

2021 International Taiji Kungfu Online Tournament



Competition Rules

Scoring Methods and Standards

Referee team requirements

1. The 2021 ITKOT referee team are all international, Pan-American, or national-level referees. They are divided into three categories of Judges: contemporary wushu, traditional kung fu, and tai ji / health qigong.
2. Each Judge group is composed of a 1 Head Judge, 4 scoring Judges, and two arranging and recording Judges.
3. Scoring Judges will independently complete scoring according to the athlete's video, in accordance with the scoring method of this online competition (hereinafter referred to as the "Online scoring method") and submit it to the Head Judge.
4. The Head Judge cooperates with arranging and the recording Judges to calculate the athlete's final score according to the "Online scoring method." After the Head Judge completes the final score for all the athletes by their division, the Head Judge need to sign the competition results list and submit to the Deputy Chief Referee or Chief Referee. After the Chief Referee and Deputy Chief Referees have verified the results by the Arbitration Committee, the results will be handed over to the Competition Organizing Committee to announce the results of the competition.
5. Athletes and coaches can contact the organizing committee via email or phone to apply for correction within 2 days after the results announcement if they find errors, omissions, or other technical errors in the calculation of results. The competition's Arbitration Committee will initiate arbitration verification within one day after receiving the information and will reply within two days. If the error is true, it will be corrected in

time, and the results will be tied together without affecting the results of the announced athletes.

6. The full score is 10 points. The Scoring Judge will determine the athlete's (team) grade score according to the grade scoring standard and to the technical level of the athlete (team). Points will be deducted for "other errors" during the athlete's performance. The score indicated by the referee is to 2 digits after the decimal point and the mantissa is 0-9.
7. To determine the number of points to be scored, the four scoring Judge plus the Head Judge's score, and the average of the scores of the three scoring Judge in the middle is the athlete's score. In addition, the Head Judge adds and subtracts points to get the result.
8. Head Judge Score Adjustments
 - a. If the actual score appears to be significantly unreasonable, the Head Judge may award additions or deductions before an athlete's final score is displayed.
 - b. The Head Judge may make score adjustments from 0.01 to 0.05.
 - c. The Head Judge may make score adjustments from 0.05 to 0.1 with the approval of the Chief Referee.

Grading Criteria

•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).

(Form 1)

Level		Grade	Score Range
Superior	Higher	Level ①	9.50~10.00
	Middle	Level ②	9.00~9.49
	Lower	Level ③	8.50~8.99
Fine	Higher	Level ④	8.00~8.49
	Middle	Level ⑤	7.50~7.99
	Lower	Level ⑥	7.00~7.49
Inferior	Higher	Level ⑦	6.50~6.99
	Middle	Level ⑧	6.00~6.49
	Lower	Level ⑨	5.00~5.99

Overall Performance grading requirements for Competition Events

1. 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.
2. Power is consistent, 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.
3. Rhythm is appropriate, with focused energy, and proficient techniques. Athletes' performances should show a reasonable rhythm of movement, a clear sense of attacking and defending, and proficient performing skills.
4. 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.
5. Taiji/Qigong 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.
6. Duilian (Choreographed Sparring) content should be plentiful, with compact structure, realistic action, outstanding style, strict coordination, and realistic attacking and defending techniques.
7. 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.

Deduction and standards for other errors

1. Missing Movement: Deduction 0.1.
2. Out-of-bounds: (no deduction for online competition)
3. Loss of Balance: (Sway/Shuffle/skip) Deduction 0.1.
4. Weapon/Clothing Affects Movements: Deduction 0.1.
5. Deformed Weapon: Deduction 0.1.
6. Additional Support: Deduction 0.2.
7. Broken Weapon: Deduction 0.3.
8. Dropped Weapon: Deduction 0.3.
9. Fall: Deduction 0.3.
10. For Duilian: Attack wide or off target area: Deduction 0.1; Miss in attack or defense: Deduction 0.2; Miss hit on Partner(s): Deduction 0.3.
11. 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)

(From 2)

Type	Deduction & Criteria		
	0.1 Deduction	0.2 Deduction	0.3 Deduction
Attire/Shoes/ Accessories	<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		
Weapons & Apparel	<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
Out-of-Bounds	<ul style="list-style-type: none">• No deductions for this tournament		
Lose 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
Missing	<ul style="list-style-type: none">•Each missing movement		
Duilian	<ul style="list-style-type: none">•Attack wide or off target area	<ul style="list-style-type: none">•Misses in attack or defense	<ul style="list-style-type: none">•Miss hit on partner(s)

(11) Deduction of points by the Head Judge

- a. There are no less than 6 people in the group competition, for each less person, 0.5 points will be deducted.
- b. If the music for the competition does not comply with the rules of the competition, 0.1 point will be deducted.
- c. The time to complete the routine is over or under; the beginning and closing form does not match same direction; the length, weight, and softness of the weapons (No points will be deducted for this online competition)

Other Errors Explanation

1. Sway: A sway is defined as 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, front and back, or in a circular motion ending upright, it is regarded as a sway.
2. 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.
3. 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.
4. 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 accordingly).
5. 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).
6. 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.
7. Weapon Deformed: This refers to when the weapon has been deformed to more than a 45° angle from its original intended shape.
8. Weapon Broken: This refers to when the weapon has been broken into at least two parts from its original intended shape.
9. Out-of-bounds: (no deduction for online tournament)
10. Forgetting: Unnecessary pauses, interruptions, or confusion during exercise are judged as forgetting.

*Note: If two or more other errors occur continuously in one action, points shall be deducted accumulatively; the above errors are accumulative points deducted according to the number of occurrences.

“2021 ITKOT Online Wushu Competition Rules” (Chinese and English simplified version)

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