



Weapon Forms Competition

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.
- 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 products are prohibited. Chairs and trampolines are prohibited.**
 - 4) The following will complete each participant's score:
 - a. Correct Execution of Each Technique (40% Weight of Total Score)
 - i. Posture - correct stances
 - ii. Accuracy of Each Hand Technique – In addition to the technique, setting hands properly for blocks and strikes, as well as following the correct path and finishing in the correct place

- iii. Speed and Power of Each Hand Technique
- b. Execution of Compulsory Techniques (Verify completion; Missed Compulsory Kick is a Deduction)
 - i. Execution of the minimum number of kicks (additional types and number of kicks are allowed)
 - 1. 2 Front Snap Kicks (any variation of Front Snap Kicks, Ap Chagi)
 - 2. 2 Roundhouse Kicks (any variation of Roundhouse Kicks, Ap DollyoChagi)
 - 3. 2 Side Kicks (any variation of Side Kicks, Yeop Chagi)
 - ii. Execution of Each Kicking Technique
- c. Creativity (60% Weight of Total Score)
 - i. Composition of choreography
 - ii. Creativity of entire routine
 - iii. Degree of Difficulty

5) Deductions

- a. Participant exceeds the 90 second time limit (1 point deduction for every 10 seconds over time limit). Para participant exceeds the 150-second time limit (1 point deduction for every 10 seconds over time limit). TA/RC will assess the time penalty from total score.
- b. Para participant exceeds the 150-second time limit (1 point deduction for every 10 seconds over time limit). TA/RC will assess the time penalty from total score.
- c. Participant fails to perform required techniques (1 point deduction for each kick omitted)
- d. For example, 1 Front Snap Kick instead of 2 (1 point deduction) No Front Snap Kicks 2-point deduction)
- e. Minor Deductions (0.10 of point each occurrence) – incorrect or 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.
- f. Major Deductions (0.30 of point each occurrence) – grossly incorrect or poor technique while using weapon(s) an unintentionally dropped weapon, or other major errors such as a total loss of balance resulting in a fall or significant stumble during any Taekwondo or non- Taekwondo action.

6) Tiebreaker

- 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. In the event of a tie and 3 judges are utilized, athletes will perform the poomsae 1 additional time. Judges will rescore. If there is still a tie, there will be 2 placements given for that place. E.g. 2 athletes remain tied for 1st place, 2 1st place medals will be awarded.

WEAPONS SCORE SHEET

Competitor Name: _____

Competitor Rank: _____

Weapon: _____

Technique (0 to 4.0 max) <ul style="list-style-type: none"> • Posture • Accuracy Hand Technique • Speed & Power Hand Technique • Kicking Technique 	
(-) Deductions Compulsory Kicking Technique <ul style="list-style-type: none"> • 2 Snap Kicks • 2 Roundhouse Kicks • 2 Side Kicks 	
Creativity (0 to 6.0 max) <ul style="list-style-type: none"> • Choreography • Overall Creativity Routine • Degree Difficulty 	
(-) Deductions <ul style="list-style-type: none"> • minor • major 	
Total Score	