



INTERNATIONAL  
TAEKWON-DO  
FEDERATION

2022

**INTERNATIONAL TAEKWON-DO FEDERATION  
HEADQUARTERS  
Patterns and Traditional Patterns  
WORLD CHAMPIONSHIP RULES**



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# RULES OF COMPETITION

## PATTERNS

### ITF HQ

#### 1.1.0 INTRODUCTION:

The purpose of this competition is to determine the best overall competitor or team that can perform two patterns 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 (degree)

Note:

Junior is 14-17 years (at date of competition)

Adult 18-35 years (at date of competition)

Senior 36+ years (at date of competition)

See Chart below:

Type of event	Gender and number of members	Division	1 <sup>st</sup> degree	2 <sup>nd</sup> degree	3 <sup>rd</sup> degree	4 <sup>th</sup> degree and above
Individual	Male	Junior	Y	Y	Y	
		Adult	Y	Y	Y	Y
		Senior	Y	Y	Y	Y
	Female	Junior	Y	Y	Y	
		Adult	Y	Y	Y	Y
		Senior	Y	Y	Y	Y
			1 <sup>st</sup> degree and above			

Team	Male	Junior x 5	Y			
		Adult x 5	Y			
		Senior x 5	Y			
	Female	Junior x 5	Y			
		Adult x5	Y			
		Senior x5	Y			

Note: the number of team competitors is indicated in the division box

### 1.1.3 PROCEDURE FOR COMPETITORS FOR INDIVIDUAL PATTERN

- Two competitors will perform against each other
- 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 Jury Presidents' command they will bow to the jury panel, then face each other, bow to their competitor and return to face the front.
- Both competitors will, at the same time, perform the designated pattern from their degree grade as indicated by the jury panel. This pattern will be randomly selected from the three appropriate to the competitors' degree grade.  
i.e.  

1 <sup>st</sup> degree	Kwang Gae, Po Eun, Gae Baek
2 <sup>nd</sup> degree	Eui Am, Choong Jang, Juche
3 <sup>rd</sup> degree	Sam Il, Yoo Sin, Choi Jong
4 <sup>th</sup> degree and above	Yong Gae, Ul Ji, Moon Moo
- 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.
- The second pattern will be randomly selected from the remaining patterns from chon ji up to and including their degree grade and will be displayed to the competitors.
- Patterns will be chosen using either an electronic randomisation system or manually using a blind selection procedure as overseen by the Jury President. The patterns already performed will be removed from selection.
- 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.
- Once the result is confirmed the competitors will bow to each other, then the Jury panel and walk off the mats backwards.
- Should the result be a "tie" a new designated pattern will be selected from the remaining patterns and performed until a clear winner is chosen.

### 1.1.4 JUDGES PROTOCOL

- 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 randomly select a pattern from the degree pattern appropriate to the rank of the competitors and indicate the name of the pattern either using a written sign or on a screen.
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.
9. Whilst the competitors perform the judges will score utilising the method outlined below.

A score out of ten 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 5 points
  - Rhythm out of 3 points
  - Breath control out of 3 points
  - Balance 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 Jury President will then randomly select the second pattern that will be from the remaining patterns of chon ji up to and including the degree patterns of the competitors and then indicate the pattern to be performed to the competitors.
13. The Jury President will then indicate that the competitors adopt the ready position for the pattern and then commence.
14. Whilst the competitors perform the judges will deduct points using the same method as for the first pattern.
15. 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 complete their scores and either provide them to the Jury President or, on a

count of three by the Jury President will indicate the winner or a tie using the flags provided.

16. Once the judges flags are raised the Jury President will immediately indicate the winner by extending their arm on the side of the winner or crossing their arms in the case of a Tie.
17. If the result is a tie then the competitors will be asked to do a further pattern from the remaining patterns up to and including their degree grade and the umpires will score as previously.
18. 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.
19. 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.
20. The centre judge will then ask the other judges face the Jury President in charyot stance and bow to the Jury President.
21. 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 criterion against the other. 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:** 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 first pattern then the second team performing the first 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 centre referees 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 designated pattern from the 1<sup>st</sup> degree grade as indicated by the jury panel. Patterns will be chosen using either an electronic randomisation system or manually using a blind selection procedure as overseen by the Jury President.
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 first designated pattern.
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 second pattern will be randomly selected from the remaining patterns (the pattern already performed will be removed from selection) from chon ji up to first degree grade and will be displayed to the competitors.
9. The second team will then move off the ring and the first team will move on and under the instructions of the team captain will perform the second designated pattern.
10. 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.
11. 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 first designated pattern.
12. 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.
13. The team will then move off the mats on the command of the Jury President.
14. 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. The Jury President will then declare the winning team. 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 randomly select a pattern from the 1<sup>st</sup> degree patterns and indicate the name of the pattern either using a written sign or on a screen.
- 7 The Jury President will then indicate for the team captain to move the team onto the mat and perform the first pattern.
- 8 Whilst the competitors perform the judges will score utilising the method outlined below
- 9 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.
- 10 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 first 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 |
- 11 The method for scoring these should be performed as noted in the scoring method
  - 12 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
  - 13 The Jury President will then indicate to the second team captain to bring on the team and commence the first pattern.
  - 14 On completion of the pattern the team will be brought to ready position by the Jury President and dismissed.
  - 15 At this point the judges should score both teams on the first pattern.
  - 16 The Jury President will then randomly select the second pattern that will be from the remaining patterns of chon ji up to 1<sup>st</sup> degree and indicate the pattern to be performed by both teams.
  - 17 The Jury President will then indicate to the team captain of the first team to bring on and commence the performance of the second pattern.
  - 18 On completion of the pattern the Jury President will bring the competitors to ready position and then dismiss the first team and indicate to the second team captain to bring on the team and commence the second pattern.
  - 19 Whilst the competitors perform the judges will deduct points using the same method as for the first pattern.
  - 20 On completion of the second pattern by the second team the Jury President will bring the team to ready position and dismiss the team with the team captain leading the team off the mat.
  - 21 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.
  - 22 Once the judges have completed their scores and provide them to the Jury President the Jury President will indicate to the teams to bow to each other and then the Jury Panel.
  - 23 The Jury President will then indicate the winning team.
  - 24 If the result is a tie then the competitors will be asked to do a further pattern from the remaining patterns up to 1<sup>st</sup> degree and the umpires will score as previously.
  - 25 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

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.

# RULES OF COMPETITION

## TRADITIONAL TAEKWON-DO PATTERNS

### ITF HQ (AMENDED AUG 2107)

#### 2.1.0 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 variation in syllabus in the Dan ranks within Traditional Taekwon-Do organisations mean that it is difficult to require specific designated patterns (hyung) from degree ranks. To overcome this difficulty, competitors will perform one designated pattern from the Gup ranks as a direct comparison of skill, and another pattern from the Dan rank of the competitor that the competitor may choose. This mechanism removes the chance that a competitor from one organisation has not been required to learn the designated pattern from their degree rank chosen by the Jury. The order of competition will be decided by randomisation of the competitors' names using an appropriate lottery system (either electronic or manual).

#### 2.1.1 RULES AND PROCEDURE:

#### 2.1.2 DIVISIONS INDIVIDUAL

The patterns event can be divided by age, gender and rank (degree)

Note:

Junior is 13-17 years (at date of competition)

Adult 18+ years (at date of competition)

See Chart below:

Type of event	Gender and number of members	Division	1 <sup>st</sup> degree	2 <sup>nd</sup> degree	3 <sup>rd</sup> degree	4 <sup>th</sup> degree and above
Individual	Male	Junior	Y	Y	Y	Not possible
		Adult	Y	Y	Y	Y
	Female	Junior	Y	Y	Y	Not possible
		Adult	Y	Y	Y	Y

### 2.1.3 PROCEDURE FOR COMPETITORS FOR INDIVIDUAL PATTERN

1. Initially the two competitors will perform a Gup pattern 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 Jury Presidents 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 the designated pattern from the Gup grade as indicated by the Jury panel. This pattern will be randomly selected from the 9 gup grades. Patterns will be chosen using either an electronic randomisation system or manually using a blind selection procedure as overseen by the Jury President.  
i.e  
Chon ji, Dan Gun, Do San, Won Hyo, Yul Gok, Joon Gun, Toi Gye, Hwa Rang and Choong Moo.
4. On completion of the Gup pattern the competitors will remain in the last movement of the pattern until commanded to return to ready posture by the Jury President.
5. On the command of the Jury President the competitor on the blue side will then bow to the judges and leave the mat allowing the Red competitor to perform a pattern that they may choose from their current degree grade, i.e. one that they are required to perform at their next grading.
6. The red competitor will then be required to perform their chosen second pattern and upon completion will be brought back to ready posture by the Jury President.
7. On the command of the Jury President the red competitor will be asked to leave the mats and the blue competitor will be brought forward.
8. The blue competitor will then be required to perform their chosen second pattern (they may choose from their current degree grade, i.e. one that they are required to perform at their next grading) and upon completion will be brought back to ready posture by the Jury President.
9. The red competitor will then be brought back onto the mat by the Jury President and await the decision of the Umpires.
10. Once the result is confirmed the competitors will bow to each other, then the Jury panel and walk off the mats backwards.
11. Should the result be a "tie" a **new** designated pattern from the Gup patterns will be selected and performed until a clear winner is chosen.

### 2.1.4 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 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 randomly select a pattern from the Gup patterns and indicate the name of the pattern either using a written sign or on a screen.
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.
9. Whilst the competitors perform the judges will score utilising the method outlined below.

A score out of 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 Jury President will then ask the competitor on the blue side to vacate the ring.
13. The competitor on the red side of the ring will move to the centre of the ring and adopt the ready stance for their chosen pattern that must be taken from one of the current degree patterns they are learning for their next grading.
14. The Jury President will then indicate that the competitor to commence their pattern.
15. Whilst the competitor performs the judges will deduct points from technical content and at the same time mentally assessing the competitors' performance using the 4 comparative measures.
16. On completion of the pattern the red competitor will be asked to return to ready posture by the Jury President and will then be dismissed and the second "blue" competitor will be brought onto the mats.
17. The "Blue" competitor will then be asked to adopt the ready stance of their chosen pattern that must be taken from one of the current degree patterns they are learning for their next grading.

18. The Jury President will then indicate that the competitor to commence their pattern.
19. Whilst the competitor performs the judges will deduct points from technical content and at the same time mentally assessing the competitors' performance using the 4 comparative measures.
20. On completion of the second pattern by the blue competitor the Jury President will indicate to the competitor to return to ready stance and the Red competitor will be asked to return to the mats.
21. The umpires will complete their scores using the comparative measures and record them.
22. The umpires will either provide their scores to the Jury President or, on a count of three by the Jury President will indicate the winner or a tie using the flags provided.
23. Once the judges flags are raised the Jury President will immediately indicate the winner by extending their arm on the side of the winner or crossing their arms in the case of a Tie.
24. If the result is a tie then the competitors will be asked to do a further pattern chosen from the remaining gup patterns and the umpires will score as previously for the designated pattern.
25. 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.
26. 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.
27. The centre judge will then ask the other judges face the Jury President in charyot stance and bow to the Jury President.
28. The centre judge will then lead the judges off the mat in single file.

### **2.1.5 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
- 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

### **2.1.6 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.

## 7.1.4 SCORESHEETS

### 7.1.5 PATTERNS

#### Individual



#### 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					

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 D1 + D2					

Judge: \_\_\_\_\_

Country: \_\_\_\_\_

Chair number: \_\_\_\_\_ Degree: \_\_\_\_\_

## Traditional Patterns

### Traditional Pattern Individual Scoring Form



bout no.		red		Blue	
	max.				
	points	D	O	D	O
Technical Content	10				
Power	6				
sharpness	3				
Balance	3				
Artistic expression	3				
Sub Total					
Total					

Judge: \_\_\_\_\_

### **7.1.10 Umpires Pledge:**

**I will always behave ethically**

**I will apply the rules impartially**

**I will never abuse my position**

**I will act to make all decisions just and fair**

**I will endeavour to make the competition as safe as possible**