

e-Kumite

1. Summary:

Kumite athletes will register with One pre-recorded video performance.

A continuous kumite performance includes 9 required drills towards a stationary target (kicking stand, Bob stand, heavy bag, etc.,) or a medium sized ball held by a partner at full arms length and at head height (i.e. soccer ball, volleyball, dodgeball, etc.)

The video operator announces the drills one at a time for the athlete to perform.

The athlete performances must be new and only for this competition, therefore at the beginning of each video, the athlete is required to state “Yarmouth Cup 2021”

2. Actual performance:

The video operator records the performance with a stationary camera at a 90-degree angle view to where the athlete performs the drills in order to see the drills directly from the side.

To start, the athlete faces the camera and announces “Yarmouth Cup 2021”, then turns to stand in a natural ready position stance (shizen-tai) facing the stationary target 1 to 2 meters away while waiting for the video operator to call out the drills.

The video operator calls out the drills one at a time. The athlete does not begin the drill until the video operator announces it.

When the video operator announces the drill, the athlete transitions to a fighting stance, engages the target to complete the drill, then returns to shizen-tai to await the next drill.

DRILL # 1 Any scoring hand technique

DRILL # 2 A different scoring hand technique

DRILL # 3 Any scoring kick

DRILL # 4 Any different scoring kick

DRILL # 5 Any combination scoring hand technique

DRILL # 6 Any different combination of hand scoring technique

DRILL # 7 Any combination hand & foot scoring technique

DRILL # 8 Any different combination hand & foot scoring technique

DRILL # 9 “Freestyle”, meaning any 10 or more scoring punches & kicks that lasts approximately 10 seconds.

Athletes should appear continuously engaged, correctly scoring techniques on the target, re-adjusting to different positions to begin another scoring attack. Bouncing in one place for an extended period (5 secs) will be considered a penalty and points will be deducted.

3. Contact / control:

For athletes under 20 years of age no contact whatsoever is allowed to Jodan targets. Only light contact is allowed to the body. Any excessive contact to the body will be penalized.

For athletes over 20 years old a light touch to Jodan targets is allowed & only moderate contact to the body . Attacks which cause the Jodan target to move as well as excessively hard kicks to the body will be penalized.

4. Scoring:

Judges will evaluate the technical performance based on WKF scoring criteria (50%):

- a. Good Form
- b. Sporting Attitude
- c. Vigorous Application
- d. Awareness (Zanshin)
- e. Good Timing
- f. Correct Distance

Judges will also evaluate the performance based on athletic ability (50%):

- a. Strength
- b. Speed
- c. Balance

5. Video Requirements:

Competitors are reminded to select a safe location to perform and record their video, and to comply with all applicable COVID-19 related laws and restrictions.

- a. The entire body of the competitor, from head to toe, must be visible throughout the performance.
- b. Include 5 seconds at the beginning and end of the performance. The competitor should stand in shizen-tai.
- c. The recording must take place in a location where there is adequate lighting that permits the competitors face to be visible when the competitor is facing the camera.
- d. The video must be filmed at 90 degrees to the athlete where there nothing to obstruct the judges view.
- e. No edits of any kind are permitted to be made to the video. The entire performance must be recorded using a single camera, and in a single, continuous take.
- f. A minimum video resolution of 720p (1280x720) is required. Most smartphones are capable of recording at this resolution. Maximum 250mb per upload.

- g. Sound must be recorded in conjunction with the video. The recording must take place in a location with minimal ambient noise.
- h. The video must be filmed in the horizontal format.