Lee's Tae Kwon Do Ten Rules of Mental Education

BECAUSE OF THE MILITARY BACKGROUND, TAE KWON DO HAS A GENERAL CODE. THESE CODES ARE REFLECTED IN THE SO-CALLED "COMMANDMENTS OF MODERN TAE KWON DO. THESE COMMANDMENTS ARE DERIVED FROM THE HWARANG DO CODE OF HONOR:

> Serve your lord with loyalty. Serve your parents with filial piety. Trust your friends. Never retreat in battle. When taking a life, be selective.

THE COMMANDMENTS OF MODERN TAE KWON DO ARE USED AS A GUIDE FOR THE MORAL DEVELOPMENT OF STUDENTS OF THE ART, AND NO STUDENT WHO DOES NOT FULLY UNDERSTAND THESE TENANTS CAN EVER HOPE TO MASTER THE TRUE ESSENCE OF THE ART. THE TEN RULES OF MENTAL EDUCATION ARE SAID ALLOWED AT THE BEGINNING OF EVERY CLASS. PLEASE HAVE THESE RULES (THE BOLD PRINT BELOW) MEMORIZED.

BE LOYAL TO YOUR COUNTRY

OUR COUNTRY IS OUR VERY SOUL AND WE MUST ALWAYS STRIVE TO BE LOYAL.

BE LOVING AND SHOW FIDELITY TO YOUR PARENTS

WE MUST HONOR OUR PARENTS IN ORDER FOR OUR CHILDREN TO HONOR US.

BE LOVING BETWEEN HUSBAND AND WIFE

A HUSBAND AND WIFE SHOULD BE CONSIDERED ONE. LIFE WITHOUT LOVE HAS NO DIGNITY.

BE COOPERATIVE BETWEEN BROTHERS AND SISTERS

A PERSON WHO IS CONSIDERED YOUR BROTHER DESERVES TO BE HELPED, ENCOURAGED, AND TREATED WITH KINDNESS BY YOU AND OTHERS.

BE FAITHFUL TO YOUR FRIENDS

A FRIEND IS LIKE A BROTHER. WE ARE AT OUR BEST WHEN WE FORGET OUR TROUBLES TO HELP A FRIEND.

BE RESPECTFUL TO YOUR ELDERS

THERE IS NO SUBSTITUTE FOR THE EXPERIENCE OF THE OLD. WE MUST CARE FOR AND HONOR THEM.

ESTABLISH TRUST BETWEEN TEACHER AND STUDENT

A TEACHER MUST GIVE HIS BEST FOR HIS OR HER STUDENTS. IN RETURN A STUDENT WILL GIVE HIM OR HER LOYALTY AND RESPECT.

USE GOOD JUDGMENT BEFORE KILLING ANY LIVING THING

WE SHOULD AVOID KILLING LIVING THINGS WHENEVER POSSIBLE. KILLING WITHOUT JUST CAUSE DOES NO ONE HONOR.

NEVER RETREAT IN BATTLE

INNER STRENGTH IS THE KEY TO REAL VALOR AND MAKES STUDENTS BRAVE.

ALWAYS FINISH WHAT YOU START

MOST IMPORTANTLY, FINISH WHAT YOU START. RESPONSIBILITY AND FREEDOM MAKE A SUCCESSFUL STUDENT.