

Write down the legend and score (i.e., number of points) for each of the following terms				
Term	Legend	Mark	Score	Mark
Ippon Throw				
Ippon Hold				
Ippon Choke / Strangle				
Ippon Lock				
Waza-ari-awasete-ippou (throw then hold)				
Waza-ari Throw				
Waza-ari Hold				
Shido 1 or 2				
Hansoku-make (cumulative)				
Hansoku-make (direct, not against spirit of judo)				
Hansoku-make (direct, against spirit of judo)				
Kiken-gachi				
Win by Referees' decision (Technical Restrictions in use)				
Fusen-Gachi				

Total marks for page: / 28

Complete the pool sheet below using the following results. (Technical Restrictions are in use in this category.) Then complete the total points, wins and place sections at the bottom of the sheet.

Contest No.	Competitors	Outcome
1	4 v 5	White holds Blue in Osae-komi for 20 seconds
2	1 v 2	White wins with an Ippon Throw
3	3 v 4	Blue throws White for Waza-ari and White is then given a 3 rd Shido, which therefore adds up to Hansoku-Make.
4	1 v 5	White throws Blue for Waza-ari and then holds for 10 seconds
5	2 v 3	White wins after Blue infringes the rules and is given a 2 nd Shido
6	1 v 4	White throws Blue for Waza-ari then Blue retires injured from this contest (Blue is able to continue in the competition)
7	3 v 5	White holds Blue for 15 seconds
8	2 v 4	Blue throws White for Ippon
9	1 v 3	White wins after Blue is given Direct Hansoku-Make for an action against the spirit of judo
10	2 v 5	Blue holds White for 15 seconds

Competitor	A. Pron	B. Movie	C. Side	D. Feated	E. Number
Grade	9 Mon	6 Mon	7 Mon	8 Mon	5 Mon
Club/Area	Scotland	West	Wales	Midlands	London
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
Total points					
Total wins					
Place					

Complete the Twin pool and Cross-over sheet below using the results given here for this category, which includes Technical Restrictions. Be careful with the order of the contests – they are in the order in which the contests should have been fought.

Pool	Contest No.	Outcome
1	1	White wins by Ippon throw
1	2	Blue throws White for a Waza-ari, then holds for a second Waza-ari
2	1	White wins after Blue is penalised up to cumulative Hansoku-make
2	2	White wins by a Waza-ari throw
1	3	Blue wins by a Waza-ari throw
1	4	White wins when Blue is held down for 18 seconds
2	3	Blue wins by a Waza-ari hold
2	4	White wins when Blue submits to an Armlock
1	5	White wins after Blue is strangled
1	6	White withdraws injured (from this contest only, OK to carry on later)
2	5	White wins by a Waza-ari throw
2	6	Blue wins by a Waza-ari throw
Semi-final	1	Both players score Waza-ari and Blue wins by a shido
Semi-final	2	White wins when Blue submits to a Strangle

Event - Sci-Fi Convention C'ships

Category -

Open

Name	William Shatner	DeForest Kelly	George Takei	Brent Spiner
Grade				
Club				
1				
2				
3				
4				
5				
6				
Points				
Wins				
Place				
Points	This pool	This pool	This pool	This pool

Name	Leonard Nimoy	James Doohan	Patrick Stewart	Walter Koenig
Grade				
Club				
1				
2				
3				
4				
5				
6				
Points				
Wins				
Place				
Points	This pool	This pool	This pool	This pool

	Duration:		
	Duration:		
	Duration:		

Table Officials

1

Referees

Total marks for page:

Contest Recorder Assessment Paper



Complete the Compound Knock-out sheet below using the results given. This is a Level 3 event.

Round	Contest No.	Outcome
1	1	Blue wins by an Ippon throw
	2	White scores Waza-ari from a throw
	3	Blue receives 3 Shidos, resulting in a cumulative Hansoku-make
	4	Blue armlocks White, who submits
2	1	Blue scores a Waza-ari from a throw and White retires injured (from this contest only)
	2	Blue throws for Waza-ari and then wins after white submits to a strangle

Write the appropriate names in the repechage section of the sheet.

Event - Dr. Who Championships

Category - Open Category



Date - At the time

Venue - Tardis

Contest Duration - 900 years

1

Referees

Table Officials

LEGEND

- Ippon as a result of a throw. 10
- Ippon as a result of a hold. 10
- Ippon as a result of a choke. 10
- Ippon as a result of an armlock. 10
- Direct hansoku-make (against spirit of judo) 10
- Direct hansoku-make (not against spirit) 10
- Win by kiken-gachi (opponent injured) 10
- Win by superiority (waza-ari). 5
- Win by a penalty (against opponent). 10, 1
- Win by fusen-gachi (non-appearance) 10

Total marks for page:

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