

2b Embu Shushin

2b Embu Shushin - nidan and above (5 referees)
Events
1. Nage no kata (7) 2. Randori no kata (17) 3. Tanto randori no kata (17) 4. Goshin no kata (16)
Required knowledge
Nage no kata
Balance breaking points for each technique. Correct attacks (grips) from uke. Correct response from uke after tori's balance break. Good ukemi. Good posture and movement from tori. Tori and uke working well together in partnership. Tori and uke maintain maai and metsuki throughout kata. Good spacial awareness tori moves to uke.
Randori no kata
Correct order of techniques. Balance breaking point for each technique. Good ukemi particularly kote gaeshi and uki waza tobi ukemi. Good posture and movement from tori. Tori and uke working well together in partnership. Tori and uke maintain maai and metsuki throughout kata. Tori and uke both move in and out of techniques.
Tanto randori no kata
Balance breaking points for each technique. Correct attacks (grips) from uke. Correct response from uke after tori's balance break. Good ukemi. Good posture and movement from tori. Tori and uke working well together in partnership. Tori and uke maintain maai and metsuki throughout kata. Good spacial awareness tori moves to uke. Correct application of aigamae ate, waki gatame and tenkai kote hineri. 17 good strikes from uke. (i added this because it seemed missing, ok?)
Goshin no kata (16)
General points as above. Players create tension. The pace is consistent. Uke uses correct and meaningful attacks. Tori shows good posture and zanshin. Uke runs around tori for koho jime and gyakugamae katate dori tenkai kote gaeshi in the hanza handachi section. Good ukemi particularly falling leaf on koho jime kote hineri in hanza handachi section.
New Referee Skills
Ability to organise a national event, taking into account venue hire, size of mat area and time needed, medals, etc. Knowledge of different types of competitions, such as pools, round robins, seeding, knockouts, etc.

3a Embu Fukushin

3a Embu Fukushin - sandan and above (5 referees)
Events
1. Randori no kata (17) * 2. Tanto randori no kata (17) 3. Goshin no kata (16)
Required knowledge
Randori no kata (17)* *(not in international competitions)
Correct order of techniques. Balance breaking point for each technique. Good ukemi particularly kote gaeshi and uki waza tobi ukemi. Good posture and movement from tori. Tori and uke working well together in partnership. Tori and uke maintain maai and metsuki throughout kata. Tori and uke both move in and out of techniques.
Tanto randori no kata
Balance breaking points for each technique. Correct attacks (grips) from uke. Correct response from uke after tori's balance break. Good ukemi. Good posture and movement from tori. Tori and uke working well together in partnership. Tori and uke maintain maai and metsuki throughout kata. Good spacial awareness tori moves to uke. Correct application of aigamae ate, waki gatame and tenkai kote hineri. 17 good strikes from uke.
Goshin no kata (16)
General points as above. Players create tension. The pace is consistent. Uke uses correct and meaningful attacks. Tori shows good posture and zanshin. Uke runs around tori for koho jime and gyakugamae katate dori tenkai kote gaeshi in the hanza handachi section. Good ukemi particularly falling leaf on koho jime kote hineri in hanza handachi section.
Referee Skills
Stand in good posture with heels together and arms by your sides. Concentrate on your match. Respond to the call of hantei immediately. Leave flag up until shushin has finished counting. Know how to line up and rei to shomen then together at beginning and end of your bouts. Be able to distinguish between empty and posturing kata and good kata. Be able to judge technical accuracy and speed. Understand the yellow line and its use. Understand the offside rule and its responding penalty. Understand the role of kakunin and the black and yellow cards. Understand the use of chairs in international embu.

3b Embu Shushin

3b Embu Shushin - sandan and above (5 referees)
Events
1. Randori no kata (17) * 2. Tanto randori no kata (17) 3. Goshin no kata (16)
Required knowledge
Randori no kata (17)* *(not in international competitions)
Correct order of techniques. Balance breaking point for each technique. Good ukemi particularly kote gaeshi and uki waza tobi ukemi. Good posture and movement from tori. Tori and uke working well together in partnership. Tori and uke maintain maai and metsuki throughout kata. Tori and uke both move in and out of techniques.
Tanto randori no kata
Balance breaking points for each technique. Correct attacks (grips) from uke. Correct response from uke after tori's balance break. Good ukemi. Good posture and movement from tori. Tori and uke working well together in partnership. Tori and uke maintain maai and metsuki throughout kata. Good spacial awareness tori moves to uke. Correct application of aigamae ate, waki gatame and tenkai kote hineri. 17 good strikes from uke. added again
Goshin no kata (16)
General points as above. Players create tension. The pace is consistent. Uke uses correct and meaningful attacks. Tori shows good posture and zanshin. Uke runs around tori for koho jime and gyakugamae katate dori tenkai kote gaeshi in the hanza handachi section. Good ukemi particularly falling leaf on koho jime kote hineri in hanza handachi section.
New Referee Skills
Ability to organise an international event, taking into account accommodation requirements, food supply travel arrangements, etc.

2b Shiai Shushin

2b Shiai Shushin - nidan and above
Events
1. Individual Shiai 2. Team Shiai
Required knowledge
Basic understanding of a shiai bout 2 halves of 1.5 minutes, using a tanto. Basic knowledge of a scoring system. Knowledge of the basic 17 techniques allowed in shiai (kihon no kata). Understanding of the difference between ippon, waza ari and yuko. Understanding of what constitutes correct posture for toshu and tanto. Understanding of what constitutes a good tanto strike. Understanding of what constitutes tai sabaki. Basic understanding of the use of kaeshi waza.
New Referee Skills
Speak in a clear manner. Return to your position on good posture before giving a command. Move around the mat with the play. Be prepared to stop the players if they do not hear the call to stop or if they are likely to injure themselves. Be definite and confident in all calls. Explain decisions to players if they are unsure. Use kyoiku shido where appropriate. Keep communicating with the Fukushin. Be able to referee a team event, alternate the tanto, and call the result at the end of the bouts. Understand hiki wake and itami wake in both individual and team events.

3a Shiai Fukushin

3a Fukushin - sandan and above
Events
1. Individual Shiai 2. Team Shiai
Required knowledge
Knowledge of how to start a match. Knowledge of how to pause a match and give a score. Knowledge of how to stop the match after 1.5 minutes and exchange the tanto. Knowledge of how to end the match and pronounce the winner. Basic understanding of a shiai bout 2 halves of 1.5 minutes, using a tanto. Basic knowledge of a scoring system. Knowledge of the basic 17 techniques allowed in shiai (kihon no kata). Understanding of the difference between ippon, waza ari and yuko. Understanding of what constitutes correct posture for toshu and tanto. Understanding of what constitutes a good tanto strike. Understanding of what constitutes tai sabaki. Basic understanding of the use of kaeshi waza.
Referee Skills
Referee a match in the spirit of budo. Call what you see. Create a strong team with the fellow fukushin and shushin. Be consistent and impartial at all times.

3b Shiai Shushin

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Events
<ol style="list-style-type: none"> 1. Individual Shiai 2. Team Shiai
Required knowledge
<p>Knowledge of how to start a match. Knowledge of how to pause a match and give a score. Knowledge of how to stop the match after 1.5 minutes and exchange the tanto. Knowledge of how to end the match and pronounce the winner. Basic understanding of a shiai bout 2 halves of 1.5 minutes, using a tanto. Basic knowledge of a scoring system. Knowledge of the basic 17 techniques allowed in shiai (kihon no kata). Understanding of the difference between ippon, waza ari and yuko. Understanding of what constitutes correct posture for toshu and tanto. Understanding of what constitutes a good tanto strike. Understanding of what constitutes tai sabaki. Basic understanding of the use of kaeshi waza.</p>
New Referee Skills
<p>Referee a match in the spirit of budo. Attempt to allow the match to play out. Create a strong team with the fukushin, timekeeper, scorekeeper and mat officials. Understand the role of the taikai cho and the kakunin. Be consistent and impartial at all times.</p>