



**12th Annual World Dang Soo Do Union
National Martial Arts Championships
Saturday, April 14, 2012
Ohio University, Lancaster Ohio**



JUDGES RULES

SPARRING COMPETITION

- All rings will begin at the same time – Tournament Director will start a ring timer so that all competitors begin at the same time

Corner Judge Rules

- Corner judges will each have two (2) counters to tally scoring points
- Corner judges will use the red counter to score the red competitor and the blue counter to score the blue competitor
- Only one (1) point is given for any legal technique
- Once the match is complete, corner judges will give their counters to the center judge for decision

Center Judge Rules

- The center judge will sum the counts and deduct any warning penalties incurred during the match
- The center judge reserves the right to determine overall quality, execution, and precision of competitors' techniques, which may be used in the final call in case of a tie
- In case of an unprepared competitor, e.g. missing sparring gear, then the center judge may call to have another competitor lend his/her gear
- The center judge will act as referee and must immediately stop the match for any warning or illegal technique
- The center judge may call for disqualification upon 3 warnings, serious injury or at the judge's discretion

FORMS COMPETITION

- Color belt competitors will be scored from 6.0 to 7.9
- Black Belt competitors will be scored from 8.0 to 9.9
- If a competitor fails to complete his/her form after three (3) restarts, he/she will be automatically disqualified
- If a judge calls for restart due to incorrect direction, then the competitor must start over (this counts as an attempt)
- Every restart attempt by the competitor will result in point deduction based on the table below.
- Judges will determine overall score by the competitors focus, concentration, power, stance, and technique.

Penalty Scoring Grid

# of Restarts	Penalty
0	0.0
1	-1.0
2	-1.5
3	Disqualified

BREAKING COMPETITION

- Power Breaking Competitors will be judged based on three (3) criteria:
 - 1) Number of boards broken
 - 2) Number of attempts
 - 3) Type of hand strike (i.e. Hammer fist, knife hand, or fore fist)
- Rules:
 - All boards in the stack must be broken or no points will be given
 - Each board counts as one (1) point
 - For every attempt after the first, a negative (-1) point will be scored
 - Based on the type of hand strike chosen to complete the break, a weighted score will be added to the total score (i.e. hammer fist (0), knife hand (0.2), fore fist (0.4))
 - Board will be taped and stacked together **without** spaces.
 - Competitors must purchase boards for competition at the tournament (Cost: \$2 each) Note: To ensure consistency, competitors may not bring their own boards).
 - Giving up will result in a disqualification.
 - In case of a tie, sudden death will consist of breaking plastic boards.

Scoring Grid

# of Boards	# of Attempts	Type of Strike
1 board = 1pt	1 attempt = 0	Hammer Fist = 0 pts
2 boards = 2pts	2 attempts = -1	Knife Hand Strike = 0.2 pts
3 boards = 3pts	3 attempts = -2	Fore fist Strike = 0.4 pts
4 boards = 4pts	4 attempts = -3	
5 boards = 5pts	5 attempts = -4	
6 boards = 6pts	6 attempts = -5	
7 boards = 7pts...etc.	7 attempts = -6...etc	

Examples:

# of Boards	# of Attempts	Strike Type Weight	Total Points
3 boards = 3pts	2 attempts = -1	Hammer Fist = 0 pts	2 pts
6 boards = 6pts	1 attempts = 0	Fore fist Strike = 0.4 pts	6.4 pts
1 boards = 1pt	3 attempts = -2	Knife Hand = 0.2 pts	- 0.8 pts