

# Angles and Target Areas for Kicks

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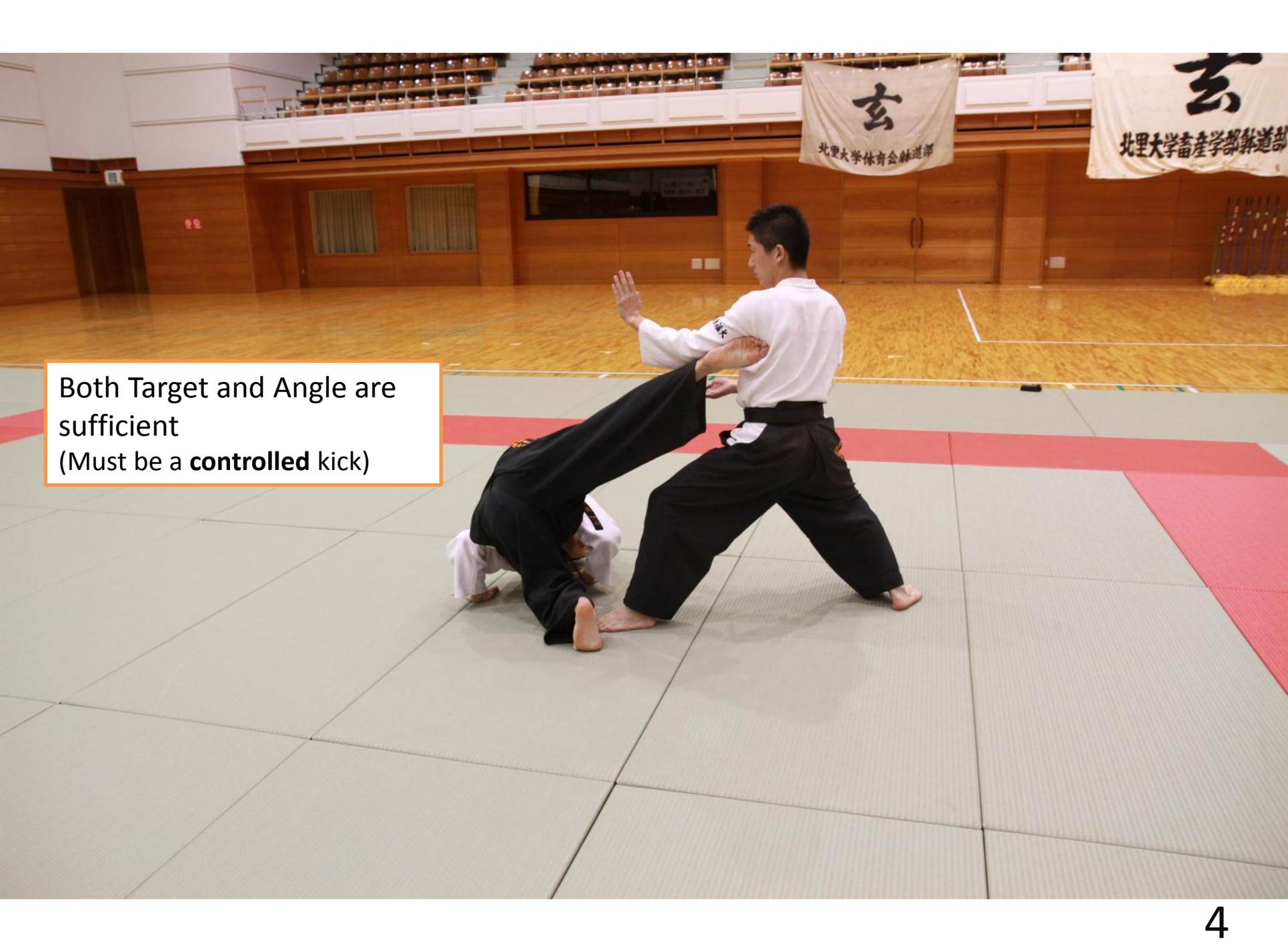
2012/10/1

# When one leg is on the ground

General rule:  
Horizontal Angle or Higher



Both Target and Angle are sufficient  
(Must be a **controlled** kick)



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The Target area is OK, but the angle is too low.

(However, depending on the RISK of the situation, it could be judged as invalid or *Keri kakudo Chui*. If there is no danger and the kick is controlled (leg being pulled back) a point can be given. In that case the value of the point will be degraded one or two steps due to low angle, e.g., Waza-ari becomes Yuuko.



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Same as previous slide, but the view angle is lower thus the angle of the kick looks differently. It is important to take into account the position of the referees.





Target: OK, Angle: Too low  
Judgment: "Keri kakudo – Chui"

Angle: sufficient

Target: insufficient (upper body angle – target)

If the situation is seen as dangerous: *Chui*





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Target: insufficient (upper body angle – target)  
If the situation is seen as dangerous: *Chui*



# *Hien* (Jumping) [*Untai*] kick

The condition of the receiver  
(The angle of the upper body and the  
height of the waist)



**Target: Sufficient**  
If danger is seen (not pulling back the leg, etc.) : Chui



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**Target: Sufficient**

If danger is seen (not pulling back the leg, etc.) : Chui



**Target: Insufficient**

No point (*Mokuhyo fujubun*) / If danger is seen (not pulling back the leg, etc.) : *Chui*



Vertical dropping on the  
opponent / kicking is forbidden:  
*Chui*

# The Condition of the Target (Target Area)

The height of the waist and the Angle  
of the upper body  
(In the Situations of Kicks)



**Bad** Target Area for kicks



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Allowed target area (sufficient height of the waist)  
(Jumping kick or kick with sufficient angle)



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