

**Tournament
Rules & Regulations
(Judging)**



**World
Traditional
Karate
Organisation**

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Index

Chapter	1	General Rules	Page	3
Article	1	Purpose	Page	3
Article	2	Application of the Rules	Page	3
Article	3	Manners of a Judge	Page	3
Article	4	Notes	Page	3
Chapter	2	Way of Judging	Page	4
Article	5	Commands of Shu-Shin (Words used) 1	Page	4
Chapter	2	Shu-Shin (Main-Judges) Gestures	Page	5
Chapter	2	Fuku-Shin (Assistant-Judges) Gestures	Page	6
Article	5	Commands of Shu-Shin (Words used) 2	Page	7
Article	6	Whistle Signals	Page	8
Article	7	Fuku-Shin (Assistant Judge) Gestures	Page	8
Chapter	3	Judging a Kumite Match	Page	8
Article	8	Position of Shin-Pan (= Shu-Shin, Fuku-Shin & Kansa)	Page	8
Article	9	Hantei (Criteria for Judgement)	Page	9
Chapter	4	Judging a Kata Match	Page	10
Article	10	Position of Shin-Pan (where on the Shiai-Jo)	Page	10
Article	11	Criteria for Hantei (for Reference)	Page	11
Article	12	Procedure on the Shiai-Jo for Kata Kohaku-Hoshiki (= Flags)	Page	12
Article	13	Procedure on the Shiai-Jo for Kata Tensu-Hoshiki (= Points)	Page	13
Article	14	Procedure on the Shiai-Jo for Kumite (Flags System)	Page	14
Article	15	Procedure on the Shiai-Jo for Kumite (Mirror System)	Page	15
Article			Page	
Article			Page	
Article			Page	
Article			Page	
Article			Page	
Article			Page	
Article			Page	
Article			Page	
Article			Page	
Article			Page	
Article			Page	

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Chapter 1) General Rules

Article 1) Purpose

- | | | |
|---|---|---|
| 1 | The Purpose of these Rules is to Define a Unified Criteria
with the Aim of Carrying Out Fair and Smooth Judging | 1 |
| 2 | the Present Tournament Rules & Regulations (Thereafter "Rules")
have been Established in Addition to the Competition Rules
in order to Clarify and Provide Specific Details Pertaining to Judging | 2 |

Article 2) Application of the Rules

- | | | |
|---|---|---|
| 1 | All Judging of Official Competitions given by the WTKO
shall be done on the basis of these Rules | 1 |
|---|---|---|

However, the Rules shall Not Apply when Otherwise Specified
by the Director Concerned of the Technical Committee

Article 3) Manners of a Judge

- | | | |
|---|--|---|
| 1 | a Judge shall be Fair and Impartial | 1 |
| 2 | a Judge shall be Guided by All the Rules Concerned and by his/her Conscience
carrying out his/her Duties Independently | 2 |
| 3 | a Judge shall Always behave in a Dignified and Professional Manner on the Court | 3 |
| 4 | a Judge shall make Correct and Swift Judgements | 4 |
| 5 | a Judge shall Not Talk with Anyone during a Match
Except with other Judges Concerned (when asked to do so) Fuku-Shin Shugo | 5 |

Article 4) Miscellaneous

if a Question arises regarding Matters Not Specified in the Rules
such Matter shall be decided by **Shin-Pan-Cho** (Chief-Referee)

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Chapter 2) Way of Judging

Article 5) Commands of Shu-Shin (1)

1




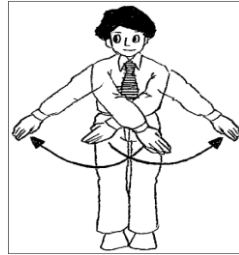






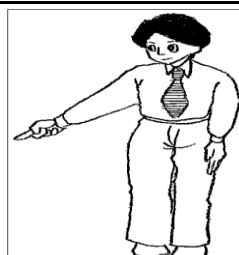







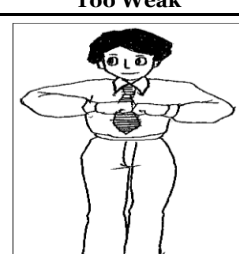
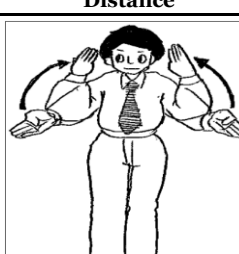
The following Basic Words shall be used as Commands by **Shu-Shin**

1

- | | | |
|-----|---|-----|
| a) | <u>Nakae</u> Order to Enter the <u>Shiai-Jo</u> | a) |
| b) | <u>Shobu Ippon</u> or <u>Sanbon Shobu Hajime</u> Order to Start a <u>Kumite-Match</u> | b) |
| c) | <u>Hajime</u> Order to Start a <u>Kata-Match</u> | c) |
| d) | <u>Yame</u> Stopping a <u>Kumite</u> Match or <u>Naore</u> Recover in a <u>Kata</u> Match | d) |
| e) | <u>Moto-No-Ichi</u> Order to Return to the Starting Position | e) |
| f) | <u>Tsuzukete Hajime</u> Order to Continue a <u>Kumite-Match</u> | f) |
| g) | <u>Atoshi-Baraku</u> 30 seconds to the End of the <u>Kumite-Match</u> | g) |
| h) | <u>Waza-Ari</u> an Effective Technique | h) |
| i) | <u>Ippon</u> a Decisive Technique | i) |
| j) | <u>Awasete Ippon</u> Two Effective Techniques have been carried out | j) |
| k) | <u>Hayai</u> Indicate that One Side was Quicker than the Other | k) |
| l) | <u>Tori-Masen</u> No Recognisable/Effective Techniques was Scored | l) |
| m) | <u>Ma-Ai</u> the Distance was Not Correct | m) |
| n) | <u>Ukete-Masu</u> the Technique was Blocked Successfully | n) |
| o) | <u>Nukete-Masu</u> the Technique Missed the Target | o) |
| p) | <u>Yowai</u> the Technique was Not Strong enough | p) |
| q) | <u>Keikoku</u> to Caution the Competitor | q) |
| r) | <u>Chui</u> to give a Warning to the Competitor | r) |
| s) | <u>Hansoku</u> to Disqualify a <u>Sen-Shu</u> (or a Team) | s) |
| t) | <u>Mubobi</u> Defencelessness | t) |
| u) | <u>Jo-Gai</u> Outside the <u>Shiai-Jo</u> | u) |
| v) | <u>Ai-Uchi</u> Both Competitors made an Equally Effective Attack Simultaneously | v) |
| w) | <u>Aka</u> (or <u>Shiro</u>) <u>No-Kachi</u> to declare the Winner in a Match | w) |
| x) | <u>Hikiwake</u> to declare a Draw | x) |
| y) | <u>Enchosen Saki-Dori Ippon Hajime</u> to declare the Start of an Extension Period | y) |
| z) | <u>Fuku-Shin Shugo</u> Calling a Judge (or Judges) for a Conference | z) |
| aa) | <u>Kiken</u> to declare a Withdrawal | aa) |
| ab) | <u>Kachi</u> Win by one <u>Sen-Shu</u> (or a Team) | ab) |
| ac) | <u>Shikkaku</u> to declare a Dismissal from the Tournament | ac) |

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Chapter 2) Shu-Shin Main-Judges' Signals

			
Hikiwake Draw	Yame Stop	Tsuzukete-Hajime Re-Start a Match	Tori-Masen No Score
			
Ippon Decisive Technique	Waza-Ari Effective Technique	Keikoku Caution	Chui Warning
			
Hansoku Disqualification	Shikkaku Expulsion	Jo-Gai Out of Bounds	Mubobi Defencelessness
			
Shobu-Ippon/Sanbon Hajime = Start	Hayai First to Score	Yowai Too Weak	Ma-Ai Distance
			
Nukete-Masu Missed Target	Ukete-Masu Blocked Technique	Ai-Uchi Simultaneous Score	Fuku-Shin Shugo Judges Conference

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Chapter 2) Fuku-Shin (Assistant Judge) Signals

<p>Ippon Decisive Technique</p>	<p>Waza-Ari Decisive Technique</p>	<p>Ai-Uchi Simultaneous Score</p>	<p>Hayai First to Score</p>
<p>Ma-Ai Distance</p>	<p>Yowai Too Weak</p>	<p>Keikoku/Chui/Hansoku Caution/Warnings</p>	<p>Mubobi Defencelessness</p>
<p>Mie-Masen Unseen</p>	<p>Ukete-Masu Blocked Technique</p>	<p>Nukete-Masu Missed Target</p>	
<p>Hikiwake Draw</p>	<p>Tori-Masen No Score</p>	<p>Jo-Gai Out of Bounds</p>	

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Article 5) Commands of Shu-Shin (2)

2

When **Shu-Shin** Perceives that Any of the following Orders Applies
he/she shall indicate one of the following for **Aka** or **Shiro**

2

- | | | |
|----|---|----|
| a) | <u>Kachi Win</u> | a) |
| b) | <u>Ippon One Full Point (or Decisive Technique)</u> | b) |
| c) | <u>Waza-Ari One Half Point (or Effective Technique)</u> | c) |
| d) | <u>Keikoku Caution</u> | d) |
| e) | <u>Chui Warning of Disqualification</u> | e) |
| f) | <u>Hansoku Disqualification</u> | f) |
| g) | <u>Jo-Gai Keikoku Caution for Stepping Outside the Shiai-Jo</u> | g) |
| h) | <u>Jo-Gai Chui Warning for Stepping Outside the Shiai-Jo</u> | h) |
| i) | <u>Jo-Gai Hansoku Disqualification for Stepping Outside the Shiai-Jo</u> | i) |
| j) | <u>Mubobi Keikoku Caution for Defencelessness</u> | j) |
| k) | <u>Mubobi Chui Warning for Defencelessness</u> | k) |
| l) | <u>Mubobi Hansoku Disqualification for Defencelessness</u> | l) |
| m) | <u>Kiken Withdrawal</u> | m) |
| n) | <u>Hayai Quicker Attack</u> | n) |
| o) | <u>Shikkaku Dismissal from the Tournament</u> | o) |

3

At the moment of Declaration of **Waza-Ari** or **Ippon**
Shu-Shin shall indicate which part was attacked
and which Kind of Technique was applied, by using one of the following words:

3

- | | | |
|----|-------------------------------------|----|
| a) | <u>Jodan = Upper Level</u> | a) |
| b) | <u>Chudan = Middle Level</u> | b) |
| c) | <u>Tsuki = Punch</u> | c) |
| d) | <u>Keri = Kick</u> | d) |
| e) | <u>Uchi = Strike</u> | e) |

4

at the moment of Declaration of **Ippon** due to a Combination of Techniques, **Shu-Shin**
shall indicate the part which reached the Opponent using one of the above words

4

5

if **Shu-Shin** makes a Wrong Declaration, he/she should Immediately Rectify it
by Announcing the Correct Declaration

5

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Article 6) Whistle Signals

the Length of the Whistle Blow is indicated by the Length of the Lines below:

- | | | |
|---|---|----|
| 1 | When Shu-Shin uses a Whistle, the following indications shall be given: | 1 |
| | a) "___" to Declare Hajime (Start) instead of Ordering it Verbally | a) |
| | b) "___" to Declare Yame (Stop) instead of Ordering it Verbally | b) |
| | c) "___" to ask for Hantei (a Decision) from Fuku-Shin | c) |
| | d) "__" to End the Displaying of Flags or Scoring Cards by Fuku-Shin | d) |
| 2 | When Kansa uses a Whistle, the following indications shall be given: | 2 |
| | a) "_____" to interrupt a Match | a) |
| 3 | When Fuku-Shin uses a Whistle, the following indications shall be given: | 3 |
| | a) "___" when he/she Perceive an Ippon (an Decisive Technique) | a) |
| | b) "___" when he/she Perceive a Waza-Ari (an Effective Technique) | b) |
| | c) "_____" when he/she has something to tell Shu-Shin | c) |

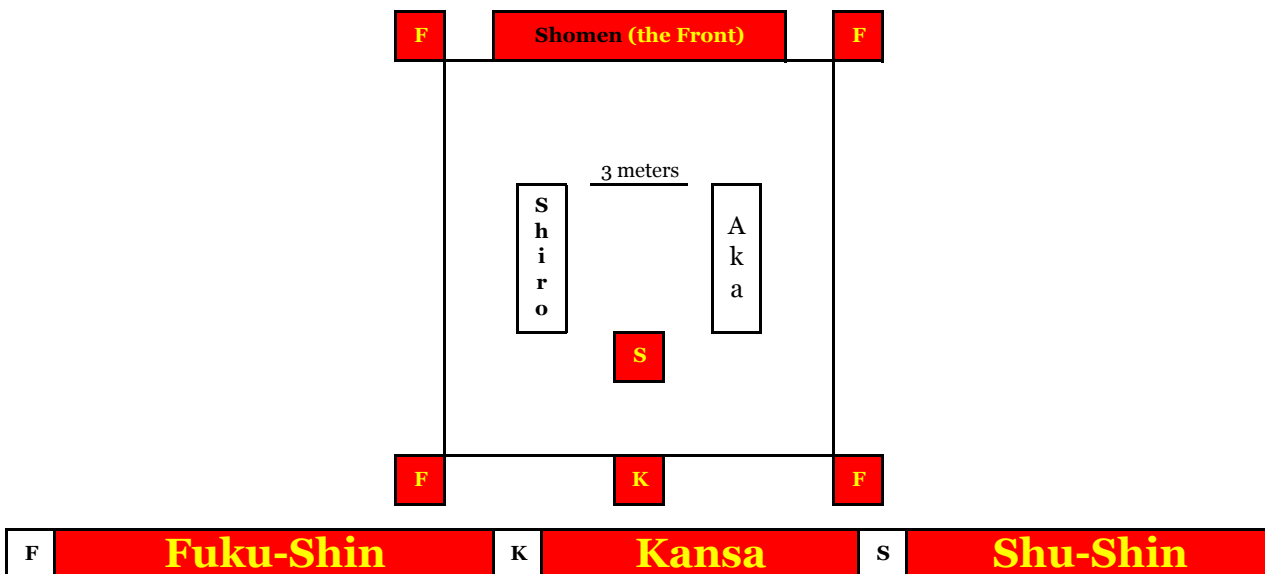
Article 7) Gestures of Fuku-Shin

- | | | |
|---|---|---|
| 1 | a Judge shall make a Given Gesture, when he/she has something to Indicate or Declare (See Gestures of Judges Section) | 1 |
|---|---|---|

Chapter 3) Judging a Kumite-Match

Article 8) Position of Shin-Pan (Shu-Shin/Fuku-Shin/Kansa)

- | | | |
|---|---|---|
| 1 | Shu-Shin shall Stand at the Top Position of a Triangle formed by him/herself and both Sen-Shu and Move in Accordance with the Competitors | 1 |
| 2 | Fuku-Shin carry a Red-Flag, a White-Flag, and a Whistle
They shall be positioned as shown below | 2 |



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Article 9) Criteria for Judgement

When **Shu-Shin** makes a Judgement According to the Indication of **Fuku-Shin**

he/she shall consult the Criteria Table below:

	Decisions by Fuku-Shin	Announcement by Shu-Shin
1	S S S S	Shiro No-Kachi
2	S S S A	Shiro No-Kachi
3	S S S H	Shiro No-Kachi
4	S S H A	Shiro No-Kachi or Hikiwake
5	A A A A	Aka No-Kachi
6	A A A S	Aka No-Kachi
7	A A A H	Aka No-Kachi
8	A A H S	Aka No-Kachi or Hikiwake
9	H H H H	Hikiwake
10	S H H A	Hikiwake
11	S H H H	Hikiwake
12	H H H A	Hikiwake
13	S S A A	Hikiwake or Aka No-Kachi or Shiro No-Kachi
14	S S H H	Shiro No-Kachi or Hikiwake
15	H H A A	Aka No-Kachi or Hikiwake

Symbols

A	Aka = is the Winner
S	Shiro = is the Winner
H	Hikiwake = a Draw

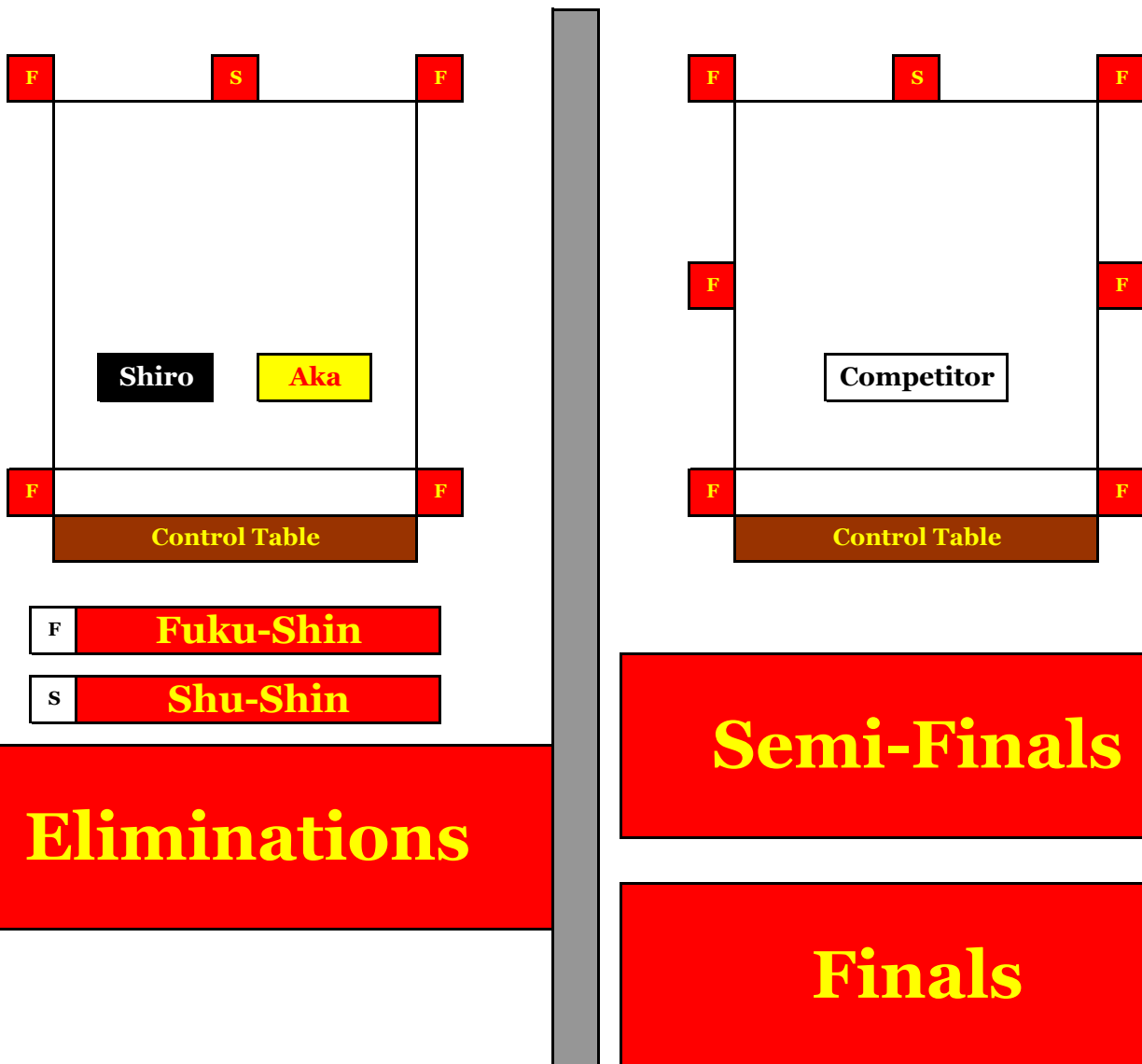
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Chapter 4) Judging a Kata-Match

Shomen

Article 10) Position of Shin-Pan

Shin-Pan shall be Positioned as shown below:



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Article 11) Criteria for Judgement (for Reference)

Estimation of **Kata** shall be given according to the following Criteria:

	Points of a Kata order	Marks Deducted
1	a Competitor makes a Mistake but Quickly Restart the Kata again	0.2
2	a Competitor Forgets a part of the Kata but Continues with it	0.5
3	a Competitor makes a Big Mistake and Forgets some Movements of the Kata	1.0
4	a Competitor Stops part way through a Kata	Disqualification
5	a Competitor is Stopped by a Judge	Disqualification

	Basic Criteria 1	Marks												
1	Posture	0.1												
2	Balance	0.1												
3	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%; text-align: center; vertical-align: middle;">"Tachi" Stance</td> <td style="width: 5%; text-align: center;">a)</td> <td style="text-align: center;">Length of Steps</td> </tr> <tr> <td></td> <td style="text-align: center;">b)</td> <td style="text-align: center;">Tension of the Hips</td> </tr> <tr> <td></td> <td style="text-align: center;">c)</td> <td style="text-align: center;">Position of the Hips</td> </tr> <tr> <td></td> <td style="text-align: center;">d)</td> <td style="text-align: center;">Turning of the Hips</td> </tr> </table>	"Tachi" Stance	a)	Length of Steps		b)	Tension of the Hips		c)	Position of the Hips		d)	Turning of the Hips	0.1
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	d)	Turning of the Hips												
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	b)	Power & Kime (= Focus) of Technique												
	c)	Grasp of Objective												
	d)	Course of Technique												

	Basic Criteria 2	Marks
1	Attitude, Spirit, Aim of Eyes	1.0
2	Maturity	1.0
3	Physical Strength	1.0
4	Tempo (Rhythm) of a Technique	1.0
5	Expansion and Contraction of the Body	1.0
6	the Pattern formed by the Kata Movements	1.0
7	Smooth Movement of Legs	1.0
8	Significance of a Technique	1.0
9	Characterisation of the Kata	1.0
10	Fluidity of the Competitors' Movements	1.0

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Kata

Article 12) Procedure on the Shiai-Jo for Kata

Eliminations Kohaku-Hoshiki (Flag-System)

Once **Sen-Shu** 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 **Sen-Shu** been appointed **Aka** will then wear a Red Belt/Sash over or instead of their own Belt

Shin-Pan and **Shu-Shin** will Line up and Bow to each other

Fuku-Shin will then position themselves on their appointed Chairs

The Timekeeper/Recorder will then call the first two **Sen-Shu**
They will line up facing **Shomen** and once **Shu-Shin** ask them to enter (**Nakae**)
they will do so, reaching their appointed Starting Points
Turn to face each other and Bow to one another then turn towards **Shomen** again
From **Musubi-Dachi** they will wait to hear which **Kata** they will have to Perform
Once **Shu-Shin** has told them the name of their **Kata**, they will need to repeat that name
Shu-Shin will then Command **Yoi** (according to the **Kata** requested)
and **Hajime** with the latter Command they will have to Start Together

At the end of the **Kata**, Both **Sen-Shu** will need to Keep their Last Position
Shu-Shin will then Command **Naore** (Return to Yoi Position)
and then **Yasume** (return to a **Hachiji-Dachi** = Relaxed Position)

Shu-Shin might then Call **Fuku-Shin Shugo** (a meeting of the Judging Panel)
or **Hantei** (Decision) then Whistle for them to do so

Once the Decision has been given **Shu-Shin** will then Whistle again for **Fuku-Shin** to Lower their Flags
in the event of **Hikiwake**, **Shu-Shin** will notify **Fuku-Shin** and the Competitors Concerned about the latter
Once this is done, **Sen-Shu** will be asked to perform a Different **Kata**

if **No Draws** are given, **Sen-Shu** will turn to Bow to one another and leave the **Shiai-Jo**
Making sure that the Winner goes to the Area Desk to acknowledge their win

Once this is done, **Sen-Shu** and **Shin-Pan** will Line up again
Shu-Shin will then Announce who will go to the Finals

Shin-Pan and **Shu-Shin** will then Bow to each other

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Kata

Article 13) Procedure on the Shiai-Jo for Kata

Finals Tensu-Hoshiki (Point-System)

Once **Sen-Shu** have been called to the **Shiai-Jo**
an Official will check that all **Sen-Shu** are there

Shu-Shin and **Fuku-Shin** will Line up and Bow to each other

Shin-Pan will then position themselves on their appointed Chairs

The Timekeeper/Recorder will then call the first **Sen-Shu**
He/she will line up facing **Shomen** and once the **Shu-Shin** ask him/her to enter (**Nakae**)
Sen-Shu will do so, reaching his/her Chosen Starting Points

Sen-Shu will then announce his/her chosen **Kata**
Yoi by him/herself, and then Start

Once **Sen-Shu** has finished the performance, he/she will return to **Yoi**
Shu-Shin will then Command **Hantei** asking **Fuku-Shin** to Vote using their Scoring Cards
by Blowing his/her Whistle once

The Timekeeper/Recorder will read the Scores starting with from **Shu-Shin** and carrying on Clockwise

Once the Scores have been read, **Shu-Shin** will Blow the Whistle once again
to allow the **Fuku-Shin** to Lower their Scoring Cards

The Timekeeper/Recorder will then Add the Scores Discarding the Lowest and the Highest Scores

in the event of a Draw for 1st, 2nd or 3rd Place

The Timekeeper/Recorder will then add the Lowest Score which was at first Discarded
if still a Draw, he/she will then add the Highest Score which was at first Discarded
if still a Draw, **Shu-Shin** will notify **Fuku-Shin** and the **Sen-Shu** Concerned about the latter
Once this is done, **Sen-Shu** will be asked to perform a Different **Kata**

Sometime, **Shu-Shin** will suggest to **Fuku-Shin** to use One Score for the first Competitor
and then Score the second by going higher or lower by 0.1 of a point in order to reach a Result

Once this is done, **Sen-Shu** and **Shin-Pan** will Line up again
Shu-Shin will then Announce who the 3rd Place, 2nd Place and Winners are

Shu-Shin and **Fuku-Shin** will then Bow to each other

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Kumite

Article 14) Procedure on the Shiai-Jo for Kumite

Eliminations

Once **Sen-Shu** 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 **Sen-Shu** been appointed **Aka** will then wear a Red Belt/Sash over (or instead of) their own Belt

Shu-Shin, Kansa and **Fuku-Shin** will Line up and Bow to each other

Fuku-Shin and **Kansa** will then position themselves on their appointed Chairs

The Timekeeper/Recorder will then call the first two **Sen-Shu**

They will line up with **Aka's Shomen** to **Shu-Shin** Right, and **Shiro's Shomen** to **Shu-Shin** Left
Shu-Shin will then ask them to enter (**Nakae**)
and then **Shu-Shin** him/herself will enter the **Shiai-Jo**

they will do so, reaching their appointed Starting Points, and Bow to one another
(there is no need to Bow to **Shu-Shin**, as their whole attention should be towards their Opponent)

From **Hachiji-Dachi** (Feet Shoulder-width apart)
they will then wait to hear **Shu-Shin's** Command of "**Shobu-Ippon Hajime**"

During the Fight, **Shu-Shin** might Command **Yame**
at this Command the Timekeeper must Pause the Stopwatch and Raise it upward
At **Shu-Shin's** Command of **Tsuzukete Hajime** = Re-start the Fight
the Timekeeper must Re-start the Stopwatch Lowering it again

Shu-Shin might occasionally Call **Fuku-Shin Shugo** (a meeting of the Judging Panel)
in order to discuss a Point or a Caution/Warning or Disqualification

Once **Shu-Shin** Commands **Yame Soremade** the Bout is over

Shu-Shin will then call for **Hantei**

Once **Fuku-Shin** have given their Decision, **Shu-Shin** will Whistle again and they will Lower their Flags
then **Shu-Shin** will Raise either the Red or White Flag or indeed Both according to the Majority of Decisions
in the event of a Draw in an Individual Match

the **Sen-Shu** will be asked to have a **Sai-Shiai** (Extension-Match) or a **Saki-Dori** Sudden Death Match
If there is No Score during the **Saki-Dori** Match a Winner will be decide by **Hantei**

in the **Saki-Dori** (Extension-Match) Warnings accumulated in the **Shobu-Ippon** (previous Match)
will be Carried Over to the Next one

in the event of a Draw at the end of a Team Match
two **Sen-Shu** (one from each Team)
will be asked to have an Additional-Match (**Sai-Shiai**)
in the case of more than one Additional-Match
the same Competitors may participate in All Extension-Matches

Once this is done, **Sen-Shu** and **Shin-Pan** will Line up again
Shu-Shin will then Announce the Teams which will go to the Finals

Shu-Shin, Kansa and **Fuku-Shin** will then Bow to each other

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Kumite

Article 15) Procedure on the Shiai-Jo for Kumite (Mirror System)

Occasionally, the number of **Shin-Pan** (Judges) is limited therefore **Shin-Pan-Cho** will deem necessary to appoint One **Shu-Shin** & One **Fuku-Shin** per **Shiai-Jo**

Once the Competitors have been called to the **Shiai-Jo** an Official will check that they are all there

Appoint the first Round of **Aka** and **Shiro** making them move to the correct side of the **Shiai-Jo** the **Sen-Shu** been appointed **Aka** will then wear a Red Belt/Sash over (or instead of) their own Belt

Shu-Shin, **Kansa** and **Fuku-Shin** will Line up and Bow to each other

Kansa will then position him/herself on his/her appointed Chair

Fuku-Shin will be on the opposite side of **Shu-Shin**

The Timekeeper/Recorder will then call the first two **Sen-Shu**

They will line up with **Aka's Shomen** to **Shu-Shin** Right, and **Shiro's Shomen** to **Shu-Shin** Left

Shu-Shin will then ask them to enter (**Nakae**) and then **Shu-Shin** & **Fuku-Shin** will enter the **Shiai-Jo**

they will do so, reaching their appointed Starting Points, and Bow to one another (there is no need to Bow to **Shu-Shin**, as their whole attention should be towards their Opponent)

From **Hachiji-Dachi** (Feet Shoulder-width apart) they will then wait to hear **Shu-Shin's** Command of "**Shobu-Ippon Hajime**"

During the Fight, both **Shu-Shin** & **Fuku-Shin** will move with the Fighters, monitoring the Fight

If & when, **Fuku-Shin** notices a Score or has a reason to stop the fight he/she will signal **Shu-Shin** to do so, either by Whistle or Hand Signal at which **Shu-Shin** will Command "**Yame**" in order to discuss the reason of the Stoppage with the other Judge once the discussion is over **Shu-Shin** will either give a Score, a Penalty, or a Warning

During the Fight, **Shu-Shin** might Command **Yame** at this Command the Timekeeper must Pause the Stopwatch and Raise it upward At **Shu-Shin's** Command of **Tsuzukete Hajime** = Re-start the Fight the Timekeeper must Re-start the Stopwatch Lowering it again

Once **Shu-Shin** Commands **Yame Soremade** the Bout is over **Shu-Shin** will then discuss with **Fuku-Shin** (the other Judge) the Outcome of the Match

in the event of a Draw in an Individual Match

Sen-Shu will be asked to have a **Sai-Shiai** (Extension-Match) or a **Saki-Dori** Sudden Death Match If there is No Score during the **Saki-Dori** Match a Winner will be decide by **Hantei**

in the **Saki-Dori** (Extension-Match) Warnings accumulated in the **Shobu-Ippon** (previous Match) will be Carried Over to the Next one

in the event of a Draw at the end of a Team Match two **Sen-Shu** (one from each Team) will be asked to have an Additional-Match (**Sai-Shiai**) in the case of more than one Additional-Match the same Competitors may participate in All Extension-Matches

Once this is done, **Sen-Shu** and **Shin-Pan** will Line up again **Shu-Shin** will then Announce the Teams which will go to the Finals

Shu-Shin, **Kansa** and **Fuku-Shin** will then Bow to each other