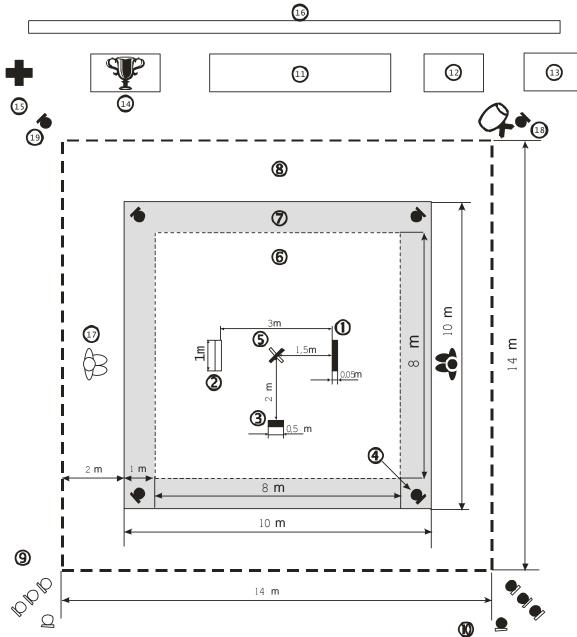
LAYOUT OF THE KUMITE COMPETITION AREA AND PLACEMENT OF EQUIPMENT AND FACILITIES AT THE COMPETITION PLACE

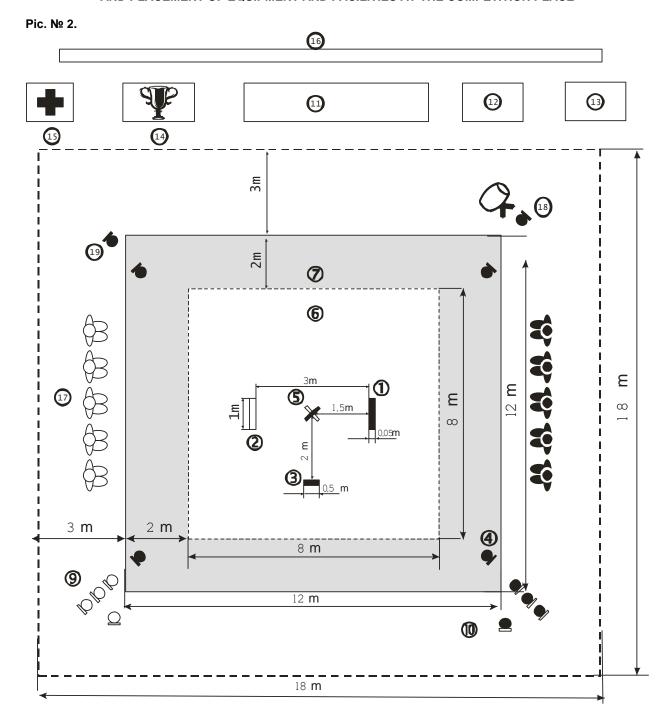




Used signs:

- 1 start position of the 1st participant with a red belt;
 2 start position of the 2nd participant with a white belt;
- 3 start position of the Referee;
- 4 chair of a Corner Judge;
- 5 center of the competition area;
- 6 competition area ("jonai");
- 7 safety area ("jogai");
- 8 safety area of the competition place "shiai-jo";
- 9 chairs for the competitors who wait for their participation in further fights;
- 10 chairs for contestants' staff;
- 11 main judge table;
- 12 place for technical secretaries and time-keeper;
- 13 rest-area for not involved judge teams;
- 14 table (place) for prizes;
- 15 table (place) for the first-aid post;
- 16 table (place) for official and invited persons, the main grandstand for spectators;
- 17 coaches (seconds) of participants of the competition;
- 18 the place for drum "Taiko" and a chair for assistant time-keeper who produces sounds by means of hitting the drum;
- 19 chair (place) for assistant time-keeper who throws a red pad into the fighting area.

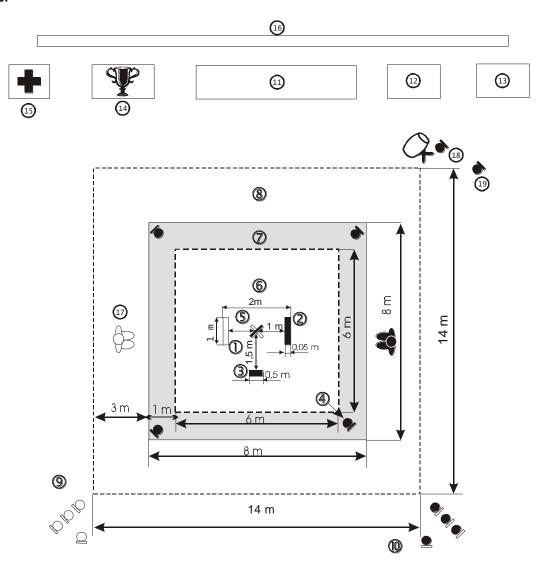
LAYOUT OF THE HIGH KUMITE COMPETITION AREA (PODIUM) AND PLACEMENT OF EQUIPMENT AND FACILITIES AT THE COMPETITION PLACE



- 1 start position of the 1st participant with a red belt;
 2 start position of the 2nd participant with a white belt;
- 3 start position of the Referee;
- 4 chair of a Corner Judge;
- 5 center of the competition area;
- 6 competition area ("jonai");
- 7 safety area ("jogai");
- 8 safety area of the competition place "shiai-jo";
- 9 chairs for the competitors who wait for their participation in further fights;
- 10 chairs for contestants' staff;
- 11 main judge table table;
- 12 place for technical secretaries and time-keeper;
- 13 rest-area for not involved judge teams;
- 14 table (place) for prizes;
- 15 table (place) for the first-aid post;
- 16 table (place) for official and invited persons, the main grandstand for spectators;
- 17 coaches (seconds) of participants of the competition;
- 18 the place for drum "Taiko" and a chair for assistant time-keeper who produces sounds by means of hitting the drum;

LAYOUT OF THE KUMITE BOYS'/GIRLS', CADETS', JUNIORS' COMPETITION AREA AND PLACEMENT OF EQUIPMENT AND FACILITIES AT THE COMPETITION PLACE IN A REDUCED SIZE

Pic. № 3.

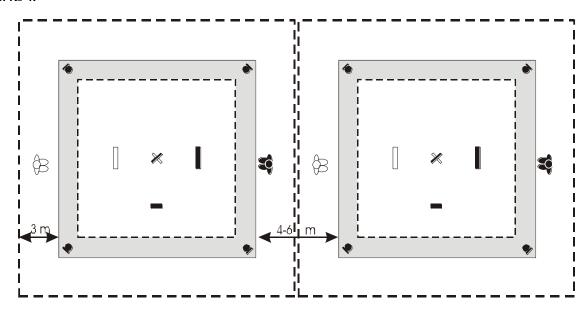


Used signs:

- 1 start position of the 1st participant with a red belt;
 2 start position of the 2nd participant with a white belt;
- 3 start position of the Referee;
- 4 chair of a Corner Judge;
- 5 center of the competition area;
- 6 competition area ("jonai");
- 7 safety area ("jogai");
- 8 safety area of the competition place "shiai-jo";
- 9 chairs for the competitors who wait for their participation in further fights;
- 10 chairs for contestants' staff;
- 11 chief jury table;
- 12 place for technical secretaries and time-keeper;
- 13 rest-area for not involved judge teams;
- 14 table (place) for prizes;
- 15 table (place) for the first-aid post;
- 16 table (place) for official and invited persons, the main grandstand for spectators;
- 17 coaches (seconds) of participants of the competition;
- 18 the place for drum "Taiko" and a chair for assistant time-keeper who produces sounds by means of hitting the
- 19 chair (place) for assistant time-keeper who throws a red pad into the fighting area.

LAYOUT OF SEVERAL COMPETITION AREAS AT THE COMPETITION PLACE

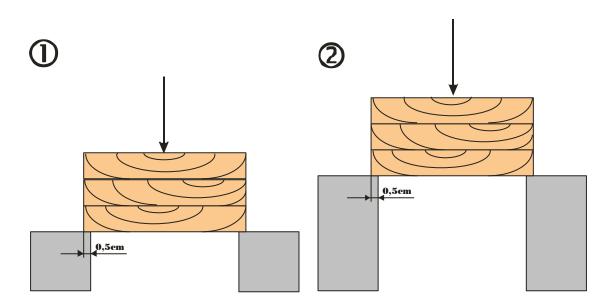
Pic. № 4.



Appendix 5.

PATTERN OF BOARDS' FIXING ON THE SUPPORTING BLOCKS FOR TAMESHIWARI COMPETITION

Pic. № 5. Pic. № 6.



- 1. Pattern of boards' fixing on supporting blocks, which are laid horisontally for the performance of the first two tameshivari techniques "seiken" and "sokuto".
- 2. Pattern of boards' fixing on supporting blocks, which are laid vertically for the performance of the last two tameshivari techniques "hiji" and "shuto".

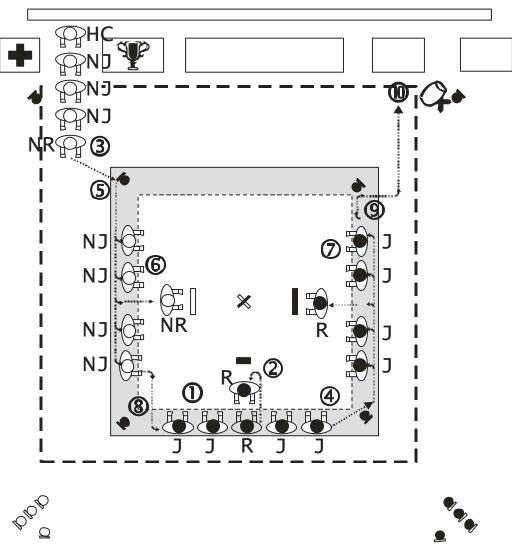
Note:

The Judges in "tameshivari" fixes boards on the supporting blocks according to the following rules:

- 1. Deflection of wood fibers of each board must be directed down.
- 2. The abutment on the blocks must be 5-7 mm long on each side of the boards.
- 3. The boards must be placed tightly to each other and create a single steadyfast construction.

THE PROCEDURE OF JUDGE TEAMS' CHANGE AT KUMITE COMPETITION

Pic. № 7.



Used signs:

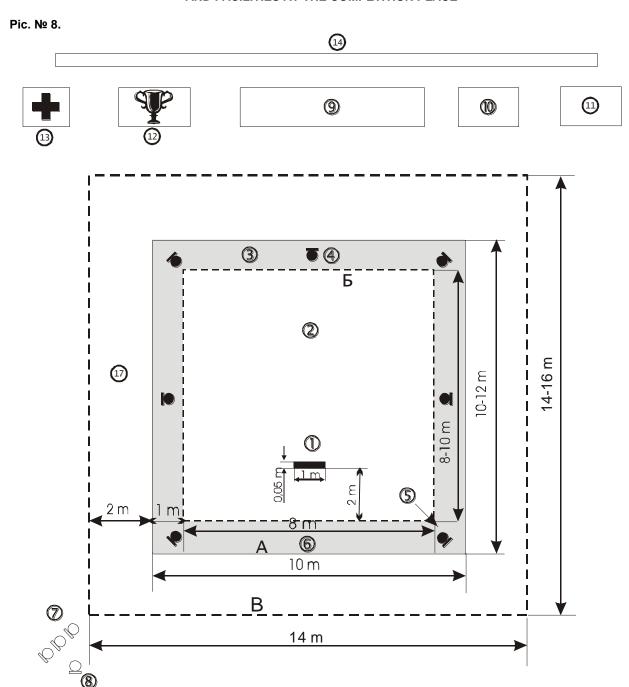
P – the Referee of the judge team which is to be changed; C – Corner Judge of the judge team which is to be changed; HP – the Refferee of a new judge team; HC – Corner Judge of a new judge team.

Judge teams change in the following order:

- 1 the judge team, which is to be changed, aligns on the back line of the competition area on referee's command "Fukushin shugo";
- 2 the members of the team, which is to be changed, perform the following actions:
 - A) the referee steps forward and gives a command "Shomen-ni, Rei!" and all the members of the team bow in the direction of the front side of the competition area, saying "Osu!";
 - Б) the referee turns round to the team and the judges greet the referee as he commands "Shushi-ni, Rei!";
 - B) If grandstand is behind the competition area, the referee gives commands "Mawate", after they turn "Koho-ni, Rei!" and again "Mawate" at which the judges turn round to the referee. After that the judges greet the Referee on command "Shushin-ni. Rei!":
- 3 a new judge team led by a new referee aligns at the entrance to the competition area;
- 4 the referee of the team which is to be changed heads the column and the team goes to the lateral side of the competition area.
- 5 the new team headed by the referee enters the competition area and goes to its opposite side; when the referee and all judges enter the competition area they stop in the corner of "jogai" area, make two bows saying "Osu!" the first bow in the direction of the main judge table, the second one in the direction of the centre of "jonai" area; 6 the team, which is to be changed, stops and turns to the opposite lateral side of the competition area on referee's commands;
- 7 the new team stops and turns to the opposite lateral side of the competition area;
- 8 when the teams stand opposite each other, the teams greet each other on a new referee's command "Shimpanni, Rei!" (or "Otogai-ni, Rei!");
- 9 the team to be changed turns right and leaves the competition area on their referee's command; when the referee and all judges leave the competition area, they stop in the corner of "jogai" area and make two bows saying "Osu!", the first bow in the direction of the main judge table and the second one in the direction of the centre of "jonai" area:
- 10 the new team turns right on the referee's commands and goes to the back side of the competition area. After that the new referee acts according to respective rules;

Appendix 7.

LAYOUT OF THE KATA COMPETITION AREA AND PLACEMENT OF EQUIPMENT AND FACILITIES AT THE COMPETITION PLACE



Used signs:

- A front side of the match area (the alignment line of competitors);
- Б back line of the competition area;
- 1 initial position of competitors;
- 2 competition area;
- 3 judge team area;
- 4 chair of the Chief Judge;
- 5 chair of a judge;
- 6 the place where a competitor waits for the invitation to take the initial position;
- 7 the place where a competitor waits for the invitation to the competition area;
- 8 chair (place) for a judge;
- 9 main judge table;
- 10 table for technical secretaries;
- 11 rest-area for not involved members of judge teams;
- 12 table (place) for prizes;
- 13 table (place) for the first-aid post;
- 14 table (place) for official persons, the main grandstand for spectators.