

EUROPEAN KARATE ORGANIZATION
KATA
COMPETITION REGULATION AND RULES

1. COMPETITION SURFACE

1.1 Competition surface shall have a smooth surface where necessary accident prevention measures.

1.2 Competition surface should be large enough to give each competitors performance enough space. If the competition takes place on the same surface as kumite, these surface lines can be crossed if necessary. See Appendix.

Comment: A solid, level floor is required. Puzzle mats and judo mats used in kumite competitions are allowed.

2. OFFICIAL CLOTHING

2.1 Competitors and judges must be dressed according to § 2 and § 5 of the European kumite rules (EKO).

2.2 Failure to comply with these may be excluded from the competition.

Comment: Contestants who are incorrectly dressed will be given a minute to correct this.

3. ORGANIZATION OF KATA COMPETITION

3.1 Kata competition in the form of individual competition has a lady and a men's division. Each division has three classes:

For European Championships:

Class A Adults and U21

Class B Juniors

Class C Cadets

3.2 Kata competition takes place according to the same elimination system as in kumite. Before the draw, the four competitors with the best record will be seeded.

3.3 Competitors shall perform kata from the class the participant is participating in.

Elimination rounds

Class A: Gekisai Dai, Gekisai Sho, Yantsu, Tsuki no kata, Saiha.

Class B: Gekisai Dai, Yantsu, Tsuki no kata

Class C: Pinan 2-5

Quarterfinal, Semifinal and Final

Class A: Seipai, Kanku, Seienchin, Sushiho, Garyu.

Class B: Gekisai Dai, Gekisai Sho, Yantsu, Tsuki no kata, Saiha.

Class C: Gekisai Dai, Yantsu, Tsuki no kata.

3.4 The competition takes place in principle in rounds with exclusion in each round. Is it more than 8 contestants an elimination round/rounds will be made.

3.5 Elimination rounds: Contestants will perform a kata to be random chosen by the referee before each match from the list of the elimination kata. In case the draw is made by computer software the draw can be done before the competition. As a result, each pair of participants receives the name of the Kata for demonstrations up to before the quarterfinals. In case of 8 competitors or less the competition starts from the final kata list. Each pair will demonstrate the same Kata per match during the elimination rounds.

Quarter-finals, semi-finals and finals: Different kata must be used in each round chosen by the contestants from the list of the final kata.

3.6 Before each quarter-final, semi-final and final match both contestants shall submit the name of the kata to be presented to the functionary tatami table. If another kata presented, the tatami staff have to make a signal to the referee and the contestants will be disqualified.

3.7 The semi-final losers will be the third prize winners as in kumite.

4 JUDGING PANEL

4.1 A panel of three, five or seven judges has to be appointed by the competition's head judge before each match. The judges should have knowledge and understanding of each competition kata class. For EKO European Championship there will be five judges.

4.2 Protocol keeper of the minutes and announcer will be located.

4.2 The judges are placed at the competition surface border as per Appendix. The judges shall sit on a chair and use a red and a white flag except the main referee who has no flag. During the performance of the katas the judges should have the flags "open" position. The competitor will face the Shomen when performing the kata. The referee will have his back to Shomen, in difference to the place of a referee in Kumite.

5 CRITERIA FOR JUDGEMENT

5.1 The competitor must successfully complete their chosen kata and demonstrated a clear understanding of the elements and principles that traditional kata contains. Kata should be according Shinkyokushin / Kyokushin Karate idea and design. The following shall be evaluated for decision in the match.

- A realistic performance of the Kata meaning (Riai).
- Demonstrate a proper understanding of the techniques that are performed (Bunkai).
- Correctly applied power, timing, rhythm, speed, acceleration, balance and focus of power (Kime).
- Proper breathing to assist the force and focus (Kokyu, Ibuki, Kiai).
- Proper attention (Chakugan, Zanshin).
- Correct posture and position (Shisei, Tachi).
- Proper form and correct technique (Kihon, Waza).
- Overall performance will be judged in the first instance where a well-trained and mature movement should be rewarded.

Judgment can be summarized in the following three concepts:

1. Technicians tempo (Waza no kankyu)
2. Power's application and rhythm (Chikara no kyojaku)
3. Breathing Control (Iki no Chosei)

Comment: Kata is not a dance or theatrical show. The performance will be based on traditional values and principles. Despite this, the performance has to show empathy in kata technical and mental order. Kata should be realistic in fighting terms and display concentration, endurance and power potential. It should show strength and speed as well as elegance, rhythm and balance.

5.2 Disqualification. In the following situations the competitor shall be disqualified.

1. Absent at the competition.
2. Late for kata demonstration for a time of 1 minute or more.
3. Not following the referee's instruction.
4. Behave in a way that is against the competitions spirit and values.
5. Not completing the performance of the whole kata.
6. Demonstration of another kata than was announced.

In case of such situation or administrative mistakes the referee has to make Fukushin shugo and do a clear examination of the situation. If a judge asks for clarification it must be done with a whistle signal. After the judges have returned to their chairs the referee asks all the judges for a decision.

In case if both competitors from a match were disqualified both competitors have to leave the competition.

6 CONTEST EXECUTIONS

6.1 When the competitor's name is announced they shall immediately proceed to the competition area. The first announced competitor should wear a red marker ribbon attached to the belt.

- The first announced competitor (red) would, after a bow, directly enter the area and face shomen standing on the competitor's line. The second announced competitor (white) would do the same procedure.

- The referee stands up, turns around and faces Shomen.

- On the referee's request: "Shomen ni rei" is performed. The referee turns around once more and gives the commands for "Shushin ni rei-Otagai ni rei" and the competitors perform the greetings.

- In elimination match the referee selects a kata by random pull a card with the kata name and announce it or the competitor has got the kata by soft wear randomised before the match.

- The referee sits down on the chair.

- On the referee's request "Shiro akeru", the white competitor leaves the match area with a bow at the line. The white competitor stays outside the area facing Shiaijo.

Red competitor

- On the referee request "Sagate" the red competitor goes back to his chosen start position facing shomen.

- The referee gives the command to start the kata in the usual manner.

- In a final match (quarter-, semi- or final) red competitor says the name of the kata to be performed. The referee repeats the name and gives the command to start the kata in the usual manner. After the kata is completed the referee gives the command to return to the Fudo-dachi. On the referee's request "Aka akeru", the red competitor leaves the match area with a bow at the line. The red competitor stays outside the area facing Shomen.

White competitor

- On the referee's request "Naka", the white competitor bows and goes into the match area, opposite the referee and facing Shomen, for the kata an appropriate location. Red contestant stays outside the area facing Shiaijo.

- The referee gives the command to start the kata in the usual manner.

- In a final match (quarter-, semi- or final) white competitor says the name of the kata to be performed. The referee repeats the name and gives the command to start the kata in the usual manner. After the kata is completed

the referee gives the command to return to the Fudo-dachi. White competitor goes forward to the competitor line after the referee command "Mae Dete".

Decision

- Still sitting, the referee gives the command "Aka Nakai" and the red competitor enter the area again and faces shomen standing on the competitor's line. On the referee command "Hantei otorimasu-Hantei" to all the judges, all judges including the referee give their votes. The judges lift their flags together without a whistle signal at the same time as the referee lifts his arm. Draw may not be given as a vote.

- The referee takes his arm down, stands up and counts the number of red and white flags (as in a Kumite).

- Next, the referee raises the hand representing the competitor with the most votes and announces with the signal of his arm that red or white has won the match with the command "AKA" or "SHIRO".

- The referee turns around and faces Shomen.

- On the referee's request "Shomen ni rei" is performed. The referee turns around once more and gives the commands for "Shushin ni rei-Otagai ni rei" and the competitors perform the greetings. Then the competitors are allowed to shake hands and leave the area after a bow at the area line.

7 TEAM COMPETITION

7.1 A Team may consist from same sex or a mix - team (everybody male, everybody female or mix - team). A team can contain 3 members + an additional 4th reserve member where for each bout 3 members will be joining the kata. The team can contain male and female members and it is not necessary to include at least one member from each gender (It doesn't have to be a mixed team, but it can be). A competitor is considered as member of the Kata Team with the same rules for age as in Kumite for Cadet, Junior, U21 and Adult.

7.2 The competition follows the same way of procedure as individual kata competition but with addition of manner as in appendix 2-5.

7.3 Definition of Team-Kata categories are the same as the individual kata rules, with the difference that 3 people are practicing at the same time.

Elimination rounds

Class A: Gekisai Dai, Gekisai Sho, Yantsu, Tsuki no kata, Saiha.

Class B: Gekisai Dai, Yantsu, Tsuki no kata

Class C: Pinan 2-5

Quarterfinal, Semifinal and Final

Class A: Seipai, Kanku, Seienchin, Sushiho, Garyu.

Class B: Gekisai Dai, Gekisai Sho, Yantsu, Tsuki no kata, Saiha.

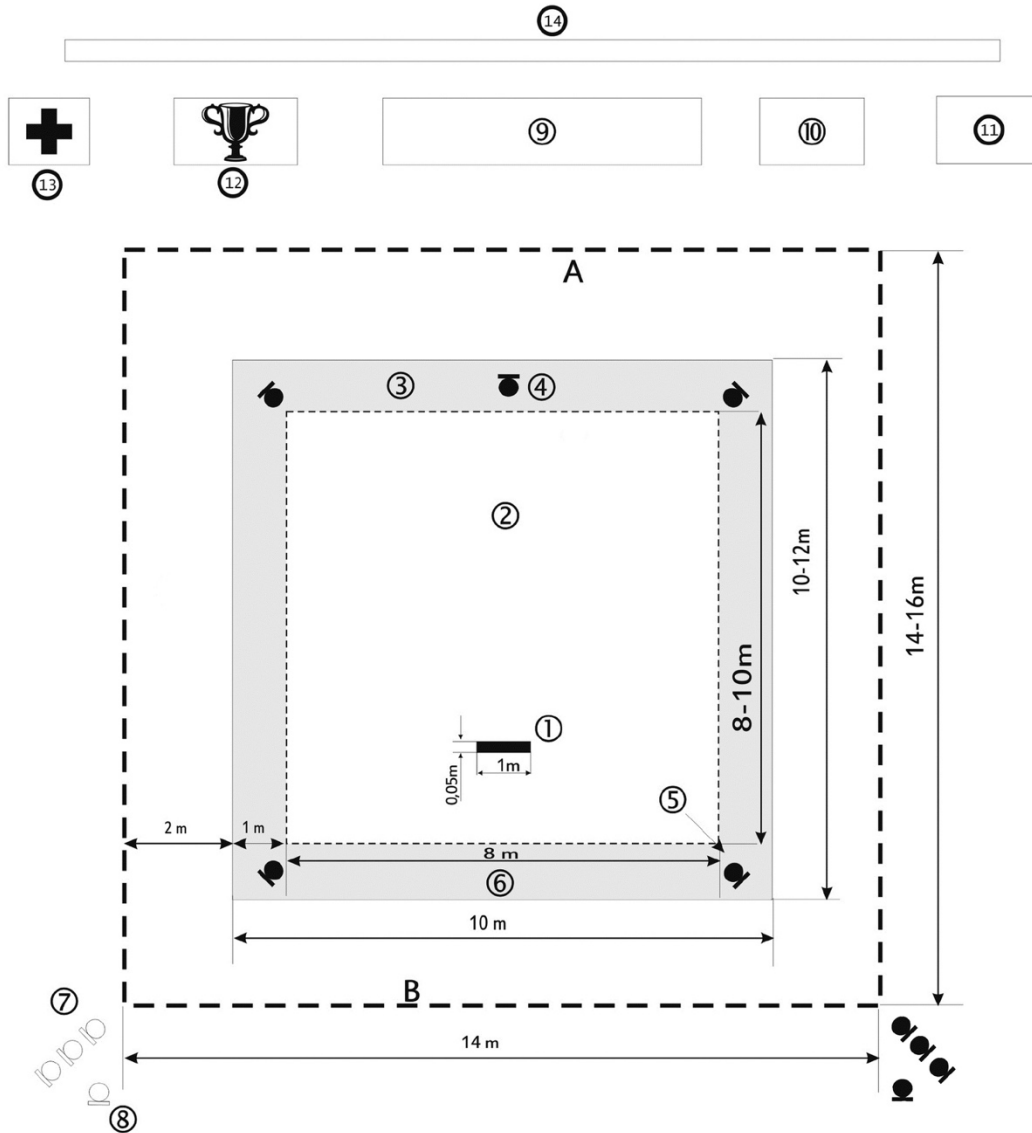
Class C: Gekisai Dai, Yantsu, Tsuki no kata.

KATA RULES APPENDIX

Appendix 1.

LAYOUT OF THE KATA COMPETITION BY FLAG SYSTEM AREA AND PLACEMENT OF EQUIPMENT

Pic. № 1.



Used signs:

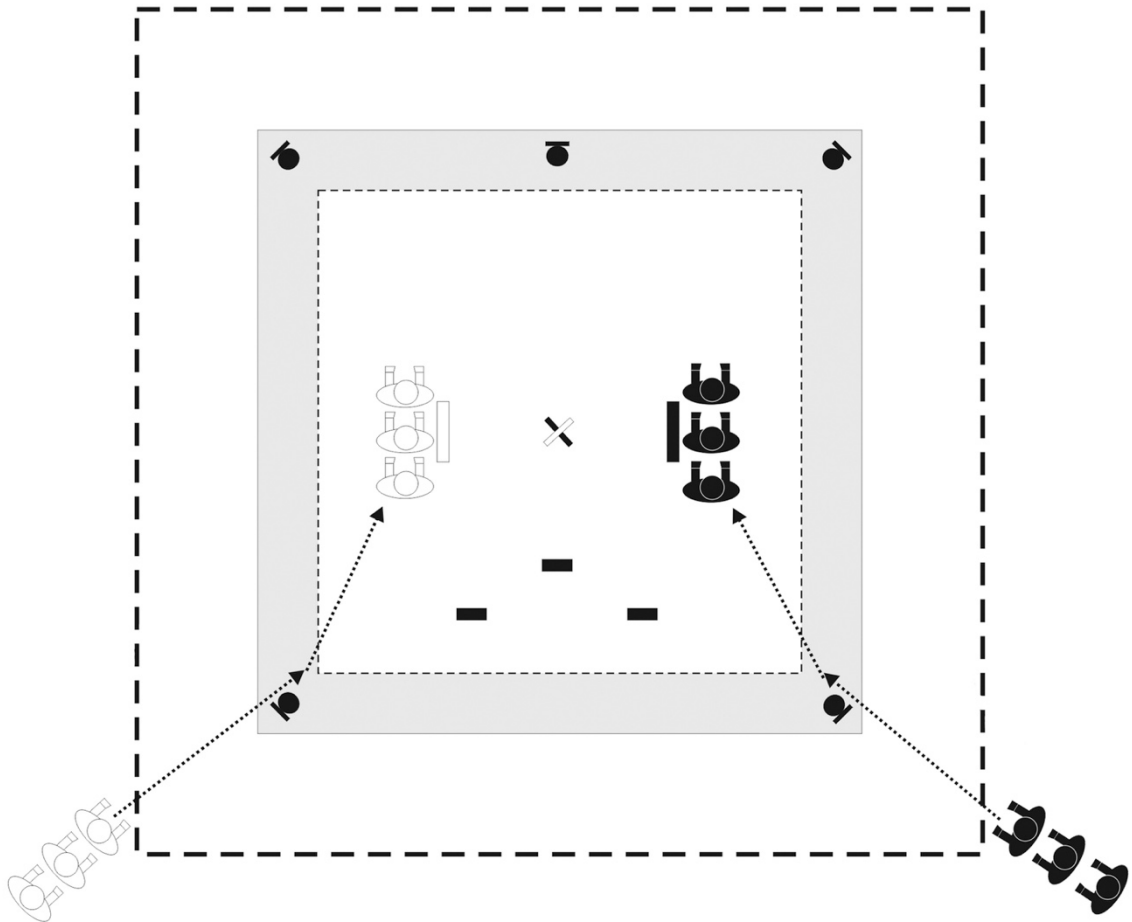
- A – front side of the match area “Shomen” (the alignment line of competitors);
- B – back line of the competition area;
- 1 – initial position of competitors;
- 2 – competition area;
- 3 – judge team area;
- 4 – chair of the Referee;
- 5 – chair of a Corner Judge;
- 6 – Jogai zone from back side of the competition area (Koho);
- 7 – the place where a competitor waits for the invitation to the competition area;
- 8 – chair (place) for a staff judge (Hosa);
- 9 – main judge table;
- 10 – table for technical secretaries;
- 11 – rest-area for not involved members of judge teams;
- 12 – table (place) for prizes;
- 13 – table (place) for the first-aid post;
- 14 – table (place) for official persons, the main grandstand for spectators.

KATA TEAM COMPETITION PROCEDURE

Appendix 2.

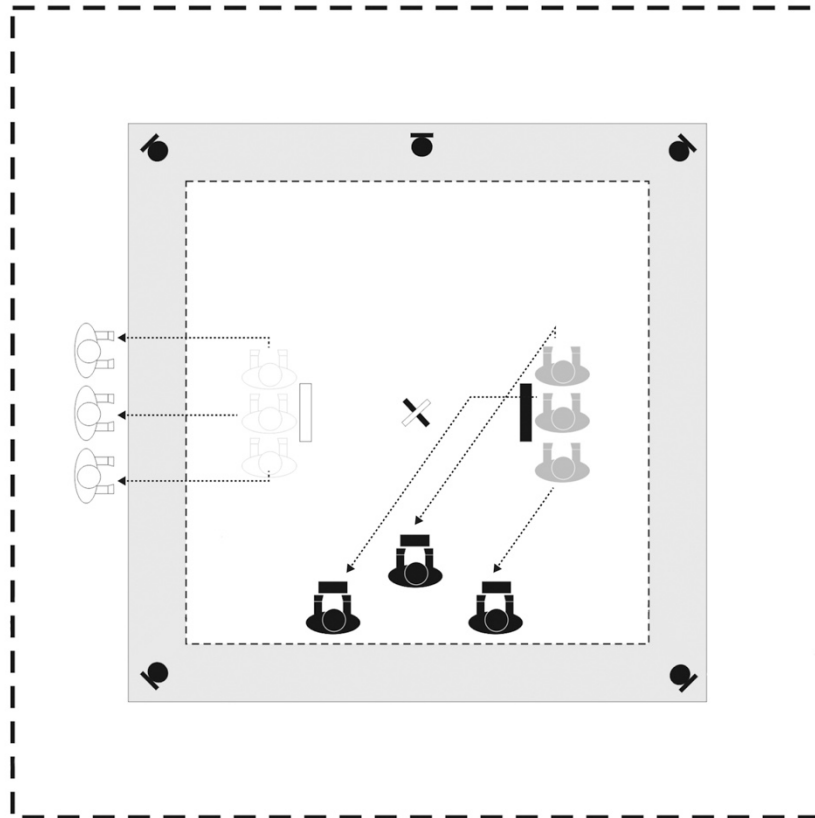
Pic. № 2.

Both teams enter the competition area, first the red team (AKA), then the white team (SHIRO)



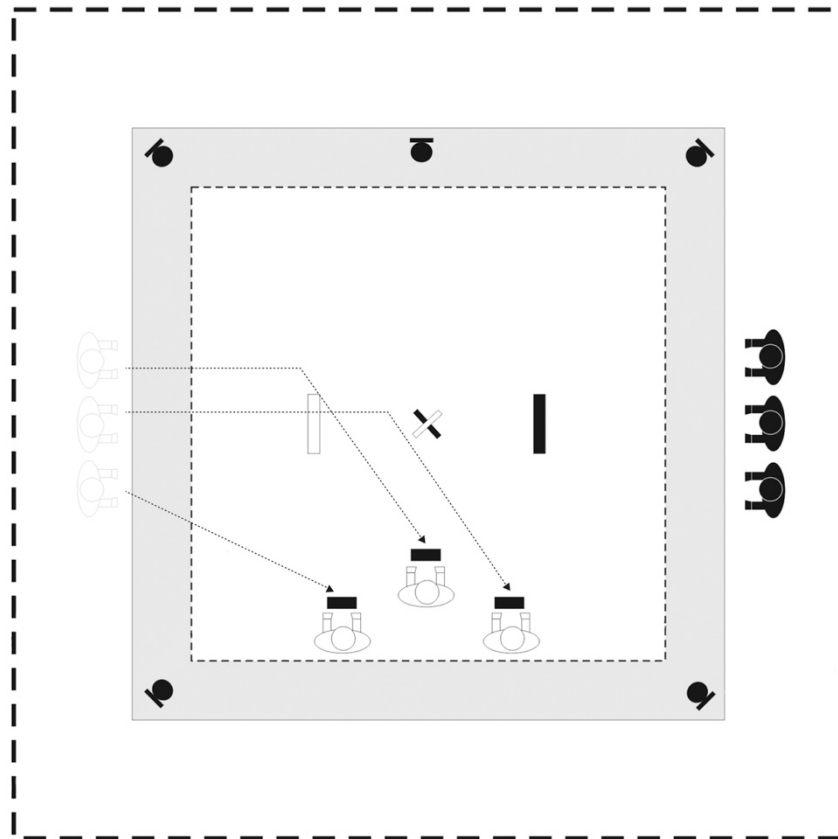
Pic. № 3.

The members of the red team (AKA) takes the starting positions, AKA team captain takes place at the top of the triangle. The members of the white team (SHIRO) leave the competition area Jonai.



Pic. № 4.

The members of the red team (AKA) leave the competition area Jonai. After the members of the white team (SHIRO) take the starting positions, SHIRO team captain takes place at the top of the triangle.



Pic. № 5.

The members of the red team (AKA) leaves the competition area Jonai, after the members white team (SHIRO) take the starting positions.

After the end of the kata demonstration by the white team members, both teams take positions near the red and white lines

