

Dae-Ryun(대련) (Sword Fighting)

1. Area of application

These competition regulations for Haidong Gumdo apply as the basic rules for free style sword fighting at the 4th Haidong Gumdo German Open 2025.

2. General Provisions

For reasons of a better legibility, the word forms male, female and diverse (m/f/d) are not used in parallel. All personal designations apply equally to all genders.

2.1 Requirements

Membership of the World Haidong Gumdo Federation is required of every participant in the tournament and must be verified by a valid Haidong Gumdo pass.

In order to verify a participants identity, legal documents may be requested during registration (e.g. valid ID, passport or similar)

Deviation from this regulation require the approval of the competition organization.

2.2 Acknowledgement

By registration for the competition, the participants (or the legal guardian in the case of minors) acknowledge these competition regulations.

2.3 Participation

Every participant has to be in perfect state of health and is thus participating on their own responsibility.

Minors need written consent of their legal guardian in order to participate in the competition. This letter may be requested during registration or any other time during the tournament and has to be kept save by the participant until the end of the tournament.

2.4 Competition attire of the participants

The attire for the competition consists of the official Haidong Gumdo Dobok as well as the required protective gear.

The protective gear consists of:

A body protector (chest protector) in red or blue, with incorporated protective shoulder pads, a head guard (white or according the colour of the body protector) with protective mask (visor made of plastic), groin guard, arm guard (forearm guard) and hand protectors (without any kind of hard materials (e.g. wood, metal, plastic,...) incorporated that should protect the wrists as well.

The wear of shin guard and tooth guard (white or transparent) is optional.

The protective gear has to be put on before entering the competition area.

All of the protective gear has to fit the physical requirements of the athlete.

Groin guard and shin guards (if worn) are to be worn underneath the Haidong Gumdo Dobok.

Additions

- a. Women are allowed to wear a ladies chest protector underneath the Dobok.
- b. The wear of anything other than the before mentioned attire for the competition is not allowed. It is forbidden to wear additional accessories such as glasses, jewellery, watches, etc.)
- c. Only the head guard is allowed to be worn on the head. However, for religious reasons it is allowed to additionally wear a scarf underneath the head guard and Dobok, as long as no other participant is disturbed or hindered.

Any participant is responsible for their own protective gear. Participation without complete and intact gear will not be allowed and the athlete will be disqualified.

Dae-Ryun(대련) (Sword Fighting)

2.5 Competition sword

The official sword (Anjeon Gum) is to be used in the same colour as the body protector.

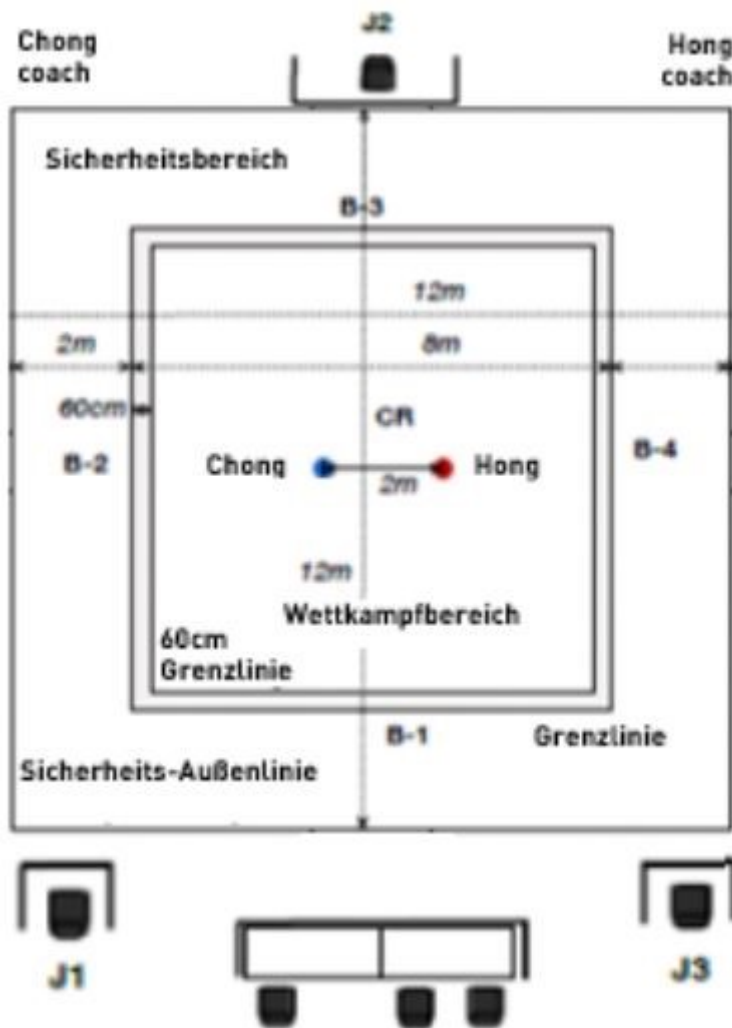
3. Competition area

3.1 Dimensions

The competition sector is covered by non-slip elastic mats.

The competition area measures 8mx8m and is surrounded by an even security area, highlighted in colour. The competition sector should not be bigger than 12mx12m.

3.2 Layout



4. Age groups and other classification

4.1 Age groups

Are valid as in the announcement. The following classifications apply, should there be none in the announcement:

Senior C	age 50 and older	Anjeon Gum -> 100 cm
Senior B	age 36 to age 49	Anjeon Gum -> 100 cm
Senior A	age 17 to age 35	Anjeon Gum -> 100 cm
Junior A	age 14 to age 16	Anjeon Gum -> 100 cm
Junior B	age 10 to age 13	Anjeon Gum -> 90 cm
Junior C	age 6 to age 9	Anjeon Gum -> 80 cm

The year of birth is decisive for age.

Dae-Ryun(대련) (Sword Fighting)

4.2 Body height classes (Normally no consideration of the height)

However, the organizer can take a difference in his competition regulations. In this case he should use the following regulation

	Senior	Junior
Group 1	169 cm max.	130 cm max
Group 2	170 cm to 185 cm	131 cm to 155 cm
Group 3	over 186 cm	156 cm to 180 cm
Group 4		Over 180 cm

Body height will be measured barefoot.

4.3 Additions

Age (and height) groups are divided by sex (male, female).

Additional classification:

Class 2	Kup 10 to Kup 5
Class 1	Kup 4 and up

The Organizer and /or host may narrow down the classifications in addition to the regulations in 4.1 and 4.2 during the tournament.

The Organizer / host is not required to hold the tournament for every class mentioned in 4.1 and 4.2 and/or every performance class (→ additional classification).

Classes and/or groups may be combined, depending on the number of athletes.

5. Competition format

The competitions will be held according to the KO system (Best of Three) or the Brazilian KO system ("double KO system"). If there are maximum 4 participants in the respective group, it is also possible to fight "everyone against everyone".

The decision which system will be used is the responsibility of the organizer and will be announced after receipt of the entry form (at the latest on the day of the event).

Participants will be separated into two groups (Pools) – Exception: "Everyone against Everyone".

Best-of-three Format

- First one to win two rounds, wins the fight.
- Points are reset to 0 at each round.
- A round is lost if a participant gets 5 penalty points.
- If a participant loses their sword during a fight the round is lost, regardless of due to an opponent's block or one's own attack or action.

In the best-of-three system there are 3 rounds fought according point 6. If a round ends in a draw, the winner will be determined in accordance to article 8.10.

6. Competition times

6.1 Senior (A; B; C) and Junior A

3 Rounds in total, with 1,5 minutes time and 1 minute break between each round.

6.2 Junior B and Junior C

3 Rounds in total, with 1.0 minutes time and 1 minute break between each round.

6.3 Reduction of fight and break time

The length of the fights can be reduced to assure the following of the timetable. Break time can be reduced to a minimum of 30 seconds.

Dae-Ryun(대련) (Sword Fighting)

7. Measures to be taken before and after a fight has ended

1. The name or competition number of the competitors will be announced at least 3 minutes before the start of the fight. When called, the call is repeated twice at intervals of one minute each. If pool lists with names and fight numbers are posted at the beginning of the tournament, the call can be waived.
2. The contestants must voluntarily undergo an examination at the control table, during which the contestant himself, his competition clothing and protective equipment will be checked. The fighters must remove other materials such as piercing, earrings and hard objects on the face or body. Contenders who do not wear appropriate protective equipment (e.g., too small, broken or not in accordance to the rules) or who fail to remove potentially hazardous materials from their bodies at the time of testing will not be allowed to compete. Fighters can be excluded from participation if the fighter would put themselves in danger due to health problems. After the check, the fighter should go with his coach to his assigned area.
3. Process at the beginning and after the end of a fight
 - a. The referee calls the two contestants to the center by saying "Chung, Hong". The contestants enter the contest area carrying the headgear under their left arm and the sword in their left hand. If either contestant is not present after one minute or has not fully donned his equipment, the referee will declare the opponent the winner.
 - b. The referee gives the commands "Cha-ryeot" and "Kyeong-rye" the opposing fighters bow to each other - right hand open in front of the body at the height of the solar plexus. After the bow, the head guard (hair in the head guard) is put on.
 - c. The referee will give the commands "Baldo"; "Joon-bi" and "Shi-jak" to start the fight.
 - d. The referee ends a round with the command "Keu-man". Regardless of the referee's command, the round is considered to be over when the regular time has elapsed. A "Gam-jeom" can also be awarded after the regular time has elapsed.
 - e. The referee can interrupt the fight with the command "Kal-yeo" and start it again with the command "Kye-sok". If the referee announces "Kal-yeo," then the timekeeper must immediately stop the match time. In "Kye-sok" he has to keep the fight time running.
 - f. At the end of the final round, the referee will declare the winner by raising his hand on the winning side and commanding "Hong Seung (Red wins) or "Chung Seung (Blue wins). The fighters stand face to face on their starting points and have the head guard under their left arm and the sword in their left hand. At the referee's command, "Chareyot" - right hand open in front of the body at the height of the solar plexus, "Kyeong-rye," they bow. They stand in their place waiting for the results to be announced and then leave the competition area.

In the best-of-three system, the winner is declared after each round.

8. Rating System

8.1 Permitted Techniques

- a. all two-handed, correct cutting techniques. (Exception: horizontal cut to the head)
- b. all one-handed cutting techniques (only after a movement technique or a turn of at least 270°). (Exception: horizontal cut to the head)
- c. Blocking the opponent's sword with your own sword.
- d. Movement techniques of all kinds (jumps, rolling, wheel, etc.).
- e. Attacking the legs (excluding the feet) from a non-upright position
 - Definition of non-upright position: The attacker's head must be at least at the height of the defender's belt (knot).

8.2 Permitted Attack Surfaces

The entire body with the exception of the areas described in point 8.7.

8.3 Hitting area to score a regular point

- a. Torso: The part of the body protected by the body protector.

Dae-Ryun(대련) (Sword Fighting)

- b. Head: The entire head without the neck.
- c. Legs: The entire legs without feet.
- d. Arms: The upper arm to the elbow.

8.4 Successful attack leading to a point

Cutting points are scored when allowed techniques are performed correctly on allowed attack surfaces.

When cutting with the sword, a clear swinging and cutting movement must be recognizable. Furthermore, the cut must be clearly recognizable and/or audible. "Light touching" with the tip of the sword is not sufficient.

A hit is not counted as a point. If the movement of the sword is stopped after the hit on a permitted attack surface and is not continued, the technique is evaluated as a hit.

Valid points are awarded as follows:

- a. One (1) point for a allowed sword attack on the permitted attack area.
- b. Two (2) points for a permitted sword attack on the permitted attack surface immediately after a spin of at least 270° and directly following a movement technique according to 8.1 - d

If there are 3 judges, 2 or more judges must have scored the hit for it to be counted. The overall rating results from the sum of the points achieved.

8.5 Invalidation of Points

Points obtained through illegal techniques or actions are not valid.

In this situation, the Referee must signal the invalidity of the point with a hand signal and issue the appropriate warning. The judges should include illegal actions in their evaluation for the award of points, e.g. if necessary, a hit after a previous illegal action should not be considered a valid point.

If, after a technique that has earned a point, a competitor attempts to avoid or impede the counter-attack by falling, holding, clinching, etc., the point will be void. However, if this rule violation is unrelated to scoring technique, then the point will stand after the penalty has been imposed.

Hits with the sword on an allowed attack area but without a clear backswing of the sword shall not be evaluated by the judges as a valid point.

8.6 Prohibited Actions

- a. Penalties for prohibited actions will be pronounced by the referee directly on the spot of the offense.
- b. A "Gam-jeon" is counted as one (1) additional point for the opposing fighter.

8.7 Gam-jeom: Penalty Points (1 Penalty Point)

The sub-points listed below are prohibited actions and will be punished with a "Gam-jeom". Prohibited actions and penalties are imposed to ensure the competitor's safety and ensure a fair fight and to promote permitted techniques. A "Gam-jeom" can also be awarded after the regular time has elapsed. If a "Gam-jeom" is awarded for any of the listed prohibited acts, the related points may need to be voided. In case of a rule violation by the fighter and/or coach during the break (after 5 seconds after the end of the round), the referee can immediately pronounce a "Gam-jeom" and this "Gam-jeom" will be registered in the system for the next round. If the infraction occurs within 5 seconds after the end of the round, this "Gam-jeom" will be registered in the system for the previous round.

- a. Crossing the border line

Dae-Ryun(대련) (Sword Fighting)

If a contestant's foot crosses the boundary line and is completely outside the boundary line, a penalty must be assessed immediately. If the contestant crosses the boundary line after a prohibited action or after a "Kal-yeo," no penalty will be assessed.

b. Falling down

If a competitor touches the ground with any part of their body other than their feet, a penalty will be assessed. If a competitor falls due to a prohibited action by his opponent, the opponent should be penalized, not the competitor who fell. No penalty point will be awarded if both contestants fall due to a collision during an exchange or if one of the contestants scoring by turning technique falls.

c. Avoiding or delaying the fight

Avoiding or delaying combat through lack of attack intent is described in more detail here. A penalty point will be awarded to the contestant who consistently fails to engage in an active attack, turns his back to the opponent and runs away, or avoids combat by bending or crouching. If a contestant requests a stop of the fight to adjust their equipment, the referee will give the command "Gong-gyeok". If the fighter again requests a stop of the fight, a penalty point will be awarded to the passive fighter. Handguards must be addressed and adjusted immediately and without a warning being issued. If a fighter adjusts their equipment to avoid an opponent's attack or to gain time, they will be penalized. Simulating physical injury or pain to gain time or to portray the opponent's action as an infraction will also be penalized with one penalty point. The referee may request a video replay, if available, to clarify the situation. When both contestants are inactive for 3 seconds, the referee shall signal and pronounce the command "Gong-gyeok". If after 3 seconds the fighters are still inactive, a penalty point will be awarded to either both fighters or to the fighter moving backwards.

d. Pinning or pushing the opponent / Holding (clamping) the opponent's sword

Holding: This includes holding any part of the opponent's body, Dobok or protective gear with the hands. It also includes holding the foot or leg, hooking the leg with the forearm, and clinching.

The "clamping" of the opponent's sword regardless with which part of the body is not allowed. If the "clamping" is unintentional and takes maximum than 1 second, no punishment ("Gam-Jeom") will be given.

Push: Short, powerful pushes (with hand, fist, forearm) are allowed and the fighter must put distance between himself and the opponent after a push.

A penalty point will be awarded for the following misconduct:

- i. Pushing the opponent with prolonged contact
- ii. Pushing the opponent over the boundary line
- iii. Pushing the opponent, which prevents an enemy attack

e. Knee/headbutt or knee attack / the feet

This includes an intentional headbutt or knee attack at close range as well as an attack with the foot regardless of the distance. The following actions are not penalized if: the opponent suddenly charges at the moment of an attack, if it is unintentional or as a result of misjudging distance.

f. Hitting the face or body with the hand

This includes attacks with the hand (fist), wrist, arm, or elbow to the opponent's face / body. Unavoidable or self-inflicted contact by the opponent due to lowering the head too low or negligent turning of the back will not be penalized.

g. Unsportsmanlike Misconduct by Fighter or Coach

Unsportsmanship is defined by the following misconduct:

- Not following the referee's instructions or decisions
- Inappropriate protest behavior against decisions made by the referee or officials

Dae-Ryun(대련) (Sword Fighting)

- Inappropriate actions that disrupt or affect the competition
 - Provoking or swearing at the opposing fighter or coach
 - Any other serious misconduct or unsportsmanlike conduct by the fighter or coach
 - If, after a prohibited action by the fighter, an "attack after the break ("Kal-yeo")" or other unsportsmanlike misconduct occurs, the referee may call a second "Gam-jeom" for "attack after the break ("Kalyeo") or 'unsportsmanlike' behavior.
- h. Uncontrolled and swinging movements with the sword and also stab to the body or head with the sword (even " imply" is not permitted)
- i. Attacking the lower part of the body (below the belt) from an upright or standing position
- j. Attack on the forearm (elbow to fingers) or attack on the feet
- k. Diagonal cutting movements from bottom to top. (The "blocking" or knocking away of the opponent's sword with a diagonal movement from bottom to top is allowed.)
- l. Attack after the break sign
Attack after the break sign is penalized if there has been enemy contact. However, if there is no opposing contact, but the attack is classified as intentional and willful, a penalty point can be awarded. If the attack movement started before the "Kalyeo", the fighter will not be penalized. In a video replay, "Kalyeo" is defined by the referee's arm being fully extended and the time of the attack is defined as the sword being swung forward from the backswing.
- m. Attack on the fallen opponent
Exremely dangerous and carries a high risk of injury to the opponent. The danger arises either from the less posture of the fighter who has fallen or from the resulting stronger effect of the attacking technique. Actions of this kind are against the spirit of Haidong Gumdo and this intentional action shall be punished regardless of the severity. A fallen opponent is defined as touching the ground with any part of their body other than their feet.
- n. Deliberate attack to the neck or throat with the sword
However, the following actions are not covered and will not be penalized:
- i. Opponent turns away at the moment of an attack
 - ii. When done unintentionally or as a result of misjudging distance

8.8. Measures to stop the fight

If the fight has to be stopped due to injury to one or both contestants, the Referee will take the following actions. In other situations where the fight must be stopped, the referee will say the command "Kalyeo" and continue the fight with "Kyesok".

- a. The referee interrupts the fight by commanding "Kal-yeo".
- b. The referee has to give the fighter one minute of first aid from the tournament doctor (alternatively a trained paramedic). If the tournament doctor (alternatively a trained paramedic) is unavailable, the team doctor, other doctors or medical personnel present will be permitted to administer first aid. The minute begins as soon as the doctor has entered the competition area ("Kye-shi"). After 40 seconds, the referee has to announce the time in five second intervals
- c. If the injured contestant is unable to resume the fight after one minute, and the tournament doctor (alternatively a trained paramedic) decides so as well, the referee will declare his opponent the winner. The tournament doctor (alternatively a trained paramedic) can request an additional minute of treatment time on request.

Dae-Ryun(대련) (Sword Fighting)

- d. If the fight cannot be resumed after one minute, the one who caused the injury by a prohibited act and who is punished with a "Gam-jeom" shall be declared the loser. If available, the Referee may request a video replay to establish the prohibited act.
- e. If both fighters are knocked down and cannot continue after one minute, the winner will be determined based on the current score. If the knockdown of both fighters occurs in the first round, the fight will be declared void and a new time/fight number will be assigned. If one of the two fighters does not show up for this fight, this will be counted as a surrender.
- f. If the Referee decides that a contestant's pain is only caused by a bruise or similar, he will stop the fight with "Kalyeo" and will say "Standup" three times, 3 seconds apart, to continue the fight. If the fighter refuses, he is declared a loser (RSC)
- g. If the fighter's health is endangered by a critical situation such as loss of consciousness or life-threatening injury, first aid must be given immediately and the fight stopped. The referee will declare the loser who caused the injury by a prohibited act and who was punished with a Gam-jeom. The Referee will declare the disabled contestant who has sustained an injury from a legal technique or from unintentional and unavoidable contact the loser. If the injury did not occur during the fight, the winner will be determined based on the current score.

8.9. Procedure in case of a knock down

If a contestant is knocked down by a legal technique, the Referee shall take the following actions:

- a. The referee interrupts the fight with the command "Kal-yeo" and keeps the attacker away from the downed fighter. The timekeeper must stop the time immediately. The attacking fighter should go to his starting position. If the knockdown is near this position, the fighter shall go to the boundary line in front of his coach
- b. The Referee will briefly check the downed fighter and count out loud in one second intervals from "Ha-nah" (one) to "Yeol" (ten) with appropriate hand gestures in the direction of the downed fighter
- c. If the contestant gets up during the count and wants to continue the fight, for the contestant's recovery and safety, the referee must count to "yeodul" (eight). The referee then decides whether the fighter is ready to fight and in this case releases the fight with the command "Kyesok". If the contestant is ready to fight but needs medical treatment, the Referee shall count to "Yeo-dul", release the fight with "Kye-sok" and immediately release the fight with "Kal-yeo" and "Kye-shi". stop and let the doctor do the treatment for one minute.
- d. If at Yeo-dul (eight) the knocked down contestant shows no sign to continue the fight, the Referee will count down to Yeol (ten) and declare the other contestant the winner by RSC
- e. eCounting continues even after the round has ended or the competition time has expired
- f. If both contestants are knocked down, the referee will continue counting until one of the contestants has not sufficiently recovered
- g. If both fighters have not recovered in "Yeol", the winner is determined based on the current score
- h. If the Referee decides that a contestant is unable to continue the fight, he may, without a count or during the count, declare the opponent the winner

8.10. Decision in case of superiority in the best of three system

If there is a tie after a round in the best-of-three system, the winner will be determined after the end of the round according to the following superiority criteria:

- a. Higher number of points according to 8.4 b
- b. If the number of points according to 8.4b is equal, the contestant who received fewer penalty points ("Gam-jeom") wins
- c. If the number of points is equal due to penalty points, the referee and judges decide the superiority.

Dae-Ryun(대련) (Sword Fighting)

8.11. Result of the competition

a. Victory by Referee Stops Contest (RSC= Referee Stops Contest)

The referee will declare RSC in the following situations:

- i. If a contestant has been knocked down by a legal technique and cannot continue on the Yeo-dul (eight) or the referee decides that the contestant cannot continue regardless of the count.
- ii. If a fighter is not ready to fight after three prompts.
- iii. If the fighter's safety is at risk.
- iv. IV. If the official tournament doctor (alternatively a trained paramedic) determines that a fighter should not continue fighting due to an injury.

b. Victory by Points (PTF)

The overall rating is the sum of the rounds won after 3 rounds

c. Victory by surrender (WDR)

The winner is determined by the opponent's submission.

- i. If a fighter retires due to injury or any other reason
- ii. When the coach throws the towel into the contest area to indicate his fighter's submission

d. Victory by Disqualification (DSQ)

A fighter may be disqualified at size control. A contestant may be disqualified for failing to appear at the control area after the third call. The referee should call the fight and after one minute declare the opponent the winner. If a Fighter refuses to intentionally and repeatedly refuse to comply with the principles of this WOHDGD or the instructions of the Referee, the Referee may end the fight and declare the Fighter a loser.

e. Victory by Disqualification for Unsportsmanlike Conduct (DQB)

The referee will declare DQB in the following situations:

- i. If it turns out that a fighter, a club/association member or the coach has tampered with the competition equipment
- ii. If a fighter cheats at registration
- iii. If a fighter or coach exhibits serious behavior: refusing to follow the referee's commands when the referee ends the fight or declaring the winner, or by discarding his personal protective equipment (headguard, handguards, sword) as a sign of his dissatisfaction with the decision

All results of a fighter who is declared a loser by DQB must be removed from the score. The title or placement goes to the next ranked fighter

8.12. Commands in competition

Baldo	Draw sword
Chak-gum	Insert sword
Cha-ryeot	Attention
Chung	Blue
Chung Seung	Blue wins
Gam-jeom	Minus point
Gong gyeok	fight
Hong	Red
Hong Seung	Red wins
Joon-bi	Ready (Fighting Stance)
Kal-yeo	Separate
Keu-man	stop, end
Kyeong-rye	bowing
Kye-shi	time stop for max. 1 minute
Kye-sok	keep fighting
Shi-gan	unlimited time stop
Shi jak	start
Cha-u-yang-u	turn
Woo-se-girok	use superiority card

8.13. Protest and Arbitration Committee

The protest committee is appointed by the competition management.

The protest committee should consist of at least three people, but always an odd number.

8.15. Coaches

Only those who have reached the age of 18 may be used as a coach.

Persons who are at least 16 years of age but not yet 18 years of age can also be used as coaches with the permission of the competition management.

Persons under the age of 16 are not permitted to coach a competitor.

On the competition area, only sneakers and tracksuits are permitted for the coach to wear.

The wearing of a Dobok can be permitted by the competition management. The coach must not wear street clothes. The coach is also prohibited from wearing street shoes on the competition area.

9. Interpretation rule

The competition rules are to be interpreted by the competition management if there are any particularities during a tournament that cannot be clarified by these regulations. It has to make the best arrangement according to the meaning and life of the sport.