

# Beginner's Guide to



**ITFNZ**

# **Tournaments Patterns and Sparring**

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# Foreword

I started officiating at tournaments at the Nationals in 2001, as I had not completed an umpires course and was still a coloured belt at this stage. I was given the job of Marshalling.

Over the last six years I have completed several umpires course's and have officiated at both regional and national tournaments, from marshalling right through to Head Jury in both patterns and sparring.

I have found over this time that there is a lack of knowledge of how our tournament's work from both the students and spectators.

I have decided to write this, aimed at giving the new students and parents an insight into how and what the judges are looking for, and the correct procedures for both patterns and sparring from where they enter the rings to correct sparring gear, right through to the scoring of sparring. I have tried to look at this from a white or yellow belts perspective hoping to give the beginning students a heads up on ITF NZ tourna-



# Pattern's

Pattern's are generally performed first. You will locate the pattern's draw on the wall inside the stadium. Once you have located yourself on the draw it is important that you check that you are in the correct division and take note of which ring you are in and what the division number is. Sometimes there will be a time stated, however this is only an estimated time as some divisions may be shorter or longer.

**It is very important that you monitor the ring you are in and keep in contact with the Ring Marshalls. Do not go walking off if your division is about to go on. If you are not there you will forfeit to your competitor.**

The Ring Marshall will organise your division at the back of the ring and you will enter from the back in two's.

You must wait at the back until you are called into the ring by the head Judge, he will be sitting in the centre with two other judges. In larger tournaments such as nationals you can have up to 5 judges.

The command will be "Hong" and "Chong". "Hong" is always to the left hand side to the Jury and is Red and "Chong" to the Right which is Blue. **You must bow when entering and leaving the ring and will stand on the marked locations.**

The Head Judge will give you the commands from there.

**Bow to the Jury**

**Bow to your competitor.**



# Performing Patterns

You are required to perform two pattern's, your first pattern is optional which means it is up to you to decide. I would suggest the pattern you can perform the best, and have this decided before you go on so you are well prepared. Once you have completed this, you will be given a designated pattern, A designated pattern will be drawn by the Head Juror. The highest pattern drawn will not be higher than the lowest belt competitor e.g. if there is a 6th and 5th Kup then the patterns will only be drawn up to 6th Kup.

**Note: If asked to perform Saju Jirugi or Saju Makgi please perform right side then left unless instructed other wise.**

After each pattern, the judges will score the pattern you have just performed. If you stop during your pattern and can-not continue, you do not get to re-start your pattern and will score a zero. If you pause during your performance and continue, you will still score points, however this will affect your score for this pattern. You should stand in the ready position of the pattern you are performing until given the command to relax.

Once both patterns have been performed, the judges will then add up the totals and the score sheets handed to the head juror. **At no stage do the other two Judges see the other's score sheet's.** The Head Juror adds up the marks and then awards the win to the winner. In the case of a draw you will then be designated another pattern to perform.

If you are the winner you will go through to the next stage and face another winner from your division. The loser will be knocked out except when we get down to the semi finals, where there may be a third/fourth play off. Some tournaments will have two third place's such as the nationals.


# Pattern Scoring

Your patterns will be judged on five different categories:

1. **Technical content**- maximum of 5 Points
2. **Power** -maximum of 3 points
3. **Balance**—maximum of 3 points
4. **Breathing Control**– maximum of 3 points
5. **Rhythm**– maximum of 3 points

Optional  
Pattern

Designated  
Pattern

 <b>ITF NZ</b> Taekwon-Do		Individual Patterns Score Sheet			
		RED (HONG)		BLUE (CHONG)	
RING / BOUT N <sup>o</sup> .	Max	O	D	O	D
Technical Content	5				
Power	3				
Balance	3				
Breath Control	3				
Rhythm	3				
SUB TOTAL					
TOTAL (O+D)					
JUDGE:					
DIVISION:					

# Sparring

Just like in patterns the sparring draw will be located on the wall inside the stadium, or in the case of the nationals your team manager will have a copy of the draw. **Once again check that you are in the correct weight division and grade division's.** If you are not in correct division's it is important to talk to the tournament director or your manager who will sort out the problem.

Please locate which ring you are in well in advance to your bout. Each Ring will have at least 1 Ring Marshall who you will need to report to closer to your bout.

**Some times you may be put in another weight division if there is inadequate numbers in your division. The organisers will do their best to ensure you are in the correct division. You may also be required to weigh in when you register in the morning.**

# Sparring Gear

You must wear ITFNZ approved sparring gear. You have the choice of 3 colours which are Red, Blue and black in regional tournaments, In International tournaments you can only have Red or Blue. If you decide on purchasing Red or blue you will need to buy both sets as you cannot spar if you are in the Hong (red) Sparring gear and you are in Chong (blues) sparring corner as this will confuse the judges when they are scoring the bout. You will also be required to wear the corners colour ribbon on the back of your belt so you can be identified by the officials.

## *Safety Equipment worn by Competitors*

### **(1) Competitors must wear**

(a) Mouth guard

(b) Gloves must be of an approved type and must cover from the

wrist bone to the top of the fingers.

(c) Boots that cover the back-heel.

(d) Headgear.

(e) Groin guard for males (to be worn inside dobok trousers)

(f) Boots and gloves must correspond with the allocated colours of the competitor i.e. red gear if the competitor is designated red. Black can be worn as a substitute to red or blue.

**(2) Competitors may optionally wear,**

(a) Chest protector (female only, to be worn inside the dobok)

(b) Groin guard for females (to be worn inside dobok trousers)

(c) Shin pads

(d) Forearm guards.

All the above safety equipment must be of an approved type consisting in elastic material with sponge or rubber type padding (at least 1 cm thick) and containing no metal, bone or hard plastic (with the exception of groin and chest protectors) or similar hard material. Additionally, the equipment must not contain zips, lace or stud fasteners.

**(3) No other protective or safety equipment may be allowed.**

**(4) Bandages are not to be worn unless declared necessary as a preventive measure by the medical person. Competitors must obtain prior approval from the Umpire, Jury or Tournament Arbiter.**

**(5) The competitor, or their club/region, must supply all protective equipment, other than headgear.**

**(6) No jewellery, watches or other accessories may be worn. Hair may be kept in place using a material of a soft elastic nature only, no grips or hair slides are allowed. Glasses are not**

**to be worn unless they are approved sports safety glasses.**

**(7) The Referee will disqualify any competitor who enters the ring at the commencement of a bout, who does not comply with the above rules.**

## **Ring Marshall**

The ring marshalls have the important job of checking the competitors Sparring gear before they enter the ring, and ensuring that the next bouts are ready to go on immediately after the prior one has finished. The Ring Marshall will also be in regular contact with the head Juror.

**It is important to check in with your Ring Marshall at least 5 bout's a head of your own and be ready to go on at any time as bouts are often moved around if a competitor has just competed (such as semi finals).**

It is also important that you have your second standing by and ready to go on with you.

## **The Competitors Second**

A competitor is permitted to have 1 second. The second is a person you choose to assist you from the side of the ring. This person cannot have direct contact with the referee unless spoken to by the referee.

**I recommend that you use a higher ranking grade from yourself as they can give you pointers after the first round.**

The second is required to wear medical gloves and will be required to clean up the ring in the case of blood. In the case of injury the competitor will be sent to their second.

# Referee

The referee is in charge of the ring and can only take orders from the Head Juror. From the time you enter the ring at the start until you leave at that end of the bout the Referee is in charge.

The Referees job is to ensure the safety of the competitors and to ensure the bout runs efficiently. **The Referee must be listened to at all times.** Any warnings and fouls will be called by the Referee and recorded by the Head Juror.

The Referee has the power to remove anyone from around the ring such as seconds or spectators if there is any abuse .

# Jury

The Head Jury will be selected by the tournament director and will be the most senior person in that ring. The Jurors job is to add up the scores and record the results of the bouts. They are also in charge of the etiquette and impartiality of all officials in that ring. The Juror can call time out at any stage and advise the referee on correct calls.

At the end of the bout the Juror will call out the warnings and fouls for each competitor before the scoring sheets are collected by the referee. Once they have been collected the Juror will then add up the scores, check that the fouls and warning deductions are correct. Once they have completed this they will then give the result by standing and raising the hand representing the side that one and saying either :

- Hong Sung– Win by Red corner
- Chong Sung– Win by Blue Corner

# Corner Judges

The Corner Judges role is to score the bout. They do not have any interaction with the competitors . Their job is simply to score the points that they see scored. A Judge will not score a point if they can not see the hit even if they can hear a noise, as this can often be sparring gear clashing and one of the other Judges will see if it's a point and score it. Each ring will have 4 Judges in each corner who will have had to have completed an official umpires course. The Judges can only score warnings and fouls that have been called by the Referee.

# Ring Commands

A system of official commands shall be used as follows. An Umpire can choose to use either the English or the Korean commands, although Korean is preferable

(a) Cha Ryot	Attention
(b) Kyong Ye	Bow
(c) Jun Bi	Ready
(d) Shijak	Begin
(e) Haecho	Separate
(f) Gaesok	Continue
(g) Goman	End
(h) Ju Ui	Warning
(i) Gam Jum	Foul
(j) Sil Kyuk	Disqualification
(k) Hong Sung	Win by red corner
(l) Chong Sung	Win by blue corner

## Ring Commands continued

(m) Jung ji                      Time Out

(n) Hong                              Red

(o) Chong                            Blue

# Entering and leaving ring

You will enter the ring from the side depending on if you are red or blue. Remember that red always enters from the left hand side of the Jury table looking from where the Juror sits, and blue from the right hand side. The Ring Marshall will point you in the right direction. **You must have all sparring gear on and be ready to go on immediately the bout before yours has completed.**

Do not enter until you have been given the command to enter the ring by the Referee. This will be “Hong” and “Chong”. You must bow when entering and leaving the ring.

Once you have entered the ring ,the Referee will give you the command to face the Jury, Cha ryot (attention), Kyong Ye (Bow), then face your competitor Cha ryot, Kyong Ye. This will also be done at the end of each round. However you only bow to the Jury at the very beginning and end of the bout. **The Referee will give all commands inside ring.**



# Point scoring

1 POINT will be awarded for a:

- (a) Hand attack directed to mid or high section.
- (b) Hand attack while in the air (both feet must be off the ground) directed to the mid or high section.

2 POINTS will be awarded for a:

- (a) Foot attack directed to the mid section.
- (b) Jumping or flying kick directed to the mid section.

3 POINTS will be awarded for a:

- (a) Foot attack directed to the high section.
- (b) Jumping or flying kick directed to the high section.



# Warnings and Fouls

(1) Warnings may be issued for the following offences:

- (2) Attack to an illegal target, i.e. back, throat, eyes, and all areas below the umbilicus.
- (3) Stepping completely out of the ring i.e. with both feet.
- (4) Falling down, whether intentional or not i.e. any part of the body, other than the feet, touching the ground.
- (5) Not using enough correct technique. (previously light contact)
- (6) Holding, grabbing or pushing.
- (7) Sweeping.
- (8) Intentionally avoiding sparring.
- (9) Pretending Pain
- (10) Turning the back, except while executing a legitimate technique e.g. back kick.
- (11) Performing uncontrolled techniques
- (12) Talking during the bout
- (13) N.B. One (1) point will be deducted for a mixture of 3 offences or 3 of the same offences in a bout.

## **(14) Fouls**

A foul shall be issued for the following offences:

- (1) Attacking a competitor who has fallen.
- (2) Butting, biting, scratching or clawing.
- (3) Intentionally attacking after the declaration of “BREAK”, “GOMAN” or “HAECHYO”
- (4) Making insulting remarks or abusive gestures during the progress of

the bout.

- (5) Using the knee, elbow or forearm as an attacking tool.
- (6) Deliberate heavy contact of attack or defence during a touch-contact contest.

### ***Deduction of Points***

One (1) point shall be deducted for:

- (1) Every three warnings issued, cumulative across rounds.
- (2) Each foul issued.

### ***Disqualifications***

Disqualification of a competitor will occur when:

- (1) Three fouls are awarded against a competitor during a bout.
- (2) The opponent is unable to continue due an illegal or excessive attack.
- (3) The competitor disobeys the Referee.
- (4) The competitor leaves the ring before the announcement of the result.
- (5) The competitor does not report to the Ring Marshal when called before a bout.
- (6) The competitor enters the ring not in approved dress.
- (7) The competitor fails an eight count NOT due to an illegal or excessive attack.
- (8) The competitor is unable to continue with the contest or, in the opinion of the referee, is unable to defend themselves adequately. The result will be awarded to the opponent.
- (9) The competitor is suspected of being under the influence of alcoholic beverages or drugs.

(10)

The competitor is deemed dangerous to the other competitor and highly likely to cause serious injury.

## End of Bout

At the end of your second round it is important that you do not remove any of your gear as the bout may be a draw and you will then go straight into round 3.

Once a decision has been made, you shake hands with your competitor and then shake hands with your competitor's second, before returning to your side of the ring, bowing out and leaving the ring area.

**It is also a good idea to acknowledge the Referee before you leave the ring.**

**If you win or lose the bout, I would recommend that you check with the Ring Marshal to find out when you will be on next as it may only be a bout away.**

## Judge score card

At no stage before the results have been given do any of the other Judges or Referee get to see how a judge has scored. Only the Head Juror sees this. When the score cards are handed to the Referee it is handed face down and the Referee hands them onto the Juror the same way.

On the following page is a copy of the official ITFNZ scoring card



**ITF NZ**  
Taekwon-Do

# Sparring Score Sheet

RING / BOUT N<sup>o</sup>

			1 pt		
			2 pt		
			3 pt		
<u>Subtotal</u>					<u>Subtotal</u>
Total Subtractions From:					Total Subtractions from:
<u>Warnings</u>			Warnings		<u>Warnings</u>
Fouls		Total Warnings		Total Warnings	Fouls
			Fouls		
<b>TOTAL</b>	<b>RED</b>		Circle Winner	<b>BLUE</b>	<b>TOTAL</b>
<b>JUDGE:</b>					

# Sparring gear



# References

I used the official ITFNZ tournaments rules located on the ITFNZ website as a reference guide for this essay.

Photo's taken at Junior Belt Tournament Wellington.

