

TEAM PATTERNS:

Rules: Each Team must consist of 5 members and contain at least one of each of the following: female member, colored belt, black belt.

Any pattern may be performed with the limitation that the pattern must be no higher than the lowest ranked member of the team (for example if the lowest rank is a green belt, the highest pattern that may be chosen is Won-Hyo). Only Choi Hong Hi style patterns may be performed for this event.

Patterns will be judged according to the following rules:

Teams will begin with 10 points total, and may receive deductions as outlined by the Official ITF rules following.

Scoring procedure

1. Level 1: Umpires will deduct up 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. Only one deduction is permitted for each line item. Umpires will then move to Level 2 scoring.

Level 2: Umpires will deduct up 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 up to a further 1 point (in .5 increments only) for errors in overall power.

Total Score: The Scorekeeper will total the scores of each Umpire for each team 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 each pattern performed, based upon choreography, teamwork, technical content, power, balance, breathing and sine wave.

3. The team obtaining the majority of umpire votes, with a minimum of two Umpire votes in his favor, shall be declared the winner and advance to the next round of competition.

4. In the case of a draw, another designated pattern must be performed until the winner is decided.

SCORING LEVEL 1

Deduct .2 points for each mistake performed.

- 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
- 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 breathing
- Inaccurate or Incorrect Preparation or Execution of technique(crossing, pre-action, flying, jumping...)
- Inaccurate or Incorrect Sine-Wave
- Inaccurate or Incorrect Stance
- Inaccurate or Incorrect motion (continuous, connecting, slow, fast, normal...)
- Attacking or defending with a wrong technique
- Not withdrawing a snap kick immediately after execution (Front, side-front, turning, middle, high twisting)
- Failure of at least one competitor to continue the prescribed rhythm of the pattern at all times

Give 0 points (for entire pattern) for:

- Stopping the pattern completely and/or not finishing the pattern
- Starting the pattern toward the wrong direction (side/front/rear)
- 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 (Forgetting or adding one or more moves)

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

(Example: if stance and hand height/technique are both incorrect on one move, deduct .2 for stance, .2 for hand height, .2 for incorrect technique for a total of .6)

SCORING LEVEL 2

Deduct a maximum of 4 points at end of performance (in .5 increments) for:

Teamwork, Choreography, Difficulty, and Team Entrance

SCORING LEVEL 3

Deduct a maximum of 1 point at end of performance (in .5 increments) for:

Overall Power