

YANG'S MARTIAL ARTS ASSOCIATION PORTUGAL



COMPETITION RULEBOOK
YANG'S MARTIAL ARTS ASSOCIATION PORTUGAL
(TAOLU)

MADE BY THE JUDGES CORE
YANG'S MARTIAL ARTS ASSOCIATION PORTUGAL

楊氏武藝協會葡萄牙分部

ÍNDICE

INTRODUCTION	4
1. FUNDAMENTALS	5
1.1. Insurance	5
1.2. Term of Responsibility	5
1.3. Anti doping	5
1.4. Medical Assistance	5
1.5. Video Recordings	5
1.6. Blanks	5
2. COMPETITION ORGANISATION	6
2.1. Competition Structural Area	6
2.2. Judge Placing	7
3. COMPETITION STRUCTURE	7
3.1. Categories	7
3.2. Number of Athletes	8
3.3. Drawings	8
3.4. Admitted Forms	9
3.5. Weapons	9
3.6. Uniforms	9
3.7. Music and Other Supports	10
3.8. Award Attribution and Procedures	10
3.9. Ties	11
3.10. Protests	11
4. COMPETITION PROCEDURES	12
4.1. Introduction	12
4.2. Competition Protocol	12



5. JUDGES	13
5.1. Judge Core	13
5.2. Event Director	13
5.3. Chief Judge	13
5.4. Corner Judge	13
5.5. Register	14
5.6. Timekeeper	14
5.7. Uniforms	14
5.8. Judging Introduction	14
5.9. Judging Definitions	15
5.10. Technical Level and Judging	15
5.11. Repetitions	16
5.12. Time Limits	16
5.13. Judges Guidelines	
5.13.1 External Forms	18
5.13.1.1. Bare hand Forms – Solo	18
5.13.1.2. Bare hand Forms – Group	18
5.13.1.3. Weapon Forms - Solo	18
5.13.1.4. Weapon Forms – Group	19
5.13.1.5. Weapon and Bare Hand Forms – Two Men	19
5.13.2 Internal Forms	19
5.13.2.1. Taijiquan Forms - Solo	19
5.13.2.2. Taijiquan Forms – Group	19
5.13.2.3. Weapon Forms - Solo	20
5.13.2.4. Weapon Forms – Group	20
5.13.2.5. Baguazhang Forms	20
5.13.2.6. Xingyiquan Forms	20
5.13.2.7. Bare Hand Forms – Two Men	21



INTRODUCTION

This Competition Rulebook was based on the “**United World Kung-Fu/Wushu Championships**” rulebook.

It was taken into account, this entity vast experience in organizing events with the aim of promoting and preserving Traditional Chinese Martial Arts. This was the main factor in the choice of YMAA Portugal to adopt these guidelines

YMAA Portugal considers that the actual competition rules from the Portuguese Chinese Martial Arts Federation (FPAMC), European Wushu Federation (EWUF) and International Wushu Federation (IWUF), are designed to promote modern Wushu rather than the Traditional Styles. This was the main factor for our non adoption of those guidelines.

This rule book will continue to be developed as new competition categories are attached or needed alterations.



Taolu Rules Revised by
Yang's Martial Arts Association Portugal Judge Core
Amadora, 1 de November de 2013

1. FUNDAMENTALS

1.1. Insurance

Every competitor is required to have a valid personal insurance until the date of the event by showing a signed statement of responsibility in writing, submitted on time to the organizers or it will not be accepted to enter the competition.

1.2. Term of Responsibility

Every competitor is obliged to know the competition rules as to be aware of the inherent risks, and respect and promote in a healthy and respectful manner the Chinese martial arts and all its players.

As such it must be signed by self or in case of being a minor from a parent and submitted on time to the organizers or it will not be accepted to enter the competition.(anexo1)

1.3. Anti doping

The Portuguese Yang's Martial Arts Association runs his activity in regarding the principals of ethics and defending the free spirit of sports and his truthfulness as such and regarding the N°38/2012 of 12 August law, is forbidden any kind of doping to all competing athletes

1.4. Medical Assistance

The organizers will provide the medical assistance, if possible, to all competitors with a Medic on site.

1.5. Video Recording

The organizers will provide with a Video Registration of all events for future record if all human and technical means would allow it.

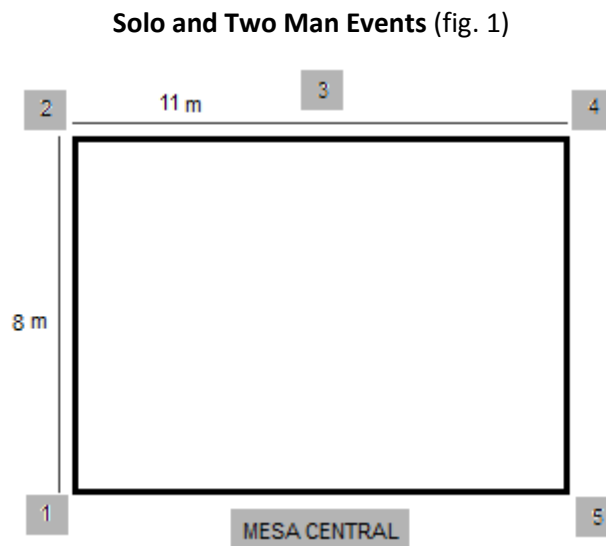
1.6. Blanks

Any kind of situation that occurs while the competition is playing and that is not mentioned in the rulebook shall be dealt with by the judges core.

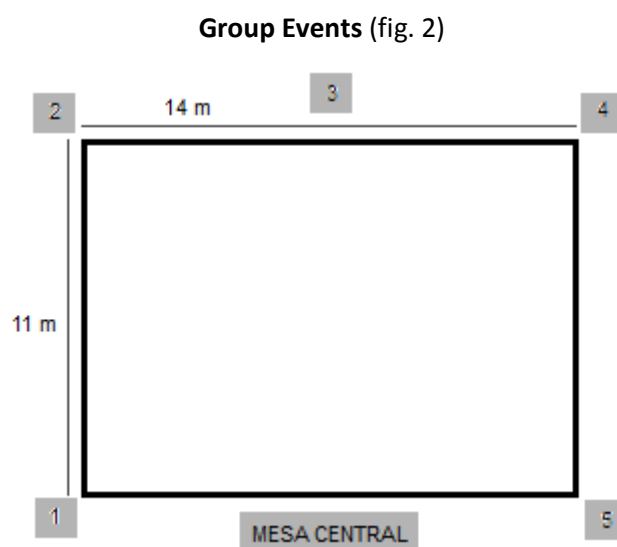
2. COMPETITION ORGANISATION

2.1. Competition Structural Area

The competition area for solo and two men events will, if possible, consist on a carpeted or other type of surface that should suit best for the competitors measuring at least 8m X 11m, with a total area of 88m². Each area can be slightly bigger, but the athletes must be prepared for the base measures. All weapons should stay within these boundaries and should not extend past the boundary limits. (Fig. 1)



The competition area for group events will, if possible, consist on a carpeted or other type of surface that should suit best for the competitors measuring at least 14m X 11m, with a total area of 154m². Each area can be slightly bigger, but the athletes must be prepared for the base measures (Fig.2)



2.2. Judge Placing

Organization

The organizers shall establish in a visible place the event director and the rest of the staff for best supervising the event.

Central Table

The central table should be on one of the biggest sides of the competition area (11m for solo and 14 for group events) and it should have:

- Chief Judge in central position;
- Register on the right side of the chief judge;
- Time Keeper on the left side of the chief judge.

Competition Area

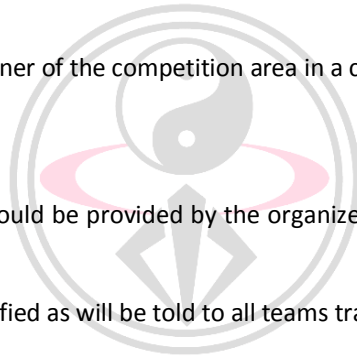
There should be three to five corner judges. This could be altered due to the number of judges that will be available.

They should be placed on each corner of the competition area in a clockwise manner.

Athletes and Trainers

The competition entrance area should be provided by the organizers according to how many areas and position available.

The entrance should be well identified as will be told to all teams trainers.



3. COMPETITION STRUCTURE

3.1. Categories

The athlete's categories registration it's their own coaches' full responsibility.

There are five competition categories:

- Under 12 – concerns athletes who at the present date of the event are 12 years old or less;
- Under 14 – concerns athletes who at the present date of the event are 14 years old or less;
- Under 16 – concerns athletes who at the present date of the event are 16 years old or less;
- Under 18 – concerns athletes who at the present date of the event are 18 years old or less;
- Adults - concerns athletes who at the present date of the event are 19 years old up to 35 years old;
- Veterans – concerns athletes who at the present date of the event are 36 and up.

These two last categories can be divided in two sub-categories:

Beginners for athletes with up to two years of practice;

Advanced for athletes with more than two years of practice

However the years of training not always dictate an athlete's performance so in order of a fair competition the athlete should be inserted in the right category as realistically as possible.

All categories are divided in subcategories:

- **Male**
- **Female**

3.2. Number of Athletes by Competition

The organizers will stipulate how many events each athlete can compete as how many per school.

There should be only competition if there are at least two athletes for solo events or four for group events either internal or external forms.

Group events should be with teams of a minimum of four and maximum seven athletes.

3.3. Drawings

After all athletes are enrolled the organizers will scale all events by area of competition and will draw by computer the order by which athlete will compete within a week before the competition.

The competition format should respect the rotation between all categories.

Fusions

In particular situations and with the agree between organizers and trainers agreeing the events can be fused by categories and subcategories if the number of athletes should require.

This is a away to promote competition for all athletes:

- Weapon events can be fused between Flexible with long or short weapons or even fuse all by which the event be called External Weapons.
- In internal events: Baguazhang and Xingyiquan may all compete in one event called Other Internal Forms.

3.4. Forms Allowed in Competition

There only will be allowed traditional forms thus meaning that are originated by traditional styles either from the south or north external or internal.

Cotemporary forms even if they have a Traditional designation by European Wushu Federation (EWUF) and International Wushu Federation (IWUF) will not be allowed.

Upon registration the trainer should mention which style and form the athlete will perform.

3.5. Weapons

External weapons are divided in three events

- **Long Weapons** (staff, spear, trydent, da dao, etc.)
- **Short Weapons** (saber, sword, bastões curtos, cais, espadas de gancho, etc.)
- **Flexible Weapons** (whip chicote, bastão articulado, leque, corda com dardo, etc.)

All weapons should remain within the competition area and can't pass the limited area.

All weapons must be traditional to enter the competition it will not be allowed contemporary weapons as sabers that are to flexible and light and the blade would not have its function, staffs that are to thin and light and that bend up to a 45º angle.

Short wood weapons will be allowed in the Sub12 and Sub15 events. Ex: sabers and swords.

3.6. Uniforms

All events are formal so all athletes have to dress accordingly.

Athletes can wear Chinese traditional martial arts uniforms (preferably) or pants with the same requirement and a shirt or a t-shirt of his school or from the event itself. The organizers have the right to bear final judgment upon the appropriate clothing. "Karaté" type of uniforms will be dimmed inappropriate and shall not be allowed.

All uniforms must be clean and with minimum wrinkles and appropriate to its wearer size.

Shoes are required for all events. All shoes must be adequate to use in a gym or shoes made for martial arts and should be cleaned especially the shoe soles. Regular street wearable shoes will not be allowed.

3.7. Music and Other Supports

There will not be allowed any music r other supports like breakable materials or scenery's, etc.

3.8. Award Attribution and Procedures

First, second and third medals should be given to the top three contenders of each event categories in general. The organizers will deliberate how will be made:

-Immediately upon conclusion of all events; the athletes will be called by categories to receive their medals beginning with the third place. After they receive the prize they should compliment the judges. After all medals are delivered it can be delivered the trophies.

- **Immediately upon conclusion of each event;** The awards should be delivered upon conclusion of each event.

Being a formal event all athletes should be aligned after the teams parade in a designated area by the organizers, standing upright until all awards are given.

Absolute Champion in Traditional External and Internal Forms in the following categories:

(Sub12/Sub15/Sub17/ seniors / Veteran Beginners and Advanced – Male and Female)

Criteria: 10 points are awarded to first place;

7 points are awarded to second place;

5 points are awarded to third place;

2 points are awarded to fourth and fifth place;.

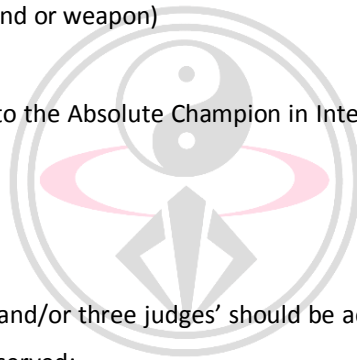
The events for Absolute Champion are:

1 bare hand event

1 weapons event

1 two men event (bare hand or weapon)

It will count the top three events to the Absolute Champion in Internal or External forms. Group events will not count.



3.9. Ties

In case of a tie in all forms all five and/or three judges' should be accounted for. If there is still a tie the following guidelines should be preserved:

When there is two first places there should be two awards for first no award for second and an award for third. If there are two second places there should be one award for first and two for second place no award shall be given to third. If there is a tie for third place there should be one first place a second and two third awards.

3.10. Protests

All judges' decisions can be protested by any athlete orally immediately after the incident. The athlete must inform the head judge before the ending of the event for all athletes know that event decision is pending. .

The protest should be equally be showed in writing by the athletes coach with a fee of 100€ after the event is over. Only the judges can decide by means of voting of the protest.

Before the final decision the judges should take to the event director about the protest in case. The judge's decision should be final and will not be allowed any more protests from that athlete.

In case the protest is regarded invalid the fee should not be returned.

Any flaw in this procedure should dimmed the protest annulled and will not be taken to the judges.

4. COMPETITION PROCEDURE

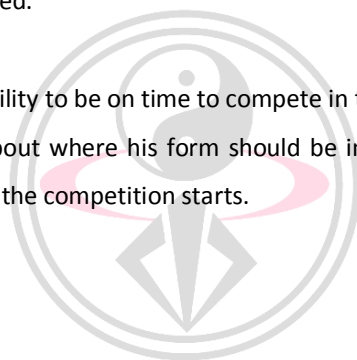
4.1. Introduction

All competition events should be prepared on time and be posted in various locations of the competition.

All athletes should be aware of the order by which the events will unfold and regard time to time to be sure that no event has been changed.

It's upon the athlete the responsibility to be on time to compete in the event.

If any athlete have any doubts about where his form should be in the competition he should ask the head judge of his area long before the competition starts.



4.2. Competition Protocol

The following procedures should be explained by the chief judge before each event:

- Before the beginning o the evens all judges will be presented and their names given. All athletes should be called to the competition area 10 minutes before the start of the event;
- When the head judges see that al is ready he will call the first athlete and the two that follow to be prepared;
- When the athlete is called he should go to his area and salute the head judge with the fist palm salute standing upright with both feet joined. He will be saluting until he receives the head judge order. All judges will be watching as soon as the athlete is called;
- When the head judge gives the sign to enter the area, the athlete should go with attitude to its starting position. No more than 5 seconds should be needed. Never should any athlete talk with the judge's when his name is called, that should be done before the event starts;
- As soon as the starting position is acquired, the athlete should stand perfectible still to show the judges and the timekeeper that he is ready to start his form this should not take more than 5 seconds and should take at least 2 seconds. The clock starts at the athlete's first movement;

-
- The clock will stop as soon as the form is over and the athlete returns to his initial position. After conclusion the athlete should walk in a decisive way to his entrance area and face the judges in a standstill position;
 - After getting his score the athlete will acknowledge the judge's decision with a fist palm salute to all the judges. Only know the athlete ends his form and can leave the area.

5. JUDGES

5.1. Judges Core

The competition judge's core should be:

- Event Director, Head Judge; Corner Judge; Register and Time Keeper

5.2. Event Director

The event director is the head responsible of the events organization

He should have two distinct fields of action, organization and judges and has the following duties:

- Responsible for all management and organizing of the competition;
- Assure that all competition necessities, judges, trainers, athletes and all intervenients are taken care off;
- Manage all judges core in the competition;
- Organize all judges to the different tasks that are required to all competition areas ;
- Managed and supervise all judges reunions to assure all competition areas are ready
- Manage with trainers to resolve problems concerning the competition.

5.3. Head Judge

The head judge is responsible for his area of competition judge's core. Hits duties are:

- Responsible for all dynamics in his competition area;
- Giving point deductions as predicted by the rulebook;
- Giving chores to other judges;
- Manage all corner judges' decisions;
- Check if registration and deductions were correctly are taken by the Register;
- Check if time deductions were correctly taken by the timekeeper;
- Check athlete's weapons before the beginning of each event;
- Alert or disqualify any athlete that should be disrespectful or that should not respect the rules.

5.4. Corner Judge

Corner judges are the ones that will be giving the scores. They're duties are:

- Give points and deductions as the rulebook states;
- Makes registration of all data in an appropriate form. (anexo 3)

5.5. Register

The register has to register all things concerning the competition required by the head judge. His duties are:

- Make sure that the register system is up and running;
- Register all corner judges' scores;
- Register point deductions from the head judge;
- Take account of all scores and deductions to give the final score;
- Responsible for all registry of the competition and should give to the event director upon the end;
- Registers all data in a given proper form. (anexo 4)

5.6. TimeKeeper

The timekeeper is responsible for all the events timekeeping. His duties are:

- Checks if the athletes forms are in the time limits as stated by the rulebook;
- Gives deductions for under minimum or over max time as stated by the rulebook;
- Registers all data in a given proper form. (anexo 5)

5.7. Judges Core Uniform

The organizers should stipulate the judges uniform. It should be allusive to the competition and all the judges should wear it.

5.8. Judging Introduction

There should be five judges for each event and one head judge that will not score unless other circumstances should be required. Either the highest or the lowest score will be taken off and will be given an average from the remaining three scores.

If the remaining three scores have a 0,7 point difference between the highest and the lowest the area judges will reunite to discuss it. The head judge should have the final decision about which score is out of place. Then the judges will score again..

If needed the organizers will only use 3 corner judge's being that all scores will be used. If there is a 0,5 difference between the highest and the lowest the area judges will reunite and after will score again.

For all events judges will use scoring boards. Those will have 2 decimals that should be used to minimize ties.

5.9. Scoring

The scores given by the judges will dictate each athlete position in all events which he will compete. There will not be a pre-selected division interval. The score will serve as a reference point were the athlete is in technical level

All athletes will be scored between 6.0 and 10.0 (it's possible for a beginner to have an 8.0 and above as an advanced could receive under 7.0).

The athlete's technical level should be represented by the following definitions.

5.10. Scoring Technical Level

6.0 – 6.99 Beginner

The form is complete and partially correct but not executed as should be with some poor coordination.. The athlete shows that has a basic idea about his form. It's made an effort to make positions, movements and correct style but it shows some instability and the speed and strength are low. The form is not shown with the correct flow and there is no spirit show.

In these case scores will be around (6.0 a 6.3).

If some of the abilities above are shown in the correct way the scoring will be about 6.99.

There is still a lot of instructing needed.

7.0 – 7.99 Intermediate

The form is better than the one from a beginner. More stable positions but not entirely strong, medium speed but by no means actual fighting speeds. Some strength is showed but with still lack of coordination to obtains maximum potential. Smooth movements but without a continuous flow and. A better spirit is shown and the form is fundamentally correct but with some minor flaws.

Some instructing is needed still.

8.0 – 8.99 Advanced

The form is good with stable positions although some minor glitches can appear. Speed is near to real combat speed. Strength is shown as so is coordination. Flow and smooth movements. The correct spirit is shown however the form may not be totally continuous, is some cases in some applications there is no strength and lack of speed is shown in some movements.

Some minor instruction still needed to upgrade the form.

The form is executed in the correct manner but may not contain high level techniques

9.0 – 9.99 Very advanced

Same as in advanced but there are too few negative remarques.

This is reserved for athletes that not only are advanced but show a form as near to perfection as anyone can do it. Speed is impressive throughout all form, strength is shown in every technique, fast and coordinated movements.

The form should also be with a high degree of difficulty.

Scores	6.5	7.5	8.5	9.5
Form Technical Level	Poor	Reasonable	Good	Very Good
Strength / Stability	Weak	Reasonable	Stable/Good	Very Good
Speed	Slow	Medium	Fast	Very Fast
Power	Weak	Medium	Good	Powerful
Spirit	Low	Reasonable	Good	Very High
General Feeling	Beginner	Reasonable	Good	Very Good

5.11. Repetitions

Any athlete can restart his form without being penalized if he was interrupted by abnormal circumstances as for crowd interference, thrown objects to his competition area or by judge's order. Repetition due to crowd or other athlete's noise without point deductions will not be allowed.

Repetition due to forgetting of the form, broken weapons, etc will be allowed with a 0.5 deduction, this will only be allowed once (Athletes should be aware and check their weapons).

If a weapon breaks during a form the athlete can go and get another weapon and restart with a 0.5 point deduction this will be also if the athlete decides not to stop and finishes the form with a weapon break.

All athletes should be responsible about the quality of their weapons.

5.12. Time Limits

The timekeepers will start at athlete's first movement after standing in the initial position. The time will stop as soon as the form is over and the athlete returns to its initial position in a relaxed and still manner.

The timekeeper will then register the time.

All athletes have to be sure that the form is in the time limits.

All external events will have a minimum of 30 seconds and no maximum time limit.

Internal events will vary although when the events have a maximum time limit there will be a warning 1 minute before the time ends thus the athlete will know that he will only have 1 minute to finish his form. When the limit is over the "time" signal shall be given by the timekeeper and the athlete must end his form immediately. If the athlete misses the time limit a 0.1 deduction will be given if a second "time" should be needed.

There will be an extra 0.1 point deduction for every 5 second interval after time limit is achieved..

External Events	Minimum	Maximum	"Time" Signal	Deductions
1 Man Bare Hand	30 seconds	--	--	O.1 for each 5sec
2 Men Bare Hand	30 seconds	--	--	O.1 for each 5sec
Group Bare Hand	30 seconds	--	--	O.1 for each 5sec
Weapons Events	30 seconds	--	--	O.1 for each 5sec
2 Men Weapons	30 seconds	--	--	O.1 for each 5sec
Group Weapons	30 seconds	--	--	O.1 for each 5sec
Internal Events	Minimum	Maximum	"Time" Signal	Deductions
Bare Hand	4 minutes	5 minutes	4 minutes	O.1 for each 5sec
2 Men Bare Hand	1 minute	2 minutes	1 minute	O.1 for each 5sec
Group Bare Hand	4 minutes	5 minutes	4 minutes	O.1 for each 5sec
Weapon events	3 minutes	4 minutes	3 minutes	O.1 for each 5sec
Baguazhang	45 seconds	3 minutes	2 minutes	O.1 for each 5sec
Xingyiquan	45 seconds	3 minutes	2 minutes	O.1 for each 5sec

Deductions:

All events will have deductions either for not achieving the minimum or passing the maximum time limits. There will be given a 0.1 point deduction for every 5 seconds interval out of time limits.

For example a form that only lasts 22 seconds is 7 seconds to short and will receive a 0.1 deduction because it's on the second "5 seconds" interval. As such a 22 seconds form will have a 0.1 point deduction after the judges final score.

5.13. Judges Guidelines

5.13.1 External Forms

5.13.1.1 Bare Hand Events - Solo

Although event Judging is a bit subjective there are some guidelines for the judges to follow and thus scoring the athletes:

- How well the form is;
- Stable and Solid Stances;
- Speed – ultimately the form should have actual fighting speed;
- Power – there should not be any stiff muscles;
- Spirit – there should be martial spirit with sense of enemy;
- Global Impression.

The lack of either of these guidelines will considerably affect the athlete score. Each judge will evaluate, in his own opinion on how each athlete performs in these guidelines.

5.13.1.2. Bare Hand Events - Group

Same Guidelines as for Bare Hand Solo. The judges should also look on the following:

- Coordination of the above guidelines applied to group concept.

5.13.1.3. Weapons Events - Solo

Same Guidelines as for Bare Hand Solo. The judges should also look on the following:

- Coordination between weapon and body movements;
- Correct use of weapon;
- Ease with weapon;
- Strength and weapon speed.

5.13.1.4. Weapon Events - Group

Same Guidelines as for Weapon Events Solo. The judges should also look on the following:

- Coordination of the above guidelines applied to group concept.

5.13.1.5. Two Men Bare Hand and Weapon Events – Two Men

The athletes should apply the appropriate principals of the Chinese martial arts. Higher scores will be given to those that show a natural reaction as opposite to those that wait for some movements.

- Same as other events;
- Show realism and correct techniques during the forms;
- Control – points will be deducted if lesions occur from lack of control;
- Time limits and point deduction – same as other events.

5.13.2. Internal Events

5.13.2.1. Taijiquan - Solo

Taijiquan events are:

- Taijiquan Yang Style;
- Taijiquan Chen Style;
- Taijiquan Wu Style;
- Other Taijiquan Styles (not contemporary).

Judging will have the following guidelines:

- Rooting
- Body Flow
- Body Movements
- Relaxation,
- Etc.,

The athletes shouldn't only show a form, they should show they're abilities based on this guidelines. Many athletes show a form that is almost complete with almost all the right postures but fail to show to the judges they're iner-abilitie to correctly perform an Internal form opposite of showing an External form done in slow motion.

5.13.2.2. Taijiquan - Group

Same Guidelines as for Taijiquan Solo. The judges should also look on the following:

- Coordination of the above guidelines applied to group concept.

5.13.2.3. Weapon Events - Solo

Same guidelines as for Internal Bare Hand Solo events. They will be applied to each Internal Style presented. The judges should also look on the following:

- Coordination between weapon and body movements;
- Correct use of weapon;
- Ease with weapon;
- Strength and weapon speed.

5.13.2.4. Weapon Events - Group

Same Guidelines as for Weapon Events Solo. The judges should also look on the following:

- Coordination of the above guidelines applied to group concept.

5.13.2.5. Baguazhang

Nowadays there are many Baguazhang styles originated from different areas thus meaning that there are many methods that don't have the same bases and in certain cases quite different from each other.

Baguazhang athletes will be judged following the next 9 guidelines:

- Knowledge on their applications – the athlete must show that he knows how his form should be used in combat;
- Correct alignment;
- Posture;
- Positions;
- Foot work;
- Body and arms;
- Martial Spirit;
- Choreography;
- General impression.

5.13.2.6. Xingyiquan

Judging these events should be based on a qualified judge to assure that the athlete represents this style in a correct manner. Also same guidelines as other form events should be applied.

5.13.2.7. Bare Hand Events – Two Men

Same guidelines as Solo Bare Hand Internal events to which style it concerns: Taijiquan, Baguazhang or Xingyiquan.

The judges will be also watching the following:

- Realism while showing correct form and techniques;
- Control – lesions will be penalized by lack of control.

FIM

