



REGLAMENTO TRADICIONAL DE WUSHU CON
ALGUNAS TRADUCCIONES AL ESPAÑOL.

**Traditional Wushu Competition Rules and Judging
Methods (Trial)**

International Wushu Federation

2019



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Chapter 1 Competition Committee

Article 1 Overview of the Competition Committee

1. Depending on the size of the competition, a competition committee, competition department, or competition office may be established. The competition committee is composed of the personnel responsible for handling competition matters. Under the leadership of the Organizing Committee, it is responsible for the entire event's competition organization.

Chapter 2 Composition and Duties of Jury of Appeals

Article 2 Composition of Jury of Appeals

1. The Jury of Appeals is composed of one (1) Chairman, one (1) Vice-Chairman, and one, three, five, or seven (1, 3, 5, or 7) member(s).

Article 3 Duties of the Jury of Appeals

1. The Jury of Appeals receives team appeals and makes decisions in a timely manner.
2. No one on the Jury of Appeals may participate in or vote on issues related to their own association or federation.
3. An investigation by the Jury of Appeals must be conducted by more than half of the members of the Jury of Appeals. Any decision by the Jury of Appeals is valid only when more than half of its members have voted for it. In the case of a tie vote, the Chairman of the Jury of Appeals shall have the right to make the final decision.
4. All decisions and rulings made by the Jury of Appeals are final.
5. The Jury of Appeals is responsible for the camera locations for each field of play.

Chapter 3 Roles & Responsibilities of Judges & Competition Officials

Article 4 Composition of Judges and Competition Officials

1. Composition of Judges
 - 1.1 One (1) Chief Referee, one to two (1-2) Assistant Chief Referee(s).
 - 1.2 Judging Panel: One (1) Head Judge, one (1) Assistant Head Judge, three to five (3-5) Scoring Judges. Several Judging Panels may be set according to the scale of competition.
 - 1.3 One (1) Chief Scheduler-Recorder.
 - 1.4 One (1) Chief Registrar.
2. Composition of Competition Officials
 - 2.1 Three to five (3-5) Scheduler-Recorders.
 - 2.2 Two to three (2-3) Roll-Call Officials.
 - 2.3 One to two (1-2) Score Keeper(s).
 - 2.4 One to two (1-2) Jury of Appeals Camera Operator(s).
 - 2.5 One to two (1-2) Sound Technician(s).
 - 2.6 One to two (1-2) Announcer(s).

The number of Competition Officials can be increased or decreased according to the scale of the competition.



Article 5 Duties of Officials

1. Chief Referee
 - 1.1 Leads and organizes the work of all officials and ensures that the rules and regulations are implemented correctly.
 - 1.2 Explains the rules and regulations but may not alter them.
 - 1.3 May replace judges during the course of competition, if necessary, and has the right to take disciplinary actions against judges who have committed serious errors.
 - 1.4 Approves and announces competition results then compiles a summary of the judging group's work.
2. Assistant Chief Referee
 - 2.1 Assists the Chief Referee with his/her related tasks and may be responsible for some parts of the competition.
 - 2.2 May act on behalf of the Chief Referee in case of the Chief Referee's absence.
3. Head Judge
 - 3.1 Is responsible for leading referee training and overseeing referee work.
 - 3.2 May deduct points should a routine duration be under or over time and/or for choreography errors.
 - 3.3 With the consent of the Chief Referee, the Head Judge has the right to adjust unreasonable scores but does not have the right to change the scores made by scoring judges.
 - 3.4 Advises the Chief Referee to take disciplinary action against a judge who has committed serious errors.
4. Assistant Head Judge
 - 4.1 Assists the Head Judge with his/her related tasks.
 - 4.2 Manages the site inspection and roll-call to ensure that the competition is carried out smoothly and professionally.
5. Scoring Judge
 - 5.1 Participates in the judges' refresher courses and diligently completes all preparation work.
 - 5.2 Implements the rules, and judges independently and free from conflicts of interest in conformity with the rules, while keeping a detailed record.
 - 5.3 Evaluates an athlete's grade and other errors.
6. Chief Scheduler-Recorder
 - 6.1 Is responsible for all recording work and ensures all competition data and records are accurate.
 - 6.2 Reviews and confirms registration data and then prepares the competition program book and result booklet accordingly.
 - 6.3 Prepares all competition forms.
 - 6.4 May adjust the order and composition of the competition events under the direction of the Chief Referee, including the addition or deletion of personnel and events.
 - 6.5 Reviews the results and rankings of the competition.
 - 6.6 Oversees the preparatory work of the electronic scoring system operators and supervises the on-site system tests.
7. Chief Registrar
 - 7.1 Is responsible for coordinating the venue layout before the competition, establishing the location of the roll-call area of each venue, and marking the location of the athletes entering and exiting.
 - 7.2 Organizes and prepares roll-call, ensuring competition sessions start on time.
 - 7.3 Conducts the roll call on time according to the order of the competition and subsequent records then reports the results of the roll-call to the Chief Scheduler-Recorder in a timely manner.
 - 7.4 Organizes the Awards Ceremony and leads the roll-call for attending athletes.
8. Scheduler-Recorder
 - 8.1 Performs all tasks as assigned by the Chief Scheduler-Recorder.
9. Roll-Call Official



- 9.1 Performs all tasks as assigned by the Chief Registrar.
- 9.2 Implements roll-call in timely order according to the competition and collects music for the events accompanied with background music.
- 9.3 Leads athletes to the field of play before the beginning of each event and hands over the roll-call form to Head Judge.
- 9.4 Is responsible for the starting position of each athlete when more than one athlete is on the same field of play.
- 9.5 Leads athletes in and out of the competition venue.
10. Score Keeper
 - 10.1 Collects and counts registration data and provides competition forms.
 - 10.2 Participates in technical meetings, operates computerized drawing of lots, and helps Chief Scheduler-Recorder arrange the athlete order.
 - 10.3 Provides results bulletin of each event as required.
 - 10.4 Maintains the smooth operation of the electronic scoring system during the entire competition.
11. Jury of Appeals Camera Operator
 - 11.1 Films each competition event in full without interruption.
 - 11.2 Manages and archives all footage.
12. Announcer
 - 12.1 Announces via public address system pertinent competition information and updates as necessary. Performs all announcements in a timely manner.
13. Sound Technician
 - 13.1 Plays the events music and ceremony music as required by the organizing committee.
 - 13.2 Plays the accompanying music once an athlete has stood on the field of play for 3-5 seconds.

Chapter 4 Participation Methods

Article 6 Participants

1. Participants include athletes, coaches, team leaders, and team doctors.

Article 7 Participation Rules

1. Behavior and Etiquette
 - 1.1 Obey the rules and regulations, register on time, and abide by the provisions of the competition.
 - 1.2 Participate in pertinent technical meetings, share opinions and raise questions, and abide by the decisions made by the organizing committee.
 - 1.3 Conform with wushu etiquette, the spirit of fair play, obey the referees, and respect opponents.
 - 1.4 Do not interfere with the referee's ruling. The International Wushu Federation will address rule violations seriously.

Article 8 Appeals Procedure

1. Content & Scope
 - 1.1 Each Team has the right to appeal at most five (5) times within a single competition.
 - 1.2 Appeals may only be lodged with regards to routine time limit issues.
 - 1.3 Appeals may only be lodged by team coaches/team leaders on behalf of their own team's athletes.
2. Appeals Procedure and Requirements
 - 2.1 Should a participating team object to the judges' appraisal of one of its team's members, the



respective team leader or team coach may lodge an appeal by submitting it in written form to the Jury of Appeals within 15 minutes of the conclusion of the athlete's event, together with an appeal fee of US\$200.

2.2 The content of each appeal may only address one issue.

For more information see Article 18 Appeals.

Capítulo 5 Regulaciones Generales.

Article 9 Tipos de competencias.

1 Clasificación basado en formato

1.1 Eventos individuales

1.2 Eventos en equipo

1.3 Eventos individuales y por equipo

2 Clasificación basada en grupos de edad

2.1 Eventos Senior

2.2 Eventos Junior

2.3 Eventos Infantiles

Artículo 10 Eventos de competencia y Eventos de performance.

1 Eventos de competencia

1.1 Estilos de Wushu (kung-fu) Tradicional incluyendo rutinas a Manos libres, Armas, Duilian (Coreografías de combate) y Jiti (Rutinas grupales).

1.2 Gongfa tradicional.

2 Eventos de performance

2.1 Eventos que están basados en técnicas de Wushu y presentan grupos artísticos de Wushu.

Artículo 11 Categorías por Edad

1. Descripciones de categoría por edad

1.1 Niños pequeños (**Grupo A**): 8 años (incluyendo 8) y menores

1.2 Niños (**Grupo B**): Entre 9 y 11 años (Incluyendo 11)

1.3 Juvenil (**Grupo C**): Entre 12 y 17 años (Incluyendo 17)

1.4 Junior (**Grupo D**): Entre 18 y 39 años (Incluyendo 39)

1.5 Adultos (**Grupo E**): Entre 40 y 59 años (Incluyendo 59)

1.6 Senior (**Grupo F**): 60 años (Incluyendo 60) y mayo

Article 12 Determining Event Start Order

1. The athlete start order for each event is determined by a drawing of lots carried out by the recording group and supervised by the Jury of Appeals and the Chief Referee.

Article 13 Roll-Call

1. Competitors shall arrive at the designated area for the first roll-call, which will occur 30 minutes prior to the start of the event. The second roll-call will occur 20 minutes prior to the start of the event, and the third roll-call will occur 10 minutes prior to the start of the event.



Article 14 Competition Etiquette

1. The athlete shall issue a palm-and-fist salute to the head judge when they are called to and/or announced at the field of play, when they have completed their routine, and when their final scores are displayed.

Article 15 Time Keeping

1. Timing will commence from the first movement an athlete makes after they have assumed a static position. Once an athlete has assumed an upright position and brings his or her feet next to each other upon completion of his or her routine, the timing will stop.

Article 16 Displaying of Scores

1. Each athlete's results shall be openly displayed.

Article 17 Forfeit

1. Should an athlete fail to attend a roll-call, it will be considered as a forfeit.

Article 18 Appeals

1. Appeals Procedures and Policies
 - 1.1 The Jury of Appeals shall immediately review and make an arbitration conclusion decision based on the content of the appeal., and the judgment of the Jury of Appeals shall be final.
 - 1.2 More than half of the members of the Jury of Appeals must participate in the consideration of an appeal, and more than half of the votes must be cast in favor of a decision in order for it to be valid. If the basis of the appeal is ruled legitimate the result will be altered, and the appeal fee will be refunded; if the basis for the appeal is ruled as illegitimate, the original result will be upheld, and the appeal fee will not be refunded.
 - 1.3 Each team must accept the ruling of the Jury of Appeals as final. If a team is dissatisfied with the ruling and continues to argue unreasonably, such behavior will be dealt with seriously and according to the relevant provisions of the IWUF.
 - 1.4 Following a ruling, a full investigation report will be submitted in a timely manner to the Organizing Committee for record purposes, and a written notice will be issued to the team that has lodged the appeal.

Article 19 Doping Control

1. Doping control tests will be conducted in line with the requirements and procedures of the International Olympic Committee and the International Wushu Federation.

Article 20 Competition Event Ranking and Placing

1. Ranking
 - 1.1 Individual Events, Duilian, and Group Events
 - According to the results of each event, the highest scoring athlete will be placed first, the second highest score will be placed second, on so on.
 - 1.2 Individual All-Around Divisions
 - According to the combined results of an athlete's single individual events the highest-scoring athlete will be placed first, the second-highest score will be placed second on so on.
 - 1.3 Team Events
 - The placing will follow the method stipulated in the regulations of the event in question.
2. Tied Scores



- 2.1 Individual Events, Duilian, and Group Events
 - The athlete whose average of his/her two discarded scores is closer to the average of his/her valid score will be ranked higher.
 - The athlete whose average of his/her two discarded scores is higher which will be ranked higher.
 - The athlete with the higher lowest-discarded score will be ranked higher.
 - Should there still be a tie after following the above guidelines, then the final ranking will remain a tie.
- 2.2 Individual All-Around Divisions
 - The athlete who placed first in more divisions will be ranked higher.
 - The athlete who placed second in more divisions will be ranked higher.
 - Should a tie still exist after following the above guidelines, then the result will remain a tie.
- 2.3 Team Events
 - The team with more Individual event first place finishes will be ranked higher.
 - The team with more Individual event second place finishes will be ranked higher, and so on.
 - Should a tie still exist after following the above guidelines, then the result will remain a tie.
3. Placing
 - 3.1 For individual events, duilian, and group events prizes will be awarded the first, second, and third places. Each medalist will be ranked from high to low according to the results of the competition. The specific proportions of each award are determined by the specific competition Regulations.

Article 21 Performance Event Placing

1. For Performance events prizes will be awarded the first, second, and third places. Each medalist will be ranked from high to low according to the results of the competition. The specific proportions of each award are determined by the specific competition Regulations.
2. Other special awards may also be set up for Performance events. Special awards are stipulated by the specific competition regulations.

Artículo 22 Límite de tiempo en rutina

1. **Límites de tiempo específico para rutinas**
 - 1.1 Eventos individuales y Duilian deben durar entre 40 segundos y 2 minutos en total (Excluyendo Taijiquan, Taijijian y Gongfa). El juez principal soplará un silbato cuando pase 1 minuto 30 segundos.
 - 1.2 Taijiquan debe durar entre 3 y 4 minutos en total. El juez principal soplará un silbato cuando pasen 3 minutos.
 - 1.3 Taijijian debe durar entre 3 y 4 minutos en total. El juez principal soplará un silbato cuando pasen 3 minutos.
 - 1.4 Gongfa debe durar entre 2 y 3 minutos en total. El juez principal soplará un silbato cuando pasen 2 minutos.
 - 1.5 Rutinas Grupales deben durar entre 3 y 4 minutos en total.

Article 23 Athlete Number Limits for Group and Performance Events

1. Group Events
 - 1.1 Each group must consist of no fewer than six (6) athletes for Group events.
2. Performance Events



- 2.1 There are no athlete number limits for Performance events, unless otherwise indicated in the specific competition regulations.

Article 24 Accompanying Music

1. Requirements for Accompanying Music
 - 1.1 Music requirements should be in accordance with the specific competition regulations.
 - 1.2 For events that require accompanying music, routines must be performed with music. Each athlete should provide their own music, which should be suitable for performing the routine.
 - 1.3 Music should be prepared on a CD or flash disk in an Mp3 format. The prelude before the beginning action and the ending music after the ending action must not exceed 15 seconds. The music used for competition must be a standalone recording.
 - 1.4 Participating teams must cooperate with the Sound Technician in order to ensure the correct music is played for their athletes.

Article 25 Regulations for Unfinished Routines

1. For athlete(s) who do not finish his/her routine, no score shall be awarded.

Article 26 Routine Restart

1. An event or competitor whose performance is interrupted by unforeseen circumstances (such as electrical supply interruption at the stadium, problems with the electronic scoring system etc.) depending on the actual circumstances may, with the head judge's permission, repeat his/ or her performance without incurring additional deductions for restarting. The competitor may repeat his or her performance after the final competitor of the event in question. Should the athlete(s) applying for restart are be last in the last order of the event, he/she must restart within 5 minutes.

Article 27 Competition Attire

1. Judges
 - 1.1 Judges must wear the specified judges' uniforms.
2. Athletes
 - 2.2 Athletes should wear competition uniforms with athletic, event, or cultural characteristics, and wushu shoes.

The Regulations may uniformly stipulate the athlete's competition clothing according to the type and content of the competition.

Article 28 Competition Area

1. The competition area for individual events routines is 14 meters in length by 8 meters in width. The competition area is surrounded by a safety area of at least 2 meters in width and shall be demarcated on all 4 sides by a white line 5 cm thick.
2. The competition area for group events and performing events is 16 meters in length by 14 meters in width. The competition area is surrounded by a safety area of at least 1 meter in width.
3. The vertical empty space above the competition area should have a height of at least 8 meters. Distance between two fields of play should not be less than 4 meters.
4. Lighting in the competition venue should meet the minimum illumination requirements for high definition filming and broadcast. In general, throughout each field of play, a minimum of 1200 lux is required.



Article 29 Competition Equipment and Weaponry

1. Equipment
- 1.2 All equipment should conform with IWUF technical standards and requirements.
2. Weaponry
- 2.1 During competition, only IWUF-approved weaponry may be used.

Chapter 6 Scoring Methods & Standards

Artículo 30 Métodos de Calificación

3. Confirmación del marcador real.

- 3.1 En el caso de 3 jueces, el promedio de los 3 jueces es el marcador real.
- 3.2 En el caso de 4 jueces, el promedio de las 2 calificaciones medias es el marcador real.
- 3.3 En el caso de 5 jueces, el promedio de las 4 calificaciones medias es el marcador real.

4. Ajustes en el marcador por el Juez Principal.

- 4.1 Si el marcador real muestra ser significativamente irracional, el Juez Principal puede agregar o deducir puntuación antes de que el marcador final sea desplegado.
- 4.2 El Juez Principal puede hacer ajustes al marcador de 0.01 a 0.05.
- 4.3 El Juez Principal puede hacer ajustes al marcador de 0.05 a 0.1 con la aprobación del Jefe de Jueces.

5. Determinando el marcador final.

- 5.1 El Juez Principal hace las "deducciones del Juez Principal" del marcador real del Atleta y agrega los "Ajustes del marcador por el Juez Principal", el resultado es el marcador final del Atleta.

Article 31 Grading Criteria

1. Performance Grading
- 1.1. Overview
 - Overall performance is graded into three (3) levels and nine (9) sublevels, with 8.50-10.00 points for "superior," 7.00-8.49 points for "average," and 5.00-6.99 points for "inferior" (see *Form 1 for details*).
- 1.2. Overall Performance grading requirements for Competition Events
 - Techniques are standard, with correct methods, and outstanding style. The routines performed by athletes should include the main content and techniques of the specific style, highlighting the technical characteristics of the style and the individual performing style.
 - Power is smooth, with accurate force, and movements are coordinated. Athletes' performances should show the strength and methods of the style. The hands, eyes, torso techniques, and steps should be coordinated, and weapon(s) should be coordinated with the whole body.
 - Rhythm is appropriate, with focus energy, and proficient techniques. Athletes' performances should show a reasonable rhythm of movement, a clear sense of attacking and defending, and proficient performing skills.
 - Structure is seamless, the choreography is practical, and the content is substantial. The



complete set of movements of the athletes should be consistent with the technical characteristics of the style and be traditional in nature.

- Movements should be standardized, soft, and natural; coherent and vivid, and of an appropriate speed; concentration is evident, with smooth breathing; the mind is peaceful, and the style is outstanding; the performance is combined with the characteristics of the style.
- Duilian (Choreographed Sparring) content should be plentiful, with compact structure, realistic action, outstanding style, strict coordination, and realistic attacking and defending techniques.
- The Jiti (Group Routine) Event should be cleanly organized. The techniques of the Group event should highlight the characteristics of the traditional style, subtly coordinated, the movements are uniform, with compact structure, well-planned layout, and rich pattern changes.
- The music style should be in harmony with the event characteristics and technical movements.

1.3. Overall Performance grading requirements for Performance Events

- Taking wushu techniques as the main content and absorbing and integrating other artistic elements properly.
- Making good use of other artistic techniques to highlight the style.
- The structure is compact, with plentiful content, proficient techniques, subtle cooperation, a clear theme, with an atmosphere drawing on popular trends and fully demonstrating a positive, healthy, and uplifting spirit.
- Music is closely related to the theme and movement, well-coordinated, and smooth.
- There is a sense of innovation.

2. Deductions

2.1. Deduction content and standards for other errors

- Forgetting: Deduction 0.1.
- Out-of-bounds: Deduction 0.1.
- Loss of Balance: (Sway/Shuffle/skip) Deduction 0.1.
- Weapon/Clothing Affects Movements: Deduction 0.1.
- Deformed Weapon: Deduction 0.1.
- Additional Support: Deduction 0.2.
- Broken Weapon: Deduction 0.3.
- Dropped Weapon: Deduction 0.3.
- Fall: Deduction 0.3.
- For Duilian: Attack wide or off of target area: Deduction 0.1; Miss in attack or defense: Deduction 0.2; Mishit on Partner(s): Deduction 0.3.

The deductions above will be made for each error as they occur. Technical errors will be deducted as they occur in a cumulative manner. (see Form 2 for details)

2.2. Deductions by the Head Judge

- The time it takes the athlete to complete the routine: If it is less than the specified time or exceeds the specified time by a total time of within 5 seconds (including 5 seconds), 0.1 points will be deducted; if it is less than the specified time or exceeds the specified time between 5 and 10 seconds (including 10 seconds), 0.2 points will be deducted; if it is less than the specified time or exceeds the specified time by more than 10 seconds, 0.3 points will be deducted. At most 0.3 points may be deducted for time.
- Should an athlete fail to complete his/her routine within the specified time and the total deduction by the Head Judge has reached 0.3 points, the Head Judge shall notify athlete promptly to end his/her performance. This case shall be regarded as the athlete finished his/her routine.
- Should the athlete have not completed his/her routine for his/her own reasons, she/he may restart once with the consent of the Head Judge. After his/her performance is finished, the Head Judge shall deduct 1 point from the athlete's score. Athletes who could not completed



their routine for reasons beyond their control may restart his/her routine once without penalty points at the Head Judge's discretion.

- Should the number of athletes in the Group Event be fewer than the number specified in the competition regulations, 0.5 points shall be deducted for each athlete missing.
- If the music does not meet the requirements of the competition regulations, 0.1 points will be deducted.
- In any traditional wushu taolu performances, should there appear any Degree of Difficulty Movement in the B-level and above as stipulated in the "Wushu Taolu Competition Rules" (2019) approved by the International Wushu Federation, 1 point will be deducted for each occurrence.

Artículo 31 Criterios de Evaluación importantes en Español

1 Evaluación del Rendimiento

1.1 (Dirigirse a la Tabla)

1.2 Requerimientos para la evaluación del Rendimiento General en eventos de competencia.

- Técnicas son estandarizadas con el método correcto y buen estilo. Las rutinas deben incluir el contenido y técnicas principales del estilo específico, resaltando las características técnicas del estilo y la ejecución personal.

- El poder es suave, con fuerza adecuada y los movimientos son coordinados. La presentación del atleta debe mostrar la fuerza y métodos del estilo. Las manos, vista, técnicas del dorso y pasos deben ser coordinados; las armas deben estar coordinadas con todo el cuerpo.

- El ritmo es apropiado con energía enfocada y técnicas eficientes. La presentación de los atletas debe mostrar un ritmo razonable de movimiento, con un claro sentido de defensa y ataque y unas habilidades de desempeño eficiente.

- La estructura es fluida, la coreografía es práctica y el contenido es sustancial. El set completo de movimientos del atleta debe ser consistente con las características técnicas del estilo y ser tradicional por naturaleza.

- Movimientos deben ser estandarizados, suaves y naturales; coherentes y vividos y con una velocidad apropiada; concentración evidente con respiración suave; mente pacífica y el estilo es maravilloso. El rendimiento esta combinado con las características del estilo.

2 Deducciones

2.1 Contenido de las deducciones y lineamientos para otros errores.

- Olvido 0.1
- Salida 0.1
- Desbalance 0.1
- Arma o accesorios afectan el movimiento 0.1
- Arma deformada 0.1
- Arma toca el piso o el cuerpo 0.1
- Apoyo adicional 0.2
- Arma se rompe 0.3
- Arma se cae 0.3
- Caída 0.3

2.2 Deducciones por el Juez Principal

- Límite de tiempo: Si el tiempo es menor o excede los límites especificados hasta 5 segundos 0.1 se deduce. Si es mas de 5 y hasta 10 segundos 0.2 se deduce. Si es mas de 10 segundos 0.3 se deduce. La máxima deducción por tiempo es 0.3

- Si el atleta no completa su rutina por sus propias razones, puede empezar nuevamente con la aprobación del Juez Principal, con la deducción de 1 punto del marcador final.

- En cualquier presentación de Taolu de Wushu Tradicional, si contiene cualquier Nandu de grado B y mayor de acuerdo a lo estipulado en las "Reglas de competencia de Taolu 2019" aprobada por la IWUF, 1 punto será deducido por cada elemento.

Article 32 Miscellaneous

1. The above rules apply to traditional wushu (Kung Fu) competitions at all levels.
2. The right of interpretation belongs solely to International Wushu Federation.

Form 1

Tabla de Rango de Calificaciones generales.

Nivel		Grado	Rango de Puntación
Superior	Alta	①	9.50-10.00
	Media	②	9.00-9.49
	Baja	③	8.50-8.99
Buena	Alta	④	8.00-8.49
	Media	⑤	7.50-7.99
	Baja	⑥	7.00-7.49
Inferior	Alta	⑦	6.50-6.99
	Media	⑧	6.00-6.49
	Baja	⑨	5.00 – 5.99



Form 2

Otros Errores Deducciones Contenidos, Criterios y puntos.

Categoria	Deducciones		
	0.1 Deduction	0.2 Deduction	0.3 Deduction
Atuendos/ Zapatos/ Accesorios	<ul style="list-style-type: none"> • Broad sword ribbon, straight sword tassel, or soft weapon entangles hand or body • Buckle/button is open or ripped • Attire or headwear fallen to ground • Shoe(s) fall off 		
Armas & Utencilos	<ul style="list-style-type: none"> • Weapon unintentionally makes contact with the floor • Weapon leaves the hand(s) • Weapon touches/entangles the body • Weapon deformed 		<ul style="list-style-type: none"> • Weapon broken • Weapon dropped on the floor
Salidas	<ul style="list-style-type: none"> • Any part of competitor's body touches floor outside carpet boundary line 		
Equilibrio/ Balance	<ul style="list-style-type: none"> • Torso sways, foot shuffles or skips 	<ul style="list-style-type: none"> • Extra support 	<ul style="list-style-type: none"> • Fall
Olvidos	<ul style="list-style-type: none"> • Each forgetting 		
Coregrafias	<ul style="list-style-type: none"> • Attack wide or off of target area 	<ul style="list-style-type: none"> • Misses in attack or defense 	<ul style="list-style-type: none"> • Mishit on partner(s)

Other Errors Explanation:

- **Sway:** A sway is defined an athlete's upper body is displaced (sways) in 2 different directions. For example, if the athlete loses his center of balance and leans his/her upper body to maintain his balance, either left and right, forward and backwards, or in a circular motion ending upright, it is regarded as a sway.
- **Shuffle:** This refers to a situation when standing or landing on both feet or on a single foot or on one foot and one leg. Should any supporting foot move or be displaced laterally it is considered as a shuffle.
- **Skip:** This refers to a situation when standing or landing on both feet or on a single foot. Should any supporting foot leave the carpet in a skip or hop it is considered a skip.
- **Additional Support:** Should an athlete, during his/her performance, either when moving or in a set posture, lose balance and make use of a hand, elbow, knee, non-supporting leg (during a



single leg posture) or the weapon as an additional support it is considered as an additional support. (Note: should the weapon hit the floor during the course of a movement without any force applied to it as additional support it should be considered as a weapon hitting the body or floor and be deducted for accordingly).

- **Fall:** Should an athlete, during his/her performance, either when moving or in a set posture, lose balance and make use of both hands, the head, the upper arm (above the elbow), shoulder, torso, buttocks; or should any two or more parts of the body simultaneously make contact with the floor, or one part of the body and the weapon (the weapon is considered an extension of the arm), it is considered as a fall. (Note: In Choreographed Sparring events, intentional falls to the ground are neither considered as nor deducted for as falls).
- **Weapon-Touching-Body:** Should an athlete, during a technique with a weapon strike, tap or touch any part of his/her body, it will be considered as weapon-touching-body and be deducted accordingly.
- **Weapon Deformed:** This refers to when the weapon has been deformed to a degree in excess of 45° from its original intended shape.
- **Weapon Broken:** This refers to when the weapon has been broken into at least two parts from its original intended shape.
- **Out-of-bounds:** Should an athlete, during his/her performance, touch the floor outside of the boundary line of the competition arena with any part of his/her body, it is considered as out-of-bounds. Should the weapon touch the floor outside of the boundary line of the competition arena, or any part of the performer's body extend beyond the boundary line of the competition arena but not make contact with the floor it is not considered as out-of-bounds.
- **Forgetting:** Should an athlete during his/her performance have a lapse of memory and be interrupted and pause unconventionally or have chaotic movements, it is considered as forgetting.



Form 3

Participant Registration Information Form

Federation Name:

Federation Address:

Tel No.: Fax Number:

Email Address 1: Email Address 2:

Contact Person: Mobile No.:

For Team Officials:

No.	Full Name	Gender	ID Type	ID Number
1				
2				
3				
4				

For Athletes:

No.	Full Name	Gender	ID Type	ID Number
1				
2				
3				
4				
5				
6				
7				
8				

Secretary General/
Team Leader/Coach

Federation Stamp

Date



Form 4

Event Participation Registration Form

Team Name:

Team Leader:

Coach:

Team Doctor:

No.	Gender	Name	Group	Date of Birth	Competition Event									
					Traditional Bare Hand Routines				Traditional Weapons Routines			Duilian		Group Event
					Taijiquan	Nanquan	Other Bare-hand style		Single weapon	Double Weapons	Soft Weapon	Event Name	Athlete Name	
					Event Name	Event Name	Bare hand style	Event Name	Event Name	Event Name	Routine Name			
1	Men/ Women													
2														
3														
4														
5														
6														

Contacts:

Phone Number:

Representative Team (Seal)

DD/MM/YY

Note: 1. Please specify the name of routine according to the event classification in the contest rules. 2. Please specify the name of combat event and group event in the correct columns and tick "√" in the contrastive column for athletes who's joined in both events. 3. Please specify the individual style of hand form and the name of the routine. 4. Please fill in the form in order of age group.



Form 9

Head Judge Score Recording Form

Event: _____ Session _____ FOP _____ Group _____ Month _____ Day _____

Comp. Order No.	Athlete	Team (Code)	Age Group	Routine Duration	Scoring Judges' Scores						Head Judge Score		Final Score
					1	2	3	4	5	Actual Score	Deductions	Additions	

Head Judge signature: _____

Scheduler-Recorder signature: _____

Form 10

Individual and Duilian Event Final Score and Ranking Form

Event: _____ Session FOP Group Month Day

Comp. Order No.	Athlete	Team (Code)	Event Name	Score	Ranking/ Grade

Head Judge signature: _____ Scheduler-Recorder _____

Form 11

Group Event Final Score and Ranking Form

Event: _____ Session FOP Group Month Day

Comp. Order No.	Team (Code)	Event Name	Score	Ranking/ Grade

Head Judge signature: _____ Scheduler-Recorder _____



Form 12

Group Event Score Recording Form

Gender _____ Group _____

Month _____ Day _____

Comp. Order No.	Athlete	Team (Code)	Competition Event Scores and Ranking						Overall Score	Ranking/ Grade
			Event 1	Score	Event 2	Score	Event 3	Score		

Head Judge signature: _____

Scheduler-Recorder signature: _____



Form 13

Team Performance Event Score Recording Form

Comp. Order No.	Team (Code)	Overall Athlete Scores												Overall Score	Ranking
		Athlete 1	Score	Athlete	Score	Athlete 3	Score	Athlete 4	Score	Athlete 5	Score	Athlete 6	Score		


Head Judge signature: _____

Scheduler-Recorder signature: _____





International Wushu Federation (IWUF) Wavier of Liabilities

Federation:		 <p>Photo Passport Size</p>
Name of Participant:		
Name of Parent/Legal Guardian (if applicable):		
Date of Birth:		
Age:		
Nationality		
Gender		
Passport No.:		
Role of Participants: <input type="checkbox"/> Athlete <input type="checkbox"/> Team Manager <input type="checkbox"/> Coach <input type="checkbox"/> Doctor <input type="checkbox"/> Observer		

I, the undersigned, knowingly and without duress, in consideration of the IWUF and Organizing Committee accepting my application, I hereby assume all risk of physical and mental injuries, disabilities and losses which may result from or in connection with my participation. Acting for myself, heirs, personal officers, agents, representatives and assignees, I do hereby release the IWUF and Organizing Committee, its officers, agents, representatives, volunteers, judges and referees and other related members from all claims, actions, suits, and controversies at law or in equity by reason of any matter, cause or thing whatsoever that I may sustain as a result of or in connection. I fully understand that all medical attention or treatment afforded to me by the IWUF and Organizing Committee, its officers, medical personnel, representatives, volunteers, and all other related members will be of the first aid type only, and hereby release the IWUF and Organizing Committee its officers, representatives, volunteers, and all other related members from any liability for such aid. I understand it is my obligation to obtain my own medical coverage.

I agree to abide by and follow the Rules established by the IWUF and Organizing Committee. I agree that I will conduct myself in a professional and courteous manner at all times and to be subject to penalties and sanctions for violations related thereto. I understand that my protest must be conducted in accordance with the Rules of Arbitration. I agree that my performance, attendance, and participation at the competition may be filmed or otherwise recorded or released or telecast live. I consent to allow the IWUF and Organizing Committee use of my name, address, voices, poses, pictures and biographical data concerning full or parts, in any form or language, with or without other material, throughout the world, without limitation, for television, radio, video, theatrical medium picture, or any other medium by any devices now known or hereafter devised and I do hereby waive any compensation in regard thereof as well as any future rights to the aforementioned.

I have read and fully understand the waiver listed above.

Signature of Participant	Signature of Parent/Legal Guardian	Date