

SEIDO Karate Wellington Region Juniors Tournament 2021

Saturday 7th AUGUST 2021 – St Oran’s College, Lower Hutt

KATA Competition Rules (Empty Hand and Weapons Kata)

1. The elimination system will be applied: two contestants will perform their kata simultaneously in front of the Judging Panel and the winner of each match advances to the next round
2. In divisions with only three contestants, a round robin will apply: each contestant performs against each other. If all contestants win one match, the winner will be the one with the highest flag count in total.
3. There will be a play off for third in all other cases.
4. Contestants between 10th and 5th kyu (ie. white belts, blue belts and yellow belts) **may repeat** the same kata in consecutive rounds.
5. Contestants at 4th kyu (green belt) and above **may not repeat** the same kata in consecutive rounds, eg round 1 – Seido 3, round 2 – Pinan 3, round 3 – Seido 3 or another permissible kata.
6. The table below lists the permissible kata for each grade. Contestants who have graded within 3 months of the tournament may perform a kata from the previous grade.
7. Black Belt Dan grade divisions for empty hand and weapons kata. Black Belts may repeat their empty hand and weapons kata in consecutive rounds.

PERMITTED KATA FOR EACH GRADE (Empty Hand and Weapons Kata)

Belt Colour	Kyu Dan	9 to 10 year olds 11 to 12 year olds	7 to 8 year olds	5 to 6 year olds
White	10 th	Sanbon 1,2 Taikyoku 1, Taikyoku 2, Taikyoku 3	Sanbon 1,2 Taikyoku 1, Taikyoku 2	Sanbon 1,2
Adv White	9 th	Sanbon 1,2 Taikyoku 1, Taikyoku 2, Taikyoku 3	Sanbon 1,2 Taikyoku 1, Taikyoku 2	Sanbon 1,2
Blue	8 th	Seido 1, Pinan 1	Seido 1	Taikyoku 1, Taikyoku 2
Adv Blue	7 th	Seido 1, Pinan 1	Seido 1	Taikyoku 1, Taikyoku 2, Taikyoku 3
Yellow	6 th	Seido 2, Pinan 1	Seido 1, Pinan 1	Seido 1
Adv Yellow	5 th	Seido 2, Pinan 1, Pinan 2	Seido 1, Pinan 1	Seido 1
Green	4 th	Seido 2, Seido 3, Pinan 2	Seido 2, Pinan 1, Pinan 2	

Adv Green	3 rd	Seido 3, Pinan 3 Geki sai-dai	Seido 2, Pinan 1, Pinan 2	
Brown	2 nd	Seido 3, Pinan 4, Gekisai-dai, Yansu		
Adv Brown	1 st	Seido 4, Pinan 4, Pinan 5 Yansu, Tsuki-no		
Shodan	1 st Dan	Seido 5, Pinan 5, Tsuki-no, Sai-ha		

JUDGING PANEL

There will be five Judges for each match. Each panel will have a Chief Judge who will control the ring.

CRITERIA FOR DECISION

1. The kata must be performed with competence, and must demonstrate a clear understanding of its traditional principles. In assessing the performance the Judges will look for:
 - a. A realistic demonstration of the kata meaning.
 - b. Good timing, rhythm, speed, balance, and focus of power (KIME).
 - c. Correct and proper use of breathing as an aid to KIME.
 - d. Correct focus of attention and concentration.
 - e. Correct stances with proper tension in the legs, and feet flat on the floor where relevant.
 - f. Proper tension in the abdomen and no bobbing up and down of the hips when moving.
 - g. The performance should also be evaluated with a view to discerning other points such as the difficulty of the kata.
2. A contestant who performs a different kata from that announced or as notified to the Marshall will be disqualified.
3. A contestant who performs an ineligible kata or who repeats a kata in consecutive rounds (4th kyu and above) will be disqualified.

OPERATION OF MATCHES

1. The Marshall will call the contestants by name, first RED tag and then BLUE tag, to the mat perimeter facing the Chief Judge. Following a bow to the Judging Panel, Both BLUE and RED will move to the starting position, clearly announce the name of the kata and perform them. Contestants will return to the starting position and await the decision from the Panel.
2. The Chief Judge will call for a decision, blow a two-tone blast on the whistle and the Judges will cast their votes with their flags.
3. The decision will be for RED or BLUE. No ties are permitted. The contestant with the majority of votes will be declared the winner.
4. The competitors bow to each other, the Judging Panel, and leave the area.
5. If a contestant is disqualified the Chief Judge will cross and uncross the flags.