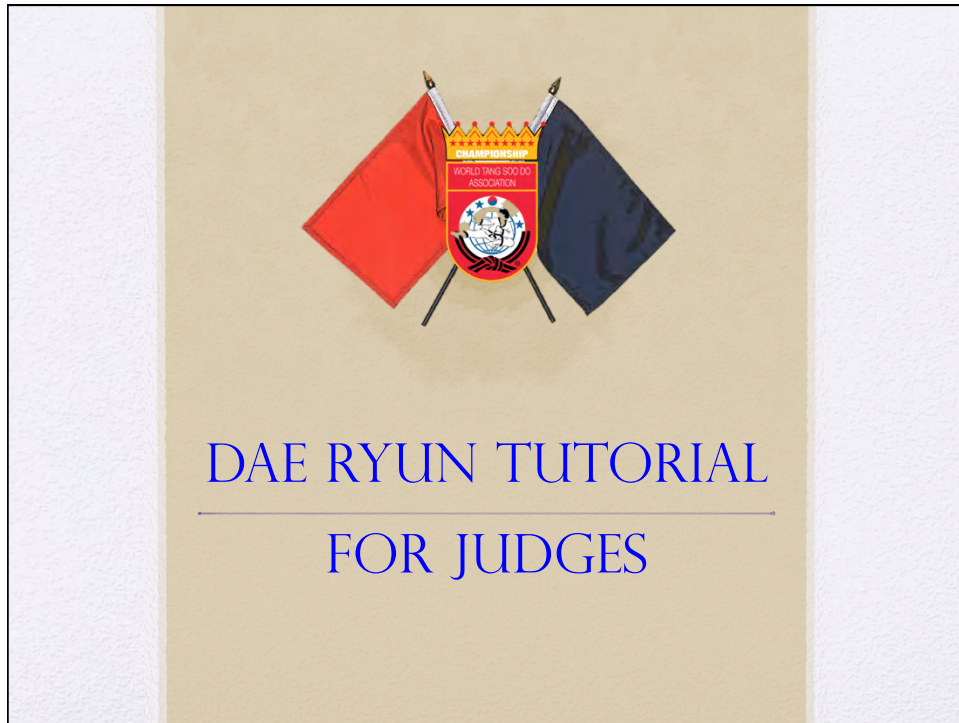



WTSDA Judges – Dae Ryun Tutorial






GOALS

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

- You will learn how to manage your responsibilities in the ring according to WTSDA Championship rules and guidelines.
- What you learn will minimize the negative impact of common competition challenges.



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EXPECTATION OF JUDGES

PROFESSIONAL

Appearance and Behavior!

- Proper Dobohk
- No wild and colorful footwear
- No cell phones or cameras out while on floor!
- Phones on mute – no ringing during competition
- 100% attention is on competitor – not other rings or sleeping
- No inappropriate comments



EXPECTATION OF JUDGES

PROFESSIONAL

Appearance and Behavior!

- Proper Posture in ring during dae ryun. You don't need to crouch down to see points.



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

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GENERAL CHAMPIONSHIP RULES

- Competition is open to all registered members of the WTSDA except for Sam Dans who have been invited and accepted the invitation to at least one Master's Clinic.
- All judges and competitors must wear traditional, official WTSDA dobohk. The dobohk must be clean and have all WTSDA patches, trim and solid colored belt relevant to the rank of the individual.
- Jewelry or piercing of any kind may NOT be worn.
- Only competitors and officials are permitted to enter the competition area.



GENERAL CHAMPIONSHIP RULES



- Judges are to remain on duty in their assigned ring even though there are competitors from their studio. Highly respectful, fair decisions are expected in the Tang Soo spirit.
- Good ethical character of fairness, integrity, respect and humility is highly valued by competitors, spectators, and judges and contributes to the success of any event for everyone involved. Intentional prejudice, careless application of the rules, or lack of attentiveness by judges shall be cause for immediate dismissal from their duties.

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THE BASICS



- Judges are a VERY important part of the judging team.
- Be organized, professional and attentive.
- Do not hesitate to consult an arbitrator if there is a problem and remain calm. It is important to resolve any problems right away, if not things can only get worse.



DAE RYUN PERSONNEL



Gup Divisions

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

Dan Divisions

- 5 judges
- Scorekeeper
- Timekeeper

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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

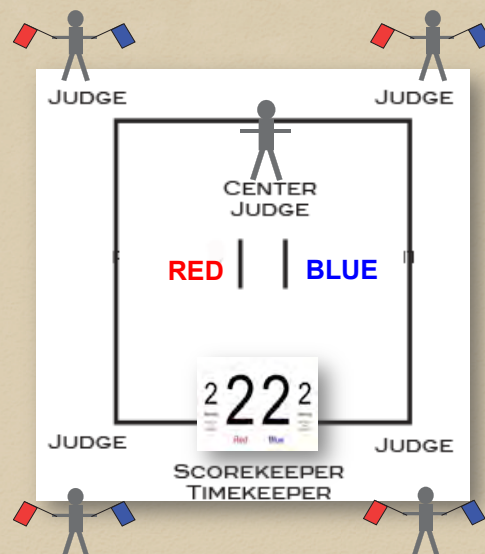
- knows their duty
- familiar with the dae ryun score card

Timekeeper

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



DAE RYUN – RING SET UP



- 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 flags in the proper hands to match the competitors.
- Center judge faces the scorekeeper and timekeeper.

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DAE RYUN RING SET UP

The diagram shows a square ring layout. In the center is a white square labeled 'CENTER JUDGE'. To the left and right of the center are two vertical lines labeled 'COMPETITORS'. At the four corners of the ring are red L-shaped markers, each labeled 'JUDGE'. Below the center square, the text 'SCOREKEEPER TIMEKEEPER' is written.

Center judge should not be an obstacle for the competitors or the corner judges.

Corner judges stay in YOUR corner. You can take one step to either side of your corner.

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. See the signals & scoring tutorial for more information

Center Judge

Hand Signals

Flag Signals

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KEY DAE RYUN RULES

- All protective gear is required
- No jewelry – NO EXCEPTIONS!
- Be familiar with Bye-out system
- Target zones (see rule book)
- Illegal moves (see rule book)
- Penalties
 - Warnings
 - ✓ 2 warnings = point deduction
 - ✓ 3 warnings = disqualification
 - Immediate Point Deduction – **majority** decision
 - Immediate Disqualification - **unanimous** decisions for extreme cases
- Use proper flag/hand signals and terminology



**See pages 28-41 of the 2016 Championship Rulebook for more details*



BEFORE STARTING A MATCH



Instructions to Scorekeeper/ Timekeeper

- *Scorekeeper* – get dae ryun scorecard ready.
- *Timekeeper* – be sure they know how to use the timer and that it is working.

Checking in Competitors

The center judge will receive all the materials needed for the ring. After competitors report to the ring, the competition cards are collected by the center judge or someone they designate.

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BYE OUT SYSTEM



The center judge works with the scorekeeper and other judges to set up the bye-out sheets which determines the sparring pairs and the order. Tickets are collected and the scorekeeper records the competitor's name in the appropriate spaces.

Details on how to set up a bye-out sheet can be found in the bye-out tutorial.



GENERAL OPERATION OF RING

- Instructions to judging team & competitors by the center judge.
- Center judge bows everyone in
- During the match
 - Corner judges yells *Call* while center judge yells *Jung Ji* or *Stop*
 - Center judge – make sure you give the corner judges enough time to reset before calling *Judges, Ready? Judges, Call*
 - Calls displayed at same time
 - Take care of all **penalties first** and points second
 - Keep action moving
- Ending the match
 - Center judge bows everyone out
 - Double check the paperwork.

**See pages 28-41 of the 2016 Championship Rulebook for more details*

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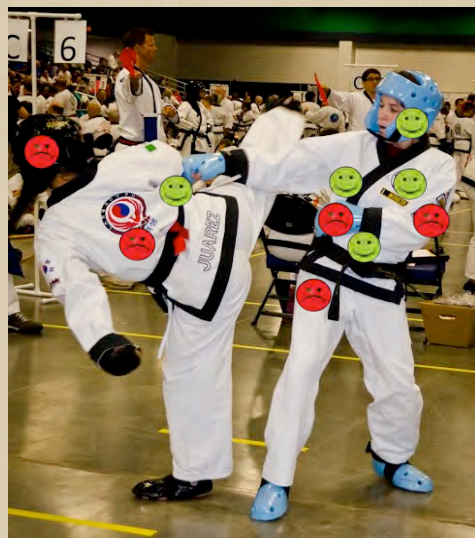
WARNING OR POINT?



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 judges for any points that may have been scored.



TARGET ZONES FOR VALID POINTS



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

Front and sides of the head and neck areas are legal for foot techniques. The back of the head is not a legal target.

Contact to the head and neck is forbidden.

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*

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POINT ZONES



Kicks toward the head – In order to receive a point for a kick toward the head, the foot must break the plane of the shoulders without touching the head.

No points will be awarded if contact is made.

More details can be found in the signals and scoring tutorial.



SIGNALS FOR 'CALL'

After the center judge stops the action with STOP, he/she 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 or warning 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/she 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 warning
- Warning Red
- Warning Blue

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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 then one point will be deducted.
- Mandatory Disqualification – 3 warnings = disqualification OR very severe penalty if ALL judges agree then competitor is disqualified.

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




OVERTIME

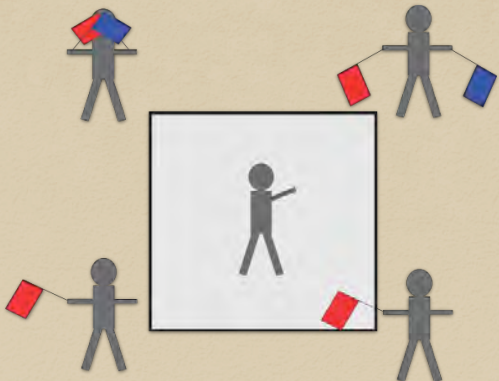


Overtime – does not wipe away any warnings. So if you get second warning in overtime you will lose a point – and you will lose the match!

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SCORING



Be familiar with how scoring is done. This example causes the most problems.

Explanation:

No see – removed from decision

No point – cancels one *Point Red* and one *Point Blue*

Result - Point Red

**See page 40 of the 2016 Championship Rulebook for more examples as well as the signal & scoring tutorial.*



TINY TIGERS/LITTLE DRAGONS

- Let them have fun!
- Make sure everyone goes once.
- TWO minutes ONLY
- Protection headgear AND mouthpiece OR shielded headgear (not provided) for this age group only!



OR



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TINY TIGER & LITTLE DRAGON DAE RYUN DIFFERENCES



- *Center judge* – make the competitors feel comfortable and relaxed.
- *Timekeeper* – matches are 2 minutes and do not stop time unless the center judge tells you.
- *Scorekeeper* – call up competitors the same as a regular sparring match.



TINY TIGER & LITTLE DRAGON DAE RYUN DIFFERENCES



- Colored belt strips are removed from the opponent's belt – 2 in the front and 2 in the back.
- The first one to remove all belt pieces OR has the most after 2 minutes is the winners.

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TINY TIGER & LITTLE DRAGON DAE RYUN DIFFERENCES



- **NO** bye-out system is used but every competitor spars once.
- Run in the same manner as a regular dae ryun match. When a belt piece is removed, the action is stopped and the judges use hand or flag signals.



DAE RYUN SCENARIOS

*Before the competition but after the bye-out sheet was complete, one of the missing competitors shows up. **What do you do?***

Since you have not started any matches, redo the bye-out sheet with all the competitors.

*The bye out is set and several competitors have sparred but a competitor who was in the rest room was not included in the bye out. **What should you do?***

Call an arbitrator to help you sort out the problem to ensure a fair competition. To avoid this problem, **ALWAYS** double check with all competitors if they are sparring before setting up the bye-out sheet.

WTSDA Judges – Dae Ryun Tutorial



DAE RYUN SCENARIOS

When setting up the bye outs, the center judge did not match competitor's size and some of the competitors are from the same studio. How do you handle this? What do you do if the competition already started?

If possible, correct this **before** the competitions start. If the competition already started, see if you can correct the remaining matches. If you are not sure how to proceed, call an arbitrator to help.

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.



DAE RYUN 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.

One of the competitors came up to spar with a similar name to the one who was suppose to spar. At the end of the match, the winner comes over and tells the scorekeeper their name and it is not the person that was called. What should you do?

Call an arbitrator to help you sort out the problem to ensure a fair competition. To avoid this problem, ALWAYS have the scorekeeper call up competitors by their first and last names.

WTSDA Judges – Dae Ryun Tutorial



DAE RYUN SCENARIOS

*A competitor was injured temporarily stopping the match however the center judge forgot to tell the timekeeper to stop time. **What do you do?***

As a corner judge, you should tell the timekeeper to stop time so that the center judge can take care of the injured competitor.

*There is a call for point and competitors go back to the wrong spots and the center judge does not notice this switch. **What do you do?***

In a respectful manner, get the attention of the center judge and let him know that they went to the wrong spots.



DAE RYUN 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.

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DAE RYUN SCENARIOS

One of your corner judges is getting so wrapped up in the matches, he/she is constantly in an adjacent corner right next to another judge.

What do you do?

Between matches, call a conference with all the judges and remind them that they need to remain in their corner. If it remains a problem, call an arbitrator to have them replaced.

During a match, one of the competitors gets injured and is unable to continue. **What do you do?**

In handling an injury where a competitor is unable to continue, the judges are polled to determine the winner. If the judges decide the injured competitor is the winner, he/she will move to the next bracket.



DAE RYUN SCENARIOS

One of the competitors can not remove her wedding band and her instructor told her she could keep it on. **What do you do?**

Championship rules clearly state NO jewelry. This is a safety issue. If it remains a problem, call an arbitrator.

One of the competitors has studs that require a special tool to remove. He can not remove them because he forgot the tool. **What do you do?**

Again, Championship rules clearly state NO jewelry. This is a safety issue. The competitor should have removed them before attending. If it remains a problem, call an arbitrator.

A competitor can't find her mouthpiece. **What do you do?**

Championship rules clearly state a mouthpiece is required for sparring. This is a safety issue. They must find one or not spar. If it remains a problem, call an arbitrator.

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DAE RYUN REVIEW

- Before starting make sure everyone has a clear understanding of the rules and their duties.
- Check and double check the bye-out sheet 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.
- The timekeeper sets the stopwatch for 2 minutes. Time starts when the center judge begins the match and continues for two minutes, or until the center judge tells the timekeeper to stop the clock. **The clock clock is not stopped every time the center judge calls *Jung Ji*.** Time can only be stopped by the center judge.
- All corner judges must be attentive to the ring and provide fair and consistent judging to all competitors.



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!

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GOT PROBLEMS?



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



THANK YOU!

For more information, please email Master Rich
Arteca
WTSDA Judging Coordinator
MasterA@artecas.com

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- Master Tom Marker & WTSDA Photograph Committee