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CHAPTER 1 ORGANIZATIONAL STRUCTURE

Article 1 Competition Committee

The Competition Committee of the World Championships and the World Cup shall be composed of wushu experts appointed by the International Wushu Federation and the Organizing Committee. It is held responsible for all work of the Competition.

According to the scale of competition, each continental, regional or national federation may form its own Competition Committee or Department composed of technical officials to take charge of the whole organizational work of the Competition under the leadership of the Organizing Committee.

Article 2 Jury of Appeal

2.1 The Jury of Appeal shall be composed of one (1) chairman, one (1) vice chairman and three (3), five (5) or seven (7) members.

2.2 Duties:

2.2.1 To accept a team's appeal and make timely decisions -- without, however, changing the judge's scoring results.

2.2.2 The decisions of the Jury of Appeal are valid only when more than half of its members have voted for it. In case of a tie vote, the chairman of the Jury of Appeal shall have the right to make the final decision. No Jury member shall participate in the discussion and voting on issues in which his Association is involved.

2.2.3 The decisions of the Jury of Appeal shall be final.

Article 3 Officials

3.1 Contest Judges

3.1.1 One (1) chief referee and one (1) or two (2) assistant chief referees;

3.1.2 Each jury shall consist of ten (10) members, namely, one (1) head judge and three (3) judges in Panel A, Panel B and Panel C each.

3.1.3 One chief scheduler-recorder.

3.1.4 One chief registrar.

3.1.5 Support staff

3.2.1 3-5 assistant scheduler-recorders;

3.2.2 3-6 registrars;

3.2.3 1-2 announcers;

3.2.4 1-2 sound technicians; and

3.2.5 2-4 video cameramen working for the Jury of Appeal.

Article 4 Duties of Contest Officials

The contest officials shall work under the leadership of the Competition Committee. Their duties are as follows:



4.1 The chief referee shall

4.1.1 Organize and lead the work of juries and see to it that the Competition Rules are carried out and everything is ready for competition;

4.1.2 Interpret the Rules and Regulations but have no right to alter them;

4.1.3 Replace officials in the process of competition, if necessary, and have the right to take disciplinary actions against officials who have committed serious mistakes;

4.1.4 Give warnings to competitors and coaches making trouble at the competition site and, if they refuse to listen to advice, to propose to the Technical Committee to take strict measures against them, including cancellation of their results; and

4.1.5 Examine and announce the results of competition, and make a summary of the officiating work.

4.2 The assistant chief referees shall

4.2.1 Assist the chief referee;

4.2.2 One of them shall act on his behalf in his absence.

4.3 The head judge shall

4.3.1 Organize his jury to study and implement the Rules;

4.3.2 Award bonus points for innovative difficult movements;

4.3.3 Deduct points for repetitive movements and for overtime or undertime performances;

4.3.4 Propose to the chief referee to take appropriate measures against judges who have made serious misjudgments; and

4.3.5 Participate in Panel B's evaluation of overall performance.

4.4 The judges shall

4.4.1 Do their best in the jury under the guidance of its head judge;

4.4.2 Evaluate independently in conformity with the Rules, and keep a detailed record;

4.4.3 Be responsible, as members of Panel A, for evaluating the quality of movements in competitors' whole routines;

4.4.4 Be responsible, as members of Panel B, for evaluating the overall performance of competitors' whole routines; and

4.4.5 Be responsible, as members of Panel C, for evaluating the degree of difficulty of competitors' whole routines.

4.5 The chief scheduler-recorder shall

4.5.1 Work out a whole plan for recording and scheduling, examine the entry forms, the scoresheets of difficult movements in optional taolu, and compile a Programme as required by the Competition;

4.5.2 Prepare other necessary forms and charts, and check and verify the results and placings; and

4.5.3 Compile a *Results*.

4.6 The chief registrar shall be responsible for the entire registration, and



report to the chief referee and notify the announcers of the resultant changes, if any.

Article 5 Duties of Support Staff

5.1 The scheduler-recorders shall work as assigned by the chief scheduler-recorder.

5.2 The registrars shall keep a timely record of competitions according to the starting order; inspect the competitors' apparatus and costumes; guide the competitors into the competition area; and submit the registration forms to the head judge.

5.3 The announcers shall introduce the competitors to the audience, announce their results, and provide useful information about the Rules and Regulations, the characteristics of the going-on event and a general idea of taolu competition.

5.4 The sound technicians shall

5.4.1 Collect all tapes or CD's at the first registration for events with musical accompaniment, and number them according to the starting order of competition;

5.4.2 Play the music when the competitor has stood still on the carpet for three (3) seconds;

5.4.3 Return all the tapes and CD's to the teams immediately after the competition, without damaging, lending or copying them.

5.5 The video cameramen working the Jury of Appeal shall

5.5.1 Film all the competition events;

5.5.2 Replay videotapes at the request of the Jury of Appeal; and

5.5.3 Keep all the videotapes according to the Competition Committee.

CHAPTER 2 GENERAL RULES FOR COMPETITION

Article 6 Types of Competition

6.1 The Competition is divided into

6.1.1 Individual competition;

6.1.2 Team competition; and

6.1.3 Individual/team competition.

6.2 The Competition may be divided into

6.2.1 Senior competition;

6.2.2 Junior competition; and

6.2.3 Children's competition.

Article 7 Competition Events



- 7.1 Changquan (long-range boxing; CQ)
- 7.2 Nanquan (southern-style boxing; NQ)
- 7.3 Taijiquan (taiji boxing; TJQ)
- 7.4 Jianshu (swordplay; JS)
- 7.5 Daoshu (broadswordplay; DS)
- 7.6 Qiangshu (spearplay; QS)
- 7.7 Gunshu (cudgelplay; GS)
- 7.8 Taijijian (taiji swordplay; TJJ)
- 7.9 Nandao (southern-style broadswordplay; ND)
- 7.10 Nangun (southern-style cudgelplay; NG)
- 7.11 Duilian (dual events; DL), subdivided into duilian without weapons; duilian with weapons; and duilian with bare hands against weapons.
- 7.12 Jiti (group events; JT)

Article 8 Age-groups in Competition

- 8.1 Senior: full age of 18 and above
- 8.2 Junior: from 12 to 18
- 8.3 Children: under 12

Article 9 Appeals

9.1 Scope of appeals

The Jury of Appeal shall handle appeals submitted by a participating team which disagrees with deductions made by the head judge or with Panel C's judgment against members of the team in the process of competition.

9.2 Procedures & requirements for appeals

If a participating team disagrees with the judges' decisions against its members, the appeal shall be submitted by the team leader or coach in written form to the Jury of Appeal within 15 minutes after the conclusion of the event concerned, together with an appeal fee of US\$100. Each appeal is limited to one issue.

The Jury of Appeal shall examine the case through videotapes. If the judgment made by the jury proves to be correct, the appealing team shall abide by it. If any trouble-making is caused by disobedience, the Jury of Appeal may, according to the severity of the case, propose to the IWUF Technical Committee to take strict measures, including cancellation of the competition results. If the judgment made by the jury proves to be wrong, the Jury of Appeal shall propose to the IWUF Technical Committee to take measures, in accordance with regulations concerned, against the wrong judgment. The appeal fee shall be returned. But the original results shall not be changed.

Article 10 Determination of the Starting Order of Competition

The starting order of competition for each event shall be determined by



drawing lots conducted by the scheduling-recording group under the supervision of the Competition Committee and the chief referee. If both preliminaries and finals are held, the starting order in the finals shall be determined by the results of the preliminaries, with the lowest scorer appearing first and the highest scorer appearing last. In case of a tie in the preliminaries, the starting order shall be determined by drawing lots.

Article 11 Registry

Competitors shall arrive at the designated place 40 minutes prior to the competition for the first roll-call and for an inspection of the costume and apparatus. The second roll-call will take place 20 minutes, and the third roll-call 10 minutes, before the competition starts.

Article 12 Protocol

At the roll-call and the announcement of final scores, the competitors should give the head judge a fist-palm salute.

Article 13 Timekeeping

Timekeeping shall start when the competitor begins his performance from a stationary position and stop when his whole routine ends in a standing position.

Article 14 Display of Scores

The competitors' scores shall be displayed to the public.

Article 15 Default

Any failure to come in time for registry and competition shall be treated as default.

Article 16 Anti-doping Test

Anti-doping tests shall be conducted according to IOC's regulations and IWUF's requirements.

Article 17 Placing

17.1 Placing in individual (including duilian) competition

Competitors in individual events shall be placed according to their scores, with the best scorer placed first, the second best scorer placed second, and so on and so forth.

17.2 Placing in individual all-around competition

Competitors in the individual all-around event shall be placed according to their total scores or to specific methods provided in the Regulations, with the best scorer placed first, the second best scorer placed second, and so on and so forth.

17.3 Placing in group events



The group with the best score shall be placed first, the group with the second best score placed second, and so on and so forth.

17.4 Team placing

Teams shall be placed according to methods provided in the Regulations of competition.

17.5 Tied Scores

17.5.1 Tied scores in individual events shall be solved in the following ways:

17.5.1.1 The competitor who has successfully completed movements of higher degrees of difficulty shall be placed higher;

17.5.1.2 The competitor who has completed a greater number of difficult movements shall be placed higher;

17.5.1.3 The competitor with a higher score for difficult movements shall be placed higher;

17.5.1.4 If the tie remains, the competitor with a higher score for overall performance shall be placed higher;

17.5.1.5 If the tie remains, the competitor with a lower deduction of points for overall performance shall be placed higher;

17.5.1.6 If the tie remains, the tied competitors shall share the place.

17.5.1.7 In competitions with preliminaries and finals, the competitor with better results in the preliminaries shall be placed higher. If the tie remains, the placing in the finals shall be determined as provided in the above paragraphs.

17.5.2 In the individual all-around event, the competitor who ranks first in more individual events shall be placed higher. If the tie remains, the competitor who ranks second in more individual events shall be placed higher, and so on and so forth. In case of an equal number of places in all individual events, the tied competitors shall share the place.

17.5.3 In events without specific requirements for degree of difficulty, the placing shall be determined as provided in 17.5.1.4-6 for individual events.

17.5.4 In the team total points, the team which ranks first in more individual events shall be placed higher. If the tie remains, the team with more second places in individual events shall be placed higher, and so on and so forth. In case of an equal number of places in all individual events, the tied teams shall share the place.

Article 18 Application for Recognition of Innovative Movements

18.1 Principles of Innovation

All innovative movements must conform with the intrinsic characteristics of wushu and the laws governing exercises; their execution requires a high level of specific qualities and skills; and they are not included in Grade B and above in the tables for determining the grades and values of difficult movements in optional events. Innovative jumps and tumblers should contain difficult connections.

18.2 Procedure of Application



18.2.1 Application can be made only once for each innovative movement.

18.2.2 The applicant team should fill out an Application Form for Innovative Movements in Optional Routines and supply a technical chart and a videotape of the movements done by the competitor himself. These materials should be sent to the IWSF Technical Committee at least sixty (60) days (according to the postmark) before the commencement of the Competition.

18.3 The assessment organization

The Assessment Committee shall be composed of five (5) or seven (7) wushu experts appointed by the IWUF Technical Committee to assess the innovative movements in optional routines.

18.4 Procedure of Assessment

The Assessment Committee shall discuss the application with reference to the principles of innovation. A two-thirds majority of votes by the committee members is required for the recognition of an innovative movement in regard to its name, grade, value and code, as well as criteria for non-recognition. The Assessment Committee shall notify the applicant team in time. The Jury of Appeal and the juries shall also be notified in written form prior to the Competition.

Article 19 Other Competition Regulations

19.1 Registration of degrees of difficulty

Each competitor shall choose the degrees of difficulty according to the Competition Rules and Regulations and fill out an Application and Assessment Form for the Degree of Difficulty in Optional Routines via designated website, taking into account the value of innovative movements when determining the starting score for his optional routines. The Registration Form, confirmed and signed by the team coach, shall be submitted to the host organization, at least thirty (30) days before the commencement of the Competition.

12.2 Duration of routines

19.2.1 Routines of changquan, nanquan, jianshu, daoshu, qiangshu, gunshu, nandao and nangun shall last for no less than 1 minute and 20 seconds for the seniors, and for no less than 1 minute and 10 seconds for the juniors and children.

19.2.2 Optional routines of taijiquan and taijijian and group events shall last for 3-4 minutes. Compulsory routines of taijiquan shall last for 5-6 minutes.

19.2.3 Dual routines shall last for no less than 50 seconds.

19.3 Musical accompaniment

Routines with musical accompaniment as provided in the Regulations shall be conducted to melodies without words. The competitor may choose a piece of music on his own to match the choreography.

19.4 Costume

All judges shall wear uniforms and badges showing their grades. All competitors shall wear competition costumes (see bylaws) with numbers on



them.

19.5 Competition Area

19.5.1 Competitions shall be held in competition areas designated by the IWUF. Individual events shall be conducted on a 14 m x 8 m carpet, surrounded by a 2-m-wide safety area. Group events shall be conducted on a 16 m x 14 m carpet, surrounded by a 1-meter-wide safety area. The edges of the carpet shall be marked with a 5-cm-wide white band.

19.5.2 The ceiling shall be at least 8 m over the carpet.

19.5.3 The distance between two carpets shall be at least 6 m.

19.5.4 The vertical luminance of the competition area shall be over 1500 LUX, and the horizontal luminance over 800 LUX.

19.6 Competition apparatus

19.6.1 Only IWUF-designated apparatus shall be used in competition.

19.6.2 When a sword or broadsword is held in a competitor's left hand, its tip shall be no lower than his ear-top. The length of a cudgel shall be no shorter than the performer's height, and the length of a spear no shorter than the distance from the floor up to his middle fingertip when he stands upright with his arm held straight overhead. When a southern-style broadsword is held in his left hand, its tip shall be no lower than his lower jaw.

19.7 Competition equipment

A large-scale Competition shall be equipped with four (4) video cameras, three (3) video players, three (3) television sets, and a complete set of computer scoring system and sound system.

19.8 These Rules apply to all IWUF Taolu Competitions.

CHAPTER 3 SCORING METHODS & CRITERIA

Article 20 Scoring Methods & Criteria for Optional EVENTS

20.1 Scoring methods

20.1.1 The jury shall be composed of three (3) judges in Panel A responsible for evaluating the quality of movements; three judges in Panel B responsible for evaluating the overall performance and the head judge, and three judges in Panel C responsible for evaluating the degree of difficulty.

20.1.2 The full starting score for all events is ten (10) points (not counting bonus for innovative movements), including five (5) points for the quality of movements, three (3) points for the overall performance, and two (2) points for the degree of difficulty.

A competitor's starting score means the total value he claims for the degree of difficulty, overall performance and quality of movements.

20.1.3 The judges in Panel A shall deduct points according to the errors committed by a competitor during his performance of the whole routine.

21.1.4 The four judges in Panel B shall evaluate the overall performance of



the whole routine and deduct points for choreographical errors in it. The highest point and the lowest point shall be deducted. The average of the two middle scores shall be awarded to the competitor as points for grade of overall performance.

All choreographical errors found in the performance and resultant deductions shall come into effect only with the simultaneous confirmation by at least two of the four panel members. The total of deducted points shall be the deduction for choreographical errors.

20.1.5 The judges in Panel C shall confirm the degree of difficulty completed by the competitor in his actual performance.

20.2 Scoring criteria

20.2.1 Scoring criteria for quality of movements

When a competitor commits an error in regard to standards of movements, 0.1 point shall be deducted; and 0.1-0.3 point shall be deducted for other errors. (Refer to Table 1-1 Deduction Criteria in Standards of Movements in Optional Changquan, Jianshu, Daoshu, Qiangshu, and Gunshu; Table 1-2 Deduction Criteria for Errors in Standards of Movements in Optional Taijiquan and Taijijian; Table 1-3 Deduction Criteria for Errors in Standards of Movements in Optional Nanquan, Nandao and Nangun; Table 1-4 Deduction Criteria for Other Errors in Optional Events and (Individual) Events Without Specific Requirements for Degree of Difficulty)

20.2.2 Scoring criteria for overall performance

The scoring for overall performance includes evaluation for grading and choreography of a routine.

20.2.2.1 Evaluation for grading

In regard to power, harmony, rhythm, style and musical accompaniment, overall performance is graded into three (3) levels and nine (9) sublevels, with 3.00-2.51 points for “superior”, 2.50-1.91 points for “average”, and 1.90-1.01 points for “inferior”.

As a whole, a competitor is required to perform with standard movements, correct methods, full force flowing smoothly to the right points, good coordination between hands and eyes, between body and steps (between apparatus and body for events with apparatus), distinct rhythm, conspicuous style, and unison between movements and accompanying music. All these elements should be taken into consideration in grading the technical execution of a competitor’s routine.

20.2.2.2 Scoring criteria for choreography

20.2.2.2.1 0.2 point shall be deducted for missing each compulsory movement as provided in the Regulations of Optional Events;

20.2.2.2.2 0.1-0.5 point shall be deducted for each error in regard to the structure, composition and musical accompaniment of the routine.

(Refer to Table 2-1 Criteria for Grading and Evaluating Overall performance



and Deductions for Chorographical Errors in Optional Events)

20.2.3 Criteria for evaluating degree of difficulty

20.2.3.1 Degree of difficulty (1.40 points)

According to the tables under Grading and Evaluating the Degree of Difficulty for Movements in Optional Events, 0.20 point will be awarded for an A-Part, 0.30 point for a B-Part, and 0.40 point for a C-Part. A total in excess of 1.40 points for each grade shall be considered 1.40 points.

(Refer to Table 4-1 Determination of Grade and Value of Difficult Movements in Optional Changquan, Jianshu, Daoshu, Qiangshu and Gunshu; Table 4-2 Determination of Grade and Value of Difficult Movements in Optional Taijiquan and Taijijian; Table 4-3 Determination of Grade and Value of Difficult Movements in Optional Nanquan, Nandao and Nangun)

If the competitor's movements fail to meet the requirements for degree of difficulty provided in the Regulations, no bonus for such will be given.

(Refer to Table 4-4 Confirmation of Movements Not in Conformity with Requirements for Degree of Difficulty in Optional Changquan, Jianshu, Daoshu, Qiangshu and Gunshu; Table 4-5 Confirmation of Movements Not in Conformity with Requirements for Degree of Difficulty in Optional Taijiquan and Taijijian; Table 4-6 Confirmation of Movements Not in Conformity with Requirements for Degree of Difficulty in Optional Nanquan, Nandaoshu and Nandao)

20.2.3.2 Degree of Difficulty for Connecting Movements (0.60 point)

According to the degree of difficulty for connecting movements under Table for Grading and Evaluating the Degree of Difficulty for Connecting Movements in Optional Events, 0.1 point shall be awarded for a connecting A-Part, 0.15 point for a connecting B-Part, 0.2 point for a connecting C-Part, and 0.25 point for a connecting D-Part. The total for each category shall not exceed 0.6 point.

(Refer to Table 4-1 Determination of Grade and Value of Difficult Movements in Optional Changquan, Jianshu, Daoshu, Qiangshu and Gunshu; Table 4-2 Determination of Grade and Value of Difficult Movements in Optional Taijiquan and Taijijian; Table 4-3 Determination of Grade and Value of Difficult Movements in Optional Nanquan, Nandao and Nangun)

If a competitor's connecting movements fail to meet the requirements for the degree of difficulty, no bonus shall be given.

(Refer to Table 4-4 Confirmation of Movements Not in Conformity with Requirements for Degree of Difficulty in Optional Changquan, Jianshu, Daoshu, Qiangshu and Gunshu; Table 4-5 Confirmation of Movements Not in Conformity with Requirements for Degree of Difficulty in Optional Taijiquan and Taijijian; Table 4-6 Confirmation of Movements Not in Conformity with Requirements for Degree of Difficulty in Optional Nanquan, Nandao and Nangun)

If only points for degree of difficulty are needed, choice can only be made from among difficult movements under 1.4 point and among difficult connections



under 0.6 point.

20.2.3.3 Bonus for innovative movements

For the successful performance of an innovative movement applying for recognition, bonus shall be awarded by the head judge beyond 10 points according to criteria for assessment: 0.10 point for an innovative B-Part (including connecting movements), 0.15 point for an innovative C-Part (including connecting movements); and 0.20 point for an innovative Super C-Part.

No bonus shall be given for an innovative movement which fails in completion, or which is not in conformity with the degree of difficulty as specified for assessment.

Article 21 Scoring Methods and Criteria for Events Without Specific Requirements for Degree of Difficulty

21.1 Events without specific requirements for degree of difficulty include:

21.1.1 Compulsory routines in various events;

21.1.2 Dual events;

21.1.3 Group events; and

21.1.4 Optional routines in which no requirements are made in the Regulations to use degree of difficulty.

21.2 Scoring methods

21.2.1 The jury shall be composed of three (3) judges in Panel A responsible for evaluating the quality of movements, three (3) judges in Panel B responsible for evaluating the overall performance, and the head judge.

21.2.2 The full score for each event shall be ten (10) points, including five (5) points for the quality of movements and five (5) points for the overall performance.

21.2.3 The judges in Panel A shall deduct points according to the errors committed by a competitor in his performance.

21.2.4 The three judges in Panel B, together with the head judge, shall evaluate the overall performance of the whole routine and deduct points for choreographical errors in it. The average of the two middle scores shall be awarded to the competitor as points for grade of overall performance.

All choreographical errors found in the performance and resultant deductions shall come into effect only with the simultaneous confirmation by at least two of the four panel members. The total of deducted points shall be the deduction for choreographical errors.

21.3 Scoring Criteria

21.3.1 Scoring criteria for the quality of movements

0.10 point will be deducted for each failure to meet the requirements of movements in the course of the whole routine, and 0.10-0.30 point shall be deducted for each occurrence of other errors.

(Refer to Table 1-1 Deduction Criteria for Errors in Standards of Movements in



Optional Changquan, Jianshu, Daoshu, Qiangshu, and Gunshu; Table 1-2 Deduction Criteria for Errors in Standards of Movements in Optional Taijiquan and Taijijian; Table 1-3 Deduction Criteria for Errors in Standards of Movements in Optional Nanquan, Nandao and Nangun; Table 1-4 Deduction Criteria for Other Errors in Optional Events and (Individual) Events Without Specific Requirements for Degree of Difficulty; Table 6 Errors and Deduction Criteria for Quality of Movements and Other Errors in Dual Events; Table 7 Errors and Deduction Criteria for Quality of Movements in Group Events)

21.3.2 Scoring criteria for Overall performance

This includes the grading of overall performance and the choreography of a routine.

21.3.2.1 Scoring criteria for the grading of technical execution

In regard to power, harmony, rhythm, style and musical accompaniment, overall performance is graded into three (3) levels and nine (9) sublevels, with 5.00-4.21 points for "superior", 4.20-3.01 points for "average", and 3.00-1.51 points for "inferior".

As a whole, a competitor is required to perform his routine with standard movements, correct methods, full force flowing smoothly to the right points, good coordination between hands and eyes, between body and steps (between apparatus and body in events with apparatus), distinct rhythm, conspicuous style, rich contents, radical choreography, and unison between movements and music. All these elements should be taken into consideration when evaluating and grading a competitor's routine.

21.3.2.2 Scoring criteria for choreography

21.3.2.2.1 According to provisions in Deductions for Chorographical Errors in Events Without Specific Requirements for Degree of Difficulty, 0.2 point shall be deducted for missing or adding a compulsory movement in performing a routine.

21.3.2.2.2 0.1-0.5 point will be deducted for a failure to meet requirements in regard to structure, composition or musical accompaniment.

(Refer to Table 5 Criteria for Grading Overall performance and Deduction for Chorographical Errors in Events Without Specific Requirements for Degree of Difficulty)

Article 22 Decimal System of Scores

22.1 Judges in Panel A may display scores with one (1) decimal place.

22.2 Judges in Panel B and Panel C may display scores with two (2) decimal places.

Article 23 Determination of Actual Scores

23.1 Optional Events

A competitor's actual score in optional events is the sum total of the actual scores he has obtained for quality of movements, overall performance and



degree of difficulty.

23.1.1 Determination of the actual score for quality of movements

The three judges in Panel A shall deduct points for errors committed in standard movements and other errors in a competitor's performance. The total of deductions made by at least two of the three judges for such errors shall be the actual deduction for quality of movements. Subtract the actual deduction from the value for quality of movements, and the remainder will be the actual score for quality of movements.

23.1.2 Determination of the actual score for overall performance

Grading scores of overall performance deduct choreographical errors will be the actual score for overall performance.

23.1.3 Determination of the actual score for degree of difficulty

The three judges in Panel C shall confirm the degree of difficulty of the routine and connecting movements. The total bonus awarded by at least two judges in accordance the criteria and requirements for optional events, will be the actual score for degree of difficulty.

23.2 Events without specific requirements for degree of difficulty

The total of actual score for quality of movements and that for technical execution will be a competitor's actual score.

23.2.1 Determination of the actual score for quality of movements

The three judges in Panel A shall deduct points for errors in standards of movements and other errors in a competitor's performance. The total of deductions made by at least two judges will be his actual deduction. Subtract it from the value for quality of movements, and the remainder will be the actual score for quality of movements.

23.2.2 Determination of the actual score for overall performance

Grading scores of overall performance deduct choreographical errors will be the actual score for overall performance.

Article 24 Determination of Final Scores

24.1 Optional events

The head judge shall subtract his deduction from a competitor's actual score, and add the bonus, if any, for his innovative movements, and the sum will be the competitor's final score.

24.2 Events without specific requirements for degree of difficulty

The head judge shall subtract his deduction from a competitor's actual score, and the remainder will be his final score.

Article 25 Scoring Methods Without the Computer Scoring System

If no computer scoring system is available, scoring shall be done in writing.

25.1 Add 1–2 recorders

25.2 Add 1 timekeeper

25.3 Add 1 announcer



25.4 Refer to the Bylaws for details

Article 26 Bonus and Deduction by the Head Judge

26.1 The head judge shall be responsible for awarding bonus for innovative movements.

26.2 The head judge shall be responsible for deduction for repetitive movements and overtime or undertime performances.

26.2.1 Repetitive movements

A competitor whose performance is interrupted by unforeseen circumstances may repeat it with the head judge's permission, and no deduction will be made. If the interruption is caused by forgetfulness, errors or broken apparatus, the competitor may repeat his performance once, with a deduction of 1 point. When a competitor is not able to continue his performance due to injuries, the head judge may stop it. If he is able to go on after simple treatment, arrangements shall be made for him to resume his performance at the end of his heat, with a deduction of 1 point, as is the case with repetitive movements.

26.2.2 For taijiquan, taijijian and group events, 0.1 point shall be deducted for undertime or overtime performance for five (5) seconds and above, 0.20 point for five (5) to ten (10) seconds, and so on and so forth.

26.2.3 For changquan, nanquan, jianshu, daoshu, qiangshu, gunshu, nandao, nangun and dual events, 0.1 point shall be deducted for undertime or overtime performance for two (2) seconds and above; 0.2 point for two (2) to four (4) seconds, and so on and so forth.

26.3 In case of obviously improper or mistaken judgment made by a judge in evaluation, the head judge may, before the visual display of the competitor's final score, make adjustments with the chief referees' permission.

CHAPTER 4 REGULATIONS FOR OPTIONAL ROUTINES

Article 27 Requirements for Optional Changquan, Jianshu, Daoshu, Qiangshu and Gunshu

27.1 Changquan shall contain at least three hand forms, namely, fist, palm and hook; three stances, namely, bow stance, horse-riding stance and empty stance; three leg techniques, namely, snap kick, sideward sole kick and back sweep; and elbow strike and cross-leg balance.

27.2 Jianshu shall contain at least three main stances, namely, bow stance, horse-riding stance and empty stance; one longtime balance; and eight main apparatus-wielding methods, namely, thrust, upward parry, uppercut, point, chop, flick up, intercept, and figure 8 (necessarily including a complete set of upward parry from right and left followed by upward parry from the back).

27.3 Daoshu shall contain at least three main stances, namely, bow stance, horse-riding stance and empty stance; eight main apparatus-wielding methods,



namely, around-the-head twining, around-the-head wrapping, chop, thrust, hack, upward parry, cloud broadsword and back figure 8 (necessarily including a complete set of around-the-head twining and wrapping movements completed at a stretch).

27.4 Qiangshu shall contain at least three main stances, namely, bow stance, horse-riding stance and empty stance; eight apparatus-wielding methods, namely, outward block, inward block, thrust, slide, tilt, point, figure 8 and end-tilt (necessarily including three consecutive sets of parry, catch and thrust completed at a stretch).

27.5 Gunshu shall contain at least three main stances, namely, bow stance, horse-riding stance and empty stance; eight main apparatus-wielding methods, namely, downward strike, tilt, twist, horizontal swing, cloud cudgel, poke, figure 8, and uppercut carry (necessarily including three consecutive sets of carry, uppercut and figure 8 with both hands, to be completed at a stretch).

Article 28 Requirements for Optional Taijiquan and Taijijian

Taijiquan shall contain at least two leg techniques; three main stances, namely, bow stance, horse-riding stance and empty stance; and eight main forms, namely, grasp the sparrow’s tail, part the wild horse’s mane, brush the knee, cloud hand, fair lady works at loom, cover hand and strike with arm, step back and curl arms, and deflect downward, parry and punch.

Taijijian shall contain at least main three stances, namely, bow stance, crouch stance and empty stance; and eight main apparatus-wielding methods, namely, thrust, upward parry, uppercut, point, chop, intercept, slice and envelopment.

Article 29 Requirements for Optional Nanquan, Nandao and Nangun

29.1 Nanquan shall contain at least tiger’s claw; two main fist techniques, namely, downward strike with crossed fist and uppercut; five stances, namely, bow stance, crouch step, butterfly stance and dragon-riding stance; and unicorn stance, side nail kick, and rolling bridge.

29.2 Nandao shall contain at least three main stances, namely, bow stance, empty stance and dragon-riding stance; eight main apparatus-wielding methods, namely, around-the-head twining, around-the-head wrapping, chop, slice, block, intercept, sweep, and figure 8 (necessarily including a complete set of around-the-head twining and wrapping movements completed at a stretch).

29.3 Nangun shall contain at least three main stances, namely, bow stance, empty stance and dragon-riding stance; and eight main apparatus-wielding methods, namely, downward strike, tilt, envelopment, roll together with cudgel, block, strike, top and throw.



**"Home to Wushu
in Ontario"**

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Taolu Competition
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WushuOntario 2370 Midland Ave, #B22, Scarborough, ON, M1S 5C6 416-321-5913 Fax: 416-321-5068, www.wushuontario.com
