

DUI CHAK Competitions (對拆)

ARTICLE 1. GENERAL RULES

The competitions are grouped by the Competition Committee led by the Chairman of the Competition Committee. It is composed of the following members:

1.1 Contest Judges:

1.1.1 One chief referee;

1.1.2 One (1) head judge and four (4) judges per carpet, with latter being comprised of two (2) groups: Group A and Group B. Group A is responsible for evaluating the performer's technique (proper execution). Group B is responsible for evaluating the overall performance;

1.1.3 One referee per carpet overseeing the participants.

1.2 Support staff:

1.2.1 One scheduler-recorder per carpet;

1.2.2 One camera operator per carpet responsible for providing footage to the Jury of Appeal.

ARTICLE 2. DUTIES OF THE COMPETITION OFFICIALS.

Competition Officials perform their duties under the leadership of the Chairman of the Competition Committee and have the following responsibilities:

2.1 Chief referee of the competition shall

2.1.1 Organize and lead the work of juries and see to it that the Competition Rules are being followed;

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

2.1.3 Replace the referee in the middle of competition if the amount of score points given by that referee deviates from the average value more than 3 times in a row;

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

2.1.5 Examine and announce the results of the competition, make a summary of the officiating work;

2.1.6 Make sure that referees get to learn the rules and organize the seminar for them before the start of the competition.

2.2 Head judge shall:

2.2.1 Organize and manage the work of his jury;

2.2.2 Report to the Chief referee all the incidents where the amount of score points given by any particular referee deviates from the average value more than 3 times in a row;

2.2.3 Deduct score points for repeated, overtime and undertime performance (0.2 points for each case of violation);

- 2.2.4 Deduct 1 score point for baseless pause in performance (more than 5 seconds in the middle of performance or more than 8 seconds in the beginning of performance);
- 2.2.5 Participate in the evaluation of overall performance carried out by Group B. If there are any significant errors present in such evaluation or if the difference between the scores is more than 0.5 points, senior referee provides his own evaluation which is compared to the average evaluation provided by Group B and the final score for overall performance of the participant will be the arithmetic mean of these two values;
- 2.2.6 Stop the performance, if:
- a) Participant's costume fails to comply with the rules of the competitions (1 point is deducted from the score and the participant is allowed to repeat his performance);
 - b) The weapon breaks (1 point is deducted from the score and the participant is allowed to repeat his performance);
 - c) There are issues with the carpet (in this case there is no deduction from participant's final score).

2.3 Judges shall:

- 2.3.1 Do their best in the jury under the guidance of its head judge;
- 2.3.2 Evaluate independently in conformity with the Rules, and keep a detailed record from which the reasoning behind his evaluation can be derived (if the judge fails to keep this record he will be immediately suspended from his duties and penalized);
- 2.3.3 Be responsible, as members of Panel A, for evaluating participants' technique 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.
- 2.3.5 Referee at the carpet shall be responsible for verification of the list of participants that is to be carried out 30 minutes before the start of the competitions, escorting participants to the carpet and handing in the list of participants to the head judge.

2.4 Scheduler-recorder shall:

- 2.4.1 Handle both registration data and the results.

2.5 Camera operator shall:

- 2.5.1 Be responsible for filming all the competition events;
- 2.5.2 Replay videotapes at the request of the head judge or Jury of Appeal and as soon as the event is closed hande in all the recorded material to the Chairman of the Competition Committee, being aware that any attempts to make a copy it are prohibited.
- 2.5.3 Only official footage can be used as an evidence when requesting an appeal.

ARTICLE 3. GENERAL RULES FOR COMPETITION

3.1 Types of Competition. They are divided as following:

- 3.1.1 Senior competition (40 years old and above);
- 3.1.2 Adults' competition (from 16 to 40 years old);
- 3.1.3. Children's competition (under 16 years old).

3.2 Competition Events

Duichak is a staged fight involving two or more people. Participants are allowed to use any technique, such as various kicks and strikes, defensive hand and leg techniques, throws, sweeps, etc. Duichak can be held as men's, women's and mixed type competition.

Duichak techniques performed by each participant imply successive transition from defensive to offensive movements and vice versa. Execution of movements by each participant should not cast doubts on the realism of any combat situation. Each performance has a time limit of 3 minutes.

Concerning time limits, the performance is governed by the principle of "stop when the time limit is exceeded". It means that if the time limit for particular event as performed by participant is set at 3 minutes, at 2:54 - 2:56 the participant is expected to bring his performance to conclusion by executing transition to the proper finishing position.

3.3 Principles of combination and division.

3.3.1 In order to avoid false competitions and to motivate participants the rule of "no less than 6 people per group" will be in effect, which means that only 3 participants will get appropriate awards while the other 3 will be left with no awards at all.

3.3.2 The Competition Committee shall be responsible for proper grouping of participants under the guidance of the Chairman.

ARTICLE 4. APPEALS

4.1 Scope of appeals

The Jury of Appeal shall handle appeals submitted by a representative of participating team which disagrees with deductions made by the head judge or with Group B's judgment against members of the team in the process of competition.

4.2 Procedures & requirements for appeals

If a participating team disagrees with the judges' 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 5000 rub. Each appeal is limited to one issue.

The Jury of Appeal shall examine the case through videotapes. If in the course of consideration of the appeal the judgment made by the jury proves to be correct, the appealing team shall abide by it. If the team fails to do so and causes any troubles by this act of disobedience, the Jury of Appeal may, according to the severity of the case, propose to the Technical Committee to take strict measures, including cancellation of the competition results. If the judgement made by the jury proves to be wrong, the Jury of Appeal shall propose to the Technical Committee to take measures, in accordance with the regulations, against the judge who erred in his decision. In this case, the appeal fee shall be returned. Also, the original results of the competitions may

be altered accordingly. The decision made by the Jury of Appeal is definitive. Unsportsmanlike conduct will result in penalties.

ARTICLE 5. DETERMINATION OF THE STARTING ORDER OF THE COMPETITION

The starting order of the competition for each event shall be determined by drawing 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.

ARTICLE 6. REGISTRATION

Competitors shall arrive at the designated place 30 minutes prior to the competition for the initial registration. The second roll-call will take place 20 minutes, and the third roll-call 10 minutes, before the competition starts.

ARTICLE 7. PROTOCOL

At the roll-call and the announcement of final scores the competitor should salute the head judge properly.

ARTICLE 8. TIMEKEEPING

Timekeeping shall start when the participant begins his performance from a stationary position and stops when his routine ends in appropriate position (feets together, heels touching).

ARTICLE 9. DISPLAY OF SCORES

The participant's score shall be displayed to the public.

ARTICLE 10. DEFAULT

Any failure by participant to appear at the roll-call or competition shall be treated as default.

ARTICLE 11. PLACING

11.1 Placing in individual competitions

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.

11.2 Placing in case of tied scores.

11.2.1 The participants with a higher score for overall performance shall be placed higher;

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

11.2.3 If the tie remains still, the tied participants shall share the place.

11.2.4 In competitions with preliminaries and finals, the participant 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 (11.2.1 - 11.2.3).

ARTICLE 12. SCORING METHODS

12.1 The jury shall be composed of two (2) judges in Group A responsible for evaluating the technique, two (2) judges in Group B responsible for evaluating the overall performance and the head judge.

12.2 The full starting score of a participant is ten (10) points, including five (5) points for the quality of technique and five (5) points for the overall performance. A participant's starting score is the value estimated as a sum of points for technique and overall performance.

12.3 The judges in Group A shall deduct points according to the errors committed by a participant during his performance of the routine.

12.4 The judges in Group B shall evaluate the overall performance of the whole routine and deduct point for errors in it. The average of the two scores shall be awarded to the participant as the final score for overall performance unless there are any deductions pending from the head judge.

12.5 Scoring criteria for the quality of technique

When a participant commits an error in regard to standards of technique, 0.1 point shall be deducted per each error, and 0.2-0.3 or 0.5 point shall be deducted for two or more than two errors in the same movement (Table 1)

12.6 Scoring criteria for overall performance

Scores for the overall performance are formed as a result of evaluation of the degree of conformity with the principles of the Form, proper application of force, spirit and rhythm. When a participant commits an error in regard to overall performance, 0.1 point shall be deducted per each error; and 0.2 - 0.5 point shall be deducted for major failures (Table 2).

12.7 Evaluation for grading

As per the above mentioned criteria, overall performance is graded into three (3) levels, with 5.00 - 3.51 points for superior level, 3.50 - 2.91 points for average level, 2.90 - 1.01 points for inferior level.

12.8 On the whole, the participant is expected to perform his routine in correct positions, with full and proper application of force, while maintaining good coordination, precise body control and accurate movements, as well as following a distinct rhythm and proper style. All these elements must be taken into consideration in the course of any participant's performance evaluation.

12.9 Participants are allowed to introduce foreign techniques into their performance if such techniques are used offensively and are counter by Wing Chun techniques.

Table 1. Evaluation of technique.

Deduction criteria for errors in technique

Type	Technique	Errors that cause points to be deducted	Points deducted for one (1) error	Points deducted for two (2) and more that two (2) errors in the same movement
Balance	High, middle, and low balance	Loss of balance Unstable positioning, walking	0.1	0.2 - 0.3
Assuming certain position	Positions	Position does not comply with	0.1	0.2 - 0.5
		Wing Chun standards, Unstable positioning, walking	0.1	0.2 - 0.5
	Steps: Tor Bo, Biu Bo, Sam Kok Bo and other Wing Chun stepping techniques conforming to Wing Chun standards	Errors in stepping technique (stepping does not comply to Wing Chun standards).	0.1	0.2 - 0.5
Hand techniques	Incorrect form	Hand forms do not comply with Wing Chun standards	0.1	0.2
	Faulty technique	Performance fails to conform to Wing Chun standards	0.1	0.2 - 0.3
Leg techniques	Ching Kirk	The attacking leg fails to straighten entirely from its bent state, the kick is not performed high enough	0.1	0.2 - 0.3
	Wang Kirk	The attacking leg fails to straighten entirely from its bent state, the kick is not performed high enough	0.1	0.2 - 0.3
	Defensive techniques (Tan Kirk, Bong Kirk)	Incorrect final position, incorrect application of force	0.1	0.2 - 0.3

Table 2. Evaluation of the overall performance

Criteria for evaluating overall performance and corresponding errors penalized with deduction of points

Type	Aspect	Errors that cause points to be deducted	Errors in any particular technique	Errors pertaining to the whole routine
Conformity to the style	Rhythm	Bad rhythm	0.1	0.5 - 1.0
	Application of force	Inappropriate application of force	0.1	0.5 - 1.0
	Fighting spirit	Lack of necessary fighting spirit	0.1	0.2 - 0.3
Coordination	Coordination in bodywork and hand and leg techniques	Lack of coordination	0.1	0.5 - 1.0
	Interaction with the partner	Lack of coordination	0.1	0.5 - 1.0

ARTICLE 13. PROTOCOL OF DUICHAK COMPETITIONS

13.1 Fist-Palm Salute.

In proper stationary position (feet together, heels touching), place the right fist against the 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.