

Scoring Procedure

SP 3. Individual Pattern

a. Both competitors will perform, the designated patterns appropriate to their rank/division, or degree.

Scoring Procedure

f. Umpires shall score all point(s) electronically as indicated in the Official ITF Rules of Competition, and the following decisions will apply:

Umpires will deduct up to 10 points in total (in .2 increments only) for each technical error noted or will give a total score of 0 if a major penalty event is noted.

The TUIC sanctioned Electronic System will calculate the total score for each competitor According to the deductions issued by each umpire.

g. The competitor obtaining the majority of umpire votes, with a minimum of two (2) Umpire votes in his favour, shall be declared the winner and advance to the next round of competition.

h. In the case of a draw, another designated pattern must be performed (with the previous designated patterns removed from the draw) until the winner is decided.

INDIVIDUAL PATTERN PENALTIES

You have 10 points in total – Please deduct for each offense committed

Scoring	DEDUCT 0.2 POINTS, PER OCCURRENCE, FOR EACH MISTAKE PERFORMED. FOR EXAMPLE, THOUGH NOT LIMITED TO.....
	Not calling, or calling the incorrect pattern name
	Shouting or "Kihap" at any time during, or at the end of the pattern
	Performing a technique at the incorrect height, or incorrect alignment
	Losing balance
	Hesitating and/or stopping for more than a split of a second
	Not returning to the starting spot (<i>within a distance of one shoulder radius</i>)
	Lack of, and/or incorrect application of power
	Returning to the starting spot with the wrong foot

Maximum of 10 points total for deduction	Stepping completely out of the ring (See Glossary)
	Inaccurate or Incorrect Stepping (foot placement after kicking, spot turning, pivoting, foot to foot placement, shifting, sliding....)
	Inaccurate or Incorrect Breathing
	Inaccurate or Incorrect Preparation or Execution of technique (i.e. crossing, pre-action, flying, jumping...)
	Inaccurate or Incorrect Sine-Wave in an individual movement and/or incorrect or inaccurate Rhythm in stepping or transitioning between movements
	Inaccurate or Incorrect Stance
	Inaccurate or Incorrect Motion (i.e. continuous, connecting, slow, fast, natural, normal)
	Attacking or defending with a wrong technique
	Incorrect suspension (holding) or termination (retraction) of a kick, according to the technical definition for that technique.

GIVE 0 POINTS (for entire pattern) FOR:	
Terminal Penalties	Stopping the pattern completely or pausing for more than 2 seconds
	Failing to perform the designated pattern requested or performing a pattern out with the grade of the competitor
	Starting the pattern toward the wrong direction (side/front/rear)
	Starting a pattern with a different ready position than that specified by the technical directions of the pattern.
	Adding or omitting any movement or changing any sequence of movements that are not prescribed by the technical direction of the pattern. (eg performing two or more rising blocks in sequence rather than punches in Dan-Gun; mixing patterns)
	Failing to complete the prescribed sequence and direction of steps that complete the pattern diagram.

Scoring Example:

Result after the first designated pattern:

Result after the second designated pattern:

R 1 M Pat, 1.Dan, Sen.									
124		FIN		16		ARG		1628	
Surname, Forename				Surname, Forename					
KWANG-GAE									
7,0	6,5	7,5	7,5	7,5	6,5	6,0	6,5	7,0	7,0
0,0	0,0	0,0	0,0	0,0	0,0	0,0	0,0	0,0	0,0
7,0	6,5	7,5	7,5	7,5	6,5	6,0	6,5	7,0	7,0
873	GR	Draw				A.	1628		
41	NO	2 - 2 - 1					1800		

R 1 M Pat, 1.Dan, Sen.									
124		FIN		16		ARG		1628	
Surname, Forename				Surname, Forename					
YUL-GOK									
7,0	6,5	7,5	7,5	7,5	6,5	6,0	6,5	7,0	7,0
7,0	6,0	7,0	6,5	6,5	6,5	7,0	7,0	6,5	7,0
14,0	12,5	14,5	14,0	14,0	13,0	13,0	13,5	13,5	14,0
873	GR	Draw				A.	1628		
41	NO	3 - 0 - 2					1800		