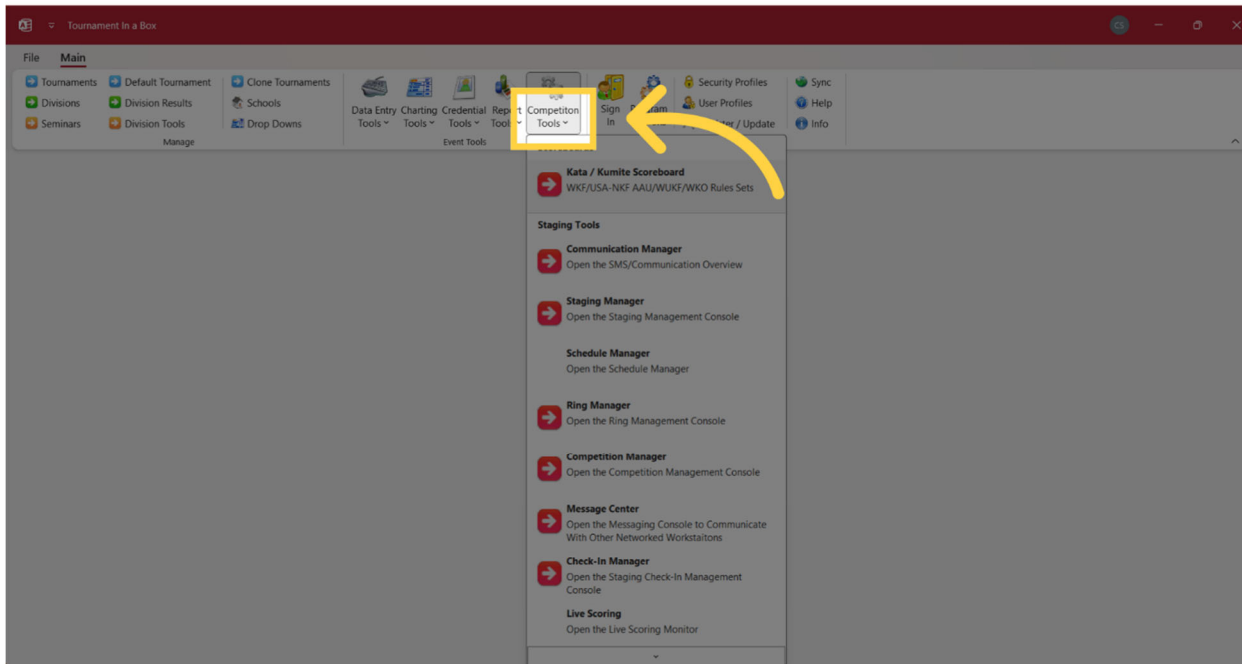This guide provides instructions on scoring a kumite match using TournamentinaBox. From controlling the timer to applying penalties and managing scores, you can efficiently handle match scoring tasks with ease.
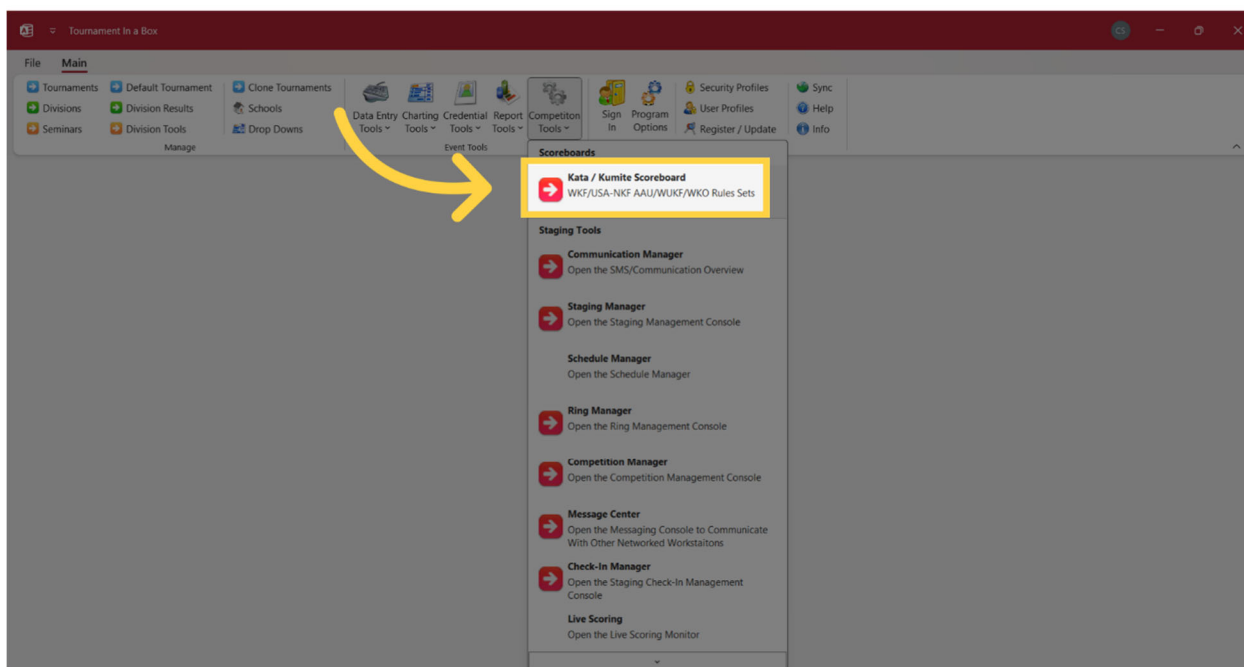
Click "Competition Tools"
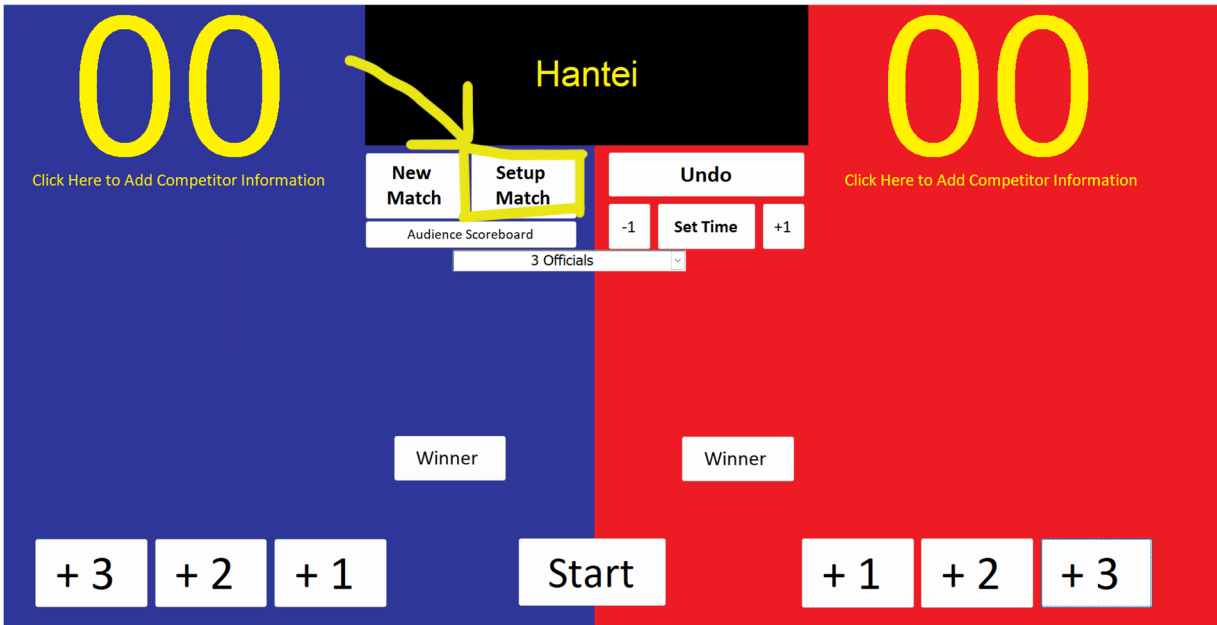
Access the "Competition Tools" menu.

Click "Kata/Kumite Scoreboard"
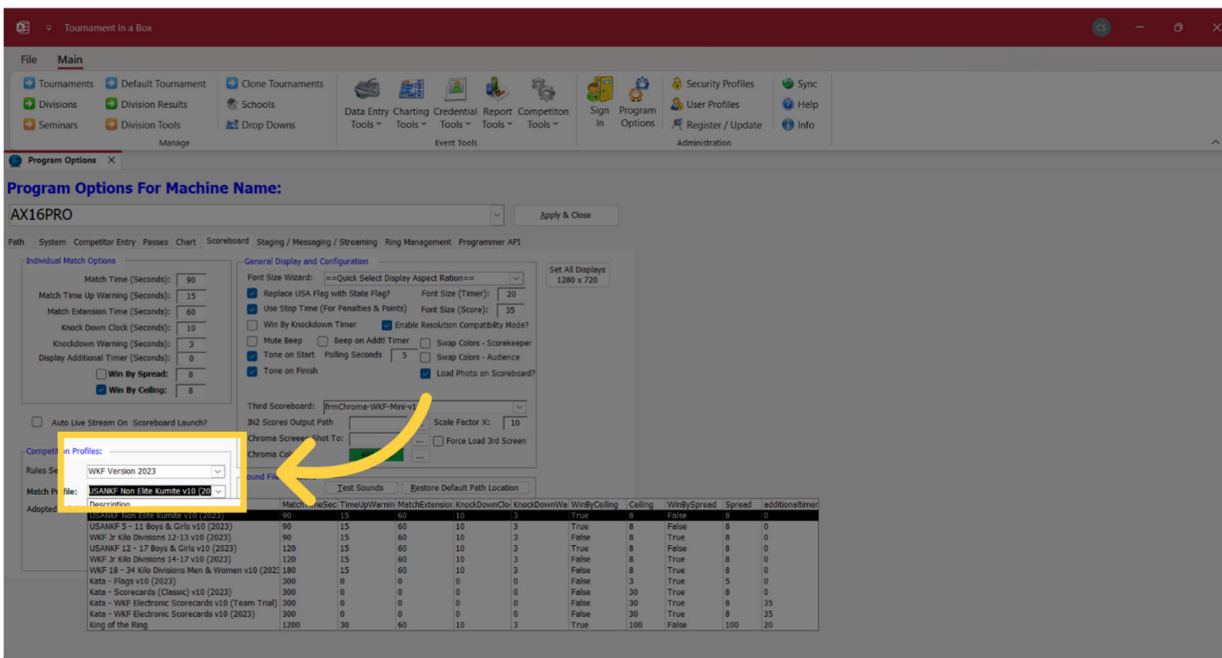
Navigate to the "Kata/Kumite Scoreboard" section.

Click on setup match to select the match profile (kata or kumite, elite or non elite)
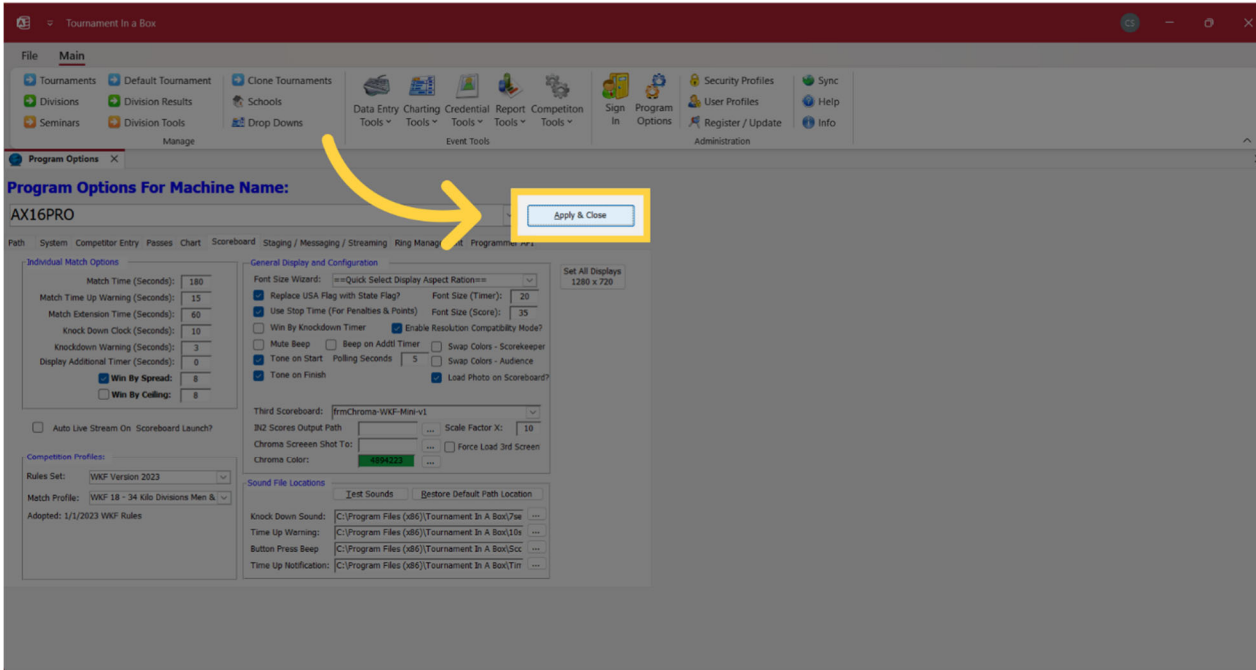

Select the Match Profile down arrow

Click ": WKF Version 2023 USANKF Non Elite Kumite v10 20"

Click "Apply & Close"

Click "Start"

Start a timer or action.

SHOBU HAJIME

"Start the Bout"

After the announcement, the Referee takes a step back.

Click "Stop"

Stop the timer or action.

YAME

"Stop"

Interruption or end of a match or bout. As he/she makes the announcement, the Referee makes a downward chopping motion with his hand.

Click "+1"

Increase the value by 1

YUKO (One point)

The Referee extends his/her arm downward at 45 degrees on the side of the scorer.

SENSHU (First unopposed score)

The Referee holds the hand facing inwards, with the arm bent, towards the Competitor to indicate the first unopposed point scored.

Click "+2"

Increase the value by 2.
WAZA-ARI (Two Points)

The Referee extends his/her arm at shoulder level on the side of the scorer.

Click "+3"

Increase the value by 3.
IPPON (Three Points)

The Referee extends his arm upward at 45 degrees on the side of the scorer.

Click "Start"

Start a timer or action.

TSUZUKETE HAJIME

"Resume fighting—Begin"
As he says "Tsuzukete", and standing in a forward stance, the Referee extends his arms outward with his palms facing the contestants. As he says "Hajime" he turns the palms and brings them rapidly towards one another at the same time stepping back.

Click "Penalty"

Apply a penalty.

CHUI Warning The Referee shows the signal for the type of offense towards the offender followed by showing 1 to 3 fingers depending on if this is the 1st, 2nd or 3rd warning. The number of dots next to penalty should match the number of fingers displayed.

CHUI #1   CHUI #2   CHUI #3

Click "Han Chui"

Select "Han Chui".
HANSOKU-CHUI Warning of disqualification The Referee shows the signal for the type of offense towards the offender followed by pointing with one finger towards the offender's belt.

HANSOKU CHUI (1/2)   HANSOKU CHUI (2/2)

Click "Clear Senshu"

Clear the Senshu score.
TORIMASEN Cancellation A decision is annulled. The Referee crosses his/her hands in a downward movement

Click "Set Time"

Access the "Set Time" option.

Fill "Set Time"

Enter the desired time value

This guide covered a range of tasks in the Kata Scoreboard application in TournamentinaBox, from accessing tools to setting up matches, choosing options from drop-down menus, applying changes, and undoing actions. Master the functionalities with these precise instructions.

Click "Competition Tools"
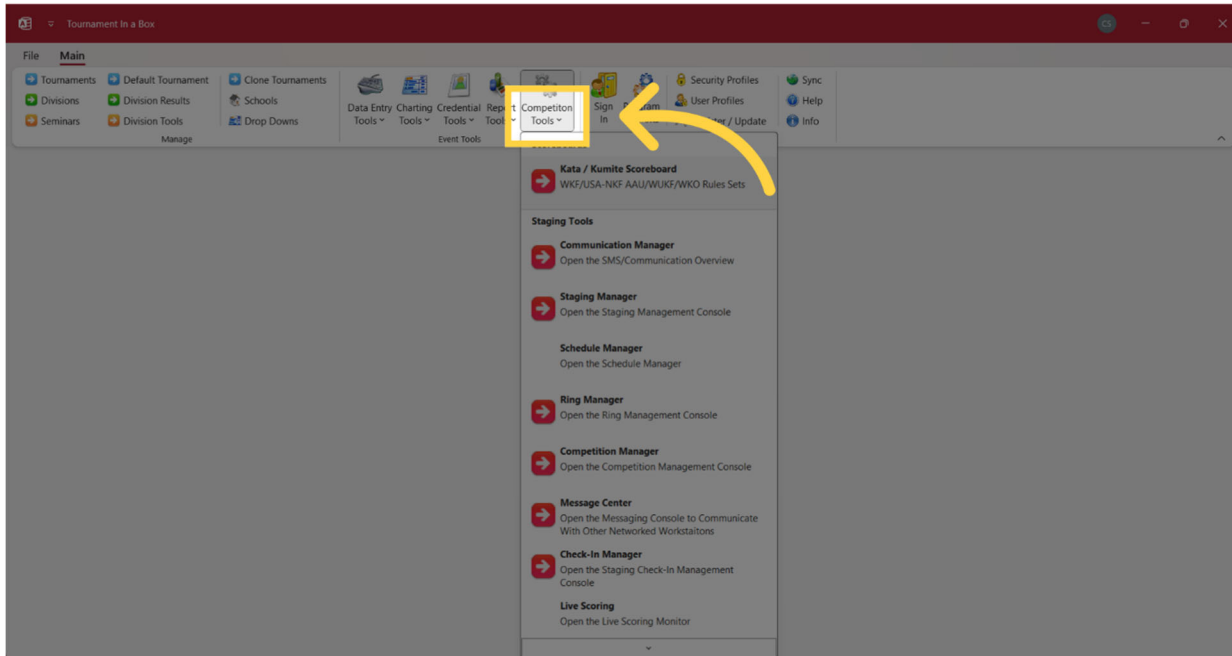
Access the "Competition Tools" menu.

Click "Kata/Kumite Scoreboard"

Navigate to the "Kata/Kumite Scoreboard" section.
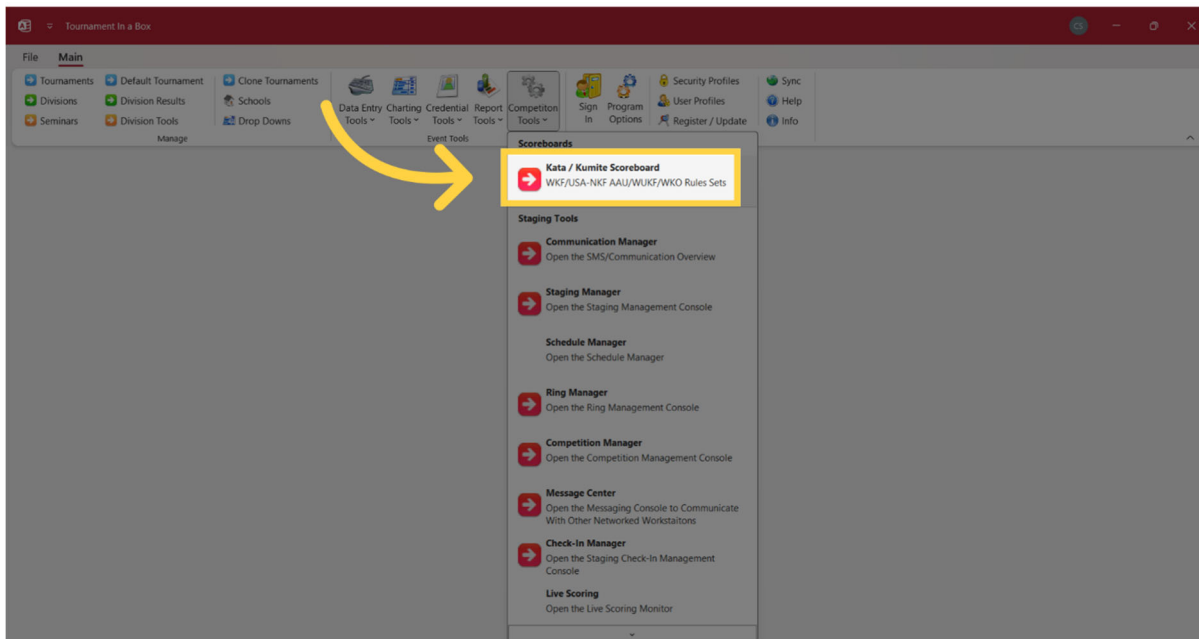
Click on setup match to select the match profile (kata or kumite, elite or non elite)
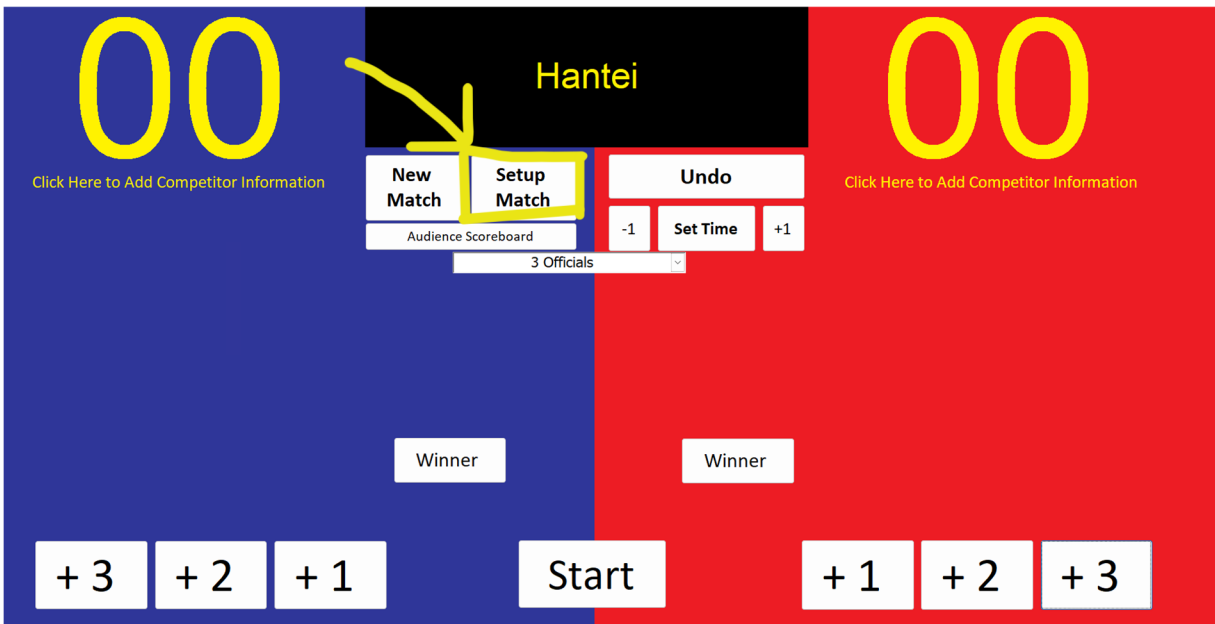
Select the Match Profile down arrow
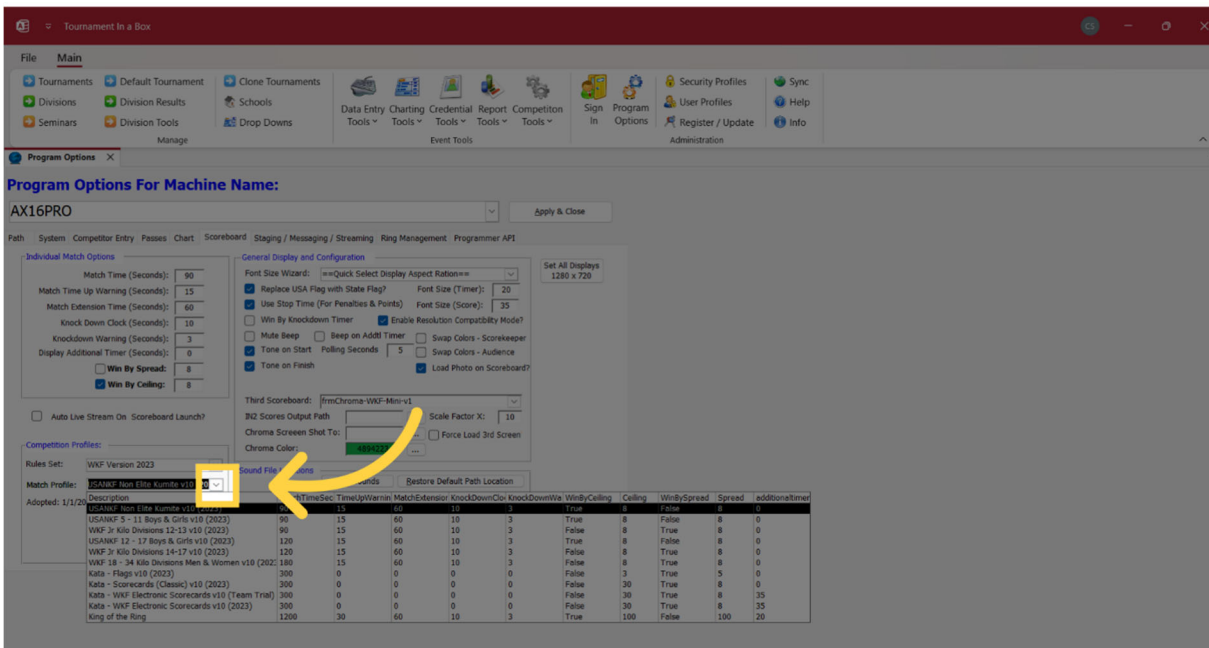
Select Kata- Flags v10 (2023) for non elite flag matches

Select Kata- WKF Electronic Scorecards v10 (2023) for scorecard matches

Click apply and close

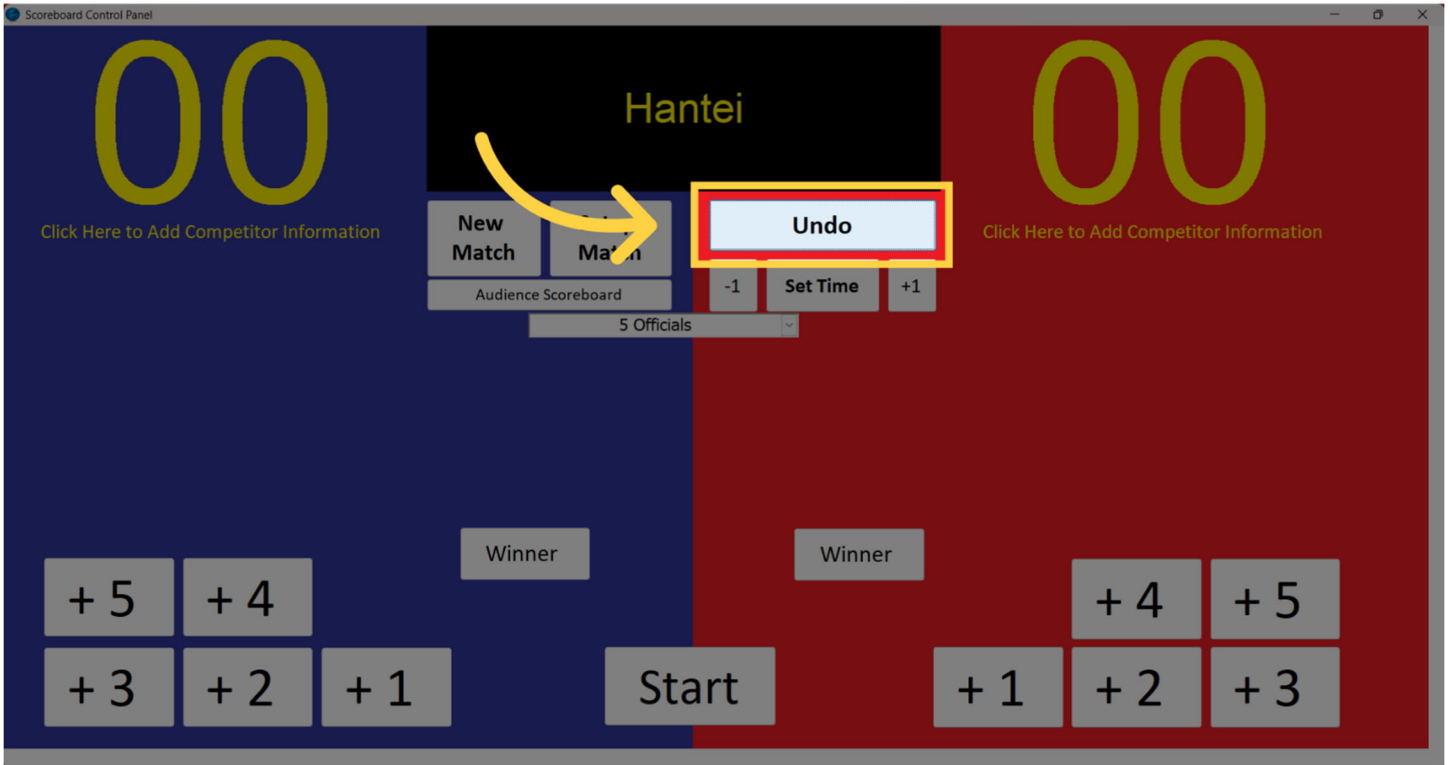Click on # Officials and select the number of officials for the match
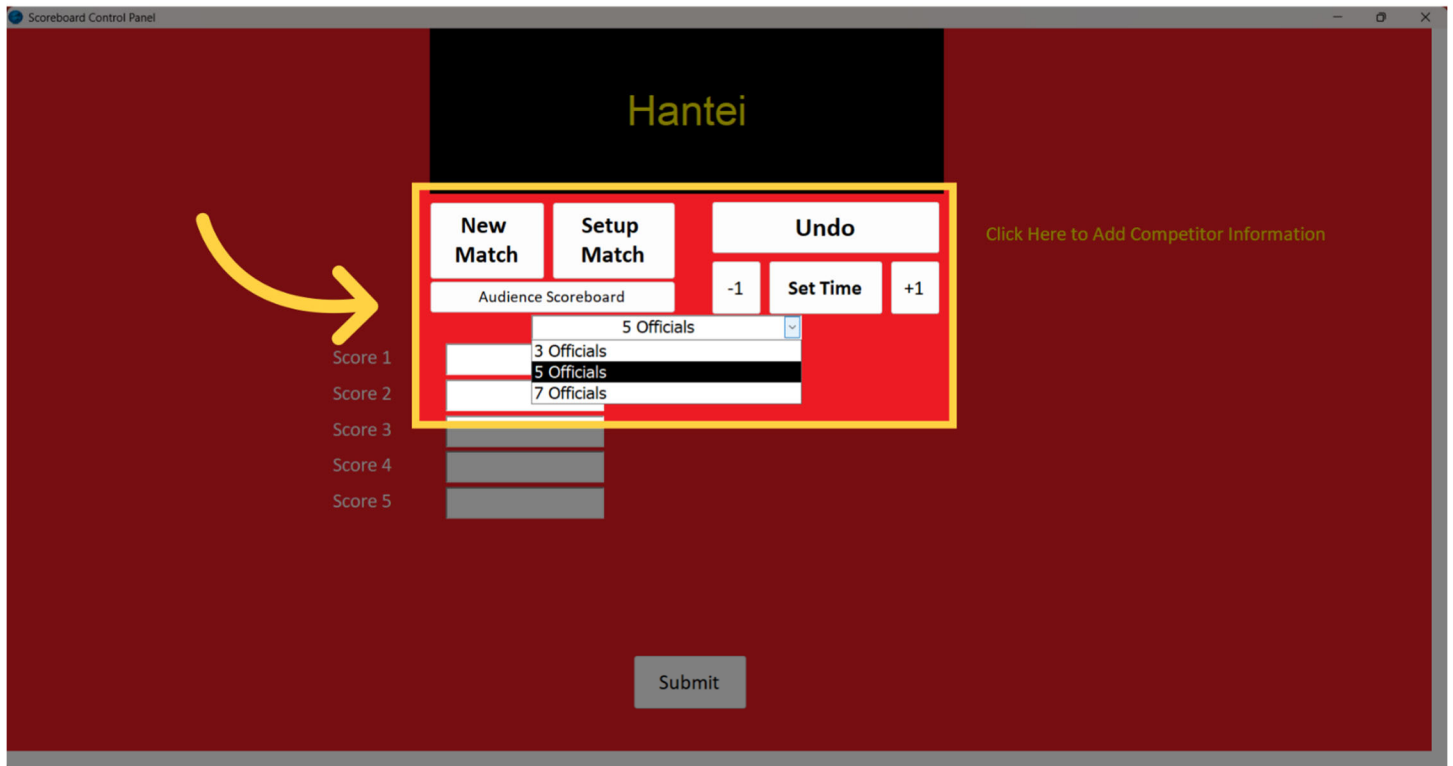
When the match is complete Click the side and number of the most flags. A winner will automatically be declared.

If the wrong side is selected press the undo button

Click "New Match"

Initiate a new match.