

Bobby Lawrence Karate
presents

Judging Forms



Welcome

- Welcome to the Bobby Lawrence Karate “Judging Forms” presentation.
- The following events use the “Forms” judging style:
 - empty-hand forms,
 - weapons forms, and
 - power karate.

BLK Judges

- Being a tournament judge is both an honor and a responsibility.
- The better the judges are, the better the tournament runs, and the happier the competitors are.
- Fulfill your responsibility like a black belt.

Concentration and Self Control

- As a tournament judge, you will get a chance to use the concentration and self control that you have been working on since you were a white belt.

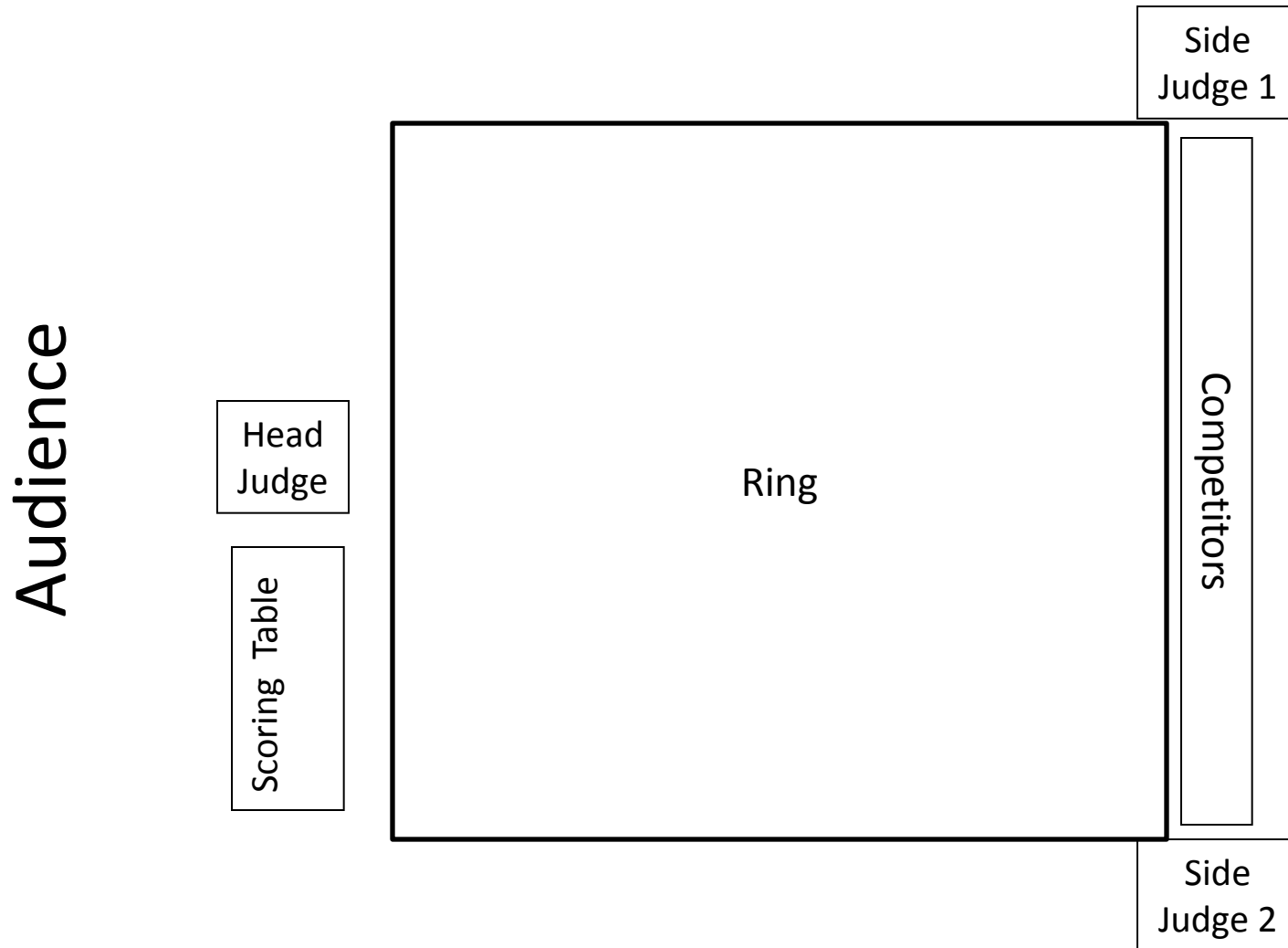
Concentration and Self Control

- You will focus on one thing
 - the performing competitorand block out distractions.
 - phone calls or text messages, events in the next ring, the audience, etc.
- You will control your body with your mind.
 - Put your phone in ‘airplane mode’ and leave it in your pocket.

Refine Perception and Skills

- As a judge, you will watch the competitors perform, and evaluate their skills.
- You will see good and not-so-good basics, stances, and performances.
- As you learn to recognize what good basics, stances, and performances look like, you will be able to refine and improve your own skills.

During Forms, the side judges sit in the corners opposite the head judge.



Seating

- Having the side judges at the opposite corners allows the judges to have a more complete view of the competitor.
- It completely eliminates the possibility of copying scores.
- It allows the judges to see if the competitor steps out of bounds.
 - Move your finger back and forth along the line the competitor stepped over, to indicate out of bounds.

Preparing to Start

- Generally, the division begins when someone from the Pit brings over a group of competitors and a manila envelope.
- The envelope has the competitors' cards inside and a division sheet on the front.

Beginning / Intermediate

Name: _____
 BLK School: _____
 Division: _____



Forms

Seq.	Head Judge	Side Judge 1	Side Judge 2	Ded.	HJ Adjusted	Total	Place
							1 2 3 P

Power Karate

Seq.	Head Judge	Side Judge 1	Side Judge 2	Ded.	HJ Adjusted	Total	Place
							1 2 3 P

Weapons

Seq.	Head Judge	Side Judge 1	Side Judge 2	Ded.	HJ Adjusted	Total	Place
							1 2 3 P

Division # _____

Head Judge: _____

Side Judge 1 _____ Side Judge 2 _____

Event: _____

Competitor's Name and BLK School	1st Place	2nd Place	3rd Place
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Event: _____

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Event: _____

Competitor's Name and BLK School	1st Place	2nd Place	3rd Place
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Preparing to Start

- For each event (empty-hand forms, power karate, etc.), the scorekeeper (or other designated official) will collect the cards of everyone who is participating in that event, and then, shuffle the cards.
- If the competitors have not had a chance to warm up in the pit, the head judge may assign one of the side judges or other officials to lead warm-ups.

Scoring Range

- The head judge will tell you the scoring range:
 - Little Ninjas: 5.0–5.9
 - W, Y, O: 6.0–6.9
 - P, B, G: 7.0–7.9
 - Brown, Ban Bu: 8.0–8.9
 - Black: 9.0–9.9
- If she doesn't tell you, ask her what it is. That will get all the judges in the same range, and make the competition more fair.

Scoring Range

- In this example, let's say that the scoring range is 8.0 to 8.9.
- You would make sure your flipchart has an 8 on the left side. This number will stay the same for the entire division.



Starting

- The head judge will call up the first three competitors, one at a time. They will each perform and then sit back down. Then, the judge will call them back up to receive their scores.
- This is so we can see how they compare to each other.
- The remaining competitors will each come up, perform, and wait in the ring to receive their score.

Scoring

- After a competitor has finished (or been called back up), the head judge will say “Judges, ready?”
- This is when you change the number on the right side of the chart. When you’re ready, hold the chart facing your chest, so the score can’t be seen.
- The head judge will say, “Judges, score.”
- Hold up your chart and turn it so the scorekeeper can see it. After it has been recorded, turn it so the competitors and audience can see it.

Establish a baseline

- As the first three competitors perform, watch them carefully and decide which one is best, which one needs the most work, and which one is in the middle.
- Give the middle competitor a score of 8.5.
- Give the best competitor a higher score.
- Give the one that needs work a lower score.

Establish a baseline

- Some things to consider when you are assigning the higher and lower scores.
 - How many competitors are in the division?
 - How well did the first three competitors perform?

How many competitors are in the division?

- If only four people are in the division, you might assign a higher score of 8.7 and a lower score of 8.3.
- Then you can assign the last person a score of 2, 4, 6, or 8, depending on how he compares to the others

9
8
7 (H)
6
5 (M)
4
3 (L)
2
1

How many competitors are in the division?

- If eight people are in the division, you might need to spread the scores a little wider, so you can fit in the other scores.
- It can be helpful to actually make a chart like this, or at least, write down the scores as you give them.
 - Get some paper and a pen from the bin.

9
8 (H)
7
6
5 (M)
4
3
2 (L)
1

How well did the first three people perform?

- The higher score and the lower score don't have to be the same distance from the middle.
- If one of the first three does really, really well, give them a high score.
 - (8.8 or even 8.9, depending on how they did).
- If one of the first three does really, really poorly, give them a low score.
 - (8.2 or even 8.1).

9
8 (H)
7
6
5 (M)
4
3 (L)
2
1

9
8
7 (H)
6
5 (M)
4
3
2 (L)
1

Use the baseline

- As the remaining competitors perform, think of how they compare to the first three competitors and give them a relative score.
- For example, if someone did better than the person who needed work (8.3), but not as well as the middle person (8.5), assign them a score between the two (8.4).

Since the scores are relative, you can't compare scores between tournaments, or even between events.

Be consistent

- Once you have established your baseline, **stick to it.**
- The best competitor should get the highest score, regardless of where they appear in the lineup.
 - For example, if your higher score was an 8.6, and everyone else does worse, you should be giving out 4s, 3s, and 2s.
- Don't penalize the first three people just for going first.

Finishing the division

- For each event, the scorekeeper will add up each of the competitor's points and determine who gets first, second, and third place.
- When all of the events are finished, the head judge will line up all of the competitors, present the medals, and dismiss the division.
- Raise the orange flag (from the bin) to show the Pit that you are ready for another division.
 - Just hold the flag; don't swing it.
 - We want to look professional.

Mechanics

- So far, we've gone over the mechanics of judging. It's fairly straightforward, so you'll pick it up with a little practice.
- The tricky part is deciding how the competitors' performances relate to each other.
- How do you know who is better?

What do I look for when judging?

From the BLK rule book:

- Judges score competitors on their
 - technical precision
 - focus
 - balance
 - power
 - overall presentation

Technical precision

- Do they know their form?
 - Can they do it without hesitating or getting mixed up?
- Do they stick to the form?
 - Doing a show-time move in a traditional form counts as an error, because it deviates from the form.
 - Replacing an advanced kick with a simpler kick is fine. (e.g., doing a chicken kick instead of a butterfly kick).

Technical precision

- Do they have good basics? For example:
 - Do their upward blocks go ‘up the chimney’?
 - Do their inward blocks go across their body?
 - Do their outward blocks stop just past their shoulder?
- Is their other hand where it should be?
 - In the chamber, checking, or by their jaw.

Review *Modern Karate*, Chapter 5 to see what good basics look like.

Technical precision

- Do their kicks have the proper weapon formation?
 - Are they striking with the ball on a front kick?
 - Are their toes lower than their heel on a side kick?
- Do they re-chamber their kicks?
- Is their supporting foot pointing backward for a side kick or round-house kick?

Technical precision

- For kicks, quality of execution counts before degree of difficulty.
- In other words, a simple kick with good execution and weapon formation is better than a not-quite-there advanced kick.
 - For example, an excellent 540 would beat an excellent butterfly; however, an excellent butterfly would beat a not-quite-there 540.
 - Or, an excellent round, spinning-hook or dragonfly-prep is better than a bad dragonfly.

Technical precision

- Do they have a solid stance?
 - Warrior stance: Front knee bent, back leg straight, feet about shoulder-width apart.
 - Black belt stance: Front toes pointing straight ahead, back toes pointing straight sideways, more weight on the back leg, not on a balance beam.
 - Neutral bow: Proper toe-heel alignment, feet at a 45-degree angle.
- Are their knees bent far enough? (without overdoing it)
- Does their stance wobble? (It shouldn't.)

Focus

- Are their eyes focused straight ahead?
 - Not looking at the floor.
 - Not looking all over the place.
- Is their body focused?
- Do they ki'ai loudly (and correctly) at the correct time?

Balance

- Do they have a solid stance?
- Do they stutter-step? (They shouldn't.)
- Do they lose their balance because they try to kick higher than they should?
 - Given their height and flexibility.

Power

- Do they use their body when they punch, or just their arms?
- Do they pull their other hand back, as fast and as hard as the punching hand goes out?
- Do their punches go to the correct target?
- Do they ki'ai loudly at the correct time?

Overall presentation

- Do they demonstrate confidence as they approach the judges?
 - Posture: Do they stand up straight?
 - Eye contact: Do they look the judges in the eye?
 - Voice control: Do they speak loudly?
- Do they move strongly and confidently during the form?

Degree of difficulty

- All other things being equal, a more-advanced form should receive a higher score than a less-advanced form.
- Just keep in mind that a black belt is brilliant at the basics.
- Your basics should get better, not worse, over time.

Weapons Forms

- You will obviously watch how they handle their weapon, but don't forget the other things.
- Do they have a solid stance?
- Do their kicks have the proper weapon formation?
- Are their eyes focused straight ahead?

Power Karate

- Do they keep their hands up?
 - ‘Up’ is by their cheekbones, not their armpits.
 - Are their hands up all the time? Or just at the beginning and end of the combo?
- Do their punches go straight from their jaw to the target?
 - i.e., no detours to the hip, armpit, or off to the side
- Do they rotate their body as they punch?

Judging takes practice

- The easiest way to recognize these things is to do them correctly yourself.
- As you prepare for the tournament, work to develop the skills mentioned here.
- As you practice,
 - Listen to your instructors.
 - Don't be in a hurry to move on to the next thing.
 - Practice applying principles.
 - See *Modern Karate*, Chapter 7

Challenge

Judging can be challenging,
but we at BLK are always up for a challenge.

We also know how to work hard
and improve our skills.

Once we have mastered these skills,
our tournaments will be better than ever.

Judging?

Bring it on!



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