

AJKA-I

AJKA International

K a r a t e A s s o c i a t i o n



Competition Rules & Regulations

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*****Note: where the masculine term is used, it is intended to represent both masculine and feminine equivalents*****

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Article I. GENERAL COMPETITION RULES

Section 1. Competition Administrative Rules

Part A Competition Structure

- A1 3 types of competition: KATA, KUMITE and KOBUDO
- A2 Each kata and kumite competition will be divided into various categories by age, gender, level, individual and teams.
- A3 Kobudo competition will be divided by age, gender and level.
- A4 Rank categories will be divided by Beginner (7th kyu & below), Novice (6th-4th kyu), Intermediate (3rd-1st kyu), Advanced (Brown and/or Black Belt), Black Belt.
- A5 Age groups will be divided by Cadets (ages 12 & under), Juniors (ages 13-17), Seniors (ages 18-34), Veterans (ages 35 & up).

Part B Competition Area

- B1 Competition area must be flat and devoid of hazards. If matted, competition area should be of suitable size. If unmatted, competition area must be marked with colored tape of appropriate thickness to define boundaries but not affect athlete competition.
- B2 Competition area should be 8 meters x 8 meters with an additional 1 meter of safety on each side.
- B3 For flag kata: 2 lines, each half a meter long, shall be drawn at a distance of 3 meters from each other and 2 meters from the back line.
- B4 For kumite: 2 parallel lines, each 1 meter long, shall be drawn at a distance of 1.5 meters from center of the match area.

Part C Official Attire

- C1 All officials, contestants and coaches must wear the official uniform as prescribed.
- C2 Referee/Judges/Officials: Navy blue blazer, white button-down shirt with short or long sleeves, official AJKA-I tie, solid light grey trousers with no cuffs, solid black socks, AJKA-I patch, black shoes, whistle on black/white cord, absolutely no jewelry.
- C3 Coaches: Team tracksuit top and bottom, tennis shoes and coaching credential in view.
- C4 Contestants: White karate gi jacket and trousers. AJKA-I patch. Jacket length must cover hip at minimum and 3/4 of thigh at maximum. Sleeves must be minimum 1/2 down forearm and wrist at maximum. Trousers must be minimum 2/3 down shin and ankle bone at maximum. Cuffs may not be rolled inside or out. Belts may not hang past the knee. Female competitors may wear a white t-shirt or sports bra underneath the jacket. Long hair may be secured by an elastic hair tie but no metal. No jewelry of any kind is permitted on the contestant.

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Part D Official Protest

- D1 \$100 protest fee must be submitted along with protest form.
- D2 Competitors cannot personally protest against the referee panel. Protests may only be brought by the coach of the team/competitor involved.
- D3 Coaches cannot interfere with the operation of the table by asking for division brackets or explanations. However, coaches can attract the attention of the Kansa and/or Head Referee if there is an administrative error.
- D4 Non-administrative protests can be made by the coach only after the match has concluded. Protests can be made to Chief Referee. In the case which Chief Referee is unavailable Kansa and/or Head Referee can also accept protest.
- D5 All protests should be backed by video, with view of all officials.

Article II. KATA COMPETITION

Section 1. Individual Kata Competition

Part A Regulations

- A1 All competitors must compete in the same age and level for kata and kumite.
- A2 Beginners and Novice competitors must perform a kata between Taikyoku Shodan – Tekki Shodan.
- A3 Intermediate competitors may perform any kata listed for the previous division plus Bassai-Dai, Kanku-Dai, Enpi, Jion, Hangetsu.
- A4 Advanced competitors may perform any kata.
- A5 Black Belt (Senior Division Only) competitors will have 3 rounds: Round 1 Shitei Kata, Round 2 Sentei Kata, Round 3 Tokui Kata.

Part B Procedure

- B1 All kata competition will be using the Single Elimination Flag System, with the exception of the Black Belt division.
- B2 Senior Black Belt kata will utilize the 3 round point system. Round 1 using Flag System / Round 2 using Flag System / Round 3 using scores 7.0-9.0. Round 1 and 2 katas are selected by the head referee.
- B3 In Point System matches, the highest and lowest scores (out of 5) will be dropped. In the case of 3 judges all 3 scores will be accounted for.
- B4 In the case of a tie, the lower (of the remaining scores) will be considered. If a tie still persists, the higher (of the remaining scores) will be considered.
- B5 If a tie persists, the athletes must perform another kata (katas may not be repeated).

Section 2. Team Kata Competition

Part A Regulations

- A1 Team consists of 3-people. Team may be mixed gender.

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Part B Procedure

- B1 Team kata competition will be using scored using the Single Round Point System, utilizing scores 6.0-8.0.
- B2 Members of the team will position outside of the match area when called upon.
- B3 3 competitors must face the referee in the shape of a triangle with its apex closest to the referee.
- B4 Team will clearly announce the name of the kata, then repeated by the referee.
- B5 In case of tie, apply same rules as individual point system kata competition.

Part C Criteria for Decision in Kata Competition

- C1 Criteria for Decision.
 - Basic Performance.
 - Advanced Performance.
 - Occurrence of Mistakes or Poorly Executed Techniques.
- C2 Criteria for Basic Performance.
 - Prescribed kata sequence and techniques.
 - Demonstration of appropriate understanding of kata sequence and techniques.
 - Proper execution of techniques: control of kime, control of extension and contraction, control of speed.
- C3 Criteria for Advanced Performance.
 - Mastery of techniques: direction of movements, stances, coordination, stability.
 - Degree of difficulty/risk: head turning, perfection, harmony, breathing, embusen.
 - Martial attitude: stops, kiai, spirit, eye focus.
 - Artistic and stylish quality of performance: rhythm, ceremony.
- C4 Occurrence of Mistakes or Poorly Executed Techniques.
 - Mistake: incorrect sequence, non-execution of a prescribed technique, execution of a non-prescribed technique.
 - Occurrence of mistake has to be confirmed by the panel of judges
 - Poor Execution.
 - Contestants performing a kata other than that announced by the referee will be disqualified.
 - In the case of flag kata, when a contestant stops or fails to complete the kata they will be disqualified.
 - In the case both contestants stops or fails to complete the katas both will be disqualified.

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Article III. KUMITE COMPETITION

Section 1. Sanbon Kumite (Cadets & Juniors)

Part A Regulations

- A1 All competitors must compete in the same age and level for kata and kumite.
- A2 Competitors must have all mandatory equipment: mouthguard, fist guards, groin protector (men), headgear (cadets).
- A3 Optional Equipment: White shin guards and foot pads, or respective colors to fighting side, chest guard, headgear (juniors).
- A4 The duration of the match will be 90 seconds (stop time).
- A5 In case of tie, Encho-sen (sudden death – 1st point wins) will be utilized, with 1 minute (stop time). All penalties and warnings will be carried over.

Part B Criteria for Scoring and Winning

- B1 Scoring Areas:
 - Head.
 - Face.
 - Neck (including, but not touching, the throat).
 - Abdomen.
 - Chest.
 - Side.
 - Back.
- B2 Criteria:
 - Good form.
 - Correct attitude.
 - Vigorous application.
 - Zanshin.
 - Proper timing.
 - Correct distance.
- B3 Only full points will be awarded.
- B4 Match is won by acquiring 3 full points or by leading in points at the end of time.

Part C Penalties

- C1 There are no points awarded to the opponent for penalties.
- C2 A Hansoku or Kiken will count as the full score for the opponent.
- C3 Penalty Categories:
 - Hansoku (prohibited actions & behaviors. Contact & non-contact penalties).
 - Jogai (out of bounds).
 - Mubobi (defenseless behavior).
 - Shikkaku (disqualification or expulsion from the event/competition).
- C4 Penalty Levels:

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- Chukoku.
- Hansoku Chui.
- Hansoku.

C5 Penalty categories do not cross accumulate.

Part D Prohibited Behavior

- D1 All Beginner & Novice Divisions (hand/kick technique): Contact to the head/face is not allowed and will be penalized.
- D2 All Intermediate & Advanced Divisions (hand/kick technique): “skin touch” to the face/head is allowed, but excessive transfer of energy to the target is prohibited and will be penalized.
- D3 Attacks and contact to the joints, throat, below the pubic bone or groin, and legs are not considered points and may result in a penalty.
- D4 A sweep of the ankle or foot must be followed up with an attempt to score to one of the scoring targets otherwise may result in a penalty.
- D5 Exiting the ring during the match.
- D6 Avoiding the opponent, running around the ring and generally disengaging from the match is a non-contact violation and may result in a penalty.
- D7 When Shikkaku is imposed, the severity of the penalty is decided by the Chief Referee and the officials in the corresponding ring.

Section 2. Ippon Kumite (Seniors & Veterans)

Part A Regulations

- A1 All competitors must compete in the same age and level for kata and kumite.
- A2 Competitors must have all mandatory equipment: mouthguard, fist guards, groin protector (men).
- A3 All matches will be 2 minutes (stop time), with the exception of Black Belt Senior Finals which will be 3 minutes (stop time).
- A4 In case of tie, Encho-sen (sudden death – 1st point wins) will be utilized with 1 minute (stop time).
- A5 In Black Belt Senior Finals Match, Shobu Sanbon rules will be utilized, with the usage of Ippons and Wazaris, using 3 minutes (stop time).

Part B Criteria for Scoring and Winning

- B1 Scoring Areas:
- Head.
 - Face.
 - Neck (including, but not touching, the throat).
 - Abdomen.
 - Chest.
 - Side.
 - Back.
- B2 Criteria:
- Good form.

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- Correct attitude.
 - Vigorous application.
 - Zanshin.
 - Proper timing.
 - Correct distance.
- B3 Techniques can only be scored if: delivered with 'full bodyweight' (Kime), delivered perpendicular to the scoring area, directed to the axis of the body.
- B4 When a scoring technique is recognized to be effective, it will be classed as Waza-ari. A scoring technique is considered to be effective if it has the clear potential to reduce significantly, even for a short time, the capability of the opponent to compete.
- B5 When a scoring technique is recognized to be decisive, it will be classed as Ippon. A scoring technique is considered to be decisive if it has the clear potential to reduce to zero, even for a short time, the capability of the opponent to compete.
- B6 Effective techniques delivered under the following conditions shall be considered as Ippon: an attack delivered with perfect timing when the opponent started to move towards the attacker, an attack delivered immediately when the opponent was unbalanced by the attacker, a combination of effective attacks, a combined use of nage techniques and effective attacks, when the opponent has lost his fighting spirit, when there is no attempt to defend against the attack, when there is no chance to defend against the attack.
- B7 Match is won by acquiring 1 full point. If neither competitor has scored 1 full point in the allotted time, the panel will vote in Hantei.
- B8 Criteria to be considered in case of Hantei: whether there has been Waza-ari, whether there has been a warning for a foul, the number of escapes outside the match area, the excellence in the fighting attitude, the ability and skill, the degree of the vigor and fighting spirit, the number of attacking moves, the excellence in the strategy used.

Part C Penalties

- C1 There are no points awarded to the opponent for penalties.
- C2 Hansoku or Kiken will count as the full score for the opponent.
- C3 Penalty Categories:
- Hansoku (prohibited actions & behaviors. Contact & non-contact penalties).
 - Jogai (out of bounds).
 - Mubobi (defenseless behavior).
 - Shikkaku (disqualification or expulsion from the event/competition).
- C4 Penalty Levels:
- Chukoku.
 - Hansoku Chui.
 - Hansoku.
- C5 Penalty categories do not cross accumulate.

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Part D Prohibited Behavior

- D1 All Beginner & Novice Divisions (hand/kick technique): Contact is not allowed and will be penalized.
- D2 All Intermediate & Advanced Divisions (hand/kick technique): “skin touch” is allowed, but excessive transfer of energy to the target are is prohibited and will be penalized.
- D3 Attacks and contact to the joints, throat, below the pubic bone or groin, and legs are not considered points and may result in a penalty.
- D4 A sweep of the ankle or foot must be followed up with an attempt to score to one of the scoring targets otherwise may result in a penalty.
- D5 Exiting the ring during the match.
- D6 Avoiding the opponent, running around the ring and generally disengaging from the match is a non-contact violation and may result in a penalty.
- D7 When Shikkaku is imposed, the severity of the penalty is decided by the Chief Referee and the officials in the corresponding ring.

Section 3. Team Kumite

Part A Regulations

- A1 A team kumite match is conducted between two teams of competitors.
- A2 Each team shall list its individual members in a predetermined order.
- A3 Individual kumite matches shall be held between the individual members of each team in a predetermined order.
- A4 The individual kumite matches between the individual members are ‘Ippon Shobu’.
- A5 The number of persons comprising a team shall be an odd number (the number will be stated in the Tournament Rules and on the Tournament Application Form).
- A6 In the first match of a team kumite contest a complete team must be present (a team of 3 has to present 3 competitors, a team of 5 has to present 5 competitors).
- A7 All competitors must compete in the first match unless permission is given by the competition committee.
- A8 If, in the first match, a full team cannot present due to championship conditions or for any other reason, the competition committee will make a decision.
- A9 If a team is not complete the forfeited position is free, but will be clearly marked in the order on the written form.
- A10 A team which lines up and competes in an order other than that presented in written form before the match, will be disqualified.

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Part B Criteria for Decision

- B1 The winner of a team kumite match shall be decided on the basis of the individual matches.
- B2 The criteria for deciding the winner of a team kumite match on the basis of the number of winners of individual matches are the following (in order of descending importance): Number of wins, Number of "Ippon wins", including "Awasewaza wins," Number of "Full Ippon wins".
- B3 When a team ties with its opposing team under these methods of decision mentioned above, the decision shall be made on the basis of the result of an extra individual match conducted between a representative of each team.
- B4 In case this extra match is a draw, there will be an extension of this extra match (Encho Sen).
- B5 At the end of the extension, each judge must indicate a winner. The decision is based only on the extension.

Article IV. KOBUDO COMPETITION

Section 1. General Regulations

Part A General Rules

- A1 Kobudo competition consists of long and short-weapons competition.
- A2 Kobudo competition takes the form of individual matches.
- A3 Individual match consists of individual performance in separate male and female divisions.
- A4 In Kobudo competition the contestants must perform a traditional Kobudo kata.
- A5 Competitors shall compete in the same age and skill divisions that they would for Kumite.
- A6 There shall be no weight divisions as described for KOBUDO competition.
- A7 Kobudo will utilize the single round point system.
 - Beginner/Novice 6.0 – 8.0.
 - Intermediate/Advanced 7.0 – 9.0.
- A8 In Point System matches, the highest and lowest scores (out of 5) will be dropped. In the case of 3 judges all 3 scores will be accounted for.
- A9 In the case of a tie, the lower (of the remaining scores) will be considered. If a tie still persists, the higher (of the remaining scores) will be considered.
- A10 If a tie persists, the athletes must perform another kata (katas may not be repeated). Beginner and Novice competitors may repeat kata.

Part B Weapons

- B1 BO - The Bo shall be made of hardwood. The length shall be a minimum of the competitor's height. Competitors over 6 feet in height may use a standard 6 foot bo. Competitors under 5 feet in height may use a minimum diameter of 7/8 inches. Competitors over 5 feet in height must use a bo with minimum diameter of 1 inch. Adult competitors over 6 feet in height must use a bo with minimum of 1 1/16 inches in diameter.

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- B2 TONFA (pair) - TONFA must be entirely made of hardwood with a minimum length, when grasped by the handle, to reach the end of the competitor's elbow. Two TONFA are used in AAU KOBUDO competition.
- B3 EKU (Kai-Bo) - EKU must be made of hardwood and have a length of eye level or higher. In addition, the EKU blade shall have a flat side and a rounded or beveled side, and the blade tip may not have a sharp point.
- B4 NUNCHAKU (pair) - One pair of NUNCHAKU constitutes two hardwood handles of minimum length of 12" connected by a cord.
- B5 SAI (pair) - Two Sais must be used for competitions (Sai katas that use one Sai or three Sais are not allowed). Sai must be made of steel and when grasped in the normal fashion, the tip shall at a minimum extend to the competitor's elbow.
- B6 KAMA (pair) - Two Kamas are used. Kama handles are made of hardwood and the blades of unsharpened steel. No rope, chord, string, etc. are permitted nor Kamas with holes in blades.

Part C General Weapons Guidelines

- C1 Grounds for rejecting a weapon include but are not limited to exceptionally lightweight, coating to improve grip, markings (including different color tones of wood) and non-standard construction.
- C2 All wood on weapons must be hardwood. The Bo must be constructed from dense hardwood (hickory, oak, ash or Purple Heart: no rat-tan), Ultra-light Bos may be disqualified from the competition upon the inspection by the referee.
- C3 In short weapons competition, the contestants must use the following traditional Okinawan weapons:
 - Kama (2)
 - Sai (2)
 - Tonfa (2)
 - Nunchaku (1 pair or 2 pair)
 - No variations are allowed.

Part D Procedure

- D1 The contesting athletes shall be called to ring.
- D2 Following a bow to the Judging Panel, competitor shall move to the starting position.
- D3 After moving to the starting position and a clear announcement of the name of the Kobudo Kata that is to be performed, competitor shall begin.
- D4 Upon completion the competitor should bow.
- D5 The Chief Judge will then call for a decision (HANTEI) and blow a two-tone blast on the whistle. The scores shall be raised at the same time.
- D6 The Chief Judge shall blow a further short blast on the whistle, whereupon the scores shall be lowered.

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Part E Criteria for Judging Kobudo

- E1 The contestants must properly use the body and footwork to extend the power (energy) into the weapons.
- E2 The contestants must always maintain control of the weapons during the performance.
- E3 Correct and consistent Kihon of the style of Kobudo being demonstrated.

Part F Scoring for Kobudo Competition

- F1 Disqualification - Disqualification may be imposed for the following:
 - A contestant shall be disqualified if he/she drops a weapon during the performance.
 - A contestant shall be disqualified if he/she uses a dangerous technique that jeopardizes the safety of the Judges or other contestants.

Article V. OFFICIALS

Section 1. Judgement of a Match

Part A General

- A1 The judgment of a match shall be made by a panel of judges.
- A2 Judges shall judge matches in accordance with the AJKA-I Competition Rules.
- A3 Their authority does not function beyond these rules.
- A4 The decisions of the judges are absolute.

Section 2. Selection of Officials

Part A The following officials will be selected:

- A1 A Chief Judge.
- A2 Referees.
- A3 Kansa.
- A4 Corner Judges.
- A5 Match Area Managers (optional).
- A6 The Chief Judge (and optionally Match Area Managers) is appointed by the Judges Committee.
- A7 The Referee, Arbitrator and Corner Judges for each match area are appointed by the Chief Judge before or at the time of the match. The composition of a panel of Judges cannot be changed at the discretion of the Judges alone.

Section 3. Duties of the Officials

Part A General

- A1 Judges must be objective and sincere.
- A2 Judges must conduct themselves impartially and fairly.
- A3 Judges must conduct themselves with dignity and self-possession.

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- A4 All judges shall bear in mind that propriety, or lack of it, of their attitude and behavior, taken in relation to the conduct of the match and judgments thereon, have a great influence over the interest and success of a match and an important bearing upon the reputation and public esteem of Karate-Do. The attitude and moves of the judges taken during the match must therefore be vigorous, agile, precise and refined.
- A5 The Referee and the Corner Judges must concentrate their full attention on the match, observe each contestant accurately and judge every action of the contestants correctly.
- A6 During the match, the Referee and the Corner Judges must not converse with anyone other than the Arbitrator, the Judges and the contestants.

Part B Power and Duty of the Chief Referee

- B1 The Chief Referee has overall responsibility for all matters related to the judgment of a tournament.
- B2 The Chief Referee shall be responsible for overseeing that matches are conducted according to the AJKA-I Competition Rules.

Part C Power and Duty of the Head Referee

- C1 The Referee shall have the power:
- To conduct matches, including starting and stopping.
 - To announce the decision of the Panel of Judges.
 - To explain when necessary the grounds on which decisions are made
 - To announce fouls.
 - To issue warnings (prior to or during a match).
 - To take other disciplinary actions (for example, to dismiss or suspend a contestant from a match).
 - To obtain advice from Corner Judges.
 - To announce victory by majority based on the judgement criteria.
 - To extend the duration of a match.
- C2 Should it be necessary to replace an Arbitrator or a Corner Judge due to an accident during a match, the Referee shall immediately halt the match and request the Chief Referee to select a substitute without loss of time.
- C3 Whenever the Referee has any difficulties in his decisions, he will consult the Chief Referee.

Part D Power and Duty of the Corner Judges

- D1 The Judges shall have the power:
- To assist the Referee.
 - To give their opinion regarding different situations during the match.
 - To signal their judgment regarding the conduct and development of matches by means of flags, scores and/or whistle.
 - To exercise their right to vote in respect of decisions affecting matches.
- D2 The Judges shall carefully observe the actions of the contestants within their range of vision.

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- D3 Each Judge shall continuously evaluate the relative excellence of contestants and form his opinion independently.
- D4 In the following cases, they shall at once signal the Referee by means of whistle or flag (kumite/kata), or scores (kata/kobudo) correctly giving their opinion:
- When Judge notices injury or illness of a contestant before the Referee notices it.
 - In other cases when they deem it necessary to bring something to the attention of the Referee.
- D5 In case of a difference of opinion between the Referee and the Judges on a given matter, the Judge can, with the concurrence of other Corner Judges, oppose the judgment of the Referee.
- D6 When the Referee calls "Hantei", the Corner Judges shall give their opinion in the prescribed manner.

Part E Power and Duty of the Kansa

- E1 An Arbitrator shall be appointed for each match to ensure the proper application of these Competition Rules.
- E2 He shall oversee the operation of the match and the decision of the Referee, and when requested by the Referee, he may give his opinion.
- E3 When a decision given by the Referee and/or the Corner Judges is thought to have violated the Competition Rules, the Arbitrator may call for an explanation from the Referee and/or Corner Judges, and in case where he finds the decision is patently opposed to the Competition Rules, he may demand that the Panel of Judges revise its decision.
- E4 The power of the Arbitrator for the supervision of the match shall include supervision, inspection and direction of the timekeeper and the recorder.
- E5 Records kept of the match shall become official records subject to the approval of the Arbitrator.

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Article VI. Appendices

Section 1. Terms and Meanings

Shobu Ippon/Sanbon Hajime	Start of the Match
Yame	Stop
Tsuzukete Hajime	Continue (after yame)
Tsuzukete	Continue
Atoshibaraku	30 seconds Before End of Match
Soremade	End of Match
Motonoichi	Return to Starting Position
Jogai	Out of Bounds
Nakae	Return to Match Area
Ippon	Full Point (decisive technique)
Wazari	Half Point (effective technique)
Awasete Ippon	Together Ippon (2 wazari recognized as Ippon)
Aiuchi	Same Time (valid score executed at same time by both contestants)
Fukushin Shugo	Calling Corner Judges
Hantei	Decision
Aka/Shiro No Kachi	Red/White Victory
Hlkiwake	Draw
Hansoku Chui	Warning of Disqualification
Hansoku	Disqualification Due to Foul
Kiken	Renunciation of Match
Encho Sen	Extending Time Period for Match
Uke Imasu	Technique Blocked
Nukete Imasu	Technique Missed/Passed
Haiyai	Quicker/Faster
Yowai	Weak
Ma-ai	Distance
Torimasen	Not Acceptable/Nothing
Atenai	Contact Warning
Mubobi	Lack of Self-protection
Shikaku	Disqualification from Tournament
Mienai	Nothing Seen
Keikoku	Official Reprimand

Section 2. Scoring Chart – Competitor Line Up

	On heat sheet	In ring	On scoring sheet	Announce
Red (aka) White (shiro)	Top Bottom	Right Left	Top Bottom	First Second

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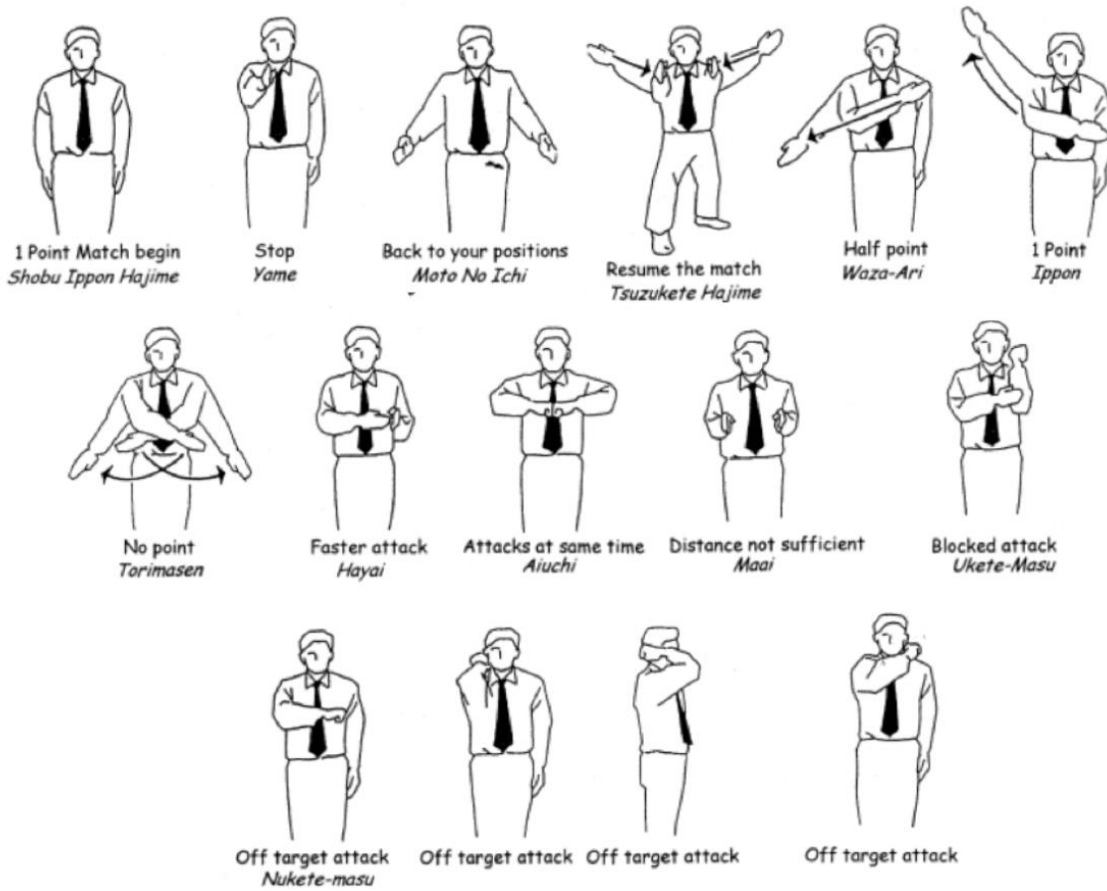
Section 3. Scoring Chart – Shobu Sanbon

●	Ippon	Full-point (Kids divisions: 3 full points – ippon only)	
○	Wazari	½ point (Senior Black Belt Finals – Sanbon with Half-Point)	
M _{1,2,3}	Mubobi	Own safety warning	
J	Jogai	Out-of-bounds - 1	3 – Loss of match
JC	Jogai Chui	Out-of-bounds - 2	No points
JH	Jogai Hansoku	Out-of-bounds - 3	No points
K	Keikoku	Slight foul	Loss of Match
HC	Hansoku- chui	Medium foul	No points
H	Hansoku	Major foul	No points
W	Kiken	Withdrawal	Loss of match
S	Shikaku	Disqualification	Loss of match for entire tournament
△	Kachi	Winner	
X	Make	Loser	
□	Hikiwake	Draw	

Section 4. Scoring Chart – Shobu Ippon

●	Ippon	Full-point	
○	Wazari	½ point	
M _{1,2,3}	Mubobi	Own safety warning	3 – Loss of match
J	Jogai	Out-of-bounds - 1	No points
JC	Jogai Chui	Out-of-bounds - 2	No points
JH	Jogai Hansoku	Out-of-bounds - 3	Loss of Match
K	Keikoku	Slight foul	No points
HC	Hansoku- chui	Medium foul	No points
H	Hansoku	Bad foul	Loss of match
W	Kiken	Withdrawal	Loss of match for entire tournament
S	Shikaku	Disqualification	
△	Kachi	Winner	
X	Make	Loser	
□	Hikiwake	Draw	

Section 5. Hand Signals Used by Shushin



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Section 6. Flag signals Used by Fukushin

