



2020 Euro Mulimpia® - Rules & Regulations



GENERAL RULES

- 1. This tournament is governed by the championship rules and guidelines of the European Haidong Gumdo[®] Association and is only open to current members of the European Haidong Gumdo[®] Association and the World Haidong Gumdo[®] Federation.
- 2. All competitors must wear a complete Haidong Gumdo[®] uniform with authorised markings only (no visible clothing under the dobok).
- 3. All competitors are required to compete in at least the individual sword forms and paper cutting competitions.
- 4. Instructors participating in the bamboo cutting competition are required to wear white martial arts shoes during the bamboo cutting competition. For all other divisions, wearing shoes during the competition will result in disqualification (in case an exception is required due to medical circumstances, please consult one of the judges prior to the competition).
- 5. At the beginning and ending of each performance, the competitor bows to the judges with the sword out of the belt. This applies to all divisions.
- 6. Etiquette is of utmost importance within Haidong Gumdo[®]. In the event that a competitor shows bad etiquette, this may result in deduction of points or disqualification.
- 7. Note that in all divisions, male and female competitors may be combined with the exception of the bamboo cutting competition. Also depending on the number of competitors within an age group, we reserve the right to combine or add divisions to best accommodate everyone.
- Competitors will be assigned to a division based on Geup or Dan promotions until March 31st, 2020. Example: promoted to 1st Dan on April 5th, 2020 means this competitor will compete in the Colour Belt [Goh Geup] division.
- 9. Competitors will be assigned to a division based on their age as of May 15th, 2020.
- 10. In case of a tie, competition will be repeated.
- 11. Championship rules may be visualised by video footage.

These rules and regulations are subject to change.



Categories & Divisions for Individual Competitions

Category	Divisions		Candidates
		Cho Geup (9th ~ 7th)	Age 10 and under
			Age 11-17
			Age 18-35
			Age 36-49
			Age 50+
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Individual Gumbub +	Color Belts		Age 11-17
Paper Cutting			Age 18-35
MANDATORY COMPETITION			Age 36-49
			Age 50+
		Goh Geup (3rd ~ 1st)	Age 10 and under
			Age 11-17
			Age 18-35
			Age 36-49
			Age 50+

	Dan Black Belts (1st Dan)	Age 17 and under
		Age 18-35
		Age 36-49
		Age 50+
Individual Gumbub + Paper Cutting	Dan Black Belts (2nd Dan+)	Age 17 and under
		Age 18-35
		Age 36-49
		Age 50+
	Instructors	Age 39 and under
		Age 40+
	Masters	Age 39 and under
	3rd Dan and above	Age 40+



	Black Belts (1st Dan) and Black Belts (2nd Dan+)	Women: 18+
		Men 1: Age 18-39
		Men 2: Age 40+
Bamboo Cutting	Instructors 2nd Dan and above	All Ages
	Masters 3rd Dan and above	All Ages

Sword Dance	Color Belts (All Levels) and Black Belts (All Levels)	All Ages
	Instructors & Masters 2nd Dan and above	All Ages above 18+



Categories & Divisions for Group Competitions

Category	Divisions	Candidates	
Group Paper Cutting (5 persons)	Color Belts (All Levels)	All Ages	
1:1 Group Paper Cutting (5 persons)	Black Belts (All Levels) Not for instructors and Masters	All Ages	
Group Candle	Color Belts (All Levels)	All Ages	
Extinguishing (5 persons)	Black Belts (All Levels) Not for instructors and Masters	All Ages	
	Color Belts (All Levels)	All Ages	
1:1 KyukGum	Black Belts (All Levels) Not for instructors and Masters	All Ages	
Group Sword Dance (5-10 persons)	Color Belts (All Levels) and Black Belts (All Levels) Instructors and Masters may participate	All Ages	



Rules & Regulations for Individual Competitions

Individual Gumbub		
Color Belts Cho Geup	Main and Final: Ssangsoo Gumbub Nr. 1+ 2 performed continuously. - Mokgum	
Color Belts Joong Geup	<u>Main and Final:</u> Ssangsoo Gumbub Nr. 2 + 4 performed continuously. - Mokgum	
Color Belts Goh Geup	<u>Main and Final:</u> Ssangsoo Gumbub Nr. 2 + 7 performed continuously. - Mokgum	
Black Belts 1 st Dan	Main and Final: SsangSoo Gumbub Nr. 7 + 8 performed continuously. - Kagum	
Black Belts 2 nd Dan+	<u>Main and Final:</u> SsangSoo Gumbub Nr. 8 + 9 performed continuously - Kagum	
Instructors	<u>Main and Final:</u> SsangSoo Gumbub Nr. 8 + 10 performed continuously, <i>including Chakgum in between</i>) - Kagum	
Masters 3 rd Dan+	<u>Main and Final:</u> Yedo Gumbub Nr. 2 + 3 + 4 performed continuously - Kagum	
 Bemarks: For all rounds: NO chakgum in between (except for Instructors). Only upon finishing all the gumbubs. All gumbubs should start facing the front; towards the jury table. The competitor may freely create the transitions between the different gumbubs If a participant can't perform a number because he/she didn't learn it yet, the participant has to perform the number he knows a second time continuously. 		
 Commands: 1. "Charyeot > Kyeongrye > Baro" command, bow to the judges. - Kagum = bow with sword in the belt and right hand in front 2. "Junbi" command, repeat with a loud "junbi!" 3. "Sijak" command, start the gumbub with a loud "kihap!" 4. Chakgum is performed individually upon finishing all gumbubs and remains at the last position 5. "Baro" command, return to the starting position 6. "Charyeot > Kyeongrye > Baro" command, bow to the judges. - Kagum = bow with sword out of the belt and held in front 		
Competitors will be judged, based on the following points: • Speed + power : correct stance and balance while moving fast and making powerful cuts • Rhythm + control : correct performance of fast(-er) and slow(-er) parts of the forms Example: stop 2-3 seconds for jayeon-kyeonjeokse, jocheonse, jihase • Accuracy : correct focus of the eyes, stance and sword line		
Color Belts: Federation Mokgum mandatory Black Belts: Federation Kagum mandatory		



Paper Cutting		
Color Belts Cho Geup		
Color Belts Joong Geup	Einal: 2 cuts [① left cut, ② right cut] - highest score (4 people)	
Color Belts Goh Geup		
Black Belts 1 st Dan		
Black Belts 2 nd Dan+	Final: 2 auto 10 left aut 0 right aut 0 left aut] high act agars (4 pagels)	
Instructors	Einal: 3 cuts [① left cut, ② right cut, ③ left cut] - highest score (4 people)	
Masters 3 rd Dan+		

This is a **one chance only** competition. In case of a tie, the competition will continue until 4 people with the highest scores remain as the winners.

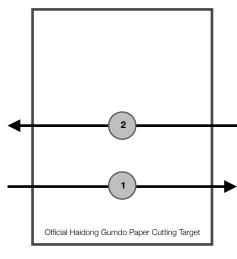
Stand in front of the paper cutting target with the sword against your belt.

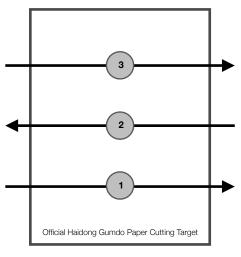
Final round

- 1. "Junbi" command > repeat with a loud "junbi!"
- 2. "Baldo" command > draw the sword (loud "kihap") into "Jayeon Kyeonjeokse"
- 3. "Geori Jojeong" command > step into "kimase" and check your distance
- 4. "Hana / One" command > make the first cut
- 4. Stop for a short moment after the cut.
- 5. "**Dul / Two**" command > make the second cut.
- 6. Stop for a short moment after the cut.
- 7. "Set / Three" command > make the third cut.
- 9. After the last cut, step back into "Jayeon Kyeonjeokse" and sheath the sword.

No points will be given for the cut if:

- the paper is not completely cut
- the cut enters the dark grey area
- the cut is performed with one hand
- balance is lost
- the paper is hit away and falls of its suspension
- after the cut one side of the paper is hit away and a piece of paper is still hanging on the suspension. Color Belts Black Belts





Federation paper cutting sword mandatory



Bamboo Cutting

Women	 Preliminary round (total of 3 cuts – front and rear): Front bamboo pole: right downward cut → left upward cut Turn 540 degrees to the right Rear bamboo pole: left downward cut → Kyeonjeokse Max. duration of 7 seconds (+/- 3 points per second) Final round (total of 4 cuts – front and rear): Front bamboo pole: right downward cut → left upward cut Turn 540 degrees to the right towards the bamboo pole behind Rear bamboo pole: left downward cut → right upward cut → Kyeonjeokse
Men 1	 Preliminary round (total of 4 cuts - front and rear): Front bamboo pole: right downward cut → left downward cut → right upward cut Turn 540 degrees to the right towards the bamboo pole behind Rear bamboo pole: left upward cut → Kyeonjeokse Max. duration of 7 seconds (+/- 3 points per second)
Men 2	 Final round (total of 5 cuts – front and rear): Front bamboo pole: right downward cut → left upward cut → left downward cut Turn 540 degrees to the right towards the rear bamboo pole Rear bamboo pole: left downward cut → right upward cut → Kyeonjeokse Max. duration of 8 seconds (+/- 3 points per second)
Instructors	 Preliminary round (total of 5 cuts – front and rear): Front bamboo pole: right downward cut → left upward cut → left downward cut Turn 540 degrees to the right Rear bamboo pole: left downward cut → right upward cut → Kyeonjeokse Max. duration of 7 seconds (+/- 3 points per second)
Masters	 Final round (total of 6 cuts – front and rear): Front bamboo pole: right downward cut → left downward cut → right upward cut Turn 540 degrees to the left Rear bamboo pole: right downward cut → left upward cut → left downward cut → kyeonjeokse Max. duration of 8 seconds (+/- 3 points per second)

Remark: Divisions "Men 1", "Men 2", "Instructors" and "Masters" all have a preliminary round and a final round.

Winners will be determined based on scoring of speed (50%) and precision (50%); in the event of a tie, there will be a rematch.

- -Speed scoring = the time between the start of the cutting (after the 'Junbi' and 'Baldo' command) and the finishing of the cutting in Kyeonjeokse facing the last cut target will be measured and scored in points.
- -**Precision** scoring = every cut will be judged and scored based on [1] whether it's fully cut or [2] not cut.

 $^{\circ}$ 'Not cut' implies: cut remainders / bamboo seat falls down / bamboo is ejected from its seat / curved cut / cut is too vertical (length of the cut is longer than twice the bamboo pole's diameter)

- For every second over the max. time, 3 points will be deducted as a penalty
- For every second under the max. time, 3 points will be added
- 10 Points deduction in case the turning motion is not executed
- 10 Points deduction in case the final Kyeonjeokse is not faced towards the last cut target
- 10 Points deduction in case Iaido style Baldo / Chakgum is performed
- ⁻ 10 Points deduction in case the sword touches the floor
- Disqualification in the event that competitors show improper etiquette as a championship competitor and as a Haidong Gumdo practitioner.

Federation Jingum mandatory



Sword Dance

Color Belts (All Levels) and Black Belts (All Levels)	 One round: Final Anyone of any rank, gender or age can participate Music must be prepared individually on a remote storage device (CD, USB, etc.) Performance without cutting (e.g. bamboo or straw) Maximum duration of performance & music: 2,5 minutes (music will stop after 2,5 minutes) Free choice of uniform, music and material Other weapons or attributes allowed for a maximum of 1 minute
Instructors & Masters	 Competitors will be judged, based on the following points: Creativity Technique Harmony Also no other attributes that may cause fire or damage to the venue may be used for the performance.
Federation Mokgum or Kagum mandatory	



Rules & Regulations for Group Competitions

Color Belts	One round only - Final: Each Competitor performs 2 cuts [① left cut, ② right cut] with both hands
This is a one chance on	ly competition.
 Each competitor's score will be added for a total team amount; the team with the highest result wins. The score of disqualified competitors will not be added to the team result. Group consisting of 5 persons The same rules apply as for individual paper cutting competition for color belts. One team per dojang. Instructors are not allowed to participate. 	
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Official Haidong Gumdo F	



Black Belts

1:1 Group Paper Cutting (Team of 5 persons)

• Make a horizontal cut on either one of the two targets with two hands after one of the
competitor's swords gets hit by the opponent.
The person who makes the first complete cut on target number [2] is the winner.

Remarks:

- When sparring for the first hit, the sword is not allowed to go over one's head or below horizontal position
- When sparring for the first hit, the sword is not allowed to go outside the area of one's upper body
- Only a complete cut, a full hanging piece and a full cut piece, counts
- In case both competitors do not succeed to perform a complete cut, the competitor who's cut is closest to a complete cut is the winner
- In case the paper of one of the two competitors is hit off the suspension, the other competitor is the winner
- In case the paper of both competitors is hit off the suspension, a rematch will be done
- In case both competitors perform a complete cut, the person who cuts first is the winner
- In case both competitors performa a complete cut on the same paper, the person who cuts first is the winner

Warning (max. 2x):

- When sparring for the first hit, the sword went over one's head or below horizontal position
- When sparring for the first hit, the sword went outside the area of one's upper body
- When one doesn't move to the cutting position and waits unnecessarily

Disqualification:

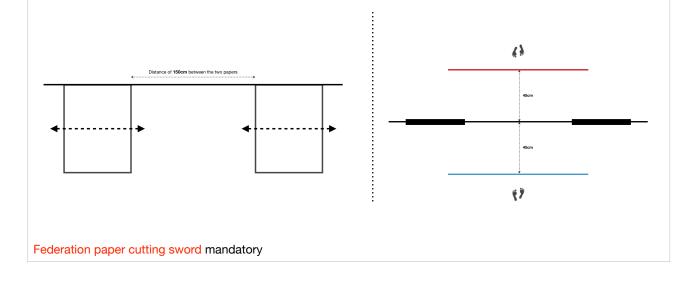
- Touching the paper or making a cut without a hit occurring on either side
- Making a cut with one hand
- Dropping the sword

Commands:

- · "Charyeot" command
- "Kyeongrye" command, bow to each other
- "Baro" command
- "Baldo" command, draw the sword into Jayeon Kyeonjeokse
- "Sijak" command, move towards the cutting position without stopping

Setup:

Distance between the two sheets of paper is set at 150cm Distance between the two competitors is set at 90cm





Group Candle Extinguishing (Team of 5 persons)

Color Belts Cho Geup	3x competitors shall choose a candle stand with 1 candle	
Color Belts Joong Geup	 2x competitors shall choose a candle stand with 1 candles 10x chances to put out the candle per competitor 	
Color Belts Goh Geup		
Black Belts 1 st Dan	 3x competitors shall choose a candle stand with 2 candle 2x competitors shall choose a candle stand with 3 candles 10x chances to put out the candle per competitor 	
Black Belts 2 nd Dan+		
Commands		

Commands:

- 1. The team members decide who positions him- or herself in front of which candle stand
- 2. Sit in front of the candles
- 3. The competitors get three chances to measure their distance and position themselves
- 3. "Junbi" command, repeat with a loud "junbi!"
- 4. "Baldo" command, draw the sword to the front with a loud "kihap!"
- 5. Follow the referee's counting command and <u>cut with the hands above the head and the sword behind the back at</u> each count until the candle is extinguished.

The winning team is decided based on the lowest accumulated points. Each count from the referee is a point, so the faster one extinguishes the candle the better this is for the score.

10 Penalty points will be given in the following situations:

Hitting the candle or floor

- Cut with one hand

Federation Mokgum mandatory

1:1 Kyukgum Color Belts • One final round only • Duration: maximum 1 minute and 30 seconds • A maximum of 4 kicks and 5 tumbling actions (rolls, cartwheels, flips, etc.) may • A maximum of 4 kicks and 5 tumbling actions (rolls, cartwheels, flips, etc.) may

"Finishing" the opponent at the end of the performance by means of a brutal action such as

- cutting the opponent's neck or

- thrusting the opponents neck

will, at all times, result in disqualification as well as being below or going over the duration.

Also no other attributes that may cause fire or damage to the venue may be used for the performance.

be used during the whole performance

Federation Anjeongum (safety sword) mandatory, will be provided.



Group Sword Dance (Team of 5 - 10 persons)

Color Belts and Black Belts	 One round: Final Group consisting of minimum 5 persons and maximum 10 persons Anyone of any rank, gender or age can participate Maximum 2 instructors and/or masters can participate in one team Music must be prepared individually on a remote storage device (CD, USB, etc.) Performance without cutting with a real sword (e.g. bamboo or straw) Maximum duration of performance & music: 2,5 minutes (music will stop after 2,5 minutes) Free choice of uniform, music and material Other weapons or attributes allowed for a maximum of 1 minute One team per country
	Also no other attributes that may cause fire or damage to the venue may be used for the performance.
	Complimentary points will be given per additional member
Federation Mokgum or Kagum mandatory	