

Table Official Training Pack

The Responsibilities of Timekeepers and Recorders

To monitor the contest time
To monitor the hold down time
To operate the visual scoreboard either manual or electronic
To accurately record the contest results
To announce the next pair of contestants
To monitor First Aid time elapsed (if requested)
To monitor rest time allowed (when requested)
To convey the results to the organiser / top table
To liaise closely with the referee(s)
To work as a team with the referees to ensure the smooth running of the competition
To check that all equipment is working correctly i.e. stop watches or electronic scoreboard audible sounds

Equipment Required on the Tables

Two red and two white belts
One blue flag or baton to denote Osaekomi
One yellow flag or baton to denote Matte
One green flag or baton to denote First Aid
One scoreboard (either electronic or manual)
Minimum of two stop watches or clocks but three would be preferable
Spare pens and paper
Audible sound (if manual scoreboard is used)

Contest Times

Primary/Junior – 2 minutes
Espoir/Youths (16 – 18) – 3 minutes
Senior Kyu Grades – 3 minutes
Female Dan Grades – 4 minutes
Male Dan Grades – 5 minutes

Duties of a Contest Timekeeper

To relay to the referee that the allotted amount of the contest time has been reached when using a manual scoreboard by the use of an audible sound or calling out clearly the contest time i.e. 2 minutes 3 minutes etc. **Never use the word TIME**
To start the restart the clock on the command of Hajime
To start the clock on the command of Yoshi
To stop the clock on the command of Matte but not to **Zero the Clock**
To stop the clock on the command of Score-made but not to **Zero the Clock**
To zero the clock upon the announcement of the result
To raise the yellow baton or flag as a visual indication that the clock has been stopped when the referee calls Matte. If no yellow baton or flag is available then free arm should be raised

Duties of a Hold down (Osaekomi) Timekeeper

To start the clock on the command of Osaekomi (hold down started)
To start the clock on the command of Yoshi (restart hold down timing)
To stop the clock on the command of Sono Mama (freeze) **do not zero the clock but await further command to restart timing i.e. yoshi**
To Stop the clock on the command of Toketa (hold down broken) and **zero the clock in readiness for the next Osaekomi**

Duties of a Hold down (Osaekomi) Timekeeper (continued..)

To call out to the referee the amount of time that Osaekomi has progressed if using a manual scoreboard i.e. must always be called 5 seconds 15 seconds 20 seconds 25 seconds **never use word Time.** Raise the blue baton as a visual indication that the clock has been started when the referee calls osaekomi. If no blue baton or flag available to raise hand.

Duties of Recorder

To hand the paper work to the referee before start of contests so that names can be checked against contestants to ensure that correct judoka are on the mat. (Referee may ask recorder to do this)

To liaise with the Tournament Administrator / (top table) if contestants are missing, so that they can be called to mat area.

To call out contestants names for each contest, first name called will wear red belt, second name called will wear white belt, at the same time calling out the next two contestants to fight so that red and white belts can be put on. Important: **Contestants names should be called again for every contest that to ensure the correct judoka are fighting.**

To **accurately** record scores, for each contest on the paperwork. Please remember to work at your speed (do not be rushed) as it can take to put a mistake right.

Never record a score on the paperwork until the referee has given the final result.

To Liaise with Tournament Administrator (top table) if a mistake has been made in the paperwork so that it can be rectified as soon as possible.

To liaise with Tournament Administrator (top table) once paperwork has been completed, so that it can be checked and the next step taken.

Recording Results

The referee will call out the result of contest by saying yusei gachi red or yusei gachi white and recorder will enter the score on the sheet i.e. W(denoting win) followed by oblique / then points (W/10)(W/7)(W/5)(W/1). The loser score is recorded L/0 or just L. When all contests have been fought, the Recorder adds up wins and points and fills in the boxes. The winner of the pool is the contestants with the most number of wins.

Remember it is always wins first, then in the event of a tie the points are continued. If not sure at anytime always speak to the Tournament Administrator who will help – not the referee.

End of contest value of points scored and commands

Yusei gachi Yuko – 5 points

Yusei gachi Waza'ari – 7 points

Waza'ari awasete ippon – 10 points

Ippon – 10 points

Sogo gachi – 10 points

Kiken gachi – 10 points

Fusen gachi – 10 points

All decisions of less than IPPON will be preceded by the words YUSEI GACHI

Followed by the relevant score command as above

Scoring Commands during Competition Contest

Yuko – 5 points

Waza'ari – 7 points

Waza'ari awasete ippon – 10 points

Ippon – 10 points

Penalty points during Competition Contest

Shido 1 – no points against
Shido 2 – 5 points against
Shido 3 – 7 Points against
Hansoku make – 10 points against

Scoring commands during Osaekomi (Hold down) Competition Contest

Less than 15 seconds – no score
15 seconds to less than 20 seconds – yuko (5 points)
20 seconds to less than 25 seconds – wara'ari (7 points)
25 seconds – ippon (10 points)

Grading Scores

Waza 'ari – 7 points
Waza' ari awasete ippon – 10 points
Ippon – 10 points

Shido 1 – no points against
Shido 2 – no points against
Shido 3 – 7 points against
Hansoku make – 10 points against

Injury Time

Each contestant at the discretion of the Referee may have 5 minutes injury recovery time in any one contest. This is timed by any of the table officials sitting at the table and a third stopwatch should preferably be used (if using manual scoreboard). A record of the amount of time taken by each contestant to recover must be kept on a separate piece of paper. Treatment to an injured contestant must take place on the mat. The referee will ask for first aid to come to the mat. A green flag or baton is raised by the injury timekeeper to denote that first aid being recorded.

If a contestant is injured in osaekomi, the referee will call sona mama and the hold down timekeeper and contest timekeeper will freeze the clock **(but not zero), the contestants may be parted so that first aid can be administered.** If the contestant recovers, the referee may put judokas back into hold and then the contest will continue.

Rest Time in Competition

In some pools it may be necessary for contestants to have a rest time (i.e. if they have just fought and their name is called straight after to fight again). The time allowed is equal to that of the contest period i.e. 2 minutes for juniors, 3 minutes for espoirs / youths and senior Kyu grades and 4 minutes for Female Dan Grades and 5 minutes for Dan Grades. **There is no rest time in Grading Line ups. There is no coloured signal for rest time.**

Operating and Clearing the Manual Scoreboard

The manual scoreboard can be operated and cleared by any of the Table Officials.

Accumulation of points and Compound Win

The scores of Yuko are **never accumulative:** the contest is only awarded 5 points no matter how many are showing on the scoreboard.

Waza-ari awasete Ippon

If a contestant who has already scored a Waza'ari scores a further Waza'ari either by throwing or holding his / her opponent, the combination of scoring two waza'ari will equal Ippon 10 points, not **14 points**. The referee will call waza'ari awasete Ippon meaning in Japanese that 2 waza'ari make Ippon.

Sogo Gachi Compound Win

This is a combination of a waza'ari for one contestant and a Shido 3 (7 points against) for the other. This gives two waza'ari to one contestant which makes Ippon. The referee will announce this as Sogo Gachi and the score will be recorded as W/10.

Kiken Gachi – Win by withdrawal

This will be awarded to a contestant if his/her opponent retires from the contest through no fault of the remaining contestant, who will awarded the contest. The referee will announce Kiken Gachi and the score will be recorded as W/10 points to remaining contestants.

Fusen Gachi – Failure to compete

This will be awarded to a contestant if his/her opponent fails to respond to the request to compete due to injury, illness or any other reason. The Recorder should still announce the contestants' names even though they may already know that one will not be able to fight. The contestant that has entered the contest area will be awarded the contest. The referee will announce Fusen Gachi and the score will be recorded at W/10 points to this contestant.

Hansoku Make-Disqualification

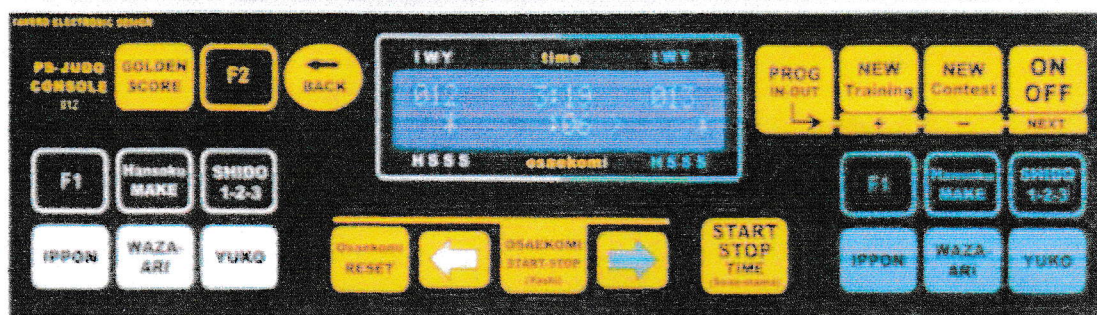
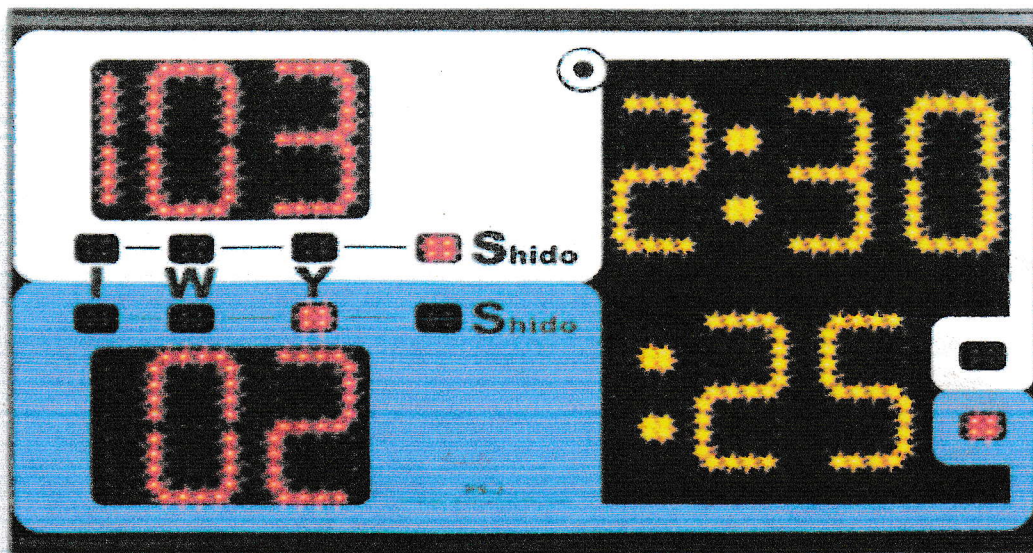
This will be awarded to a contestant if he/she has been deemed to have caused his/her opponent's retirement from the contest or has accumulative penalty points. The referee will announce Hansoku make 10 points against and the score will be recorded as Ippon W/10 to the injured/other contestants. **Disqualification means from contest only not the whole competition.**

Hike Wake-Draw

This is used in Gradings and the score is recorded as an H on the pools sheet. **There are no points awarded for draws.**

Hantei-Decision Competitions Only

This awarded by the referees when both contestants have equal scores or no scores. The referee will call Hantei and 1 point will be awarded to the winner. This is recorded as W/1.



Turning on and off

Turn on and off with the "ON-OFF" key. When turned off, the phrase [OFF] remains on the consul display, indicating the presence of the power.

Visualization

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

Start of a new contest

To begin the new Contest, press the "NEWContest" key. This will cause the zeroing of all display information and it will load the programmed contest time.

Starting and stopping the chronometer

With the "START STOP TIME" key, the time is started or ended (and with this key the possible count of the Osaekomi time is stopped) and the backward count of the contest is started again.

The start of this operation does not cause the start of the Osaekomi time.

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.

When the time count is stopped, the 2 separation points minutes/seconds light up continuously, otherwise they keep on flashing.

OSA EKOMI time

With the "OSA EKOMI 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 OSA EKOMI

With the "=>" (white arrow) and "<=" (blue arrow) keys the respective light turns on indicating which combatant makes happen the immobilization. The "Osaekomi RESET" and "NEW Contest" keys init the Osaekomi time as well as turning off the light that indicates the combatant who is affected by the Osaekomi.

Direct assigning of points

With the "YUKO", "WAZA-ARI" and "IPPON" keys, the scores are incremented accordingly. In the case of "YUKO", after 9 the following letters appear a (= 10), b (= 11), c (= 12), d (=13), E (= 14), F (= 15).

Assigning of penalties

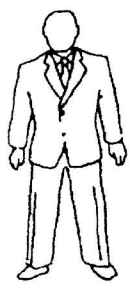
With the "SHIDO 1-2-3" and "Hansoku MAKE" keys it is possible to attribute the respective penalties to a combatant. The 2nd and 3rd Shido assign points to the opponent if the programming parameter "Points with Shido" = YES.

Cancelling an operation

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

21. ILLUSTRATION OF SIGNALS

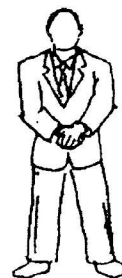
21.1 REFEREE'S SIGNALS



Hajime/ Sore Made



Matte



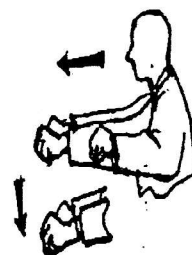
Adjustment of Judogi



Not Valid



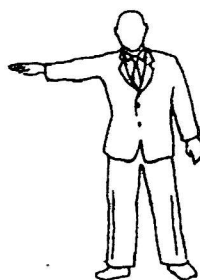
Non Combativity



False Attack (Negative Judo)



Ippon



Waza Ari



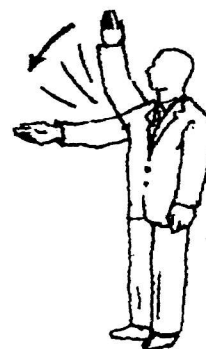
Waza Ari Awasete Ippon



Yuko



Koka ~~X~~
no longer used.



Hike Wake

REFEREE'S SIGNALS cont.



Hantei



Toketa



Yoshi

LEFT HANDS OFF-CONTESTANTS

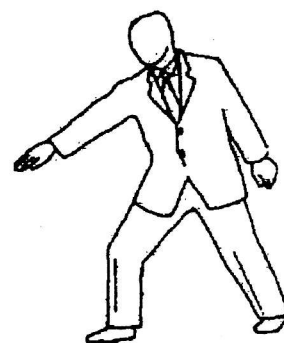


Sono Mama

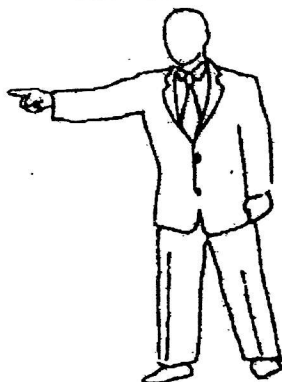
HANDS ON CONTESTANTS



Medical Examination



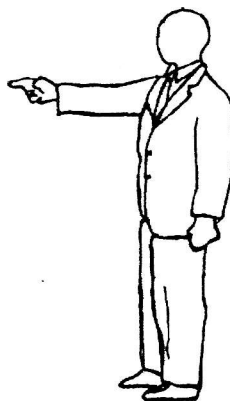
Osaekomi



Shido 1

Shido 2

Shido 3



Hansoku Make



Fusen Gachi Kiken Gachi
Sogo Gachi Yusei Gachi

THE POOLS ALLOCATION CHART.

	POOLS	KNOCK-OUT		POOLS	KNOCK-OUT
6	2 X 3	2 Winners fight for Gold + Silver, 2 runners up each get bronze	31	9 x 3 + 1 x 4	10 winners to knock-out, 6 byes, 4 compete.
7	1.x 3 + 1 x 4	2 Winners fight for Gold + Silver, 2 runners up each get bronze	32	8 x 3 + 2 x 4	10 winners to knock-out, 6 byes, 4 compete.
8	2 x 4	2 Winners fight for Gold + Silver, 2 runners up each get bronze	33	11 x 3	11 winners to knock-out, 5 byes, 6 compete.
9	3 x 3	3 winners to new pool (Gold, Silver and 3rd. Bronze) 3 runners-up to new pool,	34	10 x 3 + 1 x 4	11 winners to knock-out, 5 byes, 6 compete.
10	2 x 3 + 1 x 4	3 winners to new pool (Gold, Silver and 3rd. Bronze) 3 runners-up to new pool,	35	9, x 3 + 2 x 4	11 winners to knock-out, 5 byes, 6 compete.
11	2 x 4 + 1 x 3	3 winners to new pool (Gold, Silver and 3rd. Bronze) 3 runners-up to new pool,	36	12 x 3	12 winners to knockout, 4 byes, 8 compete.
12	4 x 3	4 winners to knock-out	37	11 x 3 + 1 x 4	12 winners to knockout, 4 byes, 8 compete.
13	3 x 3 + 1 x 4	4 winners to knock-out	38	10 x 3 + 2 x 4	12 winners to knockout, 4 byes, 8 compete.
14	2 x 4 + 2 x 3	4 winners to knock-out	39	13 x 3	13 winners to knock-out, 3 byes, 10 compete.
15	5 x 3	5 winners to knock-out, 3 byes, 2 compete.	40	12 x 3 + 1 x 4	13 winners to knock-out, 3 byes, 10 compete.
16	4 x 3 + 1 x 4	5 winners to knock-out, 3 byes, 2 compete.	41	11 x 3 + 2 x 4	13 winners to knock-out, 3 byes, 10 compete.
17	3 x 3 + 2 x 4	5 winners to knock-out, 3 byes, 2 compete.	42	14 x 3	14 winners to knock-out, 2 byes, 12 compete.
18	6 x 3	6 winners to knock-out, 2 byes, 4 compete.	43	13 x 3 + 1 x 4	14 winners to knock-out, 2 byes, 12 compete.
19	5 x 3 + 1 x 4	6 winners to knock-out, 2 byes, 4 compete.	44	12 x 3 + 2 x 4	14 winners to knock-out, 2 byes, 12 compete.
20	4 x 3 + 2 x 4	6 winners to knock-out, 2 byes(the 4 place pool winners), 4 compete.	45	15 x 3	15 winners to knock-out, 1 bye, 14 compete.
21	7 x 3	7 winners to knock-out, 1 bye, 6 compete.	46	14 x 3 + 1 x 4	15 winners to knock-out, 1 bye, 14 compete.
22	6 x 3 + 1 x 4	7 winners to knock-out, 1 bye, 6 compete.	47	13 x 3 + 2 x 4	15 winners to knock-out, 1 bye, 14 compete.
23	5 x 3 + 2 x 4	7 winners to knock-out, 1 bye, 6 compete.	48	16 x 3	16 winners to knock-out.
24	8 x 3	8 winners to knock-out	49	15 x 3 + 1 x 4	16 winners to knock-out
25	7 x 3 + 1 x 4	8 winners to knock-out.	50	14 x 3 + 2 x 4	16 winners to knock-out
26	6 x 3 + 2 x 4	8 winners to knock-out.	51	17 x 3	17 winners to knock-out, 15 byes, 2 compete.
27	9 x 3	9 winners to knock-out, 7 byes, 2 compete.	52	16 x 3 + 1x 4	17 winners to knock-out, 15 byes, 2 compete.
28	8 x 3 + 1 4	9 winners to knock-out, 7 byes, 2 compete.	53	15 x 3 + 2 x 4	17 winners to knock-out, 15 byes, 2 compete.
29	7 x 3 + 2 x 4	9 winners to knock-out, 7 byes, 2 compete.	54	18 x 3	18 winners to knock-out, 14 byes, 4 compete.
30	10 x 3	10 winners to knock-out, 6 byes, 4 compete.	55	17 x 3 + 1 x 4	18 winners to knock-out, 14 byes, 4 compete.

MAT NO	DURATION	CATEGORY
--------	----------	----------

	NAME	CLUB	A-B	B-C	A-C	PTS	WINS	POS
A								
B								
C								

	NAME	CLUB	A-B	B-C	A-C	PTS	WINS	POS
A								
B								
C								

ON	OFF
----	-----

MAT NO	DURATION	CATEGORY
--------	----------	----------

	NAME	CLUB	A-B	C-D	A-C	B-D	B-C	A-D	PTS	WIN	P0S
A											
B											
C											
D											

	NAME	CLUB	A-B	B-C	A-C	PTS	WIN	P0S
A								
B								
C								

ON	OFF
----	-----

MAT NO	DURATION	CATEGORY
--------	----------	----------

	NAME	CLUB	A-B	C-D	A-E	B-C	D-E	A-C	B-D	C-E	A-D	B-E	PTS	WINS	PLACE
A															
B															
C															
D															
E															

ON	OFF
----	-----

8 PLACE KNOCKOUT SHEET

1	1	
5		
3	3	
7		
2	2	
6		
4	4	
8		

[illegible]

16 PLACE KNOCKOUT SHEET

COLUMN 1

COLUMN 2

COLUMN 3

COLUMN 4

1

1

9

1

5

5

13

3

3

11

3

7

7

15

2

2

10

2

6

6

14

4

4

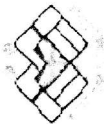
12

4

8

8

16



BRITISH JUDO COUNCIL

GRADING POOL SHEETS

V0.2 120328 GRM/PT/RO

4 PLACE GRADING POOL

Venue: _____

Date: _____

	NAME	1&2	3&4	1&3	2&4	2&3	1&4
1							
2							
3							
4							

Total Wins	Total Pts

	NAME or INITIALS	DOB or AGE	GRADE AT START	Yrs in Grade	KATA Performed and Passed	Which KATA Failed	Re - Try KATA by Date	NEW GRADE	ANY ADDITIONAL COMMENTS
1									
2									
3									
4									

ABBREVIATIONS: Win by Nage-Waza = N. Win by Kansetsu = K. Win by Shime Waza = S Win by Osaekomi = O

Wins must be by Waza-Ari or Ippon. Byes do not constitute wins and no points are awarded.

W
7N

BOX top entry: W, L or D
BOX btm entry Score/N,K,S or O

Referee.....Referee..... Referee.....

Recorders/s.....Grading Officer/ATO.....