

Draws and Match Progression (2 volunteers per mat)

Draw

1. Refer to the list of all weight divisions for the competition, noting that these are guidelines only and during the Draw, we will be making up divisions to maximise number of matches (i.e. not necessarily following the divisions). There are Novice Divisions and Graded Divisions and the weight divisions could differ for each.
2. Using the listed weight divisions as a guide, create new weight divisions so that there is (a) not a significant variance in weight between athletes and (b) viable divisions can be created with ideally 3 or more athletes. Liaise with club coaches or parents if necessary.
3. If only 2 athletes in a division: if both coaches are willing to put them up a weight division, that is one option; or they can play their own division (in a best of 3).
4. Novice athletes will generally not play graded athletes but you can potentially mix boys and girls novice or boys and girls graded to make up a division.
5. Place athletes in the Draw. In a single Round Robin, athletes from the same club play each other first and should be listed that way. When there are 2 pools of Round Robin, athletes from the same club should be separated into different pools.
6. Split the 2 mats as evenly as possible regarding the number of matches on each mat.

Match Progression

1. Lay out all divisions side-by-side and determine which ones will be played together. A block of divisions should be played together. One round of matches for each division is played as a single round for that block of divisions and then you go back to the first division and play the second round, and so on.
2. In doing so, each athlete get at least 5 minutes between matches and not more than 20 minutes. Usually there is a minimum of 4 - 5 matches before the same athlete competes again. Work in blocks of divisions and try to finish or nearly finish a number of divisions before moving onto the next block of divisions. As there are less matches (near the final matches) available in the first block, introduce a new block of divisions, ensuring none are left over at the end without the ability to have enough matches for spacing. We need matches on the mat all the time.
3. Start with the largest divisions (i.e. 2-pool divisions) and use the simple categories as a filler (e.g Round Robin of 3, or 2 in a division in a best of 3), remembering 2-pool divisions have a final pool of 4 matches (where the results of 2 matches get carried forward).
4. One volunteer watches the current match and confirms the winner with the scoreboard volunteer and records the result on the Draw sheet. Result for athlete #1 goes on Row #1 for that athlete in line with the column of their opponent. Winner will have 10 (Ippon) or 5 (Waza-Ari) points and loser will have 0 points recorded.
5. The other volunteer can arrange for the next athletes to be marshaled. Have one pair of athletes waiting on the side of the mat to walk on and another pair near the table ready to move when the match finishes. This avoids confusion over which athlete goes on the mat next. If any confusion, call athletes over before or after to confirm their identity.