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| **Examination Paper for new and existing WKC Judges & Referee’s – BELGRADE 2019** |
| **NAME COUNTRY FEDERATION** |
| 1. A Jodan kick will always score Ippon.
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| 1. Encho-sen must be decided on a "first to score" basis.
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| 1. A competitor who delivers a scoring chudan kick will be awarded the score even if the opponent holds
 |
|  the kick into the body. |
| 1. If a contestant remains focussed but turns his body slightly away from his opponent after scoring he is still
 |
|  considered to have Zanshin. |
| 1. The opinion of the referee shall always take precedence.
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| 1. A technique that fulfils 50% of scoring criteria will score Waza-ari but not Ippon.
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| 1. Shobu Sanbon and Shobu Ippon have the same scoring criteria.
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| 1. To show respect competitors should touch hands at the start of every bout after the Referee calls Hajime.
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| 1. If after Yame, 2 Judges signal Torimasen, another Judge Aka and another Judge Shiro
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|  the Referee can award a score to Aka. |
| 1. If in a combination, the first score is worth an Ippon and the second a Waza-ari both shall be awarded.
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| 1. A judge must raise his flag and blow his whistle immediately he notices a score.
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| 1. The use of bandages is permitted only if approved by the team doctor.
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| 1. In Children’s Kumite Shobu Sanbon, shin pads are not allowed.
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| 1. A kick to the groin will not be penalised if the kick was accidental.
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| 1. Attacks to the throat are permitted.
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| 1. When a Judge is not sure if the technique actually arrived at the scoring area he should signal Torimasen.
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| 1. The Referee can call all 4 Judges up to discuss whether a score should be given or not.
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| 1. A penalty or warning will always be given for contact to the head in U16yr old bouts.
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| 1. If the 3rd member of a team refuses to fight on the instructions of the coach the team can be disqualified.
2. The Arbitrator when he clearly sees a contravention of the Rules can stop the match.
3. If a team match is drawn (both wins and scores), two substitutes must fight off.
4. The length of a karate-gi jacket sleeve must be no longer than the bend of the wrist.
5. Enchosen can be used in team matches.
6. According to the Rules the Referee can stop the bout any time he wishes.
7. The contestant who has scored the most in an individual bout at the "time-up" bell may not always

be declared the winner.1. The Time-up bell signals the end of all scoring and penalising opportunities.
2. For 14-15yrs old competitors only light contact is permitted to the head in Kumite.
3. Competitors must always be within the fighting area to gain scores or be scored on.
4. Ashi–Barai is a legitimate technique event when it is not followed up.
5. In the case of a draw in an individual match, the bout must immediately go to Enchosen.
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| 1. Soremade means: a. Technique missed. b. End of the match.
2. Uke Imasu means: a. Technique blocked. b. Technique missed.
3. Yowai means: a. Technique too weak b. Technique too strong
4. Awasete Ippon: a. Three Ippons. b. Two waza-ari's having a value of one Ippon
5. Encho-sen means: a. Extension of the match. b. New match.
6. Ato Shibaraku means: a. Private Warning. b. 30 seconds to go.
7. Hantei means: a. Decision. b. Disqualification.

 **List the 6 criteria for a score.**1.
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1.

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| **List 4 Prohibited Actions and 4 Prohibited Behaviours:**

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| 1 |
| 2 |
| 3 |
| 4 |
| **1** |
| **2** |
| **3** |
| **4** |

 /51

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| **Kata:** |
| 1. It is the coach's/competitor's responsibility to ensure the kata being performed is correct in that round.
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| 1. Stances and Degree of Technical Difficulty are performance criteria in kata competition.
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| 1. Delivering a technique before the body transition is completed is considered acceptable.
2. The person who scores the lowest mark in the Sentei round will be first to perform in the Tokui round.
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| 1. For an obvious hesitation in the execution of the kata 0.2 will be deducted from the score.
2. Correct Form is not a performance criterion in kata competition.
3. Stances used by a contestant from a different style being demonstrated can disqualify the contestant.
4. Power must be used in the performance of Kata.
5. Undue delays and theatrical performances will be marked down.
6. External cues such as forced exhalation of breath, chest slapping, foot stamping from the contestant or

a member of his team will attract a penalty of 0.2.1. A contestant can perform a Pinan Kata in the Final if he/she has not performed it earlier in the competition.
2. Performing the wrong kata announced will lead to disqualification.
3. Slight variations of the kata are permitted depending on the country you come from.
4. Trousers of a karate-gi in kata competition must be shorter than that required for Kumite competition.
5. In the case of a draw in a kata competition you should add back the lowest score that was dispensed with to

determine the winner.1. A competitor must bow on entering the Tatami, bow to the Chief Judge arriving at the start position,

bow after receiving the score and bow on exiting the Tatami. |

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| Name 8 basic performance criteria that must appear in a kata performance. |
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| 1 |
| 2 |
| 3 |
| 4 |
| 5 |
| 6 |
| 7 |
| 8 |
|  |
|  /24 |
| Grand Total /75 |

**Please provide the translation for the following:**

**Criteria for a Score**

1. Good form
2. Correct attitude
3. Strong vigour
4. Zanshin
5. Proper timing
6. Correct distance

**Prohibited Actions**

1. Uncontrolled attacks

2. Techniques which make excessive contact

3. Attacks to the arms, legs, joints and insteps.

4. Attacks to the groin.

5. Attacks with open-handed techniques to the face, Empi Uchi, Hiza Geri, and Atama Uchi.

6. Attacks, which *make contact* with the throat.

7. Purposeless grabbing.

8. Dangerous throws.

9. A contestant who is disqualified a second time for causing injury

**Prohibited Behaviours**

1. Fail to comply with the orders of the Referee.

2. Time-wasting.

3. Any unsporting behaviour such as verbal abuse, provocation or needless utterances.

4. Any behaviour likely to bring Karate into disrepute (this includes coaches and manager or anybody connected with the contestant).

5. Mubobi

6. Exaggerated actions and/or reactions (i.e. faking of injury).