

YOUTH (8-12)

YELLOW BELT 9TH GUP



REQUIREMENTS

STUDENT NOTES

FORCE OPTIONS SELF-DEFENSE

YOUTH HAPKIDO YELLOW LV12 9™ GUP

REQUIREMENTS FOR RANK (AGE:8-12)

Fundamentals				
Defensive Stances	Defensive Stances Break Falls			
Neutral Stance	Forward Roll - Left & Right	Pat In		
Folded Arm Stance	Side fall - Left & Right	Pat UP		
Leads: Left, and Right	Back Break fall	Pat Down		
Footwork				
Drag Step	Shu	Shuffle Step		

Fundamentals			
Hand Strikes	Kicks		
Jab & Cross	Front Kick-Snap lead & rear and thrust		
Backfist	Side Kick		
Hammer Fist	Back kick		

Ho Sin Sul Techniques (Core Techniques)			
Breakaways	(1-4)		
Same Side Wrist Grab	(1)		

Drills (Extra)		
Sectoring Drills	Footwork Drills	Animal Walks
Hi-Low Drills	Shuffle step Drill	Duck Walks, Crab Walks
Front kick drill: Thrust and step	Drag Step Drill	Bear Crawl, Bunny Hops

Ground/Pressure Points/Defensive Tools			
Ground LV 1 Combat Stick LV1 Dan Bong LV1		Dan Bong LV1	

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PRINCIPLES

Live Hand: It works like this when an attacker grabs your wrist you will open your hand wide spreading the fingers this will cause the attackers grip to loosen to help facilitate a breakaway or wrist grab.

Distraction Principle: By Diverting an attacker's attention away by either using a stun or a fake, will help

CORE TECHNIQUES

Brea	akaways (4) (c	oncept escapes)	IONAL		
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YOUTH HAPKIDO YELLOW LV12 9™ GUP

CORE TECHNIQUES

Same Side Wrist Grabs (1) (Concept Joint locks)

1) _____

