# NCR Judging Review Seminar – Feb 25, 2012 10:00am Agenda

#### A.Wong

#### 1. Review Roles responsibilities – 1 minute

- Kansa arbitrator
- Shu-shin center referee

#### 2. Review center judge process – 10 minutes

- Drill have Shu-shin run through the following
  - Starting a match with group bow in
  - Starting the kumite match, resuming, and ending a match

## 3. Review corner judge process – 1 minutes

- Drill have corner judges blow whistle and flag motion
  - Enforce corner judges to have an active whistle and flag motion

## 4. Review center judge and corner judge hand signals – 10 minutes

- Drill have the shu-shin give hand signal and Japanese term, next ask a corner judge what it means, have the next corner judge answer the next signal
- Typical calls (spend 10 seconds per call)
  - No points/penalties
  - Half/full point
  - Winner
  - Judgment (Han-tei)
  - Draw and overtime match
  - Weak
  - Poor timing
  - Distance
  - Grabbing
  - Out bounds
  - Contact
- Less frequently used calls
  - Illegal target
  - No competition ability
  - Doctor stop
  - No snap in kick or striking technique
- Kumite Penalties
  - Out of bounds –ikkai-(kei-koku), nikai-(chui)
  - Contact kei-koku-Chui-Han-soku

- Off target
- Blocked
- Weak stance
- Clashing or simultaneous attack
- Snap back
- Attacker ignores his opponents technique (mu-shi)
- Ignoring shu-shin
- Good timing
- Lack floor pressure
- Falling
- Wild flurry
- Use of incorrect striking part
- After the fact
- Tento
- Mu-no
- Shi-kkaku as mu-no

- Fuku-shin corner judge
- Aka/Shiro red/white side

Contact Sanction Table		Medical judge determines contact severity				
		Minor	Light	Medium	Heavy	
Judges Decision	Opponent was	(1)	(2)	(3)	(4)	
	(A) Moving in	(A1)	(A2)	(A3)	(A4)	
		None	None	Kei-koku	Han-soku	
	(B) Stationary	(B1)	(B2)	(B3)	(B4)	
		None	Kei-koku	Chui	Han-soku	
	(C) Moving away	(C1)	(C2)	(C3)	(C4)	
		None	Chui	Han-soku	Han-soku	

*Note*: For the attacker, *"none" may have point scoring possibility* 

#### 5. Review target and distance – 5 minutes

Drill – have competitors work on distance to target and have judges observe for correct distance

- Head 5cm = 1.96"
- Body 3cm = 1.18"
- Prohibited targets/techniques (requires judges meeting)
  - Kin-shi declare (han-soku) Note: may give verbal if incident was accidental or close to illegal target
    - for eyes, throat, base of skull, groin; spear hand to the face
    - Dangerous throw or balance breaking technique
  - Chui-mushi (not listening to shu-shin), mu-no (lack of ability) and shi-kkaku as mu-no- (disqualified from the tournament)
  - Prohibited targets verbal warning initially then chui if repeated.
    - Note: Shi-kkaku as mu-no if severe the first time based on judges meeting.
      - sweeping of the knee,
      - grabbing w/o immediate follow-up technique
      - Mu-shi ignoring your own safety when attacking
      - Mo-da wild flurry
- Outline facial target area
- Outline body target area
- Back position exposure

#### 6. Review Kumite procedure – 60 minutes

- Drill have participants run through their kumite and provide feedback
  - Lower belt
    - 10-7 kyu (white/orange belt) san ban
    - 6-4 kyu (green/purple) ippon
    - 3-1 kyu (brown) kogo 3 attack 3 defense
  - Black belt standard AAKF kumite rules
- Walk through the bowing protocol entering/leaving, starting/ending match; acknowledging points/penalties
- Scenario based drills, e.g., going out of bounds, simulate contact, grabbing
- Combination of scenario and free sparing
- Center judge (must have minimum class-D judging)
  - Position yourself at an angle between the competitors
  - How to watch the competitors
- Corner judge
  - Develop an active eye and active flag execution
  - How to watch the competitors
- 7. Review Kata procedure- 30 minutes (may be running out of time; get in as much as you can by noon+)
  - Drill have competitors run through their kata two at a time, judge's provide feedback
  - Walk through bowing protocol entering/leaving, starting/ending kata
  - Judging criteria
    - Hone your eyes and get group consensus on a standard based on
      - Body dynamic
      - Power

- Form
- Transition

- Review common penalties
  - Off mark
  - Hesitation
  - Forgot kata

- Loss balance/falling
- Bowing etiquette
- No kiai

#### 12:45pm Competition – Review rules with competitors – 15 minutes

- 1. Kumite Distance, target, prohibited targets
  - Distance
    - Head 5cm = 1.96"
    - Body 3cm = 1.18"
  - Target
    - Outline facial target area
    - Outline body target area
    - Back position only if exposed
  - Prohibited targets/techniques (requires judges meeting)
    - i. **Kin-shi** declare (**han-suku**) Note: may give verbal if incident was accidental or close to illegal target
      - 1. Eyes, throat, base of skull, groin; spear hand to the face
      - 2. Dangerous throw or balance breaking technique
    - ii. Chui-mushi (not listening to shu-shin), mu-no (lack of ability) and shi-kkaku as mu-no- (disqualified from the tournament)
    - iii. Prohibited verbal warning first time, then chui second time.
      - Note: Shi-kkaku as mu-no if severe the first time based on judges meeting.
        - 1. sweeping of the knee,
        - 2. grabbing w/o immediate follow-up technique
        - 3. Mu-shi ignoring your own safety when attacking
        - 4. Mo-da wild flurry

#### **Contact Sanction table**

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		None	None	Kei-koku	Han-soku	
	(B) Stationary	(B1)	(B2)	(B3)	(B4)	
		None	Kei-koku	Chui	Han-soku	
	(C) Moving away	(C1)	(C2)	(C3)	(C4)	
		None	Chui	Han-soku	Han-soku	

Note: For the attacker, "none" may have point scoring possibility

## 2. Kata – flag system by pairs

#### a. Judging criteria

- Body dynamic
- Power

- Form
- Transition
- b. Review common penalties (black belts only)
  - Off starting mark
  - Hesitation
  - Forgot kata

- Loss balance/falling
- Bowing etiquette
- No kiai

Brown Belt Kumite: ask if the brown belts competing in kumite know the kogo rules
 If the don't know the rules, have one of the judges run through the kogo rules with them off
 to the side.