



## 7<sup>th</sup> Worldwide Tang Soo Do Family World Championships INVERNESS – SCOTLAND - UK



Welcome to the 7<sup>th</sup> Worldwide Tang Soo Do Family World Championships!

We are thrilled to extend our warmest greetings to all participants, supporters, and enthusiasts of Tang Soo Do from across the globe. As you embark on this remarkable journey of martial arts excellence, we are delighted to host you in the picturesque city of Inverness, Scotland, for three days of intense competition, camaraderie, and celebration.

The Championships will take place at the Inverness Leisure Sports Halls, the largest indoor facility in the Highlands, designed to accommodate the highest standards of martial arts competition. Situated amidst the breath-taking landscapes of the Scottish Highlands, Inverness Leisure offers a fitting location for the anticipated World Champion display of skill, discipline, and determination.

Mark your calendars for the 8<sup>th</sup>, 9<sup>th</sup>, and 10<sup>th</sup> of August 2025, when the World's best Tang Soo Do practitioners will converge in Inverness to showcase their prowess and vie towards being crowned a World Champion for the first time ever in the historic and bonnie Scotland!

All entries and tickets will be exclusively via an online system, to enable easy registrations and payments for all competitors and spectators. Booking links will be sent out at the beginning of 2025. However, we know everyone likes to plan ahead, so early release of this initial information pack allows competitors and teams to investigate their travel options.

### **Proposed Championship Schedule\***

#### **Day 1 – Friday 8<sup>th</sup> August 2025:**

##### **Reception with the KJN's, Masters & Senior Blackbelt Divisions**

12pm-2pm - The Championships will kick off with a Reception with the KJN's to welcome the Masters and Country Heads to the event and meet with the sponsors and dignitaries involved in hosting this prestigious event. Location details will follow in future communications.

3pm-7pm - Official Line up and Welcome, Masters and Seniors Blackbelts compete in all individual divisions, including Sparring. All spectators encouraged to attend to witness the world's best Tang Soo Do Masters and Blackbelts winning the first of the 2025 World Championship titles!

#### **Day 2 – Saturday 9<sup>th</sup> August 2025:**

##### **Hyungs (Forms) & Weapons Divisions for all Gup & Dan Grades**

9am-5pm – Opening Ceremony, followed by the Team Hyungs (Forms) event, Competition will continue across various categories, including Hyungs, Weapons and Sparring for all Coloured belt grades, Hyungs and Weapons for the remaining Blackbelt divisions. Hyungs & Weapons Grand Champion play offs will conclude on the Saturday.



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Spectators can expect electrifying displays of skill, agility, and precision as athletes demonstrate their mastery of Tang Soo Do techniques.

### **Day 3 – Sunday 10<sup>th</sup> August 2025:**

#### **Sparring Divisions, Awards Ceremony & After Party Banquet**

9am-5pm - The culmination of the Championships will see the crowning of World Champions in the remaining Sparring categories, as competitors showcase their talents in the thrilling final rounds. Team Sparring events and Sparring Grand Champion divisions will be the finale for the last day of competing.

The event will draw to a spectacular close with the Awards Ceremony, with the Team Divisions and Grand Champion Winners presentations, and heartfelt expressions of gratitude to all participants, coaches, officials, and volunteers who contributed to the success of the 7<sup>th</sup> Worldwide Tang Soo Do Family Championships.

#### **Entry Fees**

**£60** early bird discount – Hyungs, Weapons & Sparring (**£75** thereafter)

Competitors can enter the following:

Traditional Hyungs or Chil Sung Hyungs

{only one Hyungs category can be entered per competitor}

Bo Staff or Sword or Knife or Open Weapons

{only one Weapon category can be entered per competitor}

Sparring

**£75** per Team Divisions early bird discount – Team Hyungs & Team Sparring divisions (**£90** thereafter)

Team Hyungs (minimum of 3 competitors)

Team Sparring (5 competitors for Men's teams and 3 competitors for Women's teams)

**£10** Spectator Fee (this ticket will be valid for all 3 days of the event, children under 5 years will be free of charge, but please book a ticket for them to allow numbers for the venue)

#### **Championship Rules**

The Championships will follow the Worldwide Tang Soo Do Family Rules, as attached.

**\*Amendments to the Proposed schedule will be publicised in full closer to the event**



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### After Party Banquet

Join us for an unforgettable celebration at the After Party Banquet, an evening of revelry and camaraderie to mark the conclusion of the 7<sup>th</sup> Worldwide Tang Soo Do Family World Championships. Held on Sunday, 10<sup>th</sup> August 2025, this exclusive event promises to be a fitting finale to three days of intense competition and martial arts excellence.

#### **Date & Time:**

**Sunday 10<sup>th</sup> August 2025**

**Time: 6:00pm until late!**

**Venue:** The After Party Banquet will take place at the **Drumossie Hotel**, a prestigious event space renowned for its elegance and hospitality. Located in the heart of Inverness, the venue provides the perfect setting for an evening of fine dining and entertainment.

#### Highlights:

**Gourmet Cuisine:** Indulge in a delectable feast featuring a sumptuous selection of local and international delicacies prepared by award-winning chefs. From mouth-watering appetizers to decadent desserts, savour every bite as you mingle with fellow participants and guests.

**Live Entertainment:** Enjoy live music, performances, and cultural displays showcasing our diverse talents. Whether you're tapping your feet to traditional Scottish tunes or marvelling at martial arts demonstrations, the evening's entertainment is sure to captivate and delight.

**Awards Presentation:** Honour the achievements and contributions of participants, coaches, officials, and volunteers as we recognise their dedication and passion for Tang Soo Do. From World Championship titles to special commendations, join us in applauding the remarkable accomplishments of our martial arts community.

**Dress Code:** Dress to impress for this special occasion! Whether you opt for elegant evening attire or traditional martial arts attire, come dressed to celebrate in style and show off your personal flair.

**Booking:** Secure your place at the After Party Banquet via online registration. Space is limited, so be sure to reserve your spot early to avoid disappointment.

**Cost: £50 for Adults and £25 for Children (children are under 16 years)**

The After Party Banquet is not only a celebration of athletic achievement but also a testament to the bonds of friendship and solidarity forged through the practice of Tang Soo Do. Join us as we come together to honour the spirit of martial arts and create lasting memories that will be cherished for years to come.

We look forward to welcoming you to this unforgettable evening of festivities and fellowship. See you at the After Party Banquet!



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### **Accommodation Options in Inverness**

Inverness offers a wide range of accommodation options to suit every preference and budget. Here are some recommended hotels conveniently located near the venue:

#### Premier Inn Inverness West (Closest to Leisure Centre)

Located on the outskirts of Inverness, Premier Inn Inverness West offers modern accommodations and exceptional value for travellers seeking comfort and convenience during their Highland getaway. Whether you're exploring the natural wonders of the Scottish Highlands or attending events at nearby attractions, this hotel provides the perfect base for your adventures.

#### Premier Inn Inverness East (Closest to Banquet Party)

Perfect for families and larger groups, nestled amidst the scenic beauty of the Scottish Highlands, Premier Inn Inverness East offers travellers a warm welcome and comfortable accommodations. Conveniently located just off the A96, this modern hotel provides easy access to both Inverness city centre and the stunning landscapes of the surrounding area.

#### Premier Inn Inverness City Centre

Conveniently situated in the heart of Inverness, Premier Inn Inverness City Centre offers travellers a comfortable and affordable base for exploring all that the Highland capital has to offer. With its prime location, modern amenities, and warm hospitality, this hotel provides the perfect blend of comfort and convenience for your Highland getaway.

#### Best Western Inverness Palace Hotel & Spa

Located on the banks of the picturesque River Ness, the Best Western Inverness Palace Hotel & Spa offers guests a blend of historic charm and modern luxury. With its prime location in the heart of Inverness, this hotel provides the perfect base for exploring the city's rich heritage and natural beauty.

#### Macdonald Drumossie Hotel (Party Venue)

Nestled amidst the picturesque countryside just outside of Inverness, Drumossie Hotel offers a serene escape from the hustle and bustle of city life. This historic hotel combines traditional charm with modern comforts, providing guests with a tranquil retreat in the heart of the Scottish Highlands.

### **Tourist Venues to Visit in Inverness**

While in Inverness, take some time to explore the city's rich history, natural beauty, and cultural attractions. Here are some must-visit venues:

#### Inverness Castle

Perched atop a hill overlooking the city, Inverness Castle offers panoramic views of the surrounding landscapes and serves as a prominent landmark steeped in history.



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### Loch Ness

Embark on a legendary adventure to Loch Ness, home of the famous Loch Ness Monster. Take a cruise on the tranquil waters or visit the Loch Ness Centre & Exhibition to learn about the mystery and folklore surrounding this iconic Scottish loch. You never know...maybe you will even spot Nessie!

### Culloden Battlefield

Step back in time at Culloden Battlefield, where the historic Battle of Culloden took place in 1746. Explore the visitor centre, interactive exhibits, and memorial cairn, commemorating the Jacobite uprising and its impact on Scottish history.

### Urquhart Castle

Discover the ruins of Urquhart Castle, situated on the shores of Loch Ness. Explore the ancient fortress, towers, and dungeons, and learn about its tumultuous past through informative displays and guided tours.

### River Ness Walkway

Stroll along the scenic River Ness Walkway, a picturesque path winding through the heart of Inverness. Admire the stunning scenery, lush greenery, and historic landmarks, including the Ness Islands and Old High Church.

Immerse yourself in the beauty and charm of Inverness, where history, culture, and natural wonders await at every turn. Enjoy your stay and make unforgettable memories in this captivating Scottish city!

The 7<sup>th</sup> Worldwide Tang Soo Do Family World Championships promises to be a landmark event in the annals of martial arts history, uniting practitioners from diverse backgrounds and cultures in the spirit of sportsmanship, respect, and unity. We extend our heartfelt welcome to all participants and spectators and wish you the best of luck in your pursuit of excellence on the mats!

For further enquiries and updates, please visit our official website or contact our organising committee. See you all soon in Inverness!

Sincerely,

Scotland Tang Soo Do Committee  
[scotlandtangsoodo@outlook.com](mailto:scotlandtangsoodo@outlook.com)  
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## [ Introduction ]

Tang Soo Do is a classical martial art which fosters concepts that successfully assist individual practitioners in becoming complete human beings. In doing so individuals are taught through the art of Tang Soo Do to balance and integrate the mind, body and spirit through years of arduous practice and hard training.

The Worldwide Tang Soo Do Family was co-founded in 2009 by Grandmaster Theo Salm and Grandmaster Charles Ferraro for the purpose of uniting Tang Soo Do practitioners worldwide in healthy competition and fellowship. Because of the extremely high level of interest, commitment and participation in the WWTF by many countries it has become necessary to codify all the rules surrounding the planning, structure and officiating of our international events.

While tournament competition is not the major area of emphasis when it comes to an individual's growth and development in Tang Soo Do, it is however, an integral part of the Tang Soo Do community's social interaction. Healthy competition instills many aspects of personal development some of which include, self confidence, how to operate under pressure and experience in performing in a public forum. Because the techniques utilized in competition, especially during the free-sparring events, can be potentially dangerous when utilized by undisciplined individuals it is essential that Worldwide Tang Soo Do Family practitioners view their participation in championships as an extension of the classroom. Those protocols, outward expressions of decorum, and actions of discipline that are emphasized in the classroom must be closely observed and followed during all aspects of Worldwide Tang Soo Do Family championships.

The outcome of the students' experience in competitions and the fostering of positive developmental experiences are largely dependent upon the judging and mentoring that occurs during the many championships students will attend over the lifetime of their Tang Soo Do training. In that regard it is also integral to a Tang Soo Do practitioner's experience, especially as they promote into advanced rank, that they develop the skills necessary to judge and mentor students competently in a competition environment. The structured format of Worldwide Tang Soo Do international championships and tournaments allows the individual student and competitor to develop the self-confidence and experience of knowing how to act when he is cast into the role of a winner, as well as, when he is cast into the role of a loser. It is incumbent upon members of the Worldwide Tang Soo Do Family to always maintain their "Moo Do" discipline, their dignity and their humility regardless of the outcome of their competition. ***The sportsmanship and learning experiences should also serve the purpose of developing camaraderie between competitors and strengthen the fraternity between members of the Worldwide Tang Soo Do Family. The accuracy and fairness of the judging in these situations is of the utmost importance to ensure this outcome.***

This manual is a guide towards the development of the skills required to promote the aforementioned positive experiences and illustrates the rules and guidelines necessary for the judging role model.

This manual is basically organized in chronological fashion illustrating the duties and responsibilities of the various parties within the tournament structure. Although each role within the judging team is specific and separate, knowledge of the duties and responsibilities of the all the other roles necessary for the individuals to operate as a team makes for greater understanding and facilitates the expeditious running of the tournament.

This manual is written in English. If the manual is translated to any other language it is asked that all care is taken to accurately translate the contents of this manual so that the original meaning is not lost in the translation.

Yours in Tang Soo Do,

***Grandmaster Theo Salm***

President / Founder European Moo Duk Kwan Tang Soo Do Federation  
Co-Founder - Worldwide Tang Soo Do Family

***Grandmaster Charles Ferraro***

President / Founder Tang Soo Do Mi Guk Kwan Association, Inc.  
Co-Founder - Worldwide Tang Soo Do Family

***Master Richard Kopf***

Technical Advisory Committee - Tang Soo Do Mi Guk Kwan Association, Inc.  
Senior Master - Worldwide Tang Soo Do Family

***Master Ashok Kumar***

President / Founder United Kingdom Tang Soo Do Federation  
Senior Master - Worldwide Tang Soo Do Family

***Master Robert Salm***

Senior Master - European Moo Duk Kwan Tang Soo Do Federation  
Senior Master - Worldwide Tang Soo Do Family



## [ General Responsibilities ]

There are basically five major competition categories at all Worldwide Tang Soo Do Family championships that require the skills of an experienced judge, weapons hyung competition, individual empty hand hyung competition, team hyung competition, individual sparring competition, and team sparring competition. The judging team utilized for these events is comprised of a head judge or center referee, and four corner judges (assistant judges) and, two ring coordinators. Each individual member of the judging team has different and cooperative responsibilities before, during and after an event. The organizational members of the championship team also include the chief tournament coordinators, the tournament arbitrators, and the tournament director.

### *Head Judge/Center Referee*

The head judge or center referee is generally responsible for all of the competition activities within their ring and for interfacing with the chief tournament coordinators and the tournament arbitrators. This includes all aspects of organizing, directing and monitoring the performance of the judges in the ring, the ring coordinators and the competitors and divisions sent to his or her ring.

The head referee ensures that the ring is set up appropriately for the event to take place, that the proper equipment is procured, and that the ring has a properly assembled judging and coordinating team. The head judge or center referee also ensures that the paper work, ladders, and divisions are set up appropriately and that all competitors who are scheduled to compete in the divisions sent to the ring are present. He or she will conduct the event by coordinating the judges and ring coordinators as all the competitors in a division compete in their ring, making sure all the rules set out in this manual are observed and followed. The head referee will ensure scores are accurate, winners are delineated, and awards are presented, They will also conduct the proper protocol for showing respect such as the bowing in and bowing out and dismissing the division.

The expediency of this process is also a major function of the head judge or center referee in order to keep the event running smoothly. They must be organized and familiar with this manual and the protocol necessary to get a ring running quickly, keeping the flow of competitors going without interruption, make decisive rapid calls in order to maximize competition time and anticipate upcoming activities.

Assisted by the corner judges, the head judge should be in charge of the control of his ring and also the surrounding area. During the event the head judge should monitor the intensity of the competition and utilize tools such as pacing the ring. They should be able to recognize mismatches and be able to guide the competitors with comments that do not require official calls. The head judge monitors the performance and safety of the competitors and should be constantly on the lookout for injuries and consequently should be able to recognize the signs that could potentially lead to injuries and try to avoid them before they actually happen. In that regard, they are also responsible for summoning medical personnel to evaluate a possible injury and determine whether a contestant can continue competing. In addition, they need to monitor the performance of the corner judges and stop time to bring them to the center for educational and coaching purposes during the competition. He or she also monitors the area outside their ring ensuring that the competitors maintain good discipline while waiting to compete. They should establish

a margin area of distance for safety of the competitors and spectators, and that the input from outside (i.e., coaching from the sides or comments from the public) is controlled. Awareness is a key element for a head judge as they need to have a general cognizance of the competitors, the judging and the coordinating staff, the people around their immediate ring as well as, an awareness of the head table and chief tournament coordinators and other events occurring in general at the championship.

## ***Assistant/Corner Judges***

Corner judges or assistant judges are primarily responsible for scoring the event and assisting the center referee or head judge in enforcing the rules and ensuring that the competitors experience a safe, fair, equitable and enjoyable competition within the framework of the competition format set out in this manual.

Corner judges should be attentive and demonstrate the proper discipline while serving in their roles. They should be in traditional uniform without shoes and sit in their chairs upright. No t-shirts or tracksuits are to be worn whilst officially working in a ring. During the sparring competition it is preferable that the corner judges sit without their backs touching the back of the chair. Both feet should be flat on the floor. Resting against the back of the chair, especially after long periods of judging is permissible, but slouching undermines the credibility of the judges and the organization they represent. During forms competition it is permissible for the judges to rest their backs against their chairs with their score cards resting in their laps.

Judges should be attentive to the competition in front of them. It is especially important to be attentive to the competitors in the ring and resist the urge to observe their own students competing in other rings or another event that is running elsewhere in the tournament room. Talking with people as they pass the ring or students waiting to compete is not allowed. Chewing gum, eating or drinking while judging the competition is also not allowed, however, a bottle of water under your chair for drinking between matches is acceptable. Once assigned the judges should remain in the ring for the entire competition and assist the head judge. In other words, once assigned to a ring it is expected that the corner judge continues performing his or her duties throughout the day through the various divisions assigned to their ring unless they are otherwise replaced by the tournament coordinator. It should be noted that during the sparring divisions all referees can call for the competition to stop if they believe they saw a point. Once the competition has been called to stop then the head judge takes over for the calling of the points. In this manner with five judges covering every angle of vision the competitors are given a fair chance to have their points recognized and awarded.

## ***Ring Coordinators***

Under the direction of the head judge, the ring coordinators' responsibilities include interfacing with the chief tournament coordinators, assembling the paperwork for running the division, calling the competitors up to compete, accurately announcing, recording and tallying the scores, advancing winners on the competition ladder, keeping time during sparring competition, procuring awards from the trophy table and making sure the chief tournament coordinators receive the results ladders for the purpose of recording and archiving the results of each division being held in the championships. During sparring, ring coordinators need to understand the bye system and how to input competitors depending upon how many competitors are in the division they are coordinating.

## **Chief Tournament Coordinators**

This is actually a team of administrative coordinators whose responsibility is to maintain the flow of the championship. They are responsible for running the entire tournament and all of the associated events. The Chief Tournament Coordinator will usually be located at the head table or will have a separate table of their own from which to work.

Some of the positions needed in order to ensure a smoothly run event are as follows:

1. Data Entry Manager who is responsible for entering competitors into the data base, printing division competition sheets.
2. General Floor Manager who is responsible for announcing the judges and competitors to the rings and continually sending divisions to the rings that have completed. They are charged with keeping as many rings running simultaneously as possible.
3. Trophy and Division Sheet Manager who is responsible for getting division sheets to the proper rings as well as getting trophies/medals to the rings. He/she ensures that the division sheets (with the winners indicated) following each division's competition gets delivered to the Data Entry committee.
4. Ring Coordinator Manager who is responsible for explaining the duties and responsibilities to the ring coordinators, make sure each ring has two coordinators, make sure that each ring has the tools they need to run the ring (i.e., score cards, flags for calling points, etc.).

## **Tournament Arbitrators**

Two individuals should be assigned who are very senior and familiar with the rules. Each arbitrator should have a rule book on their person and should refer to the rule book to settle any disputes that arise on the floor. Arbitrators should always look for the easiest and fairest way to resolve disputes. Simple decisions can be made by one arbitrator (either one). Difficult decisions may require the joint effort of both arbitrators. They should confer with the head table only when there are difficult circumstances for which they are not sure of an acceptable resolution otherwise, the decision of the arbitrators is final. In short, the tournament arbitrators are the general liaison between all of the different subsections of personnel at the tournament. They are also primarily responsible for any interaction that requires explanation of the tournament or tournament staff to the general public. They are a resource to the judging staff for clarification of the rules and a decision maker for areas that require arbitration. The tournament arbitrators monitor all of the general aspects of the tournament, guide the judging staff, relay information from the head table, supervise the chief tournament coordinators, and direct the medical personnel at the tournament. Their level of awareness of the competitors, the facility, and all who are in attendance of the tournament must be as such as to anticipate and solve problems before they happen.

## **Tournament Director**

The tournament director is either the head of the country in which the championship is being held or an individual designated by the head of the country in which the championship is being held. The tournament director is responsible for:

1. Negotiating the terms of the venue.
2. Establishing the cost of events and the means for which the participating countries can pay for their athletes to compete (this includes provisions for converting currencies into the currency where the event is being held).
3. Establishing the schedule of events for both days of the championship as well as, for providing the necessary venue for a short business meeting of the country heads prior to the event.
4. Providing all paperwork and invitations to participating countries and participants.
5. Allowing for the comfort of the seniors who will be in attendance to the event.
6. Coordinating the entire tournament team so as to present an organized and efficient championship.
7. Acts as the main representative for the Worldwide Tang Soo Do Family representing the organization to the appropriate parties necessary to plan and negotiate the event. They are responsible for protecting the interest of the Worldwide Tang Soo Do Family while negotiating the tournament (additional insured clause in tournament insurance policy) and in the printing of applications for the tournament (liability clauses protecting and disclaiming liability for the WWTF).

## [ General Tournament Set Up ]

### Ring Layout

Generally, rings should be set up in such a way that the ring places the competitors at the back side of the ring facing the head table while sitting at ringside for their turn to compete. Rings should be approximately 18 ft X 18 ft square or 5.5 meters x 5.5 meters. They can be up to 20 ft x 20 ft. or 6 meters by 6 meters. If the venue is space challenged rings can go as small as 17 ft x 17 ft. or 5.2 meters x 5.2 meters. The rings should not be any smaller than the minimum listed above. Starting lines should be marked at the center of each ring. The starting lines should be centered, three feet (1 meter) apart and three feet (1 meter) long. **(See diagram on page 29)**. Facility constraints (limitations) will sometimes dictate some differences in placement and ring size. Sometimes it will be prudent to have different size rings in the same tournament in which case, the children's divisions can be relegated to the smaller rings.

Placement of rings within the tournament facility should take into account the amount of space available and ensure that there is adequate room for the competitors to move about the competition floor between rings, room for competitors to sit at ring side while waiting for their division to start, spectator visibility, and an amount of room necessary to ensure the safety of the competitors.

### Tournament Divisions

It is important that the WWTF develop a consistent breakdown for available divisions for our competitors to participate in. In this way, it is possible for them to adequately plan and prepare for the championship. Of course, depending on the size of the event and the number of competitors in each ring, divisions can be eliminated, further divided or combined. It is for this reason that it is always a good idea to purchase an additional 10 - 12 sets of awards to cover for these possibilities. It is always better to have too many awards than not enough.

Below is an ideal list of divisions that should be included in WWTF World Championships.

### Gup Divisions

	Weapons	Forms	Sparring
6 & under - white		X	X
6 & under - orange	X	X	X
6 & under - green	X	X	X
6 & under - red	X	X	X
7 & 8 years - white		X	X
7 & 8 years - orange	X	X	X
7 & 8 years - green	X	X	X
7 & 8 years - red	X	X	X
9 & 10 years - white		X	X
9 & 10 years - orange	X	X	X
9 & 10 years - green	X	X	X
9 & 10 years - red	X	X	X
11 & 12 years - white	X	X	
11 & 12 years - orange	X	X	X

11 & 12 years - green	X	X	X
11 & 12 years - red	X	X	X
13 & 14 years - white		X	X
13 & 14 years - orange	X	X	X
13 & 14 years - green	X	X	X
13 & 14 years - red	X	X	X
15 & 16 years - white		X	X
15 & 16 years - orange	X	X	X
15 & 16 years - green	X	X	X
15 & 16 years - red	X	X	X
17 - 34 years - white (men)		X	X
17 - 34 years - orange (men)	X	X	X
17 - 34 years - green (men)	X	X	X
17 - 34 years - red (men)	X	X	X
17 - 34 years - white (women)		X	X
17 - 34 years - orange (women)	X	X	X
17 - 34 years - green (women)	X	X	X
17 - 34 years - red (women)	X	X	X
35 and over - white (men)		X	X
35 and over - orange (men)	X	X	X
35 and over - green (men)	X	X	X
35 and over - red (men)	X	X	X
35 and over - white (women)		X	X
35 and over - orange (women)	X	X	X
35 and over - green (women)	X	X	X
35 and over - red (women)	X	X	X

## ***Dan Divisions***

### ***Weapons***

	<b>Dagger</b>	<b>Bong</b>	<b>Korean Sword</b>	<b>Open</b>
12 and under	X	X	X	X
13 - 14	X	X	X	X
15 - 16	X	X	X	X
17 - 34 (men)	X	X	X	X
17 - 34 (women)	X	X	X	X
35 and over (Men)	X	X	X	X
35 and over (women)	X	X	X	X
Kodanja (men)				X
Kodanja (women)				X
Kodanja - 45 and over (M/W)				X

### ***Forms***

	<b>Chil Sung Forms</b>	<b>Traditional Forms</b>
12 and under	X	X
13 - 14	X	X

15 - 16	X	X
17 - 34 - 1 <sup>st</sup> dan (men)	X	X
17 - 34 - 2 <sup>nd</sup> /3 <sup>rd</sup> dan (men)	X	X
17 - 34 - 1 <sup>st</sup> dan (women)	X	X
17 - 34 - 2 <sup>nd</sup> /3 <sup>rd</sup> dan (women)	X	X
35 - 44 (men)	X	X
45 and over (men)	X	X
45 and over (women)	X	X
Kodanja (men)	X	X
Kodanja (women)	X	X
Kodanja 45 and over	X	X

## ***Sparring***

10 and under	
11 and 12 years	
13 - 14 years	(Young Men)
13 - 14 years	(Young Women)
15 - 16 years	(Young Men)
15 - 16 years	(Young Women)
17 - 34 years	Men Super Light; under 140 pounds or under 63.5 kilos
17 - 34 years	Men Light weight; 140 - 169 pounds or 63.5 kilos - 76.5 kilos
17 - 34 years	Men Middle weight; 170 - 195 pounds or 77 kilos - 88.5 kilos
17 - 34 years	Men Heavy weight; over 195 pounds or over 88.5 kilos
17 - 34 years	Women Light weight; under 136 pounds or under 61.5 kilos
17 - 34 years	Women Middle weight; 136 and over pounds or 61.5 and over kilos
35 and over	Men's Light weight; under 170 pounds or under 77 kilos
35 and over	Men Heavy weight; 170 and over pounds or 77 and over kilos
35 and over	Women light weight; under 136 pounds or under 61.5 kilos
35 and over	Women Middle weight; 136 and over pounds or 61.5 and over kilos

Kodanja (Men)	39 and under
Kodanja (Women)	39 and under
Kodanja (Men)	40 and over
Kodanja (Women)	40 and over

## ***Team Events***

Team Forms
Team Sparring (Men)
Team Sparring (Women)

## ***Grand Championships***

Dagger Grand Champion	All winners in dagger divisions (dans only)
Bong Grand Champion	All winners in bong divisions (dans only)
Korean Sword Grand Champion -	All winners in sword divisions (dans only)
Open Weapons Grand Champion -	All winners in open weapons divisions (dans only)
Traditional Forms Grand Champion -	All Traditional Form Division winners (dans only)
Chil Sung Forms Grand Champion -	All Chil Sung Form Division winners (dans only)

Men 17-34 years -

Sparring Grand Champion  
(super lt wt, lt wt, mid wt, hvy wt)

Senior Men 35 and over

Sparring Grand Champion (lt wt, hvy wt)

Women 17 - 34 years -

Sparring Grand Champion (lt wt, mid wt)

Women 35 and over -

Sparring Grand Champion (lt wt, mid wt)

Kodanja

Overall Grand Champion (accumulated points)

## **Schedule of Events**

A suggested order of events is as follows:

### **Day 1**

1. Afternoon meeting - heads of countries (3 hours)
2. Meet and Greet Welcoming Banquet - (early evening)

### **Day 2**

1. Opening Ceremony
2. International Team Hyungs
3. Kodanja/Dan Weapons
4. Kodanja/Dan Individual Hyungs
5. Gup Weapons
6. Gup Hyungs
7. Grand Championships - Weapons/Hyungs
8. Closing Ceremony

### **Day 3**

1. Opening Ceremony
2. International Team Sparring
3. Kodanja/Dan Individual Sparring
4. Gup Sparring
5. Grand Championships - Sparring
6. Closing Ceremony
7. Celebration Party

This order of events preserves the individual Dan competitors from compromising a team event on the chance that they might become injured during individual competition.

This order of events can also serve to motivate gup members by making visible the premiere dan events while they are there to observe. Additionally, by having the dans complete their competition first, it frees them up to focus on judging the gup divisions. Finally, holding the Grand Championships to the end of each day ensures that the championship will end on a high note.

Of course, depending on the number of competitors, the logistics of the facility and the availability of judges, modifications and variability in this order of events can be considered.



## **General Protocol**

All judges and competitors should be dressed in their appropriate traditional uniform. Proper uniforms should consist of the traditional white Tang Soo Do uniform with the appropriate trim for green, red and dan students. Dan trim may be either black or dark navy blue depending on the traditions of the Tang Soo Do Association or Federation represented. The uniform should be in good repair without tears or blemishes. All the necessary patches, trim, etc., should be sewn on without hanging threads and should be in good taste. Jewelry is usually prohibited. Safety equipment for the hands, feet and head are required for sparring events and are discussed in the rules section for sparring. Sparring equipment should be removed for opening and closing ceremonies.

Lining up, bowing in and bowing out of a division is generic for individual competition.

After assembling all the competitors in their designated rings, each head judge will line all the competitors up along the backside of the ring facing the head table. The judges and competitors will come to attention at the head judge's command. The head judge will command everyone to bow to the seniors at the head table. He will then command the competitors to bow to the judges in the ring and then command the competitors to have a seat on the floor in rows across the back of the ring.

During form events (both weapons and empty hand forms) competitors will then be called up to compete by the ring coordinators two at a time. Most weapon competition will follow the same format except in the case of bong competition when due to a lack of space competitors may be called up one at a time. In the case where two competitors are called up for competition, the first competitor called will first respond with either "yes sir" or "yes ma'am", he/she will then turn around and fix his/her dobok and then approach the ring and line up on the back edge of the ring on the left side when facing the judges (to the judges right) and the second competitor when called will first respond with either "yes sir" or "yes ma'am", he/she will then turn around and fix his/her dobok and then approach the ring to the right side of the back edge of the ring when facing the judges (the judges left).

When both competitors are lined up they will bow together before stepping into the ring (this shows respect to the contest, its rules and authority). After bowing both competitors enter the ring together and advance towards the judges. They then bow to the judges (showing their respect for their decisions and authority). The competitor who is on the left facing the judges (on the judges right) gives his name, country of representation and the name of the form he/she will be performing. After competitor one finishes his verbal presentation competitor number two, the one that is on the right facing the judges (the judges left) will likewise given his name, country of representation and the name of the form he/she will be performing. After verbal presentations are finished both competitors will again bow to the judges in unison, walk backwards to their starting point and without any further instruction begin the performance of their hyung.

When they have both finished their physical performance they will both wait in pudo position until the judges have presented their scores to the ring coordinators then they will both once again bow to the judges in unison and back out of the ring. Once they step out of the ring they will bow towards the ring (showing their respect for the contest once again) and sit down with the other competitors. Competitors should demonstrate good discipline by staying with their division; sitting upright in a cross-legged position

at the back of the ring and watching the other competitors compete.

At the end of the event the head judge will announce the winners by having all competitors stand, bow and remain at the ready position (choon bi) at the back edge of the ring while he/she calls up the winners. Competitors are usually called in reverse order for example 3rd place is called first, 2nd place is called second and 1st place is called last. As each competitor is called he/she will step out in front of the other competitors into the ring and line up from left to right facing the judges (from the judges right to left). Then the head judge will announce in sequence "1st, 2nd and 3rd" while pointing to the appropriate competitor as he announces their place finish. Medals or trophies will be awarded immediately after announcing the winners while the competitors are still lined up in the ring. After prizes have been awarded then the head judge will command the competitors and winners to bow to the judges. He/She will then command the competitors and winners to bow to the seniors at the head table before dismissing the division.

## [ Hyung Competition ] (Weapons and Empty Hand)

### **Ring Set Up and Equipment**

The competition ring for hyung should be set up with five judges' chairs. All competition whenever possible should have five judges. The judges should have their backs to the head table so the competitors are facing the head table. Additionally, each ring should have two coordinators' chairs that are placed on the side of the ring. If called for and if possible a small table ring side would be optimal. The competitors should be lined up on the back edge of the ring. The actual boundaries of each ring are not meant to limit competitors during form and weapons competition (it is permissible for competitors to step outside the boundaries of the ring when performing their hyungs). Competitors must have enough room to perform their hyung properly.

Equipment required for successful hyung competition includes the competition ladder on a clip board, a pen, for recording scores, a calculator for tallying scores and five sets of scoring cards for the judges. Scoring cards should include tenths of a point, for example: 7.7, 7.9, etc... It is not recommended that judges use hundredths as their use tends to skew results and not render fair scoring.

### **Competition Ladder**

A ladder for hyung competition consist of a competitor list to the left side of the page followed by five boxes for each of the judges' score for competition and a box for the total score on the right side of the page. **(See diagram on page 30).**

### **Rules**

Competitors must perform a rank-specific hyung during the competition. Although the competitor may have a choice of several hyungs which are taught in their dojang or in their own Tang Soo Do organization, only hyungs sanctioned by the WWTF may be performed during the competition. Below is a list of hyungs sanctioned by the Worldwide Tang Soo Do Family and thereby deemed appropriate for competition:

White Belt	Gicho Hyung Il Bu, Gicho Hyung Ee Bu, Gicho Hyung Sahn Bu
Orange Belt	Pyong Ahn Cho Dan, Chil Sung Ee Rho, Pyong Ahn Ee Dan
Green Belt	Pyong Ahn Sahn Dan, Pyong Ahn Sa Dan, Pyong Ahn O Dan, Chil Sung Il Rho
Red Belt	Bassai Dae, Chil Sung Sahn Rho, Naihanghi Cho Dan
1st Dan	Jinto, Chil Sung Sa Rho, Du Mun (Yuk Rho Cho Dan), Naihanghi Ee Dan
2nd Dan	Rho Hai, Chil Sung O Rho, Chun Jul (Yuk Rho Ee Dan), Naihanghi Sahn Dan
3rd Dan	Kong San Kun, Sip Soo, Hwa Sun, Po Wol (Yuk Rho Sahn Dan)
4th Dan	Ji On, O Sip Sa Bu, Chil Sung Chil Rho, Sahl Chu (Yuk Rho O Dan)
6th Dan/ 7th dan	Chinte, O Sip Sa Bu Dae, Woon Shu, Jiin, Choong Rho (Yuk Rho Yuk Dan) Shim Pa

Competitors may also perform a hyung from lesser ranks if they choose. These hyung will be judged and considered as described below. Under no circumstances is a competitor allowed to perform a hyung which is above their rank. Hyung should be performed as traditionally taught by their instructor and instructors should endeavor to teach the hyungs in their traditional format. Deliberately added, deleted or altered sequences are prohibited.

## ***Responsibilities***

As described in the general responsibilities section of this manual, the head judge is responsible for all aspects of the hyung competition, the competitors, and the judging team. In addition, the head judge is responsible for guiding the assistant judges through the scoring process by setting ranges of scores for the division, determining the competition/scoring format (see competition sequence under the “general protocol” and the “conducting of the event” sections of this manual) and calling for scores from the judges when the competitors finish performing their hyung. Also it is the head judges’ responsibility to make sure that all competitors are performing the proper hyung for their rank.

Assistant judges are responsible for scoring the competition under the direction of the head judge. Assistant judges are also responsible for assisting the center referee with any aspect of the competition that needs to be addressed. This includes making the head referee aware of a situation that requires action on the part of the judges or head judge should he not be aware of it. This is an important aspect of the assistant judge’s responsibilities which ensures the fairness of the competition and also ensures the safety of the competitors. Assistant judges should make the head judge aware of any equipment problems. If there is an observed injury and any activity within or outside the ring that needs to be addressed. Assistant judges should take care to address their seniors with respect and decorum at all times.

Assistant judges should sit attentively with their focus on the competition. They should have both feet flat on the floor. Their two hands should hold the score cards in their laps. They should move the cards to the appropriate number quickly so they can be ready to display their score promptly on command from the head judge. All judges should display their scores simultaneously so as not to give the impression to the audience that they are allowing themselves to be influenced by the other judges/ scores.

The coordinators are responsible for obtaining the competition ladder for the division from the chief coordinator, trophy/division sheet manager or the data entry manager, ensuring that all competitors are present for their division and that the competition ladder is set up properly. Utilizing the competition ladder, they will call the competitors and the “on deck” competitors to the ring. They will also call out vocally the scores when the judges present them so that there will be no mistakes when recording the scores. The score keeper is responsible for recording and tallying the scores and getting accurate results to the head judge so he/she can announce the winners. They are also responsible for procuring the awards from the trophy/medals table if the trophy/medal and division sheets manager hasn’t already brought them to his ring and returning the results ladder to the chief coordinator for archiving.

## ***Scoring and Scoring Considerations***

Scoring hyung is accomplished by use of scoring cards which are assembled for the judges’ use. They are comprised of two digit set of cards, generally held together by a ring binder of some sort. The first digit represents a whole number and the second represents a tenth of a point. Using hundredths of a point is discouraged as their use tends to easily skew the scoring. After the performance of a hyung by a competitor or a group of competitors (two), the head judge will wait for the judges to turn their cards to the desired score and call out the command, “Judges score!” The judges will then hold out their score cards displaying their score at face height. They will continue to hold out

for display their score until the ring coordinator reads and calls out all five of the judges scores.

The score keeper will record the judges' scores as the ring coordinator reads them aloud. After the scores are recorded the score keeper tallies the scores generally discarding the "high" and the "low" score from consideration. This helps to keep at a minimum any non-intentional bias that may be apparent in the judging. In the case of when the high and the low are dropped from consideration then the remaining 3 scores are added up and the sum of those scores is the competitor's total score. In the case of a tie the high and low scores are added back in to attempt to break the tie. If there is still a tie the two competitors will be asked to perform a hyung again. It is up to the head judge's discretion as to whether or not they perform the same hyung or a different hyung. If there are not 5 judges available to judge the competition then the high and low scores are not dropped and all the scores are added for the competitor's total score.

The criteria for awarding scores in hyung competition are essentially based on the principles for learning and performing hyung. Judges should look for sequence, timing, and the performance of the individual techniques within the hyung. The judges should allow for slight variability based on organizational and instructional interpretations as well as the competitors individual variances. The hyung should be performed with the proper timing and character, precision of movements, spirit and attitude, proper breath control and kihap, proper tension and relaxation, perfect start and perfect finish, eye focus, balance, and weapon specificity (focus of the hand, foot or weapon) and all features that should be considered within the technical aspects of speed, rhythm, power, stances and technique. Weapons hyung should also be considered for proper alignment and use of the weapon.

There are several considerations for scoring within a division. Some of these are the age and rank of the competitors. The head judge will set a range within which the judges should work when scoring a division. One of the considerations in setting this range is how many competitors are in the division. If the division is large, a larger point spread is required in order that the scores be separated enough to determine a winner.

The range of scores of the Ko Dan Ja division should be generally between 8.5 and 9.9. The dan competitors should be scored between 8.0 and 9.5. Red and green belt competitors will range from 7.0 and 8.5, while white and orange belts scores should range between 6.0 and 7.5. The low score in any circumstance should be 6.0. The philosophy of Tang Soo Do dictates that even if a competitor is unable to complete their form, they are considered a winner for trying. The fact that they have learned their form and are there to participate in the competition warrants a 6.0 minimum.

These suggested ranges may need to be altered within a division depending upon the number of competitors. For instance, if a white belt division has 30 competitors, the high score range may need to be adjusted upwards in order to allow for a large enough range to delineate a clear winner.

Other individual competitor scoring considerations include whether or not a competitor is performing a form at his/her level. Generally speaking, competitors should perform their most advanced hyung for their rank. If a competitor falters during the performance of the form or wishes to start over the head judge should allow the competitor to

do so but, all the judges should adjust their scores downward to reflect the break in the performance. Generally speaking, anywhere 3/10 to one half a point deduction is made to the final score of a hyung for missed sequences or restarts. If a competitor is unable to complete their form they should be given a score no higher than 6.0 by all the judges.

It is the judge's responsibility to score in such a way that there is a clear delineation between competitors and that a winner as well as the 2nd through 3rd or 4th place scores are separated from the rest of the division. Although there are certain considerations when scoring a form that can conceptually make two competitors close to equal in their performance it is the judge's responsibility to separate the winner and place finishers from the rest of the pack. Scoring competitors within too narrow a range, (i.e., only separating them by 1/10th - 2/10ths of a point) and/or giving too many competitors the same score, can deprive the best competitors of winning and compromise the fairness of the division. Distinct separation of scores for competitors who are not performing at the top of their division, and avoiding ties is not as crucial as delineating clear winners.

## ***Conducting the Event***

The coordinators and the head judge should ensure that the competitor list is accurate and have competitors bow in as was previously described.

Competitors are called up to compete in the order they appear on the left side of the ladder, preferably two at a time. The next two competitors to compete will be announced as "on deck" and be allowed to warm up for their hyung while the others are in the ring. This procedure will be followed until the end of the division. If at the end of the division an odd number of competitors exist then a volunteer from the division should perform a hyung next to the final competitor without a score. In weapons competition, space constraints as in the case of bong (staff) competition may dictate that competitors perform one at a time.

In the case where two competitors are called up for competition, the first competitor called will respond with either "yes sir" or "yes ma'am", he/she will then turn around and fix their dobok and then approach the ring and line up on the back edge of the ring on the left side facing the judges (to the judges right) and the second competitor when called will respond with either "yes sir" or "yes ma'am", they will then turn around and fix their dobok and approach the ring to the right side of the back edge of the ring facing the judges (the judges left).

When both competitors are lined up they will bow together before stepping into the ring (this shows respect to the contest, its rules and authority). After bowing both competitors enter the ring together and advance towards the judges. They then bow in unison to the judges (showing their respect for their decisions and authority). The competitor who is on the left facing the judges (on the judges right) gives his name, country of representation and the name of the form he/she will be performing. After competitor one finishes his verbal presentation, competitor number two, the one that is on the right facing the judges (the judges left) will likewise give his name, country of representation and the name of the form they will be performing. After verbal presentations are finished both competitors will again bow to the judges in unison, walk backwards to their starting point and without any further instruction begin the performance of their hyung. Competitors

should arrange themselves so that they have enough room to perform their hyung without running into the judges, the other competitor or the other competitors who are sitting on the floor waiting to compete. They will begin their hyung at their own discretion and return to the ready position (pudo position) when finished.

When they have both finished their physical performance they will both wait in pudo position. The head judge will allow time for the judges to arrange their score cards to reflect their desired score. The head judge will then clarify that the judges are scoring the first person called who will be standing on the judges right and will give the command, "Judges Score"! All the judges should flash their score simultaneously and continue to hold their score cards up for the coordinators to see. The coordinators will work in conjunction with each other, one calling the scores out loud starting with the score from the far end of the panel and proceed calling scores until they call the one closest to them. This procedure is repeated throughout the division with each round of competitors. The competitors should remain in pudo position awaiting the judge's scores. Once the judges have presented their scores to the ring coordinators the competitors will both once again bow to the judges in unison and back out of the ring. Once they step out of the ring they will bow towards the ring (once again showing their respect for the contest) and sit down with the other competitors. Competitors should demonstrate good discipline by staying with their division, sitting upright in a cross-legged position at the back of the ring and watching the other competitors compete. The coordinators will then call up the next two competitors and the "on deck" competitors and the competition will proceed in the same manner until the entire division is completed. It is expeditious if the score keeper tabulates the score for the previous competitors while the current pair is performing.

There are several ways to run the competition sequence in order to ensure that the judging is as fair as possible. If the division is small the head judge may elect to allow all the competitors within the division to compete and then call the competitors up one at a time and have the judges score each one. In this manner, the judges have seen all the performances and can adjust their scores to easily pick the order of placement. In the case when the divisions are larger, then the head judge may elect to have the first and/or second pair of competitors compete and score them after the second group performs. This is often done to synchronize the judges scores and get all the judges consistent and in the same range. Another option is to have the first pair perform again at the end of the division. In this case the judge would only count the second set of scores given at the end of the division.

At the end of the division the coordinators should assess all of the tabulated scores for the winners and/or ties which will need to be broken by the process discussed earlier in this manual. The head judge is ultimately responsible for checking the scores and to make sure that the calculation of the scores is correct. He is also responsible for checking to be sure that the correct winners have been identified. Presentation of awards and bowing out of the division are accomplished in the manner previously described in this manual.

## [Team Hyung ]

### *Ring Set Up and Equipment*

The ring for team hyung is arranged with the individual international teams in columns at the back of the ring facing the head table. Judges have their backs to the head table with chairs lined up in row. For this event it is recommended that there be 7 judges. Team Form represents the field of countries that are in attendance of the event serving not only as extremely exciting competition but, also as a form of international demonstration and hence it is of primary importance to competitors and spectators alike. As a result this premier event is usually run solo (by itself) and often is placed in the center ring facing the head table. The coordinators are at the edge of the ring to the left of the judges. The event requires the same equipment as individual hyung, and will only require additional chairs and score cards to accommodate for additional judges.

### *Competition Ladder*

The competition ladder is similar to the ladder used for individual hyungs. The teams are listed to the left of the ladder and there are columns across the top of the page indicating each of the judges. Instead of having only one row of boxes for each team's scores, the team hyung ladder has two rows. The first row of boxes is for the technical score, and the other row of boxes is for the artistic impression score. **(See diagram on page 30).**

### *Rules*

Team hyung is an event that involves three or four dan ranking competitors coming together to perform a synchronized, choreographed demonstration hyung. These demonstrations can be comprised of up to two traditional, Yuk Rho, or Chil Sung hyung and are allowed to have two fighting sequences of indeterminate length inserted within the choreography. Within the choreography one of the two traditional hyung used as a basis must be completed in its entirety. Hyung sequences need not be performed in chronological order as the event fosters the creativity of the participants. Fight scene sequences are required to have martial arts functionality in their content. Gymnastics or visually appealing techniques without martial functionality are not allowed. Stances, timing and formations between individuals on the team add to the creativity and visually appealing qualities of the team hyung demonstration.

Hyungs performed by the individual competitors on the team need to be rank specific for the competitors. No music or accompanying acoustics are allowed. The confines of the ring boundaries need not be observed and the team may utilize as much space as they desire.

### *Responsibilities*

The responsibilities of the judges and the coordinators are identical to the individual hyung competition except for the fact that the judges are scoring the teams in two different categories as described below.



## Scoring and *Scoring Considerations*

The mechanics of scoring by the judges and the dropping of the high and low scores is identical to individual hyung competition, however, for team hyung competition there are two sets of scores for each team.

The first set of scores applies to the technical aspects of the hyung. This includes stances, proper use of the hip, proper utilization of individual technique, extension, power, focus and the standard qualities required to perform proper technique.

The second set of scores applies to the artistic impression of the team's choreography. This is a score whereby the judges consider the creativity and artistic aspects with regards to the general overall impression of the team hyung. These include timing, formation, alternate interpretation, creativity and ingenuity in taking curriculum material and designing a demonstration of synchronization and interaction between members on the team to create a visually appealing artistic performance.

The high and low scores will be dropped from both sets of scores. That is, the high and low score will be dropped from the total number of technical scores and the high and low will be dropped from the total number of artistic impression scores. The remaining scores from the technical valuations will be tallied as will those from the artistic impression. Both scores will be combined to determine the winners. In the event that there is a tie the high and low scores will be added back in for both the technical and the artistic impression. In the remote chance that there still remains a tie then the teams will be required to perform their hyung again for the judge's consideration.

## Conducting the *Event*

The event is conducted in much the same manner as individual hyung competition except that teams will perform individually and not in pairs.

Teams will line up in columns at the back of the ring. The judges will line up in a row in front of them. The head judge will issue the command for all of the teams and the judges to bow towards the head table; the teams will then bow to the judges, and then sit in place remaining in their columns at the back of the ring.

The judges will be seated, and the coordinators will call up each team to perform and announce the "on deck" team. The team will bow at the edge of the ring and subsequently enter the ring lining up within the ring utilizing a formation they have chosen. They will announce their names, from which country they hail and the names of the forms they will be performing. They will then be allowed to proceed and commence their performance on their own command.

At the end of their performance they will step back to ready position (pudo) by their own command and await the judges scores.

The head judge will ensure the judges have arranged their score cards before calling for the first set of scores. He will indicate by voice command that the first set of scores is for the technical aspects of the team hyung and by voice command that the second set of scores is for the artistic impression aspects of the team hyung. Teams will be awarded first, second and third place. Depending on the tournament venue awards to individual members and/or the Team awards may be given at the ring or at a closing party or ceremony.

## [ Sparring Competition ]

### *Ring Set Up and Equipment*

Chairs should be placed in each of the four corners for the corner judges. Two chairs should be placed on one side of the ring for the coordinators, preferably not obstructing the view of the head table and the competitors should sit along the back of the ring furthest from the head table and away from the coordinators. If there is a coordinator's table it should be placed on one side of the ring where the coordinators usually sit. The coordinator's chairs should be set at the coordinator's table.

In addition to the six chairs needed for the judges and coordinators, the center judge will require a red sash in order to identify one of the competitors as the "red" competitor for the purpose of ease of scoring. The corner judges each need a set of flags, one red and one white. Coordinators need the competition ladder, a pen for recording scores and warnings, a stopwatch for keeping time, and a scoring clipboard for recording points and warning with an erasable magic marker. If a scoring clipboard is unavailable then a pad or some blank paper can be utilized for recording scores and warnings. The coordinators will also need a small bean bag to throw into the ring when time has expired.

### *Competition Ladder*

The competition ladder for sparring is set up for single elimination competition and utilizes what is called the "bye" system in order to determine the order in which competitors compete.

The "bye" system for setting up sparring ladders is an essential tool for creating a competition order which ensures that there are only four competitors left when a division reaches the final rounds.

The number of competitors determines how many are given a "bye" from the having to compete in the first round. The number of competitors that do not require any "byes" to be granted are easily seen when one looks at the "natural number sequence" of: 2, 4, 8, 16, 32...etc. If any division has the number of competitors that matches the "natural number sequence" then they may be paired up without worry as to the granting of any "byes". The natural number sequence will always result in four competitors entering into the final rounds. Any number of competitors other than the above "natural number sequence" requires that "byes" be given. This number is determined by subtracting the number of competitors in the division from the next highest number in the above "natural number sequence" series. The resultant number of competitors represents the number of competitors who will receive a "bye" into the 2nd round.

For example, if there are 7 competitors in a division, the next highest number in the "natural sequence" is 8. Therefore:  $8 - 7 = 1$ . So, that means that one competitor will receive a "bye" into the second round and 6 competitors will be required to fight in the first round. If there are 9 competitors in a division, the next highest number in the "natural sequence" is 16. Therefore:  $16 - 9 = 7$ . So, that means that means that 7 competitors will receive a "bye" into the 2nd round and the remaining 2 competitors will be required to fight in the first round.

"Byes" are charted in the following manner: the competitors who do not receive a "bye"

are paired up at the bottom of the left hand side of the sparring ladder in the first round column and the competitors who have received a “bye” are on the top in the column to the right of the first round and will compete with the winners of the first round. Most tournament chief coordinators will generally have ladders prepared with the competitors entered on a preprinted ladder or have a blank ladder with the proper number of slots for the appropriate number of competitors, however, it is best that coordinators and judges have a working knowledge of the “bye” system should there be late entries or “no shows” for the division that they are conducting. **(See examples of sparring ladders on pages 31 through 32).**

## **Rules**

Hand pads and foot pads, head gear and mouth guards are mandatory equipment for competition. Groin cups are required for males. Optional equipment may include elbow pads, knee pads and face protectors. However, in traditional Tang Soo Do competition, chest protectors are not allowed unless they are needed to protect an injury. No jewelry is allowed to be worn during free sparring competition. Fingernails and toenails should be properly groomed so as to avoid cutting and scratching opponents during sparring matches.

Legal target areas include the front and sides of the head and the front and sides of the body above the waist. Illegal target areas comprise the rest of the body, arms and legs including the back and top of the head, any portion of the neck, the back and area below the waist excluding sweeping with the joint for dans and red belts.

Techniques that are allowed include any regular hand or foot technique and red belt and dan competitors are allowed sweeping techniques with the joint. “With the joint” is defined as a strike with the foot that is utilized for the purpose of unbalancing an opponent that makes contact with the lower leg of an opponent that doesn’t go against the normal range of motion of the knee joint. In the case of the sweeping technique that is utilized in Tang Soo Do sparring the sweeping foot is always directed to the back of the opponent’s leg.

Illegal techniques are those which have been determined to potentially endanger the competitors and therefore are not allowed. These include open finger techniques, blind techniques, hammer fists, sweeping against the joints, drop spinning sweeps, head butts, knee techniques, grabbing, throwing and elbow techniques.

Points are awarded to competitors who execute proper technique to legal target areas with control, focus, good balance and within a reasonable striking distance which is rank specific. Dan competitors should generally be within 3 inches of a target to score a point. Red Belts should strive to be within 5 inches and techniques for Green Belts and lower ranks should be within 6 to 8 inches. Maintaining these standards and awarding points for proper techniques executed within these distance parameters ensures the safety of the competitors. If points are not awarded when a competitor is within these distance parameters it can serve to encourage the competitor to try and get closer and possibly compromise the safety of the competition.

One point is awarded for a hand or foot technique which is delivered to a legal target area. Two points can be awarded for a spinning foot technique. Also, Tang Soo is unique in that it awards a point for defensive acumen. For example it is possible for a

competitor to be awarded two points if they execute a definitive block and counter attack if the block is accompanied by a definitive side stepping movement and the counter attack is a continuation of the side-stepping motion. If the competitor simply jams the attack and counters with an attack, they can only earn one point. However, if the defensive block begins with a side stepping motion and followed right up with a reverse punch (for example) then the technique can earn two points. Finally, another way to earn two points is to execute a well focused jump kick to the head of an opponent.

There is no face contact allowed. Light to moderate contact which does not cause a competitor to stop competing and/or cause injury is acceptable for body target areas, but is not necessary to score a point.

Warnings are given throughout the sparring competition for various reasons. There are basically two categories of warnings:

1. Contact warnings
2. Non-contact warnings

Non-contact warnings result for a variety of infractions of the rules or from actions or behavior which detract from the competition or constitute a departure from the traditions of the art form. These kinds of misbehaviors could result in creating an unsafe environment for the competitors. These include but are not necessarily limited to illegal techniques such as open finger techniques, blind techniques, sweeping against the joint, drop spinning sweeps, holding, knee techniques, elbow techniques, head butts, illegal targets, running out of the ring, repeatedly turning your back on your opponent and endangering yourself, intentionally going to the ground, being coached from the sidelines and unsportsmanlike behavior.

Warnings are accumulated and tallied during individual matches. Two contact warnings for a competitor in a single match results in disqualification. Otherwise, two warnings results in the loss of one point. If a competitor has three warnings of any kind, this results in the competitor being disqualified. Intentional face contact, or excessive contact which either draws blood or renders a competitor unable to continue is cause for immediate disqualification and does not require two contact warnings. Judges should be aware of any previous injuries such as a recently broken or bloody nose either from a previous sparring match or from the days leading up to the tournament. This could cause a competitor to bleed easily from a very light strike that would otherwise not have caused any bleeding. In this case, judges have discretion in deciding if the blood was a result from a blow that warrants disqualification or if other considerations exist that don't warrant the disqualification. For example:

1. If a fighter was injured in a previous match.
2. If a fighter was injured in the days preceding the championship.
3. If a fighter wasn't wearing a mouth guard and there is what could have been preventable bleeding in the mouth or lips had a mouth guard been worn.

If the decision is made for the competitors to continue then it is imperative that the fighter who is bleeding be attended to by medical personnel and the flow of blood is stopped before the fighter is allowed to continue.

Any severe action by a competitor, (i.e., unsportsmanlike conduct) can also result in imme-

ciate disqualification. Judges need to be aware that the issuance of a third warning, or any call that results in a disqualification, should be undertaken with serious consideration of the fact that competitors have dedicated time, money and in many cases traveled long distances to participate in competition. Therefore, it is imperative the judging decisions leading to disqualification be valid and worthy of this action. In other words judges must be prudent and not be giving warnings flippantly or frivolously.

Sparring matches are two minutes in length and time is continuously running whether the competitors are sparring or the judges are making a call, unless the center judge call for the time to be stopped. It is extremely important that the judges make timely calls and that the head judge counts the points in a fast and efficient manner so as not to waste the competitors sparring time.

At the end of the two minutes, the competitor with the most points is the declared the winner. In the case of a draw (tie), competitors will be given one minute rest and then they will fight another two minutes as if starting a new match. If the match should be tied at the end of the second round then the competitors will go into a sudden victory situation in which the first point that is scored will determine the winner of the match.

## ***Responsibilities***

As described in the general responsibilities section of this manual, the center referee is responsible for all aspects of the sparring competition, the competitors, and the judging team. In addition, the center referee is responsible for bringing the competitors in to and out of the ring, starting and ending the match, starting and stopping the competition for scoring, determining points and warnings by tallying the judge's calls announcing points and warnings to the score keeper, and calling for time outs (stop time) when necessary.

Corner judges are responsible for calling points and warnings as they are observed throughout the match (as described below). Any judge (center or corner) who observes a point, warning or any other occurrence that requires stopping the ring should yell, "Stop!" loud enough for the competitors and the center referee to hear. The center referee is generally responsible for stopping the competitors and requiring them to return to their starting points within the ring, but all the judges should make the call to stop the ring if they determine something requires a call be made or that the competition should stop for any reason.

Corner judges are also responsible for assisting the center referee with any aspect of the competition that should be addressed. This includes making the head referee aware of any situation that requires action on the part of the judges or center referee. This is an important aspect of the corner judge's responsibilities which ensures the fairness of the competition and also ensures the safety of the competitors. Corner judges should make the center referee aware of equipment problems, if there is an observable injury, any activity within or outside of ring that needs to be addressed, and if there is a perceived discrepancy in the tallying of a call. During the match the corner judge should yell "Stop!" for any such occurrence, and in the case of a perceived scoring mistake, should call for clarification of the call by respectfully asking the center referee for a clarification. Once a corner judge asks the head referee to clarify a call the best way to accomplish this is to simply ask the judges to once again show how they made their previous call, recount and make a final declaration. Corner

judges should be very confident that there was an error in how the previous call was counted before they ask a center referee to recount the call. If this call for clarification is over done or if it is done frivolously and without merit it will undermine the flow, integrity and credibility of the competition. A clarification call can help in maintaining the fairness of the competition but only if it is used properly and only when absolutely necessary.

Corner judges should sit attentive to the competition with their back away from the back of the chair and their feet flat on the floor. Their two hands should hold the flags on each knee with the color of the flag corresponding to the judges' perspective on the competitors, (i.e., from your corner, if red is on the left then that red flag should be in your left hand).

The coordinators are responsible for obtaining the competition ladder for the division from the chief coordinator, ensuring that all of the competitors are present for their division and that the competition ladder is set up properly. Utilizing the competition ladder, the ring coordinator will call the competitors to the ring. The ring coordinator will also call the "on deck" competitors so they can begin stretching to prepare for their upcoming match. During the match the coordinators are responsible for keeping time by starting the stopwatch at the beginning of a match, allowing the time to run for two minutes unless told to stop time by the head judge, and when two minutes has passed to shout, "Time!" and, if available, to throw a small beanbag into the ring to alert the head referee, corner judges and competitors that the time of the match has expired. Contact and non-contact warnings should be delineated (kept and tallied separately). The score keeper is responsible for recording and tallying points and warnings. It is the scorekeeper's responsibility to keep the head referee apprised of the warning count for both contact and non-contact warnings. Remember contact warnings are also counted in the total with non-contact warnings (i.e., one face contact warning and one running out of the ring warning equals two warnings and constitutes a loss of one point). The coordinators should keep track of the winners and advance them to the next round on the competition ladder. They are also responsible for procuring the awards from the trophy/award table or the trophy/awards manager. They also must return the sparring ladders that contain the results to the chief coordinator for recording and archiving.

## ***Scoring and Scoring Considerations***

The various flag signals are standardized for clarity and consistency in judging and counting points and warnings.

1. Point - Judge raises the competitors corresponding color flag overhead.
2. Two points - same as calling a point while simultaneously extending two fingers.
3. No point - Both flags are crossed and held in the low position between the legs.
4. No See - Both flags crossed and held in front of the eyes.
5. Warning/Point - tap both flags together, then hold the corresponding competitor's color flag up as in number one.
6. Warning/No Point - tap both flags together and hold corresponding color flag to the side at about chest height.
7. Warning/Disqualification - tap both flags together and then hold corresponding color flag down to the low position and to the side of the judge's body.

Occasionally the center judge will ask for verbal confirmation of a call and the terminology for confirmation should be the same as the title for each call listed above. The center judge utilizes the same signals using their hands to make calls as they do not have the benefit of having a set of flags.

The judging decisions are basically made by a majority of the judges. In the case where there are five judges this means a minimum of three of the five judges must agree on a call for it to be validated. In the event that one or more judges are calling “no see”, then a majority of the remaining judges are required to make a valid call. If four judges call no see, a single judge cannot represent a majority. In this case the head judge should make the call that there is “insufficient majority to make a call”.

A “no see” call is utilized when a judge cannot actually see if a point was executed. This can occur because the competitors are positioned in such a way that the line of sight for the contact of the technique is occluded (blocked). An important aspect of the “no see” call is when the presumed trajectory of a technique is visualized but not the actual point of contact. This commonly occurs when a competitor’s back is to the judge and a technique is executed (i.e. round kick) to the front of the body. Although, there is an unobstructed view of the trajectory of the technique being thrown, the actual point of contact cannot be visualized and therefore the possibility of a block or the possibility that the technique landed on the arm of the opponent and not on an actual point area is not actually observed. The use of the “no see” call is extremely important to ensure the fairness and the honesty of the judges. “No see” calls are eliminated from consideration in the head referees tallying of points and warnings. The “no see” call allows the judge to be honest about whether they think the technique scored and maintains the integrity of the competition by allowing only those judges who actually saw the technique decide whether or not the technique actually scored.

1. Five judges - majority of three needed to call a point
2. Four judges call, one says “no see” - majority of three needed to call a point
3. Three judges call, two say “no see” - majority of two needed to call a point
4. Two judges call, three say “no see” - need both judges to call a point
5. One judge calls, four say “no see” - no call, insufficient majority.

The “Stop Time” calls are utilized as necessary for any detraction from the competition. The head judge should call “Stop Time” when there is a question of injury, a uniform or equipment malfunction that needs correction, if there is a need to call the judges to the center to discuss an issue, or anything that detracts from the actual competition and calling of points and warnings.

## ***Conducting the Event***

After the center referee has ensured that the ring is set up appropriately, the judging team is assembled and ready, and the competition ladder and competitors are in place, they will then call the ring to attention and bow in the division as previously described. The competitors will then sit at the back edge of the ring, and the coordinators will call up the first two competitors and announce the “on deck” competitors. The competitors shall go to the back line of the ring, the first called standing to the right of the judges (the junior position) and the second competitor called will stand to the left of the judges (to the right of the first person called, in the senior position). They will bow at the edge of the ring showing respect to the contest and its rules and its regulations. They will then enter the ring and proceed to the starting lines. The center referee will have them bow

to him, then bow to each other and he will place the red sash on the competitor to his right. The center referee will then ask the competitor his name and call out his name to the coordinators and confirm that he/she is the red competitor so as to make sure that points and warnings are attributed to the correct contestant. The competitors will line up behind the center markings (fighting lines), assume a fighting stance at the center referee's command. After the center referee is confident that his corner judges and coordinators are ready he will begin the match either by yelling a command and/or with a hand signal which begins between the contestants and pulls backward towards the referee as he gives his verbal command to begin the match.

During the match, corner judges and the center referee will observe the sparring, stopping the ring as necessary for points, warnings or other events. The center referee will stop the match by shouting either "Stop" (English) or "Koman" (Korean) when a call is required. He will then bring the competitors back to the starting lines, and will ask the judges for their call by the following command, "Judges Call". All four judges and the center referee must indicate their call using flags signals, (or in the center referee's case with hands), immediately as the command is given without hesitation. Center referees are not allowed to indicate their "call" prior to the corner judges. Center referees are generally more experienced than corner judges and it is possible that a strong center referee could influence a less experienced corner judge. It is for this reason that it is imperative that all judges including the center referee make their call at the same time. Delaying the call and not presenting a flag signal simultaneously with the rest of the judging team gives the appearance that a judge is looking at the rest of the judging team to observe their calls before they make their decision. This can give the appearance that the judge either lacks confidence, is unprofessional or is being partial. Either way, giving this impression to the audience, competitors or the other instructors in attendance will undermine the integrity of the event. After achieving a prompt judging decision from the judging team, the center referee will tally the judge's calls and announce the resultant decision directly to the coordinators. He/she will then have the competitors bow to each other and assume a sparring stance and restart the match. The center referee will conduct this entire process as quickly and as efficiently as possible so as to not waste any valuable competition time for the contestants.

The match time will run for two minutes without a time out unless there is a situation in which the center referee feels that stopping the time is necessary. The uses of the "Stop Time" call have been discussed in another section of this manual. If a time out is called for a suspected injury, the uninjured competitor should kneel at his starting line with his back to the other competitor while the situation is being assessed.

At the end of the match the center referee will bring the competitors back to the center starting lines, ask if there are any additional calls, make any last additional calls and have the competitors bow to each other and bow to him/her. Also, as a good gesture the center referee should have the competitors shake hands. Then the center referee will step between the competitors grabbing one of each of their wrists while facing the head table and indicate the winner by raising the winner's hand or a tie by raising a hand from each competitors crossing them overhead. After the contestants bow to the head referee they will either take a 1 minute rest in the case of a tie, or exit the ring without turning their back on the head referee. At the outside edge of the ring they will again bow towards the ring showing their respect to the contest and the decisions made during the match.



## [ **Team Sparring** ]

### **Ring Set Up and Equipment**

The ring is set up such that the coordinators' backs are to head table, with each team lined up along the sides of the rings facing each other with four judges in each of the corners and the head referee in the center.

The equipment required for this event is the same as individual sparring, except for the necessity of a coin for the initial coin toss.

### **Competition Ladder**

Sparring teams will compete against each other in a competition ladder identical to that of individual sparring competition. All competition will be on a single elimination basis. With the winner advancing to the next round. While it is preferred that competition ladders be arranged so that teams from the same country are not competing against each other until it is absolutely necessary, it will be absolutely observed that under no circumstances shall two teams from the same country compete against each other in the first round.

### **Rules**

Team sparring competition is represented by both women's and men's teams. In the women's event, each team will be comprised of three women who may range in rank from 1st dan through master ranks. In the men's event, each team will be comprised of five men who may range in rank from 1st dan through master ranks.

In the team sparring event each team will have a designated team captain, who will be responsible for calling "heads" or "tails" during the official coin toss to determine which team will send out first. Following the coin toss, each team's captain will be responsible for the order in which the team sends its members to compete.

Team sparring is essentially comprised of a series of individual sparring matches and therefore all the same rules for individual sparring apply during the team sparring matches.

### **Responsibilities**

All the responsibilities of the head judge and the corner judges are identical to individual sparring competition. The coordinators, in addition to keeping track of the score between competitors of each match, have the additional responsibility to track the score for the total matches won/lost by each team as teams with the most wins advance to the next round.

### **Scoring and Scoring Considerations**

Individual matches during the team sparring events are scored exactly the same as individual sparring events. However, the method of determining which team advances to

the next round is based on which team has the highest number of winning matches during each team competition. Tie scores on individual matches are not broken. They are considered ties and count as 1/2 match won for each team towards the final overall tally. If a team were to win three straight matches, it would not be necessary to proceed with the remaining two matches.

If at the end of all five matches the teams are tied for matches won, then the team captains will decide upon a team member that will compete to break the tie. If at the end of their match the score is still tied, then they will go into a sudden victory situation with the first point scored determining the winner.

## ***Conducting the Event***

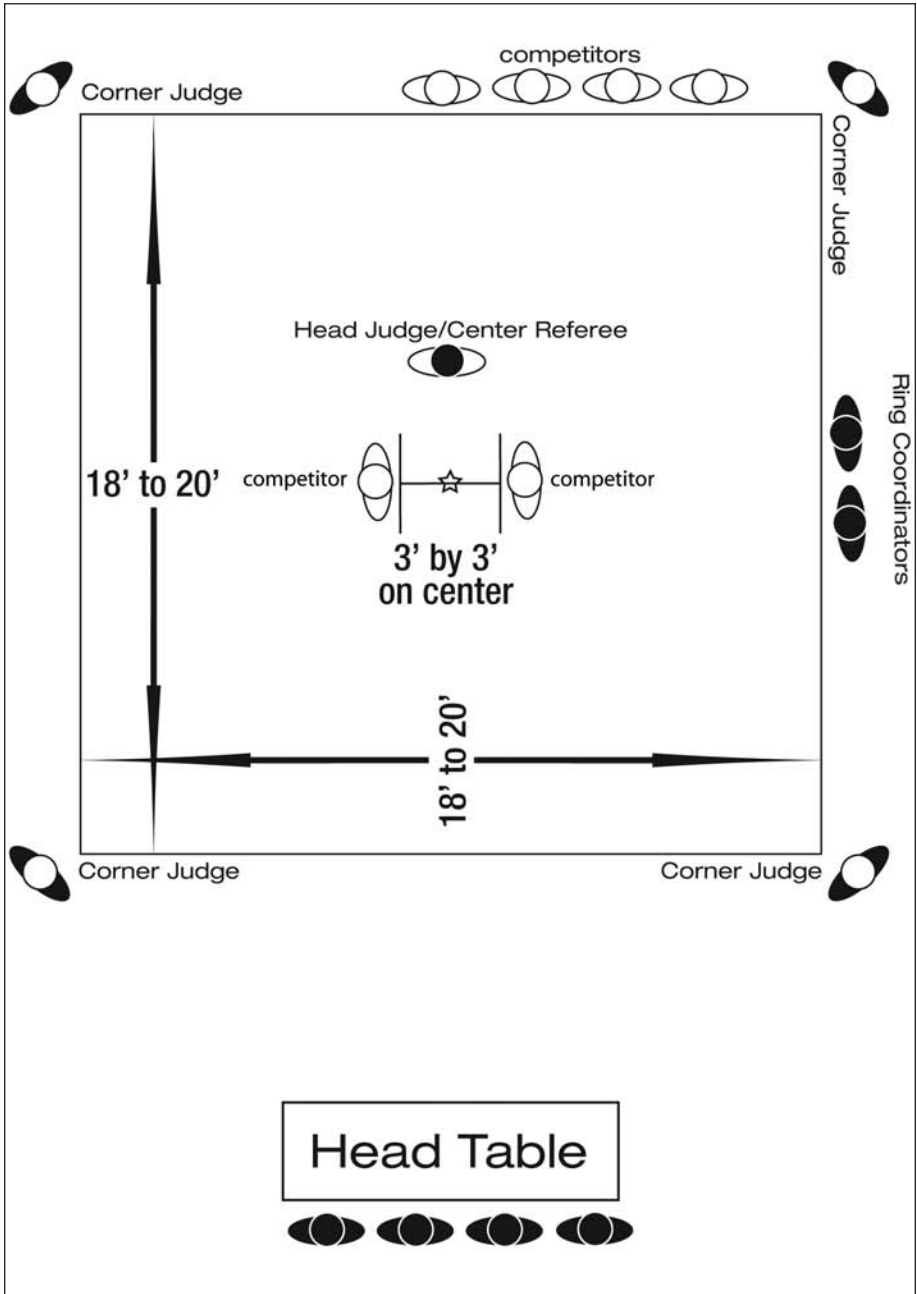
At the beginning of the match the center referee will have both teams line up at the sides of the ring. The judges and center referee will proceed to the center of the ring and stand in a straight line. He will then instruct both teams to bow to the head table and then bow to the judges and then bow to each other. After the bowing in ceremony, the center referee will instruct the teams to sit down by the side of the ring facing each other. The corner judges will then proceed to the chairs that are set up in each corner and they will take a seat. The center referee will call for the team captains to come to the center of the ring. They will bow at the edges of the ring and come together with the center referee in the center of the ring. The center referee will perform a coin toss. The winning captain can either elect to send the first fighter or request that the other team captain send their competitor in the ring first. Team captains can thereby match-up their competitors based on whom they feel will be the best suited for each individual match as they see which competitor the opposing team sends to the ring. In this way team captains can develop a strategy for their team in each round in which they compete. After the initial match the center referee will alternate which team captain sends their competitor to the ring first. This allows each team captain the opportunity to match their competitor to whomever the opposing captain sends on an alternating basis.

During the competition, the team captain who is charged with sending a competitor to the ring will choose their competitor, and that competitor will stand at the edge of the ring on that team's side of the ring while the team captain for the opposing team chooses their competitor. Then both competitors will bow and enter the ring as per individual sparring competition protocol. The sparring match then will proceed in the same manner as individual sparring competition.

Team members are allowed to encourage and cheer on their teammates during the competition, however coaching from the side is only allowed by team captains. No senior master, country head or persons not on the team are allowed to coach. ALL coaching is conducted by the team captains only.

At the end of the competition the presentation of awards is conducted in the same way as described in the Team Hyung section of this manual.

[ Ring Layout ]



# [ Competition Ladder ]

## Worldwide Tang Soo Do Family Tournament

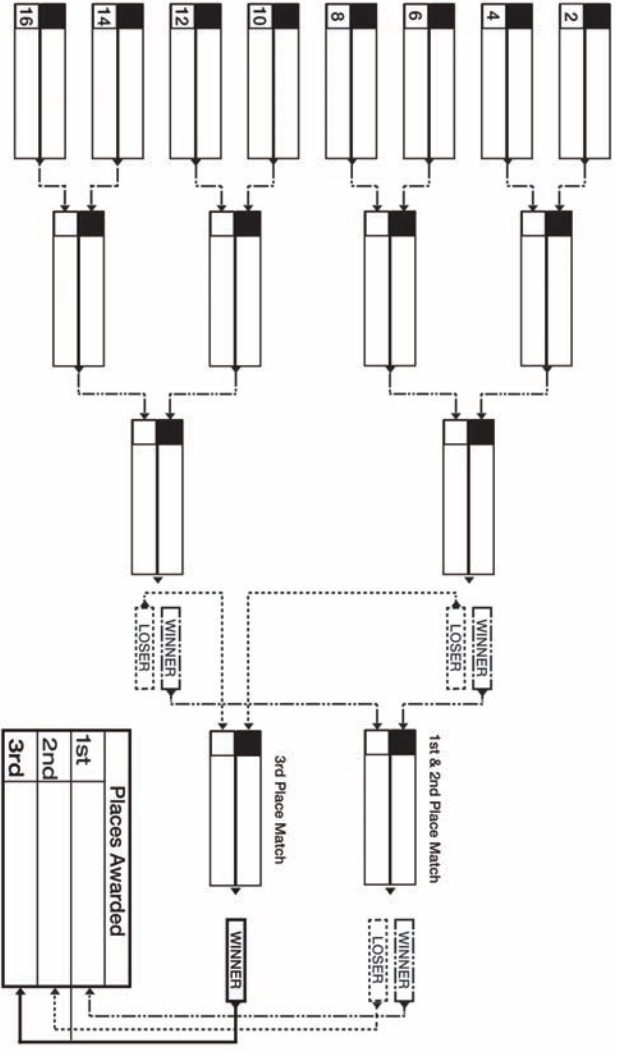
Fighting Division: \_\_\_\_\_ DATE: \_\_\_\_/\_\_\_\_/\_\_\_\_

9-16 Competitors  
Eliminations

Competitors  
Quarter-Finals

Competitors  
Semi-Finals

2 Competitors  
Finals



[ *Forms Competition Ladder* ]

Forms Competition		Places Awarded							
Division:		1st							
1		2nd							
2		3rd							
Judges		DATE							
3		/	/						
4									
5									
Name		1st	2nd	3rd	4th	5th			
TOTAL									

**INDIVIDUAL**

**Worldwide Tang Soo Do Family Tournament**

**Worldwide Tang Soo Do Family Tournament**

Forms Competition	
Division:	
1	
2	
3	
4	
5	

Judges

Places Awarded	
1st	
2nd	
3rd	
DATE	
/ /	

**TEAM**

TECHNICAL						ARTISTIC						GRAND TOTAL		
Name	1st	2nd	3rd	4th	5th	TOTAL	Name	1st	2nd	3rd	4th	5th	TOTAL	

[ Competition **Ladders**  
 “bye” system **7&9** ]

