

Rules for International Wushu Taolu (Routine) Competition

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Chapter 1 Structure of Organisation

Article 1 Competition Committee

The Competition Committee shall be composed of several persons appointed by the International Wushu Federation and the Organising Committee to guide the work of competition.

Article 2 Jury of Appeal

- 2.1 The Jury of Appeal shall be composed of one chairman, one vice chairman and three, five or seven members.
- 2.2 The Jury of Appeal shall work under the leadership of the Organising Committee, and shall be in charge of supervising the work concerning competition, such as checking the competition area facilities and equipment, supervising the competition arrangements, the drawing of lots, and the division of judges groups, and dealing with appeals submitted by participating teams about their own disagreement with the judges' ruling in the implementation of competition rules and regulations.

The appeals shall be confined to issues related to the appealing team.

The Jury of Appeal shall supervise the officiation work of judges. If during the course of competition, any judges are found being apparently partial or inaccurate of officiation, the Jury of Appeal shall have the right to give a warning(s) to the judges group or the chief referee group, or even suggest that the Technical Committee of the IWUF replace the judge in that competition if the case is a serious one, so as to ensure the normal running of the competition.

- 2.3 The Jury of Appeal, upon receiving an appeal, shall take an impartial stand, immediately make investigations on the related matter and make a decision on the appeal, and inform all relevant sides of the decision in time, without affecting the prize awarding of the event concerned, or the competition or prize awarding of the subsequent events.
- 2.4 The decision made by the Jury of Appeal is effective only when more than half of its members have attended the meeting and when more than half of the attendants have voted for it. A Jury member shall not participate in discussions, nor shall he vote on issues relating to his own country or region.
- 2.5 The decision of the Jury of Appeal may maintain or change the original judgement. Its decision shall be final.

Article 3 Officials

The officials shall include:

1. One chief referee, and one or two assistant chief referees;
2. For each judges group: one head judge, one assistant head judge, five judges, one routine inspector, one scorer, and one timekeeper;
3. One arranging and recording chief, and two or three arranging and recording assistants;
4. One chief registrar, and two or three registrars; and
5. One or two announcers.

Article 4 Duties of the Officials

The officials shall work earnestly, conscientiously, impartially and accurately under the guidance of the Competition Committee. Their duties are as follows:

4.1 The chief referee shall

1. Organise and lead the work of judges groups to ensure the implementation of competition rules, and examine and ascertain all pre-competition work;
2. Explain questions that are not covered or minutely provided in the rules, but have no right to modify them;
3. Replace officials if needs be in the process of competition, and have the right to take disciplinary measures against officials who have committed serious mistakes;
4. Have the right to give warnings to athletes and coaches trying to make trouble out of nothing at the site of competition, and even the right to cancel their results if they refuse to listen to advice;
5. Examine and announce the results of competition, and sum up the officials' work.

4.2 The assistant chief referees shall assist the chief referee in his work, and one of them shall act on his behalf in his absence.

4.3 The head judge shall

6. Organise his own group in professional studies and officiation;
7. Be responsible for the treatment of, or deduction of points for, errors committed by athletes in competition as provided in 11.3.7-11.3.13 concerning the criteria of deduction for other errors; and for the announcement of the competitors' final scores;
8. Have the right to make adjustments when disallowable differences occur in the valid scores;
9. Propose to the chief referee for proper treatment when a judge has committed serious mistakes.

4.4 The assistant head judge

10. Shall assist the head judge in his work, and may act on his behalf in his absence; and
11. Shall take part in the evaluation of a competitor's performances when a judge should withdraw.

4.5 The judges shall

1. Carry out earnestly the various regulations laid down for the tournament, take part in the studies on officiating, and do a good job of the preparatory work concerned;
2. Implement the rules earnestly, evaluate the competitors' performances independently, and make detailed notes; and
3. Shall withdraw if the competitor in performance comes from the same association/federation he belongs to.

4.6 The routine inspector shall check the routines performed by the competitors in accordance with the rules or regulations, and report to the head judge immediately in case of any departure from the provisions.

- 4.7 The arranging and recording chief shall
1. Be responsible for the entire work of the record desk, examine the entry forms, and, in accordance with the requirements of the tournament, work out the Programme;
 2. Prepare forms and tables needed for the competition, and examine and verify the results and placing's.
- 4.8 The arranging and recording assistants shall work as assigned by the arranging and recording chief.
- 4.9 The scorer and timekeeper shall
1. Be responsible for recording the scores given by the judges group and calculating the final scores; and
 2. Keep a record of the duration of routines performed by the competitors, and report to the head judge immediately on any departure from the rules.
- 4.10 The chief registrar shall be responsible for the entire work of registry, and report to the chief referee and announcers immediately on any change in registration.
- 4.11 The registrars shall make timely registrations in accordance with the order of competition, and examine the competitors' apparatuses and costumes, and submit the registry form to the head judge after leading the competitors into the arena of competition.
- 4.12 The announcers shall introduce the fielded competitors to the spectators, announce the results, and give them appropriate information about the rules and regulations of competition, the characteristics of the event and the sport of Wushu.

Chapter 2 Appeals

Article 5 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.

Article 5 Procedures and Requirements of Appeal

- 6.1 A team shall send a written appeal through its team leader or coach to the Jury of Appeal within 30 minutes following the conclusion of the competition of the event concerned, or in 15 minutes following the conclusion of the competition of the event if it is the last one. The appeal shall be handed in together with an appeal fee of US\$100, which shall be returned if the appeal proves to be justified and some change is made in the original judgement and which shall not be returned if the original judgement is affirmed. One appeal shall be confined to one issue.
- 6.2 All participating teams shall abide by the final decision of the Jury of Appeal. In case of disobedience and unreasonable quibbling, the Jury of Appeal may propose to the Competition Committee for earnest treatment, even for a cancellation of competition results.

Chapter 3 General Rules for Competition

Article 7 Forms of Competition

There shall be individual competition, team competition and demonstration competition.

Article 8 Competition and Demonstration Events

8.1 Competition event

12. Changquan (Long-range boxing)
13. Nanquan (Southern-style boxing)
14. Taijiquan (Taiji boxing)
15. Daoshu (Broadsword play)
16. Jianshu (Sword play)
17. Nandao (Southern-style broadsword)
18. Taijijian (Taiji sword)
19. Qiangshu (Spear play)
20. Gunshu (Cudgel play)
21. Nangun (Southern-style cudgel)

8.2 Demonstration events

All events outside the category of competition are demonstration events.

22. Solo events
23. Dual events
24. Group events

Article 9 Placing's

- 9.1 In the individual competition, the competitor with the highest score is the winner; the competitor with the second highest score is the second placer, and so on and so forth. If there are both preliminaries and finals, the competitor with more total points is placed higher.
- 9.2 In the individual all-round and team competitions, placing's are determined according to the provisions in the Regulations of Competition.
- 9.3 In case of a tie between two individuals or teams or among more than two, it shall be broken by the following means:
 - 9.3.1 In case of a tie between or among individuals in an individual event,

1. The competitor whose mean value of the two invalid scores comes closer to the average of the valid scores shall be placed higher;
2. If the tie still remains, the competitor with a higher mean value of the two invalid scores shall be placed higher;
3. If the tie still remains, the competitor whose lower invalid score is higher shall be placed higher;

If the tie still remains, the tied competitors shall share the place, with the next place(s) left vacant.

9.3.2 In the individual all-round competition, the competitor ranked first in more events shall be placed higher. If the tie still remains, the competitor ranked second in more events shall be placed higher, and so on and so forth. In case of an equal ranking in all individual events, the tied competitors shall share the place, with the next place(s) left vacant.

9.3.3 In the team competition, the team ranked first in more individual events shall be placed higher. If the tie still remains, the team ranked second in more individual events shall be placed higher, and so on and so forth. In case of an equal ranking in all individual events, the tied teams shall share the place, with the next place(s) left vacant.

Article 10 Costume, Protocol, Entrance into and Departure from the Arena, Commencing and Closing Forms, Timekeeping and Forfeiture

10.1 The officials shall wear uniforms and marks of identity.

10.2 The competitors shall wear uniforms and numbers during competition.

10.3 Upon hearing his name called for appearance in the arena, and his final score announced, the competitor shall greet the head judge with a "palm-and-fist" salute, this is, in a standing position with the feet together, and the left palm and right fist pressed against each other about 20-30 cm 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 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.

10.4 The competitor shall start his performance in the half of competition area on the right side of the head judge, and finish the whole routine in the same half, and shall face the same direction in the commencing and closing forms. If the competitor does not face the head judge in the commencing form, he shall turn to face the head judge after the closing form.

10.5 The timepiece shall start with the first movement of any part of the competitor's four limbs, and stop when he brings his feet together in a standing position. The duration shall be based on the judges group's timekeeping. When two timepieces are used by the judges group, the duration is deemed to conform to the time limit if either of the two indicates so; and not to conform to the time limit if both timepieces indicate so. Deduction of points in the latter case shall be based on the timepiece with the indication coming closer to the time limit.

10.6 Competitors who fail to turn up in time for competition shall be treated as forfeiture.

Chapter 4 Criteria and Methods of Scoring

Article 11 Criteria for Competition Events

The maximum points for all events is 10. The criteria of evaluation and deduction are as follows:

11.1 Criteria for changquan, nanquan, taijiquan, daoshu, jjianshu, qiangshu, gunshu, taijijian, nandao and nungun.:

11.1.1 For the specifications of movements, the value is set at 6 points.

For the hand form, step form, body form, hand techniques, footwork, body work, leg techniques, 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; and each serious deviation in a deduction of 0.2 point. The overall deduction shall not exceed 0.2 point for more than one error in the same movement, nor for many occurrences of the same habitual error in the same hand form (including sword-fingers). For the sharp edge of a broadsword or either edge of a sword to touch any part of the body or for a competitor to make no distinction between the two weapons in handling them, deduction of points shall be made from the value set for the specifications of movements.

11.1.2 The value for power and harmony is set at 2 points.

Full points shall be awarded for these factors which meet the requirements of the events.

A slight deviation from the requirements shall result in a deduction of 0.1-0.5 point; an apparent deviation in a deduction of 0.6-1.0 point; and a serious deviation in a deduction of 1.1-2.0 points.

11.1.3 The value for mentality, rhythm, style, content, structure and composition is set at 2 points. Full points shall be awarded for these factors which meet the requirements of the events.

A slight deviation from the requirements shall result in a deduction of 0.1-0.5 point; and apparent deviation in a deduction of 0.6-1.0 point; and a serious deviation in a deduction of 1.1-2.0 points.

11.2 Criteria for demonstration event

11.2.1 Criteria for solo events

1. The value for correct position and distinct methods is set at 4 points.
2. The value for smooth channelling of energy and harmony of movements is set at 3 points.
3. The value for unique style and rich content is set at 2 points.
4. The value for mental concentration and clear rhythm is set at 1 point.

11.2.2 Criteria for dual events

1. The value for correct methods and reasonable combination of attack and defence is set at 4 points.
2. The value for virtuosity of movements and close coordination is set at 3 points.
3. The value for rich content and compact structure is set at 2 points.

4. The value for a sense of truthfulness and a conspicuous style is set at 1 point

11.2.3 Criteria for group events

1. Evaluation of quality: The value of correct position, clear distinction between mobility and immobility, mental concentration and proficient skills is set at 4 points.
2. Evaluation of content: The value of rich content, conspicuous characteristics and style of wushu, and for the basic movements and skills that should be contained in the whole event, is set at 3 points.
3. Evaluation of coordination: The value of trim formation and well-coordinated movements is set at 2 points.
4. Evaluation of structure and composition: The value for a reasonable structure and well-balanced composition is set at 1 point.

11.3 Criteria of deduction for other errors

- 11.3.1 Unfinished routine: Competitors of any event who leave the area of competition midway with the routine unfinished shall not be scored.
- 11.3.2 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 affecting the rhythm of movements shall result in a deduction of 0.1 point; a long pause is a deduction of 0.2 point; and a pause leading to confused movements in a deduction of 0.3 point.
- 11.3.3 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.
- 11.3.4 In the process of competition, each occurrence of the competitor's apparatus touching his body or the floor or coming off the handle shall result in a deduction of 0.1 point; each occurrence of his apparatus becoming obviously bent or deformed in a deduction of 0.2 point; and each occurrence of his apparatus breaking or falling to the ground in a deduction of 0.5 point.
- 11.3.5 Loss of balance: In the process of competition, each sway of the body and each superfluous foot movement or skip shall result in a deduction of 0.1 point; repeated occurrences in an accumulation of deductions; a subsequent additional support in a deduction of 0.3 point; and a subsequent fall to the ground in a deduction of 0.5 point.
- 11.3.6 Out of the boundary: Any part of the body trespassing the boundary shall result in a deduction of 0.1 point, and the whole body trespassing the boundary in a deduction of 0.2 point.

The deduction of points as stated in the above six clauses shall be implemented by the judges.
- 11.3.7 Utterances in nanquan routines deviating from the requirements shall result in a deduction of 0.1 point for each occurrence.
- 11.3.8 Deviation from the requirements in the commencing and closing forms shall result in a deduction of 0.1 point.

11.3.9 Repetition

1. A competitor whose performance of a routine is interrupted by uncontrollable circumstances may repeat it with the head judge's approval without deduction of points.
2. A competitor whose performance of a routine is interrupted through a lapse of memory, his own faults, or a damage of his apparatus causing a change in its properties, may repeat his performance, but with a deduction of 1 point.
3. When a competitor is not able to continue his performance owing to injuries, the head judge has the right, to stop it. When he is in a position to resume the performance after receiving first aid, arrangements may be made for him to continue the competition as the last to be fielded in his group, which shall be treated as a case of repetition and result in a deduction of 1 point. Failure to resume performance as required because of injuries shall be considered forfeiture.

11.3.10 Under and over the time limit: For taijiquan and taijijian routines, 0.1-5.0 seconds under or over the time limit shall result in a deduction of 0.1 point; 5.1-10 seconds under or over the time limit in a deduction of 0.2 point, and so on and so forth. For other routines, 0.1-2.0 seconds under the time limit shall result in a deduction of 0.1 point; 2.1-4.0 seconds under the time limit in a deduction of 0.2 point, and so and so forth.

11.3.11 Deviation from the designated direction of movements in a required routine: Each apparent case shall result in a deduction of 0.1 point.

11.3.12 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.

11.3.13 Non-conformity with specifications for apparatuses and costumes shall result in a deduction of 0.1 point.

The deduction of points as stated in the above seven clauses shall be implemented by the head judge.

Article 12 Methods of Scoring

12.1 Scoring by judges

Scores are given by judges in the light of the competitors' on-the-spot technical execution and according to the criteria for various events, by subtracting the points deducted for errors from the value points set for various factors. Scores displayed by the judges may contain two digits after the decimal point, with the second digit being of necessity either 0 or 5.

12.2 Determination of the merited score

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.

12.3 Determination of the final score

A competitor's final score is the remainder of his merited score after subtracting the points deducted by the head judge according to the provisions in 11.3.7-11.3.13 concerning the criteria of deduction for other errors.

Article 13 Adjustment of Scores by the Head Judge

When there is a disallowable difference between the highest and lowest valid scores; the head judge may make some adjustments as he sees fit before the display of the competitor's final score.

The difference shall not exceed 0.2 point when the average score is 9.0 points or above, nor exceed 0.3 point when the average score is under 9.0 points.

In the adjustment, the number to be added or subtracted shall not exceed 0.03 point when the average score is 9.0 points or above, nor exceed 0.05 point when the average score is under 9.0 points.

If any judge is found being apparently partial in officiation by deliberately raising or lowering the score of the competitor, or if any apparently unreasonable situation arises, the head judge may, with the approval of the chief referee group, appoint a certain judge to adjust his/her score for the competitor, or directly add or subtract the score before the announcement of the final score. In the adjustments, the number to be added or subtracted shall not exceed 0.03 point when the average score is 9.0 points or above, not exceed 0.05 point when the average score is under 9.0 points.

Article 14 Time limit for performance in competition

- 14.1 For a routine of changquan, nanquan, daoshu, jianshu, qiangshu, gunshu, nandao and nangun the duration of performance shall be no less than 1 minute and 20 seconds.
- 14.2 The duration of performance shall be 5-6 minutes for a taijiquan routine and 3-4 minutes for a taijijian routine, with the head judge blowing a whistle at the fifth minute for the former and at the third minute for the latter.
- 14.3 Other events: The duration of performance shall be no less than one minute for solo events, and no less than 50 seconds for dual events.

Chapter 5 Competition Area, Apparatuses and Costume

Article 15 Competition Area

Competition shall be conducted on a carpet 14 m in length and 8 m in width, marked at the inner edge with a line 5 cm in breadth, and at the middle of both longer sidelines with a line 30 cm in length and 5 cm in breadth.

Article 16 Specifications for Apparatuses in Competition

- 16.1 Qiang (spear): The whole length shall not be shorter than that from the performer's fingertips to his sole when he stands erect with his arms raised straight overhead. It shall be fitted with a tassel.
- 16.2 Gun (cudgel): The whole length shall not be shorter than the performer's body.
- 16.3 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.
- 16.4 Dao (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.

Article 17 Specifications of costume for Competition

17.1 For changquan, daochu, jianshu, qiangshu, gunshu, taijiquan and other routines

1. A jacket with a Chinese-style upright collar and seven toggle-like cloth buttons down the front and short or long sleeves; and 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;
2. Bloomerlike sleeves gathered at the cuffs;
3. Chinese-style knickers;
4. Of any material in any colour, which shall be uniform;
5. Trims 1 cm in breadth for the whole garment, maybe of different material and in a different single colour; and
6. A soft belt (except for taijiquan and taijijian) maybe of different material and in a different single colour.

17.2 For nanquan routines

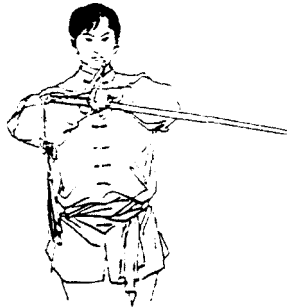
1. A collarless jacket with seven Chinese-style toggle-like cloth buttons down the front, and with short sleeves for women and no sleeves for men;
2. Chinese-style knickers;
3. Of any material in any single colour, which shall be uniform;
4. Trims 1 cm in breadth for the whole garment, maybe of different material and in a different single colour; and
5. A soft belt, maybe of different material and in a different single colour.



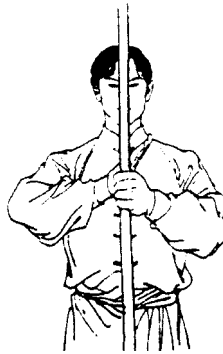
Palm-and-fist salute



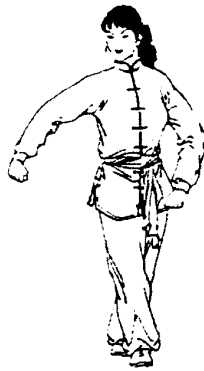
Broadsword-holding salute



Sword-holding salute



Spear or cudgel-holding salute



For changquan, daoshu, jianshu, qiangshu, gunshu, taijiquan and other routines



For nanquan routines