



Opleidingen scheidsrechters Jiu-jitsu van de JBN-Jiu-Jitsu



The Duo-System-Jujitsu

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 MR shows the number first to the contestants, then to the Jury.

The technical scores shall take into account the execution of all martial art techniques, such as atemi (strikes, punches, and kicks), throws and take downs, locks, chokes and ground techniques.

The score shall be given according to the following criteria:

- **Powerful attack**

The overall score should give more importance to the attack and to the first part of the defense.

- **Biomechanical Logic** (former "Reality")

The technics must be executed and connected in a biomechanical logic always. Throws and take-downs shall include breaking the opponents balance and must force them to move.

- **Control**

Obvious and clear control at the end of each defense sequence (can be executed through lock or choke with tapping by Uke, and/or strike/kick). Proper defense of the weapons. (*Avoid being hit or cut by the weapon*)

- **Effectiveness**

Atemi must be powerful, with good control and given in a natural way considering the possible follow-up.

- **Speed**

Both the attack and defense shall be executed in a technical and realistic way.

- **Variety**

Variation of the shown techniques.

Deduction of points

The following actions/mistakes shall lead to a deduction of points:

Attack	Deduction
Incorrect attack (showing the attack with the wrong number)	2
Grips which were not closed	1
Pre attack (s) and attack are not logically connected	½
Bad balance	½
Weak attack	½
Attack misses the target	1

Defense & take down	Deduction
Defense is insufficient	1
No balance breaking	1
Actions were too quickly applied	1
Uke is jumping	1
Unnecessary yelling	½

Control on the floor	Deduction
Control of the weapon	½
Insufficient control (Lock, Strangulation) of Uke	½
Atemi misses Uke	½

- Wanneer de deelnemers klaar zijn met hun laatste verdediging in de serie, geeft de mat-scheidsrechter aan dat ze moeten knielen (sazan)
- De jury-scheidsrechters maken hun cijfers klaar en houden deze (nog bedekt) met twee armen gestrekt voor zich.
- De mat-scheidsrechter geeft eventuele foute aanvallen aan en kijkt of de jury-scheidsrechters klaar zijn om hun punten te presenteren (*neem daar de tijd voor*)
- De mat-scheidsrechter vraagt Hantai waarop de jury-scheidsrechters hun cijfer laten zien
- De mat-scheidsrechter noemt de vijf gegeven cijfers en controleert of deze correct op het scorebord worden aangegeven
- Hij laat de deelnemers staan en gaat verder met de wedstrijd.