



INTERNATIONAL
TAEKWON-DO
FEDERATION

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**INTERNATIONAL TAEKWON-DO FEDERATION
HEADQUARTERS
WORLD CUP, CONTINENTAL AND NATIONAL
PATTERN CHAMPIONSHIP RULES**



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WORLD CUP, CONTINENTAL AND NATIONAL CHAMPIONSHIPS ITF HQ 2022 PATTERNS

1.1.0 INTRODUCTION:

The purpose of this competition is to determine the best overall competitor that can perform two patterns or in the case of team one pattern as described in the Encyclopaedia of Taekwon-Do with the best possible technique, power, balance, breath control and movement (and for team events, choreography) as determined by a pyramid selection procedure. The scoring will involve each competitor (team) being allocated a score for technical ability out of ten points and then comparing the performance of one competitor (or team) against the other using the 4 (or 5 for team) remaining criteria. This system requires a high level of technical knowledge of the ITF patterns and technique and consequently only highly qualified and experienced umpires should be chosen to score this event. The order of competition will be decided by randomisation of the competitors' (teams) names using an appropriate lottery system (either electronic or manual).

1.1.1 RULES AND PROCEDURE:

1.1.2 DIVISIONS INDIVIDUAL AND TEAM

The patterns event can be divided into individual and team events that can be further divided by age, gender and rank

Note:

Children 9 up to 12 years old (Subdivisions of 9-10 and 11-12 may occur if entries warrant it)

Juniors 13 up to 17 years old (Subdivisions of 13-14 and 15-17 years may occur if entries warrant it)

Adults 18 up to 35 years old

Seniors 36 up to 100 years (Subdivisions of 36-49 and 50+ years may occur if entries warrant it)

Belt categories

Individual: Where possible each rank level will have an individual category however, dependent on entries there may be the need to combine certain age or rank categories.

Team Color Belts Patterns pyramid system (M-F combined allowed)

Kids/Children 5 up to 13 years old

9th gup – 1st gup

Juniors 14-17 years

9th gup to 1st gup

Adults 18+ years

9th gup to 1st gup

For team patterns a minimum of 3 - maximum of 5 participants will be permitted to form a team. Up to and including the current pattern of the lowest belt in the team may be performed (see competition rules)

1.1.3 PROCEDURE FOR COMPETITORS FOR INDIVIDUAL PATTERN

1. Two competitors will perform against each other
2. The competitors will line up at the rear of the mats, bow to the jury panel and then move to the centre of the ring, adopt (attention) charyot stance and on the centre referees command they will bow to the jury panel, then face each other, bow to their competitor and return to face the front.
3. Both competitors will, at the same time, perform a **designated** pattern from up to their grade (irrespective of whether they are different ranks) as indicated by the Jury President. This pattern will be the one that they performed to achieve their current rank. So if they are different ranks they will each do the pattern that they did for their last grading. The pattern each competitor will perform will be identified to the individual competitor by the Jury President using either a sign or verbally with the competitor acknowledging they understand.
4. i.e.

The Patterns are:

9th Gup: designated pattern: SAJU JIRUGI or SAJU MAKGI

8th Gup: designated pattern: CHON JI TUL

7th Gup: designated pattern: DAN GUN TUL

6th Gup: designated pattern: DO SAN TUL

5th Gup: designated pattern: WON HYU TUL

4th Gup: designated pattern : YUL GOK TUL

3rd Gup: designated pattern: JHOON GUN TUL

2nd Gup: designated pattern: TOI GYE TUL

1st Gup: designated pattern: HWA RANG TUL

5. On completion of the pattern the competitors will remain in the last movement of the pattern until commanded to return to ready posture 'Baro' by the Jury President

6. The competitors will then be asked to perform an **optional** pattern which can be chosen from the patterns up to and including their current rank pattern and upon completion will be brought back to ready posture by the Jury President.

The optional patterns available are:

9th Gup: optional pattern: SAJU JIRUGI – CHON JI TUL

8th Gup: optional pattern: SAJU JIRUGI – DAN GUN TUL

7th Gup: optional pattern: SAJU JIRUGI – DO SAN TUL

6th Gup: optional pattern: SAJU JIRUGI – WON HYU TUL

5th Gup: optional pattern SAJU JIRUGI- YUL GOK TUL

4th Gup: optional pattern SAJU JIRUGI- JHOON GUN TUL

3rd Gup: optional pattern SAJU JIRUGI- TOI GYE TUL

2nd Gup: optional pattern SAJU JIRUGI- HWA RANG TUL

1st Gup: optional pattern SAJU JIRUGI-CHOONG MOO TUL

7. On completion of the pattern the competitors will remain in the last movement of the pattern until commanded to return to ready posture by the Jury President
8. Once the result is confirmed the competitors will on the Jury Presidents command will bow to each other, then the Jury panel and walk off the mats backwards.
9. Should the result be a tie a new designated pattern will be selected and performed until a clear winner is chosen.

1.1.4 JUDGES PROTOCOL

1. The Jury panel will consist of a Jury President and one assistant and the judging panel will consist of five experienced and knowledgeable umpires.
2. The judging panel will march onto the ring in single file and line up in front of the Jury President facing the table and in front of their chairs.
3. The centre judge will call all judges to “charyot” and then make the judges bow to the Jury President.
4. The centre judge will then take one step forward and turn to face the other judges before the Jury President asks the judges to bow to the centre judge.
5. The judges will take then their place on their chairs which will be spaced a minimum of 1 metre apart in a single line horizontal to the jury table.
6. The Jury President will indicate to the two competitors to come forward onto the mats and bow to the jury panel and then each other.
7. The Jury President will indicate to each competitor the required pattern appropriate to the rank of the competitors and indicate the name of the pattern

either using a written sign or on a screen and obtain acknowledgement that the competitor understands before proceeding.

8. The Jury President will then ask the competitors to assume their ready (junbi) position on the mats for the pattern indicated and then signal to commence the pattern. "Sijak"
9. Whilst the competitors perform the judges will score utilising the method outlined below.

A score out of ten points (10) will be allocated to each competitor based on the technical performance, i.e. taking into consideration the aspects noted in the scoring method.

10. The other criteria will be judged by comparing the performance of one competitor against the other and will be scored using the following scale

- Power out of 5 points
- Rhythm out of 3 points
- Breath control out of 3 points
- Balance out of 3 points

The method for scoring these should be performed as noted in the scoring method

11. Once the pattern is completed by both competitors the Jury President will indicate that the competitors return to ready position using the command "Baro".
12. The second pattern will be selected by the competitor from the remaining patterns (i.e. excluding the one they have already performed) from chon ji up to their grade and will be displayed to the competitors. At this point the Jury President will bring the competitors to the ready "Junbi" position for the pattern.
13. On the Jury Presidents command of start "Sijak" The competitors will then be required to perform the second pattern together and upon completion will be brought back to ready posture by the Jury President.
14. On completion of the pattern by both competitors the Jury President will indicate to the competitors to return to ready position and the umpires will on the command of the centre referee indicate the winner or a tie by raising hands/flags.
15. The Jury President will announce the winner by determining which competitor has won based on the scores of the majority of judges (See paragraph on determination of the winner in individual patterns).
16. If the result is a tie then the competitors will be asked to do a further pattern from the remaining patterns up to their rank and the umpires will score as previously.

17. Once a result is achieved the Jury President will indicate the winning competitor and record the result on the draw sheet. The winner will move on to the next round of the draw.
18. At the end of the division the judges will stand with the centre judge stepping one step forward and turning to face the other judges. The Jury President will bring the judges to attention stance with the “charyot” command and then ask the judges to bow to the centre judge.
19. The centre judge will then ask the other judges face the Jury President in charyot stance and bow to the Jury President.
20. The centre judge will then lead the judges off the mat in single file.

1.1.5 SCORING METHOD:

TECHNICAL CONTENT

Deduct points for the following errors:

- Inaccuracy of the pattern (Correct moves in the correct order)
- Incorrect technique (i.e. the wrong technique as opposed to poor technique)
- Forgetting or not performing one (1) technique
- Incorrect sine wave
- Incorrect motion (normal, fast, slow, continuous, connecting)
- Returning to the starting spot with wrong foot
- Not withdrawing a snap kick immediately after execution
- Incorrect height of tool used for techniques
- Incorrect tool used
- Incorrect/inaccurate stances i.e. not only which stance (incorrect) but also whether the stance is performed correctly (inaccurate)
- Incorrect stepping/turning (incurved vs outcurved, spot vs step)
- Incorrect preparation or execution of technique (i.e. crossing, pre-action...)
- Not returning to the starting spot

Note: In the event that a single technique has multiple errors, only deduct a single

Point.

(For example if the pattern requires a high forefist punch, however the competitor performs a middle fingertip thrust, only deduct one point for the incorrect technique and not an additional point for incorrect height)

Final score should be given in full points not half points.

REMAINING CRITERIA

The comparative criteria should be judged by directly comparing one competitor's performance in that criteria against the other. If there is a large difference between the competitor's performance then the difference in score should reflect this disparity. Only full points will be used.

Power: if one competitor demonstrates all the characteristics of power i.e. speed, application of mass, co-ordination of hands and feet etc they may score 5 points whereas if the other competitor demonstrates few of these attributes they may score only one point. Conversely if both competitors demonstrate these characteristics but one is slightly slower than the other then one may be given 5 points and the other 4 points.

Rhythm: should be judged by examining whether the pattern is performed with a regular rhythm taking into account the correct motion for normal, fast, slow, continuous and connecting motion. The score out of 3 points should reflect the difference between the two competitors.

Breath control: should be judged by comparing the competitors against each other using the score out of 3 points for correct breath control for the motion being performed. i.e. normal, fast, slow, continuous and connecting.

Balance: this incorporates overall balance through movements but in particular during kicking and jumping movements using the score out of 3 points and comparing competitors directly against one another.

REASONS FOR SCORING 0 POINTS FOR A PATTERN:

GIVE 0 POINTS (for entire pattern) FOR:

Stopping the pattern completely and/or not finishing pattern

Pausing and/or stopping for **more than 2** full seconds

Mixing patterns (i.e. beginning with one pattern and finishing with another)

Starting the pattern to the wrong direction (side)

Starting a different pattern than the designated one

Forgetting or not performing more than one (1) technique

Determination of the winner in individual patterns:

The Winner will be the competitor who is favoured by the majority of judges:

I.E:

1. If three or more judges give a decision in favour of one competitor then the competitor with three or more judges in favour is the winner
2. If two judges give a decision in favour of one competitor and one gives for the other and the other two judges determine it a Tie, then the competitor with two judges in favour is the winner
3. If three or more judges decide it is a Tie then the bout is a tie
4. If two judges give in favour of each competitor and one gives a tie then the bout is a tie.

1.1.6 PROCEDURE FOR TEAM PATTERN

1. Two teams will perform against each other sequentially, the first team performing the pattern then the second team performing the pattern and so on.
2. The teams will line up at the rear of the mats, bow to the jury panel and then move to the centre of the ring, adopt (attention) charyot stance and, on the Jury Presidents' command they will bow to the jury panel, then face each other, bow to their competitors and return to face the front.
3. The Jury President will perform a coin toss with the team that wins the toss deciding which team will perform first. Both teams will then move off the mats.
4. The team allocated to perform first will move onto the mats and according to the instructions from the team captain will perform the optional pattern that may be from the patterns up to and including the belt level of the lowest ranked member of the team.

The optional patterns available are:

9th Gup: optional pattern: SAJU JIRUGI – CHON JI TUL

8th Gup: optional pattern: SAJU JIRUGI – DAN GUN TUL

7th Gup: optional pattern: SAJU JIRUGI – DO SAN TUL

6th Gup: optional pattern: SAJU JIRUGI – WON HYU TUL

5th Gup: optional pattern SAJU JIRUGI- YUL GOK TUL

4th Gup: optional pattern SAJU JIRUGI- JHOON GUN TUL

3rd Gup: optional pattern SAJU JIRUGI- TOI GYE TUL

2nd Gup: optional pattern SAJU JIRUGI- HWA RANG TUL

1st Gup: optional pattern SAJU JIRUGI-CHOONG MOO TUL

5. On completion of the pattern the competitors will remain in the last movement of the pattern until commanded to return to ready posture by the Jury President.
6. The first team will then move off the ring and the second team will move on and under the instructions of the second team captain will perform the optional pattern that may be from the patterns up to and including the belt level of the lowest ranked member of the team.
7. On completion of the pattern the competitors will remain in the last movement of the pattern until commanded to return to ready posture by the Jury President.
8. The team will then move off the mats on the command of the Jury President.
9. Once the umpires have completed their scoring the teams will again move on the mats and will bow to each other, then the Jury panel.
10. The Jury President will then declare the winning team according to the scoring of judges. Both teams may then move off.

1.1.7 PROCEDURE FOR UMPIRES AND JURY PANEL FOR TEAM PATTERN

- 1 The Jury panel will consist of a Jury President and one assistant and the judging panel will consist of five experienced and knowledgeable umpires.
- 2 Judges will follow the same protocol as for individual pattern for moving on and off the mats.
- 3 The judges will be spaced a minimum of 1 metre apart in a single line horizontal to the jury table.
- 4 The Jury President will indicate to the two teams to come forward onto the mats and bow to the jury panel and then each other.
- 5 The Jury President will then toss a coin and allow one team captain to select heads or tails, the winning team will then decide who will perform first. Both teams will then move off the mats.
- 6 The Jury President will then indicate for the team captain to move the team onto the mat and perform the pattern.
- 7 Whilst the competitors perform the judges will score utilising the method outlined below
- 8 A score out of ten points will be allocated to each team based on the technical performance, i.e. taking into consideration the aspects noted in the scoring method.
- 9 The other criteria will be judged by comparing the performance of one team against the other and will be scored using the following scale on completion of the pattern by both teams.

Power	out of 5 points
Rhythm	out of 3 points
Breath control	out of 3 points

Balance out of 3 points

Choreography out of 3 points

- 10 The method for scoring these should be performed as noted in the scoring method
- 11 Once the pattern is completed by the first team the Jury President will indicate that the competitors return to ready position using the command “Baro” and the team captain may move the team off after being dismissed by the Jury President.
- 12 The Jury President will then indicate to the second team captain to bring on the team and commence the pattern.
- 13 On completion of the pattern the team will be brought to ready position by the Jury President and dismissed.
- 14 On completion of the patterns by both teams the Jury President will provide time for the judges to score the teams and then indicate to the teams to return to mats in line.
- 15 Once the judges have completed their scores the Jury President will indicate to the teams to bow to each other and then the Jury Panel and the umpires will on the command of the centre referee indicate the winner or a “tie” by raising hands/flags.
- 16 The Jury President will then indicate the winning team based on the determination of winners outlined later in this chapter. If the result is a tie then the competitors will be asked to do a further pattern from the remaining patterns and the umpires will score as previously.
- 17 Once a result is achieved the Jury President will indicate the winning team and record the result on the draw sheet. The winner will move on to the next round of the draw.

1.1.8 SCORING METHOD FOR TEAM EVENT:

TECHNICAL CONTENT

Deduct points for the following errors for any member of the team:

- Inaccuracy of the pattern (Correct moves in the correct order)
- Incorrect technique (i.e. the wrong technique as opposed to poor technique)
- Forgetting or not performing one (1) technique
- Incorrect sine wave
- Incorrect motion (normal, fast, slow, continuous, connecting)
- Returning to the starting spot with wrong foot
- Not withdrawing a snap kick immediately after execution
- Incorrect height of tool used for techniques
- Incorrect tool used
- Incorrect/inaccurate stances i.e. not only which stance (incorrect) but also whether the stance is performed correctly (inaccurate)
- Incorrect stepping/turning (incurved vs outcurved, spot vs step)

- Incorrect preparation or execution of technique (i.e. crossing, pre-action...)
- Not returning to the starting spot

Note: In the event that a single technique has multiple errors, only deduct a single

Point.

(For example if the pattern requires a high forefist punch, however the competitor performs a middle fingertip thrust, only deduct one point for the incorrect technique and not an additional point for incorrect height)

Final score should be given in full points not half points.

REMAINING CRITERIA

The comparative criteria should be judged by directly comparing one teams performance in that criteria against the other. If there is a large difference between the teams performance then the difference in score should reflect this disparity. Only full points will be used.

Power: if one team demonstrates all the characteristics of power i.e. speed, application of mass, co-ordination of hands and feet etc. they may score 5 points whereas if the other team demonstrates few of these attributes they may score only one point. Conversely if both teams demonstrate these characteristics but one is slightly slower than the other, then one may be given 5 points and the other 4 points.

Rhythm: Taking into account the choreography this aspect should be judged by examining whether the pattern is performed with a regular rhythm taking into account the correct motion for normal, fast, slow, continuous and connecting motion. The score out of 3 points should reflect the difference between the two competitors.

Breath control: should be judged by comparing the teams against each other using the score out of 3 points for correct breath control for the motion being performed. i.e. normal, fast, slow, continuous and connecting.

Balance: this incorporates overall balance through movements but in particular during kicking and jumping movements using the score out of 3 points and comparing competitors directly against one another.

Choreography: this component involves the artistic expression of how the team uses staggers, shifts and turns for movements in a choreographed method. The movements must be performed as indicated in the encyclopaedia of Taekwon-Do but the timing may vary.

REASONS FOR SCORING 0 POINTS FOR A PATTERN:

GIVE 0 POINTS (for entire pattern) FOR:

Stopping the pattern completely and/or not finishing pattern

Pausing and/or stopping for **more than 2** full seconds unless this is part of the choreography

Mixing patterns (i.e. beginning with one pattern and finishing with another)

Starting the pattern to the wrong direction (side)

Starting a different pattern than the designated one

Forgetting or not performing more than one (1) technique

Determination of the winner in team patterns

The Winner will be the team who is favoured by the majority of judges:

I.E:

1. If three or more judges give a decision in favour of one team then the team with three or more judges in favour is the winner
2. If two judges give a decision in favour of one team and one gives for the other and the other two judges determine it a Tie, then the team with two judges in favour is the winner
3. If three or more judges decide it is a Tie then the bout is a tie
4. If two judges give in favour of each team and one gives a tie then the bout is a tie.

WORLD CUP, CONTINENTAL AND NATIONAL CHAMPIONSHIPS ITF HQ 2020 TRADITIONAL TAEKWON-DO PATTERNS

1.1.9 INTRODUCTION:

The purpose of this competition is to determine the best overall competitor that can perform two patterns with the best possible technique, power, sharpness, balance, and artistic expression as determined by a pyramid selection procedure. The scoring will involve each competitor being allocated a score for technical ability of 10 points and deducting points for errors and then comparing the performance of one competitor against the other using the 4 remaining criteria. This system requires a level of technical knowledge of the patterns and technique and consequently high ranking and experienced practitioners/judges should be chosen to score this event. The order of competition will be decided by randomisation of the competitors' names using an appropriate lottery system (either electronic or manual).

1.2.0 RULES AND PROCEDURE:

1.2.1 DIVISIONS INDIVIDUAL (THERE ARE NO TEAM PATTERNS FOR THIS CATEGORY)

The patterns event can be divided into individual that can be further divided by age, gender and rank

Note:

Kids 5-8 years

Children 9 up to 12 years old (Subdivisions of 9-10 and 11-12 may occur if entries warrant it)

Juniors 13 up to 17 years old (Subdivisions of 13-14 and 15-17 years may occur if entries warrant it)

Adults 18 up to 35 years old

Seniors 36 up to 100 years (Subdivisions of 36-49 and 50+ years may occur if entries warrant it)

Belt categories

Individual: Where possible each rank level will have an individual category however, dependent on entries there may be the need to combine certain age or rank categories.

1.2.2 PROCEDURE FOR COMPETITORS FOR INDIVIDUAL PATTERN

1. Two competitors will perform against each other
2. The competitors will line up at the rear of the mats, bow to the jury panel and then move to the centre of the ring, adopt (attention) charyot stance and, on the centre referees command they will bow to the jury panel, then face each other, bow to their competitor and return to face the front.
3. Both competitors will, at the same time, perform a **designated** pattern from up to their grade (irrespective of whether they are different ranks) as indicated by the Jury President. This pattern will be the one that they performed to achieve their current rank. So that if they are different ranks they will each do the pattern that they did for their last grading. The pattern each competitor will perform will be identified to the individual competitor by the Jury President using either a sign or verbally with the competitor acknowledging they understand.
4. i.e.
The Patterns are:
9th Gup: designated pattern: SAJU JIRUGI or SAJU MAKGI

8th Gup: designated pattern: CHON JI TUL

7th Gup: designated pattern: DAN GUN TUL

6th Gup: designated pattern: DO SAN TUL

5th Gup: designated pattern: WON HYO TUL

4th Gup: designated pattern : YUL GOK TUL

3rd Gup: designated pattern: JHOON GUN TUL

2nd Gup: designated pattern: TOI GYE TUL

1st Gup: designated pattern: HWA RANG TUL
5. On completion of the pattern the competitors will remain in the last movement of the pattern until commanded to return to ready posture 'Baro' by the Jury President
6. The competitors will then be asked to perform an **optional** pattern which can be chosen from the patterns up to and including their current rank pattern and upon completion will be brought back to ready posture by the Jury President.

The optional patterns available are:

9th Gup: optional pattern: SAJU JIRUGI – CHON JI TUL

8th Gup: optional pattern: SAJU JIRUGI – DAN GUN TUL

7th Gup: optional pattern: SAJU JIRUGI – DO SAN TUL

6th Gup: optional pattern: SAJU JIRUGI – WON HYU TUL

5th Gup: optional pattern SAJU JIRUGI- YUL GOK TUL

4th Gup: optional pattern SAJU JIRUGI- JHOON GUN TUL

3rd Gup: optional pattern SAJU JIRUGI- TOI GYE TUL

2nd Gup: optional pattern SAJU JIRUGI- HWA RANG TUL

1st Gup: optional pattern SAJU JIRUGI-CHOONG MOO TUL

7. On completion of the pattern the competitors will remain in the last movement of the pattern until commanded to return to ready posture by the Jury President
8. Once the result is confirmed the competitors will on the Jury Presidents command will bow to each other, then the Jury panel and walk off the mats backwards.
9. Should the result be a tie a new designated pattern will be selected and performed until a clear winner is chosen.

1.2.3 JUDGES PROTOCOL

1. The Jury panel will consist of a Jury President and one assistant and the judging panel will consist of five experienced and knowledgeable practitioners.
2. The judging panel will march onto the ring in single file and line up in front of the Jury President facing the table and in front of their chairs.
3. The centre judge will call all judges to “charyot” and then make the judges bow to the Jury President.
4. The centre judge will then take one step forward and turn to face the other judges before the Jury President asks the judges to bow to the centre judge.
5. The judges will take then their place on their chairs which will be spaced a minimum of 1 metre apart in a single line horizontal to the jury table.
6. The Jury President will indicate to the two competitors to come forward onto the mats and bow to the jury panel and then each other.
7. The Jury President will indicate to each competitor the required pattern appropriate to the rank of the competitors and indicate the name of the pattern either using a written sign or on a screen and receive acknowledgement that the competitor understand before proceeding.
8. The Jury President will then ask the competitors to assume their ready (junbi) position on the mats for the pattern indicated and then signal to commence the pattern. “Sijak”
9. Whilst the competitors perform the judges will score utilising the method outlined below.

A score out of ten (10) points will be allocated to each competitor based on the technical performance, i.e. taking into consideration the aspects noted in the scoring method.

10. The other criteria will be judged by comparing the performance of one competitor against the other and will be scored using the following scale
 - Power out of 6 points
 - Sharpness out of 3 points
 - Balance out of 3 points
 - Artistic expression out of 3 pointsThe method for scoring these should be performed as noted in the scoring method
11. Once the pattern is completed by both competitors the Jury President will indicate that the competitors return to ready position using the command “Baro”.
12. The second pattern will be selected by the competitor from the remaining patterns (i.e. excluding the one they have already performed) from chon ji up to their grade and will be displayed to the competitors. At this point the Jury President will bring the competitors to the ready “Junbi” position for the pattern.
13. On the Jury Presidents command of start “Sijak” The competitors will then be required to perform the second pattern together and upon completion will be brought back to ready posture by the Jury President.
14. On completion of the pattern by both competitors the Jury President will indicate to the competitors to return to ready position and the umpires will on the command of the centre referee indicate the winner or a tie by raising hands/flags.
15. The Jury President will announce the winner by determining which competitor has won based on the scores of the majority of judges (See paragraph on determination of the winner in individual patterns).
16. If the result is a tie then the competitors will be asked to do a further pattern from the remaining patterns up to their degree grade and the umpires will score as previously.
17. Once a result is achieved the Jury President will indicate the winning competitor and record the result on the draw sheet. The winner will move on to the next round of the draw.
18. At the end of the division the judges will stand with the centre judge stepping one step forward and turning to face the other judges. The Jury President will bring the judges to attention stance with the “charyot” command and then ask the judges to bow to the centre judge.
19. The centre judge will then ask the other judges face the Jury President in charyot stance and bow to the Jury President.
20. The centre judge will then lead the judges off the mat in single file.

1.2.4 SCORING METHOD:

TECHNICAL CONTENT

Deduct points for the following errors:

- Inaccuracy of the pattern (Correct moves in the correct order)
- Incorrect technique (i.e. the wrong technique as opposed to poor technique)
- Forgetting or not performing one (1) technique
- Returning to the starting spot with wrong foot
- Incorrect height of tool used for techniques
- Incorrect tool used
- Incorrect/inaccurate stances i.e. not only which stance (incorrect) but also whether the stance is performed correctly (inaccurate)
- Not returning to the starting spot

Note: In the event that a single technique has multiple errors, only deduct a single Point.

(For example if the pattern requires a high forefist punch, however the competitor performs a middle fingertip thrust, only deduct one point for the incorrect technique and not an additional point for incorrect height)

Final score should be given in full points not half points.

REMAINING CRITERIA

The comparative criteria should be judged by directly comparing one competitor's performance according to that criterion against the other competitor's performance. If there is a large difference between the competitors performance then the difference in score should reflect this disparity. Only full points will be used.

Power: Should be judged by examining whether the competitor demonstrates all the characteristics of power i.e. speed, application of mass, co-ordination of hands and feet etc. The performance of each competitor should be compared directly with their opponent and the score allocated should be relative to their opponent. E.G. if one competitor shows most of these characteristics they may score five points whereas if the other competitor demonstrates few of these attributes they may score only one point. Conversely if both competitors demonstrate these characteristics but one is slightly slower than the other then the better competitors may be given 6 points and the other 5 points. The maximum score possible for power is 6 points and the minimum is 0 points.

Sharpness: Should be judged by examining whether the exponent completes their technique with speed and precision and has a brief pause between techniques. The performance of each

competitor should be compared directly with their opponent and the score allocated should be relative to their opponent. The maximum score possible is 3 points and the minimum is 0 points.

Balance: this incorporates overall balance through movements but in particular during kicking and jumping movements using the score out of 3 points and comparing competitors directly against one another. Poor balance can also be created by poor posture or facings or looking down throughout the pattern. The maximum score possible is three points and the minimum is 0 points.

Artistic expression: Should be judged by considering the overall appearance of the performance of the competitors against each other. Again this criterion should be allocated marks relative to each performer against the other. The maximum score possible is 3 points and the minimum is 0 points.

REASONS FOR SCORING 0 POINTS FOR A PATTERN:

GIVE 0 POINTS (for entire pattern) FOR:

Stopping the pattern completely and/or not finishing pattern

Pausing and/or stopping for **more than 2** full seconds

Mixing patterns (i.e. beginning with one pattern and finishing with another)

Starting the pattern to the wrong direction (side)

Starting a different pattern than the designated one

Forgetting or not performing more than one (1) technique

Determination of the winner in individual traditional patterns:

The Winner will be the competitor who is favoured by the majority of judges:

I.E:

1. If three or more judges give a decision in favour of one competitor then the competitor with three or more judges in favour is the winner
2. If two judges give a decision in favour of one competitor and one gives for the other and the other two judges determine it a Tie, then the competitor with two judges in favour is the winner
3. If three or more judges decide it is a Tie then the bout is a tie
4. If two judges give in favour of each competitor and one gives a tie then the bout is a tie.

WORLD CUP, CONTINENTAL AND NATIONAL CHAMPIONSHIPS ITF HQ 2020 RULES OF COMPETITION Additional information

6.1.0 COMPETITION AREA SIZE

- The competition area should be 9m x 9m with a surrounding region of 1m to provide safety. If deemed necessary by the tournament director this competition area may be reduced to 8m x 8m with a surrounding region of 1m in the case of childrens competition this may be further reduced to 7m x 7m with a surrounding region of 1m. If the ring is elevated then the surrounding region should be 2m to provide additional safety for competitors.
- The maximum elevation of the competition area should be no more than 50cm.
- Lighting : Should be at least 4 metres above the ground.
- The ring must be covered with competition mats measuring at least 2 cm in thickness approved by the Competition and Umpire Committee
- On the edge of the mat, to the side front of the Jury President there should be a Red and Blue competition mat to indicate where the competitors should enter the ring for patterns (there should be at least two meters between these mats) and another red and blue mat halfway down the side of the mats to indicate where the competitors enter for sparring. The intersection of these points will indicate the starting position for sparring.

6.1.1 REGISTRATION

- Registration will be completed on the day before competition begins with the Tournament director organising appointments for coaches to provide necessary documentation to the Tournament event committee. This will include all competitors Passports with the image being compared to that provided to that used for online registration.
- It is the responsibility of the team coach and manager to ensure that the paperwork is in order prior to the appointment with the Event organising committee members. If the appropriate paperwork is not provided in a timely manner as determined by the event organiser, the team manager and coach will be given 30 minutes to organise the paperwork and then return for processing of the competitors.
- If the team manager and coach cannot provide the appropriate paperwork at this time they risk either individual competitors or the entire team being excluded by the Tournament director.
- Note the event organiser will make every effort prior to the event to educate team managers and coaches of the procedure for registration.

6.1.4 SCORESHEETS

6.1.5 PATTERNS

Individual



1. Pattern Individual Scoring Form

bout no.		red		Blue	
	max.				
	points	D1	D2	D1	D2
Technical Content	10				
Power	5				
Balance	3				
Breath Control	3				
Rhythm	3				
Sub Total					
Total O + D					

Judge: _____

TEAM



2. Pattern Team Scoring Form

ring no.		red		Blue	
	max.				
	points	D1	D2	D1	D2
Technical Content	10				
Power	5				
Balance	3				
Breath Control	3				
Rhythm	3				
Presentation, Team Work & Choreography	3				
Sub Total					
Total O + D					

Judge: _____

Country: _____

Chair number: _____ Degree: _____