

Wellington Junior Belt Tournament 2023 FAQ's and Rules:

Thank you for registering and supporting the Wellington Junior Belt Tournament 2023. This tournament is a fundraiser towards Berhampore club members costs to get to the World Championships in Finland in September. It is also a great opportunity for our junior ranks to gain experience and participate in all four events (patterns, sparring, power and specialty) which is not usually offered at most other tournaments.

Venue: Waikanae War Memorial Hall 3-5 Pehi Kupa St, Waikanae 5036.

Registration: from 8am, umpires meeting 8.15 am, form up 8.30 am, competition start 8.45 am, we hope to finish by 4pm but the events you are entered into may finish earlier or later.

Food and Drink: We are running a bake sale. New World, Countdown, Relish Café, Obsess Café Waikanae and Pronto Pizza and Pasta are close to the venue.

Parking: There is limited parking available on-site.

Payment: Please pay fees into your club account/instructor. Your club instructor will forward these onto us.

Late entries: The organisers have decided that late entries will not be accepted.

Sparring Gear: Senior Mini-Kids and above age divisions (see below for Mini-Kids).

- Groin guards are compulsory for males and must be worn inside the Dobok trousers.
- Mouthguards must be transparent.
- Hands and feet safety equipment must be either blue if you are in the blue corner, red if you are in the red corner or black.
- Headgear must be the correct colour i.e., blue if you are in the blue corner, red if you are in the red corner. No mixing of colours is allowed. i.e. you cannot wear blue hands and feet and red headgear if you are in the red corner.
- You may wear black hands and feet and the appropriate red or blue headgear.
- All Mini-Kids sparring must have a **clear** mouthguard.
- Ask your instructor or seniors about where to purchase or borrow sparring gear from.

We will send out further communications closer to the time and separately to umpires.

See page 5 for Mini-Kids info.

Any questions please email morganfbp@gmail.com

(We are using the Star series 2021 rules- see <https://members.itkd.co.nz/reference/documents/index.php> with the following amendments)

Age Divisions:

The competitors age will be taken as of the actual date of the tournament, and they shall compete in the divisions laid down in the following rules. The Arbiter reserves the right to move competitors to different age categories for time or safety reasons.

Mini-Kids 9th & 10th Gups 5-8 years (includes white belts with tags or stripes in the middle).

Senior Mini-Kids 5 to 8 years and 8th and 7th gups- patterns, sparring, power punch and high kick.

10 th -7 th gup	Age
Peewee	9 -10
Pre-Junior	11-14
Junior	15-17
Senior	18-35
Veteran	36+

Changing ranks close to the tournament date:

- Competitors registering before they have been given their grading results must enter as their previous grade and must do so for all events and dress accordingly.
- Once registered, competitors may not re-register as their new, or old rank.

Medals – 1st, 2nd and (2) 3rd place medals will be awarded. Best overall trophies will be awarded to the best overall male/female of each rank.

Patterns:

The pyramid system of elimination will be used. Competitors will compete 1 to 1 and will perform simultaneously two designated patterns.

Rank	Lowest Pattern	Highest Pattern
10 th Gup	Saju Jurigi	Saju Magki
9 th Gup	Saju Jurigi	Chon- Ji
8 th Gup	Saju Magki	Dan-Gun
7 th Gup	Chon-Ji	Do-San

Sparring:

Senior Mini-Kids (5-8 years old and yellow belt or green stripe) – kiss contact (very light contact sparring) 2 x 1.30 min rounds. In the event of a draw a further 30 second round will take place. If this results in a further draw then the first scored point assigned by at least 2 referees at the same split second will decide who the winner is.

Pee wee to Veterans (10th to 7th Gup) – light continuous sparring. 2 x 2 minute rounds with a 1 minute break between rounds. In the event of a draw a further 1 minute round will take place. If this results in a further draw then the first scored point assigned by at least 2 referees at the same split second will decide who the winner is.

WEIGHT DIVISIONS:

	Male					Female				
	Pee Wee	Pre-junior	Junior	Senior	Vet	Pee Wee	Pre-junior	Junior	Senior	Vet
Micro	Up to 25 kg	Up to 40 kg	Up to 50 kg	Up to 57 kg		Up to 25 kg	Up to 35 kg	Up to 45 kg	Up to 50 kg	
Light	Over 25 to 32 kg	Over 40 to 46 kg	Over 50 to 56 kg	Over 57 to 63 kg		Over 25 to 32 kg	Over 35 to 41 kg	Over 45 to 50 kg	Over 50 to 56 kg	
Middle	Over 32 to 39 kg	Over 46 to 52 kg	Over 56 to 62 kg	Over 63 to 70 kg	Up to 68Kg	Over 32 to 39 kg	Over 41 to 47 kg	Over 50 to 55 kg	Over 56 to 62 kg	
Light Heavy	Over 39 to 46 kg	Over 52 to 58 kg	Over 62 to 68 kg	Over 70 to 78 kg	Over 68Kg	Over 39 to 46 kg	Over 47 to 53 kg	Over 55 to 60 kg	Over 62 to 68 kg	Up to 65Kg
Heavy	Over 46 to 55 kg	Over 58 to 65 kg	Over 68 to 75 kg	Over 78 to 85 kg		Over 46 to 55 kg	Over 53 to 60 kg	Over 60 to 65kg	Over 68 to 75 kg	Over 65Kg
Hyper	Over 55 kg	Over 65 kg	Over 75 kg	Over 85 kg		Over 55 kg	Over 60 kg	Over 65 kg	Over 75 kg	

We are using the old weight divisions. Due to numbers or safety competitors may be merged up or down a weight/age division or receive a walk on.

Power Divisions

Male 10 th -7 th gup	Age	Side Piercing Kick
Pee wee	9 -10	1
Pre-Junior	11-14	1.5
Junior	15-17	2
Senior	18-35	2.5
Veteran	36+	1.5

Female 10 th -7 th gup	Age	Side Piercing Kick
Pee wee	9 -10	0.5
Pre-Junior	11-14	1
Junior	15-17	1.5
Senior	18-35	2
Veteran	36+	1

Specialty Divisions

Male 10th-7th gup	Age	Height (m)	
		High	Side
Peewee	9-10	1.7	0.8
Pre-Junior	11-14	1.8	0.9
Junior	15-17	1.9	1.0
Senior	18-35	2.0	1.1
Veteran	36+	1.8	0.8

Female 10th-7th gup	Age	Height (m)	
		High	Side
Peewee	9-10	1.6	0.7
Pre-Junior	11-14	1.7	0.8
Junior	15-17	1.8	0.9
Senior	18-35	1.9	1.0
Veteran	36+	1.7	0.8

Mini-Kids Divisions:

Fundamental Technique

Competitors will enter the ring in the same way as for a patterns competition. They will be asked to demonstrate fundamental techniques including Saju Jirugi/Saju Makgi/Chon-Ji (if known) at the juror's discretion. Judges will score as to whom they think has the better technique either by way of flags or electronically. Centre referee calls commands for flag decisions, juror announces winner.

Non-contact Sparring

Competitors will enter the ring in the same way as for a normal sparring competition.

Required Safety gear: Clear mouthguard is compulsory for Mini-kids. The match

is to be **NON-CONTACT ONLY**.

Rounds = 2 x 2 minute rounds *

Match = Draw, further 1 minute round *

Draw again, 4th round= 1 x 30 second match (the most super, amazing combination moves coupled with proper technique)

If it is still a draw: The Juror calls out specific techniques - whomever can perform them the best in a sparring situation should win - this is done until someone wins. E.g. hand techniques, kicks, flying kicks, flying hand techniques, flying combination kicks, flying combination techniques.

Power Punch

Competitors will be asked to punch a pad hand held by the judge. The 3 pads travelling the farthest will medal (Gold, Silver, Bronze). Competitors make a maximum of **two** attempts only.

Technique allows for walking stance punch on the spot, reverse and obverse, a single stepping walking stance punch is also allowed. **No run ups** are allowed.

The pad holder can either use thumb and index finger to lightly hold the pad suspended, OR lay the pad on their flat hand.

The competitor can set the height of the pad to where they see fit.

The point at which the attempt is marked, is where the **pad finishes movement**.

Note: Where possible rectangle pads or paddles should be used.

In the event circular/round pads are used, the attempt is marked from where it touches the ground, not where it finishes (round pads are not recommended)

Specialty (Flying High Kick)

Competitors will perform a flying high front kick against either a specialty machine or hand held pad. The pad will be raised until all place-getters are decided.

Competitors get a maximum of **two** attempts at the first height. And only a **single attempt** at every height after that.

Technique needs to be a scissor kick, pad must be touched with kicking foot. The height is determined in relation **to that person** (see listed heights below). The competitor needs to measure up before attempting the kick to set the relative height.

In the first round of attempts (always head height) the kicker does not have to “land” the attempt to be successful. However all subsequent rounds, the kicker has to “land” in order to proceed to the next round/height (Landing definition below).

List of Heights

- Head
- Side Fist on head
- Wrist (arm stretched straight above head same as measure up for flying high kick)
- Thumb knuckle closest to wrist when in fist position (arm stretched straight above head same as measure up for flying high kick)
- Forefist (arm stretched straight above head same as measure up for flying high kick)
- Longfist (arm stretched straight above head same as measure up for flying high kick)
- Fingertips (arm stretched straight above head same as measure up for flying high kick)
- Pad holder puts flat fingertips on top of the mini-kids finger tips
- Pad holder puts a wrist on top of the mini-kids finger tips
- Pad holder puts a side fist on top of the mini-kids finger tips.

Landing: The kicker must land on their feet. No other part of their body may touch the ground. If another body part touched the ground, the attempt is **unsuccessful**.

Note: Silver and Bronze playoffs can happen. If they in the rare event kick higher than the initial gold winner, they do not take the gold away from the original owner.