



# 3rd New England International Chinese Martial Arts Championships 2008 USAWKF National Championships, June 13-15, 2008



Organized by Malee's School of Tai Chi & Kung Fu  
Sponsored by U.S.A. National Tai Chi Chuan Federation  
Sanctioned by USAWKF

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## Important Information for Competitors

### Competition Scoring Range Guidelines:

Beginning (0-2 years, 0-3 years): 6.0 – 7.0

Intermediate (2-4 years): 7.0 – 8.0

Advanced (4+, 3+ years): 8.0 – 9.0+

### Time Limits for Nationals and New England Championships

#### 100's, 200's, 300's, and 400's. Youth and Adult Traditional Kung Fu Barehand and Weapons:

Non-Advanced Divisions: 30 seconds minimum — 1 minute, 30 seconds maximum

Advanced Divisions: 45 seconds minimum — 1 minute, 30 seconds maximum

#### 500's and 700's. Youth Contemporary Wushu Barehand and Weapons:

Competitors 14 & under: 45 seconds minimum.

Competitors 15-17 : 1 minute, 20 seconds minimum.

#### 600s and 800s. Adult Contemporary Wushu Barehand and Weapons:

Standard Divisions: 1 minute, 20 seconds minimum

Other/Open/Optional: 50 seconds minimum — 1 minute, 30 seconds maximum

42 Form Taijiqian: 5 minutes minimum — 6 minutes maximum

42 Form Taiji sword: 3 minutes minimum — 4 minutes maximum

Other Contemporary Taijiqian: 3 minutes minimum — 4 minutes maximum

#### 900s. Taijiqian:

All Divisions. 3 minutes minimum — 3 minutes, 30 seconds maximum.

### **1000's. Other Internal:**

All Divisions: 45 seconds minimum — 2 minutes, 30 seconds maximum

### **1100's. Internal Weapons:**

All Divisions: 1 minute, 30 seconds minimum — 3 minutes, 30 seconds maximum

### **1600's. Choreographed Fighting Sets:**

All Divisions: 45 seconds minimum.

### **1700's. Group Events:**

External Divisions: 45 seconds minimum — 1 minute, 30 seconds maximum

Internal Divisions: 3 minutes minimum — 6 minutes maximum

Penalties for all forms divisions: If finished before minimum or after maximum time, 0.1 point will be deducted for each 5 seconds or partial increment thereof.

Example: An advanced traditional form lasting only 38 seconds is 7 seconds too short. 2/10 is deducted since 7 seconds is in the 2nd "5 second" interval outside the range. Therefore, a 38 second traditional form will receive a deduction of .2 points after the final scoring by the judges. All competitors should make sure their forms fall within the proper time limits.

### **1200's. Restricted Step Push Hands:**

Two rounds. Each round will be 60 seconds — 15 second break between rounds. Time is suspended when referee calls a point or verification and announces decision.

### **1300's. Moving Push Hands:**

One round of 90 seconds. Time is suspended when referee calls a point or verification and announces decision.

### **1400's and 1500's. Youth and Adult Light Contact Sparring:**

Best of 3 rounds of continuous sparring. Each round will be 30 seconds — 1 minute break between rounds.

### **Sanshou:**

Best of 3 rounds. Each round will be 2 minutes — 1 minute break between rounds.

# Important Notes on the Rules

From the USAWKF Rules (<http://www.usawkf.org/rules/regulations.htm>):

## **Judging**

There will be 5 judges for each forms event of the competitions, plus a chief judge who does not score, unless another number is specifically called for in the rules. The high and low scores will be eliminated and the remaining three scores will be averaged.

In the case where the difference between the high and low scores is greater than 0.7, there shall be a judges' conference called to discuss the problem. The chief judge shall have the deciding vote as to which score(s) are out of line. After the conference, all 5 judges will score again.

Should the difference between the remaining three scores be greater than 0.5, there will also be a judges conference, after which all five judges will again score.

## **Dress Code**

USAWKF events are formal events. All competitors are required to dress appropriately. Competitors may wear traditional Chinese martial arts uniforms (preferred), or pants appropriate for the Chinese martial arts plus a school T-shirt or an events T-shirt (note: push-hands competitors must wear short-sleeved shirts). The competition Organization Committee reserves the right to make the final judgments on appropriate attire. Karate-type Gi's are NOT considered appropriate, and are not permitted. All uniforms should be clean, well fitted and as non-wrinkled as possible. Shoes are mandatory for all events, except for light and full-contact sparring and shuaijiao. All shoes should be regular gym-type shoes or shoes made specifically for the martial arts. No regular street-type shoe is permitted. Shoes should be clean, especially the soles.

Full-contact sparring competitors will wear trunks (no pants), and will wear T-shirts or tank tops when sparring.

## **Re-Performing**

Any competitor may begin his/her form again, without penalty, should that competitor be interrupted by uncontrollable circumstances, i.e.: spectator interference, debris being thrown into the competing area, or the judges direction to stop. Re-performing without penalty will not be allowed due to noise from the other competitors or spectators.

Re-performing due to forgetfulness, broken weapons, etc. will be permitted with a full ½ point deduction from the total score. This will not be permitted more than once (be sure to check your weapons).

## **Protests/Arbitration**

Any competitor may protest any score or decision at any time. However, he or she must do this in writing within 2 hours after the score or decision occurred, and the competitor must pay a filing fee of \$100.00.

The competitor must inform the Chief Judge of his or her intent to file BEFORE the end of the event, so that all competitors can be informed that arbitration is pending. Failure to do so may void the arbitration request. The Competition arbitration officials will then examine the protest. If the competitor's protest is valid, then the decision or score will be adjusted accordingly. Also, the competitor's fee will be refunded. Should the arbitration officials decide that the competitor's protest is not valid, then the decision or score shall stand, and the money will not be refunded. More in the Arbitration Section of this manual.