

This booklet defines the procedure and evaluation criteria of the
form competitions held at the

INTERNATIONAL HUO YUAN JIA MEMORIAL MARTIAL ARTS CHAMPIONSHIP



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1. Introduction

In order to organize tournaments of high quality and to make evaluations transparent for all participants, a consistent set of rules is required.

All Kung Fu styles undoubtedly rely on fundamentals such as a certain amount of applied strength, interaction of both hands and feet as well as emphasis on certain features.

In order to differentiate between traditional and modern Kung Fu, we must be able to decide in which cases acrobatics are useful or applicable and in which cases they are merely playful deception. In weapon categories the application features of each weapon must be clear in order to assess their useful application. This above all calls for exchange and information among each other.

2. Judges

Each competition area is staffed by one main judge and four other judges.

requirements for judges:

- age: at least 18 years of age
- experience in Kung Fu: at least 6 years

2.1 tasks and responsibilities

judges:

After each demonstration, the judges speedily announce their scores by holding up their score cards.

All evaluations are delivered to the best of belief and free of any prejudice against the style, the participants themselves or the school they represent.

exceptions:

unability to assess a demonstration

In this case the judge indicates his/her question through a hand signal after the end of the demonstration and before the evaluation.

main judge:

It is the main judge's responsibility to ensure a speedy and fair procedure of each category.

The main judge oversees the form competition in the respective area. During its' progress, he is the only contact person for all judges, participants and helpers.

He instructs the judges and writers before the beginning of each class and is responsible for the check of the weapons.

Exchanges of judges and writers must be coordinated with the main judge. Demonstrations may be interrupted by the main judge only. If a demonstration is discontinued, only the main judge is entitled to grant a restart.

Just like the other judges, he delivers his impartial evaluation by use of the score cards.

Based on the other judges' points and his own evaluation, he/she determines the average score of the respective demonstration. Official penalty points (see p. 10) are announced loudly by the main judge and deducted from the average score.

exceptions:

- improper conduct of starter or coach
- intraditional demonstration if it has been evaluated too highly by the judges

In these cases, the main judge summons all judges to the main judge's table in order to discuss penalty points and to collate all scores according to the set of rules.

3. Categories

<u>Chin Woo Class:</u> Tan Tui Shi Zi Zhan Tuo Zhan Gong Li Quan Jie Quan Da Zhan Quan (first set) Ba Gua Dao Qun Yang Gun Lu Hua Gun Wu Hu Qiang	<u>7 Star Mantis Class:</u> Beng Bu Duogan Cha Chui Dafanche Shibashou	<u>Eagle Claw Class:</u> Luohan Quan Wu Hu Quan Ba Bu Chui Xiao Mian Zhang Da Mian Zhang	<u>Wing Chun Class:</u> Siu Nim Tao Chum Kiu Biu Tze Luk Dim Bun Guan Bart Cham Dao Mok Jan Chong
<u>Hung Kuen Class:</u> Fu Hok Seung Ying Kuen Fok Fu Kuen Ng Ying Kuen Ng Hang Kuen Sap Ying Kuen	<u>Open Class:</u> Northern hand forms Southern hand forms stick forms (all styles) saber forms (all styles) sword forms (all styles) spear forms (all styles) double weapon forms (all styles) other weapon forms (all styles) two-man forms (all styles) wooden dummy forms (all styles)		
<u>Tai Ji Class:</u> Chen Tai Ji hand forms Yang Tai Ji hand forms Wu Tai Ji hand forms Sun Tai Ji hand forms Wu Hao Tai Ji hand forms Schwert (all styles)	<u>Grandchampion Class:</u> Each starter has to present a hand form, a long weapon form and a short weapon form. Each demonstration receives a score. The starter with the highest score out of all three performances wins.		

3.1 age groups

Chin Woo Class:

children up to 12 years of age
adolescents 13 to 17 years of age
adults 18 to 35 years of age
seniors 36 years of age and over

Tai Ji Class:

children up to 12 years of age
adolescents 13 to 17 years of age
adults 18 to 35 years of age
seniors 36 years of age and over

Hung Kuen Class:

children up to 12 years of age
adolescents 13 to 17 years of age
adults 18 to 35 years of age
seniors 36 years of age and over

7 Star Mantis Class:

children up to 12 years of age
adolescents 13 to 17 years of age
adults 18 to 35 years of age
seniors 36 years of age and over

Wing Chun Class:

children up to 12 years of age
adolescents 13 to 17 years of age
adults 18 to 35 years of age
seniors 36 years of age and over

Eagle Claw Class:

children up to 12 years of age
adolescents 13 to 17 years of age
adults 18 to 35 years of age
seniors 36 years of age and over

Open Class:

children up to 8 years of age
children up to 12 years of age
adolescents 13 to 17 years of age
adults 18 to 35 years of age
seniors 36 years of age and over

two-man forms:

children up to 12 years of age
adolescents 13 to 17 years of age
adults 18 years of age and over

Grandchampion Class:

children and adolescents
up to 16 years of age
adolescents and adults
up to 16 years of age

3.2 groups for beginners

Only in the open class there are two different performance levels. B for beginners (up to 3 years of experience) and A for advanced (3 years of experience and over).

4. Procedure

4.1 competition area

After the respective category has been called up, the judges and starters speedily gather at the competition area. Potential questions and hand signals are clarified.

All starters line up at the competition area to determine completeness.

In default of appearance within two minutes and after being called up three times, the starter in question will be crossed off the list.

In the weapon categories, the main judge revises all weapons (see point 10). If a weapon does not meet the requirements, the main judge informs the participant of the imminent points deduction. Should the participant still decide to use the weapon, the main judge notifies the other judges accordingly and deducts the official penalty points after the demonstration.

After the greetings, all competitors proceed to the waiting area. The judges take their seats and the competition starts with the first demonstration according to the list of participants. If necessary, the judges pass their score sheets on to the main judge after the assessment of the last starter.

The participants line up opposite the judges. The rankings from 1 to 3 are announced.

The category terminates after the final greetings.

4.2 demonstration procedure

Once the competitor has been called up by the main judge or writer, he/she enters the competition area. This marks the beginning of the judges' evaluation (appearance etc.)
The competitor proceeds to the main judge's table and greets him/her in the traditional way.

Afterwards the competitor assumes his/her starting position in the competition area.
Following a brief concentration phase, he/she begins the demonstration of the form.
Once the performance has ended, the starter returns to the middle of the competition area and awaits his evaluation facing the main judge.
After receiving his/her score, the starter leaves the competition area.

4.3 evaluation procedure

After each demonstration, the main judge ascertains whether the other judges are ready to give their scores by making eye contact with each one of them.
Upon the command "Wertung!" ("scores"), all judges simultaneously lift and display their score cards. The main judge reads the scores out loud for the writer to take them down.
The writer crosses out the highest as well as the lowest score and thus determines the average (total of the remaining points divided by three). The main judge dismisses the starter from the competition area.

4.4 exceptions

4.4.1 hand signal by a judge

After the performance the respective judge indicates his/her question to the main judge via hand signal. The main judge summons the judge and, if needed, the other judges to clarify the question and determines the course of action.

Subsequently all judges give their scores with respect to the collusion.

4.4.2 disqualification

In a case of severe rule violations the participant may be disqualified for the rest of the ongoing competition after the demonstration's conclusion.

4.4.3 poor attendance of classes

Should a class be taken by very few participants, the event organizer may decide to pool several classes.

4.5 time limit

The demonstration of a form (in all classes) has to take place in a time frame of 30 seconds up to a maximum of 300 seconds (5 minutes).

5. Evaluation criteria

Evaluation criteria signify the not style-bound, yet accurate performance of techniques. They include the correct execution of the typical stances, alternation between force and relaxation, a combative expression as well as a realistic fighting aspect. In the weapon classes, the displayed techniques must correspond to the weapon used and thus generally display forms of defence and attack that are characteristic for it.

6. Evaluation of hand and weapon forms

The judges award their points based on the starter's demonstration and the assessment thereof. Points range between 6.0 and 10.0. 6.0 signifies the lowest whereas 10.0 is the highest possible score.

7. Evaluation principles

leg work/ stances/ transitions:

- stable, proper stances and transitions between them

expression/ eyes/ breathing/ power:

- gaze and expression
- sensible breathing
- powerful execution of techniques

precision of techniques/ weapon use:

- accurate execution of techniques
- interplay of upper body and legs
- alternation between tension and relaxation
- interplay of weapon and body

complexity:

- complexity of form and techniques

8. Analysis of points (score average)

After the deduction of the highest and the lowest score the total of the remaining scores is divided by three. The resulting average minus potential penalty points gives the final score.

9. Official penalty points

Official penalty points are deducted and announced aloud by the main judge after the calculation of the average score based on the individual scores.

non-traditional/ style-specific clothing	-0.5
restart	-0.5
damage to one's own weapon (during partner performances only in case of the destruction of the weapon)	-1.0 (Disqualification)
overstepping/ undercutting the time limit	-0.5
unsportsmanlike exclamations, coaching (by the starter, team members or the coach)	-0.5

10. check of weapons

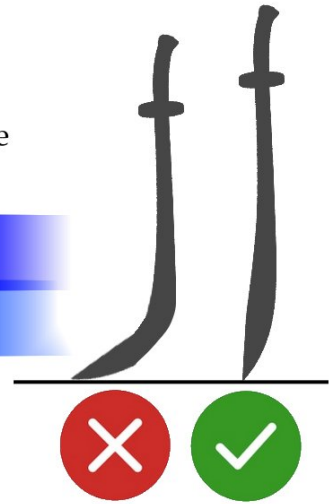
Before the beginning of each group, the properties and safety of all weapons are verified by the main judge and, if necessary, one other judge. Should a weapon not meet the requirements and the starter decide to use it nonetheless, he/she is informed of the points deduction.

If a weapon does not fulfil the safety requirements, it may not be used throughout the tournament.

11. Properties and safety of weapons

11.1 fundamentals

The properties and the weight of all weapons should match those of a real weapon. Plastic weapons as well as sabers and swords made of wood are strictly prohibited. Weapons made of easier aluminium are permitted in the children's classes only. So-called "flapping sabers" or swords that sag if held in a neutral position are prohibited as well.



Illicit items that do not comply with the established German weapons legislation are not permitted!

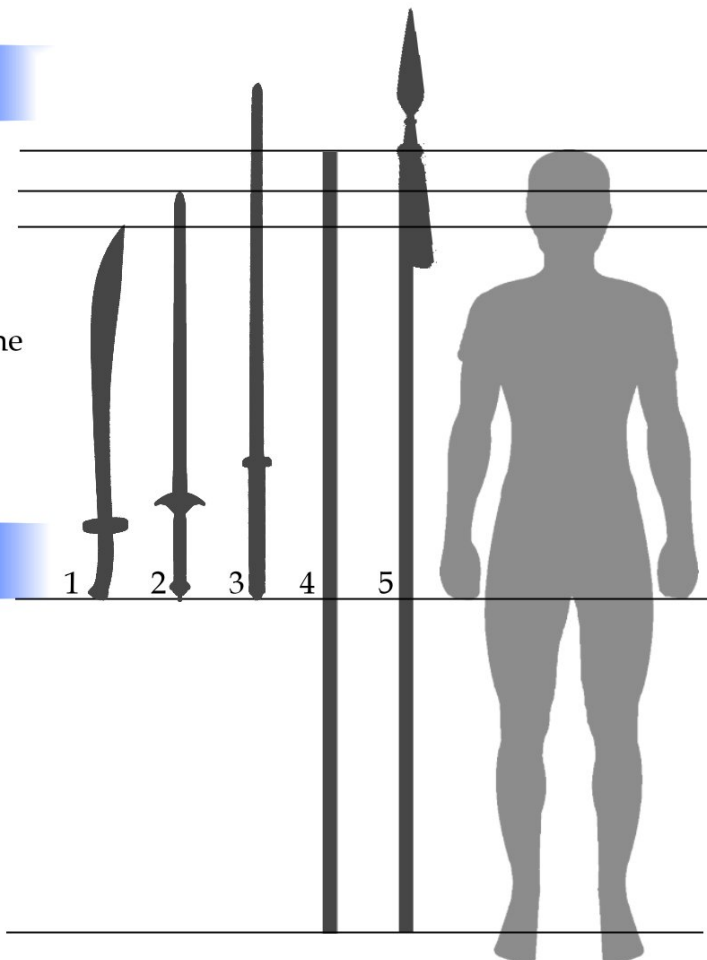
11.2 weight

The weapon's weight should match that of a real weapon and correspond to the body weight of the starter. Lighter weapons may be used in children's classes.

11.3 length

The weapon's length should be adapted to the starter's proportions. Held in a basic position the corresponding length may be determined as follows:

- sabers (1) should extend to the lower edge of the ear
- swords (2) should extend to the upper edge of the ear
- two-handed swords (3) approximately a palm above the head or more
- long sticks (4) should at least reach body length
- spears (5) should exceed body length



11.4 safety

At the start of a performance the weapons used have to be in flawless condition.

All parts must be interlinked so securely that neither the participants nor the spectators may get hurt.

12. Draw/ play-off

In case of a draw between places 1 to 3 the previously crossed out lowest and highest scores are added to redetermine the average score. Should the draw persist, a play-off ensues.

The participants run successively and afterwards line up next to each other facing the main judge's table.

All judges gather in front of the main judge's table and indicate their winner through a hand signal.

The starter with the highest number of hand signals wins.

Abstention or indicating both starters equally is not permitted.

13. Rule violations/ disqualification

In case of rule violations participants may be excluded from the ongoing competition by the main judge.

In case of severe rule violations a single participant or the entire team may be excluded from the entire tournament by the organizer of the event.

Trophies, medals and certificates that have not yet been handed out are retained.

In the overall ranking, these starters will be listed as "subsequently disqualified".

14. Complaints

Complaints may be issued at the main judge's table after the respective category has ended.

The final decision is made by the organizer of the tournament after consulting the main judge of the respective competition area.