

# EUROPEAN WUSHU FEDERATION



## EUROPEAN WUSHU RULES FOR YOUTH MODERN TAOLU (ROUTINES) COMPETITIONS CONTENTS

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## CHAPTER 1 - ORGANIZATIONAL STRUCTURE

### **Article 1 Competition Committee**

The Competition Committee of the European Youth Championships shall be composed of the Competition Director and wushu experts appointed by the EWUF Technical Committee and the Organizing Committee. It is responsible for overseeing all aspects of the competitions.

### **Article 2 Jury of Appeal**

**2.1 The Jury of Appeal shall** be composed of the Competition director and two members appointed by the Technical Committee.

#### **2.2 Duties & Responsibilities:**

- 1) To notify a team's appeal and conduct the hearing within the time limit; however, the scoring results shall not be changed.
- 2) The decision of the Jury of Appeal shall be final.

### **Article 3 Composition of Contest Officials**

#### **3.1 Composition of Judges**

- 1) One (1) Competition Director, and one (1) or two (2) Assistant Competition Director(s).
- 2) **For standard Taolu:** Each judges group shall consist of eleven (11) members: one (1) Head Judge, five (5) Judges in each of group: A & B, respectively. In case, if there are not enough judges, each group may consist of seven (7) members: one (1) Head Judge, three (3) Judges in each of group: A & B, respectively.  
**For optional Taolu:** Each judges group shall consist of ten (10) members: one(1) Head Judge, three(3) Judges in each of group A, B & C respectively.
- 3) One Chief of Programming and Recording; and
- 4) One Chief Registrar.

#### **3.2 Composition of Assistants**

- 1) 3-5 programming and recording assistants.
- 2) 3-6 registrars.
- 3) 1-2 announcers.
- 4) 1-2 sound technicians; and
- 5) 2-4 video recording technicians (to record events for the Jury of Appeal).

### **Article 4 Duties of Contest Officials**

**The contest officials shall** work under the guidance of the Competition Committee. Their duties are as follow:-

#### **4.1 The Competition Director shall**

- 1) Organize and lead the work of judges groups to ensure the proper implementation of competition rules, examine and make sure all pre-competition set-up work are carry out.
- 2) Interpret the rules and regulations but have no right to modify them.
- 3) Replace officials if necessary, and have the right to take disciplinary action against officials who have committed serious mistakes.
- 4) To give warnings to athletes and coaches making trouble at the competition site, and may report the matter to the Technical Committee to take disciplinary action, even the cancellation of their results; and
- 5) Examine and announce the results of competition, and make a summary of the officials' work.

#### **4.2 The Assistant Competition Director(s) shall.**

- 1) Assist the Chief Referee.
- 2) One of them shall act on his behalf if the Competition Director is absent.

#### **4.3 The Head Judge shall**

- 1) Organize his group to review and to implement the officiating rules.
- 2) Be responsible for the treatment of, or deduction of points for, errors committed by athletes in competition as provided in 23.1-23.6 concerning the criteria of deduction for other errors; and for the announcement of the competitors' final scores; and
- 3) Examine the competitors' apparatuses and costumes, check if they meet the requirements and make respective deductions if necessary.
- 4) Propose to the Competition Director any disciplinary action that might be appropriate against a judge or official who has committed serious mistakes.

#### **4.4 The Judges shall**

- 1) Dedicate themselves totally when doing their duties assigned by the Head Judge.
- 2) Judge independently, according to the rules, and make detailed notes.
- 3) Group A Judges are responsible for the quality of movements.
- 4) Group B Judges are responsible for the overall performance.

#### **4.5 The Chief of Programming & Recording shall**

- 1) Set-up all work necessary for recording (desk), examine the entry forms, prepare the Scoring Forms for Judges and Head Judges according to the required standards, and lay-out the Competition Programme.
- 2) Prepare other necessary forms or tables needed to run the competition. Examine and verify the results and placing.
- 3) Prepare the competition results.

#### **4.6 The Chief Registrar shall be responsible for the entire registration, and report to the Competition Director and Announcers if there are any changes.**

### ***Article 5 Duties of the Assistants***

#### **5.1 The Programming & Recording Assistants shall respond to the work assigned by their Chief.**

**5.2 The registration staff shall** up-date the registrations from time-to-time according to the competition order; examine the competitors' apparatuses and costumes; guide the competitors into the competition area; and hand-over the registration forms to the Head Judge.

**5.3 The Announcers shall** introduce the current competitors to the public; announce their results; and provide useful information regarding the rules and regulations, the characteristics of each taolu event of wushu.

**5.4 Sound Technicians shall** collect all music cassettes or CD's from the teams with national anthems. After the competition, return all CD's and cassettes to the teams without damaging, losing or lending them.

**5.5 The cameramen shall**

- 1) Film all competition events.
- 2) Search and replay the videotape when required by the Jury of Appeal.
- 3) Archive all videotapes according to the competition orders.

## **CHAPTER 2 - GENERAL RULES FOR COMPETITION**

### ***Article 6 Types of Competition***

#### **6.1 Types of Competition**

- 1) Individual.
- 2) Team.
- 3) Individual & Team.

#### **6.2 Competition Classification by Age**

- 1) Children.
- 2) Cadets.
- 3) Juniors.

### ***Article 7 Competition Events***

**STANDARD ROUTINES** as documented by the IWUF (respective teaching materials were distributed by IWUF in 1998).

#### **A. Category “Children” (“girls 1” and “boys 1”).**

Bare hand routines:

- |        |              |          |
|--------|--------------|----------|
| Either | 1. Changquan | 32 forms |
| or     | 2. Nanquan   | 32 forms |
| or     | 3. Taijiquan | 24 forms |

Short weapon routines:

- |        |              |          |
|--------|--------------|----------|
| Either | 1. Jianshu   | 32 forms |
| or     | 2. Daoshu    | 32 forms |
| or     | 3. Nandao    | 32 forms |
| or     | 4. Taijijian | 32 forms |

### Long weapon routines

- Either 1. Qiangshu 32 forms
- or 2. Gunshu 32 forms
- or 3. Nangun 32 forms

### **B. Category “Cadets” (“girls 2” and “boys 2”).**

#### Bare hand routines:

- Either 1. Changquan 46 forms
- or 2. Nanquan 55 forms
- or 3. Taijiquan 32 forms

#### Short weapon routines:

- Either 1. Jianshu 52 forms
- or 2. Daoshu 42 forms
- or 3. Nandao 45 forms
- or 4. Taijijian 34 forms

### Long weapon routines:

- Either 1. Qiangshu 44 forms
- or 2. Gunshu 48 forms
- or 3. Nangun 44 forms

### **C. Category “Juniors” (“girls juniors 3” and “boys juniors 3”).**

#### Bare hand routines:

The competitor can participate in either the IWUF 2-d set standard competition routine **or** optional routine with difficulty movements of A & B group in accordance with IWUF new competition rules. The competitor who is participating in IWUF 2-d set standard competition routine cannot take part in any optional routine.

The competitor can choose, for standard or optional routines, either:

- Either 1. Changquan
- or 2. Nanquan
- or 3. Taijiquan

#### Short weapon routines:

The competitor can participate in either the IWUF 2-d set standard competition routine **or** optional routine with difficulty movements of A & B group in accordance with IWUF new competition rules. The competitor who is participating in IWUF 2-d set standard competition routine cannot take part in any optional routine.

The competitor can choose, for standard or optional routines, either

- Either 1. Jianshu
- or 2. Daoshu
- or 3. Nandao
- or 4. Taijijian

### Long weapon routines:

The competitor can participate in either the IWUF 2-d set standard competition routine **or** optional routine with difficulty movements of A & B group in accordance with IWUF new competition rules. The competitor who is participating in IWUF 2-d set standard competition routine cannot take part in any optional routine.

The competitor can choose, for standard or optional routines, either

- Either 1. Qiangshu
- or 2. Gunshu
- or 3. Nangun.

**All categories:**

- Either Duilian (set sparring) bare hand (IWUF Intermediate routines)
- or Duilian (set sparring) with weapons (IWUF Intermediate routines)

**Article 8 Competition Divisions (age limits)**

The age of the competitors shall be based on their actual age on the 1<sup>st</sup> of January of the year of the event they are competing in. It is recognised and accepted that the actual age of the competitor may be different on the date of the actual event. When entering details on the entry form it is important to remember to specify their age on the 1<sup>st</sup> of January only. It is the responsibility of the national team leader to ensure ages are correct. If the ages are incorrect based on 1<sup>st</sup> January the competitor shall be disqualified from their events if they are calculated to be outside the age limits for the categories they have been entered.

**8.1 The Child** competitor shall be **9 to 11 full years** reached on **January 1<sup>st</sup> of the competition year**.

**8.2 The Cadet** competitor shall be **12 to 14 full years** reached on **January 1<sup>st</sup> of the competition year**.

**8.3 The Junior** competitor shall be **15 to 17 full years** reached on **January 1<sup>st</sup> of the competition year**.

**Article 9 Appeals**

**9.1 Scope of Appeals**

The participating teams have the right to appeal to the Jury of Appeal only when they disagree with the Head Judges' ruling on their own athletes' performances in regard to missing or added steps or parts in the required movements, or to the direction of movements, or to the commencing or closing forms, which are considered to be not in conformity with the rules.

**9.2 Procedures & Requirements for Appeals**

- 1) If a team leader or a team coach disagrees with the judges' decision made upon their competitor(s), they are entitled to submit a formal written appeal to the Jury of Appeal which must be lodged within 15 minutes from the end of the event concerned. The Appeal Fee of 100 euro must be paid at the time of the appeal. Each appeal is limited to one issue.
- 2) In conducting the hearing, the Jury of Appeal will examine all evidences provided including approved videotapes. If the judges' decision is proven correct the appeal fee shall be forfeit and the appellant must abide by the Jury of Appeals decision, which shall be final and binding. Refuse to accept the Jury of Appeal's decision can

result in the Jury taking further action against the protesters suggesting the Technical Committee take disciplinary action, which can include but shall not be limited to including the cancellation of competition results.

- 3) If the appeal proves to be justified, the Jury of Appeal shall propose to the Technical Committee to take disciplinary actions against the judges who made mistake. The Appeal Fee shall be returned. All parties involved will be notified of the results on time.

### ***Article 10 Start list***

Under the supervision of the Competition Committee the Programming and Recording group will use 'Draw Lots System' to determine the competitors' 'Start List' for each event. If the competition requires a qualifying phrase and finals, the Start List in the finals shall be determined by their qualifying scores (lowest score vs. the first score).

### ***Article 11 Registry (Roll-Call)***

Competitors must report to the designated place 40 minutes before the events start for the First Roll-Call where the costumes and apparatus are being checked. The Second Roll-Call will be done 20 minutes before the event. The Final Roll-Call will be 10 minutes before the event.

### ***Article 12 Protocol***

Upon hearing their name called for appearance in the arena, and their final score announced, the competitor should greet the Head Judge with a "palm-and-fist" salute, that is, in a standing position with the feet together, and the left palm and right fist pressed against each other about 20-30cm away from the breast, forming a hold in front of it. In case of exercises with a broadsword or a sword, the weapon shall be held in the left hand, forming a hold with the right palm in front of the breast. In case of exercises with a cudgel or a spear, the weapon shall be held upright in one hand, forming a hold with the other hand -- in the form of a palm - in front of the breast.

### ***Article 13 Timekeeping***

The Timekeeper will start the stopwatch when the competitor begins to move and stops the stopwatch, at the end of the Taolu, when the competitor brings their feet together into the standing position.

### ***Article 14 Commencing and Closing Forms***

The competitor shall start their standardized taolu in the half of competition area on the right side facing the line judges, and finish the whole routine in the same half, and shall face the same direction in the commencing and closing forms.

### ***Article 15 Display of Score***

The results of the competitors will be displayed on the score monitor or display cards.

## **Article 16 Forfeiture**

If a competitor fails to report at the designated place after the Final Roll-Call or absent during competition, they will be disqualified and forfeit the event.

## **Article 17 Placing**

### **17.1 Individual & Dual Placing**

Placing will be awarded according to the competitors' score in the competition. The competitor who has the highest score will be the winner (1st place) and the one with the second highest score will win the 2nd place, so on and so forth.

### **17.2 Individual All Round Placing**

Individual all round placing will be determined by the total scores of each individual event (or according to the rules and regulations for that particular competition set earlier). The highest score will be awarded 1st place; the second highest score will be 2nd place, so on and so forth.

### **17.3 Team Placing**

Team placing will be determined by the regulations of that particular competition.

### **17.4 Tied Scores**

#### **17.4.1 Tied in Individual Events standard routines and Dual Events.**

When individuals have the same scores, placing will be decided according to the following tiebreak order: -

- (1) The competitor who has the higher scores in Quality of Movements shall be placed higher.
- (2) If the scores still remain the same, the winner will be the one who has the higher scores among lower scores in Quality of Movements.
- (3) If the scores still remain the same, the winner will be the one who has the higher scores among lower scores in Overall Performance.
- (4) If the scores still remain the same, the tied competitors shall share the place, with the next place(s) left vacant.
- (5) In competitions with qualifying phrase and finals, if the total results of the two competitions are the same, the competitor with the highest score in the qualifying phrase will be awarded the highest place. If the tied still remains, placing will be determined as in cases (1) - (4).

#### **17.4.2 Tied in Individual Events optional routines.**

When individuals have the same scores, placing will be decided according to the following tiebreak order:

- (1) The competitor who successfully completed the higher degree of movement difficulty shall be placed higher.
- (2) If the scores still remain the same, the winner will be the one who has completed more advanced degree of difficult movements.
- (3) If the scores still remain the same, the winner will be the one with higher scores in difficulty.
- (4) If the scores still remain the same, the winner will be the one with higher scores in overall performance.

- (5) If the scores still remain the same, the winner will be the one who has higher scores among lower scores in overall performance.
- (6) If the scores still remain the same, the tied competitors shall share the place, with the next place(s) left vacant.
- (7) In competitions with qualifying phrase and finals, if the total results of the two competitions are the same, the competitor with the highest score in the qualifying phrase will be awarded the highest place. If the tied still remains, placing will be determined as in cases (1) – (7).

#### 17.4.3 Tied in Individual All Round Event

17.4.4 The competitor who ranked first in more individual events shall be placed higher. If the tied still remains then the competitor who achieved second places in more individual events shall be placed higher. In case of equal ranking in all individual events, then a tie placing shall be proclaimed.

#### 17.4.5 Tied in Team Events

In the team competition, the team, which ranked first in more individual events, shall be placed higher. If the tie still remains, then the team with most second places in individual events shall be placed higher, and so on and so forth. In case of equal ranking in all individual events, the tied placing will be proclaimed.

## **Article 18 Other Competition Regulations**

### **18.1 Dress Code**

All officials shall wear uniforms and marks of identity: black trousers, white shirt, EWUF necktie and EWUF Identity and Accreditation Card.

All competitors shall wear EWUF Standard Taolu Contests costumes and the Competition Code Number during competitions.

#### Specification of costume for competition: -

For changquan, daoshu, jianshu, qiangshu, and gunshu – a Chinese-style jacket with short or long sleeves (not shorter than one's elbow).

For taijiquan and taijijian routines – a long-sleeved jacket of a length not exceeding the performer's middle fingertip when the arms are straightened and hanging down, bloomer like sleeves gathered at the cuffs.

For nanquan routines - a jacket with short sleeves for women and no sleeves for men.

For all events: long Chinese-style trousers gathered with the band at the ankles.

Costume can be of any material in any colour. Trims, colour combinations, pictures' and patterns' applying, silk threads embroideries are allowed, whereas fur and cobweb insets, embroidering in advertising and other words (except for hieroglyphs) are not. Wearing belts is optional. Costume must not hamper one's movements or hinder judges from evaluating the competitor's performance. Aesthetically the costume should be in conformity with wushu spirit. The final decision on acceptability of any dress related issue shall be the responsibility of the Competition Director.

Footwear used by athletes should be made of leather or fabric upper-part and India rubber (caoutchouc) sole that should be flat. Sport slippers of "Feiue" type, and other training footwear are not allowable.

### **18.2 Competition Area**

Individual events shall be conducted on a carpet of 14 m x 8 m, surrounded by a safety area of 2 m around the carpet.

The edges of the carpet must be marked with a white border of 5 cm wide.

The distance between two (2) carpets must be at least 6 m apart.

The platform should be lighted from above and must meet the requirements of the Competition Lighting Systems as stated in the Regulations.

### **18.3 Competition Apparatus**

18.3.1 All apparatus must conform to the specific requirements set by the International Wushu Federation.

18.3.2. Qiang (spear): The whole length shall not be shorter than that from the performer's fingertips to the sole of the foot when standing erect with their arms raised straight overhead. It shall be fitted with a tassel.

18.3.3 Gun (cudgel) / Nangun (southern cudgel): The whole length shall not be shorter than the performer's body.

18.3.4. Jian (sword): The point of the sword shall not be lower than the top of the performer's ear when it is held backhand with the arm straightened and hanging down and the elbow dropped.

18.3.5 Dao (broadsword)/ Nandao (southern broadsword): The point of the broadsword shall not be lower than the top of the performer's ear when it is held erect in the hand, with the arm straightened and hanging down and the elbow dropped.

### **18.4 Competition Recording Equipments**

In large-scale competitions, the minimum requirement for the competition recording are as follows: -

- a) four (4) video cameras (at least).
- b) three (3) video players.
- c) three (3) television sets.
- d) a computerised scoring system and a good sound system.

### **18.5 Application for Registering the Degree of Difficulty**

Each competitor, who is participating in optional routine with difficulty movements of A & B group, must select movements for the events, which they entered for, with different degrees of difficulty according to the Competition Rules and Regulations. These competitors shall fill-out the Registration Form for the "Degree of Difficulty and Point for Optional Taolu", which shall be counter-signed by their team coach. The signed registration forms must be submitted to the Technical Commission at least thirty (30) days before the opening ceremony.

The competitors, who are participating in optional routine with difficulty movements of A & B group, shall only use movements of difficulty of the A & B group and their associated connecting movements.

### **18.6 Time limits for taolu competitions**

The performed routines must meet the following time limits:

- (1) Changquan, Nanquan, Jianshu, Daoshu, Qiangshu, Gunshu, Nandao and Nangun may not be less than 1 minute and 20 seconds, and not less than 1 minute and 10 seconds for Children and Cadets categories;
- (2) Optional Taijiquan, Taijijian and Group Events may not be less than 3 – 4 minutes, for compulsory Taijiquan and 5 – 6 minutes;

(3) Dual Events may not be less than 50 seconds.

## CHAPTER 3 CRITERIA & SCORING METHODS

### **Article 19 Criteria & Scoring Methods for Standard Taolu**

#### **19.1 Scoring Method**

19.1.1 Each judging group will consist of five (5) or three (3) Judges.

- ◇ Group A Format - will judge the Quality of Movements.
- ◇ Group B Format - will judge the Overall Performance.

19.1.2 The total score for each event is ten (10) points including:

- ◇ 7 points for the Quality of Movements (abbrev: QM).
- ◇ 3 points for the Overall Performance (abbrev: OP).

The Starting Score of a competitor will be:10 being the points in Quality of Movements (7 pts) plus the points in Overall Performance (3 pts).

19.1.3 Judges in Group A Format shall deduct points according to the errors committed during the competitor's performance.

19.1.4 Judges in Group B Format shall determine the level of performance.

#### **19.2 Scoring Criteria**

19.2.1 Scoring Criteria for Quality of Movements

For the hand form, step form, body form, hand techniques, footwork, body work, leg technique, jumps, balances and apparatus techniques, each slight deviation from the requirements shall result in a deduction of 0.05 point: each apparent deviation in a deduction of 0.1 point. The overall deduction shall not exceed 0.1 point for more than one error in the same movement, 0,2 - for many occurrences of the same habitual error in the same hand form (including sword-fingers).

19.2.2 Scoring Criteria in Overall Performance

- 1) To determine the level of Overall Performance
- 2) Power, rhythm and music are divided into three (3) levels and other three (3) sublevels.
  - ◇ Top level shall be awarded 3.0-2.70 points,
  - ◇ Standard level shall be awarded 2.60-2.30 points,
  - ◇ Low level shall be awarded 2.10-1.80 points.

In a top level performance the amount of strength demonstrated must be high. The strength must be applied smoothly, forcefully and accurately. The toughness and gentleness are very well incorporated. These said elements of the routine will have to be well coordinated and demonstrated. Changes in rhythm must be fast and well defined.

In a standard level performance the same characteristics as in the top level but with a lesser degree.

In a low level performance many of the above characteristics will be missing or do not meet the requirements.

### **19.3 Criteria of deduction for other errors**

#### 19.3.1 Unfinished routine:

Competitors of any event who leave the area of competition midway with the routine unfinished shall not be scored.

#### 19.3.2 Forgetfulness:

Each occurrence of lost memory shall result in a deduction of 0.1-0.3 point, according to the severity of the case. A subsequent pause (0,1-03 sec.) affecting the rhythm of movements shall result in a deduction of 0.1 point; a long pause (more than 3 sec.) in a deduction of 0.2 point; and a pause leading to confused movements (10-20 sec.) - in a deduction of 0.3 point.

In case if forgetfulness exceeds 20 seconds the athlete may continue the competition but at the end of the start-list in his or her group. 1 point will be deducted

#### 19.3.3 Affects of garment and decorations on movements:

In the process of competition, 0.1 point shall be deducted for each incident in which any part of the performer's body gets caught or entangled by the band attached to his broadsword or the tassel to his sword, so as to affect his movements; or such things (including a spear tassel) or any ornament on his garment, or his belt happens to fall to the ground; or a button gets loose from his clothing; or his garment is torn open, or his shoes come off the feet, etc.

#### 19.3.4 Apparatus entangling body, touching body, deformed, broken or falling down, losing grip of apparatus:

- apparatus touching floor or body – 0,1;
- blade off handle or deformed apparently – 0,1;
- apparatus breaks – 0,2,
- apparatus falls onto the carpet – 0,3.

#### 19.3.5 Loss of balance:

- torso shakes, foot moves or jumps – 0.1;
- extra support – 0.2;
- fall onto the carpet – 0.3.

#### 19.3.6 Out of the boundary:

- any part of the body touches outside the carpet – 0.1.

## **Article 20 Scoring Methods and Criteria in Dual Events**

### **20.1 Scoring Method**

- 20.1.1 Each Judging Group will consist of five (5) or three (3) Judges.
- ◇ Group A Format - will judge the Quality of Movements;
  - ◇ Group B Format - will judge the Overall Performance.
- 20.1.2 The total score for any Dual or Group Events is Ten (10) including:
- ◇ 5 points for the Quality of Movements;
  - ◇ 5 points for the Overall Performance.
- 20.1.3 Judges in Group A Format will deduct points according to errors committed by the competitors.
- 20.1.4 Judges in Group B Format will determine the level according to the competitors' Overall Performance.

### **20.2 Scoring Criteria**

#### **20.2.1 Scoring criteria for Quality of Movements**

For the hand form, step form, body form, hand techniques, footwork, body work, leg technique, jumps, balances and apparatus techniques, each slight deviation from the requirements shall result in a deduction of 0.05 point: each apparent deviation in a deduction of 0.1 point. The overall deduction shall not exceed 0.1 point for more than one error in the same movement, 0.2 - for many occurrences of the same habitual error in the same hand form (including sword-fingers).

#### **20.2.2 Criteria of deduction for other errors (refer to 19.3.1 – 19.3.6)**

#### **20.2.3 Scoring Criteria for Overall Performance**

Overall Performance is divided into three (3) levels and three (3) sublevels:

- ◇ Top level shall be awarded 5.00-4.10 points;
- ◇ Standard level shall be awarded 4.00-3.10 points;
- ◇ Low level shall be awarded 3.00-2.10 points.

In a top level performance the amount of strength demonstrated will be high. The strength must be applied smoothly, forcefully and accurately. The toughness and gentleness must be well incorporated. All elements of the routine must be well coordinated and demonstrated. Changes in rhythm must be fast and well defined.

In a standard level performance all the characteristics are the same in the top level performance but with lesser degree.

In a low level performance many of the above elements will be missing or not satisfactory.

## **Article 21 Criteria & Scoring Methods for Optional Taolu**

### **21.1 Scoring Method**

- 21.1.1 Each judging group will consist of three (3) Judges.
- ◇ Group A Format - will judge the Quality of Movements.
  - ◇ Group B Format - including one (1) Head Judge will judge the Overall Performance.
  - ◇ Group C Format-will judge the Degree of Difficulties.
- 21.1.2 The total score for each event is ten (10) points including:
- ◇ 5 points for the Quality of Movements (abbrev: QM):
  - ◇ 3 points for the Overall Performance (abbrev: OP);
  - ◇ 2 points for the Degree of Difficulties (abbrev: DD).
- The Starting Score of a competitor will be: the points in Degree of Movement Difficulties chosen by the competitor plus the points in Overall Performance (3 pts) plus the points in Quality of Movements (5 pts).
- 21.1.3 Judges in Group A Format shall deduct points according to the errors committed during the competitor's performance.
- 21.1.4 Judges in Group B Format is again subdivided into two (2) subgroups and shall judge independently.
- One subgroup shall determine the level of performance, while the other subgroup shall deduct points according to errors committed in the choreography.
- 21.1.5 Judges in Group C Format shall judge according to the completion of the Degree of Movement Difficulties and the Connecting Movements.

### **21.2 Scoring Criteria**

#### **21.2.1 Scoring Criteria for Quality of Movements**

When a competitor commits a mistake or error 0.1 point shall be deducted; if the same error is committed more than once then 0.1-0.3 point shall be deducted.

Please read Table 1-Deductions and Criteria in Optional Quality of Movement.

#### **21.2.2 Scoring Criteria in Overall Performance**

1) To determine the level of Overall Performance

Power, rhythm and music are divided into three (3) levels and other three (3) sublevels.

- ◇ Top level shall be awarded 3.0-2.70 points,
- ◇ Standard level shall be awarded 2.60-2.30 points,
- ◇ Low level shall be awarded 2.10-1.80 points.

Refer Table 2-Scoring Criteria in Overall Performance for Optional Events

In a top-level performance the amount of strength demonstrated must be high. The strength must be applied smoothly, forcefully and accurately. The toughness and gentleness are very well incorporated. These said elements of the routine will have to be well coordinated and demonstrated. Changes in

rhythm must be fast and well defined. The content must demonstrate great diversity and the structure well knit and pleasing to watch. The movements must occupy all the space and finally the music and movements must blend harmoniously.

In a standard level performance the same characteristics as in the top level but with a lesser degree.

In a low level performance many of the above characteristics will be missing or do not meet the requirements.

## 2) Scoring criteria for the choreography in Overall Performance

At the end of the performance, any obligatory movement missing will be deducted 0.2 point, and if the structure or composition does not meet the requirement, 0.1 point shall be deducted.

Refer to Table 3 - Deductions and Criteria for the Choreography in Optional Events

### 21.2.3 Scoring Criteria for Degree of Difficulty

#### 1) Degrees of Movement Difficulties (1.4 point)

According to the Degree of Movement Difficulties and Their Value in each event, points for the completion of each difficult movement will be given as follows:

- ◇ Category A - 0.2 point
- ◇ Category B - 0.3 point
- ◇ Category C - 0.4 point

Repeat the same Movement Difficulty no extra bonus points will be added. The sum of bonus points for each category cannot exceed 1.4 points.

Refer to Table 4 - Degree of Movement Difficulties and Values in Optional Events

#### 2) Degree of Difficulty for Connecting Movements (0.6 point)

According to the Degree of Difficulty for Connecting Movements and Their Value in each event, points for completing each connecting movements will be given as follows:

- ◇ Category A - 0.1point
- ◇ Category B - 0.15 point
- ◇ Category C - 0.2 point
- ◇ Category D - 0.25 point

Repeat the same Connecting Movements will not gain extra bonus points. The sum of bonus points for each category cannot exceed 0.6 point.

Refer to Table 5 - Degree of Movement Difficulties and Values in Optional Events

If the performances do not meet the requirements, no bonus will be awarded.

Refer to Table 6 - Degree of Movement Difficulties and Connecting Movements that do not meet the requirements.

#### 3) Bonus Points for the Degree of Difficulty in Innovative Movements

The Head Judge according to the requirements will award for successfully performing a recognized innovative movement.

Additional points will be added accordingly:

- ◇ Category B - 0.2 point
- ◇ Category C - 0.3 point
- ◇ Category Super - 0.4 point

Failure to complete an innovative movement either not executing the movement correctly or not complying with the indicated specifications, no extra bonus points will be added.

## ***Article 22 Judges Scores Display***

### **22.1 Judges Scores Display for standard Taolu, dual and Group Events**

Scores displayed by the judges may contain two digits after the decimal point, with the second digit being of necessity either 0 or 5.

### **22.2 Judges Scores Display for standard Taolu, dual and Group Events**

Judges in Group A and C can only display scores with one (1) decimal place. Judges in Group B can display scores with two (2) decimal places.

## ***Article 23 Methods of Determining the Actual Points***

### **23.1 For standard Taolu, dual and Groups Events**

The actual point is the sum of the points obtained in the Quality of Movements and the points obtained in the Overall performance.

- 1) Determining the actual points in the Quality of Movements
- 2) Judges in Group A Format shall deduct points according to the requirements of the Quality of Movements, and deductions on other common errors. Scores are given by subtracting the points deducted for errors from the value points set for various factors. A competitor's merited score is the average of the middle three of the scores given by the five judges. In the merited score only the first two digits after the decimal point is taken into account, without rounding up the third digit, if any.
- 3) Determining the actual points in the Overall Performance
- 4) Judges in Group B Format will determine the level of the competitor's Overall Performance according to the requirements on power and rhythm. A competitor's merited score is the average of the middle three of the scores given by the five judges. In the merited score only the first two digits after the decimal point is taken into account, without rounding up the third digit, if any.

### **23.2 For Optional Taolu**

The actual point is the sum of the points obtained in the Quality of Movements and the points obtained in the overall performance.

- 1) Determining the actual points in the Quality of Movements

Judges in Group A Format shall deduct points according to the requirements of the Quality of Movements, and deductions on other common errors. The sum of

deducted scores made by two-third of the judges will be the score to be deducted from the Quality of Movements.

2) Determining the actual points in the Overall Performance

Three judges and one Head Judge of the Group B Format will be again divided into two groups. Each group will judge independently. The 3rd judge and the Head Judge will determine the level of the competitor's Overall Performance according to the requirements on power, rhythm and music. The 6th and the 9th judge shall deduct points according to the errors committed in the choreography.

3) Determining the actual points on the Degree of Difficulty

Three judges of Group C Format shall judge on the Degree of Movement Difficulties and Connecting Movements according to the requirements on the additional points. The sum of the points made by two-third of the judges is actual score for the degree of difficulties.

## **Article 24 Calculation of the Final Points**

The final score is obtained by subtracting the points deducted by the Head Judge from the actual score.

## **Article 25 Deduction by the Head Judge**

### **25.1 Repetition:**

A competitor whose performance is interrupted by unforeseen circumstances may repeat his or her performance with the permission of the Head Judge without deduction of points.

A competitor who forgive his routine during performance; or break his apparatus; may repeat his performance, but 1 point will be deducted.

When a competitor is not able to continue his performance due to injuries, the Head Judge has the right to stop the performance. When he or she is ready to repeat the performance, arrangements can be made for him or her to continue the competition but at the end of the start-list in his or her group. 1 point will be deducted.

### **25.2 Utterances in nanquan routines deviating from the requirements:**

In Nanquan two kinds of utterances are allowable: 'hei' and 'hu'.

Missing or additional utterance, utterance deviating from the requirements shall result in a deduction of 0.1 point.

### **25.3 Deviation from the requirements in the commencing and closing forms:**

If competitor does not bring his/her feet together into Bingbu (the standing position) or the final position at the end of the Taolu is not in conformity with IWUF documentation of the routine the deduction shall be 0.1 point.

### **25.4 Deviation from the designated direction of movements in a required routine:**

Each apparent case shall result in a deduction of 0.1 point.

### **25.5 Missing or additional movements in a required routine:**

1) Each movement shall result in a deduction of 0.2 point.

2) Each missing or additional, step in an approach to jump or in progression shall result in a deduction of 0.1 point.

**25.6 Non-conformity with specifications for apparatuses and costumes:**

Each apparent case shall result in a deduction of 0.1 point.

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