

# Rules at DGMA 2<sup>nd</sup> Battle of Europe - 2024 in Enschede, The Netherlands

# General information for Forms, Weapons forms, Team Forms, Synchronised Weapons Forms and Breaking

- White Do Bohk (uniform), no T-shirts or other outfits.
- When you finish your performance count to 4 (in your head) and go back to choon bee position
- There will be 3 judges in a ring for GUP categories, DAN categories will have minimum of 3 and a maximum of 5 judges
- All judges have to raise the score board up in the air and turn the scoreboard to the officials' table
- The score keeper shall read out loud and 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 up, e.g: 7.1 + 7.4 + 7.9 total score is 22,4
- Lowest score will be 6,0 points
- When abandoning during a performance **no** points will be given
- When ending in a tie the candidates have to execute <u>the same performance</u> again and will be scored as above
- When ending in a second tie judges choose who performed best by a majority vote
- Rating points for judging: Balance Speed Control Focus Stances Posture Ki Hap Looking
  Coaching from the side lines by parents, instructors, et cetera is not allowed during a
- **Coaching** from the side lines by parents, instructors, et cetera **is not allowed** during a performance/match



## Forms – Hyung

Traditional hyung only, no freestyle. **There shall be no exceptions.** The allowed traditional hyung are:

## **GUP Grades**

- Kee Cho Hyung / Sae Kye Hung
- Pyung Ahn Hyung
- Bassai (Dai), Bassai Sho
- Nai Han Chi Cho Dan
- Jin Do
- Chil Sung II Ro Hyung, Chil Sung E Ro Hyung

## **DAN Grades**

- Nai Han Chi Hyung
- Jin Do
- 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
- Sip Soo
- Kong Sang Sho, Kong Sang Koon
- Rohai
- Jiin
- Sei shan, Wan shu, Jion, Woon Su (Onsu), O Sip Sa Bo, E Sip Sa Bo, Dam Toi, Hwa Sun

# Other hyung can only be performed with permission of the organisation! Contact sa bom nim Oliver de Guzman in advance!

## Team Forms – Team Hyung

Traditional Hyung only, no freestyle. There shall be no exceptions. See above for list of allowed hyung.

- Only <u>1</u> hyung is allowed during performance, It is <u>not</u> allowed to mix up different forms during performance
- It is allowed to (partially) defer from the directions, synchronicity and performance speeds of the form.
- No demonstration of applications is allowed before, during or after the performance!
- Minimum participants for a team is 3, maximum is 5
- Each school may enter the Team Hyung division with a maximum of 2 teams.
- · The team has to call the name of the Hyung
- No music allowed
- No weapons allowed

Additional rating points for Judging: Creativity



## Weapon Forms – 5<sup>th</sup> GUP and higher

- Weapons divisions is only for 5<sup>th</sup> GUP and higher.
- The weapons allowed to use with the weapons divisions are: Long Stick, Short Stick, Fan, Knife, Sword, Cane, Tonfa, Sai and Spear

Other weapons can only be used with permission of the organisation! Contact sa bom nim Oliver de Guzman in advance!

## Synchronised Weapon Form – Moogi Sul Team Hyung

- See above list of allowed weapons.
- Only <u>1</u> form is allowed during performance, it is <u>not</u> allowed to mix up different forms during performance
- It is allowed to (partially) defer from the directions.
- The form must be performed fully synchronised.
- No demonstration of applications is allowed before, during or after the performance!
- A team must consist of exactly 2 competitors.
- Each school may enter the Moogi Sul Team Hyung division with a maximum of 2 teams.
- The team has to call the name of the Moogi Sul Hyung
- No music allowed

Additional rating points for Judging: Creativity and synchronicity



## Breaking – Kyuck Pa

- **GUP** competitors can only use wooden boards
- **DAN** competitors are allowed to use other materials instead of wood for breaking (like ice or brick). Contact sa bom nim Oliver de Guzman if you need clarification about the allowed materials.
- All wooden boards need to be in accordance with the specifications below.
- Only wooden boards provided by the tournament organisation can be used. <u>Pre-ordered</u> (€3,00 per board, orders must be placed 3 weeks before the event at the latest).
- Plastic boards are not allowed. Unapproved/unmarked wooden boards will not be allowed.
- All competitors have to know the name of the techniques (Korean, Dutch or English)
- Splitters are not allowed on wood
- Splitters are allowed for DAN competitors when breaking other materials than wood, like ice, tiles or brick
- Competitors up to 6<sup>th</sup> GUP may perform maximum of 2 techniques
- Competitors 5<sup>th</sup> GUP and higher may perform maximum of 3 techniques
- GUP competitors can have a maximum of 3 attempts for the whole breaking sequence.
- DAN competitors have a maximum of 1 attempt for the whole breaking sequence
- When competitor fails to break all boards at the first try, the score keeping official will deduct 1.0 points from the total points scored.
- When ending in a tie each tied competitor may perform 1 additional break of their own choosing and the judges will choose who performed best by a **majority vote**

Size of wooden boards for GUP competitors aged 6 up to 13 years:

• 25 x 25 x 1,2 cm,

Size of wooden boards for GUP competitors aged 14 years and above and all DAN competitors:

• 30 x 30 x 1,8 cm

# The organisation can not be held liable for any accidents or injuries sustained. You acknowledge this and enter the competition at your own risk.

Additional rating points for Judging: Creativity



# Free Fighting (Sparring) – JaYu Dae Ryun

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

- The divisions will have at least 4 competitors and we use the buy out bracket system.
- All referees on a field are equal when giving points.
- When a referee sees a point he/she has to say "call" or "point" loudly. The main referee will say baro and both fighters go back to the centre in choon bee position. The main referee will then ask the referees to score.
- There can only be given 1 or 2 points by raising your arm/hand and clearly showing 1 or 2 fingers. When giving no points put both arms down.
- Not seen by a referee means no point.
- GUP members will have a minimum of 3 judges.
- A match will be 2 minutes, or will be ended when there's a 6 point score difference.
- Winner is the competitor with most points.

## Free Fighting GUP up to and including 13 years old

- With a tie, match continues in sudden death mode first point, awarded by the majority of referees, wins.
- These matches are non-contact! When a competitor is trying to make a point and the opponent is moving forward and contact is made but the contact is not intentionally points will be awarded as normal
- For non-contact sparring a proper distance is to be maintained (hand 5cm from target, feet 10cm from target). One can also award a point when an attacking technique passed the elbow/guard for competitors up to 14 years old.
- Protective head, hand gear and groin gear (for boys) is mandatory
- Highly recommended gear: mouth, chin and foot gear

### Free Fighting GUP members from 14 years old and above

- With a tie, match continues in sudden death mode first point, awarded by the majority of referees, wins.
- These matches are semi-contact (controlled contact/skin touch point fighting!)
- Protective head, hand, foot and groin gear (for boys and men) is mandatory
- · Highly recommended gear from 14 years and older: mouth, chin

### Free Fighting DAN members

- There will be a minimum of 3 and maximum of 5 referees
- With a tie, match will be prolonged by 1 minute
- When ending in a tie again, match continues in sudden death mode first point, awarded by the majority of referees, wins.
- These matches are semi-contact (controlled contact/skin touch point fighting!)
- Protective head, hand, foot and groin gear (for boys and men) is mandatory
- Highly recommended gear from 14 years and older: mouth, chin

### ADDITIONAL IMPORTANT NOTE:

The scoring techniques have to be controlled, the referees have to see the technique properly executed with a Ki-Hap, and after an attack you have to retract/recoil/re-chamber your attacking hand or foot quickly. <u>No</u> retraction/recoil/re-chamber of a technique means <u>no</u> point can be scored!

\*Techniques without proper retraction/re-chambering is not allowed during point sparring. Our goal is to promote Tang Soo Do as a Martial Art. So execute the attacking techniques with direct retraction/re-chamber and ki-hap and keep it proper.



## 1 point:

- Middle Punch
- High Punch to face/head
- Forward back fist (kap kwon kong kyuck) to the face, front or side of the head
- · All kicks above the belt without jumping but with exception of backwards spinning kicks

### 2 points:

- COMBINATIONS blocking followed by an immediate counter attack
- Jump kicks where both feet are off the ground
- Spinning kicks example: dwi cha gi, dwi hurio cha gi

## Points area:

- Head
- Face
- · Front and sides of the body above the belt

## No points area:

- Back of the head or body
- Below the belt
- Upper-arm/guard \* example a roundhouse kick hits the upper/guarding arm will not be awarded a point

## Not Allowed:

The following techniques or conducts are **<u>not</u>** allowed. A warning will be given.

After 3 warnings 1 point will be deducted. When you have had 3 points deducted you will be disqualified from all further matches. The judges will decide if a competitor should be disqualified if there is any blood drawn.

- Backwards spinning hand techniques
- Any technique executed below the belt level
- Sweeping
- Deliberate hard contact of any kind
- Grabbing
- Techniques to the back of the head and body
- Unsportsmanlike conduct such as "Show boating"
- Leaving the arena
- Coaching from the side lines by parents, instructors, etc
- Arguing with judges about a score