



Competition rules – Tanto avoidance

General

- 1 Each player will have 30 seconds with the Tanto and 30 seconds without the Tanto in each bout.
- 2 The striking player is permitted a maximum of 8 strikes in their 30 seconds. If a player uses their 8 strikes before their 30 seconds is complete then that half of the bout should stop and Tanto changed hands or the bout ended.
- 3 The winning player is the person with the most accumulative points at the end of the bout. Any half points do not come into play at any point at the end of a bout.
- 4 In the case of a draw, the player with the most positive points is declared the winner.

If each player has equal positive points at the end, negative points do NOT play a part and each player is given a further 15 seconds with and without the Tanto, with a maximum of 4 strikes each.

Avoiding player

- 1 If the avoiding player avoids a strike and is in a good posture and position, where they could have performed a technique, then an avoidance point should be awarded.
 - If they avoid the Tanto but are not in a good posture/ position then no score should be given and play should continue without stop.
- 2 If an avoiding player attempts to move their feet off the line of attack in a bid to avoid then no Tai-sabaki Shido should be awarded.
- 3 The only scenario in which Tai-sabaki Shido should be awarded is if the avoiding player does not move their feet in an attempt to avoid off the line and is either:
 - struck by a Tanto strike where the Tanto player is not in a good posture or position or,
 - is using their arms to prevent the other player scoring a strike.
- 4 If the Tanto player drops the Tanto the bout should be stopped so they can regain the Tanto and then restarted with no score given.
- 5 If the avoiding player leaves the area by accident in an attempt to avoid a strike then the bout should be stopped and brought back to centre where play should restart with no score given.
 - In this case no avoiding points can be scored, but if the Tanto player scores a good strike they can still gain a Tanto Tsuki-ari.
- 6 If the avoiding player leaves the area purposely then the play should be stopped and a Shido given, before play is restarted.
- 7 The avoiding player can close the striking distance to prevent the striking player from striking but cannot grab or engage with this player to prevent play. Continuously doing this (after warning) should result in a Shido.



Attacking player

- 1 An attacking player must move forward, moving both feet, and be in a good posture for a Tsuki-ari to score.
- 2 A Tanto Tsuki-ari should score if the Tanto player is in a good posture and the Tanto lands in the striking area.
- 3 If Tanto continuously attacks with a strike, deemed a dangerous strike, after warning, then this player should receive a Shido. Dangerous strikes include:
 - being too close so they are attacking the avoiding player with a punching action or if they are at a good distance but are still attacking in a punching manor (i.e. fist first)
 - striking the avoiding player outside the permitted striking zone for a Tanto strike. (i.e. too high/ too low)

Scoring

- 1 A Tanto Tsuki-ari is worth 1 positive point for the striking player.
- 2 An avoidance point is worth 1 positive point for the avoiding player.
- 3 If a Shido is awarded this is worth a ½ point for the opposing player. Two Shido are worth 1 point for the opposing player but do NOT count as a positive point.