



WDU / USG NATIONALS

Procedures + Rules FORMS/WEAPONS



1. When the scorekeepers and judges arrive at the ring, the scorekeeper will record the names of the judges prior to the first division starting.
2. When the division is called, the judges will use the books and division sheets to make sure all competitors are present for the division about to run.
3. Judges should review the appropriate score ranges as provided based on the number and rank of the competitors. Judges may not deviate from this range.
4. Scorekeepers cannot leave the scorekeepers position without a trained replacement. Anyone approaching the scorekeeper with questions will be directed straight to the center judge.
5. All forms and weapons forms will be performed one competitor at a time.
6. When the division begins after the center judge bows in the division, the scorekeeper will call the first competitor up in a loud clear voice, “COMPETITOR 1 UP, COMPETITOR 2 ON DECK”.
7. The first three competitors will perform their forms one at a time. They will not receive a score at the end of their form. After the first three competitors have gone, they will be recalled in the same order to receive their scores. After the first three competitors have received their scores, the judges will score each competitor as they go.
8. When the competitor finishes their form, the center Judge will say, “JUDGES CALL” and one scorekeeper will call the scores out in a loud clear voice while the other scorekeeper records the scores.
9. When 5 judges are present, the scorekeeper will drop the highest and the lowest scores, and then add the remaining three scores together. This is the score that will be recorded. Divisions may be run with 3 Judges, in this instance all three scores will be used to calculate the recorded score.
10. To keep the tournament moving efficiently, the scorekeeper should tally the scores as the next competitor is competing. DO NOT WAIT UNTIL THE END OF THE DIVISION TO TALLY SCORES.
11. In the event of a tie in a division of 5 Judges being present, the low score will be added back in to break the tie. If a tie is still present, the high score will be added in. In the event a tie is still present both competitors will perform their form again. The tied competitors will then line up and the judges will point to determine a winner. If a tie is present with three judges, the competitors will perform their form again and the judges will point to choose a winner in the same fashion. Competitors may choose to perform the same form, or a different acceptable form in the event of a tie.

12. At the finish of the division the scorekeeper will record the names of the 1st, 2nd, 3rd and 4th place competitors to be double checked by the center judge.
13. Competitors are required to perform a “traditional” Tang Soo Do Hyung that is appropriate for their rank. For clarification on this matter please refer to the list of acceptable Hyung. Chil Sung and Yuk Ro Hyung are run as a separate division for Dans only.
14. Hyung and Weapons forms are to be Scored on the following criteria:
 - a. Appropriate Speed and Power
 - b. Ki-ahp and Breathe Control
 - c. Tension and Relaxation
 - d. Intent, Rhythm, and precision of movements
 - e. Spirit and Mental Attitude
 - f. Understanding the distinctive features of the Hyung
 - g. Perfect Finish
15. If a weapon is dropped or breaks in the black belt division, that competitor is disqualified and receives no score. In a Gup division there will be a full 1 point deduction from the competitors final score and they may re start their form.
16. Weapons: No live blades of any sort may be used. The center judge must inspect all weapons for safety, all
17. Weapons forms should maintain the spirit of the traditional martial arts. Techniques in the forms should demonstrate proper understanding of the weapon and intent with strikes.
18. Only Traditional Tang Soo Do Uniforms may be worn. Only White uniforms with the appropriate colored trim (Midnight Blue or Black) will be allowed.

	WDU/USG Nationals Scoring Ranges	
# of Competitors	Beginner- Intermediate White/Orange/Green/Blue	Advanced - Black Belt Red/Brown/Black
8 or Fewer	7.85-8.00 Median (7.92 / 7.93)	9.85 - 10.00 Median (9.92-9.93)
9 to 15	7.80 - 8.00 Median 7.90	9.80 - 10.00 Median 9.90
16 to 25	7.75-8.00 Median (7.87/7.98)	9.75 - 10.00 Median (9.87/9.88)