

OFFICIAL WHRDA RULES & REQUIREMENTS: GUMTOOGI/BONGTOOGI (WEAPON MATCHING)

花郎道



太手道

<p>Mandatory Equipment:</p>	<ul style="list-style-type: none"> • Proper WHRDA endorsed uniform. • Teen & Adult Mandatory protective armor = Official WHRDA endorsed Helmet (Myon), Chest Guard (Kap), Skirt (Kapsang), Gloves (Hoan), and Leg Protectors (Hache Hogu). Knee Guards are required. MyongPan Name Tag also required. <i>Eye Protector Visor is optional.</i> • For Children Foam Sword Matches = Official WHRDA TSD White Chest Guard & Helmet, plus clear face shield that attaches over helmet. • Cannot wear any form of jewelry: Includes but not limited to rings, toe rings, earrings, nose rings, necklaces, bracelets, etc. <i>(glasses under Helmet are allowed)</i>
<p>Gumtoogi Weapons:</p>	<p>Official WHRDA weapon options and requirements for sword fighting are:</p> <p>Jang Gum (single long sword) Options: Men = 39" Jukdo Women = 38" Jukdo Small Teen = 36" Jukdo Youth = 34" Jukdo Children & Tigers = 34" Foam Sword</p> <p>Ssang Gum (double sword) Options:</p> <ul style="list-style-type: none"> • Double 21" DanJukdo (small swords) or • 1 (one) 21" DanJukdo & 1 (one) regular Jukdo <i>(for this use case proper size should be 37", however normal size is accepted)</i> <p>All weapons must be in good condition free of cracks and splinters</p>
<p>Bongtoogi Weapons:</p>	<p>Official WHRDA weapon options and requirements for stick fighting are:</p> <p>Jang Bong (single long staff) Options: If over 5' tall in height = 6' Jang Bong If under 5' tall in height = 5' Jang Bong</p> <p>Ssang Bong (double stick) Options: Double 26" Jung Bong (mid sticks)</p> <p>All weapons must be in good condition free of cracks and splinters</p>

Fouls, Penalties, & Injuries:	<p><u>NOT ALLOWED:</u></p> <ul style="list-style-type: none"> • Attacking illegal target areas. • Using illegal techniques. <ul style="list-style-type: none"> ○ No striking, throws/takedowns, or grappling ○ No using the butt end of the weapon or handles for striking ○ No grappling or takedown type clinching ○ No grabbing of opponent's uniform or armor ○ No headlocks • Intentionally running out of the ring to avoid the other participant. • Continuing action after being ordered to stop. • Excessive stalling of contact. • Excessive force. • Blind uncontrolled attacks. • Any un-sportsmanlike conduct of any kind. • Not being prepared: If competitor is not prepared for match when called upon due to equipment/uniform malfunction or any other non-injury delay they will be issued an official warning immediately. They will have 1 (one) minute to get prepared and fix malfunctioning equipment/uniform, and if not ready within that 1 minute a second warning will be issued and the deduction of 1 point will occur. If the competitor is still not ready at the 2 minute mark from original call request, the competitor will forfeit the match and the opponent will advance in the bracket. <p><u>PENALTIES:</u></p> <p>Any violation of the rules is subject to penalty.</p> <ul style="list-style-type: none"> • First Warning – Official Warning • Second Warning – Deduction of one point • Third Warning – Disqualification <p><u>INJURIES:</u></p> <ul style="list-style-type: none"> • If there is an incidental injury, recipient shall be awarded 30 seconds to recover. If cannot continue after 30 seconds, then the other participant is awarded victory in the bracket and next match shall proceed. • If there is an injury due to excessive contact or any intentional reason and the recipient of such can no longer continue, the offending participant will be disqualified. If the recipient of the injury cannot continue in next match with next opponent, he/she will have to forfeit that match and the next person will be advanced in the bracket.
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GUMTOOGI/BONGTOOGI MATCHING FORMAT	
Duration:	<p>Children Foam Sword Matches: 2 Minutes, non-stop</p> <p>Adults & Teens: 3 Minutes, non-stop 5 Minutes, non-stop for championship match only</p>
General Rules:	<ul style="list-style-type: none"> • First participant to receive 3 points is determined the winner. • Points are awarded to the 1st clean strike of any exchange between participants. Clean strikes must include proper body motion and kihap

	<p>but must not slide or glance-off the target and also must not hit any non-target areas prior to hitting a point area.</p> <ul style="list-style-type: none"> • If the score of the match is tied at end of regulation time, the 1st person to land a clean point in overtime is determined the winner. Majority decision. There is no time break between overtime round, nor any time limit. 1st point wins the match in overtime. • If a participant is out-of-bounds (both feet), they will not be awarded any points even if clean contact. At least one foot must remain in bounds to be awarded points for attack strikes. However, an in-bounds participant can score on an out-of-bound opponent with clean legal strikes prior to referee stoppage. Restarts occurs on center lines. • Ring Size & Related Notes: <ul style="list-style-type: none"> • Ideal Tournament Ring size for weapon fighting is 40' x 40' • For all events that have ring sizes 25' x 25' or larger, if a participant pushes the opponent out-of-bounds they will be awarded 1 point. • For all events that have ring sizes smaller than 25' x 25' no points are awarded for out-of-bounds pushes. However, intentional out-of-bounds in any ring size will receive warning.
Judging:	<ul style="list-style-type: none"> • The judging is done by one center referee and 2 side judges. A participant must gain majority decision on calls to receive points (<i>at least 2 out of 3 judges</i>). • The center referee is the only one who can start or stop the action of the match, however, side judges should call for points that they see immediately (<i>Korean command "Jum"</i>). Center Referee will then break the match (<i>Korean command "Baro"</i>), and then call for decision (<i>Korean command "Pan"</i>). Time continues to run unless there is an equipment malfunction, for injuries, or to address fouls. • There is also one score keeper, and one time keeper.
Scoring:	<ul style="list-style-type: none"> • Strikes to Muri (<i>top of head</i>), Son (<i>wrist</i>), Huri (<i>sides of chest protector, not front of protector</i>), and Tari (<i>mid point of upper thigh</i>) receive 1 point • Gumtoogi Stabs: <ul style="list-style-type: none"> ○ Body Stabs with either jukdo or ssanggum to the chest guard (Kap) are allowed. The stab must be a strong solid hit to the center of the chest guard and cannot glance or be deflected. Clean solid body stabs receive 1 point ○ Mok (<i>throat</i>) stabs receive 2 points ○ *NO stabbing of any kind allowed in Bongtoogi stick fighting • Spinning strikes receive 2 points • Disarms: If a competitor drops his/her weapon either through a disarm movement of the opponent or negligence by the competitor (or one of his/her Ssang Gum or Ssang Bong), the match will be stopped immediately and the opponent will receive 1 point • Out of Bounds: If a competitor pushes his/her opponent out of bounds in rings that are 25' x 25 or larger, he/she will receive 1 point. *Competitors & judges will receive confirmation of "out-of-bounds" point possibilities yes or no by staging director prior to division competition. **Must use ring control through weapon fighting distance/bumps/clinch pushes to control opponent out of the ring. No grabbing/throwing/takedowns allowed.