



**STEP INTO THE WORLD OF TRADITIONAL
HAPKIDO – EXPERIENCE THE ART EXACTLY AS IT WAS
TAUGHT OVER 50 YEARS AGO, PURE AND UNCHANGED.**

Traditional Hapkido Black Belt Information & Application

Who Qualifies

If you are not yet a black belt, you may still take the course.

However, to qualify for a Hapkido Black Belt Certificate, you must have at least 3 years of martial arts training.

This program operates on the honor system — we trust your word regarding your experience.

Each year, you are eligible to test for the next degree rank.

You only pay for the certificate of the rank you are testing for.

Testing Procedure

Review the requirements for the rank you wish to test for.

Watch our YouTube training videos for guidance and technique demonstrations.

Practice until you can confidently perform all requirements, with or without a partner.

Record a video of your performance and upload it to YouTube.

Creating your own YouTube channel is recommended for easy sharing.

Email the following information to Grand Master King along with your video link:

Full Name (First / Last)

Mailing Address

Rank You Are Applying For

Age

Current Rank

Style(s) of Martial Art You Are Practicing

YouTube Video Link

Email: kma4u@icloud.com



11 x 17 Certificate



Approval Process

Please allow 5 business days for review and approval.

You will be notified once your rank is approved.

After passing, we will send you payment instructions (via Zelle or by mail).

Your certificate will be mailed within 2–3 weeks after payment is received.

Certification Fees

Rank	Fee
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1st Degree	\$50
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2nd Degree	\$55
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3rd Degree	\$60
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4th Degree	\$65
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5th Degree	\$70
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6th Degree	\$75
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7th Degree	\$80
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8th Degree	\$85
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Advanced Rank Requirements

For 8th and 9th Degree:

You must perform all 7th-degree techniques with eyes open, showing confidence, speed, and control, with a partner.

Common Questions

Q: If I'm already a high-ranking black belt, can I skip and test for a higher degree in your system?

A: No. Each Hapkido system follows its own standards and requirements. However, if you are already a high-ranking black belt in another style, you may be eligible to test every 6 months.

(This invitation applies only to 5th-degree black belts and above.)

Typically, students with at least 3 years of martial arts experience are eligible to test once per year.

Q: If I operate my own school, can I partner with you to certify my students as Hapkido black belts?

A: Yes. Contact Grandmaster King for details. We offer a special partnership program that is free for all school owners.



Hapkido — Levels 1–2 Handout Philosophy (core ideas)

Goal: Win, not fight. Use the minimum effective movement.

Principle: Someone may be stronger than you, but not smarter — use technique and timing.

Simplicity: Win using only 1–4 well-chosen movements.

Test of a movement: If you can perform Hapkido slowly and it works.

5-Range Fighting System Range 1 — Hapkido grappling range (close, clinch, locks)

Range 2 — Elbow & knee range Range 3 — Punching range Range 4 — Kicking range

Range 5 — Speaking / distance / awareness range

How to counter by range

To beat Range 4 (kicks) → use Range 5, 3, 2, or 1 (close the distance or use timing).

To beat Range 3 (punches) → use Range 5, 4, 2, or 1.

The system trains you to think in ranges so you can choose the right response quickly.

Classic physiological and psychological stress responses — the body's automatic reactions to extreme pressure, fear, or danger. Here's a quick breakdown of what each means and why it happens:

Tunnel Vision: Your eyes focus narrowly on the threat, reducing peripheral vision so your brain can concentrate on immediate danger.

Depth Perception Loss: The brain deprioritizes 3D processing, which can make judging distances harder.

Audio Loss (Auditory Exclusion): Hearing may dim or fade as your brain filters out “unimportant” sounds to focus on survival.

Adrenaline Rush: Your body releases adrenaline, increasing heart rate, strength, and reaction speed.

Adrenaline Loss (Crash): Once the stress passes, energy plummets, and exhaustion or shaking sets in.

Balance Loss: Coordination can weaken as fine motor control diminishes under stress.

Muscles Tense: The body braces for impact or action, often leading to soreness afterward.

Fight or Flight Response: The primal survival mechanism—prepares you to either confront the threat or escape it.

Memory Loss: During extreme stress, the brain may not properly encode memories, leading to partial or total amnesia of the event.



If you have any questions please email Grand Master King
kma4u@icloud.com

Mailing address: 6462 Losee Rd 110 - Unit # 809
North Las Vegas. NV. 89086



Personal Message

I hope you find my videos helpful. Please don't hesitate to reach out if you have any questions. I've dedicated my life to helping others, and it's my sincere hope that these lessons bring you both safety and enlightenment.

Remember — don't be a bully to yourself. Learning takes patience. We all forget, make mistakes, and doubt ourselves at times. Growth is a steady journey, and every step brings you closer to becoming a better you.

Force Learning — this term refers to learning with focus, speed, and precision. I challenge you not only to learn, but also to teach others. In doing so, you'll discover how deeply Hapkido can transform your life.

Why is my style of Hapkido free to you?

It has long been my goal, upon retirement, to share my knowledge freely with everyone. You may copy these materials and share them with your friends.

If you wish to gain official ranking in my style of Hapkido, that is entirely your choice.

You only pay for the certificate and mailing, with a small amount to cover administrative fees.

Blessings to you and your family,

GM King



Subjects of attacks



	Black Belt 1st Degree ➡	Black Belt 2nd Degree ➡	Black Belt 3rd Degree ➡	Black Belt 4th Degree ➡	Black Belt 5th Degree ➡	Black Belt 6th Degree ➡	Black Belt 7th Degree ➡
Grab Level 1 static	1-14	1-15	1-16	1-17	1-18	1-19	1-20
Grab Level 2 with attack	1-14	1-15	1-16	1-17	1-18	1-19	1-20
Grab 2 person 1 & 2	1	1-2	1-3	1-3	1-3	1-3	1-3
Grab Attack to the ground	1	1-2	1-3	1-4	1-5	1-5	1-5
Stick to stick defense / disarm	1-3	1-4	1-5	1-6	1-7	1-8	1-10
Stick to empty hand defense / disarm	1-3	1-4	1-5	1-6	1-7	1-8	1-10
Club defense	1-3	1-4	1-5	1-6	1-7	1-8	1-10
Knife hold up & Grab (front & side)	1	1-2	1-3	1-4	1-5	1-6	1-7
Knife hold up & Grab (back & side)	1	1-2	1-3	1-4	1-5	1-6	1-6
Knife attack (front)	1-2	1-3	1-4	1-5	1-6	1-7	1-9
Gun hold up & grab (front & side)	1	1-2	1-3	1-4	1-5	1-6	1-6
Gun hold up & grab (back & side)	1	1-2	1-3	1-4	1-5	1-6	1-6
	Slow speed	Medium speed	Mass attack front	Mass attack all angles	With recoil	1 eye open	Eyes close



HAPKIDO BLACK BELT REQUIREMENTS

TRADITIONAL HAPKIDO

1 WRIST GRAB

2 SHOULDER GRAB

3 CROSS GRAB

4 CHOKE FROM FRONT

5 HAIR GRAB FT & BK

6 DOUBLE WRIST

7 LAPEL GRAB

8 DBL LAPEL GRAB

9 ELBOW GRAB

10 HEAD LOCK FT & BK

11 DBL WRIST AND ARM FROM BEHIND

12 FULL NELSON GRAB

13 DBL SHOULDER GRAB FROM BEHIND

14 DBL SHOULDER GRAB FROM FRONT

15 STANDING CHOKE FROM BEHIND

16 STANDING HEAD LOCK BEHIND

17 BEAR HUG BEHIND ARMS FREE AND HELD

18 BEAR HUG FRONT ARMS FREE AND HELD

19 ARM LOCK FROM BEHIND

20 DBL HAIR GRAB BEHIND



LINK
TO ALL
OUR VIDEOS



Hapkido Explained

Hapkido level 1 static. Standing not moving

Hapkido level 2 with attack Attacker grabs and throws in another attack

2 person grab at the same time.

1. Front and behind Lapel & Hapkido 11
2. Two grab from in front. (Lapel)
3. Two side grabs (wrist)
4. Two grab from behind

Grab attack to ground

1. Front tackle around waist
2. Head lock tackle
3. Single or double leg tackle
4. Side tackle around waist
5. Behind tackle to ground

Safety note: practice take-downs with mats and cooperative partners until the Technique is well controlled.

Correctness test: Can you perform the movement slowly and still escape the attack/grab?

Progression:

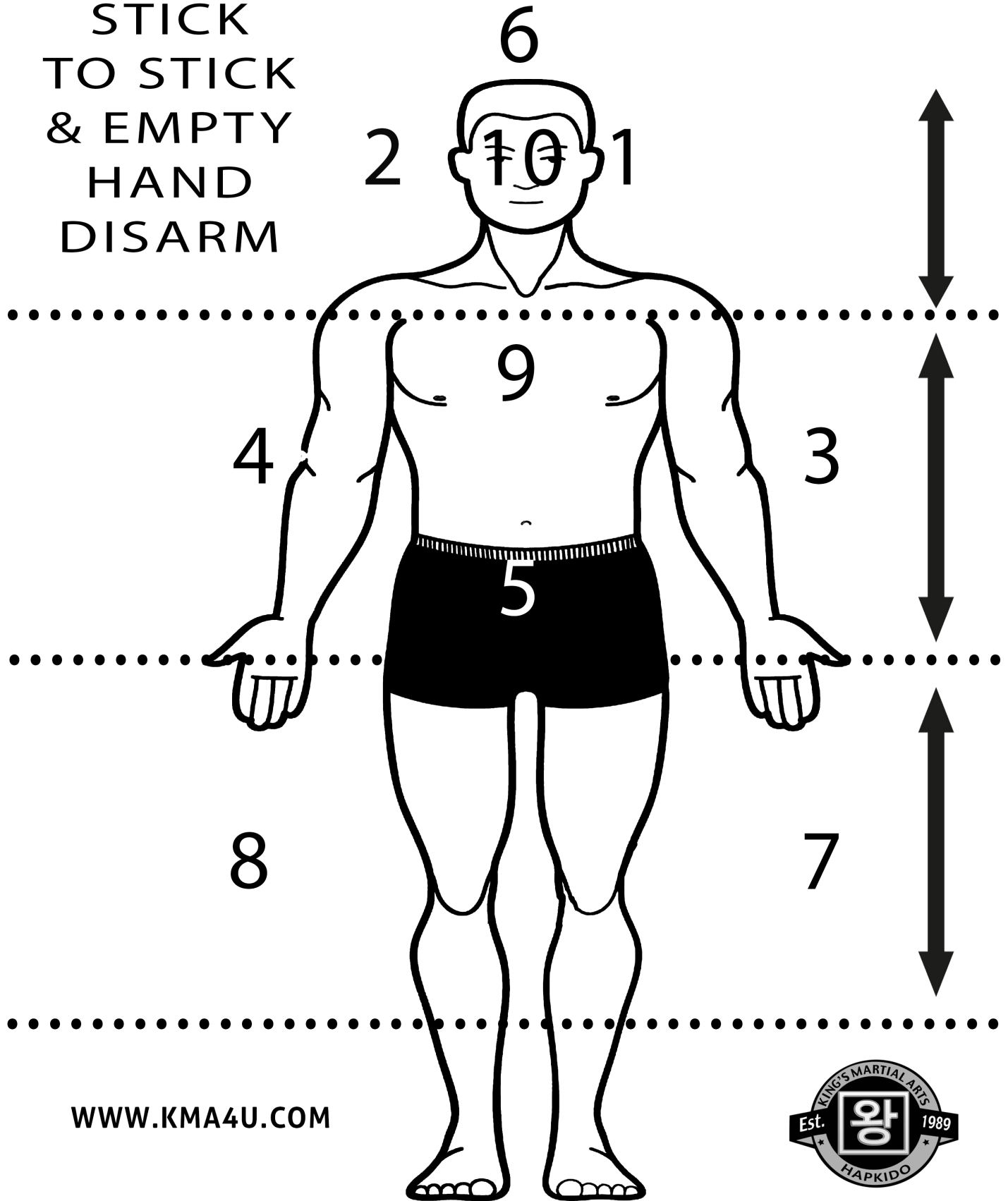
Learn technique slowly with partner cooperation.

Repeat at medium speed, adding realistic grips and timing.

Test under resistance and increasing speed.



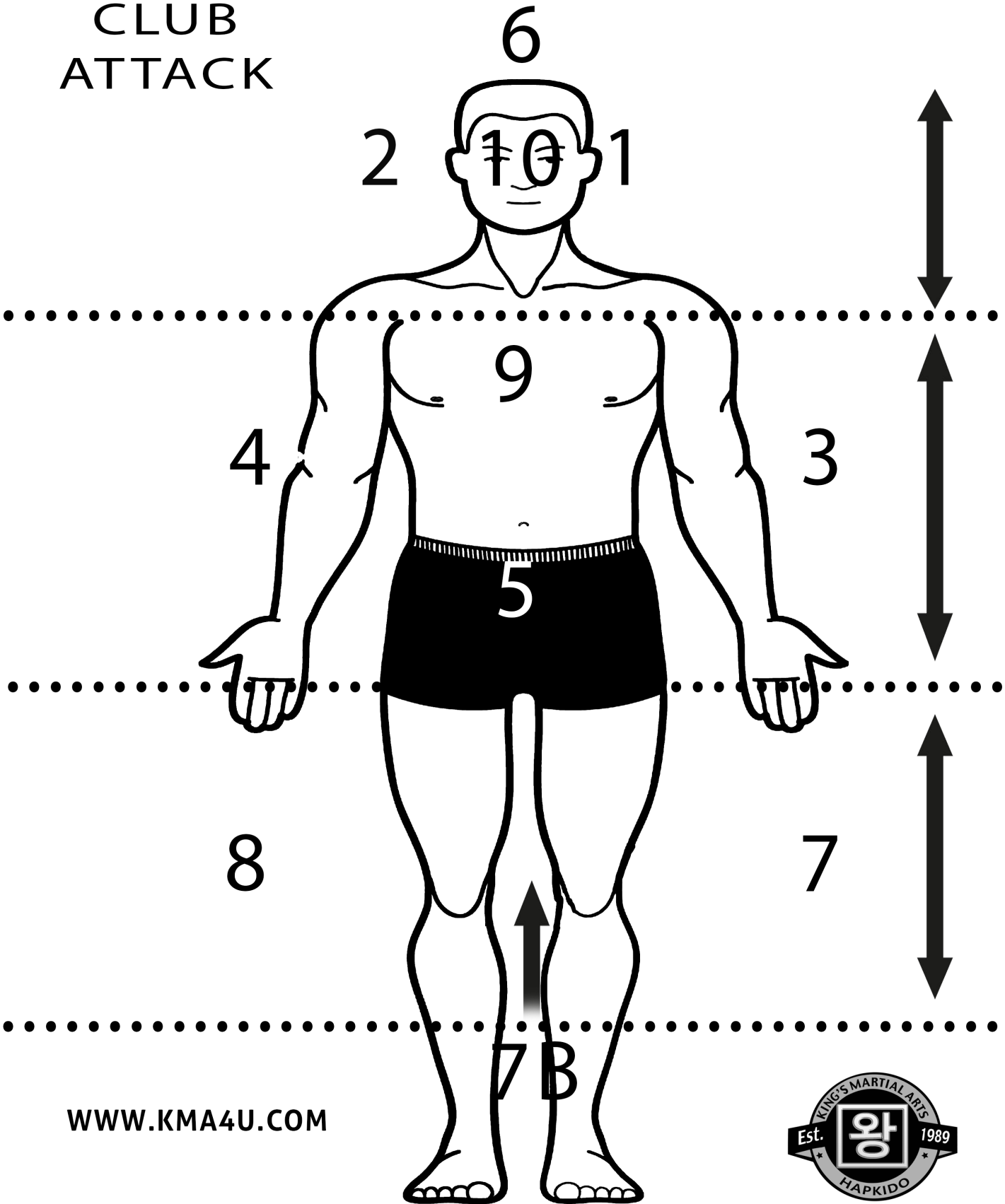
STICK
TO STICK
& EMPTY
HAND
DISARM



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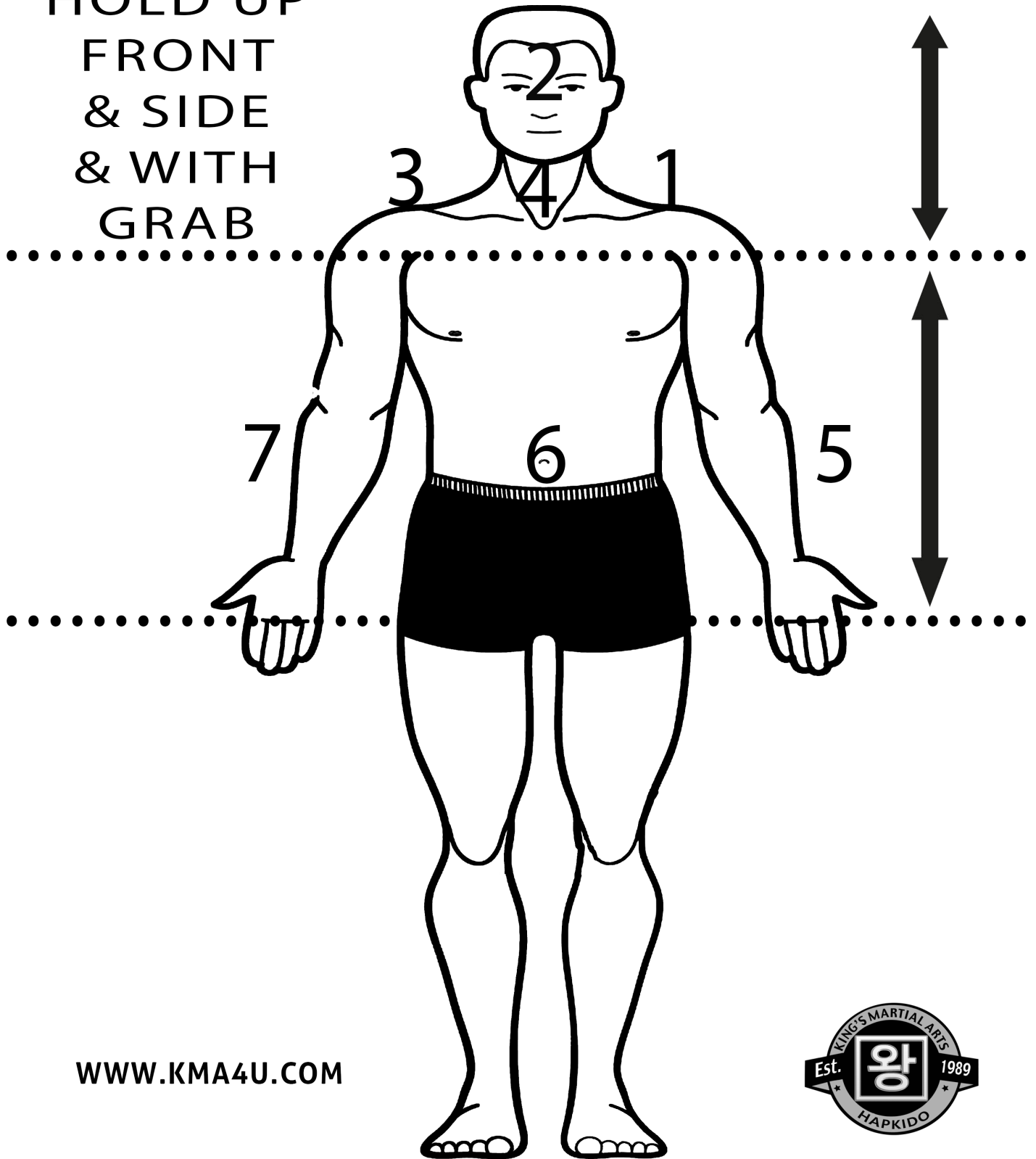
CLUB
ATTACK



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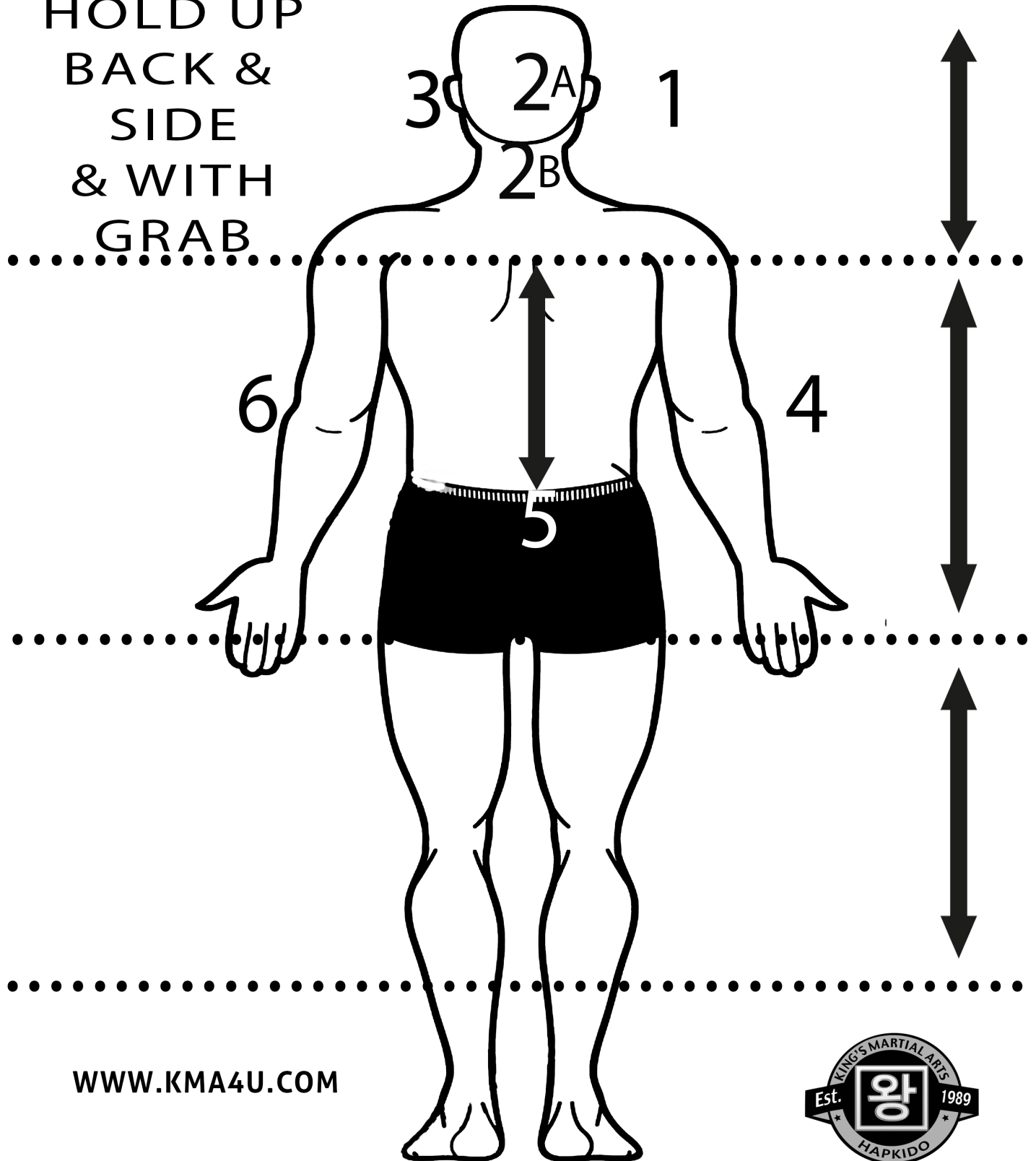
KNIFE
HOLD UP
FRONT
& SIDE
& WITH
GRAB



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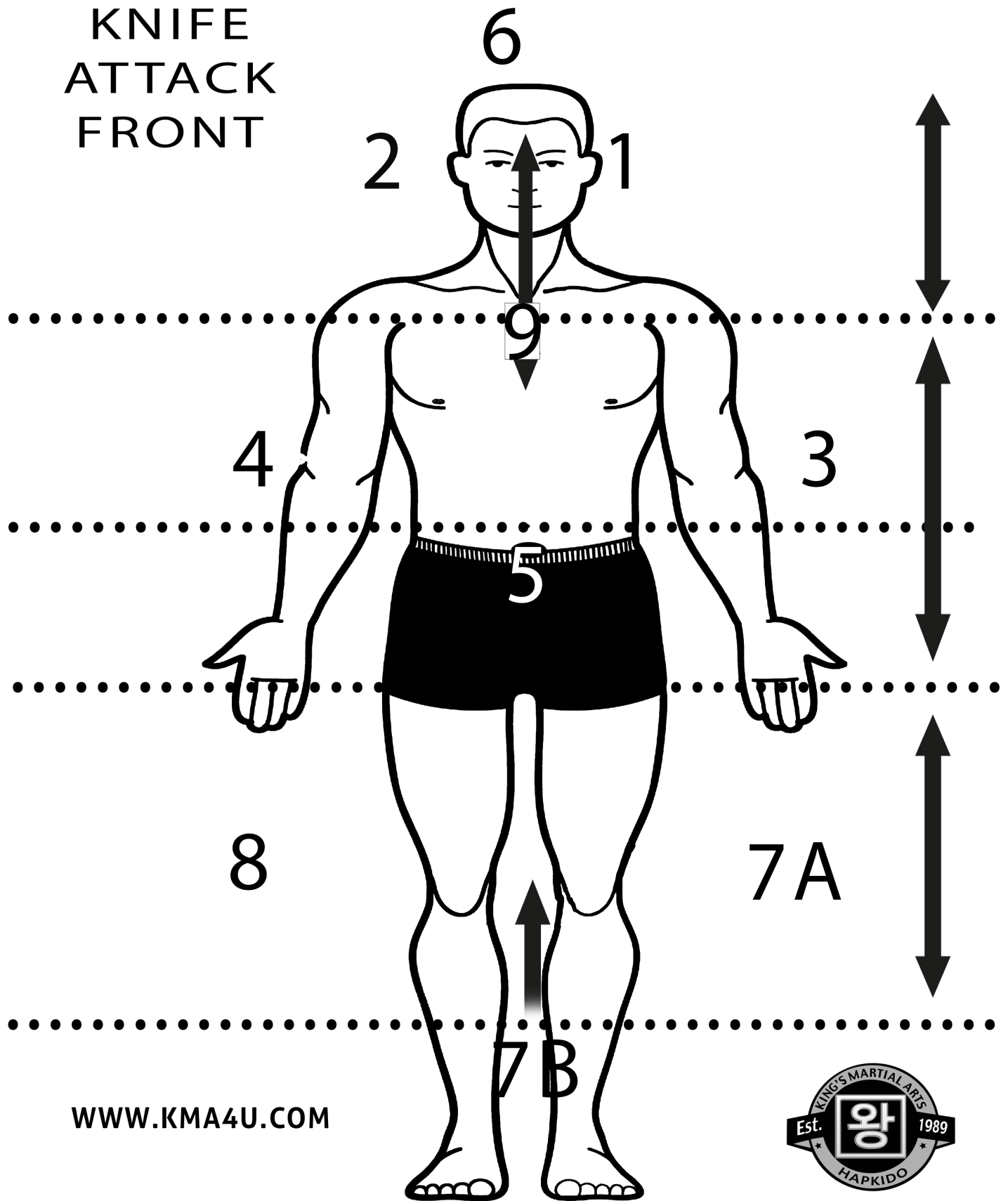
KNIFE
HOLD UP
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GRAB



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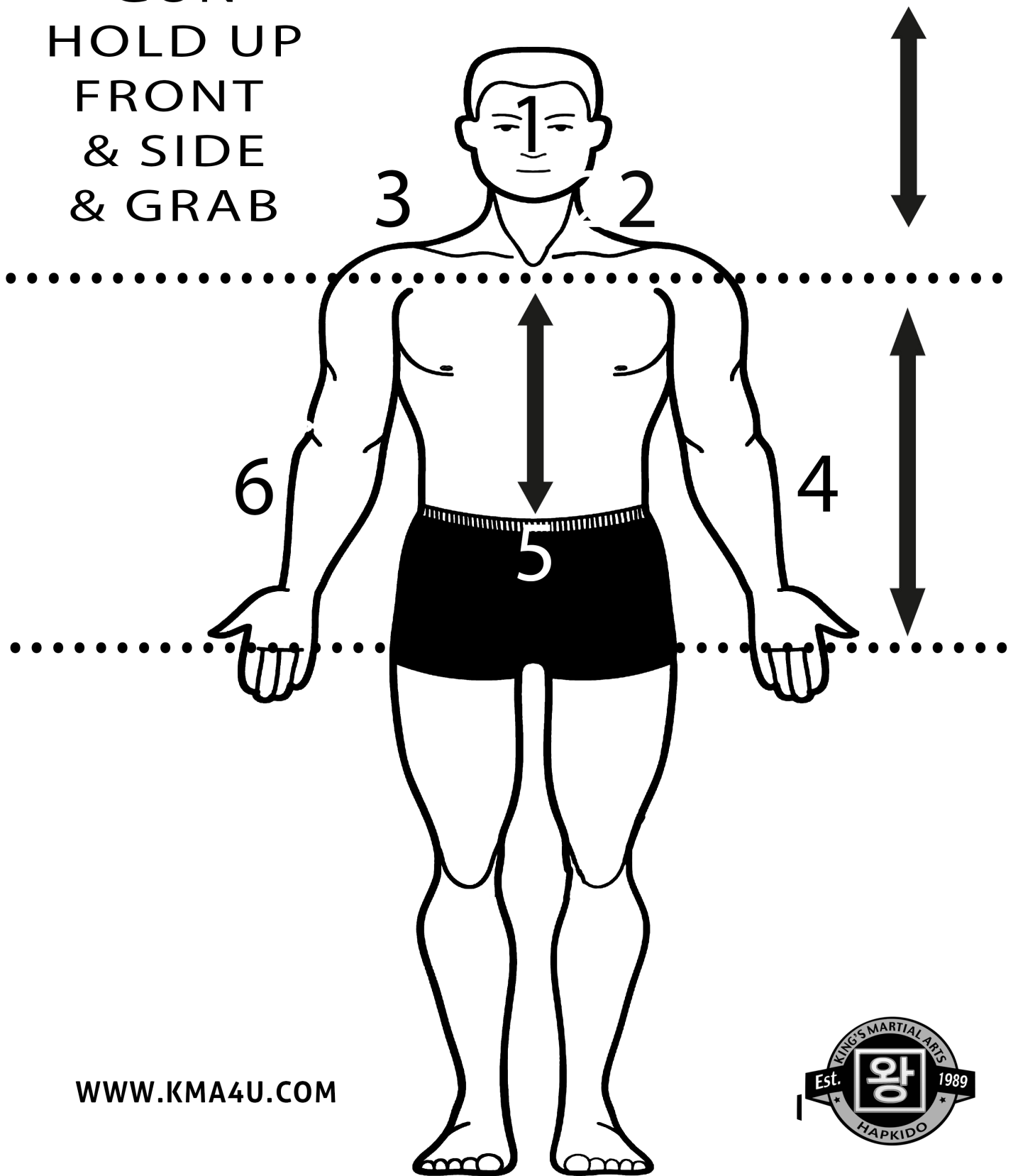
KNIFE ATTACK FRONT



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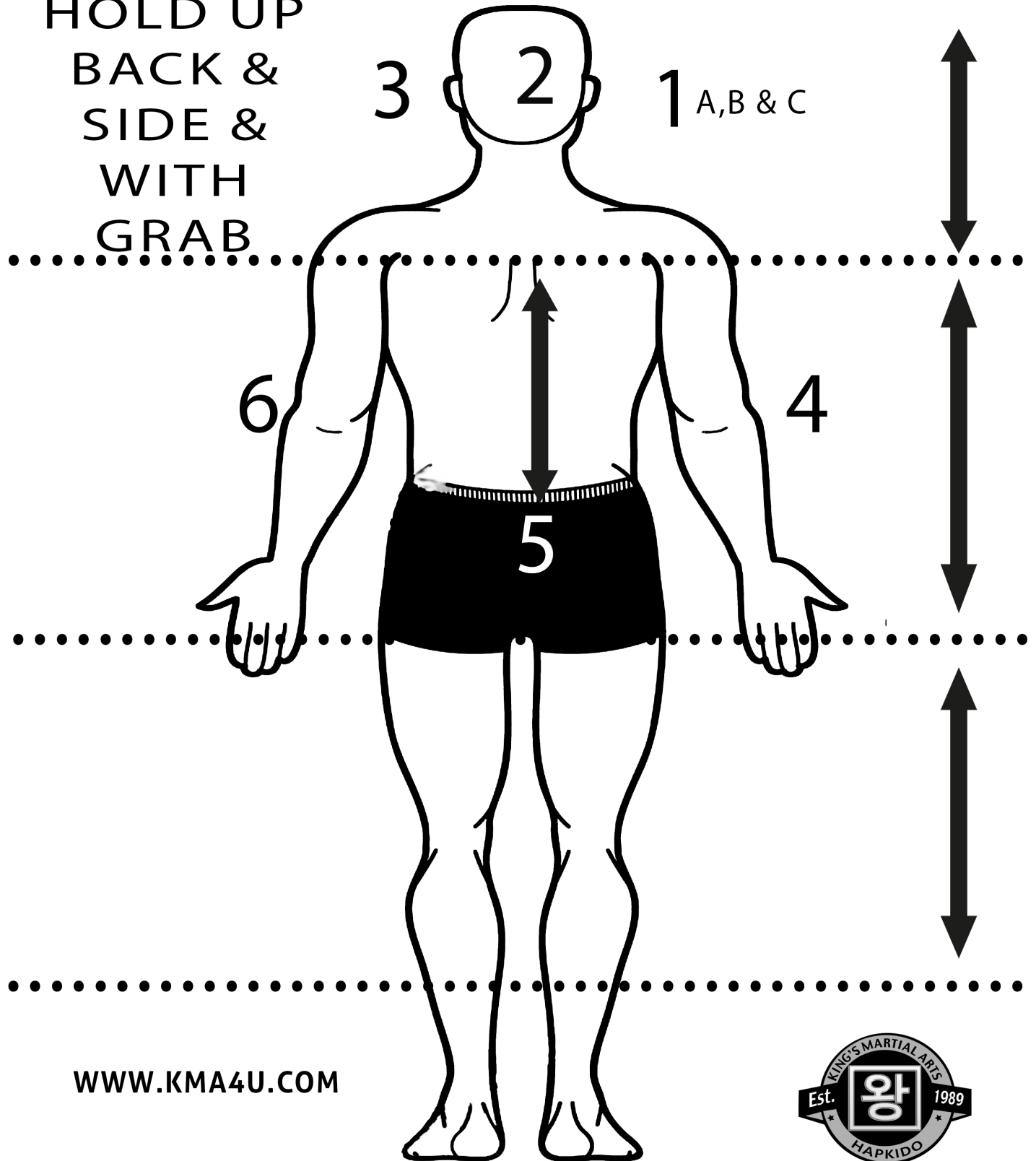
GUN
HOLD UP
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GUN
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