



WORLD  
KARATE-DO  
ALLIANCE

**Competition Rules**

# KATA

# SETTING HIGHER STANDARDS

*Different groups of people with different lived experiences are part of a diverse and caring community. WKA Embraces Diversity and Inclusion and Removes Barriers to provide Access.*

*WKA Executive Board*



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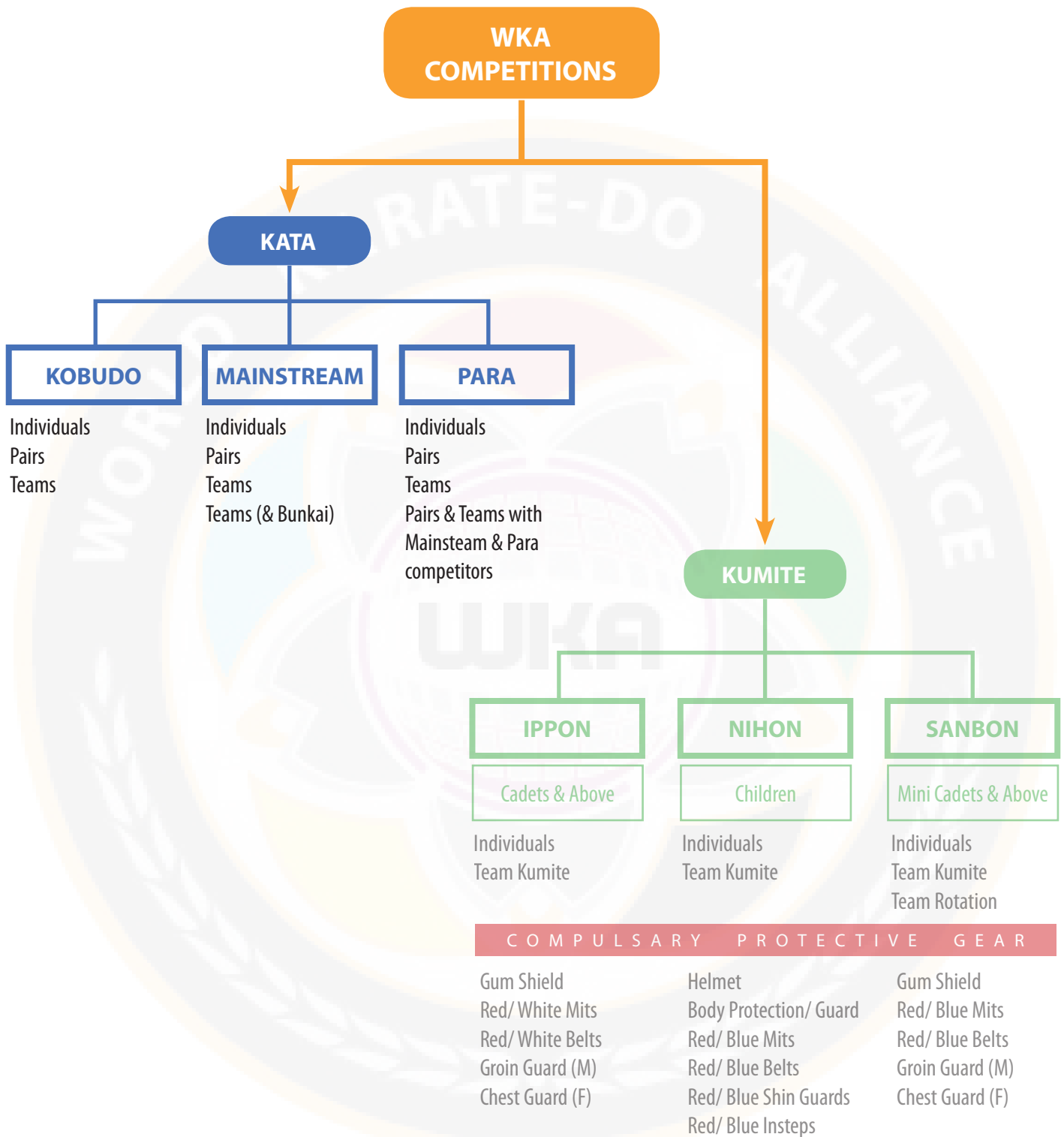
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Fig. 1.01 - Competition Kata and Kumite Structures



## 1. COMPETITION STRUCTURE

### 1.01 General Information for KATA Competition

- 1.01.1 Competitions are divided into 2 major sections: Kata and Kumite, as shown in Figure 1.01.
- 1.01.2 The Kata Competitions are divided into 3 Sections: Kobudo, Mainstream, and Para.
- 1.01.3 Each Section mentioned in 1.01.1, is divided into Categories, namely, Individuals, Pairs, and Teams. The extra Category of Teams and BUNKAI is in the Mainstream Section only, while extra Pairs and Team Categories are found in the Para Section.
- 1.01.4 The Kumite Section is also divided into 3: Shobu Ippon, Shobu Nihon, and Shobu Sanbon. The maximum scores reached within the time limit are 1 Ippon (2 waza-ari), 2 Ippon (4 Waza-ari), and 3 Ippon (6 Waza-ari) respectively, whereas the given scores can be a mixture of both Ippon and waza-ari.
- 1.01.5 Shobu Ippon is Open to Cadets and above, while Shobu Nihon is Open to Children (12 years and under). The Shobu Sanbon Category is for Mini Cadets and above.
- 1.01.6 The Belt categories for the Mainstream and Para Individual Categories follow the JKA Belt System, as shown in Table 1.01 below:

*Table 1.01: Belt Colour and Corresponding Kyu Grade*

Belt Colour	Grade
White – Yellow - Orange	10th / 9th – 8th – 7th Kyu
Green – Blue - Purple	6th – 5th – 4th Kyu
Brown - Black	3rd – 2nd – 1st Kyu – Dan Grades

- 1.01.7 If there are 30; or less competitors in a category, the highest 12 scoring competitors will pass to the 2nd Round. The highest 6 scoring competitors will then pass to the Final Round. The highest 4 scores will be awarded 1st, 2nd, and joined 3rd.
- 1.01.8 If there are more than 30 competitors in the 1st Round, the highest 18 scoring competitors will pass to the 2nd Round. The highest 8 scoring competitors will then pass to the Final Round. The highest 4 scores will be awarded 1st, 2nd, and joined 3rd.
- 1.01.9 If there are 12; or less competitors in the 1st Round, the 1st Round is omitted, and the event becomes a two-round event.

### 1.02 Age Categories

- 1.02.1 The Age Categories for the Individual Kata Categories start from under 7 years and proceed for each consecutive age, till Mini Cadets, 13 years of age, as shown in Table 1.02 (a).

- 1.02.2 Cadets are divided into 2 age groups; Cadets A (14 -15 years) and Cadets B (16 – 17 years), followed by Juniors and Seniors, 18 – 20 years, and 21 – 35 years, respectively.
- 1.02.3 Table 1.02 (b) shows the Veterans age divisions, labelled from A to E for better reference. These ages apply to all Individual Categories in Kobudo, Mainstream, and Para.

**Table 1.02 (a) - Age Categories - Individual Categories from Children to Seniors**

CHILDREN							MINI CADETS	CADETS (A)	CADETS (B)	JUNIORS	SENIORS
Under 7 years	7	8	9	10	11	12	13 YEARS	14-15	16-17	18-20	21-35

\*\*\* Categories may be amalgomated

**Table 1.02 (b) - Age Categories - Veterans Individual Categories**

VETERANS	A	B	C	D	E
AGES	36 - 40 years	41- 45 years	46 - 50 years	51 - 60 years	61 years +

\*\*\* Categories may be amalgomated

### 1.03 Choice of Kata for Mainstream Individual Categories

Refer to table 1.06 - Kata Lists.

The Choice of Kata for Mainstream Individual Categories are listed in Table 1.03. This table shows the Choice of kata for each Round from Children to Veterans.

**Table 1.03 - Choice of Kata for Each Round in the Mainstream Categories From Children to Veterans Individual Kata Categories**

CHILDREN (Up to 10 years)	1st Round	2nd Round	3rd Round	Choice of Kata
White – Orange Belts	Shitei	Shitei	Shitei	May Repeat Kata
Green – Blue Belts	Shitei	Shitei	Shitei	<b>Must Not</b> Repeat Kata
Brown – Black Belts	Shitei	Shitei/ Sentei	Shitei/ Sentei/ Tokui	<b>Must Not</b> Repeat Kata

... Continued

Table 1.03 - continued

CHILDREN (11-12 years) MINICADETS (13 years)	1st Round	2nd Round	3rd Round	Choice of Kata
White – Orange Belts	Shitei	Shitei	Shitei	May Repeat Kata
Green – Blue Belts	Shitei	Shitei	Shitei	<b>Must Not</b> Repeat Kata
Brown – Black Belts	Shitei	Shitei/ Sentei	Shitei/ Sentei/ Tokui	<b>Must Not</b> Repeat Kata
CADETS (14 - 17 years)	1st Round	2nd Round	3rd Round	Choice of Kata
White – Orange Belts	Shitei	Shitei	Shitei	May Repeat Kata
Green – Blue Belts	Shitei	Shitei/ Sentei	Shitei/ Sentei	<b>Must Not</b> Repeat Kata
Brown – Black Belts	Shitei/ Sentei	Shitei/ Sentei/ Tokui	Shitei/ Sentei/ Tokui	<b>Must Not</b> Repeat Kata
JUNIORS (18 - 20 years)	1st Round	2nd Round	3rd Round	Choice of Kata
White – Orange Belts	Shitei	Shitei	Shitei	May Repeat Kata
Green – Blue Belts	Shitei	Shitei/ Sentei	Shitei/ Sentei	<b>Must Not</b> Repeat Kata
Brown – Black Belts	Shitei/ Sentei	Shitei/ Sentei/ Tokui	Shitei/ Sentei/ Tokui	<b>Must Not</b> Repeat Kata
SENIORS (21 - 35 years)	1st Round	2nd Round	3rd Round	Choice of Kata
White – Orange Belts	Shitei	Shitei	Shitei	May Repeat Kata
Green – Blue Belts	Shitei	Shitei/ Sentei	Shitei/ Sentei	<b>Must Not</b> Repeat Kata
Brown – Black Belts	Shitei/ Sentei	Shitei/ Sentei/ Tokui	Shitei/ Sentei/ Tokui	<b>Must Not</b> Repeat Kata
VETERANS (Any Age)	1st Round	2nd Round	3rd Round	Choice of Kata
White – Orange Belts	Shitei	Shitei	Shitei	May Repeat Kata
Green – Blue Belts	Shitei	Shitei/ Sentei	Shitei/ Sentei	<b>Must Not</b> Repeat Kata
Brown – Black Belts	Shitei/ Sentei	Shitei/ Sentei/ Tokui	Shitei/ Sentei/ Tokui	<b>Must Not</b> Repeat Kata

\*For all Individual Categories, if only 2 Rounds are held, the Initial Round would be the 2nd Round. The 1st Round in Tables 1.03 would be omitted such that average scores are those of the 2nd and 3rd Round.

\*Must not Repeat Kata – this includes when there is a Tie, in which case, a different Kata must be performed with every tie.

## 1.04 Kata Styles in Mainstream Individual Categories

- 1.04.1 ALL Children's Individual Kata Categories (up to 12 years) are Mixed Styles.
- 1.04.2 All Veteran's individual Kata Categories are Mixed Styles.
- 1.04.3 The Mini Cadets, Cadets, Juniors, and Seniors Individual Kata Categories are divided into 5 main styles, namely: Shotokan, Shito Ryu, Goju Ryu, Wado Ryu, and Shorin Ryu.
- 1.04.4 Other Karate Styles which do not belong to any of the mentioned main styles in 1.04.3, fall under "Other Styles" Categories.
- 1.04.5 Main Styles Categories are merged if Referee Board deems this to be a necessary change during the competition/ championships.

## 1.05 Pairs & Teams in Mainstream Categories

- 1.05.1 Pairs Categories are sub-divided into 3 types of pairs, namely:
  - (a) Mixed Pairs (Male & Female)
  - (b) Females
  - (c) Males
- 1.05.2 Team Categories are divided into 2 Sections: Teams, and Teams with BUNKAI.
- 1.05.3 Team Categories are sub-divided into 3:
  - (a) Mixed Team (any combination – 2M/ 1F or 2F/ 1M)
  - (b) All Males
  - (c) All Females
- 1.05.4 Teams with BUNKAI are divided into 2:
  - (a) All Males or
  - (b) All Females.
- 1.05.5 The Age Categories for the PAIRS, and TEAM Categories are the SAME; that is, as stated in the following paragraph.



1.05.6 The Age structure for PAIRS and TEAM Categories are as follows:

- (a) Children (less than or equal to 12 years)
- (b) Mini cadets and Cadets (From 13 – 17 years)
- (c) Juniors and Seniors (From 18 – 35 years)
- (d) Veterans (From 36 years +)

1.05.7 Table 1.04 shows the Categories and choice of Kata for each round for BOTH the Pairs and Team Categories, according to the given ages, as explained in 1.05.6.

1.05.8 These Categories are Open for ALL Styles and for ALL grades. Table 1.04 does NOT apply to Teams with Bunkai.

1.05.9 For all age categories (Pairs and Teams), Kata for each Round CANNOT be repeated, however, in the case of a Tie, the same kata can be performed.

**Table 1.04** - Choice of Kata for Each Round for Pairs and Team Categories

Age Categories	Grades	Styles	1st Round	2nd Round	3rd Round
Children	All	All	Shitei	Shitei	Shitei/ Sentei
Mini Cadets & Cadets	All	All	Shitei	Shitei/ Sentei	Shitei/ Sentei/ Tokui
Juniors & Seniors	All	All	Shitei/ Sentei	Shitei/ Sentei	Shitei/ Sentei/ Tokui
Veterans	All	All	Shitei/ Sentei	Shitei/ Sentei/ Tokui	Shitei/ Sentei/ Tokui

### 1.06 Teams with Bunkai

1.06.1 Kata is not a theatrical performance or dance.

1.06.2 Bunkai must be realistic in fighting terms and must display strength, speed, power, technique, balance, stability, rhythm, and all other criteria noted in both kata and kumite.

1.06.3 Performance of Team Kata with Bunkai initiates in the same way as in Team Categories. After Team kata is performed, Team proceeds with the Bunkai of the same kata.

1.06.4 The duration of the Bunkai must not exceed 5 minutes and time is recorded from the first REI (bow) towards Central Referee, till final REI.

1.06.5 If recorded time for the Bunkai performance exceeds 5 minutes, Team is disqualified.

1.06.6 Team members playing unconscious during take downs are penalized.

- 1.06.7 When a competitor is taken down during performance, he/ she is expected to stand up or to remain raised on one knee.
- 1.06.8 Scissor takedowns (Kani Basami - かにばさみ) to the body are permitted, however, they are prohibited to the neck area.
- 1.06.9 Each competitor in the Team is expected to perform both attacking and defensive techniques during Bunkai performance.
- 1.06.10 Age categories, choice of kata, and number of Rounds are displayed in Table 1.05.
- 1.06.11 A different kata must be performed for each Round; however, the same kata can be repeated if there is a Tie.

**Table 1.05** - Age Categories and Choice of Kata for Teams with Bunkai

Age Categories	Grades	Styles	1st Round	2nd Round	3rd Round
Mini Cadets & Cadets	All	All	Shitei	Shitei/ Sentei	Shitei/ Sentei/ Tokui
Junior & Seniors	All	All	Shitei/ Sentei	Shitei/ Sentei	Shitei/ Sentei/ Tokui
Veterans	All	All	Shitei/ Sentei	Shitei/ Sentei/ Tokui	Shitei/ Sentei/ Tokui

### 1.07 Kobudo Section

- 1.07.1 The Kobudo Section for the Individual Kata Categories is divided into the SAME Age categories as those for the Individual Mainstream Categories as shown in Tables 1.02 (a) and Table 1.02 (b).
- 1.07.2 The Age Categories for Pairs and Teams are the SAME as those for the Pairs and Teams in the Mainstream Categories, as explained in 1.05.6.
- 1.07.3 Choice of Kata for each Round is any Favourite Kata – Any style. This applies to all Grades and to all Rounds. In the case of tie, the same kata must be repeated.
- 1.07.4 All Individual, Pairs, and Team Categories, are divided as follows:
- (a) Short Weapons
  - (b) Long Weapons
  - (c) Open
- 1.07.5 Short Weapons include the following: Nunchaku, Tonfa, Timbe, Kama, Sai, Tekko, Wooden sword.
- 1.07.6 Long Weapons include the following: Bo and Eiku (Eku). Open Categories refer to the use of different weapons within the same category that is, short or long weapons. This category includes the JO, which is neither short nor long.
- 1.07.7 The Kata for each Round in the Individual, Pairs, and Team Categories must be DIFFERENT and must follow the Category requirement with reference to the size of the weapon, in which case, weapon used may be changed or kept the same for each Round.
- 1.07.8 In Pairs and Team Categories, weapons of competitors must be the same.
- 1.07.9 Chosen katas must be existent within a Style and not invented by competitors.

## 1.08 Individual Para Categories

- 1.08.1 The Individual Kata Categories are made up of 5 Divisions, namely:
- (a) Inclusive Forms/ Combos/ Kata of Free Choice
  - (b) Autism – Mild Cerebral Palsy/ Mild Brain Injury/ Mild-Medium Learning Disability
  - (c) Severe Cerebral Palsy/ Severe Brain Injury/ Severe Learning Disability
  - (d) All Wheelchair users and Amputees
  - (e) Sensory Disabilities (Hearing and Visually Impaired)
- 1.08.2 The Grade Categories for all 5 Divisions are as follows:
- (a) 9th Kyu – 7th Kyu (White belt to Orange belt)
  - (b) 6th Kyu – 4th Kyu (Green belt to Purple Belt)
  - (c) 3rd Kyu – Dan Grades (Brown belt to Black belt)
- 1.08.3 All Individual Kata Categories are mixed; that is, males & females.
- 1.08.4 All Categories, whether Individual, Pairs, or Teams, are Mixed Styles and may be set to 1 Round only.
- 1.08.5 The number of Rounds depend on the number of competitors in the categories as explained in Chapter 1 (1.01.7 - 1.01.9)
- 1.08.6 All Para competitors will be awarded a medal, irrelevant of their placings.
- 1.08.7 The choice of Kata for all Rounds is from Shitei, Sentei, or Tokui lists, and SAME kata may be repeated for all rounds.

## 1.09 Para Pairs and Team Categories

- 1.09.1 The Pairs Categories are divided into 4:
- (a) Mixed Pair [Male and Female]
  - (b) Males
  - (c) Females
  - (d) Mixed Pair [Mainstream and Para]
- 1.09.2 The Mixed Pair, listed as (d) in 1.09.1, where a Mainstream competitor performs with a Para competitor, can be made up of 2 Males, or 2 Females, or 1 Male and 1 Female.
- 1.09.3 The competitors performing in all Pair Categories, may be of different needs (for e.g., an Autistic competitor pairing up with a competitor with sensory disability).
- 1.09.4 The Team Categories are also divided into 4:
- (a) Mixed Team [2 Males, 1 Female; or 2 Females, 1 Male]
  - (b) All Males
  - (c) All Females
  - (d) Mixed Team [1 Mainstream and 2 Para]
- 1.09.5 The Mixed Teams, listed in (a) and (d) in 1.09.4 above, are similar in composition, that is, both are mixed (Males/ Females), but in the Mixed Team listed in (d), one member on the team must be a Mainstream competitor.
- 1.09.6 The choice of kata for any Round, for ALL Ages, and for ALL Pairs and Team Categories is from Shitei, Sentei, and Tokui lists.
- 1.09.7 The SAME Kata may be repeated in All Rounds, and in All Pairs and Team Categories, for all Grades and ages as listed in 1.05.6.
- 1.09.8 The competitors performing in the Team Categories, may be of different needs, as explained for the Pairs Categories in 1.09.3.

## 2. THE COMPETITOR

### 2.01 Presentation on Tatami

- 2.01.1 The competitor's Karate -Gi must be white and clean.
- 2.01.2 Female competitors must wear a white long/ short sleeve T-shirt underneath the Karate-Gi jacket. Male competitors are not allowed to wear anything under the Karate-Gi jacket.
- 2.01.3 Karate-Gi jacket and pants may include the manufacturer's brand/ logo and a discreet trademark logo with no additional stripes or decorations.
- 2.01.4 The competitor's Karate-Gi Jacket may display the following items (Refer to Figure 1.02 below):
- National Country flag [Maximum area covered is 10 square centimetres (cm)] on the right side of the chest.
  - The Club/ Federation Logo on the left side of the chest.
  - One sponsorship logo (Maximum size of 30 cm x 15 cm) on the back of the Karate-Gi jacket, at shoulder height.
  - WKA Logo at the edge, on the lower right side of the Karate-Gi jacket.

**FIGURE 1.02** - Competitor's Karate-Gi Jacket – Front and Back



- 2.01.5 When tightened with the belt, the jacket must be of an overall length that it covers the hips and the backside, but it must not reach the knees.
- 2.01.6 Once tied, both ends of the belt must be equal in length and must not reach the knees.
- 2.01.7 The jacket sleeves must reach halfway down the forearm and must not be further down from the wrist bone. Sleeves must not be rolled or folded up, neither on the inside, nor on the outside.
- 2.01.8 The trousers must be long enough to cover two-thirds of the shin and must not cover the ankle. Trousers must not be rolled or folded up, neither on the inside, nor on the outside.
- 2.01.9 During Individual performance on tatami, competitors must wear their own belt of Grade.
- 2.01.10 In a tie situation, where Flags are used to reach a decision, competitors are asked to wear red or blue belts instead of their own belt of Grade.
- 2.01.11 Women can wear a white head covering (hijab) shown in Figure 1.03 (a), long white sleeves and white leggings underneath the Karate-Gi (Figure 1.03 (b)) due to Cultural/ Traditional or Religious beliefs. Headband, bandana, or hachimaki (鉢巻 Japanese headband) are not allowed.

**FIGURE 1.03 (a)**

*Head Covering (Hijab)*



**FIGURE 1.03 (b)**

*Long/ Short sleeve T-Shirt/ Leggings*



- 2.01.12 Competitors' fingernails must be short (and clean), such that a correct fist can be executed. Toenails must also be clean and short.
- 2.01.13 Discreet plastic hair clips that match hair colour can be worn.
- 2.01.14 Competitors must not wear any jewelry, earrings, facial or tongue piercings, amulets, wristbands, watches, or any other non-medical external objects on their body.
- 2.01.15 Competitors with medical issues who would need to have a medical device on their body are to obtain and provide a certificate from their GP and/or the competition doctor as confirmation for such requirement.
- 2.01.16 Hair must be clean and neatly tied or set such that it does not obstruct vision or cover any parts of the face.
- 2.01.17 Any glasses must be securely tied with elastic to avoid having them thrown off during performance.
- 2.01.18 Heavy make-up in the case of female competitors is not allowed as competition is not a beauty contest.

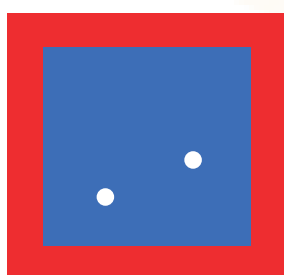
- 2.01.19 Competitors may be allowed to wear bandages and/ or support tape (Kinesio, Zinc Oxide, etc.), if they obtain and provide a certificate from their GP and/ or the Competition Doctor as confirmation for such requirement. If bandage/ support is visible, this must be white or tan in colour.
- 2.01.20 If competitors do not present themselves as explained in this Section, they will be allowed 1-2 minutes to change. Failing that, the decision will be KIKEN (renunciation).
- 2.01.21 Any disrespectful behaviour shown by a competitor, will result in the expulsion of that individual from the category, following which a record of behaviour is taken and the relevant Name Tag is marked accordingly. Repeated disrespectful behaviour will eventually result in Shikkaku (しっかく); that is, disqualification from WKA tournaments.

## 2.02 Etiquette

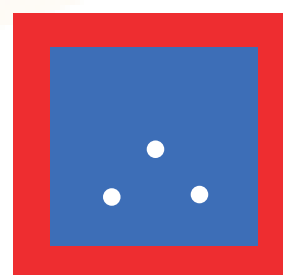
- 2.02.1 Karate begins with courtesy and ends with courtesy. The competitors must always show respect.
- 2.02.2 Upon being called, competitors are expected to bow (rei) towards the Central Referee before stepping onto the tatami and bow again after finding their place on the tatami.
- 2.02.3 Competitors must show respect even after finishing their Kata.
- 2.02.4 When the kata performance is finished, competitors must return to original starting point and bow towards the Central Referee. After the total score is announced, competitors shall bow for the second time.
- 2.02.5 The competitors are expected to bow again before exiting the tatami. Competitor's back is never turned towards the central Referee, as this shows disrespect.
- 2.02.6 All competitors must remain present on the tatami till end of category unless called by another Referee to another tatami.

## 2.03 Pairs and Teams

- 2.03.1 In Pairs Categories, the position of the 2 competitors must be like that shown in Figure 1.04 (a) below, where leading competitor is a couple of steps in front of his/her teammate; whether the left or right competitor is in front makes no difference.
- 2.03.2 In Team Categories, team members must adopt the Triangle formulation as shown in Figure 1.04 (b), and the starting and finishing positions of each competitor must be the same.
- 2.03.3 Name of Kata is to be announced loud and clear by the Pair/ Team leader, who is closest to the Central Referee.



(a) Position of Pair



(b) Triangular Formation of Team

**FIGURE 1.04**

- 2.03.4 Pairs and Teams exit the tatami in the same manner as in the individual categories as explained in 2.02.4 the difference being that competitors must do so in a synchronized manner.
- 2.03.5 All Pairs and Teams must remain present till end of category unless called by another Referee to another tatami.

## 2.04 Starting and Finishing a Category

- 2.04.1 It is very important that every competitor knows what happens at the start and end of every category. The Refereeing panel proceeds as follows:
- a) Calls competitors' names in the category and collects their name tags.
  - b) Prepares and lines up the competitors in the correct order of participation and checks every competitor's presentation is according to the rules.
  - c) Refereeing Panel lines up facing the competitors.
  - d) Central Referee announces \*Shomen ni Rei, and Refereeing Panel together with competitors on the tatami turn to bow towards main table (front).
  - e) Central Referee makes the second announcement of \*\*Otogai ni Rei, where Refereeing Panel together with competitors resume their original position and bow towards each other.
  - f) Central Referee takes one step back, Refereeing Panel turns towards him/ her and they exchange bows.
  - g) The members of the Refereeing Panel proceed to their positions on the tatami, while competitors break their line and sit down.
  - h) Competitors are called one by one to enter tatami to perform their chosen Kata and awarded points.
  - i) On completion of each category, competitors are asked to line up and winners are announced.
  - j) On being called, winners step forward and bow.
  - k) After all winners have been announced, the bowing ceremony at the end of the category initiates with the announcement of Otogai ni Rei and all competitors bow towards Refereeing Panel. The second announcement is Shomen ni Rei, where everyone turns and bows towards the main table.
  - l) Refereeing Panel exchange bows once again as per (f).
  - m) Name tags are redistributed, and winners are ushered to the podium for the medals.

*\*Shomen ni Rei – meaning 'face front', everybody bows to the front, showing respect to Tradition and History.*

*\*\*Otogai ni Rei – meaning 'bow to others', showing respect to all.*

## 3. THE COACH

### 3.01 The Competitor's Role Model

- 3.01.1 Coaches are responsible for their competitors.
- 3.01.2 Etiquette applies also to Coaches as they are their students' role models.
- 3.01.3 Coaches are not allowed in tatami area.

- 3.01.4 Coaches must wear their National/ Club uniform (polo/t-shirt & tracksuit). Tracksuit must display the name of their Club/ Federation and tracksuit jackets must not be worn around the waist. As with competitors, coaches will be given 1-2 minutes to change if appearance does not conform to the rules.
- 3.01.5 All Coaches must wear name tags.
- 3.01.6 For Para Categories only, under the request of the needs of the competitors, coaches will be invited to stay in the tatami area and are expected to abide by the rules. Any coach without the name tag, will be given 1-2 minutes to comply. Failing that, he/ she will be asked to leave the tatami area. Coaches are expected to cooperate and lead by example.
- 3.01.7 The Points assigned by the Refereeing Panel are Final and are not contested; that is, questioned or argued over.
- 3.01.8 Coaches are Not WKA Referees, so they are expected to perform the duty of a competent Coach, who encourages their students to give their best, be polite, view success as well deserved and view any defeat as need for improvement, without any disrespectful behaviour.
- 3.01.9 Competent coaches can identify the strengths and weaknesses of their students during their performance and use that to better guide them to improve for their next performance. Positive attitude always yields better results.
- 3.01.10 Coaches are not allowed to interrupt the Table Officials.
- 3.01.11 If a coach is concerned about whether his/ her student is called or not, he/she is to approach the Main Table respectfully (bow) and provide the name of the competitor.
- 3.01.12 Any disrespectful behaviour from any coach will result in immediate dismissal from the competition area.
- 3.01.13 Coaches' behaviour will always influence their competitors' performance.

## **4. KATA PERFORMANCE AND POINTS**

### **4.01 Starting the Kata Performance**

- 4.01.1 Competitors must prepare and present their names, style, and name of kata to be performed to the Table officials in good time and prior to being called to tatami to perform. This is a necessary procedure to ensure the Referee will announce the correct name of the kata before the competitor commences performance. Noise level during competition may distort the name of the kata announced by the competitor.
- 4.01.2 The number of Rounds will be announced by a member of the Refereeing Panel since this depends on the number of competitors in the category, as explained in Chapter 1.
- 4.01.3 The kata to be performed for each Round depends on several factors (age, grade, individual, pairs, team, mainstream, para, kobudo). These are explained in Competition Structure, Chapter 1.
- 4.01.4 When a 3-Round event becomes a 2-Round event because the number of competitors is 12 or less, the choice of kata is from the 2nd and 3rd Round as explained in Tables 1.03, 1.04 & 1.05. The average points for the 1st, 2nd, and 3rd Round are 6.0, 7.0, and 8.0, respectively.



## 4.02 Important Elements in Kata Performance

- 4.02.1 The competitor's kata performance will be scored based on elements, which the Refereeing Panel expects to observe, namely on:
- a) Presentation of competitor, etiquette
  - b) Technique - Kihon, sequence of kata, direction of techniques, fighting Spirit, Zanshin (focus), bunkai where applicable
  - c) Power - balance, stability, explosiveness, control, kiai
  - d) Kime – breathing, timing of impact, vigorous focus, tension, and relaxation of muscles
  - e) Rhythm – coordination of techniques, coordination of body movement, adequate pauses, consistency in repeated combinations
  - f) Level of difficulty of kata
- 4.02.2 The Refereeing Panel will award points on all the elements observed during performance of kata.
- 4.02.3 Advanced level kata is considered one to demonstrate a high level of difficulty and risk in its performance.

## 4.03 Deduction of Points

- 4.03.1 For a momentary hesitation in the smooth performance of the kata quickly remedied, 0.1 points is deducted from final score.
- 4.03.2 For a momentary but a discernible pause, 0.2 points is deducted.
- 4.03.3 For a momentary slight imbalance which is quickly remedied, 0.1 – 0.2 points are deducted.
- 4.03.4 For a lack of kiai, 0.1 points is deducted.
- 4.03.5 For excessive breathing during performance, 0.1 – 0.2 points are deducted.
- 4.03.6 For slapping of the body during performance, 0.1 – 0.2 points are deducted.

## 4.04 Points System and Ties

- 4.04.1 When 5 scores are given for the kata performance, the highest and lowest scores are crossed out (discarded).
- 4.04.2 The remaining 3 scores will be added to give the total score for each Round.
- 4.04.3 The 1st Round is used for the selection of competitors; that is, those obtaining the highest scores pass to the 2nd Round. Refer to 1.01.7 and 1.01.8 for the number of competitors allowed to pass to the 2nd Round.
- 4.04.4 If there is a Tie in the 1st Round, the lowest score from the remaining 3 scores is added to the total score for that round.
- 4.04.5 If the tie persists, the highest score from the remaining 3 scores is added to the total score.
- 4.04.6 In the case of a continuing tie, the competitors must perform another kata (repeat kata or different Kata) according to Category, Age and Grade as explained in previous chapters.
- 4.04.7 If after performance of the extra kata, there is still no winner (the tie persists), competitors will be asked to change their belts to Red (Aka) or blue (Ao), and repeat the same kata. The refereeing panel will then reach the final decision by the way of Hantei, using the Red and Blue flags.

- 4.04.8 The same procedures explained in 4.04.7, are adopted in the 2nd Round, in the case of continuing Ties. In the Final Round, the total scores of the 2nd and 3rd rounds are added up. If there is a tie in the final round, an extra kata must be performed, but will be judged by the way of Hantei.
- 4.04.9 If all competitors in a tie situation are disqualified, they are asked to perform an imposed kata from the shitei list of the style allowed in that category.
- 4.04.10 When there is a total of 3 scores awarded for the kata performance, no scores are crossed out or discarded, and in the case of ties, the same procedure explained in points above is also adopted.

#### **4.05 Disqualification**

- 4.05.1 The scores for disqualification, for all categories and all ages, will be the lowest score within the Round; 5.0, 6.0, or 7.0 for the 1st, 2nd, or 3rd Round respectively.
- 4.05.2 Disqualification will occur if competitors commit any of the following:
- a) Announce one kata and perform another kata;
  - b) Add or forget a technique in kata;
  - c) Stop or pause kata for more than 5 seconds;
  - d) Lose balance completely and fall;
  - e) Do not perform kata of style as required in the category; or
  - f) Objects fall from competitor during kata performance.

**TABLE 1.06 - KATA LIST** (List of Shitei, Sentei, and Tokui kata of WKA registered styles)

<b>SHOTOKAN</b>		
<b>SHITEI</b>	<b>SENTEI</b>	<b>TOKUI</b>
Kihon Kata	Tekki Shodan	Ji'in
(Taikyoku shodan)	Bassai Dai	Tekki Nidan
Heian 1-5	Empi	Tekki Sandan
	Kanku Dai	Gankaku
	Jion	Bassai Sho
	Hangetsu	Sochin
		Kanku Sho
		Nijushiho
		Gojushiho Sho
		Gojushiho Dai
		Chinte
		Unsu
		Meikyo
		Wankan
		Jitte
<b>SHITO RYU</b>		
<b>SHITEI</b>	<b>SENTEI</b>	<b>TOKUI</b>
SHITEI	SENTEI	TOKUI
Pinan 1- 5	Matsumura No Rohai	Jion
	Naihanchi Shodan	Kosokundai
	Saifa	Ciantanyara No Kushanku
	Jiuroku	Sochin (Aragaki Ha)
	Bassai Dai	Matsumura No Bassai
	Kosokun Dai	Tomari Bassai
	Tomari No Wanshu	Niseichi
	Ji'in	Sanseiru
	Seienchin	Chinto
	Wanshu	Shisochin
	Aoyagi	Nipaipo
	Miojio	Kururunfa
		Seipai
		Seisan
		Gojushisho
		Unshu
		Suparimpei
		Anan
		Jitte
		Pacho
		Haiku
		Paiku
		Papuren
		Kyun No Chinto

<b>SHORIN RYU</b>		
<b>SHITEI</b>	<b>SENTEI</b>	<b>TOKUI</b>
Pinan 1 - 5	Wankan	Chinto
Fukyugata 1 – 2	Rohai	Gojushihosho
	Tomari Passai	Chatan Yara No Kusanku
	Matsumura no Passai (Dai)	Matsumura No Kusanku (Dai)
	Itosu no Passai (sho)	Itosu No Kusanku (Dai)
	Wanshu	Unshu
	Ananku	Ryuko
	Jion	Chinte
	Seisan	Jitte
	Niseishi	Sochin
	Koryu Passai	Chinto
		Gojushihosho
		Chatan Yara No Kusanku
		Matsumura No Kusanku (Dai)
		Itosu No Kusanku (Dai)
		Unshu
<b>GOJU RYU</b>		
<b>SHITEI</b>	<b>SENTEI</b>	<b>TOKUI</b>
Gekisai Dai 1-2	Seisan	Kururunfa
Saifa	Seipai	Suparimpai
	Seiunchin	Sanseru
	Shisochin	
<b>WADO RYU</b>		
<b>SHITEI</b>	<b>SENTEI</b>	<b>TOKUI</b>
Pinan 1 – 5	Kushanku	Chinto
	Niseishi	Naihanchi
	Jion	Rohai
	Passai	Wanshu
	Jitte	Seishan
		Anan
<b>SHUKOKAI</b>		
<b>SHITEI</b>	<b>SENTEI</b>	<b>TOKUI</b>
Pinan 1 – 5	Annanko	Kururunfa
	Jurokono	Kosokun Sho
	Jiin	Seipai
	Ni Seishi	Suparimpei
	Bassai Sho	Seienchin
	Kosokun Dai	Gojushiho
	Bassai Dai	Unshu
		Ciatanyara No Kushanku

<b>SHISUI RYU</b>		
<b>SHITEI</b>	<b>SENTEI</b>	<b>TOKUI</b>
Heian 1-5	Ananku	Ji'in
Fukyugata 1-2	Bassai Dai	Jitte
Tekki Shodan	Izumaki Sho	Kanku Sho
	Jion	Sochin
	Empi	Chinte
	Kanku Dai	Gankaku
	Hangetsu	Gankaku Sho
	Tekki Nidan	Wankan
	Wansu	Wandan
	Shisui No Wankan	Nijushiho
	Seienchin	Unsu
	Sanchin	Gojushiho Sho
	Shisui No Passai	Gojushiho Dai
	Yuchinin	Seipai
	Saifa	Meikyo Shodan
	Jion No Ichi	Meikyo Nidan
		Meikyo Sandan (Rohai)
		Bassai Sho
		Tekki Sandan
<b>SANKUKAI</b>		
<b>SHITEI</b>	<b>SENTEI</b>	<b>TOKUI</b>
Heian 1 – 5	Hiji No Kata	Matsukaze
	Jiin	Kosokun Dai
	Annanko	Kururunfa (Hyakuhachi)
	Shinsei	Seipai
	Bassai Dai	Tajima
	Seienchin	Goju Yon
		Sanchin
		Tensho
		Saifa
<b>KYUSHINDO</b>		
<b>SHITEI</b>	<b>SENTEI</b>	<b>TOKUI</b>
Sanchin	Koshiki Naihanchin	Kuscku
Sanchin B	To San	Shin Sho
Naihanchin	Shuto	Abbe Sho
Nijushiho	Empi	
Heian Shidan	Chinto	
Happiken	Zuki	
	Chanan Sho	

<b>KOKUSAN RYU</b>		
<b>SHITEI</b>	<b>SENTEI</b>	<b>TOKUI</b>
Shobi Da 1 – 5	Shobi Da Go Nidan	Shitori
	Fudo Da Ni	Meishi Nidan
	Fudo Da San	Sekijitsu
	Shingetsu	Shikata
	Myodo	Shisho
	Eiso	Jinseisen
	Seiryuku	Jizaishin
	Toshi	Koku
	Meishi	Kogunro
	Gekkyo	Ranshun
	Kanshiva	Kaen
<b>GOSOKU RYU</b>		
<b>SHITEI</b>	<b>SENTEI</b>	<b>TOKUI</b>
Kihon Ichi No Kata	Ni No Kata	Denko Getsu
Kihon Yon No Kata	Kime No Kata	Ri Kyu
Kime Ni No Kata	Gosoku	Tamashi
Ryu No Kata	Gosoku Yondan	Jyu Hachi No Tachi
Uke No Kata		Gosoku Godan
		Jyu No Michi
<b>ISSHIN RYU</b>		
<b>SHITEI</b>	<b>SENTEI</b>	<b>TOKUI</b>
Wansu	Chinto	Sunsu
Naihanchi	Seiunchin	Kusanku
Seisan		
<b>KEN RYU</b>		
<b>SHITEI</b>	<b>SENTEI</b>	<b>TOKUI</b>
Ken 1 – 5	Tsukeru	Hiza
Ken Dai 1 – 2	Arashi	Fu Yurino Senshi
	Kasai	Isoide Kawa
	Hikari	Kitaru Kaze
	Rayu	Ageru
	Otakebi	Chikara
	Senshi Gekido	
<b>UECHI RYU</b>		
<b>SHITEI</b>	<b>SENTEI</b>	<b>TOKUI</b>
Kanshiva	Seisan	Kanshiva
Sechin	Kanchin	Seichin
Kanchu	Sanseiryu	Kanshu
Seiryu (Kiyohide)		Seiryu
		Seisan
		Kanchin
		Sanseiryu

<b>RYUEI RYU</b>		
<b>SHITEI</b>	<b>SENTEI</b>	<b>TOKUI</b>
Niseishi	Seizan	Anan
Sanseiru	Pachu	Anan Dai
Seiunchin	Heiku	Ohan
	Paiku	Ohan Dai
<b>KANKOGU GO</b>		
<b>SHITEI</b>	<b>SENTEI</b>	<b>TOKUI</b>
Palgue Il Jang	Palgue Oh Jang	Choryo
Palgue Yi Jang	Palgue Yuk Jang	Chung Mu
Palgue Sam Jang	Palgue Chil Jang	Choi Gi
Palgue Sar Jang	Palgue Pal Jang	Bassai Dai
		Seichin
		Nipaipo
		Kosokun Dai
<b>NANBUDO</b>		
<b>SHITEI</b>	<b>SENTEI</b>	<b>TOKUI</b>
Heiwa Shodan	Nanbu Sandan	Hiji No Kata
Kanchin	Seichin	Saifa
Heiwa Sandan	Nanbu Godan	Seipai
Nanbu Shodan	Heiwa Yondan	Shinsei
Nanbu Nidan	Heiwa Godan	Tensho
	Seienchin	Tajima
	Yakuhachi	Sampo Sho
	Jiin	Shin Tajima
	Bassai Dai	Sandokai
	Matsukaze	Kosokun Dai
	Gojuyon	Haguaime
	Ikkyoku	
	Annanko	
<b>BUDOKAN</b>		
<b>SHITEI</b>	<b>SENTEI</b>	<b>TOKUI</b>
Heian 1 – 5	Empi	Meikyo
	Tekki 1 – 2	Tekki Sandan
	Bassai Dai	Bassai Sho
	Kanku Dai	Kanku Sho
	Jion	Jitte
	Hangetsu	Sochin
	Ji'in	Unsu
		Gankaku
		Nijushiho
		Gojushiho Sho
		Gojushiho Dai
		Chinte
		Wankan

FUDOKAN		
SHITEI	SENTEI	TOKUI
Taiji Sho-dan	Heian – Oi Kumi	Kaminari
Taikyoku Shodan (Kihon Kata)	Setsu – yama – bama	Kitei Kata 2
Heian 1 – 5	Tekki – Oi Kumi	Washi – no – ma
	Tekki Shodan	Yonhon – rei
	Bassai Dai	Ji'in
	Empi	Tekki Nidan
	Kanku Dai	Tekki Sandan
	Jion	Gankaku
	Hangetsu	Bassai Sho
		Sochin
		Kanku Sho
		Nijushiho
		Gojushiho Sho
		Gojushiho Dai
		Chinte
		Unsu
		Meikyo
		Wankan
		Jitte
SEIKOKAI		
SHITEI	SENTEI	TOKUI
Pinan 1 – 5	Rohai	Bassai Sho
Ananko	Naihanchi	Kosokun Sho
Saifa	Bassai Dai	Chinte
Shinsei	Seienchin	Sochin
	Ji'in	Seipai
	Jitte	Seisan
	Jion	Wanshu
	Kosokun Dai	Ciatanyara No Kushanku
	Niseishi	Chinto
		Kururunfa
		Nipaipo
		Gojushiho
		Unshu
		Suparimpei
		Pachu
		Paiku
		Heiku
		Anan
		Papuren



<b>GENSEI RYU</b>		
<b>SHITEI</b>	<b>SENTEI</b>	<b>TOKUI</b>
Kihon	Sansai	Bassai-sho
Ten-i	Jion	Gojushiho-dai
Chi-i	Chinto	Gojushiho-sho
Jen-i	Bassai-dai	Koshokun-dai
	Kanku-sho	Rohai
		Shukumine Bassai dai
		Unsu
		Wankan
<b>REPNER</b>		
<b>SHITEI</b>	<b>SENTEI</b>	<b>TOKUI</b>
Daneh	Barg	
Risheh	Shekoofeh	
Javaneh	Miveh	
Sagheh		
Shakheh		
<b>HOMANOOT TNOOHAT HAKARTE</b>		
<b>SHITEI</b>	<b>SENTEI</b>	<b>TOKUI</b>
Gadan waza	Teishō Uchi Gyaku	Kakewake Uke
Age waza	Gery Waza	Shutō Mawashi-uchi
Shutō waza	Tobi Waza	Uraken
		Ampi Waza Ich