



“200”

(English)

200 questions - WUKF GENERAL RULES

1. **In each Tatami the Chief Referee and Panel of referees are nominated by:**
The WUKF Directing Committee (WUKF-DC)
The competition Director
The Chairman of Referee Commission
2. **During the match Referees and Judges can talk to:**
the Chief Referee
the coaches
The contestants
the other Judges
3. **Can the Chief Referee substitute a Judge during a kumite match?**
Yes No
4. **Can the Chief Referee correct an administrative error?**
Yes No
5. **When a Central Referee has difficulty with his decisions he must consult :**
The Other judges of the panel
Only the Mirror judge (Fukushin)
The Chief Referee
6. **Who is responsible for the official result of a match?**
The Chief Referee Fukushin Kansa
7. **The ultimate decision in a match will be taken:**
Always with majority.
By Central Referee’s decision only
8. **It is forbidden to wear metallic objects (in hair or on their body) because**
They may cause injuries to themselves or to their opponent
for the image of karate
9. **In Hantei decision does the Kansa participate to the vote?**
No, because he’s not part of the panel
Yes, in every situations
10. **In Hantei procedure, Kansa must stand up to vote?**
Yes) No

11. **What is the decision in the case of following signals: J:Aka R: Shiro A: Shiro**
 - Aka Shiro Torimasen
12. **What is the size of the KATA Match area,**
 Maximum 10m x 10m
 Large enough to perform the Kata without any obstacles.
13. **What's the name of competitors uniform**
 - Karate gi Kimono Uniform
14. **This uniform must be worn at :**
 all tournaments,
 all courses
 all examinations
 only in world tournaments
15. **Can the sleeves of the Gi be turned up?**
 Yes No, in any cases Yes, in kata match
16. **During the match the Coach must wear:**
 A Karate Gi
 His national (or team's) tracksuit
17. **What's the name of competitors uniform**
 Karate gi
 Kimono
 Uniform
18. **A competitor can wear bandaging or protective medication:**
 Always when he's injured
 Only with the Tournament Doctor's permission.
19. **Can the competitors in a kumite match can wear their own belt and at the same time the red/white contest belt?**
 Yes, if Referee allowed
 Yes, it's mandatory
 No, only red/white belts
20. **Could a competitor fight with long nails?**
 Yes, if he/she has mitts
 No, because he/she could accidentally scratches the opponent and may cause him an injury
21. **What decision must the Referee when one contestant wears a metallic object?**
 Start the match
 Give Kiken to him
 Give contestant one minute to redress

22. **Central Referee (Sushin), Mirror Judge (Fukushin), Arbitrator (Kansa) or Corner Judges are appointed by :**
 The WUKF Directing Committee (WUKF-DC)
 The competition Director
 The Chief Referee (tatami's chief)
23. **Referees and Judges can converse during match:**
 With the Chief Referee
 With the coaches
 With the contestants
 With anybody
 With the other Judges
24. **Can the Chief Referee substitute a Judge during a kumite match?**
 Yes No
25. **Whenever a Central Referee (Sushin) has a difficulty with his decision, he must consult :**
 The Other judges of the panel
 Only the Mirror judge (Fukushin)
 The Chief Referee
26. **Who is responsible for the official result of a match?**
 The Chief Referee
 Fukushin
 Kansa
27. **The ultimate decision in a match will be taken by**
 Always with majority.
 Referee's decision only
28. **In Hantei decision will the Kansa participate in the vote?**
 No, because he's not part of the panel
 Yes, in every situations
29. **In Hantei procedure, Kansa must stand up to vote?**
 Yes No
30. **In Kumite matches the size of the Match area is a minimum 6 x 6 meters?**
 yes, in any cases
 only for Children
 only when the number of contestants is under 16
31. **What colour must have the kumite mitts be?**
 Red & Blue
 Blue & White
 White & Red
 Any kind of colour

32. **During the match the Coach must wear:**
 A Karate Gi
 A dark blazer, white shirt and a black tie
 His national (or team's) tracksuit
33. **A competitor can wear bandaging or protective medication:**
 Always when he's injured
 Only with the Tournament Doctor's permission.
 - Under the athlete's sole responsibility
34. **In Kumite match the competitors can wear the own belt and at the same time the red/white contest belt?**
 - Yes, if Referee allowed
 - Yes, it's mandatory
 - No, only red/white belts
35. **Referees and Judges can converse during match:**
 With the coaches
 With the contestants
 With anybody
36. **Who appoints the panel of Referees for each match/round?**
 The Central Referee
 The Jury table
 The Chief Referee
37. **Can the Chief Referee substitute a Judge during a kumite match?**
 Yes No
38. **The "Running time" system** is used in:
 sanbon kumite individual matches
 in ippon kumite matches (individual or team)
 in rotation sanbon team
39. **Who is responsible for the result of a match?**
 The Chief Referee
 The Mirror Judge
 The arbitrator
40. **What do you do, in the first instance, as Referee when you don't know what decision to take?**
 consult the panel
 consult Chief of Tatami
 continue the match without any decision
41. **In the case of a difference of opinion between the Referee and the Judge, the Referee:**
 Consults Arbitrator,
 Impose his decision

42. **What will be the decision in the case of following signals: R: Shiro J:Aka
A:Mienai**
Shiro
Aka or Shiro (Referee decides the best placement)
Torimasen
43. **What does “running time” mean?**
stop the chronometer every time when Referee calls “Yame”
stop the chronometer only at the Referee’s command “Stop the clock”
44. **What colour must the karate Gi be?**
Black
Blue
White
45. **What Tatami documents must be on the Jury table?**
46. **Please find 3 unclear points in the actual WUKF Rules**
47. **The trousers must be long enough to cover :**
Two-thirds of the shin.
The ankle bone
To reach the tatami
48. **Can a contestant wear a metallic objects (in hair or on their body) which may cause injury to themselves or their opponent?**
Yes, with doctor permission
Yes, in kata match
No, it’s forbidden
49. **What decision must the Referee take when one contestant wears metallic object ?**
Beginning the match
Decide to give Kiken to him
Give one minute to redress

PROTECTIONS

50. **In Kumite Shobu Sanbon shin protectors are:**
Forbidden
Allowed
51. **In Kumite Shobu Sanbon gum shields are:**
Forbidden
Obligatory
Allowed
52. **In Kumite Shobu Ippon mitts are:**
Forbidden
Obligatory

53. **In Kumite Shobu Ippon shin protectors are:**

- Forbidden
- Mandatory
- Allowed

54. **In Kumite Shobu Ippon gum shields are:**

- Forbidden
- Mandatory
- Allowed

55. **In Kumite Shobu Ippon a groin protector is:**

- Forbidden
- Mandatory
- Allowed

56. **In Nihon Kumite a groin protector is:**

- Forbidden
- Mandatory
- Allowed

INJURIES

57. **Mark the true order of the actions that Referee must make when there is an injury of a contestant :**

- Halt the Match, discuss with judge, call the Tournament Doctor
- Assist the injured contestant , call the Tournament Doctor, stop the match

Shall at once halt the Match, assist the injured man and, at the same time, call the Doctor

58. **If a contestant is declared by the doctor unable to continue the match due to injury:**

- If the cause of the injury is attributable to his opponent he is declared the winner
- If the cause of the injury is not attributable to his opponent declared the loser

59. **A contestant who wins a match by opponent disqualification:**

- Can continue to fight
- Cannot continue to fight
- Can only continue to fight if allowed to by the competition doctor

60. **Is it possible to avoid the doctor's decision?**

- No,
- Yes, if coach & competitor decide to continue
- Yes, if Referee consider that competitor simulate

61. **An injured contestant who wins a match through disqualification of the opponent :**

- Can continue to fight
- Cannot continue to fight
- Can continue to fight, in the next match, only if the competition doctor allowed him

KUMITE **KUMITE TEAM**

62. **If a draw persists, to determine the winner it is necessary in the second instance to:**
Count each team's overall number of Waza-ari and Ippon (total score)
Hold a deciding round
63. **If a draw still persists, to determine the winner it is necessary in the third instance:**
Lots are drawn
An extra Match is held
64. **How many contestants comprise a kumite team (male and female)?**
3 members
2 members + 1 reserve
3 members + 1 reserve
65. **At the end of the match when it is a draw, to determine the winning team, in the first instance must count:**
Each team's overall number of Waza-ari and Ippon
Each team's number of victories
66. **In a Kumite Team match, can the order of contestants be changed every round?**
Yes No
67. **At the end of a Sanbon Team Kumite match, to determine the winning team it is necessary in the first instance to count:**
Each team's overall number of Waza-ari and Ippon
Each team's number of victories
68. **If the decision is a draw, to determine the winning team it is necessary in the second instance to:**
Count each team's overall number of Waza-ari and Ippon (total score)
Hold a deciding round
69. **If the draw still persists, to determine the winning team it is necessary in the third instance:**
Count the number of Ippons
An extra Match
70. **In Kumite Sanbon Team match, victories through a foul, disqualification or retirement of the opponent shall be counted as**
3 Ippon
6 Waza Ari
3 Ippon added to the score registered in the moment of Hansoku/Kiken

KUMITE SANBON TEAM ROTATION

71. **The match will have a duration of :**

- 6 minutes running time
- 3 minutes running time
- 2 minutes running time

True or false? Please mark in :

72. The winner will be the team who scored more points (total score) as the opponent team, during the 6 minutes time.

True False

73. Each team may score as many points as its athletes are capable of.

True False

74. However, if one of the teams reaches an advantage of **6 points (ippons or waza-aris)**, it will be declared winner. **True False**

75. The coaches will choose 1 athlete to initiate the extension.

True False

76. This athlete cannot be substituted after the extension has begun.

True False

77. If a tie persists, **HANTEI** will be asked for and this will decide the winning team.

True False

78. When a substitution occurs, the opponent will have to fight for at least another **15 seconds** before s/he may also be substituted. **True False**

79. The team spirit impose that every competitor must fight at least one time during the prescribed time (6 minutes) **True False**

KUMITE INDIVIDUAL

Shobu Sanbon:

80. **Is the head a scoring area?**

Yes No

81. **In Hantei, after Encho-Sen, the decision of HIKIWAKE :**

Cannot be given.

Is mandatory to be accorded if it's still a tie

82. **Please mark the Hantei criteria for awarding victory :**

Number of Ippon and Waza-ari

Warnings

Jogai

Belt colours

Fighting spirit

Number of attacking moves

Fair play

True or false? Please mark in:

83. **What is the duration of a Seniors Male match in Shobu Sanbon?**
84. **What is the duration of a Seniors Female match in Shobu Sanbon?**
85. **If at the end of a match AKA has one Waza-ari and one Chui more than SHIRO:**
- He is declared winner
 - It is necessary to call Hantei and the decision will be AKA NO KACHI or HIKIWAKE
 - It is necessary to call Hantei and the round can be No Kachi, Hikiwake, Make Encho-san
86. **Can a valid technique carried out simultaneously with the signal that sounds the end of the fight be awarded a point?**
- Yes
 - No
87. **Which situation may be awarded an Ippon?**
- Attack on unprotected back
 - Block + technique
 - De ai (*counterattack*)
88. **A valid technique on an unbalancing competitor is considered:**
- Wazaari
 - Ippon
 - No point
89. **Mark the forbidden techniques:**
- Uncontrolled attacks.
 - Techniques which make excessive contact, having regard to the scoring area attacked.
 - Open hand techniques to the face, Empi Uchi, Hiza Geri and Atama Uchi.
 - Attacks to the groin.
90. **What situations constitute a dangerous Ashi Barai?**
- Without a follow up technique
 - Followed by a valid technique
 - Which reach the knee
91. **You are Referee and stop the match to award Aka a point, but Judge indicates Shiro. What is the decision?**
- Give Aka,
 - Call Judge and consult and after discussion you make a choice
 - Turn to Kansa and take the decision with majority
92. **Strong kick. Judge: Waza-ari for Shiro. Referee consult Aka: decide contact. Inform Judge. What must Judge do?**
- Maintain the decision
 - Must modify the decision to Atenai

93. What will be the decision in the case of a strong kick to the Shiro's knee and the Doctor says Shiro unable to continue?

- Aka: Hansoku.....&.....Shiro: No kachi
- Aka: Chui&.....Shiro: Kiken Aka: No kachi
- Aka: No Kachi

94. The clock, in Sanbon kumite matches, must be stopped after each "Yame" call?

Yes No Only at the referee request: "Time";

95. How many times could a competitor go out of match area, before Atoshi Baraku, without being disqualified?

2 times (J+J) b) 3 times (J+J+J Chui) c) 4 times (J+J+J, Chui+J Hansoku)

96. A valid technique provided to an unbalancing competitor is considerate:

Waza Ari Ippon Ma-ai

97. An attack delivered after the Time-up bell signals ...

It's not valid. He's valid and must be recognize as a point

98. Aka attacks tsuki chudan. Shiro blocks the attack and counterattacks with Waza Ari jodan. The decision

Waza Ari for Shiro Ippon for Shiro

99. What's the duration of Enchosen for...?

...individual sanbon match ___
...Rotation team Sanbon match ___

100. In the Kansa scoreboard we'll meet this symbol X, which means:

No Kachi b) Make c) Hikiwake

101. Shinprotectors are allowed in sanbon kumite Yes No

104. SHIRO is the competitor on:

The left side of the Central Referee
The right side of the Central Referee

105. After Encho-Sen, in Hantei the decision of HIKIWAKE:

Cannot be given.
b) Must be made

106. What is the command with which the Referee begins the match?

- Soremade.
- Yame
- Shobu Sanbon/Ippon, Hajime!"

107. Blocking a technique and counterattack with a valid technique is considered:

Wazaari
Ippon
No point

108. What will be the decision if at the end of an individual match Aka and Shiro have the same number of points?

- Hikiwake direct
- Hantei
- Referee's decision

109. True or false?

*Effective techniques delivered under the following conditions **shall be considered as an Ippon:***

- a) When an attack is delivered with perfect timing and the opponent started to move towards the attacker. **True O False O**
- b) When an attack is delivered immediately as the opponent was unbalanced by the attacker. **True O False O**
- c) When there is a block and a counter attack. **True O False O**

110. Mark the right order of the actions that Referee must do at the end of the match:

- Yame / Sore made / consults scoreboard / announce the decision
- Yame / announce the decision
- Yame /Sore made/ announce the decision

111. Strong kick. Judge: Waza-Ari for Shiro. Referee consults Aka and decides contact. Referee informs the Judge. What must the Judge do?

- Maintain the decision
- Must modify the decision in Atenai

112. The scoring areas are:

- Head
- Face
- Abdomen
- Nose
- Knee

113. Please mark the Hantei criteria for deciding the winner:

- Number of Ippon and Waza-ari
- Warnings
- Jogai
- Belt colors
- Fighting spirit
- Number of attacking moves
- Fair play

114. If at the end of a match a contestant has one Waza-ari more than his opponent:

- He is declared winner
- It is necessary to call to Hantei

115. What is the duration of a Seniors Male match in Shobu Sanbon:

116. What is the duration of a Seniors Female match in Shobu Sanbon:

117. If at the end of a match a contestant has one Waza-ari and one Chui more than his opponent:

- He is declared winner
- It is necessary to call Hantei and the decision will be NO KACHI or HIKIWAKE
- It is necessary to call Hantei and the round can be No Kachi, Hikiwake, Make Encho-sen

118. Can a valid technique be awarded as a point if it is carried out simultaneously with the signal that sounds the end of the fight?

- Yes
- No

119. Which situations may be rewarded with Ippon?

- Attack on an unprotected back
- Block + technique
- De ai (*counterattack*)

120. A valid technique delivered to an unbalancing competitor is considered:

- Wazaari
- Ippon
- No point, because there was no fall

121. What will be the decision if at the end of a match, Aka and Shiro have the same number of points?

- Hikiwake direct
- Hantei
- Referee's decision

122. Mark the forbidden techniques:

- Uncontrolled attacks.
- Techniques which make excessive contact, having regard to the scoring area attacked.
- Attacks to the upper and lower limbs.
- Open hand techniques to the face, Empi Uchi, Hiza Geri and Atama Uchi.
- Attacks to the groin.
- Attacks to the hip joint, to the knee joints, the insteps and the shins.

123. What is a dangerous Ashi Barai technique?

- Without follow up with a valid technique
- Followed by a valid technique
- Which reaches the knee

124. You are Referee and stop the match to reward Aka, the Judge shows for Shiro. What is the decision?

- Give Aka,
- Call the Judge and consult. Referee decides
- Turn to Kansa and take the decision with majority

125. Strong kick. Judge gives Waza-Ari for Shiro. Referee consults Aka and decides contact. He informs the Judge. What must the Judge do?

- Maintain the decision
- Must modify the decision to Shiro Atenai

126. What will the decision be in the case of a strong kick to the Shiro's knee and the Doctor advises that Shiro cannot fight?

- Akka: Hansoku.....&.....Shiro: No kachi
- Akka: Chui&.....Shiro: Kiken Aka: No kachi
- Akka: No Kachi

127. Please record for the following situations the symbol on Kumite score sheets:

Aka: waza-ari, jogai, ippon,

Shiro: ippon, ippon, mubobi

The winner is? Shiro Aka

128. Please record for the following situations the symbol on Kumite score sheets:

Aka; atenai, chui, hansoku

Shiro: I jogai, II jogai, III jogai

The winner is? Shiro Aka

Decisions **Score sheets notations**

129. Please write beside of every word, the symbol utilized on the Kansa scoreboard

Atenai

Chui

Mubobi, Mubobi Chui, Mubobi Hansoku

Jogai, jogai chui, Jogai hansoku

Kiken

No kachi

Hikiwake

Shikakku

Hansoku

130. SHIRO is the competitor on:

- The left side of the central Referee
- The right side of the central Referee

131. After Encho-Sen, in Hantei the decision of HIKIWAKE:

- Cannot be given.
- Must be given

132. An attack delivered after the Time-up bell signals the end:

- shall not be recognised as such, nor shall it be awarded a point
- Is valid and must be recognised as a point

132. In Shobu Sanbon Team matches victories through a foul, disqualification or retirement of the opponent shall be counted as:

- 3 Ippon
- 3 ippon added to the score registered in the moment of Hansoku/Kiken
- Only the score registered in the moment of Hansoku/Kiken

133. Is attempting to lose time considered a prohibited action?

- Yes
- No

134. . What will be the decision if at the end of an individual match Aka and Shiro are the same number of points:

- Hikiwake direct
- Hantei
- It's up the Referee preference

134. True or false?

*Effective techniques delivered under the following conditions **shall be considered as an Ippon:***

135. When an attack is delivered with perfect timing and the opponent started to move towards the attacker.

True O False O

136. When an attack is delivered immediately as the opponent was unbalanced by the attacker.

True O False O

136. When there is a block and a counter attack.

True O False O

137. Mark the right order of the actions that Referee must do at the end of the match:

- Yame / Sore made / consults scoreboard / announce the decision
- Yame / announce the decision
- Yame /Sore made/ announce the decision

138. Strong kick. Judge: Waza-Ari for Shiro. Referee consult Aka: decide contact. Inform Judge. What Judge must do?

- Maintain the decision
- Must modify the decision to Shiro Atenai

KUMITE NIHON - CHILDREN

139. In Shobu Nihon the participants try to score before their opponent within the time limit:

- 2 Waza-ari
- 2 Ippon
- 4 Waza-ari

140. Mark the FORBIDDEN ACTS in Nihon Kumite:

- Nage techniques (Ashi Barai etc.)
- Excessive contact (impact) to the chest is not allowed.
- Grabbing, grappling or dangerous throws are not allowed.

141. In the Children's Category, "light" touches by the hand or foot to the helmet are:

- not allowed
- allowed

142. What is the command with which the Referee begins the Match?

- a. Soremade
- b. Yame
- c. Shobu Sanbon/Ippon, Hajime

143. What is the duration of an individual match in?

- Nihon male: _____min
- Nihon female: _____min

SHOBU IPPON KUMITE

144. In shobu Ippon the participants try to score, before their opponent within the time limit

- one point (= one Ippon)
- 2 waza-ari
- 3 points (=3 Ippon).

145. What is the duration of a Seniors Male match in Shobu Ippon?

146. What is the duration of a Seniors Female match in Shobu Ippon?

147. When calling for a decision by the judges at the end of the tied match

- The referee stands at the same spot from which he starts the match and awards the points.
- the referee steps back to the edge of the tatami where he can clearly see the corner judges
- the referee crosses to the side of the ring so that he can see the scoring table

148. A contestant will lose a Shobu Ippon match by disqualification for escaping the fighting area

- once
- twice
- three times
- four times

149. In the event of a draw in individual competition the winner of the match will be decided:

- through Encho Sen (sudden death) and then if necessary judge's decision
- through Sai Shiai (and other full match), and then if necessary judge's decision
- through Encho Sen (sudden death). And then if necessary another Encho Sen until a winner is decided.

150. In Shobu Ippon to score a point, a contestant must:

- Make a strong contact with good technique
- Cause slight injury to his opponent without serious injury
- Deliver a technique that is judged to be powerful and decisive to the target

151. The Duration of Shobu- Ippon match shall be 2 minutes and uses a “running clock”. This means:

- The clock never stops
- The clock only stopped at the explicit command of the referee
- The clock is stopped every time the referee says, “yame”

152. In Shobu Ippon, victories through a foul, disqualification or retirement of the opponent shall be counted as:

- 1 Ippon
- 2 Waza Ari
- 3 Ippon added to the score registered in the moment of Hansoku/Kiken
- Only the score registered in the moment of Hansoku/Kiken
- Will not be counted

153. In Shobu Ippon elimination rounds the participants try to score before their opponent within the time limit:

- one point (= one Ippon)
- 2 Waza-ari

154. What is the duration of a Seniors Male elimination match in Shobu Ippon?

155. What is the duration of a Seniors Female final match in Shobu Ippon?

KATA

156. In SENIORS category the competitors from VETERANS category:

- may participate
- may not participate

157. What is the score range for the first round?

- 5.0 - 7.0
- 6.0-8.0
- 7.0-9.0

158. How many competitors will go to the second round?

- the 8 highest scoring competitors
- the 12 highest scoring competitors
- the 16 highest scoring competitors

159. The scores from 2nd and 3rd rounds:

- will be added up for the final result
- will be not added up for the final result

160. For a slight hesitation in the execution of a kata, the score is reduced by:

- 0.2 points
- 0.1 points

161. In SENIOR category (Individual and/or team) the competitors from JUNIORS category:

- may participate
- may not participate

162. The whistle signal used by the Referees to command Hantei (the raising the flags/the Score Boards) is:

- Long (normal) + short (strong)
- Short (strong)

163. What is the score range for the second round?

- 5.0 - 7.0
- 6.0-8.0
- 7.0-9.0

163. How many competitors will go on to the second round?

- the 8 highest scoring competitors
- the 16 highest scoring competitors
- the 12 highest scoring competitors

164. What will be the schedules kata that the participants (cadets, juniors, seniors) must perform for the first round?

- Shitei or Sentei Kata
- Sentei or Tokui Kata
- Whatever the competitor choose to do from the listed WUKF Kata

165. What will be the schedules kata that the participants (cadets, juniors, seniors) must perform for the third round?

- Shitei or Sentei Kata
- Sentei or Tokui Kata
- Whatever the competitor choose to do from the listed WUKF Kata

166. Name the kata from Sentei List according your style.

In the event of a tie in the 1st or 2nd round to decide the list for the next round:

167. The minimum score from the remaining 3 scores will be added to the total for that round.

True O False O

168. If the tie persists, the maximum score from the remaining 3 scores is added for the total scores for that round. **True O False O**

169. In case of a continuing tie, the contestants must perform a further Kata which was not performed by the competitors in this round.

True O False O

170. If there is still no winner, a decision must be taken by the Panel of Judges based on the last Kata performed **True O False O**

171. The remaining scores from 2nd and 3rd rounds:

- will be added up for the final result
- will be not added up for the final result

172. For a more obvious hesitation in the execution of a kata how many points must be deducted from the score?

- 0.3 points
- 0.2 points
- 2 points

173. The competitor will be disqualified :

- If the contestant performs the wrong Kata.
- If the Kata is varied.
- If the contestant stops the Kata.
- If the contestant loses balance completely and/or falls.
- If the contestant doesn't perform a Kata of its style.

TERMINOLOGY

174. Shobu Sanbon Hajime means:

- Start the match
- Three points

172. Shobu Hajime means:

- One point
- Start the extended match

173. Tsuzukete Hajime means:

- Restart the match
- Start the match

174. Torimasen means:

- Not acceptable as scoring techniques
- End of the match

175. Yowai means:

- Exit from the fighting area
- Technique too weak

176. Shobu Ippon/Sanbon Hajime means:

- Start the match
- Three points

177. Shobu Hajime means:

- One point
- Start the extended match

178. Tsuzukete Hajime means:

- Restart the match
- Start the match

179. Encho-sen means:

- Extension of the match
- New match

180. Sai Shiai means:

- New match
- Extension of the match

181. Hansoku means:

- Foul/disqualification
- Disqualification from the tournament

182. Uke Imasu means:

- Technique missed
- Technique blocked

183. Nukete Imasu means:

- Technique blocked
- Technique missed

184. Hayai means:

- Technique too weak
- Quickest/first to score

185. Maai means:

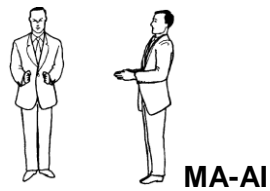
- Bad distance, technique out of range
- Technique too weak

186. Kiken means:

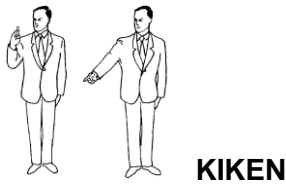
- Not acceptable as a scoring technique
- Renunciation

187. Write beside the figures, the commands :





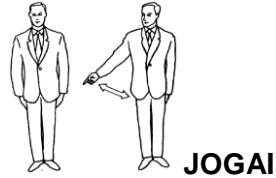
MA-AI



KIKEN



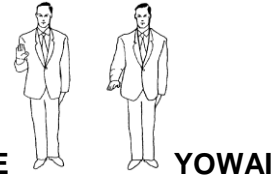
HANSOKU



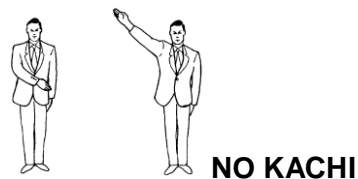
JOGAI



YAME



YOWAI



NO KACHI



TORIMASEN



HANSOKU



UKE IMASU

188. Please give us 2 Suggestions to improve the quality of the arbitration:

189. Can a valid technique be awarded as a point if carried out simultaneously with the signal that sounds the end of the fight?

- Yes
- No

190. A valid technique provided to an unbalancing competitor is considered:

- Wazaari
- Ippon
- No point