

HAND & FLAG SIGNALS FOR COURT OFFICIALS

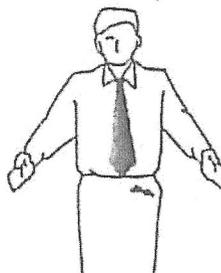
1. Hand Signals for the Head Judge



1 Point Match begin
Shobu Ippon Hajime



Stop
Yame



Back to your positions
Moto No Ichi



Resume the match
Tsuzukete Hajime



Half point
Waza-Ari



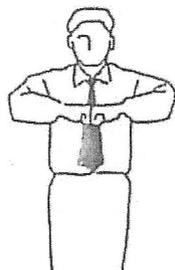
1 Point
Ippon



No point
Torimasen



Faster attack
Hayai



Attacks at same time
Aiuchi



Distance not sufficient
Maai



Blocked attack
Ukete-Masu



Off target attack
Nukete-masu



Off target attack



Off target attack



Off target attack

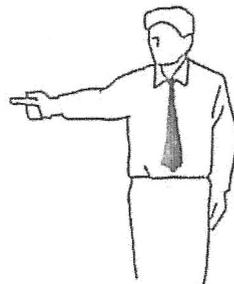
1. Hand Signals for the Head Judge



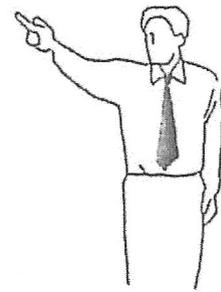
Weak attack
Yowai



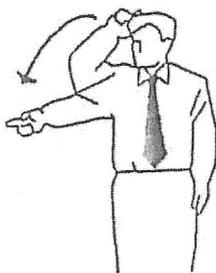
Caution
Keikoku



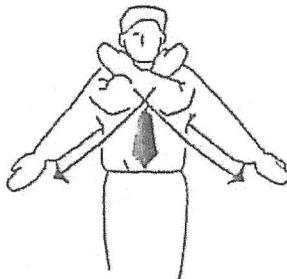
Warning
Chui



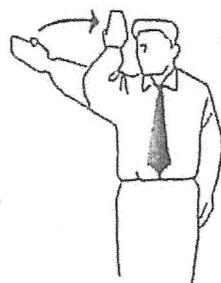
Disqualification
Hansoku



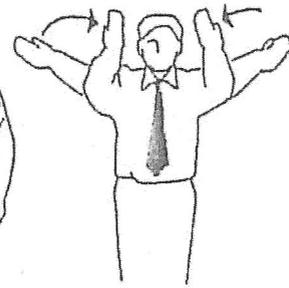
Out of bounds
Jogai



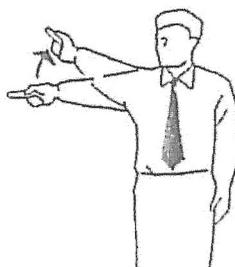
Draw
Hikiwake



Calling Judges to confer
Shugo



Volunteer withdrawal
Kiken



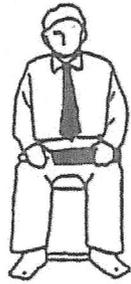
Absolute disqualification
Shikkaku



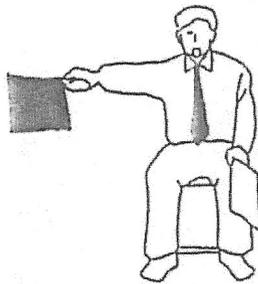
Volunteer non defending
Muboubi

2. Flag Signals for the Judges

dark flag is red, pale flag is white



Ready, begin
Yoi, Hajime



Half point
Waza-Ari



1 Point
Ippon



Attacks at same time
Aiuchi



Blocked attack
Ukete-Masu



Off target attack
Nukete-masu



Off target attack



Off target attack



No point
Torimasen



Unable to see
Mienai



Caution
Keikoku



Warning leading to disqualification
Hansoku Chui

2. Flag Signals for the Judges

dark flag is red, pale flag is white



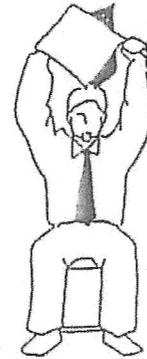
Disqualification
Hansoku



Out of bounds
Jogai



Weak attack
Yowai



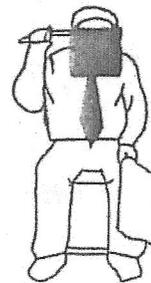
Draw
Hikiwake



Faster attack
Hayai



Distance not sufficient
Maai



Volunteer non defending
Muboubi