



RULES

**European Wushu Federation
EWUF Technical Committee**

Traditional Wushu Competition Rules

(2013 – 2015) Edition

Traditional Taolu Competition

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RULES FOR EWUF TRADITIONAL WUSHU CHAMPIONSHIPS (ADULTS & JUNIORS)

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 organise 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 Organise 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 Organise judge's study and refresher course before competition to study the Rules.

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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;

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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 Junior competition;
- 3.2.3 Children's competition.

Article 4 – Competition Events

4.1 Group 1.

Traditional Taijiquan 传统太极拳，器械，对练比赛

Traditional taijiquan including Chen, Yang, Sun, Wu, Wu(Hao), Li, Zhaobao and other traditional taijiquan styles divided into Taijiquan, Taiji qixie (taiji weapons), Taiji duilian (set-sparring) and Taijituishou (push hands) competition.

Note: 24, 48, 88, 42 and other individual modern routines **are not** to be used. Modern taiji duilian forms are allowed provided that they keep in conformity with original style. Time limit for quanshu, qixie routines – maximum 3 minutes, duilian routine maximum 1 minute.

4.2 Group 2.

Traditional Bagua, Xingyi, Bajiquan 传统八卦，形意，八级拳，器械，对练比赛

Traditional Bagua, Xingyi, Bajiquan styles divided into quanshu, qixie (weapons), duilian (set-sparring) competition. Time limit for quanshu, qixie routines – 2 minutes. Duilian routine 1 minute.

4.3 Group 3.

Traditional Nanquan 传统南拳，器械，对练比赛

Baimei quan, Wuzu quan, Hongjia quan, Huangjia quan, Mojia quan, Lijia quan, Cailifo quan,, Huheshuangxing quan, Liuja quan, Heihu quan, Yumen quan etc. – 白眉拳，五祖拳，洪家拳，莫家拳，黄家拳，蔡李佛拳，虎鹤双形拳，刘家拳，黑虎拳，鱼门拳等

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Traditional Nanquan routines divided into quanshu, qixie (weapons), duilian (set-sparring) competition. Time limit for quanshu, qixie routines – 2 minutes. Duilian routine 1 minute.

4.4 Group 4.

Yongchunquan (Wingchun) and Hequan 传统永春拳和白鹤拳，器械，对打比赛
Yongchunquan (Wingchun): Yeshe, Chenshi, Pengshi etc. 叶氏，陈氏，彭氏等

Starting from 2015 for Yongchunquan Competition Rules please refer to the Rules compiled by Technical committee published on EWUF website.

Yongchunbaihequan, Hequan (Feihe, Shihe, Zonghe, Minghe) – 咏春白鹤拳，鹤拳 (飞鹤拳，食鹤拳，宗鹤拳，鸣鹤拳)

Weapons routines 六点半棍 (liu dian ban gun) 蝴蝶雙刀 (hudie shuang dao) and wooden dummy routines are allowed. Self composed set-sparring is allowed based on wingchun techniques. Time limit for quanshu, qixie routines – 2 minutes. Duilian routine 1 minute.

4.5 Group 5.

Imitation styles 象形拳，器械，对练比赛

All imitation routines including Houquan, Yinzhuaquan, Zuiquan, Tanglangquan, Ditangquan, Zonghequan, Minghequan, Heihuquan etc. divided into quanshu, qixie (weapons), duilian (set-sparring) competition. Time limit for quanshu, qixie routines – 2 minutes. Duilian routine 1 minute.

4.6 Group 6.

Traditional Tongbei, fanzi, chuojiao, pigua styles 传统通背，翻子，戳脚，劈挂拳，器械，对练比赛

Traditional tongbei, fanzi, chuojiao, pigua styles divided into quanshu, qixie (weapons), duilian (set-sparring) competition. Time limit for quanshu, qixie routines – 2 minutes. Duilian routine 1 minute.

4.7 Group 7.

Traditional Shaolinquan 传统少林拳，器械，对练比赛

Traditional Songshan shaolingquan divided into quanshu, qixie (weapons), duilian (set-sparring) competition. Time limit for quanshu, qixie routines – 2 minutes. Duilian routine 1 minute.

4.8 Group 8.

Wudang styles

Zhang Sanfeng Taijiquan, Songxi Neijiaquan, Baxianquan, Xuanwuquan, Wudang Baguaquan, wudang Xingyiquan, Tayiwuxingquan etc. – 张三丰太极拳，松溪内家拳，八仙拳，玄武拳，武当八卦拳，武当形意拳，太乙五行拳等 器械，对练比赛

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Traditional Wudang styles divided into quanshu, qixie (weapons), duilian (set-sparring) competition. Time limit for quanshu, qixie routines – 2 minutes. Duilian routine 1 minute.

4.9 Group 9.

Other traditional styles 其他拳术, 器械, 对练比赛

All other traditional quanshu and weapons routines: chaquan, huaquan, baoquan, baimei (pakmei), liuhequan, gongliquan, yuejiaquan, etc. Not belonging to previous categories; traditional weapons (single, double, flexible) not belonging to previous weapon categories. Self composed set-sparring is allowed based on those techniques. Time limit for quanshu, qixie routines – 2 minutes. Duilian routine 1 minute.

4.9 Not allowed in competition.

4.9.1 All standard and optional IWUF competition routines including modern duilian;

4.9.2 Difficulty movements (except those present in the routines traditionally – i.e. quedilong in Chen taijiquan, cekongfan in Huaquan, martial acrobatics in imitation styles).

4.9.3 Mulanquan and Mulanqixie routines.

4.9.4 All Vietvodao, Vovinam and other Vietnamese styles.

4.9.5 Shorinji Kempo, Taikiken and other Japanese derivatives.

4.9.6 Penchak Silat, Sikaran, Kuntao, Panatukan and other Malaysian, Indonesian, Thai and Pilipino arts.

4.9.7 Qigong routines.

4.9.8 All self-composed routines except duilian (provided it meets style's principles), imitation styles and weapons (weapons anyway should be traditional and used principles clearly belonging to historical schools and styles of wushu (i.e. Chunqiu dadao, Guandao, Hudie shuangdao etc.).

The criteria of determination of routines and schools authenticity shall be the «Encyclopedia of Chinese Wushu» (中国武术百科全书出版社 1998 北京) compiled by the Chinese Wushu Association and Wushu research Institute.

4.10 Duration of Event.

Time limitation is applied on the «stop after time limit» principle. That means that if your routine has 2 minutes time limitation, at 1 min. 54/56 sec. **You should perform an appropriate closing form (shoushi) and a salute (baoquanli) to finish it.**

4.11 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.

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If there is less than six competitors in the group, they are added to another group which is the closest. (i.e. Chen taijiquan and Zhaobao taijiquan can be mixed together, Yang taijiquan and Li taijiquan, Sun taijiquan and Wu taijiquan, etc.)

In case of weapons the same principle shall be applied (i.e. taiji dao competitor can be mixed with taiji jian group).

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 (i.e. in nanquan event, Guandong and Fujian routines can be split into two separate groups with separate awarding in this case). 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 under the guidance of the Competition Director.

Article 5

Age groups in Competition

- a) Adult: full age of 18 and above up to 35 years (inclusive) old
- b) Senior: full age of 36 to 60 years old - Taolu only (up to 75 years old for traditional Taijiquan only).
- c) Junior: from 15 to 17 (**Taolu only**).
- d) Cadets: from 12 to 14 (**Taolu only**).
- e) Children: under 12 (**Taolu only**).

Full age means the age according to the passport the day of draw lots for competition.

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.

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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.

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- 13.2 Placing in individual all-around competition Competitors in the individual all-around 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.

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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 (fai, 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. The criteria's for different styles as described in above-mentioned the reference book

**«Encyclopedia of Chinese Wushu» (中国武术百科全书出版社 1998 北京)
compiled by the Chinese Wushu Association and Wushu research Institute.**

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Table 1 Evaluation of Quality of Movements

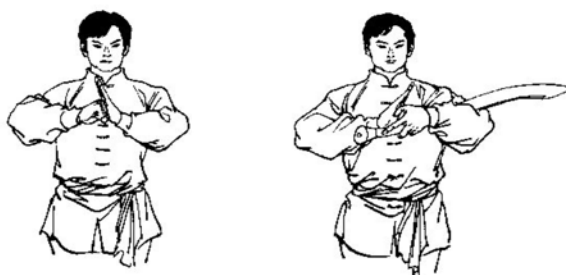
Deduction Criteria for Errors in quality of movements (all styles).

Type	Movement	Errors for Deduction	One error	Two and more errors in one movement
Balances (Pingheng)	High, middle and low balance	Loose balance, position unstable, side-stepping.	0.1	0.2-0.3
Assuming a position	Postures (步形–buxing)	Position not conforming to style, Position unstable, sidestepping.	0.1	0.2-0.5
	Stepping (步法–bufa)	Incorrect stepping methods (not conforming to chosen style). Position not fixed.		
Hand techniques (手法–shoufa)	Incorrect hand form or movement (手形–shouxing)	Hand form not conforming to style	0.1	0.2
	Incorrect techniques (手法–shouxing)	Hand techniques not conforming to style	0.1	0.2-0.3
Legwork (腿法–tuifa)	High kicking with leg straightened (直摆形腿法–zhibaixingtuifa)	Supporting leg bent at the knee Kicking leg bent at the knee. Kick not level	0.1	0.2-0.3
	Dantui, chuaitui (弹腿–dantui, 踹腿–chuaitui)	Kicking leg not fully extended at final stage		
	Sweeping techniques (扫转腿法–saozhuantuifa)	Sweeping leg not fully extended Sole off the ground		

Table 2 Evaluation of Overall performance

Deduction Criteria for Errors in Overall performance (all styles)*.

Type	Movement	Errors for Deduction	In one movement	In the whole routine
Conformity to style	Rhythm	Not conforming to rhythm	0.1	0.5-1.0
	Application of force	Not conforming to Style application of force	0.1	0.5-1.0
	Martial Spirit	Absence of required spirit	0.1	0.2-0.3
Coordination	Coordination in bodywork and Hand and leg (weapons) techniques	Absence of coordination	0.1	0.5-1.0



Article 17 – Protocol of Wushu Taolu Competition

17.1 Fist-Palm Salute and salute with short weapons (dao)

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 20-30 cm 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.

* The criteria's for different styles as described in above-mentioned the reference book «*Encyclopaedia of Chinese Wushu*» (中国武术百科全书出版社 1998 北京) compiled by the Chinese Wushu Association and Wushu research Institute.

17.2 Salute with short weapons 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.

Article 18 – Dress Code

18.1 Chinese style Costume can be of any material in any color. Trims, color combinations, pictures and patterns applying, silk threads embroideries are allowed, whereas fur and cobweb insets, no religious signs or symbols or advertising signs (other than those of the EWUF) are allowed.

18.2 Costume must not hamper one's movements or hinder judges from evaluating the competitor's performance. Aesthetically the costume should be in conformity with wushu spirit.

18.3 The face, head and hands cannot be covered in any case.

18.4 The final decision on acceptability of any dress related issue shall be the responsibility of the competition Director.

19. Any Omitted cases will be resolved by EWUF executive, after the technical advice from EWUF TC.