

Proposal new Rules for ~~(Duo)~~ Show Ju Jitsu

At the European Technical Meeting held in Slovenia Planica from 10 till 12 March 2016 members of the 4 different sessions discussed the possible future of Ju Jitsu. The follow up meeting was from the JJIF 2018 in Bansko.

Which are the positive things?

- It's free with a lot of creativity
- Easy (just start, referee must not tell the attacks)
- Two variation inside the scoring (technical score — show score)
- Interesting for the audience because of the combination of Ju-Jitsu technics and show
- One more chance to get a medal
- Flexible
- Can be modify
- Easier step in in a competition

Where are the problems? What can we optimize?

- The Name!! "Duo Show"
- Too long (3 minutes!!) — it is prolonged
- Referee are no specialist in this discipline and they "do not like"
- Referee are forced to judge
- Not enough education at all
- "no rules"
- Less participant
- Not full accepted

How could we solve those problems and create a better and attractive system? There for we have the following solutions and proposals.

- Change the Name! It is not Duo, it is Show! Proposal is to add a new item. So we will have Ju-Jitsu Show, Ju-Jitsu Duo, Ju-Jitsu Fighting and Ju-Jitsu Ne-waza!
- Reduce the time. 1:30 (max 2:00) minute is enough. Not so many technics — it must be a "firework"!
- 4 technics (attacks from Duo must be inside)
- They have to show minimum 2(3) Atemi, 2(3) throws, 2 locks or strangulation
- Weapons / accessory allowed (no real or illegal weapons)
- Clear rules (as well for the judging)
- Maybe with music
- Education for all
- Specialist as referee with a high technical experience (License?)
- Elimination round and final round

In the competition, the teams should show only one time their show. The best fore (4) teams will be in the finals. (we save time and it is more spectacular, because we see a lot of variety)

Proposal Ju Jitsu Show Rules (valid from 01.01.2019) (Version 1)

| <u>Old</u> | <u>New</u> |
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| Section 1 Generalities | Section 1 Generalities |
| a. The JJIF-Duo Show System is aimed at presenting a free choreography of defence actions of one contestant against attacks from a contestant of the same team. | a. The JJIF- Duo Show System is aimed at presenting a free choreography of defence actions of one contestant against attacks from a contestant of the same team. |
| b. The attacks can be chosen from the 20 attacks of JJIF Duo System where they are divided into 4 series of 5 attacks each: A. Gripping attacks B. Embracing and neck lock attacks C. Punches, strikes and kicking attacks D. Weapon attacks ⁽¹⁾ The attacker is allowed to use one soft stick and one rubber knife. The stick shall be between 50cm and 70cm. | b. The attacks can be chosen from the 20 attacks of JJIF Duo System where they are divided into 4 series of 5 attacks each: a. Gripping attacks b. Embracing and neck lock attacks c. Punches, strikes and kicking attacks d. Weapon attacks |
| c. The team is free to choose 10 attacks, minimum 2 from each series! | c. The team is free to choose min 4 4 - 6 attacks from the Duo series, minimum 2 from each series! They must show minimum 2 Atemi, 2 throws, 2 locks or strangulation. The attacker can use one soft stick and one rubber knife. The stick shall be between 50cm and 70cm. Remark: For U15 and younger is not allowed to use weapons! |
| d. Choreography and additional actions are allowed, and attacks can be prepared by pre-attack such as pushing, Atemi, pulling. | No change |
| e. Every attack can be carried out right-handed or left-handed at the free choice of the team as well the respective position of the feet. | No change |
| f. 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) The role as attacker and defender can be changed during the presentation. | No change |
| e. When the same couple is involved in consequent matches, a recovery time of maximum 5 minutes will be allowed between the two matches. | No change |
| f. One provisionally weapons of self-defence is allowed to be used during the presentation and to defend maximum 2 attacks | f. One provisionally weapons of self-defence is can be used during the presentation and to defend maximum 2 50% of the attacks |
| g. Each presentation shall last maximum 3:00 min. | g. Each presentation shall last maximum 3 2:00 min. |

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| | <p>h. The Duo Team can use object (max. 2 items), which support the idea of the show!</p> |
| Section 2 Categories | Section 2 Categories |
| <p>a. A couple may be formed without any restrictions at all, such as weight or grade. Age categories must be respected (Appendix Categories and Age divisions). The following categories will be distinguished: Men, women and mixed.</p> | <p>A couple (2 athletes) may be formed without any restrictions at all, such as weight or grade. Age categories must be respected (Appendix Categories and Age divisions). The following categories will be distinguished: Men, women and mixed (2 athletes). Open Class with 2- 4 athletes (only Open Class 2 – athletes, men, women and mixed is a team of 2 person)</p> |
| Section 3 Course of the Match | Section 3 Course of the Match |
| <p>a. The couples stay facing one another in the middle of the competition area approximately two meters apart. The first drawn couple (Couple 1) has red belts and stays on the MR's right side. The second couple (Couple 2) wears blue belts. At the sign of the MR the couples will make a standing bow first to the Mat-referee and then to each other. Couple 2 leaves the contest area.</p> | No change |
| <p>b. The demonstration starts, when the MR announces "Hajime".</p> | No change |
| <p>c. The scores of the presentation will be given after the complete presentation by the Jury. Upon the Mat-Referee's command "Technical Score- Hantai" or "Show Score - Hantai" they hold their respective score table over their head.</p> | No change |
| <p>d. After the two demonstrations the match has finished. The two couples take the same position as in the beginning of the match on request of the MR. The MR asks the secretary for the winner and shows it by raising the hand and calling the respective colour of the belt</p> | No change |
| <p>e. If the total points of the two couples are equal ("Hikiwake"), the team with the higher technical score wins the match. If the technical score is equal as well an additional demonstration of 3 attacks will be scored. Now the blue couple will start.</p> | No change |
| <p>f. After the MR announces the winner he orders the standing bow first to each other, then to him.</p> | No change |

| Section 4 Score System and Judging | Section 4 Score System and Judging |
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| a. The scores are given from 0 to 10 (1/2 number interval) | No change |
| b. There is a technical score and a show score. | No change |
| c. 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. | No change |
| d. The technical score shall take into account the performance of Ju-Jitsu techniques in the defence as Atemi (strikes, punches, kicks), Throws and take downs, locks, chokes and ground techniques. 1.. Powerful attack - <i>give more importance to the attack, and to the first part of the defence.</i> 2.. Reality - <i>Throws and take-downs shall include breaking the opponents balance and be efficient</i> 3.. Control - <i>Locks and strangulations must be shown to the jury in a very obvious and correct way, with tapping by Uke.</i> 4.. Effectiveness - <i>Atemis must be powerful, with good control and given in a natural way considering possible follow up.</i> | No change |
| e. The show score shall take into account: 1.. Attitude 2.. Speed 3.. Variety 4.. Attractive Martial Art presentation 5.. Choreography 6.. Time limit | e. The show score shall take into account: 1.. Attitude 2.. Speed 3.. Variety 4.. Attractive Martial Art presentation 5.. Choreography (Show idea) 6.. Story (the story must make sense) 7.. Time limit |
| Section 6 Walk-over and Withdrawal | Section 6 Walk-over and Withdrawal |
| a. The decision “Fusen-gachi” (win by walk-over) shall be given by the MR to the competing couple whose opponents don’t appear for their match after they have been called for 3 times over at least 3 minutes. The winner gets 12 points, the non-appearing couple gets 0 points. | No change |
| b. The decision “Kiken-gachi” (win by withdrawal) shall be given by the MR to the competing couple whose | No change |

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| opponents withdraw from the competition during the match. In this case the withdrawer gets 0 points and the winner gets 12 points. | |
| Section 7 Injury, Illness or Accident | Section 7 Injury, Illness or Accident |
| a. When an injury, illness or accident occurs, the active couple has a right to a maximum time of 2 minutes rest before continuing (the total rest per couple in each match shall be 2 minutes). | No change |
| b. If a couple cannot continue after an injury, "Kiken-Gachi" is given to the other couple. | No change |

Proposal Ju Jitsu Show Rules (valid from 01.01.2019) (additional)

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| Section 3 Course of the Match | Section 3 Course of the Match |
| e. If the total points of the two couples are equal ("Hikiwake"), the team with the higher technical score wins the match. If the technical score is equal as well an additional demonstration of 3 attacks will be scored. Now the blue couple will start. | e. If equal Show score is deciding for winner - equal Show score 30 sec challenge with different elements decision must be made pointing on the winner (no score) |

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| Section 8 Running the discipline | Section 8 running the discipline |
| Now new | As usually (like Duo, Fighting, Ne-waza) Pool- or Braket-System |
| Or (alternative new format) | |
| Now new | <p style="color: red;">First (1.) round as a Elimination round: max 2:00 min 3 or 4 teams compare (1rst for Gold /2nd recharge / others out) or 1str round all teams ... Final round best 4</p> <p style="color: red;">Try to Find a solution to run with music Elimination round in the competition break two mats alternating Final round: max 2 min with Music allowed best 4</p> |