



DEMONSTRATION TEAM COMPETITION RULES

January 1, 2020

USA Taekwondo Demo Team Competition Rules

Demonstration Team Rules

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Article 1. Overview & General Guidelines

1. Demonstration Competition is a performance highlighting the many aspects of the Taekwondo art, such as poomsae, breaking, acrobatic kicks, and self-defense techniques, with the addition of music and choreography.

1.1. Demo Team Competition Overview

1.2. The performance must be confined to the 12m x 12m Contest Area. 0.1 points shall be deducted from the final score each time a contestant crosses the boundary line during performance. Any performance outside of the boundary will not be considered.

1.3. All contestants must wear appropriate sport attire, such as V-neck Taekwondo uniform of any color, Y-neck Poomsae competition uniform, or team track suit.

1.4. The maximum set-up time is 1 minute.

1.5. The maximum time to complete the performance is 6 minutes.

1.6. The maximum clean-up time is 1 minute.

1.7. All music must be submitted for approval prior to the competition.

- The tournament committee shall set the deadline for submissions.
- The deadline shall be a minimum of 1 week before the start of the event.

1.8. The machine to play music shall be provided by the Tournament Committee.

1.9. There will be NO standing on chairs or tables, and no use of tumbling boards or any similar devices.

1.10. Use of poles and similar devices to hold boards for high jumping breaks is permitted; these must be approved in advance.

1.11. Due to safety and liability issues, absolutely NO weapons, pyrotechnics, fireworks or flame breaks.

1.12. In breaking, any Taekwondo striking or kicking technique may be used, with the exception of head strikes, which are a 0.3 procedural deduction each.

1.13. Boards and any props used in the demo will be provided by the Demonstration Team, except for boards used for power breaks.

1.14. Boards must be purchased from USATKD or a USATKD-designated vendor at the competition venue. Board security procedures for each event will be published by USATKD on or before the first day of registration. Under no circumstance will competitors provide their own boards.

- 1.15. Competitors will be cautioned to stage the performance so that flying boards do not endanger officials, spectators or other competitors.
- 1.16. There will be no limit on the number of Team members, but the team MUST comply with Contest Area. Teams are allowed 1 alternate team member to replace an injured athlete.

Article 2. Scoring Guidelines

2. Judging will be based on two criteria:

Technical Skills (6 points)	<ol style="list-style-type: none"> a) Team form b) Acrobatic breaking c) Single jump breaking d) Power breaking e) Self-defense f) Basic movements & practicability of movements:
Presentation (4 points)	<ol style="list-style-type: none"> a) Creativity and complexity b) Synchronization and harmony c) Taekwondo spirit d) Music and choreography

2.1. Technical skills: Points may be awarded from 0.0 up to 5.0 in total in five evaluation areas:

- **Team Form:** A newly created Poomsae incorporating various hand and foot techniques. All team members must perform in Team Form. Otherwise, the team will be awarded 0 points for Team Form.
- **Acrobatic Breaking:** A breaking technique executed by jumping into the air with the rotating along horizontal axis - to strike the target with a foot. Only one team member is required to perform this skill. There is a 0.1-point deduction per unbroken board for this skill.
- **Single Jump Break:** Breaking 3 or more fixed targets with one or more various techniques using the hands and feet through a single jump. Only one team member required to perform this skill. There is a 0.1-point deduction per unbroken board for this skill.
- **Power Breaking:** 2 to 4 contestants break targets set on vertical board holders with various hand techniques. Breaking boards used for power breaking must be purchased from the vendor, with at least three 1x10x12-inch pine boards for each power break, without using any spacers. There is a 0.1-point deduction per unbroken board for this skill.

- Self-Defense: Simulated fighting with bare hand and foot. (Example: Striking, kicking, punching, thrusting, locking, grabbing, and throwing downs are examples of defensive techniques that can be used to dominate an opponent.) The use of breaking boards during Self-Defense routine is not permitted, and the team will be awarded 0 points for Self-Defense.
 - Basic movements & practicability of movements: Points may be added from 0.0 up to 1.0 for accuracy in basic movements of Taekwondo and designated technical movements of Taekwondo. Whether the movements appear to be practicable in the Team Form, whether there is practicality in the attacks and defenses during Self-Defense, and whether the movements are in harmony during the demonstration.
- 2.2. Presentation: Points may be awarded from 0 up to 4.0 based on the general performance of the demonstration.
- Creativity and Complexity: Points may be awarded based on the creativity and complexity of the actions and components of the demonstration.
 - Synchronization and Harmony: Points may be awarded based on the harmony and balance between different components of the demonstration (music, choreography, and attire for example). Harmony, balance, or synchronicity between or among the performers (unity, for example) shall be also evaluated.
 - Taekwondo Spirit: Points may be awarded for accurate expression of energy in the demonstration, as described in Recognized Poomsae, above. Also, the audience's involvement and fun generated from the team will be awarded in this category.
 - Music and Choreography: Points may be awarded based on how the music and the choreography contribute to the performance of the demonstration.
- 2.3. Deduction of points
- 0.3 points shall be deducted from the final score for each 10 seconds, or fraction thereof, when the team has exceeded each of these time limits: (a) set-up time, (b) performance time, and (c) clean-up time.
- 2.4. Score calculation
- Technical skills shall be scored separately from presentation.
 - The final score shall be the average of the judges' scores for technical skills (the highest and lowest judge scores dropped before calculating the average) and the average of the judges' scores for presentation (the highest and lowest judge scores dropped before calculating the average).

- The publication of the score shall show the score for Technical Skills, the score for Presentation and the Total Score.
- All penalties accumulated during the competition shall be deducted from the final score.

Article 3. Competition Procedure

3. The officiating team shall consist of one Referee, four Judges, one Coordinator, and one Recorder.
 - 3.1. The Referee will be responsible for assessing all deductions.
 - The Referee will also record his/her scores for Technical and Presentation.
 - Each of the Judges will record a score for Technical and Presentation.
 - 3.2. The Recorder is responsible for operating the computer (if using an electronic scoring system) or managing the scoring paperwork (if using a manual scoring system). The Recorder will also start and stop the timer and will alert the Referee if a competitor has exceeded the allowed one minutes for setup, performance and cleanup.
 - 3.3. The Coordinator will be responsible for recording missed boards and out of bounds deductions. The Coordinator will also call out all commands and the Recorder will start the timer as designated below.
 - The Coordinator gives the command “Chool-jeon”. The Recorder starts the setup timer. The team begins setup.
 - The Coordinator gives the command “Bah-roh”. The Recorder stops the setup timer.
 - The Coordinator gives the command “Cha-ryeot - Kyeong-rye”.
 - The Coordinator gives the command “Joon-bi”.
 - The music starts. The Recorder starts the competition timer.
 - The music stops. The Coordinator gives the command “Bah-roh”. The Recorder stops the competition timer.
 - The Coordinator gives the command “Shi-ah”.
 - The Coordinator gives the command “Tuae-jahng”. The Recorder starts the cleanup timer.

- All competitors, props, and boards are no longer in the competition area. The Recorder stops the cleanup timer.
 - The Coordinator gives the command “Pyo-chul”. Final score is posted.
- 3.4. The final score shall be displayed on the computer monitor or announced immediately after totaling the judges’ scores.
- When using an **electronic scoring system**, the Referee and Judges shall input Technical and Presentation scores into the electronic scoring instruments after the breaking performance and total points shall be automatically displayed on the monitors. As described above, the Referee shall also record all Technical Deductions during the performance.
 - When using **manual scoring**, the Referee or coordinator shall collect all scoring sheets and convey the results to the Recorder immediately after completion of the breaking. The Recorder shall report the score to the Referee and have the final score displayed or announced.
- 3.5. In order to avoid waiting while scores are tallied, a team’s score may be announced after the next team’s performance.

Article 4. Decision & Declaration of Winner

4. The winner shall be the contestant who is awarded the highest total score, based on the following computation:
- 4.1. The highest and lowest scores are dropped from the Technical score and dividing by 3.
- Technical Deductions, determined by the Referee, are then subtracted from the Technical score. The result is the total score for Technical Execution.
 - Then, the highest and lowest scores are dropped from the Presentation score and dividing by 3. This subtotal is added to the Technical Execution total, above, giving a total combined Technical and Presentation score.
- 4.2. In case of a tie, the winner will be the competitor having the highest Presentation score.
- 4.3. In case the scores are still tied, then the contestant with the higher total points (including all judge’s scores) shall be the winner.
- 4.4. If the competitors remain tied after these steps, multiple medals will be awarded

Notes



Demonstration Team Score Sheet

Event: _____ Date: _____

Team Name: _____ Ring Number: _____

Category	Sub-Category	Score Allocation												Score
		0.0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0		
Technical Accuracy (6.0)	Team Form	0.0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0		
	Acrobatic Breaking	0.0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0		
	Single Jump Break	0.0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0		
	Power Breaking	0.0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0		
	Self-Defense	0.0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0		
	Basic Movements & Practicality	0.0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0		
Total Technical Score														
Presentation (4.0)	Complexity and Creativeness	0.0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0		
	Synchronicity and Harmony	0.0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0		
	Taekwondo Spirit	0.0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0		
	Music & Choreography	0.0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0		
Total Presentation Score														

Judge's Name: _____

Judge's Signature: _____



Demonstration Team Recorder Sheet

Event: _____ Date: _____

Team Name: _____ Ring Number: _____

Category	Score Allocation	Score
Missed Boards		
	Total Missed Boards	
Out of Bounds		
	Total Out of Bounds	