

Player Two

Chief

- Point counting/time with electronic device or clicker/stop watch
- Directs their competitor while performing
- Switches with Associate at midway point

Associate

- Point counting with clicker
- Directs their competitor while performing
- Switches with Chief at midway point

Chief and Associate Work Together on the Following

- Match ups/line up/bow/start/return
- Announce winner/records winner/advances bracket

Player Two

Number of Points in 60 seconds for Gold, Silver, Bronze (best practice option of 2 bronze)

Player Two Sparring Combination

Begin from a left action sparring stance facing the Player Two Bag

- #2 Right Front Kick followed by a left crossing punch
 - Double step back
- #2 Left Front Kick followed by a right crossing punch
 - Double step back
- #3 Left Side Kick
 - Double step back
- #2 Right Round Kick followed by a left crossing punch
 - Double step back
- #2 Left Round Kick followed by a right crossing punch
 - Double step back
- Continue to repeat the Player Two Sparring Combination

Important Player Two Sparring Combination Guidelines

- White and Yellow Belts compete in Player 2 at Tournaments
- Crossing punches, front kicks and sidekick are centerline targets
- Round kicks are 45 degrees non centerline targets
- Punch Points: all targets one point
- Kick Points
 - Bottom row of numbers one point
 - Middle row of numbers two points
 - Top row of numbers three points, only round kicks to top row (no front or sidekicks)
- White belts for testing and tournaments perform the first 3 of the combination only
- Yellow belt and above perform all 5 of the combination
- Player 2 sparring uses only action sparring stances
- Stance and stepping are important
 - Base (action/classic) formerly ready/sitting
 - Power (action/classic) formerly walking/front
 - Sparring (action/classic) formerly sparring/back stance
- Quick step. Do not slide
- Points and scores will only be awarded if techniques are delivered with conviction and exact contact with the player 2 bag number
- Equipment required: speed gloves and approved mat shoes

Player Two: Tournaments

White and Yellow Belts compete in Player 2 sparring in District and National competition. Success is measured by time against the other competitors in the division. The goal is to score as many points as possible in the allotted time.

- To score points students must make exact contact and strike with conviction while following the Player 2 Progressive Combination.
- There are two judges (one for each competitor) each with clickers recording points for player 2 sparring.
- If a mistake is made in the combination (wrong technique, wrong side or skipped technique) the judge immediately stops the student with instructions to reset and start the combination over
- All points a student earned to the point of mistake are counted, just reset, begin again and begin counting points
- Student must follow the command of the judge to stop, reset and start again only on command by judge
- If the stepping is not exact do not count off but it must be close
- The match will stop at 30 seconds to allow judges to switch sides and clickers to continue with the final 30 seconds. This allows for judging balance.
- At the end of the full 60 second round, judges will record total points for each competitor.
- Point totals are used to determine winners rather than single elimination, however 2 students perform side by side to inspire each other to individually accumulate points.
- Punch Points: all targets one point
- Kick Points
 - Bottom row of numbers one point
 - Middle row of numbers two points
 - Top row of numbers three points, only round kicks to top row (no front or side kicks)