

Referee Gestures and Explanations

1. " Otagai ni rei "
Bowling to each other.

(Only when competitors do not bow to each other.)



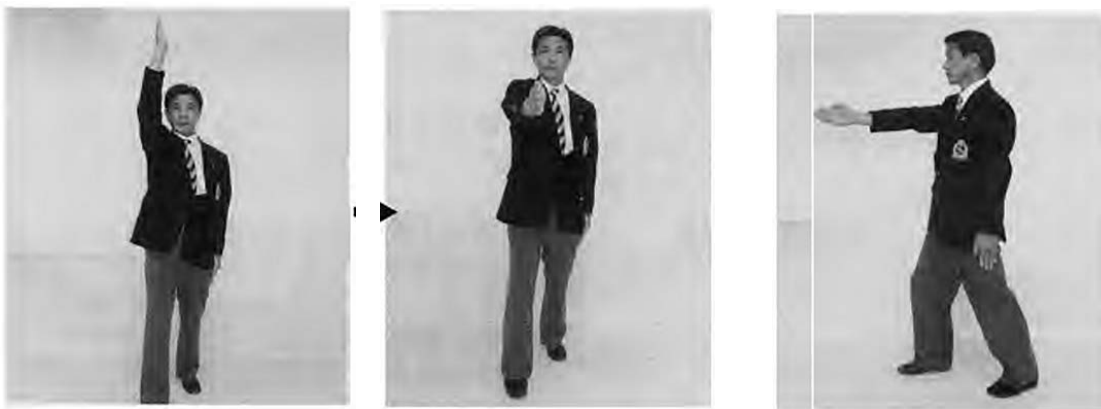
2. " Shobu san bon. Hajime "
3 point match - Begin

(Start match. Referee stands in the start positions. After the announcement, referee takes a step back.)



3. " Yame " Stop

(Stop action) Referee brings down shuto hand from shoulder height. Time keeper will stop the time.



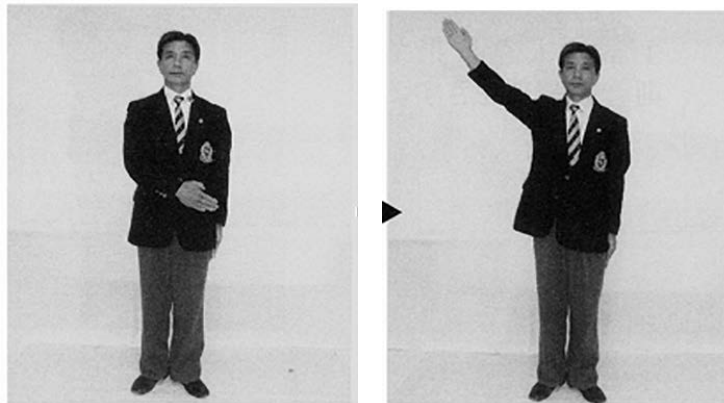
4. "Tsuzukete hajime" Resume match, Begin.

Referee stands in to Seisan dachi, and bring palms together with straight arms.



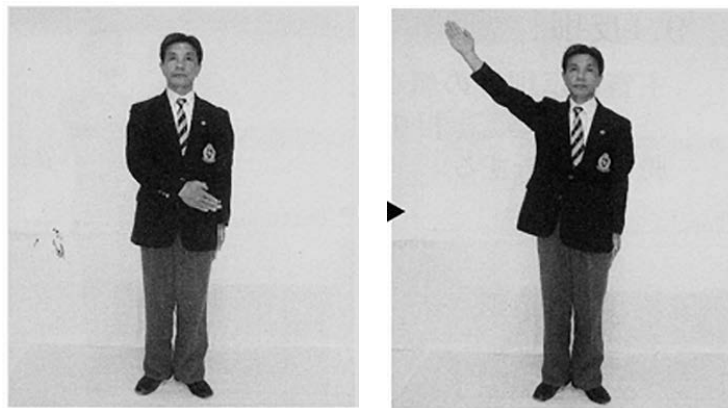
5. "Ippon" One point

(Referee extends arm upward at 45 degrees on the side of the scorer.)



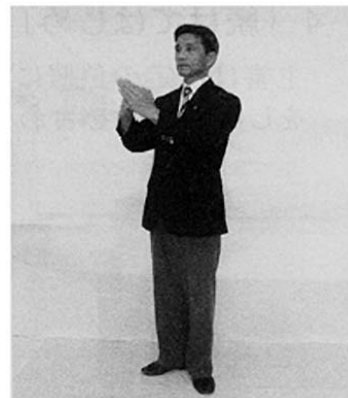
6. "Aka (Shiro) no kachi" Red (White) wins

(Referee extends arm upward at 45 degrees on the side of the winner.)



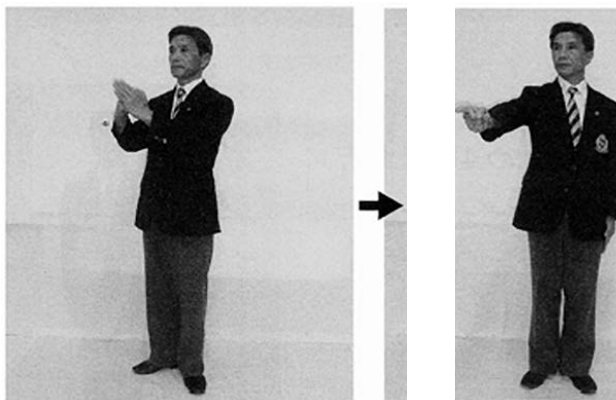
7. " Chukoku " Warning
(Excessive attack)

(Referee brings fist in palm of other hand at chest level while facing the offender.)



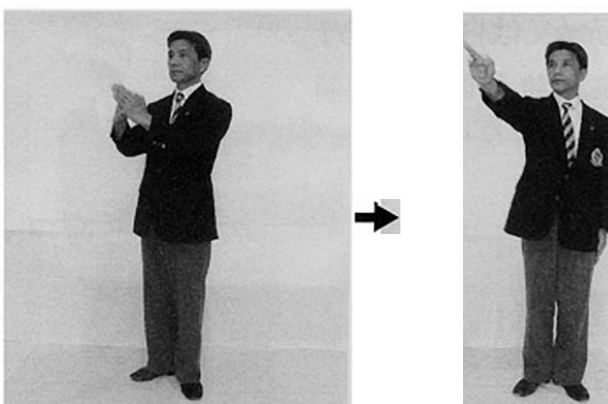
8. " Hansoku chui " Foul warning

(1 point penalty.
Referee points index finger at the offenders abdomen and then awards 1 point to the opponent.)



9. " Hansoku " Foul

(Referee points index finger at offender face and announces the other competitor the winner.)



10. " Chukoku "

Warning for dangerous actions

The referee cross open hands with the edge of one wrist on the edge of the other at chest level.

Warning for dangerous actions follow #8 Hansoku chui.

Foul for dangerous actions follow #9 Hansoku.



11. " Jogai " Out of bounds

(Referee points index finger along the offender side of the out of bounds area.)



12. " Jogai chui "

Second out of bounds with one point penalty

(Referee points index finger along the offender side of the out of bounds area then points to the abdomen.)



13. "Jogai hansoku"
Third jogai with
disqualification
penalty.)

(Referee points index
finger along the offender
side of the out of bounds
area then points at the
offender face.)



14. "Mubobi"
Self endangerment

(Referee points index finger towards
the face of the offender with bent
arm 60 degrees.)



15. "Aiuchi"
Simultaneous execution of
a point technique.

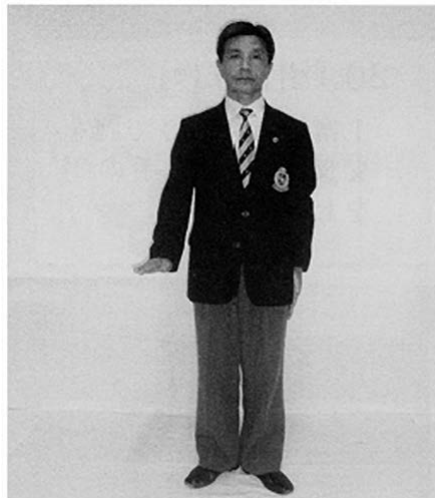
(No points for either competitors.
Referee will take both hands and make them
into fists and put them together at the chest.



16. Bogyo sareta waza
Blocked technique



17. Yowasugiru waza
Technique too weak



18. Nuketa waza
Missed target



19. "Torimasen "

No point

(Referee crosses arm in front of chest then bring them down with palms facing down.)



20. " Hikiwake "

Draw match

(Referee crosses arms in front of chest then bring them down with palms facing up.)



21. Sakino kettei torikeshi

Cancel previous decision

(Referee faces towards competitor.)



22. " Hayai waza "

First technique scored

(Referee indicates who scored first by bringing shuto hand into the palm of other hand.)



23. Shushin ga fukushin ni saikou o unagasu.

To reconsider their decision.

(One time only)
(Take one step forward.)



24. " Shugo "

Assemble

(Referee will call upon judges for Shikkaku or end of match.)



25. " Kiken "

Renunciation

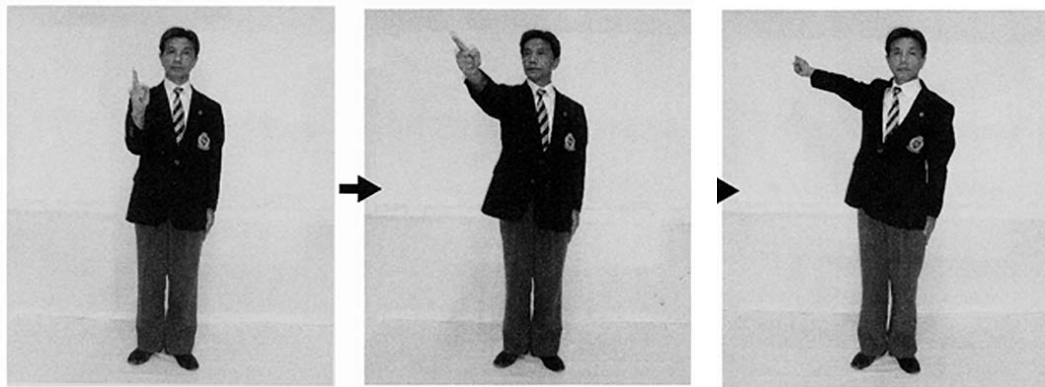
(Referee points with index finger toward the renouncing contestant`s line and then announces win to oponent.)



26. " Shikkaku "

Disqualification

(Referee completes two movements with pronouncing disqualification. First points the index finger at the face of the offender, then points diagonally upwards and behind. Referee simultaneously pronounces Shiro (Aka) Shikkaku then awards win to oponent.)



MEMO

Judge Gestures and Explanation

1. " Ippon "
One point
2. " Aka (Shiro) no kachi "
Winner Red (White)
(Only for decision making)
3. Excessive attacks
4. " Hansoku chui "
Warning with one point penalty
5. Dangerous actions
6. " Jogai "
Out of bounds
7. " Mubobi "
Self edangerment
8. " Aiuchi "
Simultaneous execution of a techniques
9. Weak technique
10. " Torimasen "
No point , Not enough
11. " Hikiwake "
Drawn match
12. When not able to see the technique
13. When wanting to stop the match
14. Blocked technique
15. Missed technique

1. Ippon
One point



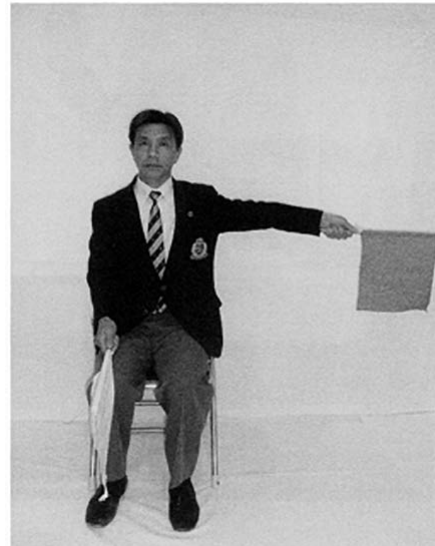
2. Aka (Shiro) no kachi
Red (White) win
(Only for decision making.)



Judge Gestures and Explanation

1. " Ippon "
One point
2. " Aka (Shiro) no kachi "
Winner Red (White)
(Only for decision making)
3. Excessive attacks
4. " Hansoku chui "
Warning with one point penalty
5. Dangerous actions
6. " Jogai "
Out of bounds
7. " Mubobi "
Self edangerment
8. " Aiuchi "
Simultaneous execution of a techniques
9. Weak technique
10. " Torimasen "
No point , Not enough
11. " Hikiwake "
Drawn match
12. When not able to see the technique
13. When wanting to stop the match
14. Blocked technique
15. Missed technique

1. Ippon
One point



2. Aka (Shiro) no kachi
Red (White) win
(Only for decision making.)



8. " Aiuchi "

Simultaneous execution of a point techniques.



9. Weak technique

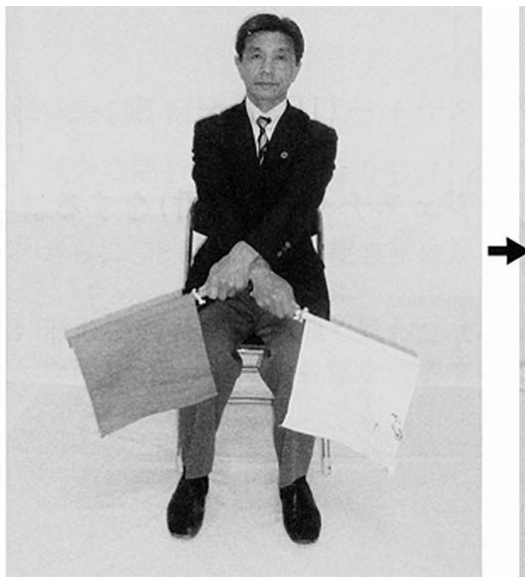
Have the flag parallel to the ground and move it up and down.



10. " Torimasen "

No point , Not enough

Cross the two flags over the knees and wave apart and stop.



11. " Hikiwake "

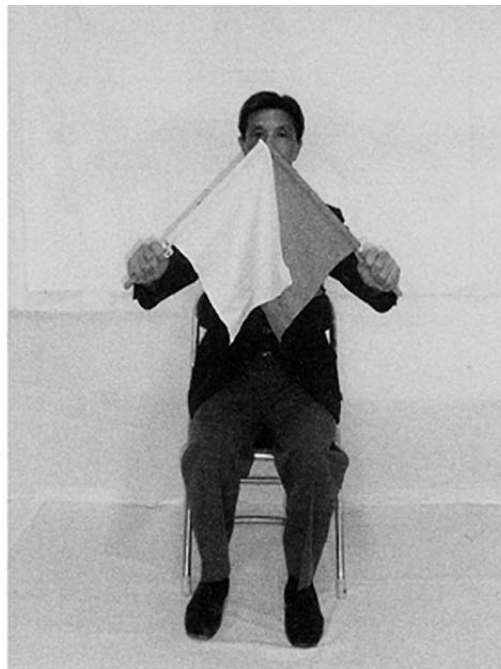
Draw match



12. " Mienai "

Not able to see the technique

(Cover both eyes with the flags.)



13. When wanting to stop the match

Wave Aka (or Shiro) Red (or White) flag, above the head in large circles.

14. Blocked technique

For blocked technique, do the same gesture as the referee.(# 16)

15. Misses technique

When a target is missed, do the same gesture as the referee (# 18)

3.4. Excessive attacks

- (1) "Chukoku" Warning
Rotate wrist in small circles
- (2) "Hansoku chui"
Rotate wrist in large circles



5. Dangerous actions (Face towards the offender.)



6. "Jogai" Out of bounds Move up and down



7. "Mubobi" Self endangerment

Do the same gesture as the referee using the flags (bend the arm at 60 degrees)

