

JU-JITSU INTERNATIONAL FEDERATION (JJIF)



JJIF SELF DEFENSE SYSTEM

MEMBER of GAISF

General Association of International Sports Federations
and IWGA
International World Games Association



JJIF SELF-DEFENSE SYSTEM

(Text revised at Summer Camp 2002)

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1. Scope

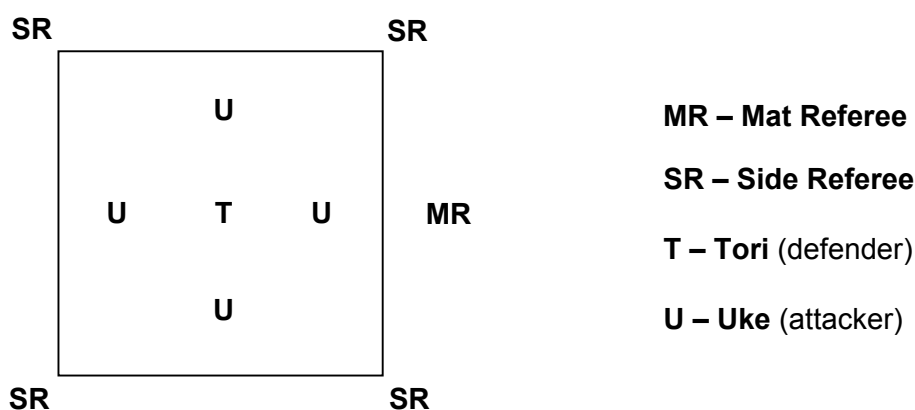
This new competition aims at the presentation of self-defense techniques, highlighting four main objectives/points:

- prize realism in self-defense techniques against a number of opponents;
- highlight logical combinations/follow-up between successive defense actions/techniques against different attacks;
- allow free personalization of the self-defence, even through fixed coded attacks;
- allow homogeneous evaluation/refereeing by adopting fixed coded attacks and limiting the execution of the defense techniques within a preset boundary area and with time limits.

2. Competition Form

The principle of defense itself implies there are to be no categories of weight, grade or sex. Tori and uke are all from the same country.

At the beginning of the match tori is positioned in the middle of the attackers (uke), as depicted in the following layout.



This competition aims at the presentation of a free personalised self-defense against various series of multiple (4) successive attacks (one from each uke per series).

The MR randomly draws and announces the series of attacks to be executed (at least three series). Each series is executed by the same tori. For each series, the attacks are automatically assigned to each of the 4 attackers in a clockwise sequence starting from the attacker facing the MR.

The attacks are therefore conducted by uke in a clockwise sequence when the preceding action is terminated.

The series of attacks to be considered are, so far, the ones adopted for the Duo System but in the future may be expanded.

At the end of each series, tori may be replaced by another member of his team (who is already on tatami), who will act against the subsequent series of attacks announced by the Referee, at the beginning of the match.

SR sit at the corners outside of the contest area, while the MR preferably moves in the safety area.

The actions from tori, to be considered valid, must be conducted and completed within the competition area (8m x 8m).

The maximum time allowed to complete the defense against each series of 4 attacks is 30 seconds.

3. Referees and Evaluation

The competition area shall be squared.

Four side referees (SR) will sit at the corners, while a fifth referee (MR) will be responsible of co-ordinating the match and calling the evaluation ('hantei') from the other referees.

Each side referee shall give his/her evaluation at the end of the defense sequence (composed by at least three series of 4 attacks each); each side Referee will indicate a judgement of 1 to 10 points, referred to the team in action, on the basis of the following parameters:

Parameter	Description	Weight (% total evaluation)	1 st Hantei	2 nd Hantei
<i>co-ordination</i>	technique, precision, control and sequential congruence	60%	1-6	-
<i>kime</i>	determination, concentration, breathing, realism	20%	-	} 1-4
<i>rhythm</i>	speed and fluidity	10%	-	
<i>attitude</i>	martial attitude	10%	-	

Evaluation is given to the team tori-uke.

Particularly high "co-ordination" score is given when the defense against the last (fourth) attacker in each series is concluded with a "transportation technique" with control of the possible reactions of the opponent while making him/her walk towards the limit of the contest area.

4. Individual/Team Competition

The above rules are applicable to individual or team-based competitions.

There is, however a preference for a team-based competition, as it allows for the team coach to interchange tori and uke from one series to the next, in order to choose the best tori of the team for a particular series of attacks.

5. Example

In a team competition calling for 5 series of attacks (the entire series of Duo), each member of the team may act as tori against 4 attackers. This implies, for the Referees, an overall evaluation around 20 actions, executed in a maximum time of 2' 30".