



ITFNZ
TAEKWON-DO
**UMPIRES
AND
REFEREE
SPARRING
MANUAL**

By Mr. Bruce Harrison

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Introduction

My interest in becoming a referee began when I attended my first referee course.

It was held at Papakura normal school, our instructors for the day were Mr Eccles and Mr Banicevich. There was a lot of information to take in for that day, feeling a bit overwhelmed and tired I still couldn't wait till the next tournament to try out my new found skills.

As my confidence grew with practise I entered my first tournament as an official and not as a competitor must admit it was a bit weird at first but as we were given a ring to help with ,it was time to put theory into practise.

It was a long day and al lot of matches to watch but as the day went on I found that this could be something I would like to get into a lot more.

So after a few more tournaments and a few more ref courses I decided to step up and enter the ring as a referee.

I remember feeling like a nervous wreck ,my palms were sweaty, my heart was racing and I was trying reassure my self when all of a sudden the match was about to start.

After a few pointers and encouraging words from Mr Matthew Breen, who was the jury president of the ring my confidence started to grow. When the end of the match came I felt very relieved but at the same time found wanting to do another one and another, I was hooked.

After attending another refs course Mr Eccles had reminded the group that there was a shortage of judges and referees and that they have to rely on the same people every time.

And that need to get qualified referees and judges
Is quite high, and so I decided that this would be a good way for me
to do my bit for Tae kwon-do.

After getting my A grade for a referee and patterns judge I started to
ask others about what they found was the most difficult part of the
refs course that they have been to, and the feed back I was getting
was the time frame between courses and having some one to
check with about hand signals and other questions they might want
to check.

Because lets face it some people are very busy outside of Tae
kwon-do and can only do what they can, when they can and if you
are not doing it often you begin to forgot certain things and have to
wait till the next tournament or refs course to refresh your memory.

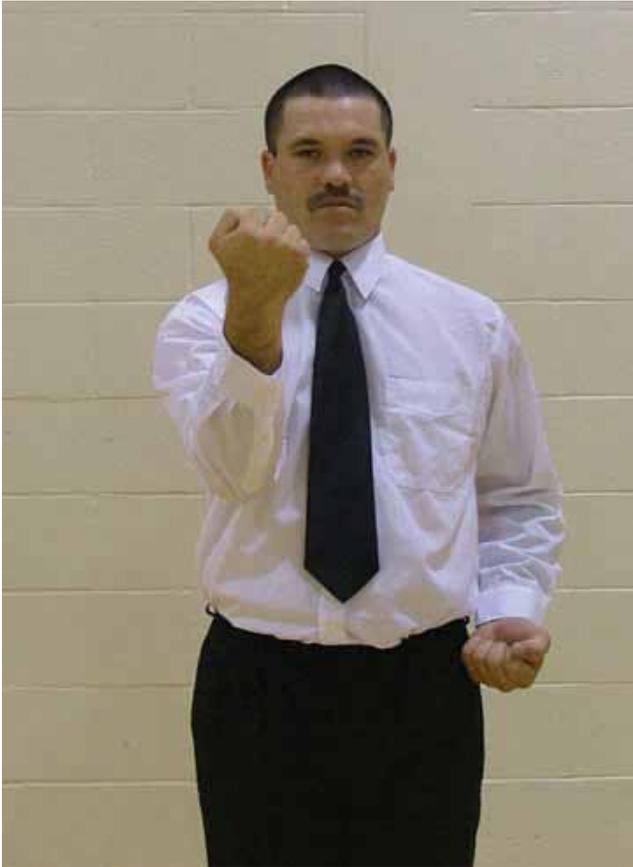
So I decided after asking if a type of hand book that you can refer to
would be helpful, the idea was well received by all that I had asked.
And so I decided to begin putting together this manual together in
the hope that it will help not only people who are currently qualified,
but also people who might be thinking of becoming a judge or refe-
ree ,

Because the more referees and judges we can get at our tourna-
ments the better it will be for every one if it wasn't for the officials
there would be no tournaments and that's the bottom line. Plus it
would give those who have been doing it for a while a good break,
because a lot of them are instructors of different clubs and this will
give them the chance to watch there students and be there for them
outside of the ring.

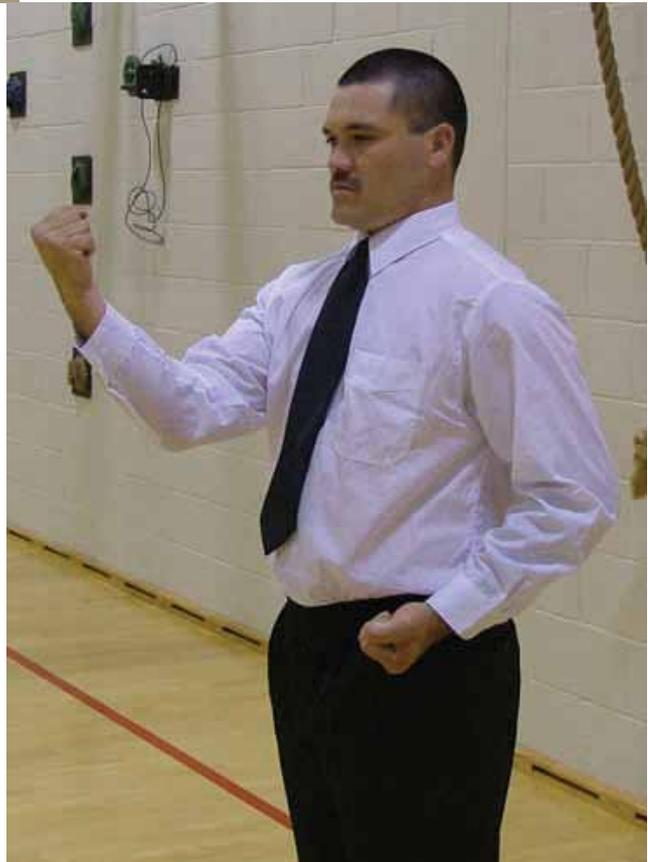
Acknowledgments

This manual would not have been possible without the help of a number of people, who when asked gave up their time to help me. I would like to pass on my gratitude for all the help I received in making this manual possible to the following people.

- Mr. Kane Raukura - Editing
- Mr. Brendan Doogan - Editing
- Mr. Don Leong - Photos
- Mr. Damien Ioane - Sparring partner { chong }
- Mr. Tyrone Seeley - Sparring partner { hong }



Hand signal 1 for :
Pushing / holding / grabbing.





Hand signal 2 for :

Illegal target area / Illegal technique / uncontrolled technique.





Hand signal 4 for:

Nothing has happened.
Messy situation / jumping the gun

Hand signal 3 for:

Falling down—any part of the body coming in contact with the ground.





Hand signal 5 for:

No talking, taunting or foul language.



Hand signal 6 for:

Leaving the ring.
Also turning your back and
avoiding sparring



Foot signal for:

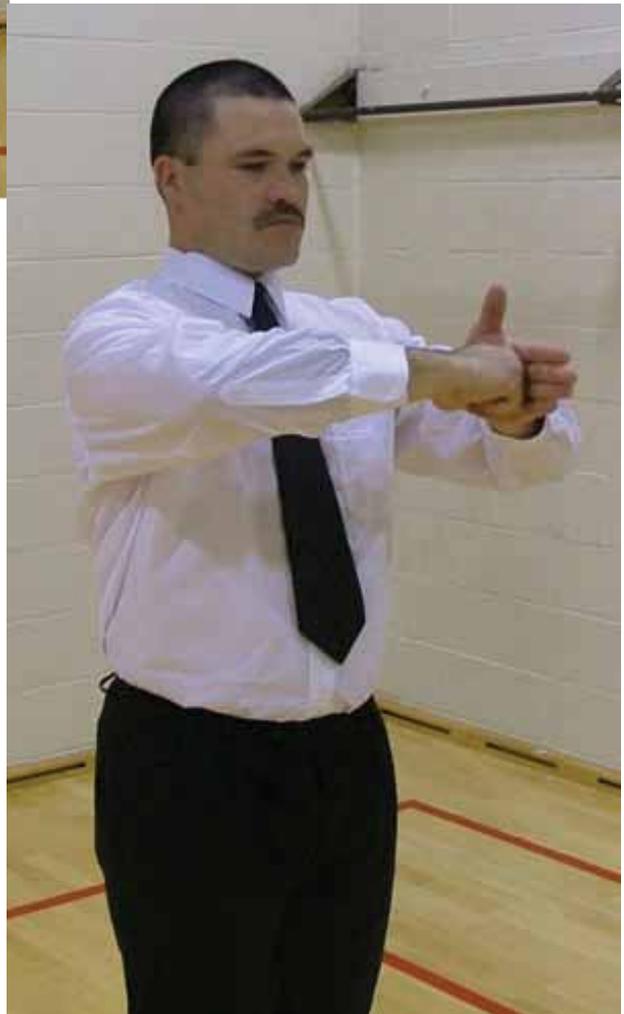
Sweeping. The deliberate take-down by the opponent by sweeping the leg.

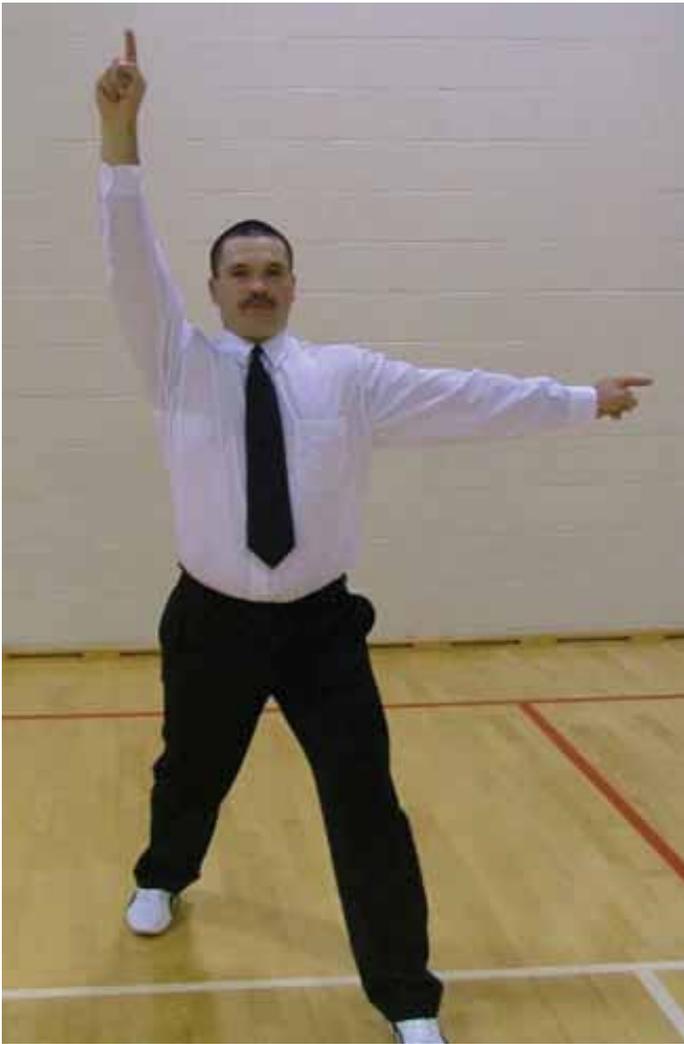




Hand signal 7 for:

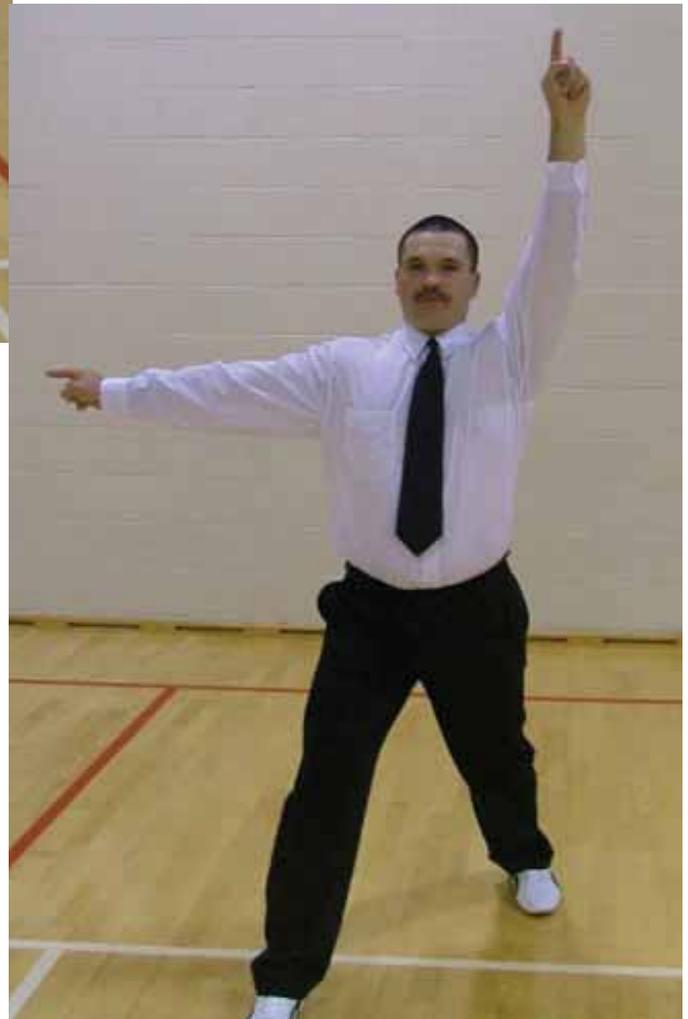
Excessive contact (which can also be a foul offence).





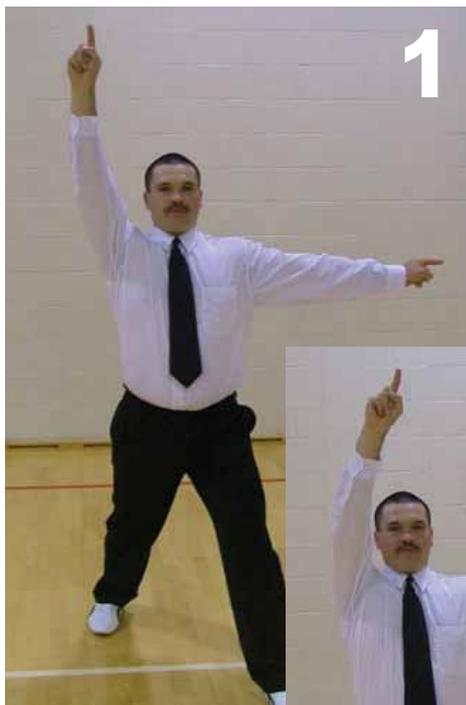
Hand signal 8 for:

Giving a warning to Chong (Blue).



Hand signal 9 for:

Giving a warning to Hong (Red).



Hand signal 10 for:

Giving a foul. In this case to Chong (Blue).
A small circle is made with the upraised hand.





Beginning a match or round:

When entering, the competitors titles - Hong and Chong are said loudly in the order that you point to each.



As they bow in, you point to their starting positions.



Beginning a match or round:

As the referee, you will be 1 or 2 steps back from the starting positions.





Hand signal for:
Face the jury - when the competitors have reached their spots, they turn and face the jury at the signal from the referee.



Hand signal for:
Kyong ye / bow - when competitors are facing the jury, kyong ye is called.



Hand signal for:
Charyot / attention - competitors turn and face each other at this signal, the verbal command is also given.



Hand signal for:
Kyong ye / bow - given once the competitors are at attention, the verbal command is also given.



Hand signal for:
Junbi / ready. Referee signals ready to competitors by stepping back into a right L-stance guarding block. The verbal command is also given.



Hand signal for:
Which round / bout it is (e.g. 1, 2 or 3). After the junbi, you signal Round 1 (or as appropriate), and check that all 4 corner judges are ready to go.



Hand signal for:
On guard. The match / round is about to begin.



Hand signal for:
Match start - Sijak / begin. Once the competitors, corner judges and you are ready, sijak is called and the match begins. A quickly raised hand accompanies the verbal command.



Hand signal for:

Go back to prepare for round 2. After they bow, you have your arms out stretched and back is called. This will be a good time to check in with your jury president as to how you are going.



Hand signal for:

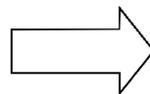
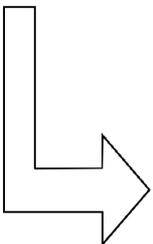
Round 2 - when the start of round 2 has sounded, follow the same steps for the start of round 1. After junbi is called you signal round 2, check your corner judges, then sijak is called and round 2 begins.



Hand signal for:
Haechyo / separate. When the end of the round has sounded, haechyo is called.



Hand signal for:
Back to your starting spots. When the competitors have separated, you point to their starting positions. Once there, charyot and kyong ye are called as part of etiquette and respect to one another.





Hand signal for:

Goman / stop - at the end of round 2 goman is called. Point them back to their starting positions. Call Charyot-kyong ye and send them back to their seconds. Once this is done the corner judges will give you the score sheets. After collecting them, take them to the jury president, take 2 steps back and wait for the final decision to be made.



At the Jury President's signal, you step back to the starting positions and call Hong and Chong into the ring, grab one arm of each competitor and wait. Possible outcomes are shown below:



Winner : Chong.
Referee raises hand
steps back.



Draw : Referee
raises both hands.



Winner : Hong.
Referee raises hand
steps back.



In the event of a draw, both hands are raised and junbi is called straight away.



Hand signal for: Round 3 - after junbi you will signal round 3 then check corner judges are ready then shijak is called and round three begins.
NOTE: this round is only 1 minute long and any fouls from rounds 1-2 are still counted but the warnings are back to zero



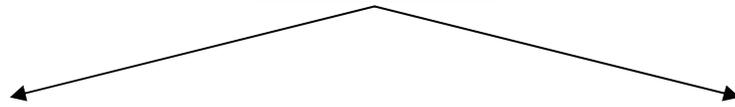
After a winner is found [in this case Chong is the winner] the arm is raised
NOTE : Chong / blue is always on your left and Hong / red is
always on your right.



You will then step back from the competitors as they shake each others
hands and cross over to shake the hands of their competitors second as
part of etiquette and respect to each other.



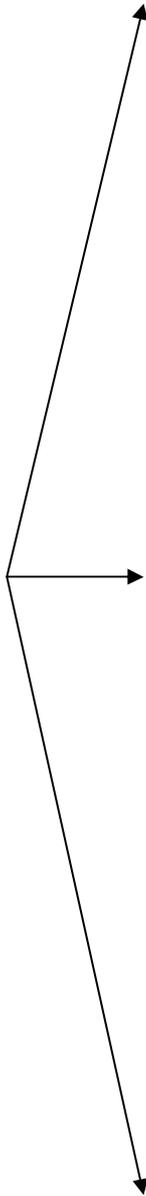
When the competitors have finished shaking hands with their competitors seconds they will stand at attention in front of you to pay their respects to you for your part in the match And you all kyong ye / bow to each other to finish the match officially as part of formal etiquette



These are just a few examples of where you would use this hand signal for illegal target area / technique and uncontrolled technique



Here are some examples of where this signal is used for:
- leaving the ring / turning your back and intentionally avoiding sparring.



Here are a few examples of where the signal for falling down are used. NOTE: if any part of the body touches the floor [other than by the feet] it is counted as falling down.



Here are a few examples of excessive contact / using knee/elbow as attacking tool and attacking a competitor who has fallen down



NOTE : all these examples can be up graded from a warning to a foul offence.



When giving a competitor a warning or foul three steps are taken.



Step One:
Point to
who it is
(Hong or
Chong).



Step Two:
What did they do?
Signal the
offence (in
this case
excessive
contact)



Step Three:
What do they get?
signal the
warning or foul
(in this case a
warning).





When breaking a messy situation which will not benefit either competitor or is slowing the match down the following will apply:



This hand signal will let the corner judges know there is no warning or foul occurring. This is also a good opportunity to have a quiet word with the competitors if necessary.



When you see something that could interfere with the match, a time out signal is given [in this case the competitors belt has come off] the time keeper will halt the time, until you signal time on again.



The competitor is signaled to return to their second, who will place the belt back on them to save time. Once ready, you return them their original position, place them in junbi , call time in and sijak.

NOTE: in this case it was belt that came off, it could be the sparring gear straps come loose from the foot gear or the hand mitts, bloody nose or anything that could endanger the competitors. Remember you are also responsible for their safety as well as your own.

CORNER JUDGE

THINGS TO WATCH FOR

1. Only score what you can see.
2. Try to have your eyes on the action rather than down on your score sheet.
3. Try your best to have your score sheet ready for the referee as soon as you can.

ITF NZ Taekwon-Do		Sparring Score Sheet			
		RING / BOUT N ^o			
	II	1 pt	III		
2				3	
	II	2 pt	II		
4				4	
	I	3 pt			
3					
<u>Subtotal</u>				<u>Subtotal</u>	
9				7	
Total Subtractions From: Warnings		Warnings		Total Subtractions From: Warnings	
-1	3	Total Warnings		0	0
Fouls			Total Warnings	Fouls	
0	0	Fouls	1	-1	
<u>TOTAL</u>	RED	Circle Winner	BLUE	<u>TOTAL</u>	
8				6	
JUDGE: B. Harrison					

The score sheet here shows:

Hong (Red) - scoring 2 punches and 2 kicks to the body, plus 1 kick to the head. They received 3 warnings, so minus one point.

Chong (Blue) - scoring 3 punches and 2 kicks to the body. They received 1 foul, so minus one point.

Hong (Red) is the winner by two points.

Refer to the next page for detailed point scoring.



One point is scored either to the body or the head whether it is in the air/jumping or on the ground.



Two points is scored with a kick to the body on the ground / in the air



Three points is scored with a kick to the head on the ground / in the air