



# DAEDO and KP&P ELECTRONIC GEAR TOURNAMENT

SATURDAY MAR 10<sup>th</sup>, 2018 @ WEBER STATE UNIVERSITY

Shepherd Union Building Ballroom B 3848 Harrison Blvd. Ogden, Utah 84408 (801) 626-6000

TOURNAMENT DIRECTOR: MASTER SHAWN HUGH

Cell: (916) 208-6098 or email Mr.Hugh@HughTKD.com

## OFFICIAL COMPETITOR ENTRY FORM

Player's Name: LAST / FIRST		Weight: (Lbs)	Age:	(Circle one) MALE / FEMALE
Belt Rank: (Circle one): ( <input type="checkbox"/> if Little Tiger or Dragon Checkmark) White / Yellow / Green / Blue / Red / Deputy / Black		Phone #: ( ) -		Height: (Please fill out) _____ Feet _____ inches
Martial Arts Studio Name:	Master Instructor:	Your E-Mail write neatly please (For confirmation):		

**CHECKS PAYABLE TO: Kim's Academy of Roy** (one check for multiple students is okay) **5585 s 3500 w ste C, Roy, UT 84067**  
 Scan & E-Mail Entry Forms to: Mr.Hugh@HughTKD.com (Scan & Email Preferred) -or- send by cell with TEXT

Credit Card: \_\_\_\_\_ (Exp \_\_\_\_/20\_\_\_\_) Visa /MC /Amex /Discover (circle one)

Name as appears on Card: \_\_\_\_\_ (\$3.00 transaction fee will be waived if by Mar 4<sup>th</sup>)

\* Early Registration before MAR 1<sup>st</sup> : \$50 for 2 events \$10 per additional event  
 \* Registration MAR 2<sup>nd</sup> until MAR 8<sup>th</sup> \$55 for 2 events \$10 per additional event  
 \* Day of Registration \$70 for 2 events \$10 per additional event

2 EVENTS:	\$ 55 +
Add'l Events:	\$ _____ +
Sock Rental(\$10)	\$ _____ +
<b>TOTAL:</b>	\$ _____

(Circle or check all you will compete in)

OLYMPIC SPARRING (DAE DO & EVO KP&P)  JUMP FRONTKICK ( TOUCH  BREAK)

SWORD FIGHTING  KNIFE FIGHTING (NO UNIFORM REQUIRED white shirt required)

TRADITIONAL POOMSAE  TEAM FORMS TRADITIONAL (\$15/MEMBER)

TIGER TAILS(FLAG SPARRING)  SOLO  MELEE (ALL VS ALL)  2V2 PARTNER'S NAME \_\_\_\_\_

WEAPONS FORMS ( TRICKING  NON-TRICKING )  POWER BREAKING (HAMMER FIST ONLY)

CREATIVE FORMS ( TRICKING  NON-TRICKING )  TEAM FORMS CREATIVE (\$15/MEMBER)

**\$10 "ELECTRONIC SOCK" RENTAL FEE IS for EVERYONE over 12 yrs old Without their own socks**

**LIABILITY WAIVER, RELEASE, AND INDEMNIFICATION AGREEMENT:** In consideration for the privilege of participating in the 9<sup>th</sup> Evolution tournament and in further consideration of being accepted to compete, I do hereby acknowledge that my participating in this tournament, I may suffer bodily injury or death, and loss of property, and I do hereby for myself, for my heir, parents, guardians, executors, personal representatives and assigns, release, acquit, waive, forever discharge, hold harmless, and agree to indemnify Kim's Academy of Roy, and Weber State University, and from any and all liability, claims, demands, costs, damages, actions, causes of actions, or suits of any nature or kind whatsoever that I, my heirs, parents, guardians, executors, personal representative, assigns or administrators may now or hereafter have or claim to have, on account of or arising out of personal injuries, death, or damage to my person or property or loss of time, loss or service, or for expense incurred, occurring to me because of or in any way related to my training for, my traveling to, my participating at, and my returning from said competition or through the use of any and all facilities connected therewith: Further, I hereby grant permission in case of injury to have an athletic trainer and/or doctor residing in the United States to provide me with medical assistance and /or treatment. I certify that I am in good physical condition and have no disease or injury that would impair my performance or physical condition in training for and participating in the competition. I agree to accept all financial obligations incurred as a result of any medical assistance, treatment and related expenses, provided in connection with any injuries which I may receive in the competition. **It is agreed that it is compulsory and mandatory that this liability waiver, release, and indemnification agreement be fully completed as a precedent to this official entry form being accepted,** and that the completed liability waiver, release, and indemnification agreement is incorporated by reference as a part of the official entry form. **! UNDERSTAND ALL ENTRY FEES ARE NON REFUNDABLE FOR ANY REASON.**

**Weight & Belt Certification:** I certify the "weight" listed above is accurate to a variance of no more than (+ / -) 5 Lbs. I further agree to be weighed without question or reserve by a member of the tournament staff. Just be honest!

Competitor's Signature:	Date:	<b>OFFICIAL USE ONLY:</b> Checked: <input type="checkbox"/> Bracketed: <input type="checkbox"/> Competitor # _____ Emailed: <input type="checkbox"/> Paid: _____ Total: \$ _____
Parent/Guardian's Signature:	Date:	

# General Rules:

Uniforms: Please, NO shorts, T-shirts or summer style uniforms at all (EXCEPT FOR DEMO!)

Multi-colored are acceptable for all divisions.

--No inappropriate language or graphics on the uniform please.

\* TOE AND FINGER NAILS MUST BE CUT SHORT FOR HEALTH & SAFETY!!

○ We ENCOURAGE and welcome to video matches outside the boundary markers.

○ SPECTATOR VIDEO IS NOT ALLOWED TO CHALLENGE THE DECISION OF ANY OFFICIAL OR OUTCOME

## Outline of Schedule of Events: FRIDAY NIGHT HELPERS MEETING @ 6:30pm

- **9am Coaches and Judges meeting (to pick up bracelets and Packets)**
- **9:15 am** Doors open (Packets are given to Instructors or coaches ONLY).
- **9:30 am** Opening ceremonies Color Guard and National Anthem
- Electronic sparring will be going throughout the entire competition 'til done

# MARCH 2018 EVENTS:

## Traditional Poomsae AND Traditional Team Forms:

- Players will be divided by age and rank.
- Time limit: 1 minute and 45 seconds for single player. 3 minutes max for TEAM forms
- Players may choose which Poomsae to perform.
- NO music or boards will be allowed in the Poomsae division. (That is in creative forms.)
- Poomsae will be judged based on the following criteria:
- Correct body posture, STANCES, Power, Balance between rhythm and speed, Focus, Continuity, Flow.

## Creative Forms AND Creative Team Forms:

- **NO TRICKING division:** (more than 90 degree inverted is NOT allowed, cartwheels and rolls not allowed or jumping more than 360 degrees)
- **TRICKING division:** ALL Tricks and flips are allowed.
- Time limit: 1 minute and 45 seconds for single player. 3 minutes max for TEAM forms
- Set-up and take-down is 2 minutes Max.
- Each team will provide their own: music, props, boards and support staff.
- **NO FIRE OR WATER! NO Confetti or Fruit/vegetables.** Please clean up your own splinters
- Judging will happen on overall creativity, entertainment, and performance Base Scoring will be based on sharpness, focus, technique, energy, and entertainment value

## Weapons AND Team Weapons Forms:

- Players will provide their own weapons for use.
- **NO TRICKING division:** (more than 90 degree inverted is NOT allowed, cartwheels and rolls not allowed)
- **TRICKING division:** ALL Tricks and flips are allowed.
- Time limit: 1 minute and 45 seconds for single player. 3 minutes max for TEAM weapons
- Players may use music and boards only if they provide the music player and boards.
- **Use of fire, water, fruit, vegetables and/or confetti IS STRICTLY FORBIDDEN IN THIS TOURNAMENT.**
- Players will be judged on their skill with the weapon and the overall showmanship including sharpness, focus, technique, energy, and entertainment value.

## Power Breaking: (HAMMER FIST)

- Divisions divided by age, rank, and gender
- Each round, another board will be added to a fixed board holder (not people), failure to break will not continue to next round.

## **Jumping Front Kick: (BREAKING)**

- Divisions divided by age and 3 rank divisions (Beginner / Intermediate / Advanced)
- Each round, another board will be added to a fixed board holder (not people), failure to break will not continue to next round.

## **Jumping Front Kick: (TARGET)**

- Divisions divided by age and 3 rank divisions (Beginner / Intermediate / Advanced)
- Each round Kicker must touch the target, failure to touch the target will not continue to next round.

## **Sword Fighting (Point Sparring):**

- 4.1 There will be 3 judges for each match; score will be awarded if at least two of the judges agree on a score. Any Judge may stop the match when a successful hit has been landed and allow the judges to score immediately, and then resume the match when points have been awarded.
- Most points at the end of the match wins
- A helmet with a full face shield is required please **bring** your own headgear with face shield.
- Hits to the head - 3 points
- Hits to the body – 2 points
- Hits to arms or legs – 1 point
- No score will be given to mutual cuts.
- NO Score zone parts of the body: hands, forearms.
- NO WILD SWINGING! (meaning going past your intended target without control)
- Gross violations of the rules will result in a warning; the 3<sup>rd</sup> warning will be a disqualifying act.
- Violations of the rules will result in point addition for opponent.

## **Tiger Tails/Flag Sparring: (Solo, Melee, 2v2)**

- Players will be divided by age and rank.
- Head gear with face masks are required in this event.
- If a player is on the ground the match will only stop if a tail is taken or someone goes out of bounds
- Tigers Tails is a single elimination event.
- All players will be given 3 tails to place in their belts.
- NO purposely falling down is allowed.
- NO holding, tripping or pulling the player's actual belt is allowed.
- The player who keeps the most tails on them is the winner.
- If a tail falls out during the match it is considered pulled.
- Ties will be decided by the number of tails on the player and the number of captured tails.

**Melee** is (**all vs.all**) players as a group with all competing for the last tail last one with a tail wins or the most tails at the end of the match wins. There is no out of bounds penalties. Only warnings.

**2v2** is 2 players with 3 tails each and if one has no more tails the match stops and that player without tails is excused from the ring, then play continues 1v2 accordingly.

# Knife Fighting:

**Duration:** Single knife competition with 2-minute rounds (no breaks)

- BEGINNER- 0-2 years of Knife Fighting experience
- INTERMEDIATE- 2-4 years of Knife Fighting experience

## 1. Safety Equipment

Face Protection required, Groin guards mandatory, all competitors are responsible to bring their own safety equipment.

Special combat knives (soft knives) will be used in the competition to guarantee safe fights.

The competition knives will be provided by the organizer.

We will be **using CHALK** on the blade of the knife to determine cuts... please wear clothes accordingly you don't really want your uniform to get stained, Street clothes are okay.

## 2. Penalties 5 penalties will be disqualification

2.1 Leaving the ring – Penalty and 1 point deducted

2.2 Stabbing Throat or Face Penalty and 3 Point added to the other player

2.2 Turning the back on the opponent excludes spins – 1 points deducted

2.3 Foul (e.g. kicking, punching, excessive force, purposeful hitting after the stop command – 2 points deducted

Losing a knife during the fight will give your opponent 4 points. If the knife falls out of your hands for any reason (slips, drops, knock-away, etc.) your opponent will be awarded 4 points.

2.4 **Exception:** If the weapon is dropped due to impacting the opponent on a scoring strike, the point(s) will be awarded for strike.

## 3. Rules

3.1 No intentional stabs to the throat or face.

3.2 You may slash to the face, but no stabs to the face.

3.3 No punching, kicking or kneeling

3.4 No takedowns or throws.

3.5 No hitting with pommel of knife.

3.6 Free hand blocking and trapping and stripping/knocking away of the knife is allowed (no knees)

3.7 Open hand passing is allowed.

3.8 Open hand tapping/blocking/ is allowed.

3.9 Coaches are allowed, but they must stay in the designated areas. No exceptions.

## 4. Scoring

4.1 There will be 3 judges for each match; score will be awarded if at least two of the judges agree on a score. Any Judge may stop the match when a successful hit has been landed and allow the judges to score immediately, and then resume the match when points have been awarded.

4.2 Hits to the head and neck - 3 points

4.3 Hits to the body – 2 points

4.4 Hits to arms or legs – 1 point

4.5 No score will be given to mutual cuts. We want to discourage "trading blows", as this is not likely in a real knife fight. If after 2 minutes the score results in a tie, there will be a 1-minute "Sudden Death" round added to determine a winner. The first clean score during a "Sudden Death" round will determine the winner.

## WTF Olympic Sparring:

- **Olympic Sparring Equipment:** Head gear, Chest protector, groin guard, forearm/shin guards, and mouthpiece.
- Uniform **MUST** cover the sparring pads for safety.
- Face Shield may be worn (optional) if face shield is worn mouthpiece is then optional.
- A **\$10 “Electronic sock” rental fee** applies for all those who use the KP&P EVO system unless you have your own electronic socks: (we will be using KP&P AND Daedo electronic gear)
- Everyone 12 yrs old+ participating in WTF sparring **will rent** Electronic socks.
- Players are bracketed by: Age, Gender, weight, and belt rank (in this order).
- **Light head contact... only 1 head warning will be given as gam-jeom. 2nd head warning is disqualification.**
- We will generally be following the current WTF rules, with light head contact for all competitors This allows students to practice while feeling safe.
- For Updated 2017 US open rules please watch this video:  
<https://www.youtube.com/watch?v=sVDMkJNGqkM>
- **Colored belt matches:** TWO 60 second rounds W/30 Sec. break in between.
- **Black Belt matches:** TWO 90 second rounds W/ 45 Sec. break in between.
- Current WTF point gap will be used (12 points or more in the 2<sup>nd</sup> round) We ask students to take care of their opponents. If a competitor is more than 10 points ahead, we ask them to work on challenging techniques to enhance their skills.
- Sudden death and superiority of judges will be used to determine a winner in the event of a tie.
- When a contestant receives ten (10) “Gam-jeom”, the referee shall declare the contestant loser by referee’s punitive declaration.

### 3. The valid points are as follows.

3.1 One (1) point for a valid punch (clenched fist to your opponent's chest protector)

(Although it's got to be a very powerful punch to score!)

3.2 Two (2) point for a valid kick to the trunk protector

3.3 Two (3) points for a valid turning kick to the trunk protector

3.4 Three (3) points for a valid kick to the head

3.5 Four (4) points for a valid turning kick to the head

3.6 (1) point awarded for every One (1) “Gam-jeom” given to the opponent contestant

### 4. Prohibited acts.

4.1 The **following acts** shall be classified as prohibited acts, and “**Gam-jeom**” shall be declared.

4.1.1 Crossing the Boundary Line **with one foot (different than National rules)**

4.1.2 Falling down

4.1.3 Avoiding/Evading (turning your back on an opponent) or delaying the match

4.1.4 Grabbing

4.1.4 Pushing the opponent while another technique is happening

4.1.5 Lifting the leg to block, or/and kicking the opponent’s leg to impede the opponent’s kicking attack,

4.1.6 Lifting a leg without a following technique or kicking in the air for more than 3 seconds to impede opponent’s potential attacking movements

4.1.6 Kicking was aiming to below the waist

4.1.7 Hitting the opponent’s head with the hand

4.1.9 Attacking (or attempting to attack) the fallen opponent