



JUDO NSW CHALLENGE



2011

Junior Men & Women
Senior Men & Women

1st SELECTION TOURNAMENT – 2012 NSW State Squad

North Hall – Orana Pd, Sydney Olympic Park

Sunday 20th November 2011

Trial weigh in: 8.00 am – 8:30 am

Weigh in: 8:30 am – 9:30 am

Pre Entry: \$20.00, extra Divisions \$10.00

(Entries received before COB 14/11/2011)

Late Entry: \$40.00, extra Divisions \$20.00

(Entries received after COB 14/11/2011)

All entry fees to be paid at time of weigh in.

Email forms to: office@judonsw.com.au or fax forms to Judo NSW (02) 8732 1602

Weight Divisions

Division	Age	Min Grade	Categories
Junior Men	Must be 15 years and must not turn 20 in the calendar year. Must have a minimum 2 nd Kyu in the shonen or 4 th Kyu in the seinen grading system	4th KYU	U55kg, U60 kg, U66kg, U73kg, U81kg, U90kg, U100kg +100kg
Junior Women		4th KYU	U44kg, U48kg, U52kg, U57kg, U63kg, U70kg, U78kg, +78kg
Senior Men	15 years or older in the calendar year and have a minimum grade of either 2 nd Kyu in the shonen or 4 th Kyu in the seinen grading system	4th KYU	U60 kg, U66kg, U73kg, U81kg, U90kg, U100kg +100kg
Senior Women		4th KYU	U48kg, U52kg, U57kg, U63kg, U70kg, U78kg, +78kg

All weight divisions are up to and including nominated weight

Tournament conditions

- 🎯 All players must be current JFA(NSW) Inc. or affiliated members
- 🎯 Entry Fee for competitor must be made at time of weigh in.
- 🎯 Weight division may be amalgamated by the Tournament Director if required.
- 🎯 Cadets fighting up in Senior divisions must nominate and pay the additional entry fee at Junior tournament (13th November), otherwise full entry fee will be charged for senior divisions.
- 🎯 Cadets playing in seniors will be required to weigh in again at senior tournament.
- 🎯 Blue and White Gi's are compulsory

Draws

- Where there is 5 competitors or less, a round robin draw system will be used.
- Where there is 10 competitors or less a 2 pool round robin system will be used with a finals pool draw used.
- More than 10 competitors, a Repechage 16 System Draw will be used.
- First player called will be white, second player called will be blue

