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5. Principles of Scoring

1) Principles of independent decision making: The Referee must always make decisions based on his/her own judgment, independent of the influence of other Referees’ decisions.

2) Principle of immediate decision making: The Referee should make immediate decisions regarding actions and must not hesitate to judge individual’s techniques by, for instance, judging a combined technical sequence or “summing” the context of technical actions. The Referee must make a judgment immediately after the action occurs.

3) Principle of non-compensation of misjudgment: If the Referee recognizes that he has made a misjudgment, he must try not to compensate by making another misjudgment.

   For example, when a Referee recognizes that he has penalized a contestant unreasonably, there is the tendency to try and compensate the mistake by penalizing the other contestant unreasonably or upon the slightest pretext. This is a clear violation of the rules and can be the cause of loss of dignity and credibility.

4) Principle of non-revaluation of a previous judgment.

   Once a decision is made it must not be changed under any circumstances. Even if, by the Referee’s own judgment, that decision was a mistake, it must stand.

   The only legal course of changing decisions is through arbitration.
Rule changes

이 규칙은 본 연맹과 각 지역연맹, 각국 협회가 주최 및 주관하는 모든 대회에 적용된다. 단, 각국협회가 이 규칙의 일부를 수정하여 사용코자 할 때에는 본 연맹의 사전 승인을 얻어야 한다.

The Competition Rules shall apply to all the competitions to be promoted and/or organized by the WTF, each Regional Union and member National Association. However, any member National Association wishing to modify some part of the Competition Rules must first gain the approval of the WTF.

주-(1)
사전승인:
수정을 원하는 단체가 세계배전도연맹에 승인을 요청하여 최소한 경기 1개월 전에 승인을 득하여야 한다.

(Explaination #1)
First gain the approval:
Any organization desiring to make a change in some portion of the existing rules must submit to the WTF the contents of the desired amendment along with the reasons for the desired change. Approval for any changes in these rules must be received from the WTF one month prior to the scheduled competition.

주-(2)
사전승인 허용범위는 1) 체급의 변경 2) 심판배정의 중, 감 3) 경기운영상의 검사원석, 기록원석, 의무석 등의 위치 변경 4) 경기시전자속 동이며, 경기 독, 감독과 경기장에 대한 내용에 대하여는 여기한 이유에서도 변경할 수 없다.

(Explaination #2)
1) Change of weight category, 2) increase or decrease of the number of IRs, 3) change of positions for the Inspector, Recorder and Commission Doctor, etc. and 4) duration of contest, etc. are subjects to be included in the category of subjects which may be modified after first gaining the approval of the WTF, however, such matters as valid points, warnings & deductions and the competition area are not to be changed under any circumstances whatever.
Weight

weight classes

weight in day before competition, must be within range

Equipment

uniform, trunk, head, forearm, shin protector, groin protector

USFU instep pad, mouth guard

eyeglasses, jewelry, medical taping

Contest Area

12 meters

Rounds

3 three-minute rounds men

3 two-minute rounds women, juniors, etc.

one-minute rest between rounds

Referee

controls match

starts/stops action

declares penalties

declares winner

Judge

awards points

Coach

protest on behalf of contestant
1. 허용기술
1. Permitted Techniques

1) 손기술:
바른 주먹의 인지와 중지의 앞부분을 이용한 공격
1) Fist techniques: Delivering techniques by using the front parts of the forefinger and middle finger of the tightly clenched fist.

2) 발기술:
복숭아뼈 이하의 발 부위를 이용한 공격
2) Foot techniques: Delivering techniques by using the parts of the foot below the ankle bone.

주-(1)
손기술:
바른 주먹의 인지와 중지의 앞부분을 이용한 공격, 여기서 바른 주먹이란 바르게 펴 주먹이란 뜻으로 바르게 펴 진 주먹의 인지와 중지의 앞부분을 이용한 타격이라면 그 각도나 위치에 관계없이 허용된다는 것을 말한다.

(Explanation#1)
Fist techniques:
In the original Korean terminology of techniques, the term “Pa-run-ju-mok” can be interpreted as a correctly clenched fist. Therefore, striking with the front part of the middle and forefinger knuckles of the correctly clenched fist is permitted without consideration of the angle, trajectory, or fist placement of the strike.

주-(2)
발기술:
복숭아뼈 이하의 발 부위를 이용한 공격, 복숭아뼈 이하의 발 부위를 이용한 타격기술은 어떤 기술이라도 정당한 기술로서 복숭아뼈 이하의 다리 부위, 청장이 또는 무릎 등의 부위를 이용한 타격은 허용되지 않는다는 뜻이다.

(Explanation#2)
Foot techniques:
Any striking techniques using the part of the foot below the ankle bone are legal, whereas any others using the part of the leg above the ankle bone, i.e. part of the shin or knee, etc. are not permitted.
2. Permitted Areas

1) Trunk: Attack by fist and foot techniques on the areas covered by the trunk protector are permitted. However, such attacks shall not be made on the part of the spine.

2) Arm: This area is the face excluding the back of the head, and attack by foot techniques only is permitted.
(Explanation#3)
Trunk:
As depicted in the following illustration, the area covered by the trunk protector between the armpit and the pelvis is the legal attacking area. Thus, trunk protector should be worn according to the rule on the size of trunk protector for each weight category and the physique of each contestant.

(Explanation#4)
Face:
As depicted in the following illustration, this is the whole parts of the face including both ears except the back of the head.
6. Scoring the Valid Point

1) The concept of a valid point: Valid point means the point awarded to a technique which makes accurate contact on a legal area with adequate power and which is delivered with the correct part of the hand or foot.

The difficulty in precisely defining a valid point reliability from the lack of an objective scale for measuring the impact of techniques. Therefore the Referee must have a clear, personal concept of scoring techniques which must be consistent with both the rules and other experienced Referees' concepts.

The competition rules define scoring techniques as accurate, powerful contact made by legal hand or foot techniques. Accurate contact means a blow which contacts the opponent’s scoring area with precision, utilizing the central part of the hand or foot without encountering and blocking impediments. Powerful contact means forcible striking with clearly visible mass and velocity. Therefore, scoring techniques can be defined as clean, forcible contact to the scoring target.

The Referee's general concept of scoring techniques has, in some respects, two problems. First is the overly stringent and narrow criteria many hold for awarding a point; next is the lack of flexibility in applying criteria which depend on technique or area.

2) Guideline for application of scoring criteria

(1) Analysis of scoring criterion: In the competition rules there are two aspects to the criteria of scoring: Accuracy, and Power.

Accuracy means the degree of precision in the contact made between the legal scoring area and the striking part of the technique.

* Precise Contact
* Partial Contact
* Over-extended Contact
* Impeded Contact

Power means the amount of force transferred to the opponent’s body. Power has two essential components: The velocity and the mass with which the technique is loaded. In practice, however, if the opponent is abruptly displaced, through contact, or even without visible displacement, the power of a technique which is elastically transferred to the target area can be evaluated as forcible contact.

The following is the concept of contact as classified according to the degree of power:

* powerful contact (forcible hitting)
* light contact (slight hitting)
* pushing contact (slow hitting)
* minimal contact (brushing hitting)
(2) Guidelines

A. Accuracy

a. Contact with target area.
b. Other contact.

B. Power

a. Changing of the center of gravity; abrupt displacement.
b. Sound emitted of contact; weightily sound of strike.
c. Shape of technical exertion in the moment of contact; displacement of both contestants center of gravity mass and velocity of the technique.

C. Area

a. Face:
   - Accurate contact - point
   - Not accurate but visibly powerful-point
b. Torso:
   - Scoring area; accurate and powerful contact-point
   - Permitted area outside a scoring area

D. Case study

a. Instep Strike
b. Ball of foot striking
c. Striking by spinning back kick
d. Fist striking
e. Simultaneous striking
f. Consecutive striking
g. Strike grazing the face

E. Striking a legal area outside a scoring target

(3) Special scoring situations;

A. Simultaneous consecutive striking

B. Consecutive striking

C. Rapid exchange of strikes

D. Infrequent striking situation

E. Unusually heavy strike
1. Legal Scoring Areas

1) Mid-section of the trunk: The part covered by the trunk protector

2) Face: The whole part of the face including both ears.

주-(1) 득점부위
- 몸통 : 척추를 제외한 몸통의 후부 전체 면
- 얼굴 : 두어는을 제외한, 두 귀를 포함한 얼굴 전체 면

(Explanation#1) Legal scoring areas
- Trunk: The whole part of the protector except the spine - vertical center of the back.
- Face: The whole part of the face including both ears except the back of the head
Valid Points

3. The valid points are divided as follows:

1) 头部 1分
2) 面部 2分
3) 头部或面部对对手构成有效打击而使对手处于危险的或者受严重打击时，裁判给予 1分。

1) One (1) point for attack on trunk protector
2) Two (2) points for attack on face
3) One (1) additional point shall be awarded in the event that the contestant is knocked down and the referee counts.

4. 分数是三个回合的总和。
4. Match score shall be the sum of points of the three rounds.

2. 分数是合法技术中有效打击和强烈攻击的分值.
2. Points shall be awarded when permitted techniques are delivered accurately and powerfully to the legal scoring areas of the body.

주-(2)
정확하게 : 정해진 부위와 기술의 바른 부위가 정확하게 접촉된 것을 말한다.

(Explanations#2)
Accurately : This means the proper aspect of a legal attacking technique, fully contacting the opponent within the designated limits of a legal target area.

나. 일반폭우 사용 시 :
상대가 상당한 타격을 받았을 때

b. Trunk protector not equipped with electronic sensor:
Sufficient power is demonstrated as the opponent’s body is abruptly displaced by the impact of the strike.
Article 17. Knock Down

1. When any part of the body other than the sole of the foot touches the floor due to the force of the opponent’s delivered technique.

2. When a contestant is staggered showing no intention or ability to pursue the match.

3. When the referee judges that the contest cannot continue as the result of any power technique having been delivered.

(Explanation)
A knock down:
The situation in which a contestant is knocked to the floor or is staggered or unable to respond adequately to the requirements of the match due to a blow.
Even in the absence of these indications, the referee may interpret as a knock down, the situation where, as the result of contact, it would be dangerous to continue or when there is nay question about the safety of a contestant.

(Guideline for officiating)
-The criterion of declaration “Kye-soo”
When a contestant is knocked down, the referee should first check over the condition of the contestant and then count. Once the referee begins to count, judges shall award the additional one (1) point at the moment the referee counts ‘3’.

-The criterion of “Knock-down”
When the soles (bottom of the foot) of the both feet of the contestant are located off the mat.

-The criterion of “Standing down”
When a contestant is standing but considerably staggering or shrunken by the impact of strike.
March 29, 2002

TO: USTU Dojang Owners

FROM: Eui Bin Lee  
Referee Chairman, 
United States Taekwondo union

RE: Junior Competition Rules

The following rules will be in effect for the 2002 Junior Black Belt Festival (at the 28th National Taekwondo Championships) and at the 2002 Junior Olympics:

1. **Rules for All 6 – 11 Years Old Competitors.** Head contact with the foot will be treated the same way as head contact with the fist.

   Face contact, if deemed incidental, will result in a Kyungo penalty as long as no injury results from the attack.

   Other occurrences will be weighed based on intent and result.

   Any injury will result in a Gamjeom if the competitors cannot continue because of injury then the attacker will be disqualified.

2. **For 12 – 17 year old Color Belts Only:** The old Junior Safety Rules will still apply. That is, the competitor who executes a successful technique (light contact without causing injury) shall be awarded one point.

   The competitor who executes a kick to the face or neck which results in a minor injury shall receive a one-point deduction. A minor injury is defined as abrasion or bleeding caused by non-excessive contact.

   The competitor who executes a kick to the face or neck which results in the inability of the opponent to continue sparring because of injury shall be disqualified.

3. **Age Group 12 – 17 Year Old Black Belts Only:** In State, Regional, and National Junior Olympic Championships sparring competitions, the Senior Black Belt Rules shall apply.
주-(5)
정고행위 중 바람직하지 못한 행위에 대해서는 한 회전 당 2회에 한해서는 주의의 판단에 따라 ‘주의’를 활용할 수 있지만 2회 이후는 허용하지 않는다. 3회부터는 무조건 정고를 부여해야 하며, 그 행위가 고의성이 있다고 판단될 때는 주의 없이 바로 정고를 부여할 수 있다. 단, 경기방해행위에 대해서는 주의를 활용할 수 없다.

(Explanation #5)
The referee may use his/her own discretion to give “Joo-eui(Caution)” before giving “Kyong-go” penalty to a contestant for his/her undesirable acts. However, the use of “Joo-eui” shall be permitted twice at the maximum, and “Kyong-go” penalty shall be declared for the third commitment. If the act is considered intentional, “Kyong-go” shall be declared without prior “Joo-eui”. “Joo-eui” shall not be used for the act of “Interference with the progress of the match”.

6. 경고사항
6. Prohibited acts: “Kyong-go” penalty

1) 경기방해행위
1) Interference with the progress of the match
   a. 한계선 밖으로 나가는 행위
   b. 넘어서는 행위
   c. 뒤돌아보는 행위
   d. Evading by turning the back to the opponent
(Explanation #3) Prohibited acts: “Kyong-go”
1. Interference with the progress of the match

(a) Crossing the Boundary Line
When the both feet of a contestant move out of the boundary line, the referee shall give a “Kyong-go” penalty immediately.

(Guideline for officiating) Boundary Line
When both feet of a contestant have moved out of the boundary line, the referee must declare “Kal-yeo” immediately and give a “Kyong-go” penalty. In case both feet of the both contestants have moved out of the boundary line, the referee must give a “Kyong-go” penalty to the one who did such first.

(나) Falling down:
In case a contestant falls down due to the opponent’s prohibited acts, “Kyong-go” penalty shall not be given to the contestant, and penalty shall be given to the opponent. Although a contestant falls down while performing a technique or attacking, “Kyong-go” shall be given. In case both contestants fall down, the one who falls down intentionally or falls down first will be given the penalty.

(다) Evading by turning the back to the opponent:
This act involves turning the back to avoid the opponent’s attack and this act should be punished as it expresses the lack of fair play spirit and may cause a serious injury. Same penalty should also be given to evading the opponent’s attacks by bending down the waist level or crouching.
2) Undesirable acts
   a. Grabbing the opponent
   b. Holding the opponent
   c. Touching the opponent with the hand or the trunk
   d. Pretending injury
   e. Butting or attacking with knee
   f. Attacking the groin
   g. Stamping or kicking any part of the leg or foot
   h. Hitting the opponent’s face with hands or fist
   i. Interrupting the progress of the match on the part of contestant or the coach
   j. Avoiding the match
2. Undesirable acts

1) Grabbing the opponent
This includes grabbing any part of the opponent’s body, uniform or protective equipment with the hands. Also included in the act of grabbing the foot or leg or hooking either one on top of the forearm.

2) Holding the opponent with the hand or arm
Pressing the opponent’s shoulder with the hand or arm, hooking the opponent’s body with the arm with the intention of hindering the opponent’s motion. If, during the competition the arm passes beyond the opponent’s shoulder or armpit for the above mentioned purpose, a penalty must be declared.

3) Touching the opponent with the hand or the trunk
Pushing the opponent with the hand, or stretches the arms and takes down.

주. (4) 이는 행위
기술교환을 할 수 없을 정도로 접근 된 상태에서 주먹을 뜻 상태로 이는 행위는 허용되지만 손바닥을 사용하거나 상대 선수를 넘어뜨리기 위한 방법으로 이는 행위는 처벌한다.

(Explanation #4)
When both contestants get too close, it is permitted to push the opponent with the fist. However, the use of the hands on the purpose to fall the opponent down is prohibited and penalty shall be declared.
4) Pretending injury
Punishing the absence of the spirit of fair play is the intention of this sub-article.
This means exaggerating injury or indicating pain in a body part not subjected to a blow
for the purpose of demonstrating the opponent’s action as a violation, and also exaggerating
pain for the purpose of elapsing the game time. In this case, the referee shall give the indication to
continue the match to the contestant two times with five (5) seconds interval, and then shall give
“Kyong-go” penalty unless the contestant follows the instruction of the referee.

5) Butting or attacking with the knee or forehead
This article relates to an intentional butting or attacking with the knee when in close
proximity to the opponent. However, actions of attacking with the knee that happen in the
following situation cannot be punished by this article:

- a. When the opponent rushes in abruptly at the moment of performing foot techniques.
- b. Inadvertently, or as the result of a discrepancy in distance in attacking.

6) Attacking the groin
This article applies to an intentional attack to the groin. When a blow to the groin is
caused by the recipient of the blow or occurs in the course of an exchange of techniques,
no penalty is given.
7) Stamping or kicking any part of the leg or foot
This article applies to strong kicking or stamping actions to any part of the thigh, knee or shin for the purpose of interfering with the opponent’s technique. No penalty will be given to those actions that occur through inadvertent contacts or normal technical exchanges.

8) Hitting the opponent’s face with the hands or fist
This article includes hitting the opponent’s face with the hand (fist), wrist, arm, or elbow. However, unavoidable actions due to the opponent’s carelessness such as excessively lowering the head or carelessly turning the body cannot be punished by this article.

9) Interrupting the progress of the match on the part of the contestant or coach
This includes:
-When a coach leaves the designated coach’s mark during the match creating a disturbance or intentionally leaving the competition area.
-When a coach goes around the competition area with a purpose of interfering the progress of the match or making a protest against the referee’s decision.
-When a coach or a contestant gestures to indicate scoring or deduction of points.

10) Avoiding the match
-In case a contestant avoids the fighting with no intention to attack. The penalty shall be given to the one more defensive and steps back more frequently.
7. Prohibited acts: "Gam-jeom" penalty

1) Interference with the progress of the match
   a. Throwing down the opponent by grappling the opponent's attacking foot in the air with the arm or by pushing the opponent with the hand.
   b. Intentionally attacking the fallen opponent after declaration of 'Kal-yeo'.
   c. Intentionally attacking the opponent's face with fist.

2) Undesirable acts
   a. Temporary suspension the match due to violent remarks or behaviors on the part of the contestant or the coach.

8. When a contestant intentionally refuses to comply with the Competition Rules or the referee's order, the referee may declare the contestant loser by penalty after 1 (one) minute.
주-(6) 감정사항

1) 정기방해행위

가. 상대가 공격한 발이 제공 시 팔을 걸거나 손바닥으로 미는 행위
상대방 선수의 공격을 방해함 목적으로 공격해 온 발을 팔로 걸어 넘기거나 손바닥으로
미는 행위를 말한다.

(Explanation #6) Prohibited acts: "Gam-jeom" penalty

1) Interference with the progress of the match

a) Intentionally throwing down the opponent by grappling the opponent’s attacking foot in the
air with the arm or pushing the opponent with the hand
Action to interfere with the opponent’s attack by grappling the opponent’s foot in the air or
pushing with the hand.

나. 주심의 ‘갈려’ 선언 후 넘어진 상태를 의도적으로 가격하는 행위
이 행위는 매우 위험한 행위로서 상대 선수에게 심한 상해를 입힐 가능성이 많은 것이다.
 넘어진 선수는 순간적으로 무발칙 상태에 있기 쉽고 또 낮은 위치에 있는 상대의 신체
부위에 가해지는 발기술의 위력은 강하게 가해지기 마련이므로 그 위험성이 더욱 크다.
이와 아니라 넘어진 상태를 공격하는 행위는 맨손도 선수로서 해서는 안될 악랄한 행위에
속하는 것으로서 온바른 경기정신에 어긋나는 행동이기도 하다. 이와 같은 이유로 해서
 넘어진 상태에 대한 공격은 고의, 비고의를 가리지 않아도 벌칙을 선언한다. 또 넘어진
상태에 대한 공격이 경미하거나 또한 실제로 다가가지 않고 공격하는 각하하는 행위라 할지라도 그 행위 자체가 고의적이지 않거나 경기 정신에 어긋나는 적법한 감정으로
행했다고 판단될 때는 단호하게 감정 선언을 한다.

b) Attacking the fallen opponent after “Gal-yeo”
This action is extremely dangerous due to the high probability of injury to the opponent.
The danger arises from:

- The fallen opponent might be in a state of unprotectedness in that moment.
- The impact of any technique which strikes a fallen contestant will be greater due to the
  contestant’s position. These types of aggressive actions toward a fallen opponent are not in
  accordance with the spirit of Taekwondo and so are not appropriate to Taekwondo competition.
With this regard, penalties should be given on attacking the fallen opponent intentional or
unintentional. Gam-jeom penalty should be given in case a contestant attacks or pretends to
attack the fallen opponent intentionally.
c) Intentionally attacking the opponent's face with fist

A "Gam-jeom" penalty shall be given to the one who has committed any of the followings by the referee's own decision.

- When the starting point of the fist attack was over the shoulder
- When the fist attack was made upward
- When the attack was made in a close distance for the purpose of causing an injury, not as a part of technical exchanges

2) Undesirable acts

a) A temporary suspension of the match due to violent remarks or behaviors on the part of the contestant or the coach

In this instance, the undesirable behaviors include shouting, threatening the referee, protesting against the referee's decision in an illegal way.
When misconduct is committed by a contestant or coach during the rest period, the referee can immediately declare the penalty and that penalty shall be recorded on the next round's results.
2. In the case of multiple penalties being committed simultaneously, the heavier penalty shall be declared.

주-(1)
이중 벌칙선언 :
2개 이상의 금지행위가 동시에 일어났을 때는 하나의 벌칙만 선언할 수 있고 이때는 가장 큰 벌칙, 즉 경고와 감점 중 강점으로 선언해야 한다.
동일한 수준의 벌칙일 때는 주심이 선택하여 선언할 수 있다.
(Explanation #1)
Multiple penalties being committed simultaneously:
In this instance, only the severer penalty may be assessed. For instance, if a “Kyong-go” and a “Gam-jeom” occur simultaneously, the “Gam-jeom” must be assessed. If both violations are of equal severity, the referee will use his/her own discretion in choosing which penalty to declare.

Invalidation of points

5. 득점의 무효

공격자가 반칙행위를 이용하여 가격했을 때 득점에 해당하여도 무효로 한다.
5. Invalidation of points: When a contestant performs an attack to score through the use of the prohibited actions, and the points scored shall be annulled.

주-(4)
득점의 무효 :
정당한 경기운영을 하지 않고 얻어진 득점은 무효로 한다는 규정이다. 이 때 주심은 벌칙의 선언과 함께 그 기술의 무효를 표시해야 한다.
(Explanation #4)
Invalidation of a point:
It is a rule that points gained through illegal techniques or actions cannot be valid. In this case, the referee must indicate invalidation of the point by hand signal and declare the appropriate penalty.

(Umpire's note)
위와 같은 경우가 발생했을 때 주심은 즉시 경고 선언을 하고 먼저 득점 무효선언을 한 다음 반칙을 선언해야 한다.

(Guideline for officiating)
If the above situation, the referee shall immediately declare “Kal-yeo” and shall first invalidate the point by hand signal, and then declare the appropriate penalty.
Match suspension/injury

부상으로 인하여 경기가 중단되었을 때 주심은 다음의 조치를 취한다.
When a contestant is to be stopped due to the injury of one or both of contestants, the referee shall take the following measures:

1. 경기를 중단시킨 후 "재시"로 경기시간을 정지시킨다.
1. The referee shall suspend the contest by declaration of "Kal-yeo" and order the Recorder to suspend the time keeping by announcing "Kye-shi" (suspend).

2. 1분이 초과하지 않은 범위 내에서의 치료를 하기한다.
2. The referee shall allow the contestant to receive first aid within one minute.

3. 경상업에도 1분이 경과하도록 제재전 의사표하지 않는 선수는 패자로 한다.
3. The contestant who does not demonstrate the will to continue the contest after one minute, even in the case of a slight injury, shall be declared loser by the referee.

4. 1분이 경과하여 속행이 불가능한 경우, 감정행위에 의한 경우는 부상배한 자를 패자로 한다.
4. In case resumption of the contest is impossible after one minute, the contestant causing the injury by a prohibited act to be penalized by "Gam-jeom" shall be declared loser.

5. 양 선수가 동시에 쓰러져 1분이 경과하여도 속행이 불가능할 경우 부상 시까지의 점수로 승패를 결정한다.
5. In case both of the contestants are knocked down and are unable to continue the contest after one minute, the winner shall be decided upon points scored before the injuries occurred.

6. 한 선수라도 의식을 잃고 쓰러져 있거나 위협한 상태에 처해 있다고 판단될 경우 주심은 즉시 경기를 중단시키고 응급처치를 명할 수 있다. 이 때 부상이 아닌 감정행위에 의한 경우는 가석자를 패자로 하고 감정행위가 아닌 경우는 부상 시까지 점수로 승패를 결정한다.
6. When it is judged that a contestant's health is at risk due to losing consciousness of falling in an apparently dangerous condition, the referee shall suspend the contest immediately and order first aid to be administered. The referee shall declare as loser, the contestant causing the injury if it is deemed to have resulted from a prohibited attack to be penalized by "Gam-jeom", or in the case the attack was not deemed to be penalized by "Gam-jeom", shall decide the winner on the basis of the score of the match before suspension of the time.
부상 또는 응급사태의 발생으로 경기진행이 불가능하다고 판단되었을 때 주심은 다음과 같이 처리할 수 있다.

가. 부상 또는 그 사태가 선수의 의식을 잃고 쓰러져 있는 등 시간을 지체할 수 없는 급한 위험상황이라고 판단될 때에는 먼저 선수가 응급처치를 받게 하고 바로 경기를 종결시킬 수 있다. 이 때 승패는:

(가) 행위가 감점행위에 의해 아기된 경우에는 행위자를 패자로 하고,
(나) 행위가 정상적인 경기 진행 중에 일어난 감점 행위가 아닌 동작이나 정당한 기술에 의한 것일 때는 경기불능자를 패자로 한다.
(다) 경기진행과 무관한 경기외적 사태로 말미암은 부상 및 응급상황에서는 양 선수가 그 때까지 받은 점수로 승패를 정한다. 1회전도 끝나지 않았을 때는 그 경기를 무효로 한다.

나. 부상의 정도가 급하게 위험한 상황이 아닐 때는 게시 후 1분의 범위 내에서 경기 재개를 위해 필요한 조치를 취할 수 있다.

(가) 치료의 허가: 간단한 의료적 치료가 필요하다고 판단될 때는 치료를 하게 할 수 있고 또 임상의사의 진단 또는 치료가 필요하다고 판단될 때는 의사에게 치료를 요청할 수 있다.
(나) 경기중단의 지시: 선수가 경기 중단이 가능한지 여부의 판단은 주심이 한다. 주심은 1분 이내에 언제든지 선수에게 경기 중단을 명할 수 있다. 선수가 이 지시에 따르지 않을 때는 그 선수를 패자로 선언한다.
(다) 치료 또는 회복을 기다리는 도중에 게시 후 40초가 경과한 때로부터 주심은 5초 간격으로 "00초 경과"를 큰 소리로 알리야 한다. 1분이 되는 순간까지 선수 위치로 돌아오지 못할 때는 경기 결과를 선언해야 한다.
(라) 임상의사가 자리를 잃어버린지의 여부와 게시에 영향을 미치지 못한다. 비록 의사가 없더라도 게시의 재판은 정상대로 진행된다. 다만, 임상의사가 꼭 필요한 상황이지만 없을 경우 또는 경미한 부상이나 의료 치료에 약간의 추가 시간이 필요한 경우에는 주심의 판단에 따라 게시의 진행을 중단할 수 있다.
(마) 1분이 경과하였도 경기장에 불가능할 경우 승패는 <가>(가)의 방법과 같이 결정한다.

다. 양 선수가 모두 경기 불능상황에 빠져 1분 이내에 일어나지 못하거나 즉시 종결 상황에 처했을 때의 승패는:

(가) 한 편의 선수가 감점행위를 범했을 때는 그 선수를 패자로 하고,
(나) 감점행위가 아닌 행위에 의한 상황일 경우에는 그 때까지의 점수로 승패를 정한다. 단, 1회전도 끝나지 않은 경우에는 그 경기를 무효로 하고 해당본부가 정한 시간에 재재진에 한다. 이 때에도 경기의 속행이 불가능한 선수가 있을 때는 기선으로 처리한다.
(다) 양 선수가 모두 감점행위를 범했을 때는 두 선수 모두 반칙패로 선언한다.
(Explanation#1) When the referee determines that the competition cannot be continued due to injury or any other emergency situation, the referee may take the following measures:

1) If the situation is critical such as a competitor losing consciousness or suffering a severe injury and time is crucial, first aid must be immediately directed and the match must be closed. In this case, the result of the match will be decided as follows:
   a. The causer shall be declared the loser if the outcome was the result of a prohibited act to be penalized by "Gam-jeom".
   b. The incapacitated contestant shall be declared the loser if the outcome was the result of a legal action or accidental, unavoidable contact.
   c. If the outcome was unrelated to the match contents, the winner shall be decided by the match score before suspension of the match. If the suspension occurs before the end of the first round, the match shall be invalidated.

2) When the injury is not serious, the competitor can receive necessary treatment within one minute after the declaration of "Kye-shi".
   a. Permission for medical treatment: When the referee determines that medical treatment is necessary, he/she can direct treatment by the Commission Doctor.
   b. Order to resume the match: It is the decision of the referee whether or not it is possible for the contestant to resume the match. The referee can anytime order the contestant to resume the match within one minute. The referee can declare loser any contestant who does not follow the order to resume the match.
   c. While the contestant is receiving medical treatment or is in the process of recovering, 40 seconds after the declaration of "Kye-shi", the referee begins to loudly announce the passage of time in five seconds interval. When the competitor cannot return to the Contestant’s Mark by the end of one minute period, the match results must be declared.
   d. After the declaration of "Kye-shi", the one minute time interval is strictly observed regardless of the Commission Doctor’s availability. However, when the Doctor’s treatment is required but the Doctor is absent or additional treatment is necessary, the one minute time limit can be suspended by the judgement of the referee.
   e. If resumption of the match is impossible after one minute, the decision of the match will be determined according to sub-article 1) a. of this article.

3) If both contestants become incapacitated and are unable to resume the match after one minute or urgent conditions arise, the match result is decided according to the following criteria:
   a. If the outcome is the result of a prohibited act to be penalized by "Gam-jeom" by one contestant that person shall be loser.
   b. If the outcome was not related to any prohibited act to be penalized by "Gam-jeom", the result of the match shall be determined by the match score at the time of suspension of the match. However, if the suspension occurs before the end of the first round, the match shall be invalidated and organizing Committee will determine an appropriate time to recontest the match. If, by the determined rematch time, a contestant is still unable to compete, that contestant shall be considered withdrawn.
   c. If the outcome is the result of prohibited acts to be penalized by "Gam-jeom" by both contestants both contestants shall lose.
Article 15. Decision of Superiority

1. In the case of a tie score by deduction of points, the winner shall be the contestant awarded any point or more points through the three rounds.

2. In the case of a tie score other than case 1. above, (where both contestants received the same number of points and/or deductions) the winner shall be decided by the Referee based on superiority throughout all three rounds.

3. Decision of superiority shall be based on the initiative shown during the contest.

주-(1)
In the case of a tie score by deduction of points; The contestant who earned more valid points in the winner.

주-(2)
In case of a tie score by the both scores and deduction : The one who has scored 3 (three) points by one valid attack - is the winner.

주-(3)
Throughout all three rounds : Assessment of superiority is made on the basis of the overall results of the match on a round to round basis and the decision of superiority is made at the end of the final round.

*Assessment of superiority per round (in a way to going down from 10)
a) Deuk-jeom (1:0 = 10:8, 3:1 = 10:7)
b) Gam-jeom (-1:0 = 9:10)
c) The one who scored triple points by one valid attack (10:9)
d) The one who has showed the initiative (10:9):
   - Technical dominance of an opponent through aggressive match management
   - The greater number of techniques executed
   - The use of the more advanced techniques both in difficulty and complexity
   - Display of the better competition manner
주-(3)\\n의결: 의결을 위한 심의 청사는 다음과 같다.
가. 소청 사유내용을 검토하여 심의 내용을 가부로 결정할 수 있는 청식으로 만든다.
나. 필요한 경우, 주부심의 소정을 첨부할 수 있으며, 필요한 경우 대상의 결정을
소청권청이 가한다.
다. 필요하다고 판단될 경우, 판정 기록이나 경기내용 기록 (Video Tape)를 검토한다.
라. 재판결의 결과를 위익권청의 무기명 통보에 의해 다수결로 가부를 결정한다.
마. 위익권청이 소청심의 결과보고서를 작성, 발표한다. \textbf{WTF 59}
바. 결과의 처리
(가) 경기결과 처리의 착오: 점수 계산의 착오나 첨, 홍 선수의 착각에 의한
경우는 그 결과를 반복한다.
(나) 규정적용의 착오: 주심이 규정 적용을 명백히 착오한 것으로 판명되었을 때는
그 결과를 반복하고 주심을 징계한다.
(다) 사실판단의 착오: 주심 또는 부심 등이 타격의 강도, 행위의 정도, 고의성 유
무 또는 행위의 시간적 유효성 여부 등 사실 판단에 있어 명백한 착오가
있다고 판정될 때는 그 결과를 반복할 수 없고 오점을 행한 심판원을
징계한다.

(Explanation#3) \textbf{WTF 60}

Deliberation procedures
1. After reviewing the protest application, the contest of the protest must be arranged according
to the criterion of “Acceptable” or “Unacceptable”.
2. If necessary, the Board can hear opinions from the referee or judges.
3. If necessary, the Board can review the material evidence of the decision, such as the written or
visual recorded data.
4. After deliberation, the Board holds a secret ballot to determine a majority decision.
5. The chairman will make a report documenting the outcome of the deliberation and shall make
this outcome publicly known.
6. Treatment of the decision:

1) Errors in determining the match results, mistakes in calculating the match score or
misidentifying a contestant shall result in the decision being reversed.
2) Error in application of the rules: When it is determined by the Board that the referee
made a clear error in applying the Competition Rules, the outcome of the error shall be
corrected and the referee shall be punished.
3) Errors in factual judgement: When the Board decides that there was a clear error in
judging the facts such as impact of striking, severity of action or conduct, intentionality,
timing of an act in relation to a declaration or area, the decision shall not be changed and
the officials seen to have made the error shall be punished.
주심 수신호 (Referee’s Hand Signals)

1. 청, 홍 선수위치
   1) 양주먹을 맞아 쥐며 엄지 위에 놓고 인지로 가까운 주먹을 좌, 우 가슴 높이까지 옮긴다.
   2) 팔을 벌리며 먼저 “청”선수 위치를 오른손 인지로 가리킨 후, “홍”선수 위치를 원손 인지로 가리친다.

1. Call for contestants
   1) Raise the both clenched fists the thumb on the middle finger and forefinger spread out to the height of the breast.
   2) Stretch down the arms in turn, pointing the “Chung” contestant’s mark with right forefinger and then “Hong” contestant’s mark with left forefinger.
2. "Cha-ryeot"/ "Kyeong-rye"

1) Raise open palms facing forward with thumbs folded to the height of the eyebrow.
   Keep the arms apart from both sides of the trunk at 45 degrees, giving a verbal command "Cha-ryeot" and then

2) Stretch both arms even to the height of the shoulders with palms down, giving a verbal command "Kyeong-rye."

3) Raise open palms facing each other with thumbs folded to the height of the eyebrow. Keep the arms apart from both sides of the trunk at 45 degrees, giving a verbal command "Cha-ryeot" and then

4) Bring both hands to the front of the pit of the stomach with palms down while giving a verbal command "Kyeong-rye". Keep a fist-sized distance between fingertips of both hands and between hands and the trunk.
3. Joon-bi
1) Fold the right arm upward at 45 degrees and get the stretched fingers close to the right ear.
2) Stretch the right arm down to the height of the pit of the stomach in “Wen-Abgubi” stance (a step forward with the left leg), giving a verbal command “Joon-bi.”
* While these actions are taken, put the left arm alongside the side of the trunk with the hand slightly clenched.
4. 시작
1) 준비자세에서 원받을 끌어당겨 범서기로 서면서 양손바닥을 둘고 양팔을
어깨를 중심으로 각 45도 바깥으로 벌린 후
2) 양 팔을 양손바닥이 마주 보이도록 양가슴 앞으로 약 25cm 간격으로 제발라
끌어 당겨서 "시작" 구령을 한다.

4. "Shi-jak"
1) Take "Bum-seogi" stance from the posture of "Joon-bi" by drawing back the left
   leg, opening both arms at 45 degree from the shoulder with palms open.
2) Rapidly bring both arms before the breast with 25cm distance and with palms
   facing each other, giving a verbal command "Shi-jak."
5. "Gul-yo"/ "Keu-man"
Stretch the right arm with open palm down to the pit of the stomach, taking "Wen-abseogi" stance and giving a verbal command "Gul-yo"/ "Keu-man"
6. 제속
“갈려” 선언 자세에서 오른손을 오른 쪽 옆까지 들어올리며 “제속” 구령을 한다.

6. “Kye-sok”
Get the fingertips of the right knife-hand close to the ear in the posture of “Kal-yeo”, giving a verbal command “Kye-sok.”
7. 판정 선언
1) “청”선수 승자시 승자쪽을 향한 후
2) 오른 주먹을 명치 앞으로 움직이다가
3) 손바닥을 위로 향하여 퍼며 오른팔을 45도 각도 위로 벌으며 "청승" 선언을 한다.
* 이 때 다른손은 주먹을 가볍게 쥐고 몸통과 나란히 하여 아래로 둔다.
* “홍”선수 승자시 같은 요령으로 왼손을 사용, “홍승”선언을 한다.

7. Winner declaration
1) In case “Chung” contestant is the winner, face the winner
2) Bring the clenched right fist to the pit of the stomach and then
3) Stretch the right arm up at 45 degrees with the open palm upward, declaring “Chung-Seung.”
* While taking these actions, put the other arm alongside the side of the trunk with the fist slightly clenched.
* In case “Hong” contestant is the winner, follow the same procedure and declare “Hong-Seung” using the left hand.
8. "Kye-shi"
Stretch the bended right arm down with the interior angle of the arm being 135 degrees, pointing at Recorder’s Desk with the forefinger.

9. "Shi-gan"
Cross forefingers of both hands with the left one outside before the perpendicular furrow of the upper lip.
10. Counting

Count from "Hana (one)" through "Yeol (ten)" using both hands. Stretch the fingers one by one from the thumb of the right hand with one-second interval. When the count gets to "Da-seot (5)" and "Yeol", turn the open palm towards the pertinent contestant.
11. Interference with the progress of the match

1) Get the clenched right fist with the forefinger stretched behind the right ear and then point at the pertinent contestant who did a prohibited act with the right forefinger with the interior angle of the arm being 135 degrees.

2) Cross wrists of both hands stretched before the throat with the right hand inside, keeping the distance of about 20cm from the throat.
12. Undesirable acts

1) Get the clenched right fist with forefinger stretched behind the right ear and then point at the pertinent contestant who did a prohibited act with the right forefinger with the interior angle of the arm being 135 degrees.

2), 3) Rub the left arm upward once and then

4) Naturally hide the mouth with the right palm.
13. "경고" 선언
   1) 인지를 펴 오른손 주먹을 오른쪽 귀 뒤로 가져간다.
   2) 오른팔을 펴면서 인지로 해당선수의 이마를 가리키며 "경고" 선언한다.

13. Declaration of "Kyong-go"
   1) Get the clenched right fist with the forefinger stretched behind the right ear.
   2) Pointing at the forehead of the pertinent contestant, stretching the right arm and declaring "Kyong-go."
14. "감점" 선언
1) 먼저 정, 홍 두 선수를 선수위치에 서게 한 다음, 차례차례에서
2) 오른손 인지로 수직으로 몸을 움직여 "감점" 선언한다.

14. Declaration of "Gam-jeom"
1) Let the two contestants of Chung and Hong stand at their positions. Take "Cha-ryeot" stance and then,
2) Raise up the right fist vertically with the right forefinger stretched, declaring "Gam-jeom."
15. 주의
1) 오론판의 내각을 135도가 되도록 하여 들어올려 오른손 인지로 해당선수를 지적한다.
2), 3), 4) 편 오론손바닥을 앞을 향하게 하여, 왼쪽에서 오른쪽으로 흔든 후
5) 다시 오른손 인지만 퍼서 주의를 한번 주었음을 알린다.

15. Caution ("Joo-eui")
1) Stretch the right arm with the interior angle being 135 degrees and point at the forehead of the pertinent contestant with the forefinger.
2), 3), 4) Turn the right palm forward and sway it once from left to right and then
5) Get the right fist clenched with only forefinger stretched (to let the pertinent contestant that the Referee has given a caution).
16. Annullment of points scored
This is in regard to the Article 12.5 of the Competition Rules that stipulates the annulment of the points scored made immediately after the command “Kal-yeo.”
1) In “Cha-ryeot” stance, raise the right palm before the forehead with 20cm distance from the forehead
2) Sway the right palm twice horizontally from right to left as widely as the shoulder to annul the point(s) scored.
* After the motion 3), show the sign of “Shi-gan” to the Recorder’s Desk and declare the penalty to the pertinent contestant. Time shall be recorded again from the point of declaration “Kye-sok” after giving the penalty.
Essential Referee motor skills, in order of importance

separate (kal-yeo)
resume (kye-sok)

separate (kal-yeo), point at competitor
signal interference with progress of the match
signal undesirable acts
give warning (kyong-go)
give takeaway point (garn-jum)
give alert (joo-eui)
wave off point

signal winner (chung seung, hong seung)

knockdown procedure

match monitoring position

signal begin 60-second timing (kye-shi)
signal time out (shi-gan)

call blue and red at beginning of match (chung, hong)
attention & bow to front, one another (cha-reot, kyung-re, jwa-oo-yang woo, kyung-re)
ready, begin at start of each round (joon-bl, shi-jak)
stop at end of each round (keu-man)
call blue and red at end of match (chung, hong)
attention & bow to each other, front (cha-ryeot, kyung-re, jwa-oo-yang woo, kyung-re)
Referee Vocabulary, in order of importance

갈레 계속 경고 장점의 청송 홍송
kai-yeo
kye-sok
kyong-go
gam-jeom
joo-eui
chung Seung
hong Seung
***
ha-nah
duhl
seht
neht
da-seot
yeo-seot
il-gop
yeo-dul
a-hop
yeol
***
chung
hong
cha-ryeot
kyeong-rye
(jwa-oo-yang woo)
joon-bi
shi-jak
keu-man
***
kye-shi
shi-gan

separate
continue
warning
takeaway point
alert
blue win
red win
***
one
two
three
four
five
six
seven
eight
nine
ten
***
blue
red
attention
bow
(left-right face)
ready
begin
end
***
begin timing
time out
POOMSE COMPETITION RULES

Of

The U.S. Taekwondo Union

As Revised on November 18, 1997

C: odd-numbered contestant's position if two contestants perform
H: even-numbered contestant's position if two contestants perform
R: Referee's Position
X: Contestant's position if single contestant perform
S-1: odd-numbered contestant's on-deck position if two contestants perform
S-2: even-numbered contestant's on-deck position if two contestants perform
Judges' position will be marked 2 m apart between judges and referee
Recorders: Recorders' position
A contestant must wear an official white V-neck WTF/U.S.T.U. dobok in good condition. The uniform must be plain white with no writing or patches except the state name on the back of the uniform. No competitor will be allowed to roll up the sleeves or cuffs, or to wear colored trim on the uniform except black trim around the neck for black belt contestants.

The poomse competition will, in principle, be judged by one referee and four judges. The scores will be recorded by recorders.

The Referee will:

1. Control the poomse competition;

2. Physically examine if there are any violations of Article II when the contestant is called in;

3. Order any violations corrected and start the timekeeper’s clock;

4. Give pre-competition instructions if necessary;

5. Return to the Referee’s position thereafter;

6. Face the contestants assuming attention and declare Jhoonbe, Shejak (ready, begin) and then sit down;

7. At the completion of the poomse, assume attention and declare "Koomahn" (finish) and then continue declare "Charyot, Kyungnae" (attention, bow).

8. Turn around to face the judges and call for the score by declaring "Jomsoo" (score);

9. Turn around and display his score;

10. Declare 'Sunsootaejang" (dismissed or exit the Ring).
1. The Referee and Judges shall award a score, on a scale of five to ten, ten being the highest, to the contestant by displaying the score card.

2. Any tenth of one point may be awarded. (0.1, 0.9, etc.)

3. If five judge system is used, the highest and lowest scores will be dropped from total computation. In case of tie, however, all scores will be computed to break the tie.

4. If three judges system is used, all scores will be computed. In case of tie, however, the closest to the mean number is the winner. (e.g., 8.4, 8.5, 8.6 is the winner vie-a-vie 8.1, 8.5, 8.9)

Section 2: Merits

Judges and Referee will award scores on the basis of the following merits:

1. Correct and orderly execution of each movement;

2. Degree of proficiency which will be judged on the basis of:

   a. Beginning and ending the poomse at the same spot;

   b. Executing powerful and speedy techniques by tensing and relaxing muscles at the proper moment;

   c. Mental concentration;

   d. Focused eye and head movements:

   e. Accurate targets;

   f. Inhaling and exhaling at the proper moment;

   g. Balance;

   h. Rhythm:

   i. Synchronization of entire body movements;

   j. Taekwondoistic attitude.

2. The WTF presently recognizes and the U.S.T.U. presently requires:

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