

# MODIFICATION OF IWUF COMPETITION RULES (1999)

## FOR TRADITIONAL COMPETITION

(3rd DRAFT)

THE FINAL RESULTS OF THE EWUF TRADITIONAL QUESTIONNAIRE WAS THAT THE EWUF MEMBERS VOTED FOR THE IWUF 1999 RULES TO BE IMPLEMENTED FOR THE EWUF TRADITIONAL CHAMPIONSHIPS.

WITH THIS MANDATE THE TRADITIONAL COMMISSION AGREE THAT THE 1999 IWUF RULES ARE MORE CONDUSIVE FOR JUDGING TRADITIONAL ROUTINES. THAN THE IWUF 2003 RULES.

THE COMMISSION WOULD LIKE TO SUGGEST SOME MODIFICATIONS TO THE ACTUAL JUDGING CRITERIA, BY INTRODUCING TWO JUDGING GROUPS, (THE OLD RULES IS THAT ONE JUDGE WOULD HAVE TO DEDUCT FOR QM, AND AN OVERALL DEDUCTION FOR POWER, CO-ORDINATION, SPIRIT, STYLE, CONTENT, ETC).

TO IMPROVE THIS FORMAT OF THE JUDGES DEDUCTION CRITERIA

WE WOULD INTRODUCE A, AND B, GROUPS OF JUDGES WHICH WOULD ONLY FOCUS ON THE DEDUCTION OF THAT SPECIFIED GROUP, WHICH WILL MAKE A MUCH FAIRER EVALUATION OF AN ATHELETES ROUTINE.

## **TRADITIONAL ROUTINES**

**(AS STATED IN THE EWUF YOUTH/ ADULT CHAMPIONSHIP RULES)**

### **CATEGORYS BY AGE**

**1 CHILDREN**

**2 CADETS**

**3 JUNIORS**

**4 ADULTS**

**(As Stated in the EWUF youth/adult Championship rules)**

### **COMPETITION EVENTS**

#### **STYLES DEVIDED INTO CATEGORIES**

##### **EXTERNAL STYLES BAREHAND**

- 1 - NORTHERN BAREHAND
- 2 - SOUTHERN BAREHAND
- 3 - IMITATION STYLES (including ditangquan)

##### **EXTERNAL WEAPONS**

- 1 - NORTHERN LONG WEAPON
- 2 - NORTHERN SHORT WEAPON
- 3 - SOUTHERN LONG WEAPON
- 4 - SOUTHERN SHORT WEAPON

##### **OTHER WEAPONS**

- 1 - FLEXIBLE WEAPONS
- 2 - IMITATION WEAPONS

##### **INTERNAL BAREHAND**

- 1- TAIJIQUAN
- 2 - XINGYIQUAN
- 3 - BAGHUAQUAN

##### **INTERNAL WEAPONS**

- 1- TAIJI WEAPONS
- 2- OTHER INTERNAL WEAPONS

##### **TRADITIONAL DUILIAN**

- 1-BAREHAND
- 2-WEAPONS

**(If less than six competitors in a category it will be combined with another.)**

**Exsiting rules of 4-3-2-1 (used for Demonstration/Traditional sections)**

4 points is for correct position-distinctive method.

3 points is for the smooth channelling of energy and harmony of movements.

2 points is for unique style and rich content.

1 point is for mental concentration and clear rhythm.

**TO MODIFY THE EXSITING RULES (ABOVE) TO**

**4 points is for Quality of movement.**

Evaluation of quality of movement is made up of forms and techniques.

Which include the hand forms, stances, body form, etc.

The latter include hand techniques, leg techniques, body work, footwork, eye work,

Wushu weapons techniques, etc.

If several faults occur in a single movement, the highest deduction is 0.2

**For Quality of Movement Deduction. (1999 Deduction Table)**

Slight fault	apparent fault	severe fault
(0.05)	(0.1)	(0.2)

For Traditional routines, as the stances can be very different, an allowance will be made to compensate for the many different styles: (for example gongbu, mabu, xubu, pubu, etc, thigh of bending leg level, will not be a requirement.

**OVERALL PERFORMANCE Six Points.**

**3-2-1- POINTS WILL BE ADDED TOGETHER.**

**Characteristics of style, and structure, 2 points.**

1(Correct characteristics of style and is not mixed with other styles).

2(Structure, transition movements are not smooth and skilful).

**Power, co-ordination and rhythm, 2 points**

- 1 (Power not originated from the whole body)
- 2(Release of power loose)
- 3(power application stiff not smooth)
- 1(Footwork in disorder, not well co-ordinated with hand movements)
- 2(Poor co-ordination between hands, eyes, body form, and footwork)
- 1( Rhythm static and dynamic moves not clearly differentiated)
- 2(Slow and fast movements not well alternated)

**Spirit, focus, rich content, 2 points**

- 1(Spiritless, Nervousness, Affected manners)
- 2(Rich content, basic techniques not being completed)
- 3(Offensive and defensive movements are incorrectly performed)

**Deduction for Overall Performance (1999 Deduction Table)**

Slight fault	apparent fault	severe fault
(0.1-0.5)	(0.6—1.0)	(1.1-2.0)

The six points will be divided into three sub levels as below to determine The correct level of the competitors overall performance score.

Level	Degrees	Scores
High level	1 <sup>st</sup>	6.00----5.80
	2 <sup>nd</sup>	5.75----5.50
	3 <sup>rd</sup>	5.45----5.10
Standard level	4 <sup>th</sup>	5.00----4.80
	5 <sup>th</sup>	4.75----4.50
	6 <sup>th</sup>	4.45----4.10
Lower level	7 <sup>th</sup>	4.00----3.80
	8 <sup>th</sup>	3.75----3.50
	9 <sup>th</sup>	3.45----3.10

## **SCORING METHOD**

Each judging group will consist of (6) judges (1) head judge, scorer, time keeper.

Group A judges (3) will judge quality of movement and other errors.

Group B judges (3) will judge overall performance.

Group A judges score will be an average of the three scores.

Group B judges score will be the average of the three scores.

Scores displayed by the judge can be one with two digits after the decimal point, with the second digit being either 0 or 5.

**The final score will be the points deducted by the head judge from the actual score.**

## **HEAD JUDGE DEDUCTION (1999 rules)**

1 SHORT OF TIME	0.1 to 0.3
2 REPETITIONS	1 point
3 PROTOCOLS	0.1

**1 DEDUCTION FOR OTHER ERRORS (have modified 0.5 deduction to 0.3)**

	0.1	0.2	0.3	0.5
Forgetting	Slight forgetfulness which causes performance to pause and then resume again	Apparent forgetfulness which causes performance to pause and not easy to resume again	Severe forgetfulness which causes disorder in movements, performance is interrupted	
Movements affected by decoration or costume	1) Hand or apparatus entangled by broadsword fringe or sword tassel which affects movements and then resume again. 2) Fringes or tassels fall apart onto the floor. 3) Costume unbuttoned or totally unbuttoned 4) Costume torn 5) Decoration or costume falls apart onto the floor 6) Shoe comes off foot			
Apparatus entangling body, touching body, deformed, broken or falling down: contestant loses grip of apparatus	1) Body entangled by flexible apparatus which affects movements only shortly and then resume again. 2) Apparatus touches the floor slightly. 3) Contestant slightly loses grip of apparatus. 4) Apparatus slightly touches body. 5) Apparatus slightly deformed.	1) Apparatus apparently deformed (about 30 bent) 2) Longer time when body is entangled by flexible apparatus. 3) Contestant severely loses grip of apparatus. Apparatus touches floor or body.	1) apparatus Broken. 2) apparatus falling down. 3) cup guard of Sword or Broadsword falling down. 4) top of apparatus broken but still holds on. contestant is stopped and allowed to resume when broken part is taken away.	
Outside the Arena	Part of the body touches ground outside the arena	Entire body falls out		
Losing Balance	Unsteady movement. Swaying or bouncing	1) Consecutive extra support in a movement. 2) Apparent extra support by hand, elbow or apparatus.	Falling down (touching floor with upper arm, shoulder, head, torso or buttock.)	

Unfinished Routine: Competitors of any event who leave the area of competition midway with the routine unfinished shall not be score.

## **General principles for European Traditional wushu competition (TAOLU)**

1. As referred to the IWUF Constitution and competition regulations, the event name is European Traditional Wushu Championships.
2. European Traditional Wushu Championships are held every 2 years jointly with the European Junior/Adult traditional Wushu championships.
3. For traditional taolu competition any traditional Wushu routine listed in the «Zhongguo Wushu Daquan» (Big Encyclopaedia of Chinese Wushu) is eligible. If the routine is not listed there, a clear reference (a teaching book or a video reference) should be presented to the competition committee for approval.
4. Only styles belonging to Chinese Wushu as practiced in Mainland China, Taiwan and Hainan islands and their derivatives are accepted.
5. The age of school can be no less than 100 years to be considered as traditional.
6. No optional routines are allowed in traditional competition. Any routine performed should strictly conform to its traditional form.
7. For routines taking more time than allowed by the Rules (i.e. 2 minutes for all styles except Taijiquan which time limit is 3 minutes), they can be shortened to fit into time format (the last part is not performed). However, no change in routine structure is allowed.

### **Age categories**

The adult taolu competition participants are divided into 2 age groups:

1st - 16 - 35 years; 2nd - 36 -65 years.

### **Competition events**

1. There are 2 major groups in traditional taolu competition: Internal styles Taijiquan, Xingyiquan, Baguaquan, and External styles Southern, Northern, Imitation styles. (See categories)
2. Every group is considered as valid only if there are no less than 6 participants (with no exception). If this requirement is not fulfilled - i.e. In one group there are 5 competitors and in the other 9, the groups are merged together to form 1 division. While merging groups down, the principle of similarity shall be observed when possible.
3. If the number of competitors per group is more than 18, the competition director has the right to consider to split this group within the limits of applicability of same similarity criteria: i.e. if In Taijiquan division there are 17 competitors. 7 of them perform Chenshi Taijiquan, 3 - Sunshi taijiquan, 5 -Wushi Taijiquan and 2 - Yangshi Taijiquan. The group in this case is split into 2 with Chen style forming a separate division and all other styles - another division.

## **WEAPONS COMPETITION**

4. There should be the following principle of organizing weapons competition:  
External Weapons, Internal Weapons, Other Weapons.  
(See categories)
5. The number of competitors is no less than 6.
6. The same criteria of merging and splitting groups together is applied.

## **DUILIAN**

7. The participation in Duilian (set-sparring) event is open only with traditional duilian listed in reference books (the book shall be shown while registering).
8. The duilian competition can be divided into Barehand and weapon Duilian if there are more than 6 pairs of competitors.
9. Weapons used in Duilian shall undergo the examination of competition director to be allowed for use in competition for safety reasons.