INDIVIDUAL GUMBUB	
Color Belts [Cho Geup]	Ssangsoo Gumbub Nr. 1 + 2 performed continuously.
Color Belts [Joog Geup]	Ssangsoo Gumbub Nr. 2 + 4 performed continuously.
Color Belts [Goh Geup]	Ssangsoo Gumbub Nr. 2 + 7 performed continuously.
Black Belts	Ssangsoo Gumbub Nr. 7 + 8 performed continuously.
Masters & Instructors	Ssangsoo Gumbub Nr. 8 + 10 performed with Chakgum in between.

## Notes:

- \* For all rounds: NO Chakgum in between. Only upon finishing all the Gumbubs.
- \* All Gumbubs should start facing the front; towards the jury table.
- \* The competitor may freely create the transitions between the different Gumbubs
- \* If a participant can't perform a number because he/she didn't learn it yet. The participant has to perform the number he knows a second time continuously.
- \* The level of difficulty of the Gumbub is taken into consideration during judging.
- \* Loosing the sword or hitting someone leads to disqualification.
- \* The judges will use a point system. There will be **NO** Ko-System.
  - 1. "Junbi" command repeat with a loud "junbi!"
  - 2. "Sijak" command start the gumbub with a loud "kihap!"
  - 3. **Chakgum** is performed individually upon finishing all two gumbubs.

## Competitors will be judged, based on the following points:

- · Speed: correct stance and balance while moving fast
- · Power: correct stance and sword line while making powerful cuts
- · Accuracy: correct focus of the eyes, stance and sword line
- · Pacing: make a visible pause where it's needed

Color Belts: Federation Mokgum mandatory
Black Belts: Federation Kagum mandatory

PAPER CUTTING [1 chance]		
All Color belts	Main round: 1 cut [① left] - highest score (4 people)  Final: 2 cuts [① left, ② right] - highest score	
Black Belts & Masters, Instructors	Main round: 3 cuts [1] left, 2 right, 3 left] - highest score (4 people) Final: 3 cuts [1] left, 2 right, 3 left] - highest score	

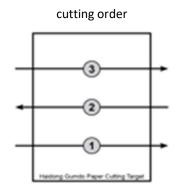
## Notes:

Stand in front of the paper cutting target with the sword against your belt.

The tournament will use the new point system.

The points in the final round must be showed to the participants.

- 1. "Junbi" command 2 repeat with a loud "junbi!"
- 2. "Paldo" command 2 draw the sword (loud "kihap") into "Jayeon Kyeonjeokse"
- 3. "Sijak" command 2 step into "kimase" and make the first cut without a break
- 4. Stop for a short moment after the cut.
- 5. Upon turning the swords direction, **immediately** make the next cut
- 6. After the last cut, step back into "Jayeon Kyeonjeokse" and sheath the sword
- 7. No points will be given for the cut if:
  - the paper is not completely cut
  - the cut enters the dark grey area
  - the cut is performed with one hand
- 8. <u>Disqualification</u>: if the paper is hit away and falls of its suspension, if after the cut one side of the paper is hit away and a piece of paper is still hanging on the suspension or if the participant prepares the cut without cutting immediately afterwards.



Bamboo swords will be prepared

CANDLE EXTINGUISHING	
All Color Belts	Main: 1 candle – 10 chances - The 4 people who finish first Final: 2 candles – Least tries wins
All Black Belts & Instructors	Main: 2 candles – 10 chances - The 4 people who finish first Final: 3 candles – Least tries wins

Cuts must be performed on the count given by one of the judges.

Snapping is not allowed; the sword must be held still after each cut.

- 1. Sit in kneeled position with heels up in front of the candles
- 2. "Paldo" command draw the sword into "kyeonjeok"
- 3. "Junbi" command 2 chances to check (sword up and down) the distance
- 4. Perform the cuts upon the given commands of "1, 2, 3, ..." with a loud *kihap*
- 5. "Chakgum" upon successful extinguishing sheath the sword

<u>Disqualification</u> if the sword touches the candles, candleholder or the floor.

Federation Mokgum mandatory

GROUP GUMBUB (4 persons) / 4인검법		
Colorbelts	Final: SsangSoo Gumbub Nr. 2 + 4 performed continuously Mokgum	
Blackbelts	Final: SsangSoo Gumbub Nr. 7 + 8 performed continuously.	

## Notes:

- \* All Gumbubs should start facing the front; towards the jury table
- \* The group has to move as one. No different directions are allowed.
- \* The group may freely create the transitions between the different Gumbubs
- \* The colorbelt team can't include a blackbelt.
- \* The blackbelt group can include colorbelts.
- \* If the group includes white/yellow belts who can't perform the numbers they can perform the lower number two times.
  - 1. "Junbi" command repeat with a loud "junbi!"
  - 2. "Sijak" command start the Gumbub with a loud "kihap!"
  - 3. **Chakgum** is performed individually upon finishing all two Gumbubs.

## The group will be judged, based on the following points:

- · Speed: correct stance and balance while moving fast
- · Power: correct stance and sword line while making powerful cuts
- · Accuracy: correct focus of the eyes, stance and sword line
- · Harmony: 4 persons performing the Gumbub synchronously

All: Federation Mokgum mandatory

# **GROUP PAPER CUTTING [1 chance]**

All

One round: Final: Each Competitor has 2 cuts [1] left, 2 right]

- \* each competitor's score will be added for a total team amount; the team with the highest result wins
- \* score of disqualified competitors will not be added to the team result
- \* A black belt only group is not allowed. There has to be at least one color belt.
- \* same rules apply to group paper cut and for individual paper cut

# 1:1 KYUKGUM / 1:1격검

All

- One round: Final
- · Maximum duration: 2 minutes
- · A maximum of 3 kicks and 4 tumbling actions (rolls, cartwheels, flips, etc.) may be used during the whole performance.

"Finishing" the opponent at the end of the performance by 'killing' him will, at all times, result in **disqualification**. If there is unintentional heavy sword to body contact it will result in disqualification.

Federation Anjeongum (sponge sword) mandatory

## **FAMILY EVENT PAPER CUTTING [1 chance]**

All

One round: Final: Each Competitor has 1 cut [1] left]

- \* each competitor's score will be added for a total team amount; the team with the highest result wins
- \* score of disqualified competitors will not be added to the team result
- \* The partner can't be an active member of an Haidong Gumdo Association.
- \* same rules apply to family paper cut and for individual paper cut

BALL CUTTING [5 chance]		
All	1 Ball, 2 Steps, 1 Diagonal Cut (Right-Left)	

## Notes:

- $\mbox{\ensuremath{^{\ast}}}$  The participant has to start and end in the  $\mbox{\ensuremath{\textbf{Sodose}}}$  position.
- \* The moment the participant throws the ball the movement has to be fluid. If the participant waits for the ball to drop it will count as a failed try.

## Chance is lost if:

- the tip of the right foot doesn't cross line 2
- the ball falls down outside the valid area
- the ball doesn't get hit properly
- the cut is performed with one hand
- the competitor hits the floor with the sword
- the movement isn't fluid (no breaks between)
- the sword is lost during the cut.

