

Duo Competition Rules

Version 4.0 [World Championships 2023] - Valid 4 June 2023

1. Generalities

The JJIF-Duo System is aimed at presenting the defense of one contestant against several predetermined attacks from a contestant of the same team. The attacks, given in Appendix 1 are divided into 3 series of 4 attacks each:

- A. Gripping attacks, embracing and neck lock attacks.
- B. Punches, strikes and kicking attacks.
- C. Weapon attacks. (The competitors shall use one soft stick and one rubber knife. The stick shall be between 50cm and 70cm long).

Every attack must be prepared by one pre-attack, such as pushing, atemi, pulling or a combination. (The pre-attack and the attack must be applied by the attacker).

Every attack can be carried out right-handed or left-handed, at the free choice of the team.

The defense is completely at the defender's choice, as well the respective roles or the change of the roles as attacker and defender, as well as the respective position of the feet. (The change of the role as attacker and defender can also happen during a series).

All couples will perform the same program of attacks, in the same Round.

2. Age Divisions

The divisions, as defined in the JJIF Sporting Code 3.3 & 3.3.1 shall be applied.

Age divisions (based on the year of birth):

- Under 10 (8-9) years old (U10) - 2 attacks of series A, free of choice.
- Under 12 (10-11) years old (U12) – Free of choice, 1 attack of series A and 1 attack of series B per round.
- Under 14 (12-13) years old (U14) – Free of choice, 2 attacks of series A and 2 attacks of series B per round.
- Under 16 (14-15) years old (U16) – 1st Round, attacks of series A, 2nd Round, attacks of series B, repeated in the 3rd and 4th Rounds. 5th Round, 4 attacks, 2 attacks of series A and 2 attacks of series B.
- Under 18 (16-17) years old (U18)
– Program as described in paragraphs 4 (Levels) and 5 (attacks per round).
- Under 21 (18-19-20) years old (U21) and Adults (+18)
– Program as described in paragraphs 4 (Levels) and 5 (attacks per round).
- Masters (both must be older than 35 years old)
- Program as described in paragraphs 4 (Levels) and 5 (attacks per round).

3. Categories (Gender)

By JJIF Sporting Code / Outlines

4. Levels and Flow Chart (Appendix 2)

4.1 The World Level

All couples start in the World Level, each NF can register two couples per category.

According to the number of couples in the category, the Level starts on the respective round:

17 couples or more start 1st Round

9 – 16 couples start 2nd Round

5 – 8 couples start 3rd Round

4 - 2 couples start 4th Round

The registered couples are separated in four groups by draw.

Seeding: The eight couples leading their category in the JJIF World Ranking List are separated and placed in one of the four groups (Appendix 2).

Couples of the same nationality are placed in two different groups.

Each couple in the group presents their technics according to the program (flow) of attacks.

In 1st Round, the 4 highest scored couples of each group proceed to the next Round. In case when 2 or more couples in the fourth place are equally scored also proceed to the next Round (in this case the number of couples in some of the next round groups are increased from 4 to 5 or 6 couples).

All the other couples (lower scored) will compete in the Advanced Division.

In 2nd and 3rd Round, the 2 highest scored couples proceed to the next Round. (in case of equal scored couples in the 2nd place, they are also proceeding to the next round by increasing the number of couples of the groups of the next round.

On the 4th Round the 3rd and 4th scored couples take the two 3rd places (World Bronze).

The 5th Round is the final and the two qualified couples are competing for the 1st (World Gold) and 2nd (World Silver) places.

4.2 The Advanced Level

All lower scored couples per Group of the World Level enter the Advanced Level, on the same Round the lost.

In 1st Round, the 4 highest scored couples of each group proceed to the next Round. In case when 2 or more couples in the fourth place are equally scored also proceed to the next Round (in this case the number of couples in some of the next round groups are increased).

All the other couples (lower scored) will compete in the Novice Level.

In 2nd and 3rd Round, the 2 highest scored couples proceed to the next Round. (in case of equal scored couples in the 2nd place, they are also proceed to the next round by increasing the number of couples of the groups of the next round.

On the 4th Round the 3rd and 4th scored couples take the two 3rd places (Adv. Bronze).

The 5th Round is the final and the two qualified couples are competing for the 1st (Adv. Gold) and 2nd (Adv.Silver) places.

4.3 The Novice Level

All lower scored couples per Group of the Advanced Level will split in two Groups in the Novice Level, on the same Round the lost.

In 1st Round, the 4 highest scored couples of each group proceed to the next Round. In case when 2 or more couples in the fourth place are equally scored also proceed to the next Round (in this case the number of couples in some of the next round groups are increased from 4 to 5 or 6 couples).

In 2nd Round, the 4 highest scored couples proceed to the next Round. (In case of equal scored couples in the 4th place, they are also proceed to the next round by increasing the number of couples of the groups of the next round.

In 3rd Round, the 2 highest scored couples proceed to the next Round. (in case of equal scored couples in the 2nd place, they are also proceed to the next round by increasing the number of couples of the groups of the next round.

On the 4th Round the 3rd and 4th scored couples take the two 3rd places (Nov. Bronze).

The 5th Round is the final and the two qualified couples are competing for the 1st (Nov. Gold) and 2nd (Nov. Silver) places.

5. Attacks per Round

5.1 The World Level

1st Round – Series A, all 4 attacks.

2nd Round – Series B, all 4 attacks

3rd Round – Series C, all 4 attacks

4th Round – Series A, attacks 1&2, Series B, attacks 2&3, Series C, attacks 3&4

5th Round – Series A, attacks 3&4, Series B, attacks 1&4, Series C, attacks 1&2.

5.2 The Advanced Level

1st Round – Series B, all 4 attacks.

2nd Round – Series C, all 4 attacks

3rd Round – Series A, all 4 attacks

4th Round – Series A, attacks 1&2, Series B, attacks 2&3, Series C, attacks 3&4

5th Round – Series A, attacks 3&4, Series B, attacks 1&4, Series C, attacks 1&2.

5.3 The Novice Level

1st Round – Series C, all 4 attacks.

2nd Round – Series A, all 4 attacks

3rd Round – Series B, all 4 attacks

4th Round – Series A, attacks 1&2, Series B, attacks 2&3, Series C, attacks 3&4

5th Round – Series A, attacks 3&4, Series B, attacks 1&4, Series C, attacks 1&2

6. Course of the Matches

The couples have the right to execute the attacks in any order they want.

The Athletes of the couple will stay on the left and right corner, next to the MR.

After MR's order, the Athletes will come in the Fighting Area and will stand approximately 2 meters facing each other.

Under MR's order, the Athletes first will bow to the MR and then to each other.

VR start recording.

MR announce "Hajime" and at the same time he will step backwards.

The couple will perform the first attack of the respective program. After the end of each attack-performance the MR steps forward between the couple and waits until the Juries show him that they have given the score. When all Juries have given the score, the MR announces Hajime in order the couple to perform the next attack.

The couple will perform the programmed attacks. By the end of the performance the MR approach them and ask to kneel. He commands "Hantei" to the Judges by rising his right hand straight up, he will give about 10-20 seconds time to the Judges to finish the score of

the performance of the couple. Then MR put down his hand and command the athletes to bow first to each other and to him and leave the tatami.

The same procedure is followed to all couples of the Group.

Automatic transfer of scoring (tablets): The score will appear to the screen in front of the Secretary desk after each attack.

Non automatic transfer of scoring (paper scoring): If tablets are not available, the MR bring the 3 (1 each Judge) score tables to the Secretary desk.

After the end of the performance of the last couple the points of the couples of the group will appear on the screen in front of the Secretary desk.

SCREEN TABLE

PLACE	COUNTRY	COUPLE	TOTAL POINTS
1st			
2nd			
.....			
12th			

7. Jury

There will be 3 Judges, seating in the boundary side of the Secretary desk.

The Juries will judge and give score after each attack. They will have about 20 seconds to complete the scoring on a score paper or a tablet.

The Judges must give points to every Part of the performance as it is described in detail in the “Score System and Judging”.

Depending on the number of the Judges available, the Jury will change by the end of each Group.

8. Score System and Judging

The score is given from 0 to 3.

The scoring of each presentation 4 is divided in 4 Parts:

1st Part Attack

2nd Part First Defense

3rd Part Throw/Takedown

4th Part Closing

In the series C, an additional part concerning Weapon Control is added, in this part the Jury will score the control of the weapon by Tori.

An additional score is added at the end of the couple’s performance. This score is concerning Variety and the number of different throws/takedowns/submissions used in the presentations.

10. Criteria of Judging

Both the attack and the defense shall be executed in a technical, clear way. The execution must follow the principles of martial art, logical continuation, and biomechanics.

The score shall be given according to the following criteria:

- **Powerful actions** – All actions must be executed in a powerful manner.
- **Biomechanical Logic**– The technics must be executed and connected in a biomechanical logical way. Throws and take-downs shall include breaking the

opponent's balance. Tori is not allowed to move before the attack is started but must react on the attack.

- **Control** - Obvious and clear control throughout each presentation.
- **Effectiveness** – All actions must be executed with good control and given in a natural way considering the possible follow-up.
- **Speed** - Both the attack and the defense shall be executed in a technical and realistic way, not too fast and not too slow

10.1 Scoring in each part

The following table is a guideline to judges scoring on each part:

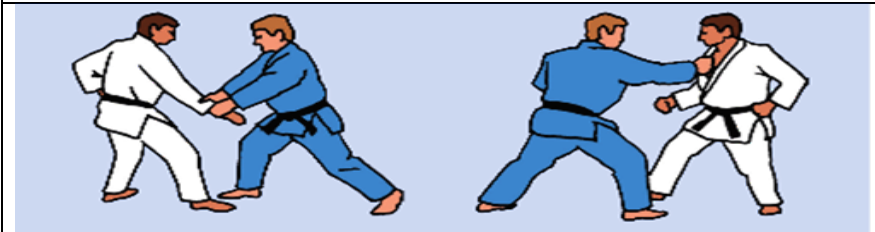
1st Part : Attack		
Series A	<ul style="list-style-type: none"> • Wrong attack, missing or illogical pre-attack or hands in incorrect place. • Weak pre-attack or hands in correct place but open. • Arms and hands in correct place but semi-closed. • Arms and hands in correct place and really closed 	0 p 1 p 2 p 3 p
Series B	Punch attacks <ul style="list-style-type: none"> • Wrong attack, missing or illogical pre-attack or wrong punch or punch misses the target or fist open. • Weak pre-attack or punch hits the target in a bad stand. • Punch hits the target with semi-closed fist or semi-good stand. • Punch hits the target with real closed fist and a very good stand. Kicking attacks <ul style="list-style-type: none"> • Wrong kick or kick misses the target. • Kick hits the target without balance. • Kick hits the target without power. • A perfect kick that hits the target with balance and power. 	0 p 1 p 2 p 3 p 0 p 1 p 2 p 3 p
Series C	<ul style="list-style-type: none"> • Wrong attack, missing or illogical pre-attack or weapon misses target or is held loose. • Weak pre-attack or attacker hits target in a bad stand. • Attacker hits target with semi-closed fist or semi-good stand. • A perfect weapon attack 	0 p 1 p 2 p 3 p
2nd Part: First defense		
Series A	<ul style="list-style-type: none"> • No strike or no balance breaking. • Weak strike or medium balance breaking. • Good strike and balance breaking. • A perfect first strike and balance breaking leading Uke to throw position 	0 p 1 p 2 p 3 p
Series B & C	<ul style="list-style-type: none"> • No block or no tai sabaki. • Weak block with tai sabaki or poor balance breaking. • Good block and balance breaking. • A perfect block with tai sabaki and first strike with a grip leading Uke to throw position. 	0 p 1 p 2 p 3 p
3rd Part: Throw/takedown		
Series A&B&C	<ul style="list-style-type: none"> • Uke jumps and falls without Tori's effort. • A throw/takedown but still Uke jumps. • A good throw/takedown but in 2 stages. • A perfect throw/takedown 	0 p 1 p 2 p 3 p
4th Part: Closing		

Series A&B&C	Atemi	
	• Atemi misses the target or with open hand.	0 p
	• Atemi with poor balance or with distance.	1 p
	• Good atemi but not enormously powerful.	2 p
	• A perfect atemi (powerful, in good balance, in good distance and with hikite).	3 p
	Locks/Chokes	
	• An incorrect lock/choke.	0 p
	• A lock/choke with open hands.	1 p
	• A good lock/choke but too loose.	2 p
	• A perfect lock/choke (technical, very closed, powerful that moves Uke)	3 p
Weapon Control		
An additional score of weapon control must be given at the end of the 3 series. Weapon control reflects how Tori controls the weapon during and by the end of the performance.		
	Uke still hold the weapon or weapon ends out of the Fighting Area	0 p
	Uke lands on or next to the weapon or weapon lies down next to Uke	1 p
	Weapon ends far from Uke but still on his side	2 p
	Tori really controls the weapon, or he is between Uke and the weapon	3 p
Variety		
An overall score is given at the end of the performance of all 4 attacks. This score reflects the variety of the throws/takedowns:		
	Same technique in 3 or more attacks.	0 p
	Same technique in 2 attacks	1 p
	Different techniques in all attacks	2 p

Appendix 1 - Attacks in the Duo System

Series A Gripping, embracing and neck lock attacks.

Attack 1



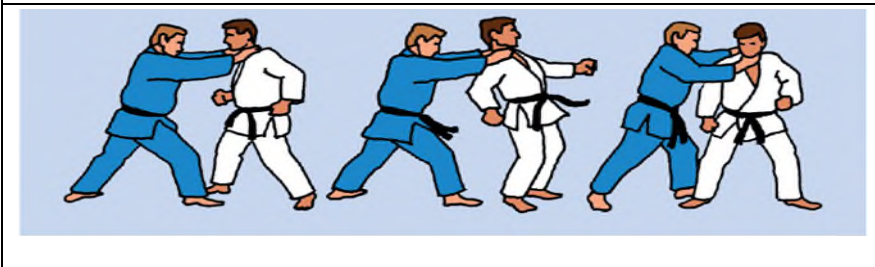
Uke takes hold of Tori's arm. One hand takes the wrist, the other, the forearm.

Intention: to push or to pull, to control Tori's front hand, to immobilize the defender.

Uke takes the reverse of Tori's Gi with his hand.

Intention: to come close to the opponent to make another action, to pull – push or pin the opponent – perhaps to hit him/her afterwards.

Attack 2



Uke attacks Tori's neck from the front-side, from the backside, or from the side to make a strangulation. Intention: to push Tori backwards, to pin Tori.

Attack 3

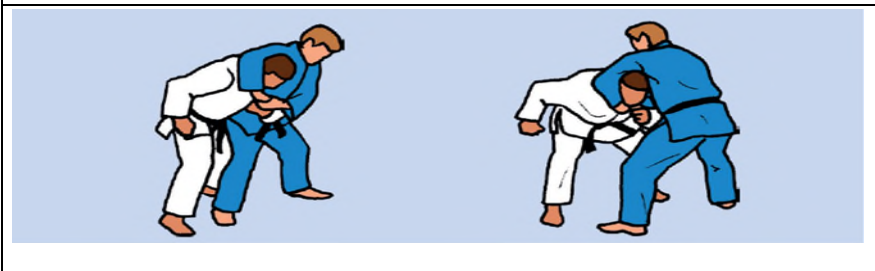


Uke embraces Tori from the front or back side, under or over the arms. Uke's head lies on Tori's shoulder. Before the attack, Tori keeps his arms in a natural position.

Uke applies a Hadaka Jime (neck-lock from behind) with his arm.

Intention: to strangle or to break balance.

Attack 4



Uke embraces Tori's neck with his arm from the side or from the front-side. Intention: to strangle or to apply a throwing technique.

General comments to Series A: Hands and Grips must be closed.

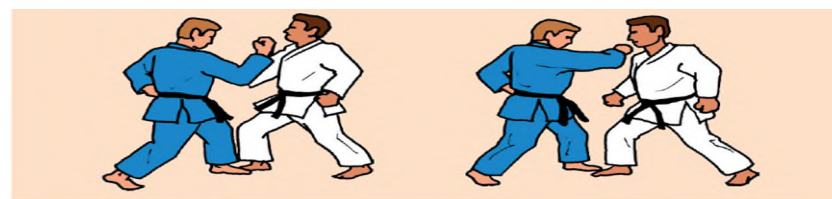
Series B Punches, blows/strikes and kicking attacks.

Attack 1



Jodan or chudan Tsuki - punch from the front side with the hand to the head or to the body.
Target: Solar Plexus, stomach, or face.

Attack 2



Ago Tsuki (Upper cut) – punch with the fist or Mawashi Tsuki (Hook) – Semi-circular punch with the fist. Target: Chin or Tori's side of the head.

Attack 3



Mae Geri / front kick. Target: Solar Plexus, stomach.

Attack 4



Mawashi Geri – Semi-circular kick with the leg. Target: head, Solar Plexus, stomach. Tori is allowed to make a step back and lightly turn the body.

General comments to Series B: the attack must be able to reach Tori if he is not moving away. It is not allowed to move before the attack is started. Tori must react on the attack.

Series C Weapon attacks.

Attack 1



Knife attack straight from the top. Target: base of the neck on Tori's left or right side, just behind the clavicle

Semi-circular knife attack, which is applied from the side or diagonally downwards. Target: side of the body.

Attack 2



Knife attack from the front-side. Target: stomach.

Attack 3



Attack with a stick straight from the top. Target: top of the head.

Attack 4



Attack with a stick from outside, which is applied from the side or diagonally downwards
Target: Tori's side temple / head.

General comments to Series C: the attack must be able to reach Tori if he is not moving away. Tori shall have full control of the weapon during and after the defense.

Appendix 2 – Duo System Competition Chart

World Level

1 st Round			
Seeding Rank. List places 1-8 & Draw of the rest couples (Rest couples move to Adv. Div. 1 st Round)			
World A1- GROUP	World B1- GROUP	World C1- GROUP	World D1- GROUP
Teams	Teams	Teams	Teams
A1 (R.L No1)	B1 (R.L No3)	C1 (R.L No4)	D1 (R.L No2)
A2 (R.L No8)	B2 (R.L No6)	C2 (R.L No5)	D2 (R.L No7)
A3	B3	C3	D3
A4	B4	C4	D4
A5	B5	C5	D5
A6	B6	C6	D6
A7	B7	C7	D7
A8	B8	C8	D8
A9	B9	C9	D9
A10	B10	C10	D10
			D11



2 nd Round			
Qualified 16+ :4x4 best scored couples of 1 st Round (Rest couples move to Adv. Div. 2 nd Round)			
World A2- GROUP	World B2- GROUP	World C2- GROUP	World D2- GROUP
Teams	Teams	Teams	Teams
1 st of World A1-Group	1 st of World B1-Group	1 st of World C1- Group	1 st of World D1-Group
2 nd of World B1- Group	2 nd of World C1-Group	2 nd of World D1- Group	2 nd of World A1- Group
3 rd of World C1- Group	3 rd of World D1-Group	3 rd of World A1- Group	3 rd of World B1-Group
4 th of World D1- Group	4 th of World A1-Group	4 th of World B1-Group	4 th of World C1- Group



3 rd Round			
Qualified 8+ :4x2 best scored couples of 2 nd Round (Rest couples move to Adv. Div. 3 rd Round)			
	World A3- GROUP	World B3 - GROUP	
	Teams	Teams	
	1 st of World A2-Group	1 st of World B2-Group	
	1 st of World C2-Group	1 st of World D2- Group	
	2 nd of World B2-Group	2 nd of World C2- Group	
	2 nd of World D2-Group	2 nd of World A2- Group	



4 th Round			
Semifinals: Qualified 4+ :2x2 best scored couples of 3 rd Round			
World A4- GROUP			
Teams			
	1 st of World A3-Group		
	1 st of World B3-Group		
	2 nd of World A3-Group		
	2 nd of World B3-Group		
World Bronze: Places 3 – 4			



5 th Round			
Finals: Qualified 2 best scored couples of 4 th Round			

		World A5- GROUP		
		Teams		
		1 st of World A4-Group		
		2 nd of World A4-Group		
		World Gold: 1st Place		
		World Silver: 2nd Place		

Advanced Level

1st Round				
4 groups x places 5 – 11 from World 1 st Round (Rest couples move to Nov. Div. 1 st Round)				
ADVANCED A1- GROUP		ADVANCED B1- GROUP		ADVANCED C1- GROUP
Teams		Teams		Teams
5 th of World A1-Group		5 th of World B1-Group		5 th of World C1-Group
6 th of World B1-Group		6 th of World C1-Group		6 th of World D1-Group
7 th of World C1-Group		7 th of World D1-Group		7 th of World A1-Group
8 th of World D1-Group		8 th of World A1-Group		8 th of World B1-Group
9 th of World A1-Group		10 th of World B1-Group		10 th of World A1-Group
10 th of World C1-Group		9 th of World C1-Group		9 th of World D1-Group
11 th of World D1-Group				10 th of World D1-Group
		↓		
2nd Round				
Qualified: 4x2 best scored of Adv. 1 st Round + 4x2 places 3-4 World 2 nd Round (Rest couples move to Nov. Div. 2 nd Round)				
Advanced A2- GROUP		Advanced B2- GROUP		Advanced C2- GROUP
Teams		Teams		Teams
1 st of Adv. A1-Group		1 st of Adv. B1-Group		1 st of Adv. C1-Group
2 nd of Adv. D1-Group		2 nd of Adv. C1-Group		2 nd of Adv. A1-Group
4 th of World D2-Group		4 th of World A2-Group		3 rd of World D2-Group
3 rd of World C2-Group		4 th of World C2-Group		4 th of World B2-Group
		↓		
3rd Round				
Qualified: 4x2 best scored of Adv. 2 nd Round 4 2x2 places 3-4 World 3 rd Round (Rest couples move to Nov. Div. 3 rd Round)				
		Advanced A3- GROUP		Advanced B3 - GROUP
		Teams		Teams
		1 st of Adv. A2-Group		1 st of Adv. B2-Group
		1 st of Adv. C2-Group		1 st of Adv. D2-Group
		2 nd of Adv. B2-Group		2 nd of Adv. C2-Group
		2 nd of Adv. D2-Group		2 nd of Adv. A2-Group
		3 rd of World A3-Group		3 rd of World B3-Group
		4 th of World B3-Group		4 th of World A3-Group
		↓		
4th Round				
Semifinals: Qualified 4+ :2x2 best scored couples of 3 rd Round				
		Adv. A4- GROUP		
		Teams		
		1 st of Adv. A3-Group		
		1 st of Adv. B3-Group		
		2 nd of Adv. A3-Group		
		2 nd of Adv. B3-Group		
		Advanced Bronze: Places 3 – 4		
		↓		
5th Round				
Finals: Qualified 2 best scored couples of 4 th Round				
		Adv. A5- GROUP		
		Teams		

		1 st of Adv. A4-Group		
		2 nd of Adv.A4-Group		
		Advanced Gold: 1st Place		
		Advanced Silver: 2nd Place		

Novice Level

1st Round				
2 groups x places 3-7 from Advanced 1 st Round				
		Novice A1- GROUP		Novice B1- GROUP
		Teams		Teams
		3 rd of Adv. A1-Group		3 rd of Adv. B1-Group
		3 rd of Adv. C1-Group		3 rd of Adv. D1-Group
		4 th of Adv. B1-Group		4 th of Adv. A1-Group
		4 th of Adv. D1-Group		4 th of Adv. C1-Group
		5 th of Adv. A1-Group		5 th of Adv. B1-Group
		5 th of Adv. C1-Group		5 th of Adv. D1-Group
		6 th of Adv. B1-Group		6 th of Adv. A1-Group
		6 th of Adv. D1-Group		6 th of Adv. C1-Group
				7 th of Adv. A1-Group
↓				
2nd Round				
Qualified: 2x4 best scored of Nov. 1 st Round + 4x2 places 3-4 Adv. 2 nd Round				
		Novice A2- GROUP		Novice B2- GROUP
		Teams		Teams
		1 st of Nov. A1-Group		1 st of Nov. B1-Group
		2 nd of Nov. B1-Group		2 nd of Nov. A1-Group
		3 rd of Adv. D2-Group		3 rd of Adv. A2-Group
		3 rd of Adv. B2-Group		3 rd of Adv. C2-Group
		3 rd of Nov. A1-Group		4 th of Nov. A1-Group
		4 th of Adv. B1-Group		3 rd of Adv. B1-Group
		4 th of Adv. A2-Group		4 th of Adv. D2-Group
		4 th of Adv. C2-Group		4 th of Adv. B2-Group
↓				
3rd Round				
Qualified: 2x4 best scored of Nov. 2 nd Round + 2x4 places 3-6 Adv. 3 rd Round				
		Novice A3- GROUP		Novice B3- GROUP
		Teams		Teams
		1 st of Nov. B2-Group		1 st of Nov. A2-Group
		2 nd of Nov. A2-Group		2 nd of Nov. B2-Group
		3 rd of Nov. B2-Group		3 rd of Nov. A2-Group
		4 th of Nov. A2-Group		4 th of Nov. B2-Group
		3 rd of Adv. A3-Group		3 rd of Adv. B3-Group
		4 th of Adv. B3-Group		4 th of Adv. A3-Group
		5 th of Adv. B3-Group		5 th of Adv. A3-Group
		6 th of Adv. A3-Group		6 th of Adv. B3-Group
↓				
4th Round				
Semifinals: Qualified 4+ :2x2 best scored couples of 3 rd Round				
		Nov. A4- GROUP		
		Teams		
		1 st of Nov. A3-Group		
		1 st of Nov.B3-Group		
		2 nd of Nov.A3-Group		
		2 nd of Nov.B3-Group		
		Novice Bronze: Places 3 – 4		
↓				
5th Round				

Finals: Qualified 2 best scored couples of 4 th Round			
Nov. A5- GROUP			
Teams			
1 st of Nov. A4-Group			
2 nd of Nov.A4-Group			
Novice Gold: 1 st Place			
Novice Silver: 2 nd Place			

DUO FLOW AND DURATION (TIME)

Presentation Flow					Ranking			
1	1st Round World	4 Groups	41 pres.	x2min = 82,0 min	1	1st	World Gold	400p
2	1st Round Advance	4 Groups	25 pres.	x2min = 50,0 min	2	2nd	World Silver	340p
3	1st Round Novice	2 Groups	17 pres.	x2min = 34,0 min	3	3rd	World Bronze	280p
4	2nd Round World	4 Groups	16 pres.	x2min = 32,0 min	3	3rd	World Bronze	280p
5	2nd Round Advance	4 Groups	16 pres.	x2min = 32,0 min	5	4th	Advance Gold	260p
6	2nd Round Novice	2 Groups	16 pres.	x2min = 32,0 min	6	5th	Advance Silver	220p
7	3rd Round World	2 Groups	8 pres.	x2min = 16,0 min	7	6th	Advance Bronze	180p
8	3rd Round Advance	2 Groups	12 pres.	x2min = 24,0 min	7	6th	Advance Bronze	180p
9	3rd Round Novice	2 Groups	16 pres.	x2min = 32,0 min	9	7th	Novice Gold	160p
				334,0 min	10	8th	Novice Silver	120p
				5,57 hours	11	9th	Novice Bronze	80p
					11	9th	Novice Bronze	80p
10	4th Round Novice (Semi-Finals)	4 pres.	x2min = 8,0 min		13-24	10th	Novice Group 3 A&B Places 3-8	60p
11	5th Round Novice (Finals)	2 pres.	x2min = 4,0 min		25-32	11th	Novice Group 2 A&B Places 5-8	40p
12	4th Round Advance (Semi-Finals)	4 pres.	x2min = 8,0 min		33-41	12th	Novice Group 1 A&B Places 5-9	20p
13	5th Round Advance (Finals)	2 pres.	x2min = 4,0 min					
14	4th Round World (Semi-Finals)	4 pres.	x2min = 8,0 min					
15	5th Round World (Finals)	2 pres.	x2min = 4,0 min					
				36,0 min				
				0,6 hours				
				370,0 min				
				6,17 hours				

Appendix 3 - Scoring Table per Round

Level: World or (Advanced) or (Novice)													
1 st ROUND													
<u>Series A</u> Gripping, embracing and neck lock attacks.													
Group A1 or (B1) (C1) (D1) -Teams (Couples)													
Attack	part	1	2	3	4	5	6	7	8	9	10	11	12
1	1												
	2												
	3												
	4												
2	1												
	2												
	3												
	4												
3	1												
	2												
	3												
	4												
4	1												
	2												
	3												
	4												
Var/ty	V												
TOTAL		0	0	0	0	0	0	0	0	0	0	0	0

Jury: Judge – 1 (2) (3) Name:

Signature

Level: World or (Advanced) or (Novice)													
2 nd ROUND													
Series B Punches, blows/strikes and kicking attacks.													
Group A2 or (B2) (C2) (D2) -Teams (Couples)													
Attack	part	1	2	3	4	5	6	7	8				
1	1												
	2												
	3												
	4												
2	1												
	2												
	3												
	4												
3	1												
	2												
	3												
	4												
4	1												
	2												
	3												
	4												
Var/ty	V												
TOTAL		0	0	0	0	0	0	0	0				

Jury: Judge – 1 (2) (3) Name:

Signature

Level: World or (Advanced) or (Novice)													
3 rd ROUND													
Series C Weapon attacks.													
Group A3 or (B3) -Teams (Couples)													
Attack	part	1	2	3	4	5	6	7	8				
1	1												
	2												
	3												
	4												
	W												
2	1												
	2												
	3												
	4												
	W												
3	1												
	2												
	3												
	4												
	W												
4	1												
	2												
	3												
	4												
	W												
Var/ty	V												
TOTAL		0	0	0	0	0	0	0	0				

Jury: Judge – 1 (2) (3) Name:

Signature

Level: World or (Advanced) or (Novice)													
4 th ROUND													
Mixed Attacks													
Group A4 or -Teams (Couples)													
Attack	part	1	2	3	4	5	6						
A1	1												
	2												
	3												
	4												
A2	1												
	2												
	3												
	4												
B2	1												
	2												
	3												
	4												
B3	1												
	2												
	3												
	4												
C3	1												
	2												
	3												
	4												
	w												
C4	1												
	2												
	3												
	4												
	w												
Var/ty	V												
TOTAL		0	0	0	0	0	0						

Jury: Judge – 1 (2) (3) Name:

Signature

Level: World or (Advanced) or (Novice)													
5 th ROUND													
Mixed Attacks													
Group A5 or -Teams (Couples)													
Attack	part	1	2										
A3	1												
	2												
	3												
	4												
A4	1												
	2												
	3												
	4												
B1	1												
	2												
	3												
	4												
B4	1												
	2												
	3												
	4												
C1	1												
	2												
	3												
	4												
	w												
C2	1												
	2												
	3												
	4												
	w												
Var/ty	V												
TOTAL		0	0										

Jury: Judge – 1 (2) (3) Name:
noy

Signature