

• **SCORE SYSTEM AND JUDGING of the SHOW-SYSTEM**

There are 2 different scores awarded in the Show system:

1. Technical scores: which take into account the execution of Ju-Jitsu techniques.
2. Show scores: shall take into account aesthetics, story and creativity, variety, time-limit and choreography.

The scores are given from 0 to 10 with 1/2 number interval.

• **TECHNICAL SCORES**

Both the attack and the defense shall be executed in a technical clear way. Although spectacular techniques are allowed, the execution must follow the principles of martial art, logical continuation and biomechanics.

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:

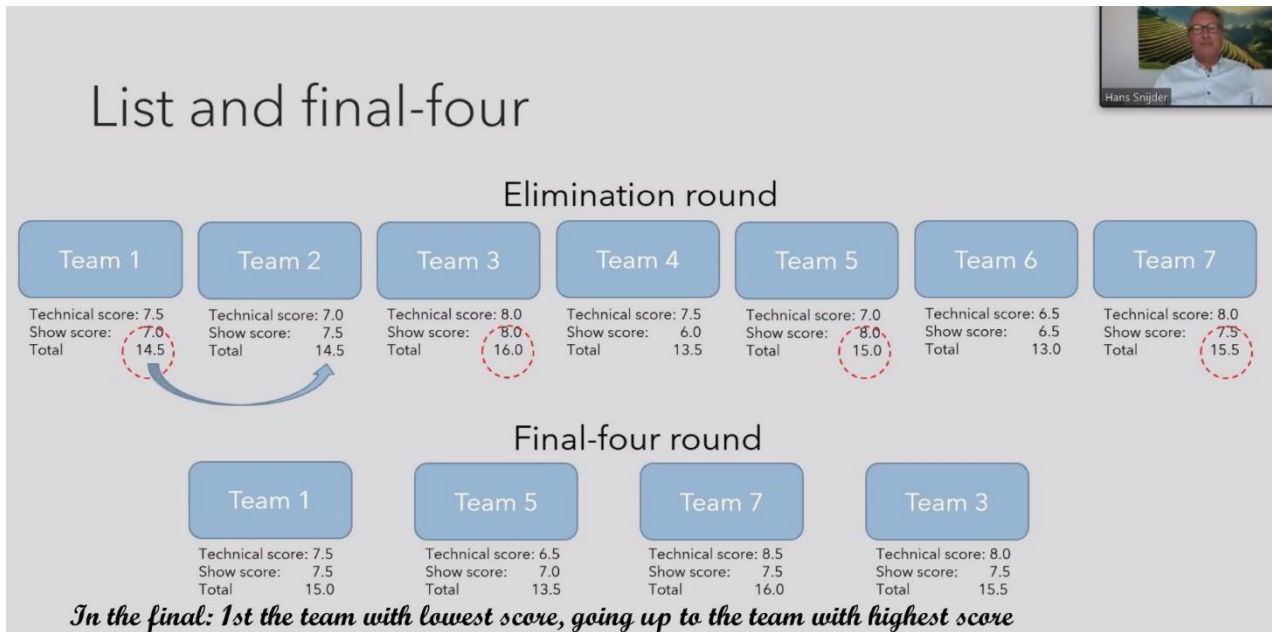
- ☐ **Biomechanical logic** – The techniques must be executed and connected in a biomechanical logical way. Throws and take-downs shall include breaking the opponents balance and must force them to move.
- ☐ **Control** - Obvious and clear control at the end of each defense sequence. Proper defense of the weapons. (*Avoid being hit or cut by the weapon*) Safe and adequate use of the additional item(s).
- ☐ **Effectiveness** - Techniques must be powerful, but with good control.
- ☐ **Speed** - A logical speed flow of the attacks, as well as of the defensive techniques.
- ☐ **Powerful attack** - Give more importance to the attack and to the first part of the defense. (***0.5 Points** reduction in case the minimum number of attacks is not shown*)

• **SHOW SCORES**

The show aspect shall be judged based on the following principles:

- ☐ **Aesthetics** - Attractive Martial Art presentation, including spectacular budo techniques, acrobatics, slow motion, etc.
- ☐ **Story & creativity** - Show idea and the logic within the story of the show. The show should build up using martial arts. Unnecessary acting should be avoided.
- ☐ **Variety** - Variation of the shown techniques and the inclusion of the additional item. (***1 Point** reduction for more than 2 items, knife and stick excluded*)
- ☐ **Time limit** - Difference from the given time. (***1 Point** reduction if the show is not finished in time between 1½ and 2 minutes*)
- ☐ **Choreography** - Fitting to the chosen music. (*Only in final block, if applied*)

Show System Jiujitsu



Regulations in case of a tie

If the ranking determined by the given points shows a tie (total points are equal), the technical score is deciding which team will be higher ranked. This will be applied in the elimination, as well as in the final round.

If the technical points are equal too, the affected teams perform a “challenge round” of 30 seconds, with different elements at their choice. After this the jury must make a ranking of those teams.

Additional regulations for the final block

In case the organization permits, the use of music shall be allowed for the final block performance.

- REGULATION FOR YOUTH CATEGORIES**

In case the of the youth categories the maximal duration as well as the minimal attacks are changed the following:

age group =>	-16	-14	-12
Showtime	1:30min	1:30min	1:00min
Minimum attacks from Duo series	6 attacks - 3A - 3B	6 attacks - 3A - 3B	6 attacks - Free choice