

Midori Yama Budokai: *Hanshi's* Corner  
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DAI HASSHO CHAPTER EIGHT

**JUDO NO SHIAI** or Trial Meeting (Contest) in *Judo*

There are three main causes of defeat:

- ***Futanren*** or insufficient training.
- ***Mikuzure*** (literally, to see and crumble) or being mentally defeated by the appearance of an opponent (“psyched out”).
- ***Kiki-oji*** (literally, to hear and tremble) or being defeated by an opponent’s reputation.

The formula for victory is four-fold:

- ***Ichi-gan*** – first, eyes. This is awareness, concentration, and care.
- ***Ni-soku*** – second, legs. Having strong and durable legs (stamina).
- ***San-tan*** – third, courage.
- ***Shi-riki*** – fourth, strength.

7 ***Judo no Shiai*** or Contest *Judo*; *Shiai* may also mean competition or test.

8.1 *Shiai kata* or kinds of contest.

8.1.1 ***Kojin shiai*** or individual contest.

8.1.2 ***Dantai shiai*** or team contest.

8.1.3 ***Kojin senshuken shiai*** or individual championship contest.

8.1.4 ***Dantai senshuken shiai*** or team championship contest.

8.2 *Shiai ho* or methods of contest.

8.2.1 ***Kachinuki shiai***, endurance *shiai* or winner continues, is a form of *kohaku shiai* in which the winner continues to compete until drawn or defeated. This is one of the most widely used forms of contest. Due to this constant use, *kachinuki shiai* and *kohaku shiai* are sometimes used synonymously. It is erroneously referred to as *taikai* (which see). Its method is similar to *koten shiai*, but two definite sides (red [ko] and white [haku]) are chosen. These teams do not necessarily have any organizational unity, but are chosen randomly on a deliberately mixed basis. Instructors often use this form of *shiai* to develop the lower skilled side by having them compete against skilled opponents. The winner will continue to engage the next person from the opposite side until s/he loses or is a draw is called. The next two persons from opposing sides then compete. The process continues until one side is exhausted and the other side has members remaining. The contest may be halted at this point, or re-pairings may be made so every contestant can compete. Points scored by each individual determine who is superior. Wins by decision allow the contestant to remain on the mat for another chance. Point credit may or may not be given. Team competition is done the same as individual contest, with the winning team determined by the largest number of competitors left. If the matches end with both captains facing each other and that match ends in a draw, the tie is broken by having one contestant from each team come out for an overtime bout. This is continued until victory is achieved. The *kachinuki shiai* is especially useful to determine individual skills. The drawback is that not all contestants may compete. It may be used as training to develop endurance or the

- basis for promotion. A form of *kohaku shiai* in which the winner continues to compete until drawn or defeated. Winner stays out.
- 8.2.2 ***Kaikyu shiai*** or rank tournament is a type of contest that pits contestants of like rank together. It is a rank against rank tournament. This type of *shiai* is limited to individual competition, and is popular in European, Central and South American *judo* championships. Contestants are paired as for *tentori shiai* (single elimination) within their own rank level and are advanced by victory in each round. This style of *shiai* follows the usage, and has the advantages and disadvantages of *tentori shiai*. No draws are permitted, though a competitor may win by superiority. A single champion is established for white and brown belt and for each level of *dan* up to *yodan*. Finally, an all-category event is conducted which disregards levels of rank. Both *kyu* and *dan* compete for honors. *Kaikyu shiai* is useful to establish relative standings in each rank level. Competition organized in lines or groups as part of training in martial arts techniques.
- 8.2.3 ***Kohaku shiai***, or red and white *shiai*, is a form of contest that brings together two teams, one designated red and the other white. They are identified by a red or white ribbon, respectively, worn tied around the belt line of each teammate. A form of contest that brings together two teams. One is designated red (*ko*) and the other white (*haku*). A red or white ribbon worn around the waist identifies them. For international competition, this has been replaced by white and blue *judogi*!
- 8.2.4 ***Koten shiai***, or big point tournament is a form of competition requiring no teams and useful in individual evaluations. This is best restricted to individual competition. Competitors are line up in a single line, usually in order of rank. Beginning with the junior ranked *judoka*, s/he completes with the person immediately on his or her right. S/he continues to compete until s/he loses or is drawn. A point must be scored, as there are no wins by superiority. Upon loss or draw, s/he leaves the mat, as would the opponent. The competition then continues with the next two adjacent *judoka*. This continues until the line is exhausted. This method teaches competitors to try for the “big” point. This can be used in eliminations, evaluations, promotions and endurance training. A form of competition requiring no teams and useful in individual evaluations. Individual competition not by teams used for technical examinations.
- 8.2.5 ***Senbatsu shiai***, or elimination *shiai* are contests on elimination basis. This is referred to as “ladder competition.” Opponents are listed in the form of a “ladder,” more or less on ability. The higher levels are at the top. The idea is to “climb the ladder,” by defeating the person above you and taking their place on the ladder. Usually one can only challenge someone one, two or three “rungs” above him or her. This prevents a person from feeling overmatched.
- 8.2.6 ***Shinkyu shiai***, or (*kyu*) promotional *shiai*, is a form of *judo* promotional contest for *kyu* grades or *mudansha*. It is an examination event to determine the rank advancement of *kyu* grade. This type of *shiai* determines the contest fitness of recommended candidates for advancement in rank among the *kyu* grades. Any methods which are adaptable to promotional and evaluation may be employed. Technical examination contest.
- 8.2.7 ***Soatori shiai***, or round-robin tournament, is the most thoroughly accurate selection of winner and place winners. It is well suited to individual competition

rather than team competition. At the end of the event, all opponents have faced each other. The exponent with the highest number of points is the winner. The number of entries must be small, generally less than seven. Six entries require 30 contests to complete the event. It may be used for championships, eliminations, evaluations and promotional contest.

Win by <i>Ippon</i> gains	10 points
Win by <i>Yusei Gachi</i> , having scored <i>waza ari</i>	7 points
Win by <i>Yusei Gachi</i> , without having scored	5 points
Scoring <i>Waza Ari</i> in contest drawn or lost	3 points
Draw or loss without scoring	0 points

8.2.8 ***Tentori shiai***, or acquiring points, is a form of competition based on man-to-man or direct elimination procedures; that is, single elimination. It may be used man-to-man in both individual and team competitions. As an individual contest, exponents are paired in single elimination and advanced by victory in each round. Draws are not permitted, but the competitors may win with a decision of superiority, as well as a scored point. Brackets will be established with pairings, seeding and byes. Team contests have equally numbered teams. Each contestant has one bout with a competitor from the other team. Both contestants retire at the end of the bout. The team with the most total points is declared the winner. Draws may be awarded, but receive no numerical value. Win by superiority is given one-half point, but may be discarded unless needed to break a tie. Large numbers of entries may be handled with this type of *shiai*. *Tentori shiai* may be used for individual or team eliminations, individual or team championships or team evaluations. Elimination tournament. The greatest drawback is that first round losers have no further interest and get no more experience.

8.2.9 ***Tsukinami shiai***, or monthly *dojo* contest, is usually a closed event within each *dojo*. All trainees are encouraged to participate to improve their contest experience. The method of competition may be chosen from any of the above methods of *shiai* depending upon the objectives in mind.

8.3 ***Judo shiai tokucho*** or ***judo*** contest characteristics.

8.3.1 Individual.

8.3.1.1 Eliminations.

8.3.1.1.1 ***Soatori shiai***, or round robin, determines true winner and placers. It is limited to small entry (under seven) and it takes time to run. All competitors will take part.

8.3.1.1.2 ***Koten shiai***, or big point, shows individual abilities. These are the point getters. Point scores must be kept except in endurance training. It is good for a large number of contestants. All competitors will take part. It can provide extreme spectator interest.

8.3.1.1.3 ***Tentori shiai***, or single elimination, gives an accurate index of team abilities based on individual member ability. All competitors will take part. It is good for large entries, but can be time consuming. Point score must be kept.

8.3.1.2 ***Senshuken*** or championships.

8.3.1.2.1 ***Soatori shiai*** or round robin.

8.3.1.2.2 ***Tentori shiai*** or single elimination.

8.3.1.3 ***Sekai taikai*** or world championships.

8.3.1.4 Evaluations.

8.3.1.4.1 *Soatori shiai* or round robin.

8.3.1.4.2 *Koten shiai* or big point.

8.3.1.5 Promotions.

8.3.1.5.1 *Kachinuki shiai* or winner continues. Not an accurate index of team abilities. Based on individual power. Teams with exceptional individual competitor may use this best. Good for large number of entries. Not all competitors will necessarily compete. Point score need not be kept. Can provide extreme spectator interest.

8.3.1.5.2 *Soatori shiai* or round robin.

8.3.1.5.3 *Koten shiai* or big point.

8.3.1.6 Endurance training.

8.3.1.6.1 *Kachinuki shiai* or winner continues.

8.3.1.6.2 *Koten shiai* or big point.

8.3.2 Team Judo Contest Championships.

8.3.2.1 Eliminations.

8.3.2.1.1 *Tentori shiai* or single elimination.

8.3.2.2 Championships.

8.3.2.2.1 *Tentori shiai* or single elimination.

8.3.2.2.2 *Kachinuki shiai* or winner continues.

8.3.2.3 Evaluations.

8.3.2.3.1 *Tentori shiai* or single elimination.

8.3.2.4 Endurance training.

8.3.2.4.1 *Tentori shiai* or single elimination.

8.4 Contest terminology.

*Ai uchi* means simultaneous scoring techniques. Though rare, this could happen and result in a decision or overtime. For example, *tori* could have a *shime waza* simultaneous with being pinned; time could run out exactly as *uke* would tap from the “choke.”

*Aka* means red.

*Aka hansoku* means “red disqualified.”

*Akai* also means red.

*Aka ippon* means, “Red scores one point.”

*Aka nihon* means, “Red scores two points.”

*Aka no kachi* means, “Red is the winner.”

*Aka no kiken* means “default by red.”

*Aka no kiken niyori shiro no kachi* means, “red is winner because white defaults.”

*Atoshi baraku* means, “A little more time left.” This is an indication of 30 seconds until the end of the match. It also means afterwards, or a few seconds to go.

*Awase waza* is a complete victory obtained by scoring two different incomplete techniques, which are added together for the score. This is two *waza ari* added together. It is also an old term for combination throws.

*Batsu* means penalty. This would include *shido*, *chui*, *keikoku* and *hansoku*.

*Batsugun* is an instantaneous promotion gained by exceptional contest performance.

*Bochoken* is an admission ticket.

*Bochoryo* is an admission fee.

*Bochouseki* are seats for the public.

**Bocho zui-i** means admission free.

**Bonno** are dead moments. This is a disturbed feeling in which the *judoka* freezes and loses his or her calm. See *i-tusku*. It is a synonym for *suki*.

**Chui** is a penalty (caution) equivalent to five points. Attention, observation, notabilia.

**Chui ikkai** is a first warning in competition.

**Chui nikai** is a second warning in competition.

**Chukoku** is a warning without a penalty.

**Chusen** means drawing lots.

**Debana o kujiki** means unnerve at the outset; winning a contest in the opening seconds; psyching out an opponent.

**Debana wasa** is to attack before your opponent does; to strike before s/he strikes. This requires intuition.

**Deru pon** (*deru ippon* or *deko pon*) means to score a point against your opponent as s/he comes forward at the beginning of the match; that is, to score a point at the very start of a match, or to score with your first attempt, very early in the match. An example of this would be *semi o soto gari*, or cicada *o soto gari*. It is also called *debana o kujiku*, which literally means to twist his or her nose as s/he comes forward.

**Dohai** is a bronze medal.

**Doji jogai** is simultaneous out of bounds.

**Dojo arashi** is literally *dojo* tempest. This refers to students of one *dojo* “storming” a rival *dojo* and contesting with the rival students.

**Dojo yaburi** (*yaburi dojo*) means *dojo* defeat or *dojo* destruction. This refers to a rival school challenging and defeating the school they challenged.

**Encho** means prolonging match time. “Continue the match into overtime.”

**Encho-sen** is a continuation, overtime or extension of time (in a match). This is commonly referred to as “sudden death,” and is usually abbreviated to “*encho*.” It is the final extension of time in a match.

**Fui shinken** is a surprise examination.

**Fukai** is to hold strongly.

**Fukushin** means corner judges.

**Fukushin shugo** is a term used in competition signaling the corner judges to come together for a decision. It is also called **fukushin shogo**. *Fukushin* means corner judge and *shogo* means meet.

**Fusen gachi** means winner by forfeit or default of the opponent. This is a win by a non-appearance of the opponent.

**Fusen sho** means winner by forfeit of opponent for having failed to arrive for the match – a no show. A term used in officiating *judo* matches indicating a default match. It means to win a match by default.

**Fusen sho** is a win by default (variant spelling).

**-Gachi** is the suffix form of *kachi*. It is a win of any type.

**Gimpai** is a silver medal.

**Hajime** is the referee’s command to “begin the match.” Begin or commence.

**Hakke-yoi!** means, Very good! It is a shout of encouragement sometimes given by a referee to point out the perfection of a movement during a contest.

**Hakuda** is a general period of martial arts training, often in preparation for a contest or tournament.

**Hanashiai** is a general discussion of judo matters.

**Hanketsu** is a judgement or decision.

**Hansoku** are rules and regulations.

**Hansoku** is a foul.

**Hansoku chui** means a “foul warning,” or “warning due to a foul.”

**Hansoku gachi** means winner due to violation of the rules by the opponent. This is a loss by violation of any major item of prohibited acts or repeated violations or disregard of warnings given by the referee.

**Hansoku make** is a loss by violation of the rules. It means disqualification (penalty equivalent to 10 points) or to lose a match from violation of the rules in a judo contest.

**Hantei** is a decision, verdict or judgement in a match. Referee’s call at the end of a drawn contest asking the corner judges to indicate whom in their opinion was the better of the two contestants. “Decision required.”

**Hantei shimasu** means a decision will be made.

**Hekai suru** means to revise rules.

**Hikiwake** is a draw or tie in the judgement of a judo match. Usually given only in team matches. A win is usually obligatory in individual matches. Draw or even.

**Hobi** is a prize or award.

**Hojo** refers to a certificate of merit or honorable mention.

**Hontai** is permanent alertness. The permanently awake and alert state of a fighter whose mind is unattached and remains clear and in control of his facilities.

**Hoshō** is a medal.

**Ichijo** is one mat.

**Ichijo randori** is a method of training in a one mat space.

**Ikkai** means a round, a bout or an inning.

**Ikkai**, with different characters, means the first round or first game.

**Ikkaisen** is the first round.

**Ippai** means one defeat.

**Ippan no judo** is general judo, practice rules, auxiliary exercises, regulations, referees rules, management of a match or tournament, etc.

**Ippon** is one point or full point (score value of 10 points). **Ippon** is the ultimate score in a modern contest, equivalent to checkmate in chess.

**Ippon gachi** is a win by full point.

**Ippon shobu** is a match decision based on one point.

**Ippon sogo gachi** is a compound win made of a *waza ari* added to a *keikoku*.

“**Itai!**” means, “It hurts!”

**Itami gachi** is a winner. The opponent cannot continue. Win by injury of opponent.

**Itami wake** is a term used in officiating judo matches indicating a draw by injury, which means the contestant, is unable to continue. It is a win because the opponent is accidentally injured. Literally, break by injury.

**Ittoshō** is first prize or blue ribbon.

**I-tsuku** means stopped mind.

**Jikan** means time or time out. This is the referee’s instruction to the timekeeper when a break or pause in the contest is necessary.

**Jiyu kyoso** is open competition.

**Jo gai (jogai)** means outside, out of bounds, outside the contest area or outside the area.

**Jogai chui** is a warning for stepping out of bounds.

**Jogai nakae** is used to indicate the contestant has stepped out of bounds and should return.

**Jonai** means inside, in bounds; inside the contest area.

**Joseki** is the upper place or side in a *dojo* where the senior teachers or VIPs sit. Reserved for instructors or officials.

**Joza** means main seat, upper seat or seat of honor in the *dojo*. Reserved for senior *judoka*. It is a substitute word for *kamiza* not commonly used. As the students face the head instructor, s/he will be to the far left.

**Judo-no-shiai** is a *judo* contest or *judo* match.

**Junkesshosen** are semifinals.

**Juryo kento senshu** is a heavyweight champion or heavyweight championship.

**Kachi (-gachi)** (lit. victory or triumph) is a win.

**Kachiki** is the determination to win.

**Kachikoshi** means more wins than losses.

**Kachinokoru** is to make the finals.

**Kachinukisen** is a tournament.

**Kai** is an admonishment.

**Kaikoku** means caution.

**Takeai** is a test of strength and power as opponents come into physical contact.

**Kamaete** is to move into a ready position for action either for defense or attack.

**Kamiza** is the upper seat on the instructors' side of the *dojo*. This area is reserved for senior *judoka* on the *joseki* side.

**Kansa** is an arbitrator.

**Kasumi** is literally a fog, haze or mist. By extension, it means a feint.

**Kate (kachi)** is a win.

**Kega** is an injury.

**Keikobo** is a severe violation of the rules. This is equivalent to *waza ari*.

**Keikoku** is a severe warning (penalty equivalent to seven points). (**Keigoku** in *karate* – a half-point penalty in a one-point match; a full point in a two-point match.)

**Kiken** is the act of giving up to an immobilization, strangulation or locking technique. It means renunciation or default.

- *Aka no kiken* means default by opponent wearing red.
- *Shiro no kiken* means default by opponent wearing white.

**Kiken gachi** is a win due to injury sustained by opponent. Opponent withdraws due to an injury.

**Kimpai** is a gold medal.

**Kimpai juryo sha** is a gold medallist.

**Kimura no mae wa Kimura nashi, Kimura no ato wa Kimura nashi.** “Before *Kimura* there was no *Kimura*; after *Kimura* there is no *Kimura*.” The person referred to is *Kimura Masahiko*. For nine successive years, he won what was equivalent to the All-Japan Championship (with *ippon seoi nage*). There is no record of his having lost a *judo* match. He would perform *uchikomi* on a tree, by tying his belt around the tree and then try to pull the tree from the ground. This was a form of isometric exercise.

**Kinsa** is a small advantage or slight superiority. This is below today's *koka*, but was the old version of *koka*.

**Kiritsu** means, “Stand.” This is an Instruction to return a class to their feet after a kneeling salutation ritual.

**Ko** means red (e.g. *kohaku shiai*, red and white tournament).

**Koishitsu** is a dressing room.

**Koka** (lit. effect) is a score. Although the translation (effect) is the same as for *yuko*, the effect is smaller. It is almost a *yuko* (value of 3 points). It is used in *judo no shiai – judo* contest.

**Konkurabe** is an endurance contest.

**Koshiki shiai** is a championship match.

**Koshimawari** means hip measurement.

**Kotengu** is literally a small demon. This refers to a small but skillful man in *judo (budo)*.

**Kume** is a command to grip each other during contest.

**Kyogisha** is a contestant.

**Kyoj** or **munemawari** are terms referring to chest measurement.

**Maitta** is an expression used by defeated *judo* player to indicate, “I’m beaten!” “I am out.” “I surrender.” “I give up!” Victor must respect this verbal signal by ending any offensive action being applied.

**Make** (v. *makeru*) (lit. defeat) is to be defeated, be beaten or lose. This refers to a loss of any type.

**Mate (matte)** means wait or break. A verbal command by the referee to indicate no further action is permitted by the contestants.

**Mienai** means, “I could not see.” The referee or judge has not seen what took place.

**Migurushii hikiage torikeshi** is retracting a point already awarded.

**Modotte** means, “return to the starting position.”

**Moto no ichi (modotte)** means “Return to original position.” Command to contestants in competition.

**Mo sukoshi** is a referee term implying “a little more” is necessary to make a score. It is almost a technique but not quite.

**Mubobi** means self-endangerment. The *judoka* is placing him-, herself in a position to be hurt.

**Mukai atte** is a command for opponents to face each other.

**Naotte** is a command to be at ease or relax; relax from an alert ready position.

**Natsu basho, ge** or **ka** mean a summer wrestling tournament.

**Nichaku** is second place or runner-up (usually referring to a race).

**Nihon** means two points. Originally, this referred to *nihon shobu*; now it refers to a type of throw (*nihon seoi nage*).

**Nihon shobu** is a match decision based on two points. Usually means a throw for *ippon* followed by a grappling technique for *ippon*.

**Niretsu** is two rows or double file.

**Nitoshō** is second place.

**Niyori** means, “according to.”

**Nokotta!** is an exclamation uttered to call order when the contestants are on the point of infringing a rule.

**Nyushōsha** is a prizewinner.

**Omonogui** is defeating one’s superior in rank or skill.



**Osae komi** means holding. This is the referee's call to the timekeeper that the hold is effective. The immobilization is in effect and time is to begin.

**Osae komi toketa** is a referee's term used to indicate that *uke* has broken the immobilization that was in effect and time should stop.

**Otagai ni rei** means, "Bow to each other."

**Saiseiho** is an essay type test.

**Sashichigai** means misjudgement. This is a judge's (or judges') overruling of a referee's incorrect decision.

**Sanbon** means three points. This is more indicative of *karate* than of *judo*.

**Sebango** is the number on a player's back.

**Semeru nise no** means a false attack.

**Sen-i** is fighting will or fighting spirit.

**Senshu** is a competitor or champion.

**Senshudan** is a team or squad.

**Senshuken** is a championship (title).

**Senshin** are judges (of a contest).

**Senshu** is a competitor; champion.

**Shashin** is a type of deliberate opening made during a bout to deceive an opponent.

**Shiai** means contest or (trial) match. These are competitive matches in tournament.

**Shiaijo** is the contest area.

**Shiai geiko** is practice specially prepared for contest.

**Shiaijo** is a contest or competition area.

**Shiai shinpan kitei** are contest rules.

**Shido** is a minor violation. Note (penalty equivalent to three points). This is a small infraction of the rules. This is also translated as "guidance."

**Shigaisen** is street fighting.

**Shikkaku** is disqualification from a match due to a serious breach of rules and/or regulations.

**Shimoseki** is the lower side or place in proper *dojo* etiquette at which junior students assemble.

**Shimoza** (literally, lower seat) are the seats of the *dojo* where the students sit. It is the seating area closest to the entrance of the *dojo*. As the students line up, the highest rank will be to the far right, with the lower ranks to his or her left.

**Shimpan** (*shinpan*, *shimban*, *sinban* or *chimpan*) means referee; judge.

**Shinbanin** means referee.

**Shimpan kan** is a government (court) referee.

**Shimpansha** is a judge.

**Shimpan shunin** is the head referee.

**Shimpan yaku** (*shimban yaku*) means referee. Originally, this was an official war umpire.

**Shinken Geiko** means near contest practice.

**Shinken shobu** means literally, a fight to the death. That is, every ounce of physical and spiritual strength is concentrated on the "here and now" of the encounter.

**Shinsha-in** are examiners.

**Shirimochi** is to fall on one's buttocks.

**Shiro hansoku** means "white is disqualified."

**Shiroi** means white.

**Shiro ippon** means, “White scores one point.”

**Shiro nihon** means, “White scores two points.”

**Shiro no kachi** means, “white is the winner.”

**Shiro no kiken** means, “default by white.”

**Shiro no kiken niyori aka no kachi** means, “red is winner because white defaults.”

**Shobu** means match, contest or bout. Literally, it means victory and defeat. “There is a winner.”

**Shobu ari** is the end of a contest.

**Shobu hajime!** means “Begin the match!”

**Shohai** is a trophy.

**Shomen ni rei** means, “Bow to the front.”

**Shugo** means “Judges are called”; literally, “meet [together].”

**Shui** means first place.

**Shuseki manji** is the chief judge.

**Shuseki shimpan** is the chief referee.

**Shushi** is the chief umpire.

**Shusho** (*shuso*) is the captain of a team.

**Shushin** is the chief referee in a contest or match. May mean referees in general.

**Sodetake** is the length of the sleeve/s.

**Sogo gachi** is a combination win of *keikoku* (violation) and *waza ari*. Collective win.

**Sonomama** means, “Do not move!” This is a command given by the referee to “freeze” movement due to a possibly dangerous position. Originally included opponents in a grappling position who had gone out of bounds. They were to maintain their positions without readjustment as they were brought (dragged) back into the center of the mat.

**Sorashi** is a false attack or feint.

**Soremade** means time (for the match) has expired. This is a command given by the referee. Indicates the end of a match.

**Sugita** is an opening. It is a synonym for *suki* and *bonno*.

**Sukashi** is an evasive action applied against an attack.

**Suki** is an opening. This is a gap in an opponent’s defense or technique. A sense of “empty space” (*suki-ku*), which lets the mind fill the space or leave it empty. It can also mean an empty moment in the mind. *Suki* is inattention, loss of concentration, the mind wandering and bringing inevitable defeat in the face of a concentrating opponent. Lapses in consciousness that produce weak points or openings. Failure in etiquette and courtesy toward others are *suki*, and leave you open to the disregard of other people.

**Suki-ku** means empty space.

**Sukima** is a gap, crevice, space, or opening. If you are the attacker, you want to close all *sukima*; if you are the defender, you want as much *sukima* as possible.

**Suki-o mitsukeru** means to wait and see coming. This is the attitude of a contestant who observes his opponent, waiting for the right moment to attack or counter-attack.

**Suti** is a classification of two very important commands by the *judo* referee: 1) *sonomama* (lit. as it is, as you find it) – freeze, do not move, hold that position. Referee’s command to contestants to freeze or stop the action; 2) *soremade* (lit. till then) – stop, that is all, finish, end of match.

**Tai** or **mi** means body. This refers to a physical posture while awaiting a contest in a perfect state of alertness.

**Taiji suru** means to hold one's own against an opponent.

**Taiju** is a synonym for **tairyō** or body weight.

**Taikai** means big meeting or championship (i.e. a big meet).

**Taiko** is the face-to-face position taken by two combatants.

**Taikō** are general rules. With different characters this means great skill or dexterity.

**Taikō shiai (taikō jiai)** are inter-collegiate (inter-school) matches.

**Tairyō** means body weight.

**Tairyōki** are scales for weighing.

**Taishitsu (taikaku)** means physique or constitution.

**Taisho** is the leader or captain of a team.

**Taiyu-jiai (shiai)** is a competition between experts from different styles or belonging to a different *ryū*.

**Take** means height or stature.

**Tenren budō taikai** is a special *judō* competition.

**Toketa** (v. *tokeru*) (lit. to get loose) is a referee's command of: "(The hold is) broken!" This is a command given by the referee that a contestant has broken the hold of his opponent.

**Tatsu-jin** literally means vertical man. One who does not fall; the title given to an expert. In other words, it is a person who cannot be thrown.

**Tobi konde** means leaping forward to meet an opponent.

**Torikeshi** means cancellation (of a point). That is, the award was given to the wrong opponent, and was cancelled or the judges overrule the referee's call and the award is cancelled.

**Torimasen** is a situation in which neither contestant has used a technique. It may also mean that a technique is unacceptable for scoring.

**Tori-nikui** means "difficult to take." This describes the attitude of a defensive *judoka* to avoid being thrown.

**Tsumeai** means to corner or immobilize each other (usually used for *kendo*).

**Tsuzukete** means, "Continue." "Fight on!" It is a command given by the referee and a synonym for *yoshi*.

**Tsuzukete hajime** means "Resume fighting," or "begin again." This is used when the match has been stopped without the proclamation of the referee.

**Uchi dome** is the end of a match.

**Uze gaeshi** is the winner of a contest by superior technical skill (3-5 points, depending upon referee's opinion).

**Waza ari** (lit. there is technique) is a score of almost *ippon* (equivalent to 7 points). This is a referee's term used to imply that some technique was there (usually about 80% or more; some say 95%), but not to the extent of *ippon* (near technique). It is a throw not quite clean enough or rapid enough to justify *ippon*. This is erroneously referred to as "half point."

**Waza ari nichikai waza** was the old term for today's *yuko*.

**Waza ari awasete ippon** is an *ippon* by adding two *waza ari*. This is an *ippon* by stages, and is a referee's term.

**Yame soremade** means “end of match.” (“*Yame*” means “stop”; “*soremade*” means “end”)

**Yasume!** (*Yasumi!*) means, “Rest!” A term used for periods between attacks during training or in contest when an air of calm prevails.

**Yoshi** means, “Go!” “Continue!” ”Go.” “All right.” This command is given by the referee to begin the holding after sonomama. It is now used to begin again after separation and return to the center of the mat while standing.

**Yukitake** is a synonym for *sodetake*.

**Yuko** (lit. valid) is a score of almost *waza ari* (equivalent to 5 points) – another translation is “effect.”

**Yuseigachi** (*yusei* = superior power; *-gachi* = win) is a win by superiority. Worth either five or three points, depending on the advantage gained. This is a referee’s term implying a victory by superiority. It is a decision in favor of the contestant displaying the best *judo*.

**Yusho** is a victory or championship.

**Yushohai** is a championship cup.

**Yusho shiai** are championship matches.

**Yuto shojō** is the grand prize and a diploma.

**Zendai mimon** means record-breaking.

**Zen-eisen** (*zenkusen*) are pre-finals.

**Zenshin** are preliminary trials.

**Zentoku kaiki** is a national athletic meet.

#### SCORING TABLE

New Terminology	Old Terminology	Penalty Equivalent	Successive Penalties	Time Limit for Scoring
Kinsa				0 – 9 seconds
Koka	Kinsa	Shido	Shido	10 – 19 seconds
Yuko	Waza ari ni chikai	Chui	Shido + Shido	20 – 24 seconds
Waza ari	Waza ari	Keiko	Chui + Chui	25 – 29 seconds
Ippon	Ippon	Hansoku make	Keikoku + Chui	30 seconds

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