



2018 International Seido Karate Tournament

Kata Competition Rules

Format

- Open to competitors from white belt to 5th dan (kyoshi) aged 8 and over at the time of competition.
- There are separate divisions for adult male and female. Entrants aged 16 and older at the time of competition will compete in the adult division.
- The youth division is for competitors aged 8 to 15 inclusive at the time of competition. In the youth division male and female divisions may be merged.
- Competitors shodan and above may enter both empty-hand and weapons divisions.
- The primary divisions are:
 - Each colour belt grade to black belt
 - At black belt - shodan, nidan, and sandan empty-hand and weapons
 - Combined 4th and 5th dan division for sensei and kyoshi – empty-hand and weapons
 - Masters division for sandan and above aged 45 or older – empty-hand and weapons
- Competitors must perform a kata from their permissible grade level. An exception may be granted for a competitor who has graded in the 3 months before competition.
- The Tournament Director reserves the right to split or merge divisions depending on the number of participants.
- **The judging panel** - there will be 1 head judge and up to 4 judges for each kata division. Each ring will also have a manager, marshal, and scorekeeper.

Process

1. The marshal will call the contestant who will enter the ring, approach the referee, and announce their name and their kata.
2. The contestant will move back to their starting position and will assume the yoi stance with a loud osu. If the contestant is doing a mokuso kata they will then assume musubi dachi.
3. The head judge will then say “begin” or “hajime” and the competitor will undertake yoi in the appropriate fashion and perform their kata. At the end of the kata the head judge will command “naore” and the competitor will go to yoi stance and await the judges’ decision.
4. Announcing scores:
 - For the first 3 competitors, judges will reserve their score. After the third competitor has completed their kata, judges will score each competitor in turn.
 - Subsequently, each competitor will be scored immediately after their kata.
 - Each judge will hold up their score cards and hand signals, rotate for the spectators and then orientate so the marshal can see them and call them out to the scorekeeper. The score is announced.

Scoring system

1. There is a 7 to 10 point scale.
2. No competitor will be allowed a second performance.
3. Half points will be allotted from 7 to 8 and tenths of a point from 8 to 10. The scale represents:

7	8	9	10
Average	Good	Excellent	Perfect

4. If a contestant makes a mistake at the beginning of the kata, the head judge may allow them to start again. This incurs an automatic one-point deduction and the maximum possible score from any judge is 9.
5. Permissible kata – international rules apply. A competitor who starts an ineligible kata will be stopped and asked to choose a permitted kata.
6. The high and low score for each contestant will be dropped. The remaining scores will then be added for the total score.
7. In the event of a tie for first place only, the system will revert to red/white. The contestants will be fitted with tags and each perform a kata. They may choose to do the same kata or a different one. At the conclusion of both kata, the head judge will say “judges call” and each judge will raise a red or white flag.

Judging criteria

- Correct starting position.
- Demonstration of the kata meaning.
- Good timing, rhythm, speed, balance, and focus of power.
- Correct and proper use of breathing supporting the focus of power.
- Correct focus of attention and concentration.
- Correct stances with proper tension in the legs, and feet flat on the floor.
- Tension in the abdomen and no bobbing up and down of the hips when moving.
- The inherent difficulty of the kata.

Permitted kata

Competitors must perform a kata from their permissible grade level. An exception may be granted for a competitor who has graded in the 3 months before competition.

Belt Colour	Kyu/Dan	Adult	Youth – Age 8 to 15
White	10 th	NA	NA
Adv White	9 th	Taikyoku 1, Taikyoku 2	Taikyoku 1
Blue	8 th	Taikyoku 3, Seido 1	Taikyoku 2, Seido 1
Adv Blue	7 th	Taikyoku 3, Seido 1, Pinan 1	Taikyoku 3
Yellow	6 th	Pinan 2, Seido 2	Seido 2
Adv Yellow	5 th	Pinan 2, Seido 2, Pinan 3, Sanchin	Pinan 1
Green	4 th	Pinan 4, Seido 3, Gekisai-dai	Pinan 2
Adv Green	3 rd	Pinan 4, Seido 3, Yansu	Pinan 3, Sanchin
Brown	2 nd	Pinan 5, Seido 4, Tsuki-no	Seido 3, Gekisai-dai
Adv Brown	1 st	Pinan 5, Seido 4, Sai-ha, Tensho	Pinan 4, Seido 4, Yansu
Shodan	1 st Dan	Gekisai-sho, Seido 5, Sei-inchin Weapons – Bo Chion	Pinan 5, Seido 5, Tsuki-no, Sai-ha
Nidan	2 nd Dan	Koryogojushiho, Weapons - Fusetsu-dai	Tensho, Gekisai-sho, Weapons – Bo Chion
Sandan	3 rd Dan	Kanku, Seido-empi-no-kata-dai Weapons - Fusetsu-sho	NA
Yondan	4 th Dan	Seido-empi-no-kata-sho, Weapons - Fujin, Ganki-dai	NA
Godan	5 th Dan	Seido-empi-no-kata-sho, Weapons – Fujin, Ganki-sho	NA