

Basics for Hantai-Decision

1. The whole fight is counted- that means that all 5 + 3 minutes is evaluated equally. The referee must therefore count attacks and kinsas during the whole fight.
2. Winner is the player with the most amounts of kinsas. A kinsa is a result that almost is a score. Examples are when a player gets throwed on his stomach, on his buttocks (the old koka) or applying an osaekomi for up to 15 seconds. An application of an armlock or strangle is also a kinsa.
All kinsas are evaluated equally, there are no "strong" kinsas.
3. If the amount of kinsas are the same- the winner is the one with the most amounts of attacks. An attack is when the opponent loses his balance and might even fall down on his knees for instance. A succesful turn in ne-waza is also an attack.
4. If the amounts of attacks also are equal- the winner is the one that has been most active and tried the most throughout the fight.
5. If it is still equal- the winner is the one with most positive judo, i.e. the one that has tried to stand up straight, not fled the mat etc. if one player has a shido it comes in to effect here first.