

FIFTH ANNUAL JOHN LEMIEUX MEMORIAL TOURNAMENT
April 14th, 2007 Althouse College, University of Western Ontario, London, Ontario

PATTERN (FORMS) COMPETITION

PROCEDURE.

- There will be 5 judges if possible, and must be at least 3.
- Competitors perform one at a time.
- Each competitor approaches the judges and states their name and pattern to make sure the timekeeper has the right slip.
- Unless the pattern requires a central or front starting position, competitors should begin at the rear mark on the floor.
- After bow at end, competitor turns around for the judges scores.

SCORING:

Grade performance on the following:

- Proper attitude, including neatness, answer, bow, and presentation.
- Correct movements in sequence and directions.
- Proper stances at end of every movement.
- Timing and concentration of strikes at correct target directions.
- Speed and snap of punches, strikes, blocks, and kicks.
- Proper breathing with movements.
- Maintaining posture and balance.
- Rhythm, cadence and smoothness ('harmony') of movements.
- Degree of difficulty.
- Return to starting place (if applicable) at end of pattern.
- Proper attention stance, bow, and turn around for scores at end.
- Take off half a point if competitor falters noticeably or has to do the pattern again.

(Can try again only once, after second failed attempt no score is given).

Note: all competitors should be scored relative to the first competitor, and a judge should not be influenced by what other judges score.

- Scores are number of fingers shown, with wrists crossed for half a point.

CENTRE JUDGE'S RESPONSIBILITIES:

- Ensure competitors all line up to bow to the judges at the beginning.
- At end of pattern call to return to ready stance ('Parole'), to turn around, then say "judges", at which time all judges cross forearms, and then say "call!" and all raise hands for scores at the same time.
- Make sure the timekeeper calls out the correct scores.
- A judge should bow out when their own student is up.
- After all competitors have performed, verify the totals on the timekeeper's sheet.
- In the event of a two way tie, both competitors can do their pattern together and score right or left for winner. For three way ties or more, they do their patterns again individually. For higher belts, can request they do the same pattern together or a different lower pattern to facilitate judging differences in abilities.
- At end, line up the competitors, announce the three winners and present the trophies in the ring. Bow out.
- Send timekeeper with score sheet to head table for announcement of winners.
- In the event of a dispute the Tournament Director will have the final decision.

(Note: same procedures for 'Weapons Forms' divisions).