

**Hapkido 3rd Kup - Brown Belt**

Belt Size \_\_\_\_\_  
 Class Day \_\_\_\_\_  
 Class Time \_\_\_\_\_

Name \_\_\_\_\_  
 Address \_\_\_\_\_  
 \_\_\_\_\_

Today's Date \_\_\_\_\_  
 Starting Date \_\_\_\_\_  
 Last Promotion Date \_\_\_\_\_

E-Mail \_\_\_\_\_  
 Birth Date \_\_\_\_\_  
 Age \_\_\_\_\_

		ATTACKS FROM THE REAR		ATTACKS FROM THE FRONT				
Arms Pinned								
Arms Free								
Hand Choke								
Hair Pull								
Shoulder Grab								
Cross Shoulder Grab								
Double Shoulder Grab								
Elbow Grab								
Cross Elbow Grab								
Double Elbow Grab								
Wrist Grab								
Cross Wrist Grab								
Double Wrist Grab								
One Free/One Pinned								
Arms Locked								
Arm Choke								
Full Nelson								
Lapel Grab								
Cross Lapel Grab								
Double Lapel Grab								
Grab and Punch								
Head Lock (Front)								
Head Lock (Side)								
Waist Tackle								
PUNCH DEFENSES			KICK DEFENSES			WEAPON DEFENSE		
Reverse Punch (5)			Random (10)			Club (5)		
Jab (5)			Reaction Time			Knife (3)		
Hook (5)			Blocks			Gun (3)		
Blocks			Counter Attacks					
Counter-Attacks								

Pass \_\_\_\_\_ Fail \_\_\_\_\_

I recognize that belts are awarded only when specific standards of performance can be met by the student during testing. If I do not achieve the desired rank, I may test again, at no cost, for that rank at the next testing session. I recognize that promotion standards are uniform and that each belt reflects a specific level of competence.

Judge Signature \_\_\_\_\_  
 \_\_\_\_\_

Student Signature \_\_\_\_\_

HAND TECHNIQUES			BODY MOVEMENT		
<i>Mil Gi</i>			Front & Back		
Elbow Grab (5)			Side to Side		
Shoulder Grab (5)			Slide Back 45		
Body Movement			Inside Pivot		
Reaction Time			Back Pivot		
Counter Attack			Cross-Step & Turn		
<i>Job Gi</i>			Back Spin		
Elbow Grab (5)			Back Step		
Shoulder Grab (5)			<b>FALLING</b>		
Body Movement			Back Fall		
Reaction Time			Side Fall		
Counter Attack			Front Fall (stand)		
<i>Keuk Gi</i>			Roll Out		
Elbow Grab (5)			over obstacle		
Shoulder Grab (5)			pushed		
Body Movement			Side Roll		
Reaction Time			Back Roll		
Counter Attack			pushed		
Grab and Lock (8)			8 Directional Roll		
Come-a-longs (5)			<b>Ground Fighting</b>		
<i>Dungee Gi</i>			<b>WEAPON DEMONSTRATION</b>		
Elbow Grab (5)			Movement		
Shoulder Grab (5)			Flow		
Body Movement			Pressure Points (3)		
Reaction Time					
Counter Attack					
Grab and Throw (8)					

BLOCKS & STRIKES			KICKS		
			Back Crescent		Thunder Kick
			Drop Back Side		Double Front (apart)
			Drop Back Spin		Double Front (together)
			Jump Front (front)		
Front			Jump Front (back)		
Front Twist			Jump Front 45		Kick/Sliding Kick
Half Moon			Jump Roundhouse (front)		Inside/Outside Crescent
Roundhouse			Jump Roundhouse (back)		Roundhouse/Back Spin
Side			Jump Roundhouse 45		Side/Back Side
Back Side			Jump Side (front)		Own Combinations
Back Spin			Jump Side (back)		
Back Spin-hook			Jump Side 45		