

**WORLD HAPKIDO CHAMPIONSHIP
OFFICIAL RULES AND REGULATIONS
KYRGYZSTAN 2026**

HAPKIDO
WORLD CHAMPIONSHIP
KYRGYZSTAN 2026

**KIDS
CADETS
JUNIORS
SENIORS**

HAPKIDO

HAPKI KYOROOGI (SPARRING)
HOSINSOOL
PAIR FREESTYLE
TEAM FREESTYLE
WEAPON FREESTYLE - SWORD
WEAPON FREESTYLE - LONG STICK
WEAPON FREESTYLE - DOUBLE NUNCHUCKS
WEAPON FREESTYLE - DOUBLE FANS



ДИРЕКЦИЯ
ПО НЕОЛИМПИЙСКИМ
ВИДАМ СПОРТА



КЫРГЫЗ РЕСПУБЛИКАСЫНЫН
МИНИСТРЛЕР КАБИНЕТИНЕ КАРАШТУУ
ДЕНЕ ТАРБИЯ ЖАНА СПОРТ
МАМАЛЕКЕТИК АГЕНТТИГИ





OFFICIAL STATEMENT



NAZIRA UTESHOVA

President of the Kyrgyz Republic Hapkido

The Organizing Committee and the World Federation for Sport Hapkido hereby officially inform all athletes, masters, federations, clubs, and international partners that the World Hapkido Championship 2026 in Issyk-Kul, Kyrgyzstan remains officially scheduled and continues moving forward as planned.

We also wish to clarify that any unofficial statements, misleading comments, or unverified announcements circulating on social media or other platforms do not represent the official position of the organization and should not be considered valid sources of information.

Our organization continues working responsibly and professionally together with national federations, partners, and sports authorities to ensure the success and implementation of this important international event under the highest organizational and sporting standards.

We sincerely thank all countries, athletes, masters, officials, and supporters for their trust, commitment, and continued support. Official updates and information regarding the championship will only be released through the authorized communication channels of the Organizing Committee and the World Federation for Sport Hapkido.

Organizing Committee
World Hapkido Championship 2026
Issyk-Kul, Kyrgyzstan

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OFFICIAL INFORMATION

1. ORGANIZER: KYRGYZ REPUBLIC HAPKIDO

ADDRESS: Issyk-Kul, Cholpon-Ata boarding house Rahad, Address of the Hapkido Federation of the Kyrgyz Republic, Tokmok, Togolok street - Moldo building 22, apartment 42

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2. SANCTIONED: WORLD FEDERATION FOR SPORT HAPKIDO

ADDRESS:

INTERNATIONAL HAPKIDO COUNCIL — IHC

CARRERA 4 ESTE NO. 31 — 47 SOACHA/CUNDINAMARCA, COLOMBIA

PHONE: +57 3134354386

E-MAIL: internationalhapkidocouncil@gmail.com

3. PLACE: GAZPROM ARENA

ADDRESS: Gazprom Kyrgyzskaya street, 2B, village. Baktuu-Dolonotu, Issyk-Kul district, Issyk-Kul region

4. REGISTRATION & ACCREDITATION DATES: 26.09.2026

5. COMPETITION DATES: 21-26.09.2026



GENERAL SCHEDULE

Competition dates: SEPTEMBER 21-26, 2026

SEPTEMBER 21: Arrival Day

**SEPTEMBER 22: Registration, Weigh-ins and Draws of
Athletes,
Referee Seminar**

September 23:

10:00–18:00: Technical Disciplines Competition

September 24:

**09:00–18:00: Hapri-Kyorugi - Sparring Competition (weight
categories)**

September 25: Excursions and recreation

September 26: Departure Day



AGE CATEGORIES

Participants of competitions in all sports disciplines of the hapkido sport are divided into the following age groups:

Kids: 10-11 years old

Cadets: 12-14 years old

Juniors: 15-17 years old

Seniors: 18 years and older

SPORTS DISCIPLINES

Competitions in Hapkido sport are conducted in sports disciplines in accordance with the Word Sports Registry:

- **hapki- kyorugi (sparring)**

Technical Disciplines:

- **hosinsul (self-defense: pair performances)**
- **pair freestyle (demonstration pair performances: male, female)**
- **team freestyle (demonstration team 5-15 persons performances: male, female)**
- **individual freestyle with a sword**
- **individual freestyle with a Jang Bong (performance on long sticks)**
- **individual freestyle with paired double chains**
- **individual freestyle with paired fans**



TYPES OF SPORTS DISCIPLINES HAPKI- KYORUGI

Brief description of the competition

Competitions in full-contact matches combine striking and throwing techniques.

Duration of matches (performances).

Age category: 10-11 years - 2 rounds of 1 minute of pure time with a break of 60 seconds.

Age category: 12-14 years – 2 rounds of 1 minute 30 seconds of pure time with a break of 60 seconds.

Age category: 15 years and older – 2 rounds of 2 minutes of pure time with a break of 60 seconds.

In case of an equal number of points after the completion of round 2, after 30 seconds of rest, an additional round 3, lasting one minute, is held.



WEIGHT CATEGORIES

Weight categories of participants, discipline «Hapki-kyorugi»:

KIDS BOYS AND GIRLS 10-11 YEARS OLD

Men 's weight categories		Women 's weight categories	
Up to 24 kg	Up to 24 kg	Up to 24 kg	Up to 24 kg
Up to 27 kg	over 24 kg up to 27 kg	Up to 27 kg	over 24 kg up to 27 kg
Up to 30 kg	over 27 kg up to 30 kg	Up to 30 kg	over 27 kg up to 30 kg
Up to 33 kg	over 30 kg up to 33 kg	Up to 33 kg	over 30 kg up to 33 kg
Up to 36 kg	over 33 kg up to 36 kg	Up to 36 kg	over 33 kg up to 36 kg
Up to 40 kg	over 36 kg up to 40 kg	Up to 40 kg	over 36 kg up to 40 kg
Up to 44 kg	over 40 kg up to 44 kg	Up to 44 kg	over 40 kg up to 44 kg
Up to 48 kg	over 44 kg up to 48 kg	Up to 48 kg	over 44 kg up to 48 kg
Up to 52 kg	over 48 kg up to 52 kg	Up to 52 kg	over 48 kg up to 52 kg
Up to 57 kg	over 52 kg up to 57 kg	Up to 57 kg	over 52 kg up to 57 kg
Over 57 kg	over 57 kg	Over 57 kg	over 57 kg

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CADETS BOYS AND GIRLS 12-14 YEARS OLD

Men 's weight categories		Women 's weight categories	
Up to 33 kg	Up to 33 kg	Up to 29 kg	Up to 29 kg
Up to 37 kg	Over 33 kg up to 37 kg	Up to 33 kg	Over 29 kg up to 33 kg
Up to 41 kg	Over 37 kg up to 41 kg	Up to 37 kg	Over 33 kg up to 37 kg
Up to 45 kg	Over 41 kg up to 45 kg	Up to 41 kg	Over 37 kg up to 41 kg
Up to 49 kg	Over 45 kg up to 49 kg	Up to 44 kg	Over 41 kg up to 44 kg
Up to 53 kg	Over 49 kg up to 53 kg	Up to 47 kg	Over 44 kg up to 47 kg
Up to 57 kg	Over 53 kg up to 57 kg	Up to 51 kg	Over 47 kg up to 51 kg
Up to 61 kg	Over 57 kg up to 61 kg	Up to 55 kg	Over 51 kg up to 55 kg
Up to 65 kg	Over 61 kg up to 65 kg	Up to 59 kg	Over 55 kg up to 59 kg
Over 65 kg	Over 65 kg	Over 59 kg	Over 59 kg

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JINIORS BOYS AND GIRLS 15-17 YEARS OLD

Men 's weight categories		Women 's weight categories	
Up to 45 kg	Up to 45 kg	Up to 42 kg	Up to 42 kg
Up to 48 kg	Over 45 kg up to 48 kg	Up to 44 kg	Over 42 kg up to 44 kg
Up to 51 kg	Over 48 kg up to 51 kg	Up to 46 kg	Over 44 kg up to 46 kg
Up to 55 kg	Over 51 kg up to 55 kg	Up to 49 kg	Over 46 kg up to 49 kg
Up to 59 kg	Over 55 kg up to 59 kg	Up to 52 kg	Over 49 kg up to 52 kg
Up to 63 kg	Over 59 kg up to 63 kg	Up to 55 kg	Over 52 kg up to 55 kg
Up to 68 kg	Over 63 kg up to 68 kg	Up to 59 kg	Over 55 kg up to 59 kg
Up to 73 kg	Over 68 kg up to 73 kg	Up to 63 kg	Over 59 kg up to 63 kg
Up to 78 kg	Over 73 kg up to 78 kg	Up to 68 kg	Over 63 kg up to 68 kg
Over 78 kg	Over 78 kg	Over 68 kg	Over 68 kg

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SENIORS MEN AND WOMEN: 18 YEARS AND OLDER

Men 's weight categories		Women 's weight categories	
Up to 54 kg	Up to 54 kg	Up to 46 kg	Up to 46 kg
Up to 58 kg	Over 54 kg up to 58 kg	Up to 49 kg	Over 46 kg up to 49 kg
Up to 63 kg	Over 58 kg up to 63 kg	Up to 53 kg	Over 49 kg up to 53 kg
Up to 68 kg	Over 63 kg up to 68 kg	Up to 57 kg	Over 53 kg up to 57 kg
Up to 74 kg	Over 68 kg up to 74 kg	Up to 62 kg	Over 57 kg up to 62 kg
Up to 80 kg	Over 74 kg up to 80 kg	Up to 67 kg	Over 62 kg up to 67kg
Up to 87 kg	Over 80 kg up to 87 kg	Up to 73 kg	Over 67kg up to 73 kg
Over 87 kg	Over 87 kg	Over 73 kg	Over 73 kg



REFEREE SYSTEM

Competitions are held according to the Olympic system in all sports disciplines.

The competition is held using the electronic system "Hapki-Pro"®.

GENERAL QUALIFICATION REQUIREMENTS

Each National Team may send two (2) athletes in each weight category to participate in the 2026 World Hapkido Championships and Junior Championships, as well as two (2) athletes/pairs or teams in technical disciplines.

QUALIFICATION REQUIREMENTS

The strongest athletes from the participating countries participate.

- Only athletes from national sports teams are eligible; only one national sports team per country may be represented.
- Citizenship of the relevant National Member Association.



REQUIREMENTS FOR CANDIDATES FOR THE ROLE OF COACH

Minimum age: 18 y.o..

Coaches are not permitted to wear a dobok. Formal attire (suit/dress) is required for semifinals and finals.

- A maximum of 1 coach per 5 athletes is allowed. Exceeding this limit will incur an additional fee.

Qualification requirements for medicals:

Minimum age: 18 years.

ENTRY FEES FOR ATHLETES

Participation in one discipline – \$50

Each additional course – \$25

Referee workshop participation: \$20

EQUIPMENT

Competitors must wear a dobok. The width of the free edge of the trouser legs and jacket sleeves must be at least 5 cm above the shin guard.

Protective equipment of the established standard:

- Blue or red protective body protector;
- Blue, red, or white helmet with a protective transparent plastic mask;
- Groin protector;
- Shin pads with instep and ankle protection;
- Forearm pads that do not interfere with sleeve grips (jacket sleeve width when folded must be at least 5 cm*);
- Gloves with gripping and throwing capabilities.

To maintain full gripping capability of the jacket sleeve when performing throwing techniques, forearm pads must not interfere with gripping.

Groin pads, forearm pads, and shin pads must be worn under the dobok.

Protective equipment (elastic bandages, headbands) should be used as recommended by a doctor.

Hair should be tied back and tucked under a helmet.





SCORING POINTS

One point (+1) is awarded for the following actions:

- One point for an effective punch directly to the torso (chest protection);
- One point for an effective kick to the torso;

Two points (+2) are awarded for the following actions:

- Two points for a front kick to the head (head-to-foot contact);
- Two points for a kick to the torso with a 180-degree rotation;
- Two points for a legal throw performed by grabbing the upper back (through the hip, shoulder, back, and leg), transitioning from a standing position to a knee(s), without falling, and knocking the opponent down onto the dojang.
- Two points are awarded for grabbing the attacker's leg with a legal throwing technique (leg grab, hook, or sweep), in which the opponent is thrown onto the dojang while the athlete performing the throwing technique remains standing.
- Two points are awarded for a successful "dragon tail" sweep that results in the opponent's fall.

Three points (+3) are awarded for the following:

- Three points for a spinning kick to the head;
- Three points for a rotating, jumping kick to the body;
- Three points for throws with the permitted range when performing a kick sweep to the upper back (through the hips, shoulders, or lower back), in which both of the opponent's legs are lifted off the dojang, the opponent is thrown onto the dojang, and the athlete maintains their balance after the kick.

Four points (+4) are awarded for the following:

For a 180-degree spinning kick to the head, performed while jumping.

After securing a hold or push, the athlete is given 5 seconds (4 referee counts) to perform a throwing technique. The match continues until one or both opponents fall.

The match result is determined by the sum of points scored in two rounds.



PROHIBITED ACTIONS

All penalties described in this article are announced by the referee as "gam-jom" (penalty points). "Gam-jom" is one additional point for the opponent.

Prohibited actions that result in "gam-jom" include:

1. Crossing the demarcation line.
2. Intentionally knocking down an opponent.
3. Avoiding participation in the match.
4. Grabbing protective equipment.
5. Pushing away from the demarcation line.
6. Attacking below the waist.
7. Wrestling in the ground position in the dojang or attempting to control (hold) the opponent on the ground.
8. Attacking the opponent after the command «Kalyu!»
10. Attempting to perform a throw by grabbing the opponent below the waist (transitioning to the legs by grabbing the buttocks while standing on one or both legs in the dojang).
11. Attempting to perform a throw while grabbing the opponent's neck with both hands.
12. Attempting to perform permitted throws with the additional use of painful holds on joints or vascular-nerve nodes and chokes in a standing position.
13. Attempting to perform a throw while grabbing the chest guard or helmet.
14. Attacking the head or chest guard with any part of the hand and along any trajectory, except for a straight punch in an up-jhumok position or a knee strike.
15. Attacking a fallen opponent.



16. Inappropriate behavior by an athlete or coach.
17. Kicking or punching the arms during interception (control), including striking the legs of an attacking opponent.
18. If a coach or athlete commits an extreme act and fails to comply with the referee's instructions, the referee will impose a penalty by showing a yellow card. In this case, the members of the refereeing committee will analyze the coach's actions and determine the validity of the penalty.
19. If a participant intentionally refuses to comply with the rules of the competition or disobeys the referee's actions, the referee may terminate the competition.

DISQUALIFICATION

- Arching throws – "suplex" type;
- • Chest throws – "fire extinguisher" type;
- • Windmill throw;
- • Throw with a leg to the stomach;
- • Falling barrel roll kick;
- • Throws with intentional head/neck positioning;
- • Painful and choking holds;
- • A throw executed with a two-handed neck grab with both arms in a lock, followed by a fall and subsequent neck control;
- • A throw executed with a neck grab from behind, from behind the opponent;
- • Disqualification due to penalty points. If 10 (ten) penalty points are accumulated, the athlete is disqualified;
- • Disqualification due to active interference by coaches, athletes, or team representatives, impeding the competition and the progress of the match;
- • Unsportsmanlike conduct by a second or athlete;
- • If, as a result of a prohibited action, which is assessed at one Gamjom penalty point, the opponent is withdrawn from the competition due to injury, then the athlete who violated the rules is disqualified.

EXTRA ROUND 3

- In case of a tie after the second round, a third round is played until the "golden point" is reached.



HOSINSOOL (SELF-DEFENSE)

The performance consists of a logically structured, choreographed fight sequence set to musical accompaniment.

The pair's performance lasts 60-100 seconds. The order of techniques may vary. It may also include acrobatics, manipulation of hapkido weapons, and board breaking.

Pairs competing in the Pairs Freestyle discipline are divided into:

- "MEN'S" (male + male, male + male);
- "WOMEN'S" (female + female, female + female).

SELF-DEFENSE TECHNIQUE SECTIONS:

-1. Self-defense against a wrist grab (sonmok sool).

The assistant performs any pre-planned type of corresponding grab in a high stance: on the same arm, on the opposite arm, on both arms from the front, from behind, or from the side, at the athletes' discretion. The athlete performs any possible defense technique against a grab (strikes, throws, armbars, holds, etc.).

-2. Self-defense against clothing grabs, body holds, or chokes (uibok sul).

The assistant performs any planned type of corresponding grab in a high stance: on any part of the dobok. The athlete performs any possible self-defense technique (strikes, throws, armbars, holds, etc.).

-3. Self-defense against a straight punch (pang kwon sul).

The athlete performs any possible defense technique against a punch to the middle or upper level (strikes, throws, armbars, holds, etc.).

-4. Self-defense against a kick (pang jok sul).

The assistant delivers any type of kick, along any trajectory and level of attack. The athlete performs any possible defense technique against a mid- or high-level foot strike (strikes, throws, stances, holds, etc.).

Two more sections are added for juniors and adults.

- 5. Self-defense against a dummy knife strike (pang gum sul).

The assistant delivers any strike with a wooden or plastic dummy knife, along any trajectory and attack level. The athlete performs any possible defense technique (strikes, throws, stances, holds). Disarming the assistant is mandatory.

6: Self-defense using hapkido equipment (mugi sul).

The assistant performs any planned attack: a grab, a punch, or a kick. The athlete performs any defensive techniques using sports equipment used in hapkido: tanbon (short baton), cane, belt or fan.



PAIR FREE-STYLE

A pair free-style - free pair performance (a simulated fight) consisting of two athletes, performed to musical accompaniment based on hapkido techniques, acrobatics, and choreography.

The performance is a story with a beginning, a logical continuation, and an ending.

The duration of the performance is 60 to 100 seconds, accompanied by a musical soundtrack.

Athletes are divided into age groups, divided into "male pairs" (male + male) and "female pairs" (female + female).

The performance is a logically structured, choreographed fight sequence, accompanied by musical accompaniment.



JUDGING "HOSINSOOL" AND "PAIR FREE-STYLE»

SCORING CRITERIA FOR THE "HOSINSOOL" AND "PAIR FREE-STYLE" DISCIPLINES ARE SIMILAR.

Maximum overall score:

Junior boys/girls, boys/girls – 8.0;

Juniors/juniors, and men/women – 10.0.

The score is divided into the technical part and the presentation.

TECHNICAL PART: Maximum score – 4.0 (6.0)

PRESENTATION: Maximum score – 4.0

The score is determined immediately after the demonstration of each round. Judges assign scores by recording the results on paper scorecards and electronic control panels.

TECHNICAL PART:

Age category	Number of techniques (rounds)	Name of technical sections in rounds	Maximum total score
Young boys and girls and cadets	4	1. Self-defense against wrist grabbing; 2. Self-defense against grabbing for clothes; 3. Self-defense against punching; 4. Self-defense against kicking.	4.0
Juniors, adults and veterans	6	1. Self-defense against wrist grabbing; 2. Self-defense against grabbing for clothes; 3. Self-defense against punching; 4. Self-defense against kicking; 5. Self-defense against knife hitting; 6. Self-defense with the use of hapkido weapons;	6.0

From the maximum score (1.0) for each round, the side judges subtract “-0.1” or “-0.3” points for each mistake.

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TECHNICAL FAILURES EVALUATED WITH «– 0.1» POINTS

№	Failure name	Failure description
1.	Failure to maintain distance	When performing an attack, the defender chooses too big distance and the attacker does not reach the target even if the defense does not avoid the attack or block.
2.	Violation of the stances during the technique.	Incorrect weight distribution, hip angles and foot direction in standard positions: open stance, rider stance, front long stance, rear long stance, rear short stance.
3.	Lack of the «Living Hand» principle.	The lack of disclosure of the fingers of the hand when protecting against grip by the wrist (round 1), as well as when performing the classic version of the elbow pain.
4.	Partial loss of balance when performing the technique.	Unreasonable overstepping, uncontrolled loss of the vertical of the trunk by the athlete in defense
5.	Partial loss of control of the partner.	Unreasonable interception (search) of the grip at the beginning, during or at the end of the technique.
6.	Lack of partner imbalance.	The lack of a preliminary violation of the attacking partner balance when defending against grip.
7.	No disruption of grip.	In the first and (or) second round, because of the defense reception, the attacking grip was not disrupted.
8.	Timing violation.	The discrepancy between the moment of the shock attack and the defensive actions of the partners.
9.	Lack of movements coalescence.	When performing self-defense techniques, there is no coalescence movement of the legs, trunk, pelvis
10.	Incorrect end of the technique.	Imitation of finishing with noncompliance with the distance, lack of retention on the painful pain control.
11.	Unreasonable leaving to self breakfall.	When making a throw or a painful one, the attacker goes into self-breakfall arbitrarily, without the need to leave the painful one or because of a power throw. Untimely leaving for breakfall (earlier or later than the technique).
12.	Incorrect self-insurance in case of a fall.	Dangerous landing when falling.

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13.	Violation of the structure and operation of the center of gravity.	Excessive inclination, stooping, weak inclusion of the center of gravity
14.	The absence of «Ki-Hap» in the key moments of the technique	The absence of «Ki-Hap» before the start of the technique, during the execution and after the end of the technique by one (both) athletes.
15.	Lack of demonstration of pain control by the attacker.	Lack of demonstration of successfully performed pain control by the attacker during pain control (handover to the attacker (clap(s) on the dojang or body).

ROUGH TECHNICAL ERRORS EVALUATED AS «-0.3» POINTS.

№	Failure name	Failure description
1.	Restart.	A newly started performance due to the fault of one or both members of the performing team.
2.	Violation of the rules of performance.	The lack of initial and final stances before and after the execution of the technique. Performing more than two techniques in combination in the stance and (or) while holding in the ground grappling. The lack of imitation of finishing with the hand or pain control of the partner.
3.	Leaving the performance area	Crossing the restricted lines of the area.
4.	Lack of withdrawal from the line of attack.	Lack of withdrawal from the line of attack (if it is not defensible by the technique: for example, work ahead of the curve) when performing protection from shock techniques.
5.	Involuntary fall of the defender.	A fall due to a violation of balance (touching the platform with any part of the body, except for the feet of both legs, if such is not an integral part of performing technical actions in attack or defense.
6.	Missed shot or uncontrolled distance.	As a result of the attack, the attacker's blow reached the body of the defender when defending or finishing off.
7.	Lack of disarming against a knife attack.	As a result of the reception, the knife remained with the attacker
8.	Dangerous self-defense against knife attack.	Prick or touch (cut) with the knife blade of the partner performing protection.

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9.	Loss of self-defense weapon in the sixth round.	During the execution of the technique, the defender dropped a tanbon, belt, cane or fan.
10.	Exceeding the number of attacking blows in 3-6 rounds.	The number of attacking blows (fist, foot, knife) from the attacker is more than two.
11.	Unreasonable delay of the performance.	Pause during or before performing the technique (more than 3 seconds).
12.	Complete loss of control (grip failure).	Loss of grip or pain control when performing a protective technical action, lack of contact with a partner.

The scores for technical actions are added up, and the side judges proceed to the presentation.

PRESENTATION: maximum score 4.0

Score ranges for presentation are given in the judges' score sheets based on the overall performance.

Specifications			
Realism	Performing separation techniques, partner falls are not always defensible by technique.	The coalesce execution of techniques, the partner's falls are defensible.	Realistic manner of performing techniques, partner's falls are defensible, clear fixation of painful restraints.
Power, speed, expression of energy (KiHap)	Low power, energy and speed.	There is the inclusion of power and energy, but the average speed.	Powerful, confident supply, high speed;
Balance, breakfall techniques	Lack of amplitude self-breakfalls.	The presence of low-level amplitude self-breakfall (height, complexity).	The presence of amplitude self-breakfalls of a high level of complexity.
Harmony, Timing	Low level of interaction in a pair, performing techniques with a slight delay or ahead of schedule.	A good level of interaction in a couple, the techniques are performed in time, in strict accordance with the situation.	A high level of interaction in a pair, the techniques are performed in strict accordance with the situation with high dynamics.

The final scoring is determined by the total score for the technical actions and presentation of each side judge, as recorded in the judge's protocol and/or electronic program.

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The maximum and minimum overall scores for technical actions and presentation are removed from the venue manager's scorecard. The remaining scores are added together and divided by 3 (the arithmetic mean). The arithmetic mean for technical actions and presentation is then added together. This determines the team's final score.

When using the central control unit of the electronic judging system, these operations are performed automatically.

The pair of athletes who receives the highest score from the judges at the end of the entire age group's performance is declared the winner.

The subsequent placings in the category are determined accordingly.

In the event of a tie, the winner is determined by the higher score in the "Presentation Score" section of the three side judges' scorecards included in the final scorecard.

If these scores are also tied, the venue manager makes a decision based on the presentation scores of all five side judges.

If these scores are also tied, the decision is made by the judging panel by vote.



TEAM FREE-STYLE»

A free group performance with musical accompaniment based on hapkido techniques, acrobatics, and choreography.

A group consists of 5 to 15 athletes, divided into age groups, and divided into "men's" (M) and "women's" (W) groups.

The performance is a story with a beginning, a logical continuation, and an ending.

The duration of the performance is from 3 to 10 minutes.

The performance is a logically structured, choreographed fight sequence with musical accompaniment.

- Techniques included in the performance must correspond to basic hapkido techniques:
- Kicks, including those of increased difficulty (through the air, in a group, against apparatus: pads, boards, etc.);
- Punches (through the air, in a group, against apparatus: pads, boards, etc.).
- All possible types of throws, holds, grabs, and holds from the hapkido arsenal, at least 40 percent of the total performance time.
- Work with and against sports equipment.
- Demonstration of techniques using available objects (bag, umbrella, etc.).
- Technical complexes, movement combinations, and other techniques from the hapkido arsenal.
- Acrobatic elements, falls, and self-protection.
- Breathing exercises.

The overall maximum score for the performance is 10.0.

The score is divided into technical actions (6.0) and presentation (4.0).

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The evaluation is divided into technical part 4.0 (6.0) and presentation (4.0)

TECHNIQUE (maximum score) 4.0 (6.0)

The table of technical ratings ranges in the referees' technical protocols for each round meets the following criteria.

Range of points	From 0.1 to 0.3	From 0.4 to 0.6	From 0.7 to 0.9
Characteristic			
Techniques of defense and attack	Weak concentration, vague techniques.	Medium power concentration, good technique, low or medium speed.	High concentration, high tempo, the use of a technique's series, nonstandard techniques of high complexity.
Breaking objects (boards, etc.)	The blows were executed without jumping, from a place, a low percentage of implementation (less than 50%).	Jump blows, blows with 180 and 360 degrees spinning, average percentage of realization (50% and above).	The blows are executed in motion with a change of direction (double, triple or both legs), with high speed, in dynamics, a high percentage of realization (80% and above).
Kicking techniques	Blows and combinations without jumping.	Good speed and concentration, blows at 180, and 360 degrees. without jumping.	Blows with spinning of 360, 540, 720 degrees, blows on different levels, blows with the use of acrobatics.
Weapon skills	Unclear trajectories, weak concentration and technique, lack of captures.	Clear trajectories, good concentration and technique, working with both hands.	High tempo and concentration, alternating speeds, confident possession of weapons, spinning of weapons.
Dynamics, movements (appearance and leaving)	Insignificant coverage of the area (less than 50%), failures, stops, loss of attributes, weak concentration and dynamics. An illogical beginning and ending.	The average coverage of the area is more than 50% minor failures and stops, good dynamics and concentration (no fuss on the dojang). A logical beginning and ending.	High area coverage from 80% and above, no failures and stops, powerful dynamics and concentration (no fuss on the dojang). A logical beginning and ending. High tempo, charisma.
Acrobatics *Depending on the age group	Elements without lifting off the floor: somersault, wheel, etc., as well as «rondat», «kurbet», «lifting by extension»	Elements with the lifting off the floor: high somersault, hard high self-breakfalls, etc.	Elements with the lifting off the floor with high complexity: somersaults, series of acrobatic elements, etc.

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PRESENTATION (maximum score 4.0)

Range of points	From 0.1 to 0.3	From 0.4 to 0.6	From 0.7 to 0.9
Characteristic			
Realism, creativity	Standard, incoherent techniques.	Original solutions, variations of standard techniques, practical techniques.	High creativity, nonstandard, complex realistic techniques.
Power, speed, expression of energy (Ki-Hap)	Low power, energy and speed.	There is the inclusion of power and energy, but the average speed	Powerful, confident presentation, high speed.
Balance, breakfall techniques	Uncertain movements, a small percentage of high breakfalls.	Clear movements, simple breakfalls.	Confident clear movements in different directions, changing the heights of the stances.
Music, choreography	Low compliance of movements and musical accompaniment.	Matching music and movements, simple choreography without transitions and changes of rhythmic pattern.	High tempo at peak moments, alternating speeds, a clear correspondence of music and movements.

1. Realism, creativity: compliance of the performed techniques with the Hapkido arsenal with speed, distance, pace and power, as close as possible to the real. The originality of the performance, connected by logical transitions according to the storyline, artistry, the number and variety of hapkido techniques used.

2. Power, speed, expression of energy (Ki-Hap) matching the power, speed and amplitude of the movements performed at key points of throwing and striking techniques. Actions are performed confidently, with concentration, there are «Ki-Hap» shouts at key points of techniques.

3. Balance (breakfall techniques, acrobatics): the safety, amplitude, and height of applied hapkido drops are evaluated. Acrobatic elements performed in gymnastics, tricking: somersault, arabic somersault, lifting extension, a series of ligaments and acrobatic elements, etc.

Harmony (music, choreography): music soundtrack corresponds to the time of the performance, musical phrases are combined with the actions of athletes according to the tempo, to accent degree of performance completeness. The presence of a storyline, the degree of performance completeness, artistry, choreography complexity, compliance with musical accompaniment, synchronicity, coherence and harmony of athletes' performances, the use of maximum court area are evaluated.

In case of untimely termination of the performance and the time of playing the musical soundtrack, the team is penalized by «- 0.3» points from the total score of the entire performance.

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The maximum and minimum overall scores for technical actions and presentation are removed from the venue manager's scorecard. The remaining scores are added together and divided by 3 (the arithmetic mean). The arithmetic mean for technical actions and presentation is then added together. This determines the team's final score.

When using the central control unit of the electronic judging system, these operations are performed automatically.

The group of athletes that receives the highest score from the judges at the end of the entire age group's performance is declared the winner.

The subsequent placings in the category are determined accordingly.

In the event of a tie, the winner is determined by the higher score in the "Presentation Score" section of the three side judges' scorecards included in the final scorecard.

If these scores are also tied, the venue manager makes a decision based on the presentation scores of all five side judges.

If these scores are also tied, the decision is made by the judging panel by vote.



PERSONAL FREE-STYLE WITH WEAPONS»: GENERAL PROVISIONS

An individual athlete's performance, consisting of a free routine with the following weapons (sports disciplines):

FREE-STYLE - SWORD

FREE-STYLE - POLE

FREE-STYLE - DOUBLE NUNCHAKU

FREE-STYLE - DOUBLE FANS

A simulated fight accompanied by musical accompaniment based on hapkido techniques, acrobatics, and choreography.

The performance lasts from 60 to 100 seconds. The soundtrack must comply with the Rules.

Athletes are divided into age groups, and there are male and female performances.

Medal standings and results are determined separately in each sport discipline.

Sports equipment is divided into paired (using two apparatus) and unpaired (using one apparatus).

DOUBLE: DOUBLE NUNCHAKU, FANS.

UNPAIRED: SWORD, STAFF.

EACH WEAPON REPRESENTS A SEPARATE SPORT DISCIPLINE,
DIVIDED WITHIN AGE AND GENDER CATEGORIES RESPECTIVELY.

SCRATING CRITERIA:

The overall maximum score for the performance is 10.0.

The score is divided into technical actions (6.0) and presentation (4.0).

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TECHNIQUE (maximum score 6.0)

Range of points	From 0.1 to 0.3	From 0.4 to 0.6	From 0.7 to 0.9
Characteristic			
Impact and defensive techniques with weapons.	Weak concentration, indistinct trajectories.	Medium power concentration, clear trajectories.	High concentration, high tempo, the use of a blows series.
Kicks in the jump* *Depending on the age group.	The blows were made with the lifting off the floor (jump).	Jump blows, ap chagi, yeop chagi, dollyeo chagi etc.	The blows are executed in motion with a change of direction (double, triple or both legs), with high speed, in dynamics.
Kicks in spinning* *Depending on the age group.	Low speed and concentration, blows with a 180- degree turn.	Good speed and concentration, blows at 180, and 360 degrees without jumping.	Blows with 360, 540, 720 degrees spinning, blows at different levels.
Manipulation of weapons.	Indistinct trajectories, weak concentration and uncertain technique.	Clear trajectories, good concentration and technique, working with both hands, spinning weapons.	High tempo and concentration, alternating speeds, confident possession of weapons, spinning of weapons in various planes.
Stances, movements	Insignificant area coverage (less than 30 percent).	The average coverage of the area is 30-50 percent.	High area coverage of 50-80 percent and above.
Acrobatics. *Depending on the age group.	Elements without lifting off the floor: somersault, wheel, etc., as well as «rondat», «kurbet», «lifting by extension».	Elements with the lifting off the floor: high somersault, hard high self-breakfalls, etc.	Elements with the lifting off the floor of high complexity: somersaults, series of acrobatic elements, etc.

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Maximum points are given for spinning the body around the axis through the head, based on acrobatic elements performed in gymnastics and tricking. Distribution of the total performance timing:

Program section	Amount of time
The total time the weapon was in the athlete's hands.	At least 80 percent of the entire performance time.
Techniques using weapons: attacks, defense, spinning.	At least 60 percent of the entire performance time.

In addition to work with weapons, in order to get a score for each section, one or more elements of mandatory technique (hand punch, kick, kick in spinning, movements, acrobatics) must be included in the performance program.

PRESENTATION (maximum score 4.0)

Range of points	From 0.1 to 0.3	From 0.4 to 0.6	From 0.7 to 0.9
Characteristic			
Realism, creativity	Standard, incoherent techniques.	Original solutions, variations of standard techniques, practical techniques.	High creativity, nonstandard, complex realistic techniques.
Power, speed, expression of energy (Ki-Hap)	Low power, energy and speed.	There is the inclusion of power and energy, but the average speed.	Powerful, confident presentation, high speed.
Balance	Uncertain movements.	Clear movements.	Confident clear movements in different directions and changing the heights of the stances.
Music, choreography	Low compliance of movements and musical Maintenance.	Matching music and movements, simple choreography without transitions and changes of rhythmic pattern.	High tempo at peak moments, alternating speeds, a clear correspondence of music and movements.



GENERAL PROVISIONS FOR JUDGING DISCIPLINES «FREE-STYLE»

Soundtrack Requirements:

The beginning and end of the soundtrack must be indicated by sound signals (dots).

The duration of the soundtrack must match the duration of the athlete's performance.

The use of soundtracks containing words, fragments of words, and/or the human voice is prohibited.

Soundtrack fragments must not contain religious or extremist appeals, or offend the sensibilities of believers, etc.

Violations evaluated as «-0.3» points out of the total score for technique and presentation in all «Freestyle» disciplines.

Point	Type of failure
- 0.3 point	Restart - a newly started performance due to the fault of athletes.
	Violation of the time interval allotted for the performance up or down.
	Unsportsmanlike behavior.
	The delay of the performance is more than 1 minute.
	Loss of control (falling) of weapons during the performance, including unreasonable balancing with weapons, tossing and catching.
	Going beyond the boundaries of the performance area (except team freestyle)



SPORTS EQUIPMENT

Participants must provide their own sports equipment, doboks, and protective gear.

All equipment requirements are specified in the Hapkido rules.

AWARDING

In individual events:

1st place – medal, cup, certificate

2nd and 3rd place – medal, certificate

In team events:

1st place – medal for each athlete, certificate, and cup for the entire team.



ANTI-DOPING AND MEDICAL RULES

- Hapkido Anti-Doping Rules and, where applicable, the World Anti-Doping Agency Code apply throughout the competition.
- Selected medalists will undergo mandatory anti-doping tests, while other athletes will be tested for WADA certification. The organizer or WADA may conduct random out-of-competition testing before the championship.
- TUE (Therapeutic Use Exemption): Athletes using any substances or medications listed on the Prohibited List of the Hapkido Anti-Doping Rules and the World Anti-Doping Agency (WADA) Anti-Doping Code are requested to submit applications for therapeutic use to the Federation's official mailbox and to present supporting documents to the Credentials Committee.

MEDIA AND PRESS

Registered media and press representatives or official photographers are entitled to receive a media accreditation card.

All accredited photographers are permitted to use only designated photo locations while working on the Playing Field. By accepting media accreditation, the accredited person agrees to always follow the instructions of the Kyrgyzstan Hapkido Federation.



COMPENSATION

Each registering team is responsible for ensuring that its athletes and team officials correctly complete and sign the indemnity forms, thereby indemnifying the Organizing Committee, and all other officials and athletes from any claims related to injuries, losses, or otherwise arising during participation in the 2026.

Hapkido Championships and Junior Championships or any related events. Each registered team is responsible for ensuring sufficient insurance coverage for all athletes, team officials, and other participants. Without sufficient insurance coverage, teams will not be allowed to compete.

Please complete the personal indemnity forms and return them to the Organizing Committee by September 25, 2026.

Each participant (athletes, team officials, etc.) must complete an indemnity form.



MEDICAL INSURANCE

All participating athletes, coaches, team officials, technical delegates, and participants in the competition must have valid international medical insurance covering medical care (including COVID-19) and, in case of emergency, repatriation to their country of origin. This insurance is valid for the dates specified in the host country. The Organizing Committee is responsible for covering any medical expenses incurred in connection with medical treatment before, during, or during the competition, or repatriation in the broadest sense. All relevant documents confirming such insurance include:

All insurance policy documents must be brought to the event in case of a medical emergency.

Each team doctor or medical staff must ensure their athletes and team officials have valid international medical insurance that covers medical care and emergency care in designated hospitals in Kyrgyzstan prior to arrival at the event site.



ACCOMMODATION AND TRANSPORTATION. HOTEL ACCOMMODATION

All participating teams and officials are required to book hotel accommodations through the Organizers for each accredited team member. The Organizer provides hotel rooms in every price range, but be sure to book in advance to avoid missing out on preferred rooms. Hotel reservation forms must be submitted to the Organizers before the allotted turn time. The Organizer will finalize the hotel reservation only after full payment has been received from the participating team. Please refer to the management for more information.

The organizers provide transportation from the hotel to the competition venue.

Accommodation Options:

Accommodation is available at the Rohat NBU Hotel.

Address: Salieva Street, Bishkek 720045, Kyrgyzstan

Website: <https://rohatnbu.kg/>

Price: \$50 per person per day

The price includes accommodation, three meals a day, and airport transfers.

Visa assistance:

To receive visa assistance, please complete the appropriate form on the competition website.

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KYRGYZSTAN 2026**



**WELCOME
TO WORLD HAPKIDO CHAMPIONSHIP

HAPKI**



**ДИРЕКЦИЯ
ПО НЕОЛИМПИЙСКИМ
ВИДАМ СПОРТА**



**КЫРГЫЗ РЕСПУБЛИКАСЫНЫН
МИНИСТРЛЕР КАБИНЕТИНЕ КАРАШТУУ
ДЕНЕ ТАРБИЯ ЖАНА СПОРТ
МАМЛЕКЕТТИК АГЕНТТИГИ**