



World Karate Federation

Kata Competition

Examination questions for Kata Judges

Version 9.0 January 2015

The answer paper is to be returned to the examiners. All answers are to be entered on the separate answer paper only. You must make sure that your name, country, number and any other information required are entered on the answer paper.

You may not have any additional papers or books on your desk while undertaking this examination. During the examination to be seen speaking to another candidate or copying another's paper will mean suspension and automatic failure of the examination. If you are not sure of the correct procedures or have any questions about any aspect of the examination you should speak only to an examiner.

The result of the examination both theory and practical will be sent to the candidate's National Federation.

January 2015



World Karate Federation

Section 1. "TRUE OR FALSE"

On the answer paper put an "X" in the appropriate box. The answer to a question is true only if it can be held to be true in all situations; otherwise it is considered to be false. Each correct answer scores one point.

1. In repechage it is allowed to repeat a Kata.
2. The total time allowed for the Kata and Bunkai demonstration combined, is six minutes.
3. In Kata competition variations as taught by the contestant's style (Ryu-ha) are permitted.
4. Once performed a kata may not be repeated.
5. On completion of the kata Aka will leave the area to await the performance of Ao.
6. If the kata does not conform to the rules or there is some other irregularity the Chief Judge may call the other Judges in order to reach a verdict.
7. If a contestant is disqualified the Chief Judge will cross and uncross the flags.
8. At Hantei the competitor who receives the majority of votes will be declared the winner by the caller/announcer.
9. After Hantei when the Judges have lowered their flags the Chief Judge will indicate the winner by raising the appropriate coloured flag.
10. At Hantei if two Judge signals for Aka, one for Ao and the other two for Hikiwake a tie breaker kata will be used.
11. Judges should look for correct Kihon of the school being demonstrated.
12. The starting point for kata will marked with a small cross within the perimeter of the competition area.
13. The Chief Judge will start the competitor's performance with a short blast on his whistle.
14. Competitors from countries which are well known for producing medal winners should be given special consideration.
15. The starting point for kata performance is two metres inside the match area and facing the Chief Judge.
16. Giving a command to start and finish the kata by a team member is not considered to be an external cue.



World Karate Federation

17. A contestant who repeats a kata will not be disqualified.
18. Judges should look for correct Kihon of the Competitor's stile (Ryu-ha) being demonstrated.
19. A contestant who comes to a halt during performance of the kata will be disqualified.
20. In repechage only very long Kata is permitted.
21. In kata competition the sleeves of the karate-gi jacket may not be rolled up.
22. It is the responsibility of the coach or competitor to ensure that the Kata as notified to the score table is appropriate for that particular round.
23. If a competitor fails to turn up (Kiken) the decision will be awarded automatically to the opponent.
24. A competitor whose opponent does not turn and is given Kiken may not use that kata (which has been notified to the score table) in the next round.
25. The karate-gi trousers may be slightly shorter so as to only cover half of the shin.
26. The total time allowed for the Kata and Bunkai demonstration combined, is five minutes.
27. The total time allowed for the Kata and Bunkai demonstration combined, is seven minutes.
28. The score table personnel include timekeepers, scorekeepers and caller/announcers.
29. The kata competition area is defined as being twelve metres by twelve metres.
30. The Judges of a kata match may not have the same nationality as either of the contestants.
31. Although ribbons and other decorations for the hair are not allowed in kumite they are permissible in kata.
32. In the bouts for medals in Team Kata competition, teams will perform a demonstration of the meaning of the Kata (Bunkai).
33. The panel of three or five Judges for each match will be designated by the Tatami Manager.
34. The panel of five Judges for each match will be designated by the Tatami Manager.
35. The panel of five Judges for each match will be designated by the Referee Commission.



World Karate Federation

36. After giving sufficient time for the votes to be counted (approximately 5 seconds) the flags will be lowered after a further short blast on the whistle.
37. Female competitors must wear a plain white T-shirt beneath the Karate jacket.
38. Female competitors can, if they want, wear a plain white T-shirt beneath the Karate jacket.
39. The trousers must be long enough to cover at least two thirds of the shin and must not reach the anklebone.
40. The wearing of unauthorised apparel, clothing or equipment is forbidden.
41. A discreet rubber band or pony tail retainer is permitted in Kata competition.
42. The competition area must be of sufficient size to permit the uninterrupted performance of Kata.
43. The matted Kumite areas are not suitable for Kata competition.
44. The karate-gi jacket may be removed during the performance of Kata.
45. The elimination system with repechage will be applied in Kata Competition.
46. Variations as taught by the contestant's style (Ryu-ha) of Karate will not be permitted.
47. The score table must be notified of the choice of Kata prior to each round.
48. A team which does not perform the bow at the completion of the Bunkai performance will be disqualified.
49. The number of Kata required is dependent on the number of individual competitors or teams entered.
50. Byes are counted as competitors or teams.
51. In assessing the performance of a contestant or team the Judges will evaluate the performance based on the three major criteria.
52. The three major criteria are: conformance, technical performance and athletic performance.
53. Causing injury by lack of controlled technique during Bunkai is considered a foul.



World Karate Federation

54. The three major criteria are: conformance, correct breathing and technical difficulty.
55. The three major criteria are: strength, speed and timing.
56. The three major criteria are: synchronisation, stances and timing.
57. Speed and balance are part of the athletic performance.
58. Rhythm and strength are part of the athletic performance.
59. Correct breathing, techniques and transitional movements are part of the technical performance.
60. Difficulty of the Kata and stances are part of the technical performance.
61. Strength, speed, balance and focus are part of the athletic performance.
62. In Bunkai performance; transitional movements and control are part of the technical performance.
63. In Bunkai performance; balance, timing and speed are part of the athletic performance.
64. In Bunkai performance: strength, timing and stances are part of the athletic performance.
65. Bunkai are to be given equal importance as the Kata itself.
66. Excessive bowing before starting the performance is considered a foul.
67. Causing injury by lack of controlled technique during Bunkai is a disqualification.
68. All of the three major criteria are to be given equal importance in the evaluation of the performance.
69. Performing the wrong kata or announcing the wrong kata leads to disqualification.
70. Stamping the feet, slapping the chest, arms, or karate-gi, will be taken into account by the Judges when arriving at a decision.
71. A competitor will not be disqualified if he does a distinct pause or stop in the performance for several seconds.
72. Bunkai are not to be given equal importance as the kata itself.
73. Interference with the function of the Judges leads to disqualification.



World Karate Federation

74. The use of audible cues from any other person, including other team members is considered a foul.
75. If the competitor's belt falls off during the performance of kata the competitor will be disqualified.
76. Failure to follow the instructions of the Chief Judge or other misconduct is considered a foul.
77. Failure to follow the instructions of the Chief Judge or other misconduct leads to disqualification.
78. Exceeding the total time limit of 6 minutes duration for Kata and Bunkai is considered a foul.
79. In Team Kata, all three team members must start and finish the Kata facing in the same direction and towards the Chief Judge.
80. Kata performance must be realistic in fighting terms and display concentration, power, and potential impact in its techniques.
81. Causing injury by lack of controlled technique during Bunkai is not considered a foul.
82. Minor loss of balance must not be considered in the evaluation of the Kata performance.
83. Exceeding the total time limit of 6 minutes duration for Kata and Bunkai leads to disqualification.
84. Kata performance must demonstrate strength, power, and speed, as well as grace, rhythm, and balance.
85. Minor loss of balance must be considered in the evaluation of the Kata performance.
86. Asynchronous movement, such as delivering a technique before the body transition is completed is considered a foul.
87. Inappropriate exhalation will be taken into account by the Judges when arriving at a decision.
88. In team kata; failing to do a movement in unison is not considered a foul.
89. Performing a movement in an incorrect or incomplete manner is considered a foul.
90. Time wasting, including prolonged marching, excessive bowing or prolonged pause before starting the performance is considered a foul.



World Karate Federation

91. Stamping the feet, slapping the chest, arms, or karate-gi, are audible cues.
92. The use of audible cues is not considered a foul.
93. Inappropriate exhalation is not an audible cue.
94. Failure to fully execute a block or punching off target is considered a foul.
95. Causing injury by lack of controlled technique during Bunkai is allowed.
96. The members of the team must demonstrate competence in all aspects of the Kata performance, as well as synchronisation.
97. Commands to start and stop the performance will be taken into account by the Judges when arriving at a decision.
98. It is the responsibility of the President of the National Federation to ensure that the Kata as notified to the score table is appropriate for that particular round.
99. After completion of both Kata, the contestants will stand side by side on the perimeter. The Chief Judge will call for a decision (Hantei) and blow a two-tone blast on the whistle whereupon the Judges will cast their votes.
100. Ties (Hikiwake) are permitted in Kata Competition.
101. At Hantei the competitor who receives the majority of votes, will be declared the winner by the chief Judge.
102. At the start of each bout the competitors will first bow to the Judging Panel and then to each other.
103. After Hantei the competitors will bow first to each other and then to the Judging Panel.
104. The Judges of a kata match should have the same nationality as the contestants.
105. The competitors can select any a Kata from the official Kata list.
106. A team which does not perform the bow at the beginning and completion of the performance will be disqualified.
107. The use of traditional weapons, ancillary equipment or additional apparel is allowed.
108. The performance in individual Kata is evaluated from the bow starting the kata until the bow ending the Kata.



World Karate Federation

- 109.** Belt coming loose to the extent that it is coming off the hips during the performance is a foul.
- 110.** Belt coming loose to the extent that it is coming off the hips during the performance is a disqualification.
- 111.** If a contestant is disqualified the Chief Judge will cross and uncross the flags and then raise the flag indicating the winner.
- 112.** In the event that a competitor withdraws after the opponent has started his performance the competitor may re-use the kata performed in any subsequent round as this situation is considered as won by Kiken.