

KATA Competition Rules and Scoring

1. Competition Area Size: The same as IKO Kumite Regulation

2. Attire: Full Dogi & Belt. Flashy hair pins and hair ties are prohibited. Dark coloured rubber hair ties are allowed.

3. Kata competition: Specific kata must be performed for the first round and 6 finalists are selected. For the final round, the competitor may choose a kata (see selection for each category). The lowest scored competitor from the elimination round begins performing for the final round.

4. Scoring:

- 8.0 is set for the starting score by judges before the performance.
- Points will be deducted according to a competitor's mistake. If the competitor has no point deduction, points would be added.
- Point deductions will be in increments of one-tenth of a point, e.g.: 0.1 ~ 0.2, and additions of one-tenth of a point, e.g.: 0.1~0.4.
- The highest point score achievable for a performance is 10.0, and the lowest is 6.0.
- There will be 5 judges (out of a total judging panel of 7). Eliminate the highest and lowest scores, and total the middle 3 scores to decide the winner. If the scores are tied, the competitor with the highest low score wins. If the low scores are also tied, the competitor with the higher high score wins.
- For the final round, if scores are tied among the top 3 competitors, the competitor with the highest total score from the elimination round wins. If those former scores were also tied, competitors must perform again.

5. Scoring Standard:

- (i) *8.0 is the starting score.*
- (ii) *Points are deducted according to competitor's mistake.*
- (iii) *If there is NO point deduction, points may be added.*
- (iv) *Lowest possible score is 6 and highest possible score is 10*
- (v) *Lowest score of 6 will be given where:*
 - *Competitor does not perform part of the intended kata;*
 - *Stops performing for inordinate length of time and then resumes (a momentary pause should see a deduction of only 0.1 points)*
- (vi) *Disqualification (no score) where:*
 - *Performs wrong kata;*
 - *Stops performing and cannot continue;*
 - *Belt or pants fall off, or uniform becomes overtly disheveled*

MISTAKE	DEDUCTION
1. Balance Off	0.1
2. Imprecise Movement [stance/movement/eye contact]	0.1
3. Over Dramatisation	0.1
4. Inadequate <u>power</u> of stress, <u>speed</u> of technique, or <u>breathing control</u> (Kiai & Ibuki)	0.1
5. Double Movement (Double Step, preparatory movements)	0.1
6. Mistake of Technique (including no kiai or kiai at wrong point)	0.2

7. Repetition of Imprecise Movement	0.2
8. Untidy Attire	0.2
9. Improper Etiquette	0.2
10. Out of Bounds (Jogai)	0.2

ONLY IF NO DEDUCTIONS:

ADDITION	INCREMENT
1. Speed	0.1 – 0.4
2. Power & Kime	0.1 – 0.4
3. Rhythm	0.1 – 0.4
4. Kiai & Spirit	0.1 – 0.4
5. Expression (understanding of technique and imagining opponents)	0.1 – 0.4