

Pathmoshal
Enschede, The Netherlands
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# Rules at 1<sup>st</sup> Battle of Europe - 2020 in Enschede, The Netherlands

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 1<sup>st</sup> Battle of Europe is a Tang Soo Do invitational championship organized by De Guzman Martial Art.

- Contestants must furnish or supply their own competition materials such as safety equipment, weapons etc.
- Registration on the competition day is not allowed.
- All members must conduct themselves with courtesy and respect.
- All members are encouraged to support other members in a friendly, positive and enthusiastic manner.
   No derisive comments to performers are permitted.
- Proper discipline and attitude must be shown at all times.
- All advanced ranking members should show exemplary conduct and look after junior ranking members.
- Whether taking part or attending as a spectator, all members must follow the instructions of the Championship Director.
- Only contestants and officials are permitted on the competition area.
- Judges and referees are to remain on duty regardless if the contestants are from their club. Highly respectful, fair decisions are expected.
- Unless officials are assigned to another duty by the Championship Director, all judges and referees will remain in the same ring for all categories of competition.
- Complaints or appeals of contestants during the Championship will not be allowed. Decisions of the responsible officials shall be final. Competitor's instructors shall report any questions necessary to the Arbitrator(s) or the Championship Director. The Championship Committee will then investigate this and they will determine any corrective action.
- Each ring will have 3 judges at least and 2 officials on each table. 1 official is assigned by the tournament organisation.
- All tournament participants will be called when their category is assigned into a ring. All tournament participants have to wait at the assembly point and will be guided by an official to the correct ring.

### 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



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# Forms - Hyung

- All competitors in the division line up and bow to the panel of judges.
- The Chief Judge instructs and reminds contestants of competition rules, then has them sit on the line of the ring
- The Score Keeper calls the name of the competitor and at the same time calls for the next competitor "on deck"
- Stand up and get ready when your name is called to compete "on deck"
- When your name is called, answer in a clear and loud manner "Yes Sir/Ma'am", bow at the edge of the ring (opposite end to judges), approach the judges, bow and into Choon Bee (Ready position)
- Announce your name and Hyung
- Traditional Hyungs only, No Freestyle. There shall be no exceptions
- Traditional Do Bohk (uniform) No-thirts allowed
- When you finished your form count to 4 (in your head) and go back to choon bee position
- When points are given turn around and wait till they call turn (tora)
- There will be 3 judges in a ring for GUP members, DAN categories with a maximum of 5 judges
- · Most senior judge sits in the middle
- Most senior judge call for the point by saying "Judges ready? Judges call!"
- All judges have to raise the score board up in the air and turn the scoreboard to the score keeper
- The score keeper shall record all scores and total the score as applicable.
- Points will be given to 1 tenth of a point (like 6,6 or 7,7)
- All points are added together: 7.1 + 7.4 + 7.9 add it together total score is 22,4
- Total score is added up to 1 point after comma (22,4)
- GUP members lowest point 7
- DAN members lowest point 6
- When abandoning during a form <u>NO</u> points will be given
- 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
- Rating points for Judging: Balance Speed Control Focus Stances Posture Ki Hap Looking

# Beneath are the traditional Hyungs you may perform: \*Sae Kye Hyung instead of Kee Cho Hyung for 10<sup>th</sup> .9<sup>th</sup> or 8<sup>th</sup> GUP is allowed!

- Kee Cho Hyung II Bu, Kee Cho Hyung E Bu, Kee Cho Hyung Sam Bu
- Pyung Ahn Cho Dan, Pyung Ahn Ee Dan, Pyung Ahn Sam Dan, Pyung Ahn Sah Dan, Pyung Ahn Oh Dan
- Bassai (Dai), Bassai Sho
- Nai Han Chi Cho Dan, Nai Han Chi E Dan, Nai Han Chi Sam Dan
- Jin Do
- Sip Soo
- Kong Sang Sho, Kong Sang Koon
- Rohai
- Koon, Sei shan, Wan shu, Jion, Woon Su (Onsu)
- Jion, O Sip Sa Bo, E Sip Sa Bo, Dam Toi, Hwa Sun
- Chil Sung II ro Hyung, Chil Sung E Ro Hyung, Chil Sung Sam Ro Hyung, Chil Sung Sah Ro Hyung, Chil Sung Oh Ro Hyung, Chil Sung Yuk Ro Hyung, Chil Sung Chil Ro Hyung
- Other hyung only with permision of the organisation! Contact sa bom nim Oliver de Guzman in advance!

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



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# **Team Form – Team Hyung**

- Traditional Do Do Bohk No T-shirts or fancy clothes, this is not a demo!
- The score keeper calls the team name for competition and at the same time calls for the next team "on deck".
- Stand up and get ready when your team is called to compete "on deck"
- 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 not allowed to mix up different forms 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 de tradition of the form.
- Traditional Hyungs only, No Freestyle. There shall be no exceptions
- NO demonstration of applications is allowed before, during or after the performance, just the form!
- Minimum for a group is 3, maximum is 5 per team
- There will be a kids category up to 13 years old (a team may content only with kids till 13 years old)
- There will be an adult category starting from 14 years old (a group team content only with adults from 14 years old)
- Each school may enter the Team Hyung with maximum of 2 teams per category
- 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
- 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



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# Weapon Form - MooKiSool Hyung

- Traditional Do Do Bohk No T-shirts or fancy clothes
- All competitors in the division line up and bow to the panel of judges.
- The Chief Judge instructs and reminds contestants of competition rules, then has them sit on the line of the ring
- The score keeper calls the name of the competitor and at the same time calls for the next competitor "on deck"
- Stand up and get ready when your name is called to compete "on deck"
- When your name is called, answer in a clear and loud manner "Yes Sir/Ma'am", bow at the edge of the ring (opposite end to judges), approach the judges, bow and into Choon Bee (Ready position)
- Announce your name and Hyung
- When you finished your form count to 4 (in your head) and go back to choon bee position
- When points are given turn around and wait till they call turn (tora)
- There will be 3 judges in a ring for GUP members, DAN categories with a maximum of 5 judges
- Most senior judge sits in the middle
- · Most senior judge call for the point by saying "Judges ready? Judges call!"
- All judges have to rais the score board up in the air and turn the score board to the official table
- The score keeper shall record all scores and total the score as applicable.
- Points will be given to 1 tenth of a point (like 6,6 or 7,7)
- All points are added together \* 7.1 + 7.4 + 7.9 add it together total score is 22,4
- Total score is added up to 1 point after comma (22,4)
- GUP members lowest point 7
- DAN members lowest point 6
- When abandoning during a form <u>NO</u> points will be given
- Rating points for Judging: Balance Speed Control Focus Stances Posture Ki Hap Looking
- All attendants have to know the name of the form
- 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



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# **Breaking - Kyuck Pa**

- · Traditional Do Do Bohk No T-shirts
- There will be 3 judges in a ring for GUP members, DAN categories with a maximum of 5 judges
- Most senior judge sits in the middle
- Most senior judge call for the point by sayin (Judges ready? Judges call!)
- All judges have to rais the score board up in the air and turn the scoreboard to the official table
- The score keeper shall record all scores and total the score as applicable.
- Points will be given to 1 tenth of a point (like 6,6 or 7,7)
- All points are added together \* 7.1 + 7.4 + 7.9 add it together total score is 22,4
- Total score is added up to 1 point after comma (22,4)
- GUP members lowest point 7
- DAN members lowest point 6
- When abandoning during a breaking NO points will be given
- Rating points for Judging: Balance Speed Control Focus Stances Posture Ki Hap Looking
- All attendants have to know techniques
- · No music allowed
- Contestants under the age of 14 years 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 <u>NOT</u> 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 or from outside Netherlands)
- Contestants may only use max of 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 my break 1 time. Judges will point the winner
- · Splitters are not allowed
- Size of the board under 14 year: minimum 22,5x22,5x1,2 cm
- Size of the board 14 years and up: 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 (Sparring) - JaYu Dae Ryun

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

- · The poules will have at least 4 competitors and we use the buy-out system
- When the score/time keeper calls a competitor's name, the competitor should respond by answering in a loud clear manner, "Yes Sir/Ma'am", and then report to the ring.
- At the same time, the score/time Keeper will call the names of the next competitor's to prepare "on deck".
- The centre referee will physically inspect the competitors and may remove any unauthorised objects or equipment and make any necessary adjustments.
- On any occasion, such as scoring a point or an illegal action, the centre referee shall shout "Ba Ro" or "Jungi" (Stop); the competitor's should stop any action, resume their own starting points, and wait for further instruction.
- The match ends upon legal time completed, winning points have been reached or disqualification. The centre referee will then stop the fight. The competitor's shall resume their positions and bow to each other. They will then face the Score/Time Keepers, the Centre Referee will announce the winner by raising their arm and shouting "Winner". The Centre Referee then throws them both together and makes them shake hands to show no hard feelings.

### Free Fighting GUP members under the age of 14 years

- Traditional Do Bohk no t-shirts or fancy clothes
- GUP members minimum 3 judges
- Fight is 2 minutes
- Winner with most points or 6 points difference
- With a tie first point wins, point will be awarded by the majority of the judges.
- Non contact for competitors under the age of 14 years
- Protection head and hand is mandatory
- Highly recommended gear: mouth, groin (men), chin and foot gear

### Free Fighting GUP members for ages 14 years and up

- Traditional Do Bohk no t-shirts or fancy clothes
- GUP members minimum 3 judges
- Fight is 2 minutes
- Winner with most points or 6 points difference
- With a tie first point wins, point will be awarded by the majority of the judges.
- Non contact for kids until 13 years old
- Light contact (skin touch) for ages 14 and up
- Protection head, hand and foot gear is mandatory
- Highly recommended gear for ages 14 and up: mouth, groin (men), chin



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### Free Fighting DAN members

- Traditional Do Do Bohk, no t-shirts or fancy clothes
- 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)
- Light contact (skin touch)
- · Protection head, hand and foot gear is mandatory
- Highly recommended gear for ages 14 and up: mouth, groin (men), chin

The scoring techniques have to be controlled, the judges have to see the technique properly. **After an attack you have to retreat your attacking hand or foot quickly**. **Not** retracting the technique is no point!

Not retracting the technique is not proper point 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 possible and keep it proper.

For **non contact** a proper distance is (hand 5cm from target, feet 10cm from target). You can also count a point when the offensive technique passes the defensive guard for competitors op to the age of 14.

### 1 point:

- Middle Punch
- High Punch to face
- · Forward back fist to the side of the face or front, left or right side of the head
- All kicks above the belt without jumping

### 2 points:

- Blocking and immediate counter ATTACK
- · Jump kicks where both feet are off the ground to the body

#### 3 points:

· Jump kicks where both feet are off the ground to the face

#### Points area:

- Head (not the back of the head)
- · Front side of the body
- Sides of the body
- Chest area
- Stomach area

### No points area:

- · Back of the body
- Under the belt area
- Back of the head
- Upper-arm \* example like doing a round house kick and hits the upper arm that is not a point



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#### Not Allowed:

The following techniques are **not** allowed. A warning 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