



TSTA WEAPONS RULES 4/18/2022

RING STAFF:

- The minimum number of judges is 3. The maximum number of judges is 5.
- One of the judges will act as the referee.
- The Technical Advisor or Ring Captain will assign the referee and judges for the division. Monitor the time to determine if a time penalty is to be assessed. The TA or RC will review the scores to verify accuracy and athlete placements.
- A recorder will enter the scores from judges into the score sheet.
- Inspect the weapons for damage, fractures, or loose pieces that may present a safety risk during the weapons poomsae performance.

PROCEDURE:

- 1) Each judge will score the weapons form using a 10-point scale. A minimum of 3 scores will be averaged to determine the total score.
- 2) Music is allowed but not required and must be played by the participant from their device. We recommend participants playing music to test it out beforehand.
- 3) Props are allowed and must be appropriate for a family environment. (For example, a hat is allowed. Weapons are allowed in Weapons division.) Breaking boards are not allowed. All props must be provided by the participant and cannot pose a safety risk to the participant. Flowers and fruit are acceptable. **Absolutely no pyrotechnics, fireworks (including poppers), or flame breaks. Confetti, glitter or similar product is prohibited. Chairs and trampolines are prohibited.**
- 4) Referee will inspect weapons prior to beginning Weapons Poomsae competition at the ring.
- 5) The following will complete each participant's score:
 - a) Correct Execution of Each Technique (40% Weight of Total Score)
 - i) Accuracy of Basic Movements – Hand and foot techniques and stances.
 - ii) Execution of Techniques – Speed and Power of technique and movements.



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iii) Mandatory Kicks: Min. of 2 kicks that consist of: Front kick (Ap Chagi), Roundhouse Kick (Dollyochagi), and Side Kick (Yeop Chagi). Any variation of these kicks is acceptable.

b) Creativity (60% Weight of Total Score)

i) Composition of choreography – The flow between movements and use of floor space.

ii) Creativity of entire routine – Entertainment value

iii) Degree of Difficulty – Turning/Jumping vs stationary techniques

6) Deductions

Major Deductions – 0.3

a) Participant exceeds the 90 second time limit (0.3 point deduction for every 10 seconds over time limit).

b) Para participant exceeds the 150-second time limit (0.3 point deduction for every 10 seconds over time limit). TA/RC will assess the time penalty from total score.

c) Participant fails to perform mandatory techniques (0.3 point deduction for each kick omitted) For example, 1 Front Snap Kick instead of 2 (0.3 point deduction) No Front Snap Kicks (1 point deduction)

d) Falling down or drop the weapon on the ground due to “imbalance” after execution of an any techniques. (No deduction if it is part of the performance routine)

Minor Deductions – 0.1

a) Poor technique while using weapon(s), or other minor errors such as fumbling (but not dropping) a weapon, or slight loss of balance NOT resulting in a fall or significant stumble.

7) Tiebreaker



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- In the event of a tie and 5 judges are utilized, the low and high scores will be included in the total to break the tie. If it is still a tie, highest total Presentation score wins.
- In the event of a tie and 3 judges are utilized, highest total presentation score wins. If it is still a tie, highest total Accuracy score wins.



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WEAPONS SCORING SHEET

Technique (0 to 4.0 max) <ul style="list-style-type: none">• Accuracy of Basic Movements (2.0 max)• Execution of Techniques (2.0 max)	
TOTAL ACCURACY SCORE (+)	
Creativity (0 to 6.0 max) <ul style="list-style-type: none">• Choreography (2.0 max)• Creativity (2.0 max)• Degree of Difficulty (2.0 max)	
TOTAL PRESENTATION SCORE (+)	
(-) Deductions (0.1 minor; 0.3 major) <ul style="list-style-type: none">• Off balance -0.1• Fumbling -0.1• Failing down -0.3• Drop the weapon -0.3• Missing mandatory kicks -0.3 (each missing kick)• Over time -0.3 (every 10 seconds)	
TOTAL DEDUCTIONS (-)	
TOTAL SCORE	