



De Guzman Martial Art
Bombazijnstraat 21
7545TW Enschede
<https://dgma.nl>

Rules at Hwa Rang Championship 2019

The organisation is not responsible for any injuries, accidents and loss of personal items. Attending the championship is at your own risk. By registering you accept the championship rules and regulations. The Hwa Rang Championship is a Tang Soo Do invitational championship organized by De Guzman Martial Art.

The Championship will have the events:

Hyung	Forms
Team Hyung	Team Forms
MooKiSool Hyung	Weapon Forms
Ja Yu Dae Ryun	Free Fighting
Kyuck Pa	Breaking

Forms

- Traditional white Tang Soo Do Do Bohk
- Points will be given to 1 tenth of a point (like 6,6 or 7,7)
- GUP members lowest point 7
- DAN members lowest point 6
- When abandoning during a form NO points will be given
- All attendants have to know the name of the form and call it
- GUP members minimum 3 judges
- DAN members minimum 3 judges, with a maximum of 5 judges
- Ending with a tie the candidates have to walk the same form again with points
- When ending with a second tie judges choose who performed the best
- No music allowed



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Beneath are the traditional Hyungs you may perform by grades: *Sae Kye Hyung instead of Kee Cho Hyung for white belts is allowed!

10° GUP: Kee Cho Hyung Il Bu, Kee Cho Hyung E Bu, Kee Cho Hyung Sam Bu

9° GUP: Kee Cho Hyung Il Bu, Kee Cho Hyung E Bu, Kee Cho Hyung Sam Bu, Pyung Ahn Cho Dan

8° GUP: Kee Cho Hyung E Bu, Kee Cho Hyung Sam Bu, Pyung Ahn Cho Dan, Pyung Ahn Ee Dan

7° GUP: Pyung Ahn Cho Dan, Pyung Ahn Ee Dan, Pyung Ahn Sam Dan

6° GUP: Pyung Ahn Ee Dan, Pyung Ahn Sam Dan, Pyung Ahn Sah Dan,

5° GUP: Pyung Ahn Ee Dan, Pyung Ahn Sam Dan, Pyung Ahn Sah Dan

4° GUP: Pyung Ahn Sam Dan, Pyung Ahn Sah Dan, Pyung Ahn Oh Dan

3° GUP: Pyung Ahn Sam Dan, Pyung Ahn Sah Dan, Pyung Ahn Oh Dan

2° GUP: Pyung Ahn Sah Dan, Pyung Ahn Oh Dan, Bassai (Dai), Bassai Sho

1° GUP: Pyung Ahn Oh Dan , Bassai Sho , Bassai (Dai), Nai Han Chi Cho Dan

1° DAN: Nai Han Chi Cho Dan, Nai Han Chi E Dan, Jin Do, Sip Soo, Kong Sang Sho

2° DAN: Jindo, Nai Han Chi E Dan, Nai Han Chi Sam Dan, Sip Soo, Kong Sang Sho

3° DAN: Nai Han Chi Sam Dan, Sip Soo, Rohai, Kong Sang Koon

4° DAN: Kong Sang Koon, Sei shan, Wan shu, Jion, Woon Su
(other hyung only with permission of the organisation)

5° DAN en higher: Sei shan, Wan shu, Jion, O Sip Sa Bo, Woon Su, E Sip Sa Bo,
(other hyung only with permission of the organisation)

Rating points for Judging: Balance – Speed – Control – Focus – Stances – Posture – Ki Hap – Looking

Beneath are the “Chil Sung Hyungs” you may perform by grades:

4° GUP - 3° GUP - 2° GUP: Chil Sung Il ro Hyung & Chil Sung E Ro Hyung

1° GUP - 1° DAN: Chil Sung Il ro Hyung , Chil Sung E Ro Hyung, Chil Sung Sam Ro Hyung

2° DAN: Chil Sung Sam Ro Hyung, Chil Sung Sah Ro Hyung,

3° DAN: Chil Sung Sah Ro Hyung, Chil Sung Oh Ro Hyung

4° DAN: Chil Sung Oh Ro Hyung, Chil Sung Yuk Ro Hyung, Chil Sung Chil Ro Hyung

5° DAN and higher: Chil Sung Oh Ro Hyung, Chil Sung Yuk Ro Hyung, Chil Sung Chil Ro Hyung

Rating points for Judging: Balance – Speed – Control – Focus – Stances – Posture – Ki Hap – Looking



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Team Form – Team Hyung

- Traditional white Tang Soo Do Do Bohk
- Points will be given to 1 tenth of a point (like 6,6 or 7,7)
- Lowest point 6
- Only 1 form is allowed during performance
- It is allowed to do (partially) defer from the directions, synchronicity and performance speeds of the form, as long as the beginning and ending of the form are synchronous and in accordance with the tradition of the form.
- **NO demonstration of applications is allowed during performance, just the form**
- Minimum for a group is 3, maximum is 5
- When abandoning during a form **NO** points will be given
- The group has to call the form name
- Minimum 3 judges, with a maximum of 5 judges
- Ending with a tie the candidates have to perform the same form again or another form
- When ending with a second tie judges choose who performed the best
- No music allowed
- No weapons allowed

Rating points for Judging: Balance – Speed – Control – Focus – Stances – Posture – Ki Hap – Looking - Creativity

Weapon Form

- Traditional white Tang Soo Do Do Bohk
- Points will be given to 1 tenth of a point (like 6,6 or 7,7)
- GUP members lowest point 7
- DAN members lowest point 6
- When abandoning during a form **NO** points will be given
- All attendants have to know the name of the form
- GUP members minimum 3 judges
- DAN members minimum 3 judges, with a maximum of 5 judges
- Ending with a tie the candidates have to perform the same form again.
- When ending with a second tie judges choose who performed the best
- No music allowed
- Beneath are the weapons allowed to use:

Long Stick

Short Stick

Fan

Knife

Sword

Cane

other weapon please contact Sa Bom Nim Oliver de Guzman

Rating points for Judging: Balance – Speed – Control – Focus – Stances – Posture – Ki Hap – Looking



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Breaking

- Traditional white Tang Soo Do Do Bohk
- Points will be given to 1 tenth of a point (like 6,6 or 7,7)
- No music allowed
- GUP members lowest point 7
- DAN members lowest point 6
- Contestants under the 14 year have to use plastic boards or wood (you have to bring it with you)
- Contestants 14 years and older can only use wood (you have to bring it with you)
- DAN contestants may **NOT** use plastic boards, only wood is allowed (you have to bring it with you or contact Sabomnim Oliver de Guzman to arrange it for you when coming by plane)
- Contestants may only use 3 techniques for breaking
- GUP contestants have MAX. 2 times to try
- DAN contestants have MAX. 1 times to try
- With a tie each contestant may break 1 time. Judges will point the winner
- Splitters are not allowed
- Size of the board under 14 year: minimum 25x25x1,2 cm
- Size of the board from 14 year: 25x25x1,8 cm and maximum 30x30x1,8 cm

Rating points for Judging: Balance – Speed – Control – Focus – Stances – Posture – Ki Hap – Looking – Creativity



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Free Fighting

Tang Soo Do fighting system, points will be awarded by the majority of the judges.

Free Fighting GUP members

- Traditional white Tang Soo Do Do Bohk
- GUP members minimum 3 judges
- Fight is 2 minutes
- Winner with most points or 6 points difference
- With a tie first point wins
- Non contact for kids until 13 years old
- Light contact (skin touch) from 14 years and older
- Protection head and hand is **mandatory**
- **Highly recommended gear from 14 years and older:** mouth, groin (men), chin and foot gear

Free Fighting DAN members

- Traditional white Tang Soo Do Do Bohk
- DAN members minimum 3 judges and max. 5 judges
- Fight is 2 minutes
- Winner with most points or 6 points difference
- With a tie 1 minute extra
- With a second tie first point wins (there will be a **majority** of judges giving a point)
- Non contact for kids until 13 years old
- **Protection head, hand and foot gear is mandatory**
- **Highly recommended gear from 14 years and older:** mouth, groin (men), chin

Not Allowed:

The following techniques are **not** allowed. A warning or -1 point will be given.

After 3 warnings -1 point will be given. When you have -3 points you will be disqualified. The judges will decide when a competitor should be disqualified if there is any blood.

- Backwards spinning hand techniques
- Any Technique executed below the belt level
- Sweeping
- Deliberately hard Contact of any kind
- Grabbing
- Techniques to the back side of the body and head
- Unsportsmanlike conduct such as "Show boating"
- Running out of the ring
- Coaching from the side line from parents, instructors, etc.
- Arguing with judges about a score



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The scoring techniques have to be controlled, the judges have to see the technique properly with a Ki-Hap. **After an attack you have to retreat your attacking hand or foot quickly.**

No retreat is no point! By non contact a proper distance is (hand 5cm from target, feet 10cm from target). You can also count as a point when attacking technique did passed the elbow for the kids.

*This is not a point fighting sparring. Our goal is to promote Tang Soo Do as a Martial Art. So execute the attacking techniques with direct retreat and ki-hap when it can.

1 point:

- Middle Punch
- High Punch to face
- Back Fist to face
- All kicks above the belt **without** jumping

2 points:

- Blocking and immediate counter ATTACK
- Jump kicks where both feet are off the ground
- Spinning kicks (no jumping)