

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 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 tenth of point (.1) increments, 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 '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 (.2) deduction from the total score (not each individual Judge's score).

III.B. Bracketed Competition

All methods of Bracketed competition are allowed. However, for 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.

The Technical Advisor shall:

- 1) Consult with the Referee and Judges if necessary.
- 2) Inspect the bracket for accuracy.
- 3) Confirm the winner only on the basis of the Referee's declaration and judge's score.
- 4) In the case of questions, the TA should consult with the appropriate Judge or Referee.
- 5) Stand and offer an opinion on modification or alteration of a pattern prior to the Referee's "Call" command.

- 6) Request arbitration if needed.
- 7) Oversee computer operator/scorekeeper.

The Referee Shall:

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 competitor's forms to insure that they are performing patterns appropriate to their rank and division.

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 say "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).

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 say "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-rey" (bow) to indicate that the competitors should bow to one another.

To Start the Match:

The Referee after bow-in shall tell competitors to face the front. Once facing the front the referee will tell the competitors to move to their staking 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).

When using three Judges Referee shall exit the back of the ring and stand where chung enters the ring. When using four Judges, the Referee shall exit the back of the ring and sit in the middle chair at the back of the ring.

To End the Match and Vote for 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"

When using three Judges, the Referee shall remain with both arms parallel to the floor, palms down and fingertips touching and calculate the votes cast by the three judges.

When using five Judges, the Referee Upon his own command for "Judges Call" shall indicate his/her vote for winner by extending the appropriate arm, with the palm up, in the direction of the contestant who he/she thinks performed the superior pattern according to the criteria of Article II (Merits), and calculate the votes cast by the four judges.

To Award the Winner

Next, still standing between the two competitors and facing the head table, he/she will 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".

At the end of the division: The Referee shall line up the competitors and call up the winners. Award the medal in the order of 1,2,3,4. Bow-out the division.

Judges

The Judges shall:

1. Be positioned around the ring and assist the Referee as needed.
2. Cast a vote for winner through the use of the flag upon Referee's command
3. Stand and offer an opinion on modification or alteration of a pattern prior to "Call" command

To Make a Call

Upon the referee's command "Judges", 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.

Article IV. 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	

IV.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.

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

IV.D. Proper Protocol for Athlete Introduction to Referee.

IV.D.1. 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.

IV.D.2. Players should not give their school name or instructor’s name.

IV.D.3. Black Belt competitors are also required to state their current rank.

IV.D.4. 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.** When a group presents themselves to the referee, they should do so with the same decorum used in individual forms competition. Only one team member should speak, announcing the following: team name, highest dan level among team members and Form name.

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 as outlined in Article II.A.

Article IV. Article V. 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 VI. Criteria for Form Selection

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

Notes:**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 exits the ring. Chung will then perform their pattern after. Once Chung has completed their pattern and exited the ring, Hong will reenter and perform their pattern. Referee will then follow the same procedure for bow-out and declaration of winner.