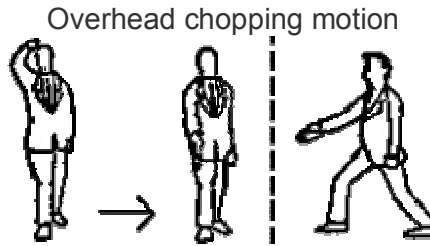


Referee's Terminology & Hand Signals



Shobu Ippon Hajime
Begin the match

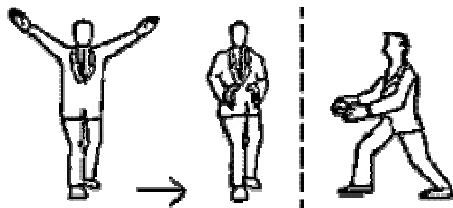


Yame
Stop

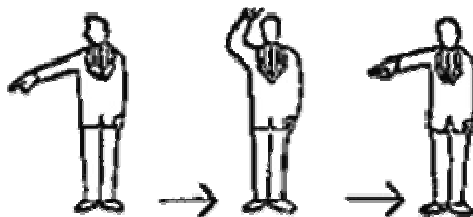


Motono Ichi
Return to your place

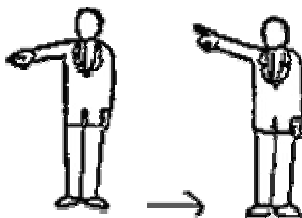
Wara-Ari
Points awarded



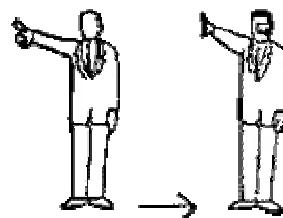
Tsuzukete Hajime
Continue the fight



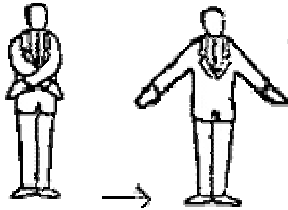
Jogai Chui
Out of bounds warning
Automatic half point awarded to competitor



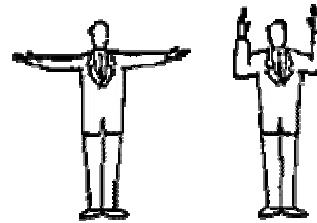
Aka Hansoku Chui
Warning or foul
Point at mid-section then outside shiajo



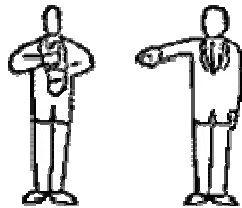
Hansoku or Shikkaku
Disqualification - Point to face of the offender and then outside the shiajo



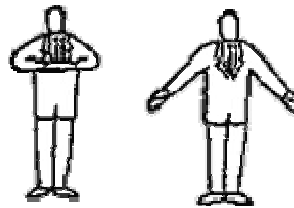
Torimassen
No valid attack - Palms face the back



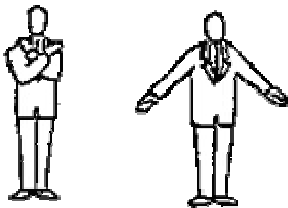
Fukushin Shugo
Calling judges together for consultation



Mukogeki Keikoku
Mukogeki Chui
Delay of match warning/caution



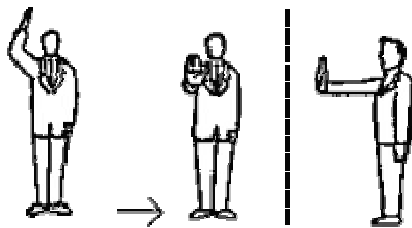
Aiuchi
Simultaneous scoring
Palm face forward



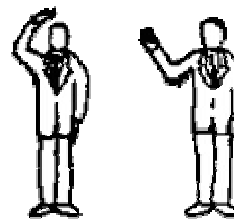
Hikiwake
Draw
NOTE: Palms facing forward



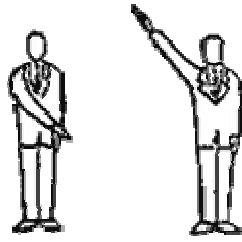
Ippon
Full point - Automatic win



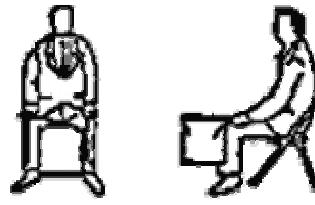
Sore-Made
End of contest - Heels together, extend the open hand outwards



Hantai Torimas
Call for a decision



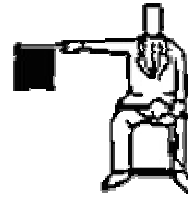
No Kachi
Winner



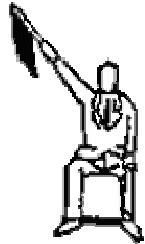
Proper sitting position for judges. Sit forward on chair with back straight.



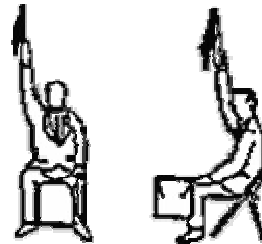
Aka Waza-Ari
Half point red



Aka Waza-Ari
Two half points red



Aka Waza-Ari
Three half point red



Aka Ippon
Full point red



Aka No Kachi
Winner, red



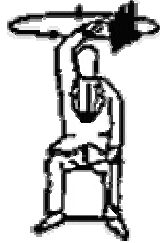
Fujubun
No point, not enough. Cross flags several times in front of knees



Mienai
Unable to see point



Hansoku Chui
Foul - Small overhead circle



Hansoku
Disqualification
Large sweeping over head circle



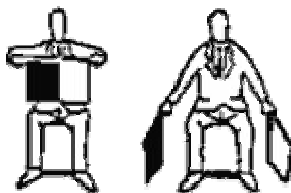
Jogai
Out of bounds
Wave flag and tap on shiai-jo



Hikiwake
Draw



Mokogeki
Delay of match - Rotate flags and point the appropriate flag at the offender



Aiuchi
Simultaneous score
Half-point awarded to both sides

Go ten sa na kuchi
Five point spread