

Competition Rules

Methods of Competition

The systems of competition are divided as follows:

1. Single elimination tournament system
 2. Round robin system
 3. Cutoff system
- ❖ If there are 20 or more competitors, start with a preliminary round (use two forms from Compulsory Yudo list) and then cut in half.
 - ❖ If there are 9 to 19 competitors, proceed directly to the semi-final round (use two other forms from Compulsory Yudo list) and choose the 8 highest scorers as finalists.
 - ❖ If there are 8 or less competitors, proceed directly to the final round (use two more forms that had not been performed before from the Compulsory Yudo list) and choose the top 4 competitors (1st, 2nd, 3rd, and 4th) with both 3rd and 4th place receiving bronze.

In the case of a tie:

- Winner is determined by highest presentation.
- If the competitors are still tied, all scores received during the competition are compared.
- If the competitors are still tied, they will perform one form different than the previous two scored forms. The previous scores will not affect the score from the rematch.
- Combination System: Cut off system + Elimination tournaments system

Duration of Contest

Duration of Contest by Division

1. Individual competition: From 30 to 90 seconds
2. Team competition: From 30 to 90 seconds
3. Freestyle competition: From 60-70 seconds
4. Pair competition: From 30 to 90 seconds
5. The break time between forms is 30 to 60 seconds

Scoring Criteria

1. Accuracy of Yudo Technique
2. Accuracy of basic movement
3. Accuracy of basic movements
4. Balance
5. Accuracy of detail of each Yudo
6. Presentation
7. Speed and power
8. Strength/speed/rhythm
9. Expression of energy

Scoring Chart

Scoring Criteria	Details of Scoring Criteria	Points
Accuracy	Accuracy of details of each Yudo	
(4.0)	Other accuracy including basic movement and balance	4.0
	Speed and Power	2.0
Presentation	Strength/speed/rhythm	2.0
(6.0)	Expression of energy	2.0

Generalities

- The area defined by “low” is below the waist. Blocks and strikes to this area should start from above the shoulder.
- The area defined as “middle” is between the waist and the top of the shoulders. Blocks and strikes to this area should start from between the eyes and waist.
- The area defined as “high” is above the shoulders to the top of the head. Blocks and strikes to this area should start at/below the waist.
- Outside to inside techniques end at the centerline of the body.
- Middle block (inside block) Reverse knife hand strike
- Inside to outside techniques end at the outer edge of the body.
- Side blocks (outside block)
- Knife hand guarding block (single or double)
- All Yudo begin and end in the same spot. (Within one foot's length)

- Audible breathing results in a deduction. (Hissing with every movement as is expected in some other styles) Breath in through the nose and out through the mouth. The feet should not move in an inward/outward “swinging” motion. The level of the head should not “bob” up and down between stances. Competitors should not “announce” their school name, instructor’s name, or the Yudo they are performing.
- There are deductions for the competitor’s appearance (wrong size uniform, belt length, jewelry)

Blocks are performed with the blocking hand on the outside. Strikes are performed with the striking hand on the inside. In Stances, the knee is bent to just cover the tip of the toes from the competitor’s perspective.

- Kicking is to a Target!!
- First choice is to the head. (Area between the nose and mouth)
- Second choice is to the body. (The solar plexus)
- Fists should be closed (or open) during the entire movement.
- Fist and wrist should be straight, not bent up or down
- The hands and feet should complete their movement at the same time.
- Transitions between movements should be on the balls of the feet.

YUDO MUSICAL FORMS

Article. 1

Definition

A musical form is a sort of imaginary fight against one or more opponents in which the performer uses techniques coming from oriental Martial Arts to specifically chosen music. The choice of music is personal.

Article. 2

Rhythm

All Forms divisions must be performed to music. Yudo technique must go according to the rhythm, with the exception.

Article. 3

Length

Forms cannot be longer than 1 minute and 30 seconds, presentation excluded, with the presentation not exceeding 30 seconds. In the event of a violation of the present rule, the chief referee can ask for a deduction of 0.5 point.

If a form is less than 30 seconds in length the chief referee can ask for a deduction of 1.0 point.

Article. 4

Age

For musical forms competition the allowed age groups are:

Sub junior

Junior

Senior

Age categories are the same for male and female competitors Boys and girls and cadets categories can be merged Younger competitors can participate only in the next older category.

Age divisions will be determined in the following manner: a competitor will be placed in an age division according to his year of birth, not his actual birthday, and he will be required to compete all year in this age category. Positive proof of age will be required at ALL events.

Article:- 5

Divisions

In Musical Forms competition there are two divisions both for men and women:

Styles weapons

Styles without weapons

Each competitor in Musical Forms can enter one or more divisions in each Championship.

Article:- 6

Uniforms

There is specific uniform for musical forms competitors. They cannot wear any kind of uniform, Uniform must be clean and decent. they cannot wear sport shoes. They cannot be shirtless for their performance.

Article:- 7

State off Weapons

Each athlete is responsible for the perfect state of his or her weapon, which is individual and which cannot be exchanged during the competition. The chief referee can ask to inspect the competitor's weapon if he wishes to do so. No real sword can be used in competitor's performance.

Article:- 8

Acrobatic Movements

No more than THREE GYMNASTICS MOVEMENTS are allowed in musical forms.

Violation of this rule may lead to a 0.5 point deduction. A gymnastic movement is a movement with no martial art purpose (no striking). Some gymnastic movements can be modified by adding a kick or a punch to the movement. In that case, it is not considered a gymnastic movement.

Article:- 9

Criteria of Judging

Each judge must take into consideration, before awarding any decision:

Synchronization (perfect timing, the relationship between movement and music; the relationship between movement and music) Showmanship (competitor's presence and role playing, and the presentation of choreography) Degree of difficulty (kicks, jumps, combinations, gymnastic movements) Basics (stances, punches, kicks and blocks according to the basic technique of the original styles) Balance, strength, focus (perfect balance and movements done with energy) Manipulation (with regard to weapons, of course. The competitor must show perfect control and mastery of the weapon being used by doing outstanding work with said weapon). This should be the first criteria to consider in the weapon division.

Article:- 10

Scoring

After a musical forms performance judges will grade the performance as follows:

Sub juniors/ Juniors:	6.0 to 8.0
Seniors:	8.0 to 10.0

Minus points:

- If the competitor interrupts his performance and starts again from the beginning , the grade will be lowered by 1 full point .
- If the competitor loses synchronization with his music minus 0.5 point.
- If the competitor performs any disallowed movements minus 0.5 point.

- If the competitor breaks off his performance before the end, the judge will give the minimum mark.
- If the competitor loses or leaves his weapon, he will be disqualified. During a performance of musical form with weapon the weapon may not, in any case, leave the competitor's hand. If the competitor loses or leaves a weapon he will be disqualified.

Article:- 11

Dance Movements

Dance movements will not be allowed, accepted or tolerated during a form performance. Competitors who choose to incorporate dance moves such as "break or jazz dancing" or even "classical" will receive the lowest mark.

Article:- 12

Costumes and Make-ups

Theatrical costumes, including make-up, masks or any type of uniform that is not recognized by as a legal uniform will not be accepted.

Article:- 13

Special Effects

Any special effect, such as lasers, smoke, fire, explosions, etc. will not be tolerated. Infractions to the above-mentioned rule will lead to the immediate disqualification of the competitor.

Article:- 14

Competition Area

The Contest Area shall measure at least 8.8m x 8.8m (22 ft x 22 ft) and have a flat surface without any obstructing projections. Only HBIO-approved mats shall be used at HBIO-sanctioned Yudo Championships, and must provide safe and secure footing for the competitors.

Demarcation of the Contest Area

The 8.8m x 8.8m area shall be called the Contest Area.

2. Judging Formats

Seven Judge Format: The seven judges (including the Referee) shall sit 1m away from the Competition Area with 1m separation between adjacent judges. Four judges (including the Referee) shall face the front of the contestants and three shall face the back. The boundary line adjacent to the four front judges shall be deemed boundary line #1, followed by, clockwise, boundary lines #2, #3, and #4. Judges are positioned and numbered clockwise from the left facing boundary line #1.

Five Judge Format: In the case of a five judge format, three judges (including the Referee) shall be positioned facing the contestants and the two judges facing the back of the contestants, in the same order as the seven judge format.

Three Judge Format: In the case of a three judge format, two judges (including the Referee) shall be positioned facing the contestants and one judge facing the back of the contestants, in the same order as the seven judge format.

Judge Format Notes:

The position of the Referee and Judges in the Seven, Five and Three Judge systems may be modified to all judges facing the contestants or other appropriate arrangement to accommodate scoring systems, venue or other limitations and constraints that may impact the competition.

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Judge Format Notes:

The position of the Referee and Judges in the Seven, Five and Three Judge systems may be modified to all judges facing the contestants or other appropriate arrangement to accommodate scoring systems, venue or other limitations and constraints that may impact the competition.

Judging System Notes:

NATIONAL Team Trials, National Championships (for HBIO divisions) and qualifying tournaments should use the seven judge format.

At NATIONAL qualifying tournaments and for non-HBIO divisions (color belts and black belts under 14 years old) in other NATIONAL sanctioned events, the five judge format may be used with the approval of NATIONAL if the number of NATIONAL Yudo-qualified Referees is insufficient to implement the seven judge format.

At NATIONAL sanctioned events that are not qualifying tournaments; the three judge format may be used for non-HBIO divisions (color belts and black belts under 14 years old) with the approval of NATIONAL, if the number of HBIO International Yudo Referees and NATIONAL Yudo-qualified Referees is insufficient.

COMPETITION AREA

Rec:	Recorder
R:	Referee
J	1, 2, 3, 4, 5, 6 Judge
C1:	Competition Area
C2:	Contestants
C3:	Standby Area for Contestants and Coach
C4:	Competition Coordinator
1, 2, 3, 4	Boundary Lines

Article:-15.

Contestants

Qualifications of NATIONAL Yudo Contestants

Residency and citizenship: Residency and citizenship requirements vary among events. NATIONAL national championships and team trials require contestants to be citizens of the United States.

Registered NATIONAL athlete member

Black Belts: All black belt contestants must submit a copy of their Dan/Poom Certificate, current NATIONAL identification card, and birth certificate at the time of registration with the Tournament Organizing Committee.

Color belts: Contestant must be a color belt, with a NATIONAL recognized rank (1st & 2nd Geup Red Belt, 3rd & 4th Geup Blue Belt, 5th & 6th Geup Green Belts, 7th & 8th Geup Yellow Belts). Color belt contestants may only wear a yellow, green, blue or red belt, according to the contestant's Geup rank.

All contestants participating in a tournament are required to observe the NATIONAL Code of Conduct and the rules of the tournament. Violators are subject to sanction by the NATIONAL.

Uniform for Contestants

Official Uniform for Contestants

- All contestants must wear a white Hapkido Boxing NATIONAL approved uniform (dobok) or HBIO approved Yudo competition uniform in good condition. Black Belts must wear black-collared white uniforms or HBIO approved Yudo competition uniform. Color belts may not wear black-collared uniforms.
- Patches, embroidery, logos, team names, country names, athlete names, and stripes are permitted on the uniform. Logos or names on the back of the uniform and patches on the chest area of the uniform are also allowed.
- Shoes may not be worn. No jewelry or ornaments may be worn. No hats or items may be worn on the head except for religious coverings or soft ties to contain the hair.
- NO TAPE WILL BE ALLOWED ON ANY PART OF THE UNIFORM.

Personal Hygiene

- All competitors must maintain the highest standard of personal hygiene, keep their nails cut short, and groom their hair neatly.
- Any violators of Section 1, 2, and 3 will be required to correct the violation within one minute, or shall be subject to disqualification.

Medical Control

At Hapkido Boxing events promoted or sanctioned by the NATIONAL , any use or administration of drugs or chemical substances described in the NATIONAL anti-doping by-laws is prohibited.

The NATIONAL may carry out any medical testing deemed necessary to ascertain if a contestant has committed a breach of this rule. Any winner who refuses to undergo this testing or who proves to have committed such a breach shall be removed from the final standings, and the record shall be transferred to the contestant next in line in the competition standings.

The organizing committee shall be responsible for making arrangements to carry out medical testing.

Article:-16.

Classification of Competition

Contestants may compete in more than one competition division unless they are limited by gender or age.

1. Recognized Yudo Competition
 - Men's Individual
 - Women's Individual
 - Men's Team
 - Women's Team
 - Pair (one male, one female)

2. Freestyle Yudo Competition

- Men's Individual
- Women's Individual
- Pair (one male, one female)
- Mixed Team (composed of 5 members including at least 2 males and 2 females)

Article:-17.

Divisions by Gender and Age

Recognized Yudo Competition

Men, women and mixed divisions shall be divided according to age.
 There is no specific limitation to Poom/Dan rank for team competition.
 Male and female divisions shall be classified as follows:

Division	7 and Under	9 and Under	11 and Under	Cadet (12-14)	Junior (15-17)	29 and Under	39 and Under	49 and Under	59 and Under	Over 59	
Age (Years)	6-7	8-9	10-11	12-14	15-17	18-29	30-39	40-49	50-59	60+	
Individual	Male	1	1	1	1	1	1	1	1	1	
	Female	1	1	1	1	1	1	1	1	1	
Division	9 and Under		14 and Under		Junior		29 and Under		Over 29		
Age	6-9 years old		10-14 years old		15-17 years old		18-29 years old		30+		
Pair	2		2		2		2		2		
Team	Male	3		3		3		3		3	
	Female	3		3		3		3		3	

Notes:

Shaded cells are official HBIO divisions competed at NATIONAL sanctioned events.

Unshaded cells are NATIONAL divisions competed in NATIONAL sanctioned events.

The age limit for each division is based on the year—not on the date—when the Championships are held. For example, in the Junior division, contestants shall be between 15 and 17 years old. For example, if the Junior Yudo Championships are held on 29 July 2013, contestants born between 1 January 1996 and 31 December 1998 are eligible to participate.

Freestyle Yudo Competition

Contestants shall be over 15 years old or older during the year of the competition.

Article:-18.

Methods of Competition

❖ The methods of competition are:

1) Single elimination tournament format

In the single elimination tournament a competitor is eliminated from competition after one loss. Competitors are matched with opponents randomly or by seeding. The order of competition is randomly assigned. Each pair of competitors (Chung and Hong) enters the Competition Area together, but perform individually, with Chung (blue) performing first, followed by Hong (red), each competitor standing on their assigned positions when not performing. The Referee declares the winner based on the score and both competitors leave the Competition Area together. Competitors perform one or two forms in each round selected by the NATIONAL Yudo Referee Team from the Compulsory Yudo.

2) Round robin tournament format

In the round robin tournament each competitor competes with every other competitor. Competitors are matched with opponents randomly; the order of competition is randomly assigned. Each pair of competitors (Chung and Hong) enters the Competition Area together but perform individually, with Chung performing first, followed by Hong. The Referee declares the winner based on the score and both competitors leave the Competition Area together. Competitors perform one or two forms in each round randomly*selected by the NATIONAL Yudo Referee Team from the Compulsory Yudo.

3) Cut-off tournament format

The cut-off tournament is a competition format that has a maximum of three rounds, a preliminary, semi-final and final round. If the division has 20 or more competitors the competition shall start from the preliminary round.

The division may be split into groups, with each group judged by different judges in the preliminary round.

The order of the competitors in the preliminary round and in each subsequent round is randomly determined.

In the preliminary round, each contestant performs one or two assigned forms randomly selected from the Compulsory Yudo by the Referee Chair. All competitors perform the same form(s). Scores are totaled for each contestant. Those with scores in the top 50% advance to the semi-final round. If the number of contestants in the division or groups is odd, then the number of contestants advancing to the next round will be rounded up. For example if there are 23 contestants in the

group, then the 23 contestant number is rounded up to 24, and the 12 contestants with the highest scores shall advance to semi-final round. If there are 9 to 19 contestants, the competition shall start from the semi-final round.

In the semi-final round, each contestant will perform two forms (one form may be performed randomly selected from the Compulsory Yudo (with the form(s) from the preliminary round excluded), and the 8 contestants with the highest scores advance to the final round.

When 8 or fewer contestants are participating, the competition shall start from the final round.

In the final round the contestants perform the two randomly selected forms from the Compulsory Yudo that were not performed in the previous round. In the case where there are 8 or fewer contestants the final round is also the first round, and two Compulsory Yudo randomly selected forms shall be performed.

The top four contestants / pairs / teams shall be awarded prizes based on their points.

3rd and 4th places are awarded bronze medals.

Method of Competition Notes:

The number of Yudo performed in the preliminary and semi-final rounds may be modified after first gaining the written approval of the NATIONAL .

The HBIO World Championships and the NATIONAL National Championships use the Cut-Off tournament competition method. For other competitions, other methods of competition may be used.

Modified Single Elimination Format for Color Belt Divisions

For Grassroots and recreational divisions at NATIONAL State Championships, Regional Qualifiers, Nationals and Junior Olympic Championships, cut-off format, modified cut-off format, a modified bracketed competition format (single or double elimination) or other format may be used, at the discretion of tournament organizers.

Modified single elimination format (Grassroots and recreational divisions)

In the single elimination format a competitor is eliminated from competition after one loss.

The competition, in principle, will be judged by one referee and four judges; if there are not enough referees, the contest can be conducted by one referee and two judges.

Competitors are randomly matched with opponents.

Each pair of competitors (Chung and Hong) enters the Competition Area together, and performs at the same time.

HBIO/NATIONAL scoring criteria apply, but score sheets or electronic scoring may not be used.

Judges declare the winner by extending the arm in the direction of Chung or Hong upon the Referee's command, "Pyo-chul" (score). When the winner is recorded, the referee has the players bow, and dismisses them.

The competition is continued until first place, second place and third place winners are determined; note that in this format, there are two third place awards.

Modified double elimination format (Grassroots and recreational divisions)

In the double elimination format a competitor is eliminated from competition after two losses.

The competition, in principle, will be judged by one referee and four judges; if there are not enough referees, the contest can be conducted by one referee and two judges.

Competitors are randomly matched with opponents.

Each pair of competitors (Chung and Hong) enters the Competition Area together, and performs at the same time.

HBIO/NATIONAL scoring criteria apply, but scoresheets or electronic scoring are not used.

Judges declare the winner by extending the arm in the direction of Chung or Hong upon the Referee's command, "Pyo-chul" (score). When the winner is recorded, the referee has the players bow, and dismisses them.

The competition is continued until first place, second place and third place winners are determined; note that in this format, there is only one third place award.

NOTE: See Appendix for sample brackets for the double elimination format.

Double elimination brackets for any number of competitors can be generated here:

Division	Compulsory Yudo
Yellow (7th & 8th Geup) All Ages	1.
Green (5th & 6th Geup) All Ages	1,2.
Blue (3rd & 4th Geup) All Ages	1,2,3.
Red (1st & 2nd Geup) All Ages	1,2,3,4.

Article 19.

Freestyle Yudo

Freestyle performance is based on Hapkido Boxing techniques, with the addition of music and choreography.

Composition of freestyle Yudo:

“Yeon-mu” line (i.e., the progress line of the Yudo) shall be the choice of the contestant.

Number of Poom: Each performance shall be composed of 20 to 24 poom (each poom shall be no more than 5 movements).

Technique: Each performance shall be composed of attacking and defending techniques of Hapkido Boxing with 60% foot techniques and 40% hand techniques.

Music and choreography shall be the choice of the contestant.

The performed techniques must be within the boundaries of Hapkido Boxing. The NATIONAL Yudo Referee Team will determine the validity of the performed Hapkido Boxing techniques when the contestant submits a Free Style Yudo Performance Plan.

Article:-20.

Duration of Contest

Duration of Contest by Division

Recognized Yudo: Individual, Pair and Team competitions from 30 to 90 seconds.

Free Style Yudo: Individual, Pair and Mixed Team competitions from 60 to 70 seconds.

The waiting time between 1st and 2nd Yudo is 30 to 60 seconds.

Article:- 21.

Order of Competition

The order of competition shall be random and will be accomplished by drawing of lots or by other random process on the day prior to competition. The Compulsory Yudo to be assigned or designated for each division shall be determined at the time the order of competition is determined by the drawing of lots or by other random process. In some cases the Designated Yudo may be posted earlier to promote athlete development.

Article:- 22.

Prohibited Acts / Penalties

The Referee shall declare penalties for any prohibited acts. Penalties are defined as "Gam-jeom" (deduction of points by penalties). "Gam-jeom" shall be declared on the following prohibited acts:

Uttering undesirable remarks or any misconduct on the part of a contestant or a coach.
Any act that intentionally interferes with another competitor, coach or official.

Should a contestant be assessed two (2) deductions, the referee shall declare the contestant a loser on penalties. "Gam-jeom," as defined in this Article, refers to deduction of points due to behavior that disrespects the spirit of sport, rather than due to judges' scoring in terms of accuracy and presentation.

Article:-23.

Procedures of the Contest

Call for contestants. Thirty minutes prior to the scheduled start of the contest, the names of the contestants shall be announced three times in the contestants' training area. Any contestant who fails to appear in the Competition Area after the "Chool-jeon" command of the competition coordinator shall be regarded as having withdrawn from and forfeited the match.

Standby. Each contestant, accompanied by only one coach, shall wait at the contestants' waiting area for the physical and uniform inspection.

Physical inspection and uniform inspection.:- After being called, the contestants shall undergo a physical inspection and a uniform inspection at the specified inspection desk by an inspector designated by the NATIONAL . The contestant shall not show any signs of aversion, and shall not bear any object that may cause harm to the other contestant.

Entering the Competition Area :- Following the inspection, the contestant(s) shall enter the contestant standby waiting area with one coach. Upon the Competition Coordinator's command (see Appendix I) of "Chool jeon" (enter) the contestant(s) shall enter the Contest Area. When issuing the command "Chool jeon" the Competition Coordinator motions with his/her right hand directing the contestant(s) into the Contest Area to the contestant's designated spot (see Appendix II). The coach remains in the designated contestant standby area.

Elimination and Round Robin Tournaments

In individual competitions, the competitors, designated as Chung and Hong enter together. Contestants shall face each other and make a standing bow at the competition coordinator's command of "Cha-ryeot" (attention) and "Kyeong-rye" (bow).

After "Kyeong-rye," Chung performs first and then Hong. In pair and team competitions, the Chung team/pair and the Hong team/pair enter together. After "Kyeong-rye," the

Hong team/pair exits and the Chung team/pair performs first, then Hong team (pair) performs.

When issuing the command “Kyeong-rye” the Coordinator motions with his/her hands directing the contestant(s) bow to each other or to bow to the judges along Boundary Line #1.

Cut-off Tournament

Individual, pair and team competitors enter the Competition Area alone.

Beginning of the Performance. The performance begins when the Competition Coordinator announces “Cha-ryeot,” “Kyeong-rye,” “Joon-bi” and “Shi-jak” (start).

When two Yudo are performed. At the end of the first Yudo the competition coordinator announces “Bah-roh” then “Shi-ah” at which point the contestant may return to the contestant waiting area to consult with the coach during the waiting time between the 1st and 2nd Yudo. At the end of the waiting time the contestant returns to the designated spot in the Competition Area or the Competition Coordinator will command “Chool jeon” and motion with his/her hand directing the contestant(s) into the Competition Area to the designated spot.

Beginning of the performance of the 2nd Yudo.

The performance begins when the Competition Coordinator announces “Cha-ryeot,” “Joon-bi” and “Shi-jak” (start). There is no bow before the 2nd Yudo. Completion of performance. The performance ends with the Competition Coordinator commanding “Bah-roh” (back to ready) “Cha-ryeot,” “Kyeong-rye.” When issuing the command “Kyeong-rye” the Competition Coordinator motions with his/her hands directing the contestant(s) bow to each other or to bow to the judges along Boundary Line #1.

- Retirement of the contestants. After the standing salute the contestant exits on the Competition Coordinator's command “Tuae-jahng” (exit). When issuing the command “Tuae-jahng” the Coordinator motions with his/her hand directing the contestant(s) from the designated spot out of the Competition Area. The hand motion shall be respectful, performed with formality, not in a dismissive fashion.
- When using an electronic scoring device. The judges enter the score into the electronic scoring device after confirming the total score. The total score entered by the judges appear on the public display board. The referee shall declare the winner according to the results of the judges.
- When using the scoring ballot. The judges score accuracy in real time, and complete the scoring ballot after confirming the total score. After the judges' ballots are recorded, the recorder announces the final result. The referee shall declare the winner according to the results of the judges.

Competition Coordinator

Qualifications

- ❖ The Referee Chair shall assign the Competition Coordinators.
- ❖ Duties
- ❖ One or two Competition Coordinators shall be assigned.
- ❖ The Competition Coordinator(s) shall verify the contestants' identities and direct contestants in and out of the venue, and shall assist the refereeing officials to ensure the unimpeded progress of the competition and declare the winners/medalists.

Article:- 25.

Scoring Criteria

Scoring shall be made in accordance with the NATIONAL and HBIO Competition Rules Recognized Yudo

1. Accuracy (4 points)

- Accuracy of basic movements
- Balance
- Accuracy of details of each Yudo

2. Presentation (6 points)

- Speed and power.
- Strength/speed/rhythm
- Expression of energy

3) Allotted Scoring Chart for Recognized Yudo

Scoring Criteria	Details of Scoring Criteria	Points
Accuracy (4.0)	Accuracy of details of each Yudo	4.0
	Accuracy of basic movements and balance	
Presentation (6.0)	Speed and power	2.0
	Strength/speed/rhythm	2.0
	Expression of energy	2.0

Freestyle Yudo

1. Technical skills (6 points)
 - Level of difficulty of foot techniques
 - Accuracy of movements
 - Degree of completion of Yudo
2. Presentation (4 points)
 - Creativity
 - Harmony
 - Expression of energy
 - Music and choreography

The NATIONAL Yudo Referee Team will establish the level of difficulty for kicking techniques each year.

3) Allotted Scoring Chart for Free Style Yudo

Scoring Criteria	Details of Scoring Criteria		Points
Technical skills (6.0)	Level of difficulty of foot techniques (3.0)	Height of jump	3.0
		Number of jumping Kicks	
		Gradient of turn	
		Number of consecutive kicks	
		Acrobatic actions	
Technical skills (6.0)	Accuracy of movement (1.5)	Basic movements	1.5
		Designated technical Movement	
Technical skills (6.0)	Degree of completion of Yudo (1.5)	Practicability	1.5
		Connectivity between offensive and defensive movements	
Presentation (4.0)	Creativity		4.0
	Harmony		
	Expression of energy		
	Music and choreography		
Maximum Points			10.0

Article :-26.

Methods of Scoring

- ❖ Recognized Yudo
- ❖ Total score is 10 points
- ❖ Accuracy
- ❖ Basic score is 4.0

0.1 point shall be deducted each time a contestant makes small errors; does not perform the basic movements accurately.

Deduction of 0.1 point per small mistake in accurate performance

point shall be deducted each time a stance (Apgubi, Dwitgubi, Beomseogi and all the other standing movements and positions), hand or foot technique (Makki, Jireugi, Chigi and all the other hand and foot movements) is not performed as explained in the current Kukkiwonn Hapkido Boxing Textbook.

0.3 point will be deducted each time a contestant makes a serious mistake. Serious mistake in accuracy

points shall be deducted when incorrect actions or techniques are performed or correct techniques or actions are omitted; i.e., serious deviations from the Yudo as described in the Hapkido Boxing Textbook.

Examples:

Eolgul Makki is performed instead of Arae Makki

Dwitgubi is performed instead of Juchum Seogi

Kihap (yell) or stomp is not made or made in the wrong place

Brief stops during movements (forgetting the next movement for three seconds or longer)

Looking in the wrong direction (eyes should be focused in the direction of movement but should not anticipate the next direction of movement)

When the raised foot steps down early or in the wrong spot (not just a brief balancing touch)

Not finishing the Yudo within one foot length of the original starting point

Presentation

A. Basic total score (6.0 points)

Deduction of points in presentation shall be made for the overall performance of the Yudo, not for every small or serious mistake during the performance:

- o points for speed and power
- o points for control of power, speed and rhythm
- o points for expression of energy

B. Speed and Power (2.0 points)

Ability to perform Yudo shall be evaluated on whether the movements are performed in accordance with the characteristics of the pertinent movement; for example, attacking techniques such as Jireugi or Chagi, are best performed with a soft start, accelerating with a balance between speed and power, using the body weight to achieve a maximum effect; or, special movements are performed slowly, and intentionally, with power and balance.

Examples:

Deduction shall be made if too much strength is revealed in the beginning of the movements, as this slows down the movement and reduces the power and effectiveness of the movement.

Deduction shall be made if the contestant exaggerates a movement beyond the culmination of that movement to show power in the next movement, or exaggerates the reaction of the body to express power.

C. Control of Power, Speed and Rhythm (2.0 points)

- Control of power means the greatest power is shown at the most critical moment of the movement, usually the culmination, through speed and softness.
- Control of speed means an appropriate connection between actions and changes in speed, such that powerful moves accelerate.
- Rhythm means repeated actions are performed with timing that results in the technique being most effective to accomplish the intended result, and flow of power with the greatest expression of power occurring at the instant of the strike, block or kick.

Examples:

Too much power makes the movement look stiff and robotic from the start; deductions shall be made if the speed, power and rhythm are presented with no changes from the start to the end of the lines of movements.

Deductions shall be made in case of stiff or limp actions coming from a stiff body or a too soft presentation without expression of power. A strong start makes it difficult to accelerate, and slows down the action at the critical point of the movements.

D. Expression of Energy (2.0 points)

This category addresses the presentation of confidence and power that come from mastering the expression of energy. The range of movement of techniques, concentration, courage, sharpness, confidence, and posture effect how energy is expressed according to the characteristic actions of the Yudo. Such characteristics as the direction of sight and focus of the eyes, strength of the kihap (yelling), attitude and uniform all contribute to the overall expression of energy.

Example:

Deductions shall be made if actions are not crisp and powerful, or connecting actions are not big enough for the performer's physique, or the performance is made in the same rhythm throughout without slowing and accelerating to emphasize techniques.

Deduction of points

- ❖ 0.3 points shall be deducted from the final score in case the performance is finished earlier or later than the set contest time.
- ❖ 0.3 points shall be deducted from the final score if the contestant crosses the boundary line during performance.

Score calculation

- Accuracy shall be scored separately from presentation.
- Final score shall be the average of the judge's scores for accuracy (the highest and lowest judge scores dropped before calculating the average) and the average of the judge's scores for presentation (the highest and lowest judge scores dropped before calculating the average). If using the three judge format, the highest and lowest score will not be dropped.
- The publication of the score shall show the score for Accuracy, the score for Presentation and the Total Score.
- All penalties accumulated during the competition shall be deducted from the final score.

Free Style Yudo

Technical Skill

- ❖ Level of difficulty of foot techniques: Points may be awarded from 0.0 up to 3.0 in total in five evaluation areas.
- ❖ Height of jump: Points may be awarded based on the height of jump.
- ❖ Number of kicks in a jump: Points shall be awarded based on the number of kicks in a jump.
- ❖ Gradient of turn in spin kicks: Points may be awarded based on the number or degrees of turn (i.e., more than 180 degrees, more than 360 degrees, more than 540 degrees and more than 720 degrees) in spin kicks.
- ❖ Performance level of consecutive kicks: Points may be awarded based on the number of connected kicks; the number of consecutive kicks shall be limited to five.
- ❖ Acrobatic actions: Points may be awarded based on the technical difficulty of all acrobatic actions performed.
- ❖ Accuracy of movements: This means posture and balance. Points may be awarded from 0.0 up to 1.5 for accuracy in basic movements of Hapkido Boxing and designated technical movements of Hapkido Boxing.
- ❖ Degree of completion of Yudo: Points may be awarded from 0 up to 1.5 based on the practicality of the Yudo and the connection between attacks and defenses; i.e., attacks and defenses are balanced to present a realistic and harmonious Yudo.

Presentation

- ❖ Points may be awarded from 0 up to 4.0 based on the general performance of the free-style Yudo.
- ❖ Creativity: Points may be awarded based on the creativity of the actions and components of the Yudo.
- ❖ Harmony: Points may be awarded based on the harmony and balance between different components of the Yudo (music, choreography, and attire for example). Harmony, balance, or synchronicity between or among the performers (unity, for example) shall be also evaluated in the case of team and pairs contests.
- ❖ Expression of energy: Points may be awarded for accurate expression of energy in the Yudo, as described in Recognized Yudo, above.

Music and choreography: Points may be awarded based on how the music and the choreography contribute to the performance of the Yudo

Deduction of points

- 0.3 points shall be deducted from the final score in case the performance is finished earlier or later than the set contest time.
- 0.3 points shall be deducted from the final score if the contestant crosses the boundary line during performance.

Score calculation

Technical skills shall be scored separately from presentation.

Final score shall be the average of the judges' scores for technical skills (the highest and lowest judge scores dropped before calculating the average) and the average of the judges' scores for presentation (the highest and lowest judge scores dropped before calculating the average). The publication of the score shall show the score for Technical Skills, the score for Presentation and the Total Score. In the case of the Three Judge Format the highest and lowest score will not be dropped.

All penalties accumulated during the competition shall be deducted from the final score.

Article 27.

Publication of Scoring

- The final score shall be announced immediately after collating the judges' total scores.
- In case of using electronic scoring instruments
- Judges shall input points in the electronic scoring instruments (Accuracy in real time during the performance and Presentation after the performance of the Yudo), and total points shall be automatically displayed on the monitors.
- The final score and the individual judges' scores shall be displayed on the monitor following the automatic deletion of the highest and lowest scores among the judges.
- In case of manual (paper score sheet) scoring
- The coordinator shall collect each scoring sheet and convey the results to the recorder immediately after completion of the Yudo.
- The recorder shall report the final score to the Referee, following the deletion of the highest and lowest scores, and announce the final score or have the final score displayed. In the case of the three judge format the highest and lowest score will not be dropped.

Article:- 28.

Decision and Declaration of Winner

- ❖ The winner shall be the contestant who is awarded the highest total points.
- ❖ In case of a tied score, the winner shall be the contestant with the highest presentation score. In case the scores are still tied, then the contestant with the higher total points (including all judge's scores, the highest and lowest not dropped) shall be the winner. In case the scores are still tied after the highest and lowest scores are added back, a rematch shall be conducted to determine the winner. The Referee will designate the Yudo to be performed.
- ❖ The rematch will consist of performing one compulsory Yudo designated by the Referee. The previous scores will not affect the scores of the rematch.
- ❖ In case of a tied score after the rematch, the winner shall be the contestant who is awarded more points in total, including the highest and lowest scores that were dropped. In case of a tie, the rematch will be repeated until there is a winner.
- ❖ Decisions
- ❖ Win by score. The winner is the contestant with the highest total points.
- ❖ Win by Referee Stop the Contest (RSC). In the event that the referee or commission doctor determines that a contestant is unable to continue, even after a minute of recovery period, or if a contestant disregards the referee's command to continue, the referee shall declare the contest stopped and the opposing contestant shall be declared the winner.
- ❖ Win by withdrawal of opponent. The winner is determined by the withdrawal of the opponent: a. When a contestant withdraws from the match due to injury or other reasons, or b. When a coach throws a towel into the court to signify forfeiture of the match.
- ❖ Win by disqualification. Should a contestant lose his or her contestant status before the competition begins, the opposing contestant shall be declared the winner.
- ❖ Win by opponent's penalties. In the event that a contestant accumulates two "Gam-jeom" (deduction of points by penalties), as prescribed in Article 12.3, the opponent shall be declared the winner

Article :-29.

Procedures for Suspending the Contest

- ❖ When a contest is to be stopped during the competition, the referee shall:
- ❖ At the time of suspending the match, the referee shall order the recorders to suspend timekeeping. At this time, the Competition Coordinator is to determine the reason(s) for the stoppage of the competition.
- ❖ In the case in which a contest is stopped due to problems related to a contestant, and should a contestant not demonstrate the will to continue the contest within 90 seconds for Recognized Yudo or 70 seconds for Free Style Yudo, the referee shall declare the opposing contestant as the winner. In the case where the stoppage of a contest is not related to the contestants, the problem shall be resolved quickly and another chance to perform shall be given to pertinent contestants.
- ❖ All the other problems that may arise shall be resolved through the meeting of the judges of the pertinent competition, Yudo Committee Chairperson, and the Competition Supervisory Board members.

Article :-30.

Refereeing Officials

Qualifications

- Judges: Shall be Yudo-qualified NATIONAL Referees
- Referee: Shall be Yudo-qualified NATIONAL referees
- Duties
- Referee

The Referee shall document all valid points. The referee shall declare the winner and issue “Gam-jeom” (deduction of points by penalties). The referee shall declare only after the judges’ decision has been confirmed. The referee is permitted to summon the judges during the competition, if the need arises.

Judges

- The judges shall document all valid points.
- The judges shall state their opinions forthrightly when requested to do so by the referee.
- Classification of refereeing officials
- Refereeing officials shall be Yudo-qualified NATIONAL Referees.

- Uniform of the refereeing officials
- Refereeing officials shall wear uniforms designated by the NATIONAL .
- Refereeing officials shall not carry or take any materials to the arena that might interfere with the contest.

The Chairman of the Competition Supervisory Board may request the Chair of the refereeing officials that a refereeing official be reassigned in the event that refereeing officials have been improperly assigned, or when it is judged by the Competition Supervisory Board that any of the assigned refereeing officials have unfairly conducted the contest or made unreasonable mistakes.

Article:- 31.

Recorder

The recorder shall time the contest, including suspended time during the contest. The recorder shall also calculate, record and announce or display the total score.

Article :-32.

Formation and Assignment of Refereeing Officials

- ❖ Composition of refereeing officials
- ❖ Seven Judge Format: 1 Referee, 6 Judges
- ❖ Five Judge Format: 1 Referee, 4 Judges
- ❖ Three Judge Format: 1 Referee, 2 Judges
- ❖ Assignment of Refereeing officials

The assignment of the referees and judges shall be made after the contest schedule is set.

Referees and judges with the same state or club as that of either contestant or with a conflict of interest shall not be assigned to such a contest. However, an exception shall be made for the judges when the number of refereeing officials is insufficient, as the case may be. Prior to the beginning of the pertinent contest, Referees and Judges must disclose any conflict of interest to the Referee Chairperson.

