


## *WTSDA Scorekeeper & Timekeeper – Dae Ryun Tutorial*






### GOALS

This presentation is designed to help you become a GREAT scorekeeper and timekeeper.

- You will learn how to manage your responsibilities in the ring according to WTSDA Championship rules and guidelines.
- What you learn will minimize the negative impact of common competition challenges.



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### EXPECTATION OF SCOREKEEPER & TIMEKEEPER

#### **PROFESSIONAL**

Appearance and Behavior!

- Proper Dobohk
- No wild and colorful footwear
- No cell phones or cameras out while on floor!
- Phones on mute – no ringing during competition
- 100% attention is on your duties
- No inappropriate comments



### GENERAL CHAMPIONSHIP RULES

- Competition is open to all registered members of the WTSDA except for Sam Dans who have been invited and accepted the invitation to at least one Master's Clinic.
- All judges and competitors must wear traditional, official WTSDA dobohk. The dobohk must be clean and have all WTSDA patches, trim and solid colored belt relevant to the rank of the individual.
- Jewelry or piercing of any kind may NOT be worn.
- Only competitors and officials are permitted to enter the competition area.





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### GENERAL CHAMPIONSHIP RULES



- Judges are to remain on duty in their assigned ring even though there are competitors from their studio. Highly respectful, fair decisions are expected in the Tang Soo spirit.
- Good ethical character of fairness, integrity, respect and humility is highly valued by competitors, spectators, and judges and contributes to the success of any event for everyone involved. Intentional prejudice, careless application of the rules, or lack of attentiveness by judges shall be cause for immediate dismissal from their duties.



### SCOREKEEPER & TIMEKEEPER BASICS



- Scorekeepers & timekeepers are a VERY important part of the judging team.
- Be organized, professional and attentive.
- Do not hesitate to consult a judge if there is a problem and remain calm. Use a corner judge who can relay the information to the center judge. It is important to resolve any problems right away, if not things can only get worse.
- Write neatly.
- Don't answer any questions from non-judges refer them to the center judge.

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### DAE RYUN RING SET-UP

**DAE RYUN COMPETITION**

Each ring consist of one center judge and two or four corner judges, one scorekeeper and one timekeeper (the scorekeeper can also act as the timekeeper if necessary).

For Dae Ryun competition, position your chair so that you are outside the ring and face the center judge.

### PROTOCOL BEFORE STARTING

- Check with the center judge for your duties.
- Scorekeeper – set up dae ryun scorecard.
- Timekeeper – be sure you know how to use the timer and that it is working.

***Checking in Competitors***

The center judge will receive all the materials needed for the ring. After competitors report to the ring, the scorekeeper may be assigned to collect the competition cards.



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### BYE OUT SYSTEM



- After competitors report to the ring, the scorekeeper collects the competition cards.
- Competitors' names are checked against the list in the envelope. If anyone is missing, or someone is not on the list, the scorekeeper consults with the center judge then checks with the head table before beginning the competition.
- It is very important to get an accurate count of the competitors to set up the bye-out sheet.



### BYE OUT SYSTEM



The center judge works with the scorekeeper to set up the bye-out sheets which determines the sparring pairs and the order. Tickets are collected from the competitors and the scorekeeper records the competitor's name in the appropriate spaces.

Details on how to set up a bye-out sheet can be found in the bye-out tutorial.

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### SETTING UP COMPETITORS

- Red or blue ribbons are placed in their belts at the back of the dobok.
- The Dae Ryun scorecards are used to keep track of points and warnings. Be sure the ribbons match the scorecard.

### OPERATION OF DAE RYUN RING

*Scorekeeper*

Do not call up the competitors from your seat. Go to them and in a loud, clear voice call up the pair of competitors who are 'up' and the 'on-deck' pair of competitors. Be sure they can understand you. It is hard to hear with sparring gear on!

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### OPERATION OF DAE RYUN RING



For accurate scoring, the scorekeeper must ensure they know which competitor is on the right and left of the center judge. To accomplish this, the scorekeeper or the center judge points to the side on which the competitor should stand as their name is announced.



### DAE RYUN MATCH



Scorekeeper has to be very attentive to the center judge during the match. When the center judge calls *Jung Ji*, be sure the competitors return to the correct location.



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### DAE RYUN MATCH - TIME



- The timekeeper sets the stopwatch for 2 minutes.
- Time starts when the center judge begins the match and continues for two minutes, or until the center judge tells the timekeeper to stop the clock.
- **Do not stop the clock every time the center judge calls *Jung Ji*.**
- Time can only be stopped by the center judge.



### DAE RYUN MATCH



Assign points and warnings to the correct competitor as directed by the center judge.

You may want to repeat the center judge's scoring to verify the decision.



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### PENALTIES



Penalties – inform the center judge when the following occurs:

- 2<sup>nd</sup> Warning – mandatory point deduction. You subtract a point from the competitor who received the second warning.
- 3<sup>rd</sup> Warning – mandatory disqualification. This competitor is disqualified.

*Reminders are on the dae ryun scorecard.*



### DAE RYUN WINNERS



- Timekeeper yells “Time” when 2 minutes has expired. Be LOUD!
- The winner (most points after 2 minutes OR the first competitor to receive 3 points) is announced by the center judge
- **Verify** name of the winner.
- Transfer the points and warnings from the dae ryun scorecard to the score sheet.
- Call up the next pair of competitors and announce the ‘on-deck’ competitors.

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### TINY TIGER & LITTLE DRAGON DAE RYUN DIFFERENCES



- *Center judge* – make the competitors feel comfortable and relaxed.
- *Timekeeper* – matches are 2 minutes and do not stop time unless the center judge tells you.
- *Scorekeeper* – call up competitors the same as a regular sparring match.



### TINY TIGER & LITTLE DRAGON DAE RYUN DIFFERENCES



- Colored belt strips are removed from the opponent's belt – 2 in the front and 2 in the back.
- The first one to remove all belt pieces OR has the most after 2 minutes is the winners.



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### TINY TIGER & LITTLE DRAGON DAE RYUN DIFFERENCES



- **NO** bye-out system is used but every competitor spars once.
- Run in the same manner as a regular dae ryun match. When a belt piece is removed, the action is stopped and the judges use hand or flag signals.



### DAE RYUN SCENARIOS

*Before the competition but after the bye-out sheet was complete, one of the missing competitors shows up. **What do you do?***

Notify the center judge and he/she will handle it from there.

*The bye-out sheet was completed and the competition is underway. One of the missing competitors who is not on the bye-out sheet shows up after the second match of competition. **What do you do?***

Notify the center judge and he/she will handle it from there.

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### **DAE RYUN SCENARIOS**

*A competitor was injured temporarily stopping the match however the center judge forgot to tell the timekeeper to stop time. **What do you do?***

Notify one of the judges immediately and he/she will handle it.

*There is a call for point and competitors go back to the wrong spots and the center judge does not notice this switch. **What do you do?***

In a respectful manner, the scorekeeper gets the attention of the center judge and let him/her know that they went to the wrong spots. If you can not get the center judge's attention, let a corner judge know and they will inform the center judge.



### **DAE RYUN SCENARIOS**

*One of the competitors came up to spar with a similar name to the one who was suppose to spar. At the end of the match, the winner comes over and tells you their name and it is not the person you called. **What should you do?***

Notify the center judge immediately and he/she will handle it.



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### SCOREKEEPER/TIMEKEEPER DAE RYUN REVIEW

- Check and double check the bye-out sheet before starting the matches.
- When the center judge calls *Jung Ji*, be sure the competitors return to the correct location.
- Scorekeeper needs to make sure the correct competitor is getting award a point or getting a warning.
- The timekeeper sets the stopwatch for 2 minutes. Time starts when the center judge begins the match and continues for two minutes, or until the center judge tells the timekeeper to stop the clock. **The clock clock is not stopped every time the center judge calls *Jung Ji*.** Time can only be stopped by the center judge.
- Scorekeeper and timekeeper must be attentive to the ring and the center judge.



### TEAMWORK



Center judges, corner judges, scorekeepers and timekeepers must work as a team.

Communication is very important for every member of the team. If you have a question or made a mistake, let someone know immediately before it becomes an even larger problem.

**YOU ARE A TEAM!**

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### **GOT PROBLEMS?**



Let the center judge know as soon as possible so the mistake does not get bigger. The center judge may need to call an arbitrator to help him/her.



### **THANK YOU!**

*For more information, please email Master Rich Arteca  
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