

Item	Points	
Base Kick Middle	3	
Head height	Plus 1	
180 spin	plus 1	
360 spin	plus 2	
540 spin (only applicable for jumping)	plus 3	
Jumping	Plus 2	
Vertical rotation (like a cartwheel)	plus 3	
(if was a back flip add 2 points for jump)		
Jumping off / over / through an object	plus 1	
Jumping over 3 or more people	plus 2	
Jumping over 6 or more people	plus 3	
Not putting foot down and additional break	plus 1	
Breaking an additional Board	Plus 1	(per additional board)
Suspended Board (like speed break)	Plus 1	

Examples

Head Height 180 Hook kick	3 base points, plus 1 for head, plus 1 for 180 spin - Total of 5 points
Jumping 360 Roundhouse kick	3 base points, plus 2 for 360, plus 2 for jumping - Total 7 points
Jumping 540 Hook Kick head height	3 base points, plus 3 for 540, plus 2 for jumping, plus 1 for head - Total 9 points
Jumping Double Pichagi (2 boards)	3 base points, plus 2 for jumping, plus 1 for extra board - Total 6 points
Flying side kick over an object	3 base points, plus 2 for jumping, plus 1 for an object - Total 6 points

Clarification Points

In order to break more than one board the kick and motion must be continuous. If you stop or change directions it is not a continuous kick and will not count for 2nd board points. (except if you do not put your foot down (ex - front kick then right away back or hook kick etc)

Head height is the board height ABOVE the height of the shoulders of the kicker.

Jumping over an object must be substantial, such as a person.

Maximum of 60 seconds is allowed for all three stations

if you do not break on a board you get zero points for that attempted break (risk vs. reward :-)

You have a maximum of 3 misses /tries for the entire routine 3 strikes and your out. (ex I can use two tries on the first station, but only one try remaining on either the second or 3rd station. As soon as you don't break the third try your routine is finished)

NOTE - If you try to break a board and have to use one of your misses this is an automatic 2 point DEDUCTION per attempt.

A board must break on the kick, and not once it hits the ground. (must be fully broken into two or more pieces)

You can not do the same board break more than once - (Ex - can't do a front kick 3 times in a row, however as long as there is a different ability in it you can.)

You CAN go back to another station IF you have any "misses" remaining.

You can not get a NEGATIVE score on a station (example I try to break on a side kick 2x then move on, I simply get zero for that station)

Tie Breaking formula

Clean breaks will always win first (ex no misses)

If still tied highest level attempted will be the winner - ex one person did a jumping 540 and the other only did a 180.

If still tied after that - Judges decision based on presentation

Example of a 3 station breaking scoring point totals

<i>Competitor Number 1</i>	
Flying 180 Side kick over a person	7
Superman Punch	6
Jumping 360 Roundhouse kick	7
	20
TOTAL POINTS	

<i>Competitor Number 1</i>	
Jumping Double front kick	5
Self holding Knife hand	5
Head Height 180 hook kick	5
	15
TOTAL POINTS	