



Rules for Traditional Ju Jitsu Random Attack Competition:

1. Equipment: No protective gear allowed unless competitors wish to wear under gi groin guards. Competitors must rely solely on their Ju Jitsu techniques and skills.
2. Format: Each match consists of one attacker and one defender. The attacker will initiate random attacks, such as punches, strikes, kicks, grabs, or chokes, while the defender must effectively neutralise or counter these attacks.
3. Random Techniques: The attacking techniques should be completely random and unpredictable, adding an element of surprise to the competition. Participants should train to perform a variety of different strikes and grabs.
4. Duration: Matches will be 3 attacks to each round. Final round to perform 5 attacks
5. Scoring: Judges will evaluate the matches based on the defender's ability to effectively defend against and neutralise the random attacks. Points will be awarded for techniques such as throws, joint locks, strikes, and control techniques that demonstrate a dominant position without going to ground
6. No Intention to Harm: It is crucial to remember that Traditional Ju Jitsu competitions are not intended to harm or injure opponents. The focus is on technique and control, not brute strength or aggression. Excessive force or intent to harm will result in disqualification.
7. Respect and Sportsmanship: All participants must adhere to the principles of respect, discipline, and sportsmanship throughout the competition. Actions perceived as disrespectful, unsportsmanlike conduct, or unsafe behaviour may lead to penalties or disqualification.
8. Referee Decision: In case of any discrepancies or disputes during a match, the referee's decision is final and must be respected.
9. Progression: Winners of each match will progress to the next round of the competition, culminating in a final round to determine the champion.

These rules aim to establish a fair and safe environment for Traditional Ju Jitsu Random Attack competitions while allowing participants to showcase their skills and adaptability in real-life scenarios. Participants should always prioritise technique, control, and respect for their opponents.

The competitors will wear a WHITE or RED belt to correspond to the judges flags.

Both the competitor and chosen partner/attacker will enter the mat area on command of the Referee. The Referee will signal the chosen partner/attacker to leave the mat and obtain the attack for the 1st round.

Once the attacker has gained knowledge of the attack and the referee has signalled the attacker to re-enter the mat. The attacker MUST put their RIGHT hand behind their back and face the competitor.

The referee will say either WHITE or RED team to En Guard. **If the attack is a STRIKE, the attacker will stay in guard with their RIGHT hand behind their back.** This will stop the competitor identifying if a baton or knife will be used instead of a striking punch

If the attack is grab, strangle, or head chancery, the attacker will raise both their hands high above their head when the referee commands the relevant team colour to En Guard. The competitor/Defender will drop their guard and wait for the grab, strangle or head chancery.

The referee will give the command to the relevant team to attack, (i.e RED En guard, RED attack), whilst the red team perform their technique, WHITE team will stay still, standing to attention, with hands to the sides of their bodies, looking at each other ONLY, waiting for the referee to signal them to start

This is where the attacker will show the 'attack' they have been given.



The competitor/defender will perform a street effective technique to gain the judges point for that round. Round 2 and 3 are a repeat of the above.

When the rounds are complete, the referee will signal the attackers to leave the mat, so only the competitors of the WHITE and RED team remain.

The referee will move the competitors to face the judges and ask for the JUDGES DECISION.

The competitor that has 2 or 3 flags showing their belt colour wins the round and will progress to the next stage.

IF the competition is declared a draw, there will be one more "Sudden Death" attack to perform.

IF another draw if declared then the REFEREE will declare the winner.

THE REFEREE DECISION IS FINAL

JUDGING HINT

If both teams cannot be separated through their performed technique, Judges to look at discipline and attitude and respect as they enter the matted area to when they leave. When signalled to do so, did the attacker run off the mat to get their attack and run back on when signalled by the referee?

Judges to look at smartness of the gi.

There will always be something to separate the team and make a decision

ATTACKS (16)

STRIKES

Right roundhouse punch

Right overhead strike

Right straight punch

Right uppercut

GRABS/STRANGLES

Right hand straight wrist grab

Both handed rear strangle

Right hand lapel grab

Front double wrist grab

Both handed front strangle

Right handed cross wrist grab

Rear double wrist grab

Right arm side head chancery

WEAPONS – ONLY TO BE GIVEN TO SENIOR PURPLE BELT & ABOVE

KNIFE

Right hand straight knife to face

Right hand straight knife to stomach

BATON

Right hand overhead strike

Right hand reverse strike to opponents right side of their face (When performing this attack, the baton is to stay close to the body until ready to strike, this will stop any mistaken strike)

The videos of the attacks can be seen on association website
www.kyushinryu.com/competitonvideos