

Oregon State Hanmadang Rules Addendum

Complete rules for official US Open Hanmadang events can be found on the US Open Hanmadang website: <u>http://www.usopentkd.com</u>

Rule modifications to official events and rule summaries for unofficial events are provided below.

TDC – Championship Team Demo

Rules will be the same as for the US Open Hanmadang event, except the minimum team size will be reduced from 5 members to 3 members.

IPPH – Individual Power Breaking Palm-Heel Strike

Rules will be the same as for the US Open Hanmadang IPKH - Individual Power Breaking Knife Hand (downward) event except the strike used will be a palm-heel strike.

ISW – Individual Sword Cutting

Please refer to the separate, event-specific rules document for this event.

IAST – Individual Archery – Stationary Target

Please refer to the separate, event-specific rules document for this event.

IFS - Individual Flying Side Kick

- 1. Each participant has a maximum of 30 seconds to attempt to break with a Flying Side 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.
- 4. The running distance is approximately 6 meters, and the starting board distance will be determined by the referee.

- 5. The order of participants (who breaks first) will be determined by height. The shortest person in division will attempt to break first.
- 6. Participants must break the board to advance to the next round. A cracked/hanging board will be counted as a break.
- 7. After each round the board distance will be increased, determined by the referee.
- 8. The participant to break the farthest board will be the winner.
- 9. If two participants fail to break the board at the farthest spot, both will get one more attempt. If still a tie, the youngest participant in junior divisions & eldest in the senior divisions will be declared the winner.
- 10.Non-Break If any part of the body touches the floor other than the feet, immediate failed attempt. Or the participant knocks over the jumping bar, either at the start or at the end.

ITFWW - Individual Traditional Forms With Weapons TTFWW - Team Traditional Forms With Weapons

1. Base Points - Each participant always begins with 50 points.

2. Only martial arts weapons are allowed. Any weapon blade must be dull and approved by the Organizing Committee. Weapons must be durable enough for the purpose intended (for example a bo should be able to strike a target without breaking).

- 3. Weapons should reflect the size of the competitor.
- 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. Execution of any foot techniques
 - iii. Speed and Power of Each 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. Weapon Handling (10 points)

i. Proper grip for the weapon

ii Handling and movement of weapon, including proper chambers, strikes and targeting iii orientation of blade (on bladed weapons) for proper cut.

d. Creativity (10 points)

i. Composition of choreography

- ii. Creativity of entire routine
- iii. 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).

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

8. Teams will follow the same rules as individuals with allowances made for team dynamics. Those aspects will mirror the criteria for Team Creative Weapons on the US Open site.