

DIVISION:

1st

2nd

3rd

	1	2	3	T
1.				
2.				
3.				
4.				
5.				

HEAT 1 ROUND 1

SHIRO

1.

VS

AKA

4.

score

win

contact

jogai

score

win

contact

jogai

Pts.

Pts.

REMEMBER: Score boxes are worth half points each - not full points

ROUND 2

SHIRO

2.

VS

AKA

3.

score

win

contact

jogai

score

win

contact

jogai

Pts.

Pts.

REMEMBER: Score boxes are worth half points each - not full points

HEAT 2 ROUND 1

SHIRO

3.

VS

AKA

1.

score

win

contact

jogai

score

win

contact

jogai

Pts.

Pts.

REMEMBER: Score boxes are worth half points each - not full points

ROUND 2

SHIRO

4.

VS

AKA

5.

score

win

contact

jogai

score

win

contact

jogai

Pts.

Pts.

REMEMBER: Score boxes are worth half points each - not full points

HEAT 3 ROUND 1

SHIRO

5.

VS

AKA

3.

score

win

contact

jogai

score

win

contact

jogai

Pts.

Pts.

REMEMBER: Score boxes are worth half points each - not full points

ROUND 2

SHIRO

1.

VS

AKA

2.

score

win

contact

jogai

score

win

contact

jogai

Pts.

Pts.

REMEMBER: Score boxes are worth half points each - not full points

NOTE: EACH COMPETITOR HAS 2 BOXES ALLOCATED TO THE 'WIN' SECTION OF THEIR SCORECARD. THIS IS BECAUSE EACH BOX OF THE SCORECARD REPRESENTS A 1/2 POINT ONLY. BOTH BOXES SHOULD BE TICKED WHEN SOMEONE WINS

DIVISION:

1st

2nd

3rd

	1	2	3	T
1.				
2.				
3.				
4.				
5.				

HEAT 4

ROUND 1

SHIRO

2.

score

win

contact

jogai

Pts.

AKA

5.

score

win

contact

jogai

Pts.

VS

REMEMBER: Score boxes are worth half points each - not full points

ROUND 2

SHIRO

4.

score

win

contact

jogai

Pts.

AKA

?.

score

win

contact

jogai

Pts.

VS

REMEMBER: Score boxes are worth half points each - not full points

NOTE: SPECIAL SCENARIO!

In the final round, one of the competitors (predetermined by the Tournament Director or Senior Ring Official) will participate in an additional 4th round. The scores for this competitors BEST 3 rounds of the tournament will be used to calculate their overall score and the scores of their worst round will be disregarded.