

MODIFICATION OF IWUF RULES
FOR BCCMA COMPETITIONS
Taijiquan / Xingyiquan / Weapon



Who Can Enter this Competition

- You are a member of the BCCMA
- Have a current Licence Number
- Age Categories;
- Junior: (8 to 12 years old) 1 event
Youth; (13 to 17 years old) 2 Events
Adult; (18 to 40 years old) 1 to 4 Events
(41 to 55 years old) 1 to 4 Events
(56 to 65 years old and above) 1 to 4 events

Time Limits

- Time allowed for Taijiquan routines
Compulsory/Traditional
- 4 To 6 Minutes whistle will blow at 5 min after 6 minutes time will be deducted.
- Time allowed for Taijijian
- 3 to 5 minutes whistle will blow at 4 min after 5 minutes points will be deducted.
- Optional and new compulsory routines
- 3 min 30 sec to 4 min after 4 min points will deducted.
Whistle will blow at 3 min
- Xingyiquan; not less than 1 minute

TO IMPROVE THIS FORMAT OF THE JUDGES DEDUCTION CRITERIA

- **WE HAVE INTRODUCED TWO GROUPS A, AND B.**
- **GROUP A JUDGES DEDUCT FOR QUALITY OF MOVEMENT**
- **GROUP B JUDGES DEDUCT FOR OVERALL PERFORMANCE/OTHER ERRORS**
- **GROUP (A) WILL CONSIST OF THREE JUDGES**
- **GROUP (B) WILL CONSIST OF THREE JUDGES PLUS THE HEAD JUDGE**
- **GROUP A JUDGES SCORES WILL BE THE AVERAGE OF THE THREE SCORES**
- **GROUP B JUDGES WITH THE HEAD JUDGE SCORE THE HIGH AND LOW SCORE WILL BE TAKEN OUT THE TWO MIDDLE SCORES WILL BE AVERAGED**
- **THE FINAL SCORE WILL BE WITH ANY DEDUCTION OF THE HEAD JUDGE**

COMPETITION EVENTS

- COMPETITION EVENTS
 - **Optional Routines (with Degree of Difficulty)**
 - Taijiquan
 - Taijijian
 - **New Standardized Traditional Routines (without Degree of Difficulty)**
 - Yang Style Taijiquan
 - Yang Style Taijijian
 - Chen Style Taijiquan
 - Chen Style Taijijian

COMPETITION EVENTS

- **Compulsory Routines**
- **3rd Set IWUF Compulsory Taijiquan (39 Movements) – (with Degree of Difficulty)**
- **3rd Set IWUF Compulsory Taijijian (36 Movements) – (with Degree of Difficulty)**
- **Yang Style Taijiquan (40 Movements)**
- **Chen Style Taijiquan (56 Movements)**
- **Wu Style Taijiquan (45 Movements)**
- **Sun Style Taijiquan (38/73 Movements)**
- **42 Movements Taijiquan**
- **42 Movements Taijijian**
- **32 Movements Taijiquan**
- **34 Movements Taijijian**
- **Simplified 24 Movements Taijiquan**
- **Simplified 32 Movements Taijijian**

COMPETITION EVENTS

Traditional Taijiquan/Weapon

Yang Style, Hand / Weapon

Chen Style Hand / Weapon

Wu Style, Hand / Weapon

Wu/Hao Style, Hand / Weapon

Sun Style, , Hand / Weapon

Wu Dang Sword

Chen Man Ching Style, Hand / Weapon

Li Style, Hand / Weapon

***Zhao Bao Style*, Hand / Weapon**

Other Styles, Hand / Weapon

Xingyiquan, Hand / Weapon

Scoring Criteria

Q/M 5point O/P 5points

- **5 points is for Quality of movement.**
Evaluation of quality of movement is made up of Form 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.**
- **5 points is for Overall Performance**
- **Which include Spirit, Style, Rhythm, Focus, Choreography etc.**

For Quality of Movement Deduction.

- 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

- . Characteristics of style, and structure,**
- 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

- **1 (Power not originated from the whole body)**
- **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

- **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.**

- | Slight fault | apparent fault | severe fault |
|---------------------|-----------------------|---------------------|
| • (0.1-0.5) | (0.6—1.0) | (1.0-2.0) |

The 5 points will be divided into three sub levels as below to determine The correct level of the competitors overall performance score.

<u>Level</u>	<u>Degrees</u>	<u>Scores</u>
High level	1 st	5.00----4.80
	2 nd	4.75----4.50
	3 rd	4.45----4.10
Standard level	4 th	4.00----3.80
	5 th	3.75----3.50
	6 th	3.45----3.10
Lower level	7 th	3.00----2.80
	8 th	2.75----2.50
	9 th	2.45----2.10

SCORING METHOD

- **Group A judges (3) will judge quality of movement**
- **With (1) Decimal place.**
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- **Group B judges (3) and head judge will judge overall performance. and other errors.**
- **With (2) decimal places, the 3rd not being rounded off.**
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- **The final score will be the points deducted by the head judge from the actual score.**

HEAD JUDGE DEDUCTION

1 -SHORT/OVER TIME 1 to 5 sec 0.1

6 to 10 Sec 0.2, and so on

2 - REPETITIONS 1 point

3 - PROTOCOLS 0.1

4- MISSING or ADDED MOVEMENT, DIRECTION
MORE THAN 45 DEGREE To TECHNICAL
SPECIFICATION

0.1 to 0.2

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	<ol style="list-style-type: none"> 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 			

Weapons entangling body, touching body, deformed, broken or falling down: contestant loses grip of apparatus	<ol style="list-style-type: none"> 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. 	<ol style="list-style-type: none"> 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. 	<ol style="list-style-type: none"> 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.)

- Judges Q/M O/P scoring sheet
- Head Judge Scoring sheet