



# International Taekwon-Do Federation (ITF)

## By Laws

### ITF Umpire Rules - Rules and Regulations

#### Appendix 1 – Scoring Procedure

In force as of January 1<sup>st</sup>, 2015 (Amended Dec 14, 2014)

(Pages 1-13)



#### **SP 1. Purpose**

The purpose of this Appendix 1 – Scoring Procedure is to:

- a. Standardize the judgement criteria of Jury Members, Referees and Umpires.
- b. Protect the authority of the Jury Members, Referees, and Umpires.
- c. Outline the Rights and Duties of Jury Members, Referees and Umpires.

#### **SP 2. Application**

These rules are to be applied at every official ITF sanctioned championship for degree holders.

#### **SP 3. Individual Pattern**

1. Competitors will compete against one another (1 to 1).
2. Both competitors will perform, simultaneously the designated patterns appropriate to their degree. (See article T.27 of the ITF World Junior & Senior Tournament Rules).
3. The first designated pattern will be chosen at random from the last three patterns appropriate to their level of degree.
4. The second designated pattern will be chosen at random from the remaining patterns appropriate from Chon-Ji up to their level of degree.
5. All designated patterns shall be drawn at random using the ITF Electronic Scoring System, and shall be overseen and verified by the Jury President.

#### **Scoring Procedure**

Umpires shall score all point(s) electronically as indicated in the ITF World Junior & Senior Tournament Rules, and the following decisions will apply:

1. After deducting points for errors, the Umpires shall give a score between 0 and 10 points for each pattern performed, based upon technical content, power, balance, breathing and sine wave.
2. The competitor obtaining the majority of umpire votes, with a minimum of two (2) Umpire votes in his favour, shall be declared the winner and advance to the next round of competition.
3. In the case of a draw, another designated pattern must be performed (with the previous designated patterns removed from the draw) until the winner is decided.



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## INDIVIDUAL PATTERN PENALTIES

*You have 10 points in total – Please deduct for each offense committed*

DEDUCT 0.5 POINTS, PER OCCURRENCE FOR:
Not calling the name of the pattern
Calling the wrong name of the performed pattern
Shouting or "Kihap" at any time during, or at the end of pattern
Performing a technique at the incorrect height
Losing balance
Hesitation and/or stopping for <b>a split of a second</b>
Not returning to the starting spot (within one shoulder radius)
Lack of power
Stepping completely out of the ring with both feet
Incorrect Stepping
Incorrect Breathing
Incorrect preparation or execution of technique (i.e. crossing, pre-action...)
Incorrect Sine-Wave
Inaccurate Stance
Incorrect motion (i.e. continuous, connecting, slow, fast, natural, normal)

DEDUCT 1 POINT, PER OCCURRENCE, FOR:
Attacking or defending with a wrong technique and/or wrong stance
Forgetting or not performing one (1) technique
Returning to the starting spot with wrong foot
Not withdrawing a snap kick immediately after execution ( <i>Front/Turning</i> )
Not withdrawing a side piercing kick, back piercing kick, reverse turning kick or low twisting kick immediately after execution

DEDUCT A MAXIMUM OF 1 POINTS AT END OF PERFORMANCE (In .5 increments) PER ITEM, FOR:
Lack of overall power
Lack of overall Sine-Wave

GIVE 0 POINTS (for entire pattern) FOR:
Stopping the pattern completely and/or not finishing pattern
Pausing and/or stopping for <b>more than 2</b> full seconds
Mixing patterns (i.e. beginning with one pattern and finishing with another)
Starting the pattern to the wrong direction (side)
Starting a different pattern than the designated one
Forgetting or not performing more than one (1) technique

**Note:** In the event that a single technique has multiple errors, only deduct the single highest penalty

*(For example if the pattern requires a high forefist punch, however the competitor performs a middle fingertip thrust, only deduct one point for the incorrect technique and not an additional .5 for incorrect height)*



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#### Scoring Example:

Result after the first designated pattern:

FormalDate

R 1 M Pat, 1.Dan, Sen.									
124 FIN 16 ARG 1628									
Surname, Forename					Surname, Forename				
KWANG-GAE									
7,0	6,5	7,5	7,5	7,5	6,5	6,0	6,5	7,0	7,0
0,0	0,0	0,0	0,0	0,0	0,0	0,0	0,0	0,0	0,0
7,0	6,5	7,5	7,5	7,5	6,5	6,0	6,5	7,0	7,0
873 GR					Draw		A. 1628		
41 NO					2 - 2 - 1		. 1800		

Result after the second designated pattern:

Formulace

R 1

M Pat, 1.Dan, Sen.

124

FIN

16

ARG

1628

Surname, Forename

Surname, Forename

YUL-GOK

7,0	6,5	7,5	7,5	7,5	6,5	6,0	6,5	7,0	7,0
7,0	6,0	7,0	6,5	6,5	6,5	7,0	7,0	6,5	7,0
14,0	12,5	14,5	14,0	14,0	13,0	13,0	13,5	13,5	14,0

873

GR

41

NO

Draw

3 - 0 - 2

A. 1628

1800

#### SP 4. Team Pattern

- Both teams shall perform both one (1) optional and one (1) designated pattern in the following order:
  - Team 1 – Optional pattern
  - Team 2 – Optional pattern
  - Team 1 – Designated pattern
  - Team 2 – Designated pattern

#### Scoring Procedure

- After deducting points for errors, the Umpires shall give a score between 0 and 10 points for each pattern performed, based upon choreography, teamwork, technical content, power, balance, breathing and sine wave.
- The team obtaining the majority of umpire votes, with a minimum of two (2) Umpire votes in his favour, shall be declared the winner and advance to the next round of competition.
- In the case of a draw, another designated pattern must be performed (with the previous designated patterns removed from the draw) until the winner is decided.



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## TEAM PATTERN PENALTIES

*You have 10 points in total – Please deduct for each offense committed*

DEDUCT 0.5 POINTS, PER OCCURRENCE FOR:
Not calling the name of the pattern
Calling the wrong name of the performed pattern
Shouting or "Kihap" at any time during, or at the end of pattern
Performing a technique at the incorrect height
Losing balance
Hesitation and/or stopping for <b>a split of a second</b>
Lack of power
Stepping completely outside of the ring with both feet
Incorrect Stepping
Incorrect Sine-Wave
Incorrect Breathing
Incorrect preparation or execution of technique (i.e. crossing, pre-action...)
Inaccurate Stance
Incorrect motion (i.e. continuous, connecting, slow, fast, natural, normal)

DEDUCT 1 POINT, PER OCCURRENCE, FOR:
Attacking or defending with a wrong technique and/or wrong stance
Forgetting or not performing one (1) technique
Returning to the starting spot with wrong foot
Not withdrawing a snap kick immediately after execution ( <i>Front/Turning</i> )

DEDUCT A MAXIMUM OF 5 POINTS FOR: (In .5 increments)
Lack of Choreography, Difficulty and Teamwork

GIVE 0 POINTS (for entire pattern) FOR:
Stopping the pattern completely and/or not finishing pattern
Mixing patterns (i.e. beginning with one pattern and finishing with another)
Starting the pattern to the wrong direction (side)
Starting a different pattern than the designated one
Forgetting or not performing more than one (1) technique



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#### Scoring Example:

Result after the optional team pattern:

Total result after optional and designated team pattern:

FormAudience

R 1 M Pat, Team, Sen.

124

ENG

16

POL

1628

England

Poland

OPTIONAL PATTERN

7,0	6,5	7,5	7,5	7,5	6,5	6,0	6,5	7,0	7,0
0,0	0,0	0,0	0,0	0,0	0,0	0,0	0,0	0,0	0,0
7,0	6,5	7,5	7,5	7,5	6,5	6,0	6,5	7,0	7,0

873

GR

41

NO

Draw

2 - 2 - 1

A. 1628

1800

R 1 M Pat, Team, Sen.

124

ENG

16

POL

1628

England

Poland

YUL-GOK

7,0	6,5	7,5	7,5	7,5	6,5	6,0	6,5	7,0	7,0
7,0	6,0	7,0	6,5	6,5	6,5	7,0	7,0	6,5	7,0
14,0	12,5	14,5	14,0	14,0	13,0	13,0	13,5	13,5	14,0

873

GR

41

NO

Draw

3 - 0 - 2

A. 1628

1800

#### SP 5. Individual Sparring

Corner Umpires shall score all point(s) electronically, as indicated in the ITF World Junior & Senior Tournament Rules, and the following decisions will apply:

##### Individual

1. The competitor obtaining the majority of umpire votes with a minimum of two (2) Umpire votes in his favour, shall be declared the winner and advance to the next round of competition.
2. In the case of a draw, then a one (1) minute extension will follow.
3. In the case of a another draw, the first scored point will decide who the winner is.

#### Scoring Example:

151941M Sp.Dan, 85kg, 18y9 Q3									
Ring 1 M Sp, -85kg, Sen.									
124		FIN		16		ARG		1628	
Surname, Forename					Surname, Forename				
2					0:00				
Foul		Result		Foul					
04 2		1 0 3		1 0 7					
3 5		3 5							
3 4		4 3							



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#### **SP 6. Team Sparring**

Corner Umpires shall score all point(s) electronically as indicated in the ITF World Junior & Senior Tournament Rules, and the following decisions will apply:

1. The team obtaining - after five (5) sparring bouts - the majority of total umpire votes shall be declared the winner and advance to the next round of competition.
2. In the case of a draw after the five (5) sparring bouts, each coach will select one (1) competitor to spar an extra bout of two (2) minutes.
  - a. The competitor obtaining the majority of umpire votes, with a minimum of two (2) Umpire votes in his favour, shall be declared the winner and the Team shall advance to the next round of competition.
  - b. In the case of another draw, the same competitor will spar again until the first scored point is made; the competitor with the majority of umpire votes, with a minimum of two (2) Umpire votes in his favour, will be declared the winner and the Team shall advance to the next round of competition.

#### **Other**

- A. In the event that a team withdraws a competitor, the other team shall receive (fifteen) 15 points. The time at which the competitor is withdrawn is not important; the same penalty applies if the withdrawal is made at the beginning of the match or five (5) seconds before the match ends.

##### Implementation:

In the event that a team withdraws a competitor, the Jury President will give verbal permission to the Computer Assistant to execute the "Withdraw - (Red or Blue)" command on the computer, resulting in the opposing team automatically receiving 15 points.

- B. In the event that a competitor is: 1) injured and therefore unable to continue competing according to the doctor's decision; 2) disqualified; or 3) receives three (3) directly given fouls, the other team shall receive four (4) points.

##### Implementation:

In the event that a competitor is injured, disqualified or receives 3 fouls, the Jury President will give verbal permission to the Computer Assistant to execute the "Disqualify - (Red or Blue)" command on the computer, resulting in the opposing team automatically receiving 4 points.



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#### Scoring Example:

<div><div>124BEL16SWE1628</div><div>BelgiumSweden</div><div>210:001</div><div><div>Foul</div><div>ResultX</div><div>Foul</div></div><div>081211103</div><div><div>4212</div><div>4333</div></div></div>	<div><div>124BEL16SWE1628</div><div>BelgiumSweden</div><div>220:004</div><div><div>Foul</div><div>ResultX</div><div>Foul</div></div><div>030013006</div><div><div>5636</div><div>4447</div></div></div>
<div><div>124BEL16SWE1628</div><div>BelgiumSweden</div><div>330:005</div><div><div>Foul</div><div>ResultX</div><div>Foul</div></div><div>070121104</div><div><div>5544</div><div>5643</div></div></div>	<div><div>124BEL16SWE1628</div><div>BelgiumSweden</div><div>640:006</div><div><div>Foul</div><div>ResultX</div><div>Foul</div></div><div>020301005</div><div><div>9575</div><div>8567</div></div></div>
<div><div>124BEL16SWE1628</div><div>BelgiumSweden</div><div>650:007</div><div><div>Foul</div><div>ResultX</div><div>Foul</div></div><div>011031102</div><div><div>3322</div><div>3335</div></div></div>	<div>Winner red after 5 bouts</div> <div><div>Umpire Votes</div><div>Points Total</div></div> <div><div>bout 1</div><div><div>112</div><div>112</div></div></div> <div><div>bout 2</div><div><div>310</div><div>422</div></div></div> <div><div>bout 3</div><div><div>121</div><div>543</div></div></div> <div><div>bout 4</div><div><div>103</div><div>646</div></div></div> <div><div>bout 5</div><div><div>130</div><div>776</div></div></div> <div><div>extra bout</div><div><div></div><div></div></div></div> <div><div>first point</div><div><div></div><div></div></div></div>





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<div><div>Winner red after 5 bouts</div><div><div><div>Umpire Votes</div><div><div>bout 1</div><div><div>1</div><div>1</div><div>2</div></div></div><div><div>bout 2</div><div><div>3</div><div>1</div><div>0</div></div></div><div><div>bout 3</div><div><div>1</div><div>2</div><div>1</div></div></div><div><div>bout 4</div><div><div>1</div><div>0</div><div>3</div></div></div><div><div>bout 5</div><div><div>1</div><div>3</div><div>0</div></div></div><div><div>extra bout</div><div><div></div><div></div><div></div></div></div><div><div>first point</div><div><div></div><div></div><div></div></div></div></div><div><div><div>Points 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<div><div>Draw after 5 bouts</div><div>Draw in the extra bout</div><div>Winner red after first point</div><div><div><div>Umpire Votes</div><div><div>bout 1</div><div><div>4</div><div>0</div><div>0</div></div></div><div><div>bout 2</div><div><div>1</div><div>1</div><div>2</div></div></div><div><div>bout 3</div><div><div>1</div><div>1</div><div>2</div></div></div><div><div>bout 4</div><div><div>1</div><div>1</div><div>2</div></div></div><div><div>bout 5</div><div><div>1</div><div>1</div><div>2</div></div></div><div><div>extra bout</div><div><div>1</div><div>3</div><div>0</div></div></div><div><div>first point</div><div><div>2</div><div>1</div><div>1</div></div></div></div><div><div><div>Points 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## SP 7. Power

Umpires shall score all point(s) electronically as indicated in the ITF World Junior & Senior Tournament Rules, and the following decisions will apply:

- After a red flag is raised by the Referee, each Male Individual competitor or Male Team has a total of five (5) minutes to attempt to bend or separate the board(s) for all five (5) listed breaking items which must include one (1) pre-judgment of distance with one touch allowed, followed by the attempt to break the board(s).
- After a red flag is raised by the Referee, each Female Individual competitor or Female Team has a total of three (3) minutes to attempt to bend or separate the boards for all three (3) listed breaking items which must include one (1) pre-judgment of distance with one touch allowed, followed by the attempt to break the board(s).
- Competitors and/or Teams that exceed the settled time shall receive 0 points for any break not yet attempted within the prescribed time limit.
- Referees may disallow an attempt for failure to maintain the following:
  - Correct balance and posture throughout the attempt.
  - Correct attacking tool in the correct manner.
- Referees must examine each board before each attempt.
- Each separated board will count as three (3) points and each bent board will count as one (1) point.
- The four highest scores will set 1st, 2nd and two (2) 3rd place winners. (Only in the event that two (2) or more competitors tie for third place, with the same total score in the same round of breaking, will there be two 3rd place winners.)
- In the event of a tie, the Jury President will randomly draw one item from the list of techniques to be the tiebreaker. He/She will decide how many boards are to be used. The coaches shall indicate the competitors to perform and, in the case





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of another tie, they will then indicate the next two competitors. This order will proceed until a winner is decided.

N.B.: Competitors and/or Teams that did not score any points at their first attempt during the match will not be allowed to continue the power breaking competition to determine any place and will not receive any medal.

#### Scoring Example:

##### First round



##### #15390 Senior Male Individual Power Breaking

No.	Country Name	Ap Joomuk Jirugi	Sonkal Taerigi	Yop Cha Jirugi	Dollyo Chagi	Bandae Dollyo Chagi	Points	Place
1	1 COU1 Name 1	4	0	6	4	4	18	3
2	2 COU2 Name 2	2	4	0	0	0	6	9
3	3 COU3 Name 3	0	0	0	0	0	0	10
4	4 COU4 Name 4	0	0	6	0	1	7	8
5	5 COU5 Name 5	4	4	6	4	4	22	1
6	6 COU6 Name 6	4	4	6	4	4	22	1
7	7 COU7 Name 7	0	4	6	4	4	18	3
8	8 COU8 Name 8	4	4	6	0	4	18	3
9	9 COU9 Name 9	4	4	0	4	4	16	7
10	10 COU10 Name 10	4	4	6	4	0	18	3

##### Second round



##### #15390 Senior Male Individual Power Breaking

No.	Country Name	Place before	Ap Joomuk Jirugi	Sonkal Taerigi	Yop Cha Jirugi	Dollyo Chagi	Bandae Dollyo Chagi	Points	Place
5	5 COU5 Name 5	1		1				1	2
6	6 COU6 Name 6	1		6				6	1
1	1 COU1 Name 1	3		6				6	3
7	7 COU7 Name 7	3		6				6	3
8	8 COU8 Name 8	3		0				0	6
10	10 COU10 Name 10	3		6				6	3
2								0	7
3								0	7
4								0	7
9								0	7

##### Third round (one third place)



##### #15390 Senior Male Individual Power Breaking

No.	Country Name	Place before	Ap Joomuk Jirugi	Sonkal Taerigi	Yop Cha Jirugi	Dollyo Chagi	Bandae Dollyo Chagi	Points	Place
2	6 COU6 Name 6	1						0	1
1	5 COU5 Name 5	2						0	2
3	1 COU1 Name 1	3				1		1	4
4	7 COU7 Name 7	3				0		0	5
6	10 COU10 Name 10	3				3		3	3
5								0	6
7								0	6
8								0	6
9								0	6
10								0	6

##### Third round (two third places)



##### #15390 Senior Male Individual Power Breaking

No.	Country Name	Place before	Ap Joomuk Jirugi	Sonkal Taerigi	Yop Cha Jirugi	Dollyo Chagi	Bandae Dollyo Chagi	Points	Place
2	6 COU6 Name 6	1						0	1
1	5 COU5 Name 5	2						0	2
3	1 COU1 Name 1	3				1		1	3
4	7 COU7 Name 7	3				0		0	5
6	10 COU10 Name 10	3				1		1	3
5								0	6
7								0	6
8								0	6
9								0	6
10								0	6

##### Result (one third place)



##### #15390 Senior Male Individual Power Breaking

No.	Country Name	Place before	Ap Joomuk Jirugi	Sonkal Taerigi	Yop Cha Jirugi	Dollyo Chagi	Bandae Dollyo Chagi	Points	Place
1	6 COU6 Name 6	1						0	1
2	5 COU5 Name 5	2						0	2
5	10 COU10 Name 10	3						0	3
3								0	4
4								0	4
6								0	4
7								0	4
8								0	4
9								0	4
10								0	4

##### Result (two third places)



##### #15390 Senior Male Individual Power Breaking

No.	Country Name	Place before	Ap Joomuk Jirugi	Sonkal Taerigi	Yop Cha Jirugi	Dollyo Chagi	Bandae Dollyo Chagi	Points	Place
1	6 COU6 Name 6	1						0	1
2	5 COU5 Name 5	2						0	2
3	1 COU1 Name 1	3						0	3
5	10 COU10 Name 10	3						0	3
4								0	5
6								0	5
7								0	5
8								0	5
9								0	5
10								0	5



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#### **SP 8. Special Technique**

Umpires shall score all point(s) electronically as indicated in the ITF World Junior & Senior Tournament Rules, and the following decisions will apply:

- a. After a red flag is raised by the referee, each Male Individual competitor or Male Team has a total of five (5) minutes to attempt to move the board for all five (5) special technique items, which must include one (1) pre-judgment of distance with no touching allowed, followed by the attempt to move the board.
- b. After a red flag is raised by the referee, each Female Individual competitor or Female Team has a total of three (3) minutes to attempt to move the board for all three (3) special technique items listed which must include one (1) pre-judgment of distance with no touching allowed, followed by the attempt to move the board.
- c. Competitors and/or Teams that exceed the settled time shall receive 0 points for any break not yet attempted within the prescribed time limit.
- d. Referees may disallow a break due to the following:
  - Use of incorrect attacking tool or in the incorrect manner.
  - Knocking down the obstacle when performing Twimyo Nopi Yop Cha Jirugi.
  - Falling down (when any part of the body, other than the feet, touches the ground).
- e. Referees must examine regularly each machine and/or board.
- f. Each fully moved board will count as three (3) points and each half moved board will count as one (1) point.
- g. The four highest scores will set 1st, 2nd, and two (2) 3rd place winners. (Only in the event that two (2) or more competitors tie for third place, with the same total score in the same round of jumping, will there be two 3rd place winners.)
- h. In the event of a tie, the Jury President will select one item from the list to be the tiebreaker. He/She will decide how high the jump will be. The tied competitors will then carry on until the places are decided.

N.B.: Competitors and/or Teams that did not score any points at their first attempt during the match will not be allowed to continue the special technique competition to determine any place and will not receive any medal.



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Scoring example:

First round									
#15490 Senior Male Individual Special Technique									
No.	Country	Name	Nopi Ap Cha Busigi	Twimyo Dollyo Chagi	Bandae Dollyo Chagi	Dolmyo Yop Cha Jirugi	Twimyo Nopi Yop Cha Jirugi	Points	Place
1	1 COU1	Name 1	2	1	0	0	2	5	7
2	2 COU2	Name 2	2	0	2	2	0	6	3
3	3 COU3	Name 3	2	2	2	2	2	10	1
4	4 COU4	Name 4	0	0	0	0	0	0	10
5	5 COU5	Name 5	0	0	0	0	2	2	8
6	6 COU6	Name 6	0	0	0	0	2	2	8
7	7 COU7	Name 7	2	1	2	2	2	9	2
8	8 COU8	Name 8	2	2	2	0	0	6	3
9	9 COU9	Name 9	2	0	2	0	2	6	3
10	10 COU10	Name 10	2	2	0	0	2	6	3

  

Second round (one third place)									
#15490 Senior Male Individual Special Technique									
No.	Country	Name	Place before	Nopi Ap Cha Busigi	Twimyo Dollyo Chagi	Bandae Dollyo Chagi	Dolmyo Yop Cha Jirugi	Twimyo Nopi Yop Cha Jirugi	Points
3	3 COU3	Name 3	1						0
7	7 COU7	Name 7	2						0
2	2 COU2	Name 2	3		1				1
8	8 COU8	Name 8	3		0				0
9	9 COU9	Name 9	3		2				2
10	10 COU10	Name 10	3		0				0

  

Second round (two third places)									
#15490 Senior Male Individual Special Technique									
No.	Country	Name	Place before	Nopi Ap Cha Busigi	Twimyo Dollyo Chagi	Bandae Dollyo Chagi	Dolmyo Yop Cha Jirugi	Twimyo Nopi Yop Cha Jirugi	Points
3	3 COU3	Name 3	1						0
7	7 COU7	Name 7	2						0
2	2 COU2	Name 2	3		2				2
8	8 COU8	Name 8	3		0				0
9	9 COU9	Name 9	3		2				2
10	10 COU10	Name 10	3		0				0

  

Result (one third place)									
#15490 Senior Male Individual Special Technique									
No.	Country	Name	Place before	Nopi Ap Cha Busigi	Twimyo Dollyo Chagi	Bandae Dollyo Chagi	Dolmyo Yop Cha Jirugi	Twimyo Nopi Yop Cha Jirugi	Points
1	3 COU3	Name 3	1						0
2	7 COU7	Name 7	2						0
5	9 COU9	Name 9	3						0

  

Result (two third places)									
#15490 Senior Male Individual Special Technique									
No.	Country	Name	Place before	Nopi Ap Cha Busigi	Twimyo Dollyo Chagi	Bandae Dollyo Chagi	Dolmyo Yop Cha Jirugi	Twimyo Nopi Yop Cha Jirugi	Points
1	3 COU3	Name 3	1						0
2	7 COU7	Name 7	2						0
3	2 COU2	Name 2	3						0
5	9 COU9	Name 9	3						0

## SP 9. Pre Arranged Free Sparring Competition

Umpires shall score all point(s) electronically, as indicated in the ITF World Junior & Senior Tournament Rules.

The team obtaining the majority of umpire votes shall be declared the winner and advance to the next round of competition according to the following criteria:

1. The team obtaining the majority of umpire votes, with a minimum of two (2) Umpire votes in his favor, shall be declared the winner and advance to the next round of competition.
2. In the case of a draw, both teams will perform an additional time, until the winner is decided.

Each team shall perform one at a time, and the Umpires shall give a score between 0 and 10 points, after having deducted points for errors, for each performance taking into consideration the following criteria:

1. Choreography & teamwork.
2. Technical content.
3. Sine-wave.
4. Power.
5. Breathing.
6. Execution of no more than a total of three (3) acrobatic sequence of techniques per team



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## PRE-ARRANGED SPARRING PENALTIES

*You have 10 points in total – Please deduct for each offense committed*

DEDUCT 0.5 POINTS, PER OCCURRENCE FOR:
Losing balance
Inaccurate stance
Incorrect breathing
Stepping completely outside of the ring with both feet
Lack of power
Lack of Sine-Wave
Incorrect preparation or execution of technique (i.e. crossing, pre-action...)

DEDUCT A MAXIMUM OF 3 POINTS, AT THE END OF THE PERFORMANCE (In .5 increments) FOR:
Lack of choreography and teamwork

GIVE 0 POINTS (for entire pattern)
Not meeting the minimum or maximum time requirements
Performing more than three (3) acrobatic sequence per team
Failure to block and/or evade an opponent's attack at any time other than the final blow and/or final sequence

Scoring Example:

R 1		Pre Arranged, Sen.		1:10	
124	ENG	16	POL	1628	
	England		Poland		
Pre Arranged Free Sparring					
7,0	6,5	7,5	7,5	7,5	6,5
6,0	6,5	7,0	7,0	7,0	7,0
873	GR	Draw		A. 1628	
41	NO	2 - 2 - 1		1800	



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Teams shall compete according to the following rules and regulations:

1. Pre Arranged Free Sparring shall consist of movements as shown in the encyclopaedia, manuals and/or CD-ROM, and as taught during the International Instructor Courses (IIC).
2. Attacking techniques (with exception of the final blow) must be blocked or avoided and must be performed with realism.
3. Competitors may be from 1<sup>st</sup> to 6<sup>th</sup> degree and may be male, female and/or mixed couples.
4. Bout duration shall consist of one (1) round: minimum 60 seconds – maximum 75 seconds.
5. Teams that exceed the 75-second duration of the bout shall receive 0 points.
6. Teams that perform less than the required minimum of 60 seconds shall receive 0 points.
7. Protection gear may be worn as written in ITF World Junior & Senior Tournament Rules art.T.7.a. Point ii and T.7. b.
8. No more than a total of three (3) acrobatic sequences of technique, that are not part of the Taekwon-Do syllabus, may be performed during the bout by each team.
9. If one or both team members perform more than a total of three (3) acrobatic sequences of technique during the bout, the team shall receive 0 points.