

MAXIMUM DEVIATION RULE

Divisions with three officials will use the Maximum Deviation Rule. Since high and low scores are not dropped when three officials are used, the Maximum Deviation Rule has a similar effect of limiting the impact of a judge's score that is significantly higher or lower than the other judge's scores. This prevents a single score from being so high or so low that it controls the placing order.

When a form or other performance is ready to be scored, the Chief Official will say "Ready", then, "Check", at which point the three judges show their score to each other only (not the competitors or spectators).

The centre judge will look at the three scores to determine which one is the middle score (for example, a 9.92, 9.96 and a 9.95 – the 9.95 is the middle score. So in this example the 9.92 must be upgraded to 9.93.

Other than this mandatory adjustment, a judge may not change his score. If no score is more than .02 higher or lower than the middle score then there is no adjustment. After assuring that any necessary adjustment has been made, the Chief Official then says, "Score", and the scores are shown to the audience, the competitors, and the scorekeeper as usual.

RELATIVE RANKING RULE

The Relative Ranking Rule has replaced the old “score-as-you-go” system in all divisions as all MSMAA tournaments. Since all competitors run their forms before anyone is scored, the system eliminates the possible disadvantage last-running seeds may have enjoyed. In addition, it prevents judges from getting “boxed-in” by giving scores too high early on, and eliminates “scoring creep” where judges who starts very low scores gradually raises his/her scores as the division progresses.

For the Relative Ranking Rule to operate properly, all judges must use the scoring worksheets provided in the ring boxes. As each competitor runs their form, they are given a place number relative to the competitor who has already run. For example, each judge gives the first competitor up a “1” next to his/her name on the worksheet. The next competitor gets a “2” if their form isn’t as good; or if their form is better, they get a “1” and the first competitor gets his/her “1” changed to a “2”. The third competitor then gets a number that grades his form relative to the first two competitors, and so on down the division. When all competitors have run, each judge’s worksheet will have all the competitor’s names listed in the order they ran, but with numbers next to their names that reflect their place relative to one another.

The Centre Judge will then allow up to two minutes for the judges to assign decimal scores to each competitor based on their relative ranking. Each judge decides how to score his “1” competitor – usually 9.99 or 9.98 in the black belt divisions – and assigns that score to the top competitor. The number “2” competitor will be scored one-hundredth lower at 9.98 or 9.97 (or even lower if the judge feels there was a great gap between the “1” and number “2” competitor). Number “3” will get a score at least one-hundredth lower than number “2” and number “4” will get a score at least one-hundredth lower than number “3”. This is done until all competitors are ranked relatively to each other. None of the top four competitors ever receive the same score, and the top four scores a judge gives are only given once. A judge may give the same score to competitors he/she ranked as “5” or lower, though it is discouraged unless there are many competitors in the division and giving incrementally lower scores would take the lower-ranked competitors to scores that were undeservedly low. Judges may prefer to use slash marks rather than numbers to rank each competitor; I, II, III, IIII and so on. By using this method you do not have to mark out or erase as often, you only add slashes).

Once judges are ready, the Centre Judge will have each competitor step forward as his or her scores are announced, using the Maximum Deviation Rule procedure listed above.

RULES and REGULATIONS FOR POINT-FIGHTING

AGE CATEGORIES

Kids:

If a competitor qualified in the “Kids” section at the National Championships he/she is entitled to compete in that same section at the World Championships of that year, even if he/she turns 13 years of age before the World Championships.

Juniors:

If a competitor qualified in the “Junior” section at the National Championships he/she is entitled to compete in that same section at the World Championships of that year, even if he/she turns 18 years of age before the World Championships.

Adults:

All competitors 18 years or older at the National Championships are classed as adults.

Veterans:

An adult aged 35 years or older is permitted to compete in both the adult and veteran sections if they so wish.

Note: In all world level championships wherever rankings are available, heats must be seeded. Each competitor’s name, country and number must be listed. In case of only one competitor, in a final the gold medal cannot be awarded by default. The competitor has to fight for the world crown. No opponent (for any reason) No World Gold.

Fighting Areas for Point Fighting:

- a) The fighting area has to be square. Each side must be 8m in length (8 x 8) maximum or (7 x 7) minimum.
- b) Around the fighting area, a safety zone strip of two meters has to be kept clear, only referee tables are allowed to be placed within this safety zone. No spectators are allowed to be within that zone. The safety strip zone can be marked.
- c) The Timekeeper and Scorekeeper are located at the referee-table facing the Head Referee.
- d) In case there is only one fighting area, sufficient space for the qualified first aid and/or emergency personnel has to be provided at the referee-table.
- e) The referee-table must be equipped with the following items:
 - The draw sheets,
 - Score displays,
 - Stop watch,
 - Bean bag,
 - Paper and pencils.

Rounds:

In Point-Fighting division Eliminations in all age categories are 1 x 2 minute round. Finals in all age categories are 2 x 2 minute rounds. Extra time rule in case of a draw, there is no break; 1 minute extra time will be given. If there is still no decision, this is followed by sudden death the competitor to get the first point as the winner.

The Competitor:

The competitor must be dressed in a clean and appropriate National outfit. The competitors should be wearing a clean t-shirt with trousers. The trousers must reach the feet and be open on the bottom. There should be no zip fasteners, pockets or buttons. Traditional Karate Gi or Tae Kwon Do uniforms (Dobok).

Competitors cannot wear any metal objects that may cause injuries to the opponent. Piercings, chains, watches or earrings are not allowed. Eyeglasses are forbidden; soft contact lenses are allowed but at the competitor's own risk. Competitors may wear badges or their respective clubs, associations or sponsors. Names and slogans are permitted as long as they do not offend public decency. Headbands, hairnets and scarves are not allowed since they may slip. Long hair must be tied together. This should be done with an elastic band. Hair grips are not allowed.

The Competitor's Equipment: The equipment must include:

- Helmet,
- Mouth guard (gum shield),
- Open hand gloves (foam gloves) that must have the fingers and thumbs enclosed,
- Safety kicks,
- Groin protector that must be worn under clothes (men and women),
- Shin guards that must be worn under clothes, and
- Breast protector for female juniors, adults and veterans is compulsory.

Competitors may additionally wear:

Hand bandages, maximum length of 3.5 metres though no tape on the fist or knuckles,
Elbow and knee protectors,
Chest protector for all kids is recommended.

The Referee's Power:

- 1) The referee, Karate Manitoba Rep and the Promoter are the only persons that can stop the bout.
- 2) The referee may deduct a point from a competitor leaving the fighting area 3 times in a bout.
- 3) The referee may disqualify a competitor for leaving the area on 4 occasions during the same bout.
- 4) The referee may deduct a point from the competitor for dissension after he has been already warned.
- 5) The referee may deduct a point from the competitor for dissension from his coach after he has been already warned.
- 6) The referee may deduct a point from a competitor for serious unsportsmanlike behaviour, by either himself or his coach.
- 7) The referee can disqualify a competitor if he does not turn up after he has been repeatedly called for his fight (usually one minute is allowed).
- 8) The referee can disqualify a competitor who turns up with improper safety equipment and can not replace it in the time allotted (usually one minute is allowed).

What a Referee's Cannot Do:

- 1) The referee cannot disqualify a competitor for any reason other than those stated in the chapter above.
- 2) The referee cannot at any time impose, change or alter any of the rules.
- 3) The referee cannot overrule any score by a judge unless that score is a minority one. (However, if a rule has been broken that the judge is unaware of, then they may be overruled).

Beginning, Interruption and End of Fights:

A contest is referred by a main referee and two side-judges, which are always standing opposite him. The side judges have to move during the fight and not stand on the same point.

Equipment Check:

The side-judges have to check the competitor's safety equipment. Each judge is responsible for the competitor at his end. He starts from the head to the toes. The breast protector and groin protector are checked by asking only. This is also the case with the KIDS and the JUNIORS (complying with child safety laws).

If in case of an injury the competitor was found not to have the correct protective equipment he/she will be disqualified immediately.

The judge is also responsible for the following; that the competitor has no jewelry or metal and that the nails on toes are short. No glasses (spectacles) are allowed to be worn during the competition. There are no exceptions to this rule. This includes specially made unbreakable sports spectacles. Also no face shields on helmets. Soft contact-lenses are allowed but at their own risk.

Groin protectors, shin guards (and breast protectors for female juniors, adults and veterans) must be worn under the clothes, chest protectors for all kids is recommended.

Start:

The main referee will take his place in the middle of the competitors, facing the official table. He must check that his side-judges are ready to start, that the timekeeper and scorekeeper are ready to begin and that the qualified first aid and/or emergency personnel is by the referee table or close by in the hall. Finally he should keep an eye on the visual score cards, that they are not showing or warning except for in a team competition.

After the command “shake hands” or “touch gloves” or “bow” to the competitors he will start the match with the command “fight”.

Interruption:

If the main referee acknowledges a point scored by one of the competitors he has to raise his hand IMMEDIATELY then he will stop the fight saying “stop” and both competitors will return to their starting position. The match time is still running!

The main referee will also quickly return to his starting position and show with his hands in the direction of the competitor who has scored. He must look for his side-judges, and in case of a majority decision he will give the points and announce the score.

After giving the point he should start the competition again with the command “fight”. The main referee should always keep an eye on the referee table, to be sure that the visual scoreboard shows the correct points and warnings.

Important Note: When the side-judges are not showing the point by raising their hands before the main referee stopped the fight the only possible decision is no score. To raise the hand or to show a point after the command “stop” is too late and illegal.

Apart from the referee, only the Karate Manitoba Rep and the Promoter can stop a competition. The coach may throw in the towel for his competitor, when he wants to retire from the fight. The referee has to stop the time if the competitor is outside the area, for giving warnings, penalty points and additional 10 seconds penalty time, or when the equipment is not fitting well.

End of the Match:

The time of the fight is over when the timekeeper shouts “stop” and concurrently throws the bean bag on the fighting area. The fight is over in any case, when the main referee stops the fight finally with the command “stop” and not earlier.

The difference of 10 points in elimination fights ends a fight 10-0 and 12-2 on international tournaments.

If there is a score in the time between the “end of time” and “end of fight” that score is valid. Main referee turns to the referee table, takes one hand of both competitors and shows the winner, announcing the final score.

RULES of COMPETITION**Scoring Area:**

Front, back, and side of the head

Front and side of the body

Sweeps below mid calves

Every action must be controlled and well timed

Punch only a downed opponent within 3 seconds

The referee will count until 3 in his head before calling stop. In the event of a competitor falling on to the floor the 3 second rule applies.

Prohibited actions:

Sweep and kick to knee and thigh (low kick)

Kick and punch to the groin

Kick and punch to the back of the body or to the top of the head

Scratching, biting, spitting, verbal attacks to the referees or opponent

Kick and punch after stop called

Uncontrolled actions

Leaving the fighting area or falling down to waste time

It is not usual to stop the time to give points, but the referee will stop time to give a warning or minus-point.

In point-Fighting competitions only one coach is allowed and he/she is to stay seated. If the coach feels there has been an infringement of the rules, he may indicate to the centre referee using the sign “T” for time. At no time may the coach enter the fighting area. The referee may give a penalty point.

In each fighting area, the referee acts as the “ring inspector.” He is responsible that on his fighting area all WKF rules will be correctly applied. He is also responsible that neutral referees are on duty, depending on the competitors. (example- they are not from the same club/country)

POINTFIGHTING TECHNIQUES:

Permitted techniques:

Jab and Reverse Punch
Back Fist
Ridge Hand
Front Kick
Side Kick
Spinning Back Kick
Roundhouse Kick
Hook Kick
Crescent Kick
Sweep

Illegal Techniques

Inside Hand
Spinning Back Fist
Knife Hand
Elbow Strike
Throws
Pushing With Arms
Low Kick
Knee Butts
Using Thighs
Axe Kick
Spinning Sweep

Points:

The correct definition of a score is: when a legal technique hits a legal target area with skin touch. Also, the competitor scoring must remain on their feet. E.g., the technique must be completed to score, unless the competitor is thrown or pushed to the floor. Every clean and well controlled technique to a permitted target area and executed with light contact scores, according to the degree of difficulty, as follows:

All punches	1 point
Foot sweep	1 point (a competitor is swept if any body part other than their feet touch the floor and their balance is broken after an opponent's attack and follow up by foot sweep is not allowed)
Sweep and punch follow up	2 points
Kick to the body	1 point
Kick to the head	2 points
Jump kick to the body	2 points

Change of Rules/Additional Rules for Senior Points Fighting Only:

Form of sweeping technique not allowed. The attacking fighter may touch the floor with his hands as an aid to perform the legal technique, but he may not go to the ground. Ex. He must stay on his feet. Ground sweeps are not allowed.

Any Sweep	1 point
Follow up Technique (hand technique only)	2 points
Scissor Take Down (no follow-up allowed)	2 points

Scoring:

The referees upon scoring will now count opinions not flags.

The scoring is done by the main referee following a majority system only.

When the referee or judges see a score they must indicate IMMEDIATELY. After each acknowledged technique the fight has to be stopped and the score announced. Points are awarded only by unanimous or majority decision of the referee and the judges. (Score 3-0 pr 2-1). If there is no majority decision the only possible score is: no score.

The main referee must in any case show his own opinion; he cannot give a score without raising his own hand to show the point before he stops the competition, if there is no majority.

For instance, if just one judge gives a point, the second judge shows “saw nothing” or “no score” and the main referee did not raise up his hand BEFORE he stopped the fight, the only possible decision is no score. Example: if two judges see a clash and give points for both competitors, but the third judge gives points to just one of the competitors the score is “no score” or the referee has to give score for both. We are counting the opinions of the judges but not their “arms and fingers”, that said, the majority decide “clash” (2-1)

In case of a clash, where both competitors have scored, the referee gives one point to each competitor.

To raise the hand or to show a point after the command “stop” is too late and illegal.

Exit rule: Exit means the whole foot must be outside the competition area. In case of an exit the attacking competitor must remain in the area to score. If the defender steps out of the area the score is valid. If the main referee is not sure about his judges, he has to stop time and ask his judges again, afterwards command “score” and that score is final. This situation should not be very often. But, if the whole foot exits the fighting area and then immediately returns, the Centre Referee may allow the match to continue to allow the fight to flow and not take advantage away from the attacker.

Referees and Judges Possible Opinions Which Must be Shown with Clear Hand Signs:

Opinion:

Yes, I saw the points.

No, I saw nothing.

Yes, I saw the movement.

Competitor stepped out of the area.

Both competitors scored (clash).

Illegal techniques.

Sign:

Raise the hand and show the score.

Both hands are crossed in front of the face.

Both hands are crossed in front of the legs but there was no score.

Point to the area line and move the arm.

Raise both hands and show all points.

Raise the arm and circle the hand.

Additional Possible Hand Signs for the Main Referee to Use:

To give a warning or a penalty point (minus point) to competitor he must inform the competitor why he was penalized. He has to do this clearly and in an authoritative way.

First mention the foul and show the sign, whip your finger and say loud and clear: “NO”

Opinion:

Contact too strong
Legal technique to forbidden area
Blind score
Holding or grappling
Turning the body or running away
Speaking during the fight

Sign:

Punch the fist in his own hand
Show the forbidden area
Turn the body and strike a punch
Hold his own arm and pull
Similar
Fingers and thumb open and close

In Pointfighting there is no count.

Possible Situations:

In the event of a strike that dazes an opponent the centre referee must stop the time, then ask his judges what they saw. If the majority judges decide for “foul” the referee will penalize the offender. If they decide on “accident” there is no penalty.

If one of the competitors is injured, it is only the decision of the qualified first aid and/or emergency personnel to stop the fight or the competitor himself or his coach to retire from the fight.

The referee cannot decide how seriously a competitor is injured. The referee must always call the qualified first aid and/or emergency personnel.

If one of the competitors is injured and the fight is over because of a foul, the innocent competitor is declared winner. In case of an accident, the competitor with the highest number of points is declared winner. If a draw, the uninjured competitor is the winner.

If an athlete is out of condition, the referee will declare RSC, after discussion with his judges.

Warning and Penalty-Points:

All infringements of the rules, depending on how serious they are, may or will result in a warning, penalty (minus) point or even disqualification. Warnings will be carried throughout the match. Only team fights start again without warnings from the fight before. Warnings for “Exit” will be kept separate from warnings for other offences.

It is up to the referee to give a minus-point instead of a warning, when in his opinion the violation was too tough (always falling down or wasting time).

If a competitor voluntarily steps out of a fighting area or is refusing to fight, the referee has the option to add 10 seconds to the fight time. This is separate from other violations.

The warnings and penalty (minus) points are given for using illegal techniques or doing prohibited actions, as well as any illegal action from coaches.

The procedure for Warning is usually as follows in Pointfighting:

First warning	
Second warning	
Third warning	means first minus point
Second minus point	means disqualification, the fight is over

The procedure for Voluntary Exit is usually as follows in Pointfighting:

First warning	
Second warning	
Third warning	means first minus point
Second minus point	means disqualification, the fight is over

Competition Safety Rules:

The attendance of 1 qualified first aid and/or emergency personnel is compulsory at national and international tournaments and 2 qualified first aid and/or emergency personnel at World Championships. First-aid team and ambulance is compulsory as well.

Competitors may only participate if they are completely healthy. Upon suspicion of illness a competitor must be examined by the on site qualified first aid and/or emergency personnel who will decide whether that competitor may participate or not. Their decision is FINAL.

Eyeglasses are forbidden; soft contact-lenses are possible but at the competitors own risk.

No local anaesthetics may be administered immediately before or during a contest.

During any competition the qualified first aid and/or emergency personnel must remain at the fighting area near the timekeeper. Should the qualified first aid and/or emergency personnel not be present, the fight has to be discontinued until he returns.

The qualified first aid and/or emergency personnel may not leave the venue of a competition until the last contest has finished and after he has assured himself that no further medical attention is required.

The Scoring of the Referee and Judges are Final:

Protests against the decisions of the referee or judge can only be accepted in the event that the competition rules have not been correctly applied.

A judge's verdict, given at the conclusion of any match shall be binding and may be altered only in the event that the Head Referee, Karate Manitoba Rep and the Promoter deem that one of the following circumstances has occurred:

- a) A conspiracy has taken place or an illegal agreement has been entered into to affect the result of the match.
- b) A clear violation of the rules and regulations of the WKC, directly affecting the outcome of the match, has been perpetrated.

Protest shall be directed to the Head Referee and shall state the reason in a proper manner for the complaint along with any supporting evidence that a wrong decision has been made (video will be considered). The Head Referee will decide on the protest after hearing evidence from the protesting side and the referees concerned. (video will not be accepted). His or her decision is final.

RULES and REGULATIONS for FORMS and WEAPONS

AGE CATEGORIES

Kids:

If a competitor qualified in the “Kids” section at the National Championships he/she is entitled to compete in that same section at the World Championships of that year, even if he/she turns 13 years of age before the World Championships.

Juniors:

If a competitor qualified in the “Junior” section at the National Championships he/she is entitled to compete in that same section at the World Championships of that year, even if he/she turns 18 years of age before the World Championships.

Adults:

All competitors 18 years or older at the National Championships are classed as adults.

Veterans:

An adult aged 35 years or older is permitted to compete in both the adult and veteran sections if they so wish.

- In all form divisions there is no time limit.
- There are no introductions in all forms divisions. Competitors can call out the name of the form when they enter the ring before starting, if they wish.
- In all musical divisions there will be no words allowed in the music.
- If a competitor stops his or her form, they cannot start again.
- If a competitor drops his or her weapon they are disqualified.
- Competitors must either wear a traditional uniform or a country team uniform.
- No metal jewelry should be worn. If a stud cannot come out then a band aid should cover the stud.
- Judges will inspect all weapons prior to starting a division.
- Judges will review division criteria prior to starting the event. Any protests of jewelry, uniforms, or weapons being used will be decided before the event starts in order to give competitors a chance to comply with the rules and avoid disqualification.

- In the case of a tie in the Hard Style, Soft Style, Korean and Veterans Traditional divisions, competitors must do a different form. In all weapons, freestyle and extreme divisions they may compete with the same form.
- Competitors compete in order determined by a random draw. The top two defending medalists compete last.
- The top four competitors in the eliminations compete in the finals in reverse order. (The winner of the eliminations goes last.)

Hard Style Forms:

These forms must capture the essence of classic martial arts movements, showcasing the traditional hand and kicking techniques, stances and movement. Emphasis is placed on execution of technique, application of technique, balance, speed, power, solid stances and focus. Forms are scored solely on the above criteria. Adaptation of a form is acceptable, as long as the movements added are traditional in nature.

Commentary: The WKC is a world championship. We expect to see many variations of traditional forms. As long as a competitor only does traditional moves and not multiple kicks or spin kicking combinations, then they will be scored on the execution of the form.

Korean Style Forms:

These forms must capture the essence of Korean style patterns. Only traditional moves will be allowed. Adaption of traditional forms will be allowed if the moves are traditional in nature.

Commentary: In this division we will see versions of Korean style patterns from ITF, WTF, Tang Soo Do and other Korean based martial arts. The height of the kick is up to the individual competitor. However judges are looking for good technique, power and focus on all techniques. Therefore kicks are scored on technique and not the height.

Chinese / Soft Style Forms:

These forms must capture the essence of Chinese or soft style martial arts. The two basic arts will be kung fu and wushu, however there other types of soft style systems. Emphasis is placed on traditional criteria of good flowing techniques that demonstrate balance, speed, focus and power.

Commentary: This is not a free style division. Gymnastic type moves are permissible, provided that they are practical and within the style of wushu.

Free Style Forms:

The Freestyle forms division includes contemporary martial techniques that have evolved over the past 30 years. These techniques may be added to a traditional form or the form may be devised in its entirety by the competitor. Only techniques which originated from the martial arts can be used. Spinning kicks, jump kicks, flying kicks, multiple kicks,

splits and spinning hand techniques can be used. No gymnastic moves are allowed. No martial arts move originating from gymnastics can be used. Music must be used in this division. Judges may take into account how well a form corresponds to the music. Competitors are scored on good solid techniques, balance, speed, power and focus.

Commentary: This division is for competitors who do not want to compete in the traditional divisions, however do not perform gymnastics. At no time can a competitor be inverted more than parallel to the floor. {No aerial kicks, no kip ups}. Competitors cannot spin more than 360 degrees in the air as well.

Extreme Forms:

The extreme division allows competitors to perform any movement whether they originate from traditional or contemporary martial arts systems or otherwise. Competitors must perform at least one technique that involves an inverted move or greater than a 360 degree spin in the air. Emphasis is still placed on the quality of execution of techniques and movements, martial arts skills, balance, speed, power, degree of difficulty and showmanship. Music must be used in this division. Judges may take into account how well a form corresponds to the music.

Commentary: No stage props can be used. No weapons can be used. Competitors must keep his or her complete uniform on at all times in the ring.

Veterans Traditional Forms:

This forms division is open to any style of traditional form, be it Hard Style, Soft Style or Korean. There is no Free Style or Extreme Style form allowed. Competitors must use only traditional techniques based upon the style they are performing.

Commentary: Judges and competitors must be aware that this traditional division covers forms not only from the Japanese based systems, but also Korea and China.

Traditional Weapons:

Forms in this division must capture the essence of classic martial arts movements and traditional techniques with a weapon. Emphasis is placed on execution of technique, application of technique, balance, speed, power, solid stances and focus. All weapons used must be of a traditional nature. {No tapered bo staffs, no plastic kamas.} Modifications to forms are acceptable as long as they only include traditional techniques.

Commentary: Since the WKC is an open organization we expect to see adaptations of traditional forms. However there will be no releases, complicated spins or throws with the weapon. No plastic weapons or skinny Bo staffs will be used. The centre judge will inspect all weapons before the division starts.

Creative Weapons:

Forms in this division allow competitors the opportunity to include contemporary martial arts techniques that have evolved over the past 20 years. These moves include one handed spins or complicated passes of the weapon around the body for example.

Competitors may use the newer light weight weapons. Competitor cannot perform releases, throws, palm spins or gymnastic moves. Competitors are judged on execution of technique, balance, speed, power, solid stances and focus.

Commentary: This division allows competitors a bridge between the traditional weapons divisions and musical open weapons division. Complicated spins and pass-offs are allowed, however competitors must still demonstrate good martial arts technique.

Open / Musical Weapons:

In this division judges are looking for manipulation of the weapon, speed of the techniques, the degree of difficulty, showmanship, balance, power and focus. Competitors have the option to use music and can use any throw, release or gymnastic move. Judges may take into account how well the form corresponds to the music.

Commentary: Even though competitors may use any type of martial arts or gymnastic movement in their form, they must still demonstrate solid basic martial arts skills.

Traditional Team Forms:

This division is open to Teams of 2 to 5 competitors. Competitors on the Team may be of any age or sex. Teams may compete with Traditional style forms. Teams may use the choice of Hard Style, Soft Style or Korean Style. All techniques and movements must capture the essence of classical martial arts. Judges are looking for synchronization, execution of technique, overall team power, balance, speed and focus.

Commentary: This division is open to competitors of all ages. Teams are allowed to use various angles and staggered starts in an attempt to demonstrate creativity and showmanship.

Open Team Forms:

This division is open to Teams of 2 to 5 competitors. Competitors on the Team may be of any age or sex. Judges are looking for synchronization, showmanship, speed of techniques, degree of difficulty, execution of techniques, overall team power, balance, speed and focus. Music and/or weapons may be used in this division.

Commentary: No props may be used in this division. Competitors may at times do individual movements or techniques. However the overall concept is still a "team" form and not a demonstration show.

These WKC Kata Rules are the current ones and will be in use at all WKC events worldwide.

W.K.C. Rules will be reviewed, revised, and updated (when and where deemed necessary) on an annual basis.