

Bobby Lawrence Karate
presents

Scorekeeping for Sparring

Using a Bracket



Welcome

- Welcome to the Bobby Lawrence Karate “Scorekeeping for Sparring” presentation.
- This type of scorekeeping is used for non-continuous point sparring.

BLK Scorekeepers

- Being a tournament scorekeeper is both an honor and a responsibility.
- The better the scorekeepers are, the better the tournament runs.
- Fulfill your responsibility like a black belt.

Safety first

- To provide a level playing field, and so neither competitor has to worry about injuring / being injured by the other...
- For ages 13 and older,
 - males only spar males and
 - females only spar females.
- Where numbers permit, they are further separated by weight.

But everybody spars in class...

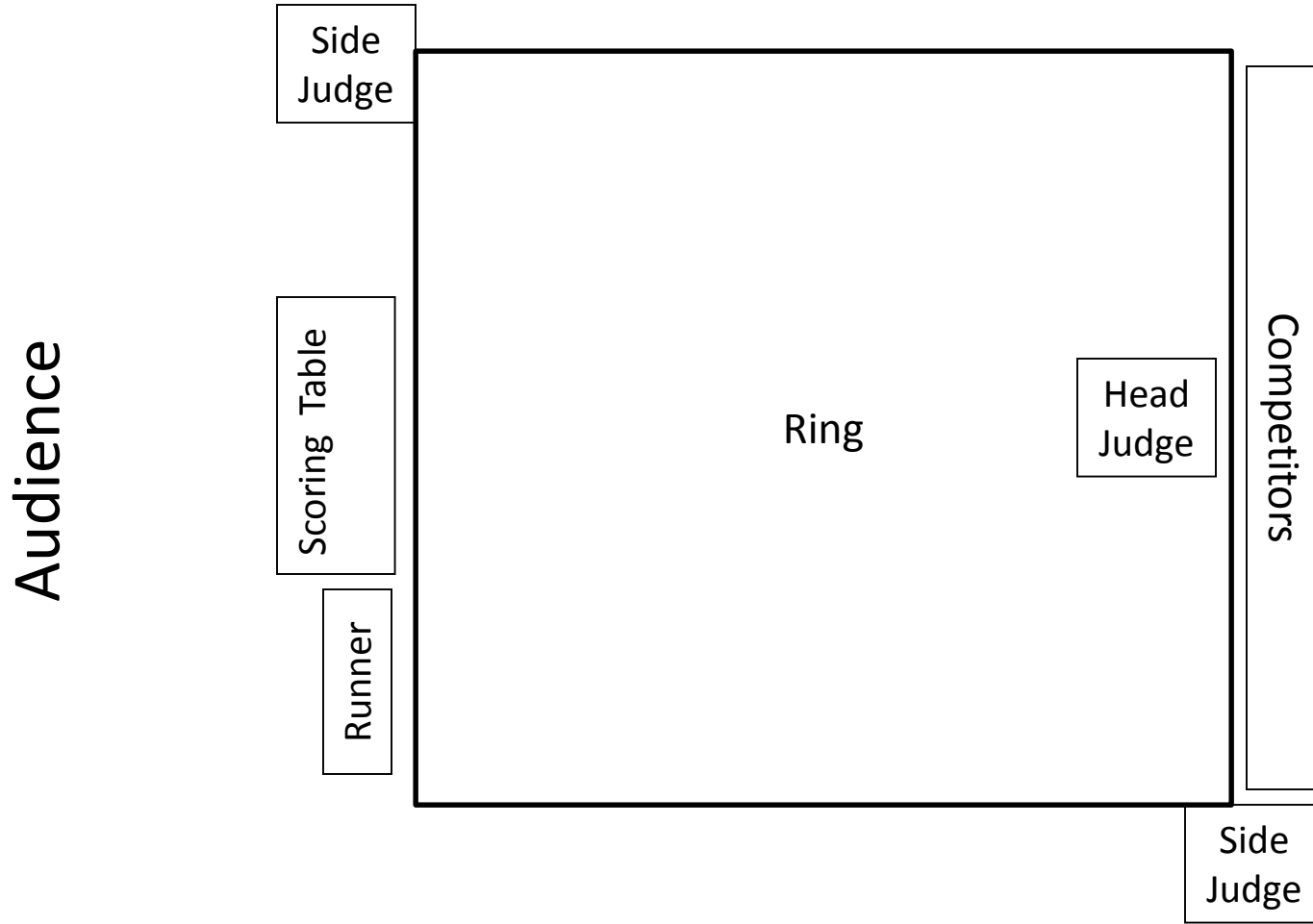
In class

- Skills are learned and practiced
- Relatively low-key
- Everybody spars everybody to practice under different circumstances
- Goal = improve skills

At a tournament

- Skills are tested
- Very high intensity
- Level playing field
- Goal = WIN!

Ring Setup for Sparring



During Sparring

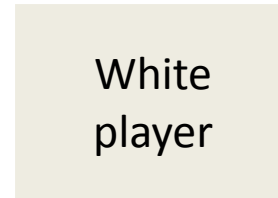
- The head judge stands facing the audience so he doesn't block their view.
- One side judge sits with his back to the audience.
- The other side judge sits on the opposite side from the first to provide a more complete perspective.

During Sparring

- The scorekeeping table is across from the head judge so they can see each other clearly, and the head judge can easily verify the score.
- The scorekeeper will be busy making tally marks on the cards, so...
- The runner stands by the scorekeeping table and holds the scoring flipchart.

View of Scorekeeper's Table

Head Judge



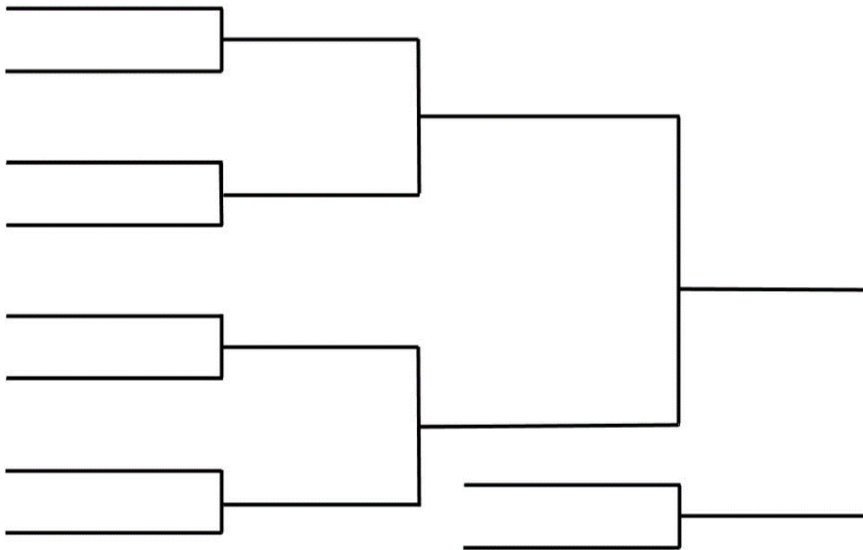
Scorekeeper

Starting

- To prepare for sparring, you (or the head judge) collect the cards from everyone who is competing.
- Mix up the cards.
- We will be using a sparring bracket to determine who fights whom, so we need to set that up.

Sparring bracket

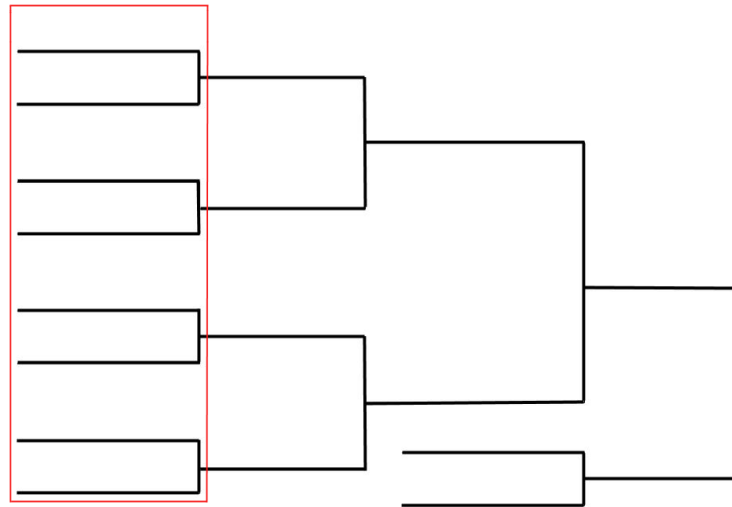
- Because each fight involves two competitors, the number of competitors doubles as we go back (2, 4, 8, 16, etc.).



The bracket at the bottom right will be explained later.

Bracket levels

- Before the competition starts, we need to completely fill one level of the bracket.
- If we have 2, 4, or 8 competitors, it works out nicely, but this frequently doesn't happen.



Calculating byes

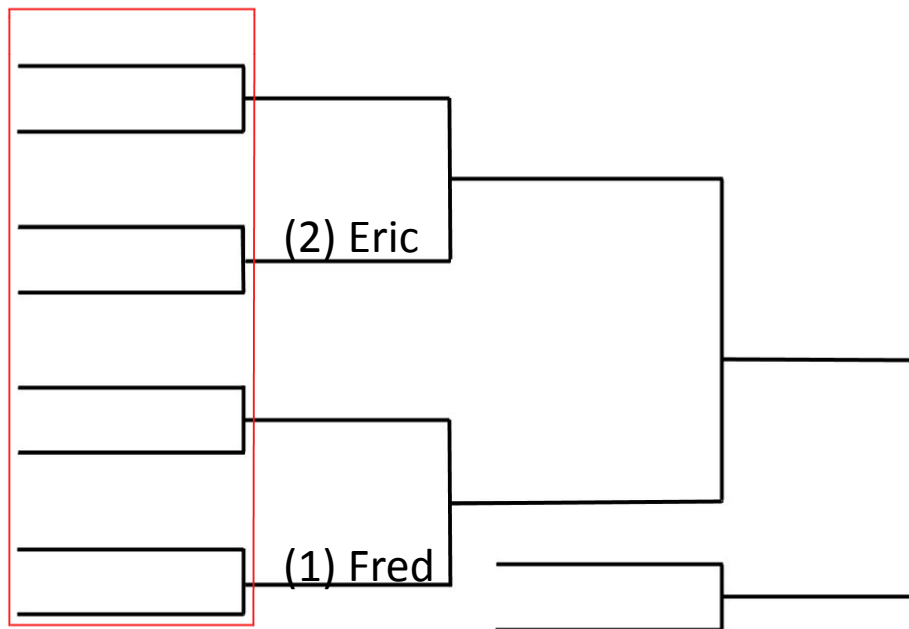
- We start by picking the smallest level that will hold all of the competitors. So, if we have 3 competitors, we use the level with 4. If we have 6 competitors, we use the level with 8.
- Then, we figure out how many more competitors we need to fill the bracket:
 $4 - 3 = 1$ and $8 - 6 = 2$.
- This is the number of “byes”.

Filling the bracket

- Let's assume we have six competitors, so two byes.
- For each bye, we select one competitor to advance to the next level without fighting. In this case, we select two competitors.
- Without looking, take two cards from the stack.

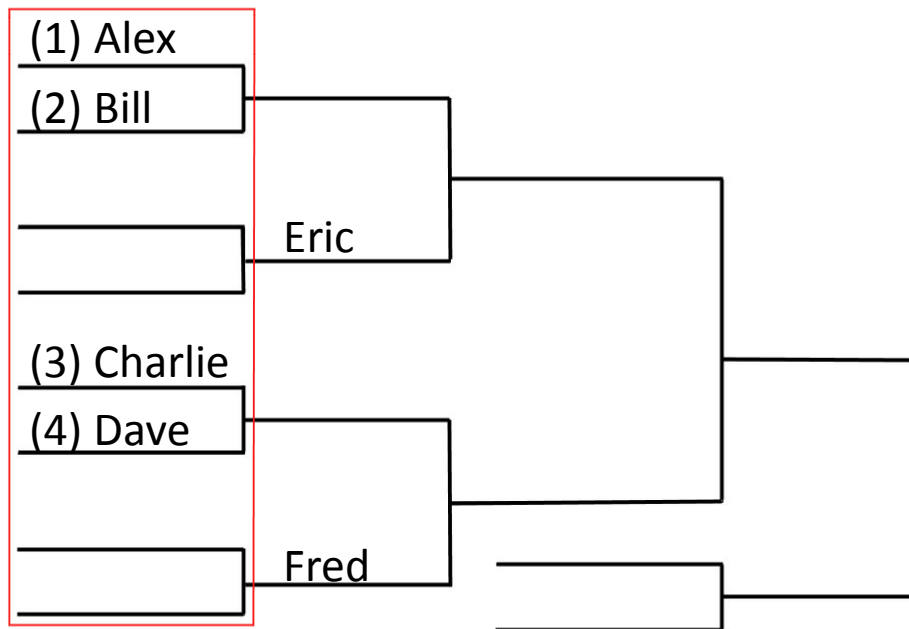
Filling the bracket

- We start at the bottom, and write their names on the next level. If we have two byes, we skip a line so they don't fight each other first.



Filling the bracket

- Then, we write the names of the other competitors on the lines of the first level that don't already have someone at the second level.



Starting

- We're ready to start. We follow the bracket from top to bottom, and then from left to right.
- The head judge (referee) is standing across the ring in front of you.
- The runner is next to you, holding the scoring flipchart.

“First fighters up!”

- Find the cards for the people at the top of the bracket and call out their first and last names: “Alex Peterson and Bill Smith.”
- Write each player’s name on the sparring side of their card, so you don’t have to turn the card back and forth.
- Do this for all the cards as they come along.

“First fighters up!”

- The referee says, “Alex Peterson is red. He is on my right,” and tucks a red tail (strip of cloth) through Alex’s belt.
- Then he says, “Bill Smith is white. He is on my left.”
- Put Alex in the red box and Bill in the white box. (Red is on your left because you are facing the referee.)

“Scorekeeper, ready?”

Red

Player name: Alex Peterson

Point Sparring

Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Bill Smith	W L
		W L
		W L
		W L
		W L

White

Player name: Bill Smith

Point Sparring

Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Alex Peterson	W L
		W L
		W L
		W L
		W L

Write Bill Smith's name as Alex's opponent,
and Alex Peterson as Bill's opponent.

“Ready.”

“Spar!”

“One point, red!”

Red

Player name: Alex Peterson

Point Sparring Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Bill Smith	W L
		W L
		W L
		W L
		W L

White

Player name: Bill Smith

Point Sparring Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Alex Peterson	W L
		W L
		W L
		W L
		W L

Make a tally in Alex's My points box.

Then, call the point back to the referee, so he knows you heard him.

The runner should call back too.

“One point, red!”

“Spar!”

“One point, red!”

Red

Player name: Alex Peterson

Point Sparring

Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Bill Smith	W L
		W L
		W L
		W L
		W L

White

Player name: Bill Smith

Point Sparring

Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Alex Peterson	W L
		W L
		W L
		W L
		W L

Make a tally in Alex's My points box.

“One point, red!”

“Spar!”

“One point, white!”

Red

White

Player name: Alex Peterson

Point Sparring

Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Bill Smith	W L
		W L
		W L
		W L
		W L

Player name: Bill Smith

Point Sparring

Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Alex Peterson	W L
		W L
		W L
		W L
		W L

Make a tally in Bill's My points box.

“One point, white!”

“Spar!”

“One point, red!”

Red

White

Player name: Alex Peterson

Point Sparring

Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Bill Smith	W L
		W L
		W L
		W L
		W L

Player name: Bill Smith

Point Sparring

Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Alex Peterson	W L
		W L
		W L
		W L
		W L

Make a tally in Alex's My points box.

“One point, red!”

“Spar!”

“Two points, red!
Kick to the head!”

Red

White

Player name: Alex Peterson

Point Sparring

Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Bill Smith	W L
		W L
		W L
		W L
		W L

Player name: Bill Smith

Point Sparring

Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Alex Peterson	W L
		W L
		W L
		W L
		W L

Make two tallies in Alex's My points box.

“Two points, red!”

Winner

“Winner, red!”

Red

White

Player name: Alex Peterson

Point Sparring

Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Bill Smith	W L
		W L
		W L
		W L
		W L

Player name: Bill Smith

Point Sparring

Place: 1 2 3 P

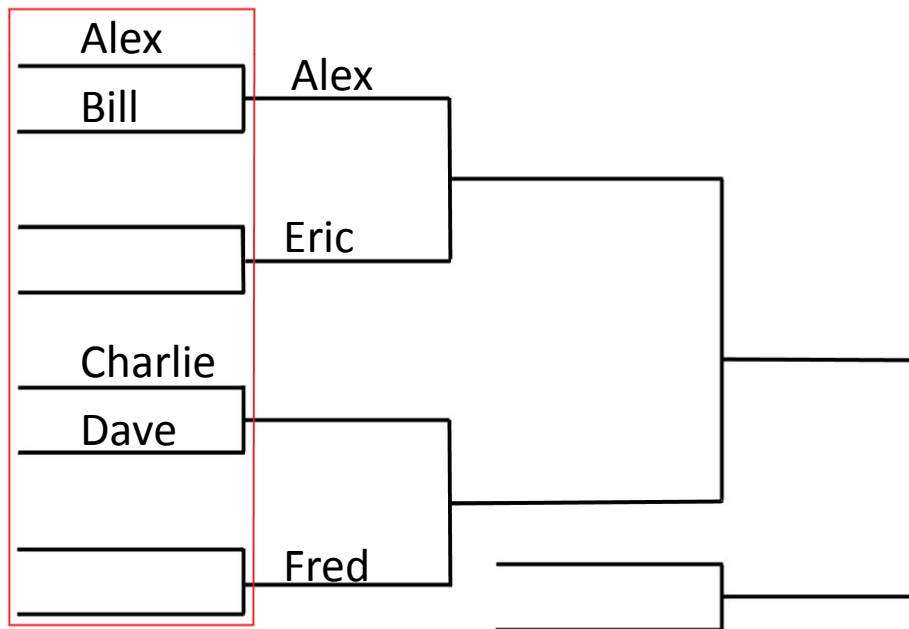
My points	Opponent's name	Win/Loss
	Alex Peterson	W L
		W L
		W L
		W L
		W L

Circle the W in Alex's box and the L in Bill's box.

“Winner, red!”

Between matches

- Alex won the fight, so he advances to the next level.
- Find the cards for the next fighters and call them up.



“Next fighters up!”

Red

Player name: Charlie Davis

Point Sparring

Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Dave Gomez	W L
		W L
		W L
		W L
		W L

White

Player name: Dave Gomez

Point Sparring

Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Charlie Davis	W L
		W L
		W L
		W L
		W L

Write Dave Gomez as Charlie's opponent,
and Charlie Davis as Dave's opponent.

“Scorekeeper, ready.”

(Let's say white wins.)

“Winner, white!”

Red

White

Player name: Charlie Davis

Player name: Dave Gomez

Point Sparring Place: 1 2 3 P

Point Sparring Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Dave Gomez	W L
		W L
		W L
		W L
		W L

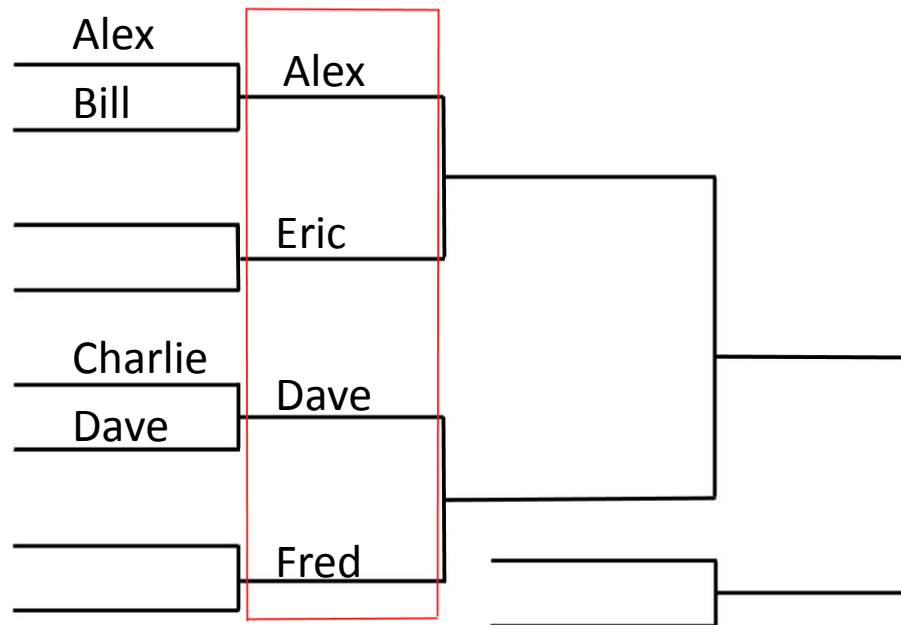
My points	Opponent's name	Win/Loss
 	Charlie Davis	W L
		W L
		W L
		W L
		W L

Circle the L in Charlie's box and the W in Dave's box.

“Winner, white!”

Between matches

- Dave won the fight, so he advances to the next level.
- Start at the top and work your way down.



“Next fighters up!”

Red

Player name: Alex Peterson

Point Sparring

Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Bill Smith	W L
	Eric Walker	W L
		W L
		W L
		W L

White

Player name: Eric Walker

Point Sparring

Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Alex Peterson	W L
		W L
		W L
		W L
		W L

Write Eric Walker as Alex's opponent,
and Alex Peterson as Eric's opponent.

“Scorekeeper, ready.”

(Let's say white wins again.)

“Winner, white!”

Red

White

Player name: Alex Peterson

Point Sparring

Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Bill Smith	W L
	Eric Walker	W L
		W L
		W L
		W L

Player name: Eric Walker

Point Sparring

Place: 1 2 3 P

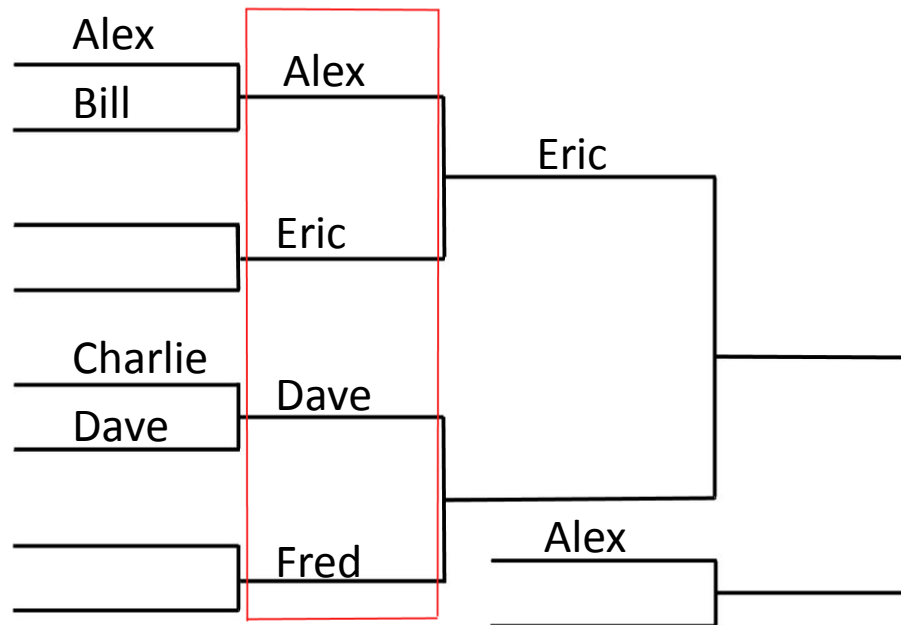
My points	Opponent's name	Win/Loss
	Alex Peterson	W L
		W L
		W L
		W L
		W L

Circle the L in Alex's box and the W in Eric's box.

“Winner, white!”

Between matches

- Eric wins, so he advances to the next level.
- Because this level has four competitors, Alex goes to the third/fourth bracket.



“Next fighters up!”

Red

Player name: Dave Gomez

Point Sparring

Place: 1 2 3 P

My points	Opponent's name	Win/Loss
///	Charlie Davis	W L
	Fred Evans	W L
		W L
		W L
		W L

White

Player name: Fred Evans

Point Sparring

Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Dave Gomez	W L
		W L
		W L
		W L
		W L

Write Fred Evans as Dave's opponent,
and Dave Gomez as Fred's opponent.

“Scorekeeper, ready.”

(Let's say red wins.)

“Winner, red!”

Red

White

Player name: Dave Gomez

Point Sparring

Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Charlie Davis	W L
	Fred Evans	W L
		W L
		W L
		W L

Player name: Fred Evans

Point Sparring

Place: 1 2 3 P

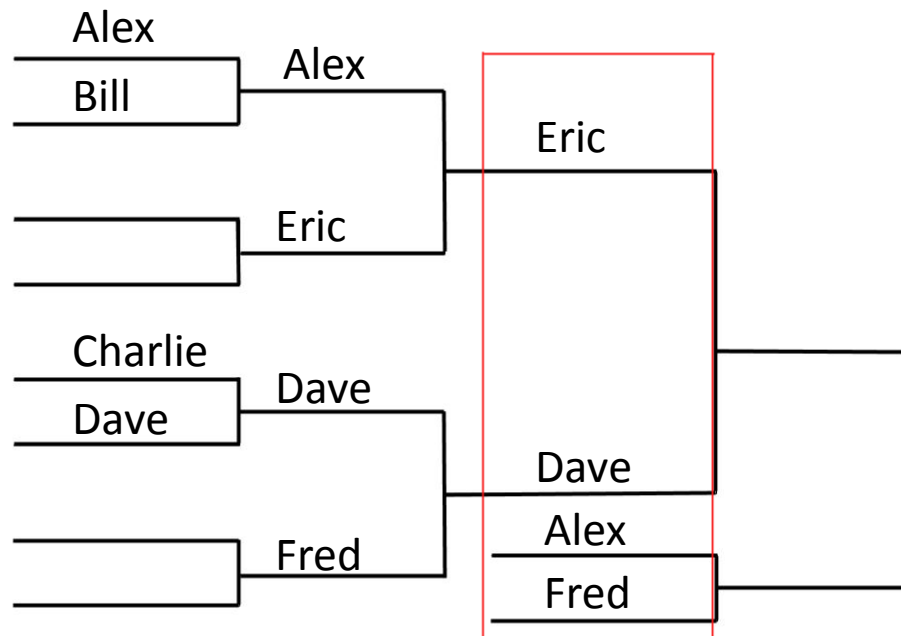
My points	Opponent's name	Win/Loss
	Dave Gomez	W L
		W L
		W L
		W L
		W L

Circle the L in Fred's box and the W in Dave's box.

“Winner, red!”

Between matches

- Dave wins, so he advances to the next level.
- Fred goes to the third/fourth bracket.



Between matches

- This time, we don't start at the top. We call up the fighters from the third/fourth bracket.
- They are fighting for third and fourth place.

“Next fighters up!”

Red

Player name: Alex Peterson

Point Sparring Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Bill Smith	W L
	Eric Walker	W L
	Fred Evans	W L
		W L
		W L

White

Player name: Fred Evans

Point Sparring Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Dave Gomez	W L
	Alex Peterson	W L
		W L
		W L
		W L

Write Fred Evans as Alex's opponent,
and Alex Peterson as Fred's opponent.

“Scorekeeper, ready.”

(Let's say red wins again.)

“Winner, red!”

Red

White

Player name: Alex Peterson

Player name: Fred Evans

Point Sparring Place: 1 2 3 P

Point Sparring Place: 1 2 3 P

My points	Opponent's name	Win/Loss
 	Bill Smith	W L
	Eric Walker	W L
 	Dave Gomez	W L
		W L
		W L

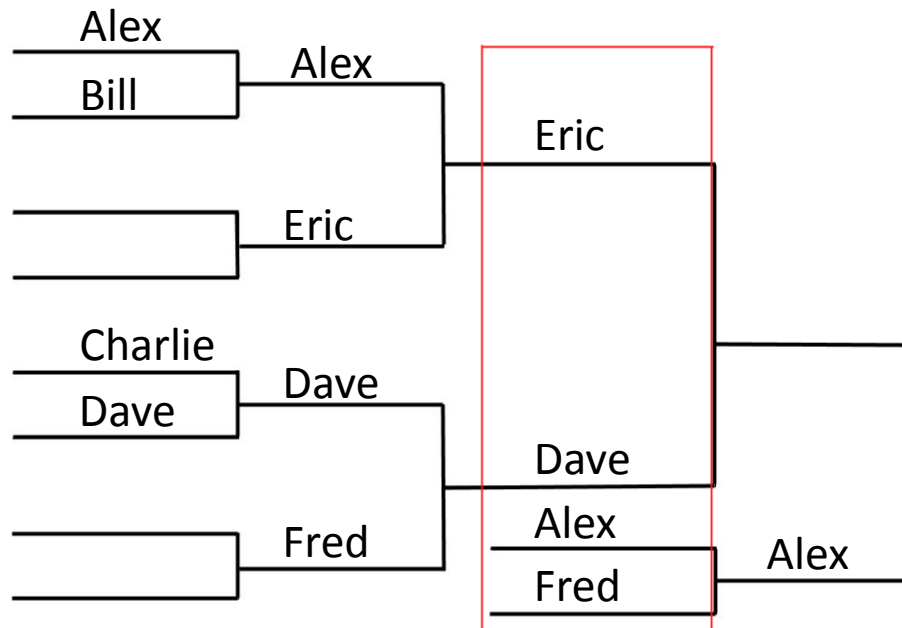
My points	Opponent's name	Win/Loss
	Dave Gomez	W L
	Alex Peterson	W L
		W L
		W L
		W L

Circle the W in Alex's box and the L in Fred's box.

“Winner, red!”

Between matches

- Alex wins, so he advances to the next level. He takes third place. Circle the 3 on his card.
- Now, call up the first and second place fighters.



“Next fighters up!”

Red

Player name: Eric Walker

Point Sparring

Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Alex Peterson	W L
	Dave Gomez	W L
		W L
		W L
		W L

White

Player name: Dave Gomez

Point Sparring

Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Charlie Davis	W L
	Fred Evans	W L
	Eric Walker	W L
		W L
		W L

Write Dave Gomez as Eric's opponent,
and Eric Walker as Dave's opponent.

“Scorekeeper, ready.”

(Let's say red wins again.)

“Winner, red!”

Red

White

Player name: Eric Walker

Point Sparring

Place: 1 2 3 P

My points	Opponent's name	Win/Loss
	Alex Peterson	W L
	Dave Gomez	W L
		W L
		W L
		W L

Player name: Dave Gomez

Point Sparring

Place: 1 2 3 P

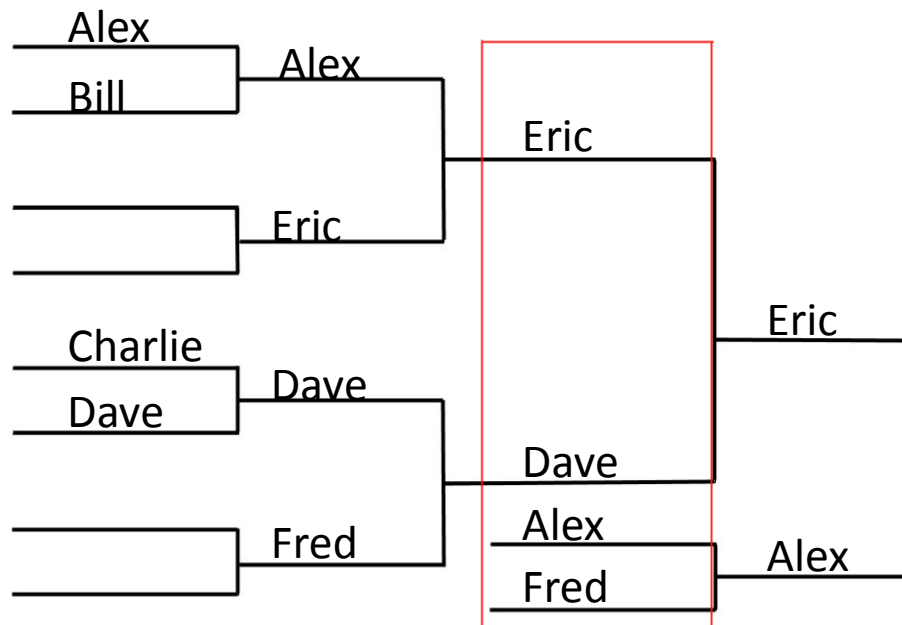
My points	Opponent's name	Win/Loss
	Charlie Davis	W L
	Fred Evans	W L
	Eric Walker	W L
		W L
		W L

Circle the W in Eric's box and the L in Dave's box.

“Winner, red!”

Between matches

- Eric wins, so he advances to the next level. He takes first place. Circle the 1 on his card.
- Dave takes second place. Circle the 2 on his card.



End of event

- The head judge will award medals.
- Enter the winners and their schools on the division sheet.

Filling out the division sheet



Division # 1
Head Judge 2
Side Judge 1 3 **Side Judge 2** 3
Event: 4

Competitor's Name and BLK School	1st Place	2nd Place	3rd Place
	5	5	5

Event: _____
 Competitor's Name and BLK School

1st Place	2nd Place	3rd Place

Event: _____
 Competitor's Name and BLK School

1st Place	2nd Place	3rd Place

Event: _____
 Competitor's Name and BLK School

1st Place	2nd Place	3rd Place

Event: _____
 Competitor's Name and BLK School

1st Place	2nd Place	3rd Place

1. Neatly print the division number. It is printed on the competitors' cards (17A or such).
2. Print the head judge's name. If you don't know it, ask. This is so we know whom to talk to if there are questions about the division.
3. Print the side judges' names. If you don't know them, ask. This is so we can evaluate how they're doing, and provide further training, if necessary.
4. Print the event name. (Sparring, in this example.)
5. Print the names of the winning competitors and their schools. The schools are printed on the competitors' cards.

Challenge

Scorekeeping for sparring can be especially 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.

Scorekeeping?

Bring it on!



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