chui* and a *waza-ari* is awarded to the opponent for each out of bounds violation.
14. In the event a contestant is pushed, hit or thrown out of bounds a *jogai chui* shall not be given. *Jogai chui* are cumulative and independent of other infractions. A *jogai chui* does not constitute disqualification.
15. If it is deemed that a contestant deliberately pushed the opponent out of bounds, then a *hansoku chui* or *hansoku* shall be given to the offending contestant.

Injuries and Accidents during the *Shiai*

1. If a contestant suffers any injury, minor or disabling, which is not the result of a foul and requests permission to quit or must quit, then the opponent shall be declared the winner. *kiken make* (winner due to dangerous condition).
2. A contestant who is unable to fight due to injury sustained not as a result of a foul or for other reasons requests permission to quit the *shiai* shall have the opponent declared the winner.
3. In the event that a contestant receives one or more *waza-ari* in a particular round and the other contestant receives an injury not caused by a foul and cannot continue the contestant with the most *waza-ari* shall be declared the winner.
4. In the event of an injury and no attending physician, the referee shall consult the arbitrator or director as to cessation or completion of the match.
5. In the case of a minor, the parent or guardian must be consulted.
6. If a contestant wishes to continue the *shiai* against the advice of the tournament doctor or medical personnel, the opponent shall automatically be declared the winner to ensure the injured player's safety - *kiken make*.
7. If a player commits a foul injuring the opponent and the injured player cannot continue the match, the player who committed the foul cannot be declared the winner.
8. Under no circumstances may a player be declared a winner after causing an injury to the opponent through a foul.
9. The injured player may be permitted to continue to fight in further matches only with the permission of the medical authorities and/or the tournament director.
10. The chief judge along with the arbitrator and/or director may refuse permission for a match to continue where they deem the safety of the contestant is at question.
11. A two-minute maximum time out shall be allowed in case of an injury at which time the match is either ended or continued based upon the above listed conditions.

Special Division of Controlled Contact (Koshiki)

1. This division is open only to those black belts who wish to participate in this division which allows contact to an approved padded and visor helmet.
2. Controlled light contact is permitted to the headgear.
3. All techniques to the visor must demonstrate pull-back.
4. Absolutely no *ippon* shall be awarded for contact to the headgear.
5. Absolutely no elbow or knee techniques shall be allowed to the headgear.
6. Two *waza-ari* shall be awarded for a recognized technique to the headgear.
7. A recognized kick to the body armor shall be awarded a single *waza-ari* unless it was deemed an *ippon*.
8. Stomping techniques are not permitted.
9. Hand wraps as shown in the appendix are required by all contestants doing shiai.
10. Matches shall be 3 minutes in length.
11. In the event that one contestant scores seven *waza-ari* over the other contestant, the contestant with the seven-point spread shall be declared the winner.
12. In the event that three consecutive independent unanswered scored techniques are made, that contestant shall be deemed the winner.
13. Groin cups and mouth guards are required.
14. Additional clarifications shall be made at the judging clinics and meeting prior to the event.

Protests and Other Matters

1. No contestant may personally protest to the referee and/or the judges.
2. When a decision given by a referee or a judge is suspected to have been in violation of the rules the instructor or responsible authority may signal the referee for a conference.
3. If for some reason the referee, judges and instructor cannot resolve the protest, the chief arbitrator and/or the tournament director shall be called in for consultation.
4. Protests shall be made prior to the completion of the match. Protests after completion of the match shall not be entertained except in the case of gross failure to follow the rules of the tournament.
5. In case of a situation not foreseen in these rules or in case there is doubt about the applicability of these rules to a given situation, the judges, the referee, the arbitrator, the chief arbitrator and director shall consult among themselves to find a solution.
6. Ultimately, and if necessary, the final decision to any questions shall be decided by the chief arbitrator and the tournament director as they are the ultimate authorities.

The Ethics of Refereeing

1. Of uttermost importance to the referees and judges is the safety of the contestants.
2. Referees and judges must be absolutely neutral and impartial.
3. Referees and judges must always comport themselves with dignity and professionalism.
4. Referees and judges must with the utmost attentiveness and concentration watch and observe every detail of the match and must pass a correct judgment on every move of the contestants.
5. During a match, the arbitrator, referee and judges shall refrain from conversing with those not involved in the match.
6. All officials must reflect exemplary efficiency, speed, knowledge and refined behavior, in other words professionalism.

Operation of the Ring

Judges of *Kata*

1. The number of judges shall in principle be five.
2. In the case of a possible shortage of certified judges, then three judges shall be used.

Operation of the Ring

1. The referee shall lineup all contestants and judges for the official bow in.
2. The referee shall instruct all contestants and judges to be seated.
3. The referee shall instruct, if necessary, the scorekeeper to call the first contestant who will perform without being scored. The same procedure shall be followed for constant two and three.
4. The referee shall then, if necessary, instruct the scorekeeper to call back each of the first three contestants for scoring.
5. The referee shall instruct the scorekeeper, if necessary, to call for the next contestant to come up and perform. Judging will take place immediately.
6. The referee will call for the decision of the scores by saying *bontai* or "judges score".
7. In the very rare case where whistles are allowed the referee shall blow one long blast followed by a short blast. (cards shown)
8. After the cards are shown the referee shall make one short blast. (cards down)
9. All the judges will lift their score cards first showing the contestant the score and allowing for the announcer to call out the scores.
10. Then the judges will then turn their cards towards the scorekeeper for a final check.
11. The same procedure will be used until all contestants have been judged.
12. The referee will call for all contestants to line up.
13. The referee will call out the names of the winners lining them up in order of win.
14. The 1st place winner shall be situated closest to the *shomen* (place of honor).
15. The referee and judges will award the winners with their awards.
16. The referee and judges will shake the hands of winners/all contestants where possible.

Calculation of Scores and Ties – Kata

1. The scorekeeper shall delete the high and low scores and, then, add the remaining three scores together.
2. In case there are only three judges all scores shall be counted.
 - a. The contestant with the highest score shall be declared the winner.
 - b. The second highest declared second, and so on.
3. In case of a tie, the highest of the low score shall determine the winner.
4. In case of a further tie the higher of the high scores shall determine the winner.
5. In case of a further tie the contestants will be required to do their *kata* again.
 - a. Beginners can do the same or another *kata*.
 - b. Intermediates can do a different *kata*.
 - c. Advanced must do a different *kata*. (3, 2, 1 and black belts)

Calculation of Scores and Ties – Shiai

1. The use of the Bye Chart must be used in all *shiai* events.
2. Byes can be awarded to those who register first, second, third, etc. otherwise byes shall be determined on a random basis i.e., the luck of the draw.
3. A bye is to be considered a win.
4. Contestants receiving a bye shall, in principle, fight each other in round two.
5. Third and fourth place are to be determined by shiai.
6. Fifth and sixth place shall not have to compete.
 - a. The fifth place winner shall be that contestant who lost to the first place winner in an earlier match.
 - b. The sixth place winner shall be that contestant who lost to the second place winner in an earlier match.
 - i. In principle, contestants from the same dojo shall not compete with each other during the first round of competition.
 - ii. There should never be a need for a round robin run-off

Protocol

1. Each contestant shall present themselves with proper dignity and attitude.
2. Each contestant's uniform shall be clean, pressed, and all white with the belt properly tied.
3. Each contestant shall:

Walk to far line end of the shiai-jo, bow and enter walking on the same plane to the center.

- a. Face the judges and then walk to the three-quarters ring and bow.
 - b. Say *onegaishimasu*, their name and the name of the *kata*. Contestants may say use a brief statement of request.
 - c. Step back and perform the *kata*.
 - d. Stand at attention and wait for scoring.
 - e. Bow and say *arrigato*.
 - f. Walk straight backward to the edge of the *shiai-jo* and turn.
 - g. The contestant shall face the next contestant and bow.
 - h. The new contestant shall exchange positions. The leaving contestant turns and bows off the *shiai-jo*. The back of the contestant must not be turned towards the judging panel.
 - i. Upon completion of the division, the referee shall line all the contestants up.
 - j. The referee shall announce the winners or may delegate same to the scorekeeper.
 - k. The referee shall instruct the judges to issue the awards.
 - l. The referee shall then instruct the contestants to bow to the judges and then the *shomen*.
4. At this point the division is over.
 5. Musical *kata* are not permitted.

Criteria for Judging *Kata*

7. Judging of kata shall be based upon:
 - a. performance
 - b. breath control
 - c. power
 - d. speed
 - e. body control
 - f. fluidity of movement
8. Due to the uniqueness of *Shorinjiryu*, there are variations of many of the same *kata*. Therefore, any reasonable differences in *kata* cannot be considered in the judging. However, rollouts, flips, and other acrobatic movements are not acceptable.
9. Judges must be consistent in their decisions.
10. Contestants may, if in the event of error, begin a kata again without penalty if that contestant is a white belt, 10th or 9th *kyu*.
11. Contestants who are yellow belt or higher, 8th *kyu* or higher, may not begin a kata again. Yellow belts may redo their kata ONLY if they are in a mixed division of white and yellow belts.
12. Contestants who stop their form must be judged accordingly - the lowest possible score.
13. Contestants shall not be required to perform both sides of a form where that form does not have the opposite side built in. For illustrative purposes, *Kata Naibanchin* does not have the mirror image built in and, therefore, the mirror image is not required. *Kata Happiken* has the mirror image built in and, therefore, performing a mirror image is a redundancy and is not required. If a contestant chooses to do both sides of a form no additional points shall be awarded and conversely there will be no penalty for doing one side.
14. Contestants, where kata of varying degrees of complexity and duration are performed, will be judged solely on performance, and no additional weight will be added or subtracted based on the complexity or length of the performed form.
15. Musical kata is not permitted.

Criteria for Judging Weapons Forms

1. Contestants who attain the grade of green belt (5th kyu) or higher may perform weapons forms.
2. Contestants are required to choose one of the Kyokai approved. Weapons are supplied at the Shorinjiryu Shinzen Kyokai event.
3. Contestants may not use their own weapons.
4. The only exception to the above rule is in the use of katana and bo staffs over 6 feet in length.
5. All such weapons must be authentic in nature
6. Lightweight metals, holes in weapons, bamboo stocks, aluminum, hollow, balsawood, etc., are not permitted.
7. Youth weapons participants may not use sharpened bladed weapons commonly known as “live” weapons.
8. All rules that apply to open handed kata apply to weapons forms. With the single exception, black belts will have to use a different weapon in case of a tie.
9. Since weapons forms have the added factor of the actual ability to use the weapon with proficiency, control of the weapon, knowledge of use, application of technique, and realism are factors that must be applied when judging.
10. A contestant who drops a weapon may continue, but must receive the lowest possible score.
11. No contestant may restart a weapons kata once the kata has begun.

Scoring Guidelines

16. In principal the following parameters shall be used:
- | | | | |
|----|---------------|-----|------|
| a. | beginners | 5.0 | 7.0 |
| b. | intermediates | 6.0 | 8.0 |
| c. | advanced | 7.0 | 9.0 |
| d. | black belts | 8.0 | 10.0 |
17. When scorecards are used all available decimals are to be used.
18. In the unlikely event that there are no scorecards available the left hand shall represent the whole numbers and the right hand shall represent decimals.
- | | | |
|----|---------|-----------------|
| a. | Fingers | Whole numbers |
| | 5 | 5 |
| | 1 | 6 |
| | 2 | 7 |
| | 3 | 8 |
| | 4 | 9 |
| b. | Fingers | Decimal Numbers |
| | 1 | 1 |
| | 2 | 7 |
| | 3 | 8 |
| | 4 | 9 |
| | 5 | 5 |



DESK OFFICIALS'
MANUAL

Desk Officials

The service performed by parent and student volunteers cannot be understated. All desk officials must be fully trained and aware of the rules of the contest in order to assure a smooth, well run and professional event.

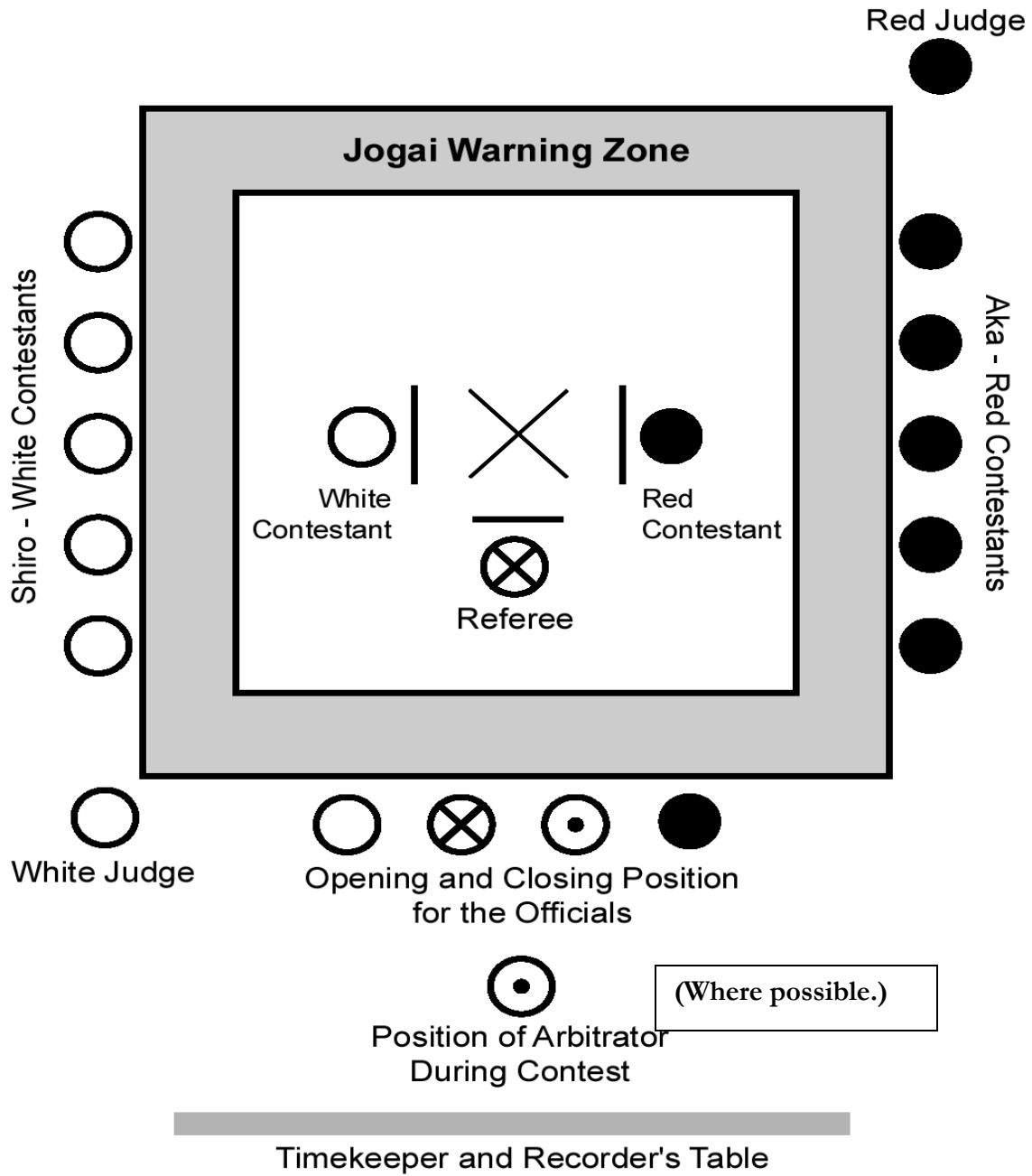
- (1) The Desk Officials shall consist of the following individuals:
 1. Scorekeeper
 2. Assistant Scorekeeper
 3. Time Keeper
 - i. The Scorekeeper:
 - (ii) Shall collect all cards from the contestants.
 - (iii) Verify attendance.
 - (iv) Arrange performance of students in kata based on the ID number unless the order was preset.
 - (v) Award byes where necessary based upon the lowest ID number keeping in mind that changes in procedures may be required.
 - (vi) Assure that contestants from the same dojo shall not compete against each other in the first round of shiai nor the first three in kata where possible.
 - (vii) Announce the names of contestants who will compete.
 - (viii) Record all scores in kata.
 - (ix) Record all awarded points and all violations in shiai.
 - (x) Maintain the official record sheets.
 - (b) Record the names of the referee and judges.
 - (c) Record the place of the winners in kata based upon the scores.
 - (d) Record the winners of shiai.
 - (e) Arrange for awards presentation.
 - (f) Supply the referee with the written records.
 - (g) The Assistant Scorekeeper
 1. Shall work directly with and in conjunction with the scorekeeper.
 2. Assist with the collection of cards
 - (ii) Assist with the kata sheets.
 - (iii) Maintain a separate unofficial sheet for kata and shiai.
 - (iv) Turn the desk chart scorecard during shiai.
 - (v) Verify the records.
 - (vi) Assist in all aspects.
 - (h) The Timekeeper
 - (i) Work directly with the referee.
 - (ii) Shall keep the time for shiai.

- (iii) Shall start, stop and announce the time.
 - (iv) At thirty seconds to go announce *Atosho barrec*.
 - (v) At the end of the time announce Jukan - time.
 - (vi) Assist as needed.
-
- (i) Kata
 - (j) In the case of kata events, scorekeepers shall arrange the names according to descending ID number.
 - (k) The contestant with the lowest number shall go last.
 - (l) The contestant with the highest number or no number shall go first.
 - (m) Contestants from the same dojo should not go 1st, 2nd, or 3rd wherever possible.
 - (n) The scorekeeper shall call the contestants' names.
 - (o) First contestant's name and "Up".
 - (p) Second contestant's name and "On Deck".
 - (q) Afterward, the third contestant's name "On Deck".
 - (r) At this point, the first contest is called back for scoring. Then the second contest and then the third contestant. From this point on each contest shall be judged and scored immediately upon completion of their kata.
 - (s) Determining the Winners in Kata
 - (t) Scorekeepers shall drop the high and low score in case that there are five judges.
 - (u) The highest scorer is the first place and so on.
 - (v) In case of a tie, the highest of the low dropped scores is the winner.
 - (w) In case of a further tie, the highest of the high dropped scores is the winner.
 - (x) In case of a further tie, the contestants must perform again.
 - (y) In case of second performances, the scores determine only the winner of the tie-breaker.
-
- (z) Shiai
 - (aa) In the case of shiai events, scorekeepers shall determine the number of bye and award said byes according to the rules of the contest.
 - (i) Students with the lowest numbers shall be awarded the byes.
 - (ii) If that rule is not in effect the selection of the byes shall be by random.
 - (iii) If contestants are from the same school every effort must be made to prevent competition in the first round.
 - (iv) If mismatches are clearly evident, the contestants may be switched.
 - (v) All final decisions are left to the chief referee.
 - (bb) Scorekeepers shall call the names of the first two contestants.
 - (cc) The scorekeeper shall call the second two contestants with the words, "On Deck."
 - (dd) Scorekeepers shall keep a running written record of the points and warnings. It must be noted that the written score is the valid score and supersedes potential errors in the score cards.
 - (ee) Scorekeepers shall call the winner of each round to the table to reaffirm the identity of the winner.
 - (ff) In the case where there is a five-point spread, the call *go tensha* shall be made informing the referee that the match has been determined.

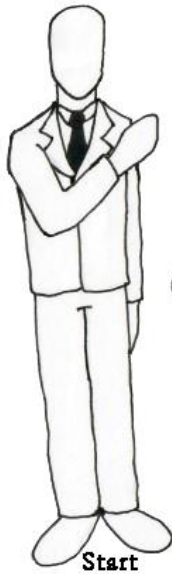
- (gg) In the case where a referee forgets a hansoku chui previously made, the scorekeeper must politely inform the referee in case a second violation was declared.
 - (hh) Scorekeepers shall determine the winners of position 5 and 6 based upon the bye system.
 - (ii) The fifth place winner shall be that contestant who lost to the first place winner in an earlier match.
 - (jj) The sixth place winner shall be that contestant who lost to the second place winner in an earlier match.
 - (kk) The scorekeeper shall deliver to the chief judge the results of the division.
 - (ll) Scorekeepers shall arrange for the delivery of awards, certificates, etc. to the ring.
- (mm) Ethics of Desk Officials**
- (nn) The desk officials are bound by the same rules as ring officials as listed below.
 - (oo) Of utmost importance to the referees and judges is the safety of the contestants.
 - (pp) All officials must be absolutely neutral and impartial.
 - (qq) All officials must always comport themselves with dignity and professionalism.
 - (rr) All officials must with the utmost attentiveness and concentration watch and observe every detail of the match and must pass the best possible judgment on every move of the contestants.
 - (ss) During a match, all officials shall refrain from conversing with those not involved in the match.
 - (tt) Scorekeepers should not score their own children.
 - (uu) All officials shall not use cell phones inside the *shiai*jo. If they must leave the contest area to attend personal concerns, they must find someone to take their place.
 - (vv) All officials must reflect exemplary efficiency, speed, knowledge and refined behavior i.e. professionalism.

Appendix

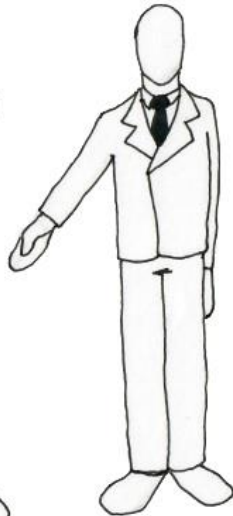
Shiaiyo Layout (Suggested)



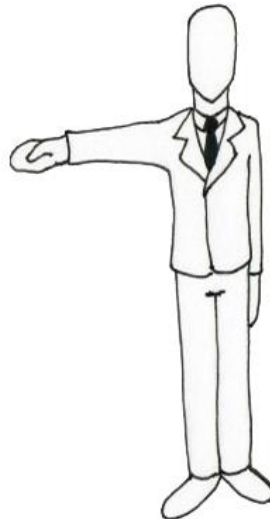
Referee Hand Signals Basic



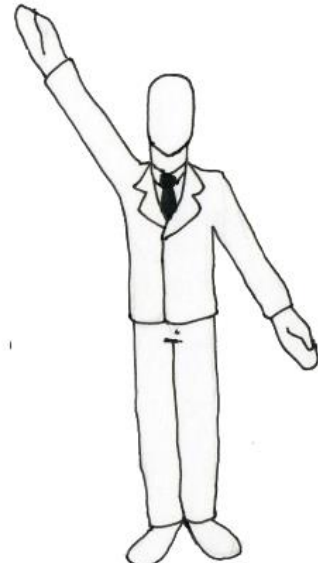
Start



Aka White
Waza-ari

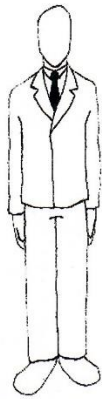


Aka White
2 Waza-ari

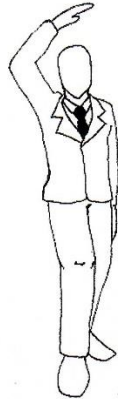


Aka Shiro
Aka 3 Waza-ari
Shiro Waza-ari

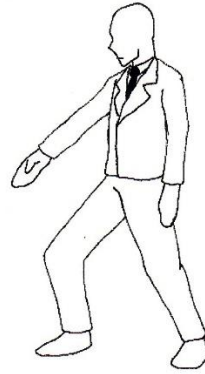
Referee Hand Signals



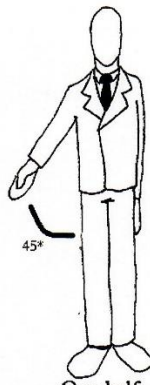
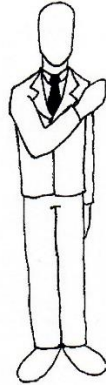
Shobuu Ippon
Kumite
Hajime
Begin



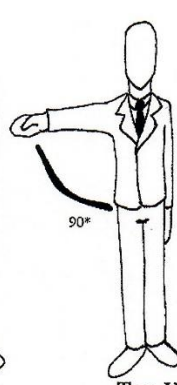
Yame
Stop



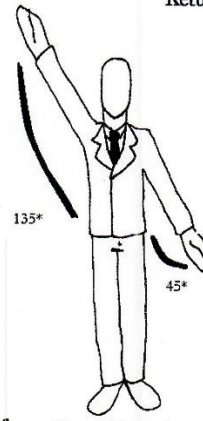
Motomono Ichi
Return to your place



One half
Point Red



Two Half
Points Red



Three Half
Points Red



One Half
Point White

Wara-ari

Points awarded - fingers should be used additionally to indicate points



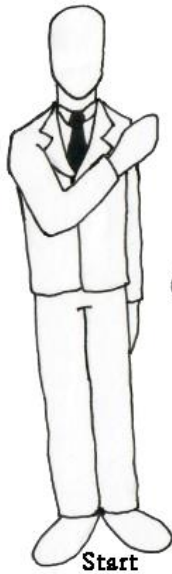
Hands point to the eye level
of each contestant



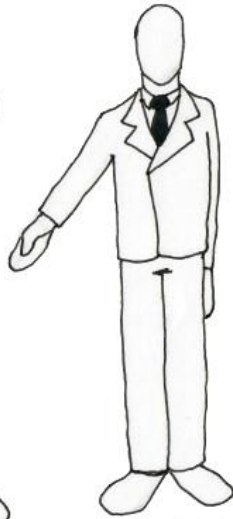
Gesture as if to bring
the contestants together.
Move the left leg back.

Tsuzukete Hajjime

Referee Hand Signals Basic



Start



Aka White
Waza-ari



Aka White
2 Waza-ari



Aka Shiro
Aka 3 Waza-ari
Shiro Waza-ari

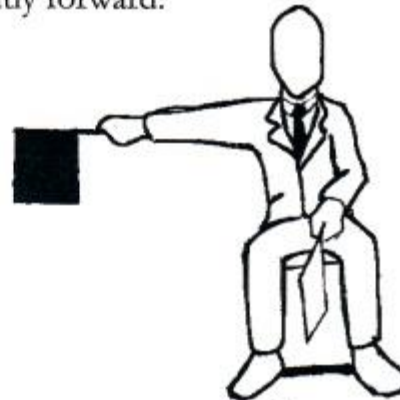
Judges Flag Signals



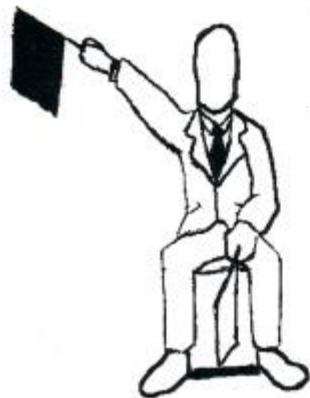
Proper sitting position with back straight & slightly forward.



Aka wazari
One half point red.



Aka wazari
Two half points red.



Aka wazari
Three half points red.



Aka Ippon // Aka No Kachi
Full point red // Winner red.

Judges Flag Signals #2



Mienai

Unable to see a point.



Fujubun

No point crisscross multiple times.



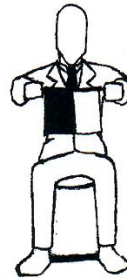
Jogai

Out of bounds – tap floor.



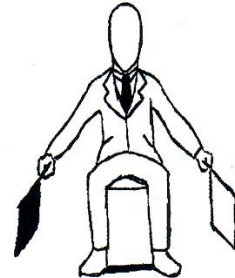
Mokogeiki Chui / Mokogeiki

Delay of match – indicate the offender.



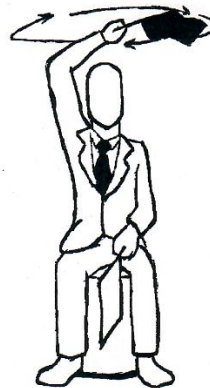
Ai-Uchi

Simultaneous score – half point each.



Hanshoku Chui

Warning of a foul-
half point white.



Hanshoku / Shikaku

Disqualification

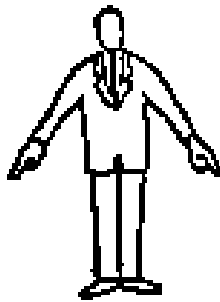
Referee Hand Signals



Shobu Ippon Hajime
Begin – Attention Stance



Yame
Stop



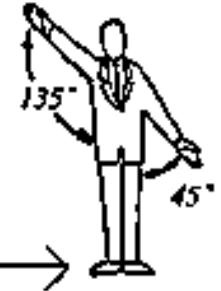
Motono Ichi
Return to your place



One Half
Point Red



Two Half
Points Red

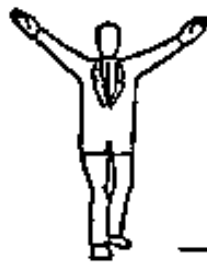


Three Half
Points Red
One Half
Point White

Wara-ari

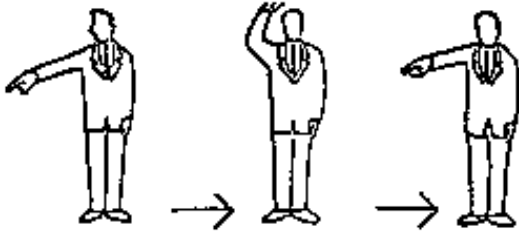
Points awarded – fingers should be used additionally to indicate points.

Hands point as eye level
of the contestants.

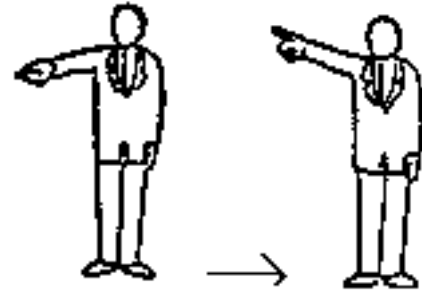


Gesture as if to unite
contestants. Draw
left leg back.

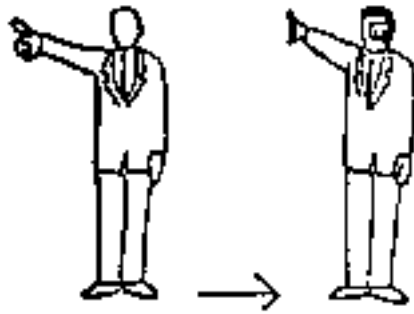
Tsuzukete Hajime
Continue to Fight



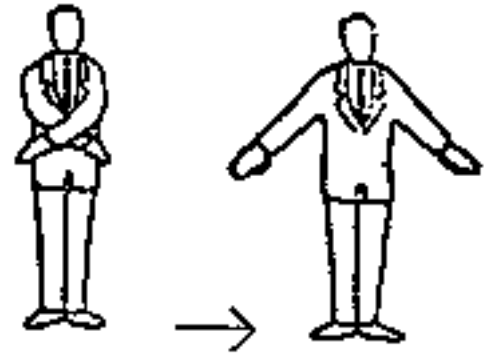
Aka Jogai Chui
Out of bounds warning to red.
Automatic half point awarded to white.



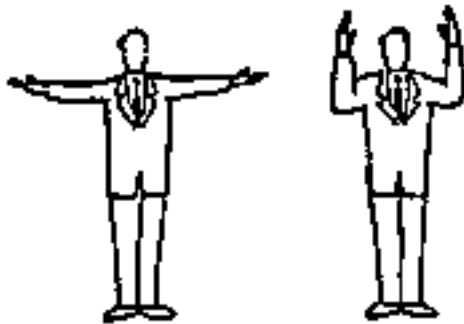
Aka Hansoku Chui
Warning or foul
Point at midsection, declare violation, point white.



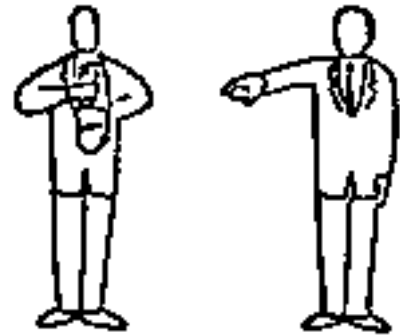
Hansoku or Shikkaku
Disqualification
Point to face of the offender and then outside the *shiajo*



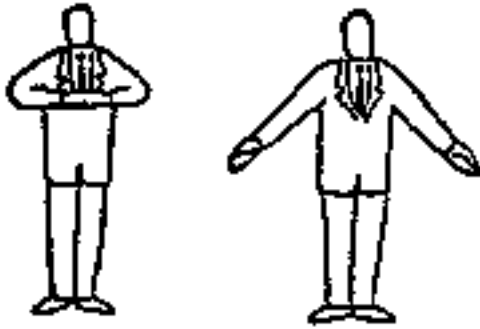
Torimasen
No valid attack
Palms face the back



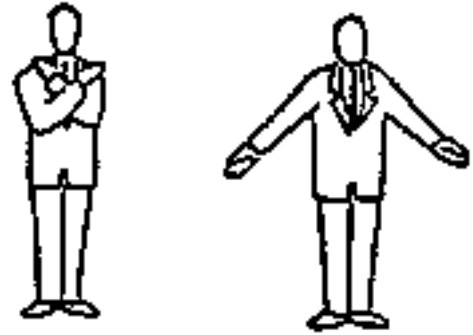
Fukushin shugo
Calling judges together for consultation



Mukogeki Keikoku
Mukogeki Chui
Delay of match warning/caution



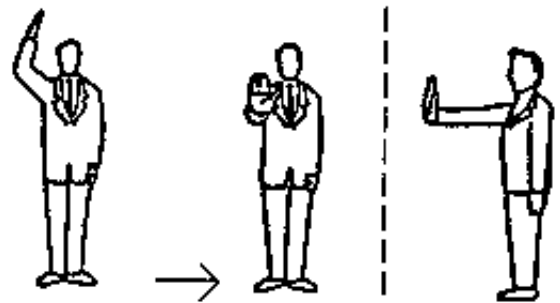
Aiuchi
Simultaneous scoring by red and white
Palm face forward



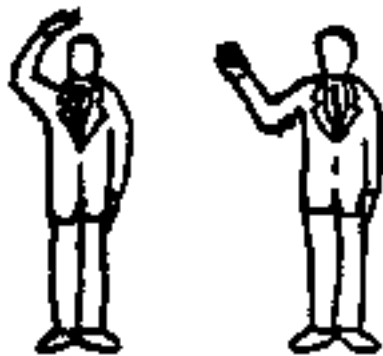
Hikiwake
Draw
Note: Palms facing forward



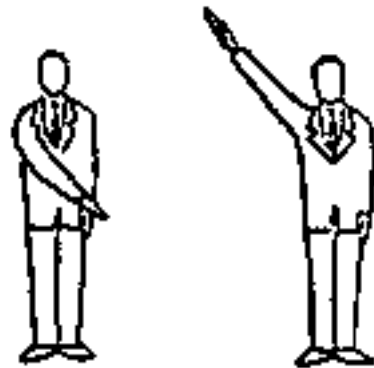
Ippon
Full point
Automatic win



Sore-Made
End of contest
Heels together, extend the open hand outwards



Hantai Torimas
Make a decision



Aka No Kachi
Red, Winner

Judges Hand Signals



Proper sitting position for judges.
Sit forward on chair with
back straight.



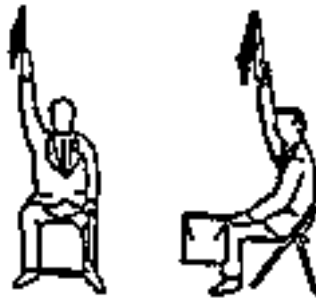
Aka waza-ari
Half point red



Aka waza-ari
Two half points red



Aka waza-ari
Three half points red



Aka ippon
Full point red



Aka No Kachi
Winner, red



Fujubun
No point, not enough
Cross flags several times in
front of knees



Mienai
Unable to see point



Hansoku Chui
Foul - Small overhead circle



Hansoku
Disqualification
Large sweeping over head circle



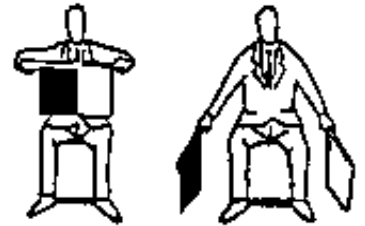
Jogai
Out of bounds
Wave flag and tap on shiaijo



Hikiwake
Draw



Mokogeki
Delay of match
Rotate flags and point the
Appropriate flag at the offender.



Ai-uchi
Simultaneous score
Half-point awarded to both sides



Revised General Rules Summary

- 1- Safety at all times is priority number one.
- 2- Divisions are determined by dan and kyu. Depending upon the number of applicants, the divisions will be grouped by weight, age, rank.
- 3- A match is 2 minutes running time in all non-black belt divisions and 3 minutes for black belt divisions
- 4- All recognized striking techniques shall be allowed.
- 5- Unless a technique is recognized as an *ippon*, all scoring techniques will be considered a single *waza-ari*.
- 6- A match shall be deemed ended when one contestant has scored an *ippon* (full point).
- 7- In the event that an *ippon* has not been scored, the contestant with the highest number of *waza-ari* (half-points) shall be declared the winner.
- 8- A contestant with a five-*waza-ari* spread shall be declared the winner. *Gotensa na kachi*.
- 9- Three unblocked, unanswered consecutive strong, vigorous *waza-ari* may be declared an *ippon* at the discretion of the chief judge. (*Santensa na kachi*)
- 10- In case of a tie, the match will be extended by one minute *encho-sen*.
- 11- In case of an additional tie, a final extension will be held *sai-encho-sen*. The first contestant to score will be declared the winner whether by *waza-ari* or *ippon*. There is no time limit.
- 12- There shall be only two legal target areas - head and body protector.
- 13- The only contact permitted is to the area covered by the *bogu* (armor).
- 14- Absolutely no contact will be permitted to the head, neck, face, back, groin or legs.
- 15- Points will not be scored to the head area in 10 Kyu through 6 Kyu. Points may be scored to the head with non-contact techniques in 5 Kyu through Black Belt divisions. Faking techniques to the head are permissible in all divisions. At the discretion of the referee/arbitrator, the faking provision for safety reasons may be cancelled in the 10 Kyu through 6 Kyu divisions.
- 16- Any contact to a non-contact area shall result in an automatic penalty half-point.
- 17- The referee does not need verification for awarding a penalty point.
- 18- Two such penalty *waza-ari* will result in automatic disqualification - out of bounds warnings are not applicable to this rule.
- 19- Turning of the back shall be considered a dangerous action, a warning, and then a half point penalty.
- 20- Excessive contact shall result in automatic disqualification.
- 21- Sweeps and throws are allowed only on matted areas. In the event that sweeps and throws are permitted, a mandatory follow up technique must be attempted; otherwise, a single warning will be issued for each violation.
- 22- Out of bounds - two warnings shall be issued before penalty half-points are awarded.
- 23- A contestant may score if one foot is out of bounds
- 24- Groin cups and mouth guards are mandatory.
- 25- Combination cloth shin/instep guards may be worn 10 kyu – 3 kyu. as long as the pants cover them
- 26- Brown/ black belts, cloth shin guards are permitted covered by the pants (not the combination guards).
- 27- Cloth forearm protectors are permitted as long as the protectors are completely covered by the sleeves.
- 28- The only approved hand guards are the black sleeve neoprene and are required in **all divisions**.
- 29- Head and *bogu* are required and will be provided.
- 30- All contestants must use the same style *bogu do* - armor. Each contestant in an individual match must wear the exactly the same type of protective chest armor. It must be understood that the size of the protective armor must be appropriate to the size of the contestant
- 31- Grabbing of the *bogu* is not permitted. One may grab the *gi* if followed by an immediate follow-up.
- 32- Absolutely no jewelry.
- 33- Finger nails and toe nails must be of reasonable length as not to cause injury.
- 34- Traditional **solid all white gi**.

- 35- Full uniforms must be worn at all times. White tee shirts may be worn under the *gi* (uwagi) jacket.
- 36- Absolutely no coaching by anyone in all divisions.
- 37- *Karateka* must stay within the confines of their designated areas.
- 38- Contestants are not required to do both sides of open hand and/or weapons kata.
- 39- The Kyokai will supply regulation *bo*, *sai*, *kama*, *jo*, and *nunchuku* for weapons events.
- 42- Weapon divisions are open only to 5 kyu (green) and over.
- 43- Any question regarding rules violations must follow proper procedures – arbitrator.
- 44- All black belts are expected to avail themselves of service
- 45- All must follow proper dojo etiquette.
- 46- Disrespect or poor sportsmanship will not be tolerated and may result in disqualification from the match and/or tournament.
- 47- Food and drink must be kept outside the gym.

Special Rules for the Koshiki Divisions

- 1- These divisions are open only to black belts and junior black belts.
- 2- In the special Koshiki divisions absolutely controlled contact will be allowed to the visor of the helmet.
- 3- Proper pull back is required for all techniques to the helmet.
- 4- Points
 - a- Two half-points for light highly controlled kicking techniques to the helmet.
 - b- One-half point awarded for all other legal techniques except in the case of an *ippon*.
- 5- An *ippon* will not be scored to the head.
- 6- The back is a non-contact target area.
- 7- Mouth guards, groin cups, and are required.
- 8- In an effort to maintain sanitary concerns, the approved black non-padded neoprene hand guards are required.
- 9- All *koshiki* divisions will be three minutes in length.
- 10- A seven-point spread ruling applies to these divisions.
- 11- All other rules of the Kyokai apply.

Special Notes Regarding Protocol and Etiquette

Summary of Beginning and Ending of a Match (Both Shiai and Weapons are similar)

At the Beginning of the Competition

1. All contestants shall line up on the *shiai*jo, facing the officials, who are also on the mat.
2. All bow to the *Shomen*
3. Contestants bow to the officials
4. Contestants instructed to step backward off the *shiai*jo.
5. Judges bow to the Referee
6. Referee steps back, shiro judges takes a seat to the left corner of the referee while the aka judge takes a seat to the right corner.
7. Scorekeepers shall call the pairs of contests to fight.
8. The two contestants as well as the referee shall stand at the edge of the *shiai*jo.
9. The referee shall instruct the contestants to enter the area by saying *nu jo*.
10. The contestants shall take up their positions on the aforementioned lines.
11. They and the judges shall turn and bow to the “place of honor” *shomen ni rei*.
12. The contestants shall then face the chief judge and bow *shinpan ni rei*.
13. The contestants shall then face each other and bow *otagai ni rei*.
14. The contestants shall simultaneously say *onagai shimasu* (please assist me, courtesy to partner).
15. The referee shall stand with both arms at the side, call:

- a. 1 *shobu ippon* (show a winning technique),
- b. 2- *kumaete* (prepare to fight-stance),
- c. 3- *hajime* (start), step back as the combat begins

16. The referee/judges step back and the competition begins.

At the conclusion of the competition

17. All the contestants shall line up along with the officials.
18. Bow to the officials.
19. Bow to the Shomen.
20. Step off the shiai-jo when instructed by the referee.
21. Judges will face the referee and bow.
22. At this point the *shiai* is over.

Kata bowing (after formal bow in)

The contestant shall bow upon entering the *shiai-jo*, bow to the officials, bow before & after performing the kata, bow again to the officials after scoring, step backwards, bow to next competitor, turn bow off the mat. The contestant shall not turn the back to the officials.

Shiai Starting Procedure

The referee shall, after the formal bow-in and presentation of contestants, stand with both arms at the side, announce in three (3) separate modes: *shobu ippon* (show a winning technique), *kumaete* (prepare to fight-stance), *hajime* (start), step back as the combat begins:

Shobu ippon – natural stance

Kumaete – get into a fighting stance

Hajime – start

Weapons - Choice of these weapons

Adult & Teen				Youth (12 and under)				
	Length	Diameter	Weight	Not tapered	Length	Diameter	Weight	Not tapered
Bo	5' 1.524m	1.25" 3.175cm	~2lbs .907187kg	“	5'	13.17"	~1.1lbs	“
	6' 1.8288m		~3lbs 1360.776kg		6'	1.25" 3.25cm	~1.3lbs	
	7' +	Are not supplied, but may be used by competitors over 6' tall. Bo must follow the general standards set above.						
Sai	15" 3.81cm		~.90lbs .4082238kg		same	as	adult	
	18"		~1.65lbs. .744268kg		“	“	“	
	20" 50.8cm		~1.85lbs. .8391452kg		“	“	“	

Jo	48" 121.92cm	1"	1.25lbs.. .566699kg		"	"	"	
	50" 127cm	1"	1.3lbs .5896696kg					
Kama	18" 45.72cm	Wood/metal	~13oz. .5896695		"	"	"	
	10" 25.4 cm	Wood/metal	~10oz, .283495kg		"	"	"	
Nunchuku								
	12" 30.48cm	Round Wood	~.90lbs .4082328kg		12" 30.48cm	Rubber/chain		
	'				8" 20.32cm	Rubber/chain		
	12" 30.48cm	Round Wood						
Katana	Your own sword is allowed, but not with a live blade.							

Required in all divisions.



Scoring Ranges

Beginner	White - Yellow	5.0 – 8.0
	Orange – Blue	5.0 – 7.0
Intermediate	Green – Purple	6.0 – 8.0
Advanced	Brown –	7.0 – 9.0
Black		8.0 – 10.0

Trophies and Medals

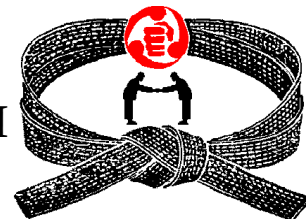
Trophies/medals in all divisions

Places 1 - 4 will be awarded their prize

Places 5 – 6 will be awarded a medal only in divisions of white/yellow under the age of 18.

SHORINJIRYU SHINZEN KYOKAI

Universal Kata Sheet



KATA DIVISION _____

Contestant's Name	Judge #1	Judge #2	Judge #3	Judge #4	Judge #5	Total Score	Order #

Scoring

Throw out the high and the low completely. If there is a tie find the highest of the low scores. That should be the winner. If there still is a tie, look for the highest of the remaining scores, then that is the winner. If there continues to be a tie redo the kata.

1st Place _____

2nd Place _____



Youth Only White/Yellow Divisions

3rd Place _____

5th Place _____

4th Place _____

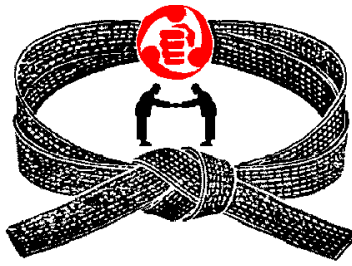
6th Place _____

Judges : _____, _____, _____, _____, _____,

Score Keepers: _____, _____

SHORINJIRYU SHINZEN KYOKAI

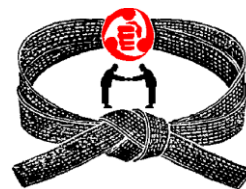
Universal Bye Chart



Number of Contestants	Number of Byes	Number Who Fight in Round One
2	0	2
3	1	2
4	0	4
5	3	2
6	2	4
7	1	6
8	0	8
9	7	2
10	6	4
11	5	6
12	4	8
13	3	10
14	2	12
15	1	14
16	0	16
17	15	2
18	14	4
19	13	6
20	12	8
21	11	10
22	10	12
23	9	14
24	8	16
25	7	18

SHORINJIRYU SHINZEN KYOKAI

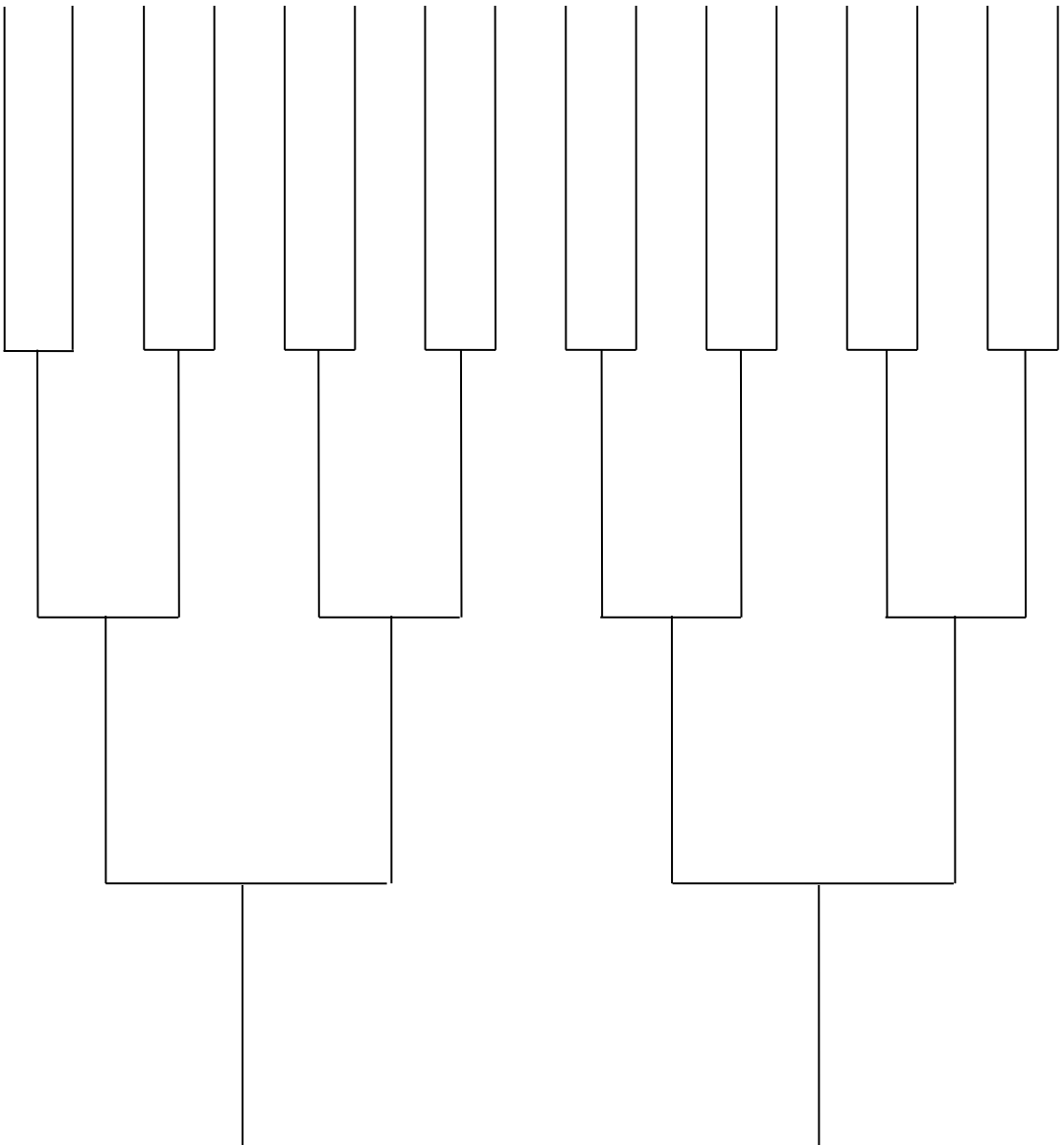
Universal Shiai Work Sheet



Key: Waza-a ○ Ippon ●	SHIAI DIVISION _____	Jogai Out of Bounds	<input type="checkbox"/>
		Chui Warning	<input type="checkbox"/>
Name	Name	Name	Name
Name	Name	Name	Name
Name	Name	Name	Name
Name	Name	Name	Name
Name	Name	Name	Name
Name	Name	Name	Name
Name	Name	Name	Name
Name	Name	Name	Name
Name	Name	Name	Name
Name	Name	Name	Name
Name	Name	Name	Name
Name	Name	Name	Name
Name	Name	Name	Name
Name	Name	Name	Name
Name	Name	Name	Name

SHORINJIYU SHINZEN KYOKAI SHIAI FLOW CHART

Shiai Division _____



1. _____
2. _____
3. _____
4. _____

Youth Division Only

5. _____
6. _____

5th place winner lost to the 1st place winner
6th place winner lost to the 2nd place winner.

Score Keepers: _____

Judges: _____

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