

Timekeeper & Recorder

**TRAINING AND INFORMATION
BOOK**

EAST MIDLANDS AREA



**Amateur Judo Association
Of
Great Britain**



FOREWORD

In recent years the method of timekeeping has changed from using stop watches and manual scoreboards to electronic scoreboards which show times that have elapsed, scores, penalties and if medical attention has been called to players on the contest area. Having said that, TKR's must be able to revert to using stopwatches and recording methods for scoring in the event of failure of the electronic scoreboards.

An approved award scheme for proficiency in timekeeping and recording is available to all interested persons. Those who are interested do not necessarily have to be Judo players but they must have a fair, or work towards having a fair knowledge of the sport and to become a TKR they must either hold, or obtain a current licence as a member of the AJA. To become a Junior County Timekeeper they must be 12 years of age and 16 years and over for Senior awards.

The categories of the awards available are:-

- Junior County Timekeeper
- County Timekeeper
- Area Timekeeper and Recorder
- National Recorder
- Senior Recorder
- International Recorder

Application to become a TKR can be made through the applicants own club to the Area Timekeeper who will arrange the required training and examination. The applicant will receive an information pack containing how to operate the electronic scoreboard, marking up of the paperwork and general advice plus the information on the current licence fee (if not already a member of the AJA).



PROFICIENCY AWARD SCHEME FOR TIMEKEEPERS AND RECORDERS

Awards will be obtained by written examination followed by a practical examination under contest conditions. These may be simulated in the examinees own club during normal practice sessions but must be supervised and run as if a competition was in progress.

Examinations up to Area Timekeeper and Recorder will be held on an area basis under the jurisdiction of an examination panel who will forward the completed examination papers to the Senior Recorder for marking.

The requirements needed for successive categories of award are set out as follows:-

Junior County and County Timekeeper

Theory

Full knowledge of the rules as they apply to Timekeeping and Recording.

Knowledge of Referees' terms and signals used.

Full knowledge of scores and penalties.

Knowledge of the equipment used in Timekeeping and Recording.

Must have completed the Pre-County Examination

Practical

Must have attended a Timekeeper and Recorders course and/or had training from a current qualified TKR.

Must have been supervised on the TKR's table during a competition or simulated contest.

Area Timekeeper and Recorder

Theory

As for County plus must have a working knowledge of how a competition is organized and run, how the weigh-in and booking-in procedures are carried out

Practical

Must have served a County Timekeeper for at least six months.

Must have attended at least two Area events as a Timekeeper Recorder.

Must have attended at least one Timekeeper Recorder course

Must complete the Official test paper



National Recorder

Theory

Knowledge of all of the previous plus

Knowledge and understanding of all forms of recording sheets and how to get the best out of using them to the advantage of the players.

Knowledge of all booking-in and weighing-in procedures.

Must be able to demonstrate the control of the recording table and the continuity of running the competition for the benefit of the players and for the smooth and efficient running of the event. Use of the microphone.

Practical

Must have held the Area Timekeeper and Recorder award continuously for two years and have served as a timekeeper Recorder at four Area events and two National events during that time.

Must take control of the National Competition at which they are examined and this by a panel of at least two Senior Recorders or three National Recorders.

Must have attended at least two Timekeeper and Recorder courses since receipt of Area Timekeeper and Recorder award.

Senior Recorder

Theory

Full knowledge of all of the previous plus

Must have a command of a competition situation and knowledge of how to use tact and diplomacy when dealing with problems.

Full knowledge of how to arrange a competition from the booking of the venue, refreshments, entries etc,

Practical

Must have held National Recorder continuously for three years.

Must be able to demonstrate the complete running of a competition and be examined by a panel of at least two Senior Recorders at a National event.

Must have attended at least six National events since receiving national Recorders award.



Senior and National Recorders

These can only be applied for through the Senior Recorder of the Association. They must be recommended by the Area Senior Recorder.

International Recorder

This award will only be by recommendation and cannot be applied for.

Examinees will be required to attend for interview with the examination panel to demonstrate:

Ability, Proficiency, Diligence, and Service (must have served as a Senior Recorder for at least five years continuously with attendance at every National event, where possible).

Notes.

Renewal of awards will be free of charge every two years providing all the necessary conditions are fulfilled and attendances made.

The award scheme does not necessarily mean that only qualified holders will officiate at competitions although they will always be given preference.

Award holders will however have proved a level of efficiency which will mean that they would be expected to work anywhere in the country.

The decision of all examination panels appointed by the Association will be final and binding.



Introduction

The sport of Judo (meaning the gentle way) began in Japan more than 100 years ago. Intended as a style of fighting in which opponents can compete without getting seriously hurt it is played throughout the world and by all ages. Confidence in one's ability and progress in the sport is measured by a grading system which enables participants to further develop and their skill.

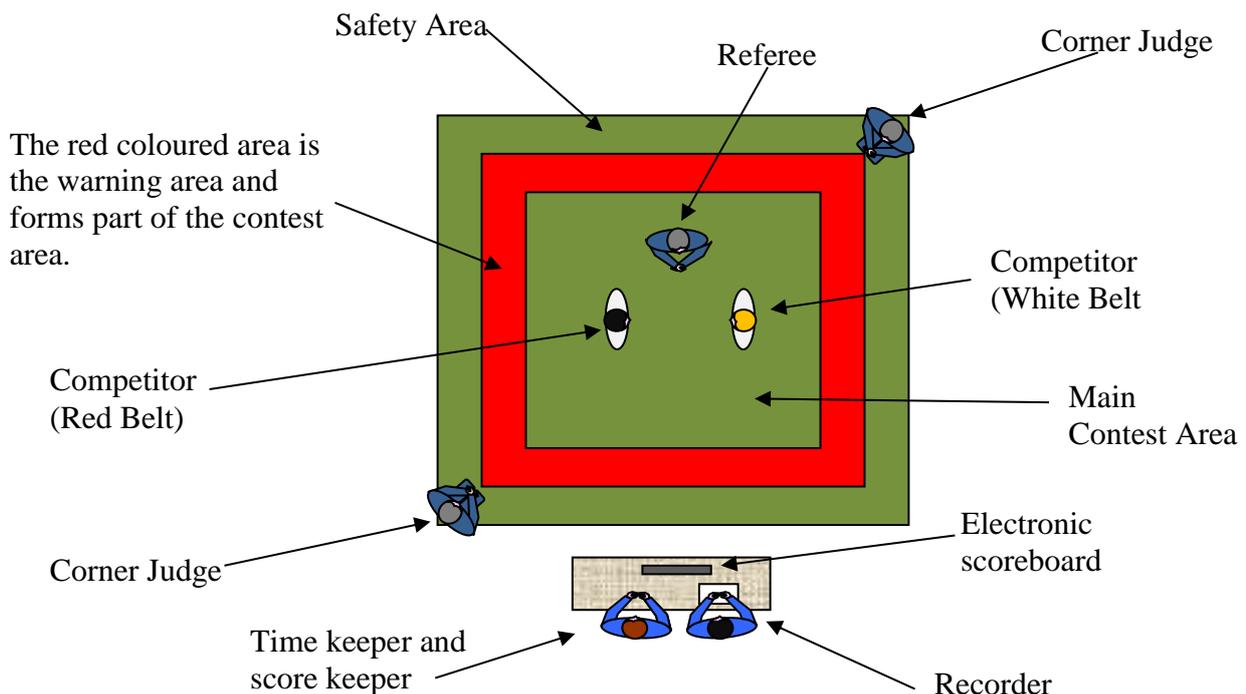
In addition to the grading system, demonstration of an individual's skill can be judged by their participation in competitions. These are held by the various Judo Associations which govern the sport. Notwithstanding the different organizations, the rules for competitions are generally common to all. Where there are minor differences, these are normally announced in the invitation to participate and reinforced by the referees at the start of the competition.

The purpose of this booklet is to describe the organisation of competitions within the Amateur Judo Association and to encourage those who would like to participate in the management of competitions to take an active role as Timekeepers and Recorders.

Preparation for the Competition

Each event in a competition is divided into weight groupings to which participants are assigned. Each weight group in a Judo Championship is designated to a specific mat area. Two sets of officials are sent to that mat area to run that weight category and apply the correct procedures of the Amateur Judo Association in order for the contests to begin and end safely.

The mat area is generally laid out as follows:





The Contest Officials

For every contest mat there is at a competition venue there must be a set of officials for every contest mat. The first set of officials are the *REFEREES* of which there should be preferably *THREE*, if not then one. The second set of officials is the *TIMEKEEPER* and the *RECORDER*. There should never be less than *TWO* when the electronic scoreboard is in use.

The Timekeeper and Recorder should introduce themselves to the Referees, for it is important that all of the officials form a *TEAM*. The Championship will run more smoothly if the officials operate as a unit. It is also important to know who the Senior Referee is on the day, and to know him/her by sight as well as by name. In the case of a dispute the Referee(s) will require the Senior Referee's attendance at the mat.

Competition Equipment

For National and Area competitions an *ELECTRONIC PORTABLE SCOREBOARD (PS-J)* specifically for judo is used to monitor the contest time, hold-down time and contestant's scores and penalties. Instructions for using the PS-J are attached towards the end of these notes. When used, there is normally only one Recorder and one Timekeeper required.

Also required are two spare stopwatches in case of failure of the scoreboard, pens or pencils for the recorder, two chairs for the corner judges, three red and three white flags or batons for the judges in the event of Hantei and a selection of red and white belts for the contestants to wear.

Regardless of the level of the Championship, the contestants have trained for weeks maybe months for the chance to show their skill and technique. Confusion on a contest sheet often arises when interruptions are allowed to deflect the Recorder from his/her job. Try to assist them as much as possible.

For competitions where the PS-J scoreboard is not available, the information for the number of officials and equipment to be used can be found in Annex A.

The Contest Recorder

If you are appointed as Recorder always act with authority and aim to set a good example to others. Be firm but fair and remember you are in charge of the table but the Referee is in charge of the mat. You are there to assist the Referee - point out anything that you might think has been done incorrectly but *NEVER ARGUE*. The Referee's decision is final. If there is anything you are not happy about find the Senior Recorder and ask him/her to sort out the problem.

The Recorder should collect competition sheets from the Senior Recorder or control and return them as soon as they are completed.



The Recorder should always know who the Senior Timekeeper/Recorder for the day is and direct any timekeeping/recording queries to him/her.

In addition, the Recorder should also know who the Senior Referee for the day is. Direct any judo queries to him/her but only through the Senior Recorder.

Always familiarise yourself with the rules of the competition. It may be that there have been rule changes recently that you are unaware of. *NEVER ASSUME.*

At the start of each contest the Recorder should ensure that the Timekeeper is in place and that the scoreboard is set to the correct contest time according to the grade of players. The Recorder is to check the names of the contestants on the recording sheet he/she has been given to make sure they are all present on the mat. The competition cannot start until all the participants recorded on the sheet have been identified. If there are any contestants missing the Competition Organiser must be informed so that the missing person(s) can be requested to attend the mat. Failure to attend will result in the competition being delayed until a new contest recording sheet has been produced.

Once the Referee and Recorder agree they have the correct number of persons the Referees will inspect all the contestants to make sure that their appearance and judo gi are in accordance with the current regulations.

The Recorder will then tell them how the contests are being run (pools or knockout). Explain that the first name called will wear the red belt and the second one called will wear the white belt. Also explain that after each contest the winner should come to the table and give their name to the Recorder. Expect to repeat this throughout the day it is better to be safe than sorry.

The competition is now ready to get under way. The Recorder will call out the contestant's names. The first name called always puts on the red belt and the second name called always puts on the white belt. The Recorder must clearly call the competitor's names, and confirm that both contestants have responded to their names being called.

Keep the competition moving, get the next contestants belted up and ready to go on immediately a contest finishes. Save as much time as you can. When you get a break you may be able to afford a longer one.

It is important to any competition that the amount of time when a mat is not in use should be kept to a minimum, and this refers to the time between bouts. If the Recorder announces the names of the next contestants prior to them going to fight, it will enable them to put on the appropriate coloured belt in plenty of time. The Recorder should have an order in which he/she should proceed:

Record the result of the bout just completed

Announce the name of the red belt contestant to go to the mat.

Announce the name of the white belt contestant to go to the mat.

Announce the names of the next two contestants to get ready for the next bout.



Always check your contest sheets as you go and if you get into difficulties ask the Senior Recorder or an experienced Recorder to help. It never hurts to ask and two heads are better than one.

To be able to run a good table everyone has to work as a team. This will alleviate most problems that arise and will make everyone's job much easier. Watch each other and correct each other's mistakes as we all make them.

Whilst a contest is in progress watch the Referee for hand signals (some of these are explained later).

The sight and sound principle ensures that you note when a Referee is calling one score but is signaling another. If the Referee's signals are not clear raise your arm above your head to indicate that you have a point to bring to his/her attention. Discuss but do not upset the Referee, as you are both in a team working together.

When a contest has finished always wait for the Referee to indicate the winner and the score given. Do not mark up the sheet until this has been given.

If your Referee has made an obvious mistake during the contest immediately bring it to their attention, do not wait until the end of the contest as it may be too late.

The biggest problem for all officials is what is termed as "Mat Fatigue" or "Mat Blindness." If you lose concentration repeatedly you are probably suffering from it. As soon as you can, get hold of the Senior Recorder and ask for a relief. Do not return to the mat until you feel rested and ready to restart. Do not be afraid to ask. If you begin guessing the scores, or marking the score to the wrong contestant due to fatigue, you will not be thanked and you are likely to end up with bigger problems.

The most important thing to remember is that you are recording the contest for the benefit of the contestants, and that any small mistake in scoring affects the player's chances. None of this is usually noticed until it is too late to rectify it.

At the end of a bout the Referee will request the contestants to return to the centre of the mat by calling **SORE-MADE**. The Referee will then declare the result by signal to indicate their opinion. **WATCH the REFEREE CAREFULLY** This will be done by raising his/her arm vertically at a 45 degree angle, the right arm to denote red or the left arm to denote white as his/her preference.

If the contest is being run on *POOL SHEETS* the Recorder will enter into the winner's box W for a win followed by a forward slash / and the score the contestant won by, and that would appear as *W/1 W/3 W/5 W/7 W/10*. In the losers box the Recorder places L for a loss and the score 0, and that would appear as *L/0* whether or not the contestant had any score on the scoreboard.

If the contest was on *KNOCKOUT SHEETS* the winners name is carried forward to the next appropriate round and the losers name carried forward to their appropriate round (see Recording Documentation)



If at the end of the contest, the competitors have equal scores or no score at all, the Referee will ask the two corner judges for a decision. The Referee will call **HANTEI** and the Corner Judges will raise a red or white flag or baton. The contest will be awarded to the contestant with the majority vote. The Referee will then call **YUSEI GACHI** red or white and a win by one point will be recorded on the contest sheet to the contestant to whom the Referees have awarded the bout.

If the Referees cannot reach a decision, the contest will be resolved by the Golden Score rule. The Golden Score rule creates a sudden death situation where the clock is reset to half of the original contest time, and the first contestant to achieve any score wins. If there is no score during this period, the referee will once again call **HANTEI**. However, in this instance all judges must make a decision red or white.

The Contest Timekeeper

The Timekeeper must be familiar with the equipment being used and should ensure that the scoreboard is correctly powered either by the battery or by mains power via the transformer and that both backup stopwatches are functioning correctly before any contest commences.

When the recorder has received the contest scoring sheet, the Timekeeper must ensure that the duration time set on the scoreboard is correct for the grade of the contestants named on the sheet.

The duration times are:-

Juniors -	three minutes duration
Seniors -	four minutes duration
Dan Grades	five minutes duration

Always check with the Recorder especially if you are running two groups at the same time on the one mat e.g. Juniors and Seniors. Juniors can be up to the age of 16 and seniors can be 16 and over. If you get both groups, one of 15 year olds and the other at 16/17 year olds can you really tell their ages?

When operating the scoreboard, always watch and listen carefully to the Referee as sometimes it is quite easy to miss one of their signals or instructions especially if there is a lot of shouting of encouragement from the audience or other background noise. Typical instances are, failing to start/stop the clocks at the precise signals of the Referee, missing the Referee's signals of **MATTE** and **HAJIME**,

If you cannot normally hear the referee because they are too quietly spoken, don't be afraid to raise your hand and **POLITELY** ask them if they could speak up.

If during a contest the Referee calls "**SONA-MAMA**" the clock is stopped and if the Osaekomi clock is running that too must be stopped, **THEY MUST NOT BE RE-SET**. After the Referee has called "**YOSHI**" both clocks must be restarted.

NEVER anticipate the score the Referee will award, always wait until they have given the score before you enter it on the scoreboard. At the end of the contest



when the contestants are in the centre of the mat, check the score given, is the correct score, given to the correct contestant. Inform the Recorder if there is any discrepancy. In the event of a dispute the Senior Timekeeper and Recorder should be informed and if required the Senior Referee.

As a Team, you should be able to resolve most disputes or discrepancies between the mat officials. If not then it must be taken higher. **NEVER** argue with the referee(s).

SCORING

A score awarded by a Referee is a measure of technical superiority by one contestant over another. A contestant who continues to score **KOKA** will only be given three points regardless of the amount of **KOKA**'s scored. If red has eight **KOKA**'s and white has one **YUKO** the Referee has judged that the contestant who has scored **YUKO** has a technical superiority over the one who has continually scored **KOKA**. The bout will be awarded to the one who has shown the greater technical superiority during the contest and, as in the case above, white will be awarded the bout by five points and the red will score nothing.

KOKA and **YUKO** are never added up, they only ever score three or five points no matter how many of them are on the scoreboard. However, this changes when there is a major score of **WAZA'ARI**, which is a score of seven points and nearly an Ippon. If a contestant has already scored a **WAZA'ARI** and scores a further **WAZA'ARI** whether by a throw or a hold-down, the combination of two **WAZA'ARI**'s will be judged to equal an **IPPON** and the Referee will call **WAZA'ARI-AWASETE-IPPON**. In fact the Referee is stating that two **WAZA'ARI**'s make **IPPON**, and the Recorder scores *W/O* to the winner.

There can be any number of **KOKA** or **YUKO** scores up to nine, two **WAZA'ARI** scores but only one **IPPON** can be displayed. On the right hand side of the board is displayed the contest time and Osaekomi hold down time.

YUSEI-GACHI	1 point
KOKA	3 points
YUKO	5 points
WAZA'ARI	7 points
WAZA-ARI-AWASETE-IPPON	10 points
IPPON	10 points
SOGO-GACHI (when a contestant has a WAZA-ARI and the opponent is awarded a SHIDO 3)	10 points



KIKEN-GACHI (awarded when contestant withdraws due to injury) 10 points

FUSEN-CACHI (win by default when opponent fails to appear) 10 points



WORDS AND TERMS USED WHEN REFEREEING AND TIMEKEEPING/RECORDING CONTESTS.

The Referee's Hand Signals and Their Meaning



KOKA 3 points. This score is awarded by the Referee and called and signaled by raising the arm bent at the elbow with the palm facing forwards.



YUKO 5 points. This score is awarded by the Referee and called and signaled by raising the arm at about a 45 degree angle with the palm facing downwards.



WAZA-ARI 7 points. This score is awarded by the Referee and called and signaled by raising the arm straight out at shoulder height with the palm facing downwards.



IPPON = 10 points. This is a full score awarded by the Referee and called and signaled by extending the hand straight up above the head, fingers and thumb close together, palm facing inwards, thumb to the rear. The Contest Timekeeper stops the clock, and the Referee returns the two contestants to their places and then indicates the winner by raising his arm towards him/her.



OSAEKOMI hold down. As soon as the referee considers that one of the contestants is holding his opponent in complete control on the ground he calls "**OSAEKOMI**" red or white and signals by pointing one arm forward away from the body at about a 45 degree angle.

The fingers and thumb are close together in the direction of the bodies of the contestants. As soon as the Referee has called Osaekomi either red or white, the Timekeeper presses the appropriate buttons on the scoreboard. The Timekeeper is responsible for noting the elapsed time on the hold down and taking note of what, if any score has been reached. If 15 to 19 seconds have elapsed there will be a score of 3 points (KOKA), if 20 to 24 seconds have elapsed there will be a score of 5 points (YUKO) and if 25 to 29 seconds the score will be 7 points (WAZA-ARI). At thirty seconds the audible signal will sound indicating an IPPON has been won and the Referee will call "IPPON, SORE-MADE".

When the Osaekomi clock is running it takes priority over the contest time clock. If the contest time finishes while the Osaekomi clock is running there will be no audible indication until either the Referee calls "Toketa" or the Osaekomi clock runs its time.



TOKETA hold-down broken. The arm which is signaling Osaekomi should be waved clearly from side to side several times whilst calling clearly "**TOKETA**"

When the Referee calls Toketa the Timekeeper must stop the Osaekomi clock on the scoreboard. If the time is 14 seconds or LESS then the Timekeeper may reset the Osaekomi clock immediately. During the Osaekomi hold down the Timekeeper should have noted at what time the Referee has called Toketa and reset the Osaekomi clock. If the Referee has seen the time they should award the appropriate score if applicable, if not, then the timekeeper should gain the Referees attention by raising his hand and waiting until the referee acknowledges and then the Timekeeper can inform the Referee of the score to be given to the contestant . The scores during a hold down are

15 to 19 seconds = **KOKA**
20 to 24 seconds = **YUKO**
25 to 29 seconds = **WAZA-ARI**
30 seconds = **IPPON**



The Timekeeper should always be ready for a further hold down but should keep the hand up until the Referee has implemented the score.



If there is no score or the scores are equal, the Referee will call "**HANTEI**" asking the Corner Judges for a decision. They will then raise one arm above their head with their palm facing front. At the same time the corner judges will indicate with red or white coloured flags or batons who, in their opinion should be the winner or if the contest is a draw.

The Referee at the same time will indicate by moving their hand left or right who in their opinion is the winner. This is done simultaneously with the Corner Judges raising their flags or batons. A winner will be declared by a majority of two to one. If a majority decision is not reached the contest will be resolved by the "Golden Score" rule. "Golden Score" is a "sudden death" situation where the clock is reset to half of the original contest time, and the first contestant to achieve any score wins. If there is no score during this further period, then the winner is decided by Hantei, the majority opinion of the referee and the two corner judge. In this instance *all* judges must make a decision either red or white.

When the Referee calls "**HAJIME**" this is the *Only* time apart from "**SONA-MAMA**" that they will give a verbal command. The Timekeeper must be alert to a verbal command only. When the Referee has called "Hajime" the Timekeeper starts or restarts the contest time clock.

When the Referee calls "**MATTE**" the clock is stopped but NOT put back to zero. The Referee will usually give a visual signal as well with the right arm straight out in front with the palm of his hand facing the Recorder and Timekeeper. When the Referee calls "**HAJIME**" the clock is re-started.

When the Referee calls "**SORE-MADE**" the clock is stopped. The clock will only be put back to zero on the announcement of the result of the contest and after both contestants have left the mat.

An audible signal on the scoreboard indicates that the contest time has finished.

When the Referee awards penalties (**SHIDO's**) they will have stopped the contest and brought both contestants to their starting positions. The correct procedure is that the Referee should have made them kneel one knee. The referee will then call Shido 1, Shido 2 or Shido 3, as appropriate; pointing to the offender. Generally you will find that both contestants remain standing.

1st SHIDO (1) (3 point penalty awarded to opponent). This score is given for a minor infringement or offences.



2nd SHIDO (2) (5 point penalty awarded to opponent). This score is given for a second infringement or offence.

3rd SHIDO (3) (7 point penalty awarded to opponent). Repetition of offences which carried the award of Shido 1 or Shido 2 or where a contestant commits or is about to commit a serious infringement of the rules.

After the third Shido has been awarded to a contestant and they commit a further offence then the Referee will disqualify the contestant (**HANSOKU MAKE**).

HANSOKU MAKE Disqualification. (10 penalty points awarded to opponent). It is awarded against a contestant who commits a serious infringement or having already been awarded Shido 3.

The referee will stop the contest and return the two contestants to their starting positions and have them kneel on both knees. After consulting with the corner judges and an agreement is reached the referee will indicate to the offender by pointing and call "**HANSUKO MAKE**". He then stands both contestants up and calls "**HANSUKO GACHI**" raising his hand towards the winner who is awarded 10 points.

REFEREE CHANGING THE SCORE

If an incorrect score has been given during a contest the referee will indicate to the table officials by raising an arm and with his palm facing inwards, wave his hand over his head and then indicate the score to be removed and the correct score to be given, maybe, to the opponent.



THE RECORDING DOCUMENTATION

There are two basic methods of recording the scores for any contest:

Pool Sheets
and.
Knockout with Repercharge.

All Pool Sheets and Knockout with Repercharge Sheets can be downloaded from the website.

POOL SHEETS

Pool sheets can be made up for any quantity of contestants but it would be unmanageable, because of the large number of contests required beyond 5 players.

For 6 or 7 players they are divided into two pools A and B. There is a Pool Sheet for 8 players but this is rarely used as it is easier to run with a Knockout and Repercharge sheet. The two winners and the runners up from each pool fight in a crisscross system. The winner from pool A fights the runner up from pool B, and the winner from pool B fights the runner up from pool A and the winner from each section fight for gold and silver. All contestants fight each other in sequence.

RECORDING on POOL SHEETS

Example 1.

NAME	1	2	3
Joe Frazer	W 10	L 0	
Henry Higgins	L 0		L 0
Tim Cook		W 7	W 5

WINS	POINTS	POSITION
1	10	Silver
0	0	Bronze
2	12	Gold

Wins and losses must be recorded on pool sheets by drawing a line diagonally across the recording box and entering the win and loss according to the score awarded by the Referee, e.g. W /10.

To avoid confusion when recording, it is advisable to draw the diagonal line only when the named contestants are on the mat. E.g.

NAME	1	2	3
Joe Frazer			
Henry Higgins			
Tim Cook			

The FIRST person in the contest is the person who will wear the RED belt, in this case Joe Frazer. Henry Higgins will wear the WHITE belt. In the second contest



Joe Frazer will still be in the Red belt and Tim Cook will be in White. Henry Higgins will be the only one in the pool of three who will have to change belts. Once the contest is finished, enter the scores and then draw the diagonal lines in the next boxes ready for the next contest..

On the pool sheet after the last fight has taken place, the total wins, total points and the final positions are recorded. The positions on a pool sheet are decided by a majority of wins first, and then if one or more contestants are equal in wins it is by a majority of points.

If one or more contestants are equal on wins and points then those contestants who fought each other in the pool, the winner of that particular contest will be given the higher position in the pool.

NAME	1	2	3	4	5	6
Eddy Osbourn	W 10		L 0		W 7	
Jason Born	L 0			L 0		W 10
Fred Bloggs		L 0	W 5			L 0
Harry Holmes		W 10		W 7	L 0	

WINS	POINTS	POSITION
2	17	Gold
1	10	1 st Bronze
1	5	2 nd Bronze
2	17	Silver

In the above example Eddy Osbourn has 2 wins and 17 points, so has Harry Holmes. In contest 5 you will see that Eddy Osbourn beat Harry Holmes therefore Eddy Osbourn is given the higher position.

KNOCKOUT with REPERCHARGE

A Knockout sheet, unlike the pool sheet, is a straight win or lose with no points being awarded, only by the Referee to indicate the winner.

All knockout sheets are run on even numbers of contestants in a category i.e. 8, 16, 32 etc. More often than not there are odd numbers entered in a category and in these cases you have to make up the sheet to even numbers by the inclusion of **BYES**. To discover the number of byes required you have to make a simple deduction. 13 contestants in a 16 knockout = 3 BYES, 24 contestants in a 32 knockout = 8 BYES and so on. The byes should be marked as evenly as possible on the knockout sheet. Players from the same club should be positioned as far apart as possible.

Each contestant has to win fights in successive rounds to go forward. As soon as a contestant loses a fight their name is entered into the respective round on the repercharge sheet.

Fight through the knockout sheet in conjunction with the repercharge sheet moving from round to round in succession to ensure an even flow through the sheet.

Any player who loses in the knockout will be entered onto the repercharge sheet at the point marked with the same letter of the alphabet marked against their name in the knockout. For example the winner in the knockout in position A will move forward



to round two, and the loser will be moved to position A on the repercharge sheet. In most cases the repercharge sheet is printed on the bottom of the knockout sheet. The repercharge sheet ensures that each contestant has at least two fights, but as soon ANY contestant who loses in the repercharge half of the sheet is automatically out of the contest.

Any byes on the knockout sheet will automatically be printed onto the repercharge sheet against the required letter of the alphabet by which they were previously marked.

The first part of the system is self-explanatory: Round 1, 2, 5 and 9. Round 2, 4, 6, 7 and 8 are the repercharge.

All contestants who lose in the knockout are to be included on the repercharge sheet. As they lose, their name is printed in the space designated by the appropriate letter against their contest. e.g. in round one the losing contestant in fight A, B, C, D, etc. will have their name put in the same letter on the repercharge sheet for round 3. This follows for round 2 and round 5 respectively. Losers from round 2 go to round 4 and losers from round 5 go to round 7. The winners of round 7 will end up as the Bronze medallists. Round 9 will be fought last as this will be to determine the Gold and Silver medallists.

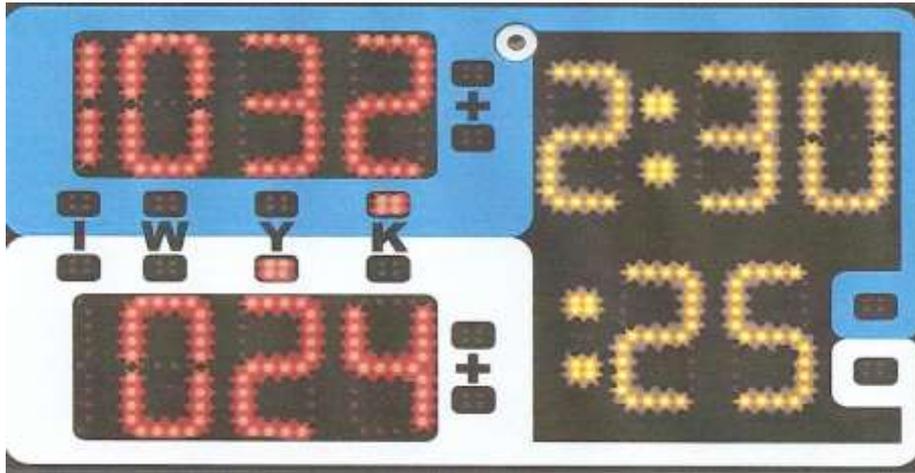
Please note that all contestants are entitled to lose one contest, but are still in the running for a Bronze medal

RECORDERS MUST NOT FILL IN THE SCORES ON ANY SHEET UNTIL THE FINAL DECISION HAS BEEN GIVEN BY THE REFEREE.



Portable Scoreboard – Judo (PS-J)

The electronic scoreboard has two coloured sections. The scoreboard is manufactured with the blue masking on the top and a white masking on the bottom, Others have a red masking on the top which has been specially commissioned, and white on the bottom. In all other aspects they are identical. Each red/blue and white section on the left of the board is divided into scoring sections with the scoring points awarded displayed to either contestant.



The image above shows the front of the scoreboard, the same view that the Referee and contestants would see at the start of the contest. The contest time remaining is showing 2 minutes and 30 seconds and the Osaekomi time is 25 seconds. As no Wasa-ari is showing on the blue it can be (for illustration purposes) that the White belt has tapped out giving the Blue belt a win by an Ippon.

What is seen on the front of the scoreboard is also shown on the control consul on the rear of the scoreboard.





The view that the Timekeeper has is shown below. On this view it shows that there is scores on either side and that both the clocks are running, 3:17seconds on the contest time clock and 5 seconds on the Osaekomi clock



TURNING ON and OFF

When the battery or transformer lead is plugged into the scoreboard, the control consul screen will light up and then go off. To turn on, press the ON /OFF key.

To switch off after use, press the ON/OFF key. On some models the phrase *[OFF]* will be displayed on the consul display. When the battery lead or transformer lead is removed there will be a 2 second high pitched noise from the scoreboard.

PROGRAMMING

Press the “PROG in-out” key to enter and exit from programming

Language Selection

Press the “PROG in-out” key for 2 seconds and then using the “+” and “-“ keys select the desired language. Press the “PROG in-out” key again to end the language programming.

Setting the contest time

Time: Minutes from 0 to 9
 Seconds from 0 to 59

Defines the duration of the contest in minutes (and seconds if required) with a backward count.

Press the “PROG in-out” key then the “+” key to increase the duration in Minutes. To set seconds press the “NEXT” key and then the “+” key to increase the seconds. Go back and press the “PROG in-out” key and then the “NEW CONTEST” key. The contest time will be shown on the consul and the front of the scoreboard.

To decrease the contest time, proceed in the same way as increasing the contest time, but instead of pressing the “+” key, press the “-“ key.



Sound Volume

Defines the sound at the final pause.

Press the “PROG in-out” key once then press the “ON/OFF” key three times to come to the Sound Volume programme. Selecting [1] = High, [2] = Medium, [3] = Low and [0] = Off. When the volume has been selected, press the “PROG in-out” key to complete the selection.

Sound type

Defines the type of sound at the final pause.

Press the “PROG in-out” once then press the “ON/OFF” key four times to come to the Sound Type programme. Selecting [1] = Ringing Sound, [2] = Continuous Sound and [3] = Intermittent Sound. When the sound type has been selected, press the “PROG in-out” key to complete the selection.

Osaekomi Ippon [from 5 to 35 seconds]

Defines the duration of Osaekomi time to obtain Ippon.

Press the “PROG in-out” once then press the “ON/OFF” key five times to come to the Osaekomi Ippon programme. Set the time required by pressing either the “+” or “-“ keys. When the duration time has been selected, press the “PROG in-out” to complete the selection.

Osaekomi Waza-ari [from 5 to 35 seconds]

Defines the duration of Osaekomi to obtain Waza-ari

Press the “PROG in-out” once then press the “ON/OFF” key six times to come to the Osaekomi Waza-ari programme. Set the time required by pressing either the “+” or “-“ keys. When the duration time has been selected, press the “PROG in-out” key to complete the selection.

Operating the Portable Scoreboard

All of the indications visualized on the scoreboard also appear on the consul display situated behind the scoreboard.

Once the scoreboard has been programmed to the desired times, sound and volume you will be ready to start the contests.

Start of a new contest

To begin the new contest press the “NEW Contest” key. This will cause the zeroing of all display information and it will load the programmed contest time.



Starting and stopping the chronometer (clock)



Press the "**START STOP TIME**" key and this will start the backward count of the contest time. The start of this operation does not start the Osaekomi time. The time is stopped by again pressing the "START STOP TIME" key. When the time count is stopped, the 2 separation points minutes/seconds light up continuously, otherwise they keep on flashing.

At the end of the combat time the end signal is emitted only when the "**OSAEKOMI**" time is not activated otherwise it is postponed till the end.

During a contest with both the contest time clock and the if there is a hold down, the Osaekomi clock running and the Referee calls "Sona Mama" the "START STOP TIME" key is pressed. To start both clocks on the Referee's call of "YOSHI" the "OSAEKOMI START STOP" key must be pressed. **Pressing the START STOP TIME key will only restart the contest time clock.**

OSAEKOMI Time

With the "**OSAEKOMI START-STOP**" key, the forward count of the Osaekomi time is started and stopped alternatively. The Stop of the combat time with the "**START STOP TIME**" key also causes the stop of the Osaekomi time. The start of the Osaekomi time also causes the start of the combat time (if this was already activated, it will remain activated).

Assigning of OSAEKOMI

With the "⇨" (white arrow) and "⇦" (blue arrow) keys the respective light turns on indicating which contestant has been awarded the Osaekomi.

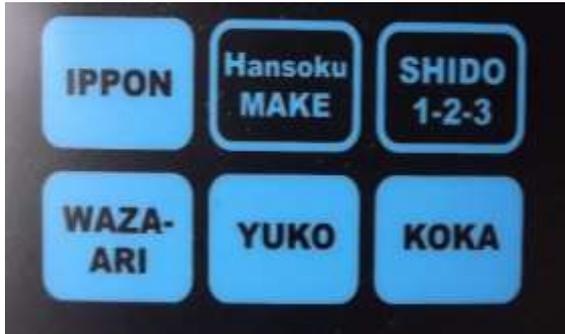
When the Referee calls "Osaekomi" they will indicate which contestant has the hold on and the appropriate arrowed key should be pressed.

When "Toketa" is called and the hold has finished then the "OSAEKOMI RESET" key is pressed. This will reset the Osaekomi clock to zero and remove the contestants indicator.

At the end of a contest, pressing the "NEW CONTEST" key will reset the whole scoreboard including the Osaekomi clock.



Assigning of points



With the, "**KOKA**", "**YUKO**", "**WAZA-ARI**" and "**IPPON**" keys, the scores are incremented accordingly. In the case of "**KOKA**", and "**YUKO**", after 9 the following letters appear A (= 10), B (= 11), C (= 12), D (= 13), E (= 14), F (= 15).

Assigning of penalties

With the "**SHIDO 1-2-3**" and "**HANSOKA MAKE**" keys it is possible to attribute the respective penalties to a combatant and contemporaneously assign the corresponding score to the opponent, according to the abiding Judo regulations.

Medical Crosses



The "**MEDICAL EXAMIN**" keys light up in succession with the respective medical crosses. After the second medical cross they turn off again.

Cancelling an Operation



With the "**BACK**" key, the last operation concerning the scores or the penalties is cancelled but the chronometer (Clock) time is NOT modified. A maximum of 3 operations can be cancelled.



TRAINING MODE FOR THE SCOREBOARD

The scoreboard can also be used in a training mode. The "**NEW TRAINING**" key prepares the scoreboard for working exclusively as a timer for training, without indicating scores and penalties. Only the action and pause times are visualized as well as the number of Action/Pause cycles. To start up a training session, press the "**NEW TRAINING**" key and then the "**START STOP TIME**" key to begin or stop the time score. Please see the programming chapter for setting up the time of action, pause, and number of cycles.

TRAINING PROGRAMMING

Action time: MINUTES [from 0 to 99]

Determines the time of action. Modify the value with the "+" and "-" keys. Press continuously to vary the speed. Press "NEXT" to pass to the following parameter or "PROG IN-OUT" to end the programming.

Action time: SECONDS [from 0 to 59]

Determines the seconds of the Action time.

Pause time: MINUTES [from 0 to 99]

Determines the minutes of the Pause time following the Action.

Pause time: SECONDS [from 0 to 59]

Determines the seconds of the Pause time following the action.

Cycles number: [from 0 to 99]

Defines the number of cycles Action + Pause. If this value is equal to 0 the number of cycles is infinite and it can only be turned off with the "START-STOP TIME" key.

Count mode: [Forward, Backward]

Defines the count modality (counts forward or backwards) of the time.

Sound volume: [3 - 2 - 1 - 0]

Defines the intensity of the sound; selecting [3] = High, [2] = Medium, [1] = Low, [0] = Off.

Sound type: [1 - 2 - 3]

Defines the type of signal used at the start/end of the timing; selecting [1] = ringing signal, [2] = continuous signal, [3] = intermittent signal.

Press "PROG IN-OUT" to end the programming.



Glossary of Judo Terms

Ukemi	Breakfalls
Ushiro	Back or rear
Yoko	Side
Mae	Front
Chugaeri	Rolling breakfall
Migi	Right
Hidari	Left
Hajime	Begin
Matte	Wait
Koka	Score of 3 points
Yuko	Score of 5 points
Waza-ari	Score of 7 points
Waza-ari-awasete-ippon	Score of two waza-aris making a full Ippon. 10 points
Ippon	Score of 10 points
Shido 1	Penalty of 3 points
Shido 2	Penalty of 5 points
Shido 3	Penalty of 7 points
Hansoku	Penalty of 10 points. Full term is Hansoku-make (<i>To the loser</i>) and Hansoku-gachi or Ippon to the winner
Sogo-gachi	Compound win. Where one contestant has a Waza-ari and the opponent receives penalty of Shido 3
Kiken-gachi	Awarded by referee when contestant withdraws due to injury
Fusen-gachi	Win by default. Awarded by referee when contestant fails to appear
Hiki-waki	Draw
Yusei-gachi	Superiority win (<i>Can be 1,3,5 or 7 points</i>)
Sona-mama	Do not move, freeze
Yoshi	Carry on (<i>only used after sona-mama. After Matte it is always Hajime</i>)
Osaekomi	Holding
Toketa	Hold broken
Maitta	"I surrender". For use when one is unable to tap with hands or feet.
Hantei	Referee's command to the judges "give me the winner"
Sore-made	End of contest, or that is all
Tachi-rei	Standing bow
Za-rei	Kneeling bow
Sensei	Teacher or Master
Joseki	The place in the hall where the V.I.P's sit
Dojo	Hall or room where Judo is practised
Tatami	The mat, on which Judo is practised
Waza	Technique
Nage-waza	Throwing technique
Ne-waza	Ground technique
Kansetsu-waza	Joint locking technique



Shime-waza	Choke or strangle technique
Kaeshi-waza	Counter technique
Renraku-waza	Combination technique
Tokui-waza	Favourite technique
Eri	Collar or jacket
Sode	Sleeve
Koshi	Hip. Goshi is also hip. It depends where the word is used: e.g. Koshi- guruma - Hip wheel. O-goshi, major hip throw
Ashi	Leg or foot



ANNEX A

For competitions where a PS–J scoreboard is not available, the following equipment is needed by the Timekeepers and Recorder.

Two Stopwatches/clocks plus one spare

Two Manual Scoreboards

A Baton for Osaekomi

A Baton for calling First Aid

Pens, Pencils and contest sheets should be provided.

An audible signal such as a whistle or bell for the Contest Timekeeper

Two chairs for the corner judges along with Three Red and Three White Flags or Batons

A selection of Red and White Belts for the contestants

There should be the following Officials

Three Referees

Two Timekeepers

One Contest Recorder

The Timekeepers should check the functions of the stopwatches/clocks and know who will be responsible for the Contest Time keeping and who will be responsible for the Osaekomi Hold Down stopwatch/clock.

The Recorder is responsible for entering the scores on the Contest Sheets.

The Scoreboard is not the ruling factor in deciding the result of a contest. The Referee has the final judgement after consultation with the corner judges if a score has not been awarded correctly to either contestant.

At each verbal or signaled instruction from the Referee awarding a score, the scoreboard operator will flip over the relevant disc or plaque to indicate a score which has been given. If the discs or plaques should be less than the scores given out then the scorer must make a written note of the excess number of scores awarded (this would only be **KOKA** or **YUKO** scores).

When the Referee has announced the result of the contest the scoreboard can be cleared of all scores. Double check that the scoreboard has been put back to zero before the start of the next contest.