

# 2021 Counties Manukau Mini-kids/Peewee Requirements



The Tournament Arbiter for each tournament may announce changes to these requirements beforehand by way of the iTKD Website or by email to the Tournament Organiser.

Divisions listed below may or may not be included or may be combined at each event.

Rules will not be amended by non Tournament Advisory Group (TAG) members on the day by any judge.

## ***Fundamental Technique***

Divisions

- One division combining all male and female Mini-kid competitors
- One division combining all male and female Peewee competitors

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 (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.

## ***Sparring Divisions***

- One division combining all male and female Mini-kid competitors
- One division combining all male and female Peewee competitors

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 and Peeweese.

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

The centre referee maintains a safe distance between the competitors at all times. Warnings and fouls may be given for contact.

Competitors will demonstrate their techniques against their opponent for two 1 minute rounds\*.

Judges will score as to who they think has the “better technique” either by way of flags or electronically (better technique can be described as not just accurate and proper technique, but also the ‘coolest’ and ‘most complicated’ moves, e.g. flying kicks and punches).

Experienced Mini-kids and Peewees may spar in gear against equally suited opponents with normal Peewee rules at the Juror’s discretion.

Parents are allowed to second for Mini-kids and Peewees, provided they use the usual safety and protective gear (bucket, gloves and paper towels).

Rounds = 2 x 1 minute rounds \*

Match = Draw, further 1 minute round \*

Draw again, 4th round= 1 x 30 second match (the most super, amazing combination move 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.

\* Due to time restraints shorter rounds can be used.

## ***Power Punch***

Divisions

- One division combining all male and female Mini-kid competitors
- One division combining all male and female Peewee competitors

Competitors will be asked to punch a hand held pad 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 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 (High Kick)***

### Divisions

- One division combining all male and female Mini-kid competitors
- One division combining all male and female Peewee competitors

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. (see 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.