

# SHOW COMPETITION RULES



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## History of this document

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Version	Changes	
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# 1 Generalities

The JJIF-Show System is aimed at presenting a free choreography of defence actions of one athlete against attacks from an athlete of the same team.

The System will be executed according to the JJIF Organization and Sporting Code

The team can use objects (max. two (2) items), which support the idea of the show. The objects can be used for attacks and defence.<sup>1</sup>

## 1.1 The show choreography

Even though the choreography can be freely chosen by the team it shall contain sequences of attacks and defences.

The team is free to choose minimum six (6) attacks from the Duo series. There shall be minimum two (2) attacks from each series. (Duo competition rules, Section 6)<sup>2</sup>. Every attack can be carried out right-handed or left-handed at the free choice of the team as well the respective position of the feet.

The defence part must contain minimum two (2) atemi, two (2) traditional budo throws and two (2) locks or strangulation. Choreography and additional actions are allowed, and attacks can be prepared by pre-attack such as pushing, atemi, pulling.

The defence action is completely at the defender's choice, as well the respective roles or the change of the roles as attacker and defender. Provisionally weapons of self-defence can be used during the presentation and to defend maximum 50% of the attacks.

# 2 Categories

The categories as defined in the JJIF sporting code 1.3.2.1 shall be applied

## 2.1 Open class

Additional to the normal categories the execution of an "Open Class" is possible. Here a team with two (2) to four (4) athletes will compete against each other. Those teams can be formed in agreement with JJIF sporting code 1.3.2.1

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<sup>1</sup> For reasons of safety the objects shall be made from unbreakable material, like plastic, wood or soft fabric. Objects made from glass shall only be allowed, if they are made from safety glass.

<sup>2</sup> For U16 and younger is not allowed to use weapons

### 3 Course of the matches

The fight order will be determined based on the draw “List and final four” as described in the JJIF Organization and Sporting Code under Section 4.4.5

At the sign of the MR the couple will make a standing bow to the Mat-referee.

The demonstration starts, when the MR announces “Hajime”.

The maximum time for the demonstration is two (2) minutes

The scores of the presentation will be given after the complete presentation by the jury. Upon the Mat-Referee’s command “Technical Score- Hantai” and "Show Score - Hantai” they hold their respective score table over their head.

After all demonstrations of the elimination round the four (4) teams with the highest points go in the final round to compete for 1st, 2nd and 3rd places, as described in the JJIF Sporting code.

#### 3.1 Regulations in case of a tie

If the ranking determined by the given points shows as 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 show points are equal too, the effected teams show challenge of 30 seconds with different elements. After this the jury must make a ranking of those teams.

#### 3.2 Additional regulations for the final block

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

### 4 Score System and Judging

There are 2 different scores awarded in the Show system:

- Technical scores: which takes into account the performance of Ju-Jitsu techniques
- Show scores: shall take into account aesthetic, story and creativity, variety, time limit and choreography.

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

## 4.1 Technical scores

Both, the attack and the defence 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 performance of all martial art techniques such as atemi (strikes, punches, and kicks), throws and take downs, locks, chokes and ground techniques. It shall be given according to the following criteria

- **Biomechanical Logic** – The technics must be executed and connected in a biomechanical logic 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 defence sequence. Proper defence<sup>3</sup> of the weapons. Safe and adequate use of the additional item.
- **Effectiveness** - Techniques must be powerful but with good control.
- **Speed** - A logic speed flow of the attacks as well as the defense techniques.
- **Powerful attack** - Give more importance to the attack, and to the first part of the defence.

## 4.2 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.
- **Time limit** - Differentiation from the given time<sup>4</sup>.
- **Choreography**<sup>5</sup> - Fitting to the chosen music.

## 5 Jury:

The jury shall consist of three (3) licensed referees, each one from a different country.

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<sup>3</sup> Avoid being hit or cut but weapon

<sup>4</sup> **0.5 Points** reduction for each 15 seconds over time

<sup>5</sup> Only in final block, if applied