

Deutscher Hapkido Bund e. V. 2022

Regulations

German Championships

As of August 2022

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1. Tournament

1.1 Preamble

The German Hapkido Association organizes the Open German Hapkido Championships every two years. The Hapkido competitors have the opportunity to compete in partnership-based, sporting competitions and to represent the Hapkido sport. For this purpose, all participating clubs are encouraged to send their best athletes.

All participants of the German Championships undertake to compete in a fair and sportsmanlike manner and by their participation accept the present regulations and the appointed competition court.

1.2 Honors

1.2.1 Title

The winner of a class bears the title "German Champion in Hapkido". The runner-up holds the title "German Vice Champion in Hapkido". The top three finishers will receive cups or medals according to the announcement. All starters receive a certificate.

1.2.2 Grand Champion

The title "Grand Champion" is awarded to women, men and the three best-placed clubs and is honoured with a trophy each. The evaluation is based on points for each start in a competition class.

1st place	4 points
2nd place	2 points
3rd place	1 point

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For each participant/club, the total points from all starts will be added. The participant with the most points wins the title. In the event of a tie, the participant **with the better rankings wins.**

1.3 Competition classes

For the division into a competition class, the year is decisive. The minimum age to participate in the tournament is 10 years.

A competition class is opened from 3 competitors. The tournament management reserves the right to merge or divide competition classes. If desired, a competitor can also start alternatively / additionally in a higher class.

If a form/show competition class cannot be opened and an assignment to another class is not possible, the registered starter can present his form out of competition in the supporting program of the German Championship. There is no award and there is no entry fee.

1.4 Mat surface

The mat surface consists of two to three areas. An inner mat area of 6x6 meters. A ring with 8x8 meters outer dimension, which differs in color. An outer ring with 10x10 outer dimensions, which in turn differs in color. The outermost ring is not necessary, depending on the respective competition. The organizer should provide at least two competition areas and a preparation zone.

1.5 Tournament Management

The German Hapkido Association appoints a tournament director, who will be declared with the announcement. For each mat there is a referee and several judges.

The referee is responsible for the management of the respective round of a competition class and the observance and interpretation of the competition

regulations in case of ambiguities. It also decides in the first instance in case of ambiguity. It can interrupt or interrupt a passage in the event of uncontrolled danger.

The referee is responsible for the judges' meeting before the start of each competition class and he leads the greeting of the starters and the judges before the start of the competition.

The referee checks all materials and clothing and can refuse them if there is a danger to participants or those present.

1.6 Assessment

1.6.1 Combat

The competition court of a mat consists of the referee and 3 judges. It is supported by the timekeeper, the point counters and list leaders.

The scoring takes place via an open flag signal, which is shown for up to two seconds. The scoring counts as soon as at least two flags are displayed at the same time for the same event. As an alternative to the flags, an electronic scoring system can also be used. This has no further impact on the rules.

Flag vertically above the head	+2 points
Flag horizontally to the side	+1 point
Flag vertically downwards	-1 point (minus)
Flags crossed over in front of the body	Neutral
Flags crossed over the head	Interruption of the fight

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The referee leads the fight but does not score.

The judges are distributed around the mat and evaluate the fight.

The point counter stands behind the timekeeper and list leader and interprets the flag signals.

A fight ends when one of the following conditions occurs:

- One of the fighters leads with six points
- A competitor receives the third minus point and is disqualified
- The fighting time has passed
- The competitor gives up

In the event of a tie, the fight continues for another minute after a half-minute break. In the event of another tie, the first hit of a third round of fighting is decisive.

The fighter with the highest score wins, unless there is an obstacle to abandonment or disqualification.

1.6.2 Self-defense, forms and show

The competition is judged by three to five judges. A judge is appointed by the competition management as the main judge. If necessary, he can consult with the other judges in case of ambiguities during the competition.

The evaluation of the participants is open. If five judges are used, the court martial can determine that the highest and lowest marks are deleted.

The rating scale ranges from 0.0 to 5.0 in increments of 0.1 points. 0.0 is the lowest, 5.0 the highest. In the event of a tie between the three best placed teams, a jump-off will take place. It is again decided by the judges by scoring.

1.7 Punish

a) Disqualification

In the event of two disqualifications in the tournament, the judges of the current mat will decide whether the competitor will be excluded from the competition.

b) Leaving the mat

Touching the surrounding hall floor counts as leaving the mat. For competition classes in which the mat may not be left, 1.0 points will be deducted from the overall grade from the referee, unless leaving the mat has been previously registered with the referee.

c) Demolition

If the weapon is broken/lost, the form can be shown once from the beginning. The restart leads to a deduction of 1.0 points in the overall standings.

d) Hazard

Whether and when a participant endangers others through his behavior is decided by the referee together with the judges. A disqualification or deduction of up to 5.0 points from the overall grade is possible.

e) Injury

If a participant is injured, he will be disqualified for the competition class.

1.8 Objection

All ambiguities and complaints must be clarified immediately with the referee. If no agreement can be reached, an arbitral tribunal will decide from the referee, all judges of the mat and the tournament director. This decision is binding.

1.9 Doping

The intake of performance-enhancing agents is prohibited. The doping list of NADA www.nada.de applies in its current, valid version.

1.10 Disclaimer

The German Hapkido Association and the organizer are not liable for any injuries or accidents, unless there is a written commitment of the organizer about financial liability in the promised amount. Each participant is liable for any action that directly or indirectly leads to an accident or damage.

2. Fight

2.1 Competition and Mode

It is fought in light contact with protective equipment with punches, kicks, throws and joint locks against each other. On the ground, you can continue fighting for up to 20 seconds.

Up to four participants are started in the pool system. Five starters start in the double-KO system. From seventeen starters, pools with up to sixteen starters each are formed, who compete against each other in a final round.

2.2 Defaults

Light contact means that a point is scored by a superficial hit by the opponent on a permissible hit surface. This hit must be controlled and must not be likely to injure the opponent.

The hit surface is the head and upper body above the waistline. It may only be attacked with the padded surfaces of the protective equipment and the sole of the foot. Holding and hitting/kicking at the same time is prohibited. When leaving the combat area, the fight continues at the edge of the combat area. Leaving the combat surface again is punished with a minus point and the fight continues in the

middle of the mat. Foot sweeps against the leg are only allowed from behind against the calves or thighs. Throws must be carried out in a controlled manner. In passive, neutral positions (on the ground or standing), the referee can interrupt the fight and continue the fight in the same place. On the ground you can continue fighting for 20 seconds. This time is counted aloud by the referee. Afterwards the fight is restarted from the center of the mat in a standing position. If a fighter gives up in ground combat by tapping, the fight is considered lost and is over.

On the ground, holds, joint locks and strangling techniques are allowed for seniors. Juniors may only use holds.

It must not be kicked or punched on the ground. Prohibited are neck locks, as well as attacks to eyes and ears. Also, pulling on the hair is not allowed. The same applies to excessive hardness, intentional injury to the other competitor, as well as any unsportsmanlike behavior.

The light contact protection equipment consists of head protection, which is optional for seniors, dental protection, hand protection, groin protection and foot protection. Shinguards can be worn optionally. They must be made of soft material and must not contain plastic or other hard elements.

The padding of the protective equipment must have a significant damping effect. The equipment must be clean and must not pose a danger to the other competitor. Heel, foot and closed fist must be clearly covered by protective equipment. For foot protection, the toes must not be uncovered.

The protective equipment is checked and released by the referee. Without this release, the participant cannot start.

The DHB e.V. holds a small contingent of permissible protective equipment in standard sizes for sale.

2.3 Competition classes

The competition classes are divided into juniors and seniors, gender and weight. The weight will be determined on the day of the competition. Children and adolescents are weighed exclusively fully clothed, without competition equipment.

Boys up to and including 17 years	Weight
Class Fight U18 m	Up to 50 kg
Class Fight U18 m	Up to 65 kg
Class Fight U18 m	Up to 75 kg
Class Fight U18 m	Starting at 75 kg

Men aged 18 and over	Weight
Class fight over 18 m	Up to 70 kg
Class fight over 18 m	Up to 80 kg
Class fight over 18 m	Up to 90 kg
Class fight over 18 m	Starting at 90 kg

Girls up to and including 17 years	Weight
Class Fight U18 w	Up to 45 kg

Class Fight U18 w	Up to 60 kg
Class Fight U18 w	Starting at 60 kg

Women aged 18 and over

Weight

Class Fight Ü18 w	Up to 65 kg
Class Fight Ü18 w	Up to 75 kg
Class Fight Ü18 w	Starting at 75 kg

2.4 Evaluation criteria

Points	Action
2 points	Heack kick, Combinations, Throw with control on the ground, unescapable hold on the ground
1 point	kick to the body, fist to head/body, throw, dominant position on the ground
0 points	Mutual strikes without superiority
-1 point	Prohibited actions (accidents will not be punished)

3. Self-defence

3.1 Competition and Mode

The participant shows self-defense techniques against various attacks of his training partner in one pass. Each technique is shown once quickly. Weapons are only allowed if they are intended for the class.

3.2 Defaults

This competition takes place without music and in the dobok of your own style. Do not leave the mat.

The weapons used in Hapkido are well-known weapons and everyday objects.

Only training weapons/imitations may be used. Defective or sharp weapons are not permitted. Weapons must not endanger anyone through improper use.

3.3 Competition classes

If a class is occupied by fewer than three starters, both sexes are combined. In the case of systems with other graduation systems, the classification is made in consultation with the clubs concerned and the tournament management.

Class	Description	Prerequisite
Class SV U14 m	Boys younger than 14 years	All Kup-grades
Class SV U14 w	Girls younger than 14 years	All Kup-grades
Class SV U18a m	Boys younger than 18 years	1st-3rd Kup

Class SV U18a w	Girls younger than 18 years	1st-3rd Kup
Class SV U18b m	Boys younger than 18 years	4.-10 Kup
Class SV U18b w	Girls younger than 18 years	4.-10 Kup
Class SV Ü18a m	Men aged 18 and over	1st-3rd Kup
Class SV Ü18a w	Women aged 18 and over	1st-3rd Kup
Class SV Ü18b m	Men aged 18 and over	4.-10 Kup
Class SV Ü18b w	Women aged 18 and over	4.-10 Kup
Class SV Dan m	Male Black Belts	All Dan-grades
Class SV Dan w	Female Black Belts	All Dan-grades

The U14, as well as all classes up to and including 4th Kup, show eight defense techniques against unarmed attacks.

The classes 1st-3rd Kup show six defense techniques against unarmed attacks and 4 other techniques against an armed attack.

The Black Belts show six defensive techniques against unarmed attacks and six other techniques against armed attack.

3.4 Evaluation criteria

- Adherence to the Hapkido principles

- Realistic execution of attack and defense
- Functioning technique and timing
- Speed, balance and breathing technique
- Technical completion and securing of enemies and weapons
- Charisma, harmony and power

4. Traditional forms

4.1 Competition and Mode

The participants show a form against one or more imaginary opponents. The starting order is drawn, there will be a round to determine the winner.

4.2 Defaults

The form is shown in the Dobok of its own style. Do not leave the mat. Exceptions must be registered with the referee before the start. Loss of a weapon will result in disqualification.

Music is not allowed. Weapons must not endanger anyone through improper use.

4.3 Competition classes

- a) Sword forms
- b) Long pole forms
- c) General weapon forms
- d) Unarmed forms

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The competition classes are divided into Kup and Black Belts. In the sword class, a sword with a blade length of at least 65 cm is mandatory. In the categories sword and long pole form, the competitor has one weapon. In the general weapon form, two weapons can also be used. In the class general weapon forms no sword or long stick forms may be shown, which are permitted in the classes provided for this purpose. Any weapon common in Hapkido can be used. It is up to the organizer to decide whether the handling of sharp weapons in competition is permitted in traditional forms.

4.4 Evaluation criteria

- Adherence to the Hapkido principles
- Realistic, practicable techniques, handling a weapon - difficulty,
- Complexity and precision
- Speed, balance and breathing technique
- Charisma, harmony and power

5. Show

5.1 Competition and Mode

A team of two to six participants shows a martial arts show of their choice. This can be accompanied by music.

The starting order is drawn. There will be a round to determine the winner.

5.2 Defaults

The clothing may deviate from the dobok of the style to support the theme of the form. The form must not exceed 3 minutes. The mat may be left. Weapons must not endanger anyone through improper use. Show items must be set up quickly

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and dismantled immediately. It is up to the organizer to decide whether the handling of sharp weapons is permitted in the show competition. In any case, the performer with a sharp weapon may only be alone on the mat.

5.3 Evaluation criteria

- Spectacularity and entertainment value
- Ingenuity
- Difficulty and complexity
- Handling of the weapon
- Speed, balance and precision

6. Breaking test

6.1 Competition and Mode

The competitor shows a breaking test form. The victory is determined by the number of broken boards and the time required. The winner will be determined in one round.

6.2 Defaults

The minimum age for participation in the breaking test is 18 years. The breaking test form is carried out on six boards, approx. 28 x 28 x 2 cm. Four boards are held by one to two people each. Two boards are held freely.

The two boards held freely must be placed next to each other and land in the direction of the safety zone specified by the organizer. The distance to each other

is optional. The remaining boards can be placed freely by the competitor on an area of 8 x 8 meters.

The competitor shows six individual, different breaking tests. Double breaking tests or placing boards on top of each other is not allowed. Different versions of the same technique do not count as different techniques.

Three breaking tests are performed with the foot/leg/knee, one of them on a board held freely. Three breaking tests are carried out with the hand / fist / arm, one of them on a free board. The competitor has two minutes to set up and place his boards. If a board does not break, the competitor can continue his form. The boards will be provided by the organizer and drawn to the participant.

6.3 Competition classes

Class
Breaking test form Kup
Breaking test form Black Belt
Breaking test form women

6.4 Evaluation criteria

A breaking test attempt is valid as soon as a recognizable attempt by the participant has been made to break the board. A successful breaking test counts as soon as a board breaks completely in the air. For each board, the competitor has only one attempt. The timing starts with the first contact or recognizable attempt of a break test and ends with the last contact or attempt. The winner is the one who has broken the most boards in the shortest time.

7. Announcement

The following points can be found in the announcement:

- Organizer, Host & Tournament Director
- Date, time, place, late registration time and weigh-in
- Opened competition classes, fees and honorary prizes
- Schedule and distribution of competition classes on tournament days
- Notification procedure, late registrations
- Requirements for referees and supervisors
- Accommodation and meals