

# Judges 4/14

## Judging Forms

**Under Belt Range 8.90 is the highest score**

**Black Belts 9.90 is the highest score**

*\*From the high score base, the scores in that division will range down equivalent to the number of competitors in the division. If you have 10 competitors in an under belt division, the lowest score would be 8.81*

*\*NO SCORE IS EVER REPEATED. When you score the competitors, be sure to give each one of them a unique score within the range determined.*

1. **Center Judge MUST BE A BLACK BELT, at least 20 years of age, 2<sup>nd</sup> degree or higher. Highest ranking Black Belt in group must center.**
2. **Center judge please clearly communicate the score range with your fellow judges!** Please stick to the high score base above.
3. **New 2014:** All competitors will compete before scores are given. Take copious notes when judging. Use the sheets on the clipboard
4. **Look alert and pay attention to the competing group!** Keep your focus on the ring you are assigned to (ie stay off of your cell phone....remember, the parents are judging you). Please remember students are competing 3 at a time ONLY IN THE JRI DIVISIONS.
5. **Keep notes during forms competition!!!** In the event a parent questions your judging keep notes on each competitor (see Judges Score Sheet provided) (i.e. the score given) and what you noticed.
6. **Forms tie breaker** will be determined by the students performing again and voting of the judges by a show of hands. Turn competitors away when scoring.

## Judging Point Sparring

1. 2 minute matches or 5 pts; whichever comes first (BLACK BELTS TO 7 POINTS): 1 point punch / 2 point kick
2. Competitor has to be in the ring (one foot okay) to score a point/can be scored on if out of ring.
3. If competitors score at the same time, a "clash" will be called and no points given.
4. Clash signal (or no see signal) cross your arms in an "X".
5. Two judges calling the same point needed to score a point (if one judge sees a punch and the other a kick, this does not count)
6. Any judge can call break for a point (also for reactor sparring)
7. **No Warnings: Any judge can make a call for penalty points. Two judges in agreement equals an automatic penalty point (point to opposition);** Face contact (teen/adult divisions only - accidental or otherwise), Excessive contact (Center Judge discretion), running out of bounds or falling to avoid sparring, sweeping; Illegal contact areas (areas below the belt, back)
8. **Automatic disqualification** for un-sportsman like conduct (cursing, dissent, taunting) excessive contact fouls with majority vote, any 3 fouls, drawing blood. Match is given to opponent with a one point victory
9. Make sure you always place yourself in the best vantage point for judging a score; you should not stay stationary! Move around!
10. **No coaching allowed from black belt judges!** Even if you are on break!
11. **PLEASE BE VIGILANT FOR EXCESSIVE CONTACT** (Bopper Sparring included)

## Judging Bopper Sparring (PLEASE WATCH VIDEO ON WEBSITE)

1. 1 minute matches or first person to 5 pts; whichever comes first (First to 5 points for the Ninjas 5 too!)
2. **Competitors can score at the same time.** Only need 2 judges votes to award a point.
3. Start the competitors one bopper distance from each other (NOT AT CORNERS TO AVOID RECKLESS KAMAKAZI ATTACKS)
4. **A distinctive striking motion required to score a point; incidental "brushing" of bopper on target does not score.**
5. All targets 1point (including leg, back, top of head). **Arms are not a scoring target**
6. **Players can only use one hand to hold the reactor;** Penalty point to opponent for using two hands **while attempting to strike.**
7. **No face contact or contact to side of head; TOP OF HEAD OKAY!!** Automatic point to other side with majority vote of refs (accidental or otherwise, need two judges vote) **watch for excessive contact.**
8. **Competitors must be in balance (on their feet) before and after a scoring strike.** No diving for a point. If knee or hand touching the floor, they cannot score.
9. Player has 3 seconds to score on an opponent who drops their bopper.
10. No points awarded for scoring and losing control of the bopper (dropping it after a strike).

**Please Look Alert, Stay off of your phone, and Judge Fairly!**

**Judging Instructions:**

**Black Belt Base: 9.50                      Underbelt Base: 8.50**

1. The score range is equal to the number of competitors; with the lowest score the base above. If there are 15 competitors in an intermediate forms division, 9.64 will be the highest score; 9.50 the lowest.
2. In all forms divisions, **all** competitors in the division will perform **before** they are scored. Take notes as the students compete. **NO SCORE IS EVER REPEATED IN A DIVISION.** Every competitor should receive a unique score from you within the range pre-determined by the head judge.
3. No more than 15 competitors in a division; bring larger divisions to Master Rhees attention.

**Division Name:** \_\_\_\_\_

<b>1</b>	<b>6</b>	<b>11</b>
<b>2</b>	<b>7</b>	<b>12</b>
<b>3</b>	<b>8</b>	<b>13</b>
<b>4</b>	<b>9</b>	<b>14</b>
<b>5</b>	<b>10</b>	<b>15</b>

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