

GLOBAL TAEKWON-DO FEDERATION

TOURNAMENT RULES



&

INTERNATIONAL UMPIRE COURSE

Introduction

Adults and children begin training in Taekwon-Do for several different reasons. Fitness, self-defence, self-confidence, social skills etc. Following several years developing these skills many students decide that it's time to showcase what they have learned by entering competition. Having spent so much time and effort in their quest to achieve the level required they deserve to have a fair and professional platform on which to do so.

To achieve this platform and to have a level playing field for all, several conditions need to align.

- 1. The instruction given to students needs to be of a high GTF level and standardised across all countries using the GTF Rule and Regulations.*
- 2. A suitable venue with all the required equipment and personnel available. Including floor mats, safety mats, board holders, first aid etc.*
- 3. The most important element for achieving a fair tournament for all competitors is to have qualified, experienced and unbiased officials.*

The objective of this course manual is help develop the knowledge and skills of all GTF Tournament Officials. Where it is primarily aimed at Umpires and Referees it is also a reference manual for all concerned.

Table of contents

	<i>Page</i>
<i>Module 1. Review of the GTF rules and Regulations</i>	<i>4</i>
<i>Module 2. Umpire duties</i>	<i>30</i>
<i>Module 3. Signalling</i>	<i>33</i>
<i>Module 4. Umpire in GTF</i>	<i>55</i>
<i>Module 5. Judge's document for sparring</i>	<i>62</i>
<i>Module 6. Draw, method and rules</i>	<i>66</i>
<i>Module 7. Refereeing</i>	<i>69</i>
<i>Module 8. Judging patterns</i>	<i>71</i>
<i>Module 9. Orientation to first aid personnel</i>	<i>73</i>

Module 1



TOURNAMENT RULES

FOR

GLOBAL TAEKWON-DO FEDERATION

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TABLE OF CONTENTS

PART 1	GENERAL	Page 7
ARTICLE 1	PURPOSE	7
ARTICLE 2	APPLICATION	7
ARTICLE 3	OFFICIAL REPRESENTATIVES	7
ARTICLE 4	DUTIES	7
ARTICLE 5	COMPETITORS	7
ARTICLE 6	DRESS	8
ARTICLE 7	SAFETY EQUIPMENT & PROTECTIVE WEAR	8
ARTICLE 8	MEDICAL PREPARDNESS	9
ARTICLE 9	SQUARE	9
ARTICLE 10	AWARDS	10
	INDIVIDUAL	
	TEAM	
ARTICLE 11	OFFICIAL TERMINOLOGY	11
ARTICLE 12	DIVISIONS OF COMPETITION	11
	INDIVIDUAL	
	TEAM	
ARTICLE 13	COMPOSITION OF TEAM	13
ARTICLE 14	ORDER OF MATCHES	13
ARTICLE 15	WEIGHING	13
ARTICLE 16	DRAW	14
ARTICLE 17	ANNOUNCING	14
ARTICLE 18	COACHES	15
PART II	PATTERNS	15
ARTICLE 19	GROUPS	15
ARTICLE 20	ELIMINATION INDIVIDUAL	15
ARTICLE 21	PERFORMANCE & POINTS	15
ARTICLE 22	ELIMINATION TEAMS	16
ARTICLE 23	PERFORMANCE & POINTS	16
ARTICLE 23A	JUNIOR & SENIOR COUPLES PATTERNS	16
ARTICLE 24	OFFICIALS	16
PART III	SPARRING	17
ARTICLE 25	DIVISIONS	17
	INDIVIDUAL	17
	TEAM	17
ARTICLE 26	DURATION OF BOUTS / TIME KEEPING	17
ARTICLE 27	TARGET AREA	18

ARTICLE 28	POINTS AWARDS	18
ARTICLE 29	SCORING PROCEDURE	18
ARTICLE 29A	FOCUS ELEMENTS	19
ARTICLE 30	WARNING	20
ARTICLE 31	FOULS	20
ARTICLE 32	DISQUALIFICATION	21
ARTICLE 33	INJURY	21
ARTICLE 34	MATCH PROCEDURE & REGULATIONS	22
	INDIVIDUAL	
	TEAM	
ARTICLE 35	OFFICIALS	23
PART IV	POWER TEST	24
ARTICLE 36	DIVISIONS	24
	MALE	
	FEMALE	
ARTICLE 37	PROCEDURE	24
	INDIVIDUAL	
	TEAM	
ARTICLE 38	OFFICIALS	25
PART V	SPECIAL TECHNIQUE	26
ARTICLE 39	DIVISIONS	26
	MALE	
	FEMALE	
ARTICLE 40	PROCEDURE	27
	INDIVIDUAL	
	TEAM	
ARTICLE 41	OFFICIALS	27
PART VI	TREATMENT OF PROTESTS	28
ARTICLE 42	THE TOURNAMENT CHAIRMAN	28
ARTICLE 43	EVENT TOURNAMENT COMMITTEE	28
ARTICLE 44	OFFICIAL PROTESTS	28
ARTICLE 45	DECISIONS	29
ARTICLE 46	DISQUALIFICATION	29
ARTICLE 47	WITHDRAWAL	29
ARTICLE 48	COPIES OF RULES	29
ARTICLE 49	PRESENTATIONS AND EXHIBITIONS	29

PART I - GENERAL

ARTICLE 1: PURPOSE

The purpose of these rules is to raise the level of GTF Taekwon-Do by putting down in writing all its aspects, and to provide all competitors an opportunity to show their best through friendly competition with one another.

ARTICLE 2: APPLICATION

These rules are to be used at all international and national GTF Taekwon-Do competition for all degree holders. They apply to both male and female, except where otherwise is specifically decided.

ARTICLE 3: OFFICIAL REPRESENTATIVES

The juries, referees and other judges will be selected from International and national certified umpires in Global Taekwon-Do Federation. A designated area shall be provided where all referees and judges may retire to for breaks during the competition.

ARTICLE 4: DUTIES

- a) The jury will normally consist of 1 senior umpire, who is seated at an honorary place in front, and who will have the overall control and supervision of the competition area.*
- b) For sparring the referee will be in the ring to conduct and maintain control of the bouts.*
- c) In pattern matches the 5 judges are placed on a line facing the competition area with the senior judge in the middle. In sparring the judges are placed in the four corners of the ring (cfr. art. 9). They give points according to the rules and regulations of the GTF.*
- d) The timekeepers are placed at the jury table and will control, and signal start/stop of the bouts, and the continuation of each match.*
- e) The keeper of the minutes is placed at the jury table and is to fill in the match forms.*

ARTICLE 5: COMPETITORS

The competitors compete in divisions according to these rules with divisions for 1st, 2nd, 3rd and 4th Degree. A 5th and 6th degree division may also be formed if there are three or more competitors. At least three masters' must be available to judge this division. All competitors must have a valid GTF

certificate and must present their GTF I.D. as proof of age when registering at GTF events. They must be healthy and registered with their national GTF federations.

The host country will provide each competitor with an Identification badge showing the following information: Photo, Name, Date of birth, Age, Rank, Country and the competitors registration number. The competitor must also be supplied with a competition number that can be placed on their dobok for easy recognition.

The identification badge must be worn throughout the entire competition. **In or out of dobok.**

At the beginning and end of each division all competitors must line up and bow to the jury. The centre referee will collect all the competitors' ID badges to ensure all participants are accounted for. Failure of a competitor to be present at the beginning of a division may result in disqualification. Competitors must stay at their designated ring for the duration. The I.D. badges will be returned on completion of the division.

Participation certificates may be issued to each competitor.

ARTICLE 6: DRESS

- a) Official representatives dress according to GTF umpire rules.
- b) The competitors must wear "dobok", with badges recognized by GTF, and in addition a black belt showing the competitors degree. Every competitor is given a number. This must be attached to his/her back and worn throughout the duration of the competition.
- c) Official GTF dobok:
Front: GTF patch on the left side over the heart. Three globe patch is on the left arm (bicep area) and on the left leg lateral (lower-thigh), slightly above the knee.
Back: TAEKWON-DO in half circle with GTF underneath. All in capital letters.
Team competitors may place the name of their country under GTF.
- d) When not competing, the competitors can wear ordinary sports apparel, such as track suit, training suit etc. At the opening and closing ceremonies the competitors must wear dobok. The wearing of dobok bottom with tee shirt and belt is not permitted.
- e) Drinking of alcohol or smoking whilst wearing the dobok is prohibited.

ARTICLE 7: SAFETY EQUIPMENT & PROTECTIVE WEAR

- a) For sparring all competitors must wear GTF approved safety equipment. For male and female this includes head, hands, feet, shins and mouth protection. Groin guards are compulsory for males. **For International events competitors must have both Red and Blue hand and foot pads available.**
Additional protective equipment must be worn inside the dobok.

b) *The competitors can, if they wish, use the following:*

- *Wrist guards*
- *Armguards*
- *Breast protectors for female competitors*
- *Groin-guard for female competitors*
- *No Defective equipment is allowed*
- ***Sparring Equipment must cover the whole foot and the whole of the open hand.***
- ***The thumb must be tethered to the hand pads.***

All protection equipment must be of GTF approved types and consist of elastic material with sponge or (vinyl) rubber padding, without metal, bone hard plastic or other hard materials, including zippers, laces or buttons/press studs.

c) *The use of non-approved protection equipment is not allowed.*

d) *Every competitor with injuries demanding bandaging must prove his/her need to the judges and get their approval. Pins or other kinds of hard material must not be used, and the bandages must not give extra support/protection in a way that the competitor achieves any advantages over his opponent.*

e) *It is prohibited to wear jewellery, watches and things like that, the hair must be kept in place by soft elastic objects. Toenails and fingernails must be cut.*

ARTICLE 8: MEDICAL PREPAREDNESS

*A doctor and/or qualified first aid personnel must be present **at ALL times** during the competition. In the case of injuries, the doctor or first aid personnel's recommendation is to be followed concerning the injured competitor's capability to continue the match. **An ambulance must also be available.***

ARTICLE 9: SQUARE

a) *The square for sparring will cover an area of 8 x 8 meters. The area must be covered with approved mats. These must extend 1 meter outside the ring. The square for pattern is 10 x 10 meters*

b) *The jury table will be placed at least 2 meters from the ring*

c) *The referee's position is marked with a white cross, directly opposite the middle of the jury table, and 1 meter back from the centre of the ring.*

d) *The corner judges shall be seated 1 meter from each corner of the ring. They are numbered 1 to 4 from the corner nearest the jury table's left side, and clockwise around the ring.*

e) *The competitors' positions are marked with a red and a blue cross, 1 meter on each side of the centre of the ring. The left one shall be blue and the right red, seen from the jury table.*

f) *The coaches' positions are marked with a red mark (right) and a blue mark (left), at least 1 meter from the ring.*

See enclosure for the arrangement of the ring (the competition area).

ARTICLE 10: AWARDS

INDIVIDUAL

*Best in Competition
award*

2 Gold
Only 1. place in each class / event.

Pattern

6 Gold / 6 Silver / 6 Bronze
1./2./3. place in each class

Sparring

10 Gold / 10 Silver / 10 Bronze
1./2./3. place in each class / group / weight division

Breaking

8 Gold
Only 1. place in each class / event.

Special Technique

8 Gold
Only 1. place in each class / event.

Free Special Technique

2 Gold
Only 1. place in each class / event.

Gold

3 Points

Silver

2 Points

Bronze

1 Point

Only points achieved in individual events count for Overall Winners

TEAM

Overall Champions

2 Trophies
Only 1. place in each class / event.

Pattern

12 Gold / 12 Silver / 12 Bronze
1./2./3. place in each class

Sparring

12 Gold / 12 Silver / 12 Bronze
1./2./3. place in each class

Breaking

12 Gold / 12 Silver / 12 Bronze

1./2./3. place in each class

Special Technique

12 Gold / 12 Silver / 12 Bronze

1./2./3. place in each class

Overall Champion/Country points allocation

Gold 3 Points

Silver 2 Points

Bronze 1 Point

Breaking 1 Point

The total score from the individual and the team events counts, except for Overall Winner.

Regarding the teams there is just one score, i.e. not multiplied by 6. For instance, the winning team in patterns get 3 points in addition to the rest of the points, and not 18 points. In the case of a draw in the team competition, when all events are included, the winner is the team with best result in patterns.

At the organizer's discretion medals to the team coaches can be awarded.

Note: Gup rank medals/trophies must be different from the Black Belt.

ARTICLE 11: OFFICIAL TERMINOLOGY

Cha Ryot	Attention
Kyong Ye	Bow
Jun Bi	Ready
Shi Jak	Start
Haechyo	Stop/ Separate
Gaesok	Continue
Goman	End
Ju Ui	Warning
Gam Jum	Minus Point
Sil Kyuk	Disqualification
Hong Sung	Red Winner
Chong Sung	Blue Winner

ARTICLE 12: DIVISIONS OF COMPETITION

The competition is divided in team match and individual match. The competition is settled by age, Dan ranking and weight system.

Note: Junior competitors (13-17 years) will be divided into two groups for both male and female:

INDIVIDUAL

The individual matches are divided into the following divisions.

Juniors: 13/14 years. **Juniors:** 15-17 years.

Adult: 18-37 years. **Senior:** 38-49 years. **Veterans:** 50 years and above.

Patterns are divided into the following divisions:

Patterns **Male / Female**

Division 1 1st Degree
Division 2 2nd Degree
Division 3 3rd Degree
Division 4 4th Degree
Division 5 5th/6th Degree

Sparring: **Male/ Female**

Micro-Weight
Light-weight
Middle-weight
Heavy-weight
Super heavy-weight.

Breaking **Male / Female** **Must be 18 years or over.**

Special Technique **Male / Female**

In breaking each competitor can take part in one hand technique and one foot-technique. For special technique each competitor can take part in only two events. This means that each competitor may take part in 4 breaking and special events.

TEAM

All team members, Junior and Senior must hold GTF certified 1st Degree or above.

Each country may enter 1 team for each of the following divisions.

Divisions:

Junior Male 13/14 years: 3+1 Junior Male 15-17 years: 3+1

Junior Female 13/14 years: 3+1 Junior Female 15-17 years: 3+1

Senior Male 18 years+: 5+1

Senior Female 18 years+: 5+1

The competitors are not divided into weight groups. Each team must take part in patterns, sparring, breaking and special technique. **Junior teams do not take part in breaking.**

ARTICLE 13: COMPOSITION OF TEAM

Each senior team consists of 6 competitors, and the same 6 must be used in all events. The team can freely choose which of the 6 they want to use in each of the events. For instance, the substitute in free-sparring can be a different person than the one in patterns. The same rules apply to the junior teams but using the base of 4 competitors.

At no time can another team member be added.

There can be no combination of teams, defeated or otherwise, if a country does not enough members to submit a team, then that country will not compete at the event.

ARTICLE 14: ORDER OF MATCHES

The order and ring number of all pattern, sparring, breaking, and special technique divisions must be decided prior to the competition and must be posted at the venue for all competitors and coaches to view. The Senior Chief Umpire together with the organizer may decide to alter this order if practical considerations indicate. This must be announced at the beginning of the tournament.

ARTICLE 15: WEIGHING

- a) Weighing of the competitors shall not take place earlier than 24 hours and not later than 1 hour before the competition.
- b) The weighing must be carried out on a certified electronic scale.
- c) The judges called up shall ensure that the weighing is carried out according to the rules.
- d) At the weighing the competitors weight must be within the limits according to the weight class. in which he/she is registered.
- e) Competitors who do not have the right weight will be granted time within the weigh in period to achieve sufficient weight. If they still do not satisfy the requirements of their weight class, they will be judged according to art. 32 f (disqualified from sparring matches).

ARTICLE 16: DRAW

- a) *The draw shall be carried out in public.*
- b) *Medals counting for Overall Champion award cannot be won unless there are at least 4 competitors in the event.*
- c) *No one can win 2 rounds in succession without a match (i.e. by walk-over).*
- d) *The competitors in sparring must have at least 2 matches. The only exception is when there are only 3 competitors. **Please refer to example below.***
- e) *When the draw is finished the number of competitors is complete, and the registration is deemed closed.*

Example:

In the instance where there are only 3 competitors the following example shall be followed:

The 3 participants will be allocated A, B and C. A random draw takes place to determine who gets a buy.

In this example C wins the buy.

A Vs B = A is winner.

A Vs C = A is winner. A gets 1st and B Vs C to decide 2nd and 3rd.

However, if C wins against A. C gets 1st, A 2nd and B 3rd. This result is because C has defeated A who has already defeated B.

ARTICLE 17: ANNOUNCING

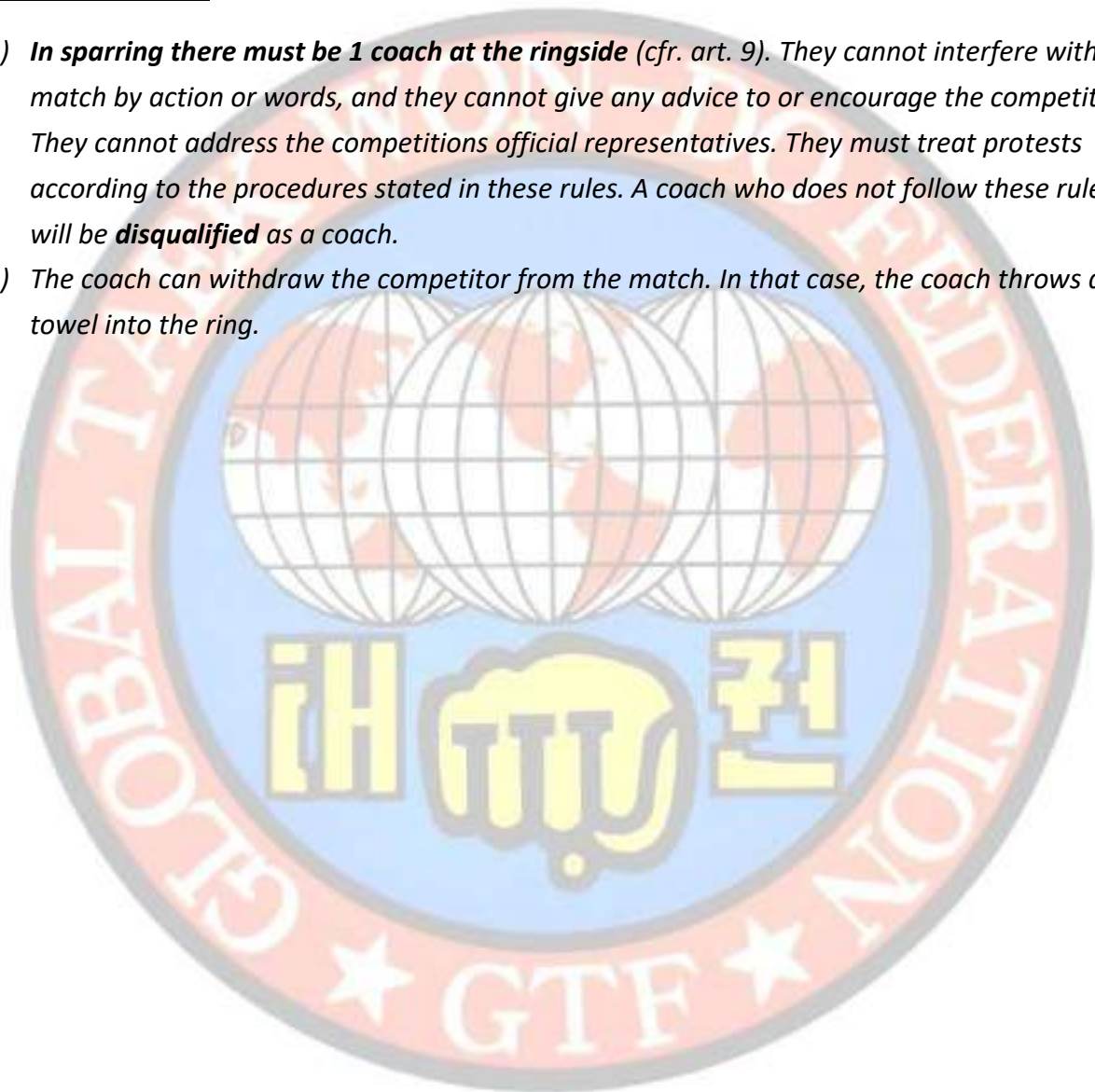
- a) *In addition to the order and ring numbers of divisions being posted at the venue it shall be announced in which ring the different events are taking place, and it is each competitor's/team's responsibility to keep so close to the ring that they are ready for participation without delay when they are called upon.*
- b) *When Individual/team number, name and country are announced, one must go the side of the ring with the necessary equipment. If not in place at once, one is called upon for a second time.*
- c) *After 2 minutes, the number, name and country are announced twice. If the individual competitor/team still is not present, they will be disqualified. (Ref. art 5.) As the competitors*

should be at their ring for the duration of the division the above should not need to apply but is put in place to give the competitor the best and fairest chance to compete.

d) Two competitors are always announced together. The first one is red and the second blue.

ARTICLE 18: COACHES

- a) ***In sparring there must be 1 coach at the ringside*** (cfr. art. 9). They cannot interfere with the match by action or words, and they cannot give any advice to or encourage the competitor. They cannot address the competitions official representatives. They must treat protests according to the procedures stated in these rules. A coach who does not follow these rules, will be ***disqualified*** as a coach.
- b) *The coach can withdraw the competitor from the match. In that case, the coach throws a towel into the ring.*



PART II-PATTERNS

ARTICLE 19: GROUPS

Male and Female

Update: All patterns to be judged by Flags only. Electronic systems may be used provided permission is given by the GTF headquarters and all judges have been properly instructed in the use of the approved system.

ARTICLE 20: ELIMINATION - INDIVIDUAL

- a) *The pyramid / bracket system of elimination will be used. The competitors will be drawn as for sparring and will compete 1 to 1 (two competitors will perform the same pattern at the same time and the judges will choose the better one to go forward to the next round). For the final, the competitors will perform one optional and one designated pattern. A GTF pattern must be one of the two performed.*

ARTICLE 21: PERFORMANCE & POINTS - INDIVIDUAL

- b) *The senior judge will give the commands to the competitors.*
- c) *Each competitor must perform one designated pattern. The pattern will be chosen by the judges as follows:*
- | | |
|---|--|
| <i>1st Dan:</i> | <i>Up to and including Kwang-Gae, Po-Eun, Ge-Baek and Jee-Goo</i> |
| <i>2nd Dan:</i> | <i>Up to and including Eui-Am, Choong-Jang, Ko-Dang and Jook Am</i> |
| <i>3rd Dan:</i> | <i>Up to and including Sam-Il, Yoo-Sin, Choi-Yong and Pyong-Hwa</i> |
| <i>4th Dan:</i> | <i>Up to and including Yon-Gae, Ul-Ji, Moon-Mo, Moon Moo and Sun-Duk</i> |
| <i>5th & 6th Dan:</i> | <i>Up to and including So-San and Se-Jong.</i> |

Note: The designated pattern will include any GTF pattern for or below the grade of the competitor. For example: 3rd Degree may be asked to perform Pyong-Hwa, Jook-Am, Jee-Goo, Dhan -Goon or Jee-Sang.

- d) *The two competitors bear red and blue marks, respectively. The judges decide the winner by indicating red or blue colour. A Draw is not allowed*

ARTICLE 22: ELIMINATION - TEAM

The pyramid/bracket system of elimination will be used. The teams will be drawn as for sparring and will compete 1 to 1. A coin will be tossed to decide which team goes first. The first team will perform both patterns and then the second team will do likewise. The judges will choose the better one to forward to the next round.

ARTICLE 23: PERFORMANCE POINTS – TEAM

- a) Each team (5 persons) must perform simultaneously one designated and one optional pattern.
- b) The **designated** pattern may be Choong-Moo, Kwang-Gae, Po-Eun, Ge-Baek, Jee-Goo, Dhan-Goon or Jee-Sang. The **optional** pattern may be any pattern up to the level of the lowest degree member on that team. As an example, if the lowest degree on a team is first degree then that team shall be limited to pattern up to first degree requirements. However, if a team consists of players with the lowest member being fourth degree then that team is permitted to perform optional patterns up to the 4th degree requirement and so forth. Both team captains must inform the judges what their optional pattern is before any of them begin. The judges cannot choose any of these patterns as designated patterns because both teams must perform the same designated pattern.
- c) They can line up in any formation they want to, and the members of the team can perform the movements individually or together according to their own wishes, but there must be teamwork, for example; one member may not perform moves of the pattern on his own without the others following in unison.
- d) The team captain will give command to the team (start, bowing and any formation).

ARTICLE 23A: JUNIOR and SENIOR COUPLES PATTERNS

Divisions:

Junior: 13-17 years. **Senior:** 18 years and above.

One male and one female Black Belt competitor will perform the couples' patterns. Any GTF recognized pattern may be performed under individual competition format. Emphasis should be put on creative choreography and teamwork while leaving a recognizable pattern in place. All GTF patterns must not be modified or changed and should be executed in its original format.

ARTICLE 24: OFFICIALS

PART III – SPARRING

ARTICLE 25: DIVISIONS

INDIVIDUAL

- a) Juniors: 13+14 years. Juniors: 15-17 years.
Adult: 18-37 years. Senior: 38-49 years.
Veterans: 50 years and above.

b) Weight Divisions.

MALE	Micro Weight	up to 54kg inclusive
	Light Weight	over 54 to 63kg inclusive
	Middle Weight	over 63 to 71kg inclusive
	Heavy Weight	over 71 to 80kg inclusive
	Hyper Weight	Over 80kg
FEMALE	Micro Weight	up to 52kg inclusive
	Light Weight	over 52 to 58kg inclusive
	Middle Weight	over 58 to 63kg inclusive
	Heavy Weight	over 63 to 70kg inclusive
	Hyper Weight	Over 70kg

Note: Junior sparring weight division to be determined.

TEAM

Male and female regardless of weight up to VI degree.

ARTICLE 26: DURATION OF BOUTS - TIME KEEPING

- a) The bout length is 2 minutes for team as well as individual competitions.
- b) Semi-finals and finals consist of 2 bouts x 2 minutes, with 1-minute break between the bouts.
- c) If there is a draw in the **individual competitions**, there will be another bout for 1 minute after a break for 30 seconds. If this also results in a draw, then the competitor with the least number of warnings will be deemed the winner. If still a draw, then there will be a "sudden death" playoff (first point scored wins).

- d) *On the first "SI JAK" command from the referee the time keeper starts the clock, and it continues until full time unless the referee orders "stop time" by showing this by sign.*
- e) *In team competitions the results are registered as they stand at full time. Victory counts 2 points, and a draw 1 point to each team.*

ARTICLE 27: TARGET AREA

- a) **High section:** *The part of the head that covers the area from the forehead to the neck, and forward of the ears.*
- b) **Middle section:** *The upper part of the body vertically from neck to the navel, forward of a line drawn on each side, from the arm pits down to the waist.*
- c) **It is not allowed to hit the neck, the top or back of the head, the throat, the back or below the belt.**

ARTICLE 28: POINT AWARDS

- a) **One point** will be awarded for:
 - *Hand technique direct to medium or high section.*
 - *Foot technique direct to medium section.*
 - *Any jumping hand technique will be awarded ONE point ONLY*
- b) **Two points** will be awarded for:
 - *Foot technique direct to high section.*
 - *Jumping/flying foot technique direct to medium section.*
- c) **Three points** will be awarded for:
 - *Jumping / flying technique direct to high section.*

ARTICLE 29: SCORING PROCEDURE

Light contact to the body and touch contact to the head is allowed. Points will be given only for correctly delivered techniques which are within 1 cm of the section under the following conditions:

- a) *Proper distance.*
- b) *Correct posture.*
- c) *Appropriate tool to the section.*
- d) *Forceful delivery.*

ARTICLE 29A: FOCUS ELEMENTS

WHAT IS A POINT?

a point is a correct technique, and this is determined when a posture is correct before during and after the technique. it is when it maintains a correct balance in the whole process.

It should be considered that during the competition you go through states at high speed, so your posture and balance is fleeting.

Determination of a correct technique to be scored: this is what we will call focus conditions:

The combat begins, and a conflict situation is established that must be solved. Here begins the importance of focus.

THE 6 ELEMENTS OF THE FOCUS:

1) THE FIRST CONDITION OF THE FOCUS IN REALITY IS THE -CHOICE OF THE TARGET --- YOU MUST VISUALIZE A VULNERABLE POINT IN THE OPPOSITE WHICH YOU CAN REACH WITH A TECHNIQUE

2) WHEN THE STATE OF THE OPPONENT OR THE DIRECTION OF HIS MOVEMENT MODIFIES - APPROPRIATE TECHNIQUE ---

3) WHEN THERE IS A CORRECT RELATIONSHIP BETWEEN THE TARGET AND THE TECHNIQUE ---- DISTANCE ---

4) WHEN YOU SURPRISE YOUR ADVERSARY AND CONTROL HIS POWER --- SPEED ---

5) WHEN THERE IS A CORRECT RELATIONSHIP BETWEEN SPEED AND TIME ---- POWER ----

6) WHEN THERE IS A CORRECT RELATIONSHIP BETWEEN DISTANCE AND POWER --- TIME ---

ARTICLE 30: WARNING

1 minus point will be deducted at the 3rd warning for the following offenses:

- a) Attack to an illegal target.
- b) Attack with illegal technique.
- c) Stepping out of the ring (both feet)
- d) Fall (i.e. touching the floor with any other part of the body than the feet).
- e) Excessive **Hard** Contact
- f) Holding / Grabbing
- g) Pushing (Including Kicks)
- h) Avoiding Sparring (Turn away)

- i) Fake Acting
- j) Boxing type techniques
- k) Uncontrolled swinging of the arms.

NB: Minus Points are registered for both a combination of 3 different faults or 3 equal faults

9 warnings = 3 x minus points will result in loss of the match.

ARTICLE 31: FOULS

1 point will be deducted for the following offenses:

- a) Bad behaviour by the competitor or the coach.
- b) Attacking a fallen opponent.
- c) Purposely attacking after the referee's stop command.
- d) Any kind of injuring an opponent (cfr. art. 33).
- e) Excessive Contact
- f) Dangerous / Uncontrolled technique

If a competitor has been issued 3 minus points it must be instant disqualification. No discussion or debate.

ARTICLE: 32 DISQUALIFICATIONS

- a) Ignoring instructions given by the referee.
- b) Attack causing an injury on the opponent and inability to continue the match (cfr. art. 33).c)
- c) Committing 3 fouls. d)
- d) Not the right weight according to the rules (cfr. art. 15 e)
- e) Not having the right equipment on, within 1 minute after the referee's call for the start of match. (cfr. art. 34 pt. 2c) f)
- f) Suspected of being under the influence of alcohol or drugs. This will be determined by the on-site qualified medical physician and or medical personnel.

Zero Tolerance Policy: Excessive contact causing redness, bruising or drawing of blood.

Article 33: must be considered when deciding for disqualification.

CENTRE REFEREE'S AND UMPIRES

Centre referees will be replaced for not having control over the ring.

Example: Not calling obvious warnings, fouls, uncontrolled and excessive contact and losing control of his/her respected ring.

Umpires will be replaced for not giving full attention to the competitors' performance during sparring and pattern competition.

*The Tournament Committee Chairman will determine this. **It is the responsibility of the Jury to bring the situation to the attention of the chairman.***

ARTICLE 33: INJURY

1. If a competitor gets an injury the referee shall judge as follows:

- a) If the injured competitor can continue the match. the one responsible is to be judged by art. 31 (minus point).*
- b) If the injured competitor is not able to continue the match, the one responsible is to be judged/ by art. 32 (disqualification).*
- c) If the injured competitor is not able to continue the match, and it is impossible to decide who caused the injury, the winner is selected based on the score achieved before the injury occurred.*

2. Contact is penalized as mentioned above, but if the referee decides, after a discussion with the judges, that a competitor steps forward and into the technique which in other cases would have been correct. the attacker will be awarded as if it was a well performed attack. If a competitor is unable to continue the match in a situation like this the bout will be awarded to the attacker.

3. In all other cases of unintentional or intentional contact, after which a competitor is unable to continue the match, he/she will be awarded the bout.

ARTICLE 34: MATCH PROCEDURE & REGULATIONS

INDIVIDUAL

- 1. Lining up at the start and finish of the match. Referees Umpires, **and competitors** must face the Jury at their respective rings and bow at the start and finish of each division.*
 - a) The competitors shall be standing on their marked places in the ring facing the Jury.*
 - b) The referee must be at his/her marked place in the ring facing the Jury.*
 - c) The corner judges will be seated on chairs, placed on their marked places outside the four corners in the square, all facing the square's centre.*
 - d) The Jury shall be seated at a table facing the referee and the competitors.*

2. Course of events at start/stop of the match and after the end of the match.

- a) On the referee's command "CHARYOT", "KYONG YE" the competitors shall bow to the Jury
- b) On the referee's command "turn right-left", the competitors shall turn against each other, and on the command "KYONG YE" bow to each other.
- c) The referee must examine the competitors to ensure that they are wearing correct suit, safety equipment, and that they are not wearing watches, jewellery or any other objects that may cause injury to the opponent. If a competitor does not wear the prescribed equipment, he/she has maximum **1 minute** to change, after which he/she will be judged by art. 32 e. disqualification)
- d) The referee starts the match with the command "SI JAK", and the competitors go on sparring until the referee gives the command "HAE CHO" Then the competitors stop sparring immediately and stay where they are until the match is started again. The match is restarted by the referee giving the command "GAE SOK"
- e) At full time the time keeper gives a distinct signal to notify the referee, but the match is ended only by the command "GOMON" given by the referee. The competitors then bow in reverse order as they did at the start of the match.

3. Decision - announcement.

- a) The "winner" or "draw" shall be declared after the following system.

4 judges for blue	blue winner
3 judges for blue	blue winner
2 judges for blue / 2 judges draw	blue winner
2 judges for blue / 1 red / 1 draw	blue winner
2 judges for blue / 2 red	draw
3 judges for draw / 1 blue	draw
4 judges for draw	draw

Vice Versa where red has majority

- b) The referee places himself in the centre between the two competitors, all facing the Jury. When the result is announced the referee declares one of the competitors as winner by raising one of his/her arms.

TEAM

- a) *The procedure pre to the matches is the same as in individual competitions, but the results will be as given by the four judges. The winner gets 2 points. In the case of a divided decision the match will be declared a draw with both teams getting 1 point each.*
- b) *Before the first match, the referee makes a draw together with the team captains. The red team chooses head or tails, and the referee spins a coin. If the red wins, blue sends a competitor into the ring first, if the red loses red sends in a competitor. Thereafter, the teams take turns sending in the first competitor.*
- c) *If the result after 5 matches is a draw, both teams send in one competitor. The procedure will be as described under art. 34 "Individual". This extra match decides which teams wins.*

ARTICLE 35: OFFICIALS

Minimum per event: 5 Chief Umpire, 5 Centre Referee, 20 Centre Judges and 15/16 Administration-Timekeepers/Scorekeepers etc.

Per Ring: 1 Chief Umpire, 1 referee, 4 corner judges and a timekeeper/Scorekeeper.

The Championship organiser will provide a compensation package for the Chief Umpire, Centre Referees and Centre Judges.

On completion of each pattern and sparring division a summary report must be signed by the jury. These reports must be submitted to the GTF for their records and inclusion in the GTF website at the end of the competition.

PART IV - POWER TEST

ARTICLE 36: DIVISIONS

Male	<i>Ap-Joomuk Jirugi</i> <i>Sonkal Daerigi (annuro or bakkuro daerigi)</i> <i>Yopcha Jiruji</i> <i>Dollyo Chagi</i> <i>Bandae Dollyo Chagi</i>
Female	<i>Sonkal Daerigi (annuro or bakkuro daerigi)</i> <i>Yopcha Jiruji</i> <i>Dollyo Chagi</i>

ARTICLE 37: PROCEDURE

INDIVIDUAL

- a) *Plastic breaker boards to be used for all breaking categories except for Special Technique where wooden boards will be used. Each board must be 28.5 x 28.5 cm and 2.0 cm thick. (11.25" x 11.25" and ¾" thick)*
- b) *In each event the judges will decide a minimum number, e. g. 4 boards. Each competitor will have one attempt to break only, but one time measuring the distance is allowed. On the judge's command the competitor adopts a ready stance and attempts to break in one continuous motion when he/she gets the signal from the judge, ending back in ready stance. After the signal the competitor has 30 seconds to complete the performance.*
- c) *The judges can reject a break if the following is not adhered to:*
 - *Complete balance and correct posture throughout the technique-*
 - *Correct attacking tool used correctly, e.g. that one is standing in the right stance in sidekick. It is permitted to slide if one does not jump. One foot must be in contact with the ground throughout the performance.*
- d) *When all competitors have made a try on the minimum number, the successful ones proceed to a higher number of boards. decided by the judges. Those who fail are out of the competition. The winner is the competitor who manages to break the highest number of boards in 1 try.*
- e) *If it is a draw between 2 or more competitors, they will have 1 additional attempt to break the highest number of boards at which they failed. The winner is the one who manages to break the highest number of boards. If it is still a draw after the additional attempt, the said competitors will be weighed. The lighter competitor will be declared the winner.*

- f) *Breaking Machine Holder will be used with giveaway or collapsible bottom. This will reduce injury from fixed type machine holder and give equal resistance to all competitors.*
- g) *Judges must examine boards before and after each break.*
- h) *Points: Each broken board counts as one point.*

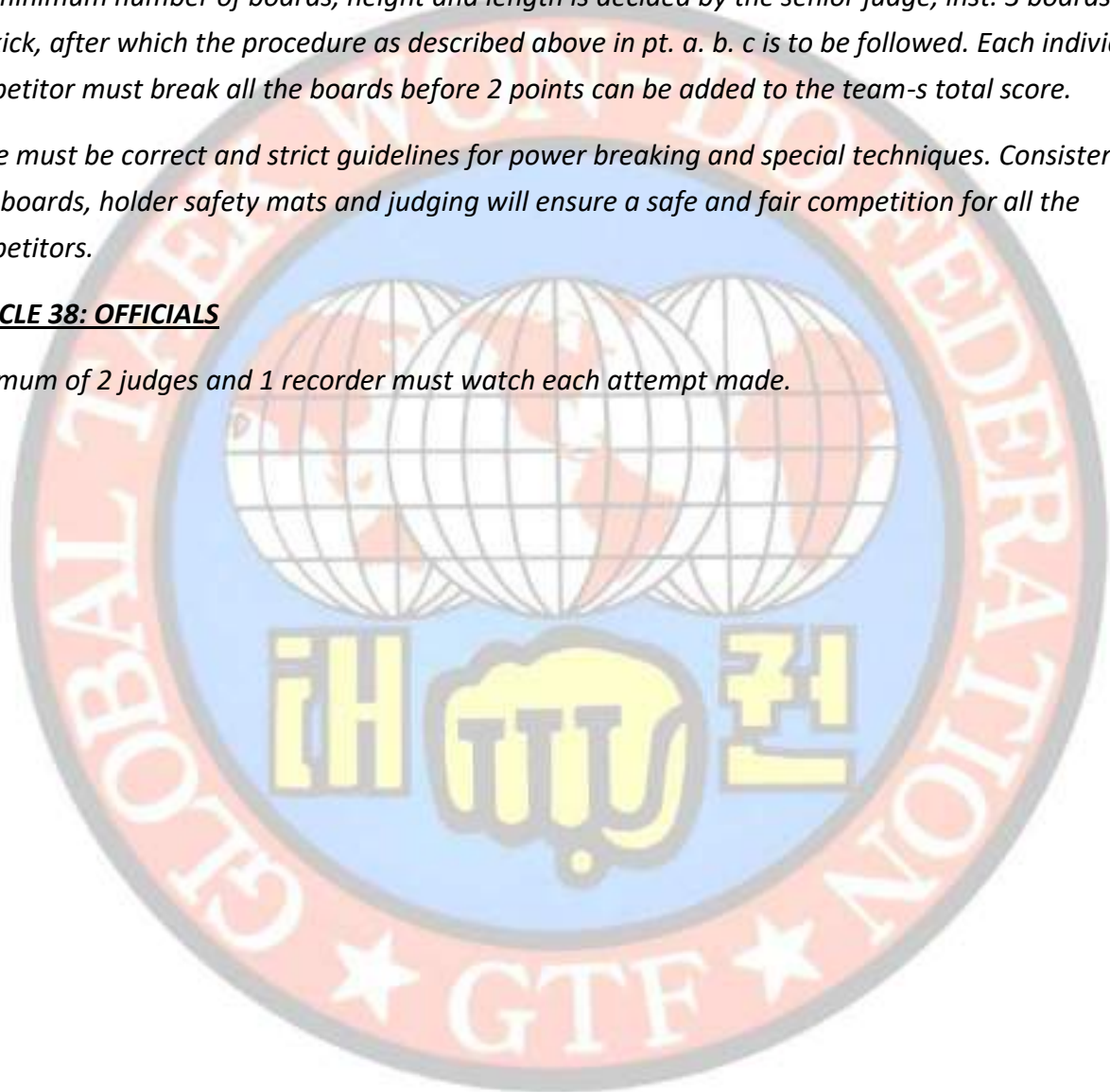
TEAM

The minimum number of boards, height and length is decided by the senior judge, inst. 3 boards in sidekick, after which the procedure as described above in pt. a. b. c is to be followed. Each individual competitor must break all the boards before 2 points can be added to the team-s total score.

There must be correct and strict guidelines for power breaking and special techniques. Consistency with boards, holder safety mats and judging will ensure a safe and fair competition for all the competitors.

ARTICLE 38: OFFICIALS

Minimum of 2 judges and 1 recorder must watch each attempt made.



PART V – SPECIAL TECHNIQUE

ARTICLE 39: DIVISIONS

MALE

- a) **Twimyo Nopi Ap Cha Busigi**, starting level 260 cm.
 - The winner is the one who achieves the highest kick.
- b) **Twimyo Nomo op Cha Jirugi**, starting length 300 cm.
 - The height of the hurdles is 70 cm.
 - The board should be placed 70 cm away off the hurdles in a height of 70 cm.
 - The judges can reject the jump if the competitor touch the hurdles. The winner is the one who achieves the longest jump.
- c) **Twimyo bo mio Yop Cha Jirugi**, 360 degrees, starting level 220 cm.
 - The winner is the one who achieves the highest kick.
- d) **Twimyo Dollyo Chagi**, starting level 230 cm.
 - The winner is the one who achieves the highest kick.
- e) **Twimyo Banae Dollyo Chagi**, starting level 230 cm.
 - The winner is the one who achieves the highest kick.

FEMALE

- a) **Twimyo Nopi Ap Cha Busigi**, starting level 215 cm.
 - The winner is the one who achieves the highest kick.
- b) **Twimyo Nomo Yop Cha Jirugi**, starting length 210 cm.
 - The height of the hurdles is 70 cm.
 - The board should be placed 70 cm away off the hurdles in a height of 70 cm.
 - The judges can reject the jump if the competitor touch the hurdles. The winner is the one who achieves the longest jump.
- c) **Twimyo Dollyo Chagi**, starting level 205 cm.
 - The winner is the one who achieves the highest kick.

Competitors must land on their feet for all Special Techniques.

ARTICLE 40: PROCEDURE

INDIVIDUAL

- a) 1 board is used in all events. The boards' dimensions will be determined by the Senior Chief Umpire during the competition.
- b) The competitors get 2 attempts in each event to break the board.
- c) The judges can reject an attempt if the following is not achieved:
 - Correct balance and posture throughout the technique.
 - Correct attacking tool used incorrect.
- d) When all competitors have made attempts on the minimum height/length, those with approved attempts proceed to greater heights/lengths decided by the judges. As they fail, the competitors are left out of the competition. The winner is the one who breaks a board on the greatest height/length.
- e) If it is a draw between 2 or more competitors, these will have 2 additional attempts on the height/length on which they failed. The winner is the one who breaks a board on the lowest number of attempts. If no one manage to break the board, the winner is the one who manage to touch the board.
- f) Holders shall be used. This is to give all competitors equal resistance and height.
- g) Safety mats must be used in all events.
- h) Boards move 5cm in height or distance for each round.

TEAM

Minimum height/length is determined by the Chief Umpire. The procedure described in pt. a, b and c is to be followed. Each individual competitor must break the board before 2 points can be added to the team's total score.

ARTICLE 41: OFFICIALS

At least 2 judges and recorder must watch each attempt made.

PART VI – Event Tournament

Chairman, Protests and Decisions.

ARTICLE 42: EVENT TOURNAMENT CHAIRMAN.

The event tournament committee chairman's function is:

1. *Administrative Umpire duties*
2. *Lead the protest committee*
3. *Conduct and chair the referee and team leader meeting*
4. *Assign referees/judges to each ring and rotate them as required*
5. *Replace referees and or umpires if necessary (see article 32)*
6. *Compile a written report about the tournament and submit this to GTF administration.*
7. *Meet with all umpires and referees at the end of the event.*

ARTICLE 43: EVENT TOURNAMENT COMMITTEE

The Event Tournament Committee will consist of: Chairman of Tournament, 1 Chairman representing Umpires of countries and number of technical members who assist the Chairman of Tournament. They will oversee the development of all the competition. The members of this Committee must be present in the competition area during the whole tournament.

ARTICLE 44: OFFICIAL PROTEST

A) *Only the coach/official representative can present a protest when they feel a decision breaks the rules.*

B) *After the notification of each protest, the official protest form must be presented in to the Jury President at the end of match, no later than 5 minutes after match is finished. The protest must specify the circumstances and it must be accompanied by the payment of the fee previously fixed by the Event Tournament Committee. This is done to limit protests to truly questionable cases. Only in cases where the protest is positively accepted by the Tournament Committee will the fee be given back to the coach/official.*

C) *The Event Tournament Committee will examine the protest circumstances and decide:*

1. *to validate the match;*
2. *to repeat the match;*
3. *to change the result; or*
4. *to disqualify one or both competitors.*

D) *In case of an official protest, the winner will not be able to compete until the Event Tournament Committee have decided regarding the protest.*

ARTICLE 45: DECISIONS

A) In order to come to a decision, the Event Tournament Committee may call anyone they choose to give evidence on the protest. **Video footage of any kind may not be used as evidence in a dispute.**

B) On reaching a decision the Event Tournament Committee will notify all parties.

C) The Event Tournament Committee will always base their decision on the rules as written in this document and their decision cannot conflict with the rules of this document.

Article 46: DISQUALIFICATION

A team or individual delegates who persist in arguing against decisions made by the Event Tournament Committee may, by a decision of the Committee, have an individual or the whole team disqualified from all events of the tournament. The matter will be considered by the Event Tournament Committee later with a view to further action being taken.

ARTICLE 47: WITHDRAWAL

In the case of an individual or team withdrawing from the Championships as a protest, the following determination will be applied:

A) automatic disqualification from that event, which means no placing for that event therefore any medals will be forfeit;

B) automatic disqualification from any further events at the Championship;

C) Further disqualification from future events will be decided by the **GTF Executive Tournament Committee** based on a detailed report supplied by the Event Tournament Committee.

ARTICLE 48: COPIES OF RULES

One copy of the GTF rules and regulations must be present at all tournaments and must be available for all competitors and officials.

ARTICLE 49: PRESENTATIONS AND EXHIBITIONS

Head Table

The President, Grand Masters, Masters and Special Guests will be seated at an appropriate Head Table during all events.

The President will be provided an Assistant of his/her choice at all events.

Exhibitions:

A schedule and a timetable of events, exhibitions etc. will be posted and distributed to all that participate at the event. Masters or Selected Black Belts will perform demonstrations after the opening ceremonies.

Presentations:

Presentations will be given at the Opening Ceremonies

Module 2



UMPIRE DUTIES

CHIEF UMPIRE

- *The Chief Umpire's Function is:*
- *Administrative umpire functions.*
- *Lead the Protest Committee.*
- *Conduct and chair referee and team leader meetings if required.*
- *Assign referees to each ring and rotate these as required.*
- *Compile a written report about the tournament and submit this to GTF's administration.*

JURY

The Jury duties are as follows:

- *Supervise and ensure that the rules contained in this document are adhered to.*
- *Instruct the centre referee and corner judges if necessary.*
- *Record all warnings and penalty points given and subtract these from the competitors score. The Jury and the corner judges' protocols for each event shall be collected and filed together for later inspection.*
- *Ensure that the corner judge's protocols are correctly completed and correctly summarized.*
- *Authority to annul a warning or penalty in cases where the centre referee has made a clear error.*
- *In case where a protest is forwarded, the Jury shall contact the tournaments chief umpire and present the protest. In addition, the tournaments officials shall be warned which the of ruling the protest may have so that influence, other future may bouts, be postponed.*
- *Summon the other referees to consultation if required.*
- *Have all disputes brought to the jury table immediately.*
- *Keep the score cards of each fight folded and numbered by fight and by round until the division is over.*
- *Send the match score cards and bracket sheet to the head table for tabulation.*

CENTER REFEREE

The Centre Referee's duties areas are as follows:

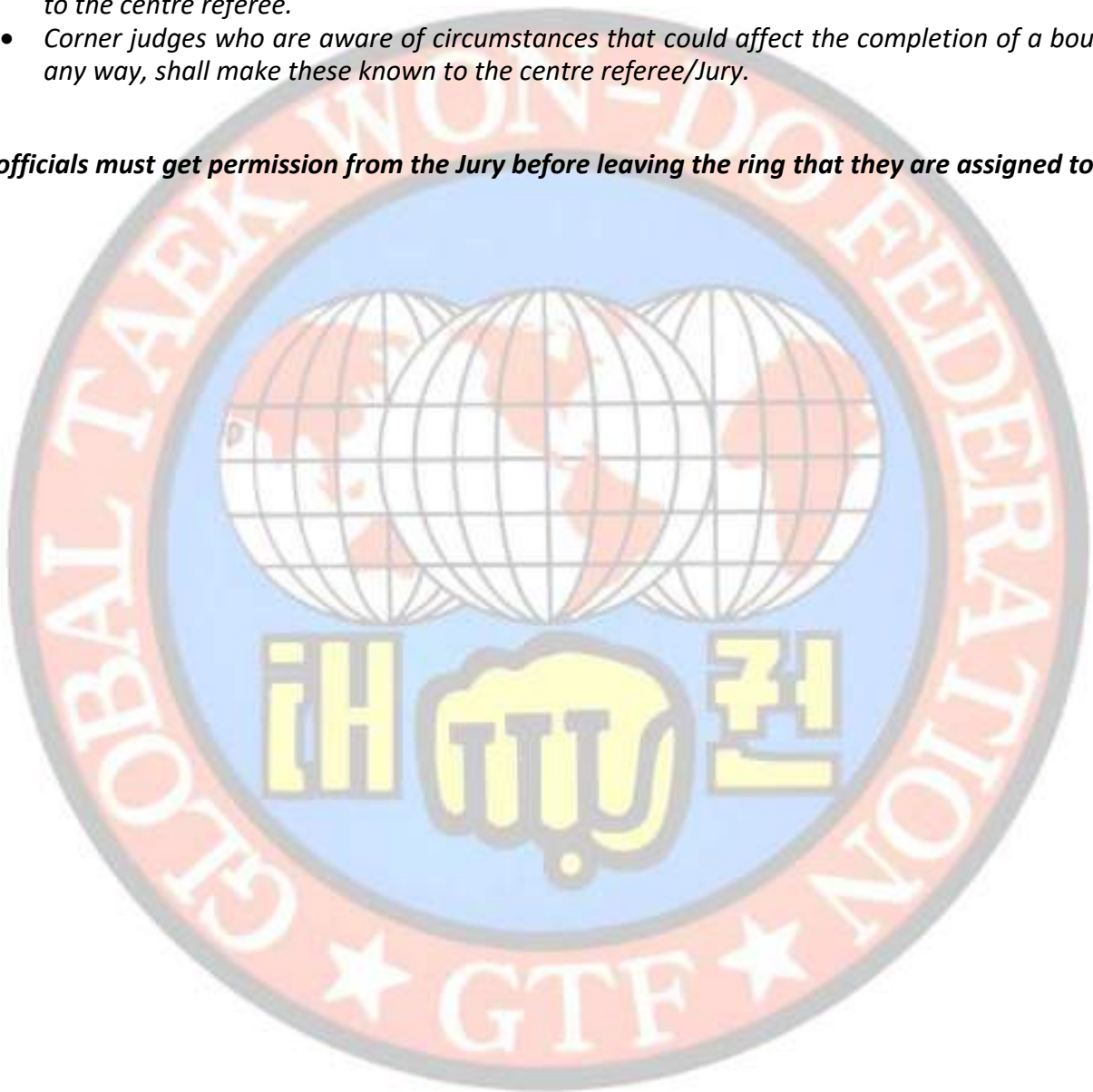
- *Check contestants for proper equipment.*
- *Observe proper etiquette with contestants before and after fight*
- *Supervise and lead the bout in accordance with those rules contained in this document, and award warnings and penalty points etc. The centre referee shall ensure the competitors safety in the best way possible.*
- *Shall follow the competitors at a distance, such that he is able to intervene, if required. (not too close to cause obstruction .*
- *Ensure that the corner judges are paying attention before the bout commences.*
- *Retire to the corner opposite the Jury during breaks, until the signal is given for recommencement of the bout.*
- *Remain in the centre of the ring at the end of the bout until the corner judges submit their protocols. Thereafter submit these to the Jury.*
- *Discuss any marginal decisions with the Jury before making the decision, and always discuss the disqualification of a participant with the Jury.*
- *Call for medical personnel when needed.*

CORNER JUDGE

The corner Judges duties are as follows:

- Record his name, country, ring number and corner number on the referee protocol.
- Award points for the use of "clickers". The red "clickers" is held in the right hand and the blue in the left. (To be reviewed)
- Record the competitors score at the end of the bout. Thereafter submit the referee's protocol to the centre referee.
- Corner judges who are aware of circumstances that could affect the completion of a bout in any way, shall make these known to the centre referee/Jury.

All officials must get permission from the Jury before leaving the ring that they are assigned to.



Module 3



SIGNALLING

Table of contents: PAGE

• Rules and Regulations for Umpire	34
• Jury sheet for Sparring	36
• Sparring Area	37
• Pattern Area	38
• Procedure at Sparring Matches	39 - 43
• Stopping a Match	44
• Stopping the time keeping	44
• Procedure at disqualification	45
• Procedure at foul	46 - 47
• Procedure at warning	48 - 52
• Procedure at end of a Match	52
• Giving Warnings & fouls	53
• GTF draw sheet.	54

Rules and Regulations – Umpire

The Global Taekwon-Do Federation recognises two levels of Umpire Qualifications which are International Umpire (A) and National Umpire (B)

A - CLASS UMPIRE

The criteria for this qualification are:

1. Minimum age of 25 years.
2. 4th. Degree holder or above.
3. Have a class B certificate.
4. Have a minimum of 3 years regular, domestic, umpiring experience immediately prior to application for an A classification course.
5. Take an international umpire course as authorized by the GTF and succeed in obtaining the official certificate.
6. Officiate regularly at tournaments within the jurisdiction.

B - CLASS UMPIRE

These will be qualified by the National Governing Body to suit their requirements. They should be at least 21 years of age, of 2nd. degree or above. They will umpire at national level only. They are recognized as B umpires by having an GTF certificate with the official number.

DRESS REGULATIONS

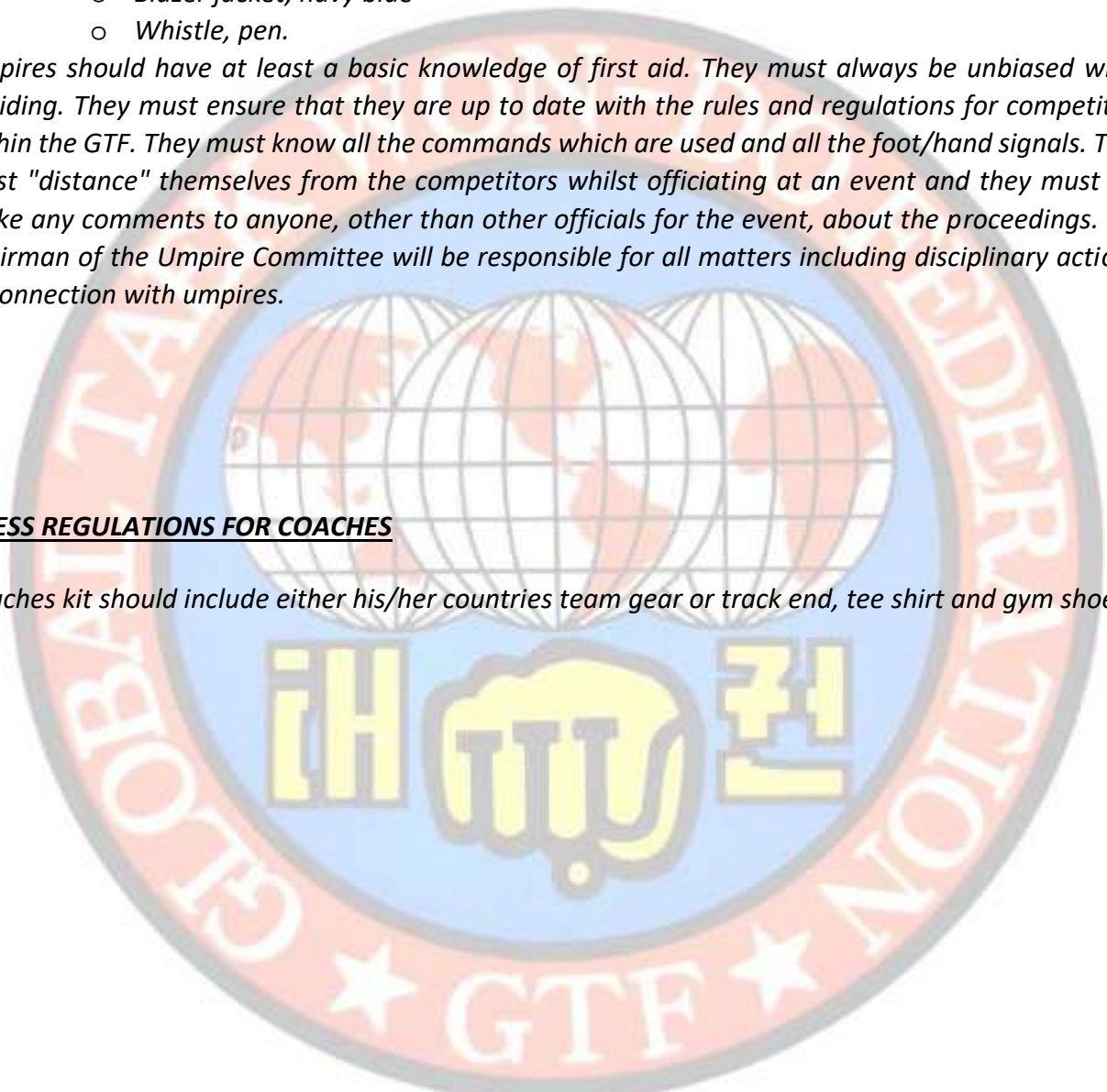
The following items form the umpire's kit and should be in the possession of all umpires:

- *Shirt, long sleeved, white.*
- *Slacks (trousers), Grey.*
- *Socks, white.*
- *Gym shoes, white.*
- *Tie, navy blue with no decorations.*
- *Blazer jacket, navy blue*
- *Whistle, pen.*

Umpires should have at least a basic knowledge of first aid. They must always be unbiased when deciding. They must ensure that they are up to date with the rules and regulations for competition within the GTF. They must know all the commands which are used and all the foot/hand signals. They must "distance" themselves from the competitors whilst officiating at an event and they must not make any comments to anyone, other than other officials for the event, about the proceedings. The chairman of the Umpire Committee will be responsible for all matters including disciplinary actions, in connection with umpires.

DRESS REGULATIONS FOR COACHES

Coaches kit should include either his/her countries team gear or track end, tee shirt and gym shoes.



JURY

Division:

BLUE	Country	RED	Country
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

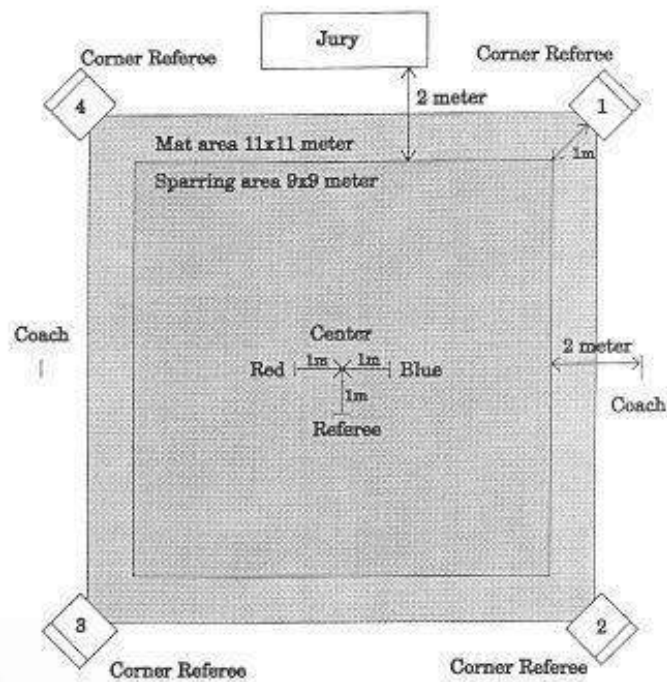
Ring number:

FOULS	POINTS		FOULS
	BLUE	RED	
Warnings			Warnings
Total deduction			Total deduction

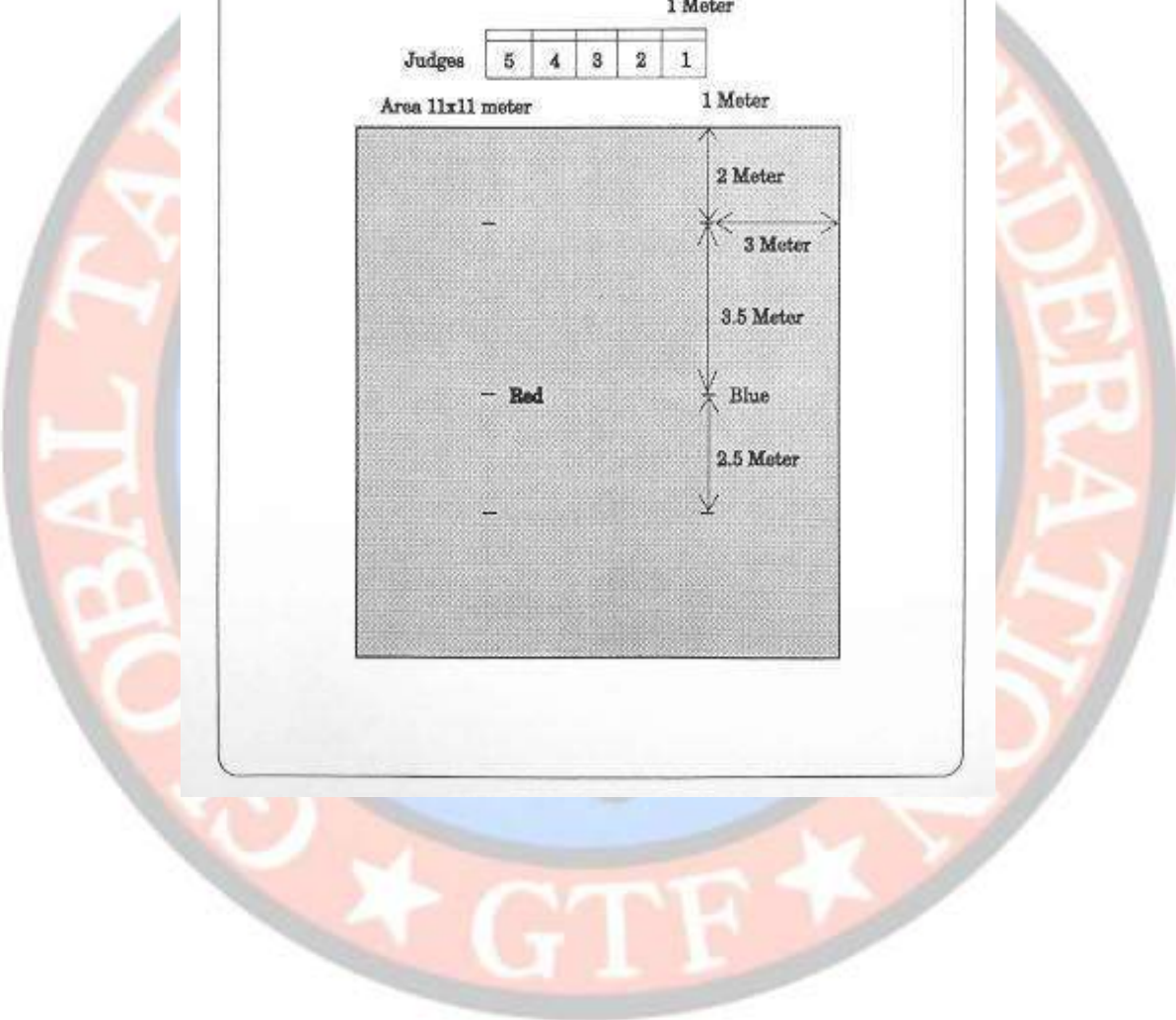
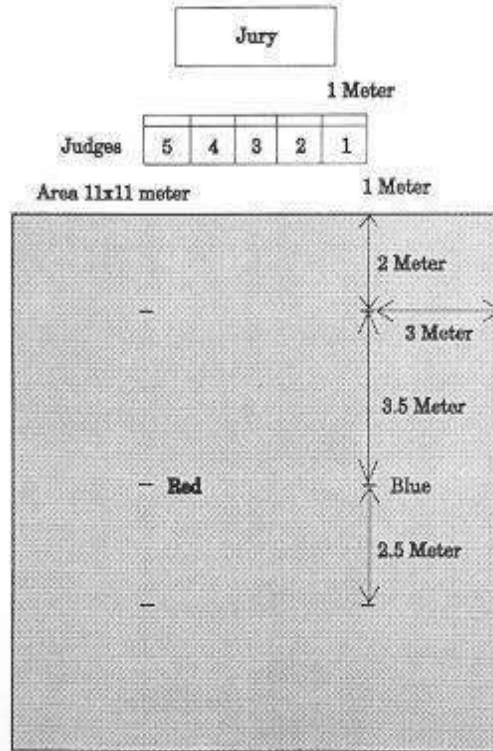
BLUE	WINNER	RED
<input type="checkbox"/>		<input type="checkbox"/>

Signature JURY: _____

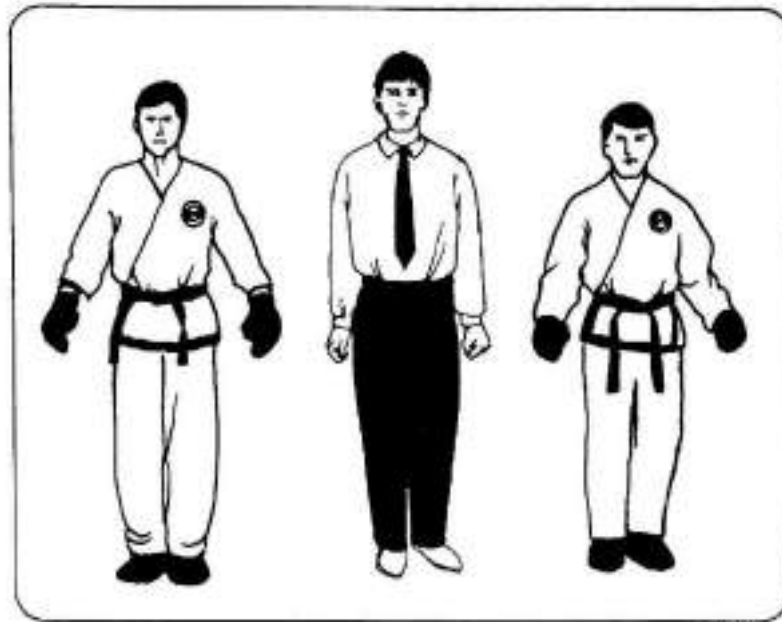
Competition area Sparring



Competition area Pattern



Procedure at the start of a match.



1. Attention stance (charyot). Starting position for referee and competitors.



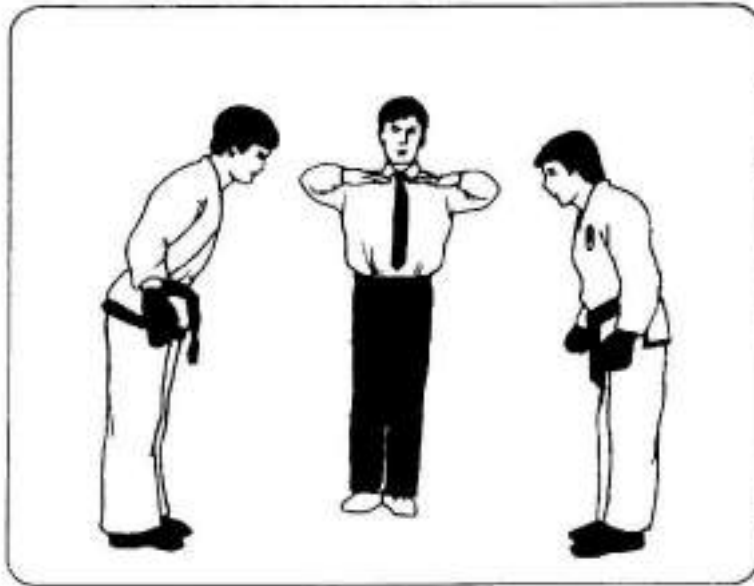
2. Referee turns his palms towards the senior umpire.



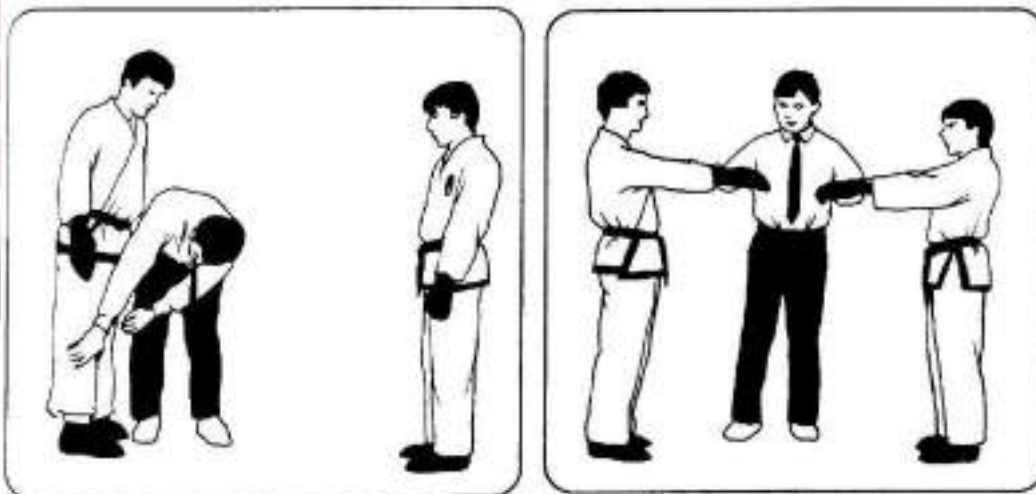
3. The referee turns his palms downwards and the competitors bow. (Kyong-Ye)



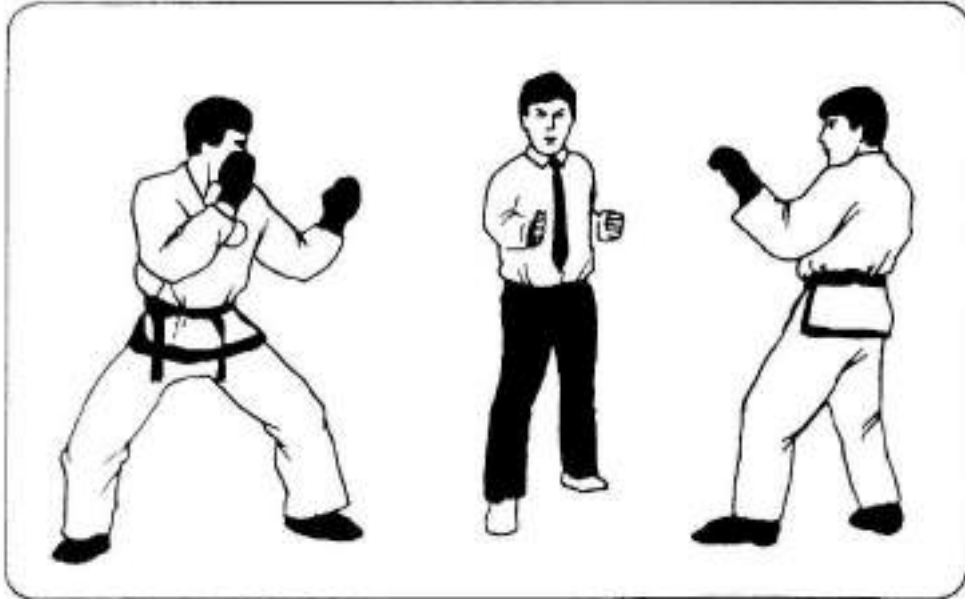
4. The referee turns his palms towards each other and the competitors turn to face each other.



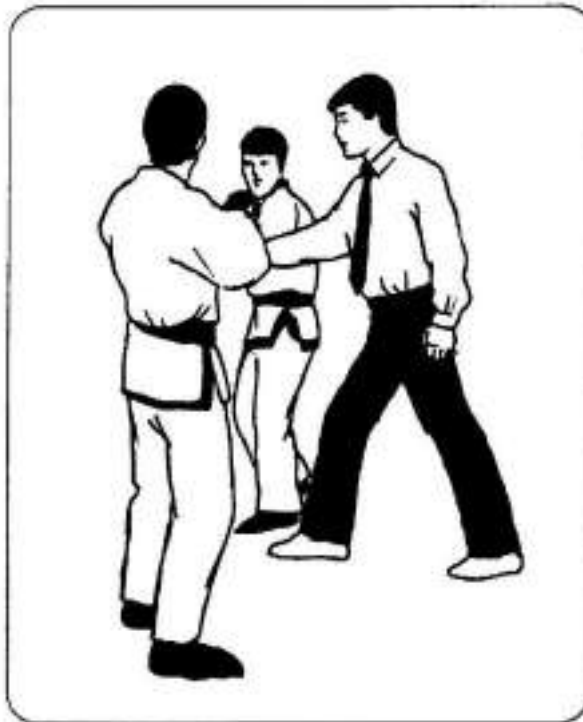
5. Bow (Kyong-Ye). The referee turns his palms downwards with his elbows pointing to each side. The competitors bow.



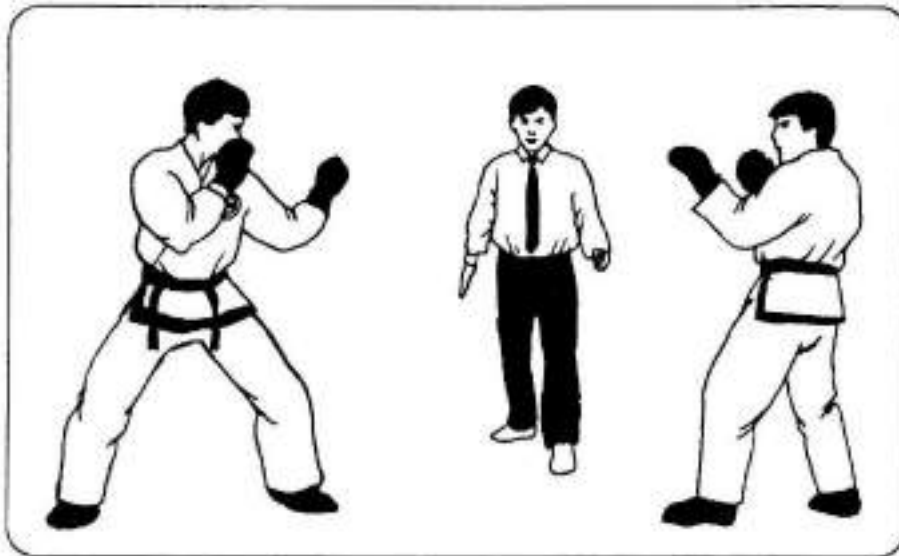
6. The referee examines the competitors to be sure the equipment is according to regulations.



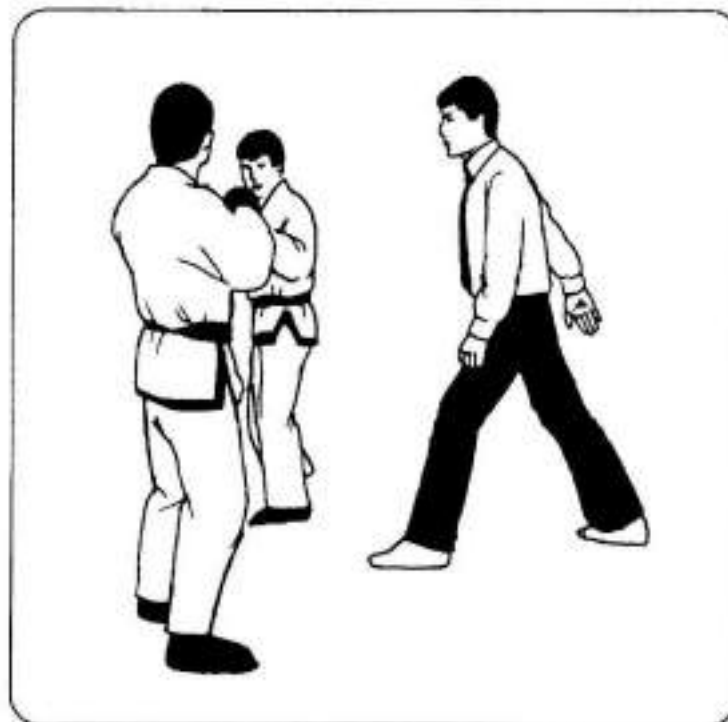
7a. Ready (Jun bi). The referee is holding one arm between the competitors.



7b.



8a. Start.(Shi jak)



8b. The referee moves his right arm and foot backwards.

Stopping a bout.



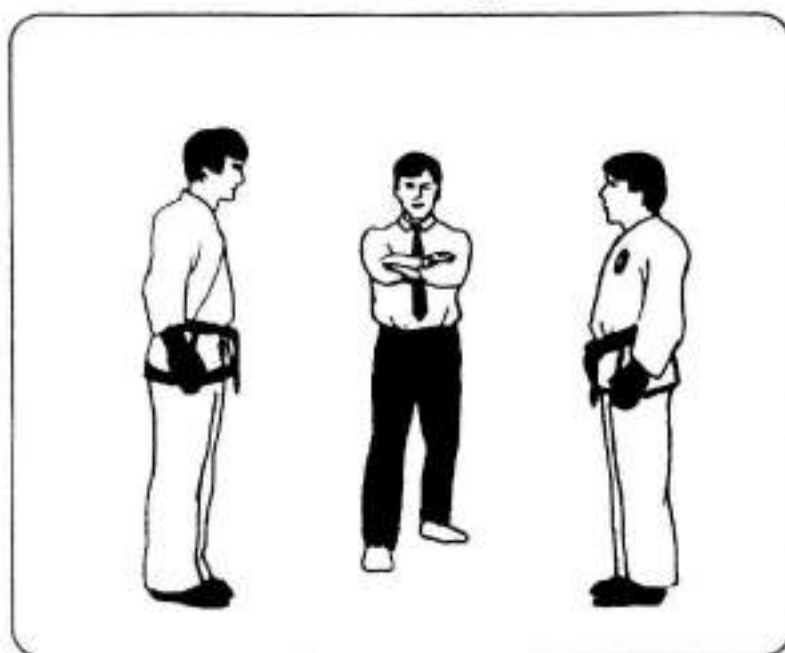
9. Stop (Haechyo). Start the bout with the same procedure as under 8 a and b. except the command : Continue (Gaesok).

Stopping the timekeeping

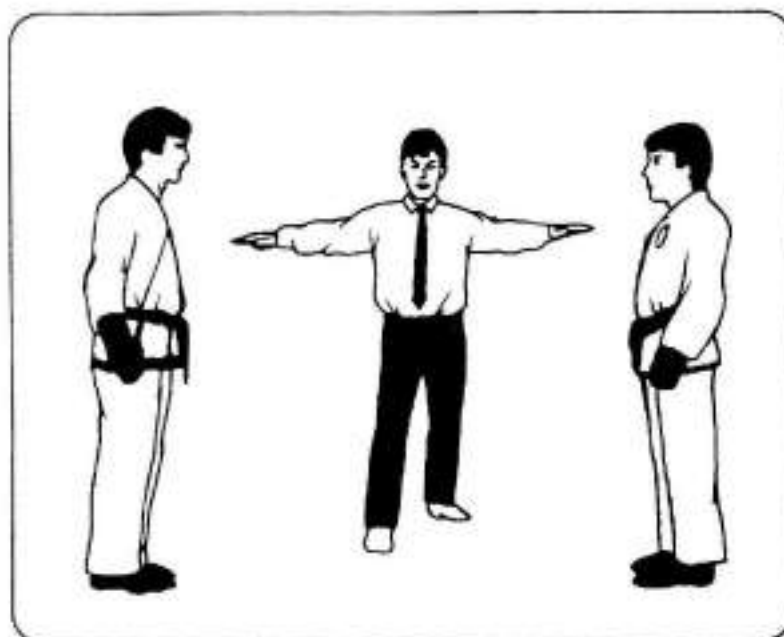


1. Stopping the timekeeping. The referee is holding his palms at 90 degree angle and looks at the timekeeper.

Procedure at a disqualification

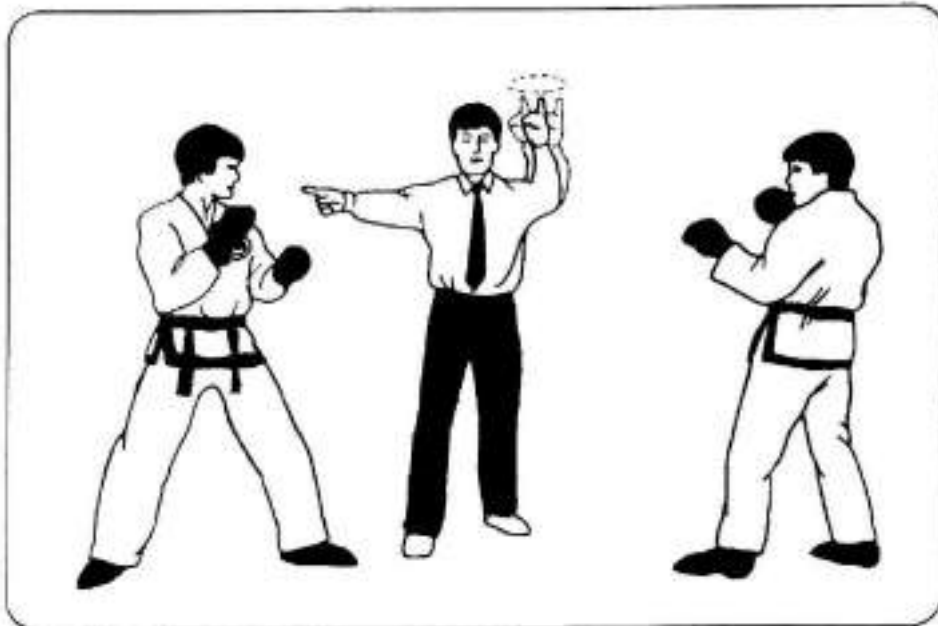


1. Disqualification (Sil Kyuk).

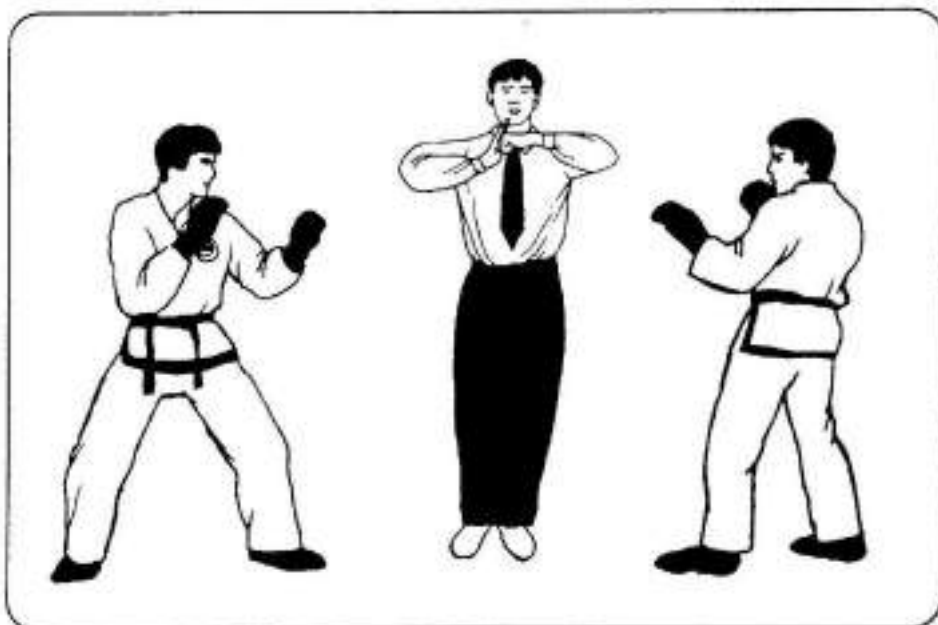


2. The referee stands with his right foot in front crossing his arms. Then he strikes his hands horizontally.

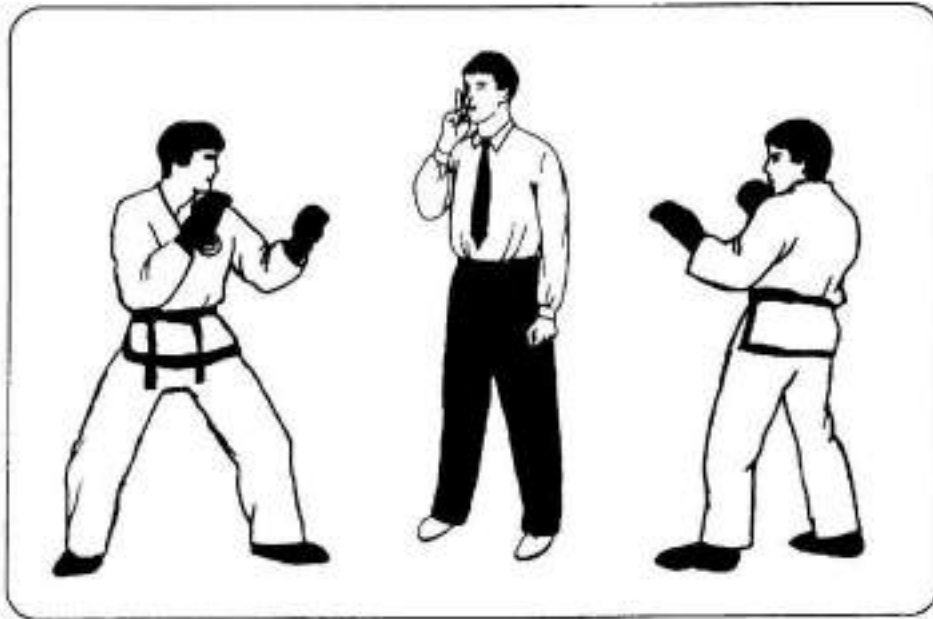
Procedure at a foul



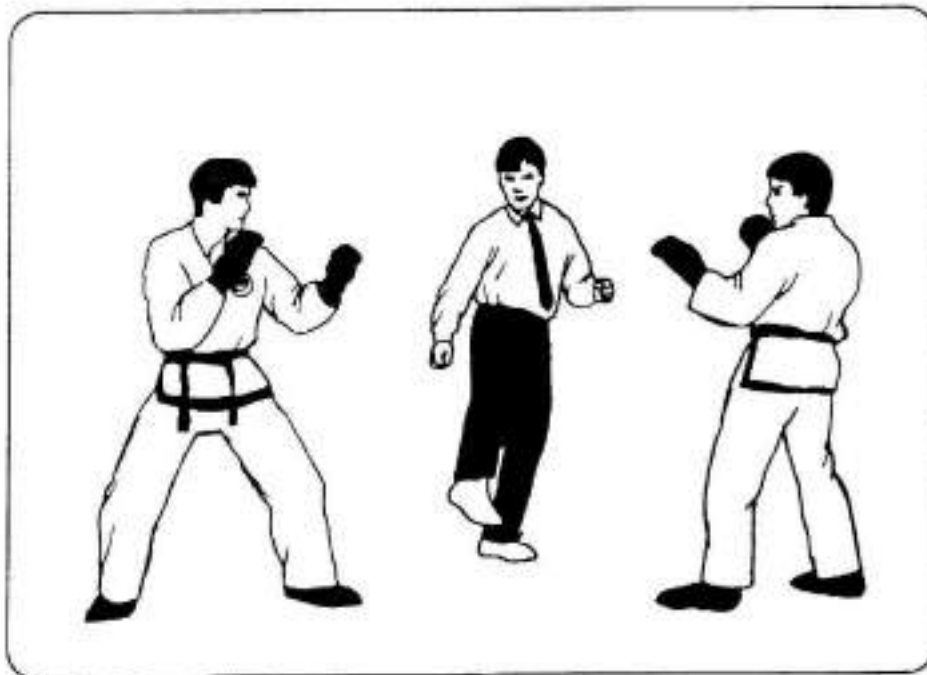
1. Foul (Gam Jum). The referee performs a circular motion with his forefinger over his head.



2. Heavy contact. The referee puts his fist to his palm.

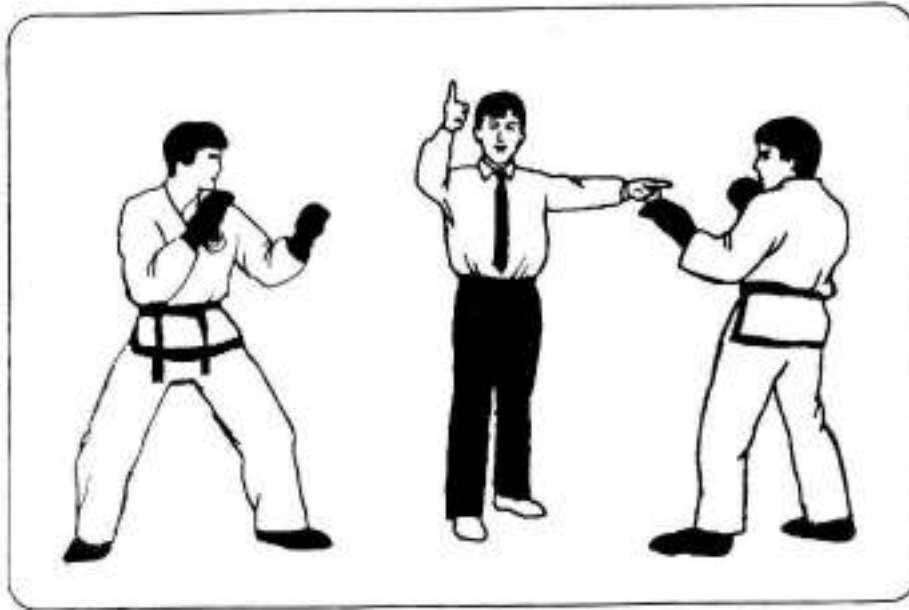


3. Bad behaviour. The referee puts his forefinger over his mouth.

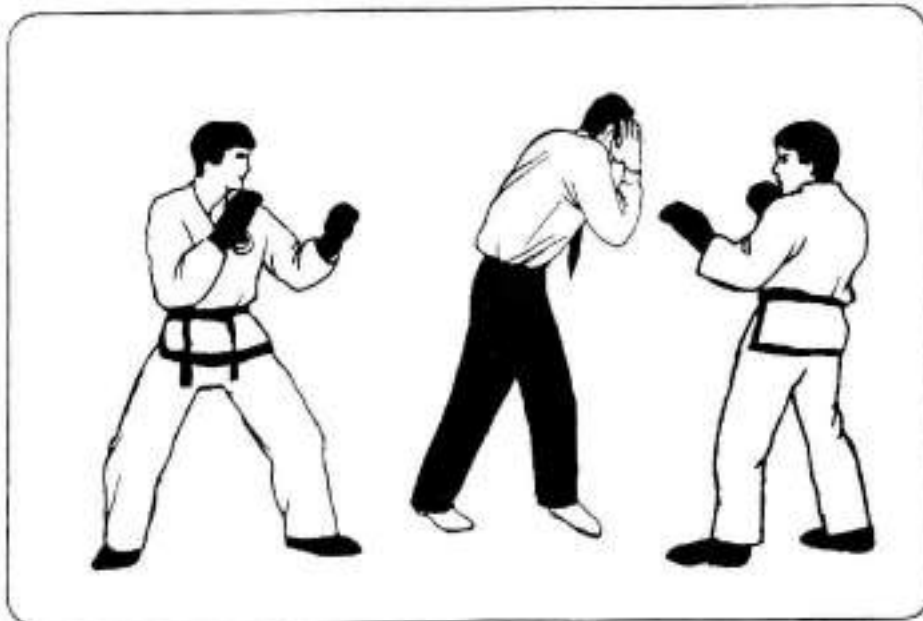


4. Attacking a fallen opponent. The referee performs a low kick with a straight instep.

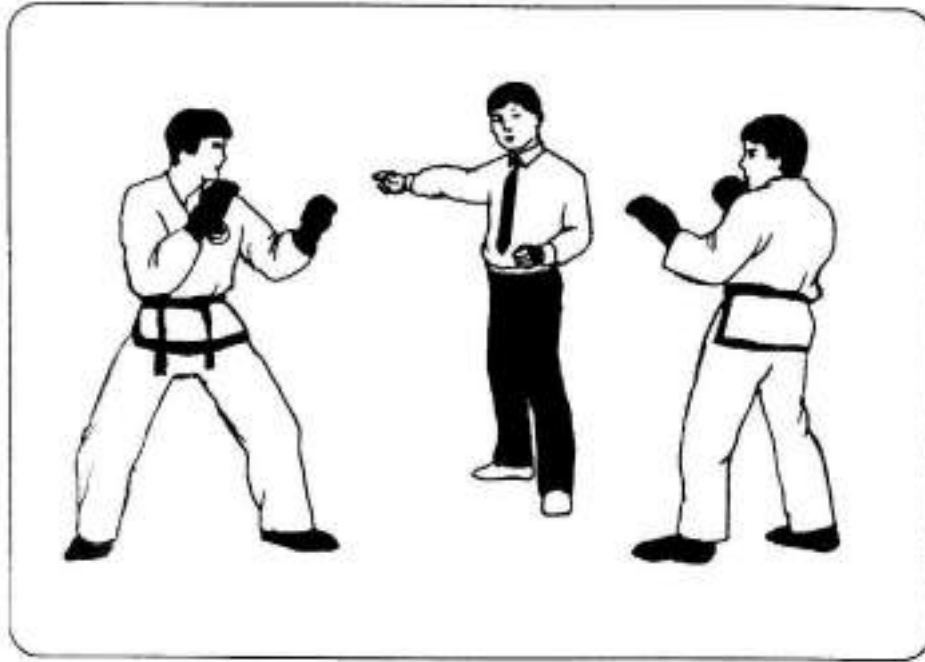
Procedure at a warning



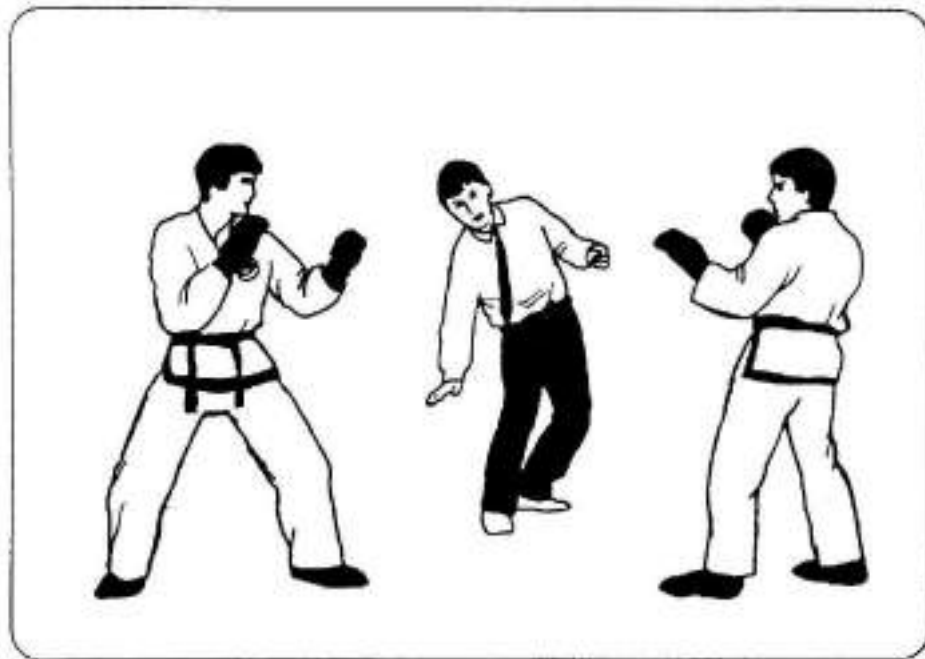
1. Warning (Ju Ui). The referee points at the competitor and points upwards with his other hand.



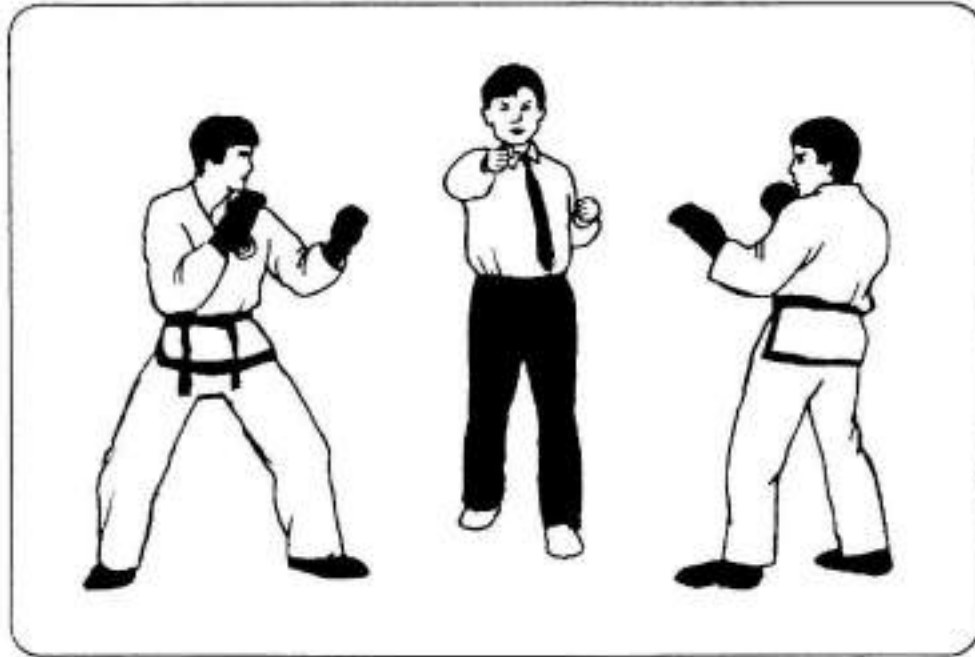
2. Avoid sparring. The referee turns his body and covers his face with his hands.



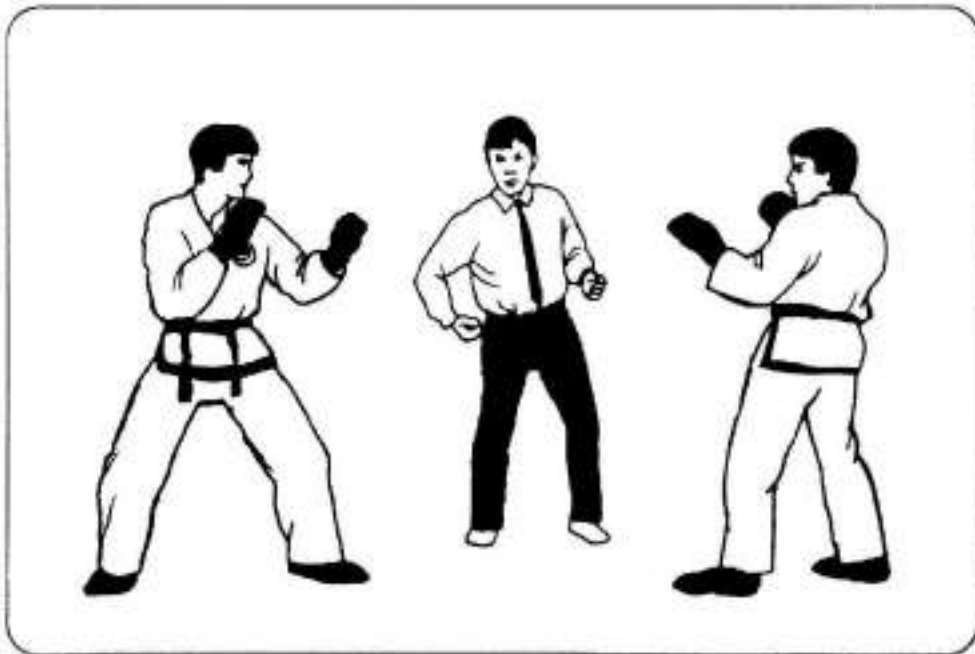
3. Stepping out of the ring. The referee points backwards and swings his arm.



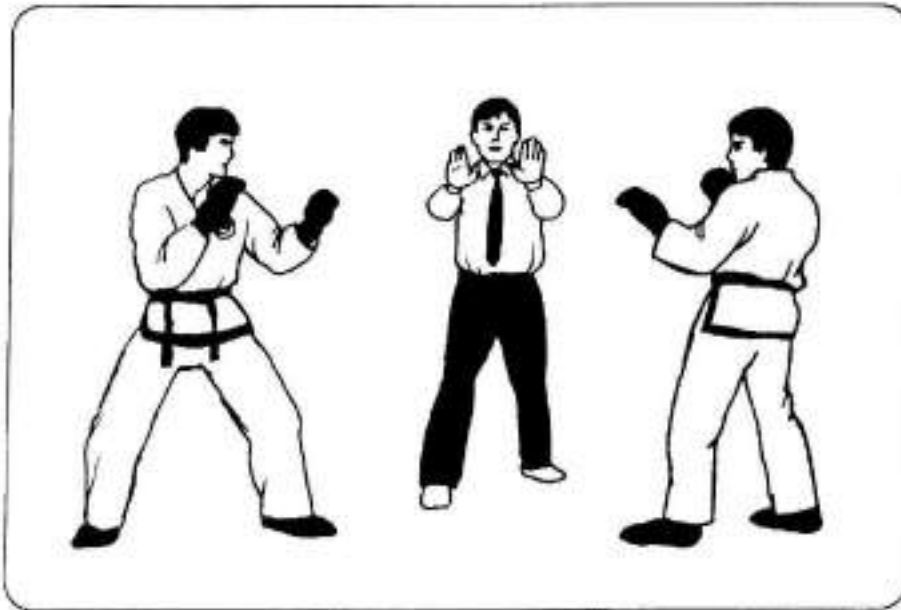
4. Fall. The referee bends to one side, turning his palm downwards.



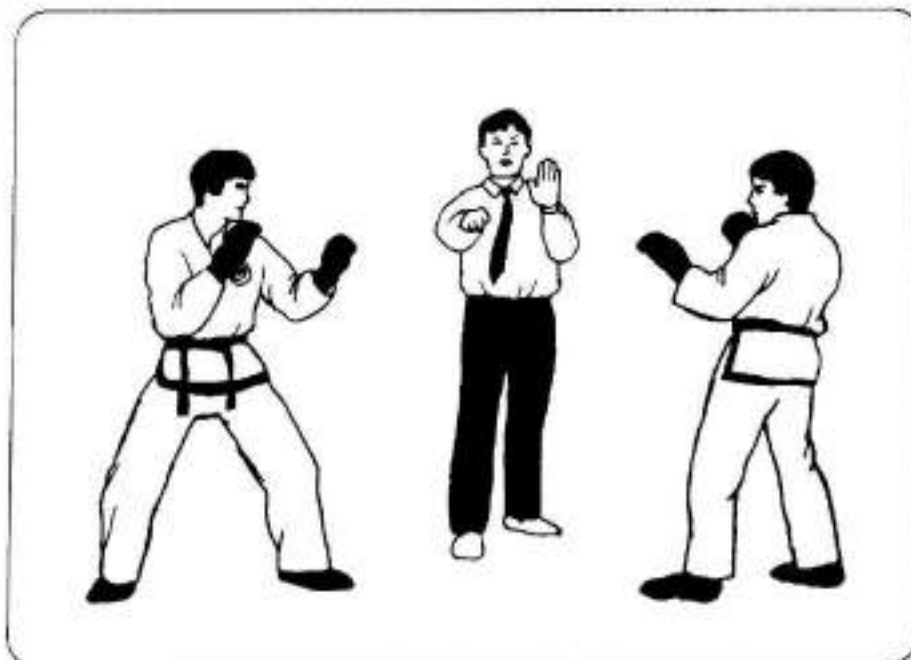
5. Light contact. The referee makes a punching movement with his hand.



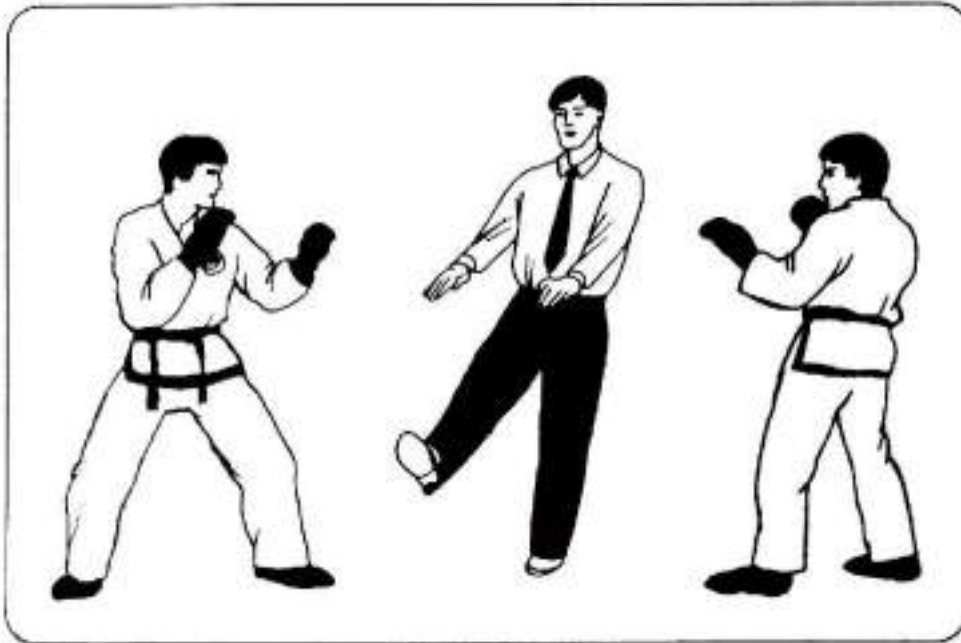
6. Holding. The referee shows a hold with his arm.



7. Pushing. The referee pushes with both hands open.



8. Illegal target with hands. The referee shows a punch and an open hand simultaneously.

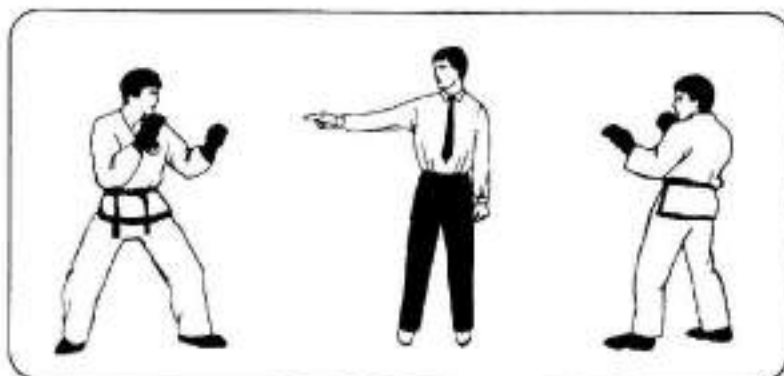


9. Illegal target with foot. The referee shows a kick towards his palms.

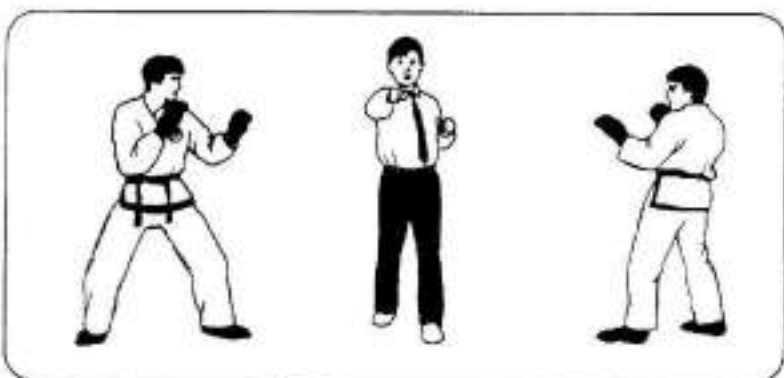
Procedure at the end of a match.

1. The competitors bow towards each other.
2. The competitors bow towards the umpire.

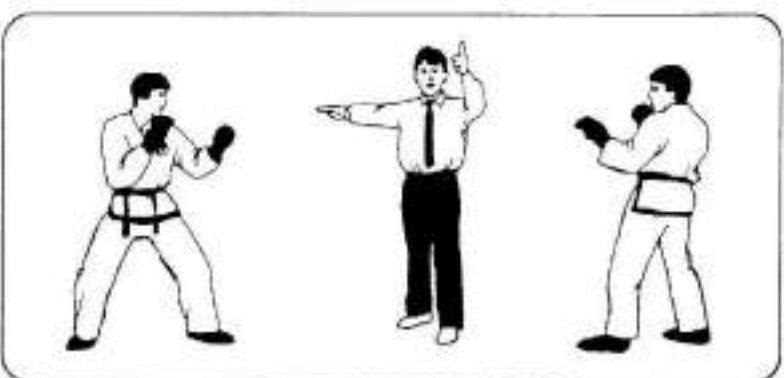
Giving away penalty for an offence



1. The referee points at the competitor who committed the offence and shouts "hong" or "chong" (red or blue).



2. The referee shows the offence, in this case light contact.



3. The referee shows the penalty and shouts "ju ui hana" or "gam jum hana" (one warning or one minus). In this case, one warning.

Module 4



UMPIRE

IN THE

GLOBAL TAEKWON-DO FEDERATION

1. THE TASK

To pass good judgement is an art.

- *The task of an umpire is to judge the athletes' performance and to keep the competition within the framework of the rules without any undue interference on his part. The great umpire emerges through self-obliteration.*
- *This starting point is fundamental for good results. At the same time there are other basic rules that must be kept in mind.*

2. OMNIPRESENCE

- *The umpire will have achieved the perfect relationship with the exercise of the sport when his mere presence makes the athletes abide by the rules. His influence is felt and accepted, while his person is not noticed.*
- *One can achieve the same goal with various prerequisites and means. The skilled umpire makes his influence felt through a combination of personal qualities and the way he makes use of the means at his disposal. He invites co-operation and creates confidence in his abilities.*
- *He is consistent in his decisions, is in the right place at the right time and understands the importance of every single situation. He thereby understands the sport's Fundamental idea.*
- *One basic rule in this context is worth mentioning: Make the umpire's authority felt from the first moment you confront the athletes.*

3. THE RELATIONSHIP WITH THE PARTICIPANTS

Self-assured behaviour which encourages trust and calmness is essential to get through a successful tournament. This can be achieved in various ways:

- *An authoritative and firm conduct from the start*
- *An authoritative but polite bearing throughout the match*
- *A helpful, forthcoming and friendly manner.*

Each umpire must develop his own style. Always try to be yourself and let the participants understand that the passing of judgement serves the sole purpose of achieving the best possible execution of the competition.

4. THE RELATIONSHIP WITH THE AUDIENCE

The audience is watching the events in the ring from their seats and will thus have a different perspective than the umpire. They will therefore often disagree with the umpire's decisions— However, if they notice that the athletes, who have a converging perspective as well, calmly accept the decisions, they will also be inclined to accept the umpire's viewpoint. A confident and calm atmosphere in the ring will thus be readily transferred to the stands. Such an umpire will have managed to keep the attention on the events. It is therefore unfortunate if the umpire through his behaviour draws attention to his own person. Which of us has not experienced the umpire who wants to be the star and thus forgets that the competition is not about him.

Here are some umpire types we would rather not meet:

- *The arrogant umpire*
- *The dramatic umpire*
- *The pedantic umpire*
- *The indecisive umpire*
- *The secretive umpire.*

5. QUALIFICATIONS AND MEANS

We will now discuss some of the personal qualities considered most important in a good umpire.

Be Yourself!

This is a rule that applies without exception. Use senior and more experienced umpires as role models. but remember that you don't have the same qualities as your ideal and will therefore not be able to behave like them. However, you can gain valuable experience by studying others, but you must adapt what you observe according to your own personality.

A good umpire has the following ten qualities:

- A. Knowledge of the rules*
- B. Firmness and consistency*
- C. Ability to invoke trust*
- D. Calmness*
- E. Power of reaction*
- F. Power of judgement and appraisalment*
- G. Ability to co-operate*
- H. Integrity*
- I. Conscientiousness, loyalty and technique*
- J. Attire and physical fitness.*

A. Knowledge of Rules

An umpire must know the rules in every situation. This is taken for granted. Even so, this is only a part of what is included in "knowledge of rules". Most important is the understanding of the connection between the paragraphs and the background behind them.

Understanding how decisions affect the execution of the sport separates the better umpire from the lesser. Remember, Understanding is a vital part of knowing the rules.

B. Firmness and consistency

Firmness and consistency are indispensable virtues of a umpire. He may have the wrong understanding of a rule, interpret it contrary to what is customary or pass stricter or milder judgement than usual, consistent judging is nevertheless of vital importance. If consistency is missing, neither tactical tricks nor other knowledge will be of any help. Neither the athletes nor the audience will gain confidence in an inconsistent referee, and they may easily become agitated. It is far more serious, however, when inconsistent judging is the result of disagreement with applicable rule norms. The rules will be revised and changed from time to time. Many umpires are opposed to such a development and will keep to the old practice. When these umpires are teamed with others who loyally follow the norms. the athletes will fall victims to inconsistent judging.

The healthy practice is to establish a pattern from the very start, and then stick to this consistently throughout the competition. Also. lack of emotional control can easily lead to inconsistency. For this reason. passing judgement when the referee is party to an incident. must be avoided.

C. Ability to Invoke Trust

- *The way the umpire behaves must indicate assurance, not arrogance, superiority or indifference.*
- *The decisions made must not be rash or hesitant. as they are intended to convince the others to believe and accept them. They shall be an expression of decisiveness.*
- *The voice must be used with a purpose in mind.*
- *Most important is nevertheless the sign language the umpire has at his disposal. It can be understood from afar and is unambiguous when used correctly. Even so. the umpire should be aware of the following pitfalls:*
 1. *Unclear signs cause misunderstandings*
 2. *Signs executed with undue caution give an impression of insecurity*
 3. *Signs which become too dramatic draw attention away from the competition and towards the umpire.*

D. Calmness

Calmness is a quality, like nervousness, that is easily transferred to one's surroundings. A tense and apparently nervous umpire may therefore affect the athletes in an unfortunate way. A competition may be ruined already from the start in adverse cases. Young or immature athletes usually participate under considerable tension, which may be discharged through a nervous umpire. More experienced participants may react in the same way when something important is at stake. Should the umpire perceive that the situation in the ring is becoming tense means exist to ease this but this must be done early and with common sense.

- *It is of primary importance that the umpire himself stays calm.*
- *Kindness works quite well in defusing a tense situation but must not be exaggerated or it may be confused with indifference.*
- *Introduction of long breaks in a competition is usually an effective means. This may be used during all phases and will help to slow down the rate of winding up the competition. It may sometimes be necessary, especially in crucial phases. Long breaks will also give the*

umpire time to make the athletes understand his messages. However, make sure that the breaks don't become too long, as they may then produce the reverse of their desired effect.

- Like so many of the other means at the umpire's disposal they should only be used tactically. The umpire must always be conscious of why the means are being used and what the intended purpose is.

E. Power of Reaction

- This quality is at the top of the list since the power of reaction is not easily improved through training.
- It is conceivably possible to improve reaction time by repeatedly observing certain situations, but first and foremost this will influence the power of appraisal. If reaction time does not improve through repeated training exercises, it should be cause for serious concern. A slow reaction gives the impression of hesitation, which again will transform itself into agitation amongst the athletes and the audience.

F. Power of Judgement and Appraisal

Power of judgement and appraisal are two sides of the same coin. Umpire guidelines are required to provide the means for the best possible. Unambiguous judgement and fair appraisal.

When the umpire knows the rules and the background for them he will have an excellent opportunity to develop a healthy power of judgement and fair appraisal through competition training. It is important for his development that the umpire, like the athlete, can practice his technique.

All judgement is carried out under the pressure of time. This will cause problems for the beginner in differentiating legal from illegal and correct from incorrect execution. The confusion that is felt when the impressions are rushing in must not result in hesitation. The umpire can make up his mind in advance about which situations should be given priority when difficulties arise. If he in addition passes judgement based on his conviction, remembers what was emphasised regarding consistency and behaves calmly, he will create respect for his decisions even though they may not always agree with the views of others.

Good power of judgement and sensible appraisal are developed through experience. The umpire should therefore not despair when problems arise along the way, most of which are of a passing nature.

There are no shortcuts to becoming a good referee. It requires working with oneself and one's weaknesses.

Do not take on the most demanding tasks too soon, but find a reasonable progression in accordance with the development as a referee

G. Ability to Co-operate

Trust in each other is imperative within a team of umpires. No one should try to make himself conspicuous and dominate, as this will only lead to unrest and dissatisfaction.

However, he should never be afraid of making decisions for a co-umpire if he is temporarily not in position, or if he observes something the other one misses.

The possibility of working together with the athletes and their leaders must not be forgotten. When new rules or rule interpretations are introduced, there will always be some doubt on putting them into practice. Team leaders and captains should then be called together and given an orientation well before the competition begins. Such meetings can ease the judging after-wards.

H. Integrity

The individual's integrity (uprightness, honesty) will always be subject to scrutiny when he is responsible for passing judgement. Everyone who functions as an umpire, must be mindful of his pronouncements and otherwise expressed opinions that may lead to doubt regarding his impartiality. Should there be the least doubt regarding his attitude towards the competing parties, he should refrain from judging.

I. Conscientiousness, Loyalty and Technique

It is your duty as umpire to adhere loyally to the established rules. It is the crystal-clear duty of every umpire to familiarise himself with the technique of passing judgement. He must know exactly where in the ring he should be to get the best possible overview' of the situations. The result will be efficient leadership of the competition.

J. Attire and Physical Fitness

Most sports have special attire for umpires. Those involved in judging should have correct umpire attire and keep it in proper condition. Never let athletes and the audience get a negative first impression due to untidy attire. This may well influence the judging and give an unfavourable starting point. All passing of judgement requires good physical fitness when in motion during judging or while sitting down. Protracted concentration requires without exception good condition. Efficient training is therefore necessary for umpires. Lack of condition is no excuse for passing poor judgements.

Don't forget that the fit referee to a much greater extent invokes confidence amongst athletes and the audience than an unfit umpire.

6. A BASIC PHILOSOPHY

The umpire must have a clear understanding of his position as a leader of the competition. He is the one responsible for ensuring that the sport is guided in the right direction. Furthermore, the umpire must act as a servant and not as a king, and let the athletes take the centre stage.

Events and achievements must be assessed based on his overall view and in accordance with his conviction in line with established norms. He who compromises these values has lost his respectability as a referee. Do not bury yourself in detail. Only the fundamental principles require attention, and they must never be lost from sight. Be certain that every possible preparation has been done for the task as a referee and for developing the technique of passing judgement and be convinced thereof.

Passing judgement is applied psychology in most cases. Never forget this, and never forget to keep up to date. Time runs out for the self-complacent.



Module 5



Judge's document for sparring

SQUARE NUMBER		CORNER JUDGE NUMBER	
TALLY SCORE CHONG (BLUE)		TALLY SCORE HONG (RED)	

SQUARE NUMBER		CORNER JUDGE NUMBER	
TALLY SCORE CHONG (BLUE)		TALLY SCORE HONG (RED)	

SQUARE NUMBER		CORNER JUDGE NUMBER	
TALLY SCORE CHONG (BLUE)		TALLY SCORE HONG (RED)	

Judging Sparring and what should be considered:

1. It is not a fight. Unfortunately, many competitors seem to think that this is the case. No, it is an opportunity for competitors to showcase the skills that they have acquired and to pit them against another in a safe and controlled environment. Anyone can fight. GTF Taekwon-Do only allow touch contact to the head and light contact to the body. There is no question that hard and full contact is part of Taekwon-Do training as without it the self-defences aspect would not work. Many organisations organise hard and full contact events but the GTF is not one of them.

2. Points. When awarding points, the following must be considered.

Just because a hand or foot lands on the target area doesn't mean that it has scored a point. It needs to have been a clean recognisable technique that has reached the target area and returned without obstruction. Without touching the opponents guard in any way. The person scoring must have been in full control of the technique while it was executed. If the above is applied throughout the bout the better technical competitor will always come to the fore. In reality very few proper technical points are scored during a sparring bout.

JURY

Division:

BLUE	Country	RED	Country
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Ring number:

FOULS
<input type="text"/>
Warnings
<input type="text"/>
Total deduction
<input type="text"/>

POINTS	
BLUE	RED
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

FOULS
<input type="text"/>
Warnings
<input type="text"/>
Total deduction
<input type="text"/>

BLUE <input type="checkbox"/>	WINNER	RED <input type="checkbox"/>
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Signature JURY: _____

Module 6



Draw

Method and rules

DRAW

GTF's standard documents for conducting tournaments shall be used and completed for each category.

1. The draw is preferably conducted at least one day prior to the start of the tournament and is to be supervised by the tournament officials.

2. No one may be drawn with 2 walk overs.

3. In instances where there are only 3 competitors, a mini-series draw is to be conducted in the following manner:

3 Participants: A, B, C

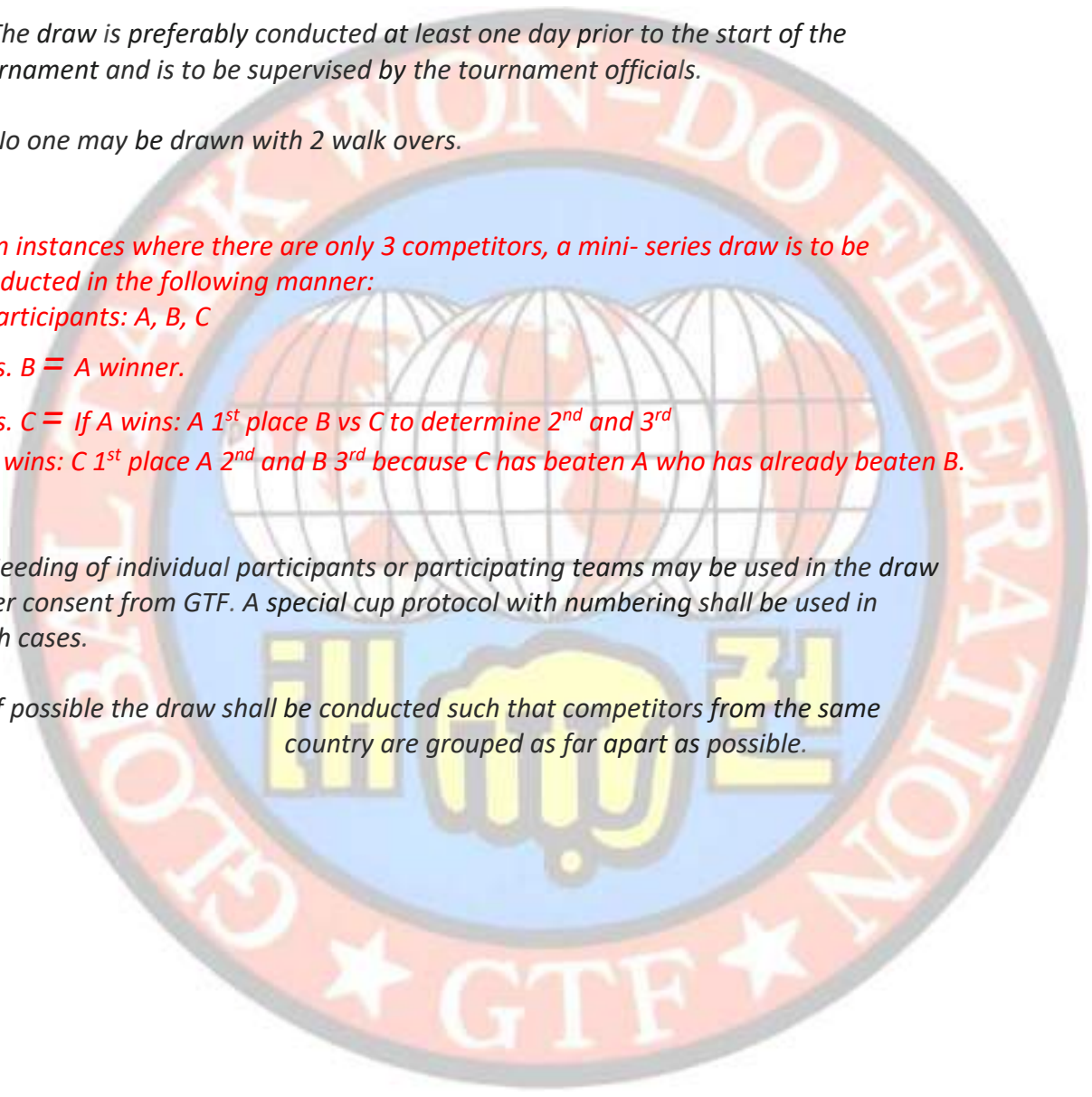
A vs. B = A winner.

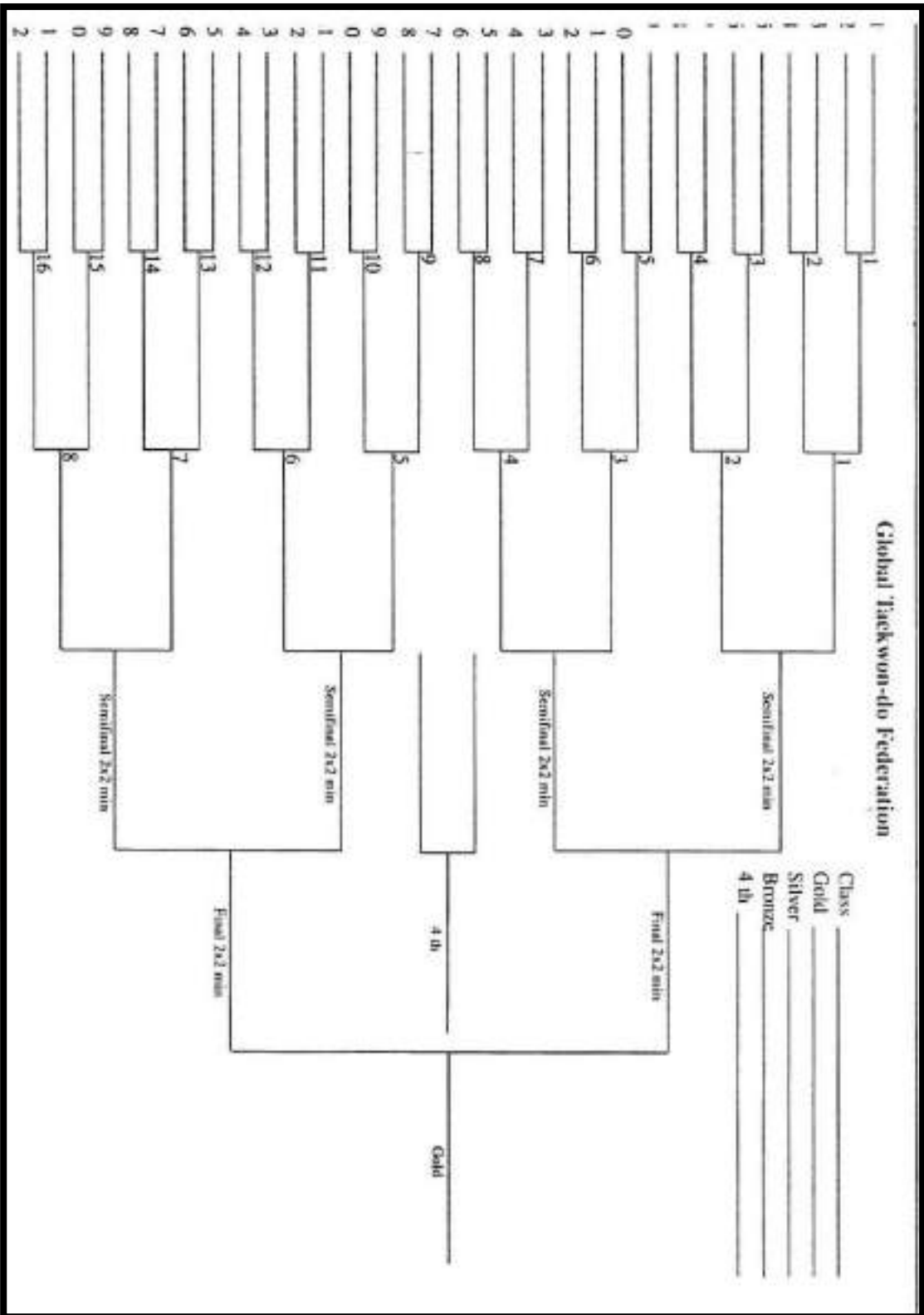
A vs. C = If A wins: A 1st place B vs C to determine 2nd and 3rd

If C wins: C 1st place A 2nd and B 3rd because C has beaten A who has already beaten B.

4. Seeding of individual participants or participating teams may be used in the draw after consent from GTF. A special cup protocol with numbering shall be used in such cases.

5. If possible the draw shall be conducted such that competitors from the same country are grouped as far apart as possible.





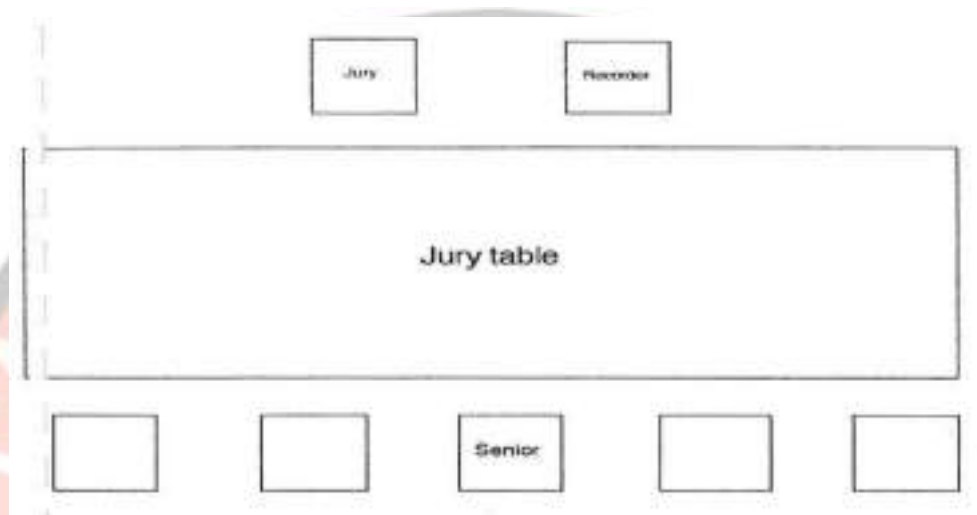
Module 7



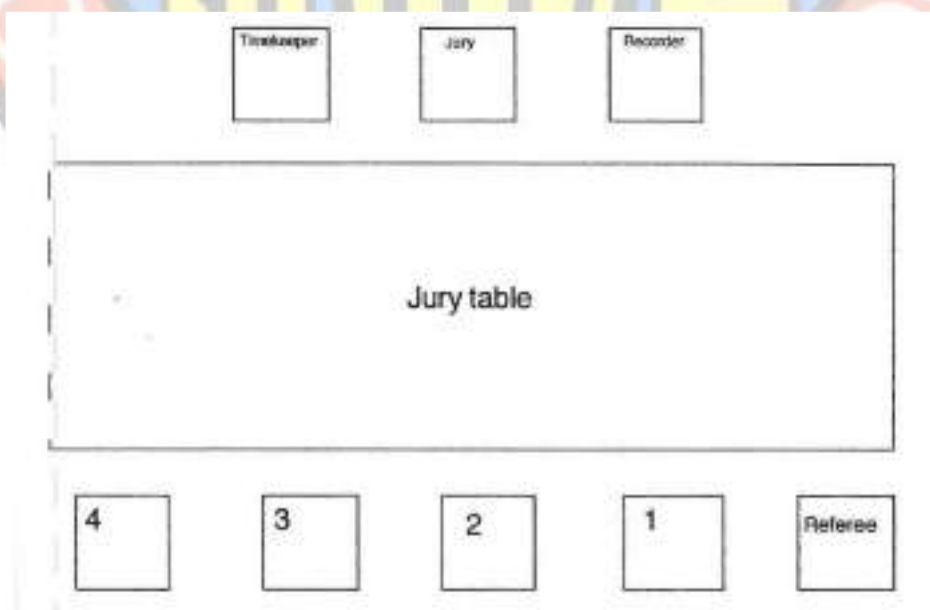
Refereeing

Judges line-up

Patterns



Sparring



Module 8



Judging patterns

Judging patterns

Patterns should be judged on the following criteria:

1. Individual

Diagram	3
Power	1,5
Balance	1,5
Breath control	1
Smoothness	1
Timing	1
Rhythm	1

2. Team

Team work	3
Diagram	1,5
Power	1,5
Smoothness	1
Timing	1
Equilibrium	1
Beauty	1

Along with the above, patterns should be executed in the correct GTF style. Each movement must be performed using the proper technique from chamber to completion. The movements must have conviction and demonstrate that if applied in a self-defence situation they would can do what they were developed to do in the first place. There is no point being able to do a very high kick if it has no power behind it. Many competitors go through their patterns doing the punches, blocks, strikes and kicks with very little body movement. Hip movement is involved in almost every technique to help develop power.

Module 9



Orientation to first aid personnel

ORIENTATION TO TOURNAMENT DOCTOR AND OTHER FIRST AID PERSONNEL

GTF Taekwon-Do has become a very popular activity. As well as being an excellent and exciting exercise form, it is also a sporting discipline, within which there are several tournaments each year.

There are competitions within the following fields:

- 1. Patterns The competitor performs a series of movements alone. This can be compared to the individual discipline in floor gymnastics.*
- 2. Free Sparring Two competitors battle against each other.*
- 3. Breaking Competing as to who can break most wooden boards with different parts of hands or feet.*
- 4. Special Techniques Competition as to who can jump highest, or longest and break a wooden board using different kicking techniques. (Here the emphasis is on length or height not on the number of boards)*

The competitions in Patterns and Four-direction movement and sparring are open to participants from a young age, whilst breaking and special techniques are reserved for those competitors with black belt who are over 18 years of age.

Injuries arise in GTF-Taekwon-Do tournaments, as is the case in all forms of sport. Most of them arise in the categories of Free Sparring and Breaking. although some twist injuries do happen within the Special Techniques category.

In Free Sparring there are specific rules, which are intended to secure the participants' safety. A particular emphasis is placed on participants not injuring each other.

Participants are required to have the following safety equipment:

- Gum shield*
- Hand and foot protectors*
- Groin guard (for men)*
- Head protector (helmet)*
- Shin guards*

All techniques are to be performed with total control. Full contact is not allowed. Excessive contact is penalised either by verbal warnings, or subtraction of achieved points from the competitors final score (the chance to win is thereby drastically reduced). Three such infringements within one match leads to disqualification.

Injury caused to an adversary during a match, to the degree such that he/she is not capable of continuing leads also to disqualification.

Injuries arise due to competitors' misjudgement of distance along with the power in their techniques, or by the adversary misjudging the situation and moving incorrectly within a technique which otherwise would have been correct.

Those injuries which are most common in free sparring are nose bleeds, the occasional broken nose and now and then concussion. It is particularly important in the case of concussion that the participant is prevented from continuing the competition. It is also particularly important then, in the case of "invisible" injuries to the head, whether the participant feels groggy, or has concussion. It is therefore, important to call on a doctor or first aider in such instances.

TOURNAMENT DOCTOR'S FIRST AID PERSONNEL FUNCTION

- 1. Treat all injuries together with the relief corps.*
- 2. Arrange for onward transport of seriously injured participants*
- 3. In consultation with the referee, decide if the competitor can continue after a knock down.*
- 4. Ensure that spilled blood is removed using the necessary safety measures and equipment.*

Note! The doctor/first aider makes the final decision in questions relating to whether a competitor can continue a bout or continue to compete in the tournament.

Suggestions for examinations methods in cases where there is suspicion of visible or invisible head Injuries.

- 1. Counting backwards. Ask the competitor to count backwards, for example from 105 to at least 90.*
- 2. Finger | Tip of nose - test.*
- 3. Finger | finger- test*
- 4. Counting of fingers, first with only the right eye open. and then with only the left eye open.*

Concussion is often accompanied by a brief loss of consciousness. The competitors usually are unable to remember the events just before the injury, the incident itself or for a brief period after the injury. It is therefore important that the competitors themselves are asked to recall the actual events before, under and after the incident. In this way it may be possible to foresee the eventuality of future loss of consciousness. which is a sign of concussion.

Excessive contact to the body seldom causes injuries, it can however cause the competitors to lose their wind if there is contact to the middle or lower abdomen. In

such cases the competitors shall be allowed some time to recover their breath. Twist injuries and broken limbs may arise in the breaking and special techniques categories. There are not many injuries in GTF Taekwon-Do. We trust there will be good cooperation with the tournaments' s doctor's and first aid personnel. If there is doubt about a competitor or if there is a need for further information, please contact the Chief Referee.

