

INTERNATIONAL TAI CHI CHUAN RULES

Enacted by the National Tai Chi Chuan Association of the Republic of China

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

CHAPTER 1 GENERAL

Article 1: Objective

The objective of enacting these Rules is to standardize Tai Chi Chuan competitions and ensure their organization with fairness and efficiency.

Article 2: Application

These Rules shall apply to any routine and push-hand championship or cup tournament organized by a member of NTCA (National Tai Chi Chuan Association) or Tai Chi Chuan organizations within the country.

Article 3: Interpretation of Provisions

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

CHAPTER 2: FIELD AND EQUIPMENT

Article 4: Competition Field

The ground must be flat and free from any obstructions that may hinder the progress of the competitions. All fields for the Tai Chi Chuan Championship and Cup Tournament shall adhere to the following standards:

1. Push hands competition field

(1) Social group:

The fixed-step push hands (Tingpu 定步) field is a rectangle with dimensions of 210cm x 90cm. Within the field, there are specific pads:

A rectangular pad for the front right leg measuring 45cm x 25cm.

A circular pad for the hind left leg with a radius of 22.5cm. These pads are made of foam with a thickness of 3 cm, as shown in Diagram 1-1.

(Note: Fixed Push Hand (Tingpu 定步) means that the feet cannot move)

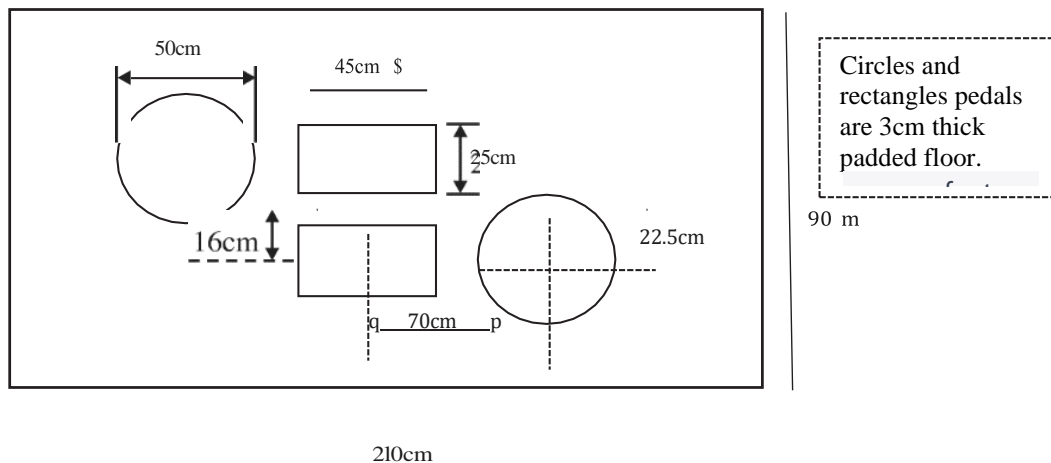


Diagram 1-1

Specification of the board for fixed push hand competition

For Huopu (moving) Push-Hand competition, the field shall be 8 x 8 meters in size, A circle with a radius of 3 meters in the center of the field is the scope of the competition. (Note: Huopu 活步 means that the feet can move within the circle) (See Diagram 1)

(2) Senior high school group: the rules and venues are the same as those for the social group.

(3) Junior high school group and Primary school group: The field for fixed-step push hands (Tingpu 定步) is the same as that for the social group.

For Huopu (moving) Push-Hand competition, the circle radius of the push hands field is 2.5 meters.

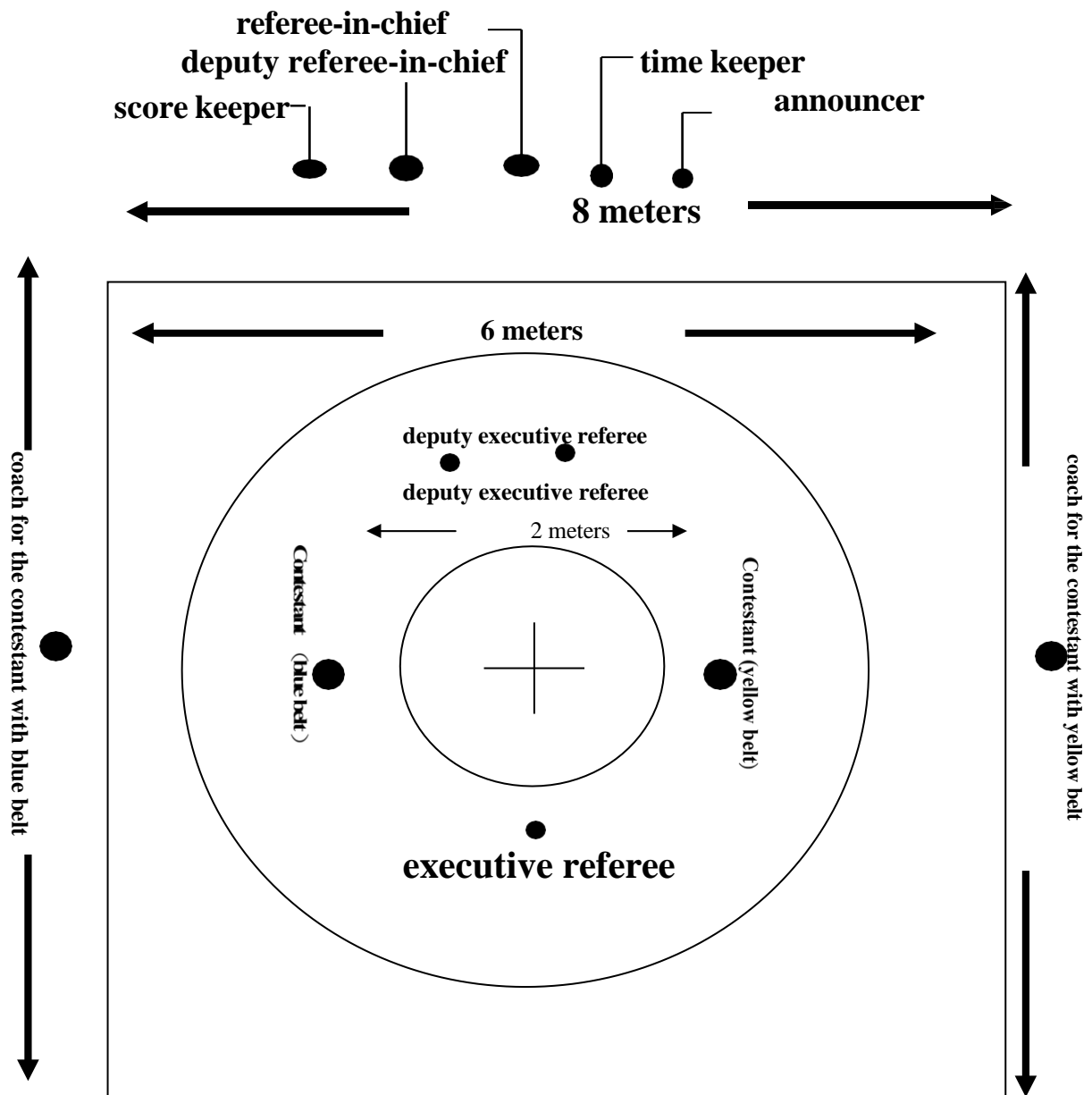
2. Routine competition field

The "Routine" competition field is a floor (or carpet) with dimensions of 14 meters in length and 8 meters in width.. (as Diagram 2)

The perimeter of the field can be fenced with soft ropes, and the floor can be covered with cushions.

Diagram 1

The field for push hand competition and positions of related personnel



Article 5: Demarcation

The demarcation line shall be indicated with a striking line or tape, 5 cm in width, which shall not be considered part of the playing area. In the center of the circle on the field for Huopu Push-Hand competition, a cross with vertical and horizontal lines, each measuring 40 cm in length, shall be drawn. On the right and left sides of the circling line, 100 cm from the circling line, a 40 cm long vertical line shall be drawn on each side, parallel to the cross.

For Routine Competition, a midpoint shall be marked at each long sideline of the field using 5 cm wide and 30 cm long tapes.

Article 6: Positions of the Judges and Referees

1. Referees for Push-Hand Competitions

The executive referee shall align himself 1.50 meters from the joining point of the cross.

The deputy executive referees shall position themselves opposite the executive referee, closely watching both of the contestants' movements.

The referee-in-chief shall position himself at the front of the field, 100 cm from the middle point of the sideline.

The scorekeeper shall position himself at the right side of the referee-in-chief.

The timekeeper shall position himself at the left side of the referee-in-chief.

The announcer shall position himself at the left side of the timekeeper.

The medical personnel shall position themselves at the designated area of the field.

The checker shall position himself at the entrance of the field.

The inspectors shall position themselves at the entrance of the field.

The two contestants shall position themselves at the vertical line in the inner circle, with the yellow belt on the left and the blue belt on the right.

The two coaches shall position themselves each at the western and eastern areas of the field, 100 cm from the middle point of the western and eastern sidelines, respectively.

2. Judges for Routine Competitions (See Diagram 2)

The Chief-in-Referee shall position himself 100 cm north from, and to the 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.

The four judges shall position themselves 50 cm from each of the four corners of the field and **one judge** 50 cm south of the middle point of the sideline.

The timekeeper shall position himself at the left side of the Chief-in-Referee.

The scorekeeper shall position himself at the right side of the Chief-in-Referee.

The inspector shall position himself at the left side of the timekeeper.

The medical personnel shall position themselves at the southern part of the field, 100 cm from the middle point of the sideline.

The checker shall position himself at the entrance of the field.

A contestant can take his initial position anywhere on the field, as agreed upon by the referee-in-chief (facing the referee-in-chief).

The announcer shall position himself at the right side of the scorekeeper.

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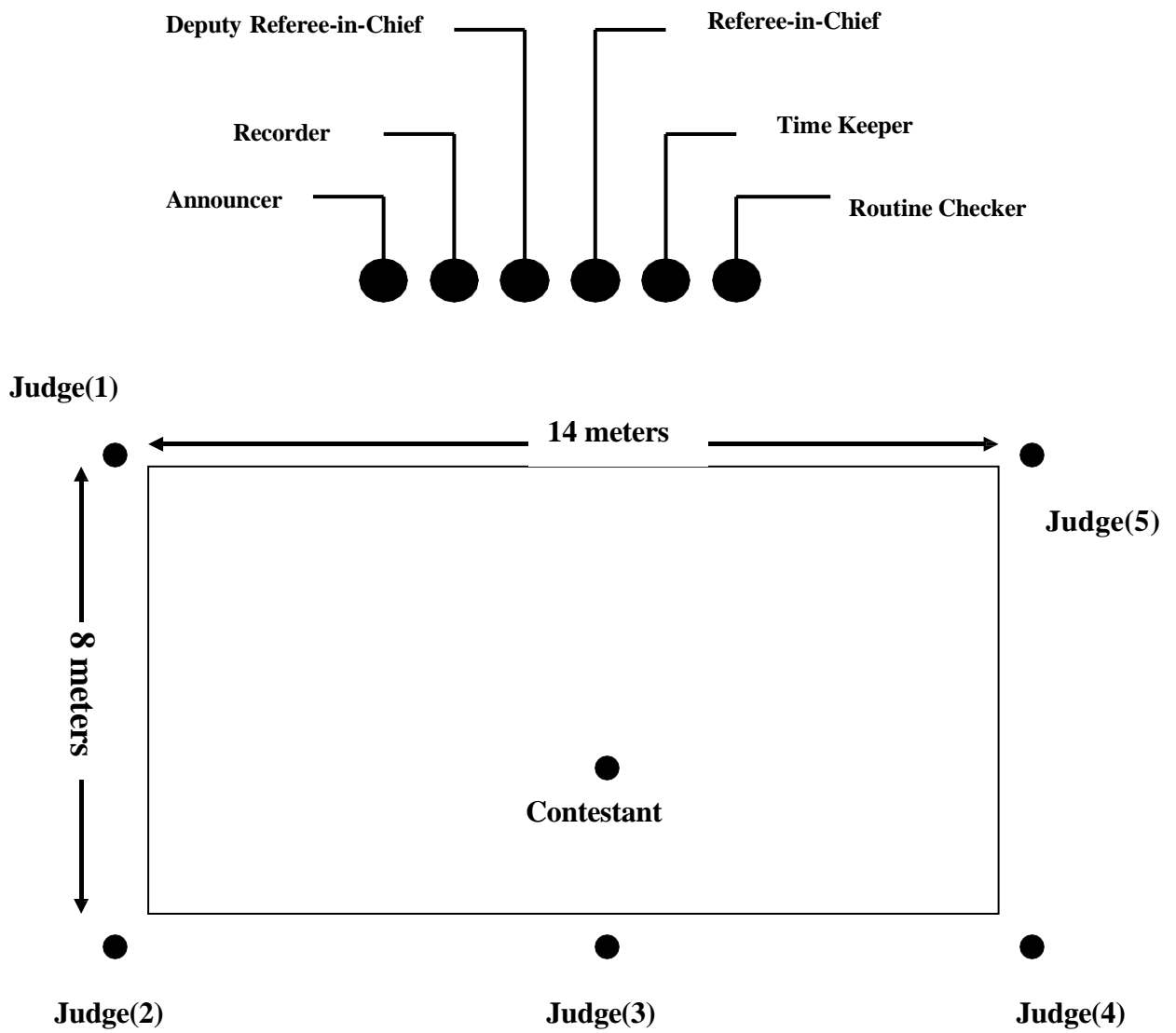


Diagram 2: Layout of routine competition site and positions of judges

CHAPTER 3 COMPETITION

Article 7 Competition

Push-Hand competition :

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

However, various competitions may feature distinct weight divisions. In such instances, the specific weight categories take precedence.

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

Routine Competition:

The routine competition comprises individual and group categories, each further divided into compulsory and optional types.

Tai Chi Chuan Individual Age-Group Competition: This competition is based on contestants' age and sex rather than their weight. Both male and female contestants are grouped into the following divisions:

Male:

Primary School Division: 12 years of age and below

Junior High School Division: 13-15 years of age

Senior High School Division: 16-18 years of age
Society Division: 19 years and above

Female:

Primary School Division: 12 years of age and below
Junior High School Division: 13-15 years of age
Senior High School Division: 16-18 years of age
Society Division: 19 years and above

Group Competition: Group competitions do not have limitations based on sex, age, or weight. The number of each team depends on the rules of the competition. The age classification for Push Hands is the same as that for the routine individual competition.

Article 8: Weigh-in

A. A participating push-hand contestant shall arrive at the designated weighing area in underclothes and complete weigh-in at the designated time. The weight resulting from the weighing should be taken as the weight class for participating in competitions. Those who do not complete weigh-in in accordance with the regulations will be regarded as forfeited.

B. Prior to weigh-in, the team leader of a delegation shall present the following documents:

Contestant's I.D. card or passport.

A **parent's or guardian's consent letter** is required for contestants under the age of 18 to participate in the competition.

C. Contestants must be in good health condition with trimmed fingernails and will be checked during weigh-in.

D. During weigh-in, a contestant whose weight is found to be lower than that previously registered on their entry form is permitted to compete in the weight class originally registered. However, a contestant whose weight is found to be higher than that previously registered in their entry form is not allowed to compete in the competition unless their weight is reduced to the weight as originally registered within a prescribed period.

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 themselves in the class in which they are originally registered.

Article 9: Drawing of Lots

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

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. In case of 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 the 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" when both the timepieces show not reaching the prescribed time. The reduction of points from the contestant's scores due to not reaching the prescribed time shall be based on the timepiece that shows the closest time to the prescribed time.

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

Article 12: Contestant's Age

A consent letter from their parents or guardian must be produced for a participant who is under the age of 18. Without this consent, their participation shall not be accepted. Also, a permit for participation must be obtained beforehand from the Organizing

Committee for Push-Hand participants whose age is over 60.

Article 13: Contestant's Outfit

A. Participating contestants shall be dressed in either Chinese Kungfu costume or a sports T-shirt, cotton-made turtle-necked sweater, lantern-styled trousers with a waist elastic band, and sports shoes or kungfu shoes.

B. The group contestants shall wear a uniform.

C. Push-hand contestants shall not wear body decorations such as finger rings, bracelets, or necklaces.

D. Contestants shall not be permitted to compete if their entire body is pouring with sweat before the 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, refer to (Diagram 3)."

(1) Double-breasted gown, Chinese-style stand-up collar with seven frog buttons or Chinese-style straight collars, long sleeves, and top. The length should not exceed the fingertip of the middle finger when the straight arm is drooping, for both male and female participants. However, there is no length limit for the shirts of the primary school group players.

(2) Lantern sleeves with cuffs.

(3) Chinese bloomers.

(4) Cloth and color are optional, but they must be monochromatic.

(5) A 1 cm edge around the clothes can be used in different colors and fabrics.

(6) Waist scarves are not to be worn, except for non-designated equipment items.



Diagram 3
Regulation on routine participant's uniform

Article 14: Specification for Apparatus Competition

1. SWORD:

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

Weight (including the tassel): Adult Man: not lighter than 0.6 kilograms (600 grams)
Adult Woman: not lighter than 0.5 kilograms (500 grams) Children: no specific weight limit

Hardness: The sword's hardness is evaluated as follows: Hold the sword downward vertically with its tip touching the ground. The point 20 cm from the tip should not bend more than 10 cm vertically. (Please refer to diagram 3-1 below)."

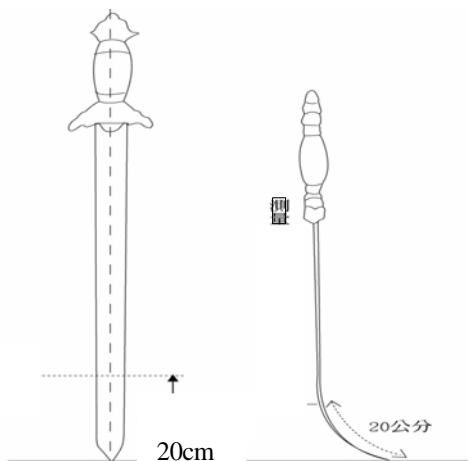


Diagram 3-1 The Way of testing the sword's hardness

2. BROADSWORD

The length is based on the posture of holding the knife with straight arms and elbows. The tip of the knife should not be lower than the lower end of one's ear, and the handle of the broadsword should be tied with colorful fringes.

Article 15: Coach

During the course of the competition, the coach, staying in the designated area for caring for their contestants, shall not give instructions, 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 ignores the warning, the referee-in-chief may penalize them with a technical foul or disqualification of the coaching position, depending on the seriousness of the offense committed.

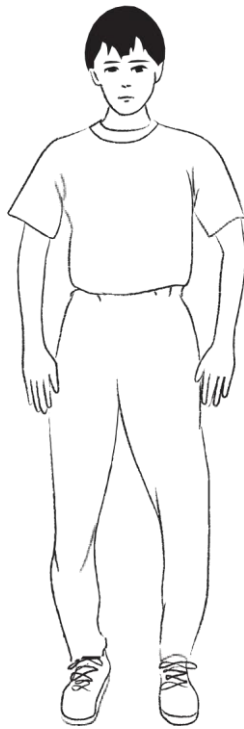


Diagram 3-2: Push-hand participant's uniform (Front)

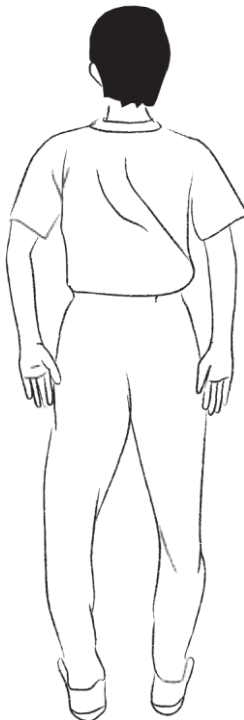


Diagram 3-3: Push-hand participant's uniform (Back)

CHAPTER 5: JUDGING PERSONNEL AND THEIR DUTIES

Article 16: Organization of Judging Personnel

Besides having one referee general and 1-2 deputy referee generals as leading referees, the following refereeing personnel shall be appointed for each competition:

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
Announcer: 1

Routine Competition:

Referee-in-chief: 1
Deputy Referee-in-chief: 1
Judge: 5
Score-keeper: 1
Time-keeper: 1
Announcer: 1
Inspector: 1

Article 17: Referee General

1. Duties of the Referee General are:

- A. To assign refereeing personnel to the different competition fields.
- B. To preside over the referee meetings and supervise refereeing personnel to ensure all competition fields are well prepared.
- C. To attend the team leaders' meeting to resolve problems related to refereeing.

2. Duties of the Deputy Referee General

To assist the Referee General and act for the Referee General when they are absent.

Article 18: Referee-in-Chief

1. Duties of the Referee-in-chief in charge of Push-Hand competitions:

- A. To assign work for refereeing personnel in the competition fields.
- B. To check the executive referee's rulings and score-keeper's records, and decide the winner and loser of each competition.
- C. To warn or disqualify coaches who have acted against the regulations.

D. To share the weigh-in task with the checker.

2. Duties of the Referee-in-chief in charge of routine competitions:

A. To assign refereeing personnel to routine competition fields.

B. Responsible for players to apply for redo, and master the group and time of the routine, and how many points shall be deducted from the contestant's scores for other errors.

C. To announce the final scores of the routine which the contestant has finished.

D. To provide the Referee General with the proper settlement on the judges who have made serious faults in refereeing.

E. 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 them when they are absent.

B. To act as a judge in a competition in which the contestant involved is a student or relative of one of the executive judges.

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 command to start, suspend, stop, or end the competition.

B. To give hand signals or command to rule contestant's winning or losing points, to warn the contestant who violates the rules, etc.

C. According to the Referee-in-chief's judgment, to announce the winner by raising their hand at the end of the competition.

Article 21: Deputy Executive Referee for push-hand competition

The duties of the Deputy Executive Referee for push-hand competition:

A. To assist the Executive Referee and, according to Article 20, to help the Executive

Referee in rulings.

B.To advise the Executive Referee when they are found missing out or making a wrong ruling.

Article 22: Judge for Routine

Duties of a judge for the routine:

A. According to the rules, the scoring and detailed recording should be made independently.

B.When the Referee-in-chief whistles or makes a signal, to show the result placard first to the Referee-in-chief, then to the contestant and spectators.

Article 23: Recorder

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

A. To record the points gained by the contestants according to the judgment of the Executive Referee and report them to the Referee-in-chief.

B.To sum up the points gained by the contestants at the end of each competition and report them to the Referee-in-chief.

2.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

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

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

Duties of the time-keeper for routine competitions:

To measure the time the contestant has taken to complete their routine and deduct points from the contestant's scores in case the time they have used is in discord with the prescribed time and report them to the Referee-in-chief.

Article 25: Examiner for routine competitions

The duties of the routine examiner are:

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

Article 26: Announcer

To report the routine referee's score and matters related to the venue.

Article 27: Checker

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

A. To take a roll-call of the contestants in the order of their entering the field for competition.

B. To examine their eligibilities.

C. To check whether the contestants are empty-handed before leading them into the field.

D. To distribute the results of contestants' results.

E. To share with the Referee-in-chief the weigh-in task before the competition.

2.Duties of the checker for routine competitions:

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

B. To examine their eligibilities.

C. To lead the contestants into and out from the field.

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

Article 28: 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 an injured contestant is able to continue the competition during the time-out called.

Article 29 - Outfit of Refereeing Personnel

The refereeing personnel shall wear a uniformed outfit and prescribed badges.

CHAPTER 6 - PROCEDURES FOR COMPETITION IN THE FIELD

Article 30 – Procedure for Competition

1.Procedures for Push-Hand Competition

A. Roll-Call: Upon hearing his name announced by the checker, the contestant shall enter the field from the designated entrance. If a contestant's name is announced three times, with 30 seconds in between each announcement, and they fail to come to the field, they will be ruled as forfeited from participating in the current and following matches.

B. Commencement of the Match:

After their names are announced, the contestants shall approach the field and stand at their designated positions.

Positioning and Preparations: The executive referee, standing at the center of the field, shall summon the contestants to their designated spots and instruct them to salute the referee-in-chief. The executive referee will then check their attire, ensuring they have not applied oil, glue, or excessive sweat to their bodies, and that their hands are empty and fingernails trimmed.

Start of the Competition: After saluting each other, the contestants shall begin the competition upon the command of the executive referee.

C. Readiness Position

(1) **Fixed Push-Hand:** Both contestants shall place their right feet on the marked spots by tape, with their left feet stepping behind, aligning with each other. They shall then tightly tangle their right elbows in front of their chests, with their left hands positioned at the opponent's elbow, fingertips upward, assuming the readiness posture. The competition begins when the executive referee issues the command.

(2) **Moving Push-Hand:** Both contestants shall stand at the marked "cross" position and interlock their hands. The competition begins when the executive referee issues the command.

D. End of a Round:

When the time-keeper rings the bell or uses other signals to indicate the end of the competition, the executive referee shall immediately call a stop to the round. The

contestants shall return to their designated sides and wait for the next round.

In the event the executive referee fails to hear the bell, the referee-in-chief shall blow the whistle to stop the competition. Any points scored after the competition's end shall not be valid.

E. Suspension of Competition:

A competition may be suspended due to a contestant's injury or other force majeure accidents. If it is necessary to stop the competition, the contestant must raise their hand to signal the executive referee or executive judge. The executive referee or executive judge can suspend the competition for a maximum of one minute.

The executive referee may suspend the competition in case of a contestant's foul, injury, falling to the ground, falling outside the field, or any other emergencies. Each such event shall be recorded. After resolving the situation, the contestants shall return to their designated positions and continue the remaining competition.

The suspension of competition may occur multiple times in each round, depending on the situation. If a contestant is unable to continue the game due to injury after one minute of suspension, the medical staff (Championship doctor) will determine their inability to play, and the contestant will be declared as having failed. Situations such as entanglement, wandering, and resistance, where contestants on both sides are not actively engaging, may also lead to suspensions of the competition. The competition shall continue from the point of suspension once the suspension is completed.

The referee-in-chief may call for a suspension of competition in the event of an emergency or severe faults made by the executive referee or scorekeeper. The referee-in-chief shall summon the relevant individuals to consult and rectify such faults.

Regardless of the reasons, contestants shall not request a suspension of competition or return to the readiness position.

F. End of Competition:

Upon the completion of the competition, the executive referee shall stand at the center of the field, and the contestants shall assume the readiness position, facing the referee-in-chief, and prepare to hear the announcement of the results. After the announcement, the contestants shall salute each other, shake hands with the executive referee, and then retreat to the outside of the field.

2. Routine Competition:

A. Roll-Call: Upon hearing his name called, the contestant shall enter the field.

B. Forfeiture: A contestant who has been called three times without coming to the field will be ruled as forfeited and shall not receive any points.

C. Starting Posture: Upon responding to the call, the contestant shall enter the field, stand at the designated position, and salute the referee-in-chief with the Chinese traditional courtesy of "Pao Chuan Li." Then, the contestant shall take the starting posture according to the referee-in-chief's indication, facing the referee-in-chief.

Note: Pao Chuan Li: The contestant stands with their two feet aligned, holding the left palm in front of the right fist, approximately 20-30 cm away from the front of the chest, a little higher than the chest.

The movement of any part of the competitor is considered the "starting posture," and the time counting starts. If a team game needs to initiate action during the march, it should be reported to the referee-in-chief in advance.

D. Concluding Posture: After completing the entire routine, the contestant shall close their feet to perform the concluding posture. They shall then turn to face the referee-in-chief (The concluding posture shall not be performed while turning to face the referee-in-chief.) At the same spot where the starting posture was performed, the contestant shall perform the concluding postures in the same direction.

A contestant whose starting and concluding postures deviate from the prescribed ones shall be reported to the referee-in-chief beforehand.

F. Announcement of Points:

After the performance is over, the contestant shall move to the outside of the field and remain there until the referee-in-chief announces the result. Then, the contestant shall return to the designated position, stand, face, and salute the referee-in-chief with the courtesy of "Pao Chuan Li."

CHAPTER 7 - REGULATIONS GOVERNING COMPETITION MOVES

Article 31 - Fixed Push-Hand

Both contestants shall push each other using only Peng, Lu, Chi, An, Tsai, Lieh, Chou, and Kao techniques. They should focus on sticking, connecting, adhering, and following each other, aiming to destabilize the opponent and earn points.

When performing offensive and defensive moves, contestants are not allowed to insert their hands into the opponent's armpits, and they are prohibited from using hugging or grappling techniques.

Article 32 - Moving Push-Hand

Both contestants shall push each other using thirteen postures, including Peng, Lu, Chi, An, Tsai, Lieh, Chou, Kao, and Chin, Tui, Ku, Pan, Ding. They should focus on sticking, connecting, adhering, and following each other, aiming to destabilize the opponent and earn points. Contestants are not allowed to insert their hands into the opponent's armpits, and they are prohibited from using hugging or grappling techniques. Insert one hand into the opponent's armpit for not more than 3 seconds.

CHAPTER 8 - SCORING AND DETERMINATION OF PLACING

Article 33 - Scoring –

1. Push-Hand Competition

A. Fixed Push-Hand competition

a. Winning One Point: During Fixed Push-Hand competition, if a contestant's move is neutralized by the opponent and their foot moves away from the designated area, or if they are forced out of the designated area, the opponent wins one point.

b. Winning Two Point: The contestant who makes the opponent fall to the ground gets 2 points. If any part of the contestant 's body above the knee (including the knee) touches the ground, it is deemed to have fallen to the ground.

B. Moving Push-Hand competition

a. Winning One Point: During Moving Push-Hand competition, if a contestant's move is neutralized by the opponent or if they are forced out of the circle (including treading the line), the opponent wins one point. If both contestants fall on the floor simultaneously, the contestant who falls last wins one point.

b. Winning Two Points: During Fixed Push-Hand competition, if a contestant's move is neutralized by the opponent or if they are made to fall on the floor, the opponent wins two points. During Moving Push-Hand competition, if a contestant's move is neutralized by the opponent or if they are made to fall on the floor, the opponent wins two points. If any part of the contestant 's body above the knee (including the knee) touches the ground, it is deemed to have fallen to the ground.

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

C. Technical wins:

A. Moving-step push hands technical win: When the scoring gap between contestants reaches six (6) points or more, the score leader wins the round. This is called a scoring

technical win.

B. Fixed-step push hands technical win: When the scoring gap reaches six (6) points or more, the score leader wins the round. This is called a scoring technical win.

D. No scores:

A. Moving-step push hands: When both sides step out of bounds or fall on the floor at the same time or one immediately after the other, neither side scores.

B. Fixed-step push hands: When both sides move their steps or fall on the floor at the same time or one immediately after the other, neither side scores.

2. Routine Competition:

For the standard of routine main moves and deduction of points for faults, please refer to (Enclosure 4).

Standard of Moves (6 points allotted):

Hand Form, hand Techniques, footwork, stepping techniques, body posture, and leg techniques that are slightly not in accord with the standard result in a loss of 0.05 points each time; that are apparently not in accord with the standard result in a loss of 0.1 point each time; that are seriously not in accord with the standard result in a loss of 0.2 points each time. A maximum of 0.2 points is deducted even though many faults are found in a move. A maximum of 0.2 points is deducted even though the same fault is found repeatedly.

B. Internal 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 that are slightly not in accord with the above requirement result in a deduction of 0.1 to 0.5 points.

Moves that are apparently not in accord with the above requirement result in a deduction of 0.6 to 1.0 point.

Moves that are seriously not in accord with the above requirement result in a deduction of 1.1 to 2.0 points.

C. Spirit, speed, style, substance, composition, and choreography (2 points allotted):

Full marks will be given to movements that meet the requirements of concentration of consciousness, full of energy, natural expression, substantial substance, moderate speed, reasonable composition, and well-proportioned choreography.---full 2 points.

Moves that are slightly not in accord with the above requirements result in a deduction of 0.1 to 0.5 points.

Moves that are apparently not in accord with the above requirement result in a deduction of 0.6 to 1.0 point.

Moves that are seriously not in accord with the above requirement result in a deduction of 1.1 to 2.0 points.

D. The scoring of group competition:

a. Correct posture, clear manners, smooth internal strength, coordinated movement (4 points allotted).

b. Neat formation, proficient movements, and coordination (4 points allotted).

c. Focused spirit, uniform attire, proper demeanor and etiquette (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 shall be deducted due to these faults (for the criterion of point deduction, see Enclosure 5).

A. Deduction of points by the referee-in-chief.

B. Deduction of points by judges.

3.Rating of Determining Contestants' Placing:

A. 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 for other faults which he has made.

B. 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 score will have two digits after 'point', and the 3rd digit of 'point' will be written-off directly without rounding.

C. 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."

D. 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 are more close to his final scores 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 will be the winner.
 - c. If the tie still remains, the contestant's low ineffective points (not average ones) are higher, then he will be the winner.
 - d. The one with the highest effective score will be ranked first.
 - e. The one with the lowest effective score is listed first.
 - f. If none of the above can be distinguished, the contestants draw lots to decide their places.
- F. The contestant who wins the highest number of the final scores shall take the 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:

Both fixed-step push hands and moving-step push hands adopt a three-round two-win system. If a "scoring technical victory" is achieved within the time of each round, the round will end early. If the third round is completed, and the two players have an equal number of rounds won, the player with the highest total points in the three rounds will be declared the winner. If the total points are also the same, the player with the lighter weight will win. If their weights are identical, then the winner will be determined by drawing lots.

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 a contestant is 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 a contestant is injured due to a violation of rules by his opponent, the opponent who violated the rules shall be ruled the loser.

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

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

CHAPTER 9: FOUL AND PENALTY FOR PUSH-HAND COMPETITION

Article 36: Foul

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

- 1.Attacking the opponent's crotch, neck, and head.
- 2.Attacking the opponent using head or knees.
- 3.Attacking the opponent's heart and armpit with the elbow joint.
- 4.Attacking the opponent using foot to step, kick, stamp, or sweep over.
- 5.Making the opponent fall down by using the back or hip.
- 6.Wrestling the opponent down by holding his waist or legs or thrusting two hands into his armpit.
- 7.Striking the opponent who has already fallen down on the floor.
- 8.Insulting the opponent, referees, or working personnel by words or acts, disobeying the referee's command or signal, or violating any regulations relevant to the competition.
- 9.A coach giving technical assistance by yelling outside of the field in a way that affects the progress of the competition.

Article 37: Penalty

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. The contestant will be disqualified from the match underway if he commits 2 violations and will be disqualified immediately from the competition, with his opponent being declared the winner, if he commits a severe violation.

The executive referee shall disqualify a contestant from the competition if he is found using stimulating substances or inhaling oxygen during the intermissions.

Article 38: Negative Conducts

In the progress of competition, a contestant shall not engage in negative conducts that delay the progress of the competition. The executive referee shall count down 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 counts 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 the competition.

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

CHAPTER 10 PROTEST AND ARBITRATION

Article 39 - Jury Committee

The Organizing Committee shall establish a Jury Committee 2 months before the start of the competition, comprising 3-9 members selected from senior referees, with one member serving as the chairman.

The Jury Committee, based on its resolution, shall address any faults and take disciplinary actions against the relevant refereeing personnel who make incorrect judgments, with a report of the actions taken submitted to the Secretariat of the National Tai Chi Chuan Association of the Republic of China.

Article 40 - Procedures for Lodging a Protest

1. 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 submitted in writing to the Jury Committee by the team leader or coach, accompanied by a deposit of NT \$5,000, within 30 minutes following the end of the competition.
2. Any such protest shall be handled and decided by a vote of only the members of the Jury Committee who are not from the country that the protesting team represents. The decision shall be made by a majority vote.
3. Before making a decision, the Jury Committee shall call in and inquire the referee-in-chief, executive referee, and judges involved in the incident giving rise to the protest.

4. The decision of the Jury Committee shall be final, and no further protest from the team in question shall be accepted.

5. If the protest is denied, the Jury Committee shall retain the deposit.

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 of weigh-in, the medical personnel shall examine the contestants for the use of prohibited drugs.

Similarly, the doctors assigned to provide medical care for specific matches shall conduct a health check on participating contestants before the weigh-in. If the examination indicates that a contestant's physical condition is unfit to compete, the doctor shall suggest disqualifying the contestant from the competitions.

During the progress of the competition, the assigned doctor shall be readily available at the field to provide medical services at all times. In case of an injury to a contestant, the doctor on standby shall enter the field immediately to provide necessary medical treatment and determine if the contestant can continue to compete.

Only the coach of the injured contestant or one staff member of their team is permitted to enter the competition field while the doctor provides first aid to the injured contestant.

CHAPTER 12 - DOPING CONTROL

Article 42 - Doping Control

The regulations and procedures set forth by the Medical Commission of the International Olympic Committee regarding doping control shall be strictly observed. Contestants and officials have an obligation to submit themselves to medical control and examination. Sanctions shall be applied to any contestants or officials who refuse to comply with medical control and examination.

The Medical Committee shall conduct thorough medical control and examinations and have the authority to decide the time and frequency of such examinations.

During a sample-taking for a test, conducted by a qualified and authorized doctor

appointed by the Organizing Committee, a member of the Executive Board and an official or a contestant from the team to which the contestant belongs shall be present. Failure to conduct the sample-taking in accordance with the stated procedures shall render the test result invalid.

CHAPTER 13 OTHER CLAUSES

Article 43 - Other Clauses

Any unforeseen matters not covered by the Rules shall be dealt with as follows: For matters relevant to the competition, consensus shall be reached among the refereeing personnel on how to address them.

Matters unrelated to the competition shall be handled by the relevant competent authority.

To ensure fair arbitration of any disputes arising during the competition, it is recommended that a video camera be set up at the field of competition.

Enclosure 1 - DESCRIPTION OF TAI CHI CHUAN TERMS

PUSH-HAND: An open, platform-style competition where participants engage in interactive pushing movements to test their Tai Chi Chuan skills.

ROUTINE: Performance of the flowing and sequential movements of Tai Chi Chuan.

PENG: A technique where a pair of arms is rounded like balls filled with air and flexible like springs, used to press the opponent's arms and prevent them from raising.

LU: A technique where one hand takes the opponent's wrist, and the other touches the opponent's elbow, moving sideways following the opponent's posture.

CHI: A technique used to prevent the opponent from moving forward by applying pressure with hands and then pushing them down.

AN: A technique that involves pressing the hands forward or downward to counter the opponent's PENG or CHI.

TSAI: A technique used to take down the opponent's wrist by using the hands.

LIEH: A technique where one or two hands are used to turn the opponent's strength direction and counter their body movement.

CHOU: A technique that involves attacking the opponent using the angle of the elbow.

KAO: A technique that involves attacking the opponent using the shoulder.

YU SHIH SHENG: During the Moving Push Hand competition, a contestant is awarded four points before the competition starts.

Enclosure 2 - ILLUSTRATION OF HAND SIGNALS FOR PUSH HAND TAI CHI CHUAN COMPETITION

圖解

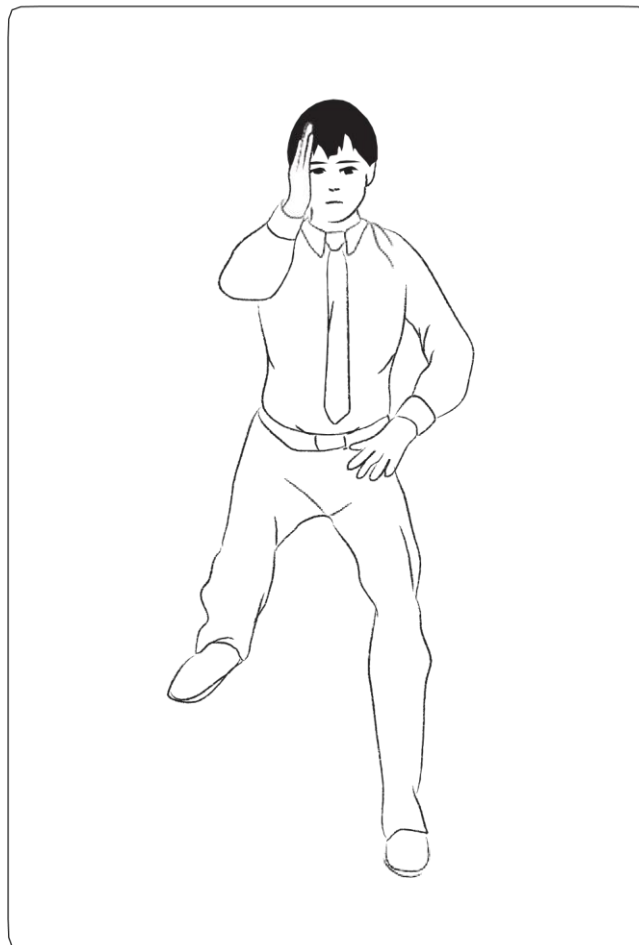


圖1 開始：右手立掌由上而下

Figure 1 - Starting of Competition: Keep the right palm upright and move it downward from an upward position.

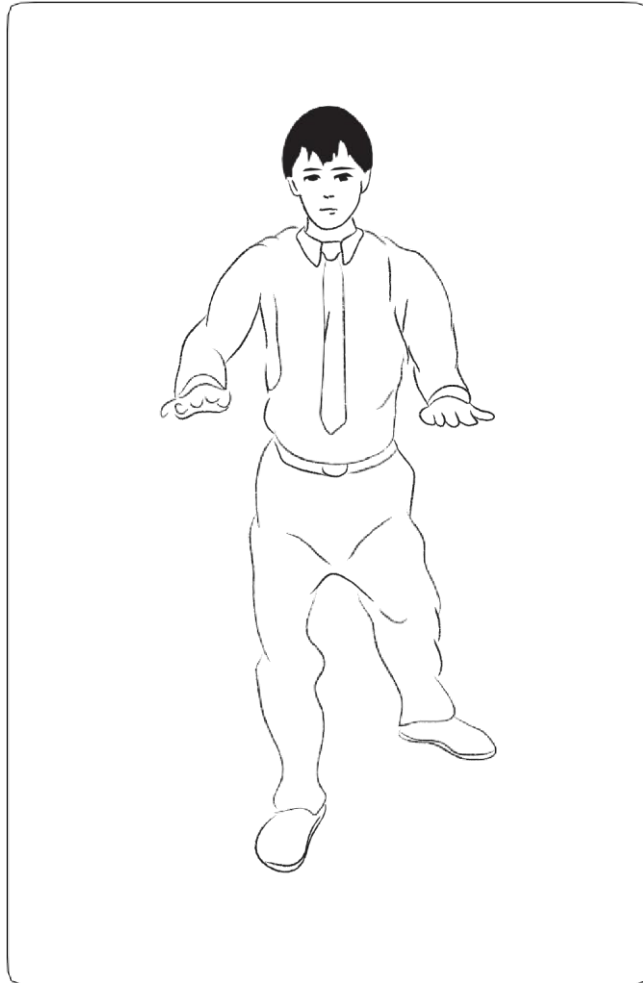
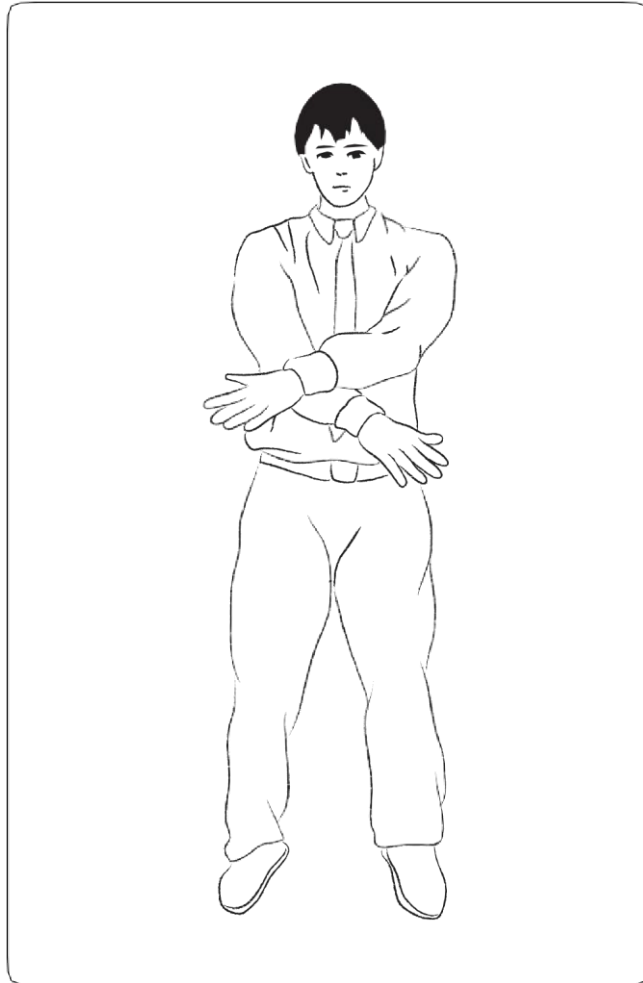


Figure 2 - Figure 2 - Stop: Press down with the palms of both hands.



Figure 3 - Time-out: Clench the right hand into a fist and position it underneath the left palm.



"Figure 4 - Tie: The palms of both hands swing left and right in front of the chest three times."

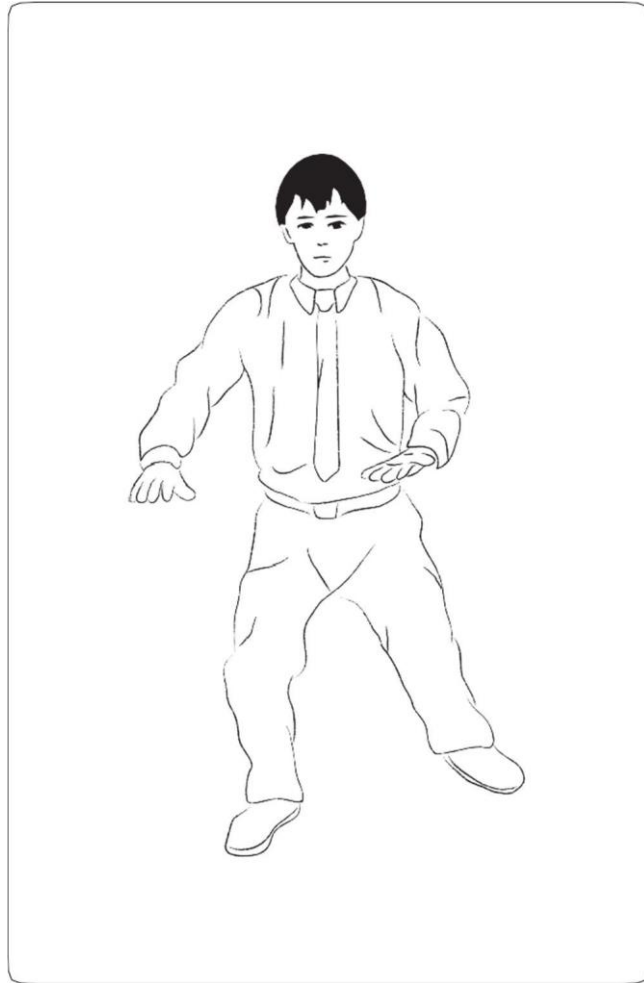


Figure 5 - Move Steps, Tramp the Line, and Out of the Circle: Move one palm sideward, with its center downward.

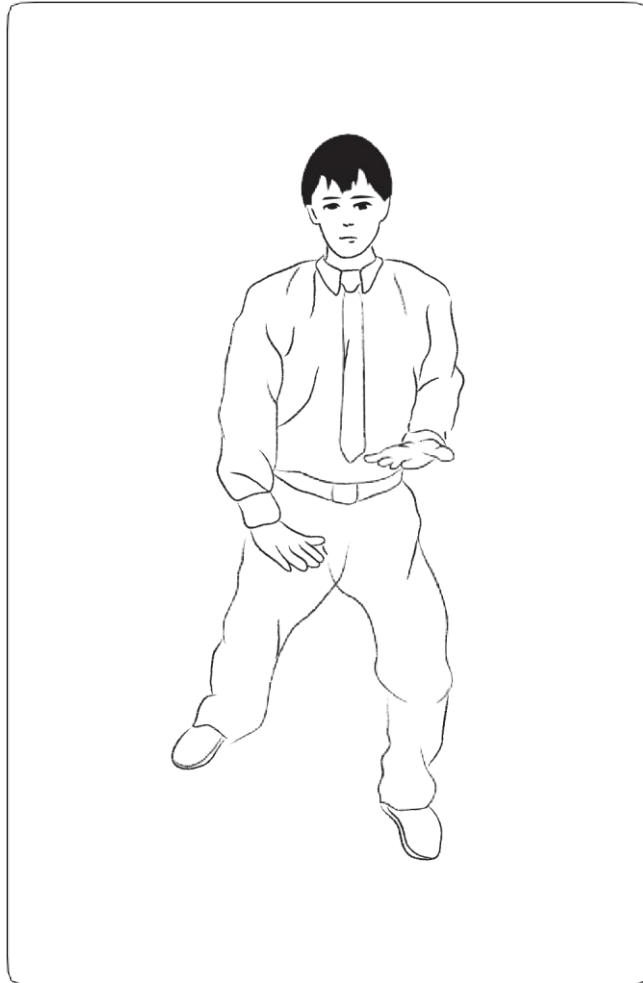


Figure 6 - Fall Down on the Ground: Press one palm down from up, with its center downward.

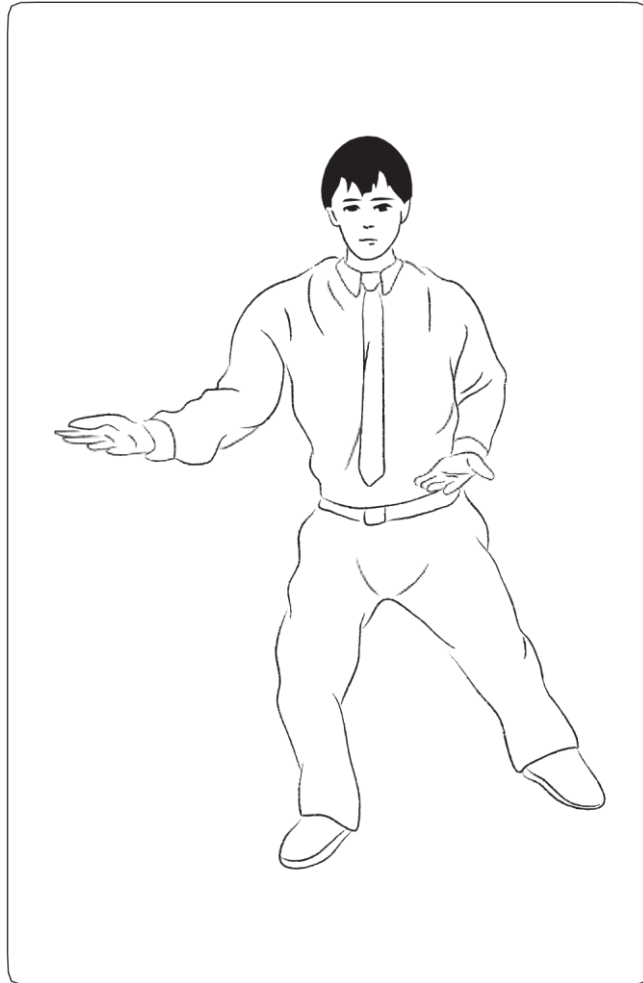


Figure 7 – Both feet are off the ground at the same time or move more than two steps: Slide the palm of one hand to the side and then turn it up.

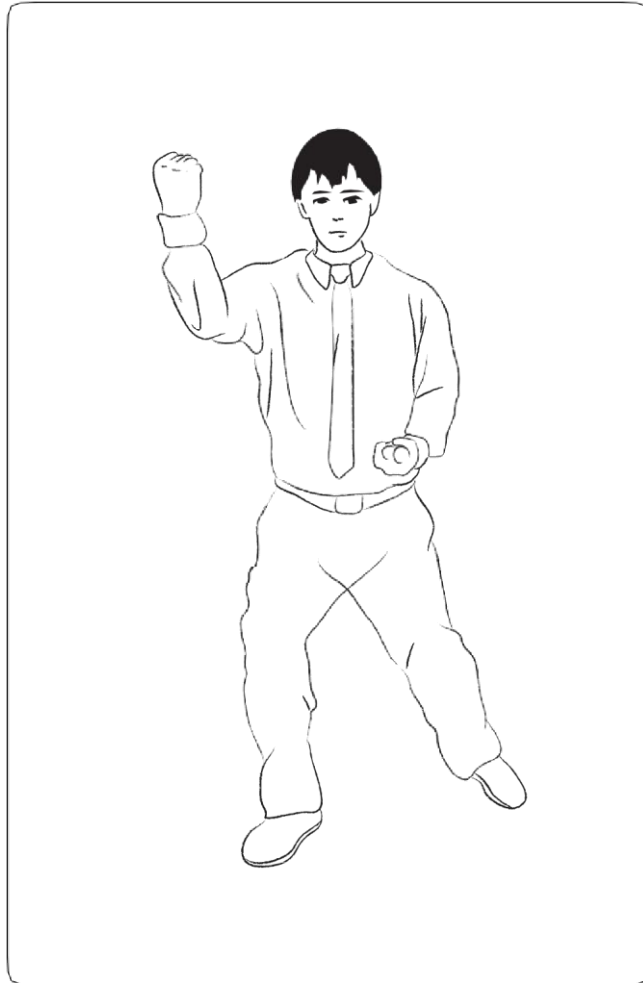


Figure 8 - Warning: Clench one hand and point it at the contestant who has committed a foul.

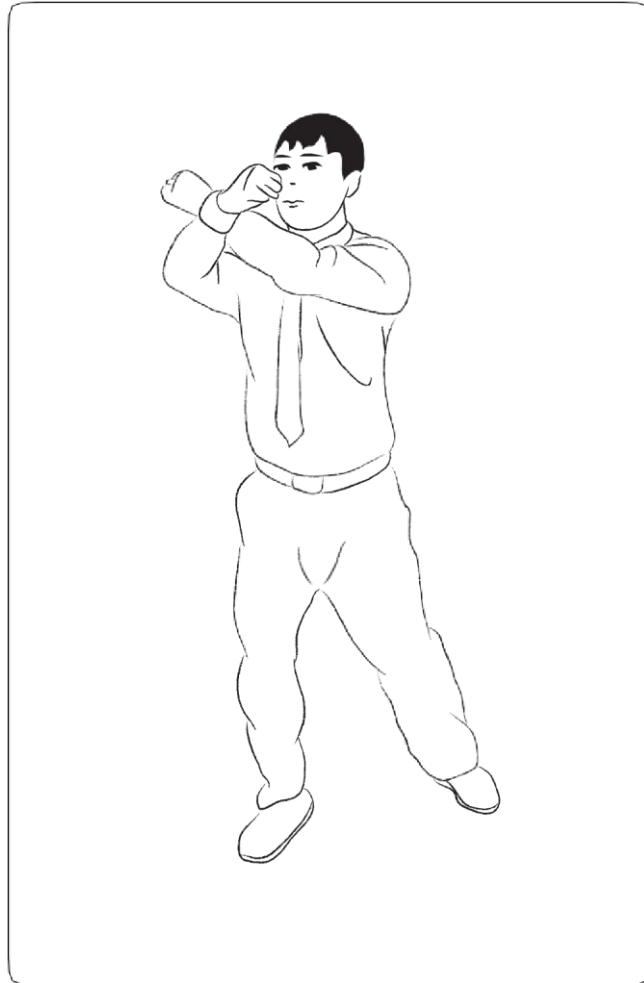


Figure 9 - Foul: Clench and cross both hands and point them at the contestant who has committed a foul.

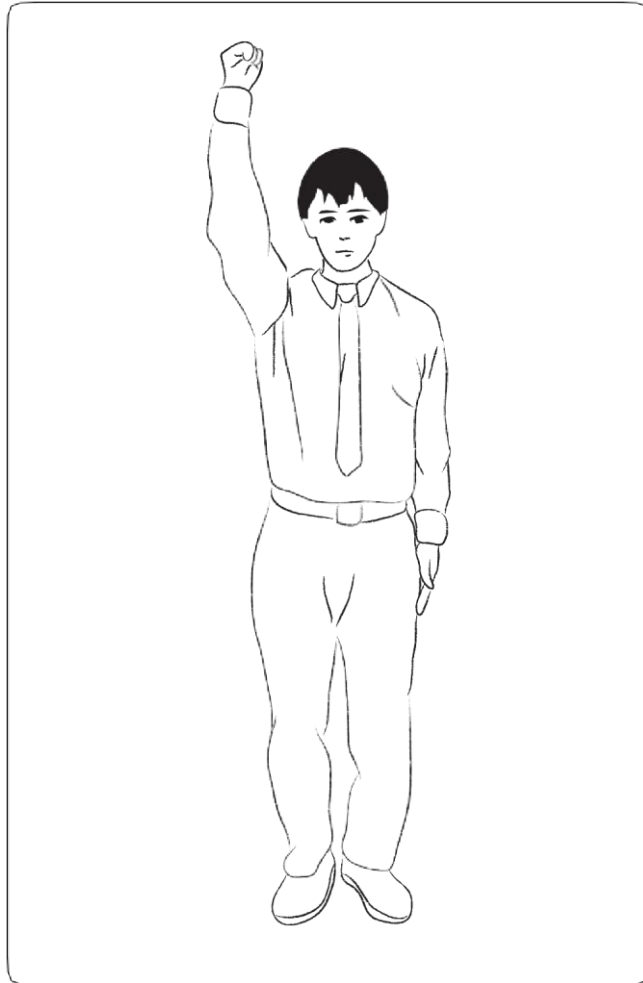


Figure 10 - Suspension of Competition (including the foul pointed out by the opponent): Raise the right hand.

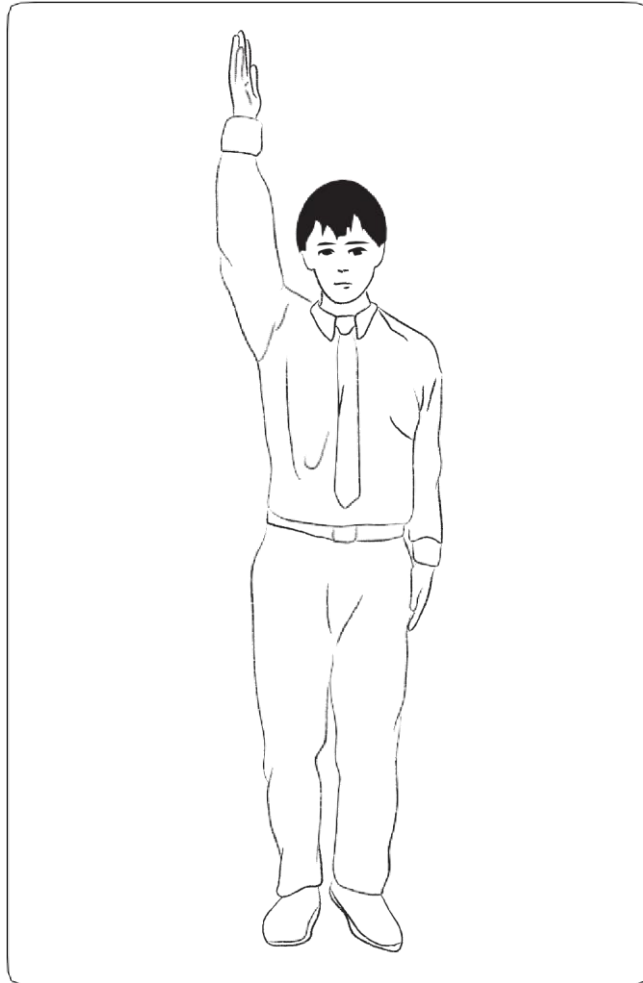


Figure 11 - Announcing of Points Won or Lost: Raise one hand with its palm upward.

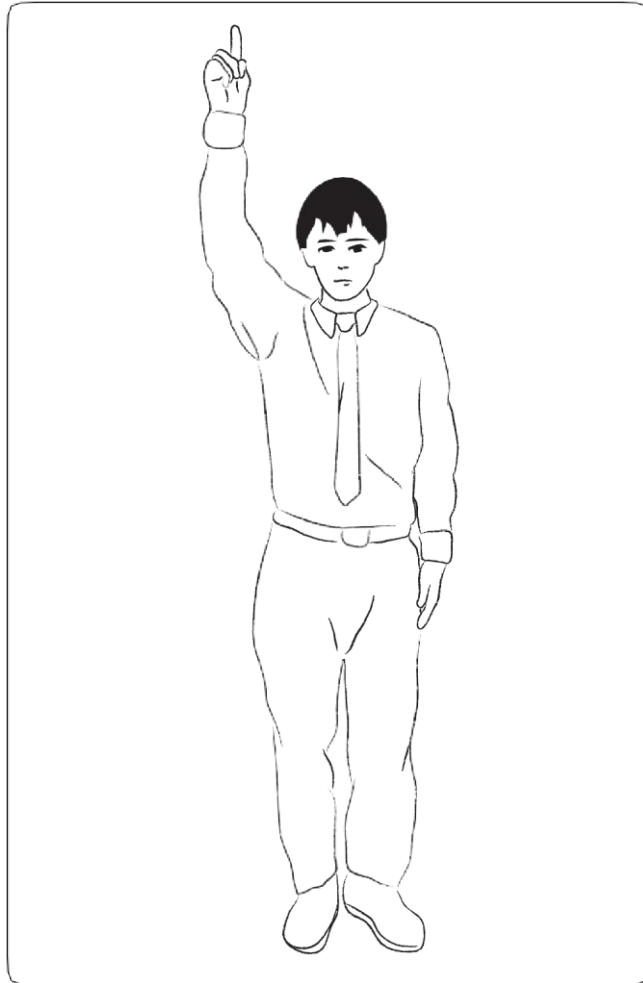


Figure 12 - 1 point: hold up a finger

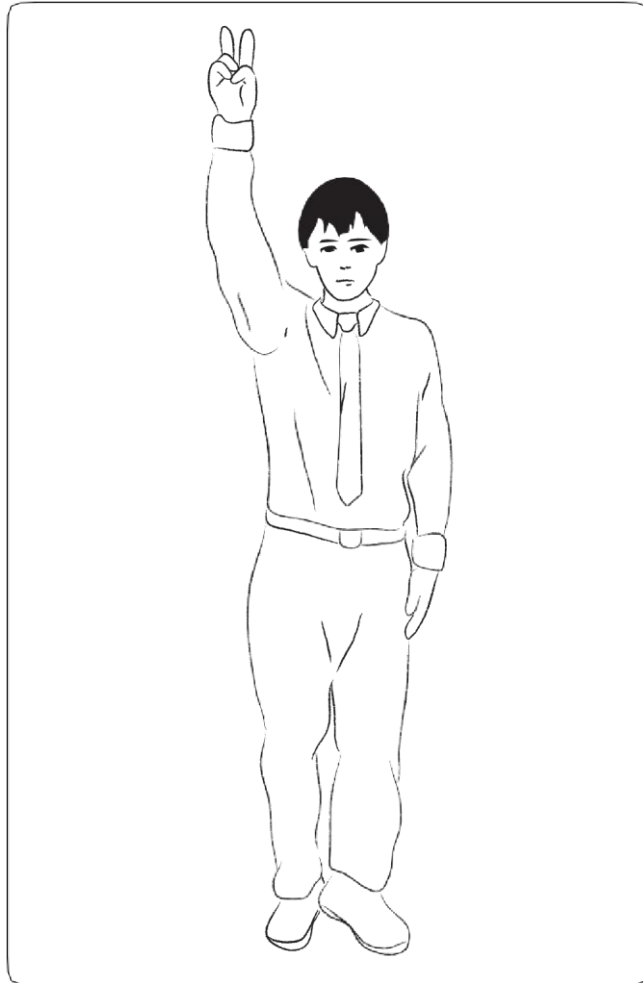


Figure 13 - 2 points: hold up two fingers

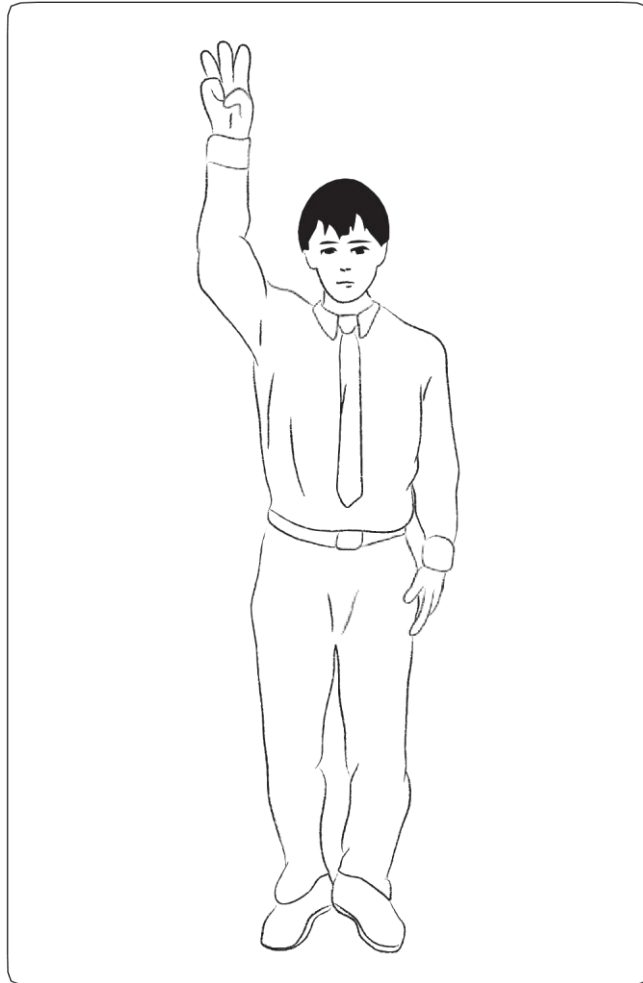


Figure 14 - 3 points: hold up three fingers

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 _____

Moving step _____ Fixed step _____

Date _____

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

I. WAY OF HANDING

CORRECT POSTURE

1. Sinking Shoulders and Elbows Down: The hands, whether in the form of a fist, palm, or bending, shall be relaxed and natural. Focusing the Strength on a Point: The direction and point where the strength is focused shall be accurate. Avoid clamping arms tightly.
2. Fajin should be focused on one side, with the force point and direction being accurate."

PENG

Slight Faults: (0.05 point deducted)

1. Arms raised too high.
2. The palm and fingers are either too soft or too stiff while raising elbows and wrists.
3. The power point (power spot) not placed on the forearms.

Apparent Faults: (0.1 points deducted)

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

LU

Slight Faults: (0.05 point deducted)

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

CHI

Slight Faults: (0.05 point deducted)

- Both hands and elbows raised.
Both arms not kept round.
The power point (power spot) not placed in the forearms.

AN

Slight Faults: (0.05 point deducted)

- Both palms and fingers either too soft or too stiff.
Elbows raised and arms straightened.

Hands pushed forward without an arc.
Arms raised from down.
Both palms put together from outside to inside.

Apparent Faults: (0.1 points deducted)
Two slight faults or more occur at the same time.

HOLDING OF PALMS

Slight Faults: (0.05 point deducted)
The arms over-bent and without an arc.
The arms and armpits pressed.
The elbow raised and the wrist bent, and the palms and fingers soft.

Apparent Faults: (0.1 points deducted)
Two slight faults or more occur at the same time.

PUSHING PALMS

Slight Faults: (0.05 point deducted)
The hand pushed forward over the head.
The elbow raised and arms straightened.
Both palms and fingers soft, and the power point (power spot) not clear.

Apparent Faults: (0.1 points deducted)
Two slight Faults or more occur at the same time.

YUN SHOU (Cloud Hands)

Slight Faults: (0.05 point deducted)
The arms overbent.
The arms straightened.
The hands raised over the head.
While forming a three dimensional circle, both hands not connected, and the circle is too small.

FRAMING PALMS

Slight Faults: (0.05 point deducted)
Shoulders and elbows raised.
Hands raised without forming an arc.

Apparent Faults: (0.1 points deducted)
Two slight faults or more occur at the same time.

PUNCHING (CHONG QUAN)

Slight Faults: (0.05 point deducted)

The fist extended too far from the waist.

Elbows and shoulders raised.

The power point (power spot) not on the face of the fist.

Apparent Faults: (0.1 points deducted)

Two slight faults or more occur at the same time.

PIERCING FIST (PENETRATING FIST)

Slight Faults: (0.05 point deducted)

Elbows and shoulders raised.

Arc not formed with arms.

The power point (power spot) not on the face of the fist.

Apparent Faults: (0.1 points deducted)

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:

While transitioning from one step to another, the contestant shall place the center of gravity on the torso and feel at ease.

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

Slight Faults: (0.05 point deducted)

The foot raised too forcefully and dropped too heavily.

The body not kept in balance.

The weight-bearing leg not bent enough, without proper alignment, balanced weight distribution, and a relaxed state.

The step dropped on the sole of the foot or the sole turned up.

Both the knees and waist are stiff.

The foot bracing the body not powerful enough, and the speed not even.

Apparent Faults: (0.1 points deducted)

Two slight faults or more occur at the same time.

Among the two slight faults, one is very severe.

Severe Faults:

Multifarious slight faults occur at the same time.

Among multifarious slight faults, one is very severe.

HAND FORM

FIST

Correct Posture:

Close four fingers and roll them loosely, with the thumb placed on the second knuckles of the forefinger and middle finger.

Clench fingers loosely into a fist.

Slight Faults: (0.05 point deducted)

Fingers either too loosely or tightly clenched.

Knuckles sticking out of the surface of the fist.

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 bent, neither closed nor separated.

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

Slight Faults: (0.05 point deducted)

Fingers too soft and over-bent.

Fingers closed and stiff.

The center of the palm projected forward. The part of the hand between the thumb and forefinger not separated or separated too wide.

The joint of the wrist overbent.

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: (0.05 point deducted)

The fingers bent too much.

The wrist not bent or bent too much.

Both wrist and fingers tense and stiff.

STANCE

STRADDLE (Horse Stance)

Correct Posture:

- 1.Keep two feet apart horizontally with the same width as that between two shoulders.
- 2.The tips of the feet, the angle of the knees, and the breast shall be in the same direction.
- 3.The whole body shapes like sitting, with the body weight falling in the center of the straddle.
- 4.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: (0.05 point deducted)

- 1.In the vertical line of the 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.

Apparent Faults: (0.1 points deducted)

- 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: (0.2 points deducted)

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

FENCING STANCE

Correct Posture:

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

Slight Faults: (0.05 point deducted)

- 1.The knee bent forward surpassing the tip of the foot, and the lower leg not vertical.
- 2.The back leg overbent or too stiff.

3. Tailbone not tucked in 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: (0.1 points deducted)

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: (0.2 points deducted)

1. Multiple 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: (0.05 point deducted)

1. The back leg is not bent enough, and the body weight is raised upward.
2. The front leg is straight or the knee is not bent.
3. The back leg is either overextended or over retracted.
4. The waist is bent, and the hips are protruded.

Apparent Faults: (0.1 points deducted)

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

Severe Faults: (0.2 points deducted)

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

PU BU STANCE—CROUCHING STANCE

Correct Posture:

Bend a leg with its knee and joint between thigh and hips sinking, the sole of 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: (0.05 point deducted)

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

Apparent Faults: (0.1 points deducted)

Two slight faults occur at the same time.

Severe Faults: (0.2 points deducted)

Multiple slight faults occur at the same time.

RESTING STANCE

Correct Posture:

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

Slight Faults: (0.05 point deducted)

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

Apparent Faults: (0.1 points deducted)

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

Severe Faults: (0.2 points deducted)

Multiple slight faults and two apparent faults occur at the same time.

ONE LEG STANCE-- Du Li Bu or Du Li 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: (0.05 point deducted)

1. The thigh of the lifted leg is too low. The lifted knee is not as high as it meets the standard.

2. The supporting leg is bent apparently.
3. The lifted lower leg is extended, or its foot tip is bent upward.

Apparent Faults: (0.1 points deducted)

Two slight faults occur at the same time.

Severe Faults:

Multiple 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 the knee.
3. The hands move in agreement with the body movement. The step changes in agreement with the body movements.

Slight Faults: (0.05 point deducted)

1. The body is not straight, leaning forward and backward.
2. Improper head posture, looking down or gazing upwards, tilting to the right or to the left.
3. Shoulders are raised and waist retracted.
4. Both waist and back are bent.
5. The chest is protruded, and the belly is concaved.
6. The belly is protruded, and buttocks are raised.
7. Waist and hips are swinging.
8. The back and backbone are stiff, and straddle is not firm.
9. Head and shoulders are swinging.
10. Over-opening and closing, having difficulty controlling the opening and closing movements smoothly

Apparent Faults: (0.1 points deducted)

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

Severe Faults: (0.2 points deducted)

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

LEGWORK—Leg Techniques

SEPARATE LEGS AND HEEL KICK

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: (0.05 point deducted)

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

Apparent Faults: (0.1 points deducted)

1. Two slight faults occur at the same time.
2. Among items 2-7 of slight faults above, one is very severe.

Severe Faults: (0.2 points deducted)

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

PATTING FOOT AND SWINGING LOTUS 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: (0.05 point deducted)

1. Make no sound in patting the leg or not hit 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: (0.1 points deducted)

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: (0.2 points deducted)

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

OFTEN SEEN FAULTS IN STRENGTH

1. Tense and stiff
2. Loose and weak
3. Superficial Movements
4. 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 IN SPIRIT

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

FAULTS IN SPEED

1. Movements sometimes fast, sometimes 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 ARRANGEMENT OF MOVEMENTS

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)

Wrist less raised 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)

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

RATING BY JUDGES

1. A contestant who stops halfway through the competition shall receive no points.
2. 0.1 to 0.3 points shall be deducted from the scores of a contestant who misses some

movements during the competition, depending on the degree of the missed movements.

3. 0.1 point shall be deducted each time from the scores of a contestant who loses balance. If a contestant makes an effort to support their body for fear of falling down on the floor, 0.3 points shall be deducted, and if they actually fall down on the floor, 0.5 points shall be deducted.

4. During the competition, 0.1 point shall be deducted from the scores of a contestant if any part of their body touches the ground outside of the designated line, and 0.2 points shall be deducted when their whole body gets out of the line.

5. During the competition, 0.1 point shall be deducted each time for any occurrence of the tassel of the broadsword or sword being tangled with any part of the body, which may impede the movements, for unfastened buttons on the clothes, for any accessories dropped off the clothes, and for shoes dropped off from the foot.

6. 0.1 points shall be deducted each time for any occurrence of an apparatus touching the ground, the handle of a sword being dislodged from the blade, or an apparatus touching the body; and 0.2 points shall be deducted when the apparatus is found curved, deformed; 0.5 points shall be deducted when the apparatus is broken, or dropped on the ground.

RATING BY THE REFEREE-IN-CHIEF

1.0.1 point shall be deducted from the scores of a contestant whose starting and concluding postures are not up to the requirement. (That means: the direction of the starting and concluding postures must be the same and on the same side of the competition field, not referring to the standard of movement for the starting and concluding postures. If the standard of movement for the starting and concluding postures is not compliant with the specification, the judge will make points deduction.)

2. Repeat of performance

(1) A contestant can repeat their performance once without a reduction of scores if the interruption is due to an objective factor.

(2) A contestant can repeat their performance once with a deduction of one point if the interruption of the competition is due to their mistake or fault in performance.

(3) If a contestant is verified by a doctor to be in such a condition that they cannot continue the competition, the contestant shall stop continuing the competition. If after being satisfactorily treated, the contestant can repeat their performance at the end of

the ongoing competition. If the contestant in question is originally scheduled to perform at the end of the competition on that day, they can repeat their performance to be arranged at the beginning of the competition the following day; however, one point shall be deducted from their score for this repetition of performance. Nevertheless, if they fail to come up to the field in the prescribed time due to their injury, they shall be ruled as forfeited.

3. 0.1 point shall be deducted from the scores of a contestant whose performance is less or more than the prescribed time by 5 seconds; 0.2 points for another 5 seconds, and so on. (5 seconds shall be counted even if there are less than 5 seconds.)

4. 0.2 points shall be deducted from the scores of a contestant who adds or omits any part of the whole set of routine.

5. 0.1 point shall be deducted if a contestant's clothes, equipment, or the direction of performance (exceeding 45 degrees) do not accord with the regulations.