



United States Judo Association

Technical Official Supervisor's Manual

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USJA TECHNICAL OFFICIAL SUPERVISOR'S MANUAL

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I. PREFACE

The purpose of this document is to provide written reference materials for persons wishing to become trained and certified by the United States Judo Association (USJA) as Technical Official Supervisors. Although this manual should provide all the information needed to pass the written Technical Official Supervisor exam, and could be used as a home study mode, it is really meant to be used as the text for the formal Technical Official Supervisor training program presented by certified instructors.

The target audience for this manual and certification program are the Coaches, Senseis, and experienced Technical Officials who wish to become certified to train and supervise technical officials.

The process of creating brackets for tournaments has been included in this section as it is generally a little advanced for most beginning Technical Officials. Technical Officials Supervisors are free, of course, to train beginning Technical Officials on this material if they feel that they are up to it.

II. INTRODUCTION

The USJA Technical Official Training and Certification Program was instituted to meet the continual need for well-trained and qualified Technical Officials to serve at USJA-sanctioned tournaments. Although the program is designed to serve the specific needs of the USJA, the training materials are designed to be in compliance with all the applicable rules and requirements of the International Judo Federation (IJF) [references 1 – 5], and to expand upon and be compatible with similar training programs and materials published by the United States Judo, Inc. (USJI) [references 6 and 7].

The aim of the program is to provide a service, rather than to regulate or control. The program has been designed to train and motivate new Technical Officials, and to update the skills and recognize the professionalism of the many volunteers who already serve with such dedication as Technical Officials. There is no desire on the part of the USJA Technical Official Committee to place any extra burden upon Tournament Directors by mandating that volunteers must be certified before they can serve as Technical Officials. Rather, the committee seeks to support the existing efforts of Tournament Directors to train their volunteers by supplying a training curriculum, and by training and certifying Technical Official Supervisors who can provide training and motivation to the volunteers, and by giving recognition to those volunteers who actually receive the training. In keeping with its service-oriented mission, the program is meant to be revenue neutral.

As presently constituted, the training and certification program has two modules. The first module is directed toward developing worker-level Technical Officials. Its goal is to develop qualified Technical Officials who can serve in any of the following positions: 1) Contest Timer, 2) Osaekomi Timer, 3) Scorekeeper, 4) Bracket Keeper, or 5) Registration /Weigh-In Official. In order to become certified, a person must pay the training and examination fee,

receive the training, pass the written exam, and also pass a practical exam, which consists of working as a Technical Official at a tournament under the supervision of an experienced Technical Official Supervisor who can certify the candidate's performance. The certification is good for three years, and in order to stay current with this level of certification, a Technical Official must work at least three tournaments over the three year period.

The second module, known as the USJA Technical Official Supervisor Training and Certification program, is meant to cover the more intricate and complicated details involved in Technical Official work, and to develop qualified supervisors and trainers of the worker-level Technical Officials described above. Specifically, the second module is meant to train, develop, and certify people to serve as Table Supervisors and Head Scorekeepers (also known as Pairing Officials). This module also presents a training curriculum (which includes this text) that can be used to train and certify new worker-level Technical Officials. People certified as Technical Official Supervisors are required to go back to their home region and begin training and certifying new Technical Officials. The certification is good for three years, and in order to stay current with this level of certification, a person must work at least three tournaments over the three year period as either a Table Supervisor or a Head Scorekeeper, and also train and certify an average of at least one new Technical Official per year. Persons interested in becoming certified at this level must either already be certified at the lower level, or have a significant amount of Technical Official experience. More information can be obtained by ordering the USJA Technical Official Supervisor manual [8] from the USJA national office.

As presently constituted, the authority to certify individuals as Technical Official Supervisors is vested in the USJA Technical Official Committee, but it is hoped that at some early date the committee will also be able to add a Tournament Director Training and Certification module to the program. This module would cover the wide assortment of issues that arise when organizing and running a tournament, from liability issues and entry forms, to publicity and concession stands. Once certified as a Tournament Director, an individual will be authorized to train and certify new Technical Official Supervisors, who can in turn train, supervise, and certify new Technical Officials. In this way, the Technical Official training program can grow far beyond the efforts and abilities of the few members of the USJA Technical Official Committee. Persons with a significant amount of experience as a Tournament Director or Technical Official Supervisor, and who would be interested in certifying as Tournament Directors, are encouraged to contact the USJA Technical Official Committee Chairman.

Note: This course and booklet is designed to be used in conjunction with, not instead of, the USJA Technical Official Certification Manual.

III. BRACKET MAKER

The Bracket Maker has a complex and important job. Failure to properly prepare the brackets can result in a disorganized, unfair, and even unsafe tournament. As such, it is generally considered above the level of a beginning technical official.

Most Tournament Directors list the pairing method in the tournament flyer. In order to successfully and safely make the brackets for a tournament, a Bracket Maker must have the following information:

1. Copy of the Tournament Flyer – At some events, especially small and medium-sized events, there are numerous exceptions to standard weight, age and skill categories listed in the flyer. For example, many tournaments guarantee that junior competitors will all receive a trophy or medal. This would require divisions small enough to allow this, since most tournaments only award 1st, 2nd, and 3rd places.
2. Tournament registration forms or information on players – You simply cannot make good brackets without the right information. Specifically, you need to know the following:
 - a. Name
 - b. Gender
 - c. Weight
 - d. Age
 - e. Rank
 - f. School
3. Blank bracket forms – Since many tournaments run different pairing systems for different divisions, you will probably need copies of all of them.
4. Any specific instructions from the Tournament Directors not listed above – Sometimes a Tournament Director might want certain things done in a bracket, such as making sure two twins from the same school are on opposite sides of their divisions, or that the lowest ranked competitor in the division gets the bye, if there is one, etc. This should also include a detailed breakdown of what decisions the Bracket Maker is allowed to make and what decisions must be routed through the Tournament Director.
5. Problem Sheet – Basically, this is a written form detailing whatever problems or circumstances that must be addressed, and should also indicate what the final solution was and who agreed to that solution. For example, if two divisions needed to be combined to make a competitive division, and this was agreed to by the participating players/coaches and the Tournament Director, then both the problem and the solution would be listed. This sheet also allows you to limit the number of times you have to approach the Tournament Director with problems. A blank “problem sheet” is included.

Sample Bracket Sheets and Blank Bracket Sheets are included in the back of this manual. You are free to copy and use these for practice and for actual tournaments.

A. Round Robin Brackets

A “Round Robin” division is basically where each member of a division fights each member of that division once. The winner of the division is the person with the most wins, or, if there is a tie, the person who achieves whatever tie-breaking criteria are used. The most common tie-breaking criteria are points awarded for the type of win, as detailed in the chart below:

<u>Highest Score/Penalty for Winner</u>	<u>Points</u>
Ippon/Hansoku Make	10
Waza-ari (or Opponent’s 3 shidos)	7
Yuko (or Opponent’s 2 shidos)	5
Koka (or Opponent’s shido)	2
Decision (no score through “Golden Score”)	1

However, the Tournament Director is free to come up with whatever system he or she wishes, as long as all the players know about it. The Bracket Keeper is the person who will actually use the system, but the Bracket Maker needs to have an awareness of what information must be recorded to effectively use the system. A sample Round Robin bracket sheet and a blank Round Robin bracket sheet are included.

Round Robin divisions are generally used for divisions with three, four or maybe five competitors. They are terrific for ensuring that everyone gets a lot of matches, but can be time-consuming for larger divisions. For example, a five-person Round Robin would have ten matches, but an eight-person Round Robin division would have 28 matches.

Another consideration is that if, for some reason, one person does not get to fight everyone in the division (i.e. because of injury or disqualification), then every match that person did fight in must be disregarded. Otherwise, the point system does not work.

Below is a four-person sample of a Round Robin division, along with a blank summary sheet.

Division: **Women's Lightweight Master's Division, ages 30-39**

Competitors: **Isabel Ippon (#1), Wanda Waza-Ari (#2), Yolanda Yuko (#3) and Karen Koka (#4)**

Round #1	W/L	PTS	AUDIT
1. I.I.			
2. W.W.			

Round #1	W/L	PTS	AUDIT
3. Y.Y.			
4. K.K.			

Round #2	W/L	PTS	AUDIT
1. I.I.			
4. K.K.			

Round #2	W/L	PTS	AUDIT
2. W.W.			
3. Y.Y.			

Round #3	W/L	PTS	AUDIT
1. I.I.			
3. Y.Y.			

Round #3	W/L	PTS	AUDIT
2. W.W.			
4. K.K.			

Summary Table

Player	Round 1			Round 2			Round 3			Totals		
	W	L	PTS	W	L	PTS	W	L	PTS	W	L	PTS
1. I.I.												
2. W.W.												
3. Y.Y.												
4. K.K.												

B. Single Elimination

Single Elimination is a system whereby the winner advances and the loser is eliminated, until the final two contestants play. The winner of this match is the 1st Place winner, and the loser is the 2nd Place winner. Both of the contestants who lost the immediately preceding round are the 3rd Place winners.

Single Elimination is a very quick method of completing divisions. For example, a division of eight players would yield only seven matches. The problem with the Single Elimination system is that if the two best players fight in the first round, then one of them is eliminated and a lesser player might get the 2nd or 3rd Place medal.

Generally Single Elimination is seldom used in Judo tournaments, except in the case of Team Competitions, and usually because of time considerations. For example, even with Single Elimination, an eight-team, five-person per team division would result in 35 matches.

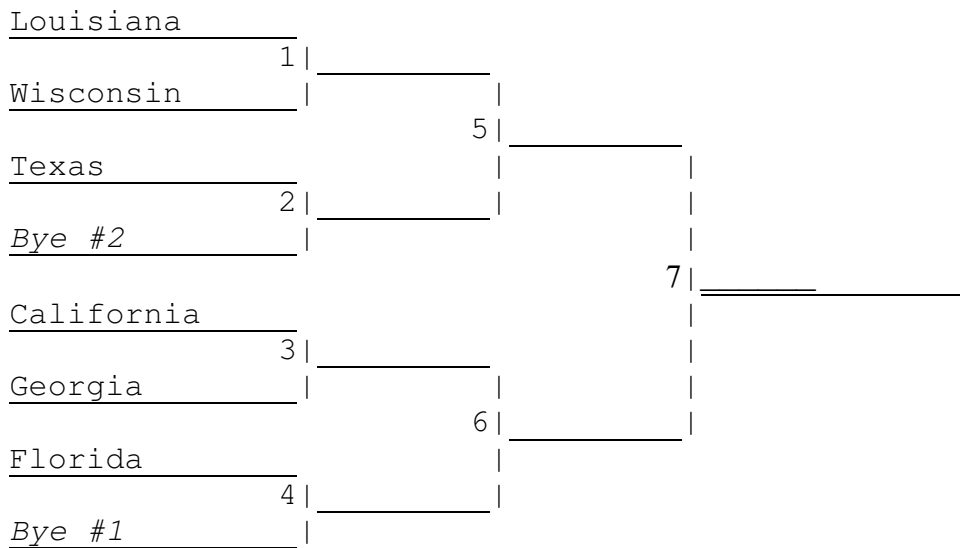
Another time when Single Elimination might be used is when all of the competitors are “ranked”, so that the only way the first and second ranked competitors can fight is in the final round.

A four-person bracket can be used for two to four players, an eight-person bracket can be used for five to eight players, a 16 person bracket can be used for 9-16 persons, etc. Of course, this also applies to teams.

Below is an example of an eight-team Single Elimination bracket used for a six team division.

Division: **Men’s Team Competition.**

Teams: **Louisiana, California, Florida, Texas, Georgia, and Wisconsin**



Now, Matches 2 and 4 of this bracket would not actually be fought (as they are “Byes”, but have been left in to demonstrate the chart itself.

C. True Double Elimination

True Double Elimination is a system whereby each contestant is still in the contest until he or she has lost twice. A player can lose in the first round and still come back up through the division and win the division. Not only does this prevent the problem of having two best players fight in the first round, but it allows competitors to “recover” if they lose a match to a less skilled player. However, at the second loss, a player is eliminated from advancing in the division.

However, the division will take much longer to resolve. Using our standard 8-person division, it could take up to 15 matches to determine 1st, 2nd and 3rd place winners in this division, which is more than Single Elimination but less than Round Robin divisions.

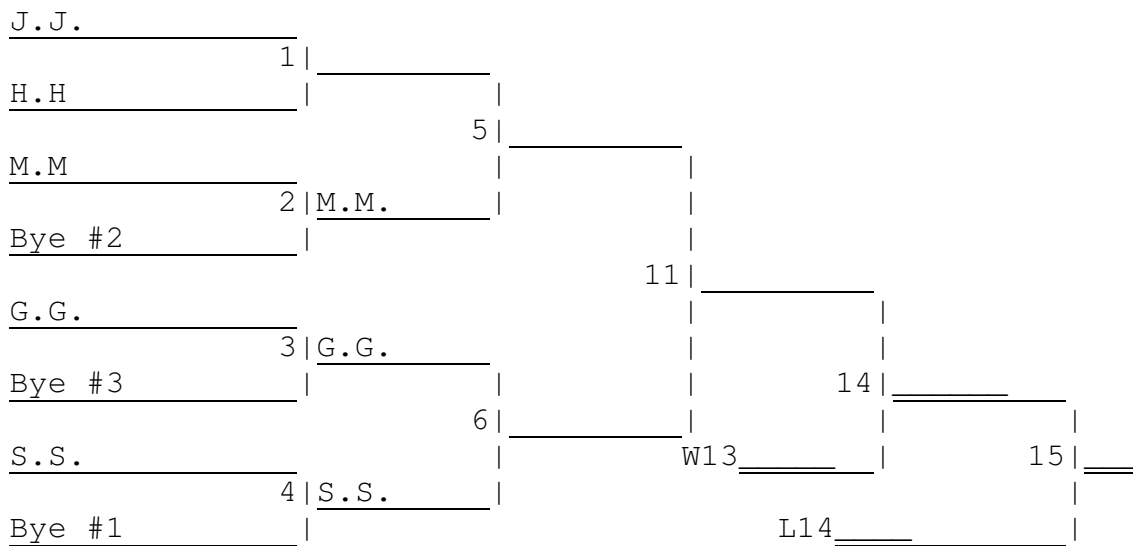
A two-person “best two out of three” division is, in actuality, a two-person True Double Elimination division.

Below is an example of an eight-person double elimination bracket used for a five-person division. Again, all matches are numbered, even those that are not fought due to Byes

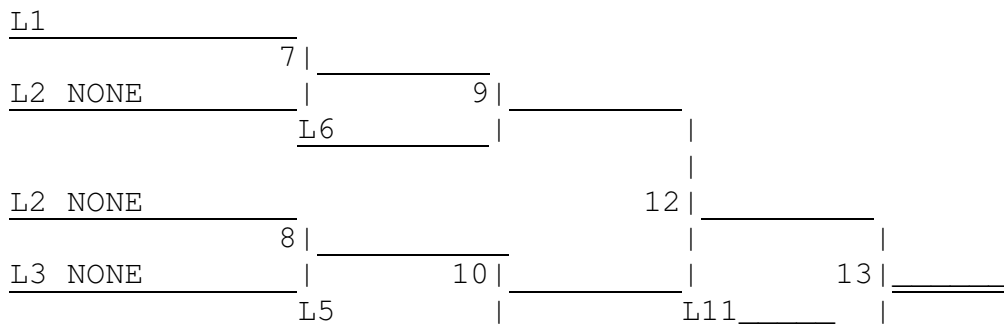
Division: **Men’s 161# Novice Division.**

Players: **John Jime, Mike Morote, Gary Gari, Shaun Shiho and Harry Hiza**

Winner’s Pool



Loser’s Pool



In the above match, if the winner of Match 13 (the loser’s bracket) loses Match 14, then Match 15 is unnecessary and the winner of Match 14 is the 1st Place winner. Otherwise, the winner of Match 15 is the 1st Place winner. The loser of Match 15 (or match 14, if there was no Match 15) is the 2nd Place winner and the loser of Match 13 is the 3rd Place winner.

D. Modified Double Elimination

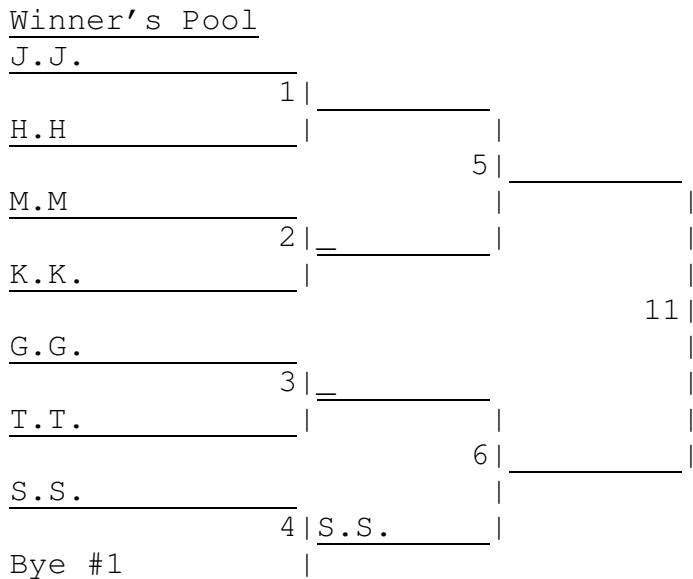
This elimination system is also known as the “True Winner” division, because it is set up so that a player who has never lost in the division never has to play someone who has lost in the division. There is a “loser’s bracket” to determine the advancement of those who have lost a match. At the completion of this division, the 1st place winner will have no losses in the division, the 2nd place winner will have exactly one loss in the division, and the 3rd place winner will be the last person the 2nd place winner defeated.

This is somewhat quicker than the True Double Elimination, as it has a maximum of 13 matches for an eight-person division. At one time, this was the most popular elimination system, but has, of late, been replaced with either the Round Robin system (for smaller divisions) or the True Double Elimination system (for larger divisions).

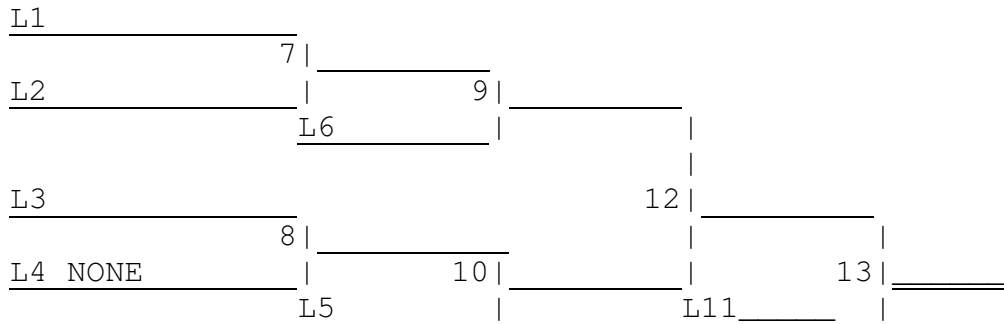
Below is an example of an eight-person double elimination bracket used for a seven-person division. Again, all matches are numbered, even those that are not fought due to Byes

Division: **Men’s 161# Novice Division.**

Players: **John Jime, Mike Morote, Gary Gari, Shaun Shiho, Harry Hiza, Tim Toketa and Karl Kesa**



Loser's Pool



In the above match, the winner of Match 11 is the 1st Place winner, the winner of Match 13 is the 2nd Place winner, and the loser of Match 13 is the 3rd Place winner.

E. Repechage and Other Elimination Systems

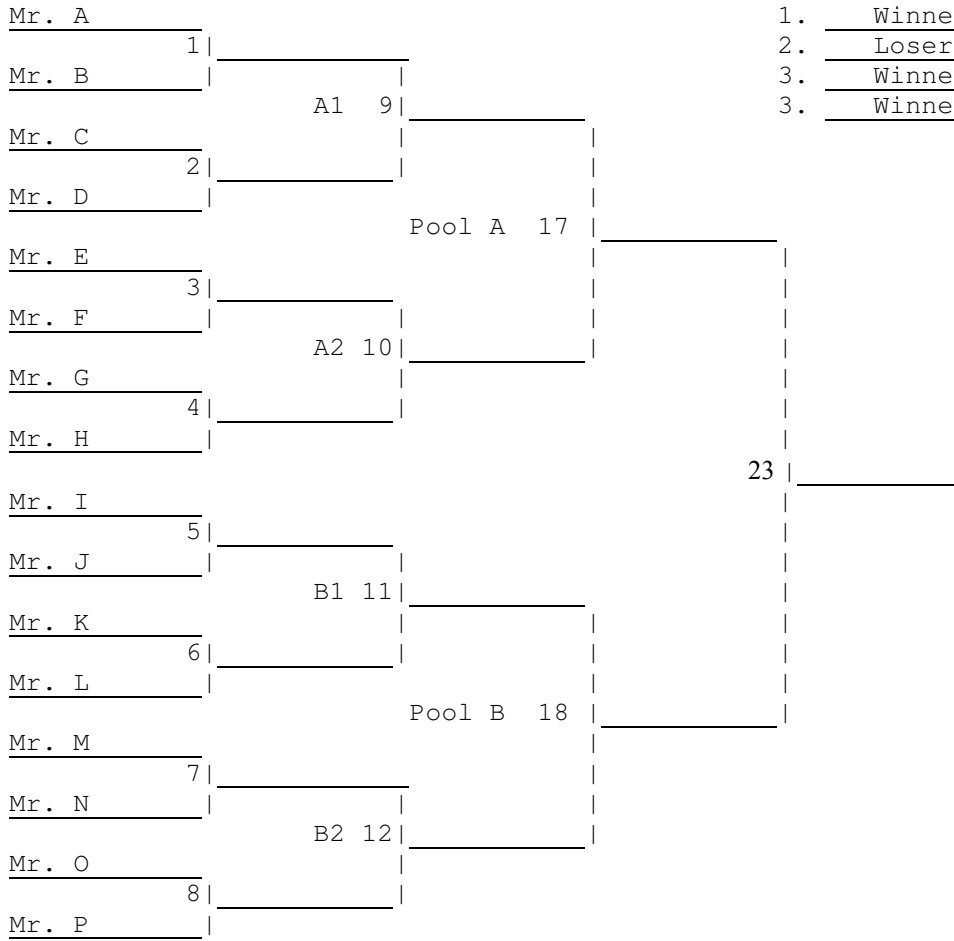
The Repechage systems are elimination systems generally reserved for large divisions, usually more than 30 players. Basically, it is dividing a large division into two (or sometimes four) elimination pools. The top placer in each pool and those who lost to them advance to a final competition.

Some tournaments, usually “promotion” tournaments, will feature a “winner stays up” format, or sometime a “loser stays up” format. Sometimes, a visiting champion might have a “champions” division, where all the other entrants fight the champion once. Try experimenting with some Dojo tournaments and find out what types of elimination systems work well.

Since the Double Repechage system is so commonly used at big tournaments, we have provided a sample copy of that system for a sixteen player division on the following page. In this example, the players are divided into two pools, and they are designated as A and B. The “R1”, “R3”, etc. refers to the player which the winner of the pool played in that round. The repechage bracket cannot be completed until the winners of matches 17 and 19 are known.

Double Repechage System

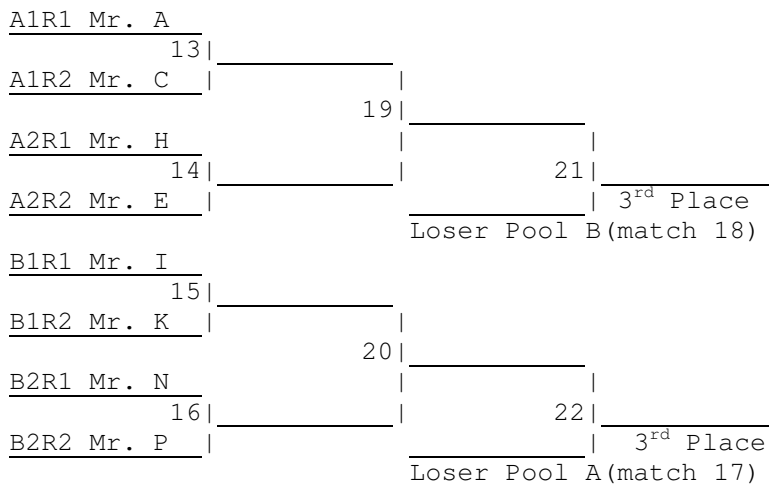
Winner's Bracket



Final Rankings

1. Winner #23
2. Loser #23
3. Winner #21
3. Winner #22

Repechage Bracket



F. Texas Match Card System

The Texas Match Card System is not an elimination system, but rather a system for scheduling the match times for the competitors. Basically, each potential match in each division is assigned a number and a mat, and the player receives a “match card” which shows their first match. After they complete the match, the table workers write the next match number on their cards and return it to the players.

This system is pretty efficient, especially at large tournaments with a lot of divisions and/or players. In order to properly institute the Texas Match Card System, you need to do the following, to wit:

1. Divide all of the players into their divisions and create the appropriate bracket system (Round Robin, Double Elimination, etc.) for each division and count the maximum possible number of matches per division.
2. Divide the divisions among the allotted mats so that each has approximately the same number of matches. NEVER split a division among separate mats.
3. Give each possible match on each mat a number, starting at one and moving up. Make sure that you leave enough numbers between the matches in a same division so that the players should not have to worry about fighting matches within 10 minutes of their last match.
4. It is vital that this is done with sufficient time before the start of the tournament to double check all of the match numbers, watching out for repeated numbers, moved mats, etc. Most tournaments that use this system close registration the day before the tournament.
5. Each player must have a Match Card prepared and given to them, with the player’s name, division, mat, and first match number. A sample is included on the next page.
6. It is important that you double check that each division is assigned to a mat and has match numbers assigned to each possible match.
7. It is important that you double check that each player in each division has a match card and that the first match number of each player is correctly noted on the card.

ALL AMERICAN JUDO CLASSIC

Aug 27, 2003
Chicago, Illinois

Name: Mr. A
Division: Masters Men 161 pound

Rank: Shodan
Mat #: 3

Winner's Bracket:

	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7
Match #	3						
Opponent	Mr. B						
Rank	Ikkyu						
Results							

Loser's Bracket:

	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7
Match #							
Opponent							
Rank							
Results							

IV. REGISTRATION SUPERVISOR

The Registration Supervisor is generally the person responsible for making sure that all of the competitors have properly completed their entry forms, verified their age, rank, gender, insurance coverage, etc. and provided all copies of necessary documents to do so. He/she also ensures that the players are weighed in correctly and accurately, and that the players are properly assigned to their divisions in preparation for the tournament itself.

Obviously, it is impossible in all but the smallest of tournaments for one person to do all of these activities, so the Registration Supervisor must try to place his/her Technical Officials so that this job is conducted as efficiently as possible. In the USJA Technical Official Training Manual, individual job descriptions of each are discussed. Instead of repeating this information, this manual will instead focus on some useful tips for delegating these tasks. Some of these things are not really "Technical Official" duties, but would fall under the control of a Registration Supervisor.

Registration Table Workers are responsible for making sure that all of the forms are properly completed, that the registration fees are collected, and that any verifications of age, rank, insurance, etc. have been made. This job requires someone who is detailed and thorough, but who also deals well with the public. Even at small tournaments, this is at least a two-person job, and at larger ones there may be several people working the registration table.

This is not a good job for someone who has been up all night taping mats together, or someone who has difficulty dealing with strangers, is quick-tempered, or has trouble dealing with a lot of tasks at once. This is usually a great place for parents, especially those with good personalities. It is also a good place for older, higher-ranked students, but often they are needed more elsewhere.

At medium to large tournaments, you will save yourself a lot of time and energy by making sure you have at least one very competent problem-solver at the registration area.

Weigh-In Workers are very important to the tournament, but their task is relatively simple compared to other Technical Official duties. The key factor for choosing someone here is that the person can consistently perform this job without bias and without being influenced by calls of “it’s just a quarter of a pound.” Obviously, you need to either have separate male and female weigh-in workers or alternate them out. Also, let your workers know that all minor competitor should be accompanied by a coach or parent. Emphasize to them that legible handwriting is a must.

Bracket Makers have the most difficult job of the pre-tournament Technical Officials. As detailed earlier, they are responsible for gathering and collecting all entry forms (or player information), sorting the players into their respective divisions, creating brackets for those divisions, and then sorting out those divisions among the available mats. Usually, the Registration Supervisor does this, with some assistance at larger tournaments.

A Bracket Maker needs to have a good head for systems and patterns, and whoever is in charge of this section needs to have a really good manner in dealing with people. It is important to note that there will always be problems in making brackets that adversely affect the running of the tournament. Always allot more time than necessary for making the brackets, and be prepared to remake every division at least once. If you try to “cheat” a division on a last minute change, it will usually end up coming back to haunt you. Do it right the first time.

Additional personnel, such as runners, greeters, and assistants, might be necessary and/or beneficial at larger tournaments, but these should take the lowest priority when filling the slots.

V. TABLE SUPERVISOR & HEAD SCOREKEEPER/LEAD PAIRING OFFICIAL

The Table Supervisor and Head Scorekeeper (or Lead Pairing Official) are the mat-side supervisors for the actual tournament, and must effectively run their areas during the chaos of a tournament day. In addition, these individuals must place those under them in the positions best suited for the smooth and efficient running of their duties.

The **Table Supervisor** is the individual who controls and runs the scoring table. They are responsible for making sure that the match time is properly counted, the scores are properly

placed, and the match is scored correctly. At smaller tournaments, the Table Supervisor usually has to cover one of the other jobs as well, usually scoring. At larger tournaments, the Table Supervisor can stand behind the table and supervise all of the other jobs. If you are training several new Technical Officials at a table, it is best to have a Table Supervisor who is not tied down to a specific job.

The Table Supervisor should talk to the Head Referee of each mat, and all of the Referees on that mat if possible. The Table Supervisor should also be the liaison between the Referees and the scoring table crew. Finally, the Scoring Table Supervisor needs to have a system of communication with the Head Scorekeeper/Lead Pairing Official to find out such information as the division being fought, so he/she can find out how long match times are. Remember, the Scoring table does not deal with players, coaches, fans, or anyone except the Referees and, to a limited extent, the Lead Bracket Keeper.

VI. SUMMARY AND CONCLUSIONS

In summary, this manual has provided an introduction to the USJA Technical Official Supervisor training and certification program, as well as how to create brackets for several different types of divisions. This document has also provided instructions on how to train, choose and supervise as Contest Timers, Osaekomi Timers, Scorekeepers, Bracket Keepers, and Registration/Weigh-In Officials. By studying the material in this manual, you should be prepared to pass the written certification exam and to serve as a Technical Official Supervisor at a tournament, and be able to train and certify Technical Officials. You can become certified as a Technical Official by paying the certification fee, passing the written exam, and serving as a Technical Official at a Judo tournament under the supervision of an experienced Technical Official who can verify your performance.

As members of the USJA Technical Official Committee, we thank you most warmly for your service to the sport of Judo, and wish you well as you serve as a Certified Technical Official Supervisor.

VII. REFERENCES

- [1] “Refereeing Rules,” *IJF Referee Commission*, available online at www.ijf.org.
- [2] “IJF Referee Manual,” *IJF Referee Commission*, available online at www.ijf.org.
- [3] “2002 New Rules and Interpretations,” *IJF Referee Commission*, 2002 Junior World Championships, Jehu, Korea, available online at www.ijf.org.
- [4] “Minutes of the IJF Referee Commission Meeting,” Daegu, Korea, April, 2003, available online at www.ijf.org.
- [5] “1999 – 2001 Refereeing Rules Amendments,” *IJF Referee Commission*, 2001 Munich Ordinary Congress, Munich Germany, available online at www.ijf.org.
- [6] “Technical Officials Manual,” compiled and edited by Tawni McBee, Technical Official Subcommittee Chairperson, Technical Officials Subcommittee, *USA Judo*, Colorado Springs, CO, August, 2000.
- [7] “Tournament Guide and Policies for Local and Regional Events,” Tournament Subcommittee, *USA Judo*, Colorado Springs, CO, revised, March 2003.
- [8] “USJA Technical Official Training Manual,” Technical Official Committee, *United States Judo Association*, Colorado Springs, CO, revised, August, 2003.

APPENDIX A

GLOSSARY OF JUDO TERMS FOR TECHNICAL OFFICIALS

Gi – Judo uniform

Hajime – Begin

Hansoku-make – Disqualification for a grave infraction

Ippon – Full Point (results in a win)

Koka – Minor Score

Matte – Stop

Osaekomi – Hold down, or pin (Osaekomi time starts)

Shido – Minor infraction

Sonomama – Don't Move (Match and Osaekomi time also stops)

Soremade – Match is over, that is all

Toketa – Hold down or pin broken (Osaekomi time stops, score signaled)

Tatami – Judo mat

Waza-ari – Almost Ippon

Yoshi – Continue (clocks start again)

Yuko – Almost Waza-ari

APPENDIX B

QUICK REFERENCE CARDS FOR TECHNICAL OFFICIALS

CONTEST TIMER

The Contest Timer keeps track of the amount of time that the contestants have actually been playing, not the amount of time since the match began. Specific actions that should be taken for each Referee's command are shown below. This table is adapted from the on-line version of the IJF Referee Manual [2]. This table assumes that manual scoreboards are being used. If that is not the case, disregard the instructions for the yellow flag.

Referee's Command	English Meaning	Contest Stopwatch	Yellow Flag
hajime	begin	start	down
yoshi	carry on	restart	down
matte	stop, wait	stop, do not reset	raise
sonomama	don't move	stop, do not reset	raise
osaekomi	hold down	keep stopwatch running event if contest time expires til ippon, soremade, or toketa	not used
toketa	broken	if time has expired stop, sound the bell, contestants must leave tatami before resetting	not used
ippon	full point	stop, contestants must leave tatami area before resetting	not used
waza-ari awasete ippon	2 half pts make 1 full point	stop, contestants must leave tatami area before resetting	not used
soremade	that is all	stop, contestants must leave tatami area before resetting	not used
		if time expires, sound the bell, do not reset until contestants leave tatami	

OSAEKOMI TIMER

The Osaekomi Timer keeps track of the amount of time one contestant is able to hold his opponent down in a pin. The actions that the Osaekomi timer should take based on the Referee's instructions are shown below. This table is adapted from the on-line version of the IJF Referee Manual [2]. This table assumes that manual scoreboards are being used. If that is not the case, disregard the instructions for the green flag.

Referee's Command	English Meaning	Osaekomi Stopwatch	Green Flag
osaekomi	hold down	start	raise
sonomama	don't move	stop, do not reset	down
yoshi	carry on	resume timing	raise
toketa	broken	stop & score accordingly : 10>15 koka; 15<20 yuko; 20<25 waza-ari; 25 ippon reset clock	down
		watch reads 20 seconds if previous waza-ari or keikoku (sogo gachi), ring bell	down
		watch reads 25 seconds ring the bell, (ippon). Do not reset until contestants leave the tatami.	

SCOREKEEPER

There are generally two Scorekeepers, one for the blue contestant, and one for the white contestant. The Scorekeepers keep track of the scores, penalties, and medical examinations assigned by the referee. Scorekeepers must only take instructions from the Referee, and must ignore corner judges, coaches, and spectators. The scoring and penalty system is summarized in the chart below.

Score (in order from lowest to highest)	Equivalent Penalty
Koka	Shido
Yuko	2 Shido
Waza-ari	3 Shido
Ippon (Win)	4 Shido or Hansoku-make (Loss)

A score of Ippon or a penalty of Hansoku-make automatically ends the match. Two Waza-aris add up to Waza-ari Awasete Ippon, and confer a win. A player may accumulate any number of Yukos or Kokas, but no amount of Kokas are worth a single Yuko, and no amount of Yukos are worth a single Waza-ari.

When one player is assigned a penalty, the opponent is awarded an equivalent score, as shown in the chart above. However, a player may only have one penalty marker at a time, and the opponent may have only one equivalent score (associated with penalties) at a time. When a subsequent penalty is assessed, the first penalty marker is taken down and the second penalty marker is displayed, while from the opponent's scoreboard, the first equivalent score is taken down and the next equivalent score is displayed. This procedure is admittedly somewhat complicated, and requires the close attention and cooperation of both Scorekeepers.

All medical exams are to be recorded by placing a cross on the scoreboard, unless the Referee specifically instructs you not to record the exam. This will usually occur only when the injury was due to an illegal act by the opponent.

Don't clear the scoreboard until both contestants have left the mat.

BRACKET KEEPERS

The Bracket Keeper is responsible for recording how the players advance in the bracket sheets. Characteristics of popular elimination systems are given below.

Single Elimination – Once you lose you are out of the tournament. The winner will have never lost, and the second place winner will only have lost to the winner.

Double Elimination – You have to lose twice to be put out of the tournament. It is possible to win even if you have had one loss.

Modified Double Elimination – Each player is guaranteed at least two matches. The winner will be undefeated, the 2nd place winner will have one loss, and the third place winner will have two losses.

Round Robin – You compete against everyone in your division, and the winner is determined first by the number of wins, and then by the number of points. The number of points given for each type of win is shown below.

Points	Type of Win
10	Ippon or Hansoku-make for opponent
7	Waza-ari
5	Yuko
3	Koka
1	Yusei-gachi (Judges' Decision)

Double Repechage – The 1st place winner is the winner of the winner's bracket, the 2nd place winner is the loser of the final match in the winner's bracket. There are two 3rd place winners, who are determined by using two "repechage" brackets. Not all losers will get a chance to play in a repechage bracket, but only those who lost to semi-finalists or finalists in the winner's bracket.

The Bracket Keeper or an Assistant is responsible for staging the athletes. Sometimes this is done via the Texas Match Card system. In this case, the players should bring their card to the table three matches before they are scheduled to compete. Issue first, second, and final calls to players who are late, and then signal the Referee to give the win to the other player by default. After each match, record the results of the current match on the Texas Match Card, and record the match number, opponent, and opponent's rank for the player's next match, and then return the match card to the player.

Make sure each player is wearing the proper color gi or sash before they enter the contest area.

REGISTRATION/WEIGH-IN OFFICIALS

Registration Officials must accept the registration fees and registration forms from each player. The forms must be checked to see that they are filled out properly and that all applicable waivers and certificates have been signed by the proper people. The Registration Officials must check the membership card from one of the three national Judo associations, to verify the rank and insurance of each player. The age of each contestant must also be verified using an acceptable form of ID, such as a birth certificate or passport. The gender, age, rank, and estimated weight of the player must be checked against the division(s) in which the player wishes to compete to verify that the correct division(s) is checked. Once all the registration materials of the player have been verified, a weigh-in card is generated for each player and the player is sent with the card to the weigh-in room for their gender.

The Weigh-In Official must collect the weigh-in card from the player, weigh the player, initial the card, and get the player to also initial it. When weigh-ins are complete, the weigh-in cards must be turned over to the Head Scorekeeper to perform the draw.

APPENDIX D

Sample and Blank Bracket Sheets

In order to save space, sample and blank bracket sheets are included in a separate, supplemental workbook.