

# 2019 COMPETITION OVERVIEW AND GUIDE TO REGISTRATION



The poster features a red background with a central illustration of four martial artists in dynamic poses, rendered in a traditional Chinese ink-wash style with orange and yellow highlights. The artists are surrounded by swirling mist. The text is in both Chinese and English, providing details about the competition, its organizers, events, and registration information. The top section has a red background with white and yellow text. The bottom section has a red background with white text. The overall design is vibrant and professional.

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## 俄州国际中国武术锦标赛

### Ohio International Chinese Martial Arts Championship

Organized by Ohio International Kung Fu Tai Chi Association  
Hosted by Ohio Wushu Academy

[ Events 项目 ]

Traditional Kung Fu 传统武术 // Modern Wushu 现代武术  
Tai Chi 太极拳 // Push Hands 推手  
Point Sparring 散打 // Team Competition 团队赛

Masters Seminars

Masters Showcase

Registration 参加竞赛办法:  
Tel 电话: 773-677-6850  
Website网站: [www.ohwushu.com](http://www.ohwushu.com)  
E-mail: MASTER.GAO@YAHOO.COM

Date: 8-10-2019  
Time: 9:00am--4:00pm  
Address: OHIO WUSHU ACADEMY  
6755 Dublin Center Drive, Dublin, OH 43017

# GENERAL CATEGORIES

- Please contact us if you are not sure which event to enter
  - [bryanleekao@gmail.com](mailto:bryanleekao@gmail.com)
- The below categories must stay consistent within the competition. For example, if you compete in Intermediate Long Fist, all other events must be in the intermediate division as well.
- Experience Level
  - Beginner
  - Intermediate
  - Advanced
- Age Group
  - Child (5-6 years old)
  - Youth (7-8 years old)
  - Group C (Up to 11 years old)
  - Group B (Up to 14 years old)
  - Group A (Up to 17 years old)
  - Adult (18 – 40 years old)
  - Senior (40+ years old)



# EVENTS

- Standard Open Competition
  - All Ages
  - Contemporary Wushu
  - Traditional Kung Fu
  - There are no required forms, but the forms performed must fit the style and skill level of the event



# STANDARD OPEN EVENT RULES

## ○ Standard Open Event Scoring

- This includes all events
- Competition will follow standard competition deductions based on IWUF rules
- Scoring will be based on the following scale
  - 6.0-9.95 Beginner skill level
  - 7.0-7.95 Intermediate skill level
  - 8.0-8.95 Advance skill level
  - 10.0 Max Score
- This score is based on the judge's assessment of the competitor's skill, performance, quality of movement, and the presence of deductions.

A competitor's score may go above or below these parameters in the event that the competitor's skill does not fit the division. For example, if a competitor is registered at the intermediate level but the actual performance is beginner level or they received a lot of deductions, they may receive a score less than 7.0. Vice versa, if the athlete in the intermediate division performs at the advance level without breaking any of the restrictions placed on the intermediate category, their score may go higher than 8.0



# STANDARD OPEN EVENT RULES

- **Restrictions on beginner and intermediate forms**
  - **Beginner**
    - Primarily linear forms with no more than 3 circular arc steps in a row
    - Maximum of two jumping techniques allowed from the following: jumping front kick, jumping inside crescent kick, jumping outside crescent kick, and cartwheel)
    - For jumps, you cannot land on the jumping leg
  - **Intermediate**
    - No B or C grade difficulty movements (See IWUF Bylaws)
    - No butterfly twists, aerial twists, or any jumping techniques with a 540 or greater degree of rotation
- **A competitor must stay in the same skill level throughout the competition**



# STANDARD OPEN EVENTS: WUSHU

## ○ WUSHU

- Barehand
  - Changquan
  - Nanquan
- Short Weapon
  - Straight sword
  - Broadsword
  - Nandao
- Long Weapon
  - Staff
  - Spear
  - Nangun
- Other contemporary styles
  - Other barehand: Ex. Fanzi, mantis, Bagua, Tongbei, Monkey, Drunken
  - Other weapon Ex. Double broadsword, double straight sword, chainwhip, pudaο
- Internal
  - Taiqi
  - Taiqi Weapon



# STANDARD OPEN EVENTS: TRADITIONAL

## ○ Traditional

- Northern
  - Barehand
    - Ex. Bajiquan, chaquan, hua quan, pao quan
  - Weapon
- Southern
  - Barehand
    - Choy lifut, hung gar, wing chun
  - Weapon



# TIME LIMIT RULES

## ○ Open Contemporary Events

- Bginner At least 30 seconds
- Intermediate At least 1 minute and 10 seconds
- Advance At least 1 minute and 20 seconds
- Youth & Child No time limit
- Taiji
  - 3-4 minutes for optional, 5-6 for compulsory events

## ○ Open Traditional Events

- Bare-hand routines Less than 2 minutes
- Weapon routines Less than 2 minutes
- Taiji Barehand 4-6 minutes
- Taiji Weapon 2-4 minutes





# GENERAL DEDUCTIONS FOR ALL EVENTS

- 0.1 deduction unless otherwise specified
  - Loss of balance
    - Upper body swaying, shuffles or skips in balance
    - Deduction of 0.2 points for extra support (ie. hand on ground)
    - Deduction of 0.3 points for body falling to the ground (ie. Sitting on ground)
  - Errors about weapon, costume and decorations
    - Blade goes off handle, apparatus touches body or carpet, or gets deformed)
    - Deduction of 0.2 for breaking apparatus
    - Deduction of 0.3 for dropping apparatus
    - Flag/tassel dropping from apparatus or ornament from costume/headwear falling to the ground
    - Competitor's body or hands get entangled with band or tassel or with soft weapon.
    - Buttons get loose, costume torn up, or shoes fall off feet
  - Other Errors
    - Movement forgotten
    - Any part of competitor's body touches outside the ring
    - Balancing or standing motionless for more than two seconds



# GENERAL RULES FOR ALL EVENTS

## ○ Weapon Length

- Straight sword/Broadsword
  - Reaches top quarter of ear with weapon held correctly in left hand
- Southern Broadsword
  - Tip should reach lower jaw when held correctly in left hand
- Staff
  - Staff should be at or above head height
- Spear
  - Tip of spear should be at or above middle fingertip from the floor up with arm raised

## ○ Uniform

- Wushu silk uniforms or school/club T-shirt with long pants



# GENERAL RULES FOR ALL EVENTS

- Additional Deductions (by the Head Judge)
  - The head judge shall be responsible for deduction for repetitive movements, over-time and under-time performances
  - Interrupted Performance
    - If the interruption is caused by forgetfulness, treatable injury, errors or broken apparatus, the competitor may repeat their performance once, with a deduction of 1 point
  - Time Deduction
    - For taichi barehand and weapon events, 0.1 points shall be deducted for under-time or overtime performances for 5 seconds and above, 0.2 points for 5-10 seconds, and so on and so on.
    - All other events: 0.1 points shall be deducted for under-time or overtime performance for 2 seconds and above, 0.2 points for 2-4 seconds and so on and so on.



# QUESTIONS

- If you have any questions feel free to email us at [bryanleekao@gmail.com](mailto:bryanleekao@gmail.com)

