

WORLD TANG SOO DO ASSOCIATION



2016 OFFICIAL CHAMPIONSHIP RULES

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FOREWORD



One of the profound philosophies of Tang Soo Do lies in our attitude towards competitive spirit and physical competition. The difference between Tang Soo Do and other martial arts is that we are not a sport; we “compete not against others, but with ourselves.” Competition is a very small part of our requirement to develop the competitive spirit, and only one activity or means in which to stimulate our efforts to achieve the ultimate goal of Tang Soo Do training.

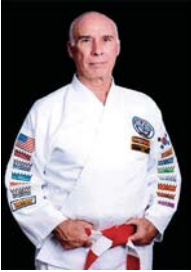
Performance in a championship needs a certain unified form of execution. Therefore, rules are necessary to ensure the quality of Tang Soo Do and to provide an equal and fair opportunity for all contestants to show the very best of their abilities.

This rule book is a guide to train all participants and to make the best of all sanctioned championships and their officers. It is important to regulate all WTSDA championships with the same rules and regulations so all participants and judges can become familiar with them worldwide from one tournament to the next. With this familiarity comes more interest and confidence in our abilities.

We all realize these rules may not be the final answer. There may be an occasion to modify them in the future. However, no matter how well rules are written, it is the user’s deployment of these rules, which make them a success.

Jae C. Shin
Grandmaster and Founder
World Tang Soo Do Association

FOREWORD



We are reminded that Tang Soo Do is a Martial Art and not a sport. Furthermore, we are urged to “compete with ourselves, and not against others”. The competitive spirit is an important part of having a proper attitude that builds character.

This rulebook is an essential guide to stimulate the right attitude. We are expected to learn and follow this rulebook to make all sanctioned championships of our WTSDA unified. This builds our confidence and professionalism. Whether participant or official, we commit ourselves to following this rulebook, and showing respect to our Tang Soo Do.

Robert E. Beaudoin
Grandmaster
World Tang Soo Do Association

ACKNOWLEDGMENTS

We would like to thank all the members of the World Tang Soo Do Association who participated in the numerous revisions of this championship rule book in order to clarify terminology and make it more understandable for our members and their families. Special recognition goes to Richard Arteca, Chairman of the Judging Committee and Jeannette Arteca for their efforts in reorganizing and revising this version of the rule book. A special thank you to the following who contributed to the Sixth Edition:

Robert Beaudoin, Pahl Dan

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Frank Fattori, Oh Dan

Roy Uttech, Oh Dan

Brian Fisher, Oh Dan

Richard Arteca, Oh Dan

Scott Merrill, Sah Dan

Nicole Peterman, Sah Dan

Kristen Winsko, Sam Dan

Jeannette Arteca, Sam Dan

WTSDA Photograph Committee

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*Grandmaster Shin and Grandmaster Beaudoin
at the 2010 World Championship.*

OPENING CEREMONIES

The event will be conducted by the Master of Ceremonies (M.C.) as follows:

1. M.C. has the participants line up by rank with clapping
2. Warm up conducted by a pre-designated senior Dan member
3. Basic hyung by entire group
4. Grandmaster enters the room. M.C. says “*Cha ryut, Kwan Chang Nim e kyung yet.*”
5. Invocation by pre-designated individual
6. M.C. calls salutation:
 - A. *Cha ryut*
 - B. *Kukgi bae rye*
 - C. *Baro*
 - D. *Muk yum*
 - E. *Baro*
 - F. USA or country’s national anthem is played
 - G. WTSDA anthem is played
 - H. M.C. or pre-designated lead in Five Codes
 - I. *Kwan Chang Nim e kyung yet*
 - J. *Sah Bum Nim e kyung yet*
7. M.C. has participants separate into two sides for return of cups
8. M.C. makes opening remarks
9. M.C. introduces Regional Director or other designated individual to introduce other Masters and guests
10. M.C. introduces Grandmaster
11. Grandmaster gives welcome address
12. M.C. moderates all awards/presentations (Hall of Fame, Scholarship, Building Fund, Roundtable, others)
13. M.C. and pre-designated assistant(s) facilitate Dan presentations
 - A. Performance of newly promoted Dan members
 - B. Recognition of newly certified Dan members
 - C. Black Belt oath
 - D. Family recognition/pins
14. Grandmaster facilitates Sah Dan/Master presentations
15. M.C. clears the floor
16. Masters Demonstration (if applicable)
17. Creativity winner’s demonstration (if applicable)
18. M.C. has participants line up again
19. Rules explanation by pre-designated individual
20. Championship oath led by pre-designated individual (senior competitor)
21. Begin competition

CHAMPIONSHIP OATH

“I swear that I will show my pride and honor,
being a member of the World Tang Soo Do Association,
and will demonstrate the ultimate Tang Soo spirit
by obeying all rules and regulations. Tang Soo!”

CHAMPIONSHIP GENERAL RULES

The following are the general rules for **ALL** areas of competition during WTSDA Championships. Rules specific for Gup and Dan divisions of hyung, breaking, creativity, and dae ryun are provided as well as specifics for Tiny Tigers and Little Dragons divisions. There are no exceptions to the rules unless specified by individual tournaments.

1. Competition is open to all registered members of the WTSDA except for Sam Dans who have been invited and accepted the invitation to at least one Master's Clinic. For the sake of good sportsmanship, Sam Dans who have accepted the invitation to attend at least one Master's Clinic relinquish the opportunity to compete in **ALL** areas of the competition including minor roles such as board holding in Creativity and others.
2. All judges and competitors must wear traditional, official WTSDA dobok as described in the Gup and Black Belt Manuals. The dobok must be clean and have all WTSDA patches, trim and solid colored belt relevant to the rank of the individual. The only exception will be for creativity competition during which the competitor may wear a costume appropriate to the theme of the team entry. Violations of the dress code will result in elimination from competition and/or judging duties.
3. Competitors must keep their nails cut short and must not wear any article, which may in the opinion of the judges or arbitrators, endanger or cause injury to other competitors. Prescription glasses are allowed.



For any Championship to run smoothly, it is important for everyone to follow the commands of the head table.

4. Jewelry or piercing of any kind may **NOT** be worn.
5. Competitors must furnish their own competition materials such as safety gear, weapons, boards, etc.
6. All WTSDA members must salute the flags each time they enter or leave the Championship floor. (Show and maintain proper classroom etiquette).
7. All WTSDA members and their guests must conduct themselves with courtesy and respect. All WTSDA members are encouraged to support other members in an enthusiastic, friendly, and positive manner. No inappropriate comments to performers are permissible.
8. Proper discipline and attitude must be shown at all times.
9. All competitors must display respect and courtesy to guests.
10. All advanced ranking members must show exemplary conduct and look after junior ranking members.
11. Everyone, whether participating or attending as a spectator, must follow the commands of the head table.
12. Only competitors and officials are permitted to enter the competition area.
13. Judges are to remain on duty in their assigned ring even though there are competitors from their studio. Highly respectful, fair decisions are expected in the Tang Soo spirit.
14. Unless assigned to another duty by the head table, all judges will remain in the same ring for all categories of competition and must remain there until dismissed.
15. Complaints or appeals by competitors during the Championship will not be allowed. Decisions of the officials shall be final. The competitor's instructor shall report any questions necessary to the head table and the head table or other appropriate Championship official shall investigate and determine if any corrective action is necessary. Shows of discord are subject to official censorship. Videotape replay will **NOT** be considered in the arbitration of a judge's or arbitrator's decision or to reverse a decision. No instant replay will be allowed.



Performing Sae Kye Hyung Il Bu at the opening ceremonies.

16. In the event a competitor is disqualified for any reason while in the ring, the vote to remove them must be unanimous for the judges who will then notify the arbitrator and Championship director of their desire. The Championship director, arbitrator and judging team make this decision. The disqualification is final and may not be appealed. Disqualification may occur with respect to (i) each individual event as described herein or (ii) the entire championship. In the event a competitor is disqualified, the competitor is expected to demonstrate proper competition ethics and obey the instructions of the championship officials. Disqualifications are typically event specific, but in the event of severe misconduct, a competitor may be disqualified from each event for which such competitor is registered.
17. In the event the Championship officials (judges, arbitrators or other appropriate Championship staff) believe a competitor's behavior to be egregious (that is, if the behavior is that the competitor has committed an act which would likely harm the prestige and honor of the WTSDA or behavior which is inconsistent with the competition ethics required of all competitors and attendees), and the officials believe the competitor's continued presence at the event will be disruptive, the competitor may be ejected from the tournament. In the event a competitor is ejected, the ejection is final and may not be appealed. In the event a competitor is ejected, the competitor:
 - A. Will be notified by an arbitrator that he/she must leave the venue;
 - B. Will not be permitted to compete in any remaining events he/she is registered for;

- C. Will be disqualified from any event during which such behavior occurred (see disqualification information above);
- D. Will be disqualified from consideration for a cup.

The security staff may be asked to escort the ejected competitor from the competition floor and the competitor shall not be permitted to return to the floor. In the event of an ejection, the details of the matter will be forwarded to the appropriate personnel at the Championship head table, WTSDA headquarters and the competitor's instructor for handling of any potential disciplinary action that the WTSDA may deem appropriate based on the facts and circumstances of the situation leading to the competitor's ejection. Additionally, the Championship directors and arbitrators may ask any person in attendance to leave the competition venue if they believe the presence of such person is disruptive.

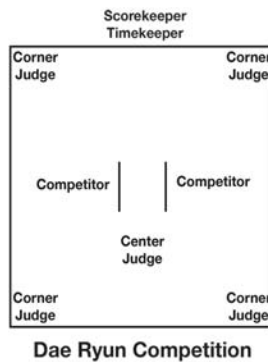
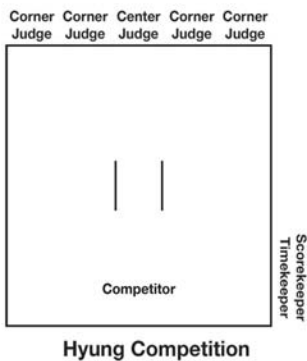
17. Competition Ethics - Fairness, integrity, respect and humility are important values in competitions as well as the basis of our Tang Soo Do training. Good ethical character is highly valued by competitors, spectators, instructors, and judges and contributes to the success of any event for everyone involved. Compliance with these principles is required of all attendees.

- A. Participants - Appeals of decisions made in the ring will not be allowed under any circumstance. Complaints by the competitor should be taken to their instructor who may then go to the head table.
- B. Instructors, Parents and Spectators - Coaching is not allowed. Provocative behavior at the side of the ring will not be tolerated. If you feel that application of the rules has been improper, report it to the head table who will assign an arbitrator to review any incident.
- C. Judges - Intentional prejudice, careless application of the rules, or lack of attentiveness, shall be cause for immediate dismissal from their duties. This disrespectful conduct will remain on record and the official will be eliminated from future opportunities.

18. The competition ring shall be 20' x 20'. This rule may be altered according to the floor situation. However, the area shall be no

less than 15' x 15'. Each ring must be squared off with two lines marked in the center at least 4 feet apart for the competitor's starting position for dae ryun competition.

19. Officials - Those listed below in A, D(i) and D(ii), plus the Championship Director and other representatives of the head table, as well as (when present) the Grandmaster, Regional Director, Legal Counsel and are considered "Championship Officials" for purposes of this rulebook.
- A. Each competition should have at least one arbitrator.
 - B. Each competition is required to have a medical staff.
 - C. A facilitator may be used for tournaments with a creativity division. The facilitator will help organize the teams before the competition begins and will assist with ring management under the direction of the center judge.
 - D. Each ring shall consist of the following:
 - (i) One center judge;
 - (ii) Two (2) corner judges for Gup divisions or four (4) corner judges for Dan divisions;
 - (iii) One scorekeeper;
 - (iv) One timekeeper (the scorekeeper can also act as the timekeeper if necessary).



Positioning of ring staff for the hyung and dae ryun competitions.

OFFICIAL DUTIES OF THE ARBITRATOR

Official duties of the arbitrator include:

- Assist Competition Manager
- Must be thoroughly trained in all rules and regulations as published by the WTSDA.
- Roams competition floor throughout the event.
- Consulted on issues that cannot be resolved by judges.
- Resolves competition questions from instructors, students and/or parents in a fair manner.
- Investigate judges having any problems or complaints regarding the center judge and handle accordingly.
- If any ring is causing constant complaint, report it to Judging Coordinator (Chief Arbitrator or Competition Manager) and replace the official or officials.
- Replace judges, scorekeepers or timekeepers in ring if:
 - There is lack of attention to duty.
 - There is a prejudiced decision.
 - Insufficient knowledge of rules and/or regulations.
 - Not following rules and regulations.
 - Bad manners.
 - Getting complaints because there is not enough explanation (words or signs) regarding decision.



Arbitrators resolve any issues during competition to ensure fair and consistent judging.

RULES FOR HYUNG COMPETITION

In addition to the General Championship rules, the following rules apply to competition for weapon hyung, traditional hyung, creativity and breaking categories.

OFFICIAL DUTIES SPECIFIC FOR HYUNG COMPETITION

The competitors have worked very hard for this competition and judges must act in a professional manner. It would be unfair for them to receive sloppy or unprincipled judging.

Center Judge (Certified - Regional or International Level)

It is the responsibility of the center judge to set up and run the ring in an efficient, fair, and consistent manner. Duties include:

- Score using fair judgment.
- Conduct a professional competition in the ring; instruct competitors and all ring staff of the conduct expected from them.
- Receive division assignments from the head table.
- Be sure all equipment is returned to the head table after completing all competition in their ring.
- After verifying the results, announce decision of winners and certify all records before sending them to the head table.

Corner Judge (Certified - Corner, Regional or International Level)

- Score using fair judgment.
- Assist center judge in administering decisions.
- Assist in ring management as directed by center judge.

Scorekeeper

- Pick up and drop off ring paperwork to/from the head table, if necessary.
- Call names in a loud, clear voice, record scores, calculate scores, and report results to the center judge. Neatness counts! Please PRINT – legibly – at all times.
- All scoring sheets should be covered during the competition to prevent the audience from seeing the competitors' final scores.

Timekeeper

- Assist scorekeeper as needed.



The judges, scorekeeper and timekeeper work together as a team to have the competition in their ring run smoothly and efficiently.

HYUNG COMPETITION PROTOCOL

After competitors report to the ring, the scorekeeper collects the competition cards. Competitors' names are checked against the list in the envelope. If anyone is missing, or someone is not on the list, the scorekeeper consults with the center judge who then checks with the head table before beginning the competition.

1. All competitors in the division line up and *kyung yet* to the panel of judges.
2. Center judge instructs and reminds competitors of the competition rules, then has the competitors sit behind the line outlining the ring.
3. Scorekeeper stands and calls the first competitor and announces the next "on deck" competitor in a loud, clear voice. Competitors may have similar first or last names, and the scorekeeper must make sure the correct competitor is performing.
4. The competitor answers in a clear and loud voice "Yes, sir" or "Yes, ma'am," *kyung yet* before entering the ring and quickly comes forward to the judges. The "on deck" competitor stands outside the rear of the ring and gets ready.
5. As the competitor comes to the judges, he/she *kyung yet* to the judges, then assumes *choon bee* stance. The competitor announces their name, studio name and hyung name in the

following manner “Judges, my name is _____; my studio is _____; the hyung I would like to perform for you is _____. With your permission, judges.” After permission is received from the center judge, the competitor returns to the starting position at the back of the ring making sure not to turn their back to the judges and begins their hyung.

6. Upon completion of the hyung, the competitor assumes *baro* stance and remains facing the judges for their scores.
7. Center judge confirms all judges are ready to display a score and commands “Judges score.” All judges will then show their own score simultaneously, without hesitation or interference. Judges should hold their score high and visible to the scorekeeper as well as to the competitors. At that time, the timekeeper announces the scores in a loud, clear voice as the scorekeeper enters the scores next to the competitor’s name. All scores should be announced, including the decimal point (i.e. 7.9 = as 7 point 9).
8. After all scores are spoken aloud, the contestant will *kyung yet* and leave the ring making sure not to turn their back to the judges.
9. Repeat steps 3 to 8 until all competitors have been called.
10. A competitor may not enter a division late without the approval of an arbitrator. If a division is completed, the competitor may forfeit the chance to compete in a certain division.



Judges remind competitors of the rules as well as offer words of encouragement.

PERMITTED HYUNG

The only hyung permitted are those required by a contestant to enter their current rank or the one(s) needed to obtain the next rank, listed as follows. The ONLY exception is that 3rd and 4th Gup students will be allowed to compete in Weapons division performing Bong Hyung Il Bu, as listed below.

Empty Hand Hyung

10th Gup	Sae Kye Hyung II Bu
9th Gup	Sae Kye Hyung II Bu or E Bu
8th Gup	Sae Kye Hyung E Bu or Sam Bu
7th Gup	Sae Kye Hyung Sam Bu or Pyung Ahn Cho Dan
6th Gup	Pyung Ahn Cho Dan or E Dan
5th Gup	Pyung Ahn E Dan or Sam Dan
4th Gup	Pyung Ahn Sam Dan or Sah Dan
3rd Gup	Pyung Ahn Sah Dan or Oh Dan
2nd Gup	Pyung Ahn Oh Dan or Bassai
1st Gup	Bassai or Naihanchi Cho Dan
Cho Dan Bo	Naihanchi Cho Dan or Sip Soo
Cho Dan	Sip Soo or Naihanchi E Dan
E Dan	Naihanchi E Dan, Sam Dan, or Jin Do
Sam Dan	Naihanchi Sam Dan, Jin Do, Ro Hai, or Kong Sang Koon



Professionalism from the judges includes their undivided attention during a competitor's performance as well as fair and unbiased scores.

Weapon Hyung

4th Gup to 2nd Gup	Bong Hyung II Bu
1st Gup	Bong Hyung II Bu or E Bu
Cho Dan Bo	Bong Hyung E Bu
Cho Dan	Bong Hyung E Bu or Sam Bu
E Dan	Bong Hyung Sam Bu or Dan Gum or Ki Cho Jang Gum Hyung
Sam Dan	Dan Gum, Ki Cho Jang Gum Hyung or Jung Koop Jang Gum Hyung

Any sword or dagger, which is used in competition for Dan Gum Hyung or Jang Gum Hyung, must be metal and dull-edged, including creativity competition. Wooden Dan Gum or Jang Gum are not permitted during the weapon hyung competition. Competitors must be at least 16 years old to perform Ki Cho Jang Gum Hyung or Jung Koop Jang Gum Hyung.



All swords and daggers must be metal and dull-edged.

SCORING

Judges must be diligent about focusing their total attention on every competitor's performance. Judges must be impartial and award fair and unbiased scores to all competitors. Judges shall use the following criteria to arrive at fair and consistent scoring:

Performance Criteria

- Understanding of hyung
- Skill of hyung execution
- Degree of perfection, according to individual's age and physical condition

- Degree of difficulty in performing hyung
- Contestant's attitude
- Rhythm and feeling put into hyung
- Speed and coordination of techniques
- Balance, power, and focus

Hyung Variation

Contestant's small variation in hyung techniques shall **NOT** affect the scoring decision. It is the Technical Advisory Committee of the World Tang Soo Do Association's duty to correct differences, not the Tournament Committee or the judges.

Point System

10 - perfect

7 - average

9 - excellent

6 - below average

8 - good

5 - poor



Scorekeepers tabulate the scores while the next competitor is performing.

Mandatory Deduction for Hyung Scores

If a competitor makes a mistake and requests a restart, he/she may be allowed to do so. However, judges must deduct points from their score. For **all** competitors, judges must deduct from 0.5 point from their score, regardless of rank. Point deductions must be given for **EVERY** restart. No more than two restarts are permissible regardless of rank; which means that the competitor will have three tries to perform the hyung (first attempt and two possible restarts). If after the third failed attempt, the contestant still cannot perform the hyung, he/she will receive the lowest score possible (5). Before calling for scores, the center judge will announce that the score given

reflects a point deduction based upon the need to restart the hyung.

Calculating the Final Score and Places

The scorekeeper's responsibility is to ensure that all competitors' scores are accurately recorded and calculated, not to watch each contestant compete. The scorekeeper calculates the scores immediately after the competitor's score have been announced and while the next competitor is performing.

- If there is a three-judge panel, all scores will be included.
- If there is a five-judge panel, the highest and lowest scores will be eliminated and the three remaining scores will be totaled.

The highest four scoring competitors win: 1st place, 2nd place, 3rd and co-3rd places. In the event of a tie in a five-judge panel, the high and low score are added back to determine the winner. If there is still a tie, or in the event of a tie with a three-judge panel, the scorekeeper informs the center judge. The competitors who have tied scores must repeat the **same** hyung originally performed. The competitors go one at a time. A flip of a coin or equivalent will determine who goes first. In the event there is a tie the second time, the tie will be broken by an indication by the judges to their choice of winner. When the center judge calls, each judge will indicate which competitor they believed performed better by pointing to that competitor. The majority of hands will determine the winner.

RESULTS AND AWARDS

Upon completion of the entire competition in the assigned ring, the center judge will verify scores and all information written on the sheet(s) by the scorekeeper.

1. Once the four winners have been determined, the scorekeeper neatly PRINTS the winners' names, ranks and dojangs on the scoring sheet.
2. The scorekeeper transfers the same winners' information to the outside of the competition envelope – NEATLY.
3. All the judges, scorekeeper and timekeeper must sign the competition envelope.

4. The completed envelope is given to the center judge (a completed envelope includes scoring sheet and competition cards) to announce winners.
5. All contestants will line up and the center judge will announce the winners and their respective places. Winners should step forward from the line to the spot designated by the center judge.
6. Congratulations and other brief remarks shall be given by the center judge.
7. Winners' awards may be presented at the ring or sent to the Awards Desk, according to individual Tournament arrangements.
8. After all is completed, competitors *kyung yet* to the judges, then everyone raises their right hand, and an enthusiastic "***Tang Soo!***" is shouted before the competitors are dismissed.
9. Completed paperwork is sent to the head table after all divisions are complete.
10. Assigned judges and scorekeeper/timekeeper must remain in the same ring for further assignment unless dismissed by order of the head table.



All competitors deserve "Congratulations" for their hard work and dedication.

RULES FOR CREATIVITY COMPETITION

The creativity category is a competition open to the interpretation of the competitors: self-defense, one-step, three-step, breaking, weapons, and choreographed scenes are examples of the type of activities that the participants may select. Common sense safety practices must be followed when performing to ensure no one including judges and spectators are injured.

In addition to all the rules for the general competition and hyung, rules specific for creativity competition include the following:

ELIGIBILITY

Studio unit (group) will be accepted as one applicant. All members of the group (team) must be valid members of the WTSDA at the time of event and registered to compete at the Championship. There is no limit to number of performers. Sah Dan candidates are not eligible to compete.

TIME LIMIT

Total time is five (5) minutes for the actual performance not including set up time. The facilitator will signal to start the time when the music starts. Time to set up and clear the performance will be kept to a minimum and the actual time allotted will be determined by the individual tournament. If the performance time allotment is exceeded during competition, the team will receive their scores; however, the team will be disqualified.

ELIMINATION

An actual performance for each entry is the ideal situation. However, elimination by video submission or written description is possible under certain circumstances. Due to insurance concerns, pyrotechnics, fire or explosions/explosives of any kind will NOT be allowed in a competition under any circumstances. Specific issues and other restrictions will be described in the written material for each specific championship.

JUDGING PANEL

Each individual championship will designate the number of judges

on the panel. However, there must be a minimum of five (5) judges, with a maximum of ten (10) judges, on the panel.

SCORING SYSTEM

Scoring will be based on a two-tiered scale: judges will first award points based on a 5 to 10 scale for technical accomplishment, and then award creativity points based on a 5 to 10 scale. In order to give credit for all effort and merit of each entry, the following two specific areas will be scored respectively:

1. Technical merit: consider individual skill, teamwork, technical harmony, and success of performance (breaking, etc.).
2. Creativity merit: consider meaning of the performance, costumes, decorations, music, lighting, and technical skill in areas outside Tang Soo Do.



Judging panel for Creativity division at the World Championship.

CREATIVITY COMPETITION PROTOCOL

Team performances are assigned by random order in a method determined by the head table. Protocols for creativity competition are similar to that of hyung with the following exceptions:

- The number of judges will be from five to ten.
 - Instead of calling individual competitors, scorekeeper will announce studio names.
 - Two scores will be given for each performance.
 - A facilitator may be used to help organize teams and assist with ring management.
1. Creativity teams are checked against the list in the envelope. If any team is missing or not on the list, the scorekeeper or facilitator informs the center judge who then checks with the

head table before beginning the competition.

2. The scorekeeper or facilitator stands and announces the first team and the “on-deck” team. The teams should be announced in a loud, clear voice so everyone understands because studio names can sound similar.
3. The timekeeper will set the stopwatch for 5 minutes and begin timing when signaled by the facilitator. The facilitator will signal the team when 30 seconds remain. If the team goes over the time limit, the timekeeper informs the facilitator who immediately tells the center judge. The team will then receive the scores it earned for its performance; however, it will be notified of its disqualification from the creativity competition due to exceeding the time limit.
4. At the end of the demonstration, the center judge will verify that all judges are ready to display their score for technical merit first. The center judge then calls for “Judges score.” At that time, the scorekeeper or facilitator will stand and announce the technical scores in a loud, clear voice as they are recorded next to the team’s name. All scores should be announced, including the decimal point (i.e. 7.9 = 7 point 9).
5. Immediately after the technical scores are announced, the center judge will call for the creativity score for the team in the same manner as described in the previous step.
6. Repeat steps 2 through 5 until all teams have been called.



Creativity competition shows another side of our training and the uniqueness of the WTSDA.

CALCULATING SCORES

Two scores are recorded for each team that competes, one score for technical merit and one score for creativity. The highest and lowest for both the technical and creativity scores are dropped and the remaining scores are totaled to determine the winner. A minimum of five technical merit and five creativity scores should be used; so in the case of five or six judges, all scores are used. Scores for any team disqualified are not tabulated. The highest four scoring teams win: 1st, 2nd, 3rd and co-3rd place. In the event of a tie, the dropped scores are added back in. If there is still a tie, or in the case of a five or six judge panel, the team with the greater number of participants will receive the award.

RESULTS AND AWARDS

Upon completion of the final creativity team's performance, the center judge will verify scores and all information written on the sheet(s) by the scorekeeper. Protocol for the results and award is the same as described in the hyung section.



Creativity competitions give studios the opportunity to work together on their Tang Soo Do skills.

TINY TIGER AND LITTLE DRAGON DIVISIONS

In addition to all the rules for general competition, hyung and dae ryun, rules specific for this age group are listed below. These divisions are different than the youth and adult division in that no numerical scores except for perfect scores are given for hyung competition and there are no eliminations for the dae ryun competition. The goal is to provide our youngest members with the opportunity to compete and prepare them for competition when they enter the gup ranks.



It is important for judges to speak to the youngest competitors in language appropriate for this age group and help them in any way possible.

HYUNG COMPETITION

1. The center judge lines the students up and explains the procedures of the competition making sure to address the competitors in an appropriate language that this age group will understand.
2. The scorekeeper collects all tickets from the competitors and takes roll call as listed on the competition sheet. Protocols for calling competitors for this division is the same as described in the hyung competition section.
3. Unlike the Gup and Dan competitors, the competitors in this age group are allowed to perform any hyung they know. If they do not know a hyung, they will be instructed to perform a series of techniques they feel comfortable doing.
4. After the competitor has performed, the judges score all competitors with a perfect score or specific scorecards. When all competitors have competed, the center judge lines up all competitors and tells them what a good job they have done.
5. All students who competed will receive a participation medal*. There are no specific awards for 1st, 2nd, 3rd or co-3rd place.

DAE RYUN COMPETITION

1. The center judge lines up competitors as in a normal sparring match, being sure that age/height are similar. Every effort should be made not to have two students from the same studio spar against each other. Dae ryun competition for this age group does not use an elimination system.
2. Either head gear with a protective face shield or head gear and mouthpiece are required.
3. Using the belt pieces received from the head table (four of like color for each competitor), the center judge places two of the belt pieces in the front of the dobok and two in the back of the dobok. All pieces should be slipped loosely into the belt.
4. The center judge lines the two competitors up facing each other and explains that the first competitor who can grab the four pieces from the other competitor's belt first or has the most pulled out after a **two-minute** time limit, is the winner.
5. Sparring matches for this age group proceed using all commands and rules as for a normal sparring division.
6. After all students have had a chance to compete, they are lined up, and praised for the good job they have done. All competitors will be awarded participation medals*.

*Depending on the specific tournament, students may receive only one medal for both divisions.



Head gear with a protective face shield or head gear and mouthpiece are required for dae ryun competition.

RULES FOR KYUCK PA COMPETITION

Judges will follow the rules as established in the Hyung competition section, however individual tournaments may provide specific criteria for performances, scoring and breaking ties. In addition to all the general competition, specific rules to Kyuck Pa competition include the following:

MATERIAL

Normally, breaking material will consist of wood. However, individual tournament rules may allow material other than wood. Boards must be a minimum 1” thick, and cut to the following minimum lengths regardless of rank:

- Children under 10 years – 6”
- Children ages 10 through 17 – 8”
- Adults (18 years and older) – 10”

If cinder blocks are used as supports, the competitor must supply a protective covering for the floor. Illegal breaking techniques include head breaks for all competitors and open hand strikes for any competitor under the age of 18.

HOLDERS

Ideally, contestants should provide their own holders, however volunteers recruited from the competition competitors may be used. All holders must be adults in official WTSDA dobohk.

PERFORMANCE AND JUDGING CRITERIA

1. Artistry of presentation.
 - Breaks set up in an artistic manner.
 - Consideration has been given to the judge’s view.
 - The presentation flows between techniques.
2. Difficulty of techniques (first item in pair is rated more difficult).
 - Speed vs. power.
 - Multiple boards vs. single boards.
 - Unspaced boards vs. spacers.
 - Spinning techniques vs. basic techniques.
 - Jump/spinning techniques vs. spinning techniques.
3. Contestant’s Attitude/Demeanor.
4. Individual tournaments will provide specific criteria for performances, scoring and breaking ties.

RULES FOR DAE RYUN COMPETITION

All rules for general competition apply. Specific rules for dae ryun competition include the following.

OFFICIAL DUTIES SPECIFIC FOR DAE RYUN COMPETITION

Center Judge

- Receive ring assignment and equipment from the head table and ensure they are returned at the end of the competition.
- Completely control the match in the ring.
- Physically inspect the competitors before the match to ensure all required equipment and no prohibited items.
- Give full instruction of rules prior to the match to the competitors and ring staff.
- Control all assigned ring staff.
- Declare beginning and end, cautions, warnings, deduction of points, disqualification, winner, etc.
- Together with the corner judges and scorekeeper determine and set up the bye-outs and matches for the dae ryun score sheet.

Corner Judge

- Positioned in a corner of the ring.
- Assist the center judge when necessary.
- Call points and penalties at appropriate times.
- Assist center judge with the dae ryun score sheet.



For the first round, competitors should be matched by size and be from different studios if possible.

Scorekeeper

- Sit at ringside in sight of the center judge.
- Organize competitors on the dae ryun score sheet and keep scores.
- Keep the winner's record for the matches.

Timekeeper

- Sit ringside next to the scorekeeper.
- Keep time per regulations.

Arbitrator

- Same duties as listed in the hyung section.

APPEARANCE AND SAFETY GEAR

Competitors shall wear clean, pressed traditional Tang Soo Do dobohk. Contestants wearing illegal dobohk or inappropriate belts will be rejected from competition by the center judge or arbitrator. Foam-based safety protection, which covers fingers and toes, is mandatory. Open toed and finger equipment is not allowed. Head, foot, hand, and mouth protection is required for all competitors. Male competitors must also wear groin protection under their dobohk. Additional safety equipment is optional but must be approved by the center judge or arbitrator. **No jewelry of any kind is allowed for the safety of all contestants.**

DAE RYUN COMPETITION PROTOCOL

The center judge will receive materials necessary to maintain the ring.

1. As soon as all ring staff and competitors have reported to the ring, the scorekeeper will check that everyone on the list in the envelope is in the ring. If anyone is missing, or someone is there who is not listed, the scorekeeper checks with the center judge then the head table.
2. The center judge will use the bye-out system described below to determine the number of bye-outs and first round sparring matches. For the first round sparring matches, competitors should be paired as close as possible by size (height and weight). Matching competitors from the same studio should also be avoided in the first round.

3. The scorekeeper collects the competition cards and records the names of the competitors who will be sparring in the first round (the competitors who DID NOT receive the bye-out) on the numbered lines of the scoring sheet, farthest to the left. The names of the competitors who received the bye-outs are recorded on the 2nd round bracket on the scoring sheet since they will be sparring in the second round (see page 34 for an example). The scorekeeper informs the center judge when they are ready to begin.
4. While the scorekeeper is setting up the score sheet, the center judge will physically inspect the competitors and require the removal of any unauthorized objects, including jewelry or other prohibited equipment, and make any necessary adjustments before the match begins.
5. All competitors in the division line up and *kyung yet* to the panel of judges.
6. Center judge briefly instructs and reminds competitors of competition rules, then has them sit quietly behind the line outside the ring.
7. Scorekeeper stands and calls the first pair of competitors and announces the next pair of “on deck” competitors in a loud, clear voice. Competitors may have similar first or last names, and the scorekeeper **must** make sure the correct competitors are performing. For accurate scoring, the scorekeeper must ensure they know which competitor is on the right and left of the center judge. To accomplish this, the scorekeeper points to the side on which the competitor should stand as their name is announced. Red or blue ribbons placed in their belts at the back of the dobok may also be used.
8. The timekeeper sets the stopwatch for 2 minutes. The clock starts when the center judge commences the match and continues for two minutes, or until the center judge tells the timekeeper to stop the clock. The timekeeper does not stop the clock each time the fighters stop. In some cases, scorekeepers will act as both scorekeeper and timekeeper during the sparring competition. Unlike hyung competition, it is important for the scorekeeper to

closely watch the sparring matches in order to accurately record the points.

9. Center judge commands “Face here, *cha ryut, kyung yet, face each other, kyung yet.*” The competitors then shake hands and steps back to *Dae Ryun Choon Bee* (both competitors should be ready and behind the marked areas) while the center judge steps between the two competitors.
10. The center judge then makes sure all ring staff are paying attention and are ready for the match. Then “*Shi Jak.*” Center judge should use physical gestures to prevent illegal beginnings prior to the start of the match, such as one foot and hand between the competitors. At the command of *Shi Jak*, the center judge will step clear to prevent interference with the competitors. The timekeeper starts the time when the center judge calls *Shi Jak*.



The center judge faces the scorekeeper and timekeeper during dae ryun matches so he can easily keep track of the scores.

11. Stopping the match: On any occasion, such as scoring a point or an illegal action, the center judge will say “*Jung Ji*” (stop) or a corner judge will say “Call” or “Call for warning”. The center judge will stop the action and have the competitor return to their marks. If any judge makes a “call for warning”, the center judge must resolve any warning calls first. After the penalty is resolved, the center judge must poll the judges to award any points that may have been scored. During any given stoppage, an

individual judge may not award a competitor both a warning and a point. Details on hand/flag signals and determining points are provided in subsequent sections. The match time will continue to run unless the center judge determines that it is necessary to declare “time out.” Upon hearing this, the timekeeper should stop the watch.



The center judge positions himself between competitors before the match begins.

12. The scorekeeper carefully records points and penalties as the center judge announces them. The first competitor to reach 3 points wins.
13. If time runs out before 3 points have been scored for one competitor, the timekeeper announces in a very loud clear voice that time has expired. The competitor with the highest number of points wins. If the score is tied, a sudden death match occurs (first person to score a point wins).
14. Any calls for point or penalty made before time is called must be resolved before the match is ended.
15. The match ends when one of the following occurs:
 - 2 minutes have expired
 - 3 winning points are achieved
 - Disqualification of one competitor
16. The center judge will call “*Ko Mahn*” (finished) when the match has ended. The contestants shall resume their positions and *kyung yet* to each other. Then face the center judge and *kyung yet*.

17. Upon final confirmation of the winner, the center judge will grasp both of the competitor's hands while raising the winner's hand to declare "Winner."
18. The competitors *kyung yet* to the center judge, shake hands, and are dismissed from the sparring line.
19. The winner should approach scorekeeper to ensure the correct name as winner is recorded.
20. Repeat steps 7 to 19 until the final round is completed.

THE BYE-OUT SYSTEM

It is required to use the bye-out system in order to eliminate any odd number of competitors for each round and to eliminate any final round robin decision. The following system must be followed so that the decision of a bye-out will have to take place in the first round of the eliminations.

1. After all competitors are checked in, the number of competitors in the division determines the number of bye-outs using the chart below.
2. Competitors who receive the bye-outs are randomly chosen keeping in mind that for the first round, the competitors should not be from the same studio and should be matched by size.
3. Tickets are collected from the first round competitors (grouped into sparring pairs) and the scorekeeper records the competitor's name in the appropriate spaces. Two bracket sheets are used when there are more than 16 competitors.

Competitors	3	4	5	6	7	8	9	10	11	12	13	14	15
Bye-outs	1	0	3	2	1	0	7	6	5	4	3	2	1

Competitors	16	17	18	19	20	21	22	23	24	25	26	27	28
Bye-outs	0	15	14	13	12	11	10	9	8	7	6	5	4

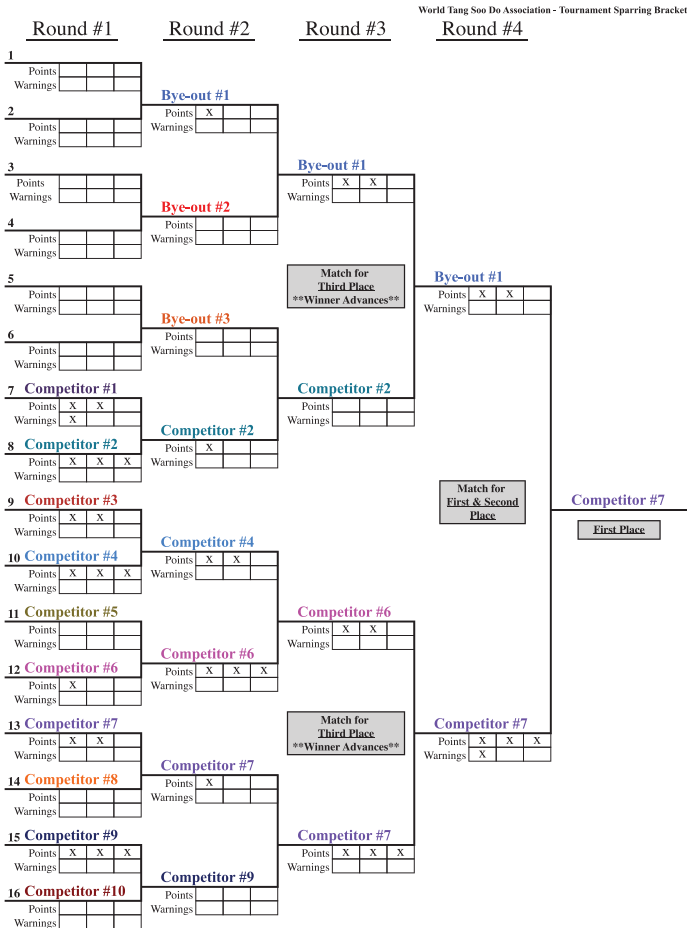
Example of Bye-Out System and a Completed Score Sheet

1. Number of competitors in division 13
 2. Number of bye-outs (according to chart) 3
- Randomly remove three (3) competitors from the first round

- 3. Remaining competitors for first round 10
 - 4. After first round of elimination, competitors remaining 5
- Combine the bye-out competitors (3) with the 1st round winners (5) to begin the 2nd round competitions.
- 5. After 2nd round elimination, competitors remaining 4
 - 6. After 3rd round eliminations, competitors remaining 2
 - 7. After 4th round eliminations, competitors remaining 1

Since the losers from the 3rd round eliminations will automatically place 3rd and co-3rd, there is no need for them to spar again.

The winner of the 4th round elimination receives 1st place and the loser receives 2nd place.



MATCH TIME ALLOWANCE AND WINNING POINTS

Each match is 2 minutes long whether for Gup or Dan competitors. Time is not stopped every time the competitors stop, but only on the command of the center judge. Appropriate instances for the center judge to stop time during a sparring match may include: injury, judge's conference or arbitrator's conference and each stoppage should be at the direction of the center judge. The center judge should keep in mind the need to manage time so as to not abuse the stoppage or constant call for conferences.

Winners - Gup or Dan - First person to receive 3 points in two minutes or the competitor with the most points after 2 minutes. Warnings accumulated during the match are carried over into overtime. Overtime continues until the first competitor to score a point during overtime or not lose a point due to warning calls is the winner.



All judges must pay close attention to the competitors in the ring.

TARGET AREA FOR VALID POINTS

1. The front and sides of the body above the belt but below the neck are legal for hand and foot techniques.
2. In addition, front and sides of the head and throat areas are legal for foot techniques. The back of the head is not a legal target. Contact to the head and neck is forbidden.

RECOGNIZED OFFENSIVE TECHNIQUES FOR LEGAL POINTS

Hand Techniques: Body only. Reverse punch, side punch, and front hand lunge punch are the only allowable

techniques for scoring.

Foot Techniques: Any kicking technique to valid target areas as described above.

Illegal Techniques: Boxing jab, hook, uppercut and cross punches are not allowed. Illegal offensive techniques which use head, elbows, back fist, back wrist, fingers, spear hand, ridge hand, knee, toes, and knife hand are not allowed.

POINTS

Points shall be called for techniques having correct form, distance, balance, focus and control. **No points will be awarded for contact by hand or foot techniques.** Skilled judges should determine if a technique meets the point criteria, including how close it must be to gain a point. Discretion should be used between the distance required for children and beginners and the distance required for Black Belts.

1. Foot or hand techniques to authorized area shall be awarded one (1) point.
2. The following attacks will not be scored:
 - Holding the opponent or falling on him/her after a legal attack.
 - Continued attack in clinching form.
 - If any competitor is completely outside of the ring but the attacking competitor has one foot in the ring and a legal technique is executed prior to *Jung Ji*, a point may be awarded to the competitor with one foot in the ring. However the competitor outside the ring cannot score points on any techniques.

CONTACT

For WTSDA dae ryun competitions, 'No Contact' means no contact to the body no matter the severity. A light touch to the uniform does not constitute contact. Points can be scored for a controlled light touch to the surface uniform, not the body, of a valid target area described in the section above. As stated above, discretion of skilled judges will determine distance required for different ranks

to meet the point criteria. This implies that points should be scored that are controlled and not making contact or touching the head or body. Such contact or touching will result in a penalty, a warning, point deduction or disqualification depending on the severity of the infraction as described in the Penalties section below. Both the center and corner judges must always act in a professional manner providing a safe environment for all competitors by using this rulebook as their guide but also using common sense. Arbitrators will intervene to ensure judges are not permitting contact.



If a judge see both a penalty and point happen at the same time, the judge will call for the warning first.

PENALTIES

When any judge sees an illegal technique, they yell “Call” and the center judge will stop the action. The center judge will then poll the judges to determine if a penalty will be given. Majority decision will rule. If an infraction of the rules occur, the center judge should call for penalty **FIRST** and award the penalty if warranted, then call for point. If a judge voted to give a person a warning, that judge may not give that person a point. They may, however, give a point to the opponent. In the same vein, if a judge did not call a warning against the competitor, they may give that person a point. The center judge has four options in giving penalties depending on the type and severity of the infraction. They are caution, warning, point deduction and disqualification. In the event that a very serious offense has occurred, the center judge will ask the timekeeper to stop the time while all the judges confer. If the decision to call for an immediate point deduction or disqualification is made, the center

judge will have everyone resume their positions then “Call for point deduction/ disqualification”. The judges are then polled and the appropriate action is taken based on the scoring methodology established and described below. The center judge will direct the timekeeper to restart the time when the match resumes.



Good sportsmanship is encouraged before, during and after every match.

Caution

When a judge sees an unintentional and not too serious offense, or a majority of the judges did not see an infraction, a verbal caution will be given to the competitor by the center judge.

Warning

If the offense is more serious than a caution or is a repeat of previous verbal cautions, then a warning call must be made. Warnings will be called for the following prohibited techniques and contacts:

- Throwing/ Sweeping
- Stalling/ Running out of the ring
- Pushing techniques
- Attempting face contact
- Grabbing/ Holding
- Intentional falling/ Pretending pain or injury
- Escaping fighting by showing back to the opponent or leaving the ring
- Deliberately attacking an unauthorized vital area

- Conduct unbecoming to the Tang Soo Do spirit by either the competitor, the competitor's instructor or parent
- Using illegal techniques, including but not limited to hand techniques to the face

Point Deduction

Competitors can receive a point deduction from their score for the following:

1. Two warnings to any competitor (not necessarily the same technique) must result in a mandatory one-point deduction from their score.
2. More severe penalties can result in immediate point deductions. Points may be deducted by a **MAJORITY** decision of the judges for:
 - Attacking a fallen opponent
 - Contacting the opponent's face (intent to contact is not required)
 - Excessive contact
 - Intentional attack after declaration of *Jung Ji*
 - Attempting use of an unauthorized technique (butting, kneeling, biting, gouging, etc.)
 - Conduct unbecoming to the Tang Soo Do spirit

Disqualification

Competitors can be disqualified from the match for the following:

1. A competitor **MUST** be disqualified if they meet the criteria for the 3 strike-out rule as defined:

1st Major Offense – warning

2nd Major Offense (warning) – mandatory point deduction

3rd Major Offense (warning) – mandatory disqualification

Competitors do not get 3 warnings for contact and 3 warnings for other wrongful conduct. For example, each of the offenses can be for different infractions but the 3 strike-out rule is in force. If the competitor is disqualified, they lose that match and are eliminated in the early rounds. In the final matches they are still entitled to 2nd place or co-3rd place.

2. The most severe penalties can result in a disqualification of a

competitor. Criteria to disqualify a competitor other than as a result of the 3 strike-out rule above, is by a **UNANIMOUS** decision of judges based on the following:

- Excessive contact
- Injuring the opponent by a malicious attack
- Misconduct against a judge
- Conduct unbecoming to the Tang Soo Do spirit by the competitor
- Unbecoming conduct by a parent or instructor of a competitor
- Injury to the opponent with blood or extreme redness to the injured area



Judges must retain control of their rings at all times.

HANDLING INJURY

When a contestant is unable to continue the match due to injury, the party responsible for the injury will be disqualified. If the injury is not due to the responsibility of the other contestant, the judges will confer and decide upon the winner by majority vote and the decision shall be final.

DETERMINING POINTS

All judges in the ring have one vote for score. Examples of scoring results are on the following page. Legend for these examples are:

R = 1 point to Red

B = 1 point to Blue

O = Did not see. Judge was unable to determine if point was scored due their positioning during the exchange. This vote does not count in the final scoring.

N = No point. No point was scored for either competitor.

O O O O B <i>1 point BLUE</i>	R O O R B <i>1 point RED</i>	B N N N R <i>NO POINT</i>
B O R R B <i>NO POINT</i>	B N N B B <i>1 point BLUE</i>	O O R B O <i>NO POINT</i>
R R B R B <i>1 point RED</i>	R R N R O <i>1 point RED</i>	N N R R B <i>NO POINT</i>
B R N O O <i>NO POINT</i>	R B N R B <i>NO POINT</i>	R B O R N <i>1 point RED*</i>

Examples of several scoring scenarios.

It is important to realize the difference between ‘did not see’ and ‘no point’. A ‘did not see’ call is used if the center judge or the other competitor blocks your view of the action. A ‘no point’ call is used when neither competitor scores a point or a simultaneous exchange (clash) occurs. Determining the final point is straightforward however explanation of the final scenario above (noted with an asterisk) is as follows: the did-not-see vote (O) is taken out of consideration and the final point is determined by the remaining 4 judges. The no point vote (N) indicates that neither red nor blue received a point. Two judges voted for red and one judge voted for blue. This results in a net gain of one point vote for red.

RESULTS AND AWARDS

Upon completion of the final round in an assigned ring, the center judge will verify scores and all information written on the sheet(s) by the scorekeeper as described in the hyung section.

JUDGE'S SIGNALS

The center judge is responsible for starting and ending all matches and is in complete control of the ring during all competitions assigned therein. The center judge may move anywhere within the contest area taking care not to become an obstacle to the competitors. If he/she sees a point or penalty, he/she will call *Jung Ji*, poll the other judges for a vote, and administer the appropriate action.

The corner judges are positioned in the corners of the ring. While they should stay within their corner boundaries, they may move around in their area in order to better see the competitors. If the corner judge sees a point or penalty, he/she will shout, "Call." Upon a corner judge shouting "Call", the center judge will stop the match by shouting *Jung Ji*, poll the judges and administer the appropriate action. Only the center judge can use the command *Jung Ji*.

All judges – whether center or corner – have one vote in all decisions. When any judge uses the warning signal below, he/she should also state loudly that they wish to call for warning.

If a judge observes a penalty for competitor A and a point for competitor B simultaneously, the judge must signal for the warning **first**. Warning calls must be resolved first. After the penalty is resolved, the center judge must poll the judges to award any points that may have been scored. During any given stoppage, an individual judge may not award a competitor both a warning and a point.



Shi Jak

Jung Ji

Ready

Hand signals used by the center judge.

When the center judge polls for a penalty, the only two signals

which can be given in response are either a penalty for one of the individuals or a no point signal (which means no penalty).

Colored flags may also be used by the corner judges for dae ryun competition during a Championship. The center judge uses standard hand signals (no flags) but when flags are used the corner judges will use the flag signals. All judges must hold the flags so that the red flag can point to the red competitor and the blue flag can point to the blue competitor when calls are made. Red or blue ribbons should be placed in the competitor's belt to easily distinguish between the red competitor and the blue competitor. When signaling for a point or warning, be sure to have the opposite flag close to the body so it does not interfere with the call being made.



No point

Warning

Point

No See



Hand signals (top) and flag signals (bottom) given during a dae ryun match.

CHAMPIONSHIP CUP WINNER

The World Tang Soo Do Association Championship Cup for Regional or World Championships is for Black Belts, ages 18* to 34 years of age, who compete in all Black Belts competition divisions only. Each division must have a minimum of 4 competitors to qualify for the World Championship Cup and any Regional Championship that has this requirement.



Championships conclude with the presentation of the Championship Cups.

The following criteria will be used in determining the Championship Cup winner:

1. All adult black belts, male and female, ages 18 to 34 are eligible.
2. Creativity points will not be counted towards the results of the Cup winner.
3. Winners will receive points as follows:
 - 1st place – 10 points
 - 2nd place – 8 points
 - 3rd place – 5 points
 - co-3rd place – 5 points
4. If the total number of points results in a tie, the winner will be determined by the senior member first determined by rank. If they are the same rank, the winner will be determined by the senior member based on WTSDA membership number.
5. Division Cups may also be awarded based on age groups such as Seniors or Youths as well as for the Gup divisions. Division Cup winners will be determined in the same manner as the

Championship Cup. The individual tournament committee will determine the number and levels of Division Cups.

6. Winners of the Championship/Division Cups must be present after the final event in proper WTSDA dobohk to receive their award. If a competitor is not present during closing ceremonies to receive the Championship/ Division Cup, it will be awarded to the runner-up who is present. The only exception is when the winner has an emergency situation and has obtained permission for the Championship Director.
 7. Winners of Regional Tournaments must be a member of that Region to be eligible for the Championship/Division Cups. Eligibility requirements for Championship Cups for non-regional tournaments will be determined by the sponsoring studios and listed in the tournament entry paperwork.
- * International jurisdictions may increase this to match the appropriate age of majority in the jurisdiction of the tournament; the age shall not be reduced however to younger than 18. Any increase must be noted on the tournament application.



2014 World Championship Cup and Division Cup winners with Grandmaster Beaudoin and Grandmaster Strong.

JUDGING CERTIFICATION PROGRAM

In 2002, the Rules and Judges Training Committee was formed to address tournament judging issues. This was an ad hoc committee of the Technical Advisory Committee, which accomplished the creation of a Judging Certification system, mentoring system for certification of Judges and development of all the training materials required. Implementation of this system has resulted in a vast improvement in the quality of judging at all tournaments. In 2009, Grandmaster Shin formed the Judging Certification Committee charged with reviewing, updating and revising the processes as needed.

Certification is open to any Dan member at least 16 years old and who is in good standing with WTSDA. Cho Dan Bo members 16 and above may also be certified, however, they will not be permitted to judge until they become Dan members.

The first level of certification is the corner judge. Every judge starts as a certified corner judge. Requirements include:

- Being a Dan member at least 16 years old in good standing with WTSDA
- Pass written test
- Pass corner practical test

The next level is the Regional Center. Regional Center requires:

- Having been a Certified Corner with documented experience of at least 2-3 Championships (log sheet required)
- Pass written test
- Pass center practical test

The highest level is International. International judge (E Dan and higher) requires:

- Having been a Certified Regional Center with documented experience as Regional Center (log sheet required)
- Judge at World Championship
- Pass written test
- Pass center practical test

Being a judge, scorekeeper, timekeeper or arbitrator counts as judging experience. The head table, or the person responsible for ring assignments at the tournament can sign the log sheet. Judges

should not rely on the Coordinator remembering that the judges were at the tournament. It is the judge's responsibility to track participation. Participation at non-sanctioned WTSDA tournaments does not qualify for experience. However, judging in WTSDA Championships in other regions does count; the judging coordinator or person assigning the judges, signs the log sheet.

Certification is valid for five (5) years. Once the certification has expired, a judge will need to go through the process again. If the judge is re-certifying as a Center or International judge, a completed log sheet documenting experience is required. If the judge cannot verify that he/she has the requisite required experience as a Center judge and met all other requirements, the process starts again as a Corner. Being a certified International Judge is one of the requirements to test for Sah Dan. Sah Dan and above are not required to keep a log sheet.

If the experience requirement is met, judges may be upgraded to the next level but judges looking to upgrade must still complete the testing process and pay the fee. The log sheet is required unless a judge is Sah Dan or more senior rank.



Judging certificates are valid for 5 years.

NOTES AND UPDATES

Judging Certification Record

Name _____ WTSDA # _____

Date _____

Level _____

Expiration _____

Date _____

Level _____

Expiration _____

Date _____

Level _____

Expiration _____

Date _____

Level _____

Expiration _____

Date _____

Level _____

Expiration _____

Date _____

Level _____

Expiration _____



