



Grandmaster Patrick Kennedy



Dear Grandmasters, Masters, & Instructors,

On behalf of the International Association of Korean Martial Arts, it is an honor to welcome all Korean Martial Artists and families to the Battle of Chicago.

This tournament is being hosted around the time of the Korean Spring Festival, Dano. It is a time celebrated during the Spring season when farmers begin to till the land. This occurs usually around the beginning of May. As the weather is getting warmer, people start giving fans to friends and neighbors to beat the heat. Traditional games are played including Ssireum which is a traditional Korean style of wrestling as well as other games. And like Dano, this gathering is a celebration of the joy and hope that comes with the arrival of Spring and allows the athletes to display their joy in a friendly competition that leads to good sportsmanship and friendship for this special event.

Taekwondo, Hapkido, and Tang Soo Do are Korean Martial Arts that teach more than physical combat skills. These martial arts enhance one's spirit and life through training both the body and mind. The instructors of these martial arts teach the foundation of character education and life lessons that go far beyond one's abilities in the martial arts. Thank you to all instructors for passing their knowledge on to their students.

The priority of this tournament is to provide a safe opportunity for all students to further their martial arts skills and abilities. It is in this spirit that we highlight the Korean martial arts here today, Taekwondo, Hapkido and Tang Soo Do. We look forward to watching these amazing athletes display their skills in their respective disciplines. It is our hope that everyone in attendance forms long lasting friendships through this competition.

Respectfully,
Grandmasters Patrick & Marie Kennedy
International Association of Korean Martial Arts



New & Improved Events



New Events:

We are offering two new events this year: Paralympic Forms & Buzzsaw Breaking. This year we are excited to offer Paralympic forms for those Paralympic athletes who wish to compete. We are also offering Buzzsaw Breaking. This event requires a Coach to feed the contestant who will break 10 boards as quickly as possible. The competitor that breaks the most board in the fastest time will win their division. This is a very fast paced breaking event. A video of Buzzsaw breaking will be posted on Youtube. And a link will be on the <https://www.BattleChicago.com/> website.

Indomitable Spirit Award:

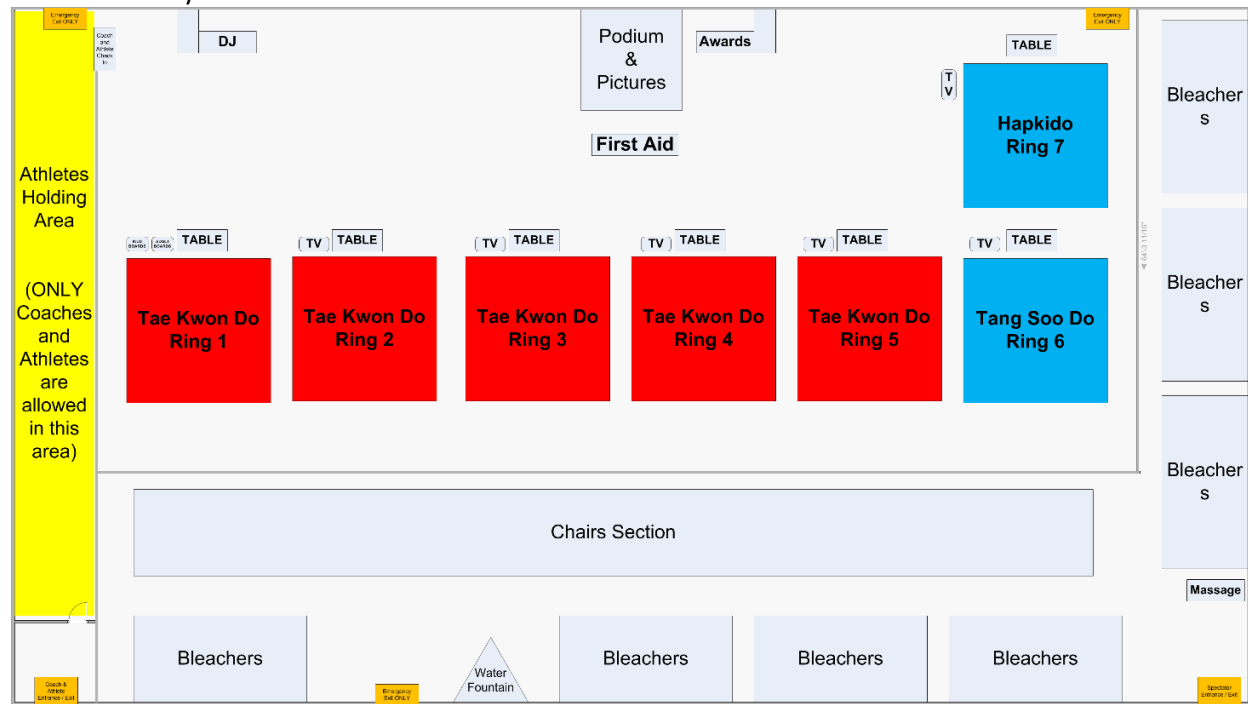
All students that sign up for four or more events will receive an "Indomitable Spirit" medal.

Tae Kwon Do Olympic Sparring:

Tae Kwon Do Olympic Sparring (World Class Category ONLY) will utilize Daedo Gen2 Helmet Overlay. This means that all students doing World Class (Light Head Contact) will be required to have Daedo Gen2 E-Socks. Please speak with your Master to purchase in advance of this tournament.

Tae Kwon Do Olympic Sparring will utilize Instant Video Replay (IVR). We are using USA Taekwondo rules for IVR challenges. All rings will have electronic scoring utilizing IAKMA software, Daedo software, and fifty-inch televisions.

We have expanded our tournament to seven rings: Five rings will be designated for Tae Kwon Do Events. One ring will be dedicated to Hapkido events. And one ring will be dedicated to Tang Soo Do events. The layout of the tournament is shown below:



More Information can be found at <http://www.BattleChicago.com/>



Schedule of Events



Schedule of Events

- 8:00 am Doors Open
- 8:15 am Referee, Masters & Coaching Meeting
- 8:30 am Opening Ceremony
- Korean National Anthem and American National Anthem
 - Opening Greeting and Welcoming of Grandmasters and Masters
- 8:45 am Competition Begins
- Tang Soo Do: Point Sparring Begins (Black Belts then Color Belts)
 - Hapkido: Self Defense Competition Begins
 - Tae Kwon Do: All Color Belt Forms Begin (Black Belts then Color Belts)
- 10:00 am Hapkido: Long Fall
- 10:30 am Tang Soo Do: Weapons Sparring Begins (Black Belts then Color Belts)
Hapkido: High Fall
- 11:00 am Tae Kwon Do Board Breaking All Belts
- 1:00 pm Tang Soo Do: Traditional Forms Begins (Black Belts then Color Belts)
Tae Kwon Do: Olympic Style Sparring Begins (Black Belts then Color Belts)
Hapkido: Belt Sparring
- 4:00 pm Grand Champion Tae Kwon Do Forms (Male Black Belts under 15)
Grand Champion Tae Kwon Do Forms Female Black Belts under 15)
Grand Champion Tae Kwon Do Forms (Male Black Belts 15 and over)
Grand Champion Tae Kwon Do Forms (Female Black Belts 15 and over)
Grand Champion Tang Soo Do Forms (Male Black Belts under 15)
Grand Champion Tang Soo Do Forms (Female Black Belts under 15)
Grand Champion Tang Soo Do Forms (Male Black Belts 15 and over)
Grand Champion Tang Soo Do Forms (Female Black Belts 15 and over)



Taekwondo Traditional Poomsae



Competitors under 6 years of age can request the referee count for them while performing their form.

Will be evaluated on the following criteria:

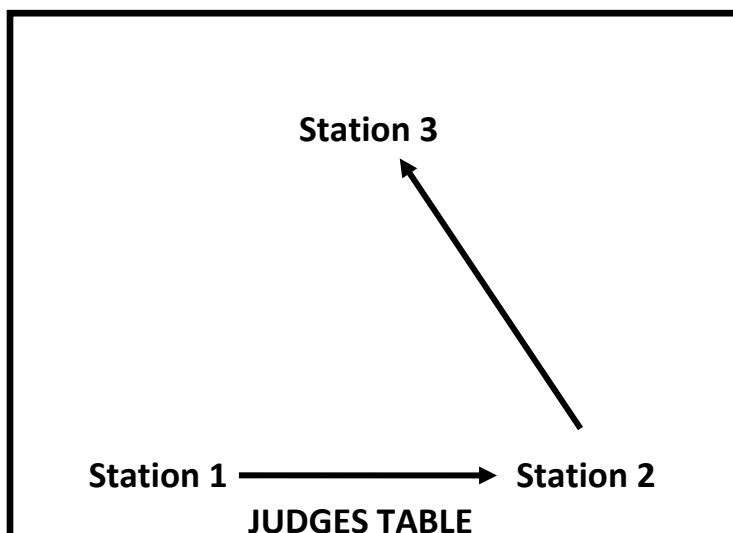
1. Power
2. Focus
3. Technique (Finishing Position of each movement)
4. Rhythm / Tempo

Competitors can perform any form at their rank or below. Four participants per bracket.

Rank	ITF	WT / Kukkiwon
10th Geup – 8th Geup (Typically White, Yellow, Orange)	Chon Ji Dan Gun Do San	Kee Cho / Ki Bon 1-3 Pal Gwe 1-2 Taegeuk 1-2
7th Geup – 4th Geup (Typically Green, Purple, Blue)	Won Hyo Yul Guk Joong Gun Toi Gye	Pal Gwe 3-6 Taegeuk 3-6
3rd Geup – 1st Geup (Typically Brown, Red, Deputy Black)	Toi Gye Hwa Rang Choong Moo	Pal Gwe 6-8 Taegeuk 6-8
1st Dan	Kwang Gae Po Eun Gae Baek	Koryo (Dae / So)
2nd Dan	Eui-Am Choon Jang Ko Dang	Keumgang
3rd Dan	Sam IL Yoo Sin Choi Yong	Taebaek
4th Dan	Yon Gae Ul Ji Moon Moo	Pyongwon
5th Dan	So San Se Jong	Sipjin
6th Dan	Tong Il	Jitae
7th Dan		Chonkwon
8th Dan		Hansu
9th Dan		Ilyeo



Taekwondo Breaking



Color Belts two (2) attempts per station. Black Belts one (1) attempt per station.
Instructors may change the breaking techniques to better fit their curriculum, but then must provide holders for all techniques that were changed.

	10 th Geup to 8 th Geup (White, Yellow, Orange)	7 th Geup to 4 th Geup (Green, Purple, Blue)	3 rd Geup to 1 st Geup (Brown, Red, Deputy Black)	1 st Poom to 4 th Poom 1 st Dan to 4 th Dan Black Belts
Age 4 to 5	<div>Station 1 Hammer Fist</div> <div>Station 2 Front Snap Kick</div> <div>Station 3 Roundhouse Kick</div> <div><div>Station 3</div><div>Station 1 → Station 2</div></div>	<div>Station 1 Axe/Hammer Kick</div> <div>Station 2 Side Kick</div> <div>Station 3 Jumping Front Snap Kick</div> <div><div>Station 3</div><div>Station 1 → Station 2</div></div>	<div>Station 1 Hook Kick</div> <div>Station 2 Back Kick</div> <div>Station 3 Tornado Kick (360 Jumping Roundhouse Kick)</div> <div><div>Station 3</div><div>Station 1 → Station 2</div></div>	<div>Station 1 Tornado Kick (360 Jumping Roundhouse Kick)</div> <div>Station 2 Back Spin Kick/Back Spinning Hook Kick</div> <div>Station 3 Jump Side Kick</div> <div><div>Station 3</div><div>Station 1 → Station 2</div></div>
Age 6 to 7				
Age 8 to 9				
Age 10 to 11				
Age 12 to 14				
Age 15 to 17				
Age 18 to 32				
Age 33 and Up				



Taekwondo Kyorugi **(Olympic Style Sparring)**



We will be using modified USA Taekwondo Kyorugi rules and Junior Safety Rules.

Required Safety Equipment

- Hand Gloves
- Forearm Protectors
- Shin & Instep Pads
- Chest Protector
- Headgear and Face Shield
- Mouth Guard for Upper Jaw or Orthodontic Mouth Guard for competitors with braces
- Groin Cup (Males)

If the competitor is missing any of the safety equipment at the time their match is called, the competitor will be disqualified. No exceptions!

Color Belts: Two rounds for one minute (30 second rest). Total Points determine Winner.

Black Belts: Best of Three rounds for one minute (30 second rest).

Penalties

Prohibited Acts / Penalties (Gam-Jeom deduction of a full point by competitor, coach or parent).

- Anything that intentionally interferes with another competitor, ring, coach, or official.
- Causing a delay of the match.
- Uttering undesirable remarks or any misconduct on the part of a contestant or a coach
 - Any two (2) deductions, the referee shall declare the contestant a loser on penalties. (Gam-Jeom refers to deductions of points due to behavior that disrespects the spirit of the martial arts, rather than due to judges' scoring in terms of the accuracy and presentation.)
 - Junior Safety Rules Apply: No head contact will be allowed for any student under 14 years of age regardless of rank.

USA Taekwondo Sparring Rules

Grass Roots / Level B	World Class / Level A
1 Point: Valid punch to torso 2 Points: Valid Kick to torso 4 Points Valid Turning Kick to torso	1 Point: Valid punch to torso 2 Points: Valid Kick to torso 3 Points: Valid kick to the head 4 Points: Valid Turning Kick to torso 5 points: Valid Turning Kick to the head
No Head contact allowed!	Light and Controlled Contact to the head ONLY!



Hapkido Self-Defense



General Information

Scores are based on the competitor's ability to create a scenario that demonstrates and understanding of 1) attack, 2) appropriate, equal response and 3) realistic technique that ends the altercation. Competitor should avoid "movie self-defense", acrobatics, and other impractical and unrealistic techniques. Each competitor is allotted two minutes, beginning from the time the judge indicates that the clock has started. If demonstration exceeds two minutes, the judge will stop the clock and assign a one-point deduction. The median score is 8.5, with no scores lower than 7.0. The highest score possible is 9.9. Hundredths may be used to ensure the fairest judging possible.

1. Group Members are limited to two people total. All members of the group must register as competitors to be eligible to medal in this event.
2. Perform a total of three techniques for color belts or perform a total of four techniques for black belts:
 - a. Bare Hand / Foot Defense: When the opponent attacks you with bare hand technique or kicking technique.
 - b. Grabbing Defense: When the opponents grabs you with their hands or arms.
 - c. Knife / Dagger / Firearm Defense: When the opponent attacks you with a knife, dagger or firearm.
 - d. Freestyle Defense (**Black Belt Only**): Any defense against prior attacks.
3. Each team will perform one technique at a time. Judge will declare which team wins for each technique right after each performance. Whichever team wins in two or more techniques will be declared the winner.
4. Note on weapons defense: no live (real) blades and/or functional firearms for self-defense demonstrations are permitted. Judges will inspect all weapons prior to demonstration.

Judging Criteria

1. **Precision of Technique and Timing:** Competitor should demonstrate an understanding of strike zones, body mechanics, and timing (competitor must act immediately upon attack). Competitor should choose techniques that are highly visible to the judges. Techniques should be executed properly, cleanly, and with full range of motion.
2. **Proficiency of Situational Awareness:** Competitor should demonstrate an understanding of self-defense that is appropriate to age and rank. It should be clear to judges that competitor understands how to assign proper techniques to specific attacks.
3. **Proper Posture, Power and Control:** Once attacked, competitor/defender should demonstrate 1) an understanding of appropriate stance that matches technique, 2) the necessary and appropriate flow of power, and 3) realistic, powerful technique in a controlled manner that does not cause actual injury to the partner.
4. **Presentation:** The demonstration should not be "overacted" by either competitor or attacker. If techniques/scenarios are demonstrated as a "story" or in a sequence, they should be performed in succession, ending the routine with incapacitation. Presentation also includes appearance of competitors (neat uniform, cleanliness), and proper display of character toward judges, fellow athletes and spectators.



Hapkido Self-Defense Continued



Division	Age	Rank	Gender
Special Needs	All	All	Coed
Youth	11 & Under	Gup Dan	Coed
Teen	12 - 17	Gup Dan	Coed
Adult	18 and up	Gup Dan	Coed

Divisions may be combined or separated further depending upon the number of contestants.



Hapkido High Fall



Hapkido High Fall Rules

Competitors will attempt to clear a horizontal bar, starting low and progressing in height, landing in a soft, clean breakfall. With each successful jump, the competitor continues to the next round where the bar will be raised 4 inches. If the competitor dislodges the bar or lands in an unsafe manner, he/she will be permitted to re-attempt the jump. If the competitor dislodges the bar or lands in an unsafe manner on the second attempt, he/she will be disqualified. A competitor may make contact with the bar without dislodging it for a successful round. Competition continues until there is only one competitor left, who then receives first place. Second and third place are determined by working back to previously eliminated competitors with ties broken by competitor with fewest attempts. One judge assesses the clearing of the bar, and a second judge assesses a safe landing. If the landing judge determines the landing would result in injury if on an unpadded surface, that judge will rule the landing as unsafe.

Divisions:

Age	Rank	Gender	Height
6 and under	All	Male	12 inches
6 and under	All	Female	12 inches
7-9	All	Male	24 inches
7-9	All	Female	24 inches
10-13	All	Male	36 inches
10-13	All	Female	36 inches
14-17	All	Male	42 inches
14-17	All	Female	42 inches
18-34	All	Male	48 inches
18-34	All	Female	48 inches
35 and up	All	Male	36 inches
35 and up	All	Female	36 inches

These heights may be adjusted downward by the Hapkido Director based on competitors.



Hapkido Long Fall



Hapkido Long Fall Rules

Competitors will be attempting to jump from a specific starting point and gain the longest jump among competitors within that division. Competitors will have two opportunities to jump. One judge assesses the length of jump, and a second judge assesses the safe landing. If the landing judge assesses the landing would result in injury if on an unpadded surface, that judge will rule the landing as unsafe. The competitor with the longest distance (with safe landing) wins first place. Second and third place are awarded to the competitors with the second and third longest jumps. Divisions are the same as Long Fall.

Divisions:

Age	Rank	Gender	Distance
6 and under	All	Male	12 inches
6 and under	All	Female	12 inches
7-9	All	Male	24 inches
7-9	All	Female	24 inches
10-13	All	Male	36 inches
10-13	All	Female	36 inches
14-17	All	Male	42 inches
14-17	All	Female	42 inches
18-34	All	Male	48 inches
18-34	All	Female	48 inches
35 and up	All	Male	36 inches
35 and up	All	Female	36 inches

These divisions may be combined or further separated by the Hapkido Director based on the number of competitors.



Tang Soo Do Hyungs Karate-do Kata (Forms)



Tang Soo Do Hyungs / Karate-do Kata (Forms)

1. The use of music is not allowed.
2. Competitors must announce the form name prior to beginning the form. And the form must appear on the list below. If a competitor does a form that is not listed, then the competitor will be disqualified.
3. In the event of a tie competitors will be asked to perform a different form than the first one they did. The Choice will be the competitors.

The Table Judge reserves the right to ask for the number of the form, should they have difficulty finding the form on the above list. It is recommended that the competitor know the number and name of the form they will be performing.

No	Form Name	No	Form Name	No	Form Name
1	Anan	48	Kanku Sho	96	Pinan Godan
2	Anan Dai	49	Kanshu	97	Pyong Ahn Cho Dan
3	Ananko	50	Kee Cho Hyung IL Bu	98	Pyong Ahn Ee Dan
4	Aoyagi	51	Kee Cho Hyung Ee Bu	99	Pyong Ahn Sam Dan
5	Bassai	52	Kee Cho Hyung Sam Bu	100	Pyong Ahn Sa Dan
6	Bassai Dae	53	Kishimono No Kushanku	101	Pyong Ahn Oh Dan
7	Bassai Dai	54	Kong Sang Koon Dae	102	Rohai
8	Bassai Sho	55	Kong Sang Koon So	103	Sa Bang Kong Sang Koon
9	Bassai So	56	Kousoukun	104	Saifa
10	Chatanyara Kusanku	57	Kousoukun Dai	105	Sanchin
11	Chibana No Kusanku	58	Kousoukun Sho	106	Sansai
12	Chil Sung IL Ro Hyung	59	Kurunfa	107	Sanseiru
13	Chil Sung Ee Ro Hyung	60	Kusanku	108	Sanseru
14	Chil Sung Sam Ro Hyung	61	Kyan No Chinto	109	Seichin
15	Chinte	62	Kyan No Wanshu	110	Seienchin (Seiyunchin)
16	Chinto	63	Lo Hai	111	Seipai
17	Ee Ship Tam Toi *	64	Matsukaze	112	Seiryu
18	Ee Ship Sa Bu	65	Matsumura Bassai	113	Seishan
19	Enpi (Empi)	66	Matsumura Rohai	114	Seisan (Sesan)
20	Fukyugata Ichi	67	Meikyo	115	Shiho Kusanku
21	Fukyugata Ni	68	Myojo	116	Shim Shin 1
22	Gankaku	69	Naifanchin Shodan	117	Shim Shin 2
23	Garyu	70	Naifanchin Nidan	118	Shim Shin 3
24	Gekisai (Gekisai) 1	71	Naifanchin Sandan	119	Shinpa

25	Gekisai (Geksai) 2	72	Naihanchi	120	Shinsei
26	Gojushiho	73	Naihanji Cho Dan	121	Ship Sam (Sei San)
27	Gojushiho Dai	74	Naihanji Ee Dan	122	Ship Soo
28	Gojushiho Sho	75	Naihanji Sam Dan	123	Shisochin
29	Hakusho	76	Nehbujin Cho Dan	124	Sochin
30	Hangetsu	77	Nehbujin Ee Dan	125	So Ho Yeon *
31	Haufa (Haffa)	78	Nehbujin Sam Dan	126	So Rim Jang Kwon *
32	Heian Shodan	79	Nijushiho	127	Suparinpei
33	Heian Nidan	80	Nipaipo	128	Taikyoku 1
34	Heian Sandan	81	Niseishi	129	Taikyoku 2
35	Heian Yondan	82	Ohan	130	Taikyoku 3
36	Heian Godan	83	Ohan Dai	131	Tekki Shodan
37	Heiku	84	Oh Ship Sa Bu	132	Tekki Nidan
38	Ishimine Bassai	85	Oyadomari No Passai	133	Tekki Sandan
38	Itosu Rohai Shodan	86	Pachu	134	Tensho
39	Itosu Rohai Nidan	87	Paiku	135	Tomari Bassai
40	Itosu Rohai Sandan	88	Papuren	136	Unshu
41	Jiin (Ji'in)	89	Passai	137	Unsu
42	Jin Do	90	Passai Dae	138	Useishi
43	Jion (Ji On)	91	Passai So	139	Wankan
44	Jitte	92	Pinan Shodan	140	Wang Shu
45	Juroku	93	Pinan Nidan	141	Wanshu
46	Kanchin	94	Pinan Sandan	142	Woon Su
47	Kanku Dai	95	Pinan Yondan		

*Moo Duk Kwan Version Only



Tang Soo Do / Karate-do Kobudo (Weapons Forms)



General Rules

The use of music is not allowed.

In the event of a tie the competitors will be asked to perform a different form than the first one they did. Competitors can choose to use a different weapon within the category they are competing in.

Weapons forms will be divided into two categories: Long Weapons and Short Weapons.

Long Weapons consist of the following:

- Staff (Jang Bong / Bo)
- Oar (No / Eku)
- Garden Hoe (Kuwa)
- Crescent Moon Sword (Chun Yong Wol Do) Usually over 5 ft in height.
- Small version of Crescent Moon Sword (Hyeop Do) under 5 ft in height.
- Trident (Dang Pa)
- Fishing Gaff (Nunti)
- Cane (Ji Pang E)
- Spear (Chang)

Short Weapons consist of the following:

- Sickles (Nat / Kamas)
- Baton (Charu / Tonfa)
- Flail (Sang Chul Bong / Nunchakus)
- Truncheon (Sai)
- Dagger (Danto)
- Sword (Kumdo)
- Sword & Shield (Timbei)
- Knuckleduster (Tekko)
- Fishing Rope (Pho Bak / Suruchini)

Any other weapons will be evaluated on a case by case basis by the head referee for that ring.
Absolutely no "live" or sharp blades.



Tang Soo Do Point Style Sparring **Karate-do Kumite**



Required Safety Equipment:

Boots and Shin guards

Karate Mitts

Head Guard and Face Shield

Mouth Guard for Upper Jaw or Orthodontic Mouth Guard for competitors with braces.

Groin Cup (Males)

Match Information:

Matches are to be two minutes long.

First contestant to score 5 points is declared the winner.

If a tie exists at the end of 2 minutes, then the first point scored in overtime will be used. The first contestant to score a point wins the match.

Contact Rules:

No contact in divisions up to and including 14 years of age.

Light contact (Touch Contact) to the body will be allowed for 15 years and over.

No contact at all to the head.

This is very important to enforce in order to prevent injuries to participants.

Legal Target Areas:

Body (Front, Side and Back above the belt)

Head (Front, Side, Top and Back)

Illegal Target Areas:

Spine

Anywhere on the Neck

Illegal Techniques:

No Hand or Foot Techniques are permitted below the belt.

No hand or foot techniques are permitted to the back of the head.

No hand or foot techniques are permitted to the spine.

Absolutely no head butts, shoulder, elbow or knee strikes are allowed.

No blind spinning techniques are allowed, such as, spinning back fist.

No knife hand or ridge hand techniques are allowed.

Throwing against the joint.



Tang Soo Do Point Style Sparring **Karate-do Kumite continued**



Points:

All Fist techniques delivered successfully to the legal target areas will result in one point.

All leg techniques delivered to legal target areas will result in one point.

Deductions:

1. One Warning – Advise Competitor of Safety Issue – Stop the Match During Advisement
2. Two Warnings result in the deduction of one point.
3. Three Warnings result in disqualification of the match.
4. Referee may go directly to minus a point or disqualification depending upon the severity of the infraction.
5. Warnings do not have to be of the same infraction to qualify for minus a point or disqualification.
5. A warning and point cannot be given at the same time.

Warnings:

1. Use of any Illegal Techniques
2. Running away to avoid fighting
3. Turning your back to your opponent or any act deemed wrongful by the referee.
4. ANY unsportsmanlike behavior

Automatic Disqualifications:

1. Any Excessive contact resulting in bleeding or redness on the face as a result of contact.
2. Injuries caused by excessive contact
3. Malicious contact.
4. Flagrant display of improper Tang Soo Do / Karate-do attitude.

Not Allowed:

1. Unsportsmanlike behavior such as “Showboating” (i.e. jumping up and down, raising your hand in the air to indicate you scored a point, cheering for oneself, etc.) when a point is scored or thought to be scored by the competitor.
2. Running out of the ring.
3. Coaching from outside the ring from teammates, parents, or other instructors, etc.
4. Arguing with the judges or referee’s call.



Tang Soo Do Weapons Point Style Sparring / Karate-do Kobudo Kumite



Required Safety Equipment:

Karate Mitts

Head Guard and Face Shield

Mouth Guard for Upper Jaw or Orthodontic Mouth Guard for competitors with braces.

Groin Cup (Males)

All Color Belt contestants must wear a chest protector. Black Belt contestants over the age of 13 may wear a chest protector should they choose to do so.

Competitors must provide their own padded weapons. Weapons must pass a referee's weapons inspection. There will be Padded weapons available for rent. (Cash Only)

Match Information:

Matches are to be two minutes long.

First contestant to score 5 points is declared the winner.

If a tie exists at the end of 2 minutes, then the first point scored in overtime will be used. The first contestant to score a point wins the match.

Contact Rules:

Must be a minimum of age 10 and above.

Light contact (Touch Contact) to the body will be allowed for 10 years of age and over.

Light contact (Touch Contact) to the head will be allowed for 10 years of age and over.

This is very important to enforce in order to prevent injuries to participants.

Legal Target Areas:

Body (Front, Side and Back above the belt)

Head (Front, Side, Top and Back)

Arms and Legs

Illegal Target Areas:

Spine

Groin

Illegal Techniques:

No Hand or Foot Techniques are permitted.

No thrusting techniques toward the face are permitted. Thrusting is allowed to the body.

No techniques are permitted to the spine.

No techniques using the unpadded handle of the weapon are allowed.

Absolutely no head butts, shoulder, elbow or knee strikes are allowed.



Tang Soo Do Weapons Point Style Sparring / Karate-do Kobudo Kumite



Points:

All Weapons techniques delivered successfully to the legal target areas will result in one point.

Deductions:

1. One Warning – Advise Competitor of Safety Issue – Stop the Match During Advisement
2. Two Warnings result in the deduction of one point.
3. Three Warnings result in disqualification of the match.
4. Referee may go directly to minus a point or disqualification depending upon the severity of the infraction.
5. Warnings do not have to be of the same infraction to qualify for minus a point or disqualification.
6. A warning and point cannot be given at the same time.

Warnings:

1. Use of any Illegal Techniques
2. Running away to avoid fighting
3. Turning your back to your opponent or any act deemed wrongful by the referee.
4. ANY unsportsmanlike behavior

Automatic Disqualifications:

1. Any Excessive contact resulting in bleeding or redness on the face as a result of contact.
2. Injuries caused by excessive contact
3. Malicious contact.
4. Flagrant display of improper Tang Soo Do / Karate-do attitude.
5. If you lose your weapon twice during the match due to a disarming technique, then you will automatically lose the match.

Not Allowed:

1. Unsportsmanlike behavior such as “Showboating” (i.e. jumping up and down, raising your hand in the air to indicate you scored a point, cheering for oneself, etc.) when a point is scored or thought to be scored by the competitor.
2. Running out of the ring.
3. Coaching from outside the ring from teammates, parents, or other instructors, etc.
4. Arguing with the judges or referee’s call.



Grandmaster C. I. Kim (#475)

The International Association of Korean Martial Arts™ is an organization founded to bring back respect, tradition, and integrity to the Korean Martial Arts.

Grandmaster C. I. Kim founded the Association in 2005 after Grandmasters Patrick and Marie Kennedy, which were his students, approached him with the idea. These two students were tired of seeing commercial schools "selling out" the traditions of the Korean Martial Arts that they purportedly taught and were founded on. The goal in the formation of the International Association of Korean Martial Arts™ was to maintain the high standards of Korean Martial Arts that they once had many, many years ago and bring back the respect, tradition, and integrity to the Korean Martial Arts.

The IAKMA offers both School/Club membership (free for school owners) and individual memberships for a small fee.

Benefits of the IAKMA include:

- International Dan Certification
- International Gup Certification
- MASTER and INSTRUCTOR Certification
- SCHOOL/CLUB Certification
- All Level Training Seminars
- National Level Competitions
- Curriculum Guidance
- Professional School Management/Marketing Consultation
- Training Materials (manuals, videos, DVDs, etc.)
- Reasonable Fees
- World Renown Credentials
- No Politics

Individual Membership includes:

- Membership Certificate
- ID Card
- Patch
- Lapel Pin

We are currently growing at a very rapid pace. We are looking for USA State Representatives and Representatives outside of the USA. Please contact us immediately if you are interested in filling one of these positions.

For more information, please contact Master Marie Kennedy at (847) 891-8731, e-mail info@TangSooDo.com with the Subject: "IAKMA" or visit <http://www.IAKMA.org/>.