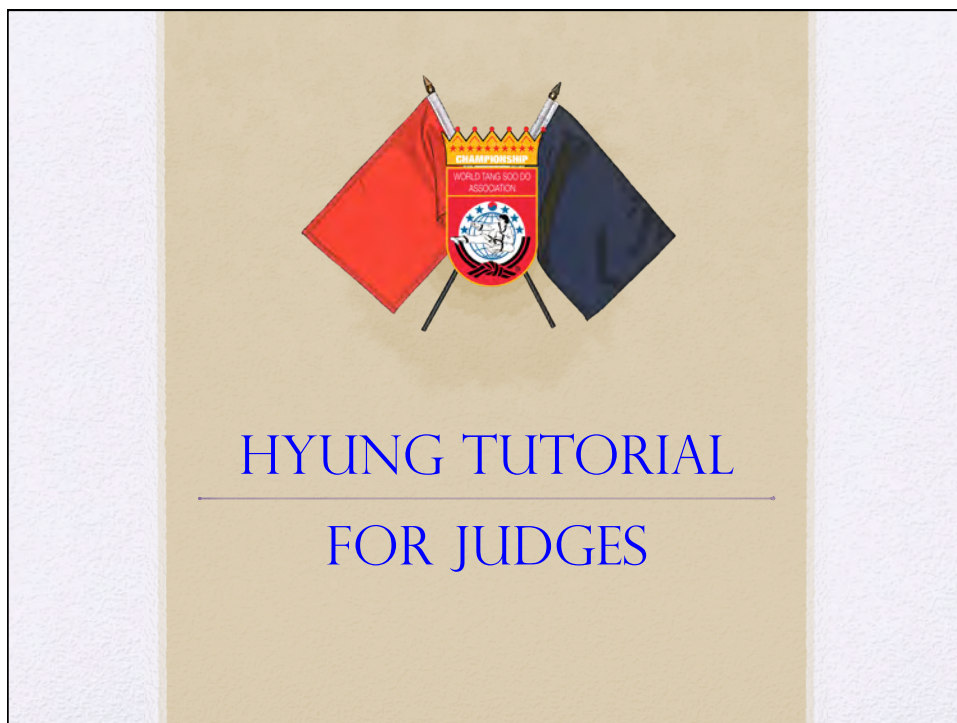


WTSDA Judges Hyung Tutorial



GOALS

This presentation is designed to help you become a GREAT judge.

- 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 JUDGES

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 competitor – not other rings or sleeping
- No inappropriate comments



EXPECTATION OF JUDGES

PROFESSIONAL

Appearance and Behavior!

- Proper Posture in ring during hyung. Do not slouch or appear bored and disinterested.



- Cameras are everywhere recording what you say and what you do!

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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.



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.

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HYUNG SCORING

- Scores range from 5 (poor) to 10 (excellent) with 7 being average.
- Center judge can not alter the scoring range or give the corner judges instructions to use another range.
- The parameters you set for determining an individual's score must remain consistent from the first competitor to the last.
- Center judge should instruct the corner judges to use the full range of scores. This will result in a broader range of scores which will also result in less ties.



CRITERIA FOR HYUNG

Criteria	5 Poor	6 Below Average	7 Average	8 Good	9 Excellent	10 Perfect
	<i>Did not complete the hyung</i>	<i>Numerous deficiencies</i>	<i>Average performance with faults</i>	<i>Good performance with minor faults</i>	<i>Strong performance with very minor faults</i>	<i>No room for improvement</i>
Technical						
Stances						
Balance and Coordination						
Complete hyung						
Focus and Power						
Execution Skill						
Artistic						
Attitude						
Understanding the hyung						
Rhythm						
Spirit and kihap						
Presentation and unique						

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OTHER FACTORS IN SCORING

Every judge has their personal preferences in what is important in a good performance. Some judges put a majority of the emphasis on the technical aspects of hyung while others put more value in the 'artistic' aspects of hyung. Most judges are somewhere in the middle. The use of multiple judges (3 or 5) with varying points of view provide the competitor with a fair experience.

The MOST important aspect of judging a competitor's hyung is to be consistent. There is a tendency for the scores to gradually increase as more competitors perform. Your judging criteria must remain consistent from the first competitor to the last.



VARIATIONS

Variations in performing hyung exists between studios as well as regions. These variations should not affect your score as long as the hyung contains all the moves. Examples of variations include the following:

- Variations in the choon bee or baro stances in hyung such as Bassai, Naihanchi Cho Dan, Sip Soo and others.
- Exact positioning of certain blocks, such as X-block at face level vs. chest level.
- Additional kihaps
- Others

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TECHNICAL ISSUES IN HYUNG

Improper front stances – note ankle on ground.



TECHNICAL ISSUES IN HYUNG

High kicks but a heel kick or if competitor goes on toes while kicking.



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TECHNICAL ISSUES IN HYUNG

Potty stance – Improper Horse stance is too low



TECHNICAL ISSUES IN HYUNG

Angle or position of blade as well as lack of control of the weapon



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'ARTISTIC' ISSUES IN HYUNG

- Kihaps – very low volume or none at all
- Monotonous or robotic pacing
- Lacking intensity in performance



KEY HYUNG RULES

- Only permitted hyung allowed
- No deductions for hyung variations
- Scoring range is 5 to 10 with the average being 7
- Two restarts permitted
- Deductions per restart – 0.5 point regardless of rank or error.
- *Be consistent and fair with your scoring*

**See pages 11-19 of the 2016 Championship Rulebook for more details*

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MANDATORY DEDUCTIONS

If a competitor makes a mistake, they have the opportunity to restart their performance. However, this restart will result in a deduction in their scores.

Mandatory Deduction for Restarts

- 0.5 point deduction for every restart **regardless** of rank or mistake
- Two restarts = 1.0 point deduction
- Be sure that the judges know this rule before showing their scores!



WHEN DOES JUDGING BEGIN?

Again, each judge has their own idea of when the actual judging of the hyung begins. Some judges feel judging starts when the competitor is called up until the competitor returns to ba ro stance. Some judges feel that the whole package demonstrates the competitor's confidence, concentration and focus. Other judges will only consider the actual performance.

The only important thing is that the judge is consistent with all competitors.

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PERMITTED HYUNG – EMPTY HAND

10th Gup	Sae Kye Hyung II Bu
9th Gup	Sae Kye Hyung II Bu or E Bu
8th Gup	Sae Kye Hyung E Bu or Sam Bu
7th Gup	Sae Kye Hyung Sam Bu or Pyung Ahn Cho Dan
6th Gup	Pyung Ahn Cho Dan or E Dan
5th Gup	Pyung Ahn E Dan or Sam Dan
4th Gup	Pyung Ahn Sam Dan or Sah Dan
3rd Gup	Pyung Ahn Sah Dan or Oh Dan
2nd Gup	Pyung Ahn Oh Dan or Bassai
1st Gup	Bassai or Naihanchi Cho Dan
Cho Dan Bo	Naihanchi Cho Dan or Sip Soo
Cho Dan	Sip Soo or Naihanchi E Dan
E Dan	Naihanchi E Dan, Sam Dan, or Jin Do
Sam Dan	Naihanchi Sam Dan, Jin Do, Ro Hai, or Kong Sang Koon




PERMITTED HYUNG – WEAPONS

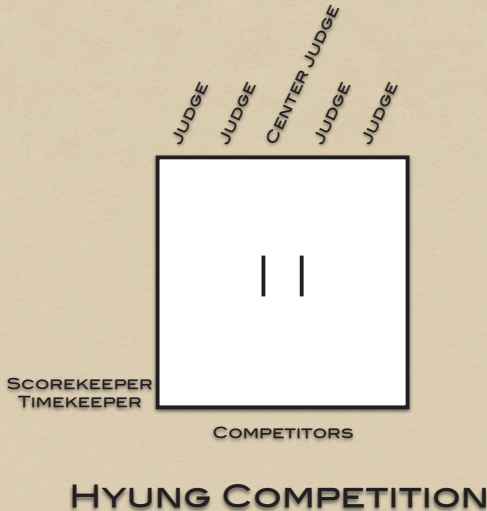
4th Gup to 2nd Gup	Bong Hyung II Bu
1st Gup	Bong Hyung II Bu or E Bu
Cho Dan Bo	Bong Hyung E Bu
Cho Dan	Bong Hyung E Bu or Sam Bu
E Dan	Bong Hyung Sam Bu or Dan Gum or Ki Cho Jang Gum Hyung
Sam Dan	Dan Gum, Ki Cho Jang Gum Hyung or Jung Koop Jang Gum Hyung

Any sword or dagger, which is used in competition for Dan Gum Hyung or Jang Gum Hyung, must be metal and dull-edged, including creativity competition. Wooden Dan Gum or Jang Gum are not permitted during the weapon hyung competition. Competitors must be at least 16 years old to perform Ki Cho Jang Gum Hyung or Jung Koop Jang Gum Hyung.

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HYUNG & WEAPON RING SET-UP



The diagram shows a square ring with two vertical lines in the center. Above the ring, five positions are labeled: JUDGE, JUDGE, CENTER JUDGE, JUDGE, JUDGE. Below the ring, the positions are labeled: SCOREKEEPER TIMEKEEPER, COMPETITORS. Below the diagram, the text 'HYUNG COMPETITION' is written.

Each ring will be set up before you get there. For competitions, be sure your chairs are positioned outside the ring.

Scorekeeper/timekeeper is positioned so they can clearly see the judges' scorecards.

Be sure that there enough space at the back of the ring for weapons competition especially for tall competitors.



HYUNG & WEAPON PERSONNEL



A photograph showing a group of people in white martial arts uniforms sitting in chairs, facing a ring. A person in a white uniform with a red belt is standing in the ring, holding a wooden staff. The background shows a gymnasium setting.

Gup Divisions

- 3 or 5 judges (preferably 5)
- Scorekeeper
- Timekeeper

Dan Divisions

- 5 judges
- Scorekeeper
- Timekeeper

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PROTOCOL BEFORE STARTING



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.
- Center judge – be sure everyone knows their duties. Double check all competitors for proper dobok and dee.
- Make sure the calculator is working.
- All judges must show their scores at same time.



BRIEF RING OPERATION

- Instructions to judging team & competitors by the center judge.
- Center judge bows everyone in
- Make sure judging team is attentive.
- Do not allow coaching from the sidelines.
- When polling the judges, give them enough time to set their scores. Center judge calls *Judges, ready? Judges, score.*
 - **ALL** scores displayed at same time.
 - Scores easily seen by the scorekeeper and competitor.
 - Fair and consistent scores.
- After all competitors are finished:
 - Double check all scores.
 - Center judge bows out

****See pages 11-19 of the 2016 Championship Rulebook for more details***

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CALCULATING SCORES



FIVE judges - Lightly cross out the highest score and the lowest score when there are five judges. ADD the remaining three scores.

THREE judges - ADD all three scores.

- Timekeeper should act as a back-up and double check the scores.
- The center judge double checks all scores before announcing the winners.



BREAKING A TIE



- In the event of a tie in a five-judge panel, the high and low score are added back to determine the winner.
- The competitors who are still tied after the high and low scores are added back must redo their hyung. The same hyung must be performed. The center judge instructs the corner judges to use a very wide range for their scores to avoid another tie.

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CALCULATING THE WINNERS



The highest four scoring competitors win: 1st place, 2nd, place, 3rd and co-3rd places.



TINY TIGER & LITTLE DRAGON HYUNG



The rules are the same as for regular hyung except:

- There is more emphasis on keeping things safe and fun.
- Scoring – all perfect scores or special scorecards.
- Call the competitors up the same as other divisions. Read out the scores the same.

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TINY TIGER & LITTLE DRAGON HYUNG



- Make them comfortable. If necessary, go up and do it with them.
- Engage the parents and spectators to cheer for all the competitors.
- Tiny Tigers & Little Dragons are allowed to sit down to compose themselves and try again.
- Coaching is allowed in these divisions.



CREATIVITY HYUNG



The rules are the same as for regular hyung except:

- There are 5-10 judges.
- There are two sets of scores given – first is technical and second is creativity.
- Scores are calculated the same with high and low scores deleted. In the case of a tie, the high and low scores are added back.
- In the event of a second tie, the team with the most members is the winner.

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CREATIVITY DISQUALIFICATION



Elimination by video submission or written description is possible. Due to insurance concerns, pyrotechnics, fire or explosions/explosives of any kind will NOT be allowed in a competition under any circumstances.

Time limit is 5 minutes. If the performance time allotment is exceeded during competition, the team will receive their scores; however, the team will be **disqualified**.



HYUNG & WEAPON SCENARIOS

During the competition, one of the missing competitors shows up. What do you do?

If the hyung competition is still in progress, let them perform their hyung.

In the same scenario, one of the missing competitors shows up AFTER the hyung are completed. What do you do?

Depending upon when the competitor shows up, you must check with an arbitrator.

While checking in the competitors you notice one of them is not in official dobohk. What do you do?

Championship rules state that competitors must be in proper dobohk which includes white pants, solid belts, proper patches and appropriate trim. Consult with the arbitrator for the final decision.

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HYUNG & WEAPON SCENARIOS

You are judging a large red belt division, and there are only three judges. There is a tie for 1st place. How do you resolve this?

When there is a tie regardless of the place with a three judge panel, the center judge is informed. He/she will instruct the tied contestants to repeat their hyung and will be scored again to break the tie.

In the same scenario, the contestants perform their hyung again, and there is still a tie. How do you resolve this?

The center judge will instruct all the judges to use a very large range for their scores when the competitors repeat their hyung. The center judge may also opt for both competitors to do their hyung and the tie is broken by polling the judges to indicate which competitor is the winner.



HYUNG & WEAPON SCENARIOS

A competitor performs his hyung demonstrating great stances and spirit, however, you notice that several moves were missing. How does this effect his score?

Missing several moves is a technical aspect of the hyung which must be considered in scoring. This is NOT a variation in hyung which have no effect on scoring.

You notice that one of the judges is consistently giving higher scores to competitors from his studio or region. How do you resolve this?

The center judge will instruct all the judges that favoritism is not allowed. All competitors must receive fair, unbiased and consistent scores. If this remains a problem, consult with an arbitrator to replace this judge.

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HYUNG & WEAPON SCENARIOS

One of the judges has been giving all the competitors regardless of their performance similar scores within 0.1 point. How do you resolve this?

Between divisions, the center judge should instruct all the judges to use the full range of scores (5 to 10 with 7 being average). Giving the same score is not fair to all competitors and will also result in more ties.

You notice that one of the judges is distracted and not paying attention to the competitors in the ring. How do you resolve this?

The center judge will instruct all the judges that all competitors must receive fair, unbiased and consistent scores. There attention should be 100% on the ring they are judging. If this remains a problem, consult with an arbitrator to replace this judge.



JUDGES HYUNG REVIEW

- Judges must present scores at the same time. Be consistent and fair with scores.
- Use wide range of scores – 5 to 10 with 7 being average.
- Mandatory deduction for restarts.
- Calculating score
 - 5 judges – delete one highest score and one lowest score; ADD the remaining 3 scores.
 - 3 judges – ADD all 3 scores
- Breaking a tie
 - 5 judges – add the high and low score. If still tied – perform same hyung.
 - 3 judges – perform same hyung

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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!



GOT PROBLEMS?



If there is a problem, get an arbitrator as soon as possible so the mistake does not get bigger.

WTSDA Judges Hyung Tutorial



THANK YOU!

For more information, please email Master Rich Arteca
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