

XVIII.A.2. The competitor who executes a successful technique (light contact) will be awarded three or four points, whichever is applicable based on the type of kick.

XVIII.A.3. The competitor who executes a kick to the head or neck, which does not cause injury, but, in the judgment of the Referee, is deemed excessive, will receive a one-point penalty (*gam-jeom*).

XVIII.A.4. The competitor who executes a kick to the head or neck, which results in a minor injury, shall receive a one-point penalty. A minor injury is defined as an abrasion or bleeding caused by excessive contact. The Referee, with or without consultation with the tournament physician, shall determine if the abrasion or bleeding is a minor injury and if the attack is a non-excessive one.

XVIII.A.5. The competitor who executes a kick to the head or neck, which results in the inability of the opponent to continue, due to the injury, shall be disqualified. The Referee, with or without consultation with the tournament physician and or Team Leader, shall determine if the attack is excessive contact, and disqualification.

NOTE: Inability to continue because of fright, crying, or loss of will following a legal kick to the head does not constitute grounds for disqualification of the attacker.

****Note Exception: The 12–14 year olds Black Belt Cadet competing at the National Team Trials competition shall compete using the same rules as the 15–17 year olds Black Belt Junior at the Team Trials competition.**

General Rules and Regulations for Forms/Patterns Competition

Article I. Competition Shall Be Divided By Age, Belt and Gender In General.

I.A. All ages and belt divisions

Age Groups	Belt Divisions
5 Male	Novice, Intermediate, Advanced
5 Female	Novice, Intermediate, Advanced
6 & 7 Male	Novice, Intermediate, Advanced
6 & 7 Female	Novice, Intermediate, Advanced
8 & 9 Male	Novice, Intermediate, Advanced, Black
8 & 9 Female	Novice, Intermediate, Advanced, Black
10 & 11 Male	Novice, Intermediate, Advanced, Black 1, Black 2 & Up
10 & 11 Female	Novice, Intermediate, Advanced, Black 1, Black 2 & Up
12 & 13 Male	Novice, Intermediate, Advanced, Black 1, Black 2 & Up
12 & 13 Female	Novice, Intermediate, Advanced, Black 1, Black 2 & Up
14 & 15 Male	Novice, Intermediate, Advanced, Black 1, Black 2 & Up
14 & 15 Female	Novice, Intermediate, Advanced, Black 1, Black 2 & Up
16 & 17 Male	Novice, Intermediate, Advanced, Black 1, Black 2 & Up
16 & 17 Female	Novice, Intermediate, Advanced, Black 1, Black 2 & Up
Senior Male	Novice, Intermediate, Advanced, Black 1, Black 2, Black 3, Black 4 & Up
Senior Female	Novice, Intermediate, Advanced, Black 1, Black 2, Black 3, Black 4 & Up
Executive Male	Novice, Intermediate, Advanced, Black 1, Black 2, Black 3 & Up
Executive Female	Novice, Intermediate, Advanced, Black 1, Black 2, Black 3 & Up
Ultra Male	Novice, Intermediate, Advanced, Black 1, Black 2, Black 3 & Up
Ultra Female	Novice, Intermediate, Advanced, Black 1, Black 2, Black 3 & Up

I.B. In Junior Divisions (ages 5 to 17), where there are 40 or more athletes, that division will be divided into two divisions according to age.

Article II. Merits

Merit will be awarded on the basis of beauty, grace, rhythm, focus, power, and technique.

Article III. Judging Procedure.

Forms/patterns may be scored by one of the following two methods.

III.A. Individual Scored Forms Competition

III.A.1 Judges shall be seated in the four corners with the Referee in front of the scorer's table.

III.A.2 Points shall be awarded on a scale of 7.0 to 10.0 in tenths of a point (0.1) increment, 7.0 being the lowest score awarded for a completed pattern. 8.0 shall be the score awarded by an Official for what that Official deems to be an average performance for that age and rank division in which the player competes.

III.A.3 Judges shall display the score of each competitor.

III.A.4 The highest and lowest scores shall be thrown out and the remaining three scores added to compute a total score.

III.A.5 In the case of a tie, the lowest score shall be added back to break the tie. If still tied, the highest score shall then be added back as well. If this procedure fails to break the tie, then both competitors shall repeat their form/pattern (competitors may choose to do a different form/pattern, but are not required to do so).

III.A.6 The Score Keeper shall record the computation of the total score on the score sheet and the Referee shall sign the division results sheet.

III.A.7 Anyone under Black Belt may begin a pattern a second time with a two-tenths (0.2) deduction from the total score (not each individual Judge's score).

III.B. Bracketed Competition

All methods of bracketed competition are allowed. At National level competition, the Brazilian Repechage system will be used. (See Appendix D) Two competitors will perform their form/pattern simultaneously. No competitor may begin his pattern a second time (unless both competitors are unable to complete their form during the first time through).

When using three judges, they shall be positioned in an equilateral triangle, one on each front corner and one between the two remaining corners. The referee shall abstain from scoring.

When using five scorers, the judges shall be positioned at the four corners of the competition area and the referee shall be positioned in the rear between the two corner judges. The referee shall represent the fifth scorer.

Article IV. Duties of Officials (Referees, Judges, Team Leaders and Computer Operators)

IV.A. Referee

IV.A.1. Ensure all competitors are doing the correct form prior to the start of the division

IV.A.2. Give pre-competition instructions when necessary

IV.A.3. Control the entry and exit of the competitors to the mat

IV.A.4. Call of scores from the judges and announce the winner based on those scores

IV.A.6. Independently state his/her opinion regarding the modification of a form when requested by the Team Leader and/or National Chief Referee

IV.A.7. Announce the match winners

IV.B. Judges

IV.B.1. Be positioned in an equilateral triangle — one on each front corner and one between the two remaining corners

IV.B.2. Indicate their vote for winner through the use of the flag or electronic scoring implement upon the Referee's command

IV.B.3. Stand and offer an opinion on modification or alteration of a form prior to the "Call" command

IV.C. Team Leader

IV.C.1. Consult with the Referee and Judges if necessary

IV.C.2. Inspect the bracket for accuracy

IV.C.3. Confirm the winner only on the basis of the Referee's declaration and judge's score

IV.C.4. In the case of questions, the Team Leader should consult with the appropriate Judge or Referee

IV.C.5. Stand and offer an opinion on modification or alteration of a pattern prior to the Referee's "Call" command

IV.C.6. Request arbitration if needed

IV.C.7. Oversee the computer operator/scorekeeper

IV.C.8. Manage the ring and mentor the officials

IV.C.9. Advance the winner on the bracket with the ID number and score of the match

IV.D. Computer Operator

IV.D.1. Keep accurate brackets of each match, ensuring that the correct competitor is advanced

IV.D.2. Record the winner on the scoreboard

IV.D.3. Call the names of the competitors when indicated to do so by the Referee

IV.D.4. Complete the bracket sheet correctly showing 1st, 2nd, 3rd, and 4th place winners

Article V. Official Signals and Language

Officials shall use authorized gestures and terminology, as indicated below during the competition.

V.A. Referee

V.A.1. Before the Start of the Division

The Referee shall line up the competitors at the back of the ring and bow in the division. Next, the Referee shall check all competitors' forms to ensure that they are performing patterns appropriate to their rank and division.

V.A.2. Before the Match

Calling the competitors: The Referee stands at his/her mark in the ring, with both arms bent at the elbow at a 45-degree angle and the index fingers extended. He then calls the competitors to their marks by saying *Chung* (blue) and pointing the right index finger down to a 45-degree angle and slightly forward towards the athlete's mark, and then repeats the same procedure with the left hand for *Hong* (red).

V.A.3. Bow in the Competitors

The Referee shall raise both arms (triceps parallel to the floor), hands open (palms facing inward) and forearms bent vertically at the elbows and says *char-yeot* (attention), to indicate that the competitors should face one another and come to attention. Next the Referee shall extend the palms downward and parallel to the floor at chest level while saying *kyeong-rye* (bow) to indicate that the competitors should bow to one another.

V.A.4. To Start the Match

After bowing in the two competitors, the referee shall indicate for them to face the front by turning his/her hands forward. Once facing the front the referee will tell the competitors to move to their starting positions. The Referee will then announce *joon-bi* (ready). After the announcement of *joon-bi* (ready) the referee shall start to back out of the ring. Once the competitors are ready the Referee shall announce *shi-jak* (begin).

V.A.5. The Referee shall exit the back of the ring and stand at the edge of the mat.

V.A.6. To End the Match and Vote for the Winner

The Referee will return to the center of the ring, and call competitors back to the starting position. The Referee will then bow out the competitors following the same procedure used to bow in the competitors. Next, with both arms parallel to the floor, palms down and fingertips touching the Referee will command "Judges, Call." The Referee shall remain with both arms parallel to the floor, palms down and fingertips touching and calculate the votes of the three judges.

V.A.7. To Award the Winner

Next, still standing between the two competitors and facing the head table, he/she will command both competitors to face the head table and then drop both hands to the his/her side, raise the right arm with the closed fist to the sternum, continuing to raise the right arm in a knife-hand up at a 45-degree angle with the palm facing upward and declare *Chung sung* if Blue is the winner. If Red is the winner, follow the same procedure with the left hand and declare *Hong sung*.

V.A.8. To Award the Medal Places

At the end of the competition, the Referee will line up the top 4 place winners by calling the names of the winners from 1st place to 4th, indicating where they should stand. The Referee will then announce the places starting with 4th place and ending with 1st place while extending the appropriate number of fingers over each competitor's head to indicate the place they won.

V.B. Judges**V.B.1. To make a call**

Upon the referee's command, "judges," each judge shall hold the flag at chest level parallel to the floor. Upon the Referee's command "call" each judge shall flip the flag perpendicular to the floor with the color of the flag corresponding to the player that the judge feels performed the superior pattern, according to the criteria of Article II (Merits), pointed upward. If using electronic scoring implements, the judges shall press the appropriate one point button to indicate their vote for the winning competitor.

V.B.2. To indicate that a form may have been modified

Prior to Referee making the "judges-call" command, if a judge feels a form may have been modified, he/she shall stand up and kihap. Upon being questioned by the Referee, the judge will state their opinion as to why the form was modified.

Article VI. Recognized Forms/Patterns

IV.A. The official Forms/Patterns accepted for competition shall be:

Divisions	ITF	WTF	TSD/MDK
Novice White, Yellow Orange	Chon-Ji Dan-Gun Do-San	Pal Gwe 1–2 Taeguek 1–2	Ki-Cho (KiBon) 1–3 Pyung-An/Pinan 1 Basic Form 1–3
Intermediate Green, Purple Blue	Won-Hyo Yul Gok Joong-Gun Toi-Gye	Pal Gwe 2–6 Taeguek 2–6	Ki-Cho (Ki Bon) 3 Pyung-An/Pinan 1–4
Advanced Red, Brown	Hwa-Rang Choong-Moo	Pal Gwe 6–8 Taeguek 6–8	Pyung-An/Pinan 4–5 Passaai (Bassai)
1st Dan	Kwang-Gae Po-Eun Ge-Baek	Koryo	Jin Do Jit-Te
2nd Dan	Eui-Am Choon-Jang Ko-Dang Juche	Keumgang	Ro-Hai
3rd Dan	Sam-Il Yoo-Sin Choi-Yong	Taebaek	Kong San Kun
4th Dan	Yon-Gae Ul-Ji Moon-Moo	Pyongwon	Wan Shu
5th Dan	So-San Se-Jong	Sip Jin	Ji-On
6th Dan	Tong-Il	Jitae	O Sip Sa Bo Tae Guik Kwon
7th Dan		Chonkwon	Sei-Shan So Rim Jang Kwon
8th Dan		Hansu	Sip Soo
9th Dan		Ilyeo	

VI.B. Forms/Patterns Can Not Be Altered or Modified. Do not add or leave out kicks or movements. Doing so can result in disqualification. No variation from the above list will be accepted.

VI.C. Players may do ANY Form/Pattern listed for their division or one division below **up to their current rank.**

VI.D. Proper Protocol for Athlete Introduction to Referee.**VI.D.1. Procedure when using scored forms**

VI.D.1.a. When a player is called to perform his/her form/pattern; they will approach the Referee in order to give their name and the name of their form. When approaching and backing away from the Referee, the competitor should do so quickly. The competitor, after having backed away from the Referee to begin their form/pattern, should begin when ready. Upon completion of the form/pattern the Competitor should return to *joon-bi* without waiting for the Referee to command to do so.

VI.D.1.b. Players should not give their school name or instructor's name.

VI.D.1.c. Black Belt competitors are also required to state their current rank.

VI.D.2. For bracketed forms, the above protocol is not used. The Referee will check all forms being performed and athlete's rank prior to the start of competition.

General Rules and Regulations for Team Form Competition**Article I. Competition Rules**

I.A. Competition must be conducted according to the respective rules of individual competition. **Forms CANNOT be altered OR modified.**

Article II. Team Make-Up

II.A. All team members must be Black Belts.

II.B. Teams shall consist of three members.

II.C. An individual may compete on only one team.

Article III. Age & Gender Divisions

III.A. Competitors will be grouped according to the following table:

III.A.1. 5 to 17 year olds

III.A.2. 18 year olds and up

III.B. Teams may consist of all female, all male, or a combination of females and males. Competitors must compete within their own age group.

Article IV. Determination of Winning Team

A team score will be awarded based on all criteria used in judging individual forms competition as well as the presentation of the team as a unit.

Article V. Criteria for Form Selection

Black Belt teams may perform any pattern up to the level (rank) of the senior ranking member of that team.

Article VI. Team Bracketed Forms

Procedure is identical to single competitor bracket forms with the exception that both teams will not perform their pattern simultaneously. After bow-in, *Hong* team exits the ring. *Chung* team will then perform their pattern. Once *Chung* team has completed their pattern and exited the ring, *Hong* team will reenter and perform their pattern. Referee will then follow the same procedure for bowing out and declaration of winner.