# Chito-Ryu Karate-Do 



## Table Officials

Training Handbook
(Revised March 2017)

Kata Competition Organisation<br>(Based on ICKFA tournament rules.)

Competitors are called into the ring one at a time to perform their kata and are scored by the referees.

If there are 16 or more competitors there will be 3 rounds. The top 8 competitors will progress to the second round. The top 4 competitors from the second round will will progress to the final round.

## Kata Table Officials (3 people)

- Kata Announcer (Head Table Official)
- Kata Score Keeper (2 people)

Before You Start: Review the schedule and identify when you or your family members are competing. Try and arrange early on for other members to replace you temporarily or participate in shifts so that you can enjoy the competition. If you need help to do this please speak with your leading team member.


## Kata Announcer (Head Table Official)

- Oversee scorers and assist when needed.
- Announce competitors. Current competitor and next competitor.
- Call out scores with loud and clear voice starting with the head judge and going clockwise around the ring. (refer to diagram)
- Double check scoring along the way as much as possible
- Double check the rankings at the end of the round
- Give the next round or top 3 competitor list to the head judge as soon as possible once checked


## Kata Scorers (2 people)

- Record the name of the kata being performed by each competitor, to ensure that the kata is not repeated in the next round or as a tie-breaker performance (if required). If a kata is repeated from one round to the next, the scorer should notify the head referee.
- Record the scores as they are called out by the announcer.
- If there are 5 judges - remove the highest and lowest score and add up the remaining 3 scores and record the total on the score sheet.
- At the end of the round rank all competitors from highest to lowest score as per the instructions on the score sheets.
- In the case tied scores, the lowest of the remaining scores are compared. If a tie remains, the highest of the remaining scores are compared. If there is still a tie an additional kata will be performed.
- Scores do not accumulate from one round to the next.
- Competitors who progress to next round(s) will compete in the same order as the previous round.
- Any questions please speak with your head table official. In the case your head table official is unable to help refer to the head referee.


## Kata - Table Official Panel

Announcer - The announcer will call competitors into the ring and have the next competitor standing by ready to go. After the kata is performed, the announcer will call out all of the scores starting with the head referee and working clockwise around the ring until all scores are called out.

Score Keeper ( 2 people) - The score keepers will record and tally up the scores and at the end of the round determine either who has progressed to the next round and rank competitors.

## Kata - Scoring Overview

Be sure to record kata name, as the same kata cannot be performed in consecutive rounds.
Record all 5 scores remove the highest and lowest score and add up the remaining 3 scores.
In case of tie, compare lowest of the remaining scores.
If a tie remains, compare highest of the remaining scores.
If a tie still remains, tied players must perform another kata, different than the previous round.

## Chito-Ryu Kata Names

| Basic Kata |  |
| :---: | :--- |
| KD1 | Kihon Dosa Ichi |
| KD2 | Kihon Dosa Ni |
| KD3 | Kihon Dosa San |
| KD4 | Kihon Dosa Yon |
| ZK | Zenshin Kotai |
| SHW | Shi Ho Wari |
| KK1 | Kihon Kata Ichi |
| KK2 | Kihon Kata Ni |
| KK3 | Kihon Kata San |
| SMH | Seiken no Migi Hidari |
| Enpi | Enpi no Kata |
| 27 | Ni Ju Shichi Te Waza |
| Shime | Shime no Kata |


| Senior Kata |  |
| :---: | :--- |
| 1 | Shihohai |
| 2 | Seisan |
| 3 | Niseishi (dai) |
| 4 | Bassai |
| 5 | Chinto |
| 6 | Sochin |
| 7 | Tenshin |
| 8 | Rohai (sho/dai) |
| 9 | Sanshiryu |
| 10 | Kusanku |
| 11 | Ryushan |
| 12 | Sanchin |

## Kata Score Sheet

## 1-4 competitors. 1 round only.

$5-15$ competitors. 2 rounds. Top 4 progress to final round.
$16+$ competitors. 3 rounds. Top 8 to second round, then top 4 to final round.

If 5 judges, remove the highest and lowest score and add the remaining 3 scores.
In case of tie, compare lowest of the remaining scores.
If a tie remains, compare highest of the remaining scores.
If a tie still remains, a tie-breaker kata performance may be required.

|  | Dojo | Kata | Score 1 | Score 2 | Score 3 | Score 4 | Score 5 | Total | Place |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 1 |  |  |  |  |  |  |  |  |  |
| 2 |  |  |  |  |  |  |  |  |  |
| 3 |  |  |  |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |  |  |  |
| 5 |  |  |  |  |  |  |  |  |  |
| 6 |  |  |  |  |  |  |  |  |  |
| 7 |  |  |  |  |  |  |  |  |  |
| 8 |  |  |  |  |  |  |  |  |  |
| 9 |  |  |  |  |  |  |  |  |  |
| 10 |  |  |  |  |  |  |  |  |  |
| 11 |  |  |  |  |  |  |  |  |  |
| 12 |  |  |  |  |  |  |  |  |  |
| 13 |  |  |  |  |  |  |  |  |  |
| 14 |  |  |  |  |  |  |  |  |  |
| 15 |  |  |  |  |  |  |  |  |  |
| 16 |  |  |  |  |  |  |  |  |  |
| 17 |  |  |  |  |  |  |  |  |  |
| 18 |  |  |  |  |  |  |  |  |  |
| 19 |  |  |  |  |  |  |  |  |  |
| 20 |  |  |  |  |  |  |  |  |  |

## Kata Score Sheet (Example)

1-4 competitors. 1 round only.
$5-15$ competitors. 2 rounds. Top 4 progress to final round.
$16+$ competitors. 3 rounds. Top 8 to second round, then top 4 to final round.

If 5 judges, remove the highest and lowest score and add the remaining 3 scores.
In case of tie, compare lowest of the remaining scores.
If a tie remains, compare highest of the remaining scores.
If a tie still remains, a tie-breaker kata performance may be required.

| Name | Dojo | Kata | Score 1 | Score 2 | Score 3 Score 4 | Score | Total | Place |  |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Daffy Duck |  |  | 6.05 | 6.15 | 5.95 | 5.90 | 6.15 | 18.15 | $7^{\text {th }}$ |
| Mickey Mouse |  |  | 6.00 | 6.30 | 6.00 | 6.05 | 6.10 | 18.15 | $=5^{\text {th }}$ |
| Roger Ramjet |  |  | 6.25 | 6.10 | 6.05 | 5.90 | 6.00 | 18.15 | $=5^{\text {th }}$ |
| Peter Pan |  |  | 6.10 | 6.15 | 6.05 | 6.20 | 6.00 | 18.30 | $1^{\text {st }}$ |
| Danger Mouse |  |  | 5.70 | 5.95 | 6.35 | 6.30 | 5.95 | 18.20 | $=3^{\text {rd }}$ |
| Iron Man |  |  | 5.65 | 5.75 | 6.35 | 6.35 | 6.20 | 18.30 | $2^{\text {nd }}$ |
| Sponge Bob |  |  | 5.95 | 6.35 | 6.30 | 5.95 | 5.85 | 18.20 | $=3^{\text {rd }}$ |
|  |  |  |  |  |  |  |  |  |  |


| Tie Breaker |  |  |  |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Danger Mouse |  |  | 6.00 | 6.20 | 6.20 | 6.10 | 6.30 | 18.50 | $4^{\text {th }}$ |
| Sponge Bob |  |  | 5.90 | 6.15 | 6.10 | 6.25 | 6.25 | 18.50 | $3^{\text {rd }}$ |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |

Kumite Competition Organisation<br>(Based on ICKFA tournament rules.)

Competitors are called into the ring two at a time and a bout is conducted to determine a winner. When a winner is determined by the judging panel, the winner will progress to the next round of competition and the loser will be eliminated from the draw.

Team Kumite: The winning team will be the team with the most individual wins. In the case of equal number of wins on each team, the total number of points scored by competitors from each team will be tallied. The team with the most total points wins.

## Kumite \& Kumite Tag Table Officials (4 people)

- Kumite Announcer + Draws (Head Table Official)
- Kumite Scorer + Score Card (2 people)
- Kumite Time Keeper


Before You Start: Review the schedule and identify when your family members are competing and/or yourself. Try and arrange early on for other members to replace you temporarily or participate in shifts so that you can enjoy the competition. If you need help to do this please speak with your leading team member.

## Kumite Announcer + Draws (Head Table Official)

- Oversee scorers and time keeper and assist when needed. If there is confusion and scorers are falling behind referees - blow whistle to get referees attention. Request referees to slow down signals and a pause before recommencing matches + assist scorers/time keeper etc.
- Communicate with runners of what you need them to do and have them report back to you ready for next instructions (it is their job to support you in the competition area)
- Announce current match and the next match (have runners make sure that competitors are ready on the correct side of the ring and identified as either aka/red or shiro/white)
- Instruct the time keeper when to record the 1 minute break if a competitor has 2 consecutive matches (and announce to competitors, referees, spectators)
- Record the winners on the draw accurately
- Record the top 3 winners in the sections provided and give to tournament director at the conclusion of the event.

The head table official should be familiar with different draw formats and event types used in kumite.

- Single elimination (with or without repercharge)
- Double elimination
- Round robin (3 competitors)
- Team kumite


## Kumite Scorer + Score Card

- Record the scores and penalties as awarded by the referee. If referees are scoring too quickly and you aren't keeping up please get the referees attention by asking the time keeper to blow the whistle (preferably before the match has recommenced)
- Flip the score cards over to show spectators, referees and competitors the progressive score throughout the match
- Be sure to flip the score cards back to "0" at the end of the match


## Kumite Time Keeper

- Start the time at the beginning of the match when the referee calls out, "shobu sanbon hajime"
- Stop the time when referee calls "yame" (You'll notice competitors stop match)
- Resume time when referee calls "tsuzukete hajime" (you'll see competitors move forward off their line)
- The match time for the adult kumite divisions is TWO minutes in the preliminary and semi-final rounds and THREE minutes in the final round.
- The match time for the master's division is TWO minutes for all rounds (including
- the final round).
- The match time for the junior divisions is $\mathbf{1 . 5}$ minutes in the preliminary and semi-final rounds and TWO minutes in the final round.
- Overtime is ONE minute. The first competitor to score a point (ippon) will be declared the winner.
- When there is 30 seconds remaining in the match, ring the bell/buzzer or if no bell available, call out " 30 seconds" in a loud voice.
- At the end of match time, ring the bell/buzzer twice or if no bell/buzzer available, call out "time" in a loud voice.



|  | Match 1 Points | Match 2 Points | Total Points |
| ---: | :---: | :---: | :---: |
| $(1)$ |  |  |  |
| $(2)$ |  |  |  |
| $(3)$ |  |  |  |

The competitor with the most wins will be the winner.
In the case where each of the 3 competitors have a win each, the placings in the event will be determined by count-back. In a count-back, the competitor who scored the most total points from their matches will be the declared the winner. If there is still no winner, it will be a vote from the judging panel.



| SHIRO | Kumite Score Sheet |  |  |  |  |  |  |  | AKA |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Name: |  |  |  |  | Name: |  |  |  |  |
| C | J | M | Score | Result | Score | C | J | M |  |
| HC | JC | MC |  |  | I | HC | JC | MC |  |
| H | JH | MH |  |  |  | H | JH | MH |  |


| SHIRO | Kumite Score Sheet |  |  |  |  |  |  |  | AKA |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Name: |  |  |  |  | Name: |  |  |  |  |
| C | J | M | Score | Result | Score | C | J | M |  |
| HC | JC | MC |  |  | 仡 | HC | JC | MC |  |
| H | JH | MH |  |  |  | H | JH | MH |  |




| SHIRO | Kumite Score Sheet |  |  |  |  |  |  |  | AKA |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Name: |  |  |  |  | Name: |  |  |  |  |
| C | J | M | Score | Result | Score | C | J | M |  |
| HC | JC | MC |  |  |  | HC | JC | MC |  |
| H | JH | MH |  |  |  | H | JH | MH |  |


| SHIRO | Kumite Score Sheet |  |  |  |  |  |  |  | AKA |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  |  | Name: |  |  |  |  |
| C | $J$ | M | Score | Result | Score | C | $J$ | M |  |
| HC | JC | MC |  |  |  | HC | JC | MC |  |
| H | JH | MH |  |  |  | H | JH | MH |  |




| SHIRO | Kumite Score Sheet |  |  |  |  |  |  |  | AKA |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Name: |  |  |  |  | Name: |  |  |  |  |
| C | J | M | Score | Result | Score | C | J | M |  |
| HC | JC | MC | , |  | , | HC | JC | MC |  |
| H | JH | MH |  |  |  | H | JH | MH |  |

