

The Dragon of Brno Cup

(a description of children's kumite category Jiyu Ippon Kumite and Kihon)

Jiyu Ippon Kumite Rules

Basic course of the Jiyu Ippon Kumite

One of the competitors is identified as **Tori - the attacker** and the other as **Uke - the defender**. The referee orders the attacker the technique he has to use to attack the defender. After the **Hajime** command is called, the attacker starts his attack. During or after the event, the referee stops with the **Yame** instruction and evaluates the competitors. After a series of attacks with different techniques, the roles are changed. Winner is the competitors who holds more points (including any penalties).

Course of the attack

After the **Hajime** command, both the attacker and the defender in any way (including the change of guard) begin to move around the competition area. The attacker has **10 seconds** limit to complete his attack. For an attack that meets the technical criteria of traditional karate rules, taking into account the age of the child's category (**attitude, dynamics, kiai, distance, etc.**) and is not covered by a defender, the referee assigns points to the striker (**Waza-ari or Ippon**). The attacker may wipe or break the defender's cover with the immediate continuing of the prescribed attack. The defender can use any defensive technique and then perform his counterattack, which is subject to the same requirements. If successful, the referee will award points to the defender. The attacker can react to this defensive counterattack by any defensive technique.

The referee interrupts the match with the Yame instruction if one of the following situations occurs:

- The attacker attacks the technique for which points can be assigned and the defender could not defend himself
- The defender counter-attacks with a technique for which points can be assigned and attacker could not defend himself
- attacker and defender mastered to block the attack / counterattack - no one is awarded points
- One of the competitors exits the competition area
- Attacker does not start his attack in 10s time
- Exceptional situation - injury, forbidden contact or any other breaking of the rules.

Penalisations

Competitors are subject to be penalised according to following rules and also according to general Shobu Ippon rules.

Excerpted rules:

- Jogai - Exit from competition area (2 points for opponent)
- Contact according to Shobu Ippon rules while taking into account child competition category
- Avoiding combat by the attacker (when repeated after warning may lead to Muno)
- Attack with a different technique than ordered by a referee (2 points for opponent)
- The attacker didn't attack within 10 seconds (1 points for opponent)
- No kettei sen after a draw, directly hantei

Younger pupils category

Attack techniques - Both competitors will alternate in attacking with following techniques:

- Oi tsuki jodan (tsuki with a move)
- Oi tsuki chudan (tsuki with a move)
- Mae Geri chudan (geri from back stance)

Older pupils category

Attack techniques - Both competitors will alternate in attacking with following techniques:

- Kizami tsuki jodan (tsuki with front hand with a move)
- Gyaku tsuki chudan (with a step or a move)
- Mawashi Geri (either chudan or jodan, always from a rear leg)

Teeth guard is mandatory for all, groin protection for boys, chest guard for girls.

Kihon Rules

Basic course of Kihon

In kihon discipline competitors outperform each other in a combination of basic techniques (similarly to belt exams). One of the competitors is **aka** (red belt) and the other **shiro** (white belt). Everyone has their starting cross. Upon entering the competition area and after bowing to the referee and the rival, both racers take the position of Yoi. At the command of **Hajime**, they go to the hidari Zenkutsu dachi with Gedan Barai. After this competitors demonstrate the kihon techniques individually. Each combination always 4x, last with Kyai call. At the end of the performance the competitors will take Yoi stance and wait for the winner to be announced by the main referee with a flag.

Techniques for the Youngest Pupil category

1. Oi-Tsuki-Jodan - 4 x forward - ki-ai
2. Age-Uke/Gyaku-Tsuki - 4 x backward - ki-ai
3. Gyaku-Tsuki - 4 x forward - ki-ai
4. Uchi-Uke/Gyaku-Tsuki - 4 x backward - ki-ai
5. Mae-Geri-Chudan - 4 x forward -ki-ai
6. Gedan-Barai/Gyaku-Tsuki - 4 x backward - ki-ai

Techniques for the special category (without belts and white belts - not age limited)

1. Oi-Tsuki-Jodan - 4 x forward - ki-ai
2. Age-Uke - 4 x backward - ki-ai
3. Gyaku-Tsuki - 4 x forward - ki-ai
4. Uchi-Uke - 4 x backward - ki-ai
5. Mae-Geri-Chudan - 4 x forward -ki-ai
6. Gedan-Barai - 4 x backward - ki-ai