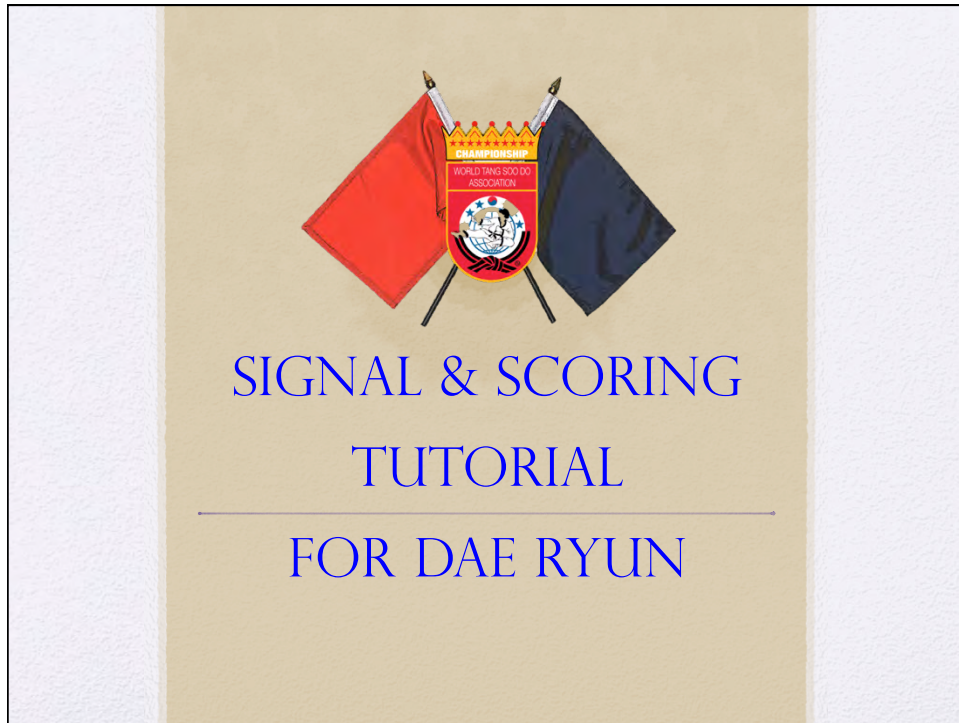



## *WTSDA Dae Ryun – Signals and Scoring Tutorial*






### GOALS

This presentation is designed to help you:

- Give proper hand and flag signal during dae ryun matches according to WTSDA Championship rules and guidelines.
- Efficiently and accurately determine scoring in dae ryun matches.



## WTSDA Dae Ryun – Signals and Scoring Tutorial



### HAND & FLAG SIGNAL BASICS

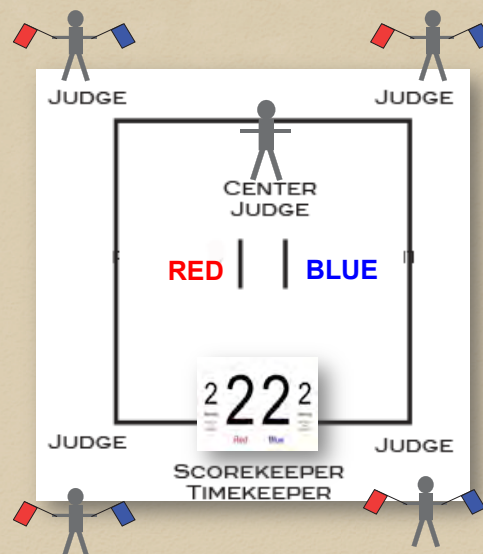


Hand and/or flag signals are used to award points and penalties to competitors during dae ryun matches.

When flags are used, the center judge uses hand signals while the corner judges use flags.



### DAE RYUN – SETTING UP COMPETITORS



- Red or blue ribbons are placed in competitor's belts at the back of the dobok.
- Be sure the ribbons match the scorecard.
- The center judge makes sure that all the corner judges have their flag in the proper hands to match the competitors.
- Center judge must face the scorekeeper and timekeeper.



## WTSDA Dae Ryun – Signals and Scoring Tutorial



### BEFORE BEGINNING THE MATCH

Center judge should discuss the following with all members of the judging team:

#### *Corner judges*

- know the proper signals
- have a clear understanding of points and penalties
- have a clear understanding of the contact rule

#### *Scorekeeper*

- knows their duty
- familiar with the dae ryun score card

#### *Timekeeper*

- can operate stopwatch
- 2 minutes per match
- do not stop time unless specifically told by the center judge or a corner judge.



### CENTER JUDGE HAND SIGNALS



Ready

Stop  
(Jung Ji)

Judges,  
Ready?

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### HAND SIGNALS



No Point

Warning

Point

No See



### FLAG SIGNALS



No Point

Warning

Point

No See

*Be sure 'Point' calls are clearly pointing up while 'Warning' calls are pointing down. The opposite flag should be by the side and tucked out of sight.*



## WTSDA Dae Ryun – Signals and Scoring Tutorial



### OFFENSIVE TECHNIQUES FOR VALID POINTS



Hand Techniques: Body only. Reverse punch, side punch, and front hand lunge punch are the only allowable techniques for scoring.

Foot Techniques: Any kicking technique to valid target areas as described.

**\*\*Hand or foot techniques do not have to touch to be considered a point.\*\***

*\*See pages 35-39 of the 2016 Championship Rulebook for more details*



### TARGET ZONES FOR VALID POINTS



1. The front and sides of the body above the belt but below the neck are legal for hand and foot techniques.

2. In addition, front and sides of the head and throat areas are legal for foot techniques. The back of the head is not a legal target.

Contact to the head and neck is forbidden.

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### PENALTIES – ILLEGAL TECHNIQUES



Boxing jab, hook, uppercut and cross punches are not allowed. Illegal offensive techniques which use head, elbows, back fist, back wrist, fingers, spear hand, ridge hand, knee, toes, and knife hand are not allowed.



### BASIC RING OPERATIONS FOR SCORING

- When any judge sees a legal or illegal technique, they yell *Call* and the center judge will stop the action by yelling *Stop* or *Jung Ji*.
- Center judge – make sure you give the corner judges enough time to set by saying *Judges, Ready. Judges, Call*.
- If an infraction of the rules occur, the judge should call for penalty FIRST. If the center judge sees a penalty, they do not stop the action by saying “*call for warning*”. This leads to bias!!
- The center judge determines which competitor is awarded the point, penalty or neither.



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### WARNING OR POINT?



If a judge observes a penalty for competitor A and a point for competitor B simultaneously, the judge must signal for the **warning first**. Warning calls must be resolved FIRST. After the penalty is resolved, the center judge must poll the judge to award any points that may have been scored.



### SIGNALS FOR 'CALL'

After the center judge stops the action with STOP, he will say *Judges, ready? Judges, call*. Possible signals are:

- R = 1 point to Red
- B = 1 point to Blue
- O = Did not see. Judge was unable to determine if point was scored due their positioning during the exchange. This vote does not count in the final scoring.
- N = No point. No point was scored for either competitor.
- WR = Warning for Red
- WB = Warning for Blue

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### NO SEE VS. NO POINT

- A 'did not see' call is used if you are unable to determine if a point was scored due to positioning during the exchange. This vote does not count in the final scoring.
- A 'no point' call is used when neither competitor scores a point or a simultaneous exchange (clash) occurs. There is no longer a 'clash' call.



### SIGNALS FOR 'CALL FOR WARNING POINT DEDUCTION OR DISQUALIFICATION'

After the center judge stops the action with STOP, he will say *Judges, ready? Judges, call*. If necessary, the center judge will then say *Judges, ready? Judges, call for warning/point deduction/disqualification*. Possible signals are:

- No point
- Warning Red
- Warning Blue



## ***WTSDA Dae Ryun – Signals and Scoring Tutorial***



### **CONTACT RULE**

For WTSDA dae ryun competitions, 'No Contact' means no contact to the body no matter the severity. A light touch to the uniform does not constitute contact. Points can be scored for a controlled light touch to the surface uniform, not the body, of a valid target area described in the section above. As stated above, discretion of skilled judges will determine distance required for different ranks to meet the point criteria. This implies that points should be scored that are controlled and not making contact or touching the head or body. Such contact or touching will result in a penalty, a warning, point deduction or disqualification depending on the severity of the infraction as described in the Penalties section below. Both the center and corner judges must always act in a professional manner providing a safe environment for all competitors by using this rulebook as their guide but also using common sense. Arbitrators will intervene to ensure judges are not permitting contact.



### **PENALTIES**

- Cautions - unintentional and not too serious offense, or a majority of the judges did not see an infraction. These verbal cautions do not affect the scoring.
- Warnings - more serious than a caution or is a repeat of previous verbal cautions. Includes: running out of ring, contact, showing back to opponent, etc. (see rulebook)
- Mandatory Point Deduction – 2 warnings = mandatory point deduction OR severe penalty if MAJORITY agree
- Mandatory Disqualification – 3 warnings = disqualification OR very severe penalty if ALL judges agree

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### HANDLING WARNINGS

- After the center judge stops the action with *Stop*, he/she polls the judges with *Judges, Ready? Judges, Call*. If there are enough signals for a warning, the center judge will award the warning. Majority decision will rule. The center judge **MUST** then poll the judges again with a 'call for point' to determine if a point was scored.
- If only one person signals for a warning, there is no need to '*call for warning*' but let competitor know what the judge saw. The center judge **MUST** then poll the judges again with a 'call for point' to determine if a point was scored.
- If a judge voted to give a competitor a warning, that judge may not give that same competitor a point. They may, however, give a point to the opponent. In the same vein, if a judge did not call a warning against the competitor, they may give that person a point.



### HANDLING POINT DEDUCTIONS & DISQUALIFICATIONS

- All judges must control the contact and other penalties by calling for warnings before it has a chance to escalate.
- In the event that a very serious offense has occurred, the center judge will ask the timekeeper to stop the time while all the judges confer.
- If the decision to call for an immediate point deduction or disqualification is made, the center judge will have everyone resume their positions then "Call for point deduction/disqualification".
- The judges are then polled and the appropriate action is taken based on the scoring methodology described in the "Penalties" slide. The center judge will direct the timekeeper to restart the time when the match resumes.



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### FREQUENTLY MISSED CALLS

- Kicks toward head
- Kick to biceps, hand gear, back of head
- Running out of ring
- Showing back when fighting
- Poor sportsmanship

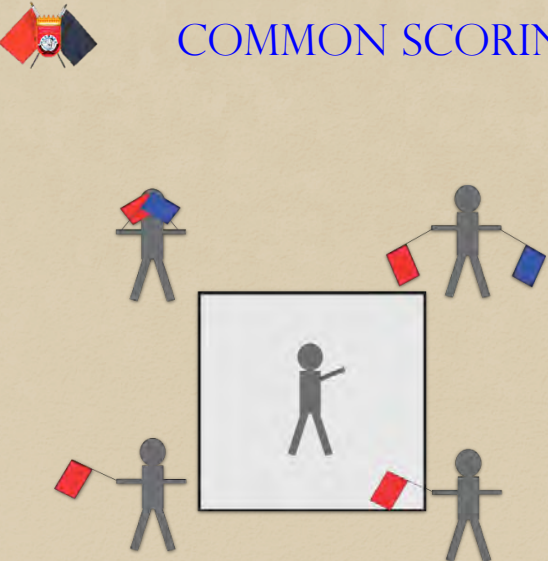


### OVERTIME



Overtime – does not wipe away any warnings. So if you get second warning in overtime you will lose a point – and you will lose the match!

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The diagram shows a central square with a stick figure inside. Four judges are positioned around the square. The top-left judge holds a red and a blue flag. The top-right judge holds a red and a blue flag. The bottom-left judge holds a red flag. The bottom-right judge holds a red flag.

### COMMON SCORING MISTAKE

This example causes the most problems.

*Explanation:*

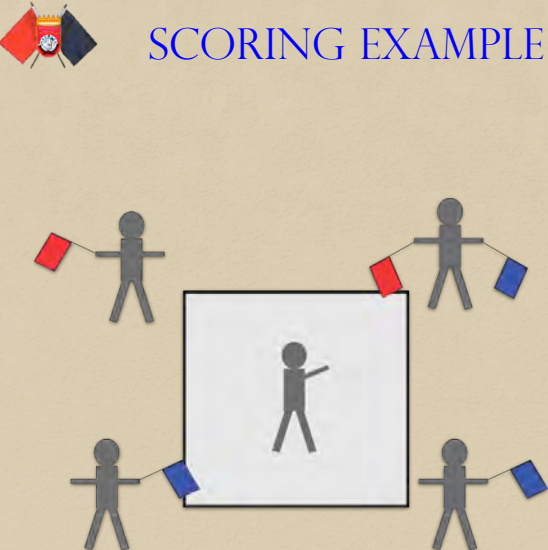
- 1 No see – removed from decision
- 1 Point Blue
- 2 Point Red
- 1 No point – cancels one Point Red and one Point Blue

---

1 Point Red remains

**Result - Point Red**

*\*See page 40 of the 2016 Championship Rulebook for more examples .*



The diagram shows a central square with a stick figure inside. Five judges are positioned around the square. The top-left judge holds a red flag. The top-right judge holds a red and a blue flag. The bottom-left judge holds a blue flag. The bottom-right judge holds a blue flag. There is an additional judge on the left side, holding a red flag.

### SCORING EXAMPLE WITH 5 JUDGES

*Explanation:*

- 1 Point Red
- 3 Point Blue
- No point – cancels 1 Point Red and 1 Point Blue

---

2 Point Blue remain

**Result - Point Blue**



## WTSDA Dae Ryun – Signals and Scoring Tutorial

### SCORING EXAMPLE WITH 5 JUDGES

*Explanation:*

- 2 *No see* – removed from decision
- 2 *Warning Red*
- 1 *Point Red*

---

**Result – Warning Red**

2 of the 3 judges is a majority for the warning.

Center judge **MUST** then poll the judges to determine if Blue scored a point.

### SCORING EXAMPLE WITH 5 JUDGES

*Explanation:*

- 1 *No point*- cancels 1 *Point Blue*
- 1 *Warning Blue*
- 3 *Point Blue*

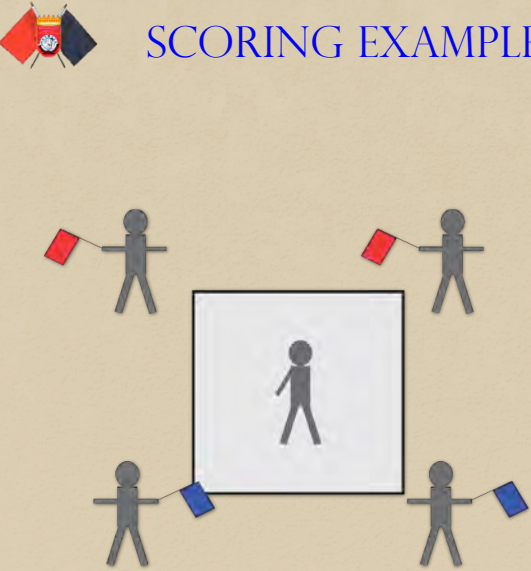
---

2 *Point Blue* remaining

**Result – Point Blue**

Only one judge saw a warning which is not enough for a warning.

## WTSDA Dae Ryun – Signals and Scoring Tutorial



### SCORING EXAMPLE WITH 5 JUDGES

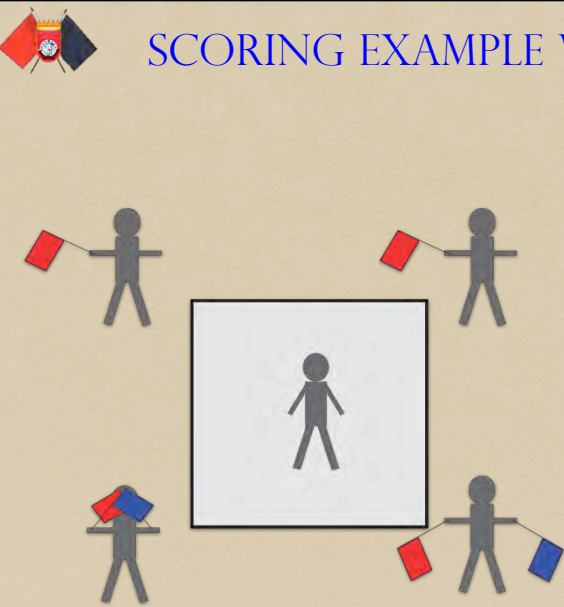
*Explanation:*

- 1 Warning Blue
- 2 Point Blue
- 2 Point Red

---

**Result – Re-poll judges for point**

Only 1 judge saw a warning but that is not enough for a warning. The center judge **MUST 'Call for Point'** to see if a valid point was scored by Blue.



### SCORING EXAMPLE WITH 5 JUDGES

*Explanation:*

- 1 No see – removed from decision
- 2 Point Red
- 2 No Points – cancels out the 2 Point Red


---

*Nothing remaining*

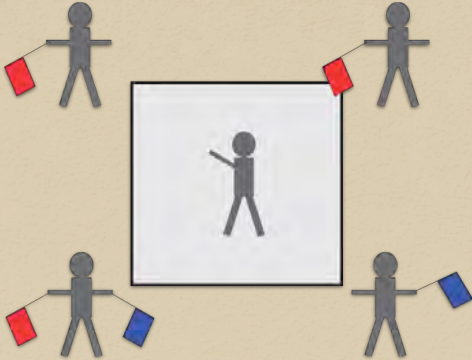
**Result – No Point**



## WTSDA Dae Ryun – Signals and Scoring Tutorial



### SCORING EXAMPLE WITH 5 JUDGES




*Explanation:*

- 2 Warning Red
- 1 Point Red
- 1 Point Blue
- 1 No Points

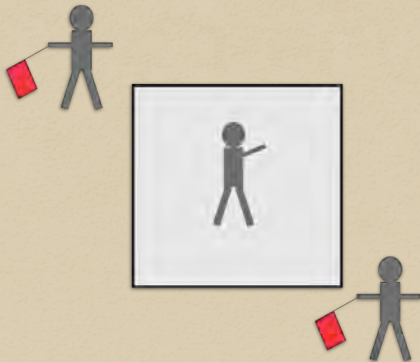
---

**Re-poll judges for point**

Only 2 judges saw a warning but that is not a majority or enough for a warning. The center judge **MUST** 'Call for Point' to see if a valid point was scored by Blue.



### SCORING EXAMPLE WITH 3 JUDGES



*Explanation:*

- 2 Warning Red
- 1 Point Blue


---

**Result – Warning Red**

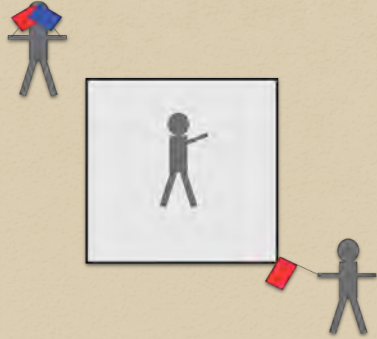
2 of the 3 judges is a majority for the warning.

Center judge **MUST** then poll the judges to determine if Blue scored a point.

## WTSDA Dae Ryun – Signals and Scoring Tutorial



### SCORING EXAMPLE WITH 3 JUDGES



*Explanation:*

*1 No see – removed from decision*


*1 Point Red*

*1 Point Blue*

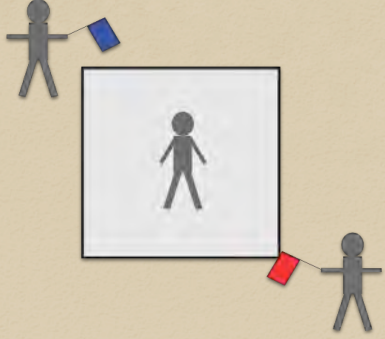
---

*Nothing remaining*

**Result – No Point**



### SCORING EXAMPLE WITH 3 JUDGES



*Explanation:*

*1 Point Blue*

*1 Point Red*

*1 No Points – cancels out the 1 Point Red and 1 Point Blue*


---

*Nothing remaining*

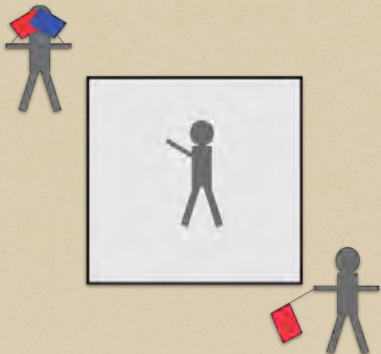
**Result – No Point**



## WTSDA Dae Ryun – Signals and Scoring Tutorial



### SCORING EXAMPLE WITH 3 JUDGES



*Explanation:*


*1 No see – removed from decision*

*1 Point Red*

*1 Warning Red*

---

**Result – No Point**



### DAE RYUN SCORING SCENARIOS

*As a center judge, you notice that several of your judges are slow to show their vote when you stop the action. **How do you resolve this?***

The center judge should give the corner judges enough time to set by saying *Judges, Ready? Judges, Call*. If the corner judge(s) are still delaying their calls have a conference between matches to let them know all judges need to show their votes at the same time. If it remains a problem, discuss it with the arbitrator and replace if necessary.

*After a few matches you noticed that one of your corner judges often calls 'no see'. **How do you resolve this?***

Between matches, call a conference with all the judges and review the difference between 'no see' and 'no point'. If it remains a problem, discuss it with the arbitrator and replace as necessary.

## WTSDA Dae Ryun – Signals and Scoring Tutorial



### DAE RYUN SCORING SCENARIOS

*While one of the competitors was completely outside the ring, the attacking competitor had one foot in the ring and a legal technique was thrown, before the “stop” command was given. Should he be awarded the point?*

If no illegal techniques were used and the technique was before the “stop” command, the point could be awarded.

*The center judge makes an error when polling the judges. How do you handle it?*

Respectfully let the center judge know as soon as possible by saying ‘Excuse me, sir/ma’am. Can we recount the vote?’



### DAE RYUN SCORING SCENARIOS

*One of the judges is giving points when there is contact. What do you do?*

Between matches, call a conference with all the judges and review the contact rule. If it remains a problem, discuss it with the arbitrator and replace if necessary.

*The score is tied and competitor A has 1 warning while competitor B has none. The match goes into overtime when competitor A receives a warning for contact. What happens next?*

Competitor A will now have a total of 2 warnings which is a point deduction. Competitor B is the winner.



## WTSDA Dae Ryun – Signals and Scoring Tutorial



### DAE RYUN SCORING SCENARIOS

*During a match you see that the scorekeeper did not give the point to the correct competitor and the center judge did not notice. What do you do?*

Respectfully let the center judge know before he restarts the match. The center judge should always double check that the scorekeeper is attentive and assigning the points or penalties to the proper competitor.

*One of the judges keeps switching his flags so that the flag color doesn't match the other judges. What do you do?*

Correct the problem as soon as you see it. Between matches, remind the judge that all corner judge flags must be uniform. If this continues to be a problem, consult with an arbitrator and replace if necessary.



### DAE RYUN SCORING SCENARIOS

*As a center judge you notice one of your corner judges is distracted by the next ring. What do you do?*

Between matches, call a conference with all the judges and remind them that their duty is to give 100% of their attention to the ring. If it remains a problem, call an arbitrator to have them replaced.

*As a center judge you notice one of your corner judges is favoring competitors from his/her studio by awarding questionable points or not giving warnings for contact. What do you do?*

Between matches, call a conference with all the judges and remind them that their duty is to be fair and consistent with ALL competitors. If it remains a problem, call an arbitrator to have them replaced.

## WTSDA Dae Ryun – Signals and Scoring Tutorial



### DAE RYUN SCORING SCENARIOS

*One of the judges gave a warning to competitor A. When the center judge says 'call for point' this judge gives a point to competitor A. What do you do?*

Stop time and have a conference with the judges. Let them know that they can not give the competitor a warning and a point for the same exchange.

*As a center judge you notice one of your corner judges changes his votes after say 'call'. What do you do?*

Stop time and have a conference with the judges. Let them know that they must show their vote at the same time as all the other judges. If this continues, consult with an arbitrator and replace if necessary.



### DAE RYUN SCORING REVIEW

- Before starting make sure everyone has a clear understanding of the rules and their duties and the importance of everyone showing their scores at the same time.
- Review the contact rule.
- Review the difference between 'no see' and 'no point'.
- Check and double check that the flags are in the proper hands and match the competitor's ribbons before starting the matches.
- When the center judge calls *Jung Ji*, be sure the competitors return to the correct location.
- Center judge needs to make sure the scorekeeper awards point and penalties correctly.



## *WTSDA Dae Ryun – Signals and Scoring Tutorial*



### 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?



Contact the arbitrator as soon as possible if you have a problem. This will prevent the problem from getting worse.

## *WTSDA Dae Ryun – Signals and Scoring Tutorial*



THANK YOU!

For more information, please email Master Rich Arteca  
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Thank you to the following who contributed to these tutorials:

- Grandmaster Beaudoin
- Grandmaster Strong
- WTSDA Judging Committee
- Master Brian Fisher, Chair of the TAC Committee
- Master Tom Marker & WTSDA Photograph Committee