

SHOW COMPETITION RULES



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History of this document

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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 another athlete of the same team.

The System will be organized 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 (to defend maximum 50% of the attacks).¹

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)². Every attack may be carried out right-handed or left-handed, at the free choice of the team. The same is valid for 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 strangulations. Choreography and additional actions are allowed, and attacks can be prepared by pre-attacks 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.

2 Categories

The categories, as defined in the JJIF Organization and Sporting Code 1.3.2.1 shall be applied.

2.1 Open class

Additional to the regular categories, the organization of an "Open Class" is possible. Here, a team with two (2) to four (4) athletes will compete against another team. Those teams can be formed in agreement with JJIF Organization and Sporting Code 1.3.2.1

¹ 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.

² For U16 and younger, it 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 Mat-referee (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 by the jury after the complete presentation. 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 to the final round to compete for 1st, 2nd and 3rd places, as described in the JJIF Organization and Sporting Code.

3.1 Regulations in case of a tie

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

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

3.2 Additional regulations for the final block

In case the organization permits, the use 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 take into account the execution of Ju-Jitsu techniques
- Show scores: shall take into account aesthetics, story and creativity, variety, time-limit and choreography.

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

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 execution of all martial art techniques, such as atemi (strikes, punches, and kicks), throws and take downs, locks, chokes and ground techniques. The score shall be given according to the following criteria:

- **Biomechanical logic** – The techniques must be executed and connected in a biomechanical logical way. Throws and take-downs shall include breaking the opponents balance and must force them to move.
- **Control** - Obvious and clear control at the end of each defence sequence. Proper defence³ of the weapons. Safe and adequate use of the additional item(s).
- **Effectiveness** - Techniques must be powerful, but with good control.
- **Speed** - A logical speed flow of the attacks, as well as of the defensive techniques.
- **Powerful attack** - Give more importance to the attack and to the first part of the 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** - Difference from the given time⁴.
- **Choreography**⁵ - Fitting to the chosen music.

5 Jury:

The jury shall be composed of three (3) licensed referees, each one from a different country (and, to the highest extent possible, different from the countries of the teams).

³ Avoid being hit or cut by the weapon.

⁴ **0.5 Points** reduction for each 15 seconds over time.

⁵ Only in final block, if applied.