

JUDGMENT

第一节 动作质量的评分

Section 1 Evaluation of Quality of Movements

一、自选项目动作规格错误内容及扣分标准

1.1 Deduction Criteria for Errors in Standards of Movements in Optional Events

(一) 自选长拳、剑术、刀术、枪术、棍术动作规格错误内容及扣分标准 (表 1-1)

1.1.1 Deduction Criteria for Errors in Standards of Movements in Optional Changquan, Jianshu, Daoshu, Qiangshu and Gunshu (Table 1-1)

Type	Movement	Errors for Deduction	Code I	Code II
Balances	Bring leg to head level and hold it with heel up (side kick with heel up) in standing position	Supporting leg bent Raised leg bent	1	10
	Back kick and hold leg in standing position	Supporting leg bent Upper body over 45° in forward bend		11
	Yangshen Pingheng YSPH Backward balance	Raised leg below horizontal level		12
	Shizi Pingheng SZPH Balance with arms spread sideways	Upper body below horizontal level		13
	Cross-leg balance	Thigh of supporting leg not near horizontal level		14
Leg Techniques	Qiansaotui QST Front sweep	Thigh of supporting leg above horizontal level Sole of sweeping foot off carpet Sweeping leg bent	2	20
	Huosaotui HST Back sweep	Sole of sweeping foot off carpet Sweeping leg bent		21
	Diecha DC Landing to front split	Toes of front foot off carpet Legs not aligned		22
	Tantui TK Snap kick Chuitui CT Side kick with sole	Kicking leg not fully extended from bend		23
Jumps	Tengkong Feijiao TKFJ Xuanfengjiao XFJ and Tengkong Bailian TKBL Kick in flight, tornado kick and lotus kick	Kicking leg below shoulder level Slap missing	3	30
	Tengkong Zhengtitui TKZTT Front straight kick in flight	Hanging leg bent		31

	Cekongfan CKF, CKF 360° Aerial cartwheel and aerial cartwheel with full twist	Leg bent obviously		32
	Xuanzi XZ, Xuanzi Zhuanti XZZT Butterfly and butterfly with twist	Upper body higher than 45 ° in aerial twist Legs obviously bent during twist in flight		33
	Tengkongjiantan TKJT Front snap kick in flight	Take-off leg not fully extended during snap kick Kicking leg below horizontal level		34
Stances	Gongbu GB Bow stance	Knee of front leg not over instep Thigh of front leg not level Heel of rear foot off carpet Toes of rear foot not turned inward	5	50
	Mabu MB Horse-riding stance	Upper body bent obviously forward Thighs not level Feet not wide apart enough Heels off carpet Toes point outward		51
	Xubu XB Empty stance	Heel of rear foot off carpet Thigh of bent leg not level		52
Apparatus -wielding methods	Guajian GJ, Liaojian LJ Upward parry and uppercut	Wrist straight	6	60
	Wojian WJ Hold the sword	Forefinger around top of guard touches blade		61
	Chantou CT, Guonao GN Around-the-head twining and wrapping	Back of broadsword too far from bodyom the the body		62
	Lanqiang LQ, Naqiang NQ Parry outward and parry inward	No circular movement by spearhead		63
	Zhaqiang ZQ Thrust with spear	Rear hand on spear tail		64
	Liwu Huaqiang LWHQ, Liwu Huagung LWHG, Shuangshou Tiliao Huagun SSTLHG Vertical figure 8 with spear or cudgel, and uppercut with both hands	No vertical circle		65
	Throw and catch apparatus	Catch apparatus in folded arms Failure to catch apparatus with single hand		66

- Notes: 1. 0.10 point will be deducted for more than two (2) errors in standards in one (1) movement.
2. 0.10 point will be deducted for more than two (2) errors in apparatus-wielding methods in

one (1) set of movements.

3. A balance should be held motionless for at least two (2) seconds.

(二) 自选太极拳、太极剑动作规格错误内容及扣分标准 (表 1-2)

1.1.2 Deduction Criteria for Errors in Standards of Movements in Optional Taijiquan and Taijijian (Table 1-2)

Type	Movement	Errors for Deduction	Code I	Code II
Balances	Low balance with leg stretched forward	Stretched leg below horizontal level	1	15
	Low balance with leg inserted behind	Foot of inserted leg touches carpet		16
	Stamp in low body position	Heel of supporting leg off carpet Stamping leg bent at knee Tiptoes not turned outward		17
	Cechuai Pingheng CCPH Side kick with sole in balance	Kicking leg not extended from bend		18
Leg Techniques	Fenjiao FJ, Dengjiao DJ Parting kick and heel kick	Raised leg below horizontal level Raised leg not straight	2	24
	Bailianjiao BLJ Lotus kick	Swing leg bent when slapping Slap missing		25
	Paijiao PJ Pat leg	Swing leg bent when slapping Slap missing		26
	Quedilong QDL Dragon's dive to the ground	Sole of front foot touches carpet when turned inward Angle between legs smaller than 45°		27
Jumps	Tengkong Feijiao TKFJ, Xuanfengjiao XFJ, Tengkong Bailian TKBL Kick in flight, tornado kick and lotus kick	Toes of slapped leg below shoulder level Slap missing	3	30
	Tengkong Zhengtitui TKZTT Front kick in flight	Hanging leg bent		31
Stances	Gongbu GB Bow stance	Knee of front leg not over instep Heel of rear foot off carpet	5	50
	Pubu PB Crouch stance	Rear leg not bent completely Front leg bent Sole of front foot not turned inward and flat on carpet		53

	Shangbu SB Take a step forward Tuibu TB Take a step backward Jinbu JB Forward step Genbu GB Follow-up step Cexingbu CXB Side step	Shuffle (except for special movements) Center of gravity up and down in moves Foot raised too high		54
Apparatus-wielding methods	Guajian GJ, Liaojian LJ Upward parry and uppercut	Wrist straight	6	60
	Wojian WJ Hold the sword	Forefinger around top of guard touches blade		61

- Note: 1. 0.10 point will be deducted for more than two simultaneous (2) errors in standards in one (1) movement.
2. 0.10 point will be deducted for more than two simultaneous (2) errors in one (1) set of apparatus-wielding movements.

(三) 自选南拳、南（三）自选南拳、南刀、南棍动作规格错误内容及扣分标准（表 1-3）

1.1.3 Deduction Criteria for Errors in Standards of Movements in Optional Nanquan, Nandao, and Gunshu (Table 1-3)

(三) 自选南拳、南刀、南棍动作规格错误内容及扣分标准（表 1-3）

1.1.3 Deduction Criteria for Errors in Standards of Movements in Optional Nanquan, Nandao, and Gunshu (Table 1-3)

Type	Movement	Errors for Deduction	Code I	Code II
Leg Techniques	Qiansaotui QST Front sweep	Thigh of supporting leg above level Sole of sweeping foot off carpet Sweeping leg bent	2	22
	Hengdingtui HDT Horizontal nail kick	Kicking leg not kept straight after kick No nail kick to opposite side		28
Jumps	Tengkongfeijiao TKFJ Xuanfengjiao XFJ Tengkong Waibaitui TKWBT Kick in flight, tornado kick and outward kick in flight	Toes of slapped leg below shoulder level Slap missing in flight	3	30
Tumbles	Tengkong Pantui 360° Cepu TKPTCP Cross-leg kick in flight with full twist to land on side	Swing leg below head level	4	40
	Liyudating Zhili LYDTZL Kip-up	Lift-up on support of hands		41

	Tengkong Shuangcechuai TKSCC Double side kick with sole in flight	Kicking legs not close together Kicking legs bent		42
Stances	Gongbu GB Bow stance	Front leg not bent into near half squat Heel of rear foot off carpet	5	50
	Mabu MB Horse-riding stance	Upper body obviously bent forward Legs not bent into near half squat Thighs below horizontal level Feet not far apart enough Heels off carpet		51
	Xubu XB Empty stance	Heel of rear leg off carpet Rear leg not bent to near right angle		52
	Pubu PB Crouch stance	Rear leg not bent completely Front leg bent Sole of front foot not turned inward and flat on carpet		53
	Diebu DDB Butterfly stance	Inner side of calf of kneeling leg not on carpet Inner side of heel of kneeling leg not on carpet		55
	Guibu GB Bent-knee stance	Bent knee on carpet Buttocks not on calf of bent leg		56
Apparatus-wielding methods	Qilongbu QLB Dragon-riding stance	Knee of rear leg on carpet Front leg not bent into near half squat	6	57
	Chantou CT, Guonao GN Around-the-head twining and wrapping	Back of Broadsword too far from body		62
	Dinggun DG Push the cudgel	End of cudgel not on carpet Top of cudgel below head level		67

Note: 1. 0.10 point will be deducted for more than two (2) errors in standards in one (1) movement.
2. 0.10 point will be deducted for more than two (2) errors in one (1) set of apparatus-wielding movements.

二、自选项目和无难度要求项目（单项）其他错误内容及扣分标准

1.2 Deduction Criteria for Other Errors in Optional Events and (Individual) Events Without Specific Requirements for Degree of Difficulty

（一）其他错误内容及扣分标准（表 1-4）

1.2.1 Other Errors and Deduction Criteria (Table 1-4)

Type	Errors for Deduction	Code
Loss of Balance	Upper body swaying, shuffles or skips in balance	70
	Deduction of 0.2 point for extra support	71
	Deduction of 0.3 point for body-fall	72
Errors about Apparatus, Costume & Decorations	Blade goes off handle, or apparatus touches body or carpet, or gets deformed.	73
	Deduction of 0.2 point for breaking apparatus	74
	Deduction of 0.3 point for dropping apparatus	75
	Band drops from broadsword, tassel from sword or spearhead, or ornament from costume or headwear. Competitor' s body or hands get entangled with band or tassel, or with soft apparatus. Buttons get loose, or costume torn up, or shoes off feet.	76
Other Errors	Longtime balance kept motionless for no more than two seconds	77
	Any part of competitor' s body touches floor outside carpet.	78
	Movement forgotten	79

第二节 对

第三节

第四节

第五节 练项目的评分

Section 3 Evaluation of Dual Events

一、对练项目动作质量和其他错误内容及扣分标准（表6）

3.1 Errors and Deduction Criteria for Quality of Movements in Dual Events (Table 6)

Type	Errors for Deduction	Code
Other Errors	Upper body swaying, shuffles or skips in final position	70
	Deduction of 0.2 point for extra support	71
	Deduction of 0.3 point for fall down due to erroneous movement	72
	Apparatus blade gets off handle or touches body	73
	Deduction of 0.2 point for breaking apparatus	74
	Deduction of 0.3 point for apparatus or spearhead falling onto carpet	75
	Band drops from broadsword, tassel from sword or spear; ornament from costume or headwear. Competitor's hands or body get entangled with band, tassel or soft apparatus. Buttons get loose or costume torn up, or shoes off feet.	76
	Deduction of 0.2 point for deformation of apparatus	77
	Any part of body touching floor outside carpet	78
	Movement forgotten	79
Coordination of methods	Wide of target area	90
	Motionless state exceeds time limit	91
	Duration without attack and defense exceeds time limit	92
	Misses in attack or defense	93
	Waiting	94
	Mishit on partner	95

Notes:

1. Apparatus touching body means the apparatus wielded by the competitor touching his own body.
2. "Wide of target area" means the attacker's body or apparatus being too far from the target area.
3. Time limit is set at 3 seconds for the motionless state of the final position and the fall.
4. Time limit is set at 3 seconds for the duration without attack and defense.
5. Misses in attack or defense apply to both sides.
6. Waiting denotes a forced pause or stop caused by either side advancing a movement by mistake.
7. "Deformation of apparatus" means a bend over 45° .
8. Apparatus touching the floor outside the carpet or any part of body going beyond the space above the competition area is not considered "outside the carpet".
9. All deductions are valued at 0.1 point unless otherwise specified.
10. All deductions mentioned above, for every error committed by a competitor on each occasion, will be totaled.

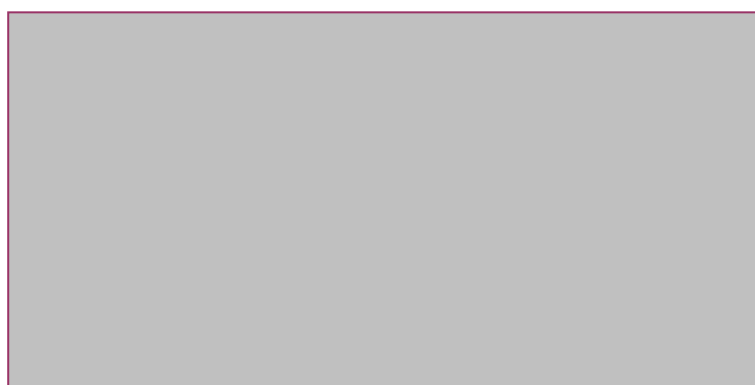
第三章 自选项目主要动作技术要求

比赛场地裁判席位图

Layout of Officials' Seats



Commissione di Appello - Commissione Tecnica (Supervisione)



GIUDICI

裁

CAPO GIUDICE