

Rules of the Kyokushin Kata competition

Made by the Technical Committee of the EKO in 2000.

1. Organizing a competition

- 1.1 Kata competition can be organized for both men and women
- 1.2 The competitors must perform compulsory (shitei) and free (tokui) katas during the competition.
- 1.3 A kata competition consists of three rounds. A compulsory kata must be presented in the first round. Competitors obtaining the first 16 places proceed to the second round, from where the first 8 proceed to the third round. In the last two rounds free katas are to be presented.
- 1.4 A draw must be held before each round in order to achieve the sequence of the participants.
- 1.5 The final result will be obtained by summarizing the points received in the three rounds

2. Composition of the tournament committee

- 1 chief judge
- 1 main judge
- 6 judges

2.1 The responsibilities of the chief judge

- a.) is responsible for rules of the competition to be obeyed.
- b.) designates the main judges and judges keeping in mind the involved persons to be of different nationalities
- c.) directs the draw before the rounds
- d.) in the case of necessity of replacement of a main judge or judge, designates an alternate.
- e.) checks up the demonstration area and the equipment necessary to run the competition
- f) his place is in the front of the presentation area, from where he has the best view to the competition

g.) has no direct role in scoring

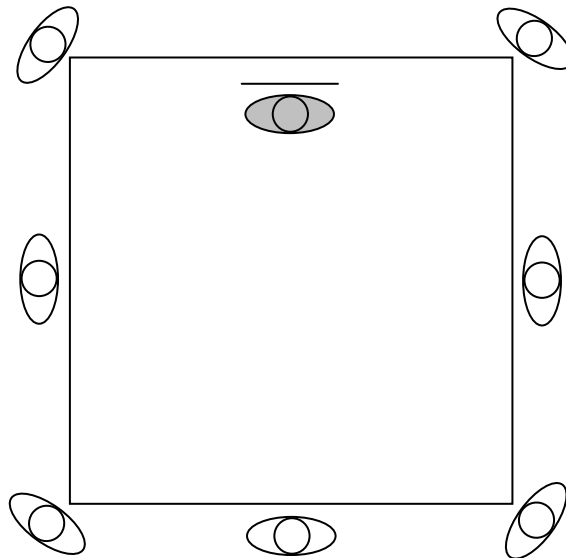
2.3. Responsibilities of the main judge:

- a.) supervises the flow of the competition and announces the decision according to the accepted rules
- b.) takes part in the draw before the rounds
- c.) he must consult the chief judge in any case of problem concerning his decision
- d.) his place is in the front middle of the demonstration area

2.4. Responsibilities of the judges:

- a.) to follow with attention and skill the demonstration
- b.) to access correctly the kata presented by the competitor
- c.) on the command or whistle of the main judge to present his decision by lifting up the scoring table
- d.) his place is on the side of the demonstration area

2.5. Places of the main judge and judges:



3. **Personel responsible for the undisturbed flow of the competition:**

3.1 Announcer

3.2 Recorder

4. Equipment necessary for the performance of the competition

4.1 The demonstration area

- a.) must be large enough for the competitors to be able to perform any of the katas
- b.) the starting position must be marked by a 50 cm long and 5 cm tick line
- c.) must be flat and smooth, it can be parquet or tatami

4.2 a.) Table for the reporter and announcer

- b.) chairs for the chief judge, main judge and judges
- c.) whistle for the main judge
- d.) 7 sets of score tables
- a.) minute-book
- b.) kata cards with the name of the compulsory katas
- c.) entry numbers for the competitors
- d.) podium for the announcement of the final result

5. The flow of the competition is as follows:

“A” START

A/a Demonstration of a compulsory kata

- on the call of the announcer (what contains the entry-number, the name and country of the person) the competitor steps to the rim of the demonstration area and makes a bow.
- on the command of the main judge (Nakai!) steps to the starting line and makes a bow to the judge
- the main judge draws one of the kata cards kept in his hand — which contain the names of the compulsory katas — and announces the kata which is to be performed

- the competitor repeats the name of the kata loudly
- on the command of the main judge the competitor starts the demonstration (e.g.: Mokuso, Tsuki noKata Yoi, mogore hajime!).
- having completed the kata, on the main judge's command: "Naore! Yasume" the competitor steps back to the starting line and waits for the decision.

A/b Presentation of a free kata

- the starting procedure is the same as in the case of a compulsory kata
- after the bow the competitor announces loudly the name of the kata he/she is going to perform
- the main judge repeats the announced kata name loudly
- on the command of the main judge the demonstration starts
- the ending procedure is the same as in the case of a compulsory kata

"B" DECISION

- after the completion of the kata the main judge allows the judges a period of about 10 seconds to make their decision and adjust the score tables
- after it, with the command "Hantei-o-Torimasu Hantei!" and a long whistle sign followed by a short one asks them to lift the score tables
- the judges lift the tables without delay their right hand, simultaneously
- the announcer reads up for the reporter the scores presented by the main judge and judges
- on the short sharp whistle sign of the main judge the judges lay down the score tables
- the reporter registers the scores into the minute-book and calculates the valid score with the following method:

From the 7 scores given by the main judge and judges the lowest and the highest are not taken into consideration. The remaining 5 are added up and the sum is divided with 5.

The number obtained to the second place of decimals, is the **VALID SCORE**.

- the announcer announces the valid score

“C” CLOSING

- as the score was announced, the competitor makes a bow to the main judge, backs out of the area, at the rim stops and makes another bow and leaves the demonstration area.

6. Basics of judgement

a.) the demonstration of the kata must not be qualified unambiguous “good” or “bad”. The decision must be made taking in consideration all the important elements in each case.

b.) the following criteria be kept in mind:

- the kata must be performed with the necessary expertness, its demonstration must show the perfect understanding of the kata;
- the competitor must show good concentration, application of his/her power, balance and correct breathing;
- the competitor must perform correct stances and technics;
- in the evaluation of the performance of the competitor other elements serving to his/her benefit can be taken in consideration (0.2 points bonus)

7. Principles of judging

7. 1 The katas must be presented according to the traditional prescriptions. On the base of their difficulty are divided in two groups.

7.2 1st group (these are the compulsory katas also):

1. YANTSU
2. TSUKI NO KATA
3. SAIHA
4. GEKISAI SHO
5. GEKISAI DAI

Starting score for the perfect demonstration:	8.8 points
Bonus:	0.2 points
Maximum:	9.0 points

2nd group:

1. SEIENCHIN
2. KANKU DAI
3. SEIPAI
4. GARYU
5. SUSHI-HO

Starting score (be the perfect demonstration):	9.8 points
Bonus:	0.2 points
Maximum:	10.0 points

7.3 Scoring

The starting score must be reduced for mistakes.

7.4 Mistakes:**a.) technical mistakes:**

- the demonstration of the technic does not meet the prescribed requirements

b.) Incorrect stances/positions:

- the relation of extremities, trunk, head to each other does not correspond to that prescribed or to the optimal

c.) Mistakes of the style

- countenance
- direction of sight
- understanding of the kata

8. Disqualification

The competitor must be disqualified in the following cases:

- alters the kata
- presents a kata different from the previously announced
- makes change in the sequence or direction of the technics
- falls down
- stops the presentation

9. Deduction from the starting score

The deduction must be done according to the severity of the mistakes, divided into the following three categories:

9. 1 Small mistake (-0. 1)

A demonstration close to the perfect, a little alternation can be observed from the correct execution.

Examples:

a. technical:

- the position of the arms is correct, the fists are not closed properly
- there is some variation in performing the same technic: the chudan level is not always the same etc.

b. stances and positions:

the stances and positions are correct according to the prescriptions, but:

- the same stance is presented in different sizes, the difference is less than 10 degrees or 1 foot in length
- the altitude of the similar stances differs, the difference is less than one palm
- the kata is completed in a point different from that prescribed, but closer than 1 foot to it.

c. style:

- his countenance overacts the demonstration: overemphasizes the fighting feature of the kata

9.2 Moderate mistake (-0.2, -0.3)

Significant deviation from the perfect demonstration, if the mistake is closer to the “little” category, 0.2, if to the “rough” category, 0.3 points are to be lost.

Examples:

a. technical:

- incorrect start and end-position of the arm or leg: improper hikite — too low -,
- punches, blocks, strikes starting from a position ill front from that required,
- overstretched arms ending a punch
- in the case of a punch or strike the trunk is not perpendicular to the direction of the technic but the angle does not exceed 45 degrees
- vice versa: in the case of a block the truck does not turn to the required position (45 degrees)
- visibly loose fist in hikite
- improper speed of the technic (too low or too fast)
- in the case of a kick the heel of the supporting leg is lifted

b. stances and positions:

- visible fault in the execution of a stance: the difference is more than that allowed
- visible difference of the level of similar stances (Zenkutsu dachi — Kiba dachi — Kokutsu dachi) what results in the waving of the kata
- the kata is completed in a place different from that prescribed, the difference exceeds 1 foot.

c. style:

- directing of the sight does not proceed the technic
- the tempo of the kata is not correct: too slow or too fast
- the stretched and relaxed phase of the technic is not evident

9.3 Rough mistake (-0.4 —0.5)

Major divergence from the correct presentation.

Examples:

a. technical:

- altered level of a technic: jodan kick instead of chudan
- keage-like kick instead of the kick prescribed (e.g. yoko-geri)
- absence of a Kiai
- overturning of the body in the end-position (more than 45 degrees in the case of punch or strike)
- absolute absence of the turn in the case of a block

b. stances and positions:

- too high stances
- large range in the length and altitude of the same stance

10. Calculating the result of a kata competition

10.1 Results in a round

In the case of a draw, the lowest score accorded must be also involved in the calculation. If there is further a draw, the highest score is also calculated.

(The points accorded by the main judge and judges, divided with 7, to the second place of decimals).

If there is still a draw, a new kata must be presented:

- a compulsory kata in the 1st round,
- a free kata in the 2nd and 3rd round.

Remark: a draw has importance in the 1st and 2nd round only if there is the case of dropout.

10.2 Calculating the final result and placing

The valid scores of the rounds must be summarized.

The competitor who gained a higher score must obtain a higher place.

In the case of draw the score gained in the first round makes the decision.

If there is still a draw, the competitors must present a new free kata.