

YOKOSO DUTCH OPEN FORMS RULES

Please note that Yokoso Dutch Open follows WAKO Rules ONLY for the categories recognized by WAKO. Yokoso Specific Rules are applied for all the division not recognized by WAKO.

WAKO Divisions and Rules:

- Hard Style Musical Forms
- Hard Style Musical Weapons
- Soft Style Musical Forms
- Soft Style Musical Weapons

Updated WAKO rules can be found here: <http://www.wakoweb.com/en/page/wako-rules-and-regulations/32/>

YOKOSO SPECIFIC RULES:

For all the other divisions the rules are defined by **Yokoso**:

- **General Rules for all Yokoso Only divisions:**

- Max 3 minutes for all the performances.
- 3 or 5 Judges (depends on the division).
- Judges will score only at the end of each division after all the performances.
- Athletes need to stay closed to the tatami area and be always ready to come back to the tatami to receive their score.
- 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 performance is ready to be scored the three judges show their score to each other only (not to the competitors or spectators).

The **center judge** will then look at the 3 scores to determine which one is the middle score (for example, a 9.1, 9.6 and a 9.5 – the 9.5 is the middle score. The other 2 scores must be .2 from the middle score. So in the example the 9.1 must be upgraded to 9.3.)

Other than this mandatory adjustment, a judge may not change his score. If no score is more than .2 higher or lower than the middle score, then there is no adjustment. After assuring that any necessary adjustment has been made the judges will scores to the audience, the competitors, and the scorekeeper as usual.

- **Traditional Forms – Hard Style:**

- Must use traditional moves only. Any altered or added moves are acceptable if added moves are traditional. A Japanese, Okinawan, Korean Tae Kwon Do or Tang Soo Do forms is acceptable. A Free Style form is not acceptable (no machine-gun kicking etc.) A traditional uniform must be worn. Weapons and music are not allowed.

- **Traditional Forms – Soft Style:**

- Traditional soft style is for Kung fu and Wushu forms only. Gymnastic type moves are permissible, provided that they are within the style. Added or altered forms are acceptable if moves are traditional to soft styles (Silat, Viet Vo Dao and other soft styles). A traditional uniform must be worn. Weapons and music are not allowed.

- **Traditional Weapons:**

- Weapons must be used. Traditional weapons forms from Japanese, Okinawan, Korean Tae Kwon Do or Tang Soo Do, Kung Fu or Wushu styles are allowed. Forms/Kata must have traditional skills such as strikes, blocking skills, etc.. Any altered or added moves are acceptable if added moves are traditional. A traditional uniform must be worn. No music is allowed. Light weapons are acceptable.

- **Team Traditional Sync Forms**

- Minimum 2 competitors per team. Must use traditional moves only. Any altered or added moves are acceptable if added moves are traditional. A Japanese, Okinawan, Korean Tae Kwon Do or Tang Soo Do forms is acceptable. A Free Style form is not acceptable (no machine-gun kicking etc.) A traditional uniform must be worn. Weapons and music are not allowed.

- **Team Open Forms**

Minimum 2 competitors per team. Music can be used.

Weapons are allowed.

Demo Teams are allowed.

At least 50% of the form need to be in sync.

PLEASE NOTE: Divisions with less than 5 competitors could be merged together with similar categories.

Special SCKA Divisions:

- **Scka Grand Champion Form:**

Traditional, Musical Forms and Weapons competitors compete all together to WIN the title of SCKA Grand Champion.

Best 5 competitors will go to the final in the Night Show.

Only Rules: Max 3 Minutes, No Team Forms Allowed.

- **Scka Weapons Battle:**

1 VS 1 Weapons Battles

Competitors challenge each other with best weapons combinations.

3 rounds per battle.

3 Judges for Style, Techniques, Creativity

Finals in the Night Show.

- **Scka Trick Battle:**

1 VS 1 Tricking Battles

Competitors challenge each other with best tricking combinations.

3 rounds per battle.

3 Judges for Style, Techniques, Creativity.

Finals in the Night Show.