

Rules and Regulations

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Competition Summary

Awards

Individual Competition – 1st, 2nd and 3rd place.

- Medals will be given for each competition event. These will be given based solely on score and independent of Class Eligibility, All-Around Competition, and Team Competition.

Additionally...

All-Around Competition – Male External, Female External, Male Internal and Female Internal Champions.

- Any qualified Class 1 competitor of *advanced* skill level can compete for one of the four All-Around Champion titles (See “All-Around Champion Scoring”).

Team Competition – 1st, 2nd and 3rd place.

- Full teams comprised solely of Class 1 competitors can compete for the team title (See “Team Competition”).

General Rules

Standard 2002 and 2004 US Wushu Union Competition Rules will be followed for all judging with the exception of Advanced Nandu Nanquan, Changquan, and Taijiquan which will follow 2005 IWuF International Competition Rules.

Events can be combined at tournament director’s discretion (only under reasonable circumstances and relevant competitors’ approvals).

Skill Level

- Skill levels will include three divisions, based on the number of years of Wushu training and experience:
 1. Beginner (0 to 1 year)
 2. Intermediate (1 to 3 years)
 3. Advanced (3+ years)
- The following restrictions will be placed on the Beginner and Intermediate skill levels:

Beginner

- a. Only linear forms will be allowed.
- b. Maximum of two jumping techniques allowed from the following: jumping front kick, jumping inside crescent kick, and jumping outside crescent kick.
- c. For jumps, you cannot land on the jumping leg.
- d. No aerials, splits, or any other B level move.

Intermediate

- a. No butterfly twists, aerial twists, or any jumping technique with a 540 or greater degree of rotation.
- Deductions: There will be a 0.3 deduction for a competitor every time he or she does not comply with the restrictions for Beginner and Intermediate levels. The points will be deducted from the final score for **each** deviation.
 - Competitors must compete at a consistent skill level throughout the course of the entire tournament. (i.e. one cannot compete in Intermediate Changquan and Beginner's broadsword) the skill level of a competitor is determined by total years since they began practicing Chinese Wushu (of any type), not by time spent learning a particular event. Breaks taken from training (semesters off, etc) are not subtracted from years of experience (i.e. if you started 3 years ago, you are Intermediate even if you've taken a year off of Wushu). Violation of this rule is grounds for disqualification, which can also disqualify that competitor's team from the team competition (see "Disqualification" section).

Eligibility

Class 1 Competitors: As a student in a North American university or college, an undergraduate has five years to use four years of Class 1 eligibility starting from the first year of participation in the Collegiate Wushu Tournament. Full-time graduate students are not limited by the '5 for 4' restriction. Eligibility is limited to

- a) Current full-time* undergraduates.
- b) Current full-time* graduate students.
- c) Current part-time* undergraduates working towards degree.
- d) Fall graduates of current academic year. The last semester/quarter has to be spent working toward major/graduation requirements if taking a reduced course load.

Class 2 Competitors: Should a competitor not be Class 1 eligible, he/she is Class 2 eligible only if affiliated with a North American university or college and is a

- a) Non-enrolled student – a student who is pursuing a degree but is not enrolled for classes for the current term (ex. a college student who is not enrolled for Spring 2012 classes – someone taking the spring semester off).
- b) One-year alumnus – defined as having been a student (part time or full time) working towards a degree one year or less from the date of the competition.
- c) Undergraduates who are no longer Class 1 eligible.
- d) Part-time graduate student working towards degree.
- e) International students who are currently attending a North American university or college.

*Current full-time is defined as having the status of full-time student at the university on the day of competition

Proof of Enrollment

Class 1 Competitors: Proof of current enrollment is required and must be sent in with registration materials before the competition. The proof may consist of an approved study list, transcript, or research curriculum for the present semester or quarter at the student's university. The study list must include the student's name and a date or time period for which it applies, in order to prove present enrollment. A student ID is **not** sufficient proof. The study list or transcript should also indicate that the student is taking at least the minimum number of units or credits at his or her university to qualify as a full-time student. "Currently enrolled" is defined as having the status of full-time student at the university on the day of competition.

Class 2 Competitors: Documentation is also required for Class 2 competitors, in the form of a photocopy of the competitor's diploma (for alumnus) or formal document from the university's registrars office, such as a transcript for a previous term (for non-enrolled students). Both the name and date should be visible on any such documentation and the printed date of enrollment or graduation will be the date used for determining eligibility.

All-Around Champion Scoring

Only Class 1 competitors may compete for the All-Around titles.

The All-Around champions will be determined by summing the best three (four for external) places (see “Point Scoring System” section) from each of the following categories:

External All-Around Champion

1. One event must be Changquan or Nanquan
2. One event must be an external weapon form.
3. Any other external form not counted in 1 & 2
4. Any other form not counted in 1, 2, & 3

Internal All-Around Champion

1. One event must be an Internal bare-hand form
2. One event must be an Internal weapon form
3. Any other internal event not counted in 1 & 2

- Competitors must be of advanced skill level and may only register for one All-Around title (must specify).
- If no competitor is eligible for an All-Around title, that title will not be given.
- Tie Breakers: Should more than one athlete have the highest sum, the award will be given to the athlete who has the highest combined scores of their four qualifying events. First condition satisfied settles the award. If a tie remains even beyond those comparisons, the award is given the athlete who beat the other in a division where both athletes competed. If a tie still remains, the award is given to the athlete with the highest point sum from ALL the divisions the competitor competed in, if the tie still remains the judges' scores for all events each competitor participated in will be summed.

Team Competition

Team Competition Requirements and Definitions

1. A team participating in the Team Competition consists of 6 competitors determined during registration for the tournament
2. All competitors must be eligible class 1 competitors at the same University or College
3. No more than 3 teams may be sent from the same university
4. No more than 3 competitors competing in beginner level individual competition will be allowed to register on the same team.

If a team does not meet the above requirements, the team is not eligible to place in Team Competition or Group Set. An ineligible team may still compete in Group Set for a score, but will not be considered for placement in Team Competition or Group Set.

Group Set Definition

1. Teams must compete in group set with all 6 team members
2. Minimum time limit: 1 minute
3. Maximum time limit: 3 minutes
4. Teams will begin by saluting the judges when called and walking onto the performance area to set up their initial positions. The timer will start upon the first coordinated movement by the team after they have set up in the performance area.
5. Teams will end their performance by saluting the judges. The timer will end upon the group completing the final salute.
6. Teams will be judged only on the content performed within the time counted.
7. At the discretion of the head judge, a group set may be stopped for going over time for more than 30 seconds.

Due to the fact that the score for group set counts double in the team competition, points for this division are awarded as follows:

- First Place - 6 points
- Second Place - 4 points
- Third Place - 2 points
- 4th and Below - 1 point

Team Competition Scoring

1. "Team Place" – First through third of ONLY competitors competing in team competition
2. Best two "Team Place" (not including group set) for each competitor will be summed.
3. Sum of all six competitor's places will be summed (12 places total).
4. Group Set place will be DOUBLED and added to team sum.
5. Team with highest team sum will be the winning team.

6. Tie-Breaker - In the event of a tie in the Team score, the team with the most first "Team Places" (of all events competed by the team members) will win. If the tie still remains, the team with the most second "Team Places" will win.

Scoring

The maximum possible points for a team in the group set event is 10.0. The 10.0 possible points consist of three subscores: 4.0 points for technical execution, 3.0 points for Coordination of Movements/Formation of Group, and 3.0 points for Performance, Choreography, and Difficulty. Each subscore will be determined by a panel of three judges. The three judges in each panel will assign individual scores for their panel, which will be averaged into the subscore for their panel's category. Any additional deductions will be taken from the sum of the three subscores to arrive at the team's final score.

- A. Technical Execution of Techniques - (4 points)
 - a. This category applies to the stances, body positions, punching/striking techniques, footwork, body work, kicking and leg techniques, jumps, balances, and weapon techniques (as applicable) in the group set.
 - b. This includes the technical execution of movements performed during a fight set component, if the group set includes one.
 - c. Each style of movement included in the group set can incur separate deductions for deviations from correct technique.
 - d. The proper execution techniques by all of the members will be considered in aggregate when determining the appropriate level of deductions based on how they impact the overall quality of movement of the group set. For example, a slightly high stance by one member may be considered a slight deviation but an slightly high stance by multiple members may be an apparent or severe deviation, while a single member not in a proper stance at all may be an apparent or severe deviation.
 - e. The deductions for improper techniques are as follows
 - i. Each occurrence of a slight deviation from correctness in any of the above areas shall result in a 0.05 point deduction.
 - ii. Each occurrence of an apparent deviation from correctness shall result in a 0.10 point deduction.
 - iii. Each occurrence of a serious deviation from correctness shall result in a 0.20 point deduction.
 - iv. The overall deduction shall not exceed 0.20 point for more than one error in the same movement, nor for repeated occurrence of the same habitual error.
 - f. This category also applies to the loss of balance or stumbles by the members of the group set
 - i. Each loss of balance, indicated by sway of the body or superfluous step or skip, shall result in a deduction of 0.1 point.
 - ii. Repeated occurrences of loss of balance shall result in cumulative deductions.

- iii. A loss of balance accompanied by a competitor touching the ground to support himself shall result in a deduction of 0.2 points
 - iv. A loss of balance resulting in a fall to the ground shall result in a deduction of 0.3 points
 - g. This category also applies to the loss or breakage of weapons by the members of the group set
 - i. Each occurrence of a weapon inappropriately touching a competitor's body or the floor, a weapon coming loose from a competitor's hand shall result in a deduction of 0.1 point.
 - ii. Each occurrence of a weapon becoming obviously bent or deformed shall result in a deduction of 0.2 points.
 - iii. Each occurrence of a weapon breaking or falling to the ground shall result in a deduction of 0.3 points.
 - h. This category also applies to uniform malfunctions affecting members of the group set.
 - i. Each occurrence of a competitor's body getting caught or entangled by the flags of their broadsword or the tassel of their sword, so as to affect their movements, shall result in a deduction of 0.1 point.
 - ii. Each occurrence of a weapon or garment decoration falling off in the course of competition shall result in a deduction of 0.1 point.
 - iii. Each occurrence of a uniform tearing, sash falling off, top coming open, shoe falling off, etc. shall result in a deduction of 0.1 point.
 - i. The f, g, and h category deductions shall not apply to falls, loss of weapons, or uniform changes that are intentionally performed
- B. Coordination of Movements/Formation of Group - (3 points)
 - a. Timing refers to multiple elements of coordination among group members
 - i. Members doing the same movements in unison
 - ii. Members doing complementary movements in unison
 - iii. Sequential individual movements (e.g. cascading movement) being done with a consistent or appropriate rhythm
 - iv. Attacks, defenses, and other movements must be coordinated during a fight set component if the group set includes one
 - b. Positioning refers to the spatial coordination of the members of group set
 - i. The group set formations should be well positioned and precise. Group set members should be evenly spaced and maintain good lines or curves in their formations as required.
 - ii. There should not be excessive amount of time where there are individual members separated from the group or otherwise not participating in the group set. This is determined by the extent to which the separation of members disrupts the overall structure and flow of the group set.
 - c. Deductions shall be assigned as follows:
 - i. Each occurrence of a slight deviation from correctness in any of the above areas shall result in a 0.05 point deduction.

- ii. Each occurrence of a serious deviation from correctness shall result in a 0.1 point deduction.
 - iii. There is no limit for the number of deductions made for timing and positioning.
- C. Performance, Choreography, and Difficulty - (3 points)
- a. Performance refers to stage presence and rhythm
 - i. Stage presence is the expression of martial intent through focus and intensity of the eyes as well as the ability of the group members to command attention during the routine. This includes the realistic execution of a fight set component if it is included.
 - ii. Rhythm is the control of the pace at which individual movements are performed. Each movement should be performed at the correct pace, whether slow or fast; pauses and accelerations should be distinctly displayed.
 - b. Choreography refers to content and structure
 - i. Content refers to the variety of techniques displayed within a routine. A routine should display a wide variety of techniques using all parts of the body.
 - ii. Structure is the the cohesive flow from one movement or technique to the next and the arrangement of the routine within the competition area. The routine should transition smoothly and logically from one movement to the next, and not seem forced or awkward. A routine should make use of the majority of the competition space. If the group set includes a fight set component, the fight should progress in a cohesive manner.
 - c. Difficulty accounts for the overall difficulty of the performing the included techniques and coordinating the movements of the group. More points will be awarded for a more difficult routine. However, movements executed incorrectly shall not be considered when assigning points for difficulty and will not contribute to a group's difficulty score. Group sets should include techniques and choreography appropriate for the skill level of their members.
 - d. A subscore of 0.0 to 2.0 shall be awarded for the performance and choreography of the group set. The subscore shall be assigned as follows:
 - i. A slight or occasional lack in one or two of stage presence, rhythm, content, and structure should result in a subscore of 1.5 to 2.0.
 - ii. An apparent or more frequent lack in one or two of the above elements, or a slight lack in three or more elements, should result in a subscore of 1.0 to 1.5.
 - iii. A serious or repeated lack of one or two of the above elements elements, or an apparent lack in three or more elements should result in a subscore of 0.5 to 1.0.
 - iv. A serious or repeated lack of three or more of the above elements should result in a should result in a subscore of 0.0 to 0.5.

- e. A subscore of 0.0 to 1.0 shall be awarded for the difficulty of the set. The subscore shall be assigned as follows:
 - i. A score of 0.0 to 0.4 is a beginner level group set
 - ii. A score of 0.4 to 0.7 is an intermediate level group set
 - iii. A score of 0.7 to 1.0 is an advanced level group set
- D. Additional deductions
 - a. Time limit: Going under or over time will result in a 0.1 deduction for every 5 seconds, rounding up, that the limit is breached (e.g. 2 seconds over time results in a 0.1 deduction, 10 seconds over time results in a 0.2 deduction, 11 seconds over time results in a 0.3 deduction).
 - b. Team members: a 1 point deduction will be taken for each team member above or below the required 6 members. Registered team members cannot be replaced with non-team members to avoid the deduction.
- E. Tie Breaks
 - a. In the event of a tie between groups, the following tie-break procedure will be used.
 - i. The group set with the higher technical execution subscore shall be placed higher
 - ii. If the tie remains, the group set with the higher coordination subscore shall be placed higher
 - iii. If the tie remains, the group set with the lowest variance between the individual judges' scores in the technical execution subscore shall be placed higher
 - iv. If the tie remains, the group set with the lowest variance between the individual judges' scores in the coordination subscore shall be placed higher
 - v. If the tie remains, the group set with the higher lowest technical execution individual judge score shall be placed higher
 - vi. If the tie remains, the group set with the higher lowest coordination individual judge score shall be placed higher
 - b. If the tie cannot be broken by any of the above methods, the tied group sets shall share the place, with the next place left vacant. So if the tied group sets are tied for first place, the next place awarded to the next competitor down will be third.

Group Set Elements Addendum

The elements of a group set include the quality of execution of wushu techniques, moving in a coordinated and complimentary manner, and how well the choreography exhibits the aggregate strengths of the team members.

Technical Execution

A group set must correctly execute all of the included movements. As with individual forms, the competitors must perform the group set utilizing proper wushu techniques. This refers both to the taolu movements as well as movements during a fight set. For example, a group set that includes both changquan and nanquan must correctly execute both styles of movement. Similarly, in a fight set a weak punch done with the intent of being a feint is considered a correct movement while the same punch done with the intent of knocking the opponent over is an incorrectly executed punch. When deciding whether to include more advanced techniques into a group set, groups should hold themselves to the same quality of movement standards as they would for individual events.

Coordination

Group set routines a coordinated such that all six members of the group contribute to the overall performance. Members should coordinate both the timing and spacing of their movements. Timing refers to doing the same or complementary movements in unison, doing movements with a consistent or otherwise appropriate rhythm, and (if included) performing reasonably timed attacks and defenses during a fight set. For example, all six members performing a standing jump outside kick should be coordinated in some fashion - take off and land at the same time, have individual members go in sequence at an appropriate rhythm, have three members go in unison and then have the second set go, or some other way of coordinating the movement.

Similarly, when groups are performing movements, the positioning of each member should be coordinated. The group set formations should be well positioned and precise. Group set members should be evenly spaced and maintain good lines or curves in their formations as required. For example, a standard three by two box formation should feature evenly spaced members and straight lines, while a hexagonal or circular formation should feature evenly spaced members.

Finally, a group set should not have an excessive amount of time where individual members are separated from the group or otherwise not participating in the group set. A group set is a coordinated performance involving the simultaneous movement of multiple members, not merely a sequence of individual performances.

Performance

A group set must feature proper performance elements by the members. As defined in the technical section of the rules, "stage presence is the expression of martial intent through focus and intensity of the eyes as well as the ability of the group members to command

attention during the routine.” Identically executed movements can have massively different degrees of martial intent based on the expression of the competitor. Similarly, rhythm is the control of the pace at which individual movements are performed. Each movement should be performed at the correct pace, whether slow or fast; pauses and accelerations should be distinctly displayed. As in individual events, movements in a group set should be performed with the appropriate rhythm for the style of movement. For instance, the distinct rhythms of southern movements versus longfist movements should be executed accordingly.

Unique to the group set is the ability of a group to include elements such as having a unifying theme or style of their performance in ways that are unavailable in individual forms. Examples of this include the use of pop culture references, acting or storytelling during the performance, or non-traditional costumes. These are elements that, while not appropriate for individual events, can be successfully integrated into a group set without meriting deductions. However, these elements should not distract or detract from the wushu that should be the primary focus of the group set. Groups will not score additional points for utilizing non-wushu related performance elements.

Choreography

Choreography refers to wushu content and how it is structured within a group set. The content of a group set is defined as the techniques displayed within the routine. As with individual forms, group sets should include a wide variety of techniques that utilize all parts of the body. The included content should highlight the skill of the competitors, both individually and as a whole. Unlike individual forms, group sets can include different wushu styles within the performance—a mix of hand forms and weapons is permitted and allows a group set more opportunity to showcase their abilities.

However, more content is not always better; the members must be able to successfully perform and demonstrate their understanding of the included content. Issues such as executing weapon basics incorrectly, having inappropriate tempo and rhythm for different styles of hand forms, or performing a fight set at excessively slow speeds without appropriate application are all indications that a group set has failed to include content appropriate for the members. Particular care should be taken when deciding whether to include a fight set—including a fight set is not required. Groups that decide to include a fight set should utilize wushu duilian/stage fighting techniques and execute it with the appropriate believability and intensity.

For example, a group set that is mostly composed of beginner and intermediate level competitors might reasonably include intermediate level longfist combinations and beginner level weapon or other hand form movements. Such a group attempting to include more advanced longfist combinations, multiple weapon or hand form styles, or IWUF nandu movements would likely be unable to successfully execute the included content. A group that is composed of all intermediate or advanced competitors can and should strive to include more content, but again with the caveat that they must be able to demonstrate their understanding of the techniques that they include.

Structure is defined as the cohesive flow from one movement or technique to the next and the arrangement of the routine within the competition area. A routine should make use of the majority of the competition space. This is heavily dependent on the content of a group set; the more content, the more care must be taken on the order of that content. Switching formations, changing directions, using deliberate pauses, and varying the duration of combinations are all (but not the only) examples of how to structure the content within a group set. The group set should transition smoothly and logically from one movement to the next.

For example, a group set that includes both longfist and southern fist movements should take care to structure the movements appropriately. A longfist combination that abruptly ends with a southern fist movement would be an abrupt and jarring transition between the styles, while having a sequence where three members perform a longfist combination and three members perform a complementary southern fist combination would be a more successful integration of the styles.

Point Scoring System

The following system will be used for scoring for Team Competition and All-Around Champion awards. Each placing is designated a point value as follows:

- First Place - 3 points
- Second Place - 2 points
- Third Place - 1 points
- 4th and Below - 0 points

Disqualification

To encourage a fair tournament, a strict disqualification policy is in effect.

1. Failure to bring valid documents to prove eligibility will result in that competitor's disqualification from the tournament.
2. Dishonesty reporting of years of training (skill level) will result in disqualification.
3. Dishonesty reporting student status will result in ineligibility to compete for 1 year. Any medals won during the competition during which dishonesty occurred will be stripped from the competitor.
 - a. If the dishonest competitor also participated in the team competition, the school will be barred from team competition for 1 year. The team's results will be nullified and any medals won in the team competition during which the dishonesty occurred will be stripped from the team.
4. A disqualified team member causes his or her entire team to be disqualified from the team competition (non-disqualified team members are still eligible to compete in individual competition).
5. A competitor can also be disqualified for cheating, unsportsmanlike behavior, or a failure to accord proper respect and courtesy towards the judges, tournament staff, fellow competitors, or instructors present at the competition.
6. Disqualifications will be made official by the tournament's judge general.