

WEST PASCO
KOREAN MARTIAL

FREE
T-SHIRT
WITH
ENTRY



APRIL 27
2024

2nd Annual INVITATIONAL

\$45

FOR 1ST DIVISION

+\$5

EACH ADDITIONAL DIVISION

TRADITIONAL OPEN HAND FORMS
TRADITIONAL WEAPONS FORMS
POINT SPARRING
BOARD BREAKING

**DAYSPRING ACADEMY
OVATION CAMPUS**

8330 DAYSPRING ACADEMY WAY,
PORT RICHEY, FL 34654

WESTPASCOKMA.COM | (727)277-8828

Basic Info and Schedule

Date: Saturday, April 27th 2024

Registration: To register, please fill out the registration form and mail to 6610 Embassy Blvd. Port Richey, FL 34668 with check or email registration form to WestPascoKMA@gmail.com and send payment via PayPal using email address WestPascoKMA@gmail.com

Location: Dayspring Academy Ovation Campus – 8330 Dayspring Academy Way, Port Richey, FL 34668

Schedule:

8:00am – 9:30am: Registration

9:30am: Judges Orientation

10am: Bow In

10:30am: Competition Starts

11:30pm – 12pm (approximately) Lunch Break

****Divisions and times are subject to change at the discretion of the tournament directors****

Order of Divisions:

-Tiny Tigers/Little Warriors (4-7 year olds)

-Black Belt Open Hand Forms

-Beginner Belts (10th-7th Gups)

-Lunch

-Black Belt Point Sparring

-Advanced Belts (6th-1st Gups)

-Black Belt Weapons

Awards: Awards will be given for 1st, 2nd & 3rd Place in all rings. Trophies will be given for Grand Champions.

Grand Champions will be awarded based on points earned. There will be one each of Gup Grand Champion and Blackbelt Grand Champion. Points will be figured as: 1st place – 10 points, 2nd place – 8 points, 3rd place – 5 points. No points will be given for other places.

We will do our best to keep competitors in the same ring for weapons, breaking, forms, and sparring. Please be sure all competitors have their sparring gear, weapons, and boards with them in their respective rings.

Fees:

- Early Bird Entry (Through March 31st): \$45 fee for first division. \$5 fee for each additional division.
- ***Comes with T-Shirt***
- Late Entry (After March 31st): \$55 flat fee for first division. \$5 fee for each additional division. ***Does not come with T-Shirt***
- Spectators: \$5 at the door, children 5y or younger are free.

NO PERSONAL CHECKS OR CREDIT CARDS WILL BE ACCEPTED THE DAY OF THE TOURNAMENT

NO ONE WILL BE ALLOWED IN COMPETITION AREA WITHOUT A SPECTATOR OR COMPETITOR PASS

****Email WestPascoKMA@gmail.com with any questions****

TOURNAMENT RULES

General Rules

1. Traditional uniforms must be worn. NO T-SHIRTS.
2. Proper discipline and respect must be maintained at all times. Any disrespect or improper attitudes will result in immediate disqualification.
3. There will be between 3 and 5 judges per ring.

Little Warriors

1. Little Warriors will compete in Forms and Flag Sparring
2. All competitors in Little Warrior divisions will get medals

Form Rules

1. Scoring will be on a 0 – 9.5 scale at 0.5 intervals.
2. In the event of a tie, the highest score will be dropped, and scores will be re-calculated, if there are 3 or 4 judges on the ring. If there are 5 judges on the ring, the highest and lowest scores may be dropped and scores recalculated at the center judge's discretion. If the tie still exists, a different form will be requested. If the student is new and only knows one form, he or she can repeat the same form. Otherwise, a different form must be performed.
3. Beginner ranks (10th gup – 7th gup) are allowed one free restart of their form. Following restarts result in a score drop of 2.5. Advanced belts (6th gup – 1st gup) will have a score drop of 2.5 for every restart. Cho Dan Bo and Black Belts will have a score drop of 5 for every restart.
4. Loss of balance at Beginner rank is a score drop of 0.5. Loss of balance at Advanced rank is a score drop of 2.5. Loss of balance at Cho Dan Bo and Black Belt ranks is a score drop of 5.
5. Music is not allowed

Weapons Forms Rules

1. Scoring will be on a 0 – 9.5 scale at 0.5 intervals.
2. In the event of a tie, the highest score will be dropped, and scores will be re-calculated, if there are 3 or 4 judges on the ring. If there are 5 judges on the ring, the highest and lowest scores may be dropped and scores recalculated at the center judge's discretion. If the tie still exists, a different form will be requested. If the student is new and only knows one form, he or she can repeat the same form. Otherwise, a different form must be performed.

3. Beginner ranks (10th gup – 7th gup) are allowed one free restart of their form. Following restarts result in a score drop of 2.5. Advanced belts (6th gup – 1st gup) will have a score drop of 2.5 for every restart. Cho Dan Bo and Black Belts will have a score drop of 5 for every restart.
4. Loss of balance at Beginner rank is a score drop of 0.5. Loss of balance at Advanced rank is a score drop of 2.5. Loss of balance at Cho Dan Bo and Black Belt ranks is a score drop of 5.
5. Loss of control of weapon at Beginner rank is a score drop of 0.5. Loss of control of weapon at Advanced rank is a score drop of 2.5. Loss of control of weapon at Cho Dan Bo and Black Belt ranks is a score drop of 5.
6. Music is not allowed

Sparring Rules

Foam dipped sparring gear for head, hands, feet, mouth guards (unless you are wearing a face shield) and groin protection for male competitors are required for sparring competitors in all divisions! Optional gear: chest guard, shin guards, forearm pads, face shield.

Allowed contact levels:

Beginner (10th gup – 7th gup) – ZERO contact allowed to head, face or body.

Advanced (6th gup – 1st gup) – Light contact to the body, ZERO contact to head or face.

Cho Dan Bo & Black Belts – Medium contact to the body, light contact to head, ZERO contact to face.

Excessive contact WILL RESULT IN A WARNING. Warning as a result of contact can go straight to minus a point per the discretion of the Center Judge. If contact is done purposefully or with malicious intent, judges can go straight to disqualification at the discretion of the Center Judge.

Techniques that are NOT allowed and will result in warning or disqualification:

1. Spinning hand techniques.
2. Open hand techniques to the face or head (slapping, chops, spear hand, etc.).
3. Techniques below the belt.
4. Techniques to the back of the head.
5. Sweeping.
6. Techniques thrown to the spine area.
7. Contact of any kind to the face.
8. Unsportsmanlike conduct ("showboating", name calling, etc.).

9. Running out of the ring during sparring (judges will be allowed to issue warnings to competitors for running out of the ring during sparring). Stepping outside of the ring for forms or weapons that span long distances is allowed and should not be punished by deducting any points.
10. Coaching from the sidelines from parents, instructors, spectators, etc.
11. Arguing with judges about a call. Please show respect. The judges have been practicing martial arts for a long time.

All of the above can result in a warning, loss of point or disqualification! Two warnings result in a loss of a point and three will lead to disqualification. Judges can go right to minus a point or disqualification, depending on the severity of the infraction at the discretion of the Center Judge.

Techniques that are allowed but aren't considered a point:

1. Lead hand jabs to the body.
2. Open hand techniques to the body.

Techniques that are allowed and are considered a point:

1. Backfists to the head. Backfists to the back of the head are not allowed.
2. Hammer fist to the head. Hammer fists to the back of the head are not allowed.
3. Straight hand punches (vertical punches)
4. Lead hand punches to face (with no contact)
5. Choon Dan Hang Jin (Lead hand punch coming from chamber and with hip rotation)

How Points are Scored

1. Rounds will be 5 points or 2 minutes, whichever comes first, for Beginner and Advanced belts. 7 points or 2 minutes, whichever comes first, for Cho Dan Bo and Black Belts.

Scoring System

2. Punches and Kicks score ONE point.
3. Jumping and Spinning Kicks score TWO points.
4. Jumping kicks and flying kicks where the trailing leg is ABOVE the opponent's belt (flying side kick, jump front with rear leg, jump round with rear leg, etc.) and jump spinning kicks score THREE points.

5. A point and a warning CANNOT be given to the same competitor at the same time. A point can be given to one competitor and a warning to the other.
6. In the case where some judges call "no see," more than one judge must have seen the point in order for the point to be scored when there are more than 3 judges on a ring.

Breaking Rules

1. Wood is the only material allowed for breaking for all ranks.
2. Wood will be available at the tournament for purchase while supplies last.
3. Only competitors and board holders will be allowed in rings.
4. All belts below black are limited to two breaks. Black belts may do 2 or 3 breaks at their discretion.
6. All competitors with belts below black belt will be allowed three total attempts to break, not three attempts per station. Black Belts will be allowed ONE attempt. Again, this is TOTAL attempts, not attempts per station.
7. In the event of a tie, the highest score will be dropped, and scores will be re-calculated, if there are 3 or 4 judges on the ring. If there are 5 judges on the ring, the highest and lowest scores may be dropped and scores recalculated at the center judge's discretion. If the tie still exists, competitors will do ONE break of their choosing or the center judge's choosing, with ONE board.
8. Separators are not allowed.
9. Breaks shall be judged based on their difficulty. For example, a jumping front kick will be scored higher than a regular front kick, also, a front kick with two boards will be scored higher than a front kick with one board.
10. Any competitors below 13 years of age must use pine boards that measure no less than 1"x6"x12" or 1"x8"x12". Competitors 13 years old and older must use boards measuring no less than 1"x8"x12" or 1"x12"x12". Any boards that are not 1" thick or do not comply with these measurement standards will be scored at a lower level than those boards that do comply with these standards due to the difficulty level being lower.

