

**Tournament
Rules & Regulations
(Youth)**

Shonen (= Boys) Shojo (= Girls)



**World
Traditional
Karate
Organisation**

World Traditional Karate Organisation

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Chapter 1) "Kihon-Ippon Kumite"

Basic idea:

a **Kihon-Ippon Kumite** Contest is to Establish Superiority using an Exchange of Powerful Attacks and Defences applying Basic Principles

it **Excludes** the use of **Adapted** or **Changed Techniques** or the **Execution of Only Rudimental Techniques** and it is meant as an Exercise to Train for **Correct-Posture**

Article 1) Instructions for Participants and Refereeing Rules

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|---|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|
| 1 | <p>Sen-Shu, (after their Names/Numbers have been checked) Proceed to the Starting Position and make a Standing Bow to Each Other
(They should Not Bow to Shu-Shin or Fuku-Shin)</p> <p style="text-align: center;">They also Bow to Each Other after the Result has been Announced
(They should Not Bow to Shu-Shin or Fuku-Shin)</p> | 1 |
| 2 | <p style="text-align: center;">On the Instruction Aka-Jodan by Shu-Shin
Aka steps back from Shizen-Tai to Hidari Gedan-Barai and Clearly Announces the Target he/she is about to Attack with, then he/she is free to Attack</p> | 2 |
| 3 | <p>Shiro will Step back and Block the Attack and then Counter-Attack with a Basic Technique at which Shu-Shin will order Yame
Shiro will then Step Forward to Shizen-Tai and Aka will steps back into Shizen-Tai</p> | 3 |
| 4 | <p style="text-align: center;">Aka will perform all his/her Attacks First then Shiro will do the same</p> | 4 |
| 5 | <p style="text-align: center;">each Sen-Shu, Must Attack their Targets with Precision the Defender may Tai-Sabaki (= Step Sideways) to Block therefore the Attacker is allowed to Attack in the Direction the Defender Steps Towards <u>if he/she Steps away too Early</u></p> | 5 |
| 6 | <p style="text-align: center;">After the Attacks and Defences have All been Completed the Participants will return to their Original Positions make a Bow to One Another and Wait for Judgement</p> | 6 |

Article 2) Concerning the Attacker

- | | | |
|---|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|
| 1 | <p>the Attacker should Attack Directly from a position of Kamae (Gedan-Barai in this case) in the order of Jodan - Chudan & Mae-Geri (the latter is from Double Gedan-Barai)</p> | 1 |
| 2 | <p style="text-align: center;">Each Attack Consists of Only One Technique
Migi Jodan Oi-Zuki - Migi Chudan Oi-Zuki - Migi Chudan Mae-Geri
<u>(Punching Techniques are Not to be Snapped Back)</u></p> | 2 |

Article 3) Prohibitions for the Attacker

- | | | |
|---|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|
| 1 | <p>Attacking while Crowding the Opponent (Distance too Close) Shu-Shin to advise accordingly</p> | 1 |
| 2 | <p style="text-align: center;">Attacking after Inducing the Opponent to Move (Feint and such)</p> | 2 |
| 3 | <p style="text-align: center;">a Ramming Attack</p> | 3 |
| 4 | <p style="text-align: center;">in the case of an Upper-Level-Punch
Pushing the Punch Downward Unnecessarily
<u>(Aiming too Low or Pushing once the Punch is finished)</u></p> | 4 |
| 5 | <p style="text-align: center;">to Actually Hit the Opponent with the Technique</p> | 5 |
| 6 | <p style="text-align: center;">to Arbitrarily Change the Side of Kamae used in the Previous Attack (s)</p> | 6 |

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Article 4) Concerning the Defender

- | | | |
|----|------------------------------------------------------------------------------------------------------------|----|
| 1 | the Defender should Retreat Simultaneously with the Opponent's Attack by Stepping Back and Blocking | 1 |
| 2 | the Blocks allowed are as follows: | 2 |
| a) | against a Jodan Oi-Zuki <u>Age-Uke</u> <u>Soto-Uke</u> <u>Uchi-Uke</u> | a) |
| b) | against a Chudan Oi-Zuki <u>Soto-Uke</u> <u>Uchi-Uke</u> | b) |
| c) | against a Chudan Mae-Geri <u>Gedan-Barai</u> <u>Gedan Hai-Wan-Uke</u> | c) |
| 3 | <u>Blocks Can Be with Any-Arm</u> (One should Block the <u>Wrist</u> or the <u>Ankle</u>) | 3 |
| 4 | the Counter-Attack is Free <u>but is Limited to Only One Technique</u> | 4 |
| 5 | the Counter-Attack <u>Tsuki</u> or <u>Uchi</u> should <u>Not</u> be Snapped Back | 5 |

Article 5) Prohibitions for the Defender

- | | | |
|---|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|
| 1 | the Defender is <u>Not</u> allowed to <u>Sweep</u> ; <u>Throw</u> or use <u>Joint-Locking Techniques</u> Either while <u>Blocking</u> or when <u>Counter-Attacking</u> | 1 |
| 2 | the Defender is <u>Not</u> allowed to Block on the Opponent's Elbow | 2 |
| 3 | the Defender is <u>Not</u> allowed to Hit the Opponent with his/her Finishing Technique | 3 |
| 4 | the Defender should <u>Not</u> Retreat, Ignoring the Opponent's Attack or take an <u>Unnecessarily Long</u> Fighting Distance | 4 |

Article 6) Points of Attention

- | | | |
|---|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|
| 1 | apart from when so Suggested by Shu-Shin Competitors are <u>Not</u> allowed to have a Second Try | 1 |
| 2 | Both (when Attacking and Defending) there should Only Be One " Ki-Ai " (Spirit-Shout) at the same time as the Technique is Executed | 2 |
| 3 | One is <u>Not</u> allowed to <u>Jump</u> or <u>Slide-Forward</u> (Sliding the Back-Foot) (Although an Exception can be made when a Short Sen-Shu faces a Taller Sen-Shu) | 3 |
| 4 | One is <u>Not</u> allowed to Wear Glasses (<u>Soft Contact Lenses are allowed</u>) | 4 |

Article 7) About Disqualification

- | | | |
|---|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|
| 1 | When One Sen-Shu has Violated the Rules, Shin-Pan-Cho (the Chief-Referee) can (on his own account, or after an Appeal by a Shu-Shin) Interrupt the Match and, after Consultation with Shu-Shin , Fuku-Shin & Kansa , Give a Warning (in a Kata Event, the Judges might also Penalise the Culprit by Reducing his/her Score) | 1 |
| 2 | if a Participant Executes a Forbidden Technique, Hansoku-Make is called <u>a Deliberation among Shu-Shin, Fuku-Shin & Kansa is Necessary</u> in order for that Judgement to go into Effect | 2 |

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Chapter 2) "Jiyu-Ippon Kumite"

Basic idea:

a **Jiyu-Ippon Kumite** Contest is for **Sen-Shu** with more Advanced Basic Skills
its Objective is to come Close to Free-Sparring and Further the use of Tactical Skills
Eliminating as much as possible Restricting Rules and Prohibitions

Article 8) Instructions for Participants and Refereeing Rules

- | | | |
|---|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|
| 1 | Shu-Shin, Fuku-Shin & Kansa will Line up and Bow to each other | 1 |
| | <p>the Two Sen-Shu Called shall have their Names/Numbers Checked
and at Shu-Shin's Command of Nakae they Proceed to their Starting Places
(at the Initial Position they are Three meters apart)
after Hantei or when Judgement has been passed, they again Bow to Each-Other
they should <u>Not Bow</u> to Shu-Shin or Fuku-Shin</p> | |
| 2 | <p>on the Command Hajime by Shu-Shin
Aka will always perform all his/her Attacks first
then Shiro will do the same</p> | 2 |
| 3 | the Kamae of Both Competitors is Free | 3 |
| 4 | <p>after Each Attack has been finished
the Opponents adjust their Breathing and return to the Ideal Fighting Distance
While Keeping Eye-Contact with Each Other, and Continue with the Attacks</p> | 4 |
| 5 | <p>after All the Attacks have been Performed, they will Moto-No-Ichi (Retreat to their Initial Places)
and wait for the Judgement, after which they will again Bow to one another
they should <u>Not Bow</u> to Shu-Shin or Fuku-Shin</p> | 5 |
| 6 | <p>Both Attacks and Defences should be Executed within the Shiai-Jo
as a Rule, a Shiai-Jo is Eight meters Square</p> | 6 |

Article 9) Concerning the Attacker

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|---|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|
| 1 | <p>after Informing (Clearly) his/her Opponent of the Target
the Attacker should (from his/her Position of Kamae) Start by Attacking
with Migi Jodan Oi-Zuki, Migi Chudan Oi-Zuki and Migi Chudan Mae-Geri
while Adjusting his/her Distance Accordingly</p> | 1 |
| 2 | the Attacker is Only Allowed <u>One Feint</u> , the <u>Next Movement</u> should be the Actual Attack | 2 |
| 3 | One should <u>Without Fail</u> Attack in the Direction of the Opponent | 3 |

Article 10) Prohibitions for the Attacker

- | | | |
|---|------------------------------------------------------------------------|---|
| 1 | a Ramming Attack that Fails to take the Fighting Distance into account | 1 |
| 2 | Hitting the Opponent with the Attack | 2 |
| 3 | Blocking the Counter-Attack or Evading it (or Similar Behaviour) | 3 |
| 4 | the Attacker should <u>Not</u> Grab his/her Opponent | 4 |
| 5 | the Attacker should <u>Not</u> use Bouncing Footwork | 5 |
| 6 | the Attacker is <u>Not</u> allowed to Switch the Attacking Side | 6 |

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Article 11) Concerning the Defender

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|---|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|
| 1 | the Defender is <u>Not</u> allowed to Step Outside the Shiai-Jo more than Once Jo-Gai Keikoku is given for the First Time, followed by Jo-Gai Chui for the Second Time and Jo-Gai Hansoku for the Third and Final Time | 1 |
| 2 | the Defender is <u>Not</u> allowed to use De-Ai (= Counter-Attack) Before Blocking | 2 |
| 3 | the Defender is <u>Not</u> allowed to use Ashi-Barai (= Sweeping the Opponent's Leg) | 3 |

Article 12) Points of Attention

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|---|---------------------------------------------------------------------------------------------------|---|
| 1 | there is <u>No</u> Second Chance for Both the Attacker and the Defender | 1 |
| 2 | there should be <u>Only One</u> Ki-Ai (Spirit Shout) at the time of the Attack and Defence | 2 |
| 3 | the Defender <u>Must Not Run Away</u> or take a Longer Ma-Ai than Necessary | 3 |
| 4 | Both Opponents are <u>Not</u> allowed to Hit Each Other as this could lead to Hansoku | 4 |
| 5 | if there is a Feint Attack, this <u>Must Not</u> Touch the Opponent | 5 |
| 6 | Attacking Techniques <u>Must Be Snapped Back</u> Instantly | 6 |

Article 13) About Disqualification

- | | | |
|---|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|
| 1 | when One of the Participants has Violated the Rules, Shin-Pan-Cho (the Chief Referee) can (on his/her own account, or after an Appeal by Shu-Shin and or Fuku-Shin) Interrupt the Match and, after Consultation with Shu-Shin , Fuku-Shin & Kansa , Give a Warning <u>in a Kata Event, the Shu-Shin & Fuku-Shin might also Penalise the Perpetrator by Reducing his/her Score</u> | 1 |
| 2 | if a Participant Executes a Forbidden Technique, Hansoku Make is called a Deliberation among Shu-Shin , Fuku-Shin & Kansa is Necessary in order for that Judgement to go into Effect | 2 |

Chapter 3) Jiyu Kumite (1)

Article 14) Individual Events

- | | | |
|---|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|
| | The Duration of a Shobu-Ippon Kumite Match for Seniors will be of 2 Minutes (Senior Categories are for 18 Years Old and Above) | |
| | The Duration of a Shobu-Ippon Kumite Match for Juniors will be of 1 ½ Minutes (Junior Categories are for 17 Years Old and Below) | |
| 1 | the Decision of Shu-Shin and Fuku-Shin Carry the Same Weight | 1 |
| 2 | Hansoku Chui has the Same Value as Waza-Ari and should be taken into account at Hantei without Fail | 2 |
| 3 | the Full-Time of a Match is Two minutes and Stops on the Command Yame by Shu-Shin and Starts at Shu-Shin Command of Hajime | 3 |
| 4 | the Final Match is Two minutes or depending on One of the Participants Obtaining an Ippon (in a Ippon-Shobu Bout) | 4 |
| 5 | if there is <u>No Winner</u> after Two minutes, there will be a Saki-Dori Ippon-Shobu Match if there is <u>No Winner</u> at the end of such Extra Match, the Winner shall be decided by Hantei Keikoku (Cautions) and Chui (Warnings) are carried out into the Extra Match | 5 |

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Chapter 3) "Jiyu-Kumite" (2)

Article 15) Team Event

1
 During a Team Match, in the event of **Hikiwake** where Both Teams have the Same amount of Wins the Winning Team is Decided by Comparing the Two Team's Types of Wins there are Three Types of Wins, thus Three Levels of Ratings with "A" having Preference over "B" and "B" having Preference over "C"
 1

"A"	Amount of Wins by Ippon (Decisive Technique Full-Point) also an " Ippon " following a " Waza-Ari " Count as "A"	"A"
"B"	Amount of Wins due to Hansoku (Disqualification) also if there has been a Hansoku after a Chui Count as "B"	"B"
"C"	Amount of Wins by Awasete-Ippon (One Waza-Ari followed by a Second Waza-Ari) Count as "C"	"C"

2
 During a Team Match, in the event of a Draw a Representative Must Fight (usually the Captain) However, there can Only Be Two Representative Fights and the Winner shall be decided During the Second Fight
 2

3
 During a Team Match, if the Representative Match leads to an Extension the Penalties from the Main Fight are Not Transferred
 3

4
 if During a Team Match, the Order of Appearance of **Sen-Shu** has been changed or a Member has been Replaced (After the Members List has been Filed)
 4

that Team will be Disqualified

5
 if in the Team Match, a Team Cannot bring together More than Half the Prescribed Number
 5

there will be No Fight

WTKO Believe in the Traditional Shotokan way

Where **Ippon** (a Decisive Technique) means that the Fight is Over

There is therefore no room for **Gohon-Kumite** or **Kihon-Ippon-Kumite**

Kumite is supposed to be free (within the Safety Limits)

Our Competitors will, aided by our Qualified Referees

Fight within the Tournament Rules & Regulations

Using **Jiyu-Kumite (Shobu-Ippon)**

Article 16) Additional Points

1
 the use of Mouth-Guard, Fist-Protector, Groin-Protector are Compulsory Chest-Protector (for Women) is Compulsory
1

2
 the length of the **Karate-Gi's** Sleeves Must not be shorter than the Elbow
 2

3
 Only One Badge (on the Left Side of the Jacket) Either the Organisation/Association Badge or Club Badge, but not both the only exception is the National Flag for members of the National Squad
 3

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Chapter 4) "Kata" Competition

Once the Competitors have been called to the **Shiai-Jo**
an Official will check that all **Sen-Shu** are there
Appoint the first Round of **Aka** and **Shiro** making them move to the correct side of the **Shiai-Jo**
The Competitor been appointed **Aka** will then wear a Red Belt/Sash
(over or instead of their own Belt)

Article 17) Kata Procedures

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|---|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|
| 1 | Shu-Shin, Fuku-Shin & Kansa will Line up and Bow to each other | 1 |
| 2 | at the Beginning Sen-Shu Stands in Shizen-Tai on the Starting Line
when the Kata to be performed is a Shitei-Kata (Compulsory)
Shu-Shin will Specifies the Name of the Kata , and Sen-Shu Repeats that Name
Sen-Shu Starts the Kata on the Command of Hajime by Shu-Shin (or a Whistle Signal)
when the performance is over, Shu-Shin will say Naore (return to Yoi Ready Position)
then Yasume (Relax) and then Hantei and a Decision will be passed | 2 |
| 3 | as a Rule within the Tensu-Hoshiki (Point System)
the Average Standard Score will be set at "7.0" in Individual or Team Events | 3 |
| 4 | the Points given by Shin-Pan , Including Shu-Shin
shall be Totalled (<u>Leaving Out the Highest and the Lowest Scores given</u>) | 4 |
| 5 | if there is a Draw, in Tensu-Hoshiki
First the <u>Lowest</u> Score will be added to the Previous Totalled Score | 5 |
| | if there is still a Draw | |
| | the <u>Highest</u> Score will be added to the Latest Score | |
| | if there is still a Draw | |
| | a <u>Re-Match</u> will be held | |

However in that Event the Kata to be performed will be Free

- | | | |
|----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|
| 6 | Team Kata Competitions are Always according to Tensu-Hoshiki (Point System) | 6 |
| 7 | Shu-Shin & Fuku-Shin Co-Operate on the Court
and will Adapt to Circumstances as they appear during the Tournament | 7 |
| 8 | there is <u>No</u> Kansa in a Kata Event | 8 |
| 9 | as a Basic Principle | 9 |
| | One should Avoid Draws in All Matches | |
| 10 | Shu-Shin & Fuku-Shin
should See for themselves <u>Every Move</u> Until the Competitor Returns to Shizen-Tai | 10 |
| 11 | Shu-Shin & Fuku-Shin
should place Kata-Cards and Flags on their Knees (Red Flag on top)
Score-Cards (or Score-Book) should be placed on the Floor between their Feet | 11 |

Article 18) Formation of the Kata Shu-Shin & Fuku-Shin

- | | | |
|---|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|
| 1 | Both in Competitions by Kohaku-Hoshiki (Flag-System)
and Tensu-Hoshiki (Point-System)
Shu-Shin & Fuku-Shin Cannot be Changed until the End of that Round | 1 |
| 2 | the Number of Judges (including Shu-Shin) shall be Five (5) or Seven (7) | 2 |

For more details about **Kata Procedures** please check the "**Judging**" part of the Rules

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Chapter 5) Points of Attention for Shin-Pan (Judges)

the Judgement of Relativity of Excellence of **Kihon-Ippon Kumite**, **Jiyu-Ippon Kumite** and **Kata** is **Full** of **Many Delicate Problems** and **Difficulties** that Cannot be Explained in Simple Words
Shin-Pan Must be Fair and Impartial
 and should (through Consultation within the Judges' Team) **Solve the Problems Clearly**
 while Keeping a Neutral Standard of Technical Ability and Personality

Article 19) Standard for the Judgement of Kumite Competitions

Please use the following Criteria:

- | | | |
|---|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|
| 1 | to What Extent the Power of the Whole Body is Concentrated
Both in case of the Defender and the Attacker | 1 |
| 2 | the Rotation and the Drive of the Hips
and/or the Foot Movement is used Smoothly
the Co-Ordination between the Direction of Movement of the Whole Body
is in Co-Ordination with that of the Technique | 2 |
| 3 | the Stance, Posture or Body Parts used, is in Correct Form at the Moment of Execution | 3 |
| 4 | the Movement of Hands and Feet is Co-Ordinated with the Hips as the Source of the Movement | 4 |
| 5 | the Ki-Ai is Full, and Heart and Spirit are as One | 5 |
| 6 | the Attitude is Correct | 6 |

Article 20) if there is a Hikiwake

- | | | |
|----|-----------------------------------------------------------------------------------------------------------------|----|
| 1 | Shu-Shin & Fuku-Shin
Must Raise a Flag (or Two), thus Deciding the Result between Two Competitors | 1 |
| a) | in Kumite there is an Extension | a) |
| b) | in Kata there is a Re-Match | b) |
| 2 | on the Standard of Judgement please refer to:
the Competition Rules and the Judging Rules Sections | 2 |

Article 21) Other Points of Attention

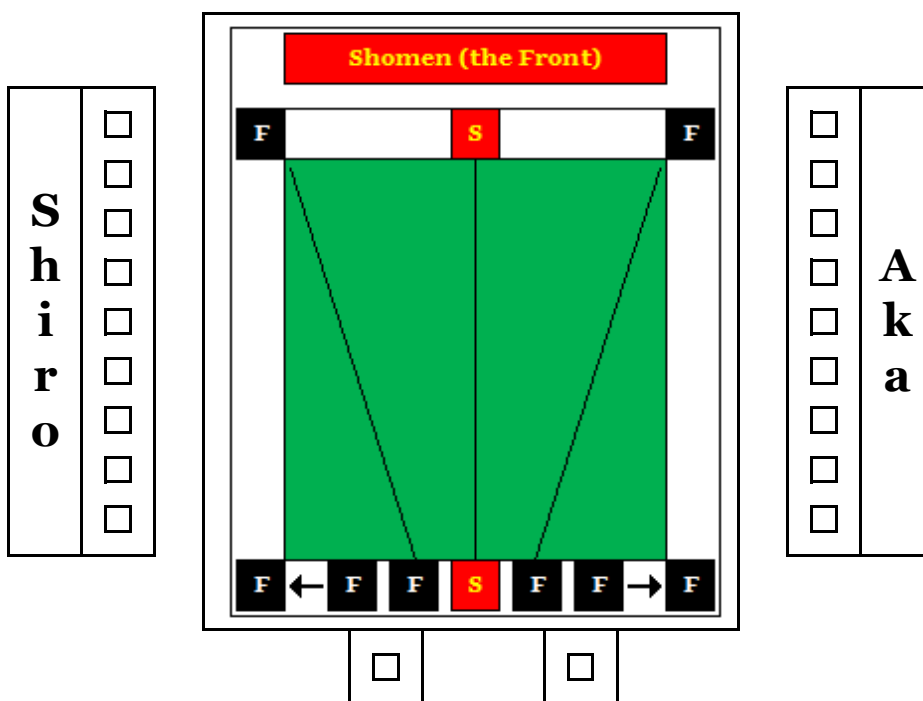
- | | | |
|---|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|
| 1 | if an Attack Hits the Opponent, Shin-Pan Decides whether it was Intentional or Not | 1 |
| 2 | Shu-Shin will Move in Accordance with Sen-Shu
Locating him/herself in the Best Position from which to see Both Competitors | 2 |
| 3 | in Jiyu-Ippon Kumite
Stepping Outside the Court Twice leads to Hansoku | 3 |
| 4 | Shu-Shin & Fuku-Shin
can give a Keikoku (= Caution) to a Sen-Shu who is on the Verge of Breaking the Rules
can give a Chui (= Warning) to a Competitor who Broke the Rules
can give a Hansoku (= Disqualification) to a Sen-Shu who Broke the Rules | 4 |
| 5 | the Person in Charge of Refereeing on Each Court (Shu-Shin)
can, During the Competition, also serve as Kansa (Supervisor) | 5 |

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Chapter 6) Procedure for Kata Events

Article 22) Shitei Kata Step by Step 1)

the Timekeeper/Recorder or Tatami Official will announce the Event
 and call all the Competitors to the **Shiai-Jo**
 then Checks that all **Sen-Shu** for that Category are Present
 Appointing **Aka** and **Shiro** for the First Round
Aka will be on the Left of **Shomen**
Shiro will be on the Right of **Shomen**
Shu-Shin and **Fuku-Shin** will then Bow to each other



Timekeeper/Recorder/Tatami Officials

Shu-Shin will then Dismiss **Sen-Shu**
Shu-Shin and **Fuku-Shin** will move to their Appointed Posts as shown above

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Article 23) Shitei Kata Step by Step 2)

the Timekeeper/Recorder or **Tatami** Official will then call the First Two **Sen-Shu** to Line up
Shu-Shin will then Command "**Nakae**" asking **Sen-Shu** to enter the **Shiai-Jo**

There is no need for **Sen-Shu** to Bow as they enter the **Shiai-Jo**

Once inside, they will move to they allocated Posts, they will turn to face Each Other and Bow
 then turn again to face **Shomen** and await for **Shu-Shin** to announce the **Kata**
 they will then Repeat the **Kata** name and await for further instructions
Shu-Shin will then Command "**Yoi**" asking **Sen-Shu** to be ready to Start the **Kata**
Shu-Shin will then Command "**Hajime**" asking **Sen-Shu** to start performing the said **Kata**
 Once they have finished performing the said **Kata**, **Sen-Shu** will have to Keep their Last Position
 and only when **Shu-Shin** Commands "**Naore**" are they allowed to return to a "**Yoi**" position
 after this **Shu-Shin** will Command "**Yasume**" for them to Relax
 and wait for **Shu-Shin** Command of **Hantei** to **Shin-Pan**
 Only **Fuku-Shin** will Raise their Flags to give their Opinion
 on who should **Kachi** (Win) or **Hikiwake** (Draw)
 if there is no Draw, **Sen-Shu** will Turn to Bow to one another and then move outside the **Shiai-Jo**

Article 24) Sentei Kata Step by Step 1)

1

the Timekeeper/Recorder or **Tatami** Official will call the First Competitor to Line up
Shu-Shin will then Command "**Nakae**" asking **Sen-Shu** to enter the **Shiai-Jo**

There is no need for **Sen-Shu** to Bow as they enter the **Shiai-Jo**

Once inside, **Sen-Shu** will move to his/her chosen Post, and announce the **Kata**
Shu-Shin will then Repeat the Name of the **Kata** **Sen-Shu** will perform
 Once the Performance is Over, **Sen-Shu** will return to the Starting Position
 and stay in a **Yoi** Position to await for the Scores to be Read and Totalled
 the Timekeeper/Recorder (or **Tatami** Official) will then start to Read the Score Cards
 Starting from **Shu-Shin** and proceeding Clockwise
 Once the Score have been Read and Totalled (Removing the Highest and Lowest Scores)
 The Total will be Shouted out and Displayed on a Board for all to Hear/See

1

2

if there is a Draw for 1st, 2nd and or 3rd Place, the Timekeeper/Recorder will
 Add the Lowest Score which was previously discarded
 if there is still a Draw, the Timekeeper/Recorder will
 Add the Highest Score which was previously discarded
 if there is still a Draw, the Timekeeper/Recorder will
 call **Shu-Shin** and in turn **Shu-Shin** will Command **Fuku-Shin Shugo**
 calling all **Fuku-Shin** to Confer in order to decide the Outcome of the Match
Sen-Shu will then be asked to perform another **Kata**
 after which **Shin-Pan** will have another **Hantei** to decide a Winner

2

3

in the above case **Shu-Shin** normally suggests to **Fuku-Shin**
 to score the 1st **Sen-Shu** with the Average for that Category
 and the 2nd **Sen-Shu** either Higher or Lower than the previous one by 0.1 of a score
 Example: 1st Performer 7.5 2nd Performer either 7.6 or 7.4

3

4

Once the Total has been given **Sen-Shu** will leave the **Shiai-Jo**

4