

## **TTU Muye rules 2009.**

### **General.**

Each team shall consist of minimum 5 people and show synchronous poomse, hanbon kyoreugi, an agreed fight sequence and breaking of a wooden board with hand and foot technique. The same people can not go hanbon and fight. Competition judged by 5 judges. You do basically 10 points in each exercise, but a draw for error. All points are added together, and the team that gets the most points wins. General Judging will be based on good cooperation, joy, coordination, timing and control.

### **Synchronize poomse**

Each team will show 2 poomser. Poomse to the lowest graded in the team is mandatory. In addition the team must show an optional poomse.

The optional poomse can be self-composed. Judges emphasizes harmony, correct techniques, cooperation, balance, and that it is synchronous.

### **Hanbon kyoreugi**

2 people from the team will show 10 items hanbon kyoreugi. Optional if you want to show the hand, leg techniques or a mixture of these. Can show the same hanbon kyoreugi several times, but should replace the person that attacks and defends. Judges emphasizes precision, control, cooperation, execution and right positions. Timing between attack and defense should be good, attack should be close to the partner, but no hits.

### **Fight.**

2 people from the team shall show a fight sequence. You go without protection, no hits to the head, but you can have easy hits to the body. The sequence will last 30 sec - 1 minute. Judges emphasizes timing, precision (for example, a kick to the head will stop close, but no hits), cooperation and variation in techniques. You get more points if you show several different kicks with the right technique.

### **Breaking**

1 person from the team will break 5 wood blocks in a series. You get only 1 attempt. Judges emphasize the correct technique of breaking through, coordination and rhythm in the series. Jump kick gives better points. Failed to brake through gives 4 points in the negative for each that does not break.