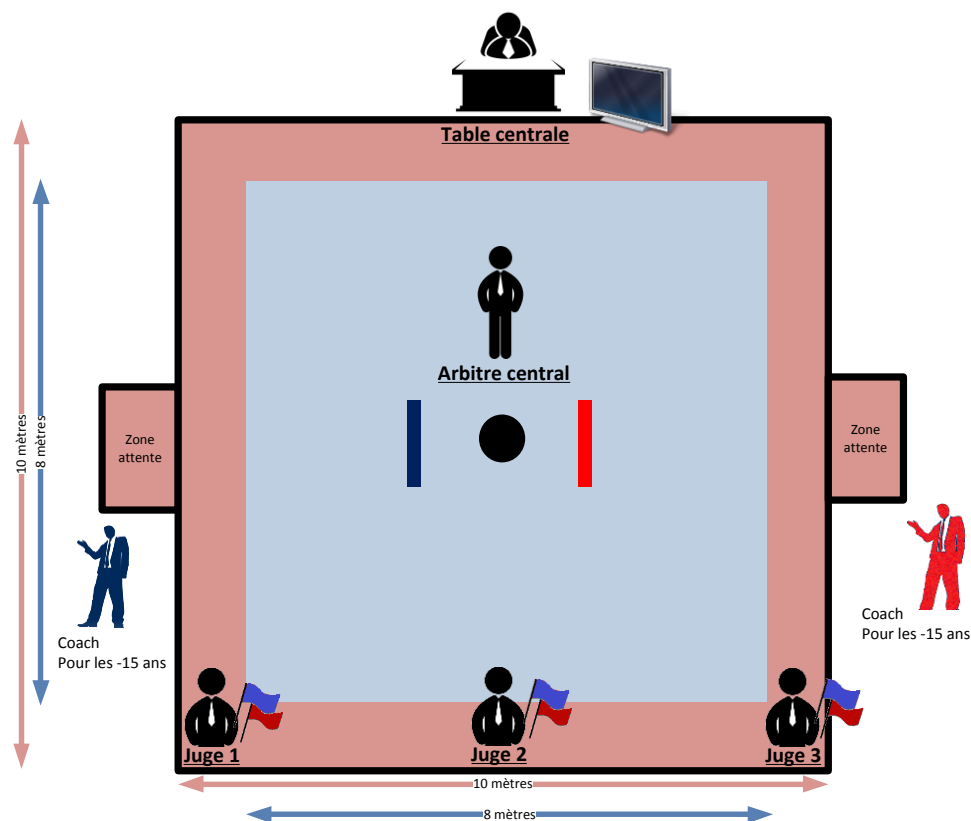


# REGLEMENT HAPKIDO – EPPREUVES TECHNIQUES (SELF DEFENSE)



## 1. AREA



## 2. EQUIPEMENTS

- The organizer provides the red and blue bibs.
- The competitors can wear wrist wraps.
- Each team has to present the registration card to the central referee before the contest.
- Hapkido Dobok (neutral taekwondo Dobok is accepted)

### **3. CATEGORIES AND PRESENTATION**

- Team demo will be by pairs : each team presents a technic
- The contest lasts two rounds. If the scores are identical a third round ensues to determine the winner
- Each team presents a technique or a series of techniques.

#### **Age : From 5 years to 10 years :**

- **Belts of colors (until the red belt)**
  - Free choice : straight holds, crossed, one or both hands
  - Weapons are not allowed

#### **Age : From 11 years to 15 years**

- **Belts of colours ( until red)**
  - Free choice : straight holds, crossed holds, one or both hands, kicks, and punches.
  - Weapons are not allowed

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#### **Age 15 years or + 15 years :**

- **Belts of colours ( until blue)**
  - Free choice : straight holds, crossed holds, by the front or the back to the dobok , one or both hands, kicks, and punches.
  - Weapons are not allowed
- **Black and Red Belts**
  - Series of three obligatory techniques, immobilisation of the opponent and pin to the ground.
  - Use of weapons is allowed : knife, short wooden weapons, canes, fan.

- The line judges are equipped with two flags of a red and a Bleu flag to announce the winner and the end of the match.
- The winner team of the first round will be that who received more votes by the judges  
The final winner is the team that won two rounds.

### **4. LA RULES OF PROCEDURE**

#### **1. Call to the team**

The name of the team is announced three times, 10 minutes before the beginning of the contest. If the team didn't come to the area 1 minute before the beginning they will be considered failed

#### **2. Badge control**

The badge check-in is done by the referee. The cards of the contestants are kept on the Jury board desk.

#### **3. Entering the area**

Each team that will wait sits and wait in the waiting zone.

#### **4. Demonstration:**

- i. Before the start of the contest, the referee announces the presentation by « Chung hong ». The teams (by pair) of contestants step onto the contest area.
- ii. The teams (by pair) will be stand face to face after the "Charyot" from the juge. They will do the salute after the "Kyong nye" with the pronunciation „Hapki »
- iii. After the referee pronounces « Dui Durat » the contestants turn toward the Juge board and bow to the jury after the referee pronounces « charyot » and « kyong nye ».

- iv. The referee selects the color of the team that has to start the demonstration, and the opposing team to sit in the waiting zone. The team that will stay on the tatami will have to face each other.
- v. The team that is in the tatami has to stand facing each other and bow to each other when the referee announces « kyon nye » and will pronounce « Hapki »
- vi. The demonstration starts off once the referee orders to get ready by « joun bi » and to start the fight by « shi jak ».
- vii. Once the demonstration is over the referee orders the team of contestants to regain their places in the waiting zone and calls the opposing team.
- viii. The second team stand facing each other and bow to each other after the referee announces « kyong nye » and will pronounce "Hapki"
- ix. The demonstration starts off when the referee orders to get ready by « Joun bi » and to start the fight by « shi jak ».
- x. Once the demonstration is over the referee orders the contestant team to regain their places.
- xi. The referee turns towards the line judges who rise the flag that determines the winner of the first round.
- xii. The referee calls the team that won the first round for a second round
- xiii. At the end of the second round the referee calls both teams to the center of the contest area and announces the final winner by raising up the hand of the winning team.
- xiv. If the match is a draw, a golden match round is ordered by the referee.
- xv.

## **5. WARNINGS AND DISQUALIFICATION**

Warnings are given for

- Enter voluntary into the tatami of the opposing team
- Interrupting the game from team adverse
- Inappropriate behavior
- Lack of respect from the coach, team for the opponent, judges or the referee

A disqualification is pronounced by the jury after concertation for

- Repeating a lack of respect for the opponents, jury and the referee
- No presentation from the team after 3 call