



MASTERS CHALLENGE RULES Updated 10/9/2017

Frequently Asked Questions and Information

1. What is the required uniform to participate?

You should wear the uniform (Dobok) color of the program that you are currently enrolled in (EXAMPLE: All Black Belt Club students should wear a BLUE Uniform.) Demonstration Team members should ONLY wear the Demonstration Team Dobok during Opening Ceremonies and Demonstration Team Competition. Demonstration Team members should wear his or her regular program uniform during all other competition at Masters Challenge.

2. Can participants wear shoes?

Shoes are **NOT** allowed for any events. However, if shoes are required for a medical reason, please bring a written doctor's note that states shoes are required for participation. This note will need to be submitted to the Holding Area Manager prior to your event.

3. What are the age divisions and participant gender specifications?

Age should be determined as of Wednesday, November 1, 2017. The age divisions are listed below.

Age	Division Name
7 and under	Pee Wee
8-9 years old	Child
10-12 years old	Pre-Teen
13-17 years old	Teen
18-30 years old	Adult
31-45 years old	Senior
46-54 years old	Executive
55+ years old	Platinum

All events will be separated into **MALE** and **FEMALE** with the exception of the following:

- Team Traditional Forms
- Team Creative Forms WITH Weapons
- Team Creative Forms WITHOUT Weapons



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There is **NO Guarantee** that every division can be broken up under the above guidelines as the divisions are dictated by the number of athletes in each category. USTC will separate each category by age, weight, and ability at the discretion of USTC for the safety of each participant.

4. How many participants will be in each division?

The Organizing Committee will divide divisions to be as fair as possible for all participants with the discretion to create divisions outside these guidelines, if necessary. Each division will have a maximum of 5 participants. Medals or Trophies will be awarded to 1st, 2nd and 3rd place. In addition to each award, each participant will receive a digital copy of an AWARD CERTIFICATE that will display the event name and place. (For example: John Smith, Individual Traditional Forms, 7 and under, 1st Geup, 1st place.) A physical copy of the award certificate is available upon request the day of the Masters Challenge at the Award podium at no additional cost.

All RECORD KEEPING (USTC keeps records for the highest kick, most number of boards broken, etc) events (listed below) will NOT have a maximum of 5 per division. Each division will be broken down by age and belt level and MAY have more than 5 per division. For example, the Child's division (age 8-9) 1st Poom has 16 participants registered. This will ONLY be one division of 16 participants. First, second and third place awards will be given.

1. Individual Jumping High Kick
2. Individual Power Breaking Knife Hand (Downward)
3. Individual Power Breaking Skipping Side Kick
4. Individual Power Breaking Turning Back Kick
5. Individual Spinning Hook Kick

5. Are there a maximum number of events for each participant?

There are NOT a maximum number of events a person can participate in. However, a person cannot register for the same event more than once. (For example, a participant CANNOT be on 2 Team Creative Forms teams.) The more events a person participates in, the more likely the chance of scheduling conflicts. The Organizing Committee will work hard to ensure participants will not be scheduled to perform in 2 separate events at the same time.

6. My Team Traditional Forms team has participants with different ranks. What Form do we need to perform?

Your team should perform the form for the LOWEST belt rank. For example, the team has 3 members: two are 1st Dan Black Belts, and the third member is a 1st geup. The entire team should perform Taegeuk Pal Jang (8), NOT Koryo.



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7. What do I need to bring to Participant Check-In?

Upon completion of your online registration, you will receive an email confirmation with all your events. Please bring a copy of the email confirmation (on a mobile device or print out) in the event there are any errors with the participant badge.

8. Can someone else pick up my participant badge?

Only a parent or immediate family member can pick up a participant badge if the participant cannot be present. Upon pick up, you will be requested to sign a document verifying all events are correct and CANNOT be changed. (Changes will ONLY be made if there was an error by the Organizing Committee.) Anyone who signs on your behalf will be acknowledging all event registrations are correct and CANNOT be changed.

9. What happens if I lose my badge?

Badges can be re-printed at the Participant Check-In area for a \$5 re-print fee.

10. What does the term "Geup" mean and what is my "Geup"?

Geup is a Taekwondo term used for belt ranks. Rather than say "Yellow Belt", a person would say "9th Geup". Typically, the lower the Geup, the closer the person is to 1st-degree Black Belt. (For example, a 1st Geup is the level before 1st-degree Black Belt.) The Geup Chart is a way to classify each belt level.

The Masters Challenge rules for TRADITIONAL FORMS (BOTH INDIVIDUAL AND TEAM) are DIFFERENT than the U.S. Open Taekwondo Hanmadang.

For the U.S. Open Taekwondo Hanmadang, each participant MUST perform a SPECIFIC form. For the Masters Challenge, each participant can perform any U.S. Taekwondo Center Form (Taegeuk, Kyoorogi Poomsae, Palgwe, etc) that they have **formally learned in class**.

It is **RECOMMENDED**, that higher belt levels such as Bo Dan 2 perform a Higher level Taeguek (6-8) as opposed to Taeguek (1-2).

The USTC uses the following Geup ranks:

U.S. Taekwondo Center BLACK BELT - Woosong and Leadership Program - Conversion Chart		
Belt Color	Geup	Eligible Form (poomsae)
3rd Dan/Poom	N/A	Taebaek, Geumgang, Koryo, Palgwe 1-8, Kyoorogi Poomsae 4, Il Cheon Poomsae 1+2
2nd Dan/Poom	N/A	Geumgang, Koryo, Palgwe 1-8, Kyoorogi Poomsae 4, Il Cheon Poomsae 1+2
1st Dan/Poom	N/A	Koryo, Palgwe 1-8, Kyoorogi Poomsae 4, Il Cheon Poomsae 1+2



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U.S. Taekwondo Center COLOR BELT (GEUP) - Leadership and Black Belt Club - Conversion Chart		
Belt Color	Geup	Eligible Form (poomsae)
Black Belt Eligible	1st	Taegeuk 1-8, Kyoorogi Poomsae 1-3
Bo Dan 2	1st	Taegeuk 1-8, Kyoorogi Poomsae 1-3
Bo Dan 1	1st	Taegeuk 1-8, Kyoorogi Poomsae 1-3
Red Senior 2	2nd	Taegeuk 1-8, Kyoorogi Poomsae 1-2
Red Senior 1	2nd	Taegeuk 1-7, Kyoorogi Poomsae 1-2
Red	3rd	Taegeuk 1-6, Kyoorogi Poomsae 1-2
Brown Senior	3rd	Taegeuk 1-6, Kyoorogi Poomsae 1-2
Brown	4th	Taegeuk 1-6, Kyoorogi Poomsae 1-2
Blue	5th	Taegeuk 1-6, Kyoorogi Poomsae 1-2
Purple	6th	Taegeuk 1-3, Kyoorogi Poomsae 1
Green	7th	Taegeuk 1-3, Kyoorogi Poomsae 1
Orange	8th	Taegeuk 1-3, Kyoorogi Poomsae 1
Yellow	8th	Taegeuk 1-3, Kyoorogi Poomsae 1
Black Belt Eligible	1st	Taegeuk 1-8, Kyoorogi Poomsae 1-3
Bo Dan 2	1st	Taegeuk 1-8, Kyoorogi Poomsae 1-3
Bo Dan 1	1st	Taegeuk 1-8, Kyoorogi Poomsae 1-3
Red Senior 2	2nd	Taegeuk 1-8, Kyoorogi Poomsae 1-2
Red Senior 1	2nd	Taegeuk 1-7, Kyoorogi Poomsae 1-2
Red	3rd	Taegeuk 1-6, Kyoorogi Poomsae 1-2

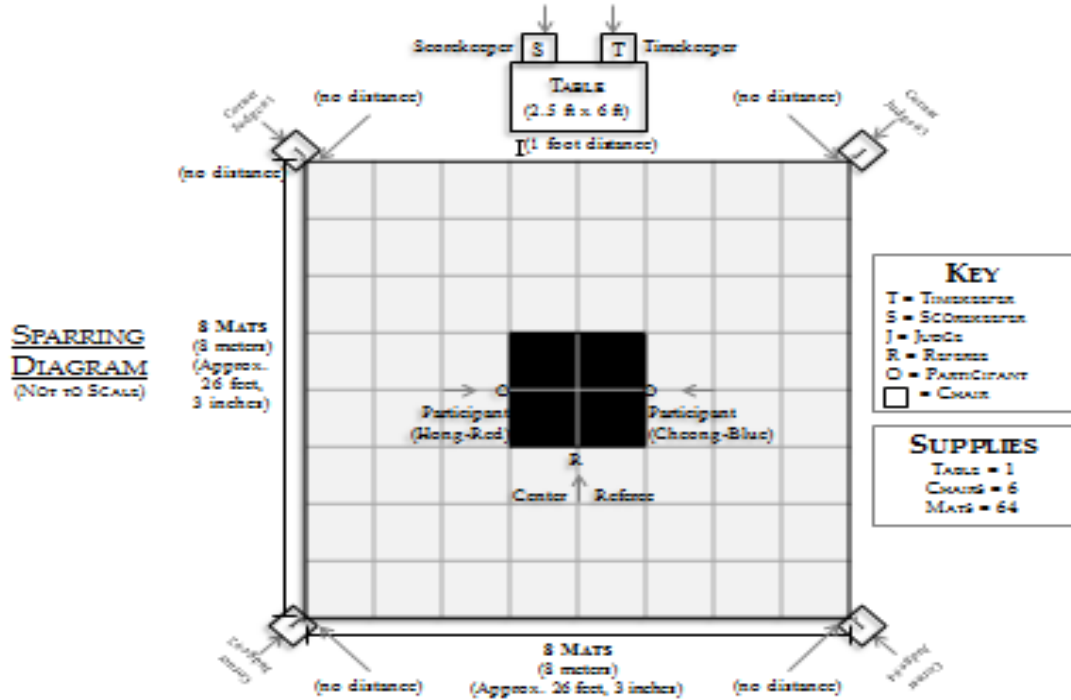
U.S. Taekwondo Center COLOR BELT (GEUP) - Basic Course - Conversion Chart		
Belt Color	Geup	Eligible Form (poomsae)
Orange	8th	Ki Bon 1 + 2
Yellow	8th	Ki Bon 1 + 2
White	9th	Ki Bon 1 + 2



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IS -- INDIVIDUAL SPARRING

(1 PARTICIPANT. BBC, Leadership, WooSong, Masters Program. No Age Requirements)



The U.S. Taekwondo Center Masters Challenge is a private tournament that is not sanctioned by any National or State Organization. Many of the rules are similar to USAT/WTF rules but have been modified for the safety and training of our students.

- Sparring competition will be 2 rounds, 1 minute each with a 30-second break between each round. Safety rules will be in effect:
 - Controlled kicking and punching are only allowed to the hogu (chest protector).
 - Students 13 years old and older (ALL Ranks) can use LIGHT contact with kicks to the head.
 - No contact is allowed below the belt, or with any hand techniques to the head.
 - Participants using excessive contact to the head will be warned for 1st offense and disqualified for any additional offense.
- Techniques executed with correct form to the body will be awarded 1 point.
 - Any spinning techniques to the body (back kick, spinning roundhouse kick) will be awarded 2 additional points.
 - For ages 13 years old and older, any LIGHT contact technique to the head will be awarded 3 points.
 - For ages 13 years old and older, any LIGHT contact spinning technique to the head will be awarded an additional 1 point (spinning hook kick, spinning roundhouse).



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3. The participant with the most points at the end of the match will be the winner.

4. The following are prohibited: excessive (too hard) head contact (13 years and older), pushing, holding, grabbing, butting (with head or knee), tripping, falling, and unsportsmanlike conduct. (Each 2 warnings will cause 1 point to be added to the opponent's total score. Ten warnings will cause disqualification).

5. In the event of a tie, a sudden death overtime round will take place. First point scored will win the match.



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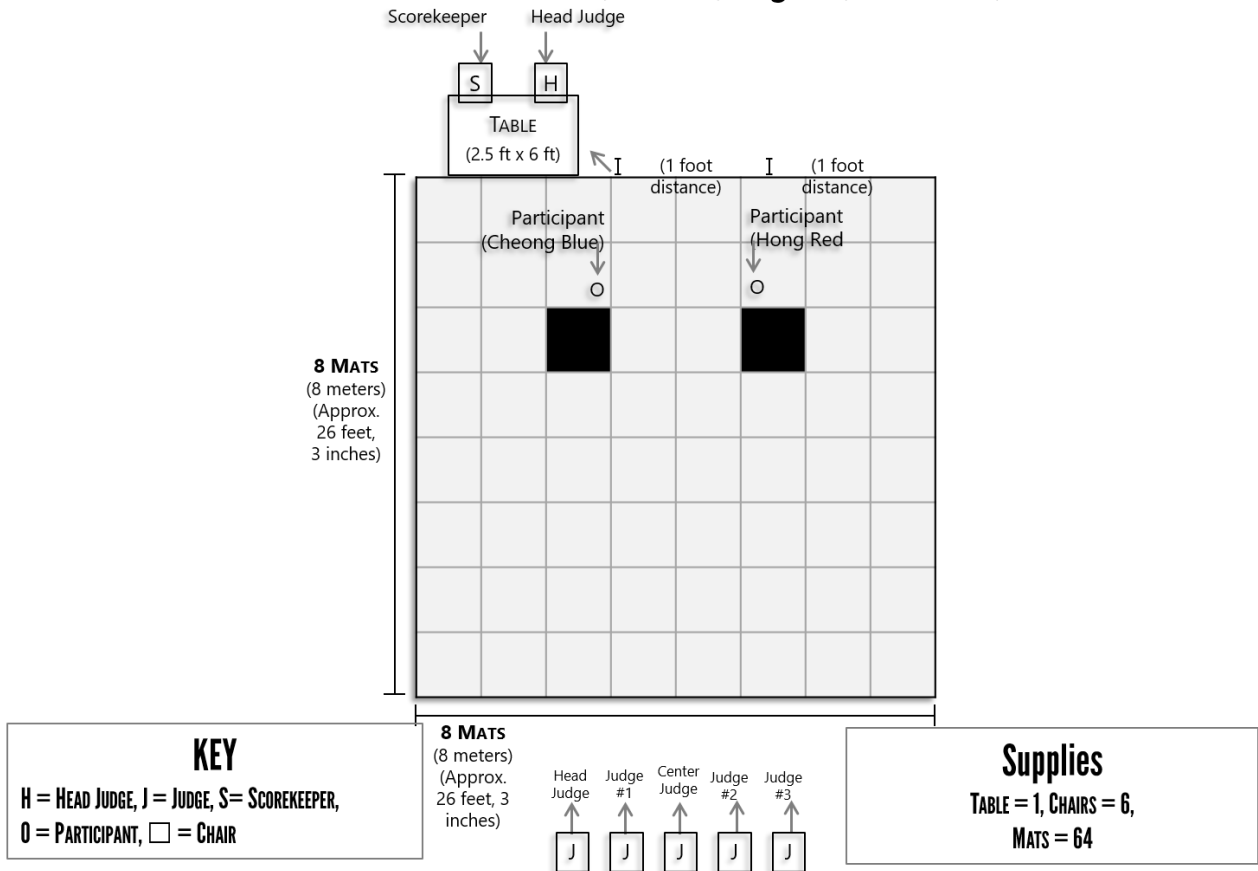
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ITF - INDIVIDUAL TRADITIONAL FORMS (POOMSAE)

(1 PARTICIPANT ONLY. BC, BBC, Leadership, WooSong, Masters. NO AGE REQUIREMENT. ALL BELTS.)

Maximum Points = 90 points

Individual Traditional Forms (Poomsae) Diagram (Not to Scale)





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1. Base Points - Each participant always begins with 50 points.
2. The following will complete each participant's score:
 - a. Correct Execution of Each Technique (10 points)
 - i. Posture - correct stances
(For example, is it a correct forward stance - is it too long or too narrow?)
 - ii. Accuracy of Each Hand Technique – In addition to the technique, setting hands properly for blocks and strikes, as well as following the correct path and finishing in the correct place
 - iii. Accuracy of Each Kicking Technique - correct form, height, and power of kick
 - iv. Speed and Power of Each Individual Technique
 - b. Taekwondo Spirit (10 points)
 - i. Kihap – confidence
 - ii. Attitude and Etiquette – proper respect as soon as the Participant's name is officially called to perform
 - c. Accurate Sequence of Movements (10 points)
 - i. Correct poomsae based on Participant's registered rank. If participant performs the wrong poomsae according to the registered rank (EXAMPLE: 1st Guep performs 1st Dan Poomsae Koryo), participant will automatically receive a score of 5 for Accurate Sequence of Movements but will NOT be disqualified.
 - ii. Correct order of techniques for each poomsae, including correct stances, blocks and strikes (For example, NOT scoring only if the forward stance was correct, but determining if it was a forward stance when it was supposed to be a back stance.)
 - d. Presentation (10 points)
 - i. Speed/Tempo/Flow
 - ii. Eye Control - correct direction to "look", correct eye position as well as where eyes are focused
3. Deductions
 - i. Participant crosses outside of the 8 meter x 8 meter ring (1 point deduction for each occurrence)
 - ii. Participant exceeds the 90-second time limit (1 point deduction for every 10 seconds over time limit)
 - iii. Unsportsmanlike conduct (1 point deduction)
4. Tiebreaker
 - a. In the event of a tie for 1st place only (If there is a tie for 2nd or 3rd place there will be multiple 2nd and 3rd places awarded) – participants will perform poomsae one additional time. Judges will rescore. If there is still a tie, there will be two 1st places awarded.



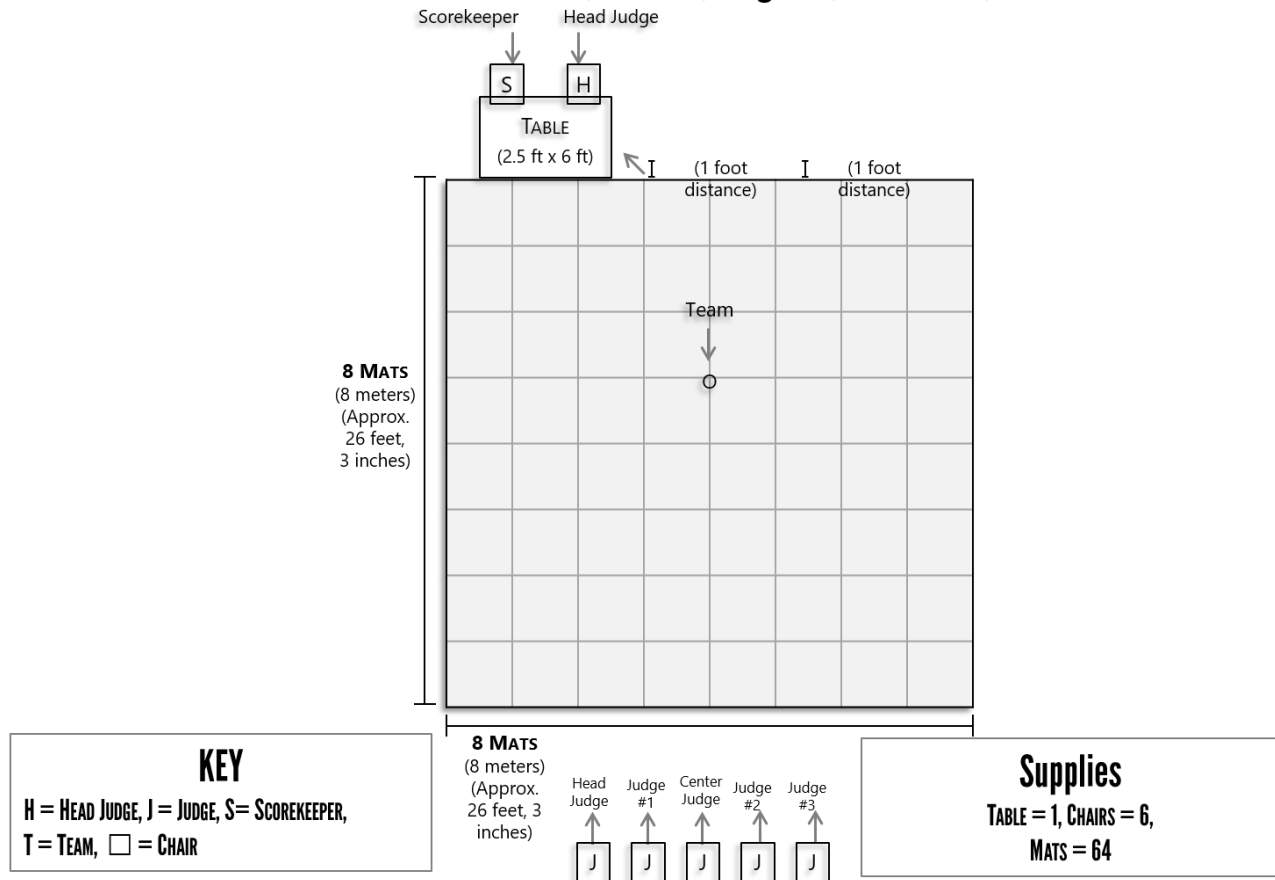
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TTF - TEAM TRADITIONAL FORMS (POOMSAE)

(2-10 PARTICIPANTS. BC, BBC, Leadership, WooSong, Masters. NO AGE REQUIREMENT. ALL BELTS.)

(Each team must select a team captain and team name.) Maximum Points = 100 Points

Team Traditional Forms (Poomsae) Diagram (Not to Scale)



1. Base Points - Each team always begins with 50 points.
2. The following will complete each team's score:
 - a. Correct Execution of Each Technique (10 points)
 - i. Posture - correct stances
(For example, is it a correct forward stance - is it too long or too narrow?)
 - ii. Accuracy of Each Hand Technique – In addition to the technique, setting hands properly for blocks and strikes, as well as following the correct path and finishing in the correct place
 - iii. Accuracy of Each Kicking Technique - correct form, height and power of kick
 - iv. Speed and Power of Each Individual Technique



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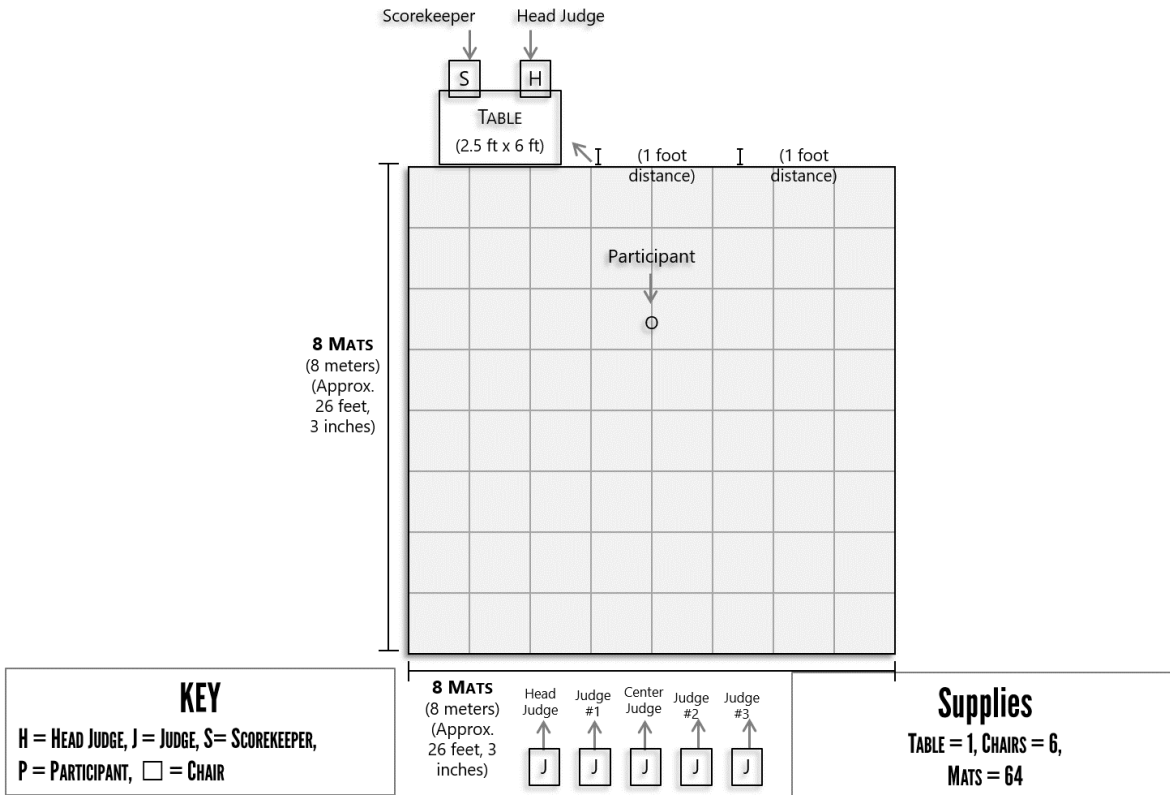
- b. Taekwondo Spirit (10 points)
 - i. Kihap – confidence
 - ii. Attitude and Etiquette – proper respect as soon as the Team’s name is officially called to perform
 - c. Accurate Sequence of Movements (10 points)
 - i. Correct poomsae based on lowest team member’s registered rank. If team performs the wrong poomsae according to the lowest team member’s registered rank (EXAMPLE: 1 team member is an 8th Guep and team performs 1st Dan Poomsae Koryo), team will automatically receive a score of 5 for Accurate Sequence of Movements but will NOT be disqualified.
 - ii. Correct order of techniques for each poomsae, including correct stances, blocks and strikes (For example, NOT scoring only if the forward stance was correct, but determining if it was a forward stance when it was supposed to be a back stance.)
 - d. Presentation (10 points)
 - i. Speed/Tempo/Flow
 - ii. Eye Control - correct direction to “look”, correct eye position as well as where eyes are focused
 - e. Unity of Team Performance (10 points)
 - i. Team Synchronization - Every movement must be executed by each team member at the same time. However, team members may be facing different directions. Movements out of synchronization with other team members (for example, an "echo" movement) will result in a lower score.
3. Deductions
- i. Team member crosses outside of the 8 meter x 8 meter ring (1 point deduction for each occurrence)
 - ii. Team exceeds the 90-second time limit (1 point deduction for every 10 seconds over time limit)
 - iii. Too many or too few team members (1 point deduction)
 - iv. Unsportsmanlike conduct (1 point deduction)
4. Tiebreaker
- a. In the event of a tie for 1st place only (If there is a tie for 2nd or 3rd place there will be multiple 2nd and 3rd places awarded) – teams will perform poomsae one additional time. Judges will rescore. If there is still a tie, there will be two 1st places awarded.



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ICFWO – INDIVIDUAL CREATIVE FORMS (POOMSAE) WITHOUT WEAPONS
(1 PARTICIPANT ONLY. BBC, Leadership, Woosong, Masters. NO AGE REQUIREMENT. YELLOW BELT AND ABOVE)
Maximum Points = 90 Points

Individual Creative Forms (Poomsae With or Without Weapons) Diagram (Not to Scale)





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1. Base Points - Each participant always begins with 50 points.
2. Music is HIGHLY ENCOURAGED and must be uploaded on the registration site. (Please bring a backup CD.) All music must be suitable for a family environment; no explicit lyrics.
3. Props are allowed and must be appropriate for a family environment. (For example, a hat is allowed. No weapons are allowed.) Breaking boards ARE considered a prop and are acceptable. Board fragments ARE allowed. ALL props must be provided by the participant.
4. The following will complete each participant's score:
 - a. Correct Execution of Each Technique (10 points)
 - i. Posture - correct stances (For example, is it a correct forward stance - is it too long or too narrow?)
 - ii. Accuracy of Each Hand Technique – In addition to the technique, setting hands properly for blocks and strikes, as well as following the correct path and finishing in the correct place
 - iii. Speed and Power of Each Hand Technique
 - b. Taekwondo Spirit (10 points)
 - i. Kihap – confidence
 - ii. Attitude and Etiquette – proper respect as soon as the Participant's name is officially called to perform
 - c. Execution of Compulsory Techniques (10 points)
 - i. Execution of the *minimum* number of kicks (additional types and number of kicks are allowed):
 1. 2 Front Snap Kicks (any variation of Front Snap Kicks, Ap Chagi)
 2. 2 Roundhouse Kicks (any variation of Roundhouse Kicks, Ap Dollyo Chagi)
 3. 2 Side Kicks (any variation of Side Kicks, Yeop Chagi)
 - ii. Execution of Each Kicking Technique
 - d. Creativity (10 points)
 - i. Composition of choreography
 - ii. Creativity of entire routine
 - iii. Degree of Difficulty
5. Deductions
 - a. Participant crosses outside of the 8 meter x 8 meter ring (1 point deduction for each occurrence)
 - b. Participant exceeds the 90 second time limit (1 point deduction for every 10 seconds over time limit)
 - c. Unsportsmanlike conduct (1 point deduction)
 - d. Participant fails to perform required techniques (1 point deduction for each kick omitted)
 - e. For example, 1 Front Snap Kick instead of 2 (1 point deduction) No Front Snap Kicks (2 point deduction)
6. Tiebreaker
 - a. In the event of a tie for 1st place only (If there is a tie for 2nd or 3rd place there will be multiple 2nd and 3rd places awarded) – participants will perform poomsae one additional time. Judges will rescore. If there is still a tie, there will be two 1st places awarded.

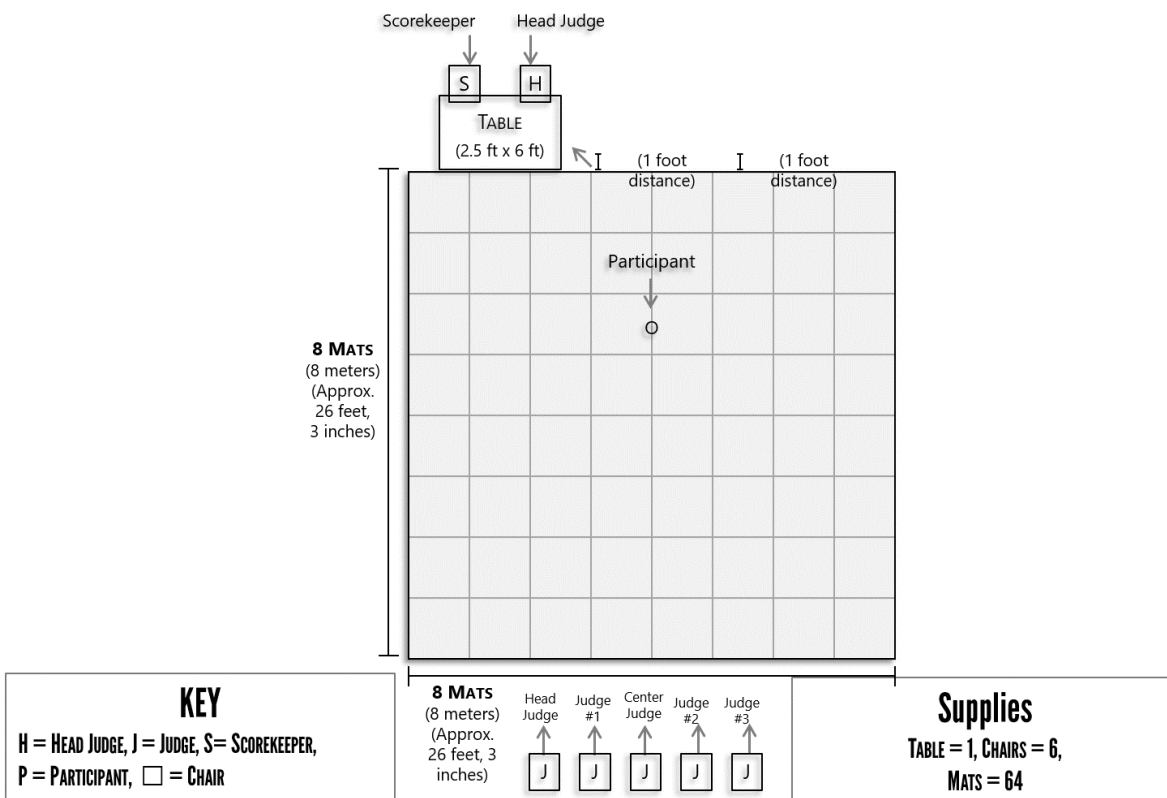


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ICFWW - INDIVIDUAL CREATIVE FORMS (POOMSAE) WITH WEAPONS
 (1 PARTICIPANT ONLY. Leadership, WooSong, Masters. NO AGE REQUIREMENT. BLUE BELT AND ABOVE)
 Maximum Points = 90 Points

Individual Creative Forms (Poomsae With or Without Weapons) Diagram (Not to Scale)





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1. Base Points - Each participant always begins with 50 points.
2. Music is HIGHLY ENCOURAGED and must be uploaded on the registration site. (Please bring a backup CD.) All music must be suitable for a family environment; no explicit lyrics.
3. Props are allowed and must be appropriate for a family environment. (For example, a hat is allowed.) Breaking boards ARE considered a prop and are acceptable. Board fragments ARE allowed. ALL props must be provided by the participant.
4. Only martial arts weapons are allowed. Any weapon blade must be dull and approved by the Organizing Committee.
5. The following will complete each participant's score:
 - a. Correct Execution of Each Technique (10 points)
 - i. Posture - correct stances (For example, is it a correct forward stance - is it too long or too narrow?)
 - ii. Accuracy of Each Hand Technique – In addition to the technique, setting hands properly for blocks and strikes, as well as following the correct path and finishing in the correct place
 - iii. Speed and Power of Each Hand Technique
 - iv. Execution of use of Weapon(s)
 - b. Taekwondo Spirit (10 points)
 - i. Kihap – confidence
 - ii. Attitude and Etiquette – proper respect as soon as the Participant's name is officially called to perform
 - c. Execution of Compulsory Techniques (10 points)
 - i. Execution of the *minimum* number of kicks (additional types and number of kicks are allowed):
 1. 2 Front Snap Kicks (any variation of Front Snap Kicks, Ap Chagi)
 2. 2 Roundhouse Kicks (any variation of Roundhouse Kicks, Ap Dollyo Chagi)
 3. 2 Side Kicks (any variation of Side Kicks, Yeop Chagi)
 - ii. Execution of Each Kicking Technique
 - d. Creativity (10 points)
 - i. Composition of choreography ii. Creativity of entire routine
 - ii. Degree of Difficulty
6. Deductions
 - a. Participant crosses outside of the 8 meter x 8 meter ring (1 point deduction for each occurrence)
 - b. Participant exceeds the 90-second time limit (1 point deduction for every 10 seconds over time limit)
 - c. Unsportsmanlike conduct (1 point deduction)
 - d. Each time participant unintentionally drops weapon (1 point deduction for each occurrence)
 - e. Participant fails to perform required techniques (1 point deduction for each kick omitted)
 - f. For example, 1 Front Snap Kick instead of 2 (1 point deduction) No Front Snap Kicks (2 point deduction)
7. Tiebreaker
 - a. In the event of a tie for 1st place only (If there is a tie for 2nd or 3rd place there will be multiple 2nd and 3rd places awarded) – participants will perform poomsae one additional time. Judges will



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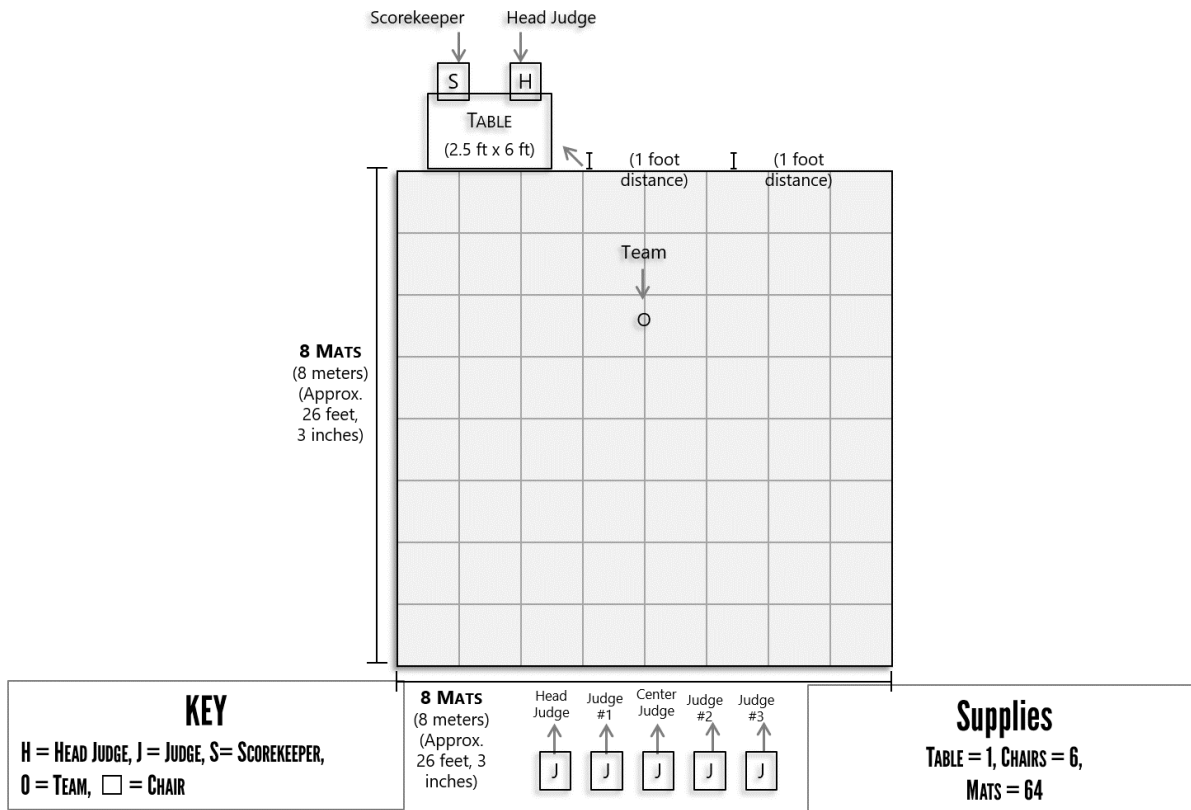
rescore. If there is still a tie, there will be two 1st places awarded.

TCFWO - TEAM CREATIVE FORMS (POOMSAE) WITHOUT WEAPONS

(2-10 PARTICIPANTS. BBC, Leadership, WooSong Masters. NO AGE REQUIREMENT. YELLOW BELT AND ABOVE)

(Each team must select a team captain and team name.)

Team Creative Forms (Poomsae With or Without Weapons) Diagram (Not to Scale)



1. Base Points - Each team always begins with 50 points.
2. Music is HIGHLY ENCOURAGED and must be uploaded on the registration site. (Please bring a backup CD.) All music must be suitable for a family environment; no explicit lyrics.
3. Props are allowed and must be appropriate for a family environment. (For example, a hat is allowed. No weapons are allowed.) Breaking boards ARE considered a prop and are acceptable. Board fragments ARE allowed. ALL props must be provided by the participant.
4. The following will complete each team's score:
 - a. Correct Execution of Each Technique (10 points)
 - i. Posture - correct stances (For example, is it a correct forward stance - is it too long or too narrow?)
 - ii. Accuracy of Each Hand Technique – In addition to the technique, setting hands properly for



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blocks and strikes, as well as following the correct path and finishing in the correct place

- iii. Speed and Power of Each Hand Technique
- b. Taekwondo Spirit (10 points)
 - i. Kihap – confidence
 - ii. Attitude and Etiquette – proper respect as soon as the Team's name is officially called to perform
- c. Execution of Compulsory Techniques (10 points)
 - i. Execution of the *minimum* number of kicks (additional types and number of kicks are allowed):
 1. 2 Front Snap Kicks (any variation of Front Snap Kicks, Ap Chagi)
 2. 2 Roundhouse Kicks (any variation of Roundhouse Kicks, Ap Dollyo Chagi)
 3. 2 Side Kicks (any variation of Side Kicks, Yeop Chagi)
 - ii. Execution of Each Kicking Technique
- d. Creativity (10 points)
 - i. Composition of choreography
 - ii. Creativity of entire routine
 - iii. Degree of Difficulty
- e. Unity of Team Performance (10 points)
 - i. Team synchronization
 - ii. Movements should be executed by each team member at the same time. However, team members may be facing different directions. Unintentional movements out of synchronization with other team members will result in a lower score. Intentional movements out of synchronization (for example, an "echo" movement) will NOT result in a lower score.

5. Deductions

- a. Team member crosses outside of the 8 meter x 8 meter ring (1 point deduction for each occurrence)
- b. Team exceeds the 90-second time limit (1 point deduction for every 10 seconds over time limit)
- c. Too many or too few team members (1 point deduction)
- d. Unsportsmanlike conduct (1 point deduction)
- e. Team fails to perform required techniques (1 point deduction for each kick omitted)
For example, 1 Front Snap Kick instead of 2 (1 point deduction) No Front Snap Kicks (2 point deduction)

6. Tiebreaker

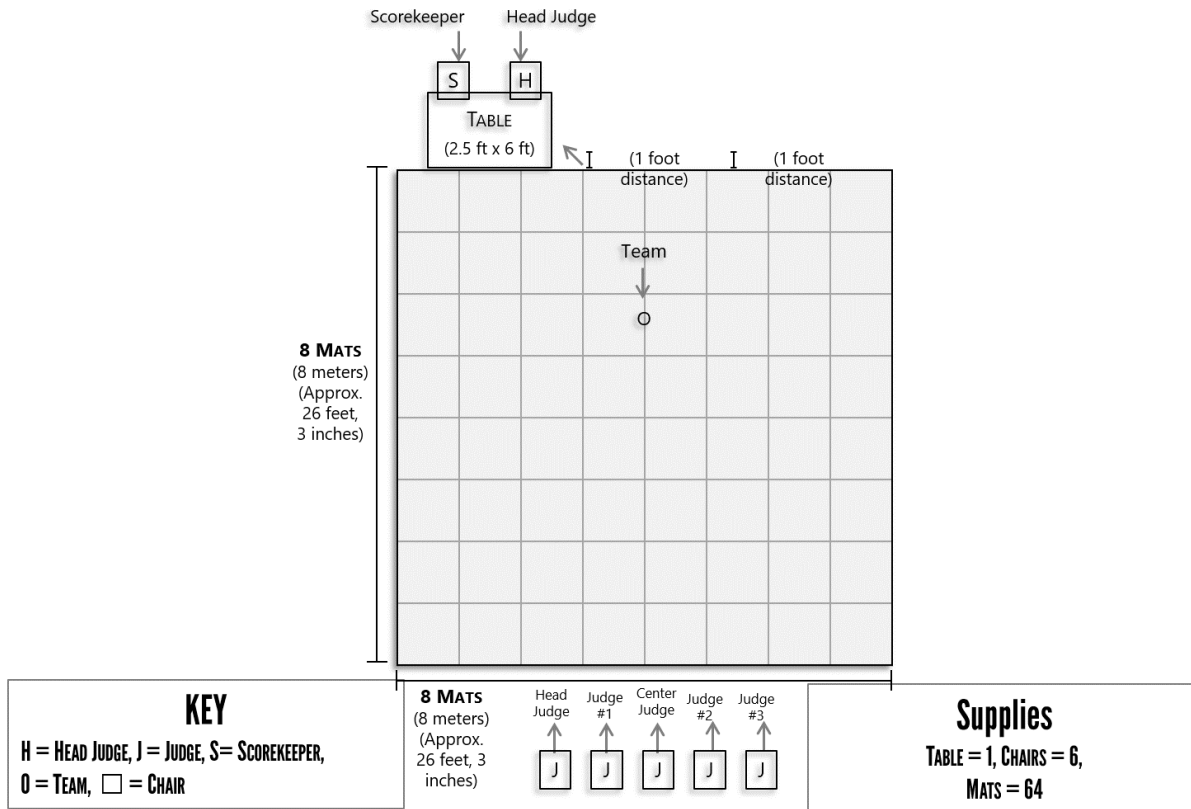
- a. In the event of a tie for 1st place only (If there is a tie for 2nd or 3rd place there will be multiple 2nd and 3rd places awarded) – teams will perform poomsae one additional time. Judges will rescore. If there is still a tie, there will be two 1st places awarded.



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TCFWW - TEAM CREATIVE FORMS (POOMSAE) WITH WEAPONS
(2-10 PARTICIPANTS. Leadership, WooSong, Masters. NO AGE REQUIREMENT. BLUE BELT AND ABOVE)
(Each team must select a team captain and team name.)
Maximum Points = 100 Points

Team Creative Forms (Poomsae With or Without Weapons) Diagram (Not to Scale)



1. Base Points - Each team always begins with 50 points.
2. Music is HIGHLY ENCOURAGED and must be uploaded on the registration site. (Please bring a backup CD.)
3. Props are allowed and must be appropriate for a family environment. (For example, a hat is allowed.) Breaking boards ARE considered a prop and are acceptable. Board fragments ARE allowed. ALL props must be provided by the participant.
4. Only martial arts weapons are allowed. Any weapon blade must be dull and approved by the Organizing Committee.
5. The following will complete each team's score:
 - a. Correct Execution of Each Technique (10 points)
 - i. Posture - correct stances (For example, is it a correct forward stance - is it too long or too narrow?)
 - i. Accuracy of Each Hand Technique – In addition to the technique, setting hands properly for blocks and strikes, as well as following the correct path and finishing in the correct place
 - ii. Accuracy of Each Kicking Technique - correct form, height and power of kick
 - iii. Speed and Power of Each Individual Technique



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- iv. Use of Weapon(s)
- b. Taekwondo Spirit (10 points)
 - i. Kihap – confidence
 - ii. Attitude and Etiquette – proper respect as soon as the Participant's name is officially called to perform
- c. Execution of Compulsory Techniques (10 points)
 - i. 2 Front Snap Kicks (any variation of Front Snap Kicks, Ap Chagi)
 - ii. 2 Roundhouse Kicks (any variation of Roundhouse Kicks, Ap Dollyo Chagi)
 - iii. 2 Side Kicks (any variation of Side Kicks, Yeop Chagi)

NOTE: These are the MINIMUM number/type of kicks in the Event. Other types and number of kicks are allowed.

- d. Creativity (10 points)
 - i. Originality of Composition
 - ii. Degree of Difficulty
- e. Unity of Team Performance (10 points)
 - i. Team Synchronization
 - ii. Movements should be executed by each team member at the same time. However, team members may be facing different directions. Unintentional movements out of synchronization with other team members will result in a lower score. Intentional movements out of synchronization (for example, an "echo" movement) will NOT result in a lower score.

6. Deductions

- a. Team member crosses outside of the 8 meter x 8 meter ring (1 point deduction for each occurrence)
- b. Team exceeds the 90-second time limit (1 point deduction for every 10 seconds over time limit)
- c. Too many or too few team members (1 point deduction)
- d. Unsportsmanlike conduct (1 point deduction)
- e. Each time participant unintentionally drops weapon (1 point deduction for each occurrence)
- f. Team fails to perform required techniques (1 point deduction for each kick omitted)
For example, 1 Front Snap Kick instead of 2 (1 point deduction) No Front Snap Kicks (2 point deduction)

7. Tiebreaker

- a. In the event of a tie for 1st place only (If there is a tie for 2nd or 3rd place there will be multiple 2nd and 3rd places awarded) – teams will perform poomsae one additional time. Judges will rescore. If there is still a tie, there will be two 1st places awarded.

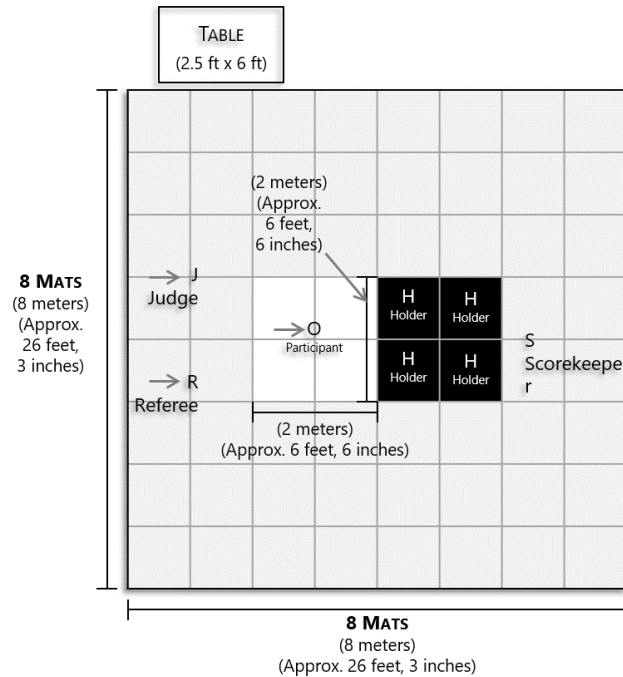


MASTERS CHALLENGE RULES Updated 10/9/2017

ISHK – INDIVIDUAL SPINNING HOOK KICK

(1 PARTICIPANT ONLY, MINIMUM AGE REQUIREMENT OF 8. BBC, Leadership, WooSong, Masters. **YELLOW BELT AND ABOVE**)

Individual Spinning Hook Kick Diagram (Not to Scale)



KEY
J = JUDGE, R = REFEREE, S = SCOREKEEPER/TIMEKEEPER,
H = HOLDERS, O = PARTICIPANT, □ = CHAIR

Supplies
TABLE = 0, CHAIRS = 0,
MATS = 64

1. Participant will attempt to break as many 1/4-inch pine boards as possible with a continuous Spinning Hook Kick.
2. The participant who breaks the most boards will be declared the winner.
3. During the 30-second attempt, if the participant touches the board with their foot but the board does NOT break, the holder CANNOT reuse that board for the next attempt. The holder must reload a NEW board. If the participant does NOT touch the board, then the holder can reuse that board for the next attempt.
4. The maximum number of holders is four with two holders in front. Holders will be provided by the Organizing Committee.

If a participant would prefer to provide his or her own holders, that is acceptable. Holders will ONLY be allowed on the competition floor during the participant's event. There are no uniform requirements for



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board holders. (However, a taekwondo uniform is HIGHLY encouraged. If board holders are NOT in a taekwondo uniform, clothing must be suitable for a family environment.) ONLY martial arts shoes are allowed on the mats.

5. The front two holders must wear chest protectors and headgear.
6. Holders must remain in a 2 meter x 2 meter square. Participant must remain in a separate 2 meter x 2 meter square (SEE DIAGRAM)
7. Holders can only use one hand to hold the board the participant is attempting to break.
8. In the event of a tie for 1st place only (If there is a tie for 2nd or 3rd place there will be multiple 2nd and 3rd places awarded), there will be 1 overtime round. If there is still a tie after the overtime round, both participants will be awarded 1st place.
9. Broken boards will not be included in the final total score for the following infractions:
 - a. The bottom of the board must be no lower than the participant's waist. If the board is held below the participant's waist, there will be NO BREAK awarded for EVERY infraction.
 - b. If the participant crosses into the square of the holders and steps outside of the square, there will be NO BREAK awarded for EVERY infraction.
 - c. The participant must break the board with the HEEL or the BOTTOM of the foot. If the participant breaks the board using the foot edge or instep, there will be NO BREAK awarded for EVERY infraction.
 - d. When a holder moves their wrist/hand to assist the breaking technique, there will be NO BREAK awarded for EVERY infraction.
10. No Break (Score of 0)
 - a. Participant touches the ground with any part of the body other than feet during the 30 second attempt
 - b. Participant falls down during the 30 second attempt
 - c. Participant or holder crosses over any boundary line more than 3 times
 - d. Participant breaks the target with the foot edge or instep more than 3 times

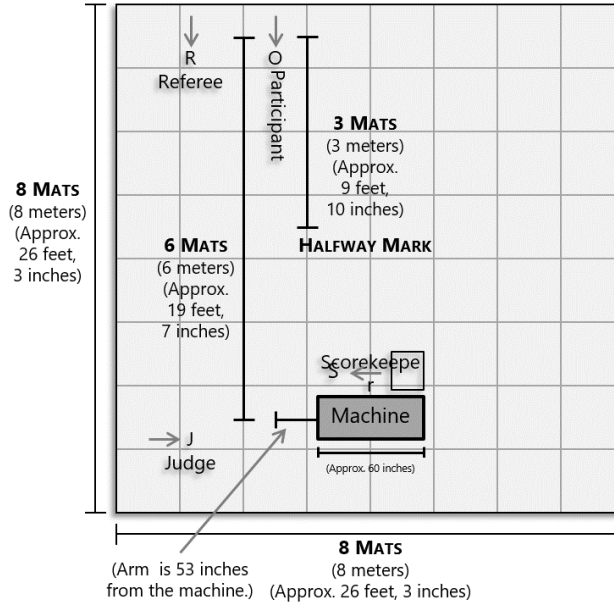


MASTERS CHALLENGE RULES Updated 10/9/2017

IJH - INDIVIDUAL JUMPING HIGH KICK

1 PARTICIPANT ONLY. BBC, Leadership, WooSong, Masters. MINIMUM AGE REQUIREMENT OF 8.
YELLOW BELT AND ABOVE)

Individual Jumping High Kick Diagram (Not to Scale)



KEY

J = JUDGE, R = REFEREE, S = SCOREKEEPER/TIMEKEEPER,
O = PARTICIPANT, □ = CHAIR

Supplies

TABLE = 0, CHAIRS = 1,
MATS = 64 & POWER BREAK MACHINE



MASTERS CHALLENGE RULES Updated 10/9/2017

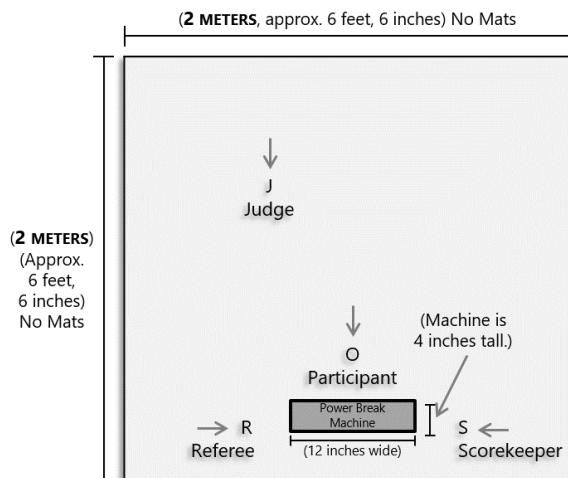
1. Each participant has a maximum of 30 seconds to attempt to break the board with Running Jumping Front Snap Kick.
2. Each participant has only one attempt to break the board for each round.
3. Participants may not cover the breaking foot with any bandages, tape or any other material. The referee must approve any injuries that may need to be covered.
4. The running distance is approximately 6 meters, and the starting board height will be determined by the referee.
5. The order of participants (who breaks first) will be determined by height. The shortest participant will attempt to break first.
6. Participants must break the board to advance to the next round. Board must be broken by an upward kicking technique to be considered a successful break.
7. Once the participant passes the designated halfway mark, an attempt is counted upon approach. (For example, once the participant crosses the designated halfway mark, they may not return to the starting position to attempt to break again.)
8. After each round, the board height will be raised incrementally at the referee's discretion.
9. The participant to break the highest board will be declared the winner.
10. In the event of a tie for 1st place only (If there is a tie for 2nd or 3rd place there will be multiple 2nd and 3rd places awarded), the height will be raised until a participant FAILS to break the board. (If all participants fail to break the board, then 1st place will be awarded to the SHORTEST participant.)
11. If any part of the body touches the floor besides the feet, it is considered NO BREAK



MASTERS CHALLENGE RULES Updated 10/9/2017

IPKH - INDIVIDUAL POWER BREAKING KNIFE HAND (DOWNWARD) (1 PARTICIPANT ONLY. MINIMUM AGE REQUIREMENT OF 13. BBC, Leadership, WooSong, Masters. YELLOW BELT AND ABOVE)

Individual Power Breaking Knife Hand (Downward) (Not to Scale)



KEY

J = JUDGE, R = REFEREE, S = SCOREKEEPER/TIMEKEEPER,,
O = PARTICIPANT, □ = CHAIR

Supplies

TABLE = 0, CHAIRS = 0,
MATS = 2 & KNIFE HAND BREAKING MACHINE

1. Each participant will have one attempt to break with a Knife Hand Strike in an area approximately 2 meters x 2 meters. The floor will NOT be matted.
2. The participant will attempt to break 1-inch pine boards with no spacers. Boards may not be taped together.
3. All boards will be placed on a board holding stand, which is 4 inches tall from the floor. The board holding stand will be placed directly on the floor.
4. The participant is allowed 60 seconds to set up and place the board(s) on the holding stand.
5. The width of the board holding stand will be at the participant's discretion.



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6. Once the referee declares "Si Jak (begin)", the participant's break must be done within 30 seconds
7. The participant must use the side of the palm (from the side of the first knuckle of the little finger to the front side of the wrist) for Knife Hand. Fingers can be bent; however, the hand cannot be closed in a fist position.
8. Participants may not cover the breaking hand with any bandages, tape or any other material. The referee must approve any injuries that may need to be covered.
9. Each participant must PRIVATELY complete a form that states the number of boards he or she will attempt to break prior to the start of the division.
10. The participant who breaks the most boards will be declared the winner.
11. If two or more participants break the same number of boards, the participant who attempted to break the greatest number of boards will receive a higher score. (For example, Participant #1 attempts to break 5 boards and only 4 boards break. Participant #2 attempts to break 4 boards and succeeds in breaking 4. Therefore, Participant #1 will receive the higher final position within the division, because they attempted to break more boards)
12. In the event of a tie for 1st place only (If there is a tie for 2nd or 3rd place there will be multiple 2nd and 3rd places awarded), there will be 1 overtime round. (Add 1 additional board)
13. If there is still a tie at the end of the overtime round, the winner will be declared by body weight. (The lightest person will be declared the winner.) A scale will be provided at the event.
14. Deductions
 - a. Participant crosses outside of the 2 meter x 2 meter ring (1 board deduction)
 - b. Participant disobeys the referee's instructions (1 board deduction)
 - c. Participant exceeds the 30-second time limit (1 board deduction)
 - d. Unsportsmanlike conduct (1 board deduction for each occurrence)
(For example, trying to distract the other participants, not showing respect to others, etc.)



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15. No Break (Score of 0)

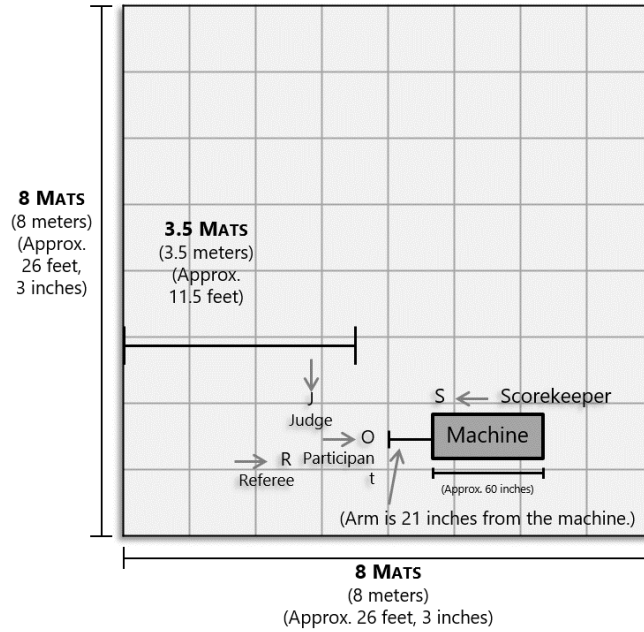
- a. Participant attempts to break the boards twice
- b. Participant uses any part of the body OTHER than the side of the palm (from the side of the first knuckle of the little finger to the front side of the wrist) for Knife Hand. (EXAMPLE: Participants breaks boards with the wrist)
- c. After attempting the break, participant falls down after breaking, touching the ground with any part of the body above the knees (The hand that broke the boards IS permitted to touch the ground after the break. In addition, a knee touching the ground is allowed.)
- d. Touching the boards after the referee declares "Si Jak (begin)" is considered your 1 and only attempt. Any other touching of the boards will result in disqualification.



MASTERS CHALLENGE RULES Updated 10/9/2017

IPSSK - INDIVIDUAL POWER BREAKING SKIPPING SIDE KICK
 (1 PARTICIPANT ONLY. BBC, Leadership, WooSong, Masters. MINIMUM AGE REQUIREMENT OF
 8. YELLOW BELT AND ABOVE)

Individual Power Breaking Diagram Skipping Side Kick (Not to Scale)



KEY
 J = JUDGE, R = REFEREE, S = SCOREKEEPER/TIMEKEEPER,
 O = PARTICIPANT

Supplies
 TABLE = O, CHAIRS = O,
 MATS = 64 & POWER BREAK MACHINE



MASTERS CHALLENGE RULES Updated 10/9/2017

1. Each participant will have one attempt to break with a Skipping Side Kick in an area approximately 1 meter x 3.5 meters. Both of the Participant's feet must remain in the area of 1 meter x 3.5 meters.
2. The participant will attempt to break 1-inch pine boards with no spacers. Boards may not be taped together.
3. The participant's break must be done within 30 seconds. Once the referee declares "Si Jak (begin)", the participant may not touch the boards.
4. The participant must use the heel of the foot/foot blade. The middle of the boards must be at least as high as the participant's waist for Skipping Side Kick breaking.
5. Participants may not cover the breaking foot with any bandages, tape or any other material. The referee must approve any injuries that may need to be covered.
6. Each participant must PRIVATELY complete a form that states the number of boards he or she will attempt to break prior to the start of the division.
7. The participant who breaks the most boards will be declared the winner.
8. If two or more participants break the same number of boards, the participant who attempted to break the greatest number of boards will receive a higher score. (For example, Participant #1 attempts to break 5 boards and only 4 boards break. Participant #2 attempts to break 4 boards and succeeds in breaking 4. Therefore, Participant #1 will receive the higher final position within the division, because they attempted to break more boards.)
9. In the event of a tie for 1st place only (If there is a tie for 2nd or 3rd place there will be multiple 2nd and 3rd places awarded), there will be 1 overtime round. (Add 1 additional board)
10. If there is still a tie at the end of the overtime round, the winner will be declared by body weight. (The lightest person will be declared the winner.) A scale will be provided at the event.
11. Deductions
 - a. Participant exceeds the 30-second time limit (1 board deduction)
 - b. Participant disobeys the referee's instructions (1 board deduction)
 - c. Unsportsmanlike conduct (1 board deduction for each occurrence)
(For example, trying to distract other participants, not showing respect to others, etc.)
12. No Break (Score of 0)
 - a. Participant attempts to break the boards twice
 - b. Participant uses any part of the body OTHER than the heel of the foot/foot blade. (EXAMPLE: Participants breaks boards with the instep)
 - c. Participant falls down during the 30-second attempt, touching the ground with any part of the body besides the feet
 - d. Touching the boards after the referee declares "Si Jak (begin)" is considered your 1 and only attempt. Any other touching of the boards will result in a score of 0 = No break.

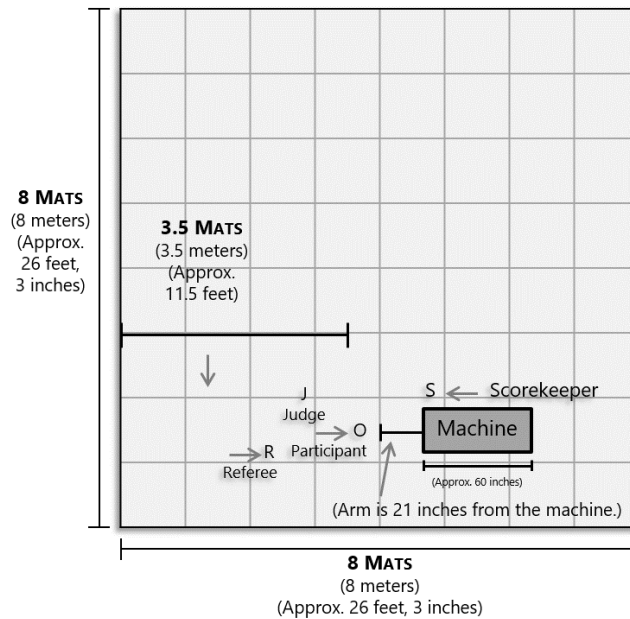


MASTERS CHALLENGE RULES

Updated 10/9/2017

IPBK - INDIVIDUAL POWER BREAKING TURNING BACK KICK
 (1 PARTICIPANT ONLY. BBC, Leadership, WooSong, Masters. MINIMUM AGE REQUIREMENT OF
 8. YELLOW BELT AND ABOVE)

Individual Power Breaking Diagram Turning Back Kick (Not to Scale)



KEY
 J = JUDGE, R = REFEREE, S = SCOREKEEPER/TIMEKEEPER,,
 O = PARTICIPANT

Supplies
 TABLE = 0, CHAIRS = 0,
 MATS = 64 & POWER BREAK MACHINE



MASTERS CHALLENGE RULES Updated 10/9/2017

1. Each participant will have one attempt to break with a Turning Back Kick in an area approximately 1 meter x 3.5 meters. (Taking a step before turning is allowed.) Both of the Participant's feet must remain in the area of 1 meter x 3.5 meters.
2. Participants will attempt to break 1-inch pine boards with no spacers. Boards may not be taped together.
3. The participant's break must be done within 30 seconds. Once the referee declares "Si Jak (begin)", the participant may not touch the boards.
4. Participant must use the heel of the foot/foot blade. The middle of the boards must be at least as high as the participant's waist for Turning Back Kick breaking.
5. Participants may not cover the breaking foot with any bandages, tape or any other material. The referee must approve any injuries that may need to be covered.
6. Each participant must PRIVATELY complete a form that states the number of boards he or she will attempt to break prior to the start of the division.
7. The participant who breaks the most boards will be declared the winner.
8. If two or more participants break the same number of boards, the participant who attempted to break the greatest number of boards will receive a higher score. (For example, Participant #1 attempts to break 5 boards and only 4 boards break. Participant #2 attempts to break 4 boards and succeeds in breaking 4. Therefore, Participant #1 will receive the higher final position within the division, because they attempted to break more.)
9. In the event of a tie for 1st place only (If there is a tie for 2nd or 3rd place there will be multiple 2nd and 3rd places awarded), there will be 1 overtime round. (Add 1 additional board)
10. If there is still a tie at the end of the overtime round, the winner will be declared by body weight. (The lightest person will be declared the winner.) A scale will be provided at the event.
11. Deductions
 - a. Participant exceeds the 30-second time limit (1 board deduction)
 - b. Participant disobeys the referee's instructions (1 board deduction)
 - c. Unsportsmanlike conduct (1 board deduction for each occurrence)
(For example, trying to distract other participants, not showing respect to others, etc.)
12. No Break (Score of 0)
 - a. Participant attempts to break the boards twice
 - b. Participant uses any part of the body OTHER than the heel of the foot/foot blade. (EXAMPLE: Participants breaks boards with the instep)
 - c. Participant falls down during the 30-second attempt, touching the ground with any part of the body besides the feet
 - d. Touching the boards after the referee declares "Si Jak (begin)" is considered your 1 and only attempt. Any other touching of the boards will result in disqualification.



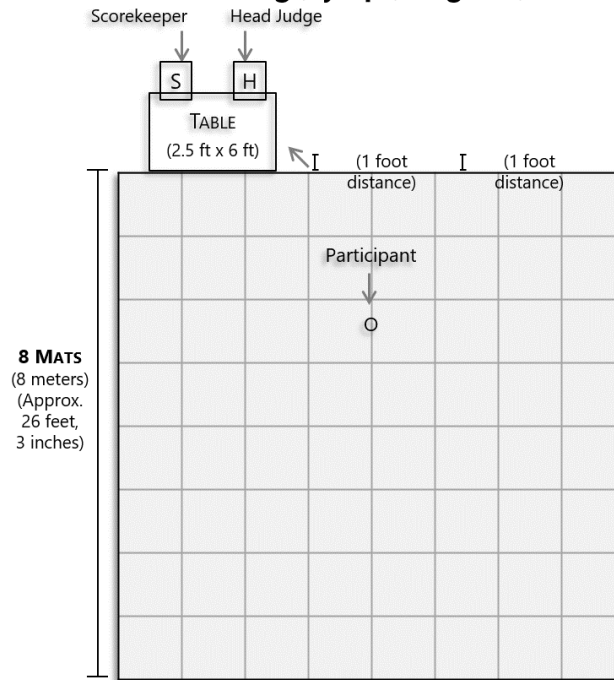
MASTERS CHALLENGE RULES

Updated 10/9/2017

ICB - INDIVIDUAL CREATIVE BREAKING (KYUKPA)

(1 PARTICIPANT ONLY. BC, BBC, Leadership, WooSong, Masters. NO AGE REQUIREMENT. ALL BELTS.) Maximum Points = 90 Points

Individual Creative Breaking (Kyukpa) Diagram (Not to Scale)



KEY
 H = HEAD JUDGE, S= SCOREKEEPER/TIMEKEEPER,,
 J = JUDGE, O = PARTICIPANT, □ = CHAIR

8 MATS
 (8 meters)
 (Approx. 26 feet, 3 inches)

Head Judge
 Judge #1
 Center Judge
 Judge #2
 Judge #3

J J J J J

Supplies
 TABLE = 1, CHAIRS = 6,
 MATS = 64



MASTERS CHALLENGE RULES Updated 10/9/2017

1. Base Points - Each participant always begins with 50 points.
2. Participants have 60 seconds to set up and 60 seconds to execute their breaks.
3. At the participant's discretion, he or she will attempt to break a minimum of 1 board and a maximum of 6 boards. (All boards are 1/4-inch pine boards.) Participant is allowed to do multiple boards at 1 station.
4. Participants may not cover any part of the body that will be used for breaking a board with any bandages, tape or any other material. The referee must approve any injuries that may need to be covered.
5. Props CAN be used but boards cannot be altered. (For example, board fragments, confetti, streamers, poppers, powder, etc. cannot be added to the boards) Board stands, blocks, board holding devices, chairs are considered props and CAN be used.
6. Participants must provide their own holders. Holders will ONLY be allowed on the competition floor during the participant's event. There are no uniform requirements for board holders. (However, a taekwondo uniform is HIGHLY encouraged. If board holders are NOT in a taekwondo uniform, clothing must be suitable for a family environment.) ONLY martial arts shoes are allowed on the mats.
7. The participant may attempt to break each technique a maximum of 3 times. Broken boards may not be replaced on the 2nd or 3rd attempt. (For example, if a participant does a split kick in the air and only one board breaks, the participant CANNOT replace broken board with a new board on the 2nd or 3rd attempt.)
8. The following will complete each participant's score:
 - a. Creativity (10 points)
 - i. Creativity of Performance
 - ii. Degree of Difficulty
 - b. Execution of Requirements (10 points)
 - i. Broke at least 1 board and not more than 6 boards
 - ii. Not exceeding the maximum number of attempts per break, maximum of 3 attempts
 - c. Presentation (10 points)
 - i. Speed/Tempo/Flow
 - d. Taekwondo Spirit (10 points)
 - i. Kihap – confidence
 - ii. Attitude and Etiquette – proper respect as soon as the Participant's name is officially called to perform
9. Deductions
 - a. Participant exceeds the 60-second time limit for setup (1 point deduction for every 10 seconds over time limit).
 - b. Participant exceeds the 60-second time limit (1 point deduction for every 10 seconds over time limit) 0.2 deduction for each unsuccessful attempt to break a board
 - c. Participant exceeds the maximum number of attempts allowed per break, maximum of 3 attempts (1 point deduction per infraction) EXAMPLE: Participant attempts to break 1 board 4 times = 1.6 point deduction (0.2 x 3 attempts = 0.6 plus additional 1 point deduction = 1.6 point deduction)
 - d. Altering the board in any way (summarized in rule #5) will result in a 1 point deduction for each occurrence.
 - e. Participant crosses outside of the 8 meter x 8 meter ring (1 point deduction for each occurrence). Participant will not receive a deduction if the holder crosses outside of the ring)
 - f. Unsportsmanlike conduct (1 point deduction for each occurrence)
10. Tiebreaker
 - a. In the event of a tie for 1st place only (If there is a tie for 2nd or 3rd place there will be multiple 2nd and 3rd places awarded) – participants will perform breaking routine one additional time. Judges will rescore. If there is still a tie, there will be two 1st places awarded.



MASTERS CHALLENGE RULES Updated 10/9/2017

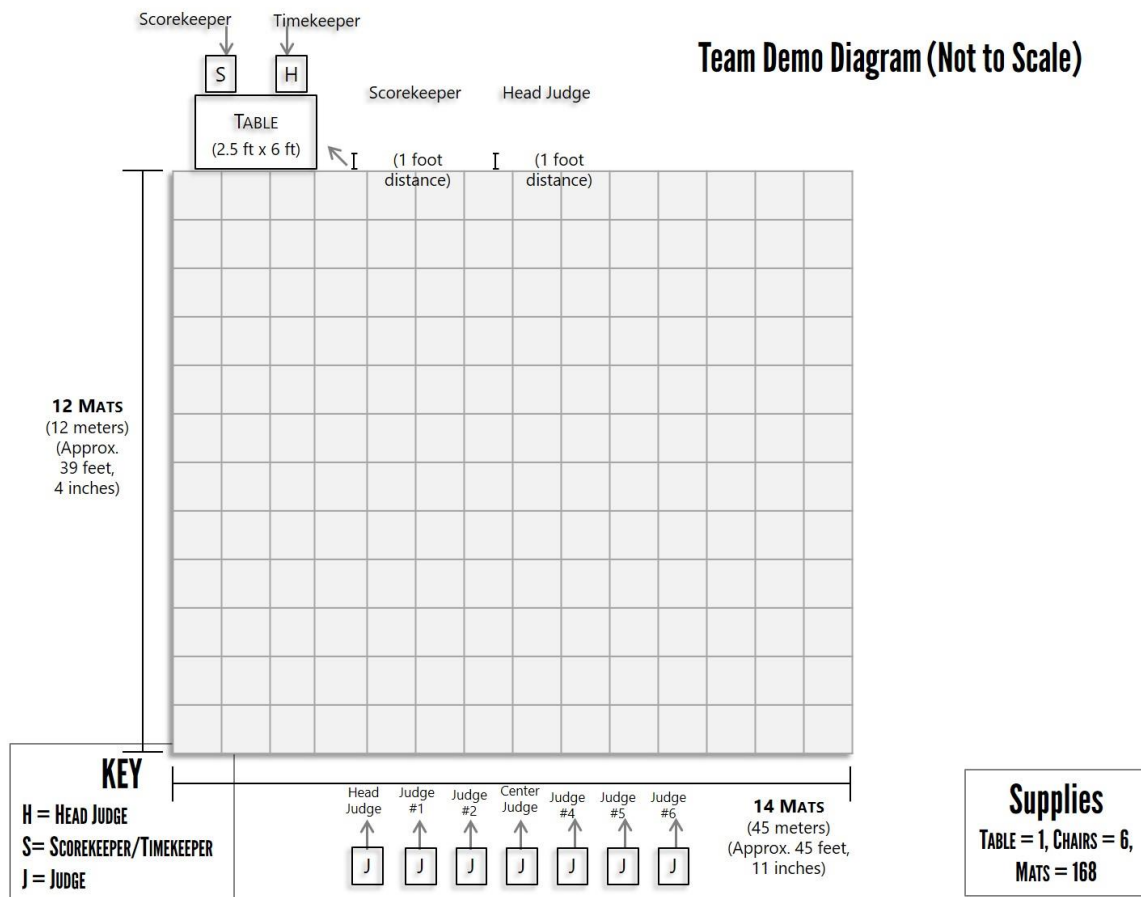
TEAM DEMONSTRATION

(5-40 TEAM MEMBERS. NO AGE REQUIREMENT. BBC, Leadership, WooSong, Masters. ALL AGES)

(Each team must select a team captain and team name.)

THE WINNING TEAM WILL PERFORM DURING THE OPENING CEREMONIES! PLEASE BE PREPARED TO PERFORM YOUR DEMO TWICE.

All Belts, All Ages Maximum Points = 120 Points



1. Team Demonstration is a fusion of proper Taekwondo techniques in combination with a number of creative elements which can include Music, Choreography, and Storytelling.
 - a. The following components are REQUIRED for each team.
 - i. Poomsae (traditional and/or creative)
 - ii. Weapons
 - iii. Board Breaking
 - 1 Each team must attempt to break exactly 40 ¼-inch boards –no fewer or more than 40 ¼-inch boards can be used. Each team may determine how to break the 40 ¼ inch boards (can use spacers, holding devices, etc.)



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2. Each team must attempt to break exactly 10 1-inch boards – no fewer or more than 10 1-inch boards can be used. Each team may determine how to break the 10 1-inch boards (can use spacers, holding devices, etc.)
3. In addition to the above required boards, teams can break brick or other items in accordance to clause 7 below regarding props. These optional breaks/techniques may be included in addition to the above required number of boards.
 - iv. Self Defense (can include weapons) – simulated fighting with 1 or more participants attacking 1 or more participants defending
2. Base Points - Each team always begins with 50 points.
3. Teams have a 2-minute setup time limit prior to their performance.
4. Teams have a 7-minute performance time limit, NOT including time for set-up.
5. Ring dimensions are 12 meters x 14 meters.
6. Music is HIGHLY ENCOURAGED, must be appropriate for a family environment, and must be uploaded on the registration site. (Please bring a backup on USB thumb drive.)
7. Props are allowed and must be appropriate for a family environment. (For example, a hat is allowed.) Breaking boards ARE considered a prop and are acceptable. Board fragments ARE allowed. ALL props must be provided by the team. Absolutely NO Pyrotechnics, fireworks (including poppers), or flame breaks. Confetti or similar product is prohibited. Flowers and fruit are acceptable.
8. Only martial arts weapons are allowed. Any weapon blade must be dull and approved by the Organizing Committee.
9. The following categories of performance will be judged independently and will collectively comprise each team's score:
 - a. Unity of Team Performance (10 points)
 - i. Degree of difficulty of synchronized parts of performance
 - ii. Team Synchronization – Movements should generally be executed by each performing team member at the same time during Team forms portion of performance. However, team members may be facing different directions. Groups of team members may perform distinct actions, but unity within their group should be maintained, transitions should be smooth, and over-all movement among the groups should be harmonious. Unintentional movements out of synchronization with other team members will result in a lower score. Intentional movements out of synchronization done for creative effect (for example, an "echo" movement) will NOT result in a lower score.
 - iii. Minor Deductions (0.10 of point each occurrence) – One team member made a small, but noticeable, out-of-sync movement that, at the judge's discretion, had a detrimental impact on team unity.
 - iv. Major Deductions (0.30 of point each occurrence) – One team member made a major, jarring out-of-sync movement, or multiple team members had synchronization issues performing the same movement or short- sequence of movements. EXAMPLE: Turning the wrong way or performing an obviously incorrect technique compared to the rest of the team.
 - b. Accuracy and Execution of Techniques – Taekwondo Techniques - (10 Points)
 - i. Posture - correct stances (For example, is it a correct forward stance - is it too long or too narrow?)
 - ii. Accuracy of Each Taekwondo Hand Technique (In addition to the technique, setting hands properly for blocks and strikes, as well as following the correct path and finishing in the correct place.)



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- iii. Accuracy of Each Taekwondo Kicking Technique – Correct form, height and power of kick.
- iv. Minor Deductions (0.10 of point each occurrence) – One or more team member(s) made a small, but noticeable, incorrect Taekwondo technique
- v. Major Deductions (0.30 of point each occurrence) – grossly incorrect or poor Taekwondo technique (stance, block, kick, etc.) or other major errors such as a total loss of balance resulting in a fall or significant stumble during any Taekwondo or non-Taekwondo action.
- c. Accuracy and Execution of Techniques – Weapons - (10 Points)
 - i. Execution of use of weapon(s)
 - ii. Creativity of use of weapon(s)
 - iii. Consider applicability of actions with the weapon's intended use and look for miscues such as unintentionally fumbling or dropping the weapon. However, obvious disarms, such as during a self- defense routine, will not be penalized.
 - iv. Minor Deductions (0.10 of point each occurrence) – incorrect or poor technique while using weapon(s), or other minor errors such as fumbling (but not dropping) a weapon, or slight loss of balance NOT resulting in a fall or significant stumble.
 - v. Major Deductions (0.30 of point each occurrence) – grossly incorrect or poor technique while using weapon(s) an unintentionally dropped weapon, or other major errors such as a total loss of balance resulting in a fall or significant stumble during any Taekwondo or non-Taekwondo action.
- d. Accuracy and Execution of Techniques – Board Breaking and Other Breaking - (10 Points)
 - i. Each team must attempt to break exactly 40 ¼-inch boards –no fewer or more than 40 ¼-inch boards can be used. Each team may determine how to break the 40 ¼ inch boards (can use spacers, holding devices, etc.)
 - ii. Each team must attempt to break exactly 10 1-inch boards – no fewer or more than 10 1-inch boards can be used. Each team may determine how to break the 10 1-inch boards (can use spacers, holding devices, etc.)
 - iii. In addition to the above required boards, teams can break brick or other items in accordance to clause 7 above regarding props. These optional breaks may be included in addition to the above required number of boards.
 - iv. Degree of Difficulty
 - v. Creativity of Breaking performance
 - vi. Minor Deductions (0.10 of point each occurrence) – missed break. The minor deduction applies to missed boards or props.
 - vii. Major Deductions (0.30 of point each occurrence) –major errors such as a total loss of balance resulting in a fall or significant stumble during any taekwondo or non-taekwondo action during breaking. The major deduction applies to missed boards or props.
- e. Presentation (10 points)
 - i. Etiquette – proper respect in response to judges commands
 - ii. Attitude – kihap, confidence, assertiveness, body language
 - iii. Tempo/Flow of the performance – Consider the transitions between segments of the performance and whether they flow smoothly, have a good rhythm, and harmony that contributes to the overall performance.
 - iv. Speed and Power of Taekwondo Techniques
 - v. Eye Control - correct direction to “look”, correct eye position as well as where eyes are focused



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- f. Creativity (10 points)
 - i. Degree of Difficulty of Choreography – consider difficulty of Taekwondo sequences in conjunction with the level of sophistication in musical timing and other thematic elements as well as the degree of team member participation in any given action.
 - ii. Degree of Difficulty of breaks, kicks, and tricks – consider height of jumps, number of kicks in a jump, gradient of spins in a spin kick, consecutive kicks, and acrobatics performed in combination with a Taekwondo action such as a break.
 - iii. Originality of Composition – consider the creativity of the actions, components, attire, and thematic elements and how they contribute to the overall performance.
 - g. Taekwondo Spirit (10 points)
 - i. Kihap – confidence
 - ii. Attitude and Etiquette – proper respect as soon as the Team is officially called to perform
10. Procedural Deductions – To be deducted from final score, for procedural or other infractions not specifically covered by judging criteria.
- a. Team exceeds the 120-second time (2 minutes) limit for setup (1 point deduction for every 10 seconds over time limit)
 - b. Team exceeds the 7-minute time limit (1 point deduction for every 10 seconds over time limit)
 - c. Unsportsmanlike conduct (1 point deduction)
 - i. Including but not limited to making undesirable remarks or any misconduct on the part of a participant or coach or interfering with another participant, coach, or official.
 - d. Team crosses outside of the 12 meter x 14 meter ring (1 point deduction for each occurrence)
 - i. Unintentional landing outside of the ring will be considered a deduction (Example: a participant performs a flying side kick, does not control landing and steps outside of the ring)
 - ii. All techniques, movements, breaking techniques (including holders and holding devices) must remain inside of the ring during the demonstration.
 - iii. All team members participating in a particular segment of the demonstration must remain on the mat. If a team member is waiting to be in the next segment of the demonstration it is acceptable to be off of the mat and NOT considered a deduction.
 - e. Too many or too few team members (1 point deduction)
11. Tiebreaker
- a. In the event of a tie for 1st place only (If there is a tie for 2nd or 3rd place there will be multiple 2nd and 3rd places awarded) – team will perform routine one additional time. Judges will rescore. If there is still a tie, the winner will be determined by the following:
 - i. Add the score of ONLY “Unity of Team Performance” and “Creativity” (Maximum of 20 points) – The highest score will be declared the winner.
 - ii. If there is still a tie after above scenario “i.” then the 6 judges will raise their hand to identify the judge’s opinion on which team had the best overall performance