

American Jujitsu Institute



Official Jujitsu Contest Rules

March 1st, 1993

Preface

This booklet details the official rules for the Jujitsu Kata Contest of the Ohana 2001 National Jujitsu Kata Tournament, as sanctioned by the American Jujitsu Institute.. The Institute is a Non-Profit Educational Institution and a registered corporation of the State of Hawaii.

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Official Rules

PURPOSE

The purpose of this competition is to promote a competitive spirit amongst the different organizations within and outside of the AJI. With a specific set of rules and guidelines the AJI furthers an atmosphere of sportsmanship and wholesome competitiveness, and develops a safe environment in which students of all abilities can compete on an equal basis

GENERAL DESCRIPTION

In this “forms” competition, two-person teams will compete against other teams of similar age and ability. There are required and open techniques which will be graded by a panel of three judges. Points are awarded based upon execution, form, general presentation, timing, and other considerations which may be specific to the techniques being performed. The highest point total wins. There shall also be an official scorer and a runner who's duties are outlined later.

CONTEST AREA

- The contest area shall be no less than twenty (20) feet square. There shall be two markings six (6) to eight (8) feet apart and equidistant from the center. The competitors will use these markings to present themselves before the judges, prior to their performance.
- The entire mat area shall be marked to denote the boundaries. During the contest, contestants are prohibited from crossing over the boundaries.
- Each contest area shall have one table at the front with three (3) chairs for the judges.

ATTIRE

- All competitors shall wear complete martial art uniforms which shall include a jacket, pants and an obi (belt).
- Hakama (divided skirt) may only be worn within the Black Belt divisions.
- All female competitors shall wear a t-shirt or something similar under the uniform jacket.
- Uniforms must be neat and clean.

- No jewelry shall be worn during the performance. Exclusions to this rule are permanently attached jewelry or medic-alert bracelets. Contestants shall insure that the jewelry is taped over to prevent snagging of injury to him/herself and others.

Competitor Safety

- Any injury shall immediately be brought to the attention of the head judge by the contestant or a representative of his/her school. The head judge shall, confer with the other judges in an attempt to determine the extent of the injury. The decision to allow the competitor to continue shall be the sole responsibility of the head judge. His decision is final and there is no appeal.
- Injuries which were sustained prior to actual competition shall be brought to the attention of the tournament director prior to the beginning of the contest. If the competitor is unable to compete, the entrance fee shall be refunded immediately in full. The tournament directors decision is final.

FORMAT

Divisions

Juniors, Youth, Adult and Black Belt.

Age Requirements

Juniors

5 thru 7 years

8 thru 9 years

10 thru 11 years

Youth

12 thru 13 years

14 thru 15 years

16 thru 17 years

Adults

18 and older

Divisions - Juniors and Youth

Novice

Intermediate

Advanced

The AJI does not recognize black belt ranks for anyone under the age of 16. Junior Black belts shall

compete with the Advanced Division.

Divisions - Adults and Black Belts

Beginner	6 th Kyu and above
Novice	5 th Kyu
Intermediate	4 th Kyu
Advanced	3 rd Kyu
Advanced	2 nd Kyu
Advanced	1 st Kyu
Black Belts	Shodan
Black Belts	Nidan
Black Belts	Sandan
Black Belts	Yondan and above

The contestant's age shall be determined at the date of the contest. That is, the competitor shall compete at the age group level which reflects his age on the date of the contest.

The AJI does not recognize anyone holding a rank of Shodan or higher who is under the age of sixteen (16) years. Thus, no one will be allowed to compete in the black belt division who is under sixteen (16) years of age.

- All entrants shall compete as a team within their respective divisions. A single entrant is permissible provided no partner is available. A school may not field 2 single entries when the two are within the same division. The single entrant shall provide his own "uke" who shall be the recipient of his techniques. The single entrant's partner must be of the same or lesser rank, must be within the same age division (ie. Youth, Junior, adults) and must perform all of the techniques him/herself. In the event the single entrant places within the top three, the uke receives no award. There is no fee for the uke.
- It shall be the responsibility of the school head or the appointed designee to assign students to a division which corresponds to the age and skill level of the student.
- Two persons of different age and skill levels may compete as a team provided they compete at the highest age group and highest level of the two. In no event shall the older person be more than one (1) age group level higher. (ie: 13 and 15 is ok. 13 and 16 is not!)
- No competitor (*Excluding 16-17 year old black belts*) classified as a Junior or Youth shall be

- allowed to compete in any adult division.
- Black Belts who are 16 and 17 years of age, shall compete in the respective black belt division corresponding to their rank. They may not compete nor participate as an uke in the Youth divisions.
- An entrant can compete only once and in one event only. He may however, act as an uke as many times as needed, provided he/she meets the criteria set forth in the rules.
- Participants must compete at their highest level in their division. Except in the case outlined earlier concerning two people in different age groups and below, competitors are not allowed to compete in a higher age group.
- If there are not enough competitors in a division, the division will be canceled and the remaining participants shall be given the option of moving to the next higher level, or receive a refund.

Techniques & Terms

This section is presented for clarification for those martial artists who are not familiar with terms used in Kodokan /Danzan Ryu Jujitsu.

Sutemi	Rolling and Falling Techniques Strength or Tumbling Techniques may be used.
Yawara	Hand arts, wrist locks, hand escapes Techniques where the major part of the art is performed using the hands.
Nage	Throwing Techniques Techniques where the actor causes the opponent to land on the ground with some force.
Shime	Constriction Techniques Techniques which the actor causes the restriction of movement to the opponents body, limbs or breathing. ie. Armbars, legbars, chokes etc..
Oku	Combination Techniques A combination of more than one art whereby the transition between movements are noticeable and smooth.

Shinen	Advanced Techniques The level of difficulty and sophistication demonstrated is beyond that of the novice and intermediate competitor.
Weapon Techniques	One or both competitors may utilize weapon(s) during the performance.
Multiple Attack Techniques	Must involve the performer(s) defending against more than one attacker. Weapons are permitted.
Reverse Techniques	A performance of a technique already done, however, from the opposite or reversed side. Does not apply to combat scenes or multiple attacks.
Combat Scene	May involve 1 or more attackers and may include weapons. The performer(s) must demonstrate at least five (5) distinctively different techniques.

Performances

- Techniques shall be performed with the reality and speed which demonstrates a realistic confrontation.
- The combat scene shall have no less than five (5) separate and discernable techniques but may have as many as desired.
- While we realize that vocalization can make certain techniques such as combat scenes, more realistic, vocalization by the competitors shall be kept to a minimum and only for the purpose of advancing a technique. In no case shall vulgarity, profanity or loud choreographed arguments be permitted. If the head judge determines that the vocalization was excessive, he shall instruct the performers to redo the technique without the vocalization and the competitors shall comply and suffer no penalty or reduction in scoring. Further, no more vocalization shall be used by the competitor for the rest of his/her routine. (*This does not apply to the “Kiai”*)

Duties

Scorer

The scorer shall be appointed by the tournament director. The official scorer shall tabulate all scores from judge's score sheets. The final score of any competitor or team shall be the total score of the three

judges, minus any penalty points. The scorer shall then compile placings for every age group and division.

Runner

The runner shall be appointed by the tournament director. The runner is responsible for handing out score sheets to the judges and returning them to the scorer's table upon completion of every performance. The Runner shall insure that the head judge's score sheet shall be the top most sheet delivered to the scorer.

Head Judge

- The head judge shall insure that proper etiquette is adhered to by all judges and competitors. For each division called, the head judge shall line up the competitors towards the rear of the competition area. All judges shall assemble at the judges table. The head judge shall welcome the competitors and have them bow-in. Any last minute instructions can be made at this point. He shall have the competitors sit, then begin the contest. The Runner will present him with the contestant list and score sheets.
- The head judge will call out the competitors. After each competitor presents himself the head judge shall give him the signal to begin.
- Upon completion of the technique, the head judge shall score the competitors then signal them to return to their seated position. This process will continue until all competitors for that division have performed.
- When the division is completed he shall stand the competitors up, reassemble the judges at the front, then have them bow again before dismissing the competitors.

Competitors

- Competitors are expected to follow etiquette as outlined herein. After the bow-in, each competitor shall remain seated at the rear of the competition area until his/her name is called by the head judge. The competitors shall stand, straighten their uniforms if necessary, then bow before entering onto the competition area. The competitors shall approach the head judge and bow once again as they present themselves.
- Once given the signal to begin, the competitors shall position themselves accordingly. They should position themselves so that the judges will have an optimum view of their performance. It is their responsibility to make certain that the judges view their efforts from the best angle.

Upon completion of the performance the competitors shall await the signal to return to their seats from the head judge. Once the signal is received, the competitor shall once again bow to the head judge then return to his seating area. The competitor shall bow once again towards the mat before sitting.

- Props or weapons must be presented to the head judge for inspection prior to the performance.

Scoring

- Scoring shall be based on a ten (10) point system, that is, 10 points is the highest a team can score. Scoring below 10 points shall be by the decimal system to the tenth of a point. Example: 7.5 9.7 8.2 etc...
- The average score shall be seven (7). This number shall be considered the **starting point of all scoring**. If a performance is better than average, the score may be higher. If the performance is below par, then the score may be lower. If a team completes a technique the score given shall **not** be lower than six (6). A score lower than six (6) is permitted only if the person or team fails to complete a technique.
- The performers shall be judged on etiquette, total presentation, execution, technique, style and difficulty. Scoring begins when the competitors names are called and the competitors present themselves to the head judge. (*See Competitor's Requirements.*) Attire is part of the total presentation.
- In the event of a mistake, a competitor may request to perform a technique over again. The request **shall** be approved by the head judge. The performance shall be scored as **normal, without penalty**. A notation will be made on the score sheet by the **head judge** that the performance was re-done. The wording "redone" shall be written over the technique on the score sheet. A 3 point penalty shall be applied to the final score, *by the scorer and not by the judges.. (Remember to score normally)*
- The head judge may request a technique be redone without penalty.
- When the scoring is completed, the appointed "runner" shall pick up the score sheets from the judges and return them to the scorer's table. The scorer shall add the scores of the three judges. If there are penalties assessed, the penalties shall be deducted to obtain the final score.

■ **Deductions for points**

Competitors shall first be scored normally without deductions. Once completed, judges may assess penalties in accordance with the following:

1. 1 point deduction for stepping out of the designated mat area during the contest.
2. 1 point deduction for inappropriate attire.
3. 1 point deduction for losing control of a weapon or prop, and that weapon or prop, travels beyond the boundaries of the contest area.

All penalty points must be clearly indicated on the score sheet. Judges are not to reduce their scores by the penalty points. This is left to the official scorer. Score normally!

Awards

Awards shall be presented for First, Second and Third Place. Contest directors shall make every effort to present participation certificates, or medals to all competitors.

Team/ School Awards

Team or Dojo awards shall be presented from first through fifth place. Scoring for team awards shall be based on cumulative points earned by each school as assigned by the following schedule:

1 st Place	5 points
2 nd Place	4 Points
3 rd Place	3 Points
4 th Place	2 Points
5 th Place	1 point

Variations

Any variance to any rule or regulation herein, may be given by the tournament director at his sole discretion. *The exception to this is the rule covering Competitor Safety. Any injury sustained after the start of the competition, is guided by the Competitor Safety Rule. Once the head judge determines that a competitor shall not continue, there shall be no recourse.*

The request should be made prior to the beginning of the contest. Tournament Director shall notify the

head judge as soon as practical.

The purpose of this rule is to allow the Tournament Director to handle unforeseen problems which may arise and not to show favoritism or bias.

Grievances

Grievances for which there is an appeal, must be made by the head of the grieved school to the Tournament Director, in writing within fifteen (15) days after the event. All pertinent information must be contained within. The Tournament Director shall conduct an immediate investigation and present the findings to the AJI Board of Directors within 30 days of receipt of the grievance. The decisions of Board of Directors is final and shall be made in writing. The board shall respond in writing within 10 days after a decision is made.

Formalities

The Tournament Director shall open and close all contest following established protocol. He shall line participants up at the back of the contest area, facing the head judge(s), senior ranking officials and other dignitaries.

Proper protocol calls for a welcome address, recognition of officials and dignitaries, and a brief thank-you to all for competing and/or being present. A moment of silence in tribute to Prof. Henry Okazaki shall be honored. Standard “bow-in” procedures shall be followed.

After the contest, he shall once again line up the contestants and thank everyone for participating and or assisting in the event. There shall be closing remarks and thank-you's to all. The ceremony shall end with a bow.

Presentation of Awards

Awards are to be presented at the end of the contest. If there is a large turnout, the Tournament Director may elect to present awards after each age group is completed. The method of presentation is left to the discretion of the Tournament Director.

Certification of Judges

The certification of judges is of paramount importance in order to facilitate a fair and honest

competition. The AJI strives to perfect it's ideals of equality and fairness in it's judges. What follows are guidelines for certification of judges.

Prerequisites

- Persons must have the desire to perform as a judge and devote the necessary time.
- Persons must have the desire to shun personal biases in order to facilitate fairness and impartiality in competition.
- Persons must have the desire and ability to uphold the integrity and responsibility of the position of judge.

Requirements

- At least 18 years of age.
- At least a Brown Belt for local and regional judging.
- At least a Black Belt rank for national level judging.
- Pass a written examination.
- Attend a clinic presented by an AJI official.

Specifics

Candidates must accrue points in the following manner.

- ½ point for each year candidate has been a brown belt.
- 1 point for each black belt rank attained.
- 1 point for each year candidate has taught, or assisted in teaching.
- 1 point for each contest previously judged in.
- 1 point for every year that candidate has been a black belt.

Based on the above point system, candidates may judge in the following capacity:

Level 1 5-10 points	All divisions below Black Belt
Level 2 11-20	Shodan & Below
Level 3 21-30	Sandan & Below
Level 4 31-40	Rokudan
Level 5 41 and Over	All Levels

AJI Certification Board

Professor Francisco Limbago

Sensei Daniel Saragosa

Sensei Zane Graham

Sensei Ken Eddy

Prof. Samuel Luke

Certificates

Judges shall be issued a certificates indicating their qualifications and judging level as soon as practical after satisfactory completion of the listed requirements.

It shall be the responsibility of each candidate, or judge, to submit in writing, a yearly update of their accomplishments in order to increase their judging level. A new certificate will be issued with every increase in level.