

**British Wado Federation**  
**Kata Competition Rules & Regulations**



英国和道連盟 - 本部

July 2016

## COMPETITION RULES

### KATA

#### Official Kata:

- a. The official Kata for BWF events will consist of: Pinan; Shodan, Nidan, Sandan, Yodan, Godan; Ku-Shanku, Naihanchi, Seishan, Chinto. Plus all traditional Wado variants\* of: Bassai, Wanshu, Ni-sei-shi, Rohai, Ji-tte, Ji-han, Ji-in, Suparinpei. Restrictions may be imposed for grade level and or/age of the corresponding event/s, etc.

*\*Wado variants will also include the official versions of; Wadoryu Karate-do Renmei, Wado Academy, Wado Kokusai Karate-do Renmei, JKF-Wadokai, etc.*

#### Contestants:

- a. Must be in possession of an up to date BWF 'recognised' Licence (*it must be in the safe possession of the competitor, at all times, for verification of age, grade and insurance, etc.*)
- b. Competitors will be placed in groups relevant to their category. Competitors will be judged on technical presentation.
- c. Competitors have the choice of the numerous 'Official Kata' listed for their category.
- d. Individual Events. At least two Kata must be known, as the choice of Kata must differ through each round.
- e. Pairs & Team Events. One kata may be selected from the official list. NB: Competitors will be judged [primarily] on participant synchronised-cohesion and presentation; synchronisation is paramount to Pairs & Team Kata events.
- f. Competitors will be judged in pairs (of Individuals/Pairs/Teams), in order of relevant selection, from the 'Competitor Sheet'.
- g. Judges will be issued with two flags, one blue (Ao/Aoi) and one red (Aka).
- h. The Competitor, once called, will bow at the perimeter marker/line and walk to the designated 'start-line' inside the competition area. The Competitor will bow and announce his choice of Kata he will perform. The Competitor will assume the Yohi position (appropriate for designated Kata) and demonstrate the aforesaid Kata. Return to the original position (Yamae) once completed and bow. The competitor will then walk backwards to the perimeter line and bow again before assuming position in the designated waiting area just outside the competitor/mat area.
- i. When both Aka and Ao have completed their selected Kata the Chief Judge will call for the competitors to return together to the mat border (see diagram below) – *The term 'Shugo' or 'Kyogi-sha Shugo' may be used.* The Chief Judge will then call "Hantei". This will be the signal for the competitors (Ao and Aka) to position themselves, facing the Chief Judge; and for the Judges to prepare to make their decision between the competitors' performances.
- j. A decision will be made as to the 'best' performer. The winning competitor would then be selected to go through to the next qualifying round/s. This process would be done continually, until all competitors have been eliminated, to declare the final results, etc.

- k. Repechage System Event: Upon 'Repechage' events, the relevant pre-matched competitor, who faced any final resulting competitor, will be forwarded in the finals. Selections will then be made, by performing in the last round, as to the placing of 1-Gold, 1-Silver, and 2-Bronze etc. There will be no necessity for any initial flag 'draw/hikiwake', during eliminating rounds, for a Repechage system event.

Organisation:

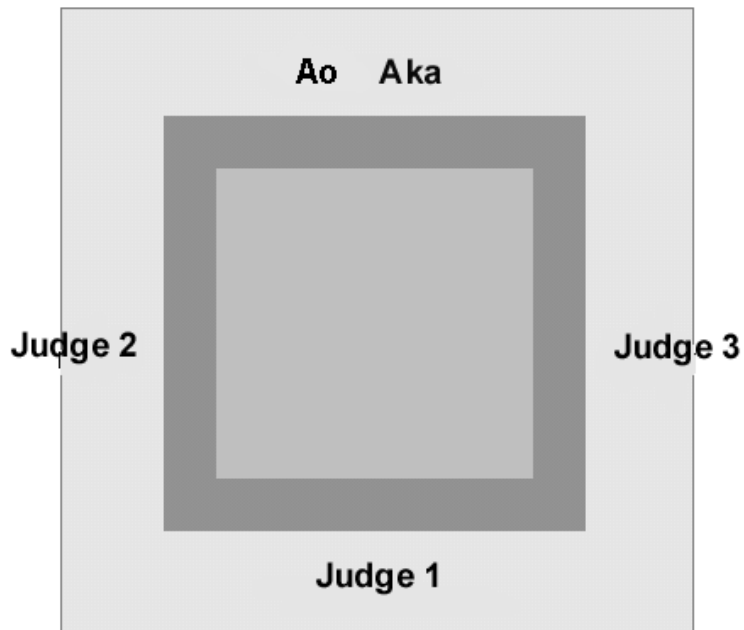
- a. There will be 3 or 5 Area Judges who will determine the Judgement of the match.
- b. All Kata will be Judged on presentation, allowing for technical Wado source-differences & variants between each Wado *'style'*. Each Kata will be judged on its individual *aesthetic* presentation (therefore there will be no penalisation for technical differences).

Judges:

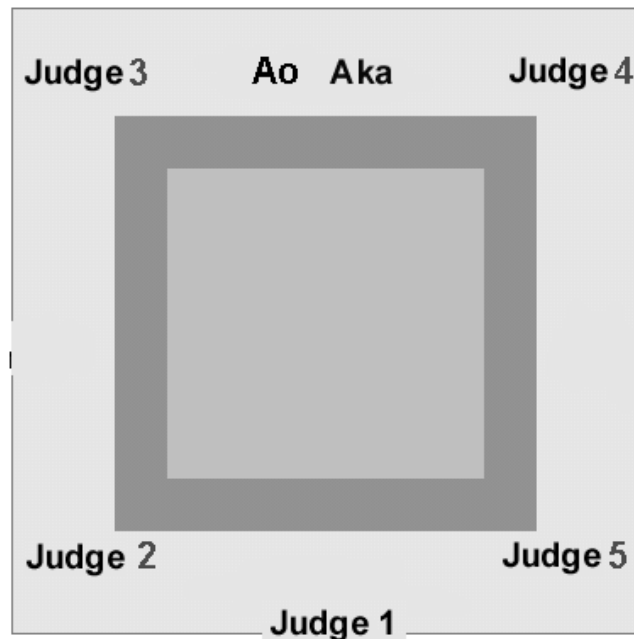
- a. Judges must be licensed & qualified and wear the correct attire (blazer, tie, etc.). *A Karate-gi may only be acceptable at Club Level Events.*
- b. Judges will sit at the designated 3 or 5 match area side-lines. There may be 3-Judge areas designated for eliminating rounds followed by a 5-Judge area for Finals, etc.
- c. There will be no communication between Judges, unless for 'technical' clarification etc. However, final decisions must be made independently.
- d. The blue flag will be held in the left hand and the red flag is to be held in the right.
- e. Example of Ao and Hikiwake (draw) decision. The position of each Judge's flag is shown below for Ao and Hikiwake (flags crossed). *NB: There will be no 'draws' permitted in the final rounds.*



- f. Three Judge Layout. *Eliminating rounds only.*



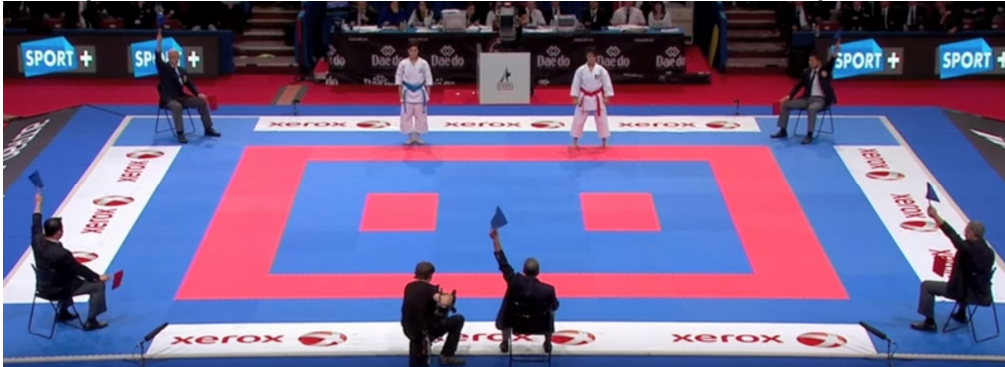
g. Five Judge Layout.



Judge:

- a. The Chief Judge will call the relevant competitor to the match area (Ao followed by Aka). The performer will take up his position at the start point (in kiritsu), name his Kata of choice, and take up the relevant 'yohi' position. The performer will complete his Kata (assume yamae, naore, tachi-rei), and then return to the 'outside' area of the mat.
- b. When both competitors have completed their Kata, the Chief Judge will then call "Hantei". *This will be the signal for the competitors to position themselves, facing the Chief Judge, in preparation for judgement. Chief Judge may also call "Shugo" prior to "Hantei" for competitors to place themselves in the correct position prior to Judges' decisions.*
- c. The Chief Judge will then blow his whistle; this will be the signal for **all judges** to display their favoured Kata performer with either the Aka or Ao

- flag/card (or, in eliminating rounds only, both flags crossed to signal a 'draw'). NB: There will be no 'draws' permitted in the final rounds.
- d. **All Judges must display their flag for a decision immediately upon the first whistle**, whereupon the administration will call the scores, the judges will then return the flags upon their laps upon the second whistle. The Table Administration will then record the decision and take the necessary procedures for match continuation.
  - e. The Chief Judge *may* show the flag of the relevant winner, at this point, by also calling "Aka (Aoi) no Kachi" for confirmation of the unanimous decision.
  - f. This process will continue until consideration/s of the finals procedure/s.



Standard Kata Categories. (More categories may be included if/when necessary. Refer to relevant event application form):

1. Age 9 and under mixed.
2. Age 10 to 12 mixed up to and including 4<sup>th</sup> kyu.
3. Age 10 to 12 mixed 3<sup>rd</sup> kyu and above.
4. Age 13 to 15 mixed up to and including 4<sup>th</sup> kyu.
5. Age 13 to 15 Girls 3<sup>rd</sup> kyu and above.
6. Age 13 to 15 Boys 3<sup>rd</sup> kyu and above.
7. Team Category. Two or Three Team competitors of any age (Junior up to 15, Senior 16 & above), grade and gender.

Categories are subject to availability. Competitors may be transferred to another category without notice if certain categories are insufficiently supported.

## INJURY

In the event of an injury to a contestant, the Chief Judge shall HALT the match and call for MEDICAL ASSISTANCE. In the event that a competitor is unable to continue, the Chief Judge shall suspend/terminate the match. In the event of injury where a competitor is unable to continue, the individual/team shall be disqualified.

## Injuries.

Competitors must be in a personal peak condition on day of competition. In the event of prior injuries, whether temporarily or permanent, individuals will not be permitted to compete in any event at any level until the temporary injury has been 'cleared' by a physician. Permanent injuries will require individual assessment prior to competitive training progression.

TERMS AND MEANINGS USED BY THE CHIEF JUDGE/REFEREE

TERM	MEANING
Shomen-ni-rei	Bow to the front/Kamiza area and /or honoured guests.
Shinpandan-ni-rei	Bow to the Chief [Area] Judge.
Fukushin-ni-rei	Bow to the Judge/s.
Otaga-ni-rei	Bow to each other.
Hadjime	Start
Yohi	Prepare, become ready.
Yamae	Stop (assume Yohi).
Aka	Red.
Ao/Aoi	Blue.
Aka (Ao) no-kachi	Victory to the red (blue).
Hantei	Balance, calling for a decision.
Hikiwake	Draw.
Fukushin-shugo	Calling the Judges. <i>Assemble/summon the Judges.</i>
Ao (aka) hansoku, aka (ao) no-kachi	Foul by blue (red), victory to red (blue).
Ao (aka) no-kikken-niyori, aka (ao) no-kachi	Victory by red (blue), due to renunciation by blue (red).