

RULES
European Wushu Federation
EWUF Technical Committee
Traditional Shaolin Taolu Competition Rules



TAOLU Traditional Competition

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Article 1 – General Rules

The Executive Committee approves the EWUF Vice-President/Technical Committee Chairman to preside over the Competition Committee, which is authorized to organize and manage the competition.

Under the control of the Competition Committee shall be the following contest officials composed of:-

1. Competition Judges and Officials:-

1.1 One (1) Taolu Chief Judge

1.2 One head judge and six line judges for each carpet consisting of 2 panels: «A»

and «B». The «A» panel judges are responsible for producing the score for technical performance (quality of movements). The «B» judges are responsible for producing the overall performance scoring.

1.3 One secretary/registrar per carpet.

1.4 One judge responsible for checking the participants list per carpet.

1.5 One cameraman per carpet working for the Jury of Appeal.

Article 2 – Duties of Contest Officials

2. The contest officials shall work under the leadership of the Competition Committee Chairman. Their duties are as follows:-

2.1 The Chief Judge shall

2.1.1 Be at least IWUF or EWUF «B» degree qualified judge:

2.1.2 Organize and lead the work of judges and assure that the Competition Rules are implemented;

2.1.3 Interpret the Rules and Regulations but have no right to alter them;

2.1.4 Replace Judges in the process of competition if their score falls out of the average 3 times consecutively;

2.1.5 Give warnings to competitors and coaches making trouble at the competition site and, if they refuse to listen to advice, to propose to the Competition Committee Chairman to take strict measures against them, including cancellation of their results;

2.1.6 Examine and announce the results of competition, and make a summary of the officiating work.

2.1.7 Organize judge's study and refresher course before competition to study the Rules.

2.2 The Head Judge shall

2.2.1 Organise judges panels and assure their work;

2.2.2 Report to the Chief Judge any cases where a judge's score falls out of the average 3 times consecutively;

2.2.3 Deduct points for repetitive movements and for overtime or under time performances (0.2 points each);

2.2.4 Deduct 1 point for unmotivated pauses (more than 5 seconds during the routine and more than 8 seconds in the routine's beginning).

2.2.5 Participate in panel «B» evaluation of overall performance. (In the case where there are serious mistakes in producing scores or the difference between scores is more than 0.5). In this case the Head Judge produces his own score for overall performance and his score is added to the average score of the «B» panel. The average of this is the «B» panel final score.

2.2.6 Stop the performance if:

a) The competitors uniform falls in inconformity during the routine (1 point is deducted with permission to repeat the routine).

b) The weapon is broken (1 point is deducted with permission to repeat the routine).

c) There are issues with the carpet. (In this case no points are deducted for repetition of the routine).

2.3 The Judges shall

2.3.1 Do their best in judging under the guidance of their head judge;

2.3.2 Evaluate independently and in conformity with the Rules, and keep a detailed record justifying their score (if there is no records for scoring the judge has to be replaced immediately and penalised);

2.3.3 Be responsible, as members of Panel «A», for evaluating the technical level and the quality of movements in competitors' whole routines;

2.3.4 Be responsible, as members of Panel «B», for evaluating the overall performance of competitors' whole routines.

2.3.6 The secretary/registrar shall be responsible for starting and final protocols during the event.

2.3.7 The judge responsible for checking the participants list shall be responsible for checking the participants 30 minutes before competition, lead them onto the carpet and give the head judges the final participant's list.

2.3.8 If there is no electronic system operating judges shall have their seats separated by a distance of 2 metres from each other.

2.4 Official Video Recording

- 2.4.1 The cameramen shall record all the competition events;
- 2.4.2 Replay videotapes at the request of the Head Judge or the Jury of Appeal and at the end of competition give all the materials to the Competition Committee Chairman without making any copy.
- 2.4.3 Only the official video recording can be used as reference in appeal.

Article 3 – General Rules for Competition

3. Types of Competition

3.1 The Competition may be divided into:

- 3.1.1 Individual competition;
- 3.1.2 Team competition;
- 3.1.3 Individual/team competition.

3.2 The Competition may be divided into

- 3.2.1 Senior competition;
- 3.2.2 Adult competition;
- 3.2.3 Junior competition;
- 3.2.4 Kadet competition;
- 3.2.5 Children's competition.

Age on the day of registration will be considered the norm.

Article 4 – Competition Events

Barehand group:

Group 1. Only for Children A, B : Primary Level Taolu, 初级套路 (Chu Ji Tao Lu)
Lian Huang Quan 连环拳 (Chain fist), Chu Ji Chang Quan 少林初级长拳 (Elementary long fist),
Luo Han Shi Ba Shou 罗汉十八手 (18 Hands of Arhats), Babu Lianquan Quan 八步连环拳 (8
steps chain fist)

Group 2. Xiao Hong Quan 小洪拳 (Small Hong (Flood) Fist)

**Group 3. Da Hong Quan 大洪拳 (Big Hong (Flood) Fist), Lao Hong Quan 老洪拳 (Old Hong
(Flood) Fist),**

Group 4. Shaolin Tong Bi Quan 少林通臂拳 (Shaolin Tong Bei Quan)

Xiao Tong Bi Quan 小通臂拳 (Small Full Arm Boxing), Da Tong Bi Quan 大通臂拳 (Large Full Arm Boxing), Other Tong Bi Quan variations 其它少林通臂拳 (Qi Ta Shaolin Tong Bi Quan)

Group 5. Shaolin Luo Han Quan 少林罗汉拳 (Shaolin Arhat Fist)

Xiao Luo Han Quan 小罗汉拳 (Small Arhat Fist), Da Luo Han Quan 大罗汉拳 (Big Arhat Fist), Luo Han Shi Ba Zhang 罗汉十八掌 (18 Palms of Arhats), Other Shaolin Luohan Quan forms 其它少林罗汉拳 (Qi Ta Shaolin Luohan Quan)

Group 6. Shaolin Jīn Gāng Quán 金刚拳 (Shaolin Diamond fist)

Group 7. Shaolin Pao Quan 少林炮拳 (Pao Chui 炮锤) (Shaolin Pao Quan (Shaolin Cannon (explosive) Fist)

Group 8. Other Traditional Shaolin Quan taolu 其它传统少林拳套路 (Qi Ta Chuan Tong Shaolin Taolu)

Shaolin Kan Jia Quan 少林看家拳 (Shaolin „Looking After The House“ Fist), Shaolin Tai Zu Chang Quan 少林太祖长拳 (Shaolin [Emperor] Taizu Long Fist), Shaolin Mei Hua Quan 少林梅花拳 (Shaolin Plum Blossom Fist), Zhao Yang Quan 昭阳拳, Duan Da 短打, Guan Dong Quan 少林关东拳, Guan Chao Quan 观潮拳, Xin Yi Quan 心意拳, Jin Gang Quan 金刚拳, Yan Qing Quan 燕青拳, Di Tang Quan 地躺拳, etc

Group 9. Shaolin Rou Quan 少林柔拳 (Shaolin Soft Fist),

Group 10. Shaolin Xing Yi Men Quan 少林心意门拳 (Shaolin Mind-intent Sect Fist), Shaolin Qi Xing Quan 七星拳,

Group 11. Shaolin Xiang Xing Quan 少林象形拳 (Shaolin Imitation Fist)

Wu Xing Ba Fa Quan 五行八法拳, Wu Xing Quan 五行拳, Hei Hu Quan 黑虎拳, Hu Quan 虎拳, Wu He Quan 五和拳, Bao Quan 豹拳, Zui Quan 醉拳, Di Tang Quan 地躺拳, etc.

Group 12. Shaolin Gui Ding Quan (Compulsory form)

6.2.2 Traditional Shaolin Weapons 传统少林器械

Weapons group:

Group 13. Shaolin Dao Shu 少林刀术

Dan Dao 单刀 (Single Sword Dao), Lao Dan Dao 老单刀 (Old Single Sword Dao), Mei Hua Dao 梅花刀 (Plum Blossom Sword Dao), Wo Long Dao 卧龙刀 (Crouching Dragon Sword Dao), Ming Tang Dao 名唐刀 (Ming Dynasty sword), Wu Hu Qun Yang Dao 五虎群羊刀 (Tigers Killing a Herd)

of Sheep Sword Dao), Yan Qing Dao 燕青刀 (Sword Dao of Yan Qing), Other Shaolin Dao taolu 其它传统少林刀术

Group 14. Shaolin Jian Shu 少林剑术

Xing Long Jian 行龙剑 (Dragons Sword Jian), Qing Long Jian 青龙剑 (Young Dragons Sword Jian), Da Mo Jian 达摩剑 (Damos Sword Jian), Long Quan Jian 龙泉剑 (Sword Jian of Dragon spring), Fei Long Jian 飞龙剑 (Flying Dragon sword Jian), Qi Xing Jian 七星剑 (Seven Stars Sword Jian), Other Shaolin Jian Taolu 其它传统少林剑术

Group 15. Other Traditional Shaolin short weapons (Damo Zhang 达摩杖, Duan Gun 短棍, Shan Zi 扇子, Tie Kuai Zi 铁筷子, etc.)

Group 16. Shaolin Gun Shu 少林棍术

Yin Shou Gun 阴手棍 (Yin (Dark) Hand Staff (Gun), Mei Hua Gun 梅花棍 (Plum Blossom Staff (Gun), Qi Mei Gun 眉齐棍 (Eyebrow Staff (Gun), Yuan Hou Bang 猿猴棒 (Ape Monkey Staff), Pan Long Gun 盘龙棍 (Coiling Dragon Staff (Gun), Er Shi Si Shi Tou Qiang Gun 二十四式头枪棍 (24 positions), Ye Cha Gun 夜叉棍 (Yaksha Staff (Gun), Feng Mo Gun 疯魔棍 (Crazy Mara Staff (Gun), Shao Huo Gun 烧火棍 (Fire Staff (Gun), Zhen Shan Gun 镇山棍 (Guarding the Mountain Staff (Gun), Liu He Gun 六合棍 (Six Harmonies Staff (Gun), Luo Wang Gun 罗王棍 (Staff (Gun) of Kinnara), Wu Hu Lan Gun 五虎拦棍 (Five Tigers Interception Staff (Gun), Wu Hu Qun Yang Gun 五虎群羊棍 (Five Tigers Killing a Herd of Sheep Sword (Dao), Other Traditional Shaolin Staff (Gun) Tao Lu 其它传统少林棍术 Qi Ta Chuan Tong Shaolin Gun Shu

Group 17. Shaolin Qiang Shu 少林枪术

Shi San Qiang 二十枪 (13 Spears), Mei Hua Qiang 梅花枪 (Plum Blossom Spear), Yang Jia Qiang 杨家枪 (Yang Family Spear), Other Traditional Shaolin Spear Tao Lu 其它传统少林少林 Qi Ta Chuan Tong Shaolin Qiang Shu

Group 18. Other Shaolin Long Weapons 其它少林长兵器

Chun Qiu Da Dao 春秋大刀 (Spring and Autumn Halberd), Pu Dao 少林朴刀 (Simple Halberd) Fang Bian Chan 方便钯 (Monk's Spade), Tuo Tian Cha 少林托天叉 (Trident), Other Traditional Shaolin Long Weapons 其它传统少林长兵器 Qi Ta Chuan Tong Shaolin Chang Bing Qi

Group 19. Shaolin Soft Weapons 少林软兵器

San Jie Gun 三节棍 (Three Section Stick), Jiu Jie Bian 九节鞭 (Nine Section Chain), Liu Xing Chui 流星锤 (Meteor Hammer), Sheng Biao 绳镖 (Rope Dart), Other Traditional Shaolin Soft Weapons 其它传统少林软兵器 Qi Ta Chuan Tong Shaolin Ruan Bing Qi

Group 20. Shaolin Double Weapons 双器械

Shuang Dao 双刀 (Double Broadsword), Shuang Jian 双剑 (Double Straight sword), Shuang Guai 双拐 (Double „Guai“), Dao Jia Guai 拐 (Sword Dao and „Guai“), Ji Zhua Lian 鸡爪镰 (Rooster Claw Sickles), Shuang Jian Gou 双剑钩 (Double Hooks), Ci Dao 刺刀 (Daggers), Shuang Guai Zi 双拐子 (Double Guai), Other Traditional Shaolin Double Weapons 其它传统少林双器械 Qi Ta Chuan Tong Shaolin Shuang Qi Xie

Group 21. Shaolin Gui Ding Jian, Dao, Gun, Qiang (Compulsory sword, Sabre, Staff, Spear)

6.2.3 Shaolin Tong Zi Gong 少林童子功 (Shaolin Boy Skill)

All Traditional Shaolin Tong Zi Gong variations 少林传统童子功变异 Chuan Tong Shaolin Tong Zi Gong Bian Yi

6.2.4 Shaolin Dui Lian 少林对联 (Dui Da 对打) (Barehand)

Liu He Quan 六合拳 (Six Harmonies Fist), Luo Han Dui Da 罗汉对打 (Arhat Fight), Jue Yuan Qi Shi Er Shi 觉远七十二式 (72 Jue Yuan Forms), Fo Han Chui 佛汉捶 (Fo Han Hammer), Other Traditional Shaolin (Barehand) Dui Lian 其它传统少林对联 Qi Ta Chuan Tong Shaolin Dui Lian

6.2.5 Shaolin Weapons Dui Lian 少林器械对联 (Weapons)

六合棍 Liu He Gun (Six Harmonies Staff (Gun), Dan Dao Jin Qiang (Single Sword (Dao) vs Spear), Dan Dao Jin Gun (Single Sword (Dao) vs Staff (Gun), Other Traditional Shaolin Weapons Dui Lian 其它传统少林器械对联 Qi Ta Chuan Tong Shaolin Qi Xie Dui Lian

6.2.6 Shaolin Group Event 少林群体性事件

4.1.5. Duration of Event.

Shaolin competition forms in fist, dao, jian, spear and staff categories cannot be less than 1 minute 10 seconds long. Other shaolin competition barehand and weapons forms cannot be less than 50 seconds long. The group 1. categories cannot be less than 30 seconds.

4.1.6. The principle of grouping and dividing styles.

To avoid fake competition and encourage participation, the principle of «groups with no less than six competitors in group shall be implemented». That means, that 3 shall get medals, and 3 shall remain without.

If there is less than six competitors in the group, they are added to another group which is the closest.

4.1.7. Competitors must wear traditional shaolin garments (illustration 1.); the colour may be freely chosen; sash and stockings are compulsory; the footwear can either be wushu shoes or canvas shoes. Arm and leg bands may be worn, but are not compulsory.



In case of weapons the same principle shall be applied

The inverse is applied if there are too much competitors in a group (more than 18).

They shall be, in this case split according relevant principles. If the splitting makes unequal groups (i.e. 5 and 13 competitors, the required number of competitors from the second group shall be added to the other to obtain the number of six – 6 – 12).

The competition committee shall do the correct grouping after the guidance of its Chairman.

Article 5 – Age groups in Competition

5.1 Adult: full age of 18 and above up to 35 years old.

5.2 Senior: full age of 36 to

5.3 Junior: from 16 to 17

5.4 Kadet: from 13 to 15

5.4 Children: under 12

Full age means the age according to the passport the day of checking-in for competition upon arrival.

Article 6 – Appeals

Scope of appeals:

6.1 The Jury of Appeal shall handle appeals submitted by a representative of a participating team, which disagrees with deductions made by the Head Judge on

their team's athlete in the process of competition.

6.2 Appeal is not allowed disagreeing against other team's scores or results.

6.3 Procedures & requirements for appeals. If a participating team disagrees with the judge's decisions against its members, the appeal shall be submitted by the team leader or coach in written form to the Jury of Appeal within 15 minutes after the conclusion of the event concerned, together with an appeal fee of Euro 100. Each appeal is limited to one issue. The Jury of Appeal shall examine the case through videotapes. If the Jury of Appeal considers the original judgment proves to be correct, the appealing team shall abide by it and their appeal fee shall be forfeit. If any trouble-making is caused by disobedience, the Jury of Appeal may, according to the severity of the case, propose to the EWUF Technical Committee to take strict measures, including cancellation of the competition results of individuals or team. If the judgment made by the jury proves to be wrong, the Jury of Appeal shall propose to the EWUF Technical Committee to take measures, in accordance with regulations concerned, against the wrong judgment and the appeal fee shall be returned. The original results can be changed in this case. The decision of the Jury of Appeal is final. Sanctions are to be applied for non-sportive behaviour.

Article 7 – Determination of the Starting Order of Competition

The starting order of competition for each event shall be determined by drawing lots, conducted under the supervision of the Competition Committee and the Chief Referee. If both preliminaries and finals are held, the starting order in the finals shall be determined by the results of the preliminaries, with the lowest scorer appearing first and the highest scorer appearing last. In case of a tie in the preliminaries, the starting order shall be determined by drawing of lots.

Article 8 – Registry

Competitors shall arrive at the designated place 30 minutes prior to the competition for the first roll-call and for an inspection of the costume and apparatus. The second roll-call will take place 20 minutes, and the third roll-call 10 minutes, before the competition starts.

Article 9 – Protocol

At the roll-call and the announcement of final scores, the competitors should give the Head Judge a fist-palm salute.

Article 10 – Timekeeping

Timekeeping shall start when the competitor begins his performance from a stationary position and stop when his whole routine ends in a standing position with feet together (heels touching each other).

Article 11 – Display of Scores

The competitors' scores shall be displayed to the public.

Article 12 – Default

Any failure to come in time for registry and competition shall be treated as default.

Article 13 – Placing

13.1 Placing in individual(including duilian)competition.

Competitors in individual events shall be placed according to their scores, with the best scorer placed first, the second best scorer placed second, and so on and so forth.

13.2 Placing in individual all-around competition Competitors in the individual allaround event shall be placed according to their total scores or to specific methods provided in the Regulations, with the best scorer placed first, the second best scorer placed second, and so on and so forth.

13.3 Placing in group events The group with the best score shall be placed first, the group with the second best score placed second, and so on and so forth

13.4 Team Placing. Teams shall be placed according to methods provided in the Regulations of competition.

13.5 Tied Scores

13.5.1 Tied scores in individual events shall be solved in the following ways:

13.5.2 The competitor with a higher score for overall performance shall be placed higher;

13.5.3 If the tie remains, the competitor with a lower deduction of points for overall performance shall be placed higher;

13.5.4 If the tie remains, the tied competitors shall share the place.

13.5.5 In competitions with preliminaries and finals, the competitor with better results in the preliminaries shall be placed higher. If the tie remains, the placing in the finals shall be determined as provided in the above paragraphs.

13.5.6 In the individual all-around event, the competitor who ranks first in more individual events shall be placed higher. If the tie remains, the competitor who ranks second in more individual events shall be placed higher, and so on and so forth. In case of an equal number of places in all individual events, the tied competitors shall share the place.

13.5.7 In the team total points, the team which has more points in individual events shall be placed higher. If the tie remains, the team with more second places in individual events shall be placed higher, and so on and so forth. In case of an equal number of places in all individual events, the tied teams shall share the place. The attribution of points is the following: 1st place – 6 points, 2d place – 5 points, 3d place – 4 points, 4th place – 3 points, 5th place – 2 points, 6th place – 1 point. In Qinda-Leitai and Taiji-tuishou the attribution of points is the following: 1st place – 3 points, 2d place – 2 points, 3d place – 1 point.

Article 14 – Weapons

Weapons used in the competitions shall conform to safety measures and must not be sharpened.

Article 15 – Contest Area

Taolu Carpet

A Chinese carpet (old standard) measuring 8m X 14m with safety zones shall be used as competition ground.

Article 16 – Scoring Methods & Criteria for Traditional Events

16.1 The jury shall be composed of three (3) judges in Panel «A» responsible for evaluating the quality of movements; three judges in Panel «B» responsible for evaluating the overall performance (and the Head Judge).

If there are enough judges the jury can be composed of five (5) judges in Panel «A» responsible for evaluating the quality of movements; three (3) judges in Panel «B» responsible for evaluating the overall performance (and the Head Judge).

16.2 The full starting score for all events is ten (10), including five (5) points for the quality of movements and five (5) points for the overall performance. A competitor's starting score means the total value of overall performance and quality of movements.

16.3 The judges in Panel «A» shall deduct points according to the errors in quality of movements committed by a competitor during his performance of the whole routine.

16.4 The judges in Panel «B» shall evaluate the overall performance of the whole routine and deduct points for errors in it. The highest or the lowest point shall be deducted. The average of the two middle scores shall be awarded to the competitor as points for grade of overall performance, if there is no correction by Head Judge.

16.5 Scoring criteria for quality of movements. When a competitor commits an error in regard to quality of movements, 0.1 point shall be deducted for each error;

and 0.2-0.3 or 0.5 point shall be deducted for two and more errors in one movement. (See table 1).

16.6 Scoring criteria for overall performance

The scoring for overall performance includes evaluation for conformity of a routine to each style's basic principles, application of specific force (fali, fajin), spirit of the respective style and correct rhythm. When a competitor commits an error in regard to overall performance, 0.1 point shall be deducted for each error; and 0.2- 0.5 point shall be deducted for severe inconformity. (See table 2).

16.7 Evaluation for grading

In regard to those criteria, the overall performance is graded into three (3) levels, with 5.00-3.51 points for "superior", 3.50-2.91 points for "average", and 2.90-1.01 points for "inferior".

16.8 As a whole, a competitor is required to perform with conform positions (步形–buxing) movements, full and correct force application (发力–fali,发劲–fajin), good coordination, accurate bodywork (身法–shenfa) and stepping (步法–bufa), coordination between weapons and body (for events with weapons), distinct rhythm, conformity to the style. All these elements should be taken into consideration in scoring the execution of a competitor's routine.

Requirements for basic stances and movements

<i>category</i>	<i>name of stance</i>	<i>requirements</i>
stances, footwork		
	gongbu	front knee is bent, thigh is nearly horizontal (a bit higher), hind leg is straight, heel is kept down, not raised off the floor.
	mabu/pubu	both knees are bent, thighs are nearly horizontal, toes and knees point forward/ thigh of the squatting leg is positioned near the heel of the given leg, the other leg is stretched out low, the heels aren't raised off the floor.
	xubu	thigh of the squatting leg is a little above horizontal, heel is kept down; only the toes touch the floor on the other foot
	dingbu	The toes on one foot, touch the plantar of the other, which is fully placed on the floor; thighs are horizontal.
	dunbu	the two feet and knees are pressed together in a squat; thighs are horizontal.

	yizibu	1. The toes on one foot, touch the plantar of the other, which is fully placed on the floor; thighs are horizontal. 2. knees are pressed together in a squat; hind foot toes are positioned near the heel of forward foot; thighs are horizontal.
dao		
	zha dao	the force of the stab is delivered with the tip of the saber; the snap is powerful
	chen tou/ li nao	the edge of the saber is positioned downward, the dao touches the shoulders and the back during the move; the force of the move is provided by using the body.
qiang		
	zha qiang	the force of the stab is delivered with the tip of the lance, the tip of the lance quivers
	lan qiang	the tip of the lance turns inward, the grabbing hand reaches/passes by the shoulders
	na qiang	the tip of the lance turns outward, the grabbing hand reaches/passes by the hip.
jian		
	ci jian	the force of the stab is delivered with the tip of the saber; the snap is powerful; the extended arm and weapon are in line
	gua jian/peng jian	the jian moves on a circular path close to the body.

General scoring criteria for Shaolin quan competition forms

mistake code	body part/movement	point deduction criteria
401	head	the head does not move in a straight line in an upright manner, it's direction is not distinct; execution of movement is not powerful or is inaccurate
206	sleeping luohan	the right elbow does not touch the left foot, the right fist does not touch the temple, the left fist does not touch the right foot.
101	jiadang quan (groin strike)	
305	hou jiao tui	
301	danpaijiao erqitui	The legs do not snap, the snap is not audible, the leg is lifted above the shoulders during the kick, the slapping hand is not thrust forward in a straight line.
402	kiai/shout	A 0.1 point deduction is in order for every missed kiai

At the close of a form (Ying xiong zhuo shan)
Accompanying the “hammer fist” (Za quan) and the
“separating the Hua mountain” move (Lli pi hua shan)

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basic stances

the stance is too deep or too wide, thigh is not horizontal ,
the feet are not closed, toes do not touch the plantar of the
other foot or the floor in dingbu/dunbu

Other mistakes, penalties and point deduction criteria:

mistake penalties with explanations

category of mistake	0.1	0.2	0.3
Clothing or accessory interferes with routine	saber sash, sword tassel, lance hairs come off/ attire comes apart or is damaged / shoe comes off		
weapon touches floor or comes appart, hits the body, breaks, is dropped	scrapes floor hits the body/ spins out of grasp	cracks or breaks it becomes deformed lance tip comes off	falls to the ground
stepping out of designated area	any part of the body touches the floor outside the designated area		
loss of balance	upper body tilts/ feet pivot, move or competitor jumps to keep balance	leans on knee, elbow, hands or weapon	falls (both hands shoulder, head, or torso touch the ground)
forgets a move	forgets or confuses moves once		
stalls	waits more then 3 seconds to start or close form.		
balance element time	does not hold balance position for at least 2 seconds		

Rules concerning elements of a routine, common mistakes and point deduction criteria

element	cause for deduction
balance elements	
<ul style="list-style-type: none">• special stance, held for a long time• deep stance with one leg held out leg is not horizontal	the supporting leg is bent leg held out in bent, thigh of supporting
leg techniques	
<ul style="list-style-type: none">• „snapping” foot techniques• tan pai jiao• tan tui• spinning back kick• push kick (chuai tui)	there is no snap, kick does not snap starting from the knee, supporting leg is bent, kicking leg does not straighten out, kick above shoulder height/hand does not reach out in a straight line kick surpasses the knee, execution of slap is not natural spin is uncertain, foot keeps twisting after kicking foot landed deep push that bends knee backwards, supporting leg is bent
stances, footwork	
<ul style="list-style-type: none">• gongbu mabu xubu• pubu• dingbu• dunbu (squat stance)• yizibu	stance is too wide/too deep, in gongbu feet or heels leave the floor, in xubu the heel of the supporting leg is raised off the ground the sole of the supporting leg does not fully lie on the floor, the stretched leg nearly lies on the floor thighs are not horizontal, the non-supporting foot is raised off the ground, or does not touch the inner plantar of the supporting foot thighs are not horizontal, the feet are not closed feet are not aligned, thighs are not horizontal.
other hand leg or body techniques /criteria concerning the entire routine	
<ul style="list-style-type: none">• hand posture• hand techniques• body techniques (fist, dao, jian, lance, staff)	not in accordance with regulations not enough „amplitude”, shoulders are thrust forward not in accordance with regulations, not executed along a straight line
weapons techniques	
<ul style="list-style-type: none">• ci jian, gua jian, peng jian• zha dao, chen tou, li nao• la na zha	arm and sword do not forma straight line when striking, wrist remains straight when executing gua and peng tip of the saber is not accurately aimed when stabbing, there is no snap, da is not close enough to the body when executing chen tou and li nao the stab is not in accordance with regulations, la qiang does not come to shoulders, na qiang does not come to hips, tip of lance does not quiver

Article 17 – Protocol of Wushu Taolu Competition

17.1 Fist-Palm Salute and salute with short weapons (dao) or using the monk greetings, two palms touch each other and bow.

In a standing position with feet together, place the right fist against the upright left palm, with the former's knuckles at the root of the latter's fingers, in front of and 20-30cm away from the chest.

In a standing position with feet together and the broadsword held in the left hand, bend the elbow to place the broadsword across the chest with the sharp edge facing up, the first joint of the left thumb in contact with the centre of the right palm and the two hands 20-30 cm away from the chest.

17.2 Salute with short weapons (jian) and salute with long weapons

In a standing position with feet together and the sword held in the left hand, bend the elbow to bring up the blade across the chest and close to the outside of the forearm, with the ulnar side of the right palm at the root of the left index finger and the two hands 20-30 cm away from the chest.

In a standing position with feet together and both arms bent at elbow in front of the chest, hold the spear or cudgel erect in the right hand at one-third of the length from the butt or end, while the left palm is placed on the second joint of the right thumb, with the two hands 20-30 cm away from the chest.

Notes:

1. For routines with double weapons, the latter should be held in one hand for a salute with broadsword, sword, spear or cudgel. If this is impractical, hold the apparatus in both hands and look at the head judge, by way of a salute with eyes.
2. When an official wants to inspect an apparatus, the competitor should hand it upright to him, with the tip pointing downward in case of a short apparatus, and upward in case of a long one.