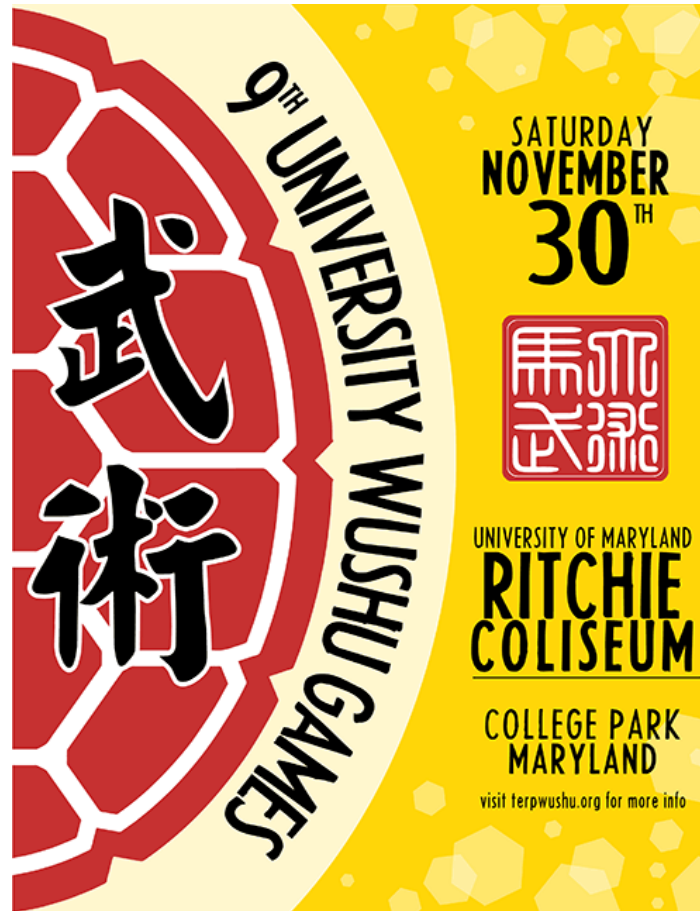


2013 Competition Overview and Guide to Registration



General Categories

- Please contact us if you are not sure which event to enter
- The below categories must stay consistent within the competition. For example, you cannot compete in multiple experience or age levels in the competition. You *are* allowed to compete in both the standard open events and international events.
- Collegiate or Non-Collegiate
- Experience Level
- Age Group
 - Child
 - 5-6 years old
 - Youth
 - 7-8 years old
 - Group C
 - Up to 11 years old
 - Group B
 - Up to 14 years old
 - Group A
 - Up to 17 years old
 - Adult
 - 18+ years old
 - Senior
 - 30+ years old

Events

- Standard Open Competition
 - All ages
 - Contemporary Wushu
 - Traditional Kung Fu
 - There are no required competitions forms, but the forms performed must fit the style (ex. changquan, nanquan) and skill level of the event
- International Competition
 - International Junior Competition: In this event you must compete with specific standard competition forms depending on your age group .This event is based on the National Wushu Junior Team Trials.
 - Group C
 - Must compete with Elementary Taolu form
 - Up to 11 years old
 - Group B
 - Must compete with 1st or “Old” International Compulsory
 - Up to 14 years old
 - Group A
 - Must compete with 3rd International Compulsory
 - Up to 17 years old
 - *Younger children may compete in older age categories!*
 - Nandu Competition: Based on the National Adult Team Trials
 - Due to the difficulty of this category this is generally intended for adult competition but those under 18 may compete if they wish
 - Individual forms with difficulty movements/ nandu and required movements

Standard Open Event Rules

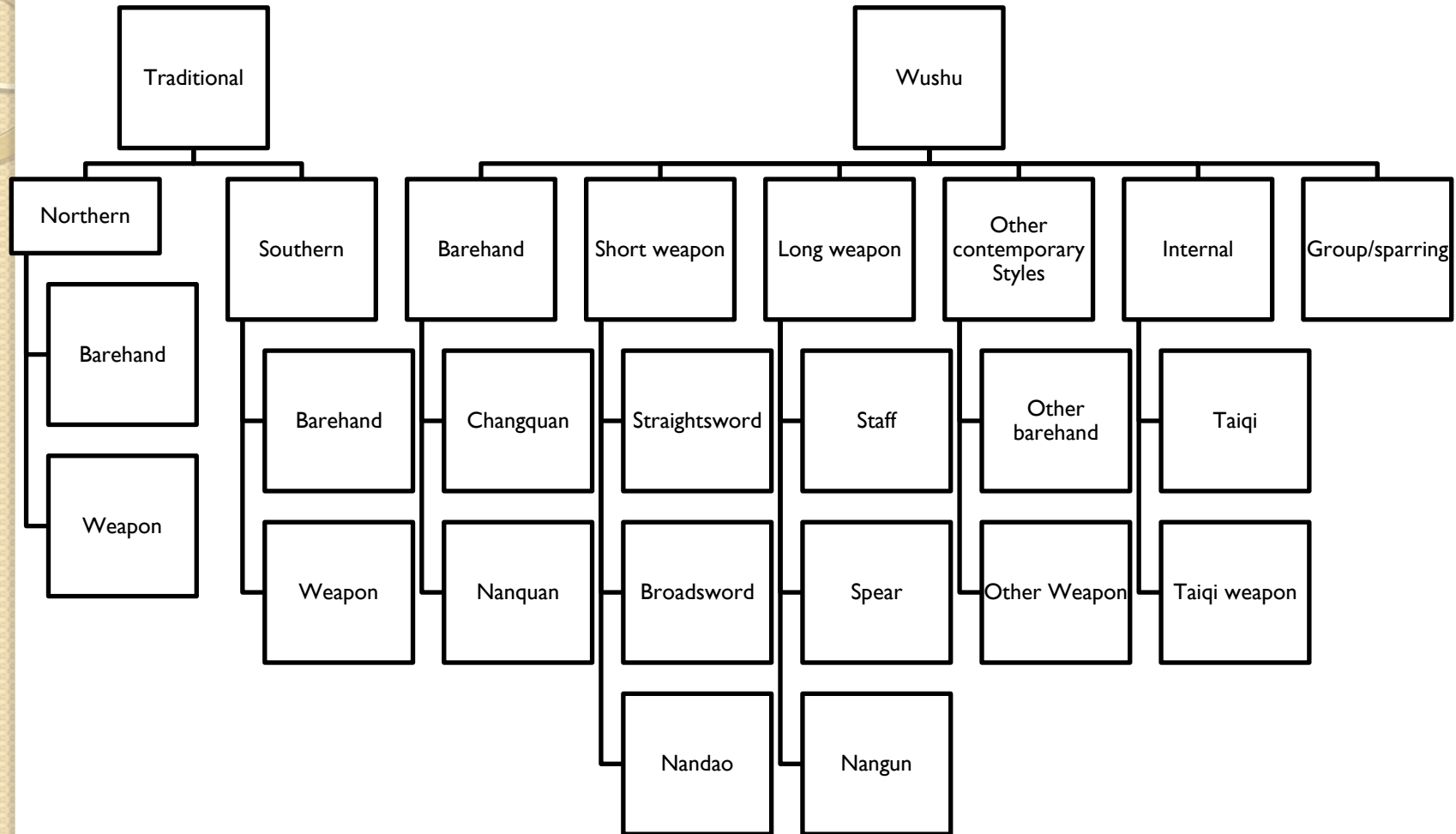
◦ Standard Open Event Scoring

- This includes all events aside from the Nandu and international youth competition divisions
- Will follow standard competition deductions based on IWUF rules
- Scoring based on the following scale
 - 6.0-6.95 Beginner level skill
 - 7.0-7.95 Intermediate level skill
 - 8.0-8.95 Advance level skill
 - 10.0 Max Score
- This score is based on the judge's assessment of the competitor's skill, performance, quality of movement, and the presence of deductions.
 - A competitor's score does not have to fit into these categories. For example, if one is competing in the intermediate category but the *skill presented* is beginner level or they received numerous *deductions*, they may receive a score less than 7.0. In the same way, if the athlete in intermediate performs at an advance skill level (without violating the restrictions placed on intermediate category participation) they may receive a score higher than 8.0.

Standard Open Event Rules

- **Restrictions on beginner and intermediate**
 - **Beginner**
 - Primarily linear forms with no more than 3 circular arc steps in a row
 - Maximum of two jumping techniques allowed from the following: jumping front kick, jumping inside crescent kick, jumping outside crescent kick, and cartwheel
 - For jumps, you cannot land on the jumping leg
 - **Intermediate**
 - No B- or C- grade difficulty movements (see IWUF Bylaws)
 - No butterfly twists, aerial twists, or any jumping technique with a 540 or greater degree of rotation
 - **A competitor must maintain a consistent skill level throughout the competition**
 - Ex. A competitor may not compete at an advance level for one event but beginner level for another event.

Standard Open Events Overview



Standard Open Events: Wushu

- Wushu
 - Barehand
 - Changquan
 - Nanquan
 - Short weapon
 - Straight sword
 - Broadsword
 - Nandao/Southern Broadsword
 - Long weapon
 - Staff
 - Spear
 - Nangun/Southern Staff
 - Other contemporary Styles
 - Other barehand: Ex. Fanzi, Mantis, Bagua, Tongbei, Monkey, Drunken
 - Other Weapon: Ex. Double broadsword/straight sword, chainwhip, pudaο
 - Internal
 - Taiji
 - Taiji weapon
 - Group/sparring

Standard Open Events: Traditional

- Traditional Kung Fu
 - Northern
 - Northern styles often have more extended postures and fluid movements
 - Ex: bajiquan, chaquan, tien shan pai, pao quan, hua quan
 - Events
 - Barehand
 - Weapon
 - Southern
 - Southern styles often have low stable stances and short compact strikes
 - Ex: Choy Li fut, hung gar, lao gar, wing chun
 - Events
 - Barehand
 - Weapon

International Competition Rules

◦ International Competition Events

- International Youth Compulsory Divisions: Based on 2 categories that are judged separately
 - Group A, B, and C
 - Judged similar to Nandu divisions except for the different time limits, absence of nandu category, and the performance category being 5 points instead of 3 points.
 - 5.0 Quality of Movement
 - 5.0 Judgment of Performance
 - **10.0** **Total Points**
- Nandu (Degree of Difficulty) Division: Based on 3 categories that are judged separately by different judging panels
 - 5.0 Quality of Movement
 - 3.0 Judgment of Performance
 - 2.0 Nandu
 - **10.0** **Total Points**

Time Limit Rules

- **OPEN Contemporary events**

- Beginner At least 1 minute
- Intermediate At least 1 minute, 10 seconds
- Advance At least 1 minute, 20 seconds
- Youth & child 1 minute
- Taiji
 - 3-4 minutes for optional, 5-6 for compulsory events

- **OPEN Traditional events**

- Bare-handed routines Less than 2 minutes
- Apparatus routines Less than 2 minutes
- Taijiquan 4-6 minutes
- Taiji apparatus 2-4 minutes

- **INTERNATIONAL competition events**

- Group A At least 1 minute, 20 seconds
- Group B No time limit
- Group C No time limit

General Deductions for ALL events (based on IWUF rulebook)

	Competition Deductions 0.1 Deduction unless otherwise specified	Code
Loss of Balance	Upper body swaying, shuffles or skips in balance	70
	Deduction of 0.2 point for extra support	71
	Deduction of 0.3 point for body-fall	72
Errors about Apparatus, Costume & Decorations	Blade goes off handle, or apparatus touches body or carpet, or gets deformed.	73
	Deduction of 0.2 point for breaking apparatus	74
	Deduction of 0.3 point for dropping apparatus	75
	Band drops from broadsword, tassel from sword or spearhead, or ornament from costume or headwear. Competitor's body or hands get entangled with band or tassel, or with soft apparatus. Buttons get loose, or costume torn up, or shoes off feet.	76
Other Errors	Longtime balance kept motionless for no more than two seconds	77
	Any part of competitor's body touches floor outside carpet.	78
	Movement forgotten	79

General Rules for ALL events

- **Weapon length**

- Sword or broadsword

- Reaches top (quarter) of ear with weapon held in left hand

- Staff

- Performer's Height

- Spear

- Distance from floor up to middle fingertip

- Southern Broadsword

- Tip should reach lower jaw when held in left hand

- **Uniform**

- Wushu silk uniforms or school/club T-shirt with long pants

General Rules for ALL events

- **Additional Deductions (by the Head Judge)**
 - The head judge shall be responsible for deduction for repetitive movements, over-time & under-time performances
 - Interrupted Performance
 - If the interruption is caused by forgetfulness, treatable injury, errors or broken apparatus, the *competitor may repeat his performance once, with a deduction of 1 point*
 - Time Deduction
 - For taijiquan, taijijian and group events, 0.1 point shall be deducted for under-time 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.
 - All other events: 0.1 point shall be deducted for under-time 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.
 - **0.1 point deduction for every 2 seconds under**

Appeals

- If a participating member disagrees with the judges' decisions an appeal may be submitted in written form to the Jury of Appeal within 30 minutes after the conclusion of the event, with an appeal fee equal to the cost of your base registration fee (not counting the cost for additional events).
- The appeal must be related to a specific deduction that the judges made, not simply a low score due to low skill/poor performance(as determined by the judges).
- The Competition Appeals form will be found at the registration desk.
- The Jury of Appeal shall examine the case through official competition video for a mistake made by the judges. If the Jury determines that a mistake has occurred through a majority vote the competitor's score may be corrected and the deducted points added back.
- If the judges are determined to have ruled incorrectly than the fee will be returned and the score changed officially.

Additional Detail: International Competition Rules

- **Quality of Movement (5)**
 - Panel A judges
 - 0.1 point deduction
 - When a competitor commits an error in regard to standards of movements
 - 0.1-0.3 point deduction for other errors.
 - The total deductions made by at least *two of the three judges* for such errors shall be the actual deduction for quality of movements

Additional Detail: International Competition Rules

- **Overall Performance (3.0 for Nandu, 5.0 for International Youth)**
 - **Non-Nandu, International Youth Compulsory Divisions- 5.0 points**
 - Panel B Judges
 - The highest score and the lowest score shall be excluded and the final score for overall performance is **the average of the two middle scores**
 - 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”,
 - 3.00-1.51 points for “inferior”.
 - Deduction of 0.2 point for missing or adding one complete movement in compulsory routines
 - Fewer or more run-up steps than required for jumps in compulsory routines

Additional Detail: International Competition Rules

- **Overall Performance (3.0 for Nandu, 5.0 for International Youth)**
 - **Nandu Division- 3.0 points**
 - Panel B Judges
 - The highest score and the lowest score shall be excluded and the final score for overall performance is **the average of the two middle scores**
 - 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”
 - 1.90-1.01 points for “inferior”.
 - 0.2 points deducted for missing required movement
 - 0.1 Deduction for below
 - Pause > 3 seconds in motionless posture (except when in balance) or a pause before a difficult movement in taiqi
 - Unmethodical Pause
 - No full use of one of the 4 corners or center of competition area

Additional Detail: International Competition Rules

- **Degree of Difficulty (2)**
 - 1.4 Movement Score
 - 0.6 Connection Score
 - **2.0 Total Score**
 - Refer to official IWUF documents found at competition website for more detailed info

Thank you for reading

- **This is intended to be a learning experience for all participants so you are encouraged to ask questions! Please contact us with any concerns!**
- **Please refer to our website for additional reference materials if you would like further details regarding the rules**