

International Karate Championships

Rules for Japanese / Okinawian Divisions

Some Rules for Karate Competition

- The experience categories for competition in Kobudo (weapons), Kata, and Kumite shall be as follows:
 - Beginner 0-1 year of training
 - Novice 1-2 years of training
 - Intermediate 2-3 years of training
 - Advanced 3+ years of training

Once a competitor has declared a particular category, then the competitor shall be deemed to be at that level of experience for all purposes. For example, an athlete may not compete in a “beginner” Kata division and also enter an “advanced” Kumite division.

An adult competitor who elects to compete in any “senior” division will be deemed to be a “senior” division competitor for all purposes in that competition. For example, a competitor may not compete in a “senior” advanced Kata division, and also compete in an adult “advanced” Kumite division.

Official Dress

- **Referees and Judges (This can be changed).**
 - A single-breasted navy-blue blazer.
 - A white shirt
 - A burgundy/blue tie worn without tie pin.
 - Plain light gray trousers without cuffs.
- **Contestants**
 - All contestants must wear a white unmarked Karate-Gi without stripes or piping. Only a single school/style patch or emblem may be worn. This must be on the left breast of the jacket (top Gi). Only the original manufacturers’ labels may be display on the Gi.
 - The Gi jacket, when tightened around the waist with the belts, must be of minimum length that covers the hips, but must not be more than three –quarters thigh length. Female competitors may wear a plain white T-shirt or leotard beneath the karate jacket. Male competitors may not wear any shirt of any kind or color underneath the Gi jacket.
 - The maximum length of the Gi jacket sleeves must be no longer than the bend of the wrist and no shorter than halfway down the forearm.
 - The Gi trousers must be long enough to cover at least two thirds of the shin.

- Competitors must keep their hair clean. Short fingernails and must not wear jewelry or other objects, which might injure their opponents. The use of orthodontic appliances or braces must be approved by the Referee and the official Doctor.
- Competitors shall supply one pair of fist pads in red, and one pair in blue.
- Gum shields are compulsory in all divisions.
- Groin protectors are compulsory in all divisions for male competitors.
- Soft shin pads, which do not cover the instep of the foot, are allowed.
- Glasses are forbidden.
- Female competitors may wear additional protective equipment for the chest area.
- The use of bandages, padding, or supports because of injury must be approved by the referee. No braces, which include any metallic parts, shall be used.
- For Junior, Adult, and Senior Beginner, Novice, and Intermediate Divisions, a competitor may elect to use a soft foam head protectors.

Duration of a bout

- Duration of a kumite bout is defined as two minutes (stop time) for ages 14 and over, and one and one-half minutes for ages 13 and under.
- The timing of the bout starts when the Referee gives the signal to start, and stops each time when the Referee calls “Yame.”
- The timekeeper shall give signals by clearly audible gong or buzzer indication “30 seconds to go” or “time up.” The “time up” signal marks the end of the bout.
- **Scoring** (will be discuss).
- The following criteria to a scoring area:
 - a. Good form
 - b. Sporting attitude
 - c. Vigorous attitude
 - d. Awareness (Zanshin)
 - e. Good timing
 - f. Correct distance

Prohibited Behavior

Category 1.

1. Techniques, which make excessive contact, having regard to the scoring area attacked.
2. Techniques, which make contact with the throat.

3. Attacks to the arms, legs, groin, joints, or instep.
4. Attacks to the face with open hand techniques
5. Dangerous or forbidden throwing techniques.

Category 2.

1. Feigning or exaggerating injury.
2. Repeated exits from the competition area.
3. Self-endangerment by indulging in behavior, which exposes the contestant to injury by the opponent, or failing to take adequate measures for self-protection.
4. Avoiding combat as a means of preventing the opponent having the opportunity to score.
5. Clinching, wrestling, pushing, or seizing, without attempting a striking technique.
6. Techniques, which by their nature, cannot be controlled for the safety of the opponent and dangerous and uncontrolled attacks, whether they land or not.
7. Attacks with the head, knees, or elbows.
8. Talking to, or goading the opponent, failing to obey the orders of the Referee, discourteous behavior towards the Refereeing Officials, or other breaches of etiquette.

Face Contact – Adults (Age 18 and up)

Non-injurious, light, controlled “touch” contact to the head, face, and neck with Hand and foot techniques is allowed.

Face Contact- Youth (Age 14 – 17)

All techniques to the head, face, and neck must have absolute control.

No Face Contact- Youth (Age 13 and younger)

Penalties

- Chukoku - First warning.
- Keikoku - Second penalty in which one point is added to the opponent’s score.
- Kansoku – Chui - Third penalty in which two points is added to the opponent’s score.
- Shikkaku - This is a disqualification from the actual tournament.

Criteria for Kata Competition.

- a. A realistic demonstration of the Kata meaning.
- b. Understanding of the techniques being used.
- c. Good timing, rhythm, speed, balance, and focus of power.
- d. Correct and proper use of breathing.
- e. Correct focus of attention and concentration.
- f. Correct stances with proper tension in the legs, and feet flat on the floor.
- g. Proper tension in the abdomen and no bobbing up and down of the hips when moving.

- h. Correct form of the style being demonstrated.
- i. The performance should also be evaluated with a view to discerning other points.
- j. A contestant who varies the Shitei Kata will be disqualified.
- k. A contestant who comes to a halt during the performance of kata, or who performs a Kata different from that announced or as notified to the score table will be disqualified.

Rules for Contemporary Wushu Forms (Open Hand & Weapon)

Competitor's Responsibility:

- Must familiarize themselves with the schedule of events and location (ring) of competition. It is the responsibility of the competitor to be at his or her event on time to compete.
- Must check in at the ring with the scorekeeper or ring coordinator a minimum of 15 min. before the beginning of the competition for the division he or she is competing in.
- Any competitor that has obligation in any other ring(s) must inform the scorekeeper or ring coordinator of possible conflicts at the time he or she checks in at the ring.
- All competitors are required to be in their uniform and have any equipment needed (weapons) and be ready to perform when he or she is called to compete.
- Any competitor that may have issue with the judging panel or any member of the panel must make this known and ask for arbitration before competition begins in the division he or she is competing in.
- Once a competitor has competed, if he or she wishes to ask for clarification or an arbitration regarding scoring it must be done in a respectful manner to the head official directly at the end of competition of the division in question.

The following are the standard ring procedures for each event:

- All competitors will be summoned to the ring at least 10 minutes before the beginning of the event.
- Should any competitor have any questions as to what category his/her form fits into (i.e. Long/ Short Hand, Northern, etc.), he/she should inquire about this upon checking in with the scorekeeper long before any competitions begin. Do not wait until the event is about to begin.
- When the Chief judge sees that all is ready he or she will have announced the name of the first competitor and then the names of the following two competitors to prepare.
- When the competitor's name is called, he/she will approach the ring and give a right fist and left palm salute (standing vertical with both feet together) to the Chief Judge only. The competitor shall not bow to any other ring official or it shall be considered a violation of protocol and will be dealt the appropriate deduction. The competitor will hold his/her hand salute until permission from the ring official is given.
- Upon receiving the signal from the ring official to enter the ring, the competitor will "march" or walk evenly and directly to his/her beginning position. No more than 5 seconds should be taken for this. At no time should the competitor speak to any officials or judges once his/her name is called.
- Once the beginning position is found, the competitor will stand perfectly still at attention, showing the judges and Timekeepers that the form is ready to begin. The time clock will begin at the first sign of movement from this attention position. This attention position should not be held for more than 5 seconds, however, it should be held for at least 2 seconds.
- The time clock will stop when the form is finished and the competitor returns to a stationary and relaxed position. Upon completion, the competitor will again "march" or walk evenly to the same place he/she entered, turn around, and face the judges and officials once again in a relaxed, upright position.
- After receiving his or her final score, the competitor will acknowledge the score by saluting only the Chief Judge. Now the competitor is finished with his or her form, and may leave the ring area. Departures from this protocol will result in the appropriate penalty being deducted from the merited score of a competitor.
- At the conclusion of the final competitors' performance, the Scorekeeper and Chief Judge shall determine the placing of the competitors for awards. The Ring Coordinator will again lead the competitors into the ring and present them to the Chief Judge, who will, beginning with the lowest place, present the awards to the competitors.

Division Guidelines:

Costumes/Uniforms

- Tops may either be tournament or event T shirts, school T shirts (unless prohibited by the event promoter), or traditional jackets of any Chinese style and material. T shirts shall be tucked into the pants. Pants shall be long and either gathered or open at the ankles.
- A sash or belt must be worn, except in internal-style events, where the sash is optional, (no karate-style belts)

- Martial arts style athletic shoes must be worn by all forms competitors. These shoes should be stable and flexible at the ankle and toe, and should have a low profile and good traction.
- Uniforms should be clean and wrinkle free at the start of the competition.
- Uniforms bearing distinguishing school or organization logos may or may not be permitted at the discretion of the particular event staff.

Deductions for Non-Conformity of Costumes

- With the exception of the deductions set out below, cumulative deductions of 0.05 shall be made by the Chief Judge for each nonconformity in costuming.
- Performers who are barefoot will have 0.10 subtracted from their final scores by the Chief Judge.
- A performer whose costume is obviously not of a Chinese martial arts style, for example, wearing a karate-style gi, shall have a total of 0.20 subtracted from the final score by the Chief Judge.

Weapons Spear (Qiang)

- The spear shall have a metal tip and shall be fitted with a horsehair tassel.
- The whole length shall be no shorter than the height of the performers wrist when he stands erect with his arm raised straight overhead.

Staff and Southern Staff (Gun and Nangun)

- Staffs may only have one end tapered - staffs with both ends tapered (such as "bo" staffs) are not permitted.
- The whole length of the staff/southern staff shall not be shorter than the performer's height.

Sword (Jian)

- The weapon shall be a single-hand, double-edged straight sword.
- The point of the sword shall not be shorter than the bottom of the performer's ear when the sword is held by the guard.
- For contemporary external and contemporary internal events only: a tassel shall be attached to the pommel of the weapon.

Broadsword and Southern Broadsword (Dao and Nandao)

- Both weapons shall be a single-edged blade with slight convex curvature on the cutting edge.
- The point of the broadsword/southern broadsword shall not be lower than the top of the performer's shoulder when the broadsword is held, guard in hand. For contemporary external and contemporary internal events only: a flag shall be attached to the pommel of the broadsword.
- Standard weapons of other specifications may be allowed, at the discretion of the Chief Judge, if deemed appropriate to the style being performed.

Specifications for Other Weapons

All other Weapons must be Chinese in origin. Weapons not allowed include, but are not limited to nunchuku, katana, manriki-gusari, kama, sai, etc.

Deductions for Non-Conformity of Weapons

In the event that the weapon's length fall short of the stated lengths, a deduction of 0.05 shall be made for each inch outside of specifications. In the event that the weapon obviously does not conform to the standards set out above in anyway other than length, a deduction of 0.10 shall be made, at the discretion of the Chief Judge. In the event that the weapon is obviously not of Chinese origin, the performer shall have a total of 0.20 subtracted from the final score by the Chief Judge.

Standard Judging Guidelines: (Wushu Open Hand Forms)

All judging of forms competitions is very subjective on the part of the judges, each judge is reminded that he must set any personal preferences regarding the martial arts aside and maintain an open mind and a fair and subjected spirit when scoring.

Each judge will be using the following guidelines in determining a competitor's score:

- Correctness of Form *(must follow Division Guidelines)
- Strength of Stance/Stability
- Speed - Ultimately, the form must be of actual fighting speed
- Power - (Not Muscle Tightness)
- Spirit - Martial Spirit with sense of opponent
- Overall Impression

The lack of any one of these attributes can critically affect one's final score. Each judge will evaluate, in his/her opinion, how each competitor "rates" in these guidelines. Should any competitor have any questions as to what category his/her form fits into (i.e. Long/Short Hand, Northern, etc.), he/she should inquire about this upon checking in with the scorekeeper long before any competitions begin. Do not wait until the event is about to begin.

Standard Judging Guidelines: (Wushu Weapon Forms)

The same guidelines as the open hand events will apply here as well. In addition, the judges will be looking for the following:

- Same guidelines as open hand events
- Body movement coordination with the weapon
- Correct application of the weapon
- Familiarity of the weapon
- Speed and power of the weapon

Should a weapon break during one's form, that competitor may get another weapon and re-perform, but with a 1/2 point penalty. Should a weapon break during the competition and the competitor continue, 1/2 point will still be deducted. All competitors should be responsible for the quality of their weapons.

Standard Judging Guidelines: (Judging Staff)

The judging panel will consist of an odd number of judges (3, 5, 7 etc.) with a minimum staff of three. It is recommended that the judging staff for beginning and intermediate level of competition have a minimum of three judges and a scorekeeper. Advance level should have 5 judges and a scorekeeper.

Time Limits for Traditional Bare Hand and Weapons:

- Contemporary Wushu (1 minute 20 seconds - 2 minutes).
- Open Forms (No less than 1 minute up to 2 minutes).
- Penalties: .2 point deducted for each 5 second or partial increment thereof.

Scoring Detail:

For all forms events, the judges will utilize score cards which will show 2 decimal places. Judges should use these decimal places and NOT simply use the first decimal only. Ties can be minimized if both decimal places are used.

Forms Scoring Definitions:

The score received from the judges will rate each competitor in every event he/she competes in. There will NOT be set ranges of scores pre-selected for each division. The scores themselves will give the competitors feedback as to their skill level. All competitors will be judged on a 6.0 -10.0 scale (it is possible for a beginner to receive a score of 8.0 and above as well as possible for an advanced competitor to receive a score below 7.0).

Standard Judging Guidelines (Tallying the Score):

- With a panel of 3 judges, add up the total of the scores.
- With a panel of 5 or more judges the high and low scores are crossed out and the remaining scores are added up.

The following definitions shall be used in interpreting scores with skill levels:

6.0 - 6.99 Beginner Level

Form is completed. The form itself is partially correct, but is not performed with right "flavor" and/or contains several coordination mistakes. Competitor demonstrates that he/she has at least a basic understanding of the form they are doing. Effort is made to attempt proper stances, movement and style. However, form is possibly unstable, speed is slow, power is limited, form is not continuous and flowing, spirit is not expressed or a combination of a few of these. If all of the above are NOT present, the score will approach the low sixes (6.0 to 6.3). If some skill is shown in a few of these principles, then the scores will approach the upper sixes. A great deal of additional instruction is needed.

7.0 - 7.99 Intermediate Level

Form is better than a beginner type. Stances are more stable but not totally strong, speed is average but does not approach the real fighting speed. Power is attempted but coordination is not yet developed enough to reach full potential. Movement is smoother but still does not flow continuously with proper coordination. Spirit is mostly expressed with the form. The form itself is fundamentally correct and is done appropriately but still has some minor flaws. Additional instruction is still needed.

8.0 - 8.99 Advanced Level

Form appears good and sound. Stances are stable although very subtle instabilities may appear. Speed approached real fighting speed. Power is expressed well as coordination seems to be developed. Movement is smooth and continuous. Spirit is expressed very well. However, form may not be totally continuous, power is not expressed in ALL applications and speed may be lacking in some movements. Only more time is needed to improve further. The form itself is done very well, however, it may not contain high difficulty techniques.

9.0 - 9.99 Very Advanced Level

Same as advanced level but there are very few negative observations. This category is reserved for those who not only appear as an advanced performer but are executing the form almost as well as it can be done by anyone. Speed will be impressive all the way through. Power is expressed in almost every technique. Movement is swift and very coordinated. Body coordination is very good. The form also shows a high level of difficulty.

Contemporary Wushu Bare Hands and Weapons Forms Competition

Either Compulsory or Optional routines are allowed, however, optional routines may have only one acrobatic technique, and must start and finish on the same side of the competing area. Weapons routines must emphasize the use and techniques of that weapon. Barehand routines should not mix styles of boxing in an inappropriate way, i.e. doing nanquan and ditang maneuvers in the changquan division. All weapons must be of the correct length, meaning that swords should reach the top of the ear when held in a preparatory position, staffs should reach the wrist, and spears should reach the tip of the middle finger when the arm is stretched overhead.

The following are suggested guidelines for penalties, actual level of penalties will be set by the head judge before the division begins.

| | <u>Children</u> | <u>Adult</u> |
|--|---|--------------|
| Going out of the ring | 0.00 to 0.02 | 0.00 to 0.50 |
| Forgetting the form and starting over | 0.00 to 0.05 | 0.10 to 0.50 |
| Weapon breaking and starting over (New Weapon) | 0.50 to 1.00 | 0.50 to 1.00 |
| Not finishing form (Open Hand/Weapon) | 0.50 to 1.00 | 0.50 to 1.00 |
| Losing control of a weapon | 0.50 to 1.00 | <u>DQ</u> |
| Bad sportsmanship | 1.00 to <u>DQ</u> | <u>DQ</u> |
| Disrespectful behavior | <u>DQ</u> | <u>DQ</u> |
| Not following time limits | *See Time Limit for deductions | |
| | <u>DQ</u> = Disqualification (score 0.00) | |

Tie Breakers:

- With a panel of 3 judges, The head judge can either have the two competitors that tied, compete again or the head judge may decide to have the judging panel stand and on his call, each judge will point to the competitor he or she believes won (majority vote wins).

- With a panel of 5 or more judges the high score is added back in, if a tie remains the low score is added in. If a tie still exists, the head judge can either have the two competitors that tied, compete again or the head judge may decide to have the judging panel stand and on his call, each judge will point to the competitor he or she believes won (majority vote wins).

← *If it is decided that the competitors are to compete again to break the tie, the head judge has the option whether the competitors will do the same form or another. It is suggested that competitors in advanced adult divisions always select a different form to demonstrate the depth of their knowledge.*

Rules for Traditional Kung Fu Forms (Open Hand & Weapon)

Competitor's Responsibility:

- Familiarize themselves with the schedule of events and location (ring) of competition. It is the responsibility of the competitor to be at his or her event on time to compete.
- Should any competitor have any questions as to what category his/her form fits into (i.e. Long/Short Hand, Traditional Northern, etc.), he/she should inquire about this upon checking in with the scorekeeper long before any competition begins. Do not wait until the event is about to begin.
- Check in at the ring with the scorekeeper or ring coordinator a minimum of 15 min. before the beginning of the competition for the division he or she is competing in.
- Any competitor that has obligation in any other ring(s) must inform the scorekeeper or ring coordinator of possible conflicts at the time he or she checks in at the ring.
- Be in uniform and have any equipment needed (weapons) and be ready to perform when he or she is called to compete.
- Any competitor that may have issue with the judging panel or any member of the panel must make this known and ask for arbitration before competition begins in the division he or she is competing in.
- Once a competitor has competed, if he or she wishes to ask for clarification or an arbitration regarding scoring, it must be done in a respectful manner to the head official immediately at the end of competition of the division in question.

The following are standard ring procedures for each event:

- Before the beginning of each event the judges will be introduced. All competitors will be summoned to the ring at least 10 minutes before the beginning of the event.
- When the head judge sees that all are ready he or she will have the name of the first competitor announced followed by the names of the next two competitors to prepare for competition.
- When the competitor's name is called, he/she will approach the ring and salute (standing vertical with both feet together) to the judges. The competitor will hold his/her hand salute until permission from the head judge is given. The judges will be observing as soon as the competitor's name is called.
- In the event the ring size is not large enough to accommodate the competitor's needs, it is the competitor's responsibility to identify this and inform the head judge before starting his or her form.
- Upon receiving the signal from the head judge to enter the ring, the competitor will "march" or walk evenly and directly to center of the ring.
- Once at the center of the ring, the competitor will ask the head judge permission to begin. Before asking to begin his or her form each competitor may opt to make a brief announcement to the judges (style, system, instructor and the name of the form). Once the competitor is given permission to begin, he or she may move to their beginning position, then he or she will stand perfectly still at attention, signaling the judges and timekeepers that the form is ready to begin. The time clock will begin at the first sign of movement from this attention position.
- The time clock will stop when the form is finished. The competitor will return to the center of the ring and stand in a stationary and relaxed position waiting for their score or permission to exit the ring.
- Once permission is given to exit the ring, the competitor will again "march" or walk evenly to the same place he/she entered, turn around, face the judges and salute.

Division Guidelines:

The intent of a Traditional Division is to help perpetuate and preserve the original essence and strength of the art. Even though many individuals may study the same style, there may be minor differences in the way they perform a form/set due to different lineage or philosophy, but the majority will agree that each system has a core principle it follows. (Example: Hung Gar - Strong low stances, powerful connection to Earth, Wing Chun -Trapping hands, inside fighting).

All competition in a Traditional Division will maintain and reinforce the core principles and signature move(s) that are recognized as the trademark of the system it stems from. Competitors with any movement in a form that breaks the core principle of the style it is intended to represent will be subject to reduction in their score and possible disqualification.

Standard Judging Guidelines (Traditional Open Hand Form):

All judging of forms competition is very subjective on the part of the judges. Each judge is reminded that he must set any personal preferences regarding the martial arts aside and maintain an open mind and a spirit of fairness when scoring.

Each judge will be using the following guidelines in determining a competitor's score:

- Correctness of Form *(must follow Division Guidelines)
- Strength of Stance/Stability
- Speed - Ultimately, the form must be of actual fighting speed
- Power - (Not Muscle Tightness)
- Spirit - Martial Spirit with sense of opponent
- Overall Impression

The lack of any one of these attributes can critically affect one's final score. Each judge will evaluate, in his/her opinion, how each competitor "rates" in these guidelines.

Should any competitor have any questions as to what category his/her form fits into (i.e. Long/Short Hand, Traditional Northern, etc.), he/she should inquire about this upon checking in with the scorekeeper long before any competitions begin. Do not wait until the event is about to begin.

Standard Judging Guidelines (Traditional Weapons Form):

The same guidelines as the open hand events will apply here as well. In addition, the judges will be looking for the following:

- Same guidelines as open hand events
- Body movement coordination with the weapon
- Correct application of the weapon
- Familiarity of the weapon
- Speed and power of the weapon

Should a weapon break during one's form, that competitor may get another weapon and re-perform, but with a 1/2 point penalty. Should a weapon break during the competition and the competitor continue, 1/2 point will still be deducted. All competitors should be responsible for the quality of their weapons.

Standard Judging Guidelines:

The judging panel will consist of an odd number of judges (3, 5, 7, etc.) with a minimum staff of three. It is recommended that the judging staff for beginning and intermediate level of competition have a minimum of three judges and a scorekeeper. Advanced level should have 5 judges and a scorekeeper.

Members of the Judging staff should meet the following qualifications:

Must hold the rank of an instructor for a minimum of 1 year, for advanced divisions minimum of 5 years. Must be at least 18 years old, for advanced divisions must be at least 25 years old. Strong understanding of the skills and principles used in the style/division he or she is judging. A good working knowledge of the rules and guidelines. An open mind and ability to apply a sense of fairness.

Standard Judging Guidelines (Scoring/Penalties):

For all forms (open hand/weapon) events, the judges will utilize score cards which will show 2 decimal places. Once a competitor has completed his or her form, the judges will wait for the head judge to instruct them on when to show their score to the scorekeeper. It is a common practice to have the first three competitors compete before scoring each one, but not mandatory. This practice helps the judging panel set an average level of scoring based on a sampling of the quality of the competition.

The following are suggested guidelines for scoring, actual level of scoring and the beginning average will be set by the head judge before the division begins.

Scoring: Tournaments with four (4) level of competition per division

| | | |
|--------------|--------------|----------------------------------|
| Beginning | 6.00 to 6.99 | with 6.50 as a beginning average |
| Intermediate | 7.00 to 7.99 | with 7.50 as a beginning average |
| Advance | 8.00 to 8.99 | with 8.50 as a beginning average |
| Master | 9.00 to 9.99 | with 9.50 as a beginning average |

Scoring: Tournaments with three (3) level of competition per division

| | | |
|--------------|--------------|----------------------------------|
| Beginning | 7.00 to 7.99 | with 7.50 as a beginning average |
| Intermediate | 8.00 to 8.99 | with 8.50 as a beginning average |
| Advance | 9.00 to 9.99 | with 9.50 as a beginning average |

Scoring: Tournaments with two (2) level of competition per division

| | | |
|-----------|--------------|----------------------------------|
| Beginning | 8.00 to 8.99 | with 8.50 as a beginning average |
| Advance | 9.00 to 9.99 | with 9.50 as a beginning average |

The following are suggested guidelines for penalties, actual level of penalties will be set by the head judge before the division begins.

| | <u>Children</u> | <u>Adult</u> |
|--|-------------------|--------------|
| Going out of the ring | 0.00 to 0.02 | 0.00 to 0.50 |
| Forgetting the form and starting over | 0.00 to 0.05 | 0.10 to 0.50 |
| Weapon breaking and starting over (New Weapon) | 0.50 to 1.00 | 0.50 to 1.00 |
| Not finishing form (Open Hand/Weapon) | 0.50 to 1.00 | 0.50 to 1.00 |
| Losing control of a weapon | 0.50 to 1.00 | <u>DQ</u> |
| Bad sportsmanship | 1.00 to <u>DQ</u> | <u>DQ</u> |
| Disrespectful behavior | <u>DQ</u> | <u>DQ</u> |
| Not following time limits | | |

*See Time Limit for deductions
DQ = Disqualification (score 0.00)

Standard Judging Guidelines (Tallying the Score):

- With a panel of 3 judges, add up the total of the scores.
- With a panel of 5 or more judges the high and low scores are crossed out and the remaining scores are added up.

Standard Judging Guidelines (Tie Breaking):

- With a panel of 3 judges, The head judge can either have the two competitors that tied, compete again or the head judge may decide to have the judging panel stand and on his call, each judge will point to the competitor he or she believes won (majority vote wins).
- With a panel of 5 or more judges the high score is added back in, if a tie remains the low score is added in. If a tie still exists, the head judge can either have the two competitors that tied, compete again or the head judge may decide to have the judging panel stand and on his call, each judge will point to the competitor he or she believes won (majority vote wins).

← *If it is decided that the competitors are to compete again to break the tie, the head judge has the option whether the competitors will do the same form or another. It is suggested that competitors in advanced adult divisions always select a different form to demonstrate the depth of their knowledge.*

Standard Judging Guidelines (Time Limit):

Time Limits for Traditional Open Hand and Weapons:

- Minimum Time for Non-Advanced Divisions: 30 seconds
- Minimum Time for Advanced Divisions: 45 seconds
- Maximum Time for All Divisions: 2 minutes
- Penalties: .02 point deducted for each 5 second or partial increment thereof

Standard Judging Guidelines (Ring Size):

Ring size may vary from one event to another. The surface of the ring may also vary.

Suggested size: 30' X 30' for Southern style
 40' X 40' for Northern style
 40' X 40" for combo (Southern/Northern)

In the event the ring size is not large enough to accommodate the competitors needs, it is the competitor's responsibility to identify this fact and inform the head judge before he or she starts their form. **This will help the competitor avoid receiving penalties for going out of the ring.** When competing with a long or whipping weapon, the competitor must control his or her weapon to avoid any danger to others and themselves. If a dangerous situation develops, the head judge will stop the competitor.