

MODIFICATION OF IWUF COMPETITION RULES (1999)

FOR TRADITIONAL COMPETITION

(3rd DRAFT)

THE FINAL RESULTS OF THE EWUF TRADITIONAL QUESTIONNAIRE WAS THAT THE EWUF MEMBERS VOTED FOR THE IWUF 1999 RULES TO BE IMPLEMENTED FOR THE EWUF TRADITIONAL CHAMPIONSHIPS.

WITH THIS MANDATE THE TRADITIONAL COMMISSION ALL AGREE THAT THE 1999 IWUF RULES ARE MORE CONDUSIVE FOR JUDGING TRADITIONAL ROUTINES. THAN THE IWUF 2003 RULES.

THE COMMISSION WOULD LIKE TO SUGGEST SOME MODIFICATIONS TO THE ACTUAL JUDGING CRITERIA, BY INTRODUCING TWO JUDGING GROUPS, (THE OLD RULES IS THAT ONE JUDGE WOULD HAVE TO DEDUCT FOR QM, AND AN OVERALL DEDUCTION FOR POWER, CO-ORDINATION, SPIRIT, STYLE, CONTENT, ETC).

TO IMPROVE THIS FORMAT OF THE JUDGES DEDUCTION CRITERIA WE WOULD INTRODUCE A, AND B, GROUPS OF JUDGES WHICH WOULD ONLY FOCUS ON THE DEDUCTION OF THAT SPECIFIED GROUP, WHICH WILL MAKE A MUCH FAIRER EVALUATION OF AN ATHELETES ROUTINE.

THE TRADITIONAL COMMISSION PROPOSE THESE (TRIAL RULES) FOR EWUF TRADITIONAL CHAMPIONSHIPS.

TRADITIONAL ROUTINES

(AS STATED IN THE EWUF YOUTH CHAMPIONSHIP RULES)

CATEGORYS BY AGE

1 CHILDREN

2 CADETS

3 JUNIORS

(As Stated in the EWUF youth Championship rules)

COMPETITION EVENTS

STYLES DEVIDED INTO CATEGORIES

Northern style, Southern style, Internal style, Acrobatic styles, etc.

(If less than six competitors in a category it will be combined with another.)

Existing rules of 4-3-2-1 (used for Demonstration/Traditional sections)

4 points is for correct position-distinctive method.

3 points is for the smooth channelling of energy and harmony of movements.

2 points is for unique style and rich content.

1 point is for mental concentration and clear rhythm.

TO MODIFY THE EXISTING RULES (ABOVE) TO

4 points is for Quality of movement.

Evaluation of quality of movement is made up of forms and techniques.

Which include the hand forms, stances, body form, etc.

The latter include hand techniques, leg techniques, body work, footwork, eye work,

Wushu weapons techniques, etc.

If several faults occur in a single movement, the highest deduction is 0.2

Deduction for Quality of Movement. (1999 Deduction Table)

Slight fault	apparent fault	severe fault
(0.05)	(0.1)	(0.2)

For Traditional routines, as the stances can be very different, an allowance will be made to compensate for the many different styles: (for example gongbu, mabu, xubu, pubu, etc, thigh of bending leg level, will not be a requirement.

OVERALL PERFORMANCE Six Points.

3-2-1- POINTS WILL BE ADDED TOGETHER.

Characteristics of style, and structure, 2 points.

1(Correct characteristics of style and is not mixed with other styles).

2(Structure, transition movements are smooth and skilful).

Power, co-ordination, and rhythm, 2 points

1 (Power not originated from waist)

2(Release of power loose)

3(power application stiff not smooth)

1(Footwork in disorder, not well co-ordinated with hand movements)

2(Poor co-ordination between hands, eyes, body form, and footwork)

1(Rhythm static and dynamic moves not clearly differentiated)

2(Slow and fast movements not well alternated)

Spirit, focus, rich content, 2 points

1(Spiritless, Nervousness, Affected manners)

2(Rich content, basic techniques not being completed)

3(Offensive and defensive movements are incorrectly performed)

Deduction for Overall Performance (1999 Deduction Table)

Slight fault

apparent fault

severe fault

(0.1-0.5)

(0.6—1.0)

(1.1-2.0)

The six points will be divided into three sub levels as below to determine The correct level of the competitors overall performance score.

Level	Degrees	Scores
High level	1 st	6.00----5.80
	2 nd	5.75----5.50
	3 rd	5.45----5.10
Standard level	4 th	5.00----4.80
	5 th	4.75----4.50
	6 th	4.45----4.10
Lower level	7 th	4.00----3.80
	8 th	3.75----3.50
	9 th	3.45----3.10

SCORING METHOD

Each judging group will consist of (6) judges (1) head judge, scorer, time keeper.

Group A judges (3) will judge quality of movement and other errors.

Group B judges (3) will judge overall performance.

Group A judges score will be an average of the three scores.

Group B judges score will be the average of the three scores.

Scores displayed by the judge can be one with two digits after the decimal point, with the second digit being either 0 or 5.

The final score will be the points deducted by the head judge from the actual score.

HEAD JUDGE DEDUCTION (1999 rules)

1 SHORT OF TIME	0.1 to 0.3
2 REPETITIONS	1 point
3 PROTOCOLS	0.1

1 **DEDUCTION FOR OTHER ERRORS (have modified 0.5 deduction to 0.3)**

	0.1	0.2	0.3	0.5
Forgetting	Slight forgetfulness which causes performance to pause and then resume again	Apparent forgetfulness which causes performance to pause and not easy to resume again	Severe forgetfulness which causes disorder in movements, performance is interrupted	
Movements affected by decoration or costume	1) Hand or apparatus entangled by broadsword fringe or sword tassel which affects movements and then resume again. 2) Fringes or tassels fall apart onto the floor. 3) Costume unbuttoned or totally unbuttoned 4) Costume torn 5) Decoration or costume falls apart onto the floor 6) Shoe comes off foot			
Apparatus entangling body, touching body, deformed, broken or falling down: contestant loses grip of apparatus	1) Body entangled by flexible apparatus which affects movements only shortly and then resume again. 2) Apparatus touches the floor slightly. 3) Contestant slightly loses grip of apparatus. 4) Apparatus slightly touches body. 5) Apparatus slightly deformed.	1) Apparatus apparently deformed (about 30 bent) 2) Longer time when body is entangled by flexible apparatus. 3) Contestant severely loses grip of apparatus. Apparatus touches floor or body.	1) apparatus Broken. 2) apparatus falling down. 3) cup guard of Sword or Broadsword falling down. 4) top of apparatus broken but still holds on. contestant is stopped and allowed to resume when broken part is taken away.	
Outside the Arena	Part of the body touches ground outside the arena	Entire body falls out		
Losing Balance	Unsteady movement. Swaying or bouncing	1) Consecutive extra support in a movement. 2) Apparent extra support by hand, elbow or apparatus.	Falling down (touching floor with upper arm, shoulder, head, torso or buttock.)	

Unfinished Routine: Competitors of any event who leave the area of competition midway with the routine unfinished shall not be score.

