



International Taekwon-Do Federation (ITF)

By Laws

ITF Umpire Rules - Rules and Regulations

Appendix 1 – Scoring Procedure

In force as of January 1st, 2015 (Amended June 15, 2016)

(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. Level 1: Umpires will deduct of to 6 points in total (in .2 increments only) for each technical error noted, or will give a total score of 0 if a major penalty event is noted. Umpires will then move to Level 2 scoring.

Level 2: Umpires will deduct of to a further 2 points (in .5 increments only) for errors in overall rhythm and or sine wave. Umpires will then move to Level 3 scoring

Level 3: Umpires will deduct of to a further 2 points (in .5 increments only) for errors in overall power.

Total Score: The NESS System will calculate the total score for each competitor according to the deductions issued by each umpire.

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 0.2 POINTS, PER OCCURRENCE, FOR EACH MISTAKE PERFORMED. FOR EXAMPLE, THOUGH NOT LIMITED TO	
Scoring Level 1	Not calling, or calling the incorrect pattern name
	Shouting or "Kihap" at any time during, or at the end of the pattern
	Performing a technique at the incorrect height
	Losing balance
	Hesitating and/or stopping for more than a split of a second
	Not returning to the starting spot (<i>within a distance of one shoulder radius</i>)
	Lack of power on a specific technique
	Returning to the starting spot with the wrong foot
	Stepping completely out of the ring with both feet
	Inaccurate or Incorrect Stepping (<i>foot placement after kicking, spot turning, pivoting, foot to foot placement, shifting, sliding...</i>)
	Inaccurate or Incorrect Breathing
	Inaccurate or Incorrect Preparation or Execution of technique (<i>i.e. crossing, pre-action, flying, jumping...</i>)
	Inaccurate or Incorrect Sine-Wave
	Inaccurate or Incorrect Stance
	Inaccurate or Incorrect Motion (<i>i.e. continuous, connecting, slow, fast, natural, normal</i>)
Maximum of 6 points total for deduction	Attacking or defending with a wrong technique
	Incorrect suspension (<i>holding</i>) or termination (<i>retraction</i>) of a kick, according to the technical definition for that technique.

GIVE 0 POINTS (for entire pattern) FOR:	
Terminal Penalties	Stopping the pattern completely and/or not finishing the pattern
	Pausing and/or stopping for more than 2 full seconds
Given During Level 1 Scoring	Starting the pattern toward the wrong direction (<i>side/front/rear</i>)
	Starting a different pattern than the designated one, or with any fundamental technique other than the one defined for that pattern
	Failing to perform the total number of movements required by the technical directions of the pattern. (<i>Forgetting or adding one or more moves</i>)

Note: In the event that a single technique has multiple errors, deduct one penalty for each error performed

(**For example:** If the pattern requires a walking stance - high forefist punch, however the competitor performs an L-Stance - middle fingertip thrust, deduct 0.2 points for the incorrect technique. 0.2 for incorrect height, and 0.2 for incorrect stance; for a total of 0.6 deductions)

DEDUCT A MAXIMUM OF 2 POINTS AT END OF PERFORMANCE (In 0.5 increments) FOR:	
Scoring Level 2	Overall Rhythm and Sine Wave

DEDUCT A MAXIMUM OF 2 POINTS AT END OF PERFORMANCE (In 0.5 increments) FOR:	
Scoring Level 3	Overall Power



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Scoring Example:

Result after the first designated pattern:

Result after the second designated pattern:

R 1 M Pat, 1.Dan, Sen.										R 1 M Pat, 1.Dan, Sen.											
124 FIN 16 ARG 1628					124 FIN 16 ARG 1628					124 FIN 16 ARG 1628					124 FIN 16 ARG 1628						
Surname, Forename					Surname, Forename					Surname, Forename					Surname, Forename						
KWANG-GAE										YUL-GOK											
7,0	6,5	7,5	7,5	7,5	6,5	6,0	6,5	7,0	7,0	7,0	6,5	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	6,0	7,0	6,5	6,5	6,5	7,0	7,0	6,5	7,0		
7,0	6,5	7,5	7,5	7,5	6,5	6,0	6,5	7,0	7,0	14,0	12,5	14,5	14,0	14,0	13,0	13,0	13,5	13,5	14,0		
873	GR	Draw			A. 1628						873	GR	Draw			A. 1628					
41	NO	2 - 2 - 1			1800						41	NO	3 - 0 - 2			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

- Level 1: Umpires will deduct of to 5 points in total (in .2 increments only) for each technical error noted, or will give a total score of 0 if a major penalty event is noted. Umpires will then move to Level 2 scoring.

Level 2: Umpires will deduct of to a further 4 points (in .5 increments only) for errors in Teamwork, Choreography, and Difficulty. Umpires will then move to Level 3 scoring

Level 3: Umpires will deduct of to a further 1 point (in .5 increments only) for errors in overall power.

Total Score: The NESS System will calculate the total score for each competitor according to the deductions issued by each umpire.
- 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



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

DEDUCT 0.2 POINTS, PER OCCURRENCE, FOR EACH MISTAKE PERFORMED. FOR EXAMPLE, THOUGH NOT LIMITED TO	
Scoring Level 1	Not calling, or calling the incorrect pattern name
	Shouting or "Kihap" at any time during, or at the end of the pattern
	Performing a technique at the incorrect height
	Losing balance
	Hesitating and/or stopping for more than a split of a second
	Not returning to the starting spot (within a distance of one shoulder radius)
	Returning to the starting spot with the wrong foot
	Lack of power on a specific technique
	Stepping completely out of the ring with both feet
	Inaccurate or Incorrect Stepping
	Inaccurate or Incorrect Breathing
	Inaccurate or Incorrect Preparation or Execution of technique (<i>i.e. crossing, pre-action, flying, jumping...</i>)
	Inaccurate or Incorrect Sine-Wave
	Inaccurate or Incorrect Stance
	Inaccurate or Incorrect motion (<i>i.e. continuous, connecting, slow, fast, natural, normal</i>)
	Attacking or defending with a wrong technique
Not withdrawing a snap kick immediately after execution (<i>Front/Sidefront/Turning/Middle or High Twisting Kick</i>)	
Failure of at least one competitor to continue the prescribed rhythm of the pattern at all times	

Maximum of 5 points total for deduction

GIVE 0 POINTS (for entire pattern) FOR:	
Terminal Penalties	Stopping the pattern completely and/or not finishing the pattern
	Pausing and/or stopping for more than 2 full seconds
	Starting the pattern toward the wrong direction (<i>side/front/rear</i>)
Given During Level 1 Scoring	Starting a different pattern than the designated one, or with any fundamental technique other than the one defined for that pattern
	Failing to perform the total number of movements required by the technical directions of the pattern. (<i>Forgetting or adding one or more moves</i>)

Note: In the event that a single technique has multiple errors, deduct one penalty for each error performed (**For example:** If the pattern requires a walking stance - high forefist punch, however the competitor performs an L-Stance - middle fingertip thrust, deduct 0.2 points for the incorrect technique. 0.2 for incorrect height, and 0.2 for incorrect stance; for a total of 0.6 deductions)

DEDUCT A MAXIMUM OF 4 POINTS AT END OF PERFORMANCE (In 0.5 increments) FOR:	
Scoring Level 2	Teamwork, Choreography, and Difficulty

DEDUCT A MAXIMUM OF 1 POINT AT END OF PERFORMANCE (In 0.5 increments) FOR:	
Scoring Level 3	Overall Power



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Scoring Example:

Result after the optional team pattern:

Total result after optional and designated team pattern:

R 1 M Pat, Team, Sen. 124 ENG 16 POL 1628 England Poland										R 1 M Pat, Team, Sen. 124 ENG 16 POL 1628 England Poland									
OPTIONAL PATTERN										YUL-GOK									
7,0	6,5	7,5	7,5	7,5	6,5	6,0	6,5	7,0	7,0	7,0	6,5	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	6,0	7,0	6,5	6,5	6,5	7,0	7,0	6,5	7,0
7,0	6,5	7,5	7,5	7,5	6,5	6,0	6,5	7,0	7,0	14,0	12,5	14,5	14,0	14,0	13,0	13,0	13,5	13,5	14,0
873	GR	Draw		A. 1628						873	GR	Draw		A. 1628					
41	NO	2 - 2 - 1		1800						41	NO	3 - 0 - 2		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:

Ring 1 M Sp, -85kg, Sen. 124 FIN 16 ARG 1628 Surname, Forename Surname, Forename									
2 0:00									
Foul		Result		Foul		Foul		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:

<p>Ring 1 M Sp, Team, Sen.</p> <p>124 BEL 16 SWE 1628</p> <p>Belgium Sweden</p> <p>2 1 0:00 1</p> <p>Foul Result X Foul</p> <p>08 1 2 1 1 1 03</p> <table border="1"> <tr><td>4</td><td>2</td><td>1</td><td>2</td></tr> <tr><td>4</td><td>3</td><td>3</td><td>3</td></tr> </table>	4	2	1	2	4	3	3	3	<p>Ring 1 M Sp, Team, Sen.</p> <p>124 BEL 16 SWE 1628</p> <p>Belgium Sweden</p> <p>2 2 0:00 4</p> <p>Foul Result X Foul</p> <p>03 0 0 1 3 0 06</p> <table border="1"> <tr><td>5</td><td>6</td><td>3</td><td>6</td></tr> <tr><td>4</td><td>4</td><td>4</td><td>7</td></tr> </table>	5	6	3	6	4	4	4	7																																																
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<p>Winner red after 5 bouts</p> <table border="1"> <thead> <tr> <th></th> <th>Umpire Votes</th> <th>Points Total</th> </tr> </thead> <tbody> <tr> <td>bout 1</td> <td>1 1 2</td> <td>1 1 2</td> </tr> <tr> <td>bout 2</td> <td>3 1 0</td> <td>4 2 2</td> </tr> <tr> <td>bout 3</td> <td>1 2 1</td> <td>5 4 3</td> </tr> <tr> <td>bout 4</td> <td>1 0 3</td> <td>6 4 6</td> </tr> <tr> <td>bout 5</td> <td>1 3 0</td> <td>7 7 6</td> </tr> <tr> <td>extra bout</td> <td></td> <td></td> </tr> <tr> <td>first point</td> <td></td> <td></td> </tr> </tbody> </table>		Umpire Votes	Points Total	bout 1	1 1 2	1 1 2	bout 2	3 1 0	4 2 2	bout 3	1 2 1	5 4 3	bout 4	1 0 3	6 4 6	bout 5	1 3 0	7 7 6	extra bout			first point			<p>Winner blue after 5 bouts</p> <table border="1"> <thead> <tr> <th></th> <th>Umpire Votes</th> <th>Points Total</th> </tr> </thead> <tbody> <tr> <td>bout 1</td> <td>4 0 0</td> <td>4 0 0</td> </tr> <tr> <td>bout 2</td> <td>3 1 0</td> <td>7 1 0</td> </tr> <tr> <td>bout 3</td> <td>1 1 2</td> <td>8 2 2</td> </tr> <tr> <td>bout 4</td> <td>0 0 4</td> <td>8 2 6</td> </tr> <tr> <td>bout 5</td> <td>0 1 3</td> <td>8 3 9</td> </tr> <tr> <td>extra bout</td> <td></td> <td></td> </tr> <tr> <td>first point</td> <td></td> <td></td> </tr> </tbody> </table>		Umpire Votes	Points Total	bout 1	4 0 0	4 0 0	bout 2	3 1 0	7 1 0	bout 3	1 1 2	8 2 2	bout 4	0 0 4	8 2 6	bout 5	0 1 3	8 3 9	extra bout			first point			<p>Winner blue after 5 bouts</p> <table border="1"> <thead> <tr> <th></th> <th>Umpire Votes</th> <th>Points Total</th> </tr> </thead> <tbody> <tr> <td>bout 1</td> <td>3 0 1</td> <td>3 0 1</td> </tr> <tr> <td>bout 2</td> <td>1 0 3</td> <td>4 0 4</td> </tr> <tr> <td>bout 3</td> <td>3 0 1</td> <td>7 0 5</td> </tr> <tr> <td>bout 4</td> <td>0 0 4</td> <td>7 0 9</td> </tr> <tr> <td>bout 5</td> <td>2 1 1</td> <td>9 1 10</td> </tr> <tr> <td>extra bout</td> <td></td> <td></td> </tr> <tr> <td>first point</td> <td></td> <td></td> </tr> </tbody> </table>		Umpire Votes	Points Total	bout 1	3 0 1	3 0 1	bout 2	1 0 3	4 0 4	bout 3	3 0 1	7 0 5	bout 4	0 0 4	7 0 9	bout 5	2 1 1	9 1 10	extra bout			first point		
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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		0	6
7							0		0	6
8							0		0	6
9							0		0	6
10							0		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		0	6
7							0		0	6
8							0		0	6
9							0		0	6
10							0		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		0	4
4							0		0	4
6							0		0	4
7							0		0	4
8							0		0	4
9							0		0	4
10							0		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		0	5
6							0		0	5
7							0		0	5
8							0		0	5
9							0		0	5
10							0		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 Twio Nomo Yop Chagi.
 - 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	Place
3	3 COU3	Name 3	1						0	1
7	7 COU7	Name 7	2						0	2
2	2 COU2	Name 2	3	1					1	4
8	8 COU8	Name 8	3	0					0	5
9	9 COU9	Name 9	3	2					2	3
10	10 COU10	Name 10	3	0					0	5

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	Place
3	3 COU3	Name 3	1						0	1
7	7 COU7	Name 7	2						0	2
2	2 COU2	Name 2	3	2					2	3
8	8 COU8	Name 8	3	0					0	5
9	9 COU9	Name 9	3	2					2	3
10	10 COU10	Name 10	3	0					0	5

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	Place
1	3 COU3	Name 3	1						0	1
2	7 COU7	Name 7	2						0	2
5	9 COU9	Name 9	3						0	3

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	Place
1	3 COU3	Name 3	1						0	1
2	7 COU7	Name 7	2						0	2
3	2 COU2	Name 2	3						0	3
5	9 COU9	Name 9	3						0	3

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:



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1. Level 1: Umpires will deduct of to 4 points in total (in .2 increments only) for each technical error noted, or will give a total score of 0 if a major penalty event is noted. Umpires will then move to Level 2 scoring.

Level 2: Umpires will deduct of to a further 4 points (in .5 increments only) for errors in Teamwork, Choreography, Difficulty, Power. Umpires will then move to Level 3 scoring

Level 3: Umpires will deduct of to a further 2 points (in .5 increments only) for errors in overall power.

Total Score: The NESS System will calculate the total score for each competitor according to the deductions issued by each umpire.

2. After deducting points for errors, the Umpires shall give a score between 0 and 10 points for the performance, based upon choreography, teamwork, difficulty, power, and sine wave.
3. 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.
4. In the case of a draw, both teams will perform again, until such time as the winner is decided.



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PRE-ARRANGED SPARRING PENALTIES

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

DEDUCT 0.2 POINTS, PER OCCURRENCE, FOR EACH MISTAKE PERFORMED. FOR EXAMPLE, THOUGH NOT LIMITED TO	
Scoring Level 1	Performing any technique without an accessible, legitimate target
	Attacking or defending with an incorrect application of technique
	Performing any offensive, defensive or evasive movement without purpose/function/need, except during acrobatic movements
	Losing balance
	Failure to maintain appropriate distance for attack and defense exchange
	Shouting or "Kihap" at any time during performance, with exception of the final sequence
	Lack of appropriate power on a specific technique
	Stepping completely out of the ring with both feet by either one or both competitors
	Hesitating and/or stopping for more than a split of a second. <i>(i.e. Failure of at least one competitor to be engaged in action at all times.)</i>
	Inaccurate or Incorrect Breathing
	Inaccurate or Incorrect Preparation or Execution of technique <i>(i.e. crossing, pre-action, flying, jumping...)</i>
	Inaccurate or Incorrect Sine-Wave
	Inaccurate or Incorrect Stance
	Inaccurate or Incorrect Motion <i>(i.e. continuous, connecting, slow, fast, natural, normal)</i>
Maximum of 4 points total for deduction	Assisting opponent during execution of technique or movement
	Not withdrawing a snap kick immediately after execution <i>(Front/Sidefront/Turning/Middle or High Twisting Kick)</i>

GIVE 0 POINTS (for entire performance) FOR:	
Terminal Penalties	Not meeting the minimum and/or maximum time requirements
	Pausing and/or stopping for more than 2 full seconds at any time during the performance
Given During Level 1 Scoring	Performing more than three (3) acrobatic sequences per team
	Failure to block and/or evade an opponent's attack at any time other than the final blow and/or final sequence

Note: In the event that a single technique has multiple errors, deduct one penalty for each error performed

DEDUCT A MAXIMUM OF 4 POINTS AT END OF PERFORMANCE (In 0.5 increments) FOR:	
Scoring Level 2	Teamwork, Choreography, and Difficulty

DEDUCT A MAXIMUM OF 2 POINTS AT END OF PERFORMANCE (In 0.5 increments) FOR:	
Scoring Level 3	Overall Power



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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		
873	GR	Draw	A. 1628
41	NO	2 - 2 - 1	1800

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 1st to 6th degree and must be either all male or all female.
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 combined total of three (3) acrobatic sequences of technique during the bout, the team shall receive 0 points.