

# 2023 USA WING CHUN



## TAOLU (FORMS) REGULATIONS

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## **Chapter 1 OFFICIALS AND DUTIES**

### **ARTICLE 1 Competition Committee**

**1.1 Competition Committee** is the highest authority supervising the whole operation of the competition. It consists of one (1) competition Director, one (1) floor manager and one (1) deputy floor manager. (3)

#### **1.2 Duties**

- 1) To supervise the works of the Referee Team.
- 2) To supervise and monitor the behavior of the competitors and participating teams.
- 3) It has the authority to impose penalties on officials or competitors who breach the rules.
- 4) Competition officials are not directly involved with the referees who perform their work without prejudice.

### **ARTICLE 2 Arbitration Committee**

**2.1 Arbitration Committee** consists of one (1) chairperson, and two (2) vice chairpersons. (3)

#### **2.2 Duties**

- 1) To handle complaints and impose binding solutions.
- 2) Decisions made by the Arbitration Committee are valid only if there are more than half of the committee members attending the conference and more than half of the members are in the same stance. If the voting is equal, the chairperson of the committee has the authority to make the final decision. Members of the Arbitration Committee should not express any opinion on topics related to their personal interest.
- 3) The Arbitration Committee has the authority to make the final decision.

### **ARTICLE 3 Referee Team**

**3.1 Organization of Referee Team** consists of one (1) Head Referee, one (1) Deputy Head Referee, five to ten (5-10) scoring referees, one (1) chief recorder and one (1) registrar. (9-14)

#### **3.2 Supporting Staff**

- 1) Recorders 1-2 persons
- 2) Registrars 2-3 persons
- 3) Announcers 1-2 persons
- 4) Sound effect personnel 1-2 persons

- 5) Photographers 1-2 persons

## **ARTICLE 4 Duties of Referee Team**

### **4.1 Head Referee**

- 1) Organizing and leading the referee team to ensure that the competition rules are strictly followed; make sure all preparation work is duly done.
- 2) Interpret the rules but have no authority to change.
- 3) During the competition, he may rearrange the work of the referees and, in case of serious errors made by the referee, handle the situation.
- 4) Marks will be deducted under any of the following conditions:
- 5) Unable to finish in the stated time, finish after the stated time, repetition of action, adding action which is not required, leaving out required action, unable to meet the requirement of the number of people in group competition or unable to meet the requirement of background music.
- 6) Examine and announce the contest result, review and summaries referee work.

### **4.2 Deputy Head Referee**

- 1) The Deputy Head Referee is to assist the Head Referee and temporarily act as the Head Referee when he/she is absent.

### **4.3 Referee**

- 1) Obey the leadership of the head referee; attend study seminars and do preparation work.
- 2) Execute duties independently and prepare detailed records.
- 3) Responsible for awarding scores for the competitors.

### **4.4 Chief Schedule Recorder**

- 1) Handle all records, examine registration and prepare schedules.
- 2) Prepare all registration forms, examine contest results and rankings.

### **4.5 Chief Registrar**

- 1) Supervise the registrar team and report to the head referee in case of any incident.

## **ARTICLE 5 Supporting Staff**

### **5.1 Schedule recorder**

Perform the duties assigned by the Chief Schedule Recorder.

### **5.2 Registrar**

Handle all registration work according to the schedule and guide the competitors to the competition platform, submit the completed registration form to the head referee.

### **5.3 Announcer**

To announce the result, introduce the competition rules and related knowledge.

### **5.4 Sound effect personnel**

- 1) Check the music provided by the competitor and broadcast according to schedule.
- 2) Music will start broadcasting 3 seconds after the competitor stands on the platform.
- 3) Not allow anyone to make a CD copy in the competition. Return CDs to competitors after the competition is finished.

### **5.5 Photographer**

- 1) Record videos of all contests.
- 2) At the request of the Competition Committee, broadcast the related video.
- 3) All the videos taken will be kept for record purposes.

## **Chapter 2 COMPETITION RULES**

### **ARTICLE 6 Types of Competitions**

#### **6.1 Classification**

- 1) Individual contest

#### **6.2 Age Groups**

- 1) Child Contest (Aged 7-11)
- 2) Youth Contest (Aged 12-14)
- 3) Junior (Teen) Contest (Aged 15-17)
- 4) Senior (Adult) Contest (Aged 18-40)
- 5) Senior + Contest (Aged 41 and above)

## **ARTICLE 7 Competition Programs**

### **7.1 Taolu (Empty Hand Forms)**

- 1) Beginner Form: Siu Nim Tau
- 2) Intermediate Form: Chum Kiu
- 3) Advance Form: Biu Ji

### **7.2 Weapons (Non-empty Hand Forms)**

- 1) Baat Jaam Dao (Double Knives)
- 2) Luk Dim Boon Gun (Six & Half Point Pole)
- 3) Muk Yan Jong (Wooden Dummy)

\*\*\* Weapons Regulations Baat Jaam Dao (knives) must be made of steel and cannot be made of wood or light aluminum; Luk Dim Boon Gun (pole) poles cannot be made of rattan and must be at least 7- 8 feet long. (according to the age)

## **ARTICLE 8 Age and Sex Group**

According to the actual needs, the Competition Committee may classify the competitors into different groups by age or gender.

## **ARTICLE 9 Appeal**

The Competition Committee will only accept appeals relating to the referee's final judgment.

All appeals must be made to the Competition Committee within 15 minutes presented by the team coach or leader in writing together with an Appeal Fee of \$100 USD. Each appeal can be made against only one allegation.

The Competition Committee will review and make its decision. If it is found that the appeal is correct, the Competition Committee will take appropriate action against the related referee and refund the appeal fee to the applicant but **the result will not be changed.** However, if it is found that no error is committed by the referee, no refund will be made. The Competition Committee will notify the result to the related parties.

## **ARTICLE 10 Competition Orders and Schedule**

Under the supervision of the Competition Committee and Head Referee, and the schedule recorders will post and announce the competition schedule and order for the competitors.

## **ARTICLE 11 Registration**

All competitors must arrive at the registration counter for the 1st check-in and the checking

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of weapons and dress 30 minutes before the start. The 2<sup>nd</sup> check-in will be 10 minutes before the contest and the 3<sup>rd</sup> check-in will be 5 minutes before the contest.

*\* If applicant's check-in late at any one time, he/she will be disqualified.*

### **ARTICLE 12 Competition Protocol**

Competitors should pay salute to the Referee table before and after their performance.

### **ARTICLE 13 Timing**

Time will be counted from the first move of the competitor's action and stopped at the time the competitor finishes his or her whole performance.

### **ARTICLE 14 Show of Result**

For justice sake, all results will be shown publicly.

### **ARTICLE 15 Default**

The competitor who is unable to register and check-in on time will be deemed as defaulting.

### **ARTICLE 16 Doping Test**

According to the Olympic Game's rules, doping is strictly prohibited and the Competition Committee and the Head Referee will take doping checks.

### **ARTICLE 17 Placing**

#### **17.1 Individual Ranking**

According to the total scores of the competitors, the result will be classified into First Grade Prize (a gold medal and certificate will be issued), 2<sup>nd</sup> Grade Prize (a silver medal and certificate will be issued), 3<sup>rd</sup> Grade Prize (a bronze medal and certificate will be issued) and Excellent Performance Award (only a certificate will be issued).

#### **17.2 Regulations on the placing of individual items**

The number of awards (gold, silver and bronze medal) is set on a pro-rata basis according to the number of participants. (Specific terms and conditions are decided in accordance with the Rules and Regulations of the tournament)

#### **17.3 Placing of individual championships**

The winner will be the person who gets the highest scores in total of individual contests participated in. The player with the second highest scores is the first runner-up, and so on.

#### **17.4 Placing of group competitions**

The winner will be the team which gets the highest group score in the contest. The team with the second highest group score is the first runner-up, and so on.

#### **17.5 Placing of Equal Score**

- 1) Handling of equal scoring in individual events:
  - a) The average of the highest and lowest scores will be compared with the average of the other three. The one with the lowest difference will be the winner.
  - b) If the average score after deducting the highest and the lowest score of the competitor is higher, he is the winner.
  - c) If it is still tied, the referee will compare the lowest score of the competitors and the higher one is the winner.
  - d) If the score is still also the same, there will be equal placing.
- 2) The placing method of group contest is the same as the individual item above.

#### **ARTICLE 18 Time Limit**

**18.1** Siu Nim Tau performance cannot exceed 3 minutes but cannot be less than 1 minute 30 seconds. The Head Referee will signal when the competitor is doing his performance at 2 minutes 50 seconds to remind him.

**18.2** The total allowed time for other set forms is between 30 seconds and 2 minutes. The Head Referee will signal to remind the competitor when the competitor is doing his performance at 1 minute 50 seconds.

(If the original set form is too long, the competitor should shorten it in order to fulfill the requirement of the competition. The referee team will provide us with two sets of timing equipment and the time announced by the referee is conclusive.)

**18.3** Participants are required to finish the Taolu within the above limit.

**18.4** Time limit for team performance must not exceed 3 minutes.

**18.5** Time in the competition is kept by two stopwatches used by the referee team. The time counted by the referee team is deemed to be accurate. When the participants fail to meet the required time limit, the stopwatch recording the nearest required time limit in the competition will be counted.



### **ARTICLE 19 Unfinished performances**

No score will be given for unfinished Taolu performances.

### **ARTICLE 20 Background Music**

It must follow the regulations and guidelines of the Competition Committee set from time to time.

### **ARTICLE 21 Clothing**

**21.1** Referees must wear designated uniforms.

**21.2** Taolu competitors must wear a formal kungfu uniform following the regulations given by the Competition Committee. Short pants, vest, or transparent material or too casual wear are NOT permitted in any circumstance.

**21.3** Chi Sau & Mai San Jong competitors must wear a formal kungfu uniform or plain t-shirt (preferably 1 red and 1 blue) with black kungfu pants. Short pants, vest, or transparent material or too casual wear are NOT permitted in any circumstance.

### **ARTICLE 22 Contest Platform**

**22.1** Single competition will be held in an area of 12 M x 8 M with 5cm white color side surround.

**22.2** Group competition will be held on a platform of 14 M x 12 M, with 5cm white color side surround.

**22.3** Taking into account the actual circumstances, the organizing committee reserves the right to increase or decrease the size of the performing area.

### **ARTICLE 23 Weapons**

Metal knives and wooden sticks may be used.

*\*Score may be impacted based on choice of weapon*

### **ARTICLE 24 Other Equipment**

The Competition Committee will prepare suitable equipment such as TV, cameras, camcorders and audio equipment according to the size and needs of the competition.

## **Chapter 3 SCORING METHOD & CRITERIA**

## **ARTICLE 25 Methods and Standard of Scoring**

### **25.1 Total full score of any individual item is 10.**

The result of the competitor will be classified into 9 tiers in 3 grades:

- 1) Distinction: 8.50 to 10.00
- 2) Credit: 7.00 to 8.49
- 3) Pass: 5.00 to 6.99

*\*reference Table 1*

The calculation is on deduction basis.

### **25.2 Score Awarding Criteria**

- 1) Referee will, according to the total performance of the competitor, judge the overall grade of the competitor as specified in 20.1 above. Based on the total score the referee will further deduct “deduction due to other errors as specified in the schedule of the rules”. The referee may make deductions up to 2 decimal points ranging from 0.01 to 0.09.
- 2) Confirmation of score
  - a) When there are 3 judges, the average score will be the final score of the athlete.
  - b) When there are 5 judges, the highest and the lowest mark will not be taken into calculation. Then, the average score of the other 3 judges will be the final score of the competitor. All scores will be counted up to 2 decimal points.
- 3) Head Referee’s Adjustment
  - a) While it appears that there is an obviously unreasonable situation in calculating the score, the Head Referee has the authority to make adjustments on the score either by increment or reduction within the range from 0.01 to 0.05.
- 4) Final Score
  - a) The ultimate score after the Head Referee’s adjustment is the final score of the competitor.

### **25.3 Criteria for Awarding Score**

- 1) Grades and sub-grades:

Three grades and nine sub-grades will be given according to the following scores:

- 1) Excellence: 8.8-10 scores
- 2) Good: 6.4-8.20 scores
- 3) Fairly good: 4.00-5.80 scores

Overall requirements (for reference)

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- A. The competitor, during his performance, should be able to express the unique features and main techniques of Wing Chun “correctly” and in “standard motion”. 35% of the total scores.
- B. Smoothness of movement and body coordination (with or without weapon) and mastering of correct power. The total score of this part is 35%.
- C. Proper rhythm which can correctly express the character of that set form.
- D. Appropriate schedule and arrangement for the whole set. It should be consistent and structured with emphasis on the technical style.
- E. In group performance, matching within the team and coordination
- F. The total score from (3) to (5) will be 30%.
- G. Competitors should finish the performance within the time limit.

Score Deduction for other error (see table 2) (after giving overall score, deduction will be further made according to error)

### Penalties & Deductions

- A. Over or Under the Time Limit
  - a. Under the minimum time requirement for less than 2 seconds, 0.1 points will be deducted from the total score.
  - b. Under the minimum time requirement for more than 2 seconds but within 4 seconds, 0.2 point will be deducted from the total score
  - c. Under the minimum time requirement for more than 4 seconds, 0.3 point will be deducted from the total score. The maximum deduction is. 0.3 point.
  - d. Exceed the maximum time limit for not over 5 seconds, 0.1 point will be deducted from the total score.
  - e. Exceed the maximum time limit for more than 5 seconds; 0.2 points will be deducted from the total score.
  - f. Exceed the maximum time limit for more than 10 seconds; 0.3 points will be deducted from the total score.
  - g. The Head Referee will ask the competitor to stop performance if 0.3 point has already been deducted.
- B. 0.1 point will be deducted for any single error
- C. If the competitor is unable to complete the set form for a subjective reason, the competitor may restart on the approval of the Head Referee. However, 0.1 point will be deducted from the total score.
  - a. If the competitor is unable to complete the set form for an objective reason, the competitor may do his performance again and no deduction will be made. This competitor may re-do his performance at the end of the contest.
- D. If the number of participants of a group competition does not achieve the requirement of the competition, 0.5 points will be deducted for every person short of the requirement.
- E. If the athlete does not give a salute before starting and after finishing, 0.1 will be deducted.

## **ARTICLE 26 Competition Criteria**

### **25.1 Criteria**

The full score of the performance is a score of 10. Participants will be given scores according to the “Criteria and general requirement of Taolu performance”, along with the comparison of participants’ other performance in competition. Referee can give marks to the second decimal place.

#### **General Requirement of Taolu Performance:**

1. The main gist of Wing Chun is overcoming hardness by flexibility with the integration of other systems of martial arts.
2. Different styles can be utilized with the uniqueness of Wing Chun.
3. Organization, content, skills, interaction and theme of Wing Chun will be counted as criteria of performance.
4. If background music is used, the music should be closely related to the theme and performance.

## **ARTICLE 27 Show of the Final Score**

**27.1** Referee will show the score awarded to the competitor publicly and the Head Referee will show the final score.

**27.2** Alternatively, the referee may submit their assessment to the Head Referee and the Head Referee will show the final score.

## **ARTICLE 28 Others**

The Competition Committee may from time to time adjust or amend the rules depending on the needs of the actual situation.

**The Competition Committee reserves the right to terminate or postpone the competition due to the unexpected situation without the prior notification, no refund or compensation will be available.**

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**TABLE 1**

**Wing Chun Kung Fu / Open Division Score Sheet**

Athlete's 個人 or Group Routine 集體 Name:

First Name Last Name

Competition Event 項目: \_\_\_\_\_

Duration 時間: \_\_\_\_\_ min. Judge A - Quality of Movement / Judge B – Overall Performance

Fairly Good 一般 Good 頗好 Excellent 優秀 Score

A	Hand / Body Movement 身型手法	1.0	1.1	1.2	1.3		1.4	1.5	1.6	1.7		1.8	1.9	2.0			
A	Stances & Kicking 馬步腳法	1.0	1.1	1.2	1.3		1.4	1.5	1.6	1.7		1.8	1.9	2.0			
A	Coordination & Balance 協調與平衡	0.0	0.1	0.2	0.3		0.4	0.5	0.6	0.7		0.8	0.9	1.0			
B	Expression / Intent in Application 攻防意識	0.0	0.1	0.2	0.3		0.4	0.5	0.6	0.7		0.8	0.9	1.0			
B	Power/ Force Flowing to Targets 力度與準繩	1.0	1.1	1.2	1.3		1.4	1.5	1.6	1.7		1.8	1.9	2.0			
B	Speed & Rhythm 速度與節奏	1.0	1.1	1.2	1.3		1.4	1.5	1.6	1.7		1.8	1.9	2.0			
													暫得			<b>Total Score</b>	
	<b>Head Judge Only-</b> (裁判長加減分) Other Mistakes / Over time 其它扣分動作或超時	遺忘備	收式起勢不符	服裝不整 0.3	鞋超時扣	脫落, 0.2	兵器		0.1	wrong direction to start and finish / overtime						Untidy uniform Forged bow when finish ductio	扣分
	Judge's Signature 裁判員 簽署:		Note: right 權因	/	減不可超過	0.2分				Not more than 0.2	應得分					<b>Score-Deduction: Final</b>	



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9			
10			
11			
12			

Signature: \_\_\_\_\_ Referee (no.) \_\_\_\_\_

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**TABLE 3**

**Assessment record (Taolu)**

ITEM: Competition number: \_\_\_\_\_

Team: DATE: (year) (month) (day)

NO.	NAME	AGE GROUP	FINISHED TIME	ASSESSMENT OF REFEREES					REDUCTION OF MARKS BY HEAD REFERR	MARKS REARRANGED BY HEAD REFEREE	FINAL SCORE	
				RECORD OF REFEREE								MARKS
				1	2	3	4	5				
1												
2												
3												
4												
5												
6												

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7												
8												
9												
10												
11												
12												
13												
14												

Head referee: \_\_\_\_\_ Registrars: \_\_\_\_\_

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**Attachment 1 : Setting plan of the venue**

**Setting plan for chairperson and referees**

Chairperson

Referees Observer (Final competition)

③

④ ②





⑤ ①

Judges

Head Judge Head registrar

### Setting plan for judges



Note:

The table of judges sets opposite to the table of the chairperson. 50 cm in between every judge is recommended.

1、2、3、4、5 are tables for referees.

Camera

★ Referee

□ Deputy Head Referee

△ Registrars

◇ Timekeeper