

Updates & Clarifications for 2022

Updated Rules

This section will highlight rules that have changed or been updated since the prior edition of this document.

Time Stop in Jissen

Time will stop anytime the judges pause the match.

Previously, time continued unless either judge specifically called for a timeout. Under current rules, time stops anytime the judges stop the players' action, e.g., to give a score/warning or in case of an injury.

- The timing begins when the Shinpan-in says "Hajime" in "Shobu ippon - Hajime".
- The time is paused when either Shinpan-in pauses the match.
- The time is then restarted when Shushin restarts the match.

The timekeeper is responsible for managing the total duration timing.

Match Duration for Jissen

As time is now stopped frequently, the match duration may be shortened from 2 minutes to 1 minute 30 seconds.

ETC and WTC bronze and gold medal games are 3 minutes.

The match time must be clearly informed to the competitors in the invitation to the competition.

Optional 3rd Judge (Hoshin) for Jissen

To increase accuracy and confidence in difficult-to-see angles, some NTOs have been using a 3rd judge in Jissen competitions. Below are the guidelines being tested by the JTA as of 2022.

Hoshin remains seated during the match and is generally placed at a corner of the court.

Hoshin does not stop the match or award points but is there to watch for errors and offer a third viewpoint when Shushin or Fukushin call for it.

If there is an obvious error in scoring (i.e., point awarded to the wrong player), Hoshin may stop the match. Likewise if there is an error in timekeeping, etc.

Hoshin may be consulted by Shushin and Fukushin but by default does not have equal authority (e.g., does not get a vote) for awarding points or warnings.

As this is still experimental, the competition chair and head judge will confirm the use and position of Hoshin.

Updated Conventions

Katate Manjigeri / One-Hand Manjigei

Nope! Don't do it!

This has been controversial, and yes, very rarely, you will see an exceptionally well-executed example that deserves a score, but most often, one-handed manji/shajogeri kicks are simply not very good...

Usually:

- The head is too high (no protection), or...
- The body axis doesn't change (not Taido-like movement), or...
- The kick precedes the body movement (not Taido-like).

Taido is a martial art that combines offense and defense in its technique by changing the body axis, and punching or kicking techniques are always led by body movement. The body movement must precede and guide the strike to receive a point - it is not enough to simply make contact with the opponent.

For these reasons, Taido Hon'in and the JTA judging committee have determined that *katatemanjigeri* is not a viable Taido technique as currently executed and does not develop Taido's technique or strategy.

Players should shift their focus to exploring movements and attacks that employ better body movement and integrate protective posturing in order to develop better technique.

The new convention is that one-hand manj-style kicks will not receive a score in Jissen.

Clarifications

This section will clarify rules that are sometimes misunderstood or contentious.

Using Unsoku

Unsoku is a core component of Taïdo, so it's obvious that effective unsoku should be necessary to score points. However, there's often confusion around what constitutes appropriate or sufficient unsoku usage in Jissen.

Sufficient Unsoku Criteria

- Both legs move to change the position of the body on the plane of the Jissen court.
- The movement and momentum of the body in unsoku is continued into the body movement of the technique.
- There is no pause between the step and the technique.
- The unsoku step should account for correct distance to the target, taking into consideration the movement and changing position of the opponent.
- The unsoku step must change the angle with respect to the opponent and allow the attack to target an opening.

Examples of Insufficient Unsoku

- Only one leg moving to step before attacking or defending.
- After moving with continuous unsoku, the player stops moving before attacking or defending.
- After moving with continuous unsoku, the player shuffles backward or forward in a straight line, then attacks or defends without a change of angle.

Exceptions

In some cases, judges may decide to award points, even when sufficient unsoku is questionable.

- In cases of exceptional timing or technical execution, that may overcome the requirement for unsoku.
- In cases where both players appear evenly matched and there is no score, judges may award a score to a technique that would normally be insufficient in order to avoid a draw.
- In Dantai Jissen, if a player connects with a technique from their assigned class, judges may award a score for, even if it would not normally be sufficient.

Glossary

Meanings of acronyms and Japanese terms.

A

- Aka: Red. The player or team on the main judge's (*shushin's*) right.
- Arigato gozaimashita: Thank you (past tense)
- Awasete Ippon: The combined points add up to one full point (*ippon*).
- Awasete Wazaari: The combined points add up to one half point (*wazaari*).

C

- Chui: Warning
- Chuo: Center. Used as a command in Jissen for both players to return to their starting positions.

D

- Danshi: Men. For example, *Danshi Kojin Hokei* is men's individual Hokei.
- Dantai: Team. For example, *Dantai Hokei* is team Hokei.

E

- ETC: European Taïdo Championships

F

- Fujubun: Insufficient.
- Fukushin: Second judge. Fukushin holds equal authority to the main judge (*shushin*) but isn't responsible for speaking the judging decisions.

G

- Genkaku: Deprecated side-game in Jissen aimed at encouraging players to develop *unshin* and *rengi*.
- Goban: Number 5. In Tenkai, tentai. In dantai Jissen, tengi and sengi.

H

- Hajime: Start.
- Hakama: Black pants worn with Taidogi.
- Hantei o torimasu: Presentation of score/judgment.
- Hikiwake: Draw, even score.
- Hokei: One of Taïdo's set technical forms.

- Hoshin: Optional assistant judge for Jissen.

I

- Ichiban: Number 1. In Tenkai, sengi. In dantai Jissen, sengi and ungi.
- IFG: International Friendship Games
- Ippon: One full point.

J

- Janken, Jankenpon: Rock, Paper, Scissors.
- Jikan Desu: Time
- Jissen: Taido's free sparring competition.
- Jogai: Out of bounds
- Joshi: Women. For example, *Joshi Dantai Jissen* is women's team Jissen.

K

- Keikoku: 2nd warning.
- Kiai: Shout when executing kimegi.
- Kimegi: Finishing, or decisive technique.
- Kojin: Individual. For example, *Kojin Hokei* is individual Hokei.

M

- Mokuhyo: Target

N

- NTO: National Taido Association
- Niban: Number 2. In Tenkai, untai. In dantai Jissen, ungi and hengi.

O

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- Obi: Belt
- Onegai shimasu: Please / asking a favor. Used as a greeting before events.

R

- Rei: Bow

S

- Sanban: Number 3. In Tenkai, hentai. In dantai Jissen, hengi and nengi.
- Seiretsu: Make a straight line

- Senshu: Player, competitor
- Shikkaku: 3rd warning and disqualification
- Shinpan, Shimpan, Shinpan-in: Judge
- Shinpan-cho: Head judge for the competition
- Shiro: White. The player or team on the main judge's (*shushin's*) left.
- Shitsurei shimasu: Excuse me
- Shobu Ippon, Hajime: One-point match, begin
- Shomen: Front
- Shushin: Main judge
- Shuyaku: The main "hero" role in Tenkai.
- Soremade: That's all.

T

- Taikai: Tournament, competition
- Tenkai: Literally, "development." Taido's 5-vs-1 technical demonstration competition.

U

- Uwagi: The white jacket portion of Taidogi.

W

- WTF: World Taido Federation
- Wakiyaku: In tenkai, one of the attackers. Each wakiyaku represents one of Taido's five technique classes.
- Wazaari, Waza-ari: Half-point.
- Waza no Tenkai: Technical development

Y

- Yaku-in: Administrative staff
- Yame: Stop
- Yonban: Number 4. In Tenkai, nentai. In dantai Jissen, nengi and tengi.
- Yuuko: Quarter point
- Yuusei Gachi: Win based on points or decision

Z

- Zarei: Seated bow
- Zokko shimasu: Continuation