



OFFICIAL TOURNAMENT RULES

Rules & Requirements:

Competitor Requirements

- ★ Tang Soo Do Etiquette
- ★ Current Students
- ★ Appearance

Judges/Officials

- ★ Chief Judge
- ★ Center Judges
- ★ Side Judges
- ★ Scorekeepers

All Tournament Individual Events:

- ★ Division Breakdown
- ★ Forms (Hyungs)
- ★ Weapons
- ★ Sparring
- ★ Breaking

Lamp Cup Competition

- ★ Lamp Cup Champion - Individual
- ★ Lamp Team Events

Other Rotating Events

- ★ Tandem
- ★ Power Breaking

National Champion Award

- ★ Requirements
- ★ Divisions

Competitor Requirements

- ★ Tang Soo Do Etiquette
 - Competitors are to demonstrate exceptional etiquette and discipline
 - Must accept all decisions made by the Chief Judge, Center Judges and Judges as final
 - Win the same as we Lose - with respect, humility, and good sportsmanship
 - Must observe the "Five Basic Principles" of Tang Soo Do
 1. Be Loyal to your country
 2. Obey your parents and elders
 3. Respect your instructor
 4. Self-control
 5. Never misuse your art
- ★ Current Students
 - PKSA Schools sending competitors must be in good standing with the franchise
 - All competitors must be current paying registered students with a PKSA school
- ★ Appearance
 - Contestants must be in a clean and tidy traditional PKSA approved uniform
 - Hemmed (no rolled) pants or sleeves
 - Approved patches only
 - No jewelry allowed
 - No accessories or excessive hair clips, etc.
 - Eyeglasses must be of the approved safety sports specification

Judges/Officials

- ★ Chief Judge
 - Head Master overseeing the entire competition
 - Must be 6th Dan or Above
 - Has the right to veto any decision taken by any center or side judge
- ★ Center Judges
 - Must be approved by the Chief Judge
 - Qualifications:
 - E Dan or Above
 - Annual Certification
 - Demonstrate consistent and unbiased scoring
 - Overall responsibility of the ring and must be appropriately qualified
 - Must educate and review rules prior to starting every division
 - Has the right to veto any decision by any side judges during competition
- ★ Side Judges
 - Annual Certification and must be approved by the Chief Judge
 - Must attend regular annual courses and renew certification
 - ChoDan and above
- ★ Scorekeepers
 - Must be approved by the Chief Judge
 - All scores to be approved by the Center Judge prior to awarding points/awards
 - Responsible for maintaining scores in the ring and reporting to the awards table

ALL TOURNAMENT INDIVIDUAL EVENTS

★ **Division Breakdown** - *There may be additional divisions within the same category. Students may cross over into other divisions if due to the number of registered competitors, the student's age category would result in an unreasonably undersized division or unreasonably matched competitors.*

- Little Ninja
 - Divided by Rank based on number of participants
- Gups: White – Red Belts age divisions
 - 13 & under: Youth Division
 - 14 & up: Teen & Adult Division
- Cho Dan, E Dan & Sam Dan age divisions
 - 15 & under: Youth Division
 - 16 & up: Teen & Adult Division

★ **Forms (Hyungs)**

- Minimum 3 judges per contest
- If 5 judges - the total score will be the sum of the 3 remaining scores after deleting the highest and lowest scores
- Each school may only have one judge or referee in any one ring.
 - Any deviation must be approved by the Chief Judge
- Contestant with the highest total score will be the winner
- Contestants are required to perform traditional Tang Soo Do Hyungs (no altering techniques) according to their Gup/Dan ranking, see current curriculum sheets for form eligibility by belt rank
- Higher belt rank form is not to be a factor in scoring, contestant is to be scored on skill
- Dans may be called into the ring 2 at a time to perform together
- Scoring Guideline:
 - Direction
 - Sequence
 - Timing, Speed & Power
 - Balance & Use of Hip Power
 - Eye Focus & Kiyup
- Hyung Contest Procedure:
 - Contestants are lined up across the center of the ring together
 - Turn and bow to the head table/Chief Judge
 - Turn and bow to the ring judges
 - Order of competitors announced and instructed on ring operations
 - Contestant will come to the center of the ring when called and bow to the judges
 - Contestant walks to the hyung starting position in the ring
 - Contestant announces their form while in the ChoonBe position
 - Center Judge then gives permission for the form to begin
 - Upon completion, the contestant bows to the Center Judge and is instructed to turn for scoring
 - Entrance and exit from the ring is not to be considered in scoring
 - After the scores are tallied, the competitor bows to the ring judges, backs out of the ring and bows to the next competitor as they enter the ring

★ Forms Grand Champion age divisions:

- 1st place winners in individual Red and Black Belt forms divisions have the opportunity to compete for Forms Grand Champion at each tournament
- A form will be announced by the Chief Judge prior to the competition starting
- All competitors will perform the same announced form for their division
 - Red Belts
 - 13 & under Youth Division
 - 14 & UP Teen & Adult Division
 - Dans (Black Belts)
 - 15 under Youth Division
 - 16 & Up Adult Division

Official PKSA Tournament Forms 2024									
Traditional Bong		Rank	Weapons Forms		Rank	Kendo Sword		Rank	Open Hand Forms
			Nunchaku						Hyung
Beginner Bong 1 - Kicho Bong		White	Beginner Nunchaku 1 - Kicho Nunchaku		White	Happo Giri		0	Kicho Hyung II Bu
Beginner Bong 2 - Tsuesho		Yellow	Beginner Nunchaku 2 - Nunchaku No Kata		Yellow	Migi-Te (R-Handed) Happo Giri		0	Kicho Hyung E Bu
Trad. Bong 1 - Bong Hyung Cho Dan		Green	Trad. Nunchaku 1 - Nunchaku Cho Dan		Yellow	Hidari-Te (L-Handed) Happo Giri		1	Kicho Hyung Sam Bu
Trad. Bong 2 - Bong Hyung E Dan		Red	Trad. Nunchaku 2 - Kobu Nunchaku		Orange	Seiza (Kneeling) Happo Giri		1	Pyung Ahn Cho Dan
Trad. Bong 3 - Bong Hyung Sam Dan		Red 2	Dub. Nunchaku 1 - Nunchaku E Dan		Green	Sho Dan No Kata		2	Pyung Ahn E Dan
Trad. Bong 4 - Sunakake No Kon		Cho	Trad. Nunchaku 3 - Sosetsukon No Kata		Green	Migi-Te (R-Handed) Sho Dan No Kata		3	Pyung Ahn Sam Dan
Trad. Bong 5 - Bo Keho No Kata		Cho - 3rd	Dub. Nunchaku 2 - Nicho Sosetsukon No Kata		Red	Ni Dan No Kata		3	Pyung Ahn Sa Dan
Trad. Bong 6 - Sonae Kame		E - 3rd	Trad. Nunchaku 4 - Nunchaku Dai Ni		Red	Hidari-Te (L-Handed) Sho Dan No Kata		4	Pyung Ahn Oh Dan
Trad. Bong 7 - Shushi No Kon		Sam	Trad. Nunchaku 5 - Sosetsukon Kokoro		Cho	Kum Sul Do		5	Chil Sung II Ro
Trad. Bong 8 - Cho Un No Kon		Sam - 4th				Migi-Te (R-Handed) Ni Dan No Kata		5	Chil Sung E Ro
			Kama		Rank				
Beginner Fan 1 - Kicho Fan		White	Beginner Kama 1 - Kicho Kama		White	Shinto Dai Katana		6	Bassai So
Beginner Fan 2 - Fan No Kata		Yellow	Trad. Kama 1 - Kanegawa Nicho Gama		Yellow	Hidari-Te (L-Handed) Ni Dan No Kata		7	Bassai
Trad. Fan 1 - Fan Hyung Cho Dan		Orange	Trad. Kama 2 - Kama Hyung Cho Dan		Orange	Sato (Hidari or Migil)		8	Ship Soo
Trad. Fan 2 - Fan Hyung E Dan		Green	Trad. Kama 3 - Kobu Nicho Gama		Green	Koto		8	Chil Sung Sam Ro
			Trad. Kama 4 - Kama No Te		Red				Jin Do
			Tonfa		Rank	Flash Weapons		Rank	
Beginner Arnis 1 - Kicho Arnis		White	Beginner Tonfa 1 - Kicho Tonfa		White	Bo - E Dan Suto No Ki		Red	Chil Sung Sa Ro
Beginner Arnis 2 - Arnis No Kata		Yellow	Trad. Tonfa 1 - Tsun Kawa		Yellow	Bo - Sa Dan Suto No Ki		Cho	Kong Sang Goon
Trad. Arnis 1 - Arnis Hyung Cho Dan		Orange	Trad. Tonfa 2 - Matsu Higa No Tonfa		Orange	Bo - Oh Dan Suto No Ki		E	Ro Hai
Trad. Arnis 2 - Arnis Hyung E Dan		Green	Trad. Tonfa 3 - Chong Bung So		Green	Bo - Yuk Dan Suto No Ki		Sam	Chil Sung Oh Ro
			Trad. Tonfa 4 - Yraguwa No Tonfa		Red	Bo - Hada Ni Bo Cho Dan		E	Pyung Jung 1
			Trad. Tonfa 5 - Hamahiga No Tonfa		Cho	Chux - Nunchaku Sam Dan		Red	Pyung Jung 2
			Sai		Rank				
Trad. TC-Sword 1 - Jian Zhi		Green	Beginner Sai 1 - Kicho Sai		White	Kama - Kama Hyung E Dan		Red	
Trad. Sword 1 - Hiraki Katana		Green	Trad. Sai 1 - Nicho Sai		Yellow	Kama - Kama Hyung Sam Dan		Cho	
Trad. B-Sword 1 - Cheo Eum Dao		Cho	Trad. Sai 2 - Sancho Sai		Orange	Kama - Kama Hyung Sa Dan		Cho	
Trad. B-Sword 2 - Mool Sota Chimedda		Cho	Trad. Sai 3 - Sai Hyung Cho Dan		Orange	Kama - Kama Hyung Oh Dan		E	
						Tonfa - Cho Ku Sha Ro		Red	
Ninja Bong Hyung		White	Trad. Sai 4 - Shinbaru No Sai		Green	Arnis - Jahl Bahl Bung Huru Daheem		Red	
Ninja Kama Hyung		White	Trad. Sai 5 - Jigen No Sai (Manji)		Red	Arnis - Kiaten Kogaki Sokudo		Cho	
Ninja Fan Hyung		White	Trad. Sai 6 - Hamahiga No Sai		Cho	Sai - Sai Hyung E Dan		Red	
Ninja Nunchaku Hyung		White	Trad. Sai 7 - Chatan Yara No Sai		E	Sai - Sai Hyung Sam Dan		Cho	
						Sword - Flash Sword Hyung Cho Dan		Red	
						Sword - Flash Sword Hyung E Dan		Cho	
						Sword - Double Sword Hyung Cho Dan		Cho	
						Sword - Double Sword Hyung E Dan		E	

★ Weapons

- Minimum 3 judges per contest
- If 5 judges - the total score will be the sum of the 3 remaining scores after deleting the highest and lowest scores
- Each school may only have one judge or referee in any one ring. Any deviation must be approved by the Chief Judge
- Contestant with the highest total score will be the winner
- Contestants are required to perform Tang Soo Do Hyungs (no altering techniques) according to their Gup/Dan ranking - see Weapons Chart for form eligibility by belt rank
- Kendo students competing will be bracketed by Kendo rank not TSD rank

- Scoring Guideline:
 - Direction
 - Sequence
 - Timing, Speed & Power
 - Balance & Use of Hip Power
 - Eye Focus & Kiyup
 - Control/Application of Weapon
- Weapons Contest Procedure:
 - Contestants are lined up across the center of the ring together
 - Turn and bow to the head table/Chief Judge
 - Turn and bow to the ring judges
 - Order of contestants announced and instructed on ring operations
 - Contestant will come to the center of the ring when called and bow to the judges
 - Contestant walks to the hyung starting position in the ring
 - Contestant announces their form while in the ChoonBe position
 - Center Judge then gives permission for the form to begin
 - Upon completion, contestant is instructed to turn for scoring
 - Contestant bows to the Center Judge and turns around until told scoring is complete
 - Entrance and exit from the ring is not to be considered in scoring
 - After the scores are tallied, the competitor bows to the ring judges, backs out of the ring and bows to the next competitor as they enter the ring
- Kendo Traditional Rules
 - Kendo students may do a transitional “flourish” between forms
 - Any student doing Shinto Dai Katana along with other katas MUST have one hand on the hand guard of the sword not being used AT ALL TIMES
 - The student’s sword must remain a safe distance from all other competitors, judges and spectators at all times
 - One of the judges will check the safety of the student’s sword blade before competing. If it is deemed unsafe the competitor may not use it
 - A hakama and kiogi is recommended but not required for competition

★ **Sparring**

- Minimum 3 judges per contest
- Each school may only have one judge in any one ring
 - Any deviation must be approved by the Chief Judge
- Winner is determined by earning 3 points or having the lead at the end of 2 minutes
- Sparring Equipment Requirements
 - Only from approved vendors
 - Head
 - Hands
 - Feet (toes completely covered)
 - Mouthguards
 - Groin guards (males only)
 - Shins (optional)
- Divisions - factors in order:
 - Rank
 - Age
 - Gender
 - Height & Weight
 - Training Location/School
- Scoring
 - All ranks are expected to demonstrate control and discipline
 - Kiyup with the attack is required
 - Only light contact is allowed
 - Excessive power will result in a warning, point deduction, and possible disqualification
 - A contestant may not receive both a point and a warning for the same technique
 - A soft warning may first be given as a verbal from the Center Judge
 - A hard warning leads to further disciplinary action
 - 1st Hard - no consequence
 - 2nd Hard - 1 point deducted (if the contestant does not have a point to lose, the challenger receives an additional point)
 - 3rd Hard - disqualified from the division
 - Center Judge has the authority to disqualify any contestant at any time for excessive power
 - Lead leg sweeps are allowed, only if followed up with an immediate attack
 - If a contestant falls to the ground (inside the ring), the opponent has 3 seconds to attack on the ground. The Center Judge is to call out, "One, two, time!"

★ Sparring (continued)

- Techniques Allowed
 - Scoring zones
 - Hands and Feet Allowed
 - Base of Neck (collarbone level) to Belt (top to bottom)
 - Seam to Seam (side to side)
 - Foot Only
 - 6" halo to the side of the head (pad to pad only)
 - Dans Only are Allowed
 - Hands to the head (pad to pad only)
- Techniques Not Allowed/Warnings
 - Contact to the back of the body
 - Contact to the back of the head
 - Contact below the belt
 - Contact with the face not covered with the pad
 - Primary target must be pad to pad, if the technique results in more facial contact than the pad, it does not count as a point and can result in a warning
 - Intentionally turning your back to an opponent
 - Running out of the ring intentionally to avoid the opponent
 - Holding or grabbing the opponent
 - Unsportsmanlike behavior - loss of temper or taunting
 - Showing disrespect towards judges or officials
 - Serious intentional contact is immediate disqualification
- Sparring Contest Procedure:
 - Contestants are lined up across the center of the ring together
 - Turn and bow to the head table/Chief Judge
 - Turn and bow to the ring judges
 - Order of matches announced and instructed on ring operations
 - Contestants will come to the center of the ring when called and assume Cha Ryut facing each other for their match
 - Center Judge will give direction on bowing process
 - Center Judge will place a red ribbon on the belt of one contestant
 - Center Judge then gives Dae Ryun Choon Be instruction
 - Contestants step back with a Kiyup
 - Center Judge gives permission to start the match
 - Match continues until any judge calls for a "point"
 - Contestants quickly return to starting Choon Be positions and hold
 - Center Judge signals for point to be awarded (see below)
 - Center Judge continues this process until one contestant is deemed the winner
 - 3 points or
 - Timekeeper calls out "time" - contestant in the lead, wins
 - In the event of a tie - contestants are reset and first point wins
 - Contestants bow to the Center judge and to each other as directed
 - Note - any judge can at any time call "time" to stop the clock and ask for a judges meeting to discuss the sparring match at hand in regards to judging, direction, etc. as a side conversation before the match has concluded

- Signaling by Judges
 - Center Judges will wear a red band on their right wrist and a white band on the left wrist
 - Side judges will have one red and one white flag
 - At the time a point is called, the contestants return to starting Choon Be positions
 - Center Judge calls “judges ready, judges score”
 - Judges then simultaneously extend their signal
 - Armband/Flag coordinating to the contestant indicated can receive the following:
 - Color raised high to the side = Point for contestant
 - Color lowered towards the side = Warning for contestant
 - Wrists crossed (X) in front of face = No See (didn't see point called)
 - Wrists crossed (X) low at belt level = No Point (saw what is being called, but disagree with a point or saw that it was blocked)
 - Points can only be awarded when techniques are accompanied by a Kiyup (shout)
 - Points will only be awarded with a majority vote
 - Center Judge may at anytime overrule and issue/veto a point

★ **Breaking**

- Minimum 3 judges per contest
- Boards must be purchased from PKSA directly
- Each school may only have one judge or referee in any one ring
 - Any deviation must be approved by the Chief Judge
- Contestant with the highest total score will be the winner
- Contestant performs a 3 station break
 - A variety of hand and foot techniques is recommended
- Scoring Guideline:
 - Execution of Techniques
 - Single or multiple techniques may be executed in a single station
 - Multiple breaks that count as Single Station examples:
 - Simultaneous breaks
 - back kick + front punch - boards break at the same time
 - Execute while in the air (no foot on the ground)
 - Jump front kick + axe kick on the way down BEFORE the foot touches the ground
 - Multiple Breaks (but count as separate stations)
 - Jump front kick (foot to ground) + jump splits kick and then lands on the ground - 3 breaks, 2 stations
 - Number of Attempts
 - Each contestant may take up to 2 attempts per station, but will be scored lower if the boards do not break on the 1st attempt
 - The contestant who breaks all of their stations on the first attempt as announced is to score the highest
 - Boards/bricks and techniques must be appropriate for contestant's age and rank
 - Board size, type and stack
 - Multiple boards/bricks may be used (depending on the specific tournament rules)
 - If bricks are allowed at the tournament, each station may only have boards or bricks - a stack of board, brick, board is not allowed
 - Bricks are provided by the contestant

- Protective floor covering must be used
 - Size of boards increases difficulty
 - A brick is generally equivalent to a 10" board
 - A more advanced or difficult technique scores higher
 - Example - ridge hand vs hammer fist
 - Use or Non-use of spacers
 - Stacks without spacers score higher than if spacers are used
 - Setup Time
 - Based on age and rank - setup time is managed
 - Center Judge to control the speed and expectation of each ring
 - Contestant must be prepared to set up their own breaking stations
 - Sequence
 - Transition into break
 - Movements between breaks that actively continue into the next break may be used to increase difficulty and score
 - Transitional movements that stop and the contestant resets for the break are only to be minimally considered in scoring
 - Example - a cartwheel that ends with the contestant doing a hammer down increases the score, but if the contestant does the cartwheel, takes a step or two, moves into a front stance and then executes the hammer fist does not score higher
 - Timing, Speed & Power
 - Balance & Use of Hip Power
 - Eye Focus & Kiyup
- Breaking Contest Procedure:
 - Contestants are lined up across the center of the ring together
 - Turn and bow to the head table/Chief Judge
 - Turn and bow to the ring judges
 - Order of contestants announced and instructed on ring operations
 - Contestant will come to the center of the ring when called and bow to the judges
 - Contestant sets up their break facing the judges
 - Basic wooden stands may be provided
 - Custom stands are allowed and must be supplied by the contestant
 - A person may also be used to hold a board for a break and the contestant must arrange for the holder to be available at the time of competition
 - Contestant announces their breaking techniques
 - Contestant asks for permission to break
 - Center Judge then gives permission to begin
 - Upon completion, contestant is instructed to turn for scoring
 - Contestant bows to the Center Judge and turns around until told scoring is complete
 - Entrance and exit from the ring is not to be considered in scoring
 - After the scores are tallied, the competitor bows to the ring judges, collects their boards/bricks, backs out of the ring and bows to the next competitor as they enter the ring

LAMP COMPETITION

Lamp Cup Champion - Individual

- ★ This award is designed to celebrate the most versatile and well versed black belt of the competition
 - All Black Belt contestants are eligible to compete
 - Lamp Cup competition is unannounced and varies every year
 - Brackets and elements are determined the night of the contest
 - Contestants earn points and are accumulated with the traditional events during the Lamp Tournament
 - The Black Belt with the most points from winning individual events at the end of the contest is deemed the winner of the Lamp Cup

Lamp Championship Team Events

Gup Team Forms:

- ★ 3 members minimum to a maximum of 10 members
- ★ Team must consist of only gup students (may include school owner if school owner is a gup).
- ★ Must perform the hyung of the most junior competitor which includes the use of “elective” taught forms. (refer to gup requirement standards)
- ★ Form must be performed in a traditional manner, the majority must be in unison, no music, no altering of forms or their techniques

Black Belt Team Forms:

- ★ 3 members minimum to a max of 10 members.
- ★ Team consists of only dan students (may include school owner if school owner is a dan, including Masters)
- ★ Must perform the hyung of the most junior competitor which includes the use of electively taught forms. (refer to dan requirement standards)
- ★ Form must be performed in a traditional manner, the majority must be in unison, no music, no altering techniques

Team Sparring:

- ★ Total of 7 fighters per team including 2 substitutes
- ★ Black belts cannot compete – any rank below black belt is permitted

Brackets are:

1. 8-10 year old male or female
 2. 11-13 year old male or female
 3. 14-16 year old male or female
 4. 17-19 year old male or female
 5. 20+ year old male or female
- ★ If a team does not fill a bracket then the result is a loss of 1 individual match for that team
 - This will be issued at the beginning of the match
 - ★ If a team does not fill 2 or more brackets the team will not be able to compete
 - ★ School owners cannot fight
 - ★ Regular Gup fighting rules apply: light head contact with kicks only
 - ★ All fighters must be from your school, you cannot combine with another school
 - ★ All fights are 3 points, with a 30 second time limit. Point style fighting
 - ★ The first team to win the majority of matches will be declared the winner, all matches will take place

OTHER ROTATING EVENTS

Tandem:

- ★ Tandem Forms is a special event - No points will be awarded toward the National Points Series
- ★ Participants: Anyone may compete from White Belt to Master
 - Max number of participants per team: 2
 - Mixing schools: students need not be members of the same school; all must be members in good standing of a PKSA school
- ★ Rank: Mixing of ranks is permitted
 - Mixed rank teams will compete with the division of the higher partner
 - For example a Dan with a Gup would be placed in the Dan division
- ★ Music: Music is permitted but the team wishing to use music must:
 - Ensure music has appropriate language for a family setting (no swear words)
 - Bring their own speaker or system to play music
 - Arrange for someone to run their music or start / stop their music themselves (no asking judges or scorekeepers to run music)
- ★ Guidelines: Elements Allowed/Prohibited
 - Creative forms & weapons forms
 - Traditional forms and weapons forms
 - Breaking and self-defense demonstrations are not permitted
- ★ Division Breakdown (as much as possible):
 - Tandem Traditional (unarmed or weapons)
 - Tandem Creative Unarmed
 - Tandem Creative with Weapons
- ★ Time Limit: 2 minutes from entry to end
- ★ Tandem: At least 65% of the form should be in unison
- ★ Uniforms: Creative uniforms are permitted, but must be appropriate (no shirts off)

Power Breaking:

- ★ Power Breaking is a special event - No points will be awarded toward the National Points Series
- ★ Participants:
 - Any rank age 16 and older
 - Individual competition
 - Student must be a member in good standing at a PKSA school
- ★ Guidelines:
 - Only 1" bricks to be used
 - Must provide own materials:
 - Stands
 - Floor protection
 - Bricks
 - Pencils/Spacers
 - Cleanup Crew
- ★ Division Breakdown:
 - Gender
 - Order of Competitors is determined by random drawing
- ★ Competition:
 - 1st Competitor claims number of bricks to be broken
 - Ask for permission
 - Break - number of bricks broken is recorded
 - Competition continues until all individuals take their turn
 - Winner is determined by who breaks the most - based on what they claimed and stacked
 - Example: competitor 1 stacks and breaks 5, competitor 2 must stack and break 6 or more, if competitor 2 stacks 10 and breaks 10 then the next competitors must stack and break 11 or more.
 - You must break what is stacked, if you don't break the entire stack, you do not win

NATIONAL CHAMPION AWARDS

★ Eligibility Requirements

- All ranks
- All ages
- Student must be in good standing with a PKSA school
- Contestant must compete in all 3 PKSA tournaments for the year
- Age Division - age of the competitor will be based on a majority of 2 out of 3 tournaments
 - Examples:
 - 1st tourney 13 + 2nd tourney 14 + 3rd tourney 14 = 14 years old
 - 1st tourney 15 + 2nd tourney 15 + 3rd tourney 16 = 15 years old
- Rank Division - rank of the competitor will be based on a majority of 2 out of 3 tournaments
 - Examples:
 - 1st tourney R4 + 2nd & 3rd Cho Dan = Cho Dan Belt Category
 - 1st & 2nd a Little Ninja + 3rd Yellow Belt = Little Ninja Belt Category

★ Points

- Forms, Weapons, Breaking, Sparring Events
 - 1st Place = 50
 - 2nd Place = 40
 - 3rd Place = 30
- Forms Grand Champion
 - 25 points

★ Belt Divisions - 10 Total National Champions Awarded (depending on number of competitors, some may be eliminated)

- 1 - Adaptive
- 1 - Little Ninja
- 2 - White-Green Belts
 - 13 & under: Youth Division
 - 14 & up: Teen & Adult Division
- 2 - Red Belts
 - 13 & under: Youth Division
 - 14 & up: Teen & Adult Division
- 2 - Cho Dans
 - 15 & under: Youth Division
 - 16 & up: Teen & Adult Division
- 2 - E Dans & Sam Dans Combined
 - 15 & under: Youth Division
 - 16 & up: Teen & Adult Division