

# Sparring & Rules of Engagement



## Of British Wadokai

英国和道会空手道連盟 - 本部道場

Valid from 1<sup>st</sup> January 2023

FEDERATION PRESIDENT  
& CHIEF INSTRUCTOR  
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British Wadokai is a Full-Member of the  
**British Wado Federation**

## BRITISH WADOKAI SPARRING POLICY

### Sparring and 'Rules of Engagement'.

***"Anyone can hit hard, the skill is being superior in the art of control."***

Do not assume everyone knows the Rules of Jiyu-Gumite (sparring), as Jiyu-Gumite is a learning experience conducted during practise.

However, Dojo sparring rules are very strict, and must be adhered to at all times, not just for good correct technique and etiquette, but also for health and safety.

Accidents may and do happen often, *which is the nature of the beast*, as it IS a **fighting art** and combatants are continually moving while techniques are being executed. However, *most* incidents can be avoided by following a few simple rules.

1. Techniques should be light and fast, not slow and heavy. Speed is more important than strength.
2. Techniques to the head should be pulled short of contact.
3. Techniques to the body are TOUCH contact, so must be pulled/retracted as soon as any contact is made (there should be no weight behind the strike or kick).
4. There are NO techniques directed towards the throat, neck, groin, or knee at any time.
5. All techniques, *unless using the leg for permissible foot sweeps*, must be directed above the belt.
6. There should be no deliberate hard contact between combatants.
7. Higher graded students must NOT encourage hard contact by teaching students to hit them hard. If you teach a student to hit you hard then you are then encouraging them to hit other students hard, which may lead to unnecessary injury. Teach your partner speed and evasion and not heavy strikes or hard blocking; always encourage correct technical Wadoryu karate. And most important, always teach control.
8. Contact between partners should not escalate in order to *'teach your partner a lesson'*. However, if you feel your partner (even a higher graded partner) may be excessive towards you, let him know. Stop the match by calling "Yamae" to your partner, as soon as excessive contact is detected, and explain the correct contact levels and etiquette.
9. Be considerate towards your sparring partner and be responsible for yourself.
10. Everyone must learn and be directed towards safe and enjoyable sparring. Higher graded students must teach correct sparring form to lower graded students. Lower graded must also be allowed the same if the higher graded member is coming in too hard. If your sparring partner seems to be making hard contact on you, or kicking too low towards you, for example (or for any other reason), stop the match and explain to your partner the correct contact and safe sparring rules, etc.
11. Dojo sparring should be a learning experience for all involved, always work to the level of your partner. If your opponent is small, be aware of their vulnerabilities. If they are lower graded, work to their speed. If they are higher graded, be aware of their speed and always take their advice when being taught.
12. Karate is a martial-art that involves a certain degree of contact, but karate must also be enjoyable and a learning experience for all.

13. Every licenced member should have read the BWK Rules & Regulations, so everyone in the Dojo should be aware, as everyone would have signed the BWK Licence Application Form stating that you have already done so.

For details of the full rules of sparring, and other training implications, please refer to the BWK Rules and Regulations, which can be found on our websites.

## JIU GUMITE

The rules of Jiyu-gumite (free-sparring) within the Dojo will be based on the fighting principles of BWK Competition Sparring. The exceptions are that Jiyu-gumite allows **the controlled use** of knee, elbow and grappling application. All Dojo Jiyu-gumite **MUST** adhere to the correct methods of 'contact-control', stated within the listed Contest Rules.

- (a) Due to insurance (Public & Person to Person Liability), only BWK Licenced Members would be permitted into the activities of Jiyu-gumite.
- (b) Prior to the start of the Jiyu-gumite, the Sensei/Senpai shall state any [further] restrictions within the sparring match - **THESE RESTRICTIONS MUST BE FOLLOWED & ADHERED TO AT ALL TIMES DURING THE SESSION.**
- (c) Bogu (protection). Students must wear the correct BWK recommended Bogu (Karate protection), which must conform to the white elasticised/velcro style or official competition (red/blue/white) equipment. For Jiyu-Gumite Bogu; hand mitts, shin & instep pads **MUST** be worn at all times (females should wear chest-guards for their own protection). Gum-shields and groin-guards are *heavily* 'advised' (gum-shields & groin-guards are **strictly required** within competition). *There will be no 'additional' padding allowed, such as head-guards or external body-shields, etc.*
- (d) If glasses or contact lenses are worn then clear-plastic sport impact-proof glasses/goggles may be worn over.
- (e) Students must be in good health, with no pre-existing illness/es or injuries.
- (f) Contact is limited to **NO MORE THAN**; 'medium contact' to the body/trunk only. Techniques must be 'pulled-short' of head/face contact.
- (g) Considerations must always be made to the age and capabilities of each opponent. Take each opponent as an 'individual' who may have differing needs and conditions to others to gain the best benefit from each club sparring-match. Club sparring is **NOT** competition; it is a practise and learning experience.
- (h) **There will be no technique/s directed towards the throat, neck, groin, or knee. Students will be banned from sparring if it is considered that they may be a risk of danger to themselves or others.**
- (i) No excessive contact or **DANGEROUS** throws/takedowns will be permitted. Deliberate violation of these rules will result in **instant exclusion** from Jiyu-gumite, leading to the possible expulsion from the club for persistent offenders.
- (j) The Sensei has the right to implement additional rules and restrictions, which he sees fit, to promote safe and beneficial sparring within his Dojo.

### **British Wadokai Bogu (Dojo Protection & Safety Policy)**

British Wadokai Dojo Jiyu-Gumite & Shiai-Gumite (sparring) Protection (insurance company requirements):

- a. Correct protection must be worn on the hand.
- b. It is also advised that protection be worn on the shin & instep (essentially required for competition).

- c. Protection must be either [elasticated] white (for club sparring only, see below), or blue/red, and conform to the usual traditional Wadoryu Shiai-kumite (competition and/or club, see section 'f') and BWK protection specifications.



Elasticated Hand mitts.



Elasticated Shin & Instep pads.

- d. A gum-shield and groin-protector must be worn in competition.
- e. Females (including younger developing girls) must also wear Karate chest protection in competition and *heavily* advised during club-level kumite.
- f. There should be no 'additional' protection permitted for seniors (head-guards, etc.) in Wadoryu Dojo sparring, due to the [sometimes dangerous] restrictive-construction & design (vision impairment). However, additional protection may be recommended for juniors, and certain competition level sparring, but this would need to be researched by the individual (mainly the responsibility of personal reassurance by the competitor prior to entering an event). For example, junior competition-sparring protection shown below.



Junior Level Competition Sparring Protection

- g. Contact is limited to no more than 'touch' contact to the face and medium contact to the body.
- h. All participants in sparring must be of good physical & mental health.

NB: All these protective items shown are obtained through our official Martial-Arts Equipment Suppliers and available through your club secretary/instructor.

Exceptions from club sparring:

- (a) Students who suffer from **any kind** of MEDICAL CONDITION where the practise could be detrimental to the health of the participants.
- (b) Females, students under the age of 18, students over the age of 40, students with disabilities or pre-existing injuries, will not be '*forced*' into free-fighting of any kind.

NB: Students who DO NOT have the expected minimum protection for sparring will NOT be permitted to spar. Students will forfeit points/marks in gradings for non-participation in Jiyu-gumite.

## **BRITISH WADOKAI COMPETITION RULES**

### **BWK Competition Rules**

Only the BWK Honbu has the authority to organise and arrange *official* **BWK** Competitions. No other club or group can claim to run a BWK Competition.

### **KUMITE**

#### **Match area:**

- a. The match area shall have a flat surface, with the correct standard of Tatami (matting), with necessary measurements taken for the prevention of hazard.
- b. The size of the area, in principle, shall be eight-metres square.
- c. Two parallel lines, each 1 metre long, shall be drawn at a distance of 1.5 metres from, and on both sides, of the centre point of the match area.

#### **Contestants:**

- a. The contestants shall wear clean white Karate-gi, and wear a prerequisite blue or red Obi.
- b. The contestants shall conform to all the necessary safety requirements and understand all the rules and regulations for Shiai.

#### **Protection:**

- a. Protection must be worn on the hand, shin & instep.
- b. Protection must be either white, or blue/red, and conform to the usual traditional Wadoryu Shiai-kumite and BWK protection specifications.
- c. A gum-shield and groin-protector must be worn.
- d. Females must also wear Karate chest protection.
- e. There will be no 'additional' protection permitted.

#### **Officials:**

1. All officials must have the necessary up to date BWK Judge/Referee certified qualifications.
2. Must have up to date BWK Licences.
3. Be dressed in formal attire (blazer, tie, etc.).

#### **Kumite events:**

- a. The types of match shall be: Individual Match. Team Match.
- b. The Individual Match shall be decided by SANBON-SHOBU or NIHON-SHOBU.
- c. The time limit for each match (Team & Individual Events) will be two minutes (junior events) or three minutes (senior events).
- d. The number of persons comprising a team will be THREE or FIVE, plus an extra for the reserve.
- e. Team Events will consist of an unlimited-accumulation point system; all team-member bout points will be added together for the end score of the match.
- f. The method of deciding a winning team will be based on the TOTAL SCORE in each team match-off.
- g. Each Team Match will start from 'scratch' when going through to following rounds.

*Clarification: Both winner and loser's score, per bout, will be accumulated towards the end of the team match for scoring purposes for a total team point win. The winning team shall then go through to the next round. Scoring will be from scratch for progressing rounds.*

**Organisation:**

- a. The judgement of the match shall be made by: 1 Referee and 1 (mirror) Judge. The advice of an Arbitrator may be taken into consideration, at the discretion of the Referee. *NB: An Arbitrator must be made available at all times, for such decisions.*

**Scorekeeper:**

- a. The Scorekeeper has the duty to hold the score of the match. He shall call "SCORE", once the full points (where applicable) have been reached by one of the competitors.

**Timekeeper:**

- a. The 'stopwatch' on the match shall be activated as soon as the command "HADJIME" has been given by the Referee, the command "JIKAN" will be the ONLY command, by the Referee, to pause time. The Timekeeper shall call "ATOSHIBARAKU", to warn that the time is nearly expired in the match, symbolising that only thirty seconds remain.

**Contestants:**

- a. The Contestants shall take up their positions on the aforesaid lines when called. Upon the commands, they will; bow to the Referee, bow to the Judge, then bow to each other. They will be given the command "YOHI", they will wait until the command "SHOBU-NIHON/SANBON-HADJIME", and this will be the signal for the match to start. When the command "YAMAE" is given, which would be followed by "SOREMADE" or "MOTO-NO-ICHI" etc., the contestants must return to their original starting positions.
- b. Exclusively the Referee shall run matches.
- c. In the event of a "HIKIWAKE" (draw), a tiebreaker extension of 1-minute duration may be held to decide the winner. In the event of a 'HIKIWAKE' during the Team event, the Team Captain may select a Team member to fight in the extension match.

**Scoring:**

The scores and the scoring areas are as follows:

- a. IPPON: A controlled technique to the body. A foot-sweep or takedown with follow-up.
- b. WAZARI: A controlled technique to the head. A foot-sweep or takedown to the floor. Forcing the opponent out of the fighting area using technical prowess.
- c. An Ippon will be awarded to a contestant who was subject to; a low kick or strike, facial contact (not serious), excessive body contact (but still able to continue).
- d. Contestants shall be INSTANTLY DISQUALIFIED for:
  1. Heavy contact to the head, face, neck, throat, groin, or knee.
  2. 'Dangerous' throws or takedowns.

*NB: In short: ANY TECHNIQUE WHERE THE OPPONENT IS UNABLE TO CONTINUE AND IN THE VIEW OF THE REFEREE TO BE CONSIDERED DANGEROUS. Both competitors will not be permitted to continue in the event of disqualification due to excessive HEAD CONTACT.*

- e. When an exact, effective technique WITH "KIAI" is delivered to the recognised scoring area/s, scores may be awarded. The conditions referred to shall mean:
  1. Good form.
  2. Good attitude.
  3. Strong spirit.
  4. Proper timing and distancing.

*NB: A technique delivered simultaneously to the "TIME" call, may be counted in the score. Techniques delivered from either contestant, out of the fighting area, shall be considered invalid.*

- f. In the event of a contestant who loses his fighting spirit, and turns his back on the attacker etc., the Referee may decide to award the match to the attacker, before time has expired.
- g. A win is decided when:
  1. A contestant has scored the required points within the time limit (individual events).
  2. A contestant has achieved the highest score within the time limit.
- h. There will be 'warnings' for *minor* offences/fouls, and points will be awarded against those who violate the rules of the Kumite.
- i. Deliberate contact to the excluded areas (throat, neck, groin, and knee) will result in INSTANT DISQUALIFICATION.
- j. Contestants must use, as striking techniques:
  1. CLENCHED FIST: Punch, hammer-fist, back-fist.
  2. FOOT: Ball, instep (high, low, outer, inner), side-edge, heel.
- k. Clinching, pushing and body crashing, wasting time, abuses, provocation, or needless utterances, as well as 'un-sporting' behaviour are prohibited and will result in disqualification.
- l. Other areas that will result in disqualification:
  1. Not obeying the Referee.
  2. Arguing with the decision of the Referee, or Judge/s.
  3. In the case that the act of a contestant who becomes so 'over-excited', to the extent that he is, or may be considered by the Referee as a danger to his opponent.
  4. All other acts that are deemed to be violating the Rules of the Match.

Injuries or accidents during the match:

- a. When a contestant who suffered a minor injury, not serious enough to disable him from the match, refuses to continue, he shall be declared the loser.
- b. An injury sustained simultaneously to both contestants to whom both are responsible, the match shall be declared a draw.

Protests:

- a. The Referee's decision is FINAL.

Judge:

- a. The Judge shall stand opposite the Referee inside the area at the start of the match. He will assist the Referee. He shall signal his opinion by holding his arm in the air so it is visible to the Referee at the time of the manoeuvre. He shall exercise a right to a vote in the decision of the match.

#### Arbitrator:

- a. The Arbitrator will be responsible for keeping score (if needed), shouting "SCORE", when the necessary points have been reached, so as the Referee may hear. He shall exercise a right to a vote in the decision of the match.

#### KATA

##### Official Kata:

- a. The official Shiai-Kata for BWK events will consist of the following BWK Wadoryu Kata: Pinan; Shodan, Nidan, Sandan, Yodan, Godan; Ku-Shanku, Naihanchi, Seishan, Chinto, Bassai, Wanshu, Ni-sei-shi, Rohai, Ji-tte, Ji-han, Ji-in. Shiai-kata will also include the non-syllabus kata of; Shinsei, Juroku, Seienchin, Seisan and Suparinpei. Restrictions may be imposed for grade level and or/age of the corresponding event/s, etc. BWK Wado Kata will only be allowed all other variations will result in instant disqualification.

##### Contestants:

- a. Must be in possession of an up to date BWK 'recognised' Licence (*it must be in the safe possession of the competitor, at all times, for verification of age, grade and insurance, etc.*).
- b. Competitors will be placed in groups relevant to their category.
- c. Competitors have the choice of the numerous 'Official Kata' listed for their category.
- d. Individual Events. At least two Kata must be known, as the choice of Kata must differ through each round.
- e. Pairs & Team Events. One kata may be selected from the official list.
- f. Competitors will be judged in pairs (of Individuals/Pairs/Teams), in order of relevant selection, from the 'Competitor Sheet'.
- g. Judges will be issued with two flags, one blue (Ao/Aoi) and one red (Aka).
- h. The Competitor, once called, will bow at the perimeter marker/line and walk to the designated 'start-line indication' inside the competition area. The Competitor will bow and announce his choice of Kata he will perform. The Competitor will assume the Yohi position (appropriate for designated Kata) and demonstrate the aforesaid Kata. Return to the original position (Yamae) once completed and bow. The competitor will then walk backwards to the perimeter line and bows again before assuming position in the designated waiting area just outside the competitor/mat area.
- i. When both Aka and Ao have completed their selected Kata the Chief Judge will call for the competitors to return to the mat. The Chief Judge will then call "Hantei". This will be the signal for the competitors to position themselves, facing the Chief Judge, and for the Judges to prepare to make their decision between the competitors' performances.
- j. A decision will be made as to the 'best' performer. The winning competitor would then be selected to go through to the next qualifying round/s. This process would be done continually, until all competitors have been eliminated, to declare the final results, etc.
- k. Upon the necessity of 'Repechage', the relevant competitor will be matched in the finals. Selections will then be made, by performing in the last round, as to the placing of 1-Gold, 1-Silver, and 2-Bronze etc.

##### Organisation:



- a. There will be 3 or 5 Area Judges who will determine the Judgement of the match.
- b. All Kata will be Judged to official BWK Wadoryu Standards.

**Officials:**

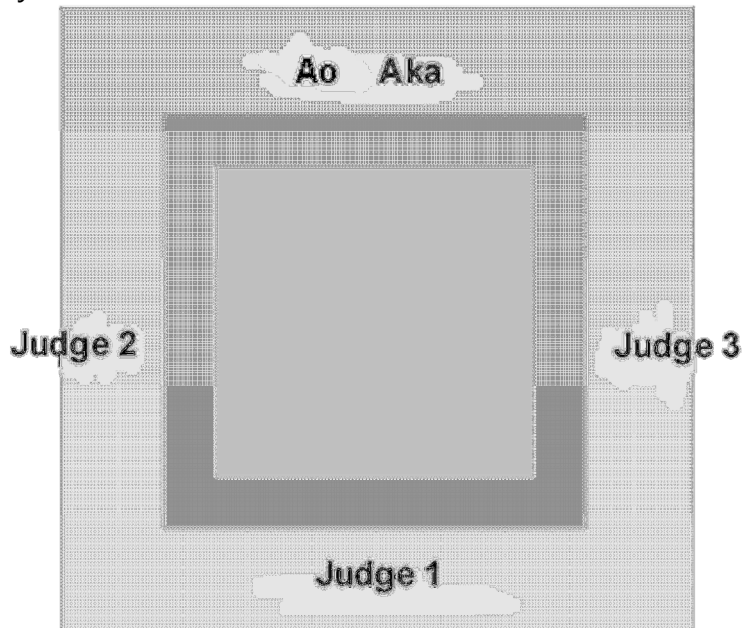
1. All officials must have the necessary up to date BWK Judge/Referee certified qualifications.
2. Must have up to date BWK Licences.
3. Be dressed in formal attire (blazer, tie, etc.).

**Judges:**

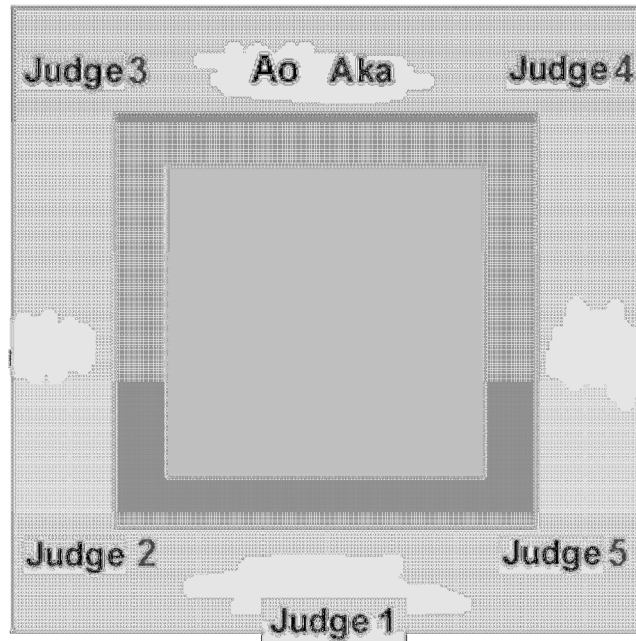
- a. Judges must be licensed & qualified and wear the correct attire (blazer, tie, etc.). *A Karate-gi may be acceptable at Club Level Events only.*
- b. Judges will sit at the designated 3 or 5 match area side-lines.
- c. There will be no communication between Judges, unless for 'technical' clarification etc. However, final decisions must be made independently.
- d. The blue flag will be held in the right hand and the red flag is to be held in the left.
- e. Example of Ao and Hikiwake (draw) decision. The position of each Judge's flag is shown below for Ao and Hikiwake (flags crossed). *NB: There will be no 'draws' permitted in the final rounds.*



- f. Three Judge Layout



- g. Five Judge Layout



#### Judge:

- a. The Chief Judge will call the relevant competitor to the match area (Ao followed by Aka). The performer will take up his position at the start point (in kiritsu), name his Kata of choice, and take up the relevant 'yohi' position. The performer will complete his Kata (assume yamae, naore, tachi-rei), and then return to the 'outside' area of the mat.
- b. When both competitors have completed their Kata, the Chief Judge will then call "Hantei". This will be the signal for the competitors to position themselves facing the Chief Judge.
- c. The Chief Judge will then blow his whistle; this will be the signal for all judges to display their favoured Kata performer with either the Aka or Ao flag/card (or, in unusual extenuating circumstances, both to signal a 'draw'). There will be no 'draws' permitted in the final rounds.
- d. All Judges must display their flag for a decision immediately upon the first whistle, and return the flags upon their laps upon the second whistle.
- e. The Table Administration will then record the decision and take the necessary procedures for match continuation.
- f. This process will continue until consideration/s of the finals/reportage procedure/s.

Standard Kata Categories. (More categories may be included when necessary. Refer to relevant event application form):

1. Age 9 and under mixed.
2. Age 10 to 12 mixed up to and including 4<sup>th</sup> Kyū.
3. Age 10 to 12 mixed 3<sup>rd</sup> Kyū and above.
4. Age 13 to 15 mixed up to and including 4<sup>th</sup> Kyū.
5. Age 13 to 15 Girls 3<sup>rd</sup> Kyū and above.
6. Age 13 to 15 Boys 3<sup>rd</sup> Kyū and above.
7. Team Category. Two or Three Team competitors of any age (Junior up to 15, Senior 16 & above), grade and gender.

Categories are subject to availability. Competitors may be transferred to another category without notice if certain categories are insufficiently supported.

## INJURY

In the event of an injury to a contestant, the Chief Judge shall HALT the match and call for MEDICAL ASSISTANCE. In the event that a competitor is unable to continue, the Chief Judge shall suspend/terminate the match. In the event of injury where a competitor is unable to continue, the individual/team shall be disqualified.

## Injuries.

Competitors must be in a personal peak condition on day of competition. In the event of prior injuries, whether temporarily or permanent, individuals will not be permitted to compete in any event at any level until the injury has been 'cleared' by a physician. Permanent injuries will require individual assessment prior to competitive training progression.

## TERMS AND MEANINGS USED BY THE CHIEF JUDGE

TERM	MEANING
Shomen-ni-rei	Bow to the front/Kamiza area and/or honoured guests.
Shinpandan-ni-rei	Bow to the Chief [Area] Judge.
Fukushin-ni-rei	Bow to the Judge/s.
Otaga-ni-rei	Bow to each other.
Hadjime	Start
Yohi	Prepare, ready.
Yamae	Stop (assume Yohi).
Aka	Red.
Ao/Aoi	Blue.
Aka (Ao) no-kachi	Victory to the red (blue).
Hantei	Balance, calling for a decision.
Hikiwake	Draw.
Fukushin-shugo	Calling the Judges. <i>Assemble or summon the Judges.</i>
Ao (aka) hansoku, aka (ao) no-kachi	Foul by blue (red), victory to red (blue).
Ao (aka) no-kikken-niyori, aka (ao) no-kachi	Victory by red (blue), due to renunciation by blue (red).

## GYO-ENBU

### Time & Timekeeper:

- The official time for all Gyo-Enbu events will be 60 seconds, unless otherwise stated prior to the Contest Date.
- The Chief Referee will signal the start of the Gyo-Enbu by the single blow of his whistle.
- The Timekeeper shall call "TIME" at the end of the 60 seconds, so that the Referee/s and Judges can draw their own conclusion as to 'how close' to the 'target time' the Gyo-Enbu has run.

### Contestants:

- The process of etiquette, and the system of elimination, will be judged in the similar manner to that of Kata.
- Teams will wear the pre-designated red or blue belts.

- c. Competitors will be placed in a Kumite/Tatami area (matted), positioned on the marked starting points as marked side-facing the Chief Judge, after the pre-required bowing etiquettes.
- d. The competitors will bow to each other and start their Gyo-Enbu.
- e. Once they have completed their Gyo-Enbu the competitors will bow to each other then face the Chief Judge; then bow and leave the area.
- f. A decision will be made and scoring will be reflected as to the presentation.
- g. The Finals will be the 'placing' of; Gold, Silver, and Bronze.
- h. Scoring will be based upon the following criteria:
  - 1. Presentation.
  - 2. Within the required time-limit.
  - 3. Technical ability and 'skill' factor.
  - 4. Spirit and intensity.
  - 5. Difficulty factor.
  - 6. Realism.
  - 7. Balanced ability from both team members.
  - 8. Technical balance and consistency.
- i. There will be no use of 'props' or other external influences, such as, walls, weapons, objects, etc.
- j. Competitors will not be permitted the use of padding of any kind.
- k. Utterances (other than Kiai) are not permitted.

#### Organisation:

- a. 3 to 5 Judges will determine the Judgement of the match.

#### Officials:

- 1. All officials must have the necessary up to date BWK Judge/Referee certified qualifications.
- 2. Must have up to date BWK Licences.
- 3. Be dressed in formal attire (blazer, tie, etc.).

#### Judges:

- a. Judges will sit at the match area consistent to that of Kata Events (see Kata).
- b. Judgement/s will be made in the same way as for Kata Events (see Kata).

#### INJURY

In the case of an injury to a contestant, the Referee shall HALT the match and call for MEDICAL ASSISTANCE. In the event that a competitor is unable to continue, the Referee shall suspend/terminate the match. In the event of injury within the Gyo-Enbu event/s, the team shall be disqualified, if unable to continue.

#### Injuries.

Competitors must be in a personal peak condition on day of competition. In the event of prior injuries, whether temporarily or permanent, individuals will not be permitted to compete in any event at any level until the injury has been 'cleared' by a physician. Permanent injuries will require individual assessment prior to competitive training progression.

#### TERMS AND MEANINGS USED BY THE CHIEF JUDGE

TERM	MEANING
Shinpandan-ni-rei	Bow to the Referee/Chief Judge.
Fukushin-ni-rei	Bow to the Judge/s.
Shomen-ni-rei	Bow to the front (or Kamiza) and /or honoured guests.
Otaga-ni-rei	Bow to each other.
Shobu-nihon/sanbon-hadjime	Start of the two/three point match.
Hadjime	Start.
Yohi	Prepare, ready.
Yamae	Stop.
Tsuzukette-hadjime	Restart the match.
Soromade/Moto-no-ichi	Ordering the contestants to return to the starting position/s.
Jikan	Pause time.
Waza-ari/Wazari	Half point.
Ippon	Full point.
Jogai	Area (infringement)
Aka	Red.
Ao	Blue.
Aka (Ao) no-kachi	Victory to the red (blue).
Hantei	Balance, calling for a decision.
Hikiwake	Draw.
Encho	Prolonging the match.
Ai-uchi	Simultaneous contact.
Hansoku	Foul.
Hansoku-chui	Warning of foul.
Atoshibaraku	Countdown, 30 seconds remaining.
Fukushin-shugo	Calling the Judges. <i>Assemble/summon the Judges.</i>
Ao (aka) hansoku, aka (Ao) no-kachi	Foul by Blue (red), victory to red (blue).
Ao (aka) no-kikken-niyori, aka (Ao) no-kachi	Victory by red (blue), due to renunciation by blue (red).

## COMPETITION OFFICIALS QUALIFICATIONS

### Officials.

- Level 1: Area Coordinator. Duties: Name check & categories, belt administration. Responsibilities: To ensure competitors understand requirements for relevant Kata event. To ensure sufficient belts available for all competitors. Requirements: A basic understanding of Wado Kata.
- Level 2: Area Administrator. Duties: Judge Administration (Kata: 1 Chief Kata Judge, 2/4 Kata Judge. Kumite Referee, Mirror Judge, Arbitrator, etc.). Responsibilities: Understanding of paperwork and basic running of passing though successful competitors to following round/s.
- Level 3. Senior Administrator. Duties: Include all of Level 1 & 2. Working knowledge of the Repechage system. Responsibilities: Ensure the smooth running of table and area coordination.
- Level 4. Kata Judge. Duties: Judge (Pinan to Chinto). Responsibilities: Understanding of requirements for judging a Kata event.
- Level 5. Senior Kata Judge. Duties: Judge Official Kata events (all BWK Kata). Responsibilities: Understanding of requirements for judging a Kata event.

## Kumite

Judges and Referees for Kumite must have already qualified up to & including Level 5. Judges/Referees.

- Level 6. Kumite Judge. Duties: Kumite Judge/Mirror Judge, Arbitrator.
- Level 7. Kumite Referee. Duties: Kumite Referee, Arbitrator.
- Level 8. Senior Kumite Referee. Duties: Senior Kumite Referee/Tatami-Cho.

Qualifications issued for BWK Members.

- See BWK Constitution/Rules & Regulations

NB: Judges and Referee Courses will be held when required.

## BWK SQUAD

The BWK Squad Sessions are open to all BWK Licensed Members.

Training in Kata and Kumite will be conducted together, and selections for the Squad will be decided on commitment and training history. Required Kumite-Bogu (Kumite protection). Protection must consist of Hand mitts, shin & instep protection, groin-guard, chest protection (females), and gum shield.

In the event that you may compete within events organised by the National Governing Body, you may need to consider alternative variations of protection at some point. As these 'alternatives' can be very expensive, and the criteria changes fairly regularly, please don't invest in the National Governing Body and/or International Governing Body protection at the moment, *if you do not already have any*, just continue to use your 'club/association level' protection. Remember, club level protection is always consistent, NGB protection requirements change frequently.

The 'Elite Squad' requirements and criteria are measured on 'results' at Tournaments and Competitions, as well as continual attendance to the BWK Squad Sessions and Courses, which are essential, and will maintain Elite Status.

So just to summarise.

Categories/rankings within the BWK Squad.

1. BWK Squad Athlete: An attendee at the Squad Courses.
2. BWK Squad Member (Kata): A Member 'selected' to represent BWK at BWK Sanctioned Events (Wado) for Kata.
3. BWK Squad Member (Kumite): A Member 'selected' to represent BWK at BWK Sanctioned Events (Wado) for Kumite.
4. BWK Elite/National Squad Member: A Squad Member who has achieved at least one 'result' from an official BWK/BWK Sanctioned Wado Event (Gold, Silver, or Bronze), in either Kata and Kumite.

Each student will be issued with his/her own training & result record, which must be kept safe and handed in for signing at each Squad (*or Squad related*) Session. This will be your only record of achievements in both attendance and placing within competitions. *SO PLEASE KEEP IT SAFE.*

All Squad Members **MUST** also attend regular Dojo training sessions (at least once a week with an official BWK Instructor) and also attend the available BWK courses, including Standardisation Courses, etc.

Elite Squad Members will be 'automatically' selected for competition, as long as they have been up-to-date with all Squad Session attendances.

All Kata performed at BWK Squad Sessions will be the original 'official' BWK version of the Kata endorsed by Suzuki Tatsuo (8<sup>th</sup> Dan) Hanshi. By attending any other course outside of BWK may be detrimental to the student's consistency within the form, so please ensure you retain 'in-house' training at all times.

BWK Squad Members are permitted to attend any 'open' Squad Sessions outside of BWK. However, BWK Squad Members will not be permitted to be part of, or represent, any Squad outside of the BWK.

The Official BWK Kata are; Pinan Shodan, Pinan Nidan, Pinan Sandan, Pinan Yodan, Pinan Godan, Ku-Shanku, Naihanchi, Seishan, Chinto, Bassai, Wanshu, Ni-Sei-Shi, Rohai, Ji'tte, Ji'han, Ji'in. The official BWK Shiai-Kata also include the BWK Wado versions of; Shinsei, Seisan, Jurokuno, Seienchin and Hakoishi-Suparinpei.

For progression onto the British Wado Federation National Team, which is the next level up, and the only other Squad BWK Members are entitled to be part of, *please see the BWK Head Coach or BWK Squad Administration for details.*

**BWK Squad Members/Licensed Students are not permitted to represent outside organisations, as this will be considered in direct breach of *BWK Membership Rules.***

## **BWK SQUAD COACHES**

BWK Coaches are:

- See BWK Constitution/Rules & Regulations for details.

**NB: Due to conditions of insurance the BWF/BWK-Honbu will be responsible for organising official BWF/BWK competition/Tournament events, etc.**



Adult-Level Competition Sparring Protection