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## **1. General Principles**

- 1.1. The rules set forth within this document are for the process of ensuring a competition which is fair and just for all competitors.
- 1.2. All competitors, judges, coaches and supporters of Kata within the WMO and all affiliated tournaments, must abide by these rules to ensure that all competitors are treated as equals.
- 1.3. These rules will be reviewed on a yearly basis by WMO Kata judges from all member states.
- 1.4. A meeting will take place prior to the WMO world championships each year and all relevant issues or queries regarding Kata will be discussed and where required amendments made via a majority decision process.
- 1.5. All proposed amendments will be updated and implemented ready for the following years championships.

## **2. Kata area**

- 2.1. Full respect to the kata area will be maintained at all times.
- 2.2. The kata area will be a minimum of 7x7 metres in size.
- 2.3. Each kata area will have five judges (1 centre and 4 corner judges) and they will have relevant experience in the divisions being judged and WMO rules.
- 2.4. There will be two table persons, who will note scores for each division. These will consist of judges or individuals trained in this area.
- 2.5. Only competitors for the division called will be allowed around the kata area, and a member of the judging team will lead them to where they are to stand.
- 2.6. All competitors, equipment, coaches, and spectators will remain behind the barriers at all times.
  - 2.6.1. This is to help the tournament organisers adhere to health & safety and risk reduction, especially in divisions where the use of weapons is required.
  - 2.6.2. It allows all spectators the ability to view the kata area safely.
  - 2.6.3. It allows the judges to perform their intended roles within the tournament free from external influencing factors.
  - 2.6.4. It ensures that all competitors are not distracted by any external factors such as bystanders walking on the kata area.

- 2.7. On entering the kata area, each competitor will ask permission from the centre judge by show of open hand.
- 2.8. Once the centre judge has nodded his/her approval then the competitor may step onto the area to begin their kata.
- 2.9. Announcing will depend on the division and style and will be discussed in style specific section further in this document.

### **3. Competitor**

- 3.1. Each country can enter 3 competitors in each division, these should be the 1<sup>st</sup> 2<sup>nd</sup> 3<sup>rd</sup> place medallists from their national championships.
- 3.2. All competitors must be able and ready to compete in their relevant division.
- 3.3. The competitor/coach/instructor should ensure that the techniques performed within the kata are suitable for the capabilities of the competitor and do not put them at risk of injury.
- 3.4. Competitors must demonstrate appropriate etiquette towards the tournament, peers, spectators and officials at all times.
- 3.5. Competitors will ensure that they have the correct attire and equipment relevant to their division and country (this will be detailed for each division).
- 3.6. No jewellery will be worn during the divisions. Any piercings that cannot be removed must be covered with a tape or plaster.
- 3.7. No excessive make up or nail varnish/false nails are to be worn by competitors
- 3.8. Competitors must ensure that they have entered the correct division for their practicing discipline.
- 3.9. Competitors must adhere to the rules set forth within this document.

### **4. Judges**

- 4.1. All judges will give an impartial judgement based on the WMO competition rules and regulations.
- 4.2. All judges will wear the correct attire as an official. This will be black trousers and white shirt/blouse
- 4.3. Where possible all five judges will be from different countries to eliminate bias. If this is not possible, a judge from a neutral country, with no competitors in the division will be used. This would be the only time when 2 judges from any country will be allowed on a mat judging together.
- 4.4. If a judge has a student or child competing in a division, they must step out of the division to eliminate bias or accusations of such.

## **5. Judge Responsibilities**

- 5.1. Carry out his/her duties responsibly, impartially and conscientiously.
- 5.2. Maintain good professional integrity.
- 5.3. Become familiar with basic martial art techniques and routines from all styles.
- 5.4. Become fully conversant with the WMO competition rules and regulations.
- 5.5. Make every effort to attend WMO judge refreshers courses which will be ran twice yearly.
- 5.6. Not be influenced by personality or other factors.
- 5.7. Always carry out their duties to the full and not deviate from their objectives.
- 5.8. Make every effort to ensure that participants and audience alike enjoy the competition event by showing fair and unbiased judging and taking time to explain fully why the WMO rules and regulations exist

## **6. Duties of a judge**

- 6.1. Keep their martial arts learning and knowledge up to date.
- 6.2. Ensure their evaluation is solely based on the contestants' performance on that day and points deducted as per specifications.
- 6.3. On no account should they presume the score of an individual before they have competed.
- 6.4. The judge must score what they see on the day on the area.
- 6.5. The judge must notate their score on the judging sheet so if an appeal should arise they can explain the scoring to everyone's satisfaction.
- 6.6. The centre judge should question the corner judges if any score extremely differs from the other four judges (this is why notes should be made to justify score).
- 6.7. After the final score has been awarded and division has been completed, no changes can be made to the score.

## **7. Divisions**

- 7.1. All divisions will be ran in a specific order to ensure that they are completed and ran in a timely and appropriate manner by judges

with relevant experience in the division being judged. Timings and running order will be posted for all divisions prior to the day of competing.

- 7.2. At World level the kata divisions will have 2 stages, preliminaries and finals. The preliminaries will determine the top FOUR competitors to go forward to the final. The same kata/form/pattern can be performed for each round.
- 7.3. In the event of a draw in any of the rounds, a second Kata/form/pattern must be performed. This is only applicable in traditional divisions.
- 7.4. All competitors must be ready to compete at the times allocated for their divisions.
- 7.5. Before the division commences the officials will confirm with the competitors and their coaches that they are in the correct division.
- 7.6. The kata must be in keeping with the definition of the style/event. Shotokan kata must be Shotokan and Taekwon-do must look like Taekwon-do and kung fu/Wushu should look like kung fu.
- 7.7. In the case of a tie in the Japanese hardstyle, korean, soft style/Chinese and traditional weapons, the competitor must perform a different form.
- 7.8. Creative, musical and extreme division will be subject to timing limitations. These forms will be more than 50 seconds and no more than 1 min 30 seconds. Timing will commence on first move, after introduction. This will be discussed further in this document
- 7.9. Any queries about a competitors form will be brought to the centre for discussion and a decision made as to whether they are in the appropriate division for that form as defined by the rules of the WMO.
- 7.10. If a competitor is not at the kata area for their division, their name will be called and they will be given 1 minute to attend the area before disqualification.
- 7.11. If a division finishes early, the next one will not start until the allocated time.
- 7.12. The top four competitors in the elimination rounds at WMO championships will compete in the finals and a random draw will be made to set the order of competition.
- 7.13. All competitors will be treated as equals and for this reason there will be no seeding order for competitors

7.14. Divisions will be ran in a way that allows competitors to change into relevant attire and collect required equipment, so there will be no excuses for delay. Divisions will run as follows from youngest competitors to veterans):

- 7.14.1. Japanese Hard style
- 7.14.2. Korean Hardstyle
- 7.14.3. Softstyle/Chinese
- 7.14.4. Traditional Weapons
- 7.14.5. Creative Weapons (with/without music)
- 7.14.6. Extreme Musical Weapons
- 7.14.7. Creative open hand (with/without music)
- 7.14.8. Extreme Open Hand
- 7.14.9. Team forms

## **8. Disability Division**

- 8.1.1. Definition of disability as stated by The Equalities Act 2010:
- 8.1.2. "You're disabled under the Equality Act 2010 if you have a physical or mental impairment that has a 'substantial' and 'long term' negative effect on your ability to do normal daily activities"
- 8.1.3. Each competitor must be able and ready to perform their kata/form on the day of competition.
- 8.1.4. The competitor/coach/instructor should ensure that the techniques performed within the kata are suitable for the capabilities of the competitor and do not put them at risk of injury.

## **9. Team forms**

- 9.1. All team forms are judged on the same principles as individual division.
- 9.2. There must be synchronised elements throughout the traditional kata/form
- 9.3. Demonstration forms are not synchronised
- 9.4. Teams can consist of 2-5 persons (which can be mixed gender)

## 10. Japanese HardStyle Forms

<b>Definition</b>
These forms must capture the essence of classic Japanese martial arts movements, showcasing the traditional Japanese hand and kicking techniques attributed to the style
<b>Attire</b>
Traditional Japanese Gi (long or short trousers) or Country uniform must be worn in keeping with the style
<b>Introductions</b>
Introductions are not required for this division, however the competitor can introduce if they wish to do so. No extra marks will be awarded for introductions.
<b>Kiai/kiap</b>
The amount of kiai's in the kata is competitors choice and will have no influence over the scores.
<b>Timing</b>
There are no time limits within this section
<b>Marking criteria</b>
<p>Emphasis is placed on execution of technique, application of technique, balance, speed, power, solid stances, focus and overall performance.</p> <ul style="list-style-type: none"> <li>• Forms are scored solely on the above criteria.</li> <li>• Adaptation of a form is acceptable, as long as the movements added are traditional in nature.</li> <li>• A high kick can't be higher than the top of the competitors own head</li> <li>• In the event of a tie, another form must be performed.</li> <li>• No freestyle moves allowed in this section</li> <li>• No music or weapons</li> </ul>

## 11. Korean Patterns

<b>Definition</b>
These forms must capture the essence of classic Korean martial arts movements, showcasing the traditional Korean essence of hand and kicking techniques attributed to the style
<b>Attire</b>
Traditional Korean dobok (long trousers & long sleeves) or Country uniform, must be worn in keeping with the style
<b>Introductions</b>
Introductions are not required for this division, however the competitor can introduce if they wish to do so. No extra marks will be awarded for introductions.
<b>Kiai/kiap</b>
The amount of kiai's in the kata is competitors choice and will have no influence over the scores.
<b>Timing</b>
There are no time limits within this section
<b>Marking criteria</b>
<p>Emphasis is placed on execution of technique, application of technique, balance, speed, power, solid stances, focus and overall performance.</p> <ul style="list-style-type: none"> <li>• Forms are scored solely on the above criteria.</li> <li>• Adaptation of a form is acceptable, as long as the movements added are traditional in nature.</li> <li>• In the event of a tie, another form must be performed.</li> <li>• No freestyle moves allowed in this section (please note that some traditional Korean moves/kicks may invert or rotate)</li> <li>• No music or weapons</li> <li>• No soft style influence within this section (eg. kuk sool won)</li> <li>• The height of the kick is up to the individual competitor; however, judges are looking for good technique, power and focus on all techniques, and therefore kicks are scored on technique.</li> </ul>



## 12. Chinese/Soft Style Forms (inc Kung fu/Kuk sul won)

<b>Definition</b>
These forms must capture the essence of soft style martial arts. This division will include all styles that have a soft style influence within their origins (Northern, Internal, Southern and Family styles)
<b>Attire</b>
The performer should wear an appropriate uniform of the style or club, should be clean and in good condition along with appropriate footwear
<b>Introductions</b>
Introductions will be required. The competitor must give their name, their style (Northern style, Chang Chuan) so the judge can expect to see these techniques, and the name of their form.
<b>Kiai/kiap</b>
Kiai or shouts only exist in Southern forms, No kiai in Northern forms
<b>Timing</b>
A traditional Wushu/kung fu routine must be at least 50 seconds long. Modern Wushu routines must be between, 1 minute 20 seconds to 1 minute 40 seconds long. Tai Chi must be minimum 2 minutes maximum 4 minutes long.
<b>Marking criteria</b>
<p>Emphasis is placed on execution of technique, application of technique, balance, speed, power, solid stances, focus and overall performance.</p> <ul style="list-style-type: none"> <li>• Forms are scored solely on the above criteria.</li> <li>• Adaptation of a form is acceptable, as long as the movements added are traditional in nature.</li> <li>• In the event of a tie, another form must be performed.</li> <li>• No freestyle moves allowed in this section (please note that some traditional soft style moves/kicks may invert or rotate)</li> <li>• No music or weapons within this section</li> </ul>

## 13. Traditional Weapons (Hardstyle)

<b>Definition</b>
Forms in this division MUST demonstrate the traditional essence of Martial Arts with traditional techniques and movement. This division will encompass differing styles from many origins (etc. Japanese/Korean hard style weapons)
<b>Attire</b>
Traditional Gi/dobok or Country uniform, must be worn in keeping with the style
<b>Introductions</b>
Introductions are not required for this division, however the competitor can introduce if they wish to do so. No extra marks will be awarded for introductions.
<b>Kiai/kiap</b>
The amount of kiai's in the kata is competitors choice and will have no influence over the scores.
<b>Timing</b>
There are no time limits within this section
<b>Marking criteria</b>
<p>Emphasis is placed on execution of technique, application of technique, control of weapon, manoeuvrability of weapon, balance, speed, power, solid stances, focus and overall performance.</p> <ul style="list-style-type: none"> <li>• Forms are scored solely on the above criteria.</li> <li>• Adaptation of a form is acceptable, as long as the movements added are traditional in nature.</li> <li>• Excessive Kiai's (more than the stated above) will result in marks being deducted</li> <li>• In the event of a tie, another form must be performed.</li> <li>• No freestyle/extreme moves or music allowed in this section</li> <li>• Kicks should be no higher than head height.</li> <li>• Weapons will vary within this division BUT must be traditional in nature (no freestyle weapons allowed)</li> <li>• All weapons are to be checked for safety prior to commencing division (no live bladed weapons allowed)</li> <li>• No one handed techniques allowed in bo staff forms and all figure eight techniques must land in a technique</li> <li>• If the competitor drops his / her weapon they will receive the lowest score.</li> </ul>

## 14. Traditional Weapons (Soft style/Chinese)

<b>Definition</b>
Forms in this division MUST demonstrate the traditional essence of Martial Arts with traditional techniques and movement. This division will encompass soft style influences within the weapons)
<b>Attire</b>
Traditional Gi/dobok or Country uniform, must be worn in keeping with the style
<b>Introductions</b>
Introductions are not required for this division; however, the competitor can introduce if they wish to do so. No extra marks will be awarded for introductions.
<b>Kiai/kiap</b>
The amount of kiai's in the kata is competitors choice and will have no influence over the scores.
<b>Timing</b>
There are no time limits within this section
<b>Marking criteria</b>
<p>Emphasis is placed on execution of technique, application of technique, control of weapon, manoeuvrability of weapon, balance, speed, power, solid stances, focus and overall performance.</p> <ul style="list-style-type: none"> <li>• Forms are scored solely on the above criteria.</li> <li>• Adaptation of a form is acceptable, as long as the movements added are traditional in nature.</li> <li>• In the event of a tie, another form must be performed.</li> <li>• No freestyle/extreme moves or music allowed in this section</li> <li>• Kicks should be no higher than head height.</li> <li>• Weapons will vary within this division BUT must be traditional in nature (no freestyle weapons allowed)</li> <li>• All weapons are to be checked for safety prior to commencing division (no live bladed weapons allowed)</li> <li>• No one handed techniques allowed in bo staff forms and all figure eight techniques must land in a technique</li> <li>• If the competitor drops his / her weapon they will receive the lowest score.</li> </ul>

## 15. Creative Weapons (With or Without Music)

<b>Definition</b>
This division allows competitors to include contemporary martial arts techniques and weapons that have evolved over the last 30 years within the freestyle forum. This includes complicated passes of the weapon around the body with the weapon being in contact with the body at all times.
<b>Attire</b>
Country uniform, can be worn in keeping with the competitors style and origins
<b>Introductions</b>
Introductions are not required for this division, however the competitor can introduce if they wish to do so. No extra marks will be awarded for introductions.
<b>Kiai/kiap</b>
The amount of kiai's in the kata is competitors choice and will have no influence over the scores.
<b>Timing</b>
There will be no time limit for the length of the form and should be less than 1 minute in length.
<b>Marking criteria</b>
<p>Emphasis is placed on execution and complexity of technique, application of technique, control of weapon, complexity &amp; maneuverability of weapon, balance, speed, power, solid stances, focus and overall performance. Forms are scored solely on the above criteria.</p> <ul style="list-style-type: none"> <li>• These forms are based on a mixture of traditional and creative techniques which have evolved over the years. A pure traditional form or a form newly created with purely traditional techniques will not be allowed in this section.</li> <li>• In the event of a tie, the same form can be performed.</li> <li>• Palm spins, wrist or body rolls are all allowed in this section (elements of these should be seen throughout the form). The weapon should be in contact with the body always within this section.</li> <li>• No throws of the weapon are allowed in this section.</li> <li>• No dance moves, props, gymnastic moves, aerials or inversions allowed (head should not go below waist)</li> <li>• Kip ups, splits and split kicks are allowed.</li> <li>• Music is optional in this section. Words are allowed in the music, but any inappropriate words / language will result in disqualification.</li> <li>• Judges will take into account choreography with the music.</li> <li>• Weapons will vary within this division, must be freestyle weapons and must be checked for safety (no live bladed weapons allowed).</li> <li>• If the competitor drops his / her weapon they will receive the lowest score.</li> </ul>

## 16. Extreme Musical Weapons

<b>Definition</b>
This division allows competitors to include contemporary martial arts techniques and weapons that have evolved over the last 30 years within the freestyle forum. This includes gymnastic, tricking and inverted techniques.
<b>Attire</b>
Country uniform, can be worn in keeping with the competitors style and origins
<b>Introductions</b>
Introductions are not required for this division, however the competitor can introduce if they wish to do so. No extra marks will be awarded for introductions.
<b>Kiai/kiap</b>
There are no limitations on amount of Kiai within this division
<b>Timing</b>
The form must be no more than 2 minutes in length. Timing will begin once the competitor makes their first move after the centre judge gives permission to enter the area. This includes any announcing.
<b>Marking criteria</b>
<p>Emphasis is placed on execution of technique, application of technique, control of weapon, manoeuvrability of weapon, balance, speed, power, solid stances, focus and overall performance.</p> <ul style="list-style-type: none"> <li>• Forms are scored solely on the above criteria.</li> <li>• These forms are an evolvement of freestyle forms. A pure traditional form will not be allowed in this section.</li> <li>• Excessive Kiai's (more than the stated above) will result in marks being deducted</li> <li>• In the event of a tie, the same form can be performed.</li> <li>• Music is required in this section and necessary. Words are allowed in the music, but any inappropriate words / language will result in disqualification.</li> <li>• Judges will take into account choreography with the music.</li> <li>• No dance moves or props are allowed.</li> <li>• As this is an extreme weapons form, releases of the weapon are allowed and deemed as necessary in this division and will be scored on their complexity. This section includes throws, palm spins &amp; wrist or body rolls. Elements of these should be seen throughout the form, failure to do so may result in disqualification.</li> <li>• Gymnastic/tricking/ tumbling techniques are allowed within this section.</li> <li>• Maximum of 5 gymnastics, tumbling and tricking skills in this division</li> <li>• Weapons will vary within this division and must be checked for safety (no live bladed weapons allowed)</li> <li>• If the competitor drops his / her weapon they will receive the lowest score.</li> </ul>

## 17. Creative Open Hand (with/without music)

<b>Definition</b>
The creative forms divisions which include contemporary martial arts techniques that have evolved over many years, only techniques that originate from Martial Arts can be used.
<b>Attire</b>
Country uniform, can be worn in keeping with the competitors style and origins
<b>Introductions</b>
Introductions are not required for this division, however the competitor can introduce if they wish to do so. No extra marks will be awarded for introductions.
<b>Kiai/kiap</b>
There are no limitations on amount of Kiai within this division
<b>Timing</b>
The form must be no more than 2 minutes in length. Timing will begin once the competitor makes their first move after the centre judge gives permission to enter the area. This includes any announcing.
<b>Marking criteria</b>
<p>Emphasis is placed on execution of technique, application of technique, control of technique, balance, speed, power, solid stances, focus and overall performance.</p> <ul style="list-style-type: none"> <li>• Forms are scored solely on the above criteria.</li> <li>• These forms are based on a mixture of traditional and creative techniques which have evolved over the years. A pure traditional form will not be allowed in this section or a newly created form with purely traditional techniques.</li> <li>• Excessive Kiai's (more than the stated above) will result in marks being deducted</li> <li>• This division can be with or without music. Words are allowed in the music, but any inappropriate words / language will result in disqualification.</li> <li>• In the event of a tie, the same form can be performed.</li> <li>• No gymnastics move, dance moves, props, arial kicks, kicks more than 360degrees or inversions are allowed in this section.</li> <li>• Spits, split kicks and kip ups are allowed</li> </ul>

## 18. Extreme Musical Open Hand

<b>Definition</b>
The extreme forms divisions includes contemporary martial arts techniques that have evolved over many years, only techniques that originate from Martial Arts can be used.
<b>Attire</b>
Country uniform, can be worn in keeping with the competitors style and origins
<b>Introductions</b>
Introductions are not required for this division, however the competitor can introduce if they wish to do so. No extra marks will be awarded for introductions.
<b>Kiai/kiap</b>
There are no limitations on amount of Kiai within this division
<b>Timing</b>
The form must be no more than 2 minutes in length. Timing will begin once the competitor makes their first move after the centre judge gives permission to enter the area. This includes any announcing.
<b>Marking criteria</b>
<p>Emphasis is placed on execution of technique, application of technique, control of technique, balance, speed, power, solid stances, focus and overall performance.</p> <ul style="list-style-type: none"> <li>• Forms are scored solely on the above criteria.</li> <li>• These forms are based on a mixture of traditional and creative techniques which have evolved over the years. A pure traditional form will not be allowed in this section.</li> <li>• Music is required in this section and necessary. Words are allowed in the music, but any inappropriate words / language will result in disqualification.</li> <li>• Judges will take into account choreography with the music.</li> <li>• In the event of a tie, the same form can be performed.</li> <li>• Gymnastics moves, arial kicks and/or inversions are allowed in this section and are deemed necessary.</li> <li>• Maximum amount of 5 gymnastics, tumbling and tricking skills in this division</li> <li>• No dance moves or props are allowed.</li> <li>• Spits, split kicks and kip ups/kick ups are allowed in this section</li> </ul>

## 19. Team forms

<b>Definition</b>
Team forms can be traditional, creative or extreme, musical or non musical (with or without weapons) and competitors can be a specific age group or mixed as defined by the categories
<b>Attire</b>
Traditional or Country uniform, can be worn in keeping with the competitors style and origins
<b>Introductions</b>
Introductions are not required for this division, however the competitors can introduce if they wish to do so. No extra marks will be awarded for introductions.
<b>Kiai/kiap</b>
The amount of kiai's in the kata is competitors choice and will have no influence over the scores.
<b>Timing</b>
For traditional forms there are no time limits within the section. For creative & extreme forms they must be more than 50 seconds long and no more than 1 minute 30 seconds. Timing will begin on competitors first move (not introduction)
<b>Marking criteria</b>
<p>Emphasis is placed on execution of technique, application of technique, control of technique, balance, speed, power, solid stances, focus, timing synchronicity and overall performance.</p> <ul style="list-style-type: none"> <li>• Forms are scored solely on the above criteria.</li> <li>• These will be based around the set criteria for their style for eg. Traditional will be scored on traditional criteria, while weapons forms will be based on weapons.</li> <li>• Depending on division music may be used.</li> <li>• Judges are looking for synchronization, showmanship and overall team power.</li> <li>• In the event of a tie, the same form can be performed.</li> <li>• No dance moves or props are allowed.</li> <li>• If competitor drops their weapon the lowest score will be given</li> </ul>



## **20. Scoring & Evaluation of Kata/Forms**

- 20.13. As this is an Open tournament, scoring will be based on performance of the kata/form and not the exact traditional routine set by the origins of the style (forms can be modified but must encompass the techniques within the specific style/division).
- 20.14. In the kata/forms event the contestant is appraised on the overall technical ability as displayed in his/her performance.
- 20.15. Therefore, the placing should be chosen on merit attained and nothing else
- 20.16. Each competitor starts with maximum score for that level of ability. The maximum score represents the highest level of achievement at the present stage of their martial arts development.
- 20.17. Whenever errors occur in their performance, points will be deducted according to the specification of that division. Hence a subtraction method is employed.
- 20.18. All competitors within the division will complete their kata/form before scores are shown from all judges.
- 20.19. Judges will not confer their scores with each other.
- 20.20. Scores will be allocated based on a numerical scale dependant on how many competitors are in the division (eg. 10 competitors would produce a score range of 9.0-9.9).
- 20.21. The score range will be set by the centre judge at the beginning of each division
- 20.22. The judge will allocate the highest score to the individual who they deemed performed best and as set forth by the criteria for that division.
- 20.23. It is necessary for judges to have a sound and up to date knowledge of the popular forms/styles of martial arts.
- 20.24. Where uncertainties occur the corner judges can ask the centre judge to bring to the centre to discuss, for example competitor in wrong division.
- 20.25. It is necessary to produce a scoring card that the judge can tick whilst watching the competitor, making it easy to notate a score. This allows the judge to justify their decision in case of queries.

## **21. Criteria for Judging**

21.1. **Posture:**

- a. The competitor should display good posture during stances and techniques.
- b. Posture should be consistent throughout the performance.
- c. There should not be any slips, stumbles or falls during a technique or performance.

21.2. **Power:**

- a. All techniques which are used to strike, block or kick should display good power relevant to their style.
- b. Observation should be made on relevant body movement relating to their style to initiate and deliver strong powerful techniques.
- c. As every style is different, it should be noted that techniques from differing style start from different positions.
- d. Competitors will not be given extra marks for hitting their Gi to give impression of power.

21.3. **Technique:**

- a. All techniques performed should originate from the martial arts style and be relevant to the division for which they have entered.
- b. Clean, strong techniques should be made. Take note of foot positioning, accuracy of kicks and hand formation.
- c. All kicks will be marked on technique and accuracy first and not height of the kick itself.
- d. Degree of technical difficulty should be taken into consideration.
- e. All techniques should be performed in relevance to the martial art style it originates and such in keeping for the relevant division.
- f. There will be no hardstyle / japanese forms in korean divisions and vice versa. This includes Japanese forms used in art forms such as Tang Soo Do.

21.4. **Agility:**

- a. When techniques or gymnastic moves are used, the competitor should show agility in any jumps, kicks or aerial moves.

- b. Balance and accuracy in the landing of the technique should be observed.

21.5. **Focus:**

- a. When performing the competitor should focus on the point of contact of the technique.
- b. Transitions when changing directions should be consistent.
- c. Competitor should show concentration when performing slow tension or focused moves.

21.6. **Stances:**

- a. Stances should be performed with balance and consistency.
- b. Correct positioning of the feet should be observed in relation to the direction of technique.
- c. Observe for bending or straightening of the knees.
- d. There should be no slipping after or during a stance when not required in the technique.
- e. Stances should be finished fully with correct balance and both feet in the correct position.
- f. Stances vary from different styles of martial arts, therefore the judges will be looking for clean, strong stances and consistency of these throughout the form.

21.7. **Accuracy:**

- a. This will only be looked at in the performance of the techniques/direction in which they are aimed and **not** the performance of a truly accurate traditional form for the given style (remember this is an open tournament and not a traditional karate/taekwon-do or kung fu tournament)

21.8. **Flow:**

- a. The combination of techniques should flow from one section to the other
- b. The form should not look disjointed visually.

21.9. **Concentration:**

- a. This section relates to the competitors ability to remain consistent within their performance and not be distracted in their focus.

21.10. **Performance:**

- a. All of the above guidelines and factors make up the whole performance of the Kata/Form/Pattern and should be judged as such.
- b. Etiquette and discipline should be maintained.

## 22. Judging Classification

### 22.13. Class C: National Kata Judge

- Must attend 1 judges course which will enable them to judge on a corner at a National championships event.

### 22.14. Class B: International Kata Judge

- Must have attended 2 judge's courses and judged a corner at a National event. This will enable them to Judge a corner or be centre judge at an International (European) event.

### 22.15. Class A: World Kata Judge

- Must have attended 3 judge's courses and judged a corner and centre at a National event and a corner & centre at an International(European) event. This will enable them to be a Centre or corner Judge at World level championships.

## 23. Complaints and Appeals process

- 23.13. All disputes or complaints about decisions and scores will be taken seriously and dealt with promptly and professionally by WMO judges.
- 23.14. Complaints to judges must be made in a considerate and respectful manner. There will be no tolerance to abusive and aggressive behaviour from competitors, coaches or spectators towards any officials or table persons.
- 23.15. All disputes or complaints should be made directly to the centre judge on the mat as soon as possible, where it can be discussed amicably and openly. The Senior kata Judge will be notified of all complaints.
- 23.16. Where a dispute cannot be resolved by the centre judge of the division, the complaint will be discussed with the Senior kata judge and further discussion will take place to resolve the issue.
- 23.17. A Decision will be given immediately or within 1hr of the Dispute being made and the division in dispute will be put on hold until a decision is made.
- 23.18. If a competitor is unhappy about a decision made by the kata judge or senior kata judge, they have the right to discuss their complaint to the tournament organiser on the day.
- 23.19. Video evidence cannot be used for any complaints.
- 23.20. All judges at WMO events will be approachable and open to queries, complaints and issues that may arise throughout the tournament.

## **24. Guidance of forms weapons**

- 24.13. All Weapons will be inspected before each divisions starts. Weapons need to be fit for purpose, e.g. D.I.Y products will NOT be allowed.
- 24.14. If the competitor drops his / her weapon they will be given the lowest mark.
- 24.15. Weapons are allowed to hit the floor if the competitor is in control of the weapon, e.g. stab into the ground.

- 24.16. Bo's MUST be the right size for the Kata/Form. Traditional Weapons such as Bo or Jo.
- 24.17. There will be no live blades when using knives, switch blades or swords. This is for safety purposes.
- 24.18. All Weapons divisions, except Traditional Weapons, must be a minimum of 1minute from the first move.
- 24.19. In a traditional style form a traditional weapon must be used (Traditional/Tapered Bo's ARE allowed)
- 24.20. In a creative/extreme weapons form, a freestyle weapons must be used.

## **24. Guidance on Music**

- 24.1. All music for musical forms must be ready to play at start of the division.
- 24.2. There will be no access to CDs players. Please ensure that all music is in MP3 format via Ipod, phone or tablet.
- 24.3. Words are allowed in the music, but any inappropriate words / language will result in disqualification.

## 25. WMO Divisions

<b>8 yrs &amp; Under boys and girls</b>	
K01	Traditional forms
K02	Open division (weapons/open hand)

<b>12 yrs and under boys</b>	
K03	Japanese
K04	Korean
K05	soft style/Chinese
K06	traditional weapons (Hardstyle)
K07	Traditional Weapons (Soft style/Chinese)
K08	Creative weapons (with or without music)
K09	extreme musical weapons
K10	Creative open hand with/without music
K11	extreme open hand

<b>12 yrs and under Girls</b>	
K12	Japanese
K13	Korean
K14	soft style/chinese
K15	traditional weapons (Hardstyle)
K16	Traditional Weapons (Soft style/Chinese)
K17	Creative weapons (with or without music)
K18	extreme musical weapons
K19	Creative open hand with/without music
K20	extreme open hand

**13-17 yrs boys**

K21	Japanese
K22	Korean
K23	soft style/chinese
K24	traditional weapons (Hardstyle)
K25	Traditional Weapons (Soft style/Chinese)
K26	Creative weapons (with or without music)
K27	extreme musical weapons
K28	Creative open hand with/without music
K29	extreme open hand

**13-17 yrs Girls**

K30	Japanese
K31	Korean
K32	soft style/chinese
K33	traditional weapons (Hardstyle)
K34	Traditional Weapons (Soft style/Chinese)
K35	Creative weapons (with or without music)
K36	extreme musical weapons
K37	Creative open hand with/without music
K38	extreme open hand

**Adults Men 18yrs and above**

K39	Japanese
K40	Korean
K41	soft style/chinese
K42	traditional weapons (Hardstyle)
K43	Traditional Weapons (Soft style/Chinese)
K44	Creative weapons (with or without music)



K45	extreme musical weapons
K46	Creative open hand with/without music
K47	extreme open hand

**Adults Women 18yrs and above**

K48	Japanese
K49	Korean
K50	soft style/chinese
K51	traditional weapons (Hardstyle)
K52	Traditional Weapons (Soft style/Chinese)
K53	Creative weapons (with or without music)
K54	extreme musical weapons
K55	Creative open hand with/without music
K56	extreme open hand

**Adults Men veterans 35 yrs and above**

K56	Japanese
K57	Korean
K58	soft style/chinese
K59	traditional weapons

**Adults Women veterans 35 yrs and above**

K60	Japanese
K61	Korean
K62	soft style/chinese
K63	traditional weapons

**Adults Men & Women veterans 35yrs and above**

K64 creative weapons with/without music

K65 open hand with/without music

**Adult men and women 60 yrs and above open division**

K66 open division (traditional/freestyle/weapons)

**Mixed Boys & Girls 17yrs and under disability division**

K67 Traditional (japanese/korean/soft style

K68 Weapons (traditional/creative)

**Mixed Adult Men & Women 18 yrs and above disability division**

K69 Traditional (japanese/korean/soft style

K70 Weapons (traditional/creative)

**Teams 17 yrs and under Boys/girls**

K71 Traditional 2-5 persons

K72 musical open hand 2-5 persons

K73 Demonstration 2-5 persons

**Teams Adult 18 yrs and above Men/women**

K74 Traditional 2-5 persons

K75 musical open hand 2-5 persons

K76 Demonstration 2-5 persons

**Teams Mixed Adult & Junior**

K77 Traditional 2-5 persons

## 26. Running Order for Divisions

<b>Traditional (Japanese/korean/softstyle)</b>	
K01	8 yrs and under

<b>Japanese/ Hard style</b>	
K03	12 yrs and under boys
K12	12 yrs and under Girls
K21	13-17 yrs boys
K30	13-17 yrs Girls
K39	Adults Men 18yrs and above
K48	Adults Women 18yrs and above
K56	Adults Men veterans 35 yrs and above
K60	Adults Women veterans 35 yrs and above
K66	Adult men and women 60 yrs and above open division

<b>Traditional (Japanese/Korean/soft style)</b>	
K67	Mixed boys & girls under 17yrs and under disability division
K69	Mixed men & women 18yrs and over disability division

<b>Korean</b>	
K04	12 yrs and under boys
K13	12 yrs and under Girls
K22	13-17 yrs boys

K31	13-17 yrs Girls
K40	Adults Men 18yrs and above
K49	Adults Women 18yrs and above
K57	Adults Men veterans 35 yrs and above
K61	Adults Women veterans 35 yrs and above

### Soft style/Chinese

K05	12 yrs and under boys
K14	12 yrs and under Girls
K23	13-17 yrs boys
K32	13-17 yrs Girls
K41	Adults Men 18yrs and above
K50	Adults Women 18yrs and above
K58	Adults Men veterans 35 yrs and above
K62	Adults Women veterans 35 yrs and above

### Traditional Weapons (Hardstyle)

K06	12 yrs and under boys
K15	12 yrs and under Girls
K24	13-17 yrs boys
K33	13-17 yrs Girls
K42	Adults Men 18yrs and above
K51	Adults Women 18yrs and above
K59	Adults Men veterans 35 yrs and above

K63	Adults Women veterans 35 yrs and above
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<b>Traditional Weapons (Softstyle/Chinese)</b>	
K07	12 yrs and under boys
K16	12 yrs and under Girls
K25	13-17 yrs boys
K34	13-17 yrs Girls
K43	Adults Men 18yrs and above
K52	Adults Women 18yrs and above

<b>Creative Weapons (with/without music)</b>	
K08	12 yrs and under boys
K17	12 yrs and under Girls
K26	13-17 yrs boys
K35	13-17 yrs Girls
K44	Adults Men 18yrs and above
K53	Adults Women 18yrs and above

<b>Extreme Musical Weapons</b>	
K09	12 yrs and under boys
K18	12 yrs and under Girls
K27	13-17 yrs boys
K36	13-17 yrs Girls
K45	Adults Men 18yrs and above

K54	Adults Women 18yrs and above
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<b>Creative Open Hand (with/without music)</b>	
K10	12 yrs and under boys
K19	12 yrs and under Girls
K28	13-17 yrs boys
K37	13-17 yrs Girls
K46	Adults Men 18yrs and above
K55	Adults Women 18yrs and above

<b>Extreme Open Hand</b>	
K11	12 yrs and under boys
K20	12 yrs and under Girls
K29	13-17 yrs boys
K38	13-17 yrs Girls
K47	Adults Men 18yrs and above
K56	Adults Women 18yrs and above

<b>Open division (weapons/open hand)</b>	
K02	8 yrs and under

<b>creative weapons with/without music</b>	
K64	Adults Men & Women veterans 35yrs and above

<b>Weapons (traditional/creative)</b>	
K68	Mixed Boys & Girls 17yrs and under disabled
K70	Mixed Adult Men & Women Disabled 18 yrs and above

<b>Open hand with/without music</b>	
K65	Adults Men & Women veterans 35yrs and above

<b>Teams</b>	
<b>Traditional 2-5 person</b>	
K71	Teams 17 yrs and under Boys/girls
K74	Teams Adult 18yrs and above men/women
K77	Teams Mixed adult and Junior
<b>Musical Open Hand 2-5 person</b>	
K72	Teams 17 yrs and under Boys/girls
K75	Teams Adult 18yrs and above men/women
<b>Demonstration 2-5 persons</b>	
K73	Teams 17 yrs and under Boys/girls
K76	Teams Adult 18yrs and above men/women