

INTERNATIONAL TAICHI CHUAN RULES

Enacted by the National Taichi Chuan Association of the Republic of China

The International Rules of Taichi Chuan, drawn up in 1993 by the Rules Committee of National Taichi Chuan Association of the Republic of China, have been duly approved by the National Taichi Chuan Association of the Republic of China (herein after referred to as NTCA). The Rules shall apply to any Taichi Chuan Routine and Push-Hand Championships or Cup Tournaments organized by a member of NTCA or by any Taichi Chuan organizations in country.

CHAPTER 1 GENERAL

Article 1 Objective

The objective of enacting of the Rules is to make competitions of Taichi Chuan standardized, and to organize them in fairness and smoothness.

Article 2 Application

The Rules shall apply to any routine and push-hand championship or cup tournament organized by a member of NTCA or by Taichi Chuan organizations in country.

Article 3 Interpretation of Provisions

In case of any doubt as to provisions of the Rules, the interpretations given by the NTCA shall prevail.

CHAPTER 2 FIELD AND EQUIPMENT

Article 4 Competition Field

All fields for Taichi Chuan Championship and Cup Tournament shall be of such standard as:

The ground must be flat without any objects which may impede the progress of competitions. The field for push-hand competitions shall be 8 x 8 meters in size, at the center of which is a circle 6 meters in diameter for Huopu (moving) Push-Hand competition (Huopu 活步 means that at the circle the feet can move) (**See diagram 1**). A separated board shall be set up for fixed(Tingpu 定步) Push-Hand competition (Fixed Push Hand means that the feet can not move)(See Diagram 1-1)

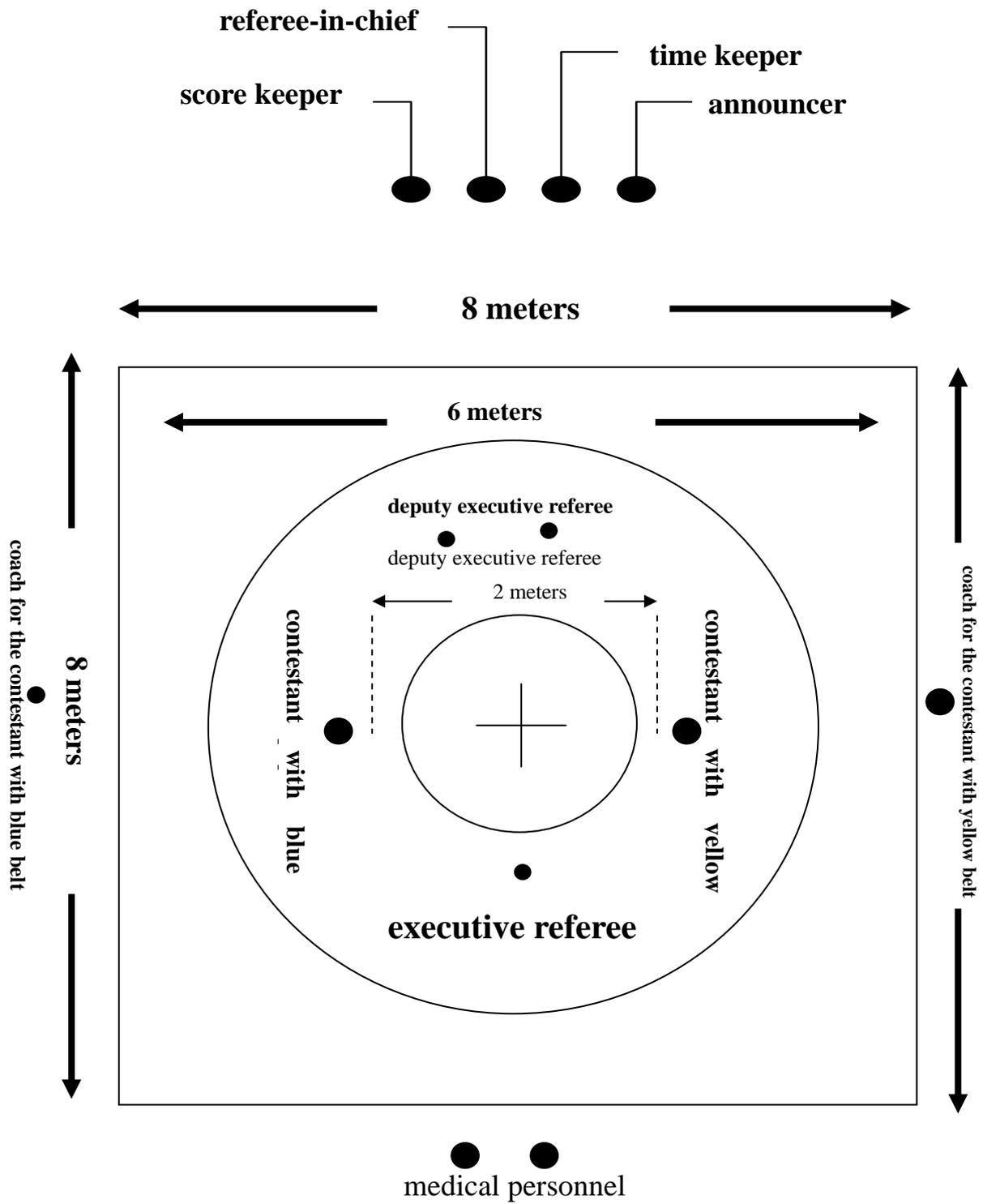


Diagram 1
The field for push hand competition and positions of related personnel

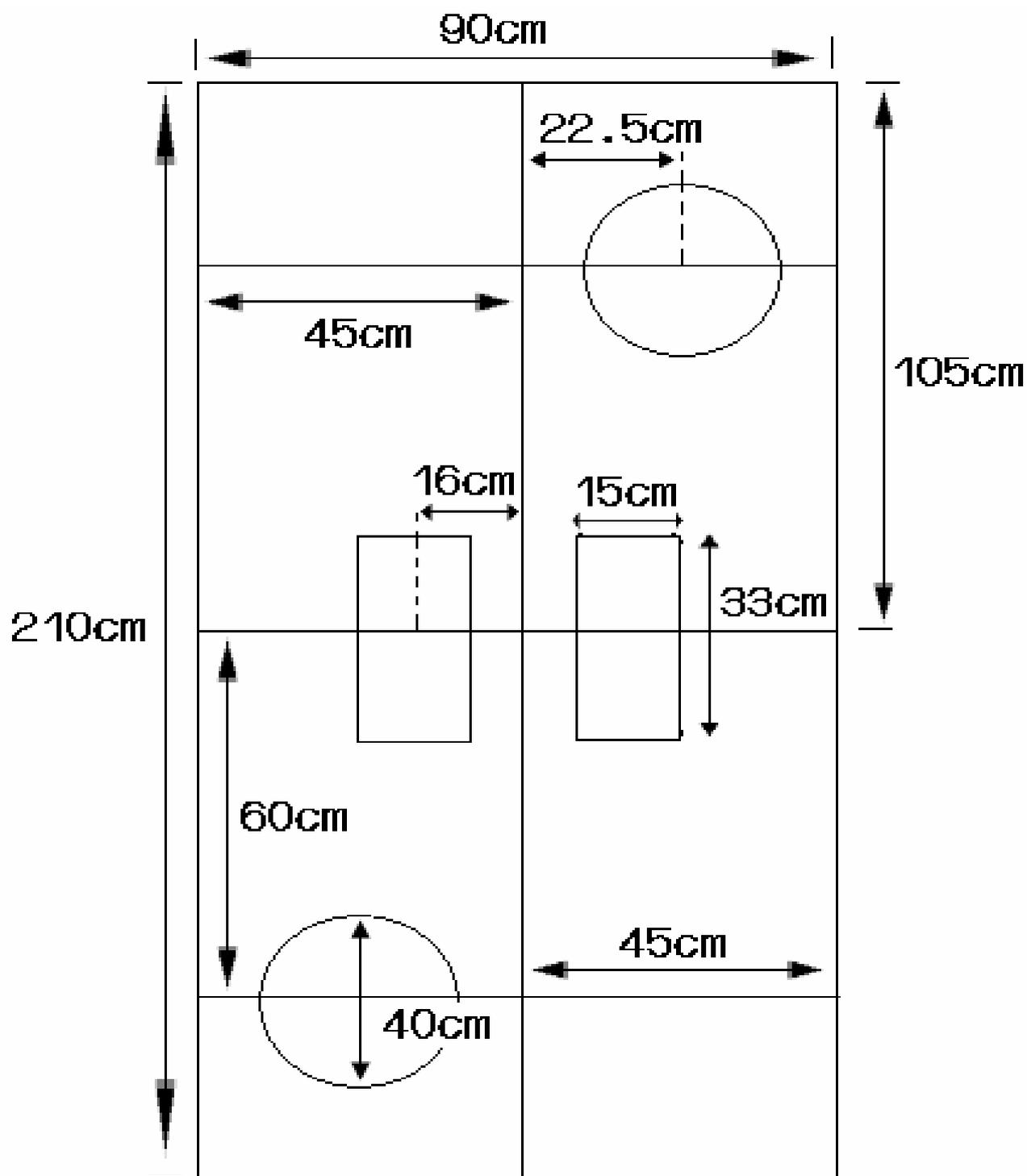


Diagram 1-1
Specification of the board for fixed push hand competition

The field for Routine Competition shall be 14 x 8 meters in size (or a carpet in same size) (**See Diagram 2**) The surrounding of the field shall be cordoned off with soft cords, with the floor paved with mats.

Article 5 Demarcation

The demarcation line shall be shown with striking line or tape 5 cm in width, which shall not be considered within the area. At the center of the circle of the field for Huopu Push-Hand competition, there shall be drawn a cross with the vertical and horizontal lines 40 cm long each. At the right and left sides of the circling line, there shall be drawn 100 cm from the circling line a 40 cm long vertical line each, parallel with the cross.

For Routine Competition, a middle point shall be marked at each long sideline of the field with 5 cm wide and 30 cm long tapes

Article 6 Positions of the Judges and Referees

A. Judges for Push-Hand Competitions

1. The executive referee shall align himself 1.50 meters from the joining point of the cross.
2. The assistant executive referee shall position himself opposite to the executive referee, closely watching both of the contestants move.
3. The referee-in-chief shall position himself at the front of the field 100 cm from the middle point of the sideline.
4. The score--keeper shall position himself at the right side of the referee-in-chief.
5. The time--keeper shall position himself at the left side of the referee-in-chief.
6. The announcer shall position himself at the left side of the time-keeper.
7. The medical personnel shall position themselves at the southern part of the field 100 cm from the middle point of the sideline.

8. The checker shall position himself at the entrance of the field.
9. The inspectors shall position themselves at the entrance of the field.
10. The two contestants shall position themselves at the vertical line in the inner circle, yellow belt at the left and blue belt at the right.
11. The two coaches shall position themselves each at the western and eastern areas of the field, 100 cm from the middle point of western and eastern sidelines respectively.

B. Judges for Routine Competitions (See Diagram 2)

1. The Chief-in-Referee shall position himself 100 cm north from, and right of, the middle point of the northern sideline, while the Assistant Chief-in-Referee shall position himself at the right side of the Chief-in-Referee
2. The four judges shall position themselves 50 cm each from the four corners of the field, and 50 cm south of the middle point of sideline.
3. The time-keeper shall position himself at left side of the Chief-in-Referee.
4. The score-keeper shall position himself at the right side of the Chief-in-Referee.
5. The inspector shall position himself at the left side of the time-keeper.
6. The medical personnel shall position themselves at the southern part of the field 100 cm from the middle point of the sideline.
7. The checker shall position himself at the entrance of the field
8. A contestant can take his initial position anywhere in the field which is agreed on by the referee-in-chief.(face to the referee-in-chief)
9. The announcer shall position himself at the right side of the score-keeper.

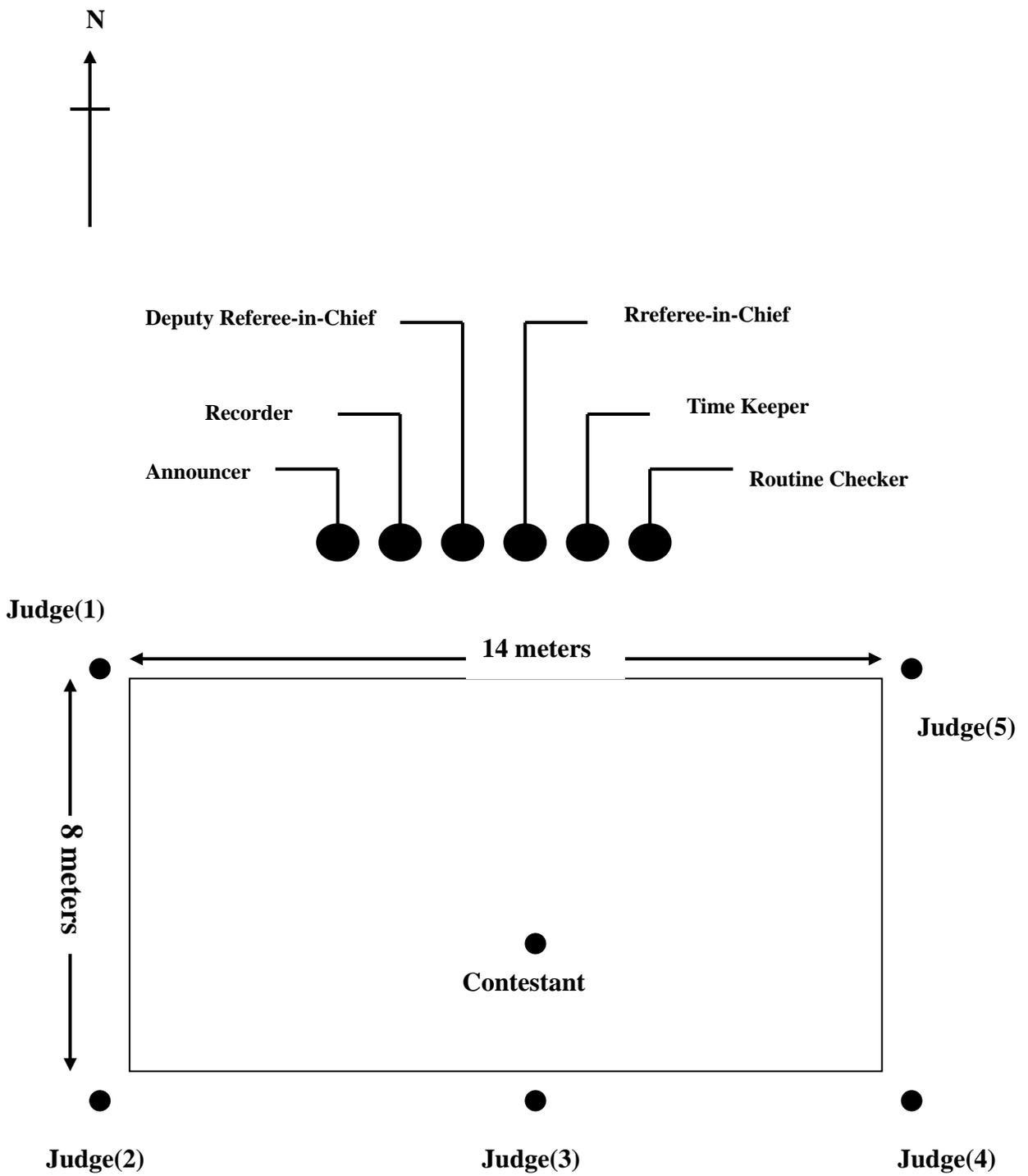


Diagram 2: Layout of routine competition site and positions of judges

CHAPTER 3 COMPETITION

Article 7 Competition

A. Push-Hand competition shall be classified into two technical categories, namely, Huopu and Tingpu Push-Hand, with the following classes of body-weight:

Male:

- 1st Class: 55 kg and below
- 2nd Class: 55.01-60.00 kg
- 3rd Class: 60.01-65.00 kg
- 4th Class: 65.01-70.00 kg
- 5th Class: 70.01-75.00 kg
- 6th Class: 75.01-85.00 kg
- 7th Class: 80.01-85.00 kg
- 8th Class: 85.01-90.00 kg
- 9th Class: 90.01 kg and above

Female:

- 1st Class: 45 kg and below
- 2nd Class: 45.01-50.00 kg
- 3rd Class: 50.01-55.00 kg
- 4th Class: 55.01-60.00 kg
- 5th Class: 60.01-65.00 kg
- 6th Class: 65.01-70.00 kg
- 7th Class: 70.01-75.00 kg
- 8th Class: 75.01-80.00 kg
- 9th Class: 80.01 kg and above

B. Routine Competition:

Routine competition consists of individual and group competition, categorized into two types, namely, compulsory and optional.

1. Taichi Chuan Individual Age-Group Competition:

This competition is conducted as per contestant's age and sex, not as per contestant's weight. The contestants, both male and female, are divided into four divisions as follows:

Male:

- Primary School Division : 12 years of age and below
- Junior High School Division: 12-15 years of age
- Senior High School Division: 15-18 years of age
- Society Division: 18 years and above

Female:

- Primary School Division : 12 years of age and below
- Junior High School Division: 12-15 years of age
- Senior High School Division: 15-18 years of age
- Society Division: 18 years and above

2. Group Competition:

Except for consisting of more than 20 persons, group competition is conducted without limitation to sex, age, and weight.

Article 8 Weigh-in

- A. A participating push-hand contestant shall, in underclothes, arrive at the designated weighing area, and complete weigh-in at the designated time. The weight resulting from the weighing should be taken as the weight class by which to take part in competitions. Those who did not complete weigh-in in accordance with the regulations will be regard as forfeited.
- B. Prior to weigh-in, the team leader of a delegation shall present the following documents:
 - 1. Contestant's I.D. card or passport,
 - 2. A parents' or guardian's consent letter to participate in the competition is required for the contestant under the age of 18.
- C. Contestant must be in good health condition with fingernails trimmed and checked while weigh-in.
- D. During weigh-in, a contestant whose weight was found lower than that previously registered on his entry form is permitted to take part in the competition of the weight class originally registered. However, a contestant whose weight was found higher than that previously registered in his entry form is not permitted to take part in the competition unless his weight, within a prescribed period, is reduced to the weight as originally registered.

Article 9 Drawing of Lots

After weigh-in of the fixed Push-Hand contestants, lots shall be drawn to determine the matches .

Approval must be secured beforehand from the Organizing Committee for any contestant who desires to take part in a higher contest level due to there being no other contestant than himself in the class in which he is originally registered.

The Registration and Competition Matching Section, Organizing Committee is, according to the regulations, responsible for drawing lots to determine the sequence of competition for routine contestants.

Article 10 Time Limits

A. Each Moving Push-Hand competition shall be completed within a time frame of two minutes. Fixed Push-Hand competition shall be completed within one minute, each with a 1-minute break out. In case there is a tie between them, it shall be dealt with in accordance with the prescription laid down in Article 34 of Chapter VIII.

B. The time limits for routine competition shall be set in accordance with the regulations for each competition, with the time measured by the judge's timepiece as standard. The Judge Section shall keep two timepieces. The competition "reaches the prescribed time", when one of the timepieces shows reaching the prescribed time. The competition "does not reach the prescribed time", as both the timepieces show not reaching the prescribed time. The reduction of points from the contestant's scores due to his not reaching the prescribed time shall be based on the timepiece which shows closest to the prescribed time.

The time-keeper shall use a bell or other method to signal the end of competition. The scores obtained before the commencement or after the completion of the competition shall not be valid.

Article 11 Playing of Music

In the course of routine competition, except for group competition, no music shall be played.

CHAPTER 4 CONTESTANTS AND COACHES

A participating contestant shall fill in a competition entry form according to the instruction of the Organizing Committee, accompanied by a health certificate issued by a hospital. He or she must complete weigh-in before the competition. Only the contestant whose identity has been checked against his identity card (I.D. card) or passport with no discrepancies found, can be entitled to participating in competition. In addition, contestants who will participate in various competitions held in country, shall follow the regulations laid down by the organizations governing the competitions in respect to their eligibility.

Article 12 Contestant's Age

- A. No age limit shall be imposed on contestants who participate in routine competition.
- B. Contestants who participate in Push-Hand competition are required to be aged between 18-60.
- C. A consent letter from his parents or guardian must be produced for a Push-Hand participant who is under the age of 18. Without this consent, his participation shall not be accepted.

Also, a permit for participation must be obtained beforehand from the Organizing Committee for Push-Hand participant whose age is over 60.

Article 13 Contestant's Outfit

- A. Participating contestants shall be dressed in Chinese Kungfu costume or turtle-necked sweater, lantern-styled trousers with waist elastic band and wear cotton-made sport shoes or kungfu shoes.
- B. The group contestants shall wear a uniform.
- C. The push-hand contestants shall not wear finger rings and bracelets.
- D. The contestant shall not be permitted to compete when his entire body pours with sweat before competition.
- E. A push-hand contestant shall wear a prescribed blue or yellow belt before entering the field (or the uniform prepared by the Organizing Committee) (see **figure 3-2 and 3-3**)

For routine participant's uniform, see **(Diagram 3)**

Article 14 Coach

During the course of competition, the coach, staying in the designated area for caring his contestants, shall not give instruction, and harass or humiliate the referee by words or actions. For such an offense, the referee-in-chief may impose a sanction on the coach with a warning. If the coach has ignored the warning, the referee-in-chief may penalize him with technical foul, or disqualification of the coachship, depending on how serious the offense committed is.

1. Worn on the upper part of the body, the shirt has a Chinese styled upright collar, 7 pairs of buttons at the front, and long sleeves. Its length shall not exceed the tip of the middle finger when the arms hang down. (It applies to both man and woman, but no limitation to middle school and primary school's contestant).
2. The sleeves are lantern-shaped, with cuff links.
3. The pants are lantern shaped.
4. Made of cloth with material and color (solid only) of one's own choice.
5. The shirt can be sewn with different color hem 1 cm wide.
6. Wear no waist belt.



Diagram 3
Regulation on routine participant's uniform

SPECIFICATION FOR APPARATUS COMPETITION

1. SWORD:

Length: The tip of sword should not be lower than the top of one's ear, when one holds the sword reserved with arm downward on the side. The sword should be with tassel hanging on the handle.

Weight (with the tassel included):

Adult Man: not lighter than 0.6 kilogram (600 grams)

Adult Woman: not lighter than 0.5 kilogram (500 grams)

Children: limitless

Hardness: The sword's hardness is evaluated as follows:

Put the sword downward vertically with its tip touching the ground. The point at 20 cm from the tip should not less than 10 cm on vertical distance when the sword bending. (Please refer to the diagram 3-1 below)

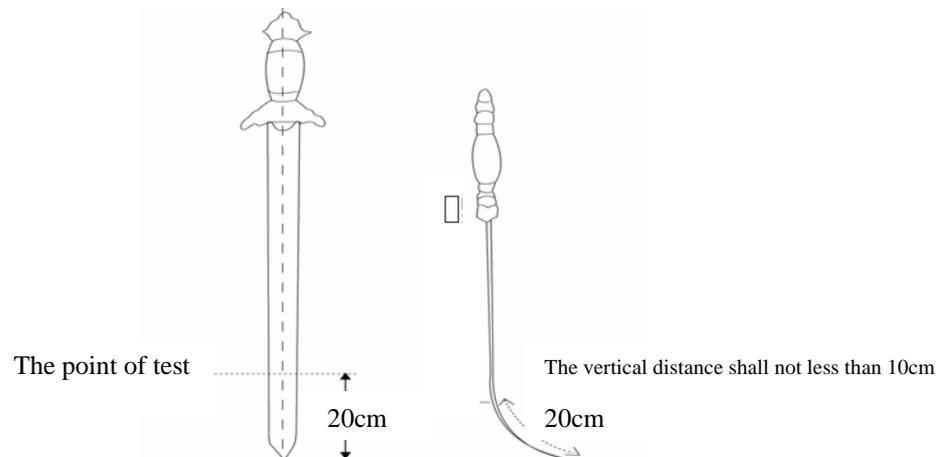


Diagram 3-1 The Way of testing the sword's hardness

2. Broad-sword:

When one holding the broad-sword downward with arm and elbow, the tip of the broadsword should not be lower than the top of one's ear. The handle of the broad-sword should tied with colorful fringes.

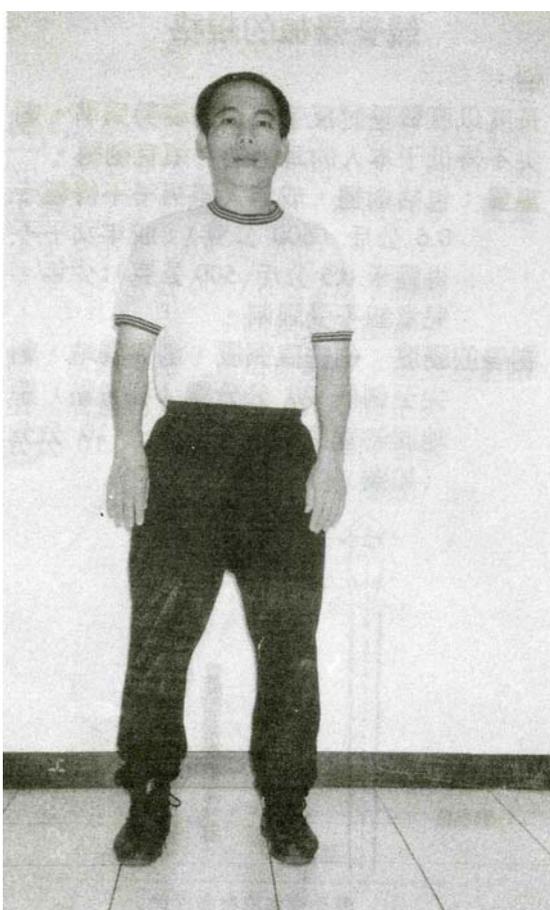


Diagram 3-2 Push-hand participant's uniform (Front)

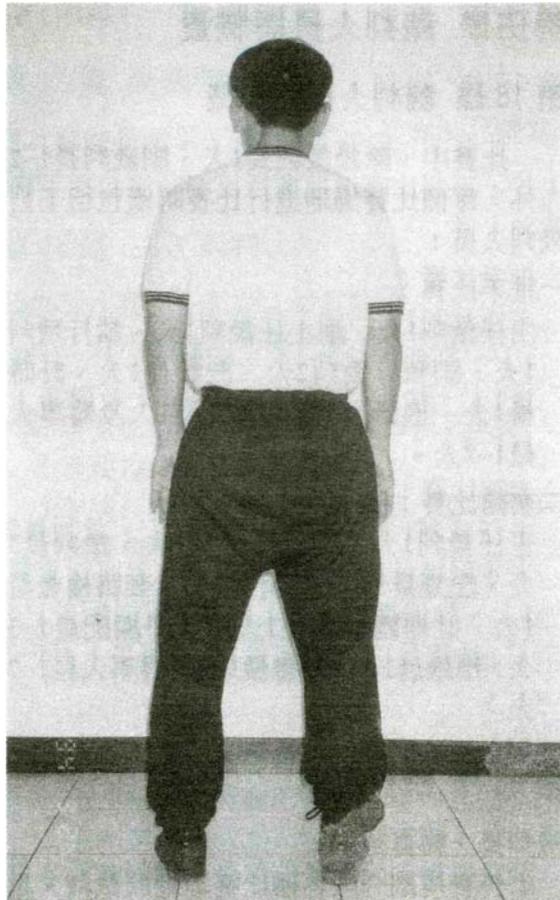


Diagram 3-3 Push-hand participant's uniform (Back)

CHAPTER 5 JUDGING PERSONNEL AND THEIR DUTIES

Article 15 Organization of Judging Personnel

Besides there being a set-up of one referee general and 1-2 deputy referee general as leading referees, the following refereeing personnel shall be appointed for each competition:

A. Push-Hand Competition:

Referee-in-chief-----	1
Deputy referee-in-chief-----	1
Executive Referee-----	1
Deputy Executive Referee-----	2
Score-keeper-----	1
Time-keeper-----	1
Checker-----	1
Announcer-----	1
Medical Personnel-----	1-2

B. Routine Competition:

Referee-in-chief-----	1
Deputy Referee-in-chief-----	1
Judge-----	5
Score-keeper-----	1
Time-keeper-----	1
Inspector-----	1
Chief, Reg & Match-----	1
Reg. & Match pers-----	1-3
Checker-----	1
Announcer-----	1
Medical Personnel-----	1-2

Article 16 Referee General

Duties of the Referee General are:

- A. To assign refereeing personnel to the different competition fields

- B. To preside over the referee meetings and to supervise refereeing personnel to make certain that all competition fields are well prepared

- C. To attend the team leaders meeting at which to settle problems related to refereeing

Article 17 Deputy Referee General

To assist Referee General and act for the referee General when he is absent.

Article 18 Referee-in-Chief

A. Duties of the referee-in-chief in charge of Push-Hand competitions:

1. To assign the work for refereeing personnel in the competition fields.
2. To check the executive referee's rulings, and score-keeper's records, and to decide the winner and loser of each competition.
3. To warn or disqualify the coach who has acted against the regulations.
4. To share the weigh-in task with the checker.

B. Duties of the referee-in-chief in charge of routine competitions:

1. To assign refereeing personnel to routine competition fields.
2. To determine whether or not a contestant's request for repeating performance is accepted and how many points shall be deducted from contestant's scores because his performance had not reached the prescribed time.
3. To announce the final scores of the routine which the contestant has finished.
4. To provide referee general with the proper settlement on the judges who have made serious faults in refereeing.
5. To assign the starting position after the contestant has entered the field and given the salute.

Article 19 Duties of the deputy referee-in-chief

A. To assist the referee-in-chief and act for him when he is absent.

- B. To act for a judge instead of one of the executive judge in which the contestant involved is a student or relative of his/her.

Article 20 Executive Referee

The executive referee, responsible for administrating and ensuring the smooth progress of the whole competition in the field, has the following duties:

- A. To give hand signals or blow the whistle to start, suspend, stop or end the competition.
- B. To give hand signals or blow the whistle to rule contestant's winning or losing points, to warn the contestant who violates the rules, etc.
- C. According to referee-in-chief's judgment, to announce the winner by raising his hand at the end of the competition.

Article 21 Deputy Executive Referee

The duties of deputy executive referee for push-hand competition:

- A. To assist the executive referee and according to Article 20, to help executive referee in rulings.
- B. To advise the executive referee when he is found miss-out or making a wrong ruling.

Article 22 Judge for Routine

Duties of a judge for routine:

- A. According to the rules, to the scoring and detailed recording should be made independently.
- B. When the referee-in-chief whistles or makes out a signal, to show the result placard first to the referee-in-chief, then to the contestant and spectators. .

Article 23 Recoder

A. Duties of the recorder for Push-Hand Competition:

1. According to the judgment of the executive referee, to record the points gained by the contestants and report them to the referee-in-chief.
2. To sum up the points gained by the contestants at the end of each competition

and report them to the referee-in-chief.

B. Duties of the score-keeper for routine competition:

To sum-up and check the points gained by the contestants and report them to the referee-in-chief.

Article 24 Time-keeper

A. Duties of the time-keeper for Push-Hand Competitions:

To announce the beginning of the competition 3 seconds at latest prior to the commencement of competition, and the end of competition by ranging a bell or striking a gong, or by using other methods.

B. Duties of the time-keeper for routine competitions:

To measure the time the contestant has taken to complete his routine, and deduct the points from the contestant's scores in case the time he has used is in discord with the prescribed and report them to the referee-in-chief.

Article 25 Checker

A. Duties of the checker for push-hand competitions:

1. --To take a roll-call of the contestants in the order of their entering the field for competition,
 - To examine their eligibilities,
 - To check whether the contestants are in empty before leading them into the field,
 - To distribute the results of contestants' results.
2. To share with the referee-in-chief the weigh-in task before competition.

B. Duties of the checker for routine competitions:

--To take a roll-call of the contestants in the order of their performances as listed on the program,

--To examine their eligibilities,

--To lead the contestants into and out from the field, and

--To receive and distribute the record of contestants' results.

Article 26 Examiner for routine competitions

The duties of the routine examiner are:

To examine the substance of routine the contestants have performed and report to the referee-in-chief for point deduction in case of any discrepancy with the prescribed.

Article 27 Medical Personnel

The duties of medical personnel are to take care of medical services before and during the competition, including:

A. To check contestants' health certificates

B. To examine and decide whether or not an injured contestant is able to continue the competition during the time-out called.

Article 28 Announcer

The duties of the announcer are:

--To announce the time and place of the competition in accordance with program prepared by the Organizing Committee

--To announce the time and place of weigh-in, the result of competition and other matters as advised by the Organizing Committee.

Article 29 The outfit of the refereeing personnel

The refereeing personnel shall wear uniformed outfit and prescribed badges.

CHAPTER 6 PROCEDURES FOR COMPETITION IN THE FIELD

Article 30 Procedures for Competition

A. Push-Hand Competition

1. Roll-Call

After hearing his name announced by the checker, the contestant shall get

into the field from the entrance. A contestant whose name is announced three times, each 30 seconds in interval, without coming up to the field, will be ruled as forfeited from participating in current and the following matches.

2. Commencement of the match

After hearing their names announced, the contestants shall come up to the field and stand at the designated positions respectively.

Positioning himself in the center of the field, the executive referee shall summon the contestants to the designated spots and command them to salute the referee-in-chief, and then check whether their clothes are all right, whether they smear their bodies with oil or glue material, whether their bodies pour with sweat, whether their hands are empty and whether their fingernails are trimmed.

The both contestants, after saluting each other, shall begin the competition according to executive referee's command.

3. Readiness Position

Fixed Push-Hand:

Both contestants place their right feet on the marks by tape, with their left feet stepping behind, positioning in alignment with each other, then tangle their right elbows tightly with each other in front of their breasts, with their left hands placed at the opponent's elbow with finger tips upward, acting as readiness posture. They start competition as soon as they hear the command from the executive referee.

Moving Push-Hand:

Both the contestants stand at the place where a "cross" is marked and tangle with each other's hands. They begin to compete as soon as they hear the command from the executive referee.

4. End of competition

When the time-keeper rings the bell or uses other methods to signal the end of competition, the executive referee shall call stop on the competition immediately. The contestants shall return to the sides as designated by the executive referee, standing there to hear the announcement of the result of competition. The contestants, after hearing the announcement, shall salute each other and shake hand with executive referee and then retreat to the

outside of the field.

In case the executive referee fails to hear the sound of the bell, the referee-in-chief shall blow the whistle to stop the competition. Any points obtained by the contestants after the end of competition shall not be valid.

5. Suspension of competition

The executive referee may suspend the competition in case of contestant's foul, injury, falling down on the floor, outside of the field, or any other emergencies. Each of such events shall be registered. After such events are disposed of, the contestants shall return to the designated positions respectively and then continue the remaining competition.

The suspension of competition may take place a few times in each match, depending on the situation.

In case a contestant is examined and determined by the doctor that he/she is not able to continue the remaining competition after suspension of injury for one minute, he/she should be declared defeated.

If the competition is suspended due to contestants' hugging each other, traveling without being engaged, or holding out resistance, the contestants shall continue the remaining competition from where the suspension takes place as soon as the suspension is completed.

The referee-in-chief may call suspension of competition when some emergency happens or when he finds severe faults made by the executive referee in refereeing or by the score-keeper in scoring. The referee-in-chief shall summon the persons concerned to consult together and seek the way to rectify such faults.

Whatever reasons they may have, the contestants shall not request the above said suspension of competition, nor shall he request to return to the position of readiness.

6. Termination of competition

When the competition is over, the executive referee shall stand at the

center of the field, also the contestants at the positions of readiness with their faces toward the referee-in chief, and be ready to hear the announcement of the results.

B. Routine Competition

1. Roll-Call

After hearing his name is read out, the contestant shall come up to the field.

2. Forfeiture

A contestant who has been called three times without coming up to the field will be ruled as forfeited and no scoring.

3. Starting Posture

After responding to the call, the contestant shall get into the field, stand at the designated position, salute the referee-in-chief with Chinese traditional courtesy—Pao Chuan Li, and be ready to take starting posture according to indication of the referee-in-chief, and face to the referee-in-chief.

Note: Pao Chuan Li: The contestant stands aligning his two feet with his left palm holding his right fist about 20-30 cm off from, and a little higher than, the front of the breast.

A contestant moving any part of his body is deemed as starting of the stance, and time is beginning to count. If a group should start moves in the process of competition, the group leader shall report this case to the referee-in-chief beforehand.

4. Concluding Posture

After completing the whole set of routine, the contestant shall close his feet to do concluding posture as he ends his performance, then turn himself to face the referee-in-chief (He shall not do concluding posture while turning himself to face the referee-in-chief.) At the same time, the clock shall be stopped running

Also, after completing the whole set of routine, the contestant shall, in the same direction, at the same spot where starting posture has been done, complete the concluding postures.

A contestant having starting and concluding postures different from the

prescribed ones shall be reported to the referee-in-chief beforehand.

5. Announcement of Gaining Points

When the performance is over, the contestant shall retreat to the outside of the field. Remaining there until the referee-in-chief announces the result, he shall return to the designated position, standing, facing and saluting the referee-in-chief with courtesy of Pao Chuan Li.

CHAPTER 7 REGULATIONS GOVERNING COMPETITION MOVES

Article 31 Fixed Push-Hand

Both the contestants shall push each other only by using Peng, Lu, Chi, An, Tsai, Lieh, Chou and Kao, like somewhat of sticking, connecting, adhering and following to each other, trying to make the opponent off his balance to win the points.

Article 32 Moving Push-Hand

Both the contestants shall push each other only by using thirteen postures which is including Peng, Lu, Chi, An, Tsai, Lieh, Chou, Kao and Chin, Tui, Ku, Pan, Ding, like somewhat of sticking, connecting, adhering and following to each other, trying to make the opponent off his balance to win the points.

CHAPTER 8 SCORING AND DETERMINATION OF PLACING

Article 33 Scoring

A. Push-Hand Competition

1. Winning one point:
 - 1) During Fixed Push-Hand competition, if the contestant's move is neutralized by his opponent, or he is made by his opponent to move his foot or out of the board, his opponent wins one point.
 - 2) During Moving Push-Hand competition, if the contestant's move is neutralized by his opponent, or he is made to be out of the circle (including treading the line), the opponent wins one point.
 - 3) While both fall down on the floor, the contestant who falls last wins one point

2. Winning Two Points

- 1) During Fixed Push-Hand competition, if the contestant's move is neutralized by his opponent, or he is made by his opponent to fall down on the floor, his opponent wins two points.
- 2) During Moving Push-Hand competition, if the contestant's move is neutralized by his opponent, or he is made by his opponent to fall down on the floor, his opponent wins two points.

Note: Any parts above the knees (inclusive) touching the floor shall be ruled as falling down on the floor

3. Winning No Point

- 1) Both are simultaneously out of the circle
- 2) Both simultaneously fall down on the floor
- 3) Hugging or holding each other for over 3 seconds

B. Routine Competition

1. For standard of routine main moves and deduction of points for faults, see (**Enclosure 4**)

- 1) Standard of Moves (6 points allotted)

Moves of hands, feet, and legs are slightly not in accord with standard---loss 0.05 point each time

Moves of hands, feet, and legs are apparently not in accord with standard---loss 0.1 point each time

Moves of hands, feet, and legs are seriously not in accord with standard---loss 0.2 point each time

A maximum of 0.2 point is deducted even though many faults are found in a move.

A maximum of 0.2 point is deducted even though a same fault is found repeatedly.

2) Strength and Coordination (2 points allotted)

All moves are smooth, stable, consistent and well-coordinated among hands, eyes, body and steps---full 2 points

Moves are slightly not in accord with the above requirement---0.1—0.5 point deducted

Moves are apparently not in accord with the above requirement---0.6—1.0 point deducted

Moves are seriously not in accord with the above requirement---1.1—2.0 point deducted

3) Spirit, speed, style, substance, composition and movement. (2 points allotted)

Concentration in mind, high spirit, easy manner, full substance, moderate speed, well-organization, and fine choreography---full 2 points

Moves are slightly not in accord with the above requirement---0.1—0.5 point deducted.

Moves are apparently not in accord with the above requirement---0.6—1.0 point deducted

Moves are seriously not in accord with the above requirement—1.1-2.0 points deducted.

4) The scoring of group competition :

- a. Correct posture, clear manners, smooth strength, harmony movement (4 points allotted)
- b. Regular team, action skilled, coordination (4 points allotted)
- c. Spirit concentration, uniform coincidence, courtesy appearance(2 points allotted)

2. Deduction of Points for Other Faults

Other faults, as soon as found, shall be noted in the remark space of the rating sheet (see **Enclosure 3-1**) and points deducted due to these faults (for the criterion of point deduction, see **Enclosure 5**)

- 1) Deduction of points by the referee-in-chief.
- 2) Deduction of points by judges.

3. Rating of Determining Contestants' Placing

1). Rating by the Judges

The judges shall, in compliance with the rating criterion, rate the contestant on his technical level displayed and deduct the points from other faults which he has made.

2). The Initial Scores of a Contestant:

The initial scores of a contestant are the average of the three middle scores by eliminating the highest and the lowest points, this average scores will get two digits after 'point', the 3rd digit of 'point' will be written-off directly.

3). The Final Scores of a Contestant:

The final scores of a contestant are the scores that come out of his initial points minus the points deducted by the referee-in-chief for the "other faults".

4) Tie-Break for the contestants who have won the same number of final points:

In case there are two contestants who have won the same number of final points, the winner shall be decided in the following order:

- a. The contestant whose average ineffective points is more close to his final scores who will be the winner, this ineffective average points must be divided to the end.
- b. If the tie still remains, the contestant whose average ineffective points is higher then he will be the winner.
- c. If the tie still remains, the contestant's low ineffective points (not average ones) is higher, then he will be the winner.
- d. If the ties still remains, both of the contestants can take the same place, or draw lots to decide their places. (For example, both of them can be placed in first place, however, in this case, no second place should be placed.)

- 5) The contestant who wins the highest number of the final scores shall take gold medal, while the remaining contestants shall be placed in order according to the number of the final scores each of them has won.

Article 34 Process of Judgment to determine the winner or Loser

A. Fixed Push-hand

---Within the period of each match, the contestant who wins 10 points over his opponent shall be granted “Yu Shih Sheng”(preponderant victory).

---In case at the end of competition, both of the contestants fail to win Yu Shih Sheng, the contestant who wins highest final points shall be the winner.

---In case at the end of the 3 matches, both the contestants have the same final points, the contestant who get the highest total points of the 3 matches shall be the winner.

---If the result of the above condition remains as a tie, the contestant whose body weight is lighter will be the winner.

---If the result of the above condition still remains as a tie, a spot weighing should be made, and the contestant, who has the lighter weight, shall be the winner.

---If the tie still remains, a lot-drawing should be made to decide the winner

B. Moving Push-Hand

---Within the period of each match, the contestant who wins 4 points over his opponent, shall be granted “Yu Shih Sheng”.

---In case at the end of competition, both of the contestants fail to win Yu Shih Sheng, the contestant who wins highest final points shall be the winner.

---In case at the end of the 3 matches, both the contestants have the same final points, the contestant who get the highest total points of the 3 matches shall be the winner.

---If the result of the above condition remains as a tie, the contestant whose body weight is lighter will be the winner.

---If the result of the above condition still remains as a tie, a spot weighing should be made, the contestant, who has the lighter weight, shall be the winner.

---If the tie still remains, a lot-drawing should be made to decide the winner

Article 35 Judgment for Winner or Loser in Case of the Interruption of Competition

If the competition is interrupted because of some incidents, the following rules shall be applied to determine the winner or loser:

---If injured due to his own carelessness, the injured contestant shall be ruled the loser, and no penalty shall be imposed on his opponent.

(**Note:** Any losses of points due to technical issues shall, however, not be subject to this rule.)

---If injured due to violation of rules by his opponent, his violated opponent shall be ruled the loser.

---If the competition is interrupted owing to the same cause by both the contestants, the winner or loser shall be decided by drawing lots.

---A contestant who gives up the competition during the progress of competition shall be ruled the loser.

CHAPTER 9 FOUL AND PENALTY FOR PUSH-HAND COMPETITION

Article 36 Foul

During the course of Push-Hand Competition, any following acts or behaviors shall be ruled as foul:

A. Attack the opponent's crotch, neck and head

B. Attack the opponent by head or knees

C. Attack the opponent's heart and armpit by elbow joint

A. Attack the opponent by using foot to step, kick, stamp on or sweep over.

B. Make the opponent fall down by using back or hip.

C. Wrestle the opponent down by holding his waist or legs, or by thrusting two hands into his armpit.

- D. Strike the opponent who has already fallen down on the floor
- E. Insult by words or acts the opponent, referees or working personnel, disobey referee's command or signal, or violate any regulations relevant to the competition.
- F. His coach giving technical assistance by yelling outside of the field in such a way as to affect the progress of the competition

Article 37 Penalty

- A. During the course of competition, the executive referee shall warn and deduct one point from the scores of the contestant if he commits a light violation, and 2 points if he commits a violation, disqualify him from the match underway if he commits 2 violations and disqualify him immediately from competition and announce his opponent the winner if he commits a severe violation.
- B. The executive referee shall disqualify a contestant from the competition if he is found using stimulating substance or inhaling oxygen during the intermissions.

Article 38 Negative Conducts

In the progress of competition, a contestant shall not take such negative conducts as to delay the progress of the competition. The executive referee shall read seconds to a contestant who, having ignored the executive referee's warning, continues delaying the competition, and shall rule the contestant in question the loser of the match if he does not stop delaying the competition as the executive referee reads to 10 seconds.

During the progress of competition, both contestants shall not take such negative attitudes as to move around without engaging each other. If both contestants ignore the warning of the executive referee and continue moving around, the executive referee shall designate a contestant as the attacker. Should both contestants still show no will to fight, the executive referee shall disqualify both of them from competition.

During the progress of competition, a contestant shall not negatively evade the opponent's offense. If a contestant who ignores the warning of the executive referee and continue doing so, the executive referee shall rule him the loser of the match or deduct points from his depending on how the situation is.

CHAPTER 10 PROTEST AND ARBITRATION

Article 39 Jury Committee

A. Organization

The Organizing Committee shall organize a Jury Committee 2 months before the starting of the competition, consisting of 3-9 members selected from among senior referees, one of whom shall serve as the chairman

B. The Jury Committee, based on its resolution, shall rectify the faults and discipline the related refereeing persons who have judged wrong with the account of the actions taken in this regard submitted to the Secretariat of the National Taichi Chuan Association of the Republic of China.

Article 40. Procedures for Lodging a Protest

A. protest against the competition judgment shall be made in the form of an oral statement immediately after the incident in question has occurred and shall be lodged in writing with Jury Committee by the team leader or coach, accompanied by a sum of NT \$5,000 as deposit, within 30 minutes following the end of the competition.

Any such protest shall be dealt with and decided by vote by only the members of the Jury Committee, who are not from the country that the protesting team represents. The decision in question shall be made by a majority of votes.

B. Before a decision in question is made, the Jury Committee shall call in and inquire the referee-in-chief, executive referee and judges involved about the incident giving rise to the protest.

C. The decision of the Jury Committee shall be the final. No further protest from the team in question shall be lodged.

D. The Jury Committee shall retain the deposit if the protest is denied.

CHAPTER 11 MEDICAL CARE

Article 41 Medical Care

The organizing Committee shall be responsible for providing medical care to all participants during the competition. At the time when the weigh-in is conducted, the medical personnel shall examine the contestants whether they have used prohibited

drugs.

By the same token, the doctors, who are responsible for providing medical care specifically for matches they are assigned to, shall take a health check for participating contestants before they proceed to take weigh-in. If the examination indicates that the physical conditions of a contestant are not fit to compete, the doctor shall come up with a suggestion that the contestant in question be disqualified from competitions

During the progress of competition, the doctor assigned shall keep ready at the field and provide medical service at all time. When an injury happens with a contestant, the doctor standing by shall enter the field immediately to provide necessary medical treatment, and determine if the contestant in question can continue to compete.

Only the coach of the injured contestant or one staff of his team are permitted to get into the right field of competition as the doctor is taking first aid with the injured contestant.

CHAPTER 12 DOPING CONTROL

Article 42 Doping Control

The regulations and procedures as laid down by the Medical Commission of the International Olympic Committee in respect of doping control shall be completely observed.

Contestants and officials have obligation to submit themselves to medical control and examination. Sanctions shall be applied to any contestants or officials who refuse to submit themselves to medical control and examination.

The Medical Committee shall carry out thoroughly the medical control and examination and have the authority to decide the time and frequency of such examination.

During a sample-taking for test, conducted by a doctor, who must be qualified and authorized to do so by the Organizing Committee, there must be present a member of the Executive Board, and an official or a contestant of the team of which the contestant is under medical examination. Should the sample-taking not be conducted in accordance with the procedures stated above, the result of the test shall be

considered invalid.

CHAPTER 13 OTHER CLAUSES -

Article 43 Other Clauses

Any unforeseen matters not covered by the Rules shall be dealt with as follows:

- A. Consensus shall be reached among refereeing personnel about dealing with matters relevant to competition.
- B. Matters having nothing to do with the competition shall be dealt with by the related competent authority
- C. With a view to arbitrating any dispute fairly in connection with the competition, it is suggested that a video camera be set up at the field of competition.

Enclosure 1

DESCRIPTION OF TAICHI CHUAN TERMS

1.PUSH-HAND

An open, platform style competition

2.ROUTINE

Performance of moving stances of Taichi Chuan

3. PENG

A pair of arms, round like balls full of air and flexible like spring, press the opponent's arms and keep them unable to raise

4. LU

One hand takes the opponent's wrist, and the other touches the opponent's elbow, moving sidewise following the opponent's posture.

5. CHI

Keep the opponent from moving forward by hands, then push him down.

6. AN

Press the hands forward or down to counter the opponent's PENG or CHI.

7. TSAI

Take down the opponent's wrist by hands

8. LIEH

Turn the opponent's strength direction by one or two hands to counter the opponent's body

9. CHOU

Attack the opponent by using the angle of the elbow.

10. KAO

Attack the opponent by using the shoulder

11. YU SHIH SHENG

During Moving Push Hand competition, a contestant has first obtained four points when the competition is yet to begin.

Enclosure 2

**ILLUSTRATION OF HAND SIGNAL FOR PUSH HAND
TAICHI CHUAN COMPETITION**

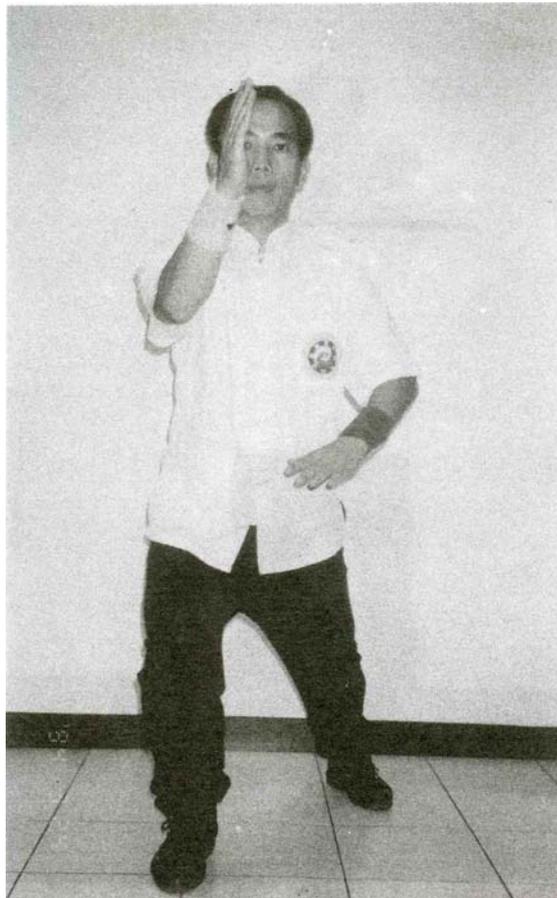


Figure 1 Starting of competition

Keep the right palm upright and move it down from up

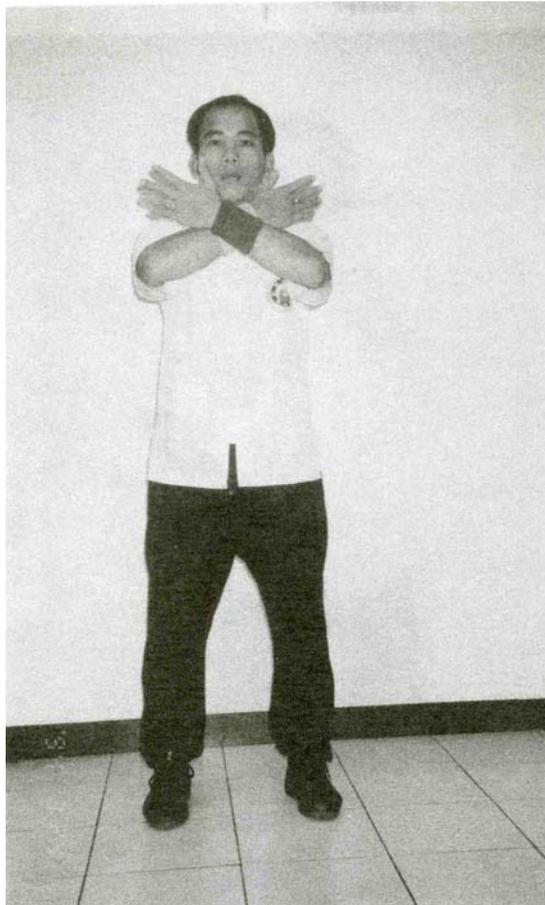


Figure 2 Stop

Cross both arms and place them in front of the breast

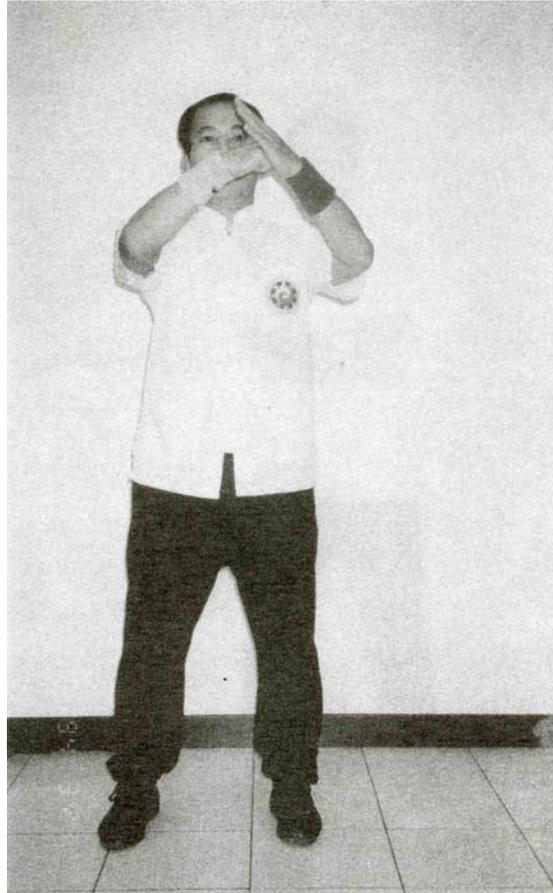


Figure 3 Time-out

Clench the right hand into fist and position it underneath the left palm

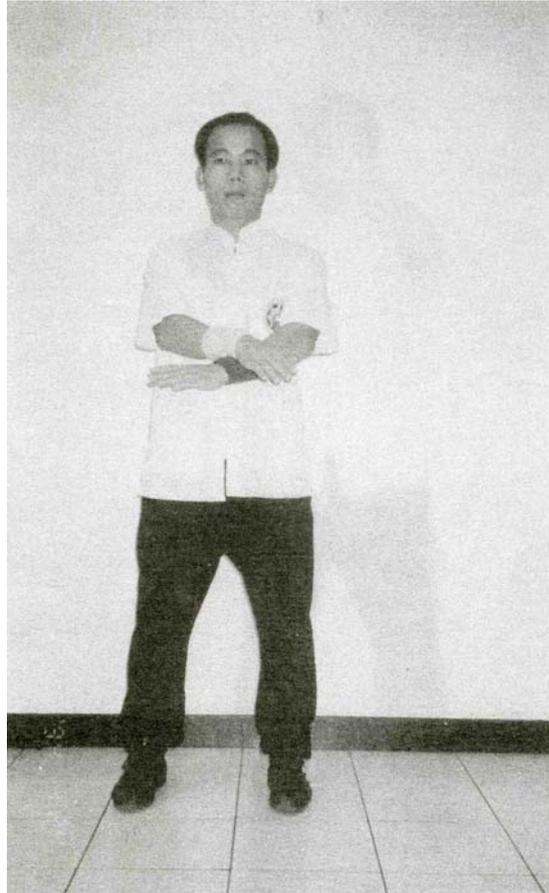


Figure 4 Tie
Position both palms with their centers downward in front of the breast
and cross them three times



Figure 5 Move steps, tramp the line and out of the circle
Move one palm sideward, with its center downward

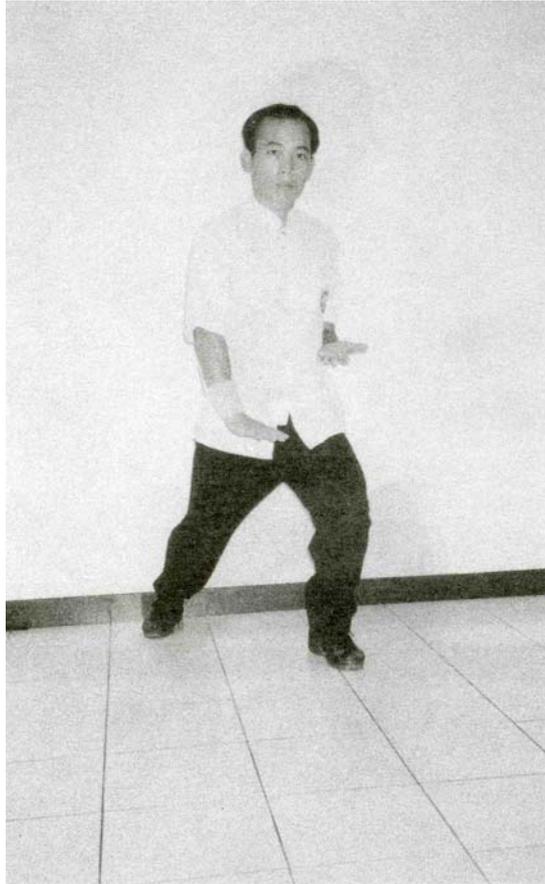
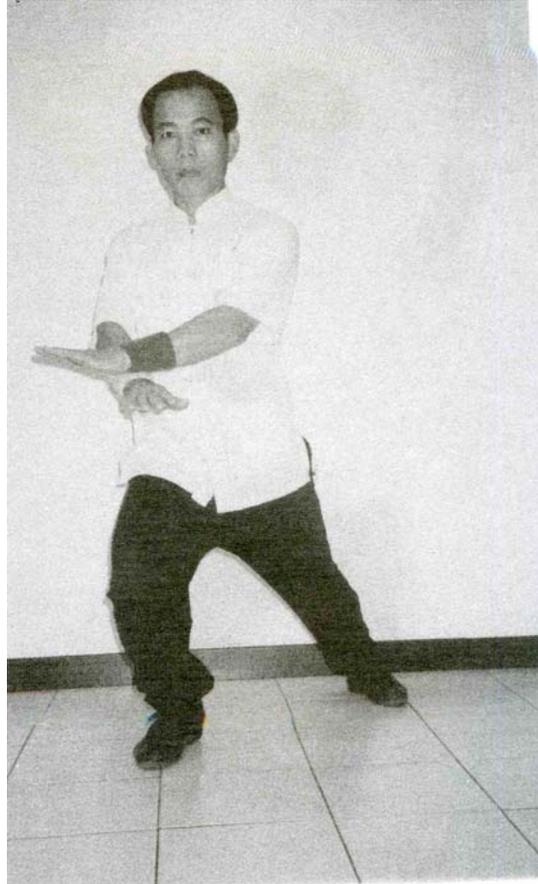


Figure 6 Fall down on the ground
Press one palm down from up, with its center downward



**Figure 7 Both fall down on the ground one after another
Cross both hands and extend them forward. The hand pointing to the
contestant who falls down first, is placed under the other.**

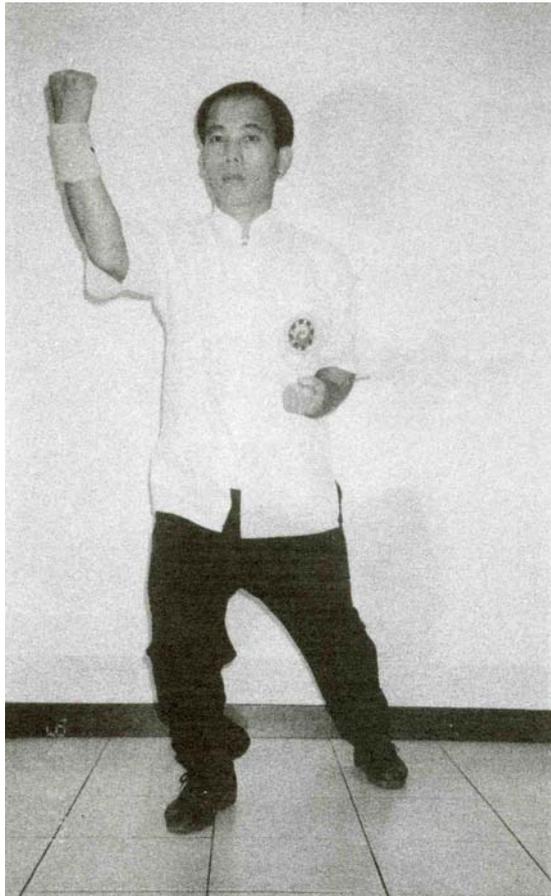


Figure 8 Warning

Clench one hand and point it at the contestant who has committed a foul

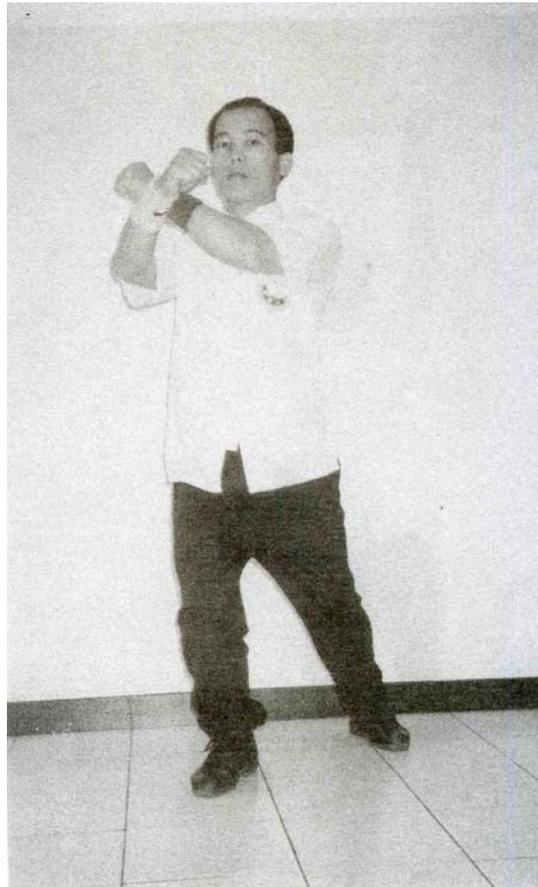
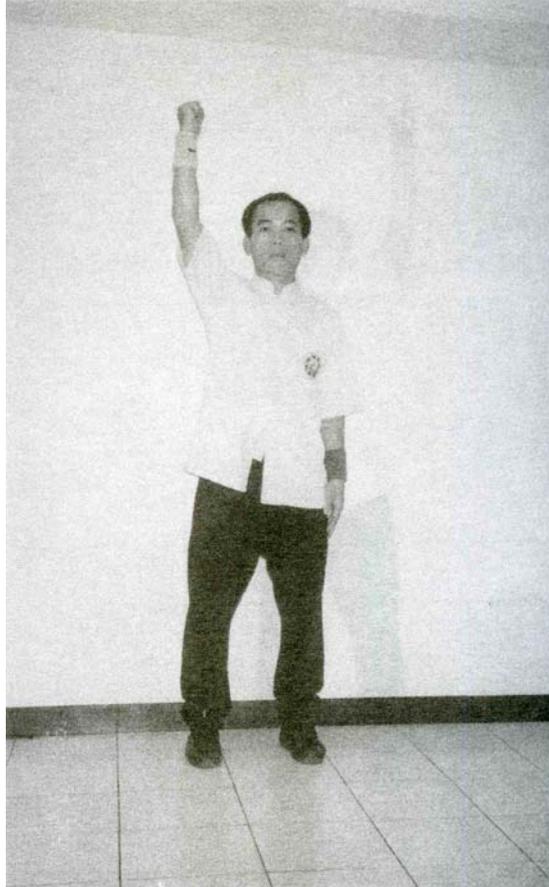


Figure 9 Foul

Clench and cross both hands and point them at the contestant who has committed a foul.



**Figure 10 Holding or wrestling for more than 3 seconds
Raise up one hand with 3 fingers (in the middle of 5 fingers)
nextending out**



**Figure 11 Suspension of competition (including the foul pointed out by the opponent)
Raise the right hand**

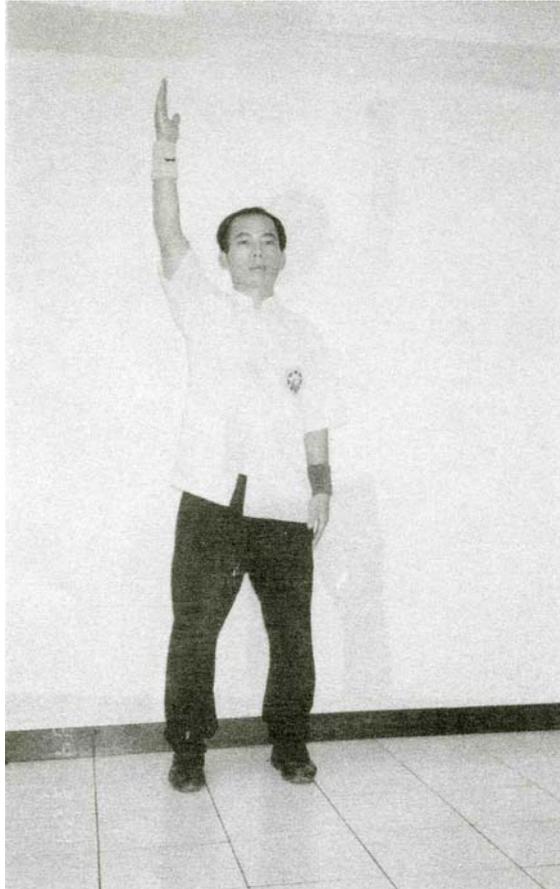


Figure 12 Announcing of points won or lost
Raise one hand with its palm upward

Enclosure 3-1

Score Sheet For Taichi Chuan Routine Competition

Team's Name	Name	Back No.	Game's Serial No.	
Points Assigned	Specification	Style		Other Fault
	Specification (6)	Strength Coordination (2)	Spirit, Speed & Style (2)	missing costume apparatus outside balance
		(4)		
Notes Taken				
Points Deducted				
Final Points		remarks		

(No.) Judge Name:

date

Enclosure 3-2 Score Sheet For Taichi Chuan Push-hand Competition

Game No. _____ Site _____

Male/Female Class _____

movingstep _____ fixed step _____

Date _____

Blue	Organization	match	1	2	3	
			1			
		2				
		total				
		Points won	Points ded	1		
	2					
	total					
	Name	final points				
		win / lose				
		Yellow	Organization	match	1	2
1						
2						
total						
Points won	Points ded			1		
			2			
			total			
Name	final points					
	win / lose					
	remarks					

Note: win○ lose× tie—

(No. _____)Executive Referee: _____

Enclosure 4

STANDARD OF MAIN MOVES OF ROUTINE AND CRITERIA OF DEDUCTING POINTS FOR FAULTS

WAY OF HANDING

CORRECT POSTURE

1. Sinking Shoulders and Elbows Down--The both hands, whether in the form of fist, palm or bending, shall be relaxed and nature.
2. Focusing the Strength on a Point--The direction and point the strength is focused on shall be accurate.

PENG

Slight Faults

1. Arms raised too high
2. The palm and fingers either too soft or too stiff while raising elbows and wrists.
3. The center of gravity not placed on the forearms

Apparent Faults:

1. Two slight faults or more occur at the same time.
2. The arms over-bent or over-extended.

LU

Slight Faults

1. Both hands pushed backward.
2. Shoulders and elbows raised.
3. Arms and armpits pressed

CHI

Slight Faults:

1. Both hands and elbows raised.
2. Both arms not kept round.
3. The center of gravity not placed in the forearms.

AN

Slight Faults:

1. Both palms and fingers either too soft or too stiff.
2. Elbows raised and arms straightened.
3. Hands pushed forward without arc.
4. Arms raised from down.
5. Both palms put together from outside to inside.

Apparent Faults:

Two slight faults or more occur at the same time.

HOLDING OF PALMS

Slight Faults

1. The arms over-bent and without an arc
2. The arms and armpits preessed
3. The elbow raised and the wrist bent, and the palms and fingers soft.

Apparent Faults:

Two slight faults or more occur at the same time.

PUSHING PALMS

Slight Faults:

1. The hand pushed forward over the head.
2. The elbow raised and arms straightened.
3. Both palms and fingers soft, and the center gravity not clear.

Apparent Faults:

Two slight Faults or more occur at the same time.

YUN SHOU

Slight Faults

1. The arms over bent.
2. The arms straightened
3. The hands raised over the head.

4. While forming a circle, both hands not connected and the circle is too small.

FRAMING PALMS

Slight Faults:

1. Shoulders and elbows raised.
2. Hands raised without forming an ace

Apparent Faults:

Two slight faults or more occur at the same time

BEATING CHUAN

Slight Faults:

1. The fist extended too far from the waist.
2. Elbows and shoulders raised.
3. The center of gravity not on the face of fist.

Apparent Faults:

Two slight faults or more occur at the same time

CONSECUTIVE CHUAN

Slight Faults:

1. Elbows and shoulders raised.
2. Arc not formed with arms.
3. The center of gravity not on the face of fist.

Apparent Faults:

Two slight faults or more occur at the same time

WAY OF STEPPING

UP-STEP, FORWARD-STEP, BACKWARD-STEP, FOLLOW-STEP, AND SIDE- STEP

Correct Posture

1. While transiting from one step to another, the contestant shall place the center

of gravity on the torso, and feel easy.

2. Move steps as a cat walks, and keep the lower part of the body steady and firm. Each stepping shall be light and brisk.

Slight Faults:

1. The foot raised too forcefully, and dropped too heavily.
2. The body not kept in balance.
3. The foot gracing the body not bent enough with the gravity on the body.
4. The step dropped on the sole of foot, or sole turned up.
5. Both the knees and waist stiff.
6. The foot bracing the body not powerful enough and the speed not even.

Apparent Faults:

1. Two slight faults or more occur at the same time
2. Among the two slight faults, one is very serious.

Severe Faults:

1. Multifarious slight faults occur at the same time
2. Among multifarious slight faults, one is very serious.

HAND FORM

FIST

Correct Posture

1. Close four 4 fingers and roll them loosely, with the thumb placed on the second knuckles of the forefinger and middle finger.
2. Clench fingers loosely into fist.

Slight Faults:

1. Fingers either too loosely or tightly clenched.
2. Knuckles sticking out of the surface of the fist.
3. The thumb not positioned between the forefinger and middle finger (on the second knuckle of both fingers)

PALM

Correct Posture

The palm and fingers are neither straight nor bend, neither closed nor separated.

The back of the wrist extends naturally. The joint of the wrist shall not be over bent..

Slight Faults:

1. Fingers too soft and over bent.
2. Fingers closed and stiff.
3. The center of the palm projected forward. The part of the hand between the thumb and forefinger not separated or separated too wide.
4. The joint of the wrist over bent

HOOK

Correct Posture

The joint of the wrist shall be relaxed, with both hands hanging down naturally. The fingers, slightly clenched, shall be relaxed, too.

Slight Faults:

1. The fingers bent too much.
2. The wrist not bent or bent too much.
3. Both wrist and fingers tense and stiff.

STANCE

STRADDLE

Correct Posture

Keep two feet apart horizontally with the same width as that between two shoulders. The tips of the feet, the angle of the knees, and the breast shall be in the same direction. The whole body shapes like sitting, with the body weight falling in the center of the straddle. The groin shall be round in shape, the knees being bent. The angle of the knees shall not exceed the tips of the feet.

Slight Faults:

1. In the vertical line of front, the angles of the knees surpassing the tips of the feet.
2. The buttocks projected.
3. The groin over-opened or over-closed.
4. Feet widely separated or closely together transversely

Apparently Faults:

1. Two slight faults occur at the same time
2. There is no distinction between solidness and emptiness.
3. The two legs are shaped almost like standing instead of straddling.

Severe Faults:

1. Multifarious slight faults occur at the same time.
2. Two apparent faults occur at the same time

FENCING STANCE

Correct Posture

The knee and thigh joints of the leg stepping forward shall be sinking, with the lower leg kept vertical. In the vertical line of front, the angle of the knee shall not surpass the tip of the feet. The back leg shall be slightly bent with ease. The groin shall be round. The weight of the upper body shall fall at the center of the body. The width between two feet shall be the same as that between two shoulders.

Slight Faults:

1. The knee bent forward surpassing the tip of foot, and the lower leg not vertical
2. The back leg over-bent or too stiff.
3. Anus not raised and buttocks protruded
4. The groin is either open or pressed.
5. The width between the two feet is wider or narrower than that between two shoulders

Apparent Faults

1. Two slight faults occur at the same time
2. There is no distinction between strength and frailness.
3. The two legs are almost standing
4. The two legs crossed with each other.

Severe Faults:

1. Multifarious slight faults occur at the same time
2. Two apparent faults occur at the same time

EMPTY STEP STANCE

Correct Posture

The knee of the back leg and the joint between thigh and hips shall sink and be slightly bent, with the tip of the foot slanting about 60 degrees forward. The tip, heel or sole of the front leg shall slightly touch the ground.

Slight Faults

1. The back leg not bent enough and the body weight raised upward.

2. The front leg straight or the knee not bent.
3. The back leg either over extended or over retracted.
4. The waist bent and the hips protruded.

Apparent Faults:

1. Two slight faults occur at the same time
2. There is no distinction between solidness and emptiness
3. The two legs nearly standing.
4. The waist over bent and the hips over protruded.

Severe Faults:

1. Multifarious slight faults occur at the same time
2. Two apparent faults occur at the same time

STRETCHING OF A LEG LEVELLY

Correct Posture

Bend a leg with its knee and joint between thigh and hips sinking, its foot touching the ground and its heel obliquely outward about 45 degrees. Extend the other leg levelly with the foot turning inward.

Slight Faults:

1. The squatting leg not fully bent.
2. The side-protruded leg not extended levelly.
3. The squatting leg's knee bent inward.
4. The side-protruded leg's foot tip not bent inward enough.
5. The knee or the outer edge of the foot off floor.

Apparent Faults:

Two slight faults occur at the same time

Severe Faults:

Multifarious slight faults occur at the same time

RESTING STANCE

Correct Posture

Squat leisurely with both legs crossed, the toes of the foot of front leg separated and the knee of the back leg close to the front leg.

Slight faults:

1. The knee of the back leg not close to the front leg.
2. The tip of front foot not turned outward.
3. The center of gravity too close to the front leg.

Apparent Faults:

1. Two slight faults occur at the same time
2. Both the legs not crossed.
3. The back leg kneeling down on the ground.

Severe Faults:

- . Multifarious slight faults and two apparent faults occur at the same time

ONE LEG STANCE

Correct Posture

Bend one leg to support the body weight, and raise the other leg's knee higher than the waist with its foot tip hanging down naturally.

Slight Faults:

1. The thigh of lifted leg too low. The lifted knee not as high as it meets the standard.
2. The supporting leg bent apparently
3. The lifted lower leg extended or its foot tip bent upward.

Apparent Faults:

Two slight faults occur at the same time

Severe Faults:

Multifarious slight faults occur at the same time.

BODY STANCE

Correct Posture

1. Stand straight, comfortable and firm
2. Straighten the backbone, sink the shoulders and drop the elbow, relax the waist and straddle firmly, be round with the groin and bent in knee.
3. The hands move in agreement with the body movement. The step changes in agreement with the body movements

Slight Faults:

1. Body not straight
2. head not raised
3. Shoulders raised and waist retracted
4. Both waist and back bent
5. Breast protruded and belly concaved
6. Belly protruded and hips bent-up
7. Waist and hips swinging
8. Back and backbone stiff and straddle not firm
9. Head and shoulders swinging
10. Over-opening and closing

Apparent Faults

1. Two slight faults occur at the same time
2. Among slight faults, one is very severe

Severe Faults:

1. Multifarious slight faults occur at the same time
2. Among slight faults, one is very severe

LEG STANCE

KICKING FROM SQUATING

Correct Posture

Bend one leg and squat firmly, the other kicking forward or sideward, with the mind concentrated on the foot tip or heel.

Slight Faults:

1. Mind not concentrated on the foot tip or heel
2. The supporting foot bent too much
3. Kicking leg's knee bent
4. Kicking leg not raised as high as it meets the standard
5. Head down and waist bent
6. Body bent up and head raised
7. Fore arm not moving in agreement with the lower leg

Apparent Faults:

1. Two slight faults occur at the same time

2. Among items 2-7 of slight faults above, one is very severe.

Severe Faults:

1. Multifarious slight faults occur at the same time
2. Among item 2-7 of slight faults, one is very severe.

PATTING AND SWINGING OF LEGS

Correct Posture

Bend one leg and squat firmly, the other moving from side to side in agreement with the strength of the waist. With the mind concentrated on the heel or foot back.

Slight Faults:

1. Make no noise in patting the leg
2. The leg not raised as high as over the shoulder
3. Both the leg and waist bent and the head lowered down
4. The leg not swinging as wide as it can meet the standard
5. Both the shoulders and arms stiff

Apparent Faults

1. Two slight faults occur at the same time
2. The leg not patted
3. Among item 2-4 of slight faults above, one is severe

Severe Faults:

1. Multifarious slight faults occur at the same time
2. Among item 2-4 of slight faults, one is very severe.

OFTEN SEEN FAULTS

FAULTS IN STRENGTH

1. Tense and stiff
2. Loose and weak
3. Superficial
4. Movements lacking variation in the energy preserving and releasing
5. Transition from one strength to another not natural
6. Showing disconnection in the application of strength

FAULTS IN HARMONY

1. Hand and foot not coinciding
2. No coordination between the torso and limbs
3. Movements not continuous
4. Transition and connection of movements tend to be stiff.
5. Eye work and head not in agreement with body movements

OFTEN SEEN FAULTS

FAULTS IN SPIRIT

1. Tense
2. Torpid
3. Strained
4. Mind not concentrated
5. Spiritless
6. Affected

FAULTS IN SPEED

1. Movements sometime fast, sometime slow
2. Movements too fast
3. Movements too slow

FAULTS IN STYLE:

- 1 Rhythm too fast and too strong
2. Movements on and off
3. Movements forceful and monotonous
4. Both open and close largely
5. Lack of softness, roundness, easiness and flexibility

FAULTS IN SUBSTANCE:

1. Monotonous and short of variation
2. Movements repeated too much
3. Lack of basic technical substance

FAULTS IN COMPOSITION

1. Transition not smooth
2. Movements repeated too much in a section
3. Substance not well distributed

FAULTS IN MOVEMENT

1. Movements not even
2. The field not well used or the area not large enough for movements

FAULTS OF MAIN MOVES OF SWORD-PLAY AND CRITERIA OF DEDUCTING POINTS

Pieh-Chien (劈劍)

Slight Faults (0.05 point deducted)

1. Strength point not put on the cutting edge of the sword
2. The sword and the arm do not form a straight line

Apparent Faults (0.1 point deducted)

Two slight faults take place at the same time.

Liao-Chien (撩劍)

Slight Faults (0.05 point deducted)

1. The sword kept too far from the body.
2. Strength point not put on the front part of the cutting edge of the sword

Apparent Faults (0.1 point deducted)

Two slight faults take place at the same time.

Kua-Chien(挂劍)

Slight Faults (0.05 point deducted)

1. The angle between sword and fore-arm is over 90 degrees
2. Strength point not put on the front part of the cutting edge of the sword

Apparent Faults (0.1 point deducted)

1. Two slight faults take place at the same time.
2. The sword and arm form in a straight line

Serious faults (0.2 point deducted)

Both slight and apparent faults committed

Tien-Chien(點劍)

Slight Faults (0.05 point deducted)

1. Wrist less raised
2. Strength point not put on the point of the sword

Apparent faults (0.1 point deducted)

Two slight faults take place at the same time.

Peng-Chien(崩劍)

Slight Faults (0.05 point deducted)

1. Wrist less sinking
2. Strength point not put on the point of the sword

Apparent faults (0. 1 point deducted)

Two slight faults take place at the same time

Chien-Chih (劍指)

Slight Faults (0.05 point deducted)

1. Middle finger separated from fore-finger
2. Middle and fore-finger bent
3. End of the thumb placed on the ring finger

Apparent faults (0. 1 point deducted)

Slight faults repeated two times

Serious faults (0.2 point deducted)

Two slight faults take place at the same time

Chih-Chie(刺劍)

Slight Faults (0.05 point deducted)

1. The sword and the arm do not form a straight line
2. Strength point not placed on the point of the sword.

Apparent faults (0. 1 point deducted)

Two slight faults take place at the same time

Wan-Hua (腕花)

Slight Faults (0.05 points deducted)

1. Wrist's move not smoothly
2. The sword is far from the body while playing round
3. The sword doesn't shape circles while playing round.

Apparent faults (0. 1 point deducted)

Slight faults repeated two times

Serious faults (0.2 point deducted)

Two slight faults take place at the same time

Hou Chuan Chien (後穿劍)

Slight Faults (0.05 point deducted)

1. The sword is far from the body while spearing and stabbing
2. The strength doesn't reach the point of the sword.
3. The sword is higher than knee.

Apparent faults (0. 1 point deducted)

Two slight faults take place at the same time

Serious faults (0.2 point deducted)

Three slight faults take place at the same time.

Yun Chien (雲劍)

Slight Faults (0.05 point deducted)

The sword is not leveling while playing round.

Apparent faults (0. 1 point deducted)

Fail to take the wrist as axis while playing round.

Serious faults (0.2 point deducted)

Serious faults (0.2 point deducted)

Chiao Chien (絞劍)

Slight Faults (0.05 point deducted)

1.The point of the sword rounds too large circle

2.The point of the sword does not form circles while playing rounds

Apparent faults (0. 1 point deducted)

1. Fail to take the wrist as axis while playing round.

2. Two slight faults take place at the same time.

Serious faults (0.2 point deducted)

One apparent and one slight faults take place at the same time

Mo Chien(抹劍)

Slight Faults (0.05 point deducted)

1. The sword is not level

2. The strength is not put on the cutting edge of the sword.

Apparent faults (0. 1 point deducted)

Two slight faults take place at the same time.

Serious faults (0.2 point deducted)

Three slight faults take place at the same time.

Chieh Chien (截劍)

Slight Faults (0.05 point deducted)

1. Strength does not reach the cutting edge of the front part of the sword

2. The sword does not form a slope-line

Apparent faults (0. 1 point deducted)

Two slight faults take place at the same time.

FAULTS OF MAIN MOVES OF BROADSWORD-PLAY AND CRITERIA OF DEDUCTING POINTS

Chan Tou (纏頭)

Slight Faults (0.05 point deducted)

1. The point of the broadsword does not hang down
2. The back of the broadsword blade is too far from the body.
3. The broadsword plays without being around the outside of two shoulders.

Apparent faults (0. 1 point deducted)

Two slight faults take place at the same time.

Serious faults (0.2 point deducted)

1. The broadsword plays around over the head.
2. Three slight faults take place at the same time.

Kou Nao Tao(裹腦刀)

Slight Faults (0.05 point deducted)

1. The point of the broadsword does not hang down
2. The back of the broadsword blade is too far from the body.
3. The broadsword plays without being around the outside of two shoulders.

Apparent faults (0. 1 point deducted)

Two slight faults take place at the same time.

Serious faults (0.2 point deducted)

1. The broadsword plays around over the head.
2. Three slight faults take place at the same time.

Cha Ta (斬刀)

Slight Faults (0.05 point deducted)

1. The body of the broadsword is not level
2. The strength does not reach the cutting edge of the middle part of the broadsword

Apparent faults (0. 1 point deducted)

Two slight faults take place at the same time.

Liao Tao (撩刀)

Slight Faults (0.05 point deducted)

1. The broadsword is kept too far from the body.
2. The strength point does not reach the cutting edge of the front part of the broadsword

Apparent faults (0. 1 point deducted)

Two slight faults take place at the same time.

Pi Tao (劈刀)

Slight Faults (0.05 point deducted)

1. The broadsword and the arm do not form a straight line.
2. Strength does not reach the cutting edge of the broadsword

Apparent faults (0. 1 point deducted)

Two slight faults take place at the same time.

Cha Tao (扎刀)

Slight Faults (0.05 point deducted)

1. The broadsword and the arm do not form a straight line.
2. Strength does not reach the cutting edge of the broadsword

Apparent faults (0. 1 point deducted)

Two slight faults take place at the same time.

Tian Ta(點刀)

Slight Faults (0.05 point deducted)

1. The wrist is not raised enough.
2. Strength point does not reach the point of the broadsword

Apparent faults (0. 1 point deducted)

Two slight faults take place at the same time.

Peng Ta(崩刀)

Slight Faults (0.05 point deducted)

1. The wrist is not sunk enough.
2. The sunk wrist is soft and weak.
3. Strength point does not reach the point of the broadsword

Apparent faults (0. 1 point deducted)

Two slight faults take place at the same time.

Kua Ta(掛刀)

Slight Faults (0.05 point deducted)

1. The angle between the broadsword and fore arm is over 90 degrees
2. Strength point does not reach the front part of the back of broadsword blade.

Apparent faults (0. 1 point deducted)

1. Two slight faults take place at the same time.

2. The broadsword and the arm form a straight line

Serious faults (0.2 point deducted)

An apparent and a slight fault take place at the same time

Chieh Ta(截刀)

Slight Faults (0.05 point deducted)

1. Strength point does not reach the cutting edge of the front part of the broadsword.

2. The broadsword dose not shape an oblique line

Apparent faults (0. 1 point deducted)

Two slight faults take place at the same time.

Enclosure 5

FAULTS IN ROUTINE AND POINT DEDUCTION CRITERIA

1. RATING BY JUDGES

- a. No points shall be given to a contestant who stops halfway through the competition
- b. 0.1--0.3 point shall be deducted from the scores of a contestant who has missed some movements in the course of competition, depending on the degree of the missed movements
- c. 0.1 point shall be deducted each time from the scores of a contestant who loses balance. 0.3 point shall be deducted due to his attempt to make effort to support his body for fear of falling down on the floor, and 0.5 point shall be deducted each time due to his falling down on the floor.
- d. During the course of competition, 0.1 point shall be deducted from the scores of a contestant, any part of whose body touches the ground out of the line and 0.2 point deducted when his whole body gets out of the line
- e. During the course of competition, 0.1 point shall be deducted each time for any happening of the tassel of the broadsword or sword being tangled with any part of the body, which may impede the movements, the buttons on the clothes being unfastened, any accessories being dropped off the clothes and shoes dropped off from the foot.
- f. 0.5 point shall be deducted each time for any happening of apparatus touching the ground, handle of a sword being flied off from the blade, and apparatus touching the body; and 0.2 point shall be deducted when the apparatus is found curved, deformed or broken, or dropped on the ground.

2. RATING BY THE REFEREE-IN-CHIEF

- a. 0.1 point shall be deducted from the scores of a contestant whose starting and concluding posture are not up to the requirement. (That means : the direction of starting and concluding posture must be same and same side of competition field, not said the standard of move for starting and concluding posture. If the standard of move for starting and concluding posture is not compliance with the specification, the judge will make points deduction.
- b. Repeat of performance
 - 1) A contestant can repeat his performance once without reduction of his

scores if the interruption is due to an objective factor.

- 2) A contestant can repeat his performance once with deduction of one point from his if the interruption of competition is due to his miss or fault in performance.
 - 3) Verified by a doctor to be in such a condition as not to continue the competition, the contestant shall stop continuing the competition and if after being satisfactorily treated, the contestant can repeat his performance at the end of the competition underway. In case the contestant in question is originally scheduled to perform at the end of the competition at that day, he can repeat his performance to be arranged at the beginning of competition the following day; however, one point shall be deducted from his for this repetition of performance. Nevertheless, if failing to come up to the field in a prescribed time due to his injury, he shall be ruled as forfeited.
- c. 0.1 point shall be deducted from the scores of a contestant whose performance is less or more than prescribed time for 5 seconds; 0.2 point for another 5 seconds and so on. (5 seconds shall be counted even though there are less than 5 seconds.)
 - d. 0.2 point shall be deducted from the scores of a contestant who increases or decreases any part of the whole set of routine
 - e. 0.1 point shall be deducted if a contestant's clothes, equipment or the direction of performance (exceeding 45 degrees) are not accord with the regulations.