

# BROWN

## HEAD, HAND AND FOOT GEAR

### BELT TESTING – WHITE UNIFORM ONLY

First Name: \_\_\_\_\_ Last Name: \_\_\_\_\_ Date of Birth: \_\_\_\_\_ Age: \_\_\_\_\_

Phone #: ( ) \_\_\_\_\_ - \_\_\_\_\_ Address: \_\_\_\_\_

Circle Your Training Location: TR / FR / BR / MID / HOW / CM / Y / J / OTHER \_\_\_\_\_

Are you a Black Belt Club Member? YES \_\_\_\_\_ NO \_\_\_\_\_ Belt Size: 00 – 0 – 1 – 2 – 3 – 4 – 5 – 6 – 7 (circle one)

Special Information for the Judges \_\_\_\_\_

#### 5 POINTS - \_\_\_\_\_

\_\_\_\_\_ White Uniform \_\_\_\_\_ Chest & Shoulder Patches  
\_\_\_\_\_ Clean Uniform & Body \_\_\_\_\_ Belt tied properly

#### 15 POINTS - \_\_\_\_\_

\_\_\_\_\_ EQUIPMENT ( HEAD, HAND AND FOOT )

#### 20 POINTS - \_\_\_\_\_

##### COMBO DRILL

JAB TWICE \_\_\_\_\_  
PUNCH \_\_\_\_\_  
HOOK PUNCH \_\_\_\_\_  
DUCKING \_\_\_\_\_  
UPPER CUT \_\_\_\_\_  
ROUND HOUSE KICK \_\_\_\_\_  
KNEE STRIKE \_\_\_\_\_

#### 10 POINTS - \_\_\_\_\_

##### TEMPLE 1 & 2

DEEP STANCES \_\_\_\_\_  
POWER \_\_\_\_\_  
SPEED \_\_\_\_\_  
KEIA (YELL) \_\_\_\_\_  
KNOWLEDGE \_\_\_\_\_

#### 10 POINTS - \_\_\_\_\_

##### EIGHT POINT STAR STRIKE & BLOCK & KICK

DEEP STANCES \_\_\_\_\_  
POWER \_\_\_\_\_  
SPEED \_\_\_\_\_  
KEIA (YELL) \_\_\_\_\_  
KNOWLEDGE \_\_\_\_\_

#### 20 POINTS - \_\_\_\_\_

##### NAILO

DEEP STANCES \_\_\_\_\_  
POWER \_\_\_\_\_  
SPEED \_\_\_\_\_  
KEIA (YELL) \_\_\_\_\_  
KNOWLEDGE \_\_\_\_\_

#### 10 POINTS - \_\_\_\_\_

##### BREAKING ( DOUBLE JUMP FRONT & ROUNDHOUSE )

CONCENTRATION \_\_\_\_\_ RESPECT \_\_\_\_\_  
TECHNIQUE \_\_\_\_\_ KEIAS \_\_\_\_\_  
FOCUS \_\_\_\_\_ POWER \_\_\_\_\_

#### 10 POINTS - \_\_\_\_\_

##### KOREAN LANGUAGE

ATTENTION \_\_\_\_\_ BOW \_\_\_\_\_  
BEGIN \_\_\_\_\_ STOP \_\_\_\_\_

#### PERFORMANCE SCORING

0                      ✓                      X  
NEED MORE WORK    GOOD            EXCELLENT

**TOTAL SCORE ( PASSING = 70+ )** \_\_\_\_\_

JUDGED BY: \_\_\_\_\_

**PROMOTION EXAM FEE: \$60.00**

APPLICATION MUST BE HANDED IN BY: \_\_\_\_\_ RECEIVED BY: \_\_\_\_\_