

SKITA SCORESHEET

SPORT KARATE INTERNATIONAL
© copyright 2017-all rights reserved
NBL - Scoresheet 1/31/17

Judge's Last Name _____

Player's Last Name _____

Player Order # _____ Div # _____

FORMS/WEAPONS Contemp, Creative & Music	FORMS/WEAPONS Traditional	SELF DEFENSE Contemporary	SELF DEFENSE Traditional	BREAKING	SCORES ↓
BASICS	PERFECTION Upper Body Form	BASICS	BASICS	BASICS	
Score on quality of: 1. Speed 2. Focus 3. Power 4. Balance 5. Yell (kiai) 6. Breathing 7. Weapons (Most important if used) 8. Fluidity (Chinese only) Scoring Must be 20-25	Score on quality of: 1. Upper body posture 2. Hand techniques 3. Focus (eye contact) 4. Weapons (Most important if used) Scoring Must be 20-25	Score on quality of: 1. Speed 2. Focus 3. Power 4. Balance 5. Yell (kiai) 6. Breathing 7. Fluidity (Chinese only) Scoring Must be 20-25	Score on quality of: 1. Speed 2. Focus 3. Power 4. Balance 5. Yell (kiai) 6. Breathing 7. Fluidity (Chinese only) Scoring Must be 20-25	Score on quality of: 1. Speed 2. Focus 3. Power 4. Balance 5. Yell (kiai) 6. Breathing 7. Proper form in Execution Scoring Must be 20-25	
PERFECTION OF TECHNIQUES	PERFECTION Lower Body Form	SUCCESSFULNESS OF APPLICATION	SUCCESSFULNESS OF APPLICATION	SUCCESSFULNESS FOR DIFFICULTY	
Score on quality of: 1. Kicks (chambers) 2. Stance 3. Hands 4. Gymnastics (if used) 5. Weapons (Most important if used) Scoring Must be 20-25	Score on quality of: 1. Stances 2. Kicks (chambers) 3. Hip Rotation (Japanese) Scoring Must be 20-25	Score on quality of: 1. Kicks (chambers) 2. Locks/Holds 3. Hands 4. Throws 5. Gymnastics Scoring Must be 20-25	Score on quality of: 1. Kicks (chambers) 2. Locks/Holds 3. Hands 4. Throws 5. Gymnastics Scoring Must be 20-25	Score on quality of: 1. Kicks 2. Hands 3. Other techniques Scoring Must be 20-25	
DEGREE OF DIFFICULTY	PERFECTION Transition of Techniques	DEGREE OF DIFFICULTY	PERFECTION OF TECHNIQUES	DEGREE OF DIFFICULTY	
Score on quality of: 1. Kicks (chambers) 2. Stance 3. Hands 4. Gymnastics (if used) 5. Weapons (Most important if used) Scoring Must be 20-25	Score on quality of: 1. Stance to Stance 2. Transition - balance 3. Transition - focus (head turns) 4. Transition - kicks Scoring Must be 20-25	Score on quality of: 1. Kicks (chambers) 2. Locks/Holds 3. Hands 4. Throws 5. Gymnastics Scoring Must be 20-25	Score on quality of: 1. Kicks (chambers) 2. Locks/Holds 3. Hands 4. Throws 5. Gymnastics Scoring Must be 20-25	Score on quality of: 1. Number of breaks 2. Strength of material 3. Success ratio for difficulty Scoring Must be 20-25	
ENTERTAINMENT VALUE	PERFECTION Body Dynamics	ENTERTAINMENT VALUE	DEGREE OF DIFFICULTY	ENTERTAINMENT VALUE	
Score on quality of: 1. Showmanship 2. Creativity 3. Weapons (Most important if used) Scoring Must be 20-25	Score on quality of: 1. Speed 2. Power 3. Breathing 4. Yell (kiai) Scoring Must be 20-25	Score on quality of: 1. Showmanship 2. Creativity Scoring Must be 20-25	Score on quality of: 1. Kicks (chambers) 2. Locks/Holds 3. Hands 4. Throws Scoring Must be 20-25	Score on quality of: 1. Showmanship 2. Creativity Scoring Must be 20-25	

GYMNASTICS - Up to 7 gymnastics are allowed in contemporary forms & weapons & all SD divisions (not allowed in "Limited" divisions). Gymnastics can enhance a players score however must not be the main criteria in scoring. More than 7 will automatically DQ the player. Any amount are allowed in soft contemporary divisions. Techniques considered gymnastics include Cartwheels, Round-offs, Cartwheel Aerials (with or w/o twists), Front & Back Handsprings, Front & Back Flips, Front & Side Splits, Kip-ups & Barrell Rolls (*Touchdown Raizes are not considered gymnastics*)

MUSICAL DIVISIONS - Players in "Choreographed" divisions **CANNOT** use just background music. Occasional sound effects can be added but **CANNOT** be considered as part of the players' choreography requirement. The form must follow the rhythm (various beats) of the original music. The Promoter must have chosen one of the two following options:
Opt 2-a a) Judges will award one of the following musical choreography scores:
 1) 2 points = Sufficient choreography to music where an obvious attempt was made by the player to choreograph the majority of the form.
 2) 1 point = Attempted choreography of the form where only a few techniques are choreographed. For example the beginning &/or ending of the form.
 3) 0 points = Basically not choreographed. A few techniques may hit beats on purpose or accidentally.
 A total of 4-6 points = No deduction / 2-3 points = 0.05 point deduction off player's overall score / 0-1 points = DQ by Scorekeeper.
Opt 2-b b) Judges will not award a separate musical choreography score, but choreography will be reflected in Judges' individual scores &/or will be a final score reduction of 0.05 with that decision being made by the Center Referee, Arbitrator or with a majority vote of the Judges.

"LIMITED" DIVISIONS - No gymnastics allowed & no techniques allowed that involve player's head to invert while in the air (inc. aubitido, capoeira, touchdown raiz, side swipe, cork, misty flip, hyper fulls, flares, windmills, etc.). Weapons divisions do not allow intentional releases & the weapon cannot leave the hand/wrist proximity (up to 1"). A 0.05 deduction will be taken off the player's total score for each & every violation with that decision being made by the Center Referee, Arbitrator or with a majority vote of the Judges.


OVERTIME - The Scorekeeper must deduct 0.05 for every 10 seconds a player exceeds the time limit over 3 minutes (with exceptions).



If all 4 scores are 25 each, then the 9 above must be written over top as a 10, both here & on the reverse side of this sheet.

Transfer total score to backside



		
	Please print number LARGE	Please print number LARGE

Maximum deviation score that is allowed from second highest Judges' score is 0.03. Adjust any Judges' scores to 0.03 of the second highest score if necessary.



Maximum Deviation Score Revision