

# Wing Chun TaoLo (Set Forms) Competition Rules

January, 2014

## CHAPTER 1

### OFFICIALS AND DUTIES

#### Article 1 Competition Committee

The **Competition Committee** consists of the executives of the competition which is the highest authority supervising the whole operation of the competition. It consists of 1 chairman, 1 vice chairman and 3-5 committee members.

#### Duties

- 1) To supervise the works of Referee Team.
- 2) To supervise and monitor the behavior of the competitors and participating teams.
- 3) It has the authority to impose penalties on officials or competitors who breach the rules.
- 4) Competition officials are not directly involved with the referees who perform their work without prejudice. The referees' decisions will not be changed unless they fall under Article VIII of the rules.

#### Article 2 Arbitration Committee

2.1 It consists of a chairperson, vice chairperson and 3-5 committee members.

#### 2.2 Duties

- (1) To handle complaints and impose binding solutions.
- (2) Decisions made by the Arbitration Committee are valid only if there are more than half of the committee members attending the conference and more than half of the members are in the same stance. If the voting is equal, the chairperson of the committee has the authority to make the final decision. Members of the Arbitration Committee should not express any opinion on topics related to their personal interest.

(3) Arbitration Committee has the authority to make the final decision.

### **Article 3 Referee Team**

#### **3.1 The Organization of Referee Team**

1) It consists of one (1) Head Referee, one (1) Deputy Head Referee, 4 – 6 scoring referees, 1 chief recorder and 1 registrar.

#### **3.2 Supporting Staff**

- 1) Recorders (including one chief) 3-5 persons
- 2) Registrars (including one chief) 3- 6 persons
- 3) Announcers 1-2 persons
- 4) Sound effect personnel 1-2 persons
- 5) Photographers 1-2 persons

### **Article 4 Duties of Referee Team**

#### **4.1 Head Referee**

- (1) Organising and leading the referee team to ensure that the competition rules are strictly followed; make sure all preparation work is duly done.
- (2) Interpret the rules but no authority to change.
- (3) During the competition, he may rearrange the work of the referees and, in case of serious error made by the referee, handle the situation.
- (4) Marks will be deducted under any of the following conditions:

Unable to finish in the stated time, finish after the stated time, repetition of action, adding action which is not required, leaving out required action, unable to meet the requirement of the number of people in group competition or unable to meet the requirement of background music.

- (5) Examine and announce the contest result, review and summarise referee work.

#### **4.2 Deputy Head Referee**

The Deputy Head Referee is to assist the Head Referee and temporarily act as the Head Referee when he/she is absent.

#### **4.3 Referee**

- (1) Obey the leadership of the head referee; attend study seminar and do preparation work.
- (2) Execute duties independently and prepare detailed records.
- (3) Responsible for awarding scores for the competitors.

#### **4.4 Chief Schedule Recorder**

- (1) Handle all records, examine registration and prepare schedule.
- (2) Prepare all registration forms, examine contest results and rankings.

#### **4.5 Chief Registrar**

Supervise the registrar team and report to the head referee in case of any incident.

### **Article 5 Supporting Staff**

#### **5.1 Schedule recorder**

Perform the duties assigned by the Chief Schedule Recorder.

#### **5.2 Registrar**

Handle all registration work according to the schedule and guide the competitors to the competition platform, submit the completed registration form to the head referee.

### **5.3 Announcer**

To announce the result, introduce the competition rules and related knowledge.

### **5.4 Sound effect personnel**

- (1) Check the music provided by the competitor and broadcast according to schedule.
- (2) Music will start broadcasting 3 seconds after the competitor stands on the platform.
- (3) Not allow anyone to make a CD copy in the competition. Return CDs to competitors after the competition is finished.

### **5.5 Photographer**

- (1) Record videos of all contests.
- (2) At the request of the Competition Committee, broadcast the related video.
- (3) All the videos taken will be kept for record purposes.

## **CHAPTER 2**

### **COMPETITION RULES**

#### **Article 6 Types of Competitions**

##### **6.1 Classification**

- (1) Individual contest

##### **6.2 Age Group**

- 1. Child Contest (Aged 6-11)
- 2. Youth Contest (Aged 12-17)
- 3. Adult Contest (Aged 18 or above)

##### **6.3 Classification of To-Lo competition**

- (1) To-Lo individual contest (Sequences /Routines from various Wing Chun systems)

#### **Article 7 Competition Programs**

- 7.1 1) Siu Nim Tao, 2) Cham Kiu, 3) Biu Chi, 4) Wooden Dummy

- 2) Weapons; 1. Pak Charm Duo, 2. Six and half point pole

\*\*\* Pak Charm Duo (knife) cannot be made of wood or light aluminium; Six and and half long pole cannot be made of rattan and must be at least 2.3 meters long.

#### **Article 8 Age and Sex Group**

According to the actual needs, the Competition Committee may classify the competitors into different groups by age or sex.

#### **Article 9 Appeal**

- 9.1 Competition Committee will only accept appeals relating to the referee's final judgment.

## 9.2 Appeal Procedure

All appeals must be made to the Competition Committee within 15 minutes presented by the team instructor or leader in writing together with an Appeal Fee of HK\$1,000.00. Each appeal can be made against only one allegation.

Competition Committee will review the video and make its decision. If it is found that the appeal is correct, the Competition Committee will take appropriate action against the related referee and refund the appeal fee to the applicant but **the result will not be changed.** However, if it is found that no error is committed by the referee, no refund will be made. The Competition Committee will notify the result to the related parties.

### **Article 10 Competition Orders and Schedule**

Under the supervision of Competition Committee and Head Referee, the schedule recorders will use the computer program to arrange the competition schedule and order for the competitors.

### **Article 11 Registration**

All competitors must arrive at the registration counter for the 1st check-in and the checking of weapons and dress 30 minutes before the start. The 2<sup>nd</sup> check-in will be 10 minutes before the contest and the 3<sup>rd</sup> check-in will be 5 minutes before the contest.

**\* If applicant's check-in late at any one time, he/she will count to disqualified.**

### **Article 12 Competition Protocol**

Competitors should pay salute to the Head Referee before and after their performance.

### **Article 13 Timing**

Time will be counted from the first move of the competitor's action and stopped at the time the competitor finishes his whole performance.

### **Article 14 Show of Result**

For justice sake, all results will be shown publicly.

### **Article 15 Default**

The competitor who is unable to register and check-in in time will be deemed as defaulting.

## **Article 16 Doping Test**

According to the Olympic Game's rules, doping is strictly prohibited and the Competition Committee and the Head Referee will take doping checks.

## **Article 17 Placing**

### 17.1 Individual Ranking:

According to the total scores of the competitors, the result will be classified into First Grade Prize (a gold medal and certificate will be issued), 2<sup>nd</sup> Grade Prize (a silver medal and certificate will be issued), 3<sup>rd</sup> Grade Prize (a bronze medal and certificate will be issued) and Excellent Performance Award (only a certificate will be issued).

### 17.2 Regulations on the placing of individual items:

The number of awards (gold, silver and bronze medal) is set on a pro-rata basis according to the number of participants. (Specific terms and conditions are decided in accordance with the Rules and Regulations of the tournament)

### 17.3 Placing of individual championships

The winner will be the person who gets the highest marks in total of individual contests participated in. The player with second highest marks is the first runner-up, and so on.

### 17.4 Placing of group competitions

The winner will be the team which gets the highest marks in the contest. The team with second highest marks is the first runner-up, and so on.

### 17.5 Placing of Equal Score

#### A. Handling of equal scoring in individual events:

(1) The average of the highest and lowest scores will be compared with the average of the other three. The one with the lowest difference will be the winner.

(2) If the average score after deducting the highest and the lowest score of the competitor is higher, he is the winner.

- (3) If it is still be tie, the referee will compare the lowest score of the competitors and the higher one is the winner.
- (4) If the score is still also the same, there will be equal placing.
- B. The placing method of group contest is same as the individual item above.

## **Article 18 Awards of Group Items**

- 18.1 Participants are placed and awarded according to the scores. The number of awards is set by the regulations of the tournament on pro-rata basis.
- 18.2 Other rewards may be offered by the committee according to the situation at the time.

## **Article 19 Time Limit**

- 19.1 Siu Nim Tao performance cannot exceed 3 minutes but cannot be less than 1 minute 30 seconds. The Head Referee will blow the whistle when the competitor is doing his performance at 2 minutes 50 seconds to remind him.
- 19.2 The total allowed time for other set forms is between 30 seconds and 2 minutes. The Head Referee will blow the whistle to remind the competitor when the competitor is doing his performance at 1 minute 50 seconds.  
  
(If the original set form is too long, the competitor should shorten it in order to fulfill the requirement of the competition. The referee team will provide us with two sets of timing equipments and the time announced by the referee is conclusive.)
- 19.3 Participants are required to finish the To-Lo within the above limit.
- 19.4 Time limit for team performance must not exceed 3 minutes.
- 19.5 Time in the competition is kept by two stopwatches used by the referee team. The time counted by the referee team is deemed to be accurate. When the participants fail to meet the required time limit, the stopwatch recording the nearest required time limit in the competition will be counted.

## **Article 20 Unfinished To-Lo performances**



No marks will be given for unfinished To-Lo performances.

### **Article 21 Background Music**

It must follow the regulations and guidelines of the Competition Committee set from time to time.

### **Article 22 Clothing**

22.1 Referees must wear designated dress.

22.2 Competitors may wear any kind of track-suit, classic and cultural dress. However, no short pants, vest, or transparent material or too casual wear is permitted. Clothes must have sleeves, long or short.

### **Article 23 Contest Platform**

23.1 Single competition will be held in a platform of 12 M x 8 M with 5cm white color side surround. In addition, there will also be a safety zone of not less than 2cm width.

23.2 Group competition will be held in a platform of 14M x 12 M, with 5cm white color side surround. In addition, there will also be a safety zone of not less than 1M.

23.3 Taking into account the actual circumstances, the organizing committee reserves the right to increase or decrease the size of the platform.

### **Article 24 Weapons**

Metal knives and wooden sticks may be used.

### **Article 25 Other Equipment**

The Competition Committee will prepare suitable equipments such as TV, cameras, camcorders and audio equipment according to the size and needs of the competition.

## CHAPTER 3

### SCORING METHOD AND CRITERIA

#### **Article 26 Methods and Standard of Scoring**

26.1 Total full mark of any individual item is 10. The result of the competitor will be classified into 9 tiers in 3 grades; 1) distinction: 8.50 to 10.00; 2) Credit; 7.00 to 8.49 and 3) Pass; 5.00 to 6.99 as per Table 1 attached. The calculation is on deduction basis.

#### 26.2 Score Awarding Criteria

1) Referee will, according to the total performance of the competitor, judge the overall grade of the competitor as specified in 3.1 above. Based on the total score the referee will further deduct “deduction due to other error as specified in the schedule of the rules”. The referee may make deduction up to 2 decimal point ranging from 0.01 to 0.09.

#### 2) Confirmation of score

(1) When there are 3 judges, the average score will be the final score of the athlete.

(2) When there are 4 or 5 judges, the highest and the lowest mark will not be taken into calculation. Thence, the average score of the other 3 judges will be the final score of the competitor. All scores will be counted up to 2 decimal points.

#### 3) Head Referee's Adjustment

While it appears that there is obvious unreasonable situation in calculating the score, the Head Referee has the authority to make adjustment on the score either by increment or reduction within the range from 0.01 to 0.05.

#### 4) Final Score

The ultimate score after the Head Referee's adjustment is the final score of the competitor.

### 26.3 Criteria for Awarding Score

#### 1) Grades and sub-grades:

Three grades and nine sub-grades will be given according to the following scores: (Excellence: 8.5-10marks) (Good: 7-8.49 marks) (Average: 5-6.99 marks) (See table1)

#### **Overall requirements (for reference)**

- (1) The competitor, during his performance, should be able to express the unique feature and main techniques of Wing Chun “correctly” and in “standard motion”. (35% of the total scores).
- (2) Smoothness of movement and body coordination (with or without weapon) and mastering of correct power. The total score of this part is 35%.
- (3) Proper rhythm which can correctly express the character of that set form.
- (4) Appropriate schedule and arrangement for the whole set. It should be consistent and structured with emphasis on the technical style.
- (5) In group performance, matching within the team and coordination  
  
The total score from (3) to (5) will be 30%.
- (6) Competitors should finish the performance within the time limit.

2) Score Deduction for Other Error (see table 2) (after giving overall score, deduction will be further made according to error)

3) Head Referee will monitor the referee’s execution.

#### (1) Over or Under the Time Limit

1. Under the minimum time requirement for less than 2 seconds, 0.1 points will be deducted from the total score.
2. Under the minimum time requirement for more than 2 seconds but within 4 seconds, 0.2 point will be deducted from the total score

3. Under minimum time requirement for more than 4 seconds, 0.3 point will be deducted from the total score. The maximum deduction is. 0.3 point.
  4. Exceed the maximum time limit for not over 5 seconds, 0.1 point will be deducted from the total score.
  5. Exceed the maximum time limit for more than 5 seconds; 0.2 points will be deducted from the total score.
  6. Exceed the maximum time limit for more than 10 seconds; 0.3 points will be deducted from the total score.
  7. The Head Referee will ask the competitor to stop performance if 0.3 point has already been deducted.
- 2) 0.1 point will be deducted for any single error
  - 3) If the competitor is unable to complete the set form for a subjective reason, the competitor may restart on the approval of the Head Referee. However, 0.1 point will be deducted from the total score.
 

If the competitor is unable to complete the set form for an objective reason, the competitor may do his performance again and no deduction will be made. This competitor may re-do his performance at the end of the contest.
  - 4) If the number of participants of group competition does not achieve the requirement of the competition, 0.5 points will be deducted for every person short of the requirement.
  - 5) If the athlete does not give a salute before starting and after finishing, 0.1 will be deducted.

## **Article 27 Competition Criteria**

### 27.1 Criteria

The full marks of the performance are ten marks. Participants will be given scores according to the “Criteria and general requirement of To-Lo performance”, along with the comparison of participants’ other performance in competition. Referee can give marks to the second decimal place.

## 27.2 Grading standard

Three grades and nine sub-grades will be given according to the following scores: (Excellence: 8.5-10marks) (Good: 7-8.49 marks) (Average: 5-6.99 marks) (See table1) (This grading is just for information with no material effect on score)

### **General Requirement of To-Lo Performance:**

- (1) The main gist of Wing Chun is overcoming hardness by flexibility with the integration of other branches of martial arts.
- (2) Different styles of martial arts can be utilized with the uniqueness of Wing Chun.
- (3) Organization, content, skills, interaction and theme of Wing Chun will be counted as criteria of performance.
- (4) If background music is used, the music should be closely related to the theme and performance.

## **Article 28 Show of the Final Score**

28.1 Referee will show the score awarded to the competitor publicly and the Head Referee will show the final score.

28.2 Alternatively, the referee may submit their assessment to the Head Referee and the Head Referee will show the final score.

## **Article 29 Others**

The Competition Committee may from time to time adjust or amend the rules depending on the needs of the actual situation.

**Table 1**                      **Criteria for Assessment**

Class		Grade	Marks
Excellent	Upper	Grade 1	9.50 -10.00
	Middle	Grade 2	9.00- 9.49
	Lower	Grade 3	8.50 – 8.99
Credit	Upper	Grade 4	8.00 – 8.49
	Middle	Grade 5	7.50 – 7.99
	Lower	Grade 6	7.00 – 7.49
Pass	Upper	Grade 7	6.50 – 6.99
	Middle	Grade 8	6.00 – 6.49
	Lower	Grade 9	5.00 – 5.99

**Table 2**                      **Deduction for Other Error**

Types of error	Deduction Criteria		
	0.1 point	0.2 point	0.3 point
Dress or ornament affecting actions Forget to salute	1. Did not give the salute 2. Split of dress or button 3. Ornament fall on floor 4. Shoes come off	N/A	N/A
Weapons	1. Touches the ground 2. Loose handle 3. Touches body 4. Deformed	N/A	1.Broken 2. Falls on the ground
Beyond the line	Any part of the body	N/A	N/A
Loss Balance	1) Shaking of upper body 2) Jumping of leg	use hand, leg, knee, elbow and weapon to support body	Fall on the ground (hands, shoulder, head, trunk or hip touch on the ground )
Missing	Missing once	N/A	N/A

**Remark:** Deduction will be made in accumulation for every single error.



**Table 3**

**Assessment record of referee (To-10)**

Item: \_\_\_\_\_

Name of contest: \_\_\_\_\_

Team: \_\_\_\_\_

DATE: (year) (month) (day)

COMPETITION (NO.)	ASSESSMENT RECORD		SCORE	FINAL SCORE
	Marks	Marks deducted for error		
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

Signature: \_\_\_\_\_

Referee (no. ) \_\_\_\_\_



**Table 4**

**Assessment record (To-10)**

ITEM : \_\_\_\_\_

Competition number: \_\_\_\_\_

Team: \_\_\_\_\_

DATE: (year) (month) (day)

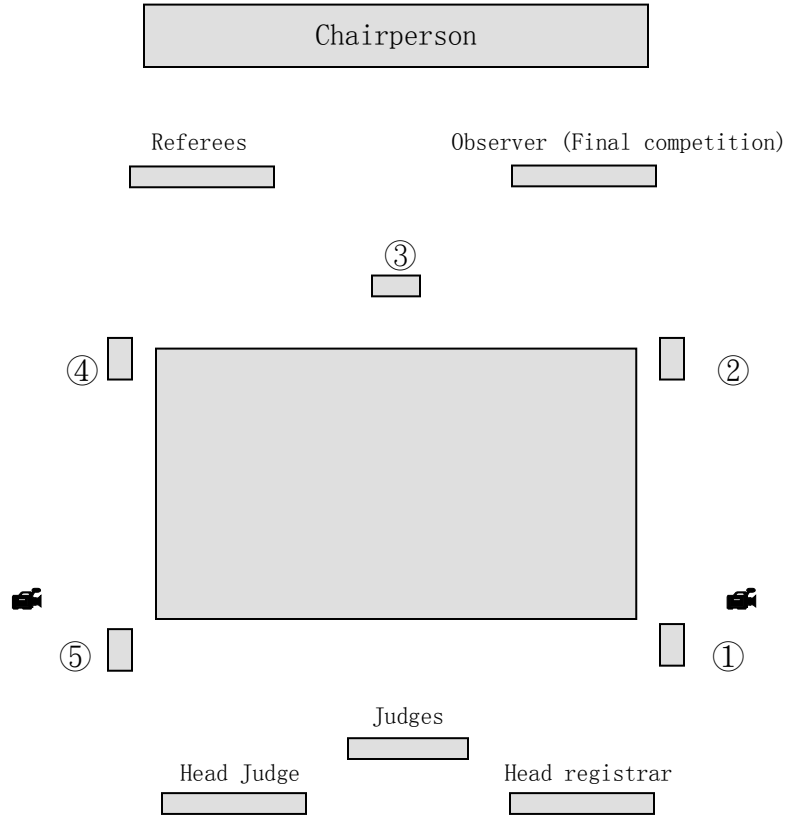
NO.	NAME	AGE GROUP	FINISHED TIME	ASSESSMENT OF REFEREES					REDUCTION OF MARKS BY HEAD REFERR	MARKS REARRANGED BY HEAD REFEREE	FINAL SCORE	
				RECORD OF REFEREE								MARKS
				1	2	3	4	5				
1												
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												
12												
13												
14												

Head referee: \_\_\_\_\_

Registrars: \_\_\_\_\_

Attachment1: Setting plan of the venue:

Setting plan for chairperson and referees



Setting plan for judges



Note :

The table of judges sets opposite to the table of the chairperson.

50 cm in between every judge is recommended.

1、2、3、4、5 are tables for referees.

📷 Camera

★ Referee

□ Deputy Head Referee

△ Registrars

◇ Timekeeper