

**The Bangkok Gung Fu Association and Wells International School present:**  
**The Tiger Classics** an All-Styles Open Martial Arts Tournament

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## **1. Competition Area**

- 1.1** The size of the competition area, or ring, shall be 6 x 6 meters of flat space, clear of all hazards. (See appendix 5)
- 1.2** All competitors must bow before entering the competition area, or ring, and after leaving.

**Note:** A competitor may use the bow that is formal to their particular style, or what is termed a gentleman's bow, standing upright with feet together, hands flat to the side, and bend at the waist.

## **2. Open Hand and Weapons Forms Rules**

- 2.1** The official judging panel for each ring for open hand and weapons forms will consist of three (3) to five (5) judges with one judge serving as the head judge.
- 2.2** The competitor shall enter the competition area, or ring, from the right hand side, bowing before they enter the ring.
- 2.3** The competitor should then walk to the center of the ring, face the judges and then give their introductory speech.

**Note:** See appendix 3 for the introductory speech.

- 2.4** After the head judge has okayed the competitor to begin his/her form, the competitor should choose an appropriate location from which to commence the performance (this need not be the center of the ring). The performance should be conducted with the competitor facing the judges.
- 2.5** The competitor will perform the form of their choice for evaluation by the judges. The performance will be judged from the competitors introductory speech until the concluding formality.
- 2.6** The form shall be not less than 30 seconds in duration, nor shall it exceed three minutes in time.
- 2.7** Music accompaniment is NOT permitted for standard forms competition.
- 2.8** All competitors will line up and sit at the opposite side of the ring to the judges.

**Note:** While competitors are seated and awaiting their turn, they should pay attention to the performance of other competitors and not distract the competitors in any way. A competitor's behavior while they are seated can affect their scoring.

- 2.9** Standard open hand and weapons forms competitions are individual categories and must be performed alone.

## **Weapons Forms:**

**2.10** For the purpose of this tournament, weapons are defined as implements that are:

- a)** Employed in a combative manner (i.e. offensive and defensive maneuvers);
- b)** Not of a projectile nature;
- c)** Weapons must be real, authentic and recognizable. Home made weapons will not be accepted.
- d)** All weapons must not be sub standard. They must be considered safe and in good repair (i.e. they are not likely to break, fall apart or in some other manner endanger competitors, judges or spectators).
- e)** Weapons performances must not cause damage to rings (mats) or the surrounding area.
- f)** Weapons performances must not endanger officials, competitors, or spectators at any time.

**2.11** All equipment, materials and clothing for use in competition is subject to inspection and must be deemed safe and appropriate by the head judge of each division.

**2.12** All weapons are required to be presented to ring officials for inspection prior to competition.

**2.13** All junior (17 years and under) are prohibited from using a live blade weapon during competition.

**Note:** See appendix 4 for accepted and prohibited weapons

## **3. Open Hand and Weapons Forms Scoring**

### **3.1** Scoring and judging criteria

All judges (3, 4, or 5) will award a score.

All judges scores are calculated.

If a tie situation occurs, then the competitors' lowest scores are dropped and the totals recalculated. If the tie persists, competitors may be asked to perform their form a second time.

**3.2** Open hand and weapons forms will be measured according to the judges' rating scale (see appendix 2).

**3.3** After a competitor has finished his/her form, he/she will wait for the judges to score their performance. After the scores are given, the competitor will leave the ring.

**Note:** The timekeeper will read the scores aloud as the scorekeeper records them. This allows the judges to be able to verify that the scores being read are recorded correctly.

**3.4** The order in which competitors will perform will be determined by the head judge randomly before the start of each division.

**3.5** In a situation where there is more than five (5) competitors in an open hand or weapons competition, the first three competitors will leave the ring after their performance without getting scores. Once the first three competitors have finished their forms, then they will re-enter the ring, one-by-one, to get their scores from the judges. This is to ensure judges do not score the first three competitors unfairly.

## 4. Open Hand and Weapons Forms Penalties

### 4.1 Competitors will be penalized if they:

- a) Leave the confines of the competition area, or ring, at any time during their performance. (If a competitor needs extra room for his/her form, then he/she must ask the judges for permission before they begin their performance.)
- b) Pause or hesitate for an extended time, forget the performance, or fall unintentionally.
- c) A competitor's weapon leaves the confines of the ring or a competitor drops his/her weapon during a performance.
- d) Interrupt or some how hinder the performance of another competitor.
- e) Exceed or go shorter than the time allotted for forms (30 sec.- 3 min.).
- f) Strike the floor or mat excessively during weapons forms causing damage to the ring or ring area.

**Note:** Junior ranks (novice and intermediate) and children are permitted to restart if they fall, forget or interrupt their performance. However senior black belt competitors are not permitted to restart.

### 4.2 Judges will determine the extent of the penalty individually and then reflect it in their final score.

## **5. Sparring Rules**

- 5.1** All competitors must wear the proper sparring equipment before competing which consists of hand and feet pads (hand gear must be of the mitten or boxing glove type, no individual fingered gloves), head gear, mouth piece, and groin protection (for boys). Torso and shin guards are optional.
- 5.2** The competition area, or ring, will be 6 x 6 meters of flat space, clear of all hazards.
- 5.3** Each ring will consist of 3-5 judges, one being the center judge or referee. The referee will start and stop action and will be in the ring with the competitors. The remaining judges, or corner judges, will remain at the corners of the ring and be responsible for determining points.
- 5.4** Each sparring match will consist of 3 one minute rounds. The winner will be determined by the competitor with the most points at the end of the three rounds, or which ever competitor reaches 5 points first (see sparring scoring section 6).
- 5.5** There is NO face contact during sparring competition. All strikes or kicks to the face must be pulled, or come inches from the face without making contact.
- 5.6** There are absolutely no “blind” techniques, where competitors strike wildly without looking. This includes spinning back fists. All strikes must be controlled and deliberate.
- 5.7** There are no strikes or kicks below the waistline. All punches and kicks must be at waist level or above.
- 5.8** There is no grabbing or holding of limbs at any time. Competitors may block or catch a kick or punch, but they must drop it immediately.
- 5.9** No techniques to the back of the head or spinal chord.

- 5.10** Competition will be stopped if a competitor slips or falls down and then resumed by the center judge, or referee.
- 5.11** No elbow or knee strikes are permitted during competition.
- 5.12** No ground techniques. All techniques must be from a standing position.
- 5.13** Opponents will be picked by the center judge randomly at the beginning of each division.
- 5.14** Competitors from the same school may be asked to spar against each other.

## **6. Sparring Scoring**

- 6.1** All scores will be determined by the center and corner judges.
- 6.2** The winner of each sparring match will be determined by the competitor who has the most points at the end of regulation time, or reaches 5 points first.
- 6.3** One point will be rewarded for each hand technique and two points for each foot technique.
- 6.4** One competitor will be given a red ribbon at the start of the match which will be attached to their belt or sash. They will be designated as red and the other competitor will be white. After a clash between opponents, the center judge, or referee, will stop the match and then call out either a hand technique or foot technique. The corner judges will be holding a stick with a red flag attached to one end and a white flag attached to the other. After the center judge calls the technique the corner judges will either hold up the red flag if they feel the red competitor got the point, or the white flag if they feel the white competitor got the point. If the corner judges did not see the technique, they will hold a hand over their eyes meaning they did not see the technique.



The center judge will also determine if red or white got the point by holding up a flag. The point(s) goes to which ever competitor has the majority of the flags in his/her favor. If the majority of the judges did not see the technique, the match is resumed with no competitor gaining a point(s).

- 6.5** After the point(s) is determined, the center judge, or referee, will call out the points and who they are awarded to. The scorekeeper will only tally scores that are called out by the center judge.
- 6.6** The timekeeper should stop the clock every time the center judge stops action in the ring.

## **7. Sparring Penalties**

- 7.1** Any competitor who does not have the proper sparring gear (as outlined in section 5.1) is subject to disqualification.
- 7.2** If a competitor strikes or kicks another competitor in the face, they will be penalized one point. If it happens again or the contact is excessive (drawing blood), then the violating competitor is subject to disqualification (to be determined by the center judge).
- 7.3** If a competitor throws a “blind” technique they may be penalized one point. If a second “blind” technique is thrown, then the competitor may be subject to disqualification (to be determined by the center judge).
- 7.4** If a competitor strikes or kicks to the back of the head or spinal chord, then they will be penalized one point. If it happens again or if the contact is excessive, then they are subject to disqualification (to be determined by the center judge).

- 7.5** If a competitor strikes or kicks below the waistline then they will be penalized one point. If it happens again, or contact is excessive, then they are subject to disqualification (to be determined by the center judge).
- 7.6** If a competitor uses elbow or knee strikes or engages another competitor while they are on the ground, then they will be penalized one point. If it occurs a second time, or if contact is excessive, then they are subject to disqualification (to be determined by the center judge).

## **8. Officials:**

### **8.1** The officials shall comprise of:

- a)** The Tournament Director who acts as the chief official of the tournament.
- b)** The Head Judges of each division (traditional open hand and weapons forms competition), or Center Judges (Referee) of each division (sparring).
- c)** Secondary Judges (Corner Judges) of each division (forms or sparring).
- d)** Timekeeper and Scorekeeper for each ring.

### **8.2** During open hand forms and weapons competition, the Head Judge is responsible for:

- a)** beginning, suspending, interrupting, or concluding performances.
- b)** making sure all rules are followed and complied with in accordance to tournament rules and regulations.
- c)** making sure the roles of the Timekeeper and Scorekeeper are performed correctly.
- d)** dealing with any protest or making the final decision as pertains to a division.

### **8.3** During sparring competition, the Center Judge, or Referee, is responsible for:

- a)** inspecting and clearing all sparring equipment/gear.

- b)** choosing sparring opponents in a fair manner as pertains to height, weight, gender, and school of each of the competitors.
- c)** fitting one competitor with a red ribbon to designate them as red.
- d)** starting and stopping the sparring action as well as calling out points.
- e)** determining whether a penalty was excessive and having the final decision on disqualifications.

**8.4** Officials will maintain an alert, involved attitude throughout the competition. They must conduct total concentration to their ring.

**8.5** The Scorekeeper works under the direction of the Head Judge or Center Judge to:

- a)** record accurate scores as vocalized by the Timekeeper (during open hand and weapons forms) or the Center Judge (during sparring).
- b)** accurately calculate the scores for each competitor.
- c)** arrange the final scores in first, second, and third place order.

**8.6** The Timekeeper works under the direction of the Head Judge or Center Judge to:

- a)** accurately record the order in which each competitor will perform or spar.
- b)** keep the accurate time of each performance or round in sparring.
- c)** call out the correct scores given by the judges during forms competition.

## **9. Uniform**

**9.1** Each competitor in open hand, weapons or sparring competitions must wear his/her traditional martial arts school uniform and must be in good condition. No street clothes are permitted.

**9.2** During open hand and weapons forms competition, competitors will not be required to wear safety equipment.

**9.3** During open hand, weapons and sparring competition, competitors must not wear:

**a)** Jewelry

**b)** footwear

**c)** loose clothing which obscures observation of the form (i.e. Hakama or Japanese split pants).

## **10. Age**

**10.1** The age of competitors will be determined as of the 1<sup>st</sup> of January in the current competition year.

## **11. Blood Rule**

**11.1** Contaminated uniform/clothing must be changed (not taped over) to ensure no possible contamination to any other person can result.

## **Appendix 1: Judging Criteria (Essential Features on Scoring Open Hand and Weapons Forms)**

Open hand and weapons forms are judged on three essential features: Difficulty, Interpretation, and Execution. These three criteria are based on the principles of objectivity, equity and transparency. They can be further broken down as follows.

### **Difficulty:**

Complexity: Combinations, directional changes, variation of speed, length of form, difficulty of technique.

Level: Level of the form related to the competitors experience and skill level.

**Interpretation:** Virtuosity. Projection. Understanding of movements, competence and realism of performance. Conviction of contents.

### **Execution:**

Technique: Stance, posture, balance. Correct application of strikes, blocks, kicks, etc.

Accuracy. Fully completed techniques and maneuvers.

Power: Speed, body movements, breath control, strength, and tension.

Focus: Concentration of energy. Eye intensity. Precision of technique. Timing.

Rhythm: Fluid, continuous movement. Balance of hard and soft aspects. Contrast fast and slow movements. Smooth transition between stances and during directional changes. Constancy and continuity.

## Appendix 2: Rating Scale

<b><u>Score:</u></b>	<b><u>Characteristic:</u></b>
<b>7.50-8.00</b>	Aura of Excellence. Very high level of skill; mastery quality
<b>7.00-7.40</b>	Performed with virtuosity. Excellent technique and form; exceptional martial expression; consistent rhythm, timing and focus of attention; harmonious balance of power, speed and breathing.
<b>6.50-6.90</b>	Very good. Minor errors of technique, rhythm, form or posture. Competent performance; eye intensity and breath control very good.
<b>6.00-6.40</b>	Good. Minor errors of technique, rhythm, form or posture. Good performance; eye intensity, and breath control good.
<b>5.50-5.90</b>	Needs improvement. Pronounced deficiencies in one or more of the essential features. Poor posture, lose of balance, lacking in martial expression.
<b>5.00-5.40</b>	Poor. Numerous errors and omissions. Major mistakes.

## Appendix 3: Introductory Speech

### Introductory Speech Before You Do Your Form:

Judges, my name is \_\_\_\_\_ (Your Name), I represent \_\_\_\_\_ (Your School's Name). My style is \_\_\_\_\_ (Type of Martial Art, Ex. Northern Shaolin Kung Fu), my instructor is \_\_\_\_\_ (Your Instructor's Name). With your permission I would like to perform \_\_\_\_\_ (Name of the form you are going to perform).

The competitor then waits for the judges permission to begin the form. After permission is given the competitor may move to whatever position that is appropriate to begin his/her form (this need not be the center of the ring).

## Appendix 4: Accepted and Prohibited Weapons

### Accepted Weapons:

- Tessen or Iron/Steel Fan
- The Bokken or Wooden Sword
- Nunchaku (foam padded)
- Bo, Jo or Wooden Staff
- Fighting Sticks
- Wooden Kama
- Sai, Tonfa, or Tetsubo
- Rubber or Wooden Knives
- Chinese Long Pole (with no point or sharp edging)
- Chinese Spear (single ended with no point or sharp edging)

### Prohibited Weapons:

- Home Made Weapons
- Live Blade Samurai Swords (17 years and under)
- Wooden or Steel Nunchaku (17 years and under)
- Kusari, Chigiriki, Chain Whip, or any Ball/Chain Weapon.
- Kusarigama or Sickle and Chain
- Naginata, Kwan Dao or any Long Pole with a Live Blade
- Chinese Double Ended Spear (17 years and under)
- Chinese Single Ended Spear with Live Blade (17 years and under)
- Chinese Live Blade Weapons (Jien, Tai Chi/Broad Sword—17 years and under)



# Appendix 5: Diagram of Tournament Floor

