

# Analysis of Kumite Competition Techniques in Karate Martial Arts at the 2022 Sea Games

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## Abstract

This study has the aim of knowing the performance of the athlete's appearance in a karate match through video matches at the 2022 Sea Games event in Vietnam. In the men's Kumite -60Kg final category, the Indonesian team Ari Saputra won against Vo Van Hien from Vietnam. According to Indonesia, the acquisition of points is 4 which consists of 4 strokes. The number of strokes made during the match by Ari Saputra for the Indonesian team was 7 gyaku tsuki strokes, and the percentage of success of his strokes was 44%. Kicks taken during the match 3 times using mawashi geri kicks to the head do not result in points and the percentage of successful kicks is 0%. Meanwhile, Vo Van Hien did various kinds of kicks and punches and did not score any points with a total of 8 punches and 11 kicks of which all attacks received a percentage of 0%. So that in the men's -60kg final category won by women's karateka Ari Saputra from Indonesia with 4-0 points against Vo Van Hien from Vietnam which consisted of three strokes & 1 kick while the number of punches made during the match was 13 using three different strokes. can score points while the percentage of success is 19% while the number of kicks taken is 9 and only 1 kick that forms a point using a success percentage of 11%.

Keywords: Karate, Kumite, Match Analysis

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## 1. Introduction

Karate includes 3 major techniques that can be grouped, namely kata, kumite and kihon (Diniz et al., 2021). Basic techniques or can be referred to as kihon which are punches (tsuki), parries (uke), kicks (geri) and stances (dachi) (Pangondian Hotliber Purba, 2014). Several types of horses (dachi) that exist in karate are hachiji-dachi, zen-kutsu-dachi, ko-kutsu-dachi, hangetsu-dachi, heisoku-dachi, neko-ashi-dachi, sanshin-dachi, sochin-dachi (Yudhisthira and Tomoliyus, 2020). The strokes (Zuki) in Karate consist of oi-zuki-chudan, oi-zuki-jodan, kisame-zuki, gyaku-zuki, ura-zuki, soto-ude-uke, morote-zuki, agi-zuki, choku-zuki, hachiji-dachi, kage-zuki, yama-zuki, morote-hisame-zuki, tetsui-uchi, uraken-uchi, haishu-uchi. The kick or geri consists of mae-geri, mawashi-geri, yoko-geri-kekome, yoko-geri-keange, usiro-geri. While the defenses in karate include gedan barai, soto-ude-uke, uchi-ude-uke, agi-uke, shuto-uke, juji-uke, morote-uke (Güler and Ramazanoglu, 2018).

Kihon is a basic technique based on karate where a series of kihon as a term or pattern or form of sequence is based on several kihon movements as movements that use rhythm. Each combination of movements contains physical movements starting from the hands, feet and all parts of the body but also has a philosophy that has meaning and needs to be understood by every karateka (Greco et al., 2019). Kata in karate is all the basic techniques that have been combined. Kumite is a fighting technique in karate where every karateka fights against each other and parries. In karate matches, there are punches (tsuki) & kicks (geri) whose main goal is to get as many points or points as possible to win a match, while avoiding attacks can be done using a parry (uke) (Gauchard et al., 2018).

Kumite literally means "hand meeting". Kumite is a training method that uses attack techniques and defensive

techniques applied through battles with opponents facing each other (Molinario et al., 2020). Kumite is a method of practicing basic techniques of hitting, parrying, and kicking. Kumite is performed by advanced students (blue belt or above). Before doing free kumite (jiyu kumite) the practitioner learns regulated kumite (go hon kumite). Kumite training consists of three forms, namely: basic combat (kihon kumite), one technique fight (kihon ippon kumite), and free combat (jiyu kumite). In kihon kumite training and kihon ippon kumite training, all attack techniques, defense techniques, and counterattack techniques have been predetermined. However, jiyu kumite practice does not have any prior technique settings, this is because each karateka is free to use their technical abilities. Kumite competition (kumite shiai) which is currently officially contested is a form of kumite training in the form of free combat training (jiyu kumite). Athletes who will do jiyu kumite still have to control punches, kicks, and attacks so they don't really hit the opponent's vital points." (Gauchard et al., 2018).

Based on the results of the match so far, during kumite matches, athletes use a lot of punching techniques compared to kicking techniques, in the match itself athletes will use various kinds of attack movements to get points and win the match. But it is possible to do a kick during kumite where the right kick has the advantage of higher points compared to attacks using punches (Carlsson et al., 2020). Kick is a weapon to attack the farthest reach and the power generated is quite large. In kumite, there are various types of point scoring, including punches getting 1 point, cudhan kicks (bottom) and jodhan kicks (top) getting 3 points.

To win a match in karate, it is necessary to have a deeper study using sport science where a karateka knows the statistics of the match made by his opponent (Bernards et al., 2017). This will make it easier to determine the technique that will be used when competing so that they can win the match (Light and Harvey, 2017). From the author's observations, many coaches who analyze their athletes only see with the naked eye without strong analytical data through video observations and can also use other applications. It is recommended that before the karateka competes, the coach and karateka must discuss what the qualifications of their opponents and their characteristics are, the coach and karateka already know what percentage and the total number of attacks used by the karateka such as kicks and punches, so the characteristics of these attacks and punches must be known by the coach and karateka. So that in karate matches, you can anticipate the attacks that will occur and also the tactical patterns used.

The analysis of the match was carried out on the steps, stances, punches, kicks and parries performed by karateka during the match. The analysis was carried out by calculating the number of techniques performed during the match, the number of kicks that succeeded in producing points and the number of kicks that failed to produce points so that the percentage of success of attacks carried out by karateka during the match could be obtained.

The purpose of this study was to determine the performance of the athlete's appearance in a match. The analysis was carried out on the results of the 2022 Sea Games karate match in Vietnam, namely in the -60Kg final match in the Men's category. The research subject was Indonesian karateka who entered the final at the 2022 Sea Games in Vietnam in the -60Kg men's category, Ari Saputra from Indonesia who faced Vo Van Hien from Vietnam.

## 2. Material and Methods

This research is in the form of quantitative descriptive research using survey method. The variables in this study are the analysis of the stance technique, punches, kicks and parries which will also calculate the percentage of successful punches and parries during the match. The data to be collected in this study are the techniques used in karate during the kumite match. The results of data collection will produce the percentage of success and also failure of the techniques used in the form of stances, punches, kicks and also parries.

The steps or data collection process in this study are as follows:

- a. Researchers identified athletes who will be sampled in this study, namely at the 2022 Sea Games in Vietnam, namely in the -60Kg final match in the Men's category, namely Ari Saputra from Indonesia and Vo Van Hien from Vietnam.
- b. Researchers made observations through video recordings using the clip draw application to analyze the techniques and violations committed by karateka during the match.
- c. Furthermore, the researchers collected the data obtained and did a transcript of the results of the match.
- d. After obtaining the research data, the data were processed using statistical analysis in the form of percentages of success and failure. In addition, the data obtained can also add up the accumulated use of the techniques used during the match.

- e. The results of the analysis are followed by drawing conclusions and suggestions.

Match analysis is carried out to obtain the right data so that the data can be used as evaluation material  
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### 3. Results and Discussion

The results of the research used in this literature review are as follows:

**Table 1.** Analysis of the Final Kumite Karate Competition 55 Kg Men's Category at the 2022 Sea Games in Vietnam

Country:	Vietnam	0			TECHNIQUE			4			Indonesia	: Country
Name:	Vo Van Hien				KUMITEKARATE						Ari Saputra	: Name
Class:	Bellow 60 Kg										Bellow 60 Kg	: Class
<b>Amount</b>		<b>Kuda-Kuda</b>			<b>Amount</b>							
243		Zen-Kutsu-Dachi			357							
<b>Amount</b>	<b>Point</b>	<b>Fail</b>	<b>Pukulan</b>			<b>Gagal</b>	<b>Point</b>	<b>Amount</b>				
8	0	8	Kisame-Zuki			3	0	3				
11	0	11	Gyaku-Zuki			5	4	9				
19	0	19	Amount			8	4	12				
<b>Amount</b>	<b>Point</b>	<b>Fail</b>	<b>Blow</b>			<b>Gagal</b>	<b>Point</b>	<b>Amount</b>				
0	0	0	Mae Geri			0	0	0				
11	0	11	Mawashi Geri			3	0	3				
0	0	0	Ushiro Mawshi Geri			0	0	0				
0	0	0	Ushiro Ura Mawashi Geri			0	0	0				
5	0	5	Ashi Barai			1	0	1				
0	0	16	Amount			4	0	4				
<b>Amount</b>	<b>Point</b>	<b>Fail</b>	<b>Parry</b>			<b>Point</b>	<b>Fail</b>	<b>Amount</b>				
0	0	0				0	0	0				
<b>Amount</b>		<b>Violation</b>			<b>Amount</b>							
1		Chukoku			1							
1		Keikoku			1							
1		Hanshoki Chui			1							
0		Hanshoku			0							
3		Amount			3							

The conclusion of the analysis of the 2022 Sea Games karate match in Vietnam is the final -60Kg where the horses (dachi) performed by Vietnamese karateka Vo Van Hien are zenkutsu dachi as many as 243. The number of strokes (tsuki) is 19. As for the strokes (zuki) it consisted of kizame zuki which was 8 strokes and failed 0 while gyaku zuki consisted of 16 strokes with 4 successful strokes (25%). The number of kicks taken during the match was 11 where none of the kicks resulted in points (0%) while the kicks consisted of 11 mawashi geri kicks, 0 uishiro mawashi geri kicks and ashi barai kicks. During the match no defense is made which only avoids attacks made or does not make physical contact to ward off attacks.

The karateka from Indonesia, Ari Saputra, performed 357 zenkutsu dachi stances. The number of strokes (tsuki) was 12. The punches (zuki) consisted of kizame zuki which was 3 strokes while gyaku zuki consisted of 8 strokes with 4 successful strokes. The number of kicks taken during the match was 4. The kicks consisted of 0 mae geri kicks and did not produce points (0%), 3 mawashi geri kicks and did not produce points, 0 uishiro mawashi geri kicks and which did not produce points, 0 uishiro kicks Ura mawashi geri which does not score a point, and 1 ashi barai kick and does not result in a point. During the match no defense is made which only avoids attacks made or does not make physical contact to ward off attacks.

### 4. Conclusions

From the results of the analysis conducted on the results of the 2022 Karate Sea Games in Vietnam in the men's final category 55 Kg, Ari Saputra from Indonesia and Vo Van Hien from Vietnam. While in the women's final category 50 Kg Srunita Sari Sukatendel from Indonesia and Paweena Raksachart from Thailand, the following conclusions were obtained:

- In the men's final -60Kg category the match was won by Iwan Bidu Sirait from Indonesia with 10 points, consisting of 7 punches and 1 kick.
- The number of strokes made during the match was 16 with 7 strokes which resulted in points so that the percentage of successful strokes was 44%.
- Kicks taken during the match were 14 with 1 kick that resulted in points so that the percentage of successful kicks was 8%.

- Meanwhile, John Paul Bejar from the Philippines produced 4 points, all of which were generated by punches. The number of strokes made during the match is 13 with a success percentage of 24%.
- While the number of kicks taken is 9 where there are no points or the percentage of successful kicks is 0%.

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