



# **POOMSAE**

# CHAMPIONSHIP POOMSAE DIVISIONS

The entire division will be marshalled, taken to court, and completed. All divisions will be scored using the WOORI Sport electronic system or iPads.

### UNIFORM

- All coloured belts are required to wear a White V-neck dobok
- Black Belts are required to wear a WT approved Black V-neck dobok or an official WT "wrap style" Yneck dobok

### **INDIVIDUAL POOMSAE**

**DIVISIONS:** Age as listed on the website **GENDER:** Male & Female

BELT	POOMSAES
White	Kibon (Basic)
Yellow	Taegeuk 1 & Taegeuk 2
Blue	Taegeuk 3 & Taegeuk 4
Red	Taegeuk 6 & Taegeuk 7
1st & 2nd Dan/Poom	Taegeuk 8 & Koryo
3rd & 4th Dan/Poom	Keumgang & Taebaek
5th & 6th Dan	Taebaek & Pyongwon
7th Dan	Sipjin & Jitae



GOLDCOAST.

ALLSPORTS

Queensland

## PAIRS & TEAM POOMSAE

DIVSIONS: Age as listed on website TEAM SIZE: Pairs – 2 members, Teams – 3-8 Members

#### **IMPORTANT INFORMATION**

- Pairs & Team members must be of the same age division (any belt combinations)
- Pairs & Teams will compete in the division according to the highest ranked member
- Please ensure all team members use the same team name at online registration
- Athletes may only enter as part of one pair and/or one team

BELT	POOMSAES
White	Kibon (Basic)
Yellow	Taegeuk 1 & Taegeuk 2
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1st & 2nd Dan/Poom	Taegeuk 8 & Koryo
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## FREESTYLE POOMSAE WITH/WITHOUT MUSIC

Freestyle Poomsae will follow a modified format of WT Freestyle Poomsae, listed below are the required stances and elements, and the modifications that are in place. Poomsae duration is 60-90 seconds.

**Events:** Individual, Pairs (same or mixed genders), and Team (3-5 members, same or mixed gender) **Age Divisions:** Age as listed on website

#### **COMPULSORY STANCES**

- **1.** Dwitgubi (Back Stance)
- 2. Hakdari Seogi (Crane Stance)
- **3.** Beom Seogi (Cat/Tiger Stance)

#### **COMPULSORT ELEMENTS**

- 1. Jumping Side Kick
  - Flyside Kick
  - 3-5 step run up permitted

#### 2. Multiple kicks in a jumps

- Aerial jump front kicks
- Minimum of one kick performed while in the air (a single jump front kick), if more kicks are performed while in the air a higher score will be achieved
- Athletes should attempt to show active chamber and extension in all front kicks
- 3-5 step run up permitted

#### 3. Gradient of spins in a spin kick

- Minimum of a 360° spin (spin hook kick, kick foot must land behind to complete a 360° spin)
- Greater gradient of spin will score higher (520°, 720°)

#### 4. Kyorugi style consecutive kicks

- Sparring styled kicking sequence
- 3-5 kicks must be performed
- 3-5 bounces in a fighting stance before sequence starts

#### 5. Acrobatic Kicking Technique

- Any acrobatic action will be allowed, even if a kick is not performed with it
- A higher score will be awarded if the acrobatic action includes a kick, or is an aerial acrobatic action performed with a kick
- A higher score will also be awarded if more than one kick is performed in the acrobatic action (greater score if an aerial with multiple kicks)

PLAY IT, LIVE IT, LOVE IT!