



UMARA Judging Standards



FORMS SCORING/JUDGING STANDARDS

In forms competition, the competitors must show evidence of body and mind control and that he/she can complete the routine with (at the very least) control, ease, style, and exactitude. Since the forms and weapons routines are judged on an individual basis with a subjective base; the following criteria are to be used as basic factors in judging a forms routine on a more objective basis:

1. Power Control
2. Speed and Rhythm control
3. Precision in the movement or direction of the form
4. Body intensity (eye focus)
5. Continuity of form sequence
6. Strength of individual basics (blocks, kicks, punches)
7. Amplitude of technique
8. Stance strength and transitions from/to stances
9. Breath control (begin and end without enervation)
10. Finish (on centered forms to begin and end on the same spot)
11. Degree of Difficulty
12. Type of weapon used (traditional/contemporary/live/plastic/rubber/weight, etc.)

Weapons Scoring

Quality of Technique (3 Tenths of a point)

1. Quality of hands, eyes, body and steps
 - Deduct a minimum of 0.05 points for each mistake. If the competitor makes the same mistake more than once deduct no more than a total of 0.2 point for the error
2. Proper Characteristics of Weapon
 - Proper characteristics – deduct a minimum of 0.1 points for each characteristic error. If the competitor makes the same mistake more than once deduct no more than a total of 0.3 point for the error
 - Degree of Difficulty – This requires the judge's discretion. Deductions begin at 0.05 points and are no more than 0.5 for an inappropriate simple form commensurate with the division/skill level
3. Skills
 - To evaluate this are, place the competitor in one of three categories: above average, average or below average.
 - If their performance is above average, then deduct 0.05 to 0.2 points from the total score
 - If they show average skill ability, then deduct 0.2 to 0.4 points
 - If their performance is below average skill level, deduct 0.4 to 0.6 points

Strength of Technique (3 Tenths of a point)

1. Smoothness of Force
 - Place the competitor in one of three categories: above average, average or below average.
 - Above average, then deduct 0.05 to 0.2 points from the total score
 - Average skill ability, then deduct 0.2 to 0.4 points
 - Below average skill level, deduct 0.4 to 0.6 points
2. Balance
 - Place the competitor in one of three categories: above average, average or below average.
 - Above average, then deduct 0.05 to 0.2 points from the total score
 - Average skill ability, then deduct 0.2 to 0.4 points
 - Below average skill level, deduct 0.4 to 0.6 points
3. Coordination among hands, eyes, body and step
 - Place the competitor in one of three categories: above average, average or below average.
 - Above average, then deduct 0.05 to 0.2 points from the total score
 - Average skill ability, then deduct 0.2 to 0.4 points
 - Below average skill level, deduct 0.4 to 0.6 points

Spirit (3 Tenths of a point)

1. Spirit - Judges can make their own decision here, and deduct from 0.05 points or more as applicable
2. Rhythm - Judges can make their own decision here, and deduct from 0.05 points or more as applicable
3. Development of weapon's characteristics - Judges can make their own decision here, and deduct from 0.05 points or more as applicable

Martial Ethics (1 Tenth of a point)

1. Dress - Worth 0.33 points
2. Personal Appearance - Worth 0.33 points
3. Courtesy - Worth 0.34 points



UMARA Judging Standards



Forms Scoring

Quality of Technique (3 Tenths of a point)

1. Quality of hands, eyes, body and steps
 - Deduct a minimum of 0.05 points for each mistake. If the competitor makes the same mistake more than once deduct no more than a total of 0.2 point for the error
2. Degree of Difficulty
 - Form difficulty should be appropriate for the skill level of the competitor (for example, a sufficiently complicated and demanding for advanced level competitors). Though this is a subjective area, deduction should begin at 0.05 and should not exceed 0.3 points for an inappropriately simple form.
3. Skills
 - To evaluate this are, place the competitor in one of three categories: above average, average or below average.
 - If their performance is above average, then deduct 0.05 to 0.2 points from the total score
 - If they show average skill ability, then deduct 0.2 to 0.4 points
 - If their performance is below average skill level, deduct 0.4 to 0.6 points

Strength of Technique (3 Tenths of a point)

1. Smoothness of Force
 - Place the competitor in one of three categories: above average, average or below average.
 - Above average, then deduct 0.05 to 0.2 points from the total score
 - Average skill ability, then deduct 0.2 to 0.4 points
 - Below average skill level, deduct 0.4 to 0.6 points
2. Balance
 - Place the competitor in one of three categories: above average, average or below average.
 - Above average, then deduct 0.05 to 0.2 points from the total score
 - Average skill ability, then deduct 0.2 to 0.4 points
 - Below average skill level, deduct 0.4 to 0.6 points
3. Coordination among hands, eyes, body and step
 - Place the competitor in one of three categories: above average, average or below average.
 - Above average, then deduct 0.05 to 0.2 points from the total score
 - Average skill ability, then deduct 0.2 to 0.4 points
 - Below average skill level, deduct 0.4 to 0.6 points

Spirit (3 Tenths of a point)

1. Spirit - Judges can make their own decision here, and deduct from 0.05 points or more as applicable
2. Rhythm - Judges can make their own decision here, and deduct from 0.05 points or more as applicable
3. Features of the Form - Judges can make their own decision here, and deduct from 0.05 points or more as applicable

Martial Ethics (1 Tenth of a point)

1. Dress - Worth 0.33 points
2. Personal Appearance - Worth 0.33 points
3. Courtesy - Worth 0.34 points

Weapons/Forms Scoring Range

Adults

Black Belts – 8.5 to 9.9 (**Average 9.2**)

Adults

- Advanced – 7.5 to 9.5 (**Average 8.5**) – Brown
- Intermediate - 7.0 to 9.0 (**Average 8.0**) - Green/Purple
- Beginner – 6.0 to 8.0 (**Average 7.0**) – White/Yellow/Orange

Children

- Advanced – 7.0 to 9.0 (**Average 8.0**) – Brown and Black
- Intermediate - 6.0 to 8.0 (**Average 7.0**) - Green/Purple
- Beginner – 5.0 to 7.0 (**Average 6.0**) – White/Yellow/Orange