

**Tournament  
Rules & Regulations  
(Judging)**



**World  
Traditional  
Karate  
Organisation**

# World Traditional Karate Organisation

## Index

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

# World Traditional Karate Organisation

## 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) <b>Fuku-Shin Shugo</b> | 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)

# World Traditional Karate Organisation

## Chapter 2) Way of Judging

### Article 5) Commands of Shu-Shin (1)

1



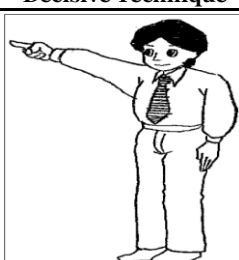
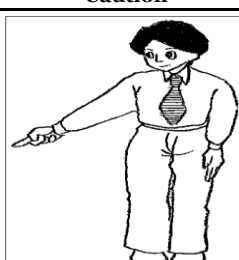


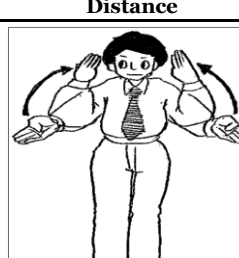
The following Basic Words shall be used as Commands by **Shu-Shin**

1

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


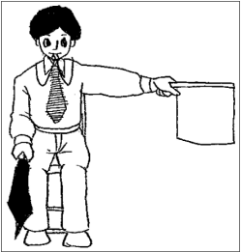
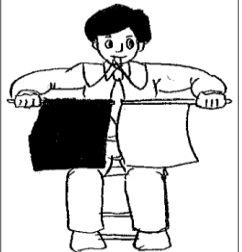

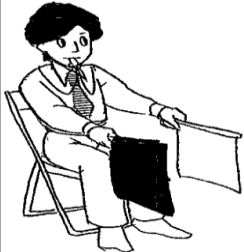
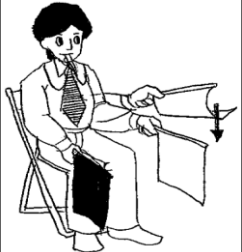








# World Traditional Karate Organisation

## Chapter 2) Shu-Shin Main-Judges' Signals

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

# World Traditional Karate Organisation

## Chapter 2) Fuku-Shin (Assistant Judge) Signals

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

# World Traditional Karate Organisation

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

# World Traditional Karate Organisation

## Article 6) Whistle Signals

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

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

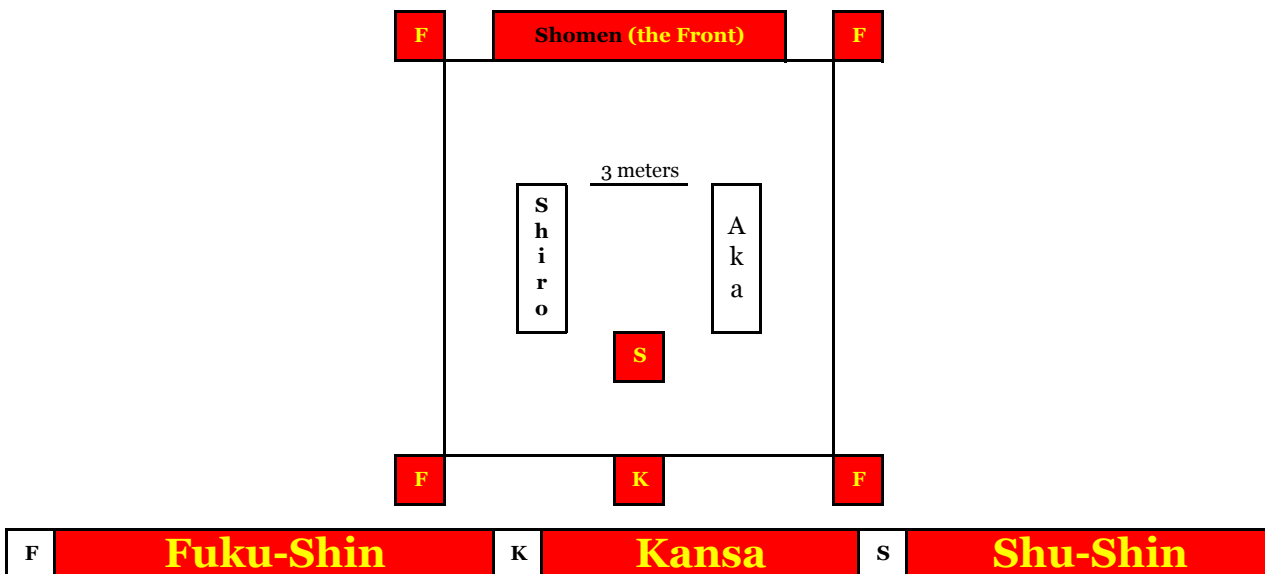
## Article 7) Gestures of Fuku-Shin

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





# World Traditional Karate Organisation

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

### Symbols

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

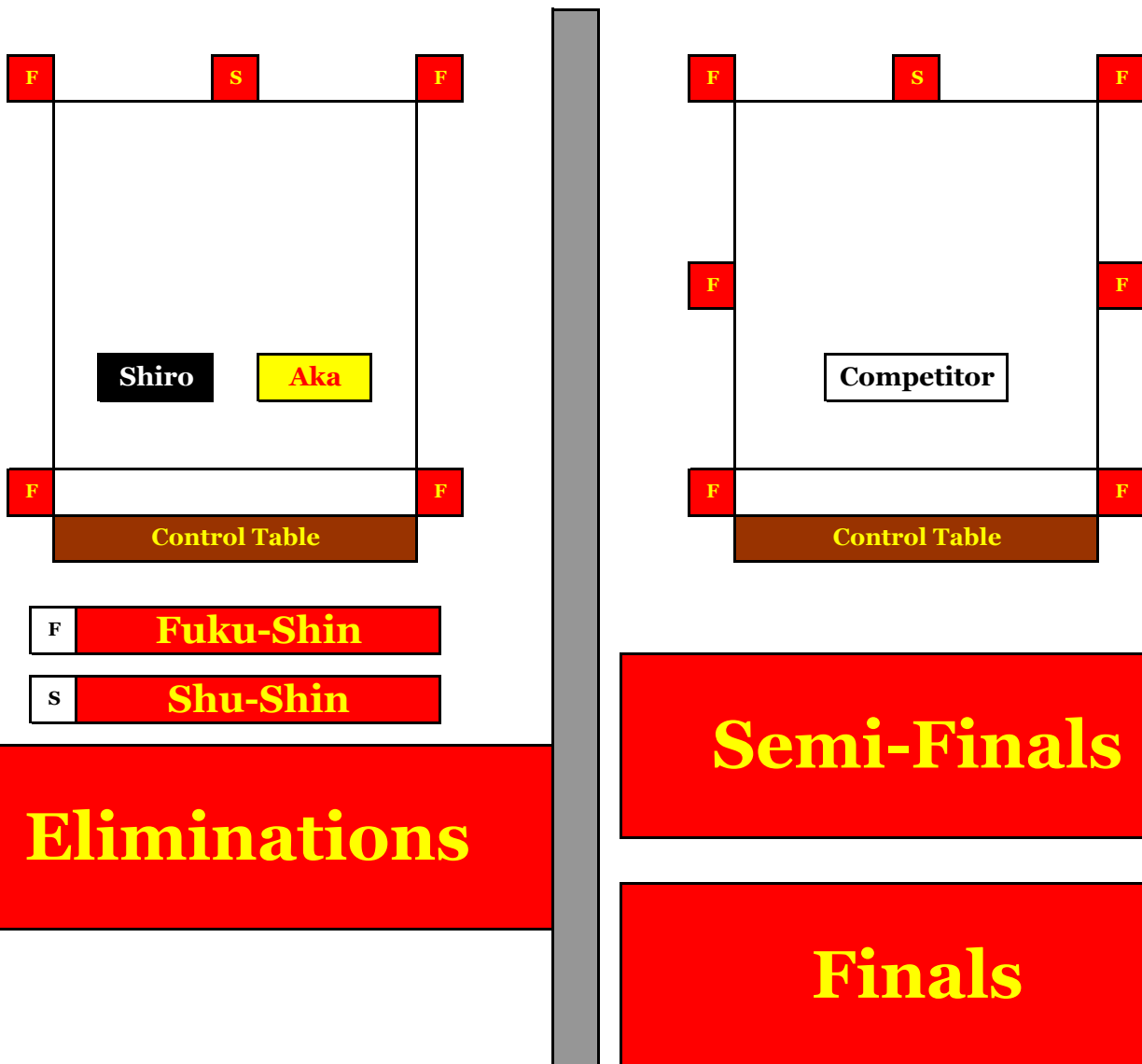
# World Traditional Karate Organisation

## Chapter 4) Judging a Kata-Match

# Shomen

### Article 10) Position of Shin-Pan

Shin-Pan shall be Positioned as shown below:



## World Traditional Karate Organisation

### Article 11) Criteria for Judgement (for Reference)

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

	Points of a <b>Kata</b> order	Marks Deducted
1	a Competitor makes a Mistake but Quickly Restart the <b>Kata</b> again	0.2
2	a Competitor Forgets a part of the <b>Kata</b> but Continues with it	0.5
3	a Competitor makes a Big Mistake and Forgets some Movements of the <b>Kata</b>	1.0
4	a Competitor Stops part way through a <b>Kata</b>	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;"><b>"Tachi"</b> 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>	<b>"Tachi"</b> Stance	a)	Length of Steps		b)	Tension of the Hips		c)	Position of the Hips		d)	Turning of the Hips	0.1
<b>"Tachi"</b> Stance	a)	Length of Steps												
	b)	Tension of the Hips												
	c)	Position of the Hips												
	d)	Turning of the Hips												
4	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%; text-align: center; vertical-align: middle;"><b>"Kihon"</b> Basic</td> <td style="width: 5%; text-align: center;">a)</td> <td style="text-align: center;">Parts which are used</td> </tr> <tr> <td></td> <td style="text-align: center;">b)</td> <td style="text-align: center;">Power &amp; <b>Kime</b> (= Focus) of Technique</td> </tr> <tr> <td></td> <td style="text-align: center;">c)</td> <td style="text-align: center;">Grasp of Objective</td> </tr> <tr> <td></td> <td style="text-align: center;">d)</td> <td style="text-align: center;">Course of Technique</td> </tr> </table>	<b>"Kihon"</b> Basic	a)	Parts which are used		b)	Power & <b>Kime</b> (= Focus) of Technique		c)	Grasp of Objective		d)	Course of Technique	0.1
<b>"Kihon"</b> Basic	a)	Parts which are used												
	b)	Power & <b>Kime</b> (= 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 <b>Kata</b> Movements	1.0
7	Smooth Movement of Legs	1.0
8	Significance of a Technique	1.0
9	Characterisation of the <b>Kata</b>	1.0
10	Fluidity of the Competitors' Movements	1.0

## World Traditional Karate Organisation

# 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

# World Traditional Karate Organisation

## 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

# World Traditional Karate Organisation

## 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

# World Traditional Karate Organisation

## 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