



KUNG FU WUSHU AUSTRALIA

COMPETITION ROUTINE RULES

June 2017

The Kung Fu Wushu Australia (KWA) Competition Routine Rules are based on the International Wushu Federation (IWUF) 1999 Competition Routine Rules and have been modified for KWA National and State tournaments.

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CHAPTER 1 – ORGANISATIONAL STRUCTURE

RULE 1 – COMPETITION COMMITTEE

- 1.1 The Tournament Organising Committee may form its own Competition Committee or Department composed of technical officials to manage all aspects of routine competition under the leadership of the Tournament Organizing Committee.

RULE 2 – JURY OF APPEAL

- 2.1 Appeals will be handled by a "Jury of Appeal" which shall consist of the three, five or seven of the most senior judges present at the competition.
- 2.2 The Jury of Appeal will not consist of the head judge of the arena in question and officials associated with the party to the dispute.

RULE 3 – OFFICIALS AND SUPPORT STAFF

- 3.1 There will be one (1) chief judge if there is more than one (1) arena.
- 3.2 There will be one (1) event coordinator
- 3.3 Each arena will consist of the following officials and support staff:
- (a) one (1) head judge;
 - (b) three (3) or five (5) sideline judges
 - (c) one (1) scorekeeper;
 - (d) one (1) timekeeper;
 - (e) one (1) arena marshal; and
 - (f) one (1) or two (2) video camera person.

RULE 4 – DUTIES OF OFFICIALS

- 4.1 The chief judge will:
- (a) Resolve problems according to the rules and regulations.
 - (b) Provide guidance to all officials and replace officials if necessary.
 - (c) Have the right to make the final decision when a dispute arises between officials.
 - (d) Ensure that the officials are implementing the rules properly.
- 4.2 The head judge will:
- (a) Enforce the rules throughout the tournament.

- (b) Be responsible for ensuring the sideline judges, timekeeper and scorekeeper are familiar with their officiating duties, scoring methods and the rules.
- (c) Oversee the conduct of the officials and the safety of the competitor.
- (d) Ensure that the rules are applied correctly, fairly, uniformly and consistently.
- (e) Uphold the judging standard.
- (f) Clarify the application or interpretation of the rules.
- (g) Supervise and mentor the sideline judges, timekeeper and scorekeeper.
- (h) Remove an official who is not performing at an acceptable standard.
- (i) Examine and sign the results at the end of each event category.

4.3 The sideline judges will:

- (a) Award points to the competitors in accordance to the rules:
- (b) Sign the score sheet at the end of each event category and hand over all signed score sheets to the head judge at the end of the tournament.
- (c) Display the results at the same time to the head judge (via a whistle signal) at the end of each routine.

4.4 The event coordinator will:

- (a) Be responsible for handling the registration details.
- (b) Be responsible for the event schedules and provide the final version to the head judge as well as posting a copy on the wall for all competitors to see.
- (c) Prepare all head judge's score sheets and sideline judges' score sheets.
- (d) Prepare all necessary templates and forms to be used in the tournament;
- (e) Ensure that the arena and officiating equipment are all ready for the tournament.
- (f) Inform the referee, the marshals and head judge of any changes to the schedule during the course of the tournament.
- (g) Verify competitors' results and determine their placing
- (h) Record and maintain all of the tournament results.

4.5 The scorekeeper will:

- (a) Record the sideline judges' decisions and calculating the final score.
- (b) Inform the head judge the score based on the sideline judges' decisions.
- (c) To correctly sort the placings for each event at the end of each event.

4.6 The timekeeper will:

- (a) Be in charge of the timing devices.
- (b) Check the timing devices before the start of the tournament and make sure the timing devices are working properly.

- (c) Time the competitor's routine from start to finish.
 - (d) Inform the scorekeeper the duration of routines performed by the competitors, and report to the head judge immediately if over or under the required time limit.
 - (e) Announce the name of the next competitor.
 - (f) Read out the sideline judges' decisions.
- 4.7 The arena marshal will:
- (a) Organize the competitors so that there will be no delays between routines.
 - (b) Line up the competitors and notify them they are next to compete in the arena.
 - (c) Inform the event coordinator and head judge immediately relating to cases of competitors' absence, or event clashes.
- 4.8 The video camera person will:
- (a) Record the routines during the competition.

CHAPTER 2 – APPEALS

RULE 5 – SCOPE OF APPEALS

- 5.1 The Jury of Appeal shall only handle appeals submitted by a participating team which disagrees with deductions made by the head judge.

RULE 6 – APPEALS PROTOCOL AND DELIBERATION PROCESS

- 6.1 Only the competitor's coach or manager may make an appeal against the head judge's decision in writing to the head judge within fifteen (15) minutes of the conclusion of the event concerned. The head judge will immediately give it to the Jury of Appeal.
- 6.2 Each appeal is limited to one issue.
- 6.3 An appeal costs \$100 (cash only) and this money will be refunded if the appeal is upheld. If not, the fee will not be refunded. Any breach of protocol in making an appeal will forfeit the right to appeal and the appeal fee will not be refunded.
- 6.4 The Jury of Appeal will handle the appeal immediately after receiving them and duly notify the parties concerned of their decision.
- 6.5 The Jury of Appeal will investigate the matter at issue and may watch the videotapes if necessary.
- 6.6 After deliberation, the Jury of Appeal holds a vote to determine a majority decision.
- 6.7 If the appeal is upheld, it shall result in the final score being corrected.
- 6.8 The decision of the Jury of Appeal is final.
- 6.9 If the appealing team causes trouble as a result of an unsuccessful appeal, the Jury of Appeal can request the Competition Committee to cancel all of their results.

CHAPTER 3 – GENERAL RULES FOR COMPETITION

RULE 7 – TYPES OF COMPETITION AND AGE GROUPS

7.1 The competition may be held as:

- (a) Individual competition;
- (b) Team competition;
- (c) Individual / team competition;

Age Divisions

7.2 Competitors can only enter in the following age division:

- (a) 7 – 12 years old
- (b) 13 – 15 years old
- (c) 16 – 18 years old
- (d) 19 – 40 years old
- (e) 41 years old and above

7.3 Age is based on the competitor's birthday during the year of the tournament.

7.4 The Organising Committee has the power to merge the age divisions if there are less than three (3) competitors in any events.

RULE 8 – COMPETITION EVENTS

8.1 Kung Fu Events

- (a) Northern Style Bare Hand: Northern Shaolin, Northern Praying Mantis, Eagle Claw and others.
- (b) Southern Style Bare Hand: Jow Gar, Hung Gar, Choy Li Fut, White Crane, Wing Chun, Southern Praying Mantis, Bak Mei and others.
- (c) Other Bare Hand: Baguazhang, Xingyiquan, Bajiquan and others.
- (d) Long Weapon: Staff, Spear, Pudaο (Guan Dao) and others.
- (e) Short Weapon: Broadsword, Sword, Dagger and others.
- (f) Other Weapon: Flexible Weapon, Double Weapon and others.

8.2 Tai Chi Events

- (a) Compulsory / New Standardised Bare Hand:
 - 24 Step Taijiquan
 - 42 Step Taijiquan
 - Yang Style (40 Step Yang Style or New Yang Style Competition Routine)
 - Chen Style (56 Step Chen Style or New Chen Style Competition Routine)
 - Other Style (45 Step Wu Style or 73 Step Sun Style)

- (b) Compulsory / New Standardised Sword Routine:
 - 32-Step Taijijian
 - 42-Step Taijijian
 - New Yang Style Sword Competition Routine
 - New Chen Style Sword Competition Routine
- (c) Traditional Bare Hand:
 - Yang Style Taijiquan
 - Chen Style Taijiquan
 - Other Style (Wu Style Taijiquan, Sun Style Taijiquan and others).
- (d) Traditional Weapon Routine:
 - Traditional Tai Chi Sword
 - Other Weapon (Fan, Broadsword, etc)

8.3 Wushu Events

- (a) Bare Hand:
 - Changquan
 - Nanquan
 - Taijiquan
- (b) Short Weapon:
 - Jianshu
 - Daoshu
 - Nandao
 - Taijijian
- (c) Long Weapon:
 - Qiangshu
 - Gunshu
 - Nangun

- 8.4 Duel routine (Duilian): Duel teams are limited to two (2) or three (3) athletes. Male and female mixed teams are allowed.
 - Choreographed sparring sets of Bare Hand to Bare Hand, Weapon to Weapon or Bare Hand to Weapon
- 8.5 Group Routine (Jiti): Teams shall consist of no less than six (6) persons and no more than ten (10). Male and female competitors can be mixed. Age groups can be mixed. Each participating organisation may only enter one group team.
 - Choreographed group routine of Bare Hand or with Weapon.
- 8.6 The Organising Committee has the power to merge different events into one event if there are less than three (3) competitors in any events.

RULE 9 – PLACING

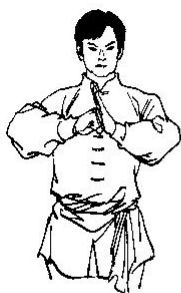
- 9.1 Placing in individual (including duilian) competition. Competitors in individual events shall be placed according to their scores, with the highest scorer placed first, the second highest scorer placed second, and so on and so forth.
- 9.2 Placing in individual all-around competition. Competitors in the individual all-around event shall be placed according to their total scores with the highest scorer placed first, the second highest scorer placed second, and so on and so forth.
- 9.3 Placing in group events. The group with the highest score shall be placed first, the group with the second highest score placed second, and so on and so forth.

- 9.4 Team placing. Teams shall be placed according to methods provided in the tournament's Rules and Regulations.
- 9.5 Tied scores in individual events (including duilian) and group events shall be solved in the following ways:
- (a) The competitor whose average value of the two invalid sideline judges' scores is closest his final score shall be placed higher;
 - (b) If the tie remains, the competitor with a higher average value of the two invalid sideline judges' scores shall be placed higher;
 - (c) If the tie remains, the competitor whose lower invalid judge score is higher shall be placed higher;
 - (d) If the tie remains, the tied competitors shall share the place, with the next place(s) left vacant.
- 9.6 Tied scores for competitions with preliminaries and finals: The competitor with better results in the preliminaries shall be placed higher. If the tie remains, the placing in the finals shall be determined as provided in paragraph 9.5.
- 9.7 Tied scores for the individual all-around event: The competitor who ranks first in more individual events shall be placed higher. If the tie remains, the competitor who ranks second in more individual events shall be placed higher, and so on and so forth. In case of an equal number of places in all individual events, the tied competitors shall share the place.
- 9.8 Tied scores for the team event: The team which ranks first in more individual events shall be placed higher. If the tie remains, the team with more second places in individual events shall be placed higher, and so on and so forth. In case of an equal number of places in all individual events, the tied teams shall share the place.

RULE 10 – PROTOCOLS, TIMEKEEPING AND FORFEITURE

Protocol

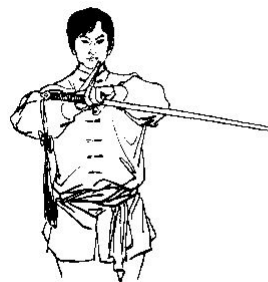
- 10.1 Upon hearing his name announced for entry into the arena, the competitor shall greet the head judge with a fist-palm salute in a standing position with feet together at the edge of the arena.
- (a) Fist-palm salute: a standing position with the feet together, and the left palm and right fist pressed against each other about 20-30 cm away from the chest.
 - (b) Fist-palm salute with short weapon: the weapon shall be held in the left hand, and pressed against the right palm in front of the chest.
 - (c) Fist-palm salute with long weapon: the weapon shall be held upright in one hand and pressed against the right palm in front of the chest
 - (d) Fist-palm salute with double weapon: the weapons shall be held in one hand and salute as per short weapon or long weapon protocol. If this is impractical, hold the double weapon with both hands and look at the head judge, by way of salute with eyes.



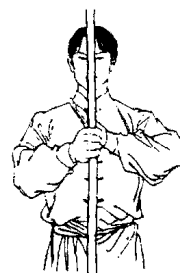
Fist-Palm Salute
(Bare Hand)



Salute With
Broadsword



Salute with Sword (Jian)



Salute with Long
Weapon

- 10.2 The competitor shall enter the arena then begin his performance from a stationary position.
- 10.3 For compulsory routines, the competitor shall start his performance in the half of competition area on the right side of the head judge (facing the head judge), and finish the whole routine in the same half, and shall face the same direction in the opening and closing position of the routine.
- 10.4 The competitor shall end the routine in a standing position with feet together.
- 10.5 Afterwards, the competitor shall return to the edge of the arena to await his final score.
- 10.6 Judges to show their scores at the same time to the head judge (via a signal whistle) at the end of each routine.
- 10.7 After receiving his final score from the head judge, the competitor shall salute to the head judge with feet together in a standing position at the edge of the arena.
- 10.8 When an official wants to inspect a weapon, the competitor should hand it upright to him, with the tip of the long weapon pointing upwards or the tip of the blade pointing downwards for short weapons.

Timekeeping

- 10.9 Timekeeping shall start when the competitor begins his performance from a stationary position and stop when his whole routine ends in a standing position

Forfeit

- 10.10 Competitors who fail to turn up in time for competition shall be treated as forfeiture.

CHAPTER 4 – SCORING METHOD AND CRITERIA

RULE 11 – SCORING CRITERIA

- 11.1 The maximum points for all events is 10.
- 11.2 Competitors who fail to finish their routine shall not be scored.
- 11.3 Scoring criteria for overall performance. The scoring for overall performance includes evaluation for grading and deduction for major errors of a routine.
- (a) Grading Evaluation.
- i. In regard to quality of movements, power, harmony, speed, rhythm, style, structure, mental concentration, composition and musical accompaniment. Overall performance is graded into three (3) levels and nine (9) sublevels, with 8.70 – 10.00 points for “superior”, 7.50 – 8.65 points for “average”, and 6.00 – 7.45 points for “inferior”.

Level	POINTS	CRITERIA	GRADE
SUPERIOR	9.30 – 10.00	“Superior” for correct movements and techniques, full power flowing smoothly to the right points, for good harmony between hands and eyes, between body and steps, and between body and weapon; for distinct rhythm and conspicuous style; and for accord between movements and accompanying music	CHINA ELITE
	9.00 – 9.25		WORLD ELITE
	8.70 – 8.95		NATIONAL CHAMPION
AVERAGE	8.40 – 8.65	“Average” for above-mentioned elements to a fairly good degree	GOOD
	8.00 – 8.35		ABOVE AVERAGE
	7.50 – 7.95		AVERAGE
INFERIOR	7.00 – 7.45	“Inferior” for lack of above-mentioned elements	BELOW AVERAGE
	6.50 – 6.95		BAD
	6.00 – 6.45		VERY BAD

ii. As a whole, a competitor is required to perform with standard movements, correct methods, full force flowing smoothly to the right points, good coordination between hands and eyes, between body and steps (between weapon and body for events with weapon), distinct rhythm, conspicuous style, and unison between movements and accompanying music. All these elements should be taken into consideration in grading the technical execution of a competitor's routine.

(b) Deductions for Major Errors. The judges to deduct the following from their grading score each time it occurs:

Type	Errors for Deduction	Deduction
Loss of Balance	Upper body swaying, shuffles or skips in balance	0.10
	Extra support (ie. Put hand on ground)	0.30
	Whole body falling to the ground	0.50
Errors for Weapon & Costume	Weapon touches body or carpet	0.10
	Weapon gets deformed	0.20
	Competitor breaks or drops weapon	0.50
	Band drops from broadsword, tassel from sword or spearhead or other items from other weapon. Competitor's body or hands get entangled with band or tassel, or with soft weapon. Buttons get loose, or costume torn up, or shoes come off feet.	0.10
Other Errors	Whole body leaves the arena.	0.20
	Any part of competitors body touches floor outside the arena.	0.10
	Forgetfulness	0.10
Other Errors (Duel)	Attacker or weapon too far from target area	0.10
	Mishit partner	0.10
	Missed attack or defence	0.10
	No attack or defence for more than three seconds	0.10
Other Errors (Group)	No unity for same movements	0.10

11.4 Criteria for head judge deduction each time the error occurs.

Type	Errors for Deduction	Deduction
Requirements for Compulsory Routine	Incorrect opening or closing position of the routine	0.10
	Missing or additional steps in an approach to jump for compulsory routines competition.	0.10
	Incorrect movement direction for compulsory routines competition.	0.10
	Incorrect shouts for compulsory routine competition.	0.10
	Missing or additional movement for compulsory routines competition.	0.20
Time Limit	For every five (5) seconds over time / under time for tai chi routines.	0.10
	For every two (2) seconds over time / under time for other routines.	0.10
Weapon & Costume	Failure to comply with weapon specifications or costume/uniform rules.	0.10
Repetition	Repeat performance with head judge's approval due to interruption beyond competitor's control.	No deduction
	Repeat performance with head judge's approval due to a lapse of memory, his own faults, or a damage of his weapon.	1.00
	When a competitor is not able to continue his performance due to injuries, the head judge has the right to stop it. When he is in a position to resume the performance after receiving first aid, arrangements may be made for him to continue the competition as the last to be fielded in his group, which shall be treated as a case of repetition.	1.00
Music	Music with vocals	0.30
	Lack of music as required by Regulations	0.50

RULE 12 – SCORING METHOD

- 12.1 The judges shall be composed of three (3) to five (5) judges responsible for evaluating the overall performance of the whole routine and deduct points for major errors in it.
- 12.2 Judges to display scores with two (2) decimal places with the second digit either 0 or 5 only.
- 12.3 Actual score: The judges' highest score and the lowest score shall be ignored. The average of the remaining valid scores shall be awarded to the competitor as his actual score for grade of overall performance. For the actual score, only the first two digits after the decimal point is taken into account.
- 12.4 Final score: The head judge shall subtract his deduction from a competitor's actual score, and the remainder will be his final score.

RULE 13 – ADJUSTMENTS OF SCORES BY THE HEAD JUDGE

Disallowable Difference

- 13.1 When there is a disallowable difference between the highest and lowest valid scores, the head judge may make some adjustments as he sees fit before the display of the competitor's final score.
- 13.2 The difference between the highest and lowest valid scores shall not exceed 0.2 point when the average score is 9.0 points or above, nor exceed 0.3 point when the average score is less than 9.0 points. If it exceeds, it is a disallowable difference.
- 13.3 In the adjustment, the number to be added or subtracted shall not exceed 0.03 point when the average score is 9.0 points or above, nor exceed 0.05 point when the average score is less than 9.0 points.

Bias Judging

- 13.4 If any judge is found to be apparently partial in judging by deliberately raising or lowering the score of the competitor, the head judge may:
- (a) Instruct that judge to adjust his/her score for the competitor; or
 - (b) Directly add or subtract the score before the announcement of the final score. In the adjustments, the number to be added or subtracted shall not exceed 0.03 point when the average score is 9.0 points or above, not exceed 0.05 point when the average score is less than 9.0 points.

RULE 14 – TIME LIMIT OF ROUTINES

- 14.1 Kung Fu Events:
- (a) Bare hand and weapon routines: Not less than forty (40) seconds and not more than two (2) minutes.
- 14.2 Tai Chi Event:
- (a) Simplified 24-Step Taijiquan shall be between four (4) and five (5) minutes.
 - (b) Compulsory (except 24 Step Taijijian) / New Standardised Hand Routines shall be between five (5) and six (6) minutes.
 - (c) Traditional Bare Hand Routines shall be between four (4) and five (5) minutes.
 - (d) All Sword Routines and Other Weapon Routines shall be between three (3) and four (4) minutes.
- 14.3 Wushu Events
- (a) Taijiquan and Taijijian shall be between three (3) and four (4) minutes.
 - (b) All other bare hand and weapon routines shall be between forty (40) seconds and one (1) minute and thirty (30) seconds.
- 14.4 Duel Events: Not less than forty (40) seconds and not more than one (1) minute and thirty (30) seconds.
- 14.5 Group Events: Not less than two (2) minutes and not more than five (5) minutes.

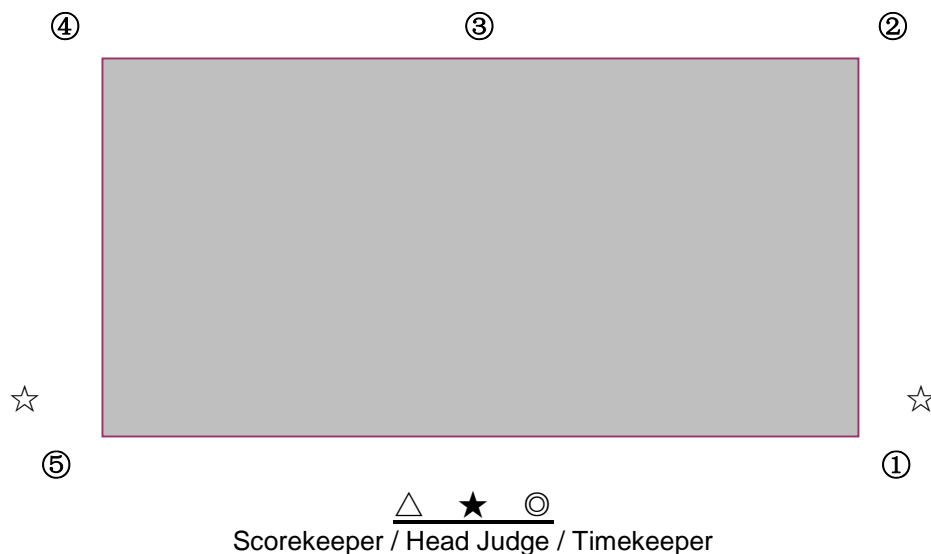
CHAPTER 5 – COMPETITION AREA, WEAPON, DRESS CODE AND EQUIPMENT

RULE 15 – COMPETITION AREA

- 15.1 Kung Fu, Tai Chi, Duel and Group events shall be conducted on an area measuring 8m x 14m. The surface can be:
- (a) Hard surface
 - (b) Mats at least 2cm thick; or
 - (c) Carpet at least 2cm thick
- 15.2 Wushu events shall be conducted on an area measuring 8m x 14m. The surface can be:
- (a) Mats at least 2cm thick; or

(b) Carpet at least 2cm thick

15.3 Diagram of Competition Area



Notes:

1. The encircled figures ①②③④⑤ are seats for the sideline judges
2. The sign ☆ stands for the video cameramen; ★ for the head judge; Δ for the computer operator, or for the recorder when no computer scoring system is available; and ◎ for the timekeeper at such a time.

RULE 16 – WEAPONS

16.1 All weapons used in the competition shall conform to safety measures and must not be sharpened.

16.2 Wushu weapons:

- (a) Only IWUF-designated weapons shall be used
- (b) When a sword or broadsword is held in a competitor's left hand, its tip shall not be lower than his ear-top.
- (c) The length of a staff shall not be shorter than the performer's height.
- (d) The length of a spear shall not be shorter than the distance from the floor up to his middle fingertip when he stands upright with his arm held straight overhead.
- (e) When a southern-style broadsword is held in his left hand, its tip shall not be lower than his lower jaw.

RULE 17 – DRESS CODE

Officials' Uniform

17.1 Officials shall wear the prescribed attire which will be either specifically announced for the event and may include items such as specially printed tee/sweat shirts or track suits. Otherwise the standard dress code shall be black shoes, black socks, black trousers, black belt, white polo shirt (short or long sleeves), and a black jacket.

Competitors' Costume

- 17.2 Kung Fu, Tai Chi, Duel and Group Costume: Traditional Kung Fu / Tai Chi costume, or official Academy / Club / School martial arts uniform.
- 17.3 Wushu costume: Modern wushu costume.
- 17.4 Costume or uniform must not hamper one's movements or hinder judges from evaluating the competitor's performance.
- 17.5 The face, head and hands cannot be covered.
- 17.6 Martial arts style athletic or any rubber-soled sports shoes/sneakers must be worn (performance with bare feet is not allowed).
- 17.7 Competitors shall bring their own competition weapon for their own respective events.
- 17.8 Jewellery, including watches may not be worn. Nails must be clipped short and metal hair clips are also not to be worn. No heavy metal, body piercing, earrings or rings. If a ring cannot be removed, it must be taped.

RULE 18 – EQUIPMENT FOR EACH ARENA

- 18.1 Two (2) stop watches (one as a reserve)
- 18.2 One (1) whistle for the head judge.
- 18.3 One (1) calculator for the head judge or scorekeeper
- 18.4 One (1) microphone and speaker
- 18.5 One (1) or two (2) video cameras
- 18.6 Fully stocked first aid kit and stretcher.
- 18.7 Laptop and software to record the results.
- 18.8 Pens for all officials.
- 18.9 Scoresheets for all sideline judges.
- 18.10 Head judge scoresheet for the scorekeeper.
- 18.11 Competition schedule for marshal.

CHAPTER 6 – MISCELLANEOUS

RULE 19 – SCORESHEETS

19.1 Scorekeeper's / Head Judge's Scoresheet for Individual Routines

TABLE 1 – SCOREKEEPER'S / HEAD JUDGE'S SCORESHEET FOR INDIVIDUAL ROUTINES

Northern Style - Male - Adult													
#	First Name	Last Name	School	Score 1	Score 2	Score 3	Score 4	Score 5	Score	Time (m:ss)	Head Judge adj (+/-)	Final Score	Place
1	John	Smith	Abc Kug Fu School	8.15	8.15	8.25	8.20	8.30	8.20	1:00	0.00	8.20	3
2	Kid	Buu	XyZ Kung Fu School	8.50	8.50	8.45	8.50	8.50	8.50	0:45	0.00	8.50	1
3	King	Kai	Abc Kug Fu School	8.55	8.50	8.45	8.50	8.50	8.50	0:39	-0.10	8.40	2

19.2 Scorekeeper's / Head Judge's Scoresheet for Duel Routines

TABLE 2 – SCOREKEEPER'S / HEAD JUDGE'S SCORESHEET FOR DUEL ROUTINES

Duel - Child													
#	Name	School	Score 1	Score 2	Score 3	Score 4	Score 5	Score	Time (m:ss)	Head Judge adj (+/-)	Final Score	Place	
1	Son Goku / King Kai / Chun Li	Abc Kung Fu School	9.00	9.20	9.15	9.00	9.15	9.10	0:50	0.00	9.10	1	
2	James Smith / Kid Buu . Loretta Calisto	Xyz Kung Fu School	8.95	9.00	8.95	9.00	9.00	8.98	0:49	0.00	8.98	2	

19.3 Scorekeeper's / Head Judge's Scoresheet for Group Routines

TABLE 3 – SCOREKEEPER'S / HEAD JUDGE'S SCORESHEET FOR GROUP ROUTINES

Group Event											
#	School	Score 1	Score 2	Score 3	Score 4	Score 5	Score	Time (m:ss)	Head Judge adj (+/-)	Final Score	Place
1	Xyz kung fu school	8.00	7.90	8.00	7.95	7.80	7.95	1:20	0.00	7.95	2
2	Abc kung fu school	8.10	7.95	8.15	8.15	8.00	8.08	1:10	0.00	8.08	1

19.4 Sideline Judge's Scoresheet for Individual Routines

TABLE 4 – SIDELINE JUDGE'S SCORESHEET FOR INDIVIDUAL ROUTINES

Northern Style - Male - Adult																
Deduction for EVERY error occurrence																
#	First Name	Last Name	School	Initial Score	Forget / Confuse (0.10)	Outfit / Weapon malfunction (0.10)	Stumble / Lose Balance (0.10)	Lose Balance and Hands on Floor (0.30)	Accidental Weapon Hit / Touches Floor (0.10)	Weapon Damaged (0.20)	Drop Weapon / Falls Down (0.50)	Partial Out of Bounds (0.10)	Fully Out of Bounds (0.20)	Total Deductions	Final Score	Head Judge Final Score
1	John	Smith	Abc Kug Fu School	8.40			-0.20							-0.20	8.20	8.22
2	Kid	Buu	XyZ Kung Fu School	8.60		-0.10								-0.10	8.50	8.50
3	King	Kai	Abc Kug Fu School	8.50											8.50	8.40

19.5 Sideline Judge's Scoresheet for Duel Routines

TABLE 5 – SIDELINE JUDGE'S SCORESHEET FOR DUEL ROUTINES

Duel - Child																	
Deduction for EVERY error occurrence																	
#	Name	School	Initial Score	Forget / Confuse (0.10)	Outfit / Weapon malfunction (0.10)	Stumble / Lose Balance (0.10)	Lose Balance and Hands on Floor (0.30)	Accidental Weapon Hit / Touches Floor (0.10)	Weapon Damaged (0.20)	Drop Weapon / Falls Down (0.50)	Partial Out of Bounds (0.10)	Fully Out of Bounds (0.20)	Attack Not Close Enough / No Attack 3 Seconds (0.10)	Missed Attach / Mishit Partner (0.10)	Total Deductions	Final Score	Head Judge Final Score
1	Son Goku / King Kai / Chun Li	Abc Kung Fu School	9.35											-0.20	-0.20	9.15	9.10
2	James Smith / Kid Buu . Loretta Calisto	Xyz Kung Fu Schoo	9.20										-0.10		-0.10	9.00	8.98

19.6 Sideline Judge's Scoresheet for Group Routines

TABLE 6 – SIDELINE JUDGE'S SCORESHEET FOR GROUP ROUTINES

Group Event																
Deduction for EVERY error occurrence																
	School	Initial Score	Forget / Confuse (0.10)	Outfit / Weapon malfunction (0.10)	Stumble / Lose Balance (0.10)	Lose Balance and Hands on Floor (0.30)	Accidental Weapon Hit / Touches Floor (0.10)	Weapon Damaged (0.20)	Drop Weapon / Falls Down (0.50)	Partial Out of Bounds (0.10)	Fully Out of Bounds (0.20)	No Unity (0.10)	Total Deduction	Final Score	Head Judge Final Score	
1	Xyz kung fu school	7.90												7.90	7.95	
2	Abc kung fu school	8.20										-0.10	-0.10	8.00	8.08	