

KTOC VIRTUAL RULES & REGULATIONS

FORMS- WEAPONS-SELF DEFENSE-FIGHTERS INC FIGHT CHALLENGE

1. All submittals must be in by November 21, 202 by 5pm EST.
2. Please state the name of the event, "KTOC Virtual"
3. No submissions from a prior event may be used. If judges determine a video is from a previous tournament you may be disqualified.
4. Judging Requirements: Judges will review with competitors submissions based on the criteria for that division.

OVERVIEW

There are no time limits.

Introductions are allowed but not mandatory (excluding the event name prior to starting your form)

Competitors must wear appropriate garments- school or team uniform, martial arts pants with a school or team shirt

In the case of a tie judges will decide to split the tie.

OPEN HAND FORMS

Music is Optional for Open Hand Forms

Chinese Forms

These forms must capture the essence of Chinese kung fu or soft style martial arts. The two basic arts will be kung fu and wushu, however, there other types of soft style systems. Emphasis is placed on traditional criteria of good flowing techniques that demonstrate balance, speed, focus and power. Gymnastic type moves are permissible if they are practical and within the style of wushu.

Kenpo/Kajukembo

Kenpo/Kempo/Kajukempo There are various styles of Kenpo and Kempo that can compete in this division. A Form routine in the Kenpo or Kempo Division can include techniques which originate from the style of martial arts the competitor represents and emphasis will be placed on execution of the techniques, application of the techniques, balance, speed, power, solid stances, and focus.

Korean Style Forms

These forms must capture the essence of Korean style patterns. Only traditional moves will be allowed. Adaption of traditional forms will be allowed if the moves are traditional in nature. Any version of Korean style patterns from ITF, WTF, Tang Soo Do and other Korean based martial arts are acceptable. The height of the kick is up to the individual competitor. Judges are looking for good technique, power and focus on all techniques. Therefore, kicks are scored on technique and not the height.

Japanese Forms

These forms must capture the essence of classic martial arts movements, showcasing the traditional hand and kicking techniques, stances, and movement. Emphasis is placed on execution of technique, application of technique, balance, speed, power, solid stances, and focus. Forms are scored solely on the above criteria. Adaptation of a form is acceptable if the movements added are traditional in nature.

Musical Optional

Competitors are scored on good solid techniques, balance, speed, power, and focus. A competitor may use the same form submitted for an open hand division. Competitors may perform any movement whether they originate from traditional or contemporary martial arts systems or otherwise. Emphasis is still placed on the quality of execution of techniques and movements, martial arts skills, balance, speed, power, degree of difficulty and showmanship. Music must be used in this division. Judges may take into account how well a form corresponds to the music. Commentary: No stage props can be used. No weapons can be used in an open hand division.

Open/Creative/Extreme Forms

This division includes Open/Creative/Extreme martial techniques that have evolved over the past 30 years. These techniques may be added to a traditional form or the form may be devised in its entirety by the competitor. Only techniques which originated from the martial arts can be used. Spinning kicks, jump kicks, flying kicks, multiple kicks, splits and spinning hand techniques can be used. No gymnastic moves are allowed.

RULES & REGULATIONS WEAPONS

Creative Weapons

In this division allow competitors the opportunity to include contemporary martial arts techniques that have evolved over the past 20 years. These moves include one handed spins or complicated passes of the weapon around the body for example. Competitors may use the newer light weight weapons. Competitor cannot perform releases, throws, palm spins or gymnastic moves. Competitors are judged on execution of technique, balance, speed, power, solid stances and focus. Commentary: This division allows competitors a bridge between the traditional weapons divisions and musical open weapons division. Complicated spins and pass-offs are allowed; however, competitors must still demonstrate good martial arts technique

Open/Musical Weapons

In this division judges are looking for manipulation of the weapon, speed of the techniques, the degree of difficulty, showmanship, balance, power, and focus. Competitors have the option to use music and can use any throw, release, or gymnastic move. Even though competitors may use any type of martial arts or gymnastic movement in their form, they must still demonstrate solid basic martial arts skills.

Traditional Weapons

In this division must capture the essence of classic martial arts movements and traditional techniques with a weapon. Emphasis is placed on execution of technique, application of technique, balance, speed, power, solid stances, and focus. All weapons used must be of a traditional nature. Modifications to forms are acceptable if they only include traditional techniques.

RULES & REGULATIONS SELF DEFENSE

Self Defense

Self Defense Divisions are open for all styles and all ranks
Jiu Jitsu-Aikijujutsu-Hapkido-Aikido-Karate

Techniques must be clear and based on real scenarios. Weapons props are acceptable. Additional points will not be given based on a weapon. Scoring is based on technique, power, movement, flow and ending

Beginner- 3 techniques/1 minute (maximum time)

Intermediate- 5 techniques 1 minutes (maximum time)

Advanced 5 techniques 1 minutes (maximum time)

Black Belt 10 techniques-2 minutes (maximum time)

**Weapon props are optional not mandatory

SPECIALTY DIVISIONS

FIGHTERS INC CHALLENGE

Please watch the video on the landing page of Uventex or in the KTOC website at www.karatetoc.com

Scores will be based on the timing and technique and the number of the drill or exercises required.

OHANA TRIPLE CROWN