



Officials' Manual

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Code of Conduct

This Code of Conduct is to govern the relationship between Instructors and Students; Officials and Competitors; and Coaches and Athletes.

Coaches, Officials and Instructors play a critical role in the personal as well as Athletic development of Students, Competitors and Athletes. They must understand and respect the inherent power imbalance that exists in these relationships and Instructors, Officials and Coaches must be careful not to abuse it.

Instructors, Officials and Coaches must also recognize that they are important conduits through which the values and goals of Karate BC are expressed and communicated. How a Student, Competitor or Athlete regards his/her sport is often dependent upon the behaviour of the Instructor, Official or Coach.

The following Code of Conduct has been developed to govern the behaviour of Instructors, Officials and Coaches to allow them to assist Students, Competitors and Athletes in becoming well-rounded, self- confident and productive human beings.

INSTRUCTORS, OFFICIALS AND COACHES HAVE A RESPONSIBILITY TO

Treat everyone fairly within the context of their activity, regardless of gender, place of origin, colour, sexual orientation, religion, political belief or economic status;

Direct constructive comments or criticism at the performance rather than the individual;

Consistently display standards and project a favourable image of Karate-do and: refrain from unnecessary public criticism of other members or individuals;

abstain from the use of tobacco products while in the presence of Students, Competitors and Athletes and discourage their use by other individuals;

abstain from excessive consumption of alcoholic beverages when working with Students, Competitors and Athletes;

discourage the excessive use of alcohol in conjunction with activities;

refrain from the use of profane, insulting, harassing or otherwise offensive language.

Ensure that any activity being undertaken is suitable for the age, experience, ability and fitness level of the Students, Competitors and Athletes and educate individuals about their responsibility in contributing to a safe practice or performance environment;

Communicate and cooperate with competent medical practitioners in the diagnosis, treatment and management of medical and psychological problems of Students, Competitors and Athletes;

Consider their future health and well-being as foremost when making decisions regarding an injured Student, Competitor or Athlete's ability to continue training or competing;

Recognize and accept when to refer Students, Competitors or Athletes to other Instructors, Officials or Coaches;

Regularly seek ways of increasing personal development, self-awareness and a greater understanding of Karate-do;

Treat all other members with due respect and encourage Students, Competitors and Athletes to act accordingly. Actively encourage them to uphold the principles, ethics and rules of Karate- do;

In the case of minors, communicate and cooperate with the parents or legal guardians of Students, Competitors and Athletes, and where necessary involve them in decisions pertaining to their child's development;

Be aware of academic pressures being placed upon Students, Competitors and Athletes and ensure that their activities permit them to pursue academic success;

INSTRUCTORS, OFFICIALS AND COACHES MUST

Ensure the safety of Students, Competitors and Athletes;

At no time become inappropriate or intimately or sexually involved with Students, Competitors or Athletes. In particular this includes any request, directly or indirectly, for sexual favours or the threat of reprisal due to the rejection of such requests;

Respect the individual dignity of Students, Competitors and Athletes; verbal or physical behaviour which constitutes harassment or abuse of any kind being unacceptable;

Never advocate or condone the use of drugs or any other banned performance enhancing substance;

Never provide under-age Students, Competitors or Athletes with alcohol;

Karate BC

Officials' Development Program

Karate BC is the recognized sport governing body for karate-do (karate) in British Columbia. The organization represents and supports all legitimate systems of karate and its different sport expressions. The activities are non-discriminatory, and values-based.

Committee Purpose

The Officials Committee is a Standing Committee of Karate BC, and is responsible for the development and implementation of the Officials Program.

Membership

The Chair is appointed by the Board of Directors

Each Karate BC region may have one official sit on the Officials Committee. If the region does not appoint a representative, that position remains vacant

The committee includes a liaison from the Tournament Committee

The Program Coordinator or staff designate is the staff liaison to the committee

CLINIC POLICY

1.0 GENERAL

The KBC OC (OA) must approve any clinics that may incur a cost to KBC.

Only approved course conductors (members of the KBC OC) can teach clinics on behalf of KBC OC.

Qualified Provincial Referees in a zone can function as Assistant Course Conductors on a rotating basis.

2.0 CLINIC CONTENT

Clinics may cover (in detail below)

2.1 Kumite

Theory for referees

Practical applications for referees Theory for judges

Practical applications for judges Score and timekeeping theory Score and timekeeping practical

2.2 Kata

Theory for judges

Practical for judges

Recording, outcome and timekeeping for score and timekeepers

3.0 KUMITE REFEREES AND JUDGE REQUIREMENTS

Below are the qualifications required to officiate at regional and provincial tournaments.

- Provincial referees can perform all Kumite officiating functions at both regional and provincial tournaments.
- Regional referees can perform all Kumite officiating functions at regional and tournaments and judge any events at Provincial championships.
- Status as a Provincial Referee/Judge supersedes that of a Regional Referee/Judge.

PROVINCIAL TOURNAMENTS

Qualification	Referee & Judge all Events	Judge all events; Referee Intermediate Events	Judge Advanced Events	Judge Intermediate Events
Provincial Referee	Yes	Yes	Yes	Yes
Provincial Judge		Yes	Yes	Yes
Regional Referee			Yes	Yes

REGIONAL TOURNAMENTS

Regional Qualification	Referee & Judge all Events	Judge all events; Referee Intermediate events	Judge Advanced Events	Judge Intermediate Events
Regional Referee	Yes	Yes	Yes	Yes
Regional Judge		Yes	Yes	Yes

3.1 Kata Judges

ALL TOURNAMENTS

Qualification	Provincial All Divisions	Provincial Intermediate	Regional All Divisions	Regional Intermediate
Provincial Judge	Yes	Yes	Yes	Yes
Regional Judge			Yes	Yes

4.0 THEORY AND PRACTICAL EXAMINATION REQUIREMENTS

Proven attendance at a minimum of two full educational seminars between previous rank and attempted rank (record book mandatory).

Examination includes theory and practical criteria that must be satisfied.

5.0 MINIMUM PERFORMANCE STANDARDS FOR PRACTICAL ASSESSMENT

Candidates will function at the targeted level and will be assessed by two examiners at the appropriate level. They will be evaluated according to several criteria on a form stating that the candidate does not meet, meets or exceeds expectations with respect to various subjective qualities, for example, innate and cognitive reaction timing, ability to make reasonable decisions, communication with other officials during the match, appearance, posture, match control, positioning etc.

5.1 KUMITE EXAMINATIONS

Qualification	Theory Score	Practical Assessment
Provincial Referee	90%	Meets or exceeds
Provincial Judge	85%	Meets or exceeds
Regional Referee	85%	Meets or exceeds
Regional Judge	80%	Meets or exceeds

5.2 KATA EXAMINATIONS

Qualification	Theory Score	Practical Assessment
Provincial Judge	90%	Meets or exceeds
Regional Judge	85%	Meets or exceeds

5.2.1 MINIMUM PERFORMANCE STANDARDS FOR PRACTICAL KATA QUALIFICATION ASSESSMENT

Candidates are expected to perform kata simply to demonstrate understanding of the principles within from the perspective of judging. They are not expected to perform to competitive standards.

Qualification	Own Style	Another Style
Provincial Judge	One	One
Regional Judge	Two	n/a

6.0 MINIMAL CERTIFICATION REQUIREMENTS

OFFICIALS MUST FUNCTION THROUGHOUT AN ENTIRE KARATE BC CHAMPIONSHIP TO BE ELIGIBLE FOR CERTIFICATION.

6.1 Technical Officials

Officials must function throughout an entire zone, sanctioned or provincial event to be eligible for certification.

6.1.1 Technical Official I – Score and Time keeper

Complete Level 1a, b and c of Technical Officials Program.

Minimum age, none in principle, but 16, 17 and 18 years respectively for those in schools who expect to gain scholastic credits* for becoming a Technical Official.

(*Must also complete 54 hours of practical to certify according to Provincial government guidelines to be awarded credit.)

Functional responsibilities: score keeper/time keeper.

6.1.2 Technical Official II – Score Supervisor

Must be certified Technical Official I

Functioned in at least 2 tournaments as Technical Official I

It is possible to start at Regional Judge level, but scoring and timekeeping should be reviewed at Regional Judge level and included in the Theory exam.

6.2 Regional Judge

Minimum age: 14

Minimum rank: 3rd kyu and / or minimum 3 years continued karate practice.

6.3 Regional Referee

Certified Regional Judge

Minimum age: 14

Minimum rank: 3rd kyu, or three years continued karate practice

Recommend participation in at least 1 clinic and 1 Zone or Karate BC sanctioned event as a Regional Judge within 1 year.

6.4 Provincial Judge

Certified Regional Referee

Minimum age: 14

Minimum rank: 1st kyu, or three years continued karate practice

Recommend participation in at least 1 clinic and 1 Zone or Karate BC sanctioned event as a Regional Referee within 1 year.

6.5 Provincial Referee

Certified Provincial Judge

Minimum age: 16

Minimum rank: 1st kyu, or three years continued karate practice

Recommend participation in at least 1 clinic and 1 zone or Karate BC sanctioned event as a Provincial Judge within 1 year.

If an individual meets the requirements (age, rank, theory score, practical score) it is possible to jump straight to that level. Generally, a junior official will not be asked to officiate competitors who are older and have a higher rank, i.e. Junior Officials (younger than 18 years of age) officiate junior competitors.

7.0 MAINTENANCE OF QUALIFICATIONS

7.1 Provincial Referee

Attend or present at least one seminar

Assist Regional Delegate/Course Conductor in presenting one seminar per year. Officiate in at least one KBC tournament per year (Karate BC Provincial championships, BC Team Selection, Zone Team Selection, BC Winter Games, Karate BC Open tournament).

7.2 Provincial Judge

Attend at least one seminar

Officiate in at least one KBC tournament per year (Karate BC Provincial championships, BC Team Selection, Zone Team Selection, BC Winter Games, Karate BC Open tournament).

7.3 Retest/Recertification/Failure to reach minimum standards

Testing fees will be waived for a second attempt at achieving minimum standards (only clinic fee will apply).

If the candidate fails again, then the full amount must be paid for subsequent attempts.

8.0 FUNCTIONAL RESPONSIBILITIES and MINIMUM QUALIFICATIONS

8.1 Regional Delegate (to be appointed by Regional BOD according to KBC criteria for selection)

Member of the KBC OC

Provincial Referee

Teach Course Conductors how to administer Official's Development programs

Course Conductor

Certify and qualify officials up to Provincial Referee

8.2 Course Conductor

Member of the KBC OC

Provincial Referee

Age at least 23 years of age

At least 4 years of officiating experience at Provincial level

Assisted at 4 Course Conductor clinics

Administers Officials Development Programs

Deliver all theory and practical components of training to provincial kata judge and kumite referee certification.

Ensure attendance at least 10 participants in courses. Conduct at least 2 per year per region.

Supply necessary materials for clinics.

Must attend at least one advanced course with International Referee per year.

8.3 Assistant Course Conductor

Confirm venue for clinics.

Arrange appropriate materials at venue for clinic such as defined by the course conductor (CC)

Demonstrate practical gestures, technical kumite and kata points as required by the CC. Answer questions regarding tournament rules and implementation.

Attendance at clinics in which an individual functions as an assistant Course Conductor is free of charge. The function will be recorded in assistant passport.

Must act as assistant CC at least 4 courses to upgrade to CC

Provincial Kumite Referees and Provincial Kata Judges may assist with clinics addressing kumite and kata, respectively.

8.4 Provincial Referee

Referee and judge according to Table 3.1

Mentor candidate, regional and provincial officials

Qualify up to Provincial Judge

Work towards achieving National qualifications Work towards becoming a Course Conductor

Assist Course Conductors

8.5 Provincial Judge

Judge according to Table 3.1

Mentor candidate and regional officials

Work towards achieving Referee qualifications

8.6 Regional Referee

Referee and judge according to Table 3.1 Mentor candidate and regional officials
Work towards achieving Provincial qualifications

8.7 Regional Judge

Referee and judge according to Table 3.1

8.8 Technical Official II: Score Supervisor

Table management at all tournaments

8.9 Technical Official I Score and Timekeeper

Scorekeeping/timekeeping with or without direction of Match Area controller and Score supervisor No minimum age in principle

9.0 OTHER ACTIVITIES OF OFFICIALS AT TOURNAMENTS

Officials may compete and function as officials at Karate BC Regional and Provincial championships. Members of the OC may not compete in Karate BC events where their key function is mentoring, assessing and qualifying officials, but may compete in sanctioned events where evaluations are not in progress.

10.0 RECOGNITION

10.1 Official of the year – CRITERIA

Significantly contributed to improving standards of Karate BC officiating within the previous year
Successfully mentored aspiring Karate BC officials

Proven role model

Teaches others

Key organizational role

Active Official in at least 3 Provincial events per year

Recommended to Karate BC Awards Committee by Provincial Coaches and Provincial Team athletes using a specific form.

10.2 Official of the event– CRITERIA

Significantly contributed to smooth running of an event

Implemented complex or unpopular decision

Helped and guided other participants at the event

Recommended by refereeing officials, technical officials, coaches and competitors using a specific form

10.3 Karate BC Awards - Recipient Selection

Nominations for Official of the Year will be scrutinized and recognition will be decided by an ad hoc Awards Panel appointed by the Karate BC BOD/EC.

10.4 Event Awards - Recipient Selection

Nominations for Official of the Event will be scrutinized and recognition will be decided by an ad hoc Awards Panel appointed by Karate BC OC/OA.

11.0 ELIGIBILITY

TO BE ELIGIBLE FOR HONORARIA, QUALIFIED OFFICIALS MUST FUNCTION THROUGHOUT AN ENTIRE KARATE BC EVENT. PARTICIPATION AS A COMPETITOR IS ALLOWED.

11.1 Tournaments

Chief Official	\$200/day + expenses
WKF/PKF Judge/Referee	\$200/day + expenses
National Referee	\$150/day + expenses
Provincial Referee	\$100/day + expenses
Provincial Judge	\$50/day
Regional Referee	\$50/day
Regional Judge	\$25/day
Technical Official 1 or 2	\$10/day

To receive honorarium, officials must attend to a full day of tournament. (They may also participate as an athlete)

To receive travel expenses, qualifying officials must attend the full day/weekend tournament. The board of directors of Karate BC reserves the right to change the amount of honoraria at any time. Explanation

In order to receive honorarium and expenses (Referee level only) Officials must have BC Provincial certification (BC Provincial Referee level to receive expenses). Officials who are certified at National level but who have not passed BC Provincial Referee qualification exams will not receive National level honoraria and expenses. See 11.3 Criteria for National Certification.

To be eligible for Karate BC funding:

In order to receive expenses at a two-day event, Referees must officiate on both days. It is possible for a competitor to officiate on day 1 and at least half of day 2 (providing the other half of day 2 involves participation as a competitor) and have expenses covered (if they are Referee level). If the competitor/referee officiates on one day of a two-day event and only competes on the second day, they will not be eligible to have expenses covered, but will still receive the honoraria for the one day when they officiated.

On a one-day event, Referees may compete and officiate and still receive an honorarium at the appropriate level based on their certification as an official.

Previously certified Non-current officials will be considered at one level below their previous provincial qualification until re-certified (for the purpose of receiving honoraria).

Travel exceeding 50 km one way will be paid and accommodation is covered for those from out of town.

11.2 Seminars

Course Conductor at central venue: maximum of \$250 (per seminar of at least 5 hours) Clinics must require prior approval of the KBC OC/OA

Course conductor at invitation of individual dojo: \$50 per hour

Assistant Course Conductor receives credit towards becoming a Course Conductor

11.3 **Criteria for National Certification**

All active and provincially qualified referees who meet the criteria below are eligible to attempt to obtain National level qualifications at personal expense if not funded by KBC/OA.

Officials receiving provincial funds to attend National events are expected to assist Regional Delegates

in presenting official clinics in their regions and share knowledge gained from their experience to

benefit their regions.

Eligibility to attend National championships will be determined from time to time based on Selection Criteria defined by the KBC OC/OA.

Nationally certified individuals may then be partially or fully eligible for funding from KBC to attend National and International Events to obtain further certification.

Minimum age: 16

Rank: Shodan

Provincial Referee 2 years

Attended at least 3 KBC events during the previous year Attended at least 2 KBC Officials Clinics during the previous year Area of residence - balanced regional representation

11.4 Grandfathering for Prior Certification

KATA

PREVIOUS	FROM 2006
Senior Judge	Provincial Judge
Novice Judge	Regional Judge

KUMITE

PREVIOUS	FROM 2006
Senior Referee	Provincial Referee
Senior Judge	Provincial Judge
Referee	Regional Referee
	Regional Judge

12.0 RIGHTS and APPEALS

All candidates have the right to be treated graciously and reasonably throughout their officiating career. Examination results must be communicated to candidates in a fair and timely manner.

Negative behaviour from any person towards candidates during examinations, or towards any officials during and after volunteering to work at events is not acceptable.

Officials or aspiring officials who feel a need to appeal the outcome of a test or examination, or who wish to report a negative experience while functioning as an official is welcome to bring their concerns to the Chair of the OC/OA in writing. The OC/OA will review such matters and keep them confidential.

13.0 COMPLAINTS

The Official Committee will review any complaints, appeals and correspondence regarding officiating matters. Where applicable, the matter may be dealt with by the OC. Where applicable, the matter may be forwarded to KBC EC for review and if necessary, to the Harassment Committee. If a complaint concerns a member of the OC, the matter should be addressed to KBC EC.

OFFICIALS TRAINING

14.0 DEFINITIONS

Official's training at all levels comprises three components: 1. Theory
2. Practical I - Role play
3. Practical II - Actual tournament

14.1 Training Process

Components 1 and 2 above are studied at seminars targeted to the appropriate skill level and taught by a qualified instructor approved by the OC (OA) .
Seminars are prerequisite learning and skill improvement opportunities. Provincial and zone or sanctioned championships are Provincial and Regional component 3 examination and final certification opportunities, respectively.

Candidates must attend seminars to learn and understand the theory before attempting a theory examination. Scoring at the appropriate levels in the theory test means that candidates are eligible to proceed to the real time practical evaluation.

Candidates therefore must attend at least one seminar covering components I and II before attempting examinations.

15.0 SEMINAR FREQUENCY

At least 2 seminars per year will be presented in each region of the province for candidates aspiring to obtain certification at the following competence levels:

1. Technical official (Score supervisor, Scorekeeper/timekeeper)
2. Regional
3. Provincial

16.0 SEMINAR CONTENT TECHNICAL OFFICIALS

16.1 Theory

Technical official (Scorekeeper / timekeeper) The following will be taught:

16.2 Scoring

Scoring values and how to tabulate them Foul values and how to tabulate them
Team and individual scoring how to add them Understanding referee gestures from behind

16.3 Charting

How to construct single elimination charts How to decide who goes to repechage How to use modified repechage
How to chart a round robin competition How to complete a kata chart

A theory test - the acceptable range of score should be above 90%.

16.4 Timekeeping

How to use the stopwatch

All items that require timing, such as 3 min for senior male kumite, 2 min for other events, 1 min overtime, 10 second clock, 1 min to change uniform, etc.

16.5 Practical I - Role play

Referee performs gestures and awards points and penalties without competitors. Referee performs gestures and awards points and penalties with athletes. Candidates must accurately record and tabulate.

Provide repechage charts with parts missing and decide who was third and fourth.

Provide repechage charts with parts missing and decide who was first and second. Provide feedback forms to candidates to improve further presentations.

16.6 Practical II – Real event

Technical Officials should be qualified to work as such after completing the theory test satisfactorily and become certified after 54 hours of application at any Karate BC event. This is important because Grades 10, 11 and 12 can obtain scholastic credit for this amount of application.

17.0 SEMINAR CONTENT REGIONAL

17.1 Regional Theory

Key points of the rules.

Ippon, Nihon and Sanbon and why they are awarded. C1 and C2 fouls and why they are awarded.

Q & A session

Understanding examination questions

17.2 Regional Practical I- Role Play

How to use the flags.

How to communicate with the referee. Timing of using flags

What judges can do and not do

Provide feedback

Provide feedback forms to candidates to improve further presentations.

17.3 Regional Practical II – Live event

Training in any KBC sanctioned event such as: Sato Cup, Vancouver Cup, Island Friendship Championships, Wado Invitational, TMSK Invitational etc. with a skilled referee and experienced judges.

One senior referee will be appointed by the Course Conductor to mentor and provide constructive feedback to the candidate.

18.0 PROVINCIAL LEVEL

18.1 Provincial Theory

Detailed presentation of rules.

Address areas of continual misunderstanding such as 10-second rule, what is mubobi, what happens when someone is knocked down and cannot stand up etc.

Review understanding of repechage and modified repechage. Q & A session.

Examination questions discussion

18.2 Provincial Practical I – Role Play

Review gestures and referee / judge communication

Set up simple scenarios (Each of 1 scoring event, 1 C1 foul, 1 C2 foul comprises one event) using athletes and have each candidate judge or referee according to their level. Set up more complex scenarios (2 events occur simultaneously) using athletes and have each candidate judge or referee according to their level. Provide feedback. Q & A session.

Provide feedback forms to candidates to improve further presentations.

18.3 Provincial Practical II – Live event

Training in any KBC sanctioned event such as: Sato Cup, Vancouver Cup, Island Friendship Championships, Wado Invitational, TMSK Invitational etc. with a skilled referee and experienced judges.

One senior referee will be appointed by the Course Conductor to mentor and provide constructive feedback to the candidate.

19.0 UPGRADES

19.1 Eligibility

To be eligible to attempt an officiating examination, candidates must participate in 2 educational seminars per status increase.

That is, attendance is required at all components of 2 seminars

Between Technical Official and Regional Judge

Between Regional Judge and Regional Referee

Between Regional Referee and Provincial Judge

Between Provincial Judge and Provincial Referee

Candidates who accumulate a sufficient number of stamps are eligible to attempt the theory examination.

Record books will be stamped and returned to candidates.

Regional and Provincial practical examination and certification can only be undertaken at Zone or sanctioned and Provincial events, respectively.

After achieving a satisfactory theory score and attending the required number of clinics, a candidate may attempt the practical part of the examination at either a Zone playoff or Karate BC sanctioned event for a Regional qualification or the following Province-wide events for Provincial certification: Provincial Championships, Karate BC Open, BC Winter Games, BC Northern Games, and BC Team playoffs.

A candidate who does not meet the theory requirements at an examination may not participate at the attempted competence level in that event, but may participate at their current level.

20.0 SEMINAR PARTICIPATION FEES

Educational clinics should be considered a service to the members and should be accessible to all. Every clinic is educational.

Technical official (Scorekeeper/ timekeeper; score Supervisor)	\$ 15.00 (includes GST)
Seminar only for Judge/Referee	\$ 50.00 (includes GST)

21.0 EXAMINATION FEES

Regional Judge	\$ 70.00 (includes GST)
Regional Referee	\$ 80.00 (includes GST)
Provincial Judge (Kata)	\$ 80.00 (includes GST)
Provincial Judge (Kobudo)	\$ 80.00 (includes GST)
Provincial Referee	\$ 105.00 (includes GST)
Passbook	\$ 12.00 (includes GST)
Tie	\$ 35.00 (includes GST)
Crest	\$ 5.00 (includes GST)
Clip for Crest	\$ 10.00 (includes GST)

22.0 ATTIRE

Theory components of Referee and Judge Clinics as well as all components of Technical Officials clinics may be attended in casual sport clothing unless otherwise defined by the presenter.

23.0 DATABASE AND RECORDS

Records of attendance at clinics and events must be recorded in Karate BC passbooks. Officials must purchase such books from Karate BC and present them at the entrance to all events for updating.

Officials must have a Karate BC passbook to participate in seminars or function at KBC events. These are proof of an individual's officiating experience.

Regional Delegates will maintain a database of official's attendance and participation at regional events in a standard manner approved by BOD/EC and such database will be updated and annually sent to KBC and the KOA Secretary.

Regional Delegates/Course Conductors who have national qualifications and who are qualified by KBC OC/OA can fully certify up to Provincial Referee.

Regional Delegates/Course Conductors who are provincial referees and who are qualified by KBC OC/OA can fully certify up to Provincial Judge.

24.0 REQUALIFICATION Any certified Referee, Judge or Technical official who has not functioned as such for the past 5 years must take a refresher theory course.

Provincials and Zone Playoffs Rules

- WKF Rules 2015 (v. 9) shall apply to Elite Divisions (14-17 + Adult =18 +)

Elite Divisions 14-17 - No contact to the face except for jodan kicks where skin touch will be allowed

Elite Divisions – Adult (18 + up) - Skin touch allowed for jodan punch and kicks.

Modifications:

Elite Divisions: add groin protector - mandatory

Non BC Team Divisions include: Children 5-13, 14-17 Colour Belts, Adult Colour Belts and Masters 40+

Kata

Children- Two competitors will perform the kata at the same time and officials will use flags

White + Yellow Belts may repeat kata

Orange Belt + up must perform second kata when tied

Adults will perform the kata one at a time

Kumite

1 min. 30 sec Stop time

Tie at end of match will be decided by 1 min overtime

Any touch face with fist or foot = C1 penalty,

Penalty Points Awarded C1 + C2; C2 Last 10 sec min Keikoku

Mandatory Protective Gear: Mouthguard, Fist protector-may be any colour, Red/Blue belts, Groin (males)

Optional Protective Gear: Shin/instep protector, head protectors, chest protectors

Children 5-13: First to 6 points on a 6 X 6 Metre ring

14-17 Colour Belts, Adult Colour Belts and Masters 40+: First to 8 points on a 8 X 8 Metre ring

Modifications for Officiating

Elite Divisions

Judges will indicate Category 1+2 Penalties as well as points.

All Non-elite Divisions

No contact to the head. (No touch for kicks to head)

Referees will be able to award penalty points as in previous versions of WKF rules.

Chukoku (no penalty point given)- is normally imposed for first instance of contact that has not reduced the chances of competitor's chances of winning by the opponent's foul.

Keikoku (1 penalty point awarded to injured party - unless it is their own fault-mubobi) is normally imposed where the contestant's potential for winning is slightly diminished (in the opinion of the judges) by the opponent's foul.

Hansoku Chui (2 penalty points awarded to injured party - unless it is their own fault-mubobi) may be imposed directly, or following a Keikoku and is used where the contestant's potential for winning has been seriously diminished (in the opinion of the judges) by the opponent's foul.

Hansoku (Win awarded to injured competitor - unless it is their own fault-mubobi) is imposed for cumulative penalties but can also be imposed directly for serious rules infractions. It is used when the contestant's potential for winning has been reduced virtually to zero (in the opinion of the judges) by the opponent's foul.

Category 2 in the last 10 seconds - Minimum Keikoku and Yuko to opponent

Referees will be once again be allowed, at Yame, to indicate scoring side and to ask for reconsideration for point scores. Referees will still need to have the support of two judges to award a point or penalty.

Change to Mubobi Rule

- Referee can give mubobi warning or penalty without injury occurring
- Referee can also give excessive contact warning/penalty point to the person who did the hitting even if it's a mubobi situation. Karateka must show proper control. (Referee may choose to award mubobi and a contact warning or penalty at the same time)

Excessive contact to the body will not be allowed especially to the ribs and back.

Refereeing Kumite Using the Mirror System

When there are not enough referees/judges, the mirror system will be used.

In the case of the mirror system, the Referee and judge will take up their position opposite each other and on either side of the Competitors. The judge will help the Referee by signalling an opinion with hand signals.

A Match Supervisor/Kansa will be appointed. The Kansa, when requested, may give an opinion to the Referee regarding the operation of the match.

The referee cannot award points/ penalties without the support of either the judge or Kansa.

Explanation: When the match is in progress, the referee and judge will stay in their half of the mat but move in such a way as to be directly opposite each other (mirror image) in a position to best be able to see points and penalties.

Judging Kata Using Score Cards

Each Kata Judge displays the score by means of points. The cards bearing the points are held in the right hand.

When the score-keeper summates the scores for each contestant in a round, the maximum and minimum scores awarded are deleted. In the event of a tie in any round, the minimum score from the remaining scores will be added in and then incorporated into the total for that round. If the tie persists, then the maximum score from the remaining scores is added in for the total tally for that round. In the event of a continuing tie, the contestants must perform a further Kata which was not performed by the competitor in a previous round.

EXPLANATION: Scores from previous rounds will not be accrued. Each round will be considered separately as in individual kumite matches.

To minimize ties generally, a wider variation in scores should be encouraged .

Ties are resolved by means of an additional Kata. A tie persisting after performance of the tie-breaker Kata will be resolved by majority decision of the panel.

EXPLANATION: When assessing how many points should be deducted for a fault, the following are recommended:

For a momentary hesitation in the smooth performance of the Kata, quickly remedied, 0.1 should be deducted from the final score. For a momentary but discernible pause, 0.2 points should be deducted. For a distinct halt, disqualification results.

Momentary imbalance, with barely a wobble quickly remedied will result in a deduction in the scale 0.1 - 0.3. Actual instabilities where there is a distinct but recoverable loss of balance will merit a deduction in the range 0.2 - 0.4. If the contestant loses balance completely and/or falls, a disqualification will result.

Team Kata:

All those ingredients inherent in the criteria for Individual Kata.

KBC Kobudo Competition Rules & Divisions

ARTICLE 1: KOBUDO COMPETITION AREA

1. Must be of suitable size to allow Kata to be performed without restriction. 2. Kumite tatami flooring is acceptable but hardwood flooring is preferred.

ARTICLE 2: OFFICIAL DRESS

REFEREES

1. Referees and Judges must wear the official uniform designated by the Referee Council. This uniform must be worn at all tournaments and courses.
2. The official uniform will be usually be the same as described in the WKF rules.

COMPETITORS

1. Competitors may wear a traditional white uniform as in Karate competition or traditional black uniform or a combination of black top-white bottom or black bottom-white top.
2. Hakama may not be worn except in the Kobudo Demo Division.
3. Sleeves may be rolled up for Sai performance.
4. Participants must wear the appropriate belt colour for their Kobudo rank.

(e.g. a competitor who holds a Dan grade in Karate but a Kyu rank in Kobudo may not wear a Black Belt in Kobudo competition.)

ARTICLE 3: JUDGING PANEL

1. A judging panel of specifically trained Kobudo Judges will be appointed by the KBC Officials Committee. Judges should have attended some of the Kobudo Referee Clinics that will be held
2. Competitors will perform Kata chosen from the list of recognized Kobudo Kata as referenced in Article 8.
3. Preferably, the panel of Judges will include those representing the different Kobudo Ryuha

4. The Judging Panel will consist of one Head Judge and either four or two corner judges (depending on availability).

ARTICLE 4: ORGANIZATION OF THE COMPETITION AND DIVISIONS

1. Kobudo competitors shall compete in the age and skill divisions as described below for Regular Weapons (Bo, Eku, Sai, Tonfa):

9 & Under Novice / Intermediate / Advanced 10-13 Novice / Intermediate / Advanced
14-17 Novice / Intermediate
14-17 Advanced

18 & Over Novice / Intermediate 18 & Over Advanced
17 & Under Black
18 & Over Black.

2. There will be two different weapons divisions for each of the above age and skill divisions:

Long Weapons Division: Bo / Eku Short Weapons Division: Sai / Tonfa

3. There will be a separate Kobudo Demo Division for Special Weapons (Joh, Kama, Nunchuku, Tanbo, Tinbe/Rochin) that will only have two age divisions:

17 & Under: All Special Weapons 18 & Over: All Special Weapons

ARTICLE 5: CRITERIA FOR DECISION

1. The Kata must be performed with competence and must demonstrate a clear understanding of the traditional principles it contains. In assessing the performance of a contestant the Judges will look for:

- a. A realistic demonstration of the Kata meaning.
- b. Understanding of the techniques being used (BUNKAI).
- c. Good timing, rhythm, speed, balance, and focus of power (KIME).
- d. Correct and proper use of breathing as an aid to KIME. Audible breathing is permitted.
- e. Correct focus of attention (CHAKUGAN) and concentration.
- f. Correct stances (DACHI) with proper tension in the legs, and feet flat on the floor.
- g. Proper tension in the abdomen (HARA) and no bobbing up and down of the hips when moving.
- h. Correct form (KIHON) of the style being demonstrated.
- i. The performance should also be evaluated with a view to discerning other points such as the difficulty of the Kata presented.

2. A contestant who comes to a halt during the performance the Kata, or who performs a Kata different from that announced or as notified to the score table, will be disqualified.

3. A contestant who performs an ineligible Kata will be disqualified.

ARTICLE 6: SCORING

1. Kobudo Kata will be scored upon the following criteria using score cards

- a. Scores will be on a 10 point scale.
- b. An average Kata performance will receive a score of 8.0 in kobudo competition.
- c. Deviation from the Kata's pattern will result in .1 deduction.
- d. A Kyu competitor may restart a Kata with an automatic .2 deduction.
- e. Dan competitors may not restart a Kata.
- f. A weapon leaving the competitor's hand or mistakenly touching the floor will result in a .1 deduction.
- g. Dropping a weapon or handling in a dangerous manner may result in disqualification.
- h. The final score must reflect the judges' impression of the proper use of stances and

correct handling of the weapon.

ARTICLE 7: WEAPONS

1. Canadian Law prohibits the use of Nunchaku and Tekko.

2. All weapons must be examined and approved by the Judging Panel prior to competition to ensure that they are of safe, authentic design, and construction. Grounds for rejecting a weapon include, but are not limited to:

- a. being lightweight
- b. bearing markings (including different colors of wood)
- c. being of non-standard construction (to be determined by the Judges Panel)

3. Weapons must be of official size and weight as described below. In children's divisions where there is no restriction on the size or weight of the weapon, weapon qualification will be at the discretion of the Judging Panel.

4. All wooden weapons must be made of hardwood (i.e. not Rattan).

REGULAR WEAPONS

Bo must be made of hardwood with or without tapered ends
if tapered, diameter at end of taper to be not less than 2cm
should be at least as tall as the top of the competitor's head
must weigh 800 grams minimum for adults (18 & over)
no minimum weight for children's bo
Bo must be at least 2.5cm diameter in the center

- Eku should be a minimum of the height of the competitor's ear lobe
blade must be a minimum of 8.5cm wide
must weigh 800 grams minimum for adults
no minimum weight for children's eku
- Sai must be made of metal
two Sai must be used in KBC competition
must weigh 600 grams minimum, each for adults
no minimum weight for children's sai
must reach the competitor's elbow when held in the closed position
- Tonfa must be made of hardwood
must reach the competitor's elbow when held in the closed position
there are no weight or size restrictions for children's divisions

SPECIAL WEAPONS

- Joh must weigh 500 grams for adults
no minimum weight for children's joh
must be made of hardwood with or without tapered ends
height should reach the competitor's solar plexus from the floor
- Kama must have wood, steel or aluminum blades
must not be sharpened no weight restrictions for kama
- Nunchaku must be made of rubber or some other flexible material
wood or metal nunchaku are illegal and will not be allowed in competition

Tanbo must weigh 250 grams minimum for adults
 no minimum weight for children's tanbo
 must be made of hardwood
 must be at least 24" long

Tinbe / Rochin must be made of safe realistic material

 rochin may not be thrown

ARTICLE 8: KATA

1. The kata performed in the competition must be on the approved kata list below.
2. Kata not on the list will not be permitted at this time.

REGULAR LONG WEAPONS KATAS

Bo

1. Chatan Yara No Kon Dai
2. Chatan Yara No Kon Sho
3. Chinen Shikiyanaka No Kon
4. Choun (Shoun) No Kon
5. Kaatin No Kon
6. Kihon Kata Ichi
7. Kihon Kata Ni
8. Oshio No Bo
9. Oshiro No Kon
10. Sakagawa No Kon Chu
11. Sakagawa No Kon Dai
12. Sakagawa No Kon Sho
13. Shirotaru No Kon Dai
14. Shirotaru No Kon Sho
15. Shi Shi No Kun
16. Shushi No Kon Dai
17. Shushi No Kon Koshiki
18. Shushi No Kon Sho
19. Tawada No Kon
20. Tenryu No Kon
21. Tokumine No Kon Dai

22. Tokumine No Kon Sho
23. Urashi No Kon
24. Yonegawa No Kun (Hidari No Kun) 25. Tokumine No Nunti Bo

Eku

1. Akahachi No Eku-bo
2. Chikin (Tsuken) Sunakake No Eku 3. Tokushin No Eku

REGULAR SHORT WEAPONS KATAS

Sai

1. Chatan Yara No Sai Dai 2. Chatan Yara No Sai Sho 3. Chikin Shitahaku No Sai 4. Hamahiga No Sai
5. Hantagwa No Sai 6. Kojo No Sai
7. Kusanku Sai
8. Kyan No Sai
9. Manji No Sai
10. Matsuhiga No Sai 11. Yakaa No Sai

Tonfa

1. Chatanyara No Tonfa
2. Hamahiga No Tonfa
3. Matsu Higa No Tonfa Dai 4. Matsu Higa No Tonfa Sho 4. Nakazato No Tonfa
5. Oyadomari No Tonfa
6. Yraguwa No Tonfa

SPECIAL WEAPONS KATAS (Demo Division) Joh

1. Arakaki No Joh
2. Noboriryu No Joh Dai 3. Noboriryu No Joh Sho

Kama

1. Gushikawa Tairagua Nichokama 1
2. Gushikawa Tairagua Nichokama 2
3. Hamahiga No Kama
4. Kanagawa No Nichokama Dai

5. Kanagawa No Nichokama Sho
6. Kinegawa Nicho No Gama
7. Kishiba No Nichokama
8. Kuzushisho No Nichokama

9. Naku No Kama
10. Ryuei Nichokama
11. Soken No Nichokama
12. Toyama (Tozan) No Nichokama

Nunchaku

1. Akamine No Nunchaku
2. Maezato No Nunchaku (single)
3. Maezato No Nunchaku (double)
4. Maezato No Nunchaku (small 3)
5. Nunchaku Dai
6. Nunchaku Sho
7. Sanbon Nunchaku

Tanbo

1. Noboriryu No Tanbo
2. Sekuin No Tanbo

Tinbe / Rochin

1. Kanegawa No Tinbe
2. Kuniyoshi No Tinbe
3. Matayoshi No Tinbe

Judging Kobudo

Japanese Kobudo and Ryukyu Kobudo are two very different entities. The kobudo of Japan includes swords, black powder guns, bow and arrow, spears, naginata, etc. and were practiced in a very military way.

The Kobudo of Okinawa was created by the Chikidon Peichin – the law enforcement class of the Ryukyuan culture and was handed down from father to son in a secretive fashion for personal self defense. The two main weapons being the Bo and Sai. the rest of the currently recognized weapons of Ryukyu Kobudo were developed from available fishing and farming tools during periods of the banning of personal weapons.

Currently there are three recognized Kobudo Ryuha in Okinawa. Yamaniryu, Matayoshi Ryu and Ryukyu Kobudo. Lineage charts attached.

Yamani Ryu originally was based on five Bo Kata, Shushi no Kon, Sakugawa no Kon, Yonegawa no Kon, Choun no Kon and Shirotaru no Kon and generally referred to a time period rather than a style.

The rest of the weapons were added by pioneers like Mabuni Kenwa and Yabiku Moden in the 1900's.

Matayoshi Kobudo was originated by Matayoshi Shinko and was succeeded by his son, the late Matayoshi Shimpō. This style of Kobudo has created many contemporary Kata with a variety of Okinawan tools.

Ryukyu Kobudo is recognized as the oldest complete system of Okinawan weaponry. Beginning with Yabiku Moden (a direct student of Chinen Sanda) who created the Ryukyu Kobudo Kenkyu Kai or Kobudo research society. His primary student, Taira Shinken next established the Ryukyu Kobudo Hozon Shinko Kai – society for the preservation and promotion of Okinawa weaponry including 46 Kata with nine different weapons.

Needless to say, through the process of evolution, methods have changed, ideologies have changed, and often due to commercialism, many new Kata have been created and several have been lost due to poor conveyance and lack of standardization.

To recognize the differences between the styles, one must understand the principles of each.

Yamani Kobudo is generally recognized by its flowing footwork and “bouncing Bo” methods. Influenced by the Chinese long weapons techniques it employs many circular and spinning motions in upright stances.

When creating the Ryukyu Kobudo Hozon Shinko Kai, Taira recognized the importance of the powerful hip motions of Okinawan Karate and subsequently recruited the assistance of the renowned Higa Yuchoku to implement this concept. This resulted in the transition to rooted stances and the return to “San To Bun” or handling equal thirds of the Bo.

Regardless of which “style” of Kobudo you are judging, certain principles pertain.

All weapons must be “pulled” through their trajectory, never pushed!

A firm grip on the weapon is imperative. Hands must never open on the weapon.

Palms must always point in the direction of the force.

With this being said, an old adage in Okinawa is “a dojo without a Makiwara is merely a dance studio”. If one never hits anything but the air, it doesn’t matter how one holds the weapon. Solid contact with the Makiwara quickly determines if you are holding the weapons correctly and if, in fact, if you can hit the target!

In the performance of Kata, it is very obvious to see whether one has spent time on the Makiwara.

Mastery of a weapon includes “no space”. Keeping the weapons close to the body increases power generated by the hips and affords personal safety.

Standardization of weapons is not practical as practitioners are different sizes and preferences. I’m sure that the fisherman in Nago did not tell the fisherman in Ittoman how long or heavy his boat Oar must be! Nor did the farmer in Ozato tell the farmer in Yomitan how long his hoe handle should be.

It is, however, necessary to ensure that the weapon be of substantial strength and weight to defend against a real opponent’s weapon. Lightweight weapons designed for show in recent times are not acceptable. The weapon must fit the user.

Stances for Kobudo are slightly different than Karate. A more “frontal” stance is acceptable for Karate but when you consider the added reach of a weapon, the safety zone changes considerably. Therefore, a Kobudo stance is narrowed by turning slightly to the side.

Most of the same principles for judging Karate Kata apply to Kobudo of course. Intensity, balance, (stances) confidence, breathing, concentration, Kiai, and looking before turning to the next direction.

As in Karate, kihon is imperative! If ones kihon is inadequate, their Kata will never be good.

All of the “traditional” weapons of Kobudo must have practical Kihon before introducing Kata.

For example, the point of the Bo must travel in a perfectly straight line from the source to the target.

Short weapons such as Tunfa and Sai must be held tight to the forearm in their reversed blocking or punching function.

Much like teaching Karate, we teach beginners to block an attack at right angles but with experience the blocks should become deflections, altering their directions somewhat.

In conclusion it may be beneficial to note that all of the Kobudo Kata were created in Okinawa and therefore are taught and named in the Okinawan language. When Kobudo and Karate were being developed there were no motorized vehicles, consequently people often did not leave their nearby villages resulting in a variety of “Hogen” or dialects. (Uchina is the old name for Okinawa so the language is called Uchinanguchi)

This resulted in a variety of pronunciations for Kata names and weapons names. In most cases, all are correct considering what area one came from. To further complicate our research, Chinese Kanji always has two methods of pronunciation. The Okinawa’s use the Kunyomi and the Japanese use the Onyomi (for example Heian / Pinan, Jo / Gusuku, etc.) so, when Karate and Kobudo were being introduced to mainland Japan in the 1920’s and 1930’s, the terminology changed as well.

Summary Points for judging Kobudo Regardless of Style or Kata

Proper kobudo stances with Feet planted

Kamae cover

Weapons must fit the user.

All weapons are controlled by two little fingers

Weapons are pulled thru their trajectory. Hands never open on the weapon.

Hikki Te

Hip rotation

Hard – soft. Tight – relaxed

Point the weapon at the opponent

Straight lines from the source to the target

No space. Weapons kept close to the body.

Power/ protection loss, elbow to hipbone. Wakki Shimeru

Never stop at a block

Eyes, focus. Look in the next direction

Power and emotion of an actual battle.

Makiwara - accuracy, realism, distance.

Short weapons – shaft tight to the forearm.

Kyu no Kihon - accomplished before any Kata



World Karate Federation

Examination Paper for Kumite Referees and Judges

Version 9.0 January 2015

“TRUE OR FALSE”

On the answer paper put an “X” in the appropriate box. The answer to a question is true only if it can be held to be true in all situations; otherwise it is considered to be false. Each correct answer scores one point.

1. The combined size of the competition area and the safety area is eight metres by eight metres.
2. The national flag or emblem of the contestant’s country may be worn on the left breast of the karate-gi jacket provided it does not exceed an overall size of 10cm by 10cm.
3. The karate-gi jacket must be more than three-quarters thigh length.
4. The karate-gi trousers must cover at least two-thirds of the shin.
5. The karate-gi jacket sleeve must be no longer than the bend of the wrist.
6. If a contestant’s karate-gi jacket sleeves are too long and a suitable replacement cannot be found in time the Referee can allow him to turn them up on the inside.
7. Competitors may wear a discreet rubber band or pony tail retainer in their hair. Ribbons, beads and other decorations are prohibited.
8. Earrings are allowed if they are covered with tape.
9. Metallic teeth (dental) braces may be worn at the contestant’s own risk if approved by the Referee and the Official Doctor.
10. Contestants must bow properly to each other at the start and end of the bout.

11. The coach may change the team fighting order during a round.
12. If a contestant is injured in an individual match the coach can enter a replacement if he notifies the Organising Commission first.
13. If two teams have the same number of victories, the next consideration in deciding the winner, is to count the points, taking both winning and losing fights into account.
14. If two teams have the same number of victories and points, a deciding bout will be held.
15. In the first round of a team match, a participating team will be allowed to compete only if all of the team members are present.
16. Protective equipment supplied by the National Federations must be accepted for WKF competition.
17. The coach shall at all times during the tournament, wear a tracksuit and display official identification.
18. Senior Male bouts are three minutes, and Women, Cadets, and Juniors, two minutes.
19. Senior individual Male bouts for medals are three minutes and for Female two minutes.
20. Under 21 years Male bouts are always three minutes and for Female two minutes.
21. Under 21 years Male bouts for medals are four minutes and for Female three minutes.
22. A Jodan kick slightly deficient in Zanshin may be given Ippon because it is considered to be a technically difficult technique.
23. A fast combination of Chudan Geri and Tsuki each of which score in their own right will be given Ippon.
24. In Senior matches a light “glove touch” to the throat need not result in a warning or penalty provided there is no actual injury.
25. A kick in the groin will not result in a penalty provided the offender did not do it intentionally.
26. Category 1 and Category 2 penalties do not cross-accumulate.
27. Chukoku is a warning given for the first Category 1 or Category 2 offence.

28. Keikoku is a warning in which Yuko (one point) is added to the opponent's score.
29. Category 1 Keikoku is normally given when the contestant's potential for winning is slightly diminished by the opponent's foul.
30. Category 1 Hansoku-Chui may be imposed directly, or following a warning, or a Keikoku.
31. Hansoku-Chui is given when the contestant's potential for winning has been seriously reduced by the opponent's foul.
32. Chukoku, Keikoku and Hansoku-Chui are penalties.
33. Chukoku, Keikoku and Hansoku-Chui are warnings.
34. Hansoku is imposed for serious rules infractions.
35. Shikkaku can only be imposed after a warning has been given.
36. If a contestant acts maliciously, Shikkaku and not Hansoku is the correct penalty.
37. If a contestant acts maliciously, Hansoku is the correct penalty.
38. A competitor can be given Shikkaku if the behaviour of the coach or non-combatant members of the contestant's delegation is considered to harm the prestige and honour of Karate-do.
39. A public announcement of Shikkaku must be made.
40. The Referee Panel will decide the limit of Shikkaku.
41. There are five criteria to be met in determining a score.
42. Ai-uchi means there were two effective techniques occurring simultaneously.
43. If two Judges signal Ippon for Aka, and the other two Ippon for Ao, the Referee will give both scores.
44. If after Yame, three Judges do not signal and the fourth Judge signals Ippon for Ao the Referee will give the score.
45. At Hantei the Referee has a casting vote.

46. In team matches warnings and penalties incurred in the bout proper will be carried forward into the extra bout
47. If Aka scores just as Ao steps outside of the match area, both the score and a Category 2 warning or penalty can be given
48. If a contestant has been physically propelled from the area, Jogai will be given.
49. According to Article 10 when a competitor falls, is thrown or knocked down and does not regain his or her feet immediately the Referee will signal the Timekeeper to start the ten-second countdown by blowing his whistle.
50. According to the “Ten Second Rule” the Timekeeper will stop the clock when the competitor stands fully upright and the Referee raises his arm.
51. Any competitor who falls, is thrown, or knocked down, and does not regain his or her feet within ten seconds, will be automatically withdrawn from the tournament.
52. If two contestants injure each other at the same time and are unable to continue, the bout is awarded to the contestant who has amassed the most points.
53. A contestant who scores and exits the area before the Referee calls Yame will not receive Jogai.
54. Contestants cannot score or be given penalties after the time-up bell has signalled the end of a bout.
55. In Junior competition any technique to the face, head or neck, which causes injury will be warned or penalised unless it is the recipient’s own fault.
56. In Cadet and Junior competition Jodan kicks are allowed to make the lightest touch (“skin touch”) provided there is no injury.
57. In Senior competition a light touch is allowed for Jodan punches and a greater tolerance is allowed for Jodan kicks.
58. A contestant is not allowed to continue if they are awarded victory by Category 1 Hansoku and this is the second time that they have won a bout in this manner.
59. The contestant can protest to the Match Supervisor if an administrative mistake has been made.

60. When a contestant is thrown safely and without injury the Referee should allow two to three seconds for the opponent to attempt a score.
61. When the Judges see a score they will immediately signal with the flags.
62. The use of bandages is allowed if approved by the Official Doctor.
63. The Referee Panel for each match shall consist of one Referee, four Judges and one Match Supervisor.
64. If after the bout has started a contestant is found not to be wearing a gum-shield the contestant will be disqualified.
65. The Referee will give all commands and make all announcements.
66. When two Judges signal a score for the same competitor, the Referee may decline to stop the bout if he believes them to be mistaken.
67. If three Judges signal a score for Aka the Referee must stop the bout even if he believes they are mistaken.
68. If two or more Judges signal a score for the same competitor the Referee must stop the bout.
69. The timing of a bout starts when the Referee gives the signal to start and stops when the Referee calls “Yame” or when the time is up.
70. The Referee Panel of a Kumite match shall consist of a Referee, four Judges, a Match Supervisor and a Score Keeper.
71. When a competitor slips and falls and is immediately scored upon the opponent will be awarded Ippon.
72. Unbalancing the opponent and scoring with Jodan Tsuki is given Waza-Ari.
73. If the Referee does not hear the time-up signal the Match Supervisor will blow the whistle.
74. A well controlled elbow strike (Empi-Uchi) which has all six scoring criteria is a valid technique.

75. In individual matches a contestant who withdraws voluntarily from the bout is declared Kiken and an extra eight points are awarded to the opponent.
76. Awareness or Zanshin is the state of continued commitment, which endures after the technique has landed.
77. Delivering combination hand techniques, the individual components of which both score in their own right should be given Waza-Ari.
78. A contestant who stays within the match area may score on a contestant outside the match area.
79. Atoshi Baraku means “10 seconds of bout time remaining”.
80. Atoshi Baraku means “20 seconds of bout time remaining”.
81. A “skin touch” to the throat is allowed only in Senior competition.
82. If there are no points at the end of the bout the Referee will call for Hantei.
83. Excessive contact after repeated failure to block is a consideration for Mubobi.
84. A contestant may be penalised for exaggeration even if there is an actual injury.
85. Over the shoulder throws such as Seio Nage, Kata Garuma etc., are permitted only if the contestant holds onto the opponent to permit a safe landing.
86. In Category 2 a Keikoku cannot be given unless a Chukoku has been given first.
87. When the Referee Panel has made a decision not in accordance with the Rules of Competition, the Match Supervisor will immediately blow his whistle.
88. A bout may continue briefly when both contestants are on the floor.
89. In team matches there is no extra bout.
90. When the Referee wants to consult the Judges about a penalty for contact he can speak to them briefly as the Doctor is tending to the injured competitor.
91. In Cadet competition only a very light touch to the face mask can be scored.
92. Grabbing below the waist and throwing is only allowed if the thrower holds on to the opponent so that a safe landing can be made.

93. Cadets may decline to wear the WKF face mask on medical grounds.
94. A competitor who has a Category 2 Hansoku Chui and then exaggerates the effect of a slight contact will be given Hansoku.
95. Hansoku Chui will be given for feigning of injury.
96. Hansoku Chui will be given for the first instance of exaggerating an injury.
97. If after Yame two Judges signal Yuko for Ao, and one Judge Yuko for Aka, the Referee can give a score to Aka.
98. A competitor can be given Hansoku directly for exaggerating the effects of injury.
99. A technique even if effective, delivered after an order to suspend or halt the bout shall not be scored and may result in a penalty being imposed on the offender.
100. In Cadet Kumite Jodan kicks are allowed to make a “skin touch” provided there is no injury.
101. Before the start of a match or bout the Tatami Manager should examine the competitor’s medical card.
102. If there is an error in charting and the wrong contestants compete this cannot be changed afterwards.
103. An effective technique delivered at the same time as the end of the bout is signalled by the buzzer is valid.
104. If a contestant is injured and it is considered to be their own fault (Mubobi), the Referee Panel will decline to give a penalty to the opponent.
105. Coaches must present their accreditation to the official table before the start of a bout or match.
106. Yuko is awarded for punches on the back.
107. The Match Supervisor may request the Referee to stop a bout if he has observed a Jogai which the Judges has overlooked.
108. A contestant who does not obey the Referee's orders will be given Hansoku.
109. A contestant who does not obey the Referee's orders will be given Shikkaku.

110. The Tatami Manager will order the Referee to halt the match when he sees a contravention of the Rules of Competition.
111. If in a combination, the first technique merits a Yuko and the second merits a penalty, both shall be given.
112. When a contestant slips, falls, or is otherwise off their feet with the torso touching the floor and is scored upon, the opponent will be awarded Ippon.
113. It is not possible to score while lying on the floor.
114. A competitor not wearing the WKF approved equipment will be given one minute to change for the approved type.
115. A contestant injured in Kumite and withdrawn under the ten-second rule may not compete in the Kata competition.
116. An injured contestant who has been declared unfit to fight by the Tournament Doctor cannot fight again in that competition.
117. If a competitor behaves badly on the competition area after the end of the match or bout, the Referee can still give Shikkaku.
118. The Match Supervisor has a vote in cases of Shikkaku.
119. In Male team matches if a team wins three bouts then the match is over at that point.
120. In Female team matches if a team wins two bouts then the match is over at that point.
121. When a contestant seizes the opponent and does not perform an immediate technique or throw the Referee will call "Yame".
122. When a Judge is not sure that a technique actually reached a scoring area he should not give any signal.
123. A contestant who commits an act which harms the prestige and honour of Karate-do will be given Hansoku.
124. When an action of a contestant is considered to be dangerous and deliberately violates the rules concerning prohibited behaviour, the contestant will be given Shikkaku.
125. When the Referee stops the bout because he has seen a score and the four Judges do not give any signal the Referee can give the score.

126. When there is a clear contravention of the rules the Match Supervisor will halt the match and instruct the Referee to correct the problem.
127. If two Judges signal Yuko for Aka and one Judge Waza-Ari for Ao and the Referee wants to give Waza-Ari for Ao he should ask the fourth Judge for his opinion.
128. At Hantei if three Judges signal victory for Aka and the fourth Judge together with the Referee signal victory for Ao he must give victory for Aka.
129. If a Judge sees a Jogai he should tap the floor with the appropriate flag and signal a Category 2 offence.
130. If one Judge signals score for Ao the Referee must stop the match.
131. If a contestant does not regain his or her feet within ten seconds, the Referee will announce “Kiken” and “Kachi” to the opponent.
132. If a competitor is thrown and lands partly outside the match area, the Referee will immediately call “Yame”.
133. In all cases where the ten second clock has been started the Doctor will be asked to examine the contestant.
134. The contestants should be examined outside the tatami.
135. The Executive Committee can authorise the wearing of advertising for approved sponsors on the karate-gi.
136. Gum-shields (mouth guards) are obligatory for all Kumite contestants.
137. After a throw the Referee will allow a maximum of two seconds for a score to be made.
138. If a competitor scores with a strong side kick and propels the opponent out of the area, the Referee should award Waza-Ari and give the opponent a Category 2 warning or penalty for Jogai.
139. When an official protest is lodged the ensuing matches must be delayed until the result of the protest is given.
140. Each Judge will be seated in the corners of the tatami in the safety area.
141. If the Referee ignores two or more Judges signalling a score for a contestant, the Match Supervisor must blow his whistle.

142. When the Referee awards a point for a technique which has caused injury the Match Supervisor should signal for the match to be stopped.
143. When the Referee fails to hear the “time-up” bell the Scorekeeper should blow his whistle.
144. When a contestant is thrown according to the rules, slips, falls, or is otherwise off their feet and is scored upon by the opponent the score will be Ippon.
145. When the Referee wants to give Shikkaku he will call the Judges for a brief consultation.
146. When a competitor is injured during a bout in progress and needs medical treatment three minutes will be given in which to receive it, after that the Referee will decide whether the competitor will be declared unfit to fight or whether more time will be given.
147. A contestant who exits the area (Jogai) with less than ten seconds of bout time remaining will be given a minimum of Keikoku.
148. To correct a score given to the wrong contestant the Referee should turn towards the contestant given the score in error, make the sign of Torimassen, and then give the score to the opponent.
149. If a competitor scores with a well controlled Chudan Geri, then accidentally punches his opponent in the face causing a slight injury, Waza-Ari and a warning should be given.
150. When an injured contestant has been given medical treatment and the Official Doctor says that the contestant can continue fighting the Referee cannot over-rule the Doctor's decision.
151. The Referee can stop the bout even if the Judges do not signal.
152. When the bout has been halted and the four Judges have different signals the Referee will give Torimassen and restart the bout
153. “Avoiding Combat” refers to a situation where a contestant attempts to prevent the opponent from having the opportunity to score by using time wasting behaviour.
154. During the extra bout in team matches if two contestants injure each other and cannot continue and the points score is equal the winner will be decided by Hantei.
155. In team matches if two contestants injure each other and cannot continue and the points score is equal the Referee will announce Hikiwake.

156. When there are less than ten seconds of bout time remaining and a losing competitor, desperately trying to equalise, exits the area (Jogai) they will be given a minimum of Category 2 Hansoku-Chui.
157. Techniques which land below the belt cannot score.
158. Techniques, which land on the shoulder blade, can score.
159. If Aka accidentally kicks Ao on the hip and Ao cannot continue the bout then Ao will be given Kiken.
160. If a contestant is obviously out of breath the Referee should stop the match to give him time to recover.
161. A contestant who establishes a clear lead of eight points is declared the winner.
162. When time is up; the contestant who has scored the most points is declared the winner.
163. A contestant who grabs his opponent without attempting a technique with less than ten seconds of bout time remaining will receive a minimum of Hansoku Chui.
164. In team matches should a competitor receive Hansoku their score if any will be zeroed and the opponent's score will be set at eight points.
165. In team matches should a competitor receive Kiken their score if any, will be zeroed and the opponent's score will be set at eight points.
166. In team matches should a competitor receive Shikkaku their score if any, will be zeroed and the opponent's score will be set at eight points.
167. A warning or penalty for Mubobi is only given when a competitor is hit or injured through his own fault or negligence.
168. A competitor who is hit through their own fault and exaggerates the effect should receive a warning or penalty for Mubobi or exaggeration but not both.
169. If a competitor makes a good Chudan kick and the opponent catches the leg a score cannot be given.
170. A competitor makes a Jodan kick with all six scoring criteria. The opponent puts his hand up to intercept the kick and the hand then lightly hits his own face; the Referee can give Ippon since the kick was not effectively blocked.

171. A male team can compete with only two competitors.
172. Authorised advertising for WKF is displayed on the left sleeve of the karate-gi.
173. National Federations are not allowed to put advertising on the competitor's karate-gi.
174. A Kumite competitor who receives Kiken cannot compete again in that tournament.
175. An extra bout is used only for team matches.
176. When the Referee gives a competitor a Category 2 warning or penalty for Mubobi the opponent will receive a lighter Category 1 penalty than usual.
177. A Female team can compete with only two competitors.
178. The Referee must not have the same nationality as either of the competitors although one of the Judges can if both coaches agree.
179. The Match Supervisor will line up together with the Referee and the Judges.
180. The coaches will be seated outside the safety area, on their respective sides facing towards the official table.
181. The Match Supervisor will be seated on the left of the official table.
182. In team matches the Panel will rotate for each bout - provided that all hold the required license.
183. In team matches the Panel will rotate for each bout only in bouts for medals.
184. The Referee can move about the entire tatami including the safety zones.
185. Female competitors must have chest protector.
186. Female competitors don't have to have chest protector if they have body protector.
187. The red and blue belts must be without any personal embroideries or markings.
188. Personal embroideries or markings in the red and blue belts are allowed only in Kata competition.
189. Contestants must wear a white karate-gi without stripes, piping or personal embroidery.

190. Personal embroider in the karate-gi are allowed only in bouts for medals.
191. In order to give points, warnings or/and penalties the Referee must have a minimum of two Judges showing the same signal.
192. If two Judges hold an opposing opinion to the two other Judges for the same competitor the Referee will decide the outcome.
193. If two Judges signal for score and the other two signal for warning for the same competitor the Referee will ask the Tatami Manager.
194. Judges cannot indicate a score or warning before the Referee stops the bout.
195. The Referee will always await the opinion of the Judges before giving a score, warning or penalty.
196. If 2 flags for the same contestant show a different score the lower score will be applied.
197. If 2 flags for the same contestant show a different score the highest score will be applied.
198. If 2 flags for the same contestant show a different score the Referee will give Torimasen.
199. If a contestant scores with more than one consecutive technique before Yame, the Judges must show the higher point regardless of which sequence the techniques scored.
200. In team matches, if after the extra bout there are no scores, or it is equal scores, the match will be decided by Hantei.
201. Jogai occurs when a contestant exits from the competition area and it is not caused by the opponent.
202. The minimum warning for running away, avoiding combat or/and wasting time during Atoshi Baraku is Hansoku Chui.
203. Passivity is a Category 2 prohibited behavior.
204. Passivity is a Category 1 prohibited behavior.
205. If the contestants do not fight for more than 25 seconds the Referee will stop the bout and give category 2 for passivity.
206. Yuko means one point.

207. Waza-Ari means two points.
208. Ippon means three points.
209. It is the duty of the Match Supervisor to ensure before each match or bout that the competitors are wearing the approved equipment.
210. It is the duty of the Tatami Manager to ensure before each match or bout that the competitors are wearing the approved equipment.
211. Coaches must present their accreditation together with that of their competitor or team to the official table.
212. Waza-Ari is awarded for Chudan Kicks.
213. Yuko is awarded for any Tsuki or Uchi delivered to any of the seven scoring areas.
214. Ippon is awarded for Jodan Geri and scoring techniques which are delivered on an opponent who has been thrown, has fallen of their own accord, or is otherwise off their feet.
215. Individual bouts can be declared a tie.
216. One of the criteria for decision is the superiority of tactics and techniques displayed by the contestants.
217. There are four prohibited behaviours in Category 1 and eight in Category 2.
218. Simulated attacks with the head, knees, or elbows are Category 1 offense.
219. Keikoku is normally imposed where the contestant's potential for winning is seriously diminished by the opponent's foul.
220. The Head Coach of a delegation can protest about a judgment to the members of the Refereeing Panel.
221. In a Kumite Tatami two mats are inverted with the red side turned up in a one meter distance from the mat centre to form a boundary between the contestants.
222. Jacket ties must be tied
223. Jackets without ties cannot be used.

224. In individual competition a contestant may be replaced by another after the drawing has taking place.
225. At finals male coaches are required to wear a dark suit, shirt and tie.
226. At finals female coaches may choose to wear a dress, pantsuit or a combination of jacket and skirt in dark colours.
227. At finals female coaches may not wear religious headwear.
228. During the recharge, in the case of change of equipment colour, the competitors will have up to five minutes to get ready in between matches.
229. Competitors are not entitled to a period of time between matches, equal to the standard duration time of the match, for purpose of rest.
230. Passivity cannot be given after less than the last 10 seconds of the match.
231. Passivity can be given after less than the last 10 seconds of the match.
232. Grabbing the opponent with both hands is only aloud when executing a takedown upon catching the opponents kicking leg.
233. Grabbing the opponents arm or karate-GI with one hand is only aloud for attempting an immediately scoring technique or takedown.
234. Grabbing the opponent with both hands is never aloud during the match.
235. It is the Tatami Manager's duty to appoint members for the video review panel.
236. It is the Match Supervisor's duty to appoint members for the video review panel.
237. The judges shall only signal points scored and Jogai on their own initiative.
238. The Judges can also signal for Cat. 1 before Yame.
239. The Judges will signal their judgement on warnings or penalties indicated by the Referee.
240. The Judges can signal Cat. 2 when a contestant has stepped out of the competition area.
241. The Referee will call Yame when a contestant seizes the opponent and does not perform an immediate technique or throw.

242. The Referee will call Yame when one or both contestants fall or are thrown and neither contestant manages to immediately follow up with a scoring technique.
243. When a contestant seizes the opponent the Referee will give several seconds for the contestant to perform a throw or technique.
244. The Referee will call Yame when both competitors stand chest to chest without immediately attempting a throw or other technique.
245. The Referee can stop the match and give a point without the Judges opinion.



World Karate Federation

Examination Paper for Kata Judges

Version 9.0 January 2015

Section 1. “TRUE OR FALSE”

On the answer paper put an “X” in the appropriate box. The answer to a question is true only if it can be held to be true in all situations; otherwise it is considered to be false. Each correct answer scores one point.

1. In repechage it is allowed to repeat a Kata.
2. The total time allowed for the Kata and Bunkai demonstration combined, is six minutes.
3. In Kata competition variations as taught by the contestant's style (Ryu-ha) are permitted.
4. Once performed a kata may not be repeated.
5. On completion of the kata Aka will leave the area to await the performance of Ao.
6. If the kata does not conform to the rules or there is some other irregularity the Chief Judge may call the other Judges in order to reach a verdict.
7. If a contestant is disqualified the Chief Judge will cross and uncross the flags.
8. At Hantei the competitor who receives the majority of votes will be declared the winner by the caller/announcer.
9. After Hantei when the Judges have lowered their flags the Chief Judge will indicate the winner by raising the appropriate coloured flag.

10. At Hantei if two Judge signals for Aka, one for Ao and the other two for Hikiwake a tie breaker kata will be used.
11. Judges should look for correct Kihon of the school being demonstrated.
12. The starting point for kata will marked with a small cross within the perimeter of the competition area.
13. The Chief Judge will start the competitor's performance with a short blast on his whistle.
14. Competitors from countries which are well known for producing medal winners should be given special consideration.
15. The starting point for kata performance is two metres inside the match area and facing the Chief Judge.
16. Giving a command to start and finish the kata by a team member is not considered to be an external cue.
17. A contestant who repeats a kata will not be disqualified.
18. Judges should look for correct Kihon of the Competitor's stile (Ryu-ha) being demonstrated.
19. A contestant who comes to a halt during performance of the kata will be disqualified.
20. In repechage only very long Kata is permitted.
21. In kata competition the sleeves of the karate-gi jacket may not be rolled up.
22. It is the responsibility of the coach or competitor to ensure that the Kata as notified to the score table is appropriate for that particular round.
23. If a competitor fails to turn up (Kiken) the decision will be awarded automatically to the opponent.
24. A competitor whose opponent does not turn and is given Kiken may not use that kata (which has been notified to the score table) in the next round.
25. The karate-gi trousers may be slightly shorter so as to only cover half of the shin.
26. The total time allowed for the Kata and Bunkai demonstration combined, is five minutes.

27. The total time allowed for the Kata and Bunkai demonstration combined, is seven minutes.
28. The score table personnel include timekeepers, scorekeepers and caller/announcers.
29. The kata competition area is defined as being twelve metres by twelve metres.
30. The Judges of a kata match may not have the same nationality as either of the contestants.
31. Although ribbons and other decorations for the hair are not allowed in kumite they are permissible in kata.
32. In the bouts for medals in Team Kata competition, teams will perform a demonstration of the meaning of the Kata (Bunkai).
33. The panel of three or five Judges for each match will be designated by the Tatami Manager.
34. The panel of five Judges for each match will be designated by the Tatami Manager.
35. The panel of five Judges for each match will be designated by the Referee Commission
36. After giving sufficient time for the votes to be counted (approximately 5 seconds) the flags will be lowered after a further short blast on the whistle.
37. Female competitors must wear a plain white T-shirt beneath the Karate jacket.
38. Female competitors can, if they want, wear a plain white T-shirt beneath the Karate jacket.
39. The trousers must be long enough to cover at least two thirds of the shin and must not reach the anklebone.
40. The wearing of unauthorised apparel, clothing or equipment is forbidden.
41. A discreet rubber band or pony tail retainer is permitted in Kata competition.
42. The competition area must be of sufficient size to permit the uninterrupted performance of Kata.
43. The matted Kumite areas are not suitable for Kata competition.

44. The karate-gi jacket may be removed during the performance of Kata.
45. The elimination system with repechage will be applied in Kata Competition.
46. Variations as taught by the contestant's style (Ryu-ha) of Karate will not be permitted.
47. The score table must be notified of the choice of Kata prior to each round.
48. A team which does not perform the bow at the completion of the Bunkai performance will be disqualified.
49. The number of Kata required is dependent on the number of individual competitors or teams entered.
50. Byes are counted as competitors or teams.
51. In assessing the performance of a contestant or team the Judges will evaluate the performance based on the three major criteria.
52. The three major criteria are: conformance, technical performance and athletic performance.
53. Causing injury by lack of controlled technique during Bunkai is considered a foul.
54. The three major criteria are: conformance, correct breathing and technical difficulty.
55. The three major criteria are: strength, speed and timing.
56. The three major criteria are: synchronisation, stances and timing.
57. Speed and balance are part of the athletic performance.
58. Rhythm and strength are part of the athletic performance.
59. Correct breathing, techniques and transitional movements are part of the technical performance.
60. Difficulty of the Kata and stances are part of the technical performance.
61. Strength, speed, balance and focus are part of the athletic performance.

62. In Bunkai performance; transitional movements and control are part of the technical performance.
63. In Bunkai performance; balance, timing and speed are part of the athletic performance.
64. In Bunkai performance: strength, timing and stances are part of the athletic performance.
65. Bunkai are to be given equal importance as the Kata itself.
66. Excessive bowing before starting the performance is considered a foul.
67. Causing injury by lack of controlled technique during Bunkai is a disqualification.
68. All of the three major criteria are to be given equal importance in the evaluation of the performance.
69. Performing the wrong kata or announcing the wrong kata leads to disqualification.
70. Stamping the feet, slapping the chest, arms, or karate-gi, will be taken into account by the Judges when arriving at a decision.
71. A competitor will not be disqualified if he does a distinct pause or stop in the performance for several seconds.
72. Bunkai are not to be given equal importance as the kata itself.
73. Interference with the function of the Judges leads to disqualification.
74. The use of audible cues from any other person, including other team members is considered a foul.
75. If the competitor's belt falls off during the performance of kata the competitor will be disqualified.
76. Failure to follow the instructions of the Chief Judge or other misconduct is considered a foul.
77. Failure to follow the instructions of the Chief Judge or other misconduct leads to disqualification.
78. Exceeding the total time limit of 6 minutes duration for Kata and Bunkai is considered a foul.

79. In Team Kata, all three team members must start and finish the Kata facing in the same direction and towards the Chief Judge.
80. Kata performance must be realistic in fighting terms and display concentration, power, and potential impact in its techniques.
81. Causing injury by lack of controlled technique during Bunkai is not considered a foul.
82. Minor loss of balance must not be considered in the evaluation of the Kata performance.
83. Exceeding the total time limit of 6 minutes duration for Kata and Bunkai leads to disqualification.
84. Kata performance must demonstrate strength, power, and speed, as well as grace, rhythm, and balance.
85. Minor loss of balance must be considered in the evaluation of the Kata performance.
86. Asynchronous movement, such as delivering a technique before the body transition is completed is considered a foul.
87. Inappropriate exhalation will be taken into account by the Judges when arriving at a decision.
88. In team kata; failing to do a movement in unison is not considered a foul.
89. Performing a movement in an incorrect or incomplete manner is considered a foul.
90. Time wasting, including prolonged marching, excessive bowing or prolonged pause before starting the performance is considered a foul.
91. Stamping the feet, slapping the chest, arms, or karate-gi, are audible cues.
92. The use of audible cues is not considered a foul.
93. Inappropriate exhalation is not an audible cue.
94. Failure to fully execute a block or punching off target is considered a foul.
95. Causing injury by lack of controlled technique during Bunkai is allowed.

96. The members of the team must demonstrate competence in all aspects of the Kata performance, as well as synchronisation.
97. Commands to start and stop the performance will be taken into account by the Judges when arriving at a decision.
98. It is the responsibility of the President of the National Federation to ensure that the Kata as notified to the score table is appropriate for that particular round.
99. After completion of both Kata, the contestants will stand side by side on the perimeter. The Chief Judge will call for a decision (Hantei) and blow a two-tone blast on the whistle whereupon the Judges will cast their votes.
100. Ties (Hikiwake) are permitted in Kata Competition.
101. At Hantei the competitor who receives the majority of votes, will be declared the winner by the chief Judge.
102. At the start of each bout the competitors will first bow to the Judging Panel and then to each other.
103. After Hantei the competitors will bow first to each other and then to the Judging Panel.
104. The Judges of a kata match should have the same nationality as the contestants.
105. The competitors can select any a Kata from the official Kata list.
106. A team which does not perform the bow at the beginning and completion of the performance will be disqualified.
107. The use of traditional weapons, ancillary equipment or additional apparel is allowed.
108. The performance in individual Kata is evaluated from the bow starting the kata until the bow ending the Kata.
109. Belt coming loose to the extent that it is coming off the hips during the performance is a foul.
110. Belt coming loose to the extent that it is coming off the hips during the performance is a disqualification.

111. If a contestant is disqualified the Chief Judge will cross and uncross the flags and then raise the flag indicating the winner.
112. In the event that a competitor withdraws after the opponent has started his performance the competitor may re-use the kata performed in any subsequent round as this situation is considered as won by Kiken.

KBC KUMITE EXAMINATION 2015

Section 1. "TRUE OR FALSE"

On the answer paper put an "X" in the appropriate box. The answer to a question is true only if it can be held to be true in all situations; otherwise it is considered to be false.

1	Competitors may wear a discreet rubber band or pony tail retainer in their hair. Ribbons, beads and other decorations are prohibited.
2	Earrings are allowed if they are covered with tape
3	Contestants must bow properly to each other at the start and end of the bout.
4	Protective equipment supplied by the National Federations must be accepted for WKF competitions.
5	Senior Male bouts are three minutes, and Women, Cadets, and Juniors, two minutes. Under 21 bouts are 3 minutes for the Males and 2 minutes for the females.
6	A fast combination of chudan geri and tsuki each of which score in their own right will be given Waza-ari.
7	The Referee Panel will decide the limit of Shikkaku.
8	There are five criteria to be met in determining a score.
9	If one Judge signals Yuko for Aka, another Yuko for Ao, and the third Torimasen the Referee will decide what action to take.
10	If after Yame, two Judges do not signal and the one Judge signals Yuko for Ao and the fourth Judge signals Yuko for Aka, the Referee can give Yuko to Aka.
11	If a contestant has been physically propelled from the area, Jogai occurs at the moment any part of the contestant's body touches the floor outside of the match area.
12	According to Article 10 when a competitor falls, is thrown or knocked down and does not regain his or her feet immediately the Referee will signal the timekeeper to start the ten-second countdown by blowing his whistle and raising his hand.
13	In Junior competition any technique to the face, head or neck, which causes injury will be warned or penalised unless it is the recipient's own fault.
14	In Cadet and Junior competition Jodan kicks (KBC elite Divisions) are allowed to make the lightest touch ("skin touch") provided there is no injury.
15	A contestant is not allowed to continue if they are awarded victory by Category 1 Hansoku and this is the second time that they have won a bout in this manner.
16	If two Judges signal a score for Aka the Referee must stop the bout even if he believes they are mistaken.
17	Unbalancing the opponent and scoring with jodan tsuki is given Waza-ari.
18	If there is no decision after a Sai Shiai the Referee Committee will be consulted.
19	Excessive contact after repeated failure to block is a consideration for Mubobi.
20	A contestant may be penalised for exaggeration even if there is an actual injury.
21	In team matches there is no Sai Shiai.

22	In Cadet competition only a very light touch to the face mask can be scored.
23	Grabbing below the waist and throwing is only allowed if the thrower holds on to the opponent so that a safe landing can be made.
24	A competitor who has a Category 2 Hansoku Chui and then exaggerates the effect of a slight contact will be given Hansoku.
25	A competitor can be given Hansoku directly for exaggerating the effects of injury.
26	If a KBC Elite contestant is injured and it is considered to be their own fault (Mubobi), the Referee will decline to give a penalty to the opponent.
27	When a contestant slips, falls, or loses balance as a result of their own action and is scored upon by the opponent the score will be given as if the contestant had been standing upright.
28	The Match Supervisor has the casting vote in cases of Shikkaku.
29	When a contestant seizes the opponent and does not perform an immediate technique or throw.
30	When a Judge is not sure that a technique actually reached a scoring area he should signal Torimasen.
31	At Hantei if two Judges signal victory for Aka and the Referee thinks it should be Ao he should signal them to re-consider.
32	If a Judge sees a Jogai he should tap the floor with the appropriate flag and signal a Category 2 offence.
33	In all cases where the ten second clock has been started the doctor will be asked to examine the contestant.
34	After a throw the Referee will allow a maximum of two seconds for a score to be made.
35	When a contestant is thrown according to the rules, slips, falls, or is otherwise off their feet and is scored upon by the opponent the score will be Ippon.
36	A contestant who exits the area (Jogai) with less than 10 seconds of bout time remaining will be given a minimum of Hansoku Chui.
37	When the Referee sees a score for Ao but one Judge indicates a score for Aka and the other three Judges do not signal, the Referee can give the score to Ao.
38	“Avoiding Combat” refers to a situation where a contestant attempts to prevent the opponent from having the opportunity to score by using time wasting behaviour.
39	When there are less than ten seconds of bout time remaining and a losing competitor, exits the area (Jogai) while avoiding a dangerous technique, they will be given a minimum of Category 2 Hansoku Chui.
40	A contestant who grabs their opponent to avoid a reckless or dangerous technique, and with less than ten seconds of bout time remaining will receive a minimum of Hansoku Chui.
41	Coaches must wear the official track suit of their National Federation and display their official identification during elimination rounds
42	During finals of official WKF events, male coaches must wear a dark suit, shirt and tie - while female coaches may choose to wear a dress, pantsuit or a combination of jacket and shirt in dark colours.

43	Female coaches may also wear religious headgear approved by the WKF
44	After Jan. 1, 2016, the WKF approved face mask will no longer be required for cadets.
45	Female competitors may wear a WKF homologated black plain fabric head scarf covering the hair and throat area.
46	One extra minute will be added to Senior male and female medal bouts.
47	All fighters will be given a rest and change period equal to the standard match time for their division.
48	In cases where athletes need to change their belt colour, they will be allowed 5 minutes to change their equipment.
49	In eliminations, where both Aka and Ao are disqualified by Hansoku, both competitors will forfeit their potential to win the next round and no result will be mentioned
50	In the medal bout, where both Aka and Ao are disqualified by Hansoku, the decision will be determined by Hantei.
51	Grasping with 2 hands is no longer allowed
52	Grasping the opponent's arm or karate gi with one hand is allowed if a scoring technique or takedown is immediately attempted
53	Holding on to the opponent with one hand is allowed to break the fall while being thrown.
54	Passivity can be given in the last 10 seconds of the match.
55	Coaches will be given a red or blue card to be used for protest in the event that the judges,. in the coaches opinion, have missed a valid score by his contestant
56	In the event of a protest, once the 2 persons appointed by the tatami manager examine the video, the tatami manager may change the referee panels decision provided the appointees are in agreement.
57	Judges may signal warnings and penalties on their own initiative.
58	Before the start of each match or bout the Match Supervisor will ensure that the contestants are wearing approved equipment.
59	Judges may signal points scored and jogai on their own initiative.

KBC Modifications as of Feb. 2014 re. Non-elite athletes

60. Skin touch to the head of a non-elite competitor by a Jodan kick will not be allowed.
61. The referee may award a C1 Keikoku for excessive contact to Aka and a Yuko to Ao who has been injured.
62. The referee may award a mubobi warning or penalty without injury occurring for Non-elite athletes.
63. The Referee may give excessive contact warning/penalty to the person who did the hitting even if it's a mubobi situation.

Refereeing Kumite Using the Mirror System

64. When there are not enough referees/judges, the mirror system may be used.
65. In the case of the mirror system, the Referee and judge will take up their position opposite each other and on either side of the Competitors.
66. The judge will help the Referee by signalling an opinion with hand signals.
67. The Arbitrator, when requested, may give an opinion to the Referee regarding the operation of the match.
68. When the match is in progress, the referee and judge will stay in their half of the mat but move in such a way as to be directly opposite each other (mirror image) in a position to best be able to see points and penalties
69. At hantei the arbitrator will indicate their preferred choice at the same time as the referee and judge.
- 70. The referee can award a point without the support of the judge or Kansa.**

Section 2: "MULTIPLE CHOICE

On the answer paper write the letter of the answer you consider to be correct.

71. Which criterion does not belong in this group _____
a) Feigning or exaggerating injury b) Jogai c) Dangerous throws d) Mubobi
72. Ao attacks with chudan geri which Aka avoids and who then immediately scores with chudan tsuki to Ao's back. The correct score is _____
a) Waza-ari b) Ippon c) Yuko
73. Aka hits Ao in the back with chudan tsuki and immediately turns away with his fist in the air. The correct decision is _____
a) Yuko b) No Score c) Waza-ari and a warning for Mubobi d) Waza-ari

74. When a bout ends with equal scores, or no scores, the Referee will ____
 a) Call for Hantei b) Consult with the Tatami Manager to find a solution
 c) Decide the match d) Begin Sai Shiai
75. Which of the following is not a Category 1 offence ____
 a) Techniques which make excessive contact below the waist and attempting to throw
 b) Attacks to the arms or legs c) Grabbing
 d) Simulated attacks with head, knees, or elbows.
76. In Cadet Kumite hand techniques to the head, face and neck (including the face mask) must not touch. Any touch or contact will be ____ unless caused by the recipient.
 a) Awarded Yuko (providing it is only a "glove touch") b) Given a Category 2 warning or penalty
 c) Not awarded a score d) Given a Category 1 warning or penalty
77. When a contestant slips, falls, or loses balance as a result of their own action and is scored upon by the opponent the score will be ____
 a) Ippon b) Category 2 warning or penalty
 c) Given as if the contestant had been standing upright d) Ippon, Wa-azari or Yuko depending on if the torso is touching the floor or not
78. Hantei is called by the Referee when ____
 a) the points score is equal at the end of the bout b) In Individual Matches when two contestants injure each other and are unable to continue and the points scores are equal
 c) Both a and b d) the points are equal at the end of Sai Shiai
79. In Senior bouts a Jodan punch or kick that comes somewhere between ____ from the face, head or neck may be said to have the correct distance.
 a) Skin touch and 2-5 centimetres b) Skin touch and 2-3 centimetres
 c) Skin touch and 5 centimetres d) A reasonable distance
80. A contestant who grabs their opponent below the waist and throws them, then scores, will be given ____
 a) Category 2 Chukoku b) Category 2 warning or penalty
 c) Category 1 warning or penalty d) Ippon

KBC Modifications as of Feb. 2014 re. Non-elite athletes

81. _____ (2 penalty points awarded to injured party - unless it is their own fault-mubobi) may be imposed directly, or following the previous level of penalty and is used where the contestant's potential for winning has been seriously diminished (in the opinion of the judges) by the opponent's foul.
- a) Chukoku b) Keikoku c) Hansoku Chui d) Hansoku

82. _____ is normally imposed (and 1 penalty point awarded to injured party - unless it is their own fault-mubobi) where the contestant's potential for winning is slightly diminished (in the opinion of the judges) by the opponent's foul.

- a) Chukoku b) Keikoku c) Hansoku Chui d) Hansoku

83. _____ (no penalty point given)- is normally imposed for first instance of contact that has not reduced the chances of competitor's chances of winning by the opponent's foul.

- a) Chukoku b) Keikoku c) Hansoku Chui d) Hansoku

84. _____ (Win awarded to injured competitor - unless it is their own fault-mubobi) is imposed for cumulative penalties but can also be imposed directly for serious rules infractions. It is used when the contestant's potential for winning has been reduced virtually to zero (in the opinion of the judges) by the opponent's foul.

- a) Chukoku b) Keikoku c) Hansoku Chui d) Hansoku

Karate BC Kata Competition Exam

The answer paper is to be returned to the examiners. All answers are to be entered on the separate answer paper only. You must make sure that your name, and date are entered on the answer paper.

You may not have any additional papers or books on your desk while undertaking this examination. If you are not sure of the correct procedures, or have any questions about any aspect of the examination, you should speak only to an examiner.

KBC OC 2015

Section 1. "TRUE OR FALSE"

On the answer paper put an "X" in the appropriate box. The answer to a question is true only if it can be held to be true in all situations; otherwise it is considered to be false. Each correct answer scores one point.

1. The total time allowed for the Kata and Bunkai demonstration combined, is six minutes.
2. In Kata competition variations as taught by the contestant's style (ryu-ha) are permitted.
3. The individual judge must evaluate if, in his or her opinion, that the kata performed can be accepted as a variation of traditional kata in accordance with kata listed in the WKF official kata list.
4. Once performed a kata may not be repeated.
5. On completion of the kata Aka will leave the area to await the performance of Ao.
6. If the kata does not conform to the rules or there is some other irregularity the Chief Judge may call the other Judges in order to reach a verdict.
7. If a contestant is disqualified the Chief Judge will cross and uncross the flags.
8. At Hantei the competitor who receives the majority of votes will be declared the winner by the caller/announcer.
9. At Hantei if two Judge signals for Aka, one for Ao and the other two for Hikiwake a tie breaker kata will be used.(Elite WKF divisions)
10. Judges should look for correct Kihon of the style being demonstrated.
11. The starting point for kata will marked with a small cross within the perimeter of the competition area.
12. Giving a command to start and finish the kata by a team member is not considered to be an external cue.
13. Judges should look for correct Kihon of the Competitor's School being demonstrated.
14. A contestant who comes to a halt during performance of the kata will be disqualified.

15. It is the responsibility of the coach or competitor to ensure that the Kata as notified to the score table is appropriate for that particular round.
16. If a competitor fails to turn up (Kiken) the decision will be awarded automatically to the opponent.
17. A competitor whose opponent does not turn up and is given Kiken may not use that kata (which has been notified to the score table) in the next round.
18. The karate-gi trousers may be slightly shorter so as to only cover half of the shin
19. The kata competition area is defined as being twelve metres by twelve metres.
20. Although ribbons and other decorations for the hair are not allowed in kumite they are permissible in kata.
21. In the bouts for medals in Team Kata competition, teams will perform a demonstration of the meaning of the Kata (Bunkai).
22. The panel of five Judges for each match will be designated by the Tatami Manager.
23. After giving sufficient time for the votes to be counted (approximately 5 seconds) the flags will be lowered after a further short blast on the whistle.
24. Female competitors can, if they want, wear a plain white T-shirt beneath the Karate jacket.
25. A discreet rubber band or pony tail retainer is permitted in Kata competition.
26. The elimination system with repechage will be applied in Kata Competition.
27. A team which does not perform the bow at the completion of the Bunkai performance will be disqualified.
28. The number of Kata required is dependent on the number of individual competitors or teams entered.
29. The three major criteria are: conformance, technical performance, and athletic performance.
30. Causing injury by lack of controlled technique during Bunkai is considered a foul.
31. Rhythm and strength are part of the athletic performance.
32. Correct breathing, techniques and transitional movements are part of the technical performance.
33. Difficulty of the Kata and stances are part of the technical performance.
34. Strength, speed, balance and focus are part of the athletic performance.
35. In Bunkai performance; transitional movements and control are part of the technical performance.
36. In Bunkai performance; balance, timing and speed are part of the athletic performance.
37. In Bunkai performance: strength, timing and stances are part of the athletic performance.
38. Bunkai are to be given equal importance as the Kata itself.
39. All of the three major criteria are to be given equal importance in the evaluation of the performance.
40. Performing the wrong kata or announcing the wrong kata leads to disqualification.

41. Stamping the feet, slapping the chest, arms, or karate-gi, will automatically be penalized by the judges deducting the total portion of the score for the technical performance of the kata (and thus losing one third of the total score for the performance).
42. Interference with the function of the Judges leads to disqualification.
43. If the competitor's belt falls off during the performance of kata the competitor will be disqualified.
44. Failure to follow the instructions of the Chief Judge or other misconduct is considered a foul.
45. Exceeding the total time limit of 6 minutes duration for Kata and Bunkai is considered a foul.
46. In Team Kata, all three team members must start and finish the Kata facing in the same direction and towards the Chief Judge.
47. Kata performance must be realistic in fighting terms and display concentration, power, and potential impact in its techniques.
48. Minor loss of balance must not be considered in the evaluation of the Kata performance.
49. Kata performance must demonstrate strength, power, and speed, as well as grace, rhythm, and balance.
50. Minor loss of balance must be considered in the evaluation of the Kata performance.
51. Asynchronous movement, such as delivering a technique before the body transition is completed is considered a foul.
52. Inappropriate exhalation will automatically be penalized by the judges deducting the total portion of the score for the technical performance of the kata (and thus losing one third of the total score for the performance).
53. In team kata; failing to do a movement in unison is not considered a foul.
54. Performing a movement in an incorrect or incomplete manner is considered a foul.
55. Time wasting, including prolonged marching, excessive bowing or prolonged pause before starting the performance is considered a foul.
56. The members of the team must demonstrate competence in all aspects of the Kata
57. After completion of both Kata, the contestants will stand side by side on the perimeter. The Chief Judge will call for a decision (Hantei) and blow a two-tone blast on the whistle whereupon the Judges will cast their votes.
58. Ties (Hikiwake) are permitted in Kata Competition (elite WKF division).
59. At the start of each bout the competitors will first bow to the Judging Panel and then to each other.
60. After Hantei the competitors will bow first to each other and then to the Judging Panel.
61. The competitors can select any Kata from the official Kata list.
62. Failing to bow at the beginning and and completion of the kata performance will result in disqualification.
63. There are 75 kata listed in the official kata list

- 64. Technical difficulty is now a part of Technical performance.**
- 65. The belt coming loose to the extent that it is coming off the hips during the kata performance is considered a foul**
- 66. If the Chief judge is of the opinion that a competitor should be disqualified, he or she may call the other judges in order to reach a verdict.**
- 67. Katas in the official WKF kata list are listed alphabetically and not by style.**
- 68. Competitors will make a total of 6 bows in one round.**

Judging Kata Using Score Cards

69. When the score-keeper adds the scores for each contestant in a round, the maximum and minimum scores awarded are:

- a) deleted never to be used again
- b) deleted but may be used again in case of a tie
- c) counted in the overall score

70. When assessing how many points should be deducted from the final score for a fault, the following are recommended: For a momentary hesitation in the smooth performance of the Kata, quickly remedied:

- a) 0.1 should be deducted
- b) 0.2 points should be deducted
- c) 0.1 - 0.3 should be deducted
- d) 0.2 - 0.4 should be deducted

71. For a momentary but discernible pause:

- a) 0.1 should be deducted
- b) 0.2 points should be deducted
- c) 0.1 - 0.3 should be deducted
- d) 0.2 - 0.4 should be deducted

72. For a distinct halt:

- a) 0.2 should be deducted
- b) 0.1 - 0.3 should be deducted
- c) 0.2 - 0.4 should be deducted
- d) disqualification

73. Momentary imbalance, with barely a wobble quickly remedied will result in a deduction in the scale:

- a) 0.2 should be deducted
- b) 0.1 - 0.2 should be deducted
- c) 0.2 - 0.4 should be deducted
- d) disqualification

74. Actual instabilities where there is a distinct but recoverable loss of balance will merit a deduction:

a) 0.2 should be deducted **b) 0.1 - 0.3 should be deducted**

c) 0.2 - 0.4 should be deducted **d) disqualification**

75. If the contestant loses balance completely and/or falls:

a) 0.2 should be deducted **b) 0.1 - 0.3 should be deducted**

c) 0.2 - 0.4 should be deducted **d) disqualification**

76. If a white or yellow belt competitor is allowed to restart a kata, the standard deduction from their score achieved on the second kata, will be:

a) 0.1 **b) 0.2** **c) 0.2 - 0.4** **d) 0.5**

Karate BC Kobudo Test

Karate BC Kobudo Test- Only complete this section if you are attempting a judging certification in kobudo.

True/ False

1. The three major styles of Okinawan Kobudo are Ryukyu Kobudo, Yamani Ryu and Matayoshi Kobudo.
2. Kobudo stances are generally narrowed by turning slightly to the side due to the added reach of a weapon.
3. A competition Bo must weigh at least 900 grams and should extend one fist length above the competitors head.
4. Weapons must be kept close to the body.
5. The penalty for dropping a weapon is disqualification?
6. Bo or Eku must be handled with two hands.
7. Hakama may be worn.
8. A rattan Bo allowed in competition?
9. Aluminum sai are allowed in competition.
10. Palms must point in the direction of the force
11. All weapons are controlled by the two little fingers
12. With Short weapons the shaft must be tight to the forearm
13. Weapons are pulled thru their trajectory
14. Straight lines from the source to the target
15. Head judge will check all weapons before round begins.

Multiple Choice

16. How many weapons are recognized in Okinawan Kobudo?
a) 2 b) 5 c) 8

17. How many accepted Sai Kata are there?

- a) 5 b) 9 c) 11

18. Powerful hip motions, rooted stances and the return to “San To Bun” or handling equal thirds of the Bo,

- a) Yamani Ryu Kobudo b) Matayoshi Kobudo c) Ryukyu Kobudo

19. Generally recognized by its flowing footwork and “bouncing Bo” methods. Influenced by the Chinese long weapons techniques it employs many circular and spinning motions in upright stances.

- a) Yamani Ryu b) Matayoshi Kobudo c) Ryukyu Kobudo

20. If a weapon leaves the competitors hand or mistakenly touches the floor

- a) deduct .1 b) deduct .2 c) deduct .4 d) disqualify