# KATA RULES – NORTH ISLAND SEIDO KARATE TOURNAMENT 2017

### ORGANISATION OF COMPETITION (Empty hand and weapons kata)

1. The elimination system will be applied: two contestants perform their kata individually 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 **may repeat** the same kata in consecutive rounds.
5. Contestants at 4th kyu 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 (see the example draw sheet for how this works as contestants advance through the rounds).
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. Junior kata syllabus at each level is shaded in blue.
8. Dan grade divisions for empty hand and weapons kata with only one kata in the grade must first perform the kata from that grade and **then** a kata from a grade lower in the second round, eg a yondan must perform Seido Enpi No Sho **first** then Kanku or Seido Enpi No Dai in the second round; if they advance to the third round, they must do the kata from their own grade. Shodans may repeat their weapon kata (Bo Kata Chion) in consecutive rounds.

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

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| **Belt Colour** | **Kyu/Dan** | **Adult (over 20) Junior (16-19)** | **Youth (12-15)** |
| White | 10th | Taikyoku 1, Taikyoku 2, Taikyoku 3 | Taikyoku 1, Taikyoku 2, Taikyoku 3 |
| Adv White | 9th | Taikyoku 1, Taikyoku 2, Taikyoku 3 | Taikyoku 1, Taikyoku 2, Taikyoku 3 |
| Blue | 8th | Taikyoku 3, Seido 1, Pinan 1 | Taikyoku 3, Seido 1 |
| Adv Blue | 7th | Seido 1, Pinan 1 | Taikyoku 3, Seido 1 |
| Yellow | 6th | Seido 1, Pinan 1  Pinan 2, Seido 2 | Pinan 1, Seido 1  Seido 2 |
| Adv Yellow | 5th | Pinan 2, Seido 2  Pinan 3, Sanchin | Seido 1, Seido 2, Pinan 1 |
| Green | 4th | Pinan 3, Pinan 4, Seido 3, Gekisai-dai, Sanchin | Pinan 2, Seido 2, Seido 3 |
| Adv Green | 3rd | Pinan 4, Seido 3, Gekisai-dai, Yansu | Seido 3, Pinan 2, Pinan 3, Sanchin |
| Brown | 2nd | Pinan 4, Pinan 5,  Seido 3, Seido 4,  Yansu, Tsuki-no | Pinan 4, Seido 3,  Gekisai-dai |
| Adv Brown | 1st | Seido 4, Pinan 5  Tsuki-no, Sai-ha, Tensho | Pinan 4, Seido 4,  Yansu, Tsuki-no |
| Shodan | 1st Dan | Gekisai-sho, Seido 5, Seienchin  Bo Chion (weapons) | Pinan 5, Seido 5, Tsuki-no, Sai-ha |
| Nidan | 2nd Dan | Koryogojushiho, Seido 5, Seienchin, Gekisai-sho  Bo Chion (weapons)  Fusetsu-dai (weapons) | Tensho, Gekisai-sho,  Bo Chion (weapons) |
| Sandan | 3rd Dan | Kanku, Seido-empi-no-kata-dai  Fusetsu-dai (weapons)  Fusetsu-sho (weapons) | NA |
| Yondan | 4th Dan | Seido-empi-no-kata-sho, Kanku, Seido-empi-no-kata-dai  Fujin (weapons)  Sai kata Ganki-dai (weapons) | NA |
| Godan | 5th Dan | Seido Enpi no sho, Seido Enpi no dai, Kanku  Fujin (weapons)  Sai kata Ganki-dai (weapons)  Sai kata Ganki-sho (weapons) | NA |

### JUDGING PANEL

There will be five Judges for each match; some kyu grade matches may have 3 Judges. 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:
2. A realistic demonstration of the kata meaning.
3. Good timing, rhythm, speed, balance, and focus of power (KIME).
4. Correct and proper use of breathing as an aid to KIME.
5. Correct focus of attention and concentration.
6. Correct stances with proper tension in the legs, and feet flat on the floor where relevant.
7. Proper tension in the abdomen and no bobbing up and down of the hips when moving.
8. The performance should also be evaluated with a view to discerning other points such as the difficulty of the kata.
9. A contestant who performs a different kata from that announced or as notified to the Marshall will be disqualified.
10. 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, BLUE will step back out of the match area. RED will move to the starting position, clearly announce the name of the kata and perform it. RED then steps back while BLUE performs his or her kata. Contestants will return to the mat perimeter 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 the kata does not conform to the rules, or there is some other irregularity, the Chief Judge may call the other Judges in order to reach a verdict.
6. If a contestant is disqualified the Chief Judge will cross and uncross the flags.