

The contribution of some of the determinants of tactical maps as indicators of increasing the effectiveness of Activity offensive to the players under the weight of "75 kg" Competition actual fighting "kumite" the sport of karate

***Prof. Dr. / Ahmed Mahmoud Ibrahim**

The study presented a problem :

Characterized karate competition, especially competition actual fighting "kumite" the changing dynamic between attack and defense and play multiple positions where different from the player, which requires good behavior and being aware of the requirements of the positions and how to use the method appropriate for him .



And refers Ahmed Mahmoud Ibrahim (2011) to use that style of tactical maps is a new entrance and a novelty to promote effectively the performance of the tactical player during the actual fighting competitions. (2: 136)

And knows Ahmed Mahmoud Ibrahim (2013) (maps tactical) as a "path codified for the implementation of the positions of play variable by the player according to the movements of the opponent based on location and time during the course of the game over the rug from the use of wave kinetic consist of methods of offensive and defensive implemented through the entrances of playing multiple" , and here we must recognize that codified loads and assistant coach for the player give him various types of situations that occur during the course of the match between the winner or neutral or undefeated temporarily and for the player to choose maps tactical in time and the right place and appropriate to maintain or change the status of the impact player of the match ",

=====

Prof. dr. Ahmed Mahmoud ibrahim : professor of athletic training for the sport of karate, and the Under-graduate and Research - Faculty of Physical Education for Boys - University of Alexandria, Egypt .

he also must specify the multiplayer maps can be played implementation and consistent with the quality of the impact player of the match, and this is linked to the goal and planning through competition and their results, as the coach must rationalize the foregoing through the minutes, and here can be divided into the match to short periods of 1030 seconds with change attitudes and to develop case the player and his ability to deliver high through the choice of the appropriate map for the position as well as efficiency in the high level of achievement and the effectiveness of tactical performance to match.

By tracking the results of players Karate researcher found for Egyptian players centers on differing in international tournaments and local, which called for a researcher to conduct an analytical study of some of the determinants of maps tactical used by the world champions in karate to identify the most commonly used during tournaments contest actual fighting "kumite" International as a guide to increase the effectiveness of the activity of the offensive players Egyptians to karate .

Scientific importance of the study :

Within the limits of science researcher attributed the importance of the study to being the first study in the sport karate - aims to shed light on some of the determinants of maps tactical most effective when players Karate classified internationally as a guide to increase the effectiveness of the activity offensive players to contest the actual fighting "kumite" the sport of karate, may be added new science in the field of selection and routing and classification of the players contest the actual fighting "kumite" the sport of karate .

Objectives of the study: to identify the

1- some of the determinants of the most widely used tactical maps have players Level "distinctive" and Players level "non-privileged" contest actual fighting "kumite" the sport of karate .

2 - ranking the relative importance of the determinants of the special tactical maps and the amount of different requirements for each map I have a tactical players contest the actual fighting "kumite" The sport of karate.

Questions of the study :

1- What are the determinants of tactical maps that characterize the players level "distinctive" fighting contest The actual "kumite" the sport of karate?

2 - Is the order of the relative importance of the determinants of the special tactical maps varies depending on the requirements of each I have a map tactical players contest the actual fighting "kumite" the sport of karate.?

Procedures used in the study :

•methodology used :

The researcher used the descriptive method due to the inappropriate nature of the goals of the study

•The study sample :Was chosen the way intentional number (17) player contest the actual fighting "kumite" under the weight of 75 kilos sport of karate .

•basic experience :

Were analyzed number 8 caps for the actual fight (kumite), and the number 9 local match and during the following tournaments :

- World Championship for Men in Serbia in 2010
- Championship France International Masters 2012
- Republic Championship for Men 2012

Reasons for choice :

Where the matches have been selected for analysis is characterized as a plethora of tactical setup shown that the performance of the players play multiple plans .

Located matches that were analyzed during the semifinal and final round due to the tactical excellence of performance and appearance of the determinants of tactical maps to allow her analysis. and thus has been analyzed (17) match actual combat "kumite" between international players and the Egyptians and the second in the weight of the law regulating international tournaments, according to the amendment in 2010 .

And to identify the productive player in every specific determinants of maps tactical a (Standby mode of attack for both sides (left and right), the number of steps to prepare for the attack on the rug, time to prepare for the attack on the rug, the time of the attack, areas to prepare for the attack on the rug, regions carry out the attack on the rug, the entrances to the attack of the three methods of attack (direct and non-direct), the effectiveness of the offensive performance)

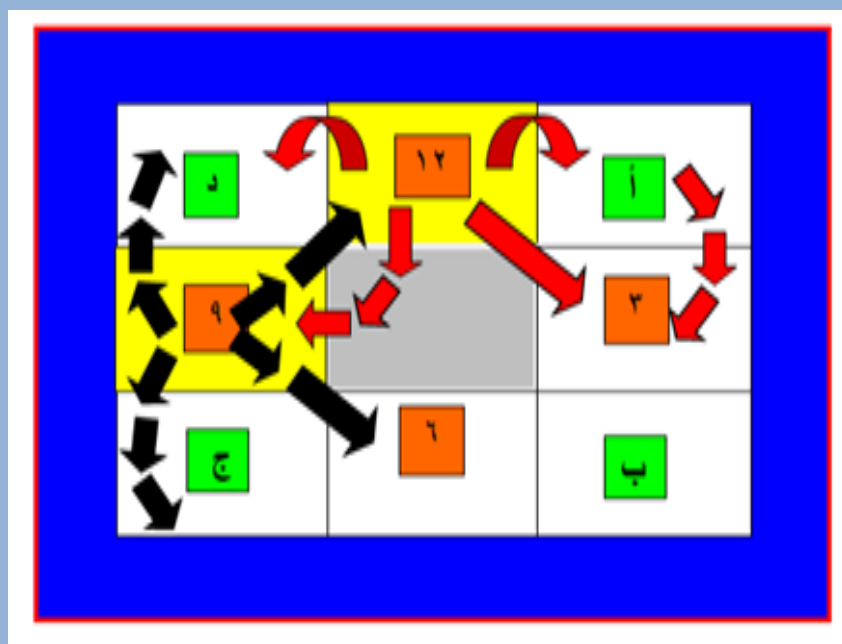
•statistical methods used to study :

The researcher used the statistical treatments appropriate for the study using the SPSS program



Figure 1 illustrates the play areas on the rug for players Competition actual fighting "kumite" The sport of karate.

Showing the results of the Frist tactical map :



Form (2) regions of the numbers and special attack tactical map, according to the analysis of games Level of the players featured and non-featured Weight third of Men contest actual fighting" Kumite" the sport of karate.

Showing the results of the initial tactical map :

Table (1) the order of the introduction of the values of parameters for the equation of differentiation and the direction and value of the test and Wilkes's Lambda And in addition to the moral and added value of the correlation coefficient and the root aggregate latent final Contrast Ratio and learned of the Frist tactical map.

Ranking	Variables under study	Direction of the insert	Test and Wilkes's Lambda
1	Setup mode of attack left	add	0.022 *
2	Entrance direct attack "SO. NO. SEN "	add	0.015 *
3	The time of the attack	add	0.014 *
4	Style mixed skill "you + kicking"	add	0.011 *
5	Area to prepare for the attack on the rug "12"	add	0.009 *
6	Carry out the attack on the area rug "6"	add	0.006 *
7	Carry out the attack on the area rug "D"	add	0.004 *
8	Area to prepare for the attack on the rug "9"	add	0.003 *
9	Time to prepare for the attack	add	0.002 *
10	The effectiveness of the offensive activity by the minute, "3"	add	0.001 *

- Correlation coefficient = 0.993 aggregate final
- Significant at the 0.05 level
- Final underlying root = 11453.139
- Contrast ratio = 100.00%
- The value of chi-square = 119.1734

Table (2) function distinctive non-standard values and constants of the equation according to the order introduced Constants of the equation Giralmaaaria Constants of the equation standard variables under study Step No.

Ranking	Variables under study	Constants of the equation standard	Constants of the equation Giralmaaaria
1	Setup mode of attack left	3.00	0.74
2	Entrance direct attack "SO. NO. SEN "	4.098	6.96
3	The time of the attack	23.87	276.63
4	Style mixed skill "you + kicking"	14.54	23.03
5	Area to prepare for the attack on the rug "12"	6.92	11.25
6	Carry out the attack on the area rug "6"	8.11	15.35
7	Carry out the attack on the area rug "D"	12.40	18.68
8	Area to prepare for the attack on the rug "9"	11.41	18.78
9	Time to prepare for the attack	2.72	3.43
10	The effectiveness of the offensive activity by the minute, "3"	12.32	7.43

EQ function characteristic of the group with the average level of the standard equation = -255,290.1

EQ function characteristic of the average group-level equation Giralmaaaria = - 1830.745

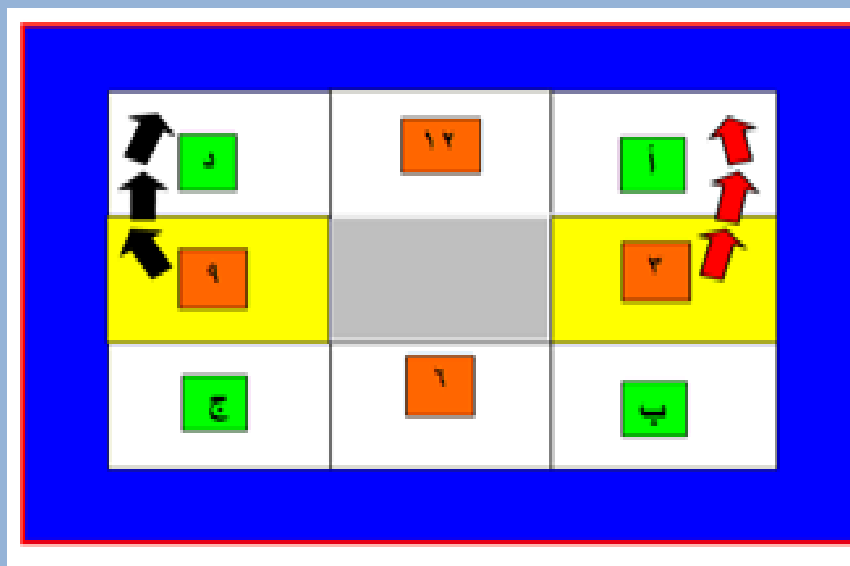
Is evident from Table (2) to reach equations to predict the determinants contributing to the initial tactical map for players level (privileged) and players level (non-privileged) .

Table (3) the results of the use of the distinctive function in the division and And the level of "non-privileged" in the classification of the determinants of the special tactical map first Distinguished .

Groups under study	Characteristics of the sample	Players Level Distinguished"	Players Level II Undistinguished"
Players Level "Distinguished" N = 8	Number of sample	8	0
	The proportion of Category	%100	%0
Players Level II "Undistinguished" N = 8	Number of sample	0	8
	The proportion of Category	%0	%100

Seen from the table (3) that the success rate equation derived from the above measures can be relied upon in the selection and classification and routing for the players contest the actual fighting "kumite" their previous levels varying sport of karate 100% .

Showing the results of the second tactical map :



Form (3) preparation areas and special attack tactical map and the second according to the analysis of games Level of the players featured and non-featured Weight third Men contest actual fighting" Kumite" the sport of karate.

Table (4) the order of the introduction of the values of parameters for the equation of differentiation and the direction and value of the test and Wilkins's Lambda And in addition to the moral and added value of the correlation coefficient and the root aggregate latent final Contrast Ratio and learned of the second tactical map.

Ranking	Variables under study	Direction of the insert	Test and Wilkins's lambda
1	The time of the attack	add	0.024 *
2	Area to prepare for the attack on the rug "3"	add	0.021 *
3	Area carry out the attack on the rug, "A"	add	0.018 *
4	Entrance attack Giralmbacr "Go. No. Sen	add	0.014 *
5	Carry out the attack on the area rug "D"	add	0.011 *
6	Area to prepare for the attack on the rug "9"	add	0.005 *
7	The effectiveness of the offensive activity by the minute, "3"	add	0.003 *

- Correlation coefficient = 1.000 aggregate final
- Significant at the 0.05 level
- Final underlying root = 1811. 787
- Contrast ratio = 100.00%
- The value of chi-square = 95.65

Seen from the table (4) the presence of the most important "7" determinants contributing mainly tactical map and the second according to the ranking .

Table (5) function distinctive non-standard values and constants of the equation according to the order introduced Constants of the equation Giralmaaaria Constants of the equation standard variables under study Step No.

Ranking	Variables under study	Constants of the equation standard	Constants of the equation Giralmaaaria
1	Setup mode of attack left	4.14	34.44
2	Entrance direct attack "SO. NO. SEN "	3.15	8.66
3	The time of the attack	1.79	585
4	Style mixed skill "you + kicking"	2.34	2.55
5	Area to prepare for the attack on the rug "12"	1.95	1.76
6	Carry out the attack on the area rug "6"	2.47	2.65
7	Carry out the attack on the area rug "D"	0.77	1.43

EQ function characteristic of the group with the average level of the standard equation = - 44.254

EQ function characteristic of the average group level equation Giralmaaaria = - 51.278

Is evident from Table (5) to reach equations to predict the determinants contributing to the tactical map for the Weight third Men players (privileged) players and Level II (non-privileged).

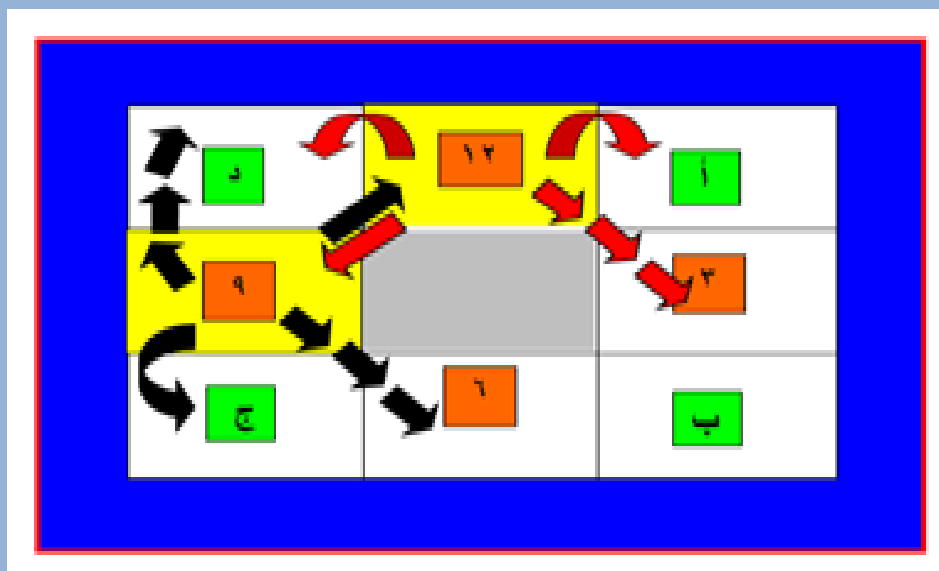
Table (6) the results of the use of the distinctive function in the division and And the level of "non-privileged" in the classification of the determinants of the special tactical map second Distinguished .

Seen from the table (6) that the success rate equation derived from the above

Groups under study	Characteristics of the sample	Players Level Distinguished"	Players Level II Undistinguished"
Players Level "Distinguished" N = 8	Number of sample	8	0
	The proportion of Category	%100	%0
Players Level II "Undistinguished" N = 12	Number of sample	0	12
	The proportion of Category	%0	%100

measures can be relied upon in the selection and classification and routing for the players contest the actual fighting "kumite" their previous levels varying sport of karate 100% .

Showing results map tactical game as a whole :



Form (4) regions of the numbers and special attack tactical map game as a whole , according to the analysis of games Level of the players featured and non-featured Weight third of Men contest actual fighting" Kumite" the sport of karate.

Table (7) the order of the introduction of the values of parameters for the equation of differentiation and the direction and value of the test and Wilkins's Lambda And in addition to the moral and added value of the correlation coefficient and the root aggregate latent final Contrast Ratio and learned of the special attack tactical map game as a whole.

Ranking	Variables under study	Direction of the insert	Test and Wilkins's lambda
1	numbers to attack the left	add	0.024 *
2	the entrance to direct attack "so.no.sen"	add	0.019 *
3	the time of the attack	add	0.016 *
4	style skill mixed "hand + kicking"	add	0.013 *
5	area preparations for the attack on the rug, "12"	add	0.009 *
6	, the area carry out the attack on the rug, "6"	add	0.007 *
7	the area carry out the attack on the rug, "D"	add	0.005 *
8	the entrance to direct attack "Go.no.sen"	add	0.003 *
9	time to prepare for the attack	add	0.002 *
10	the effectiveness of the activity offensive minute "3.	add	0.001 *

- Correlation coefficient = 1.000 aggregate final
- Significant at the 0.05 level
- Final underlying root = 12154.122
- Contrast ratio = 100.00%
- The value of chi-square = 117.5634

Is evident from Table (7) the existence of the most important "10" determinants contributing mainly tactical map for the game as a whole, according to the order of importance in contributing .

Table (8) function distinctive non-standard values and constants of the equation according to the order introduced Constants of the equation Giralmaaaria Constants of the equation standard variables under study Step No.

Ranking	Variables under study	Constants of the equation standard	Constants of the equation Giralmaaaria
1	numbers to attack the left	4.00	0.77
2	the entrance to direct attack "so.no.sen"	4.21	7.98
3	the time of the attack	24.67	234.64
4	style skill mixed "hand + kicking"	16.68	34.04
5	area preparations for the attack on the rug, "12"	8.74	16.66
6	, the area carry out the attack on the rug, "6"	7.21	18.38
7	the area carry out the attack on the rug, "D"	13.33	19.66
8	the entrance to direct attack "Go.no.sen"	12.41	17.77
9	time to prepare for the attack	4.11	4.32
10	the effectiveness of the activity offensive minute "3.	13.32	9.11

EQ function characteristic of the group with the average level of the standard equation = -221287.1

EQ function characteristic of the average group level equation Grammarian - 1773.745

Is evident from Table (8) to reach equations to predict the determinants contributing to the tactical map of the whole game for player's level (privileged) and players level (non-privileged) .

Table (9) the results of the use of the distinctive function in the division and classification level of the players, "distinctive" And the level of "non-privileged" in the classification of the determinants of the special tactical map for the game as a whole.

Is evident from Table (9) that the success rate equation derived from the above

Groups under study	Characteristics of the sample	Players Level Distinguished"	Players Level II Undistinguished"
Players Level "Distinguished" N = 8	Number of sample	8	0
	The proportion of Category	%100	%0
Players Level II "Undistinguished" N = 10	Number of sample	0	10
	The proportion of Category	%0	%100

measures can be relied upon in the selection and classification and routing for the players contest the actual fighting "kumite" their previous levels varying sport of karate 100% .

Discuss the results of the initial map :

The results indicate the previous and private compared between the performance of international player and the player in the Egyptian side of the tactical championship show us the side of the differences between the two levels where international player has a high capacity to take advantage of all aspects of competitive situations, especially tactically, as they appear comparative performance of the Egyptian player unregulated and Giraffe which leads to the loss of the player itself to the point Wawa much and in so many times of the matches within the tournaments under study, due to the good use of the opponent's weaknesses, which appear in the attack, and deficiencies in the use of maps tactical own players and the most used and effective when players with international level and used them in the development of the training process as a whole, in addition to the karate competition, especially the actual fighting "kumite" have different styles in their

performance within the competition, including the interaction between all the determinants and implications together .

Therefore, the researcher used the style of discriminant analysis between the values of parameters for each of the players at the "privileged" and "non-privileged" to determine the best combination of written for a range of determinants and implications accurately and composite cumulative fits with the nature of the actual performance in the competition between the two sets of players. Extract all of .

Clear that he was reaching into the most important "10" determinants contributing mainly map tactical first according to their order and they (the setup mode of attack left, time to prepare for the attack, the time of the attack, the area to prepare for the attack on the rug "9", the area to prepare for the attack on the rug "12" , area rug carry out the attack on the "6", the area carry out the attack on the rug, "d", the entrance to a direct attack" So. No. Sen", kicking skill of individual style, the effectiveness of the offensive activity by the minute, "3 "

As has been reached to the most important "7" determinants contributing mainly tactical map and the second according to the ranking (the time of the attack, the area to prepare for the attack on the rug, "3", the area carry out the attack on the rug, "a", the entrance to the attack Giralmbacr "Go.no.Sen" , area rug carry out the attack on the "d", the area to prepare for the attack on the rug "9", the effectiveness of the offensive activity by the minute, "3 .

And indicates the researcher used the style of analysis helped to find the best combination of written these determinants and which have the ability to distinguish between players karate allocate actual combat (kumite), as confirmed by the analysis of performance tactical maps tactical and determinants of the most commonly used during international tournaments, which used players throughout the competition and through the roles of liquidation and final round and thus possible to extract "7" determinants contributing mainly tactical map second contest between the players actual fighting (kumite) the sport of karate .

As it turns out, and after the application of the equation derived on a sample of players karate allocate actual combat (kumite) with levels and try to make sure and find the success rate of the equation and the ability to choose and classification and directing the players in general, according to qualify him determinants map tactical learned was the success rate of the equation so in as much as 100%. This is consistent with Extract all of .

Finally, can be referred to the existence of the most important "10" determinants contributing mainly map tactical game as a whole, according to their order

(put numbers to attack the left, the time of the attack , style skill mixed "hand + kicking" , area preparations for the attack on the rug, "12" , , the area carry out the attack on the rug, "6" , the area carry out the attack on the rug, "D" , the entrance to direct attack "Go.no.sen" , time to prepare for the attack , the effectiveness of the activity offensive minute "3.)

As it turns out, and after the application of the equation derived on a sample of players karate allocate actual combat (kumite) high levels and to find the success rate of the equation and the ability to choose and classification and directing the players in general, the success rate of the equation in that as much as 100%, which permitted as a means of choosing and classification and forwarding to the players according to the selectors learned from the tactical map and Extract all of .

Conclusions :

Within the limits of the study was reached on measures to :

- extraction and the presence of the most important "10" determinants contributing mainly map tactical first according to their order and they (the setup mode of attack left, time to prepare for the attack, the time of the attack, the area to prepare for the attack on the rug "9", the area to prepare for the attack on the rug, "12", the area carry out the attack on the rug, "6", the area carry out the attack on the rug, "d", the entrance to direct attack "S0.NO.SEN", kicking skill of individual style, the effectiveness of the offensive activity by the minute, "3.

- extract the most important "7" determinants contributing mainly tactical map and the second according to the ranking they

)The time of the attack, the area to prepare for the attack on the rug, "3", the area carry out the attack on the rug, "a", the entrance to the attack Giralmbacr "GO.NO.SEN", the area carry out the attack on the rug, "d", the area to prepare for the attack on the rug, "9" , "the effectiveness of the offensive activity by the minute," 3.

- draw "10" determinants contributing mainly map tactical game as a whole, according to their order and they (the setup mode to attack the left, the entrance to direct attack "S0.NO.SEN", the time of the attack, style skill mixed "you + kicking," the area to prepare for the attack on rug "12", carrying out the attack on the area rug "6", carry out the attack on the area rug "d", the area to prepare for the attack on the rug "9", time to prepare for the attack, the effectiveness of the offensive activity by the minute, "3.

Recommendations :

The researcher recommended the following :

- take advantage of the determinants that have been reached in the development of tactical plans for the players contest the actual fighting "kumite" the sport of karate .
- conduct studies on the relative contribution and the predictive ability of the determinants of tactical maps own sports other martial .

References:

1. Ahmed Mahmoud Ibrahim: differentiation and the relative contribution of some of the biological and physical signs The skill of the players fighting dummy kata competition and non-discerning Discerning parameter selection and classification sport of karate, magazine Scientific for Physical Education and Sports, Faculty of Physical Education Girls, University of Alexandria.2000.
2. Ahmed Mahmoud Ibrahim: Encyclopedia of Applied and scientific and trends and determinants of modern Methods of rationing and planning for the sport of karate training programs ,Facility knowledge, Alex .2011.
3. Ahmed Mahmoud Ibrahim: methods of analysis and codification of special training loads maps Tactical players karate, facility knowledge, Alexandria, In 2013.
4. Ahmed Mahmoud Ibrahim: the relative contribution of some of the Eman Khalil Rashad determinants of tactical maps as a guide to increase the effectiveness of the activity of the offensive players to contest the actual fighting" Alkroga "sport Taekwondo-do, Journal of theories and applications, College Physical Education for Boys, the University of Alexandria 0.2013.
5. Ahmed Mustafa ali: own as an indicator for the selection of players for the contest kumite under 16 years of karate, unpublished Master Thesis, Faculty of Physical Education. Boys, Alexandria University, 2011.
6. Mohammed Omar Sabri: Analysis of differentiation for high-level swimmers in the normal measurements Physical in the pool crawl on the abdomen, folder Magazine theories and applications, Faculty of Physical Education for Boys, No. XI, Alexandria University, 1991.

7. Mohammed Labib Abdul Aziz: tactical maps and effectiveness of the use of the entrances to the attack players Competition actual fighting, "" as a guide for planning programs sport of karate Unpublished MA Thesis, Faculty of Physical Education. , Banha University, 2012.
8. wala Hamdy Farghaly: Effect of the use of tactical maps on the level of effectiveness of some of the determinants of activity offensive players contest the actual fighting "kumite" the sport of karate, unpublished Ph.D. thesis, Faculty of Education Riadih.lbannat island, Helwan University ,2014.
9. Okazaki.T&Stricevic.M : The Text book of Modern Karate,Kadnshe international . CO , USA , 2004.



يمكن الاستزادة بزيارة الموقع الالكتروني :

www.prof-ahmedibrahim.com

www.ijssa-gezira.com

ويمكن لاي استفسار مراسلاتنا علي البريد الالكتروني :

Prof-dr-ahmed.ibrahim@outlook.com