



## GUIDANCE FOR APPLICANTS

- Please ensure that all items are appropriately & accurately completed.
- 'Licence Number' refers to the student's current insurance licence provided by their association, for example your BTC Insurance Number. Details can be obtained from your association/instructor.
- Every competitor must have a current licence. Those without a valid licence / Insurance are not permitted to compete.
- Failure to comply with any requirement will result in permission either being withheld or withdrawn from you.

## Sparring Categories

<b>Executive Black Belts (40yrs+)</b>	<b>Light</b>	<b>Middle</b>	<b>Light Heavy</b>	<b>Heavy</b>		
Male	- 65Kg	- 75Kg	- 85Kg	85Kg+		
Female	- 55Kg	- 65Kg	- 75Kg	75Kg+		
<b>Adult Black Belts (18-39yrs)</b>	<b>Fly</b>	<b>Light</b>	<b>Welter</b>	<b>Middle</b>	<b>Light Heavy</b>	<b>Heavy</b>
Male	- 58Kg	- 64Kg	- 70Kg	- 76Kg	- 82kg	82Kg+
Female		- 56Kg	- 62Kg	- 68Kg	- 74Kg	74Kg+
<b>Adult Coloured Belts (18+)</b>	<b>Light</b>	<b>Middle</b>	<b>Light/Heavy</b>	<b>Heavy</b>		
Male	- 66Kg	- 74Kg	- 82Kg	82Kg+		
Female	- 58Kg	- 64Kg	- 70Kg	70Kg+		
<b>Cadets (15 – 17yrs)</b>	<b>Light</b>	<b>Middle</b>	<b>Light Heavy</b>	<b>Heavy</b>		
Male	- 55Kg	- 63Kg	- 71Kg	71Kg+		
Female	- 55Kg	- 63Kg	- 71Kg	71Kg+		
<b>Juniors up to 14yrs</b>	<b>Tiny Tot</b>	<b>Pee Wee</b>	<b>Light</b>	<b>Middle</b>	<b>Heavy</b>	
Male	- 120cm	- 135Cm	- 150Cm	- 165Cm	165cm +	
Female	- 120Cm	- 135Cm	- 150Cm	- 165Cm	165cm +	

## APPLICATION CHECK LIST

1. Insurance Current and Correct
2. Instructors Approval
3. Parent / Guardian Approval
4. Form completed
5. Fee Attached
6. Have identified my Division / Category
7. Entered YES or NO for Patterns / Power
8. There are no medical reasons why I should not compete

Once the above list is complete you may hand in all items to your instructor. Any items missing or incorrect will result in the application being delayed and possibly declined. It is yours not the instructors to ensure that this is not the case. Queries should be directed towards your instructor.