

British Wado Federation
Gyo-Enbu Competition Rules &
Regulations



英国和道連盟 - 本部

January 2016

COMPETITION RULES

GYO

Time & Timekeeper:

- a. The official time for all Gyo events will be 60 seconds, unless otherwise stated prior to the Contest Date.
- b. The Chief Referee will signal the start of the Gyo by the single blow of his whistle. The end of the Gyo will be indicated by the participants who will finish their gyo by bowing to the Chief Judge.
- c. The Timekeeper shall announce 'Performance Time' at the end of the Gyo-enbu, so that the Referee/s and Judges can draw their own conclusion as to 'how close' to the 'target time' the Gyo has run. Scores are adjusted accordingly.

Contestants:

- a. Must be in possession of an up to date BWF '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 will be placed in a Kumite contest area, positioned on the starting points as marked for Kumite facing the panel of Judges.
- d. At the sound of the whistle the competitors will bow to the Referee/Judges, at the Panel, face one another.
- e. At the sound of the second whistle the competitors will bow to each other and start their Gyo.
- f. Once they have completed their Gyo the competitors will bow to each other then face the Referee/Judges at the Panel then bow.
- g. A decision will be made and scoring will be reflected as to the presentation.
- h. Each Gyo team will be scored out of 10 points, and must achieve at least 7.5 points in order to go through to the next round (semi-finals).
- i. The semi-finals will be based upon the best three scoring pairs.
- j. The Finals will be the 'placing' of; Gold, Silver, and Bronze.
- k. Scoring will be based upon the following criteria:
 1. Presentation.
 2. Closest to 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.
- l. There will be no use of 'props' or other external influences, such as, walls, weapons, objects, etc.
- m. Competitors will not be permitted the use of padding of any kind.
- n. Utterances are permitted, with the exception of foul and/or bad language.

Organisation:

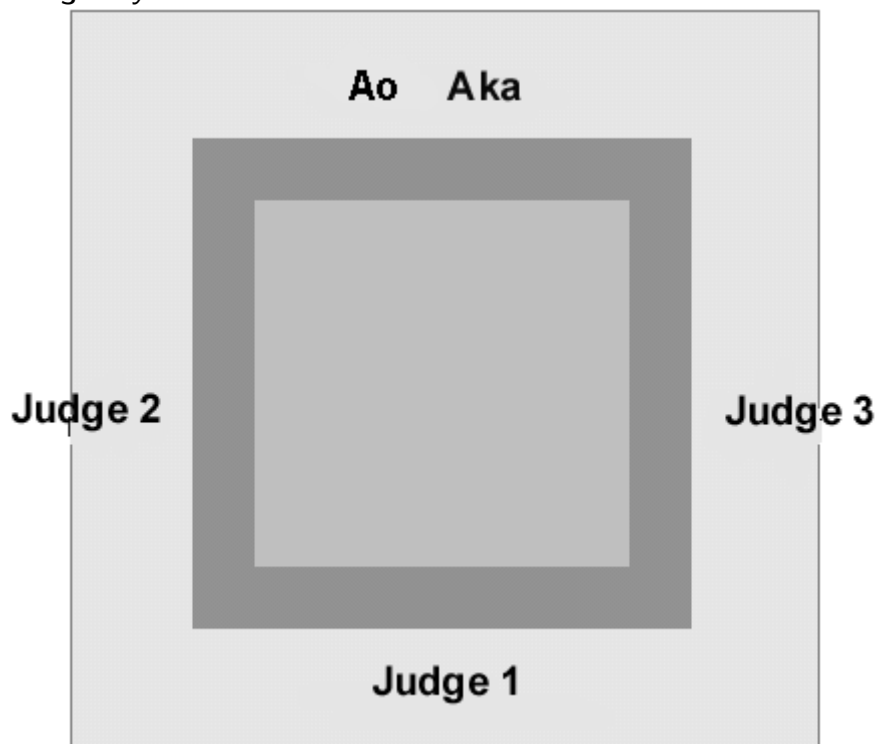
- a. 3 Area Judges will determine the Judgement of the match.
- b. All Gyo will be Judged to official BWF Technical Standards.

Judges:

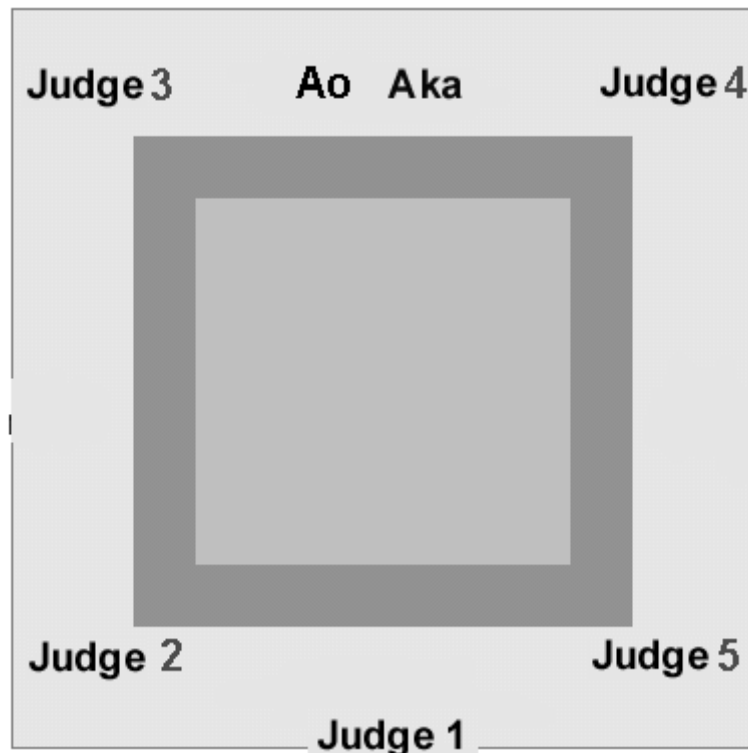
- a. Judges must be licensed & qualified and wear the correct attire (blazer, tie, etc.). *A Karate-gi may be acceptable at Club Level Events.*
- b. Judges will sit at 3 or 5 match area sidelines.
- c. There will be no communication between Judges, unless for 'technical' clarification etc. However, final decisions must be made independently.
- d. The blue flag will be held in the left hand and the red flag is to be held in the right.
- 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:

- The Chief Judge will call the relevant team to the match area (Ao followed by Aka). The performers will take up their positions at the start point (in kiritsu). The performers will complete their Gyo (assume yamae, naore, tachi-rei), and then return to the 'outside' area of the mat.
- When both competitors have completed their Gyo-Enbu, the Chief Judge will then call "Hantei". *This will be the signal for the competitors to position themselves, facing the Chief Judge, in preparation for judgement. Chief Judge may also call "Shugo" prior to "Hantei" for competitors to place themselves in the correct position prior to Judges' decisions.*
- 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 eliminating rounds only, both flags crossed 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. *T*
- e. The Chief Judge may then show the flag of the relevant winner by also calling "Aka (Aoi) no Kachi" for confirmation of the unanimous decision.
- f. This process will continue until considerations of the finals/reportage period.

Gyo-Enbu Categories:

1. Age 9 and under mixed.
2. Age 10 to 12 mixed up to and including 4th kyu.
3. Age 10 to 12 mixed 3rd kyu and above.
4. Age 13 to 15 mixed up to and including 4th kyu.
5. Age 13 to 15 Girls 3rd kyu and above.
6. Age 13 to 15 Boys 3rd kyu and above.
7. Team Category. Three competitors of any age (up to 15), 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 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 event/s, the team shall be disqualified, if unable to continue.

TERMS AND MEANINGS USED BY THE CHIEF JUDGE/REFEREE

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, become 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).