

NOTE: THERE ARE MANY MAJOR CHANGES IN THE RULES THIS YEAR. THESE ARE HIGHLIGHTED IN RED.

**TIGER CLAW ELITE KUNGFUMAGAZINE.COM CHAMPIONSHIP
Chinese Divisions Rules 2019**

FIRST TIMER DIVISIONS

First Timer Divisions are strictly introductory to encourage first-time competitors. Competitors will be scored by a panel of judges, but not placed in first, second or third. This division is designed to build confidence to prepare competitors for mainstream competition. All First Timer Competitors receive a participation trophy. Divisions include: Empty Hand (首次参赛—拳术), Weapon (首次参赛—兵器).

FOR ALL DIVISIONS: If there are only 4 or less competitors in any division, the TIGER CLAW ELITE KUNGFUMAGAZINE.COM CHAMPIONSHIP reserves the right to collapse and combine divisions to form a quorum of competitors. If a division has more than 30 competitors, the TIGER CLAW ELITE KUNGFUMAGAZINE.COM CHAMPIONSHIP reserves the right to split that division into multiple groups and award multiple gold, silver and bronze medals for each group.

DIVISION DEFINITIONS

All judging of forms competitions is very subjective on the part of the judges; each judge is reminded that he must set any personal preferences regarding the martial arts aside and maintain an open mind and a fair and subjected spirit when scoring. The 4 main solo divisions are Traditional Kung Fu (傳統), Songshan Shaolin (嵩山少林), Modern Wushu (武术) and Tai Chi/Internal (太极/内家). The 2 group divisions are Team Competition (集体) and Sparring Sets (對練). There are also 4 Showcase Championships: Tiger Claw WildAid Championship (虎爪成人精英), Tiger Claw Ku Yu-Cheung Bak Sil Lum Championship (顧汝章 北少林拳), Tiger Claw Wooden Dummy Championship (木人桩), Tiger Claw Push Hands Championship (國際武術散手道聯盟)

Traditional Kung Fu Forms (傳統)

The intent of a Traditional Kung Fu Forms Division is to help perpetuate and preserve the original essence and strength of the art. Even though many individuals may study the same style, there may be minor differences in the way they perform a form/set due to different lineage or philosophy, but the majority will agree that each system has a core principle it follows (example: Hung Gar - Strong low stances, powerful connection to the ground, Wing Chun – Trapping hands, inside fighting). All traditional forms must descend from a specific lineage to distinguish them from modified Modern Wushu versions, including animal styles. The traditional dividing line between the northern and southern Chinese martial arts is the Yangtze River. The Northern Kung Fu divisions contain the original Chin Woo (精武), Huaquan (華拳), Chaquan (查拳), Paoquan (炮拳), Hongquan (洪拳), Northern Shaolin (北少林拳), Chuoqiao (戳腳), Eagle Claw (鷹爪派), Northern Praying Mantis (北螳螂拳), etc. The Southern Kung Fu divisions contain the 5 family styles: Choy Gar (蔡家), Hung Ga (洪家), Lau Gar (刘家), Li (Lee) Family (李家) and Mok Gar (莫家) and Choy Li Fut (蔡李佛), Wuzuquan (五祖拳), Wing Chun (詠春), Hakka (客家), Southern Praying Mantis (南螳螂拳), Bak Mei (白眉), etc. All competition in a Traditional Division will maintain and reinforce the core principle which is the combat aspects and signature move(s) that are recognized as the trademark of the system. Competitors with any movement in a form that breaks the core principle of the style it is intended to represent will be subject to reduction in their score and possible disqualification.

- No aerial movements beyond flying kicks. No flying kicks beyond 360 degrees.
- Only two steps are permitted before any flying kick.
- No movements which are strictly gymnastic.
- You must have reached the legal drinking age to perform Drunken Style forms in Traditional Kung Fu Forms division.
- Any form descended from Songshan Shaolin MUST compete in the Songshan Shaolin Form division. Ineligible forms will be determined by the Head Judge. Competitors who violate this rule will be disqualified from the

Traditional Kung Fu Forms Division. After disqualification, competitors will be moved to the appropriate Songshan Shaolin Division as long as it has not yet occurred. If that Division has already occurred, the competitor forfeits their entrance fee and right to compete. Forms that bear the same name as Songshan Shaolin but are completely disconnected from Songshan Shaolin are allowable within the Traditional Kung Fu Forms Divisional.

- Any form descended from Ku Yu-Cheung Bak Sil Lum (Northern Shaolin) may still compete under the Traditional Kung Fu Division. Unlike the Songshan Shaolin Division, the Ku Yu-Cheung Bak Sil Lum Champion is a Showcase Champion, which is independent from the different divisions and the Division and Overall Grands
- Contemporary forms such as Modern Long Fist (Changquan 长拳) and Southern Fist (Nanquan 南拳) are not allowed in Traditional Kung Fu Forms Division. Ineligible forms will be determined by the Head Judge. Competitors who violate this rule will be disqualified from the event. After disqualification, competitors will be moved to the appropriate contemporary event as long as it has not yet occurred.

Divisions include: Southern Fist (傳統 - 南方拳), Northern Fist (傳統 - 北方拳), **NEW** Kung Fu Long Weapons (長兵器), **NEW** Kung Fu Short Weapons (短兵器), **NEW** Kung Fu Other Weapons (其他兵器)

Age Divisions: A: 6-under, B: 7-8, C: 9-10, D: 11-13, E: 14-17, F: 18-39, G: 40+

Songshan Shaolin Forms (嵩山少林)

Songshan Shaolin Forms include any of the major forms taught as part of the common curriculum at the original Shaolin Temple on Songshan (Song Mountain) today. This includes but is not limited to: Xiaohongquan (小洪拳), Dahongquan (大洪拳), Tongbiquan (通臂拳), Liuhequan (六合拳), Changhuxinyimen (长护心意门), Qixingquan (七星拳), Meihuaquan (梅花拳), Lohanquan (羅漢拳), Taizu Changquan (太祖长拳), Paochui (炮捶), Xinyiba (心意把), Tongzigong (童子功) et. al. This does not include forms that bear the same title which are not descended from Songshan Shaolin. Embellishments such as aerial movements and movements that are strictly gymnastic are permitted, but DO NOT COUNT towards increasing the score. If a competitor attempts any such movement and fails, they will be penalized for the failure and will not be credited if they succeed.

Divisions include: Shaolin Fist (嵩山少林 - 拳), **NEW** Songshan Shaolin Long Weapons (嵩山少林 - 長兵器), **NEW** Songshan Shaolin Short Weapons (嵩山少林 - 短兵器), **NEW** Songshan Shaolin Other Weapons (嵩山少林 - 其他兵器)

Age Divisions: A: 6-under, B: 7-8, C: 9-10, D: 11-13, E: 14-17, F: 18-39, G: 40+

Modern Wushu Forms (武术)

Modern Wushu is an exhibition sport derived from traditional Chinese martial arts. Wushu forms are similar to gymnastics and involve martial art patterns and maneuvers for which competitors are judged and given points according to specific rules. The forms comprise basic movements (stances, kicks, punches, balances, jumps, sweeps and throws) based on aggregate categories traditional Chinese martial art style and can be changed for competitions to highlight one's strengths. Nandu (difficulty standards for international competition 难度) will not be enforced within these divisions.

Divisions include: Changquan (武术 - 長拳), Nanquan (武术 - 南拳), Animal/Other Styles (武术 - 其它拳种), Short Weapon (武术 - 短兵器), Long Weapon (武术 - 長兵器), Other Weapon (武术 - 其他兵器).

Age Divisions: A: 6-under, B: 7-8, C: 9-10, D: 11-13, E: 14-17, F: 18+

Tai Chi/Internal Forms (太极/内家)

All judging of forms competitions is very subjective on the part of the judges, each judge is reminded that he must set any personal preferences regarding the martial arts aside and maintain an open mind and a fair and subjected spirit when scoring. The judging parameters will be based on several key principles such as rooting, body flow, body movement, relaxation, etc. Competitors should not simply "perform" their particular routine, but rather display their abilities in these key principles. Many competitors show most all of the correct postures and form but fail to display to the judges their ability to do their form "internally" rather than as a slower motion "external" form.

Divisions include: Tai Chi 24 (太極二十四式), Tai Chi 42 (Compulsory 太極四十二式 (競賽套路)), Chen Tai Chi 56 (Compulsory 陳太極五十六式 (競賽套路)), Open Chen Style (陳式太極拳), Open Yang Style (楊氏太極拳), Tai Chi Other Style (Wu, Sun, Wuhao, Zhaobao, Dongyue, Guang Ping, Chang, etc. 其他太極), Other Internal

(Bagua, Xingyi, Baji, Wudang, Taiji Mantis, etc. 其他內家拳), Tai Chi /Internal Sword (Jian 太極/內家劍), Tai Chi/Internal Fan (太極/內家扇), Short Weapon (太極/內家短兵器), Long Weapon (太極/內家長兵器).

Age Divisions: A: 12-under, B: 13-18, C: 19-45, D: 46+

SKILL LEVELS

BEGINNERS (<2 YEAR OF PRACTICE)

INTERMEDIATE (<4 YEARS OF PRACTICE)

ADVANCED (4 AND ABOVE YEARS OF PRACTICE)

TIME LIMITS AND RING SIZE

Timer shall begin at the first move of the form. All ring sizes are approximate.

Traditional Kung Fu Forms:

- Beginning Level: 30 sec minimum; Intermediate Level: 45 sec minimum; Advanced level: 1 minute minimum.
- All levels: 2 minute maximum.
- Ring Size: 20' X 30'

Songshan Shaolin Forms

- Beginning Level: 30 sec minimum; Intermediate Level: 45 sec minimum; Advanced level: 1 minute minimum.
- All levels: 2 minute maximum.
- Ring Size: 20' X 30'

Modern Wushu Forms:

- Beginning Level: 30 sec minimum; Intermediate Level: 45 sec minimum; Advanced level: 1:20 minute minimum.
- Ring Size: 20' X 46'

All Tai Chi/Internal Forms:

- 3 - 5 minutes
- Ring Size: 20' x 20'

Internal (non-Tai Chi) Forms: (Xingyi, Bagua, Baji etc.)

- 1 - 3 minute
- Ring Size: 20' x 20'

Tai Chi Sword and Other Internal Weapons:

- Taiji Straight sword – 2:30 – 5 minutes
- Other Internal Weapons – 1:30 - 3 minutes
- Ring Size: 20' x 20'

Group Competition: 4 to 12 person:

- Internal: 2 - 5 minutes
- External: 1 - 3 minutes
- Ring Size: TBA

Sparring Sets (Duilian 对练):

- 1 - 3 minutes
- Ring Size: TBA

Deductions for Over/Under Time Limits

In all cases, deductions are taken when routines violate the time limit by more than 0.09 seconds. Time deductions will not be made for forms with time violations of a hundredth of a second.

Contemporary: 0.10 points for each increment of 2.0 seconds over or under the time limit.

Traditional Kung Fu/Songshan Shaolin/Taiji/Internal/Group events: 0.10 points for each increment of 5.0 seconds over or under the time limit. Taiji/Internal events, the competitor will be given an audible signal before the last 30 sec of the time limit. The competitor will then have the remaining 30 sec to complete the form.

GENERAL RULES

- The maximum number of individual events a competitor may register for is 4 per day. This excludes team events and special Showcase Champions. Thus the maximum total number of events a competitor may register including individual (4 Saturday, 4 Sunday), Team and Sparring (1 each) and Showcase Champions (4) is 14.

- A competitor may not compete with the same form twice. Competitors who violate this rule will be disqualified for all instances where the same form was used.
- No unauthorized personnel will be allowed on the competition floor. All offenders will be escorted out of the building and their admissions revoked. If the offender is a parent, coach, or associate of a competitor, that competitor will be disqualified. Should the offender be associated with multiple competitors, one will be disqualified at the discretion of the staff. In all such cases there will be no refunds.

Modern Wushu Experience Level Requirements

Beginners

- No more than two years of wushu training.
- No International Wushu Federation International Compulsory forms or anything closely resembling one. This distinction is up to the Head Judge's discretion.
- No jumps landing in the splits.
- No butterfly jumps.
- The only jumps allowed are: jump front, jump inside, jump outside, anything with 360 or fewer degrees of rotation.
- Cartwheels are permitted.
- No linking of multiple difficulty moves (e.g. jump kicks, sweeps) into combos.
- Forms must be generally linear as in Long Fists 1-6.

Intermediate

- No more than four years of wushu training.
- Advanced moves (jump kicks, acrobatics, balances, etc.) are limited to those found in the first 2 sets of International Wushu Federation International Compulsory forms. This means no aerial twists, no jump inside/outside kicks with more than 360 degrees rotation, no front or back flips, etc. Please review the 13 compulsory forms to understand what is allowed:
 - [Long Fist Compulsory I](#)
 - [Long Fist Compulsory II](#)
 - [Broadsword Compulsory I](#)
 - [Broadsword Compulsory II](#)
 - [Straight sword Compulsory I](#)
 - [Straight sword Compulsory II](#)
 - [Staff Compulsory I](#)
 - [Staff Compulsory II](#)
 - [Spear Compulsory I](#)

- [Spear Compulsory II](#)
- [Southern Fist Compulsory I](#)
- [Southern Broadsword Compulsory I](#)
- [Southern Staff Compulsory I](#)

Advanced

- Four years or more of wushu training.
- No restrictions as to content. *Nandu* (难度; difficulty movements) is permitted but is not scored as per IWuF standards.

Dress Code:

All competitors are required to dress appropriately. Competitors may wear traditional Chinese martial arts uniforms (preferred), or pants appropriate for the Chinese martial arts plus a school T-shirt or an event T-shirt. The competition committee reserves the right to make the final judgments on appropriate attire. Shoes are mandatory for all events (an exception may be made for applications demonstrations). All shoes should be martial arts shoes or regular athletic type shoes. **NEW:** A 0.5 penalty deduction may be incurred for non-conforming uniforms or for any uniform malfunctions.

Procedures:

All competitors will be called to the ring at least 10 minutes before the beginning of the event. If a competitor should have an obligation in another ring, he or she must at this time tell Ring Official/Head Judge so they can readjust the competing order to accommodate the competing obligations.

Competing:

When the official sees that all is ready, he or she will call the first competitor and announce for the next 2 competitors to prepare. When the competitor's name is called to compete, he/she will approach the ring and salute to the main official and wait for permission/signal from the ring-official/chief judge to begin. Judges will be observing as soon as the competitor's name is called.

Upon receiving the signal to begin from the ring-official/chief judge, the competitor will walk to the starting position within the ring. At no point should the competitor speak with any judge or official. This should be done before the event begins. Once the beginning position is found, the competitor will stand perfectly still at attention, showing judges and timekeepers that the form is ready to begin. The time clock will begin at the first sign of movement from this attention position. The time clock will stop when the form is finished and the competitor returns to a stationary and relaxed position. Upon completion, the competitor will again walk to the same place he/she entered the ring and face the judges and officials once again at attention. At this time, the score for the competitor will be given. After receiving his/her final score, the competitor will acknowledge the score by saluting the ring official/chief judge. Only now is the competitor finished with his/her form and may leave the ring area.

JUDGING

Scoring:

Scoring will be based on performance and level by individual judges. The ranges for levels are as follows:

- Beginner: 7.0 - 7.99
- Intermediate: 8.0 - 8.99
- Advanced: 9.0 - 9.99

Scoring should start from the top and deductions taken for mistakes. All scores count towards the final total unless there are 5 judges. With 5 judges the high & low scores are dropped. In the event of a tie, the low score is added back. If a tie still exists, the high score is added back. In the event that a tie still exists, all judges will be asked to point at the winner simultaneously and whoever receives the most judges will win.

Each judge will be using the following guidelines in determining a competitor's score for

Empty Hand forms:

1. Correctness of Form
2. Strength of Stance/Stability
3. Speed - Ultimately, the form must be of actual fighting speed (except Tai Chi/Internal)
4. Power - (Not Muscle Tightness)
5. Spirit - Martial Spirit with sense of opponent
6. Overall Impression

Each judge will be using the following guidelines in determining a competitor's score for

Weapon forms:

- Same guidelines as Empty Hand forms
- Body movement coordination with the weapon
- Correct application of the weapon
- Familiarity of the weapon

WEAPONS

1. Specifications for Standard Weapons

a. Spear (Qiang 槍)

- (1) The Spear shall have a metal tip and shall be fitted with a horsehair-style tassel.
- (2) The length of a Spear shall be no shorter than the distance from the floor up to his middle fingertip when he stands upright with his arm held straight overhead.

b. Staff and Southern Staff (Gun 棍 and Nangun 南棍)

- (1) Staffs may only have one end tapered - staffs with both ends tapered (such as "Bo" staffs) are not permitted.
- (2) The length of a Staff shall be no shorter than the performer's height.

c. Sword (Jian 劍)

- (1) The weapon shall be a single-handed, double-edged straight Sword.
- (2) When a Sword is held in a competitor's left hand, its tip shall be no lower than his ear-top.
- (3) For traditional Kung Fu events only: the Sword shall support its own weight when rested point down on the ground; a tassel may be attached to the pommel of the weapon.

d. Broadsword (Dao 刀)

- (1) The Broadsword shall be a singled-edged blade with slight convex curvature on the cutting edge.
- (2) When a Sword is held in a competitor's left hand, its tip shall be no lower than his ear-top.
- (3) For traditional Kung Fu events only: the Broadsword shall support its own weight when rested point down on the ground; a flag may be attached to the pommel of the weapon.

e. Southern Broadsword (Nandao 南刀)

- (1) The Broadsword shall be a singled-edged blade with slight convex curvature on the cutting edge.
- (2) When a southern-style Broadsword is held in his left hand, its tip shall be no lower than his lower jaw.

2. Specifications of Other Weapons:

- a. All other Weapons must be Chinese in origin.
- b. Weapons not allowed include, but are not limited to Naginata, Wakizashi, Manriki-gusari, Tonfa, Kama, etc...
- c. Dual origin weapons such as the Miaodao (苗刀 closely resembling the Japanese Katana), short crutch (Guai 拐 closely resembling Tonfa), Hard whips (bian 鞭 sometimes resembling Sai) and Two-Section Staff (Erjiegun 二节棍 closely resembling Nunchaku) are acceptable provided they are used with Chinese Martial Arts characteristics at the Head Judges' discretion.

NOTE: In 2018, Traditional Kung Fu Weapons and Songshan Shaolin Weapons were categorized by usage (one-handed vs. two-handed) to reduce the number of divisions and make room for the Songshan Shaolin Division which

was new last year. The Songshan Shaolin Division ran smoothly last year, so the length (short vs. long) and exceptions (other) divisions are being restored for 2019.

Traditional Kung Fu Weapons and Songshan Shaolin Weapons

Traditional Kung Fu Weapons adhere to the same characteristic descriptions as Modern Wushu, with the additional stipulation that they must be combat weight not light weight, flexible wushu style weapons. For swords **and pole arms**, Traditional Kung Fu weapons must be able support its own weight when rested point down on the ground.

NEW Kung Fu/Songshan Shaolin Long Weapons (長兵器/嵩山少林 – 長兵器): Weapon length is longer than shoulder height, such as Staff (棍), Spear (枪), Guandao (關刀), Pudaο (撲刀), Tiger Fork (大虎扒), etc.

NEW Kung Fu/Songshan Shaolin Short Weapons (短兵器/嵩山少林 – 短兵器): Sword (Jian 劍), Broadsword (Dao 刀), & any short single weapons of comparable length to a single-handed sword (ie short stick, hard whip, cane, etc.)

NEW Kung Fu/Songshan Shaolin Other Weapons (其他兵器/嵩山少林 – 其他兵器): Two-handed swords (双手劍) Three-section Staff (三截棍), Shepherd's Whips (牧羊鞭), Rope Darts (绳镖), etc. as well as Double Weapons such as Double Broadwords (双刀), Double Straight Swords (双劍), Double Hooks (虎头双钩), Double Daggers (双匕首), Double Butterfly Knives (蝴蝶双刀), Sword and Shield etc.

Modern Wushu Weapons

Modern Wushu Short Weapons: Sword (Jian), Broadsword (Dao) & Southern Broadsword (Nandao)

Modern Wushu Long Weapons: Spear, Staff & Southern Staff

Modern Wushu Other Weapons: All weapons excluding the above 6 standard weapons. Note that although weapons of the imitation class (drunken staff, monkey staff, drunken sword, etc.) are classified as 'Other Weapons' in some tournaments, here they are considered Long or Short Weapons.

Tai Chi/Internal Weapons

Tai Chi/Internal Weapons may adhere to either Traditional Kung Fu or Modern Wushu Weapon specifications.

Tai Chi/Internal Sword (Jian)

Tai Chi/Internal Fan (Single, Doubles)

Tai Chi/Internal Short Weapons (Dao, Short Staff, Dongyue Rod, Fly Whisk (拂塵), Double Weapons, etc)

Tai Chi/Internal Long Weapons (Staff, Spear, Dadao (大刀)/Guandao, Pudaο, etc.)

3. Deductions for Non-Conformity of Weapons

a. The Chief Judge shall inspect all weapons prior to each weapon event (with the assistance of Scoring Judges if necessary) to determine the weapon's safety and to enforce the regulations set above. Non-conforming weapons can be replaced for suitable ones prior to the start of the event. In the event the weapon used in the competition appears to be different from the inspection, the Chief Judge may re-inspect at the conclusion of the routine prior to scoring to determine if a deduction shall be made.

b. In the event that the weapon does not conform to the standards set out above, a deduction of 0.2 shall be made by the Chief Judge.

c. In the event that the weapon is obviously not of Chinese origin, the performer shall receive a 0.0 score by the Chief Judge.

GRAND CHAMPIONS (總冠軍)

The Tiger Claw KungFuMagazine.com Championship will have 57 Division Grand Champions and 5 Overall Grand Champions.

DIVISION GRAND CHAMPIONS

The top score competitors in each division will be awarded Gold, Silver and Bronze medals. The Tiger Claw Elite KungFuMagazine.com Championship will have 57 Division Grand Champions. To qualify for Division Grand Champions, competitors must compete in three divisions. Empty Hand Form and 2 Weapon Forms (each Weapon Form must be of a separate division). Division Grand Champions earn points for placing in each of these three events. Division Grand Champion Points are awarded as so: 4 points for each 1st place, 2 points for each 2nd place,

1 point for each 3rd place. Division Grand Champions will be awarded based upon these Division Grand Champion Points alone. Should a tie occur, the winner will be determined by comparing the scores of the three divisions that garnered the Division Grand Champion Points. The 57 Division Grand Champions are:

Traditional Kung Fu (15)

7-8 Int.
7-8 Adv. Female
7-8 Adv. Male
9-10 Int.
9-10 Adv. Female
9-10 Adv. Male
11-13 Int.
11-13 Adv. Female
11-13 Adv. Male
14-17 Int.
14-17 Adv. Female
14-17 Adv. Male
18+ Int.
18+ Adv. Female
18+ Adv. Male

Songshan Shaolin (15)

7-8 Int.
7-8 Adv. Female
7-8 Adv. Male
9-10 Int.
9-10 Adv. Female
9-10 Adv. Male
11-13 Int.
11-13 Adv. Female
11-13 Adv. Male
14-17 Int.
14-17 Adv. Female
14-17 Adv. Male
18+ Int.
18+ Adv. Female
18+ Adv. Male

Modern Wushu (15)

7-8 Int.
7-8 Adv. Female
7-8 Adv. Male
9-10 Int.
9-10 Adv. Female
9-10 Adv. Male
11-13 Int.
11-13 Adv. Female
11-13 Adv. Male
14-17 Int.
14-17 Adv. Female
14-17 Adv. Male
18+ Int.
18+ Adv. Female
18+ Adv. Male

Tai Chi / Internal (12)

12 and under Int.
12 and under Adv. Female
12 and under Adv. Male
13-18 Int.
13-18 Adv. Female
13-18 Adv. Male
19-45 Int.
19-45 Adv. Female
19-45 Adv. Male
46+ Int.
46+ Adv. Female
46+ Adv. Male

OVERALL GRAND CHAMPIONS (全能总冠军)

The Tiger Claw Elite KungFuMagazine.com Championship will have 5 Overall Grand Champions. These are limited to the Advanced Grand Champions of the three External Divisions: Traditional Kung Fu, Songshan Shaolin, and Modern Wushu. The Overall Grand Champion does NOT include Tai Chi/Internal Divisions and is NOT separated by gender. The Division Grand Champions of each age bracket for Traditional Kung Fu, Songshan Shaolin, and Modern Wushu will compete on the main stage in the Evening Finale on Saturday night. Failure to show at the Evening Finale waives any contender's right to claim the title. The 5 Overall Grand Champions are:

Overall Grand Champion (5)

7-8 Adv.
9-10 Adv.
11-13 Adv.
14-17 Adv.
18+ Adv.

NEW EVENT

OVERALL INTERNATIONAL WUSHU SANSHOU DAO ASSOCIATION GRAND CHAMPIONS (國際武術散手道聯盟全能总冠军)

The Tiger Claw Elite KungFuMagazine.com Championship will award 4 Overall International Wushu Sanshou Dao (IWSD) Grand Champions. These are limited to the Advanced Grand Champions of any certified IWSD school of the three External Divisions: Traditional Kung Fu, Songshan Shaolin, and Modern Wushu. The IWSD Grand Champion does NOT include Tai Chi/Internal Divisions. The Female and Male Teen IWSD Grand Champion qualifiers (11-17) will be pulled from the 11-13 and 14-17 Grand Champions from IWSD schools, and separated by gender, for a possible 6 competitors in each IWSD Teen Grand. The Female and Male Adult IWSD Grand Champion qualifiers (18+) will be pulled from the 18+ Wushu, Songshan Shaolin and Traditional Divisions plus the 46+ Traditional Division from IWSD schools, and separated by gender, for a possible 4 competitors for each IWSD Adult Grand. The Division Grand Champions of each age bracket for Traditional Kung Fu, Songshan Shaolin, and Modern Wushu will compete on the main stage. Failure to show at the Finale waives any contender's right to claim the title.

Active IWSD schools that participated in TCEC 2018 include: Bing Yang Martial Arts Academy, Dragon Rhythm Shaolin KungFu Academy, Fei Sifu Kung Fu, Honor Kung Fu Academy, KungFu Dragon USA, Legend Kung Fu, Pure Shaolin Kung Fu, Shaolin Kung Fu International, Shou-Yu Liang Wushu Taiji Qigong Institute, USA Shaolin Kungfu Zen, Silicon Valley Kung Fu Academy, Thunder Kung Fu Academy, Zhao Bao Tai Chi USA Tai Chi Culture Association. Students from any valid IWSD school may participate including any San Francisco Bay Area schools such as Chinese Kungfu Development Center, International Chi Institute, Panda Kung Fu Center, et. al.

The 4 Overall IWSD Grand Champions are:

Overall IWSD Grand Champion (4)

Female 11-17 Adv.

Male 11-17 Adv.

Female 18+ Adv.

Male 18+ Adv.

TEAM COMPETITION (*Jiti* 集体)

Team Competition consists of synchronized or coordinated forms demonstrated in concert. Demonstration Team must consist of 4 to 12 member teams and all ages. Demonstration may include any and all approved weapons and movements. Teams will be judged on originality, showmanship, and presentation, as well as martial arts skills. All rules mentioned above apply. Music is permissible.

Divisions include: External Forms (集体外家), Internal Form (集体内家).

SPARRING SET COMPETITION (*Duilian* 對練)

Sparring Set Competition consists of two or more competitors in a choreographed form of simulated combat. There are Beginning, Intermediate and Advanced divisions. Demonstration may include any and all approved weapons and movements. Teams will be judged on originality, showmanship, and presentation, as well as martial arts skills. All rules mentioned above apply. Music is permissible.

WILDAID TIGER CLAW CHAMPION (虎爪成人精英)

This is an open forms division competition available to any style.

All styles are welcome but the form must be of a conventional martial origin (entries that are strictly breakdancing are not permitted). There are no divisions by gender, empty hand versus weapon, or skill level. Competitors must be 18 or over. Empty hands or weapons are allowed.

WILDAID TIGER CLAW Champion competitors will adhere to the GENERAL CHINESE DIVISION RULES for Advanced Traditional Kung Fu, Songshan Shaolin, Modern Wushu or Internal as applicable to the form being demonstrated. The judging panel will consist of 5-7 judges from mixed styles. The highest and lowest scores will be discarded. Competitors will be judged on a scale of 1-10. Music is optional. Solo competitors only – no teams.

Time Limits: 30 sec minimum, 2 min maximum.

WILDAID YOUTH TIGER CHAMPIONS

This is an open forms division competition available to any style. There are two Youth Tiger Divisions: WILDAID TEEN TIGER (17-12 虎爪青年精英) and WILDAID TIGER CUB (11-under 虎爪少年精英).

All styles are welcome but the form must be of a conventional martial origin (entries that are strictly breakdancing are not permitted). There are no divisions by gender, empty hand versus weapon, or skill level. Empty hands or weapons are allowed. Music is optional.

WILDAID YOUTH TIGER Champion competitors will adhere to the GENERAL CHINESE DIVISION RULES for Advanced Traditional Kung Fu, Songshan Shaolin, Modern Wushu or Internal as applicable to the form being demonstrated. The judging panel will consist of 5-7 judges from mixed styles. The highest and lowest scores will be discarded. Competitors will be judged on a scale of 1-10. Solo competitors only – no teams. Time Limits: 30 sec minimum, 2 min maximum.

TIGER CLAW KU YU-CHEUNG BAK SIL LUM CHAMPION (顧汝章 北少林拳 (不分級))

The Ku Yu-Cheung Bak Sil Lum Champion is restricted exclusively to the 10 Hand Forms practiced by the Ku Yu-Cheung Bak Sil Lum lineage, specifically 1. Koy Moon (開門), 2. Leng Low (領路), 3. Jow Mah (座馬), 4. Chum Sam (穿心), 5. Mo I (武藝), 6. Tun Da (短打), 7. Moi Fah (梅花), 8. Bot Bo (拔步), 9. Lien Wan (連環), 10. Sik Fot (式法). One winner will be declared as the 2018 KU YU-CHEUNG BAK SIL LUM Champion. Second and third place competitors will receive a silver and bronze medal respectfully. If a potential competitor isn't sure if their form meets the qualifications of the 2018 KU YU-CHEUNG BAK SIL LUM Champion, it is probably that it does NOT, however, email Gene@KungFuMagazine.com for a ruling.

BAK SIL LUM Champion competitors will adhere to the GENERAL CHINESE DIVISION RULES for Advanced Traditional Kung Fu. The judging panel will consist of 5-7 judges familiar with Ku Yu-Cheung's system of Bak Sil Lum. The highest and lowest scores will be discarded. Competitors will be judged on a scale of 1-10. Music is not permitted. Solo competitors only - no teams. Time Limits: 1 min minimum, 2 min maximum.

NEW EVENT

1ST TIGER CLAW WOODEN DUMMY CHAMPIONSHIP (*Mu Ren Zhuang* 木人桩)

The Tiger Claw Wooden Dummy Championship is an open forms competition available to any style. All styles are welcome but the standard Wing Chun style Wooden Dummy will be the only one provided for competition. There will be two combined gender divisions: Child (17 and under) and Adult (18 and older). One winner from each division will be declared as the 2019 Tiger Claw Elite Wooden Dummy Champion. Second and third place competitors will receive a silver and bronze medal respectively. WOODEN DUMMY Champion competitors will adhere to the GENERAL CHINESE DIVISION RULES for Advanced Traditional Kung Fu Weapons.

The Judging panel will consist of 3-5 judges from mixed styles. If 5 judges, the highest and lowest scores will be discarded. Competitors will be judged on a scale on 1-10. Music is not permitted. Solo competitors only - no teams. Time Limits: 1 min minimum, 2 min maximum.

NEW EVENT

TIGER CLAW PUSH HANDS CHAMPIONSHIP (國際武術散手道聯盟)

RULES FOR TIGER CLAW PUSH HANDS DIVISIONS

1. General Rules

- a) Competitors must have practiced Tai Chi or Kung Fu for more than 2 years, be able to show proof of coverage by a valid health insurance policy (a valid insurance card is sufficient), and be willing to sign the Liability Waiver. Competitors are required to follow the rules and demonstrate courtesy to the judges and officials, the audience, and fellow competitors.
- b) **NEW** A YOUTH PUSH HANDS division will be added in addition to the adult weight class divisions. Youth competitors are age 12-17, Adults are 18 and over. Youth competitors will not be separated by weight or gender unless the competitors number more than twenty. If twenty or more competitors show, the division will be divided by weight or gender, depending upon which separates the group into the most even pools. Such divisions will be made for each multiple of twenty.
- c) Competitors must obey instructions and decisions of the judges. Appeals on the judges' decisions must be requested by the competitor's coach or team leader.
- d) Coaches, team doctors, and personnel other than competitors must stay at designated areas outside of the ring. Coaches and team doctors can provide coaching and massage / treatment in designated areas during breaks between rounds or matches.
- e) Competitors cannot stop the competition while it is in progress. In the event that a competitor must stop the competition, the competitor needs to signal the Referee by raising his / her hand.

2. Weight Classes

Female <135 Lbs. (61.2 KG)

Female 136 Lbs. up (61.6 KG)

Male < 145 Lbs. (65.7 KG)

Male 146 - 155 Lbs. (66.2-70.3 KG)

Male 156 - 170 Lbs. (70.4-77.1 KG)

Male 171 - 185 Lbs. (77.2-83.9 KG)

Male 186 - 205 Lbs. (84.0-102 KG)

Male 206 - 225 Lbs. (84.0-102 KG)

Male 226 – Up (102.5+ KG)

3. Weighing In

- a) The registration and recording staff shall be in charge of weighing in.

- b) Each competitor shall be weighed in during the period no more than 2 hours and no less than 1 hour prior to the commencement of the competition. Competitors who do not weigh in during this time period will be disqualified.
- c) A competitor must be weighed in with clothing. Shorts or trunks are allowed, but competitors cannot weigh in with only underwear or swimsuit.
- d) A competitor whose weight does not fit within the weight class for which he registered shall be moved to the appropriate weight class.

4. Drawing of Lots

- a) Drawing of lots will be performed after weighing in, starting with the lightest weight class to the heaviest. Competitors will be paired up and assigned color designation of "red" or "black".
- b) Drawing of lots will be performed for the competitor by his / her coach or team leader.

5. Etiquette at Start and End of the Match

- a) At the start of the match, competitors will enter the ring and stand on the sides of the Referee. The competitors will salute the audience with a Kung Fu bow done by pressing the right fist to the left palm. Then the competitors will face each other and salute each other with a Kung Fu bow.
- b) At the end of the match, the Referee will announce the winner. Then the competitors will salute the Referee with a Kung Fu bow, and then salute each other with a Kung Fu bow and handshake.

6. Costumes and Protective Equipment

- a) Shirts: Competitors are required to wear a short-sleeved T-shirt. School insignia is permitted unless specifically prohibited by the tournament committee. No long sleeved shirts will be permitted.
- b) Pants: Competitors shall wear martial arts pants or long athletic pants. No shorts are permitted.
- c) Shoes: Competitors shall wear martial arts style athletic shoes, which should be stable and flexible at the ankle and toe, and should have a low profile and good traction. Shoes from Tiger Claw are recommended.
- d) Jewelry: Competitors are not permitted to wear any jewelry or other objects that may cause injury to themselves or to opponents.
- e) Fingernails: Fingernails must be clipped as short as possible.
- f) Hair: Long hair must be securely tied back.
- g) Face: Vaseline or similar substances may be used on the face but is strictly prohibited from being used on any other part of the body.
- h) Injuries: injuries may be taped with authorization by the Referee. The taping must not present a hazard to the other competitor.
- i) Required Protective Equipment for all Push Hand Competitors: Martial Arts Protective Head Gear.
- j) Additional Protective Gear: Competitors can choose to wear the following protective equipment at the competitors' own discretion: groin-cup (for males), well-fitting breast protectors and groin protection (for females), open finger gloves, and safety goggle or safety glasses for competitors who need corrective eyewear.

7. Forfeiture

- a) A competitor will forfeit his / her entry in the competition if there is no show after 3 calling of his / her name by the Referee.
- b) In the event that one competitor clearly demonstrates disadvantage over his / her opponent, the competitor or his / her coach can request immediate termination of the match. In such event, the competitor forfeits his / her entry and the other competitor wins the match.

8. Matching Rules

- a) The tournament committee decides on one of these elimination methods: round robin, single elimination bracket method, or double elimination bracket method.
- b) Each match consists of two 2-minute rounds with a 1-minute rest period.
- c) First round: Competitors face each other. Each places his / her right foot in the Tai Chi insignia at the center (Center Circle). Competitors make contact with the back of the right wrist. The Referee gives the command to begin, at which the competitors are required to perform 1 revolution to the left and 1 revolution to the right before initiating any technique.
- d) Second round: Competitors face each other. Each places his / her left foot in the Tai Chi insignia at the center. Competitors make contact with the back of the left wrist. The Referee gives the command to begin, at which

the competitors are required to perform 1 revolution to the left and 1 revolution to the right before initiating any technique.

9. Restricted Steps Push Hands Legal Target Areas

- a) Legal Target Areas: Techniques may be initiated within restricted areas of the body, from below the base of the neck to above the tail bone or bladder area.
- b) Illegal Target Areas: Pushing the neck, head, bladder area, hip joint, or leg is illegal.

10. Restricted Steps Push Hands Violations

The following items are NOT allowed in the competition:

- a) Using techniques excessive in force
- b) Grabbing the opponent's clothes
- c) Double grabbing (grabbing the opponent with both hands)
- d) Holding on (grabbing the opponent with one or both hands or reaching around the opponent's side or back) to prevent loss of balance
- e) Attacking an illegal target area
- f) Reversing the stance to gain advantage
- g) Striking, hitting, punching
- h) Attacking a female opponent's breast
- i) Using the head to attack
- j) Using the legs, knees, or feet to attack
- k) Twisting the joints, grabbing, or *qinna (chin na)*
- l) Using pressure points
- m) Pulling hair
- n) Biting the opponent
- o) Attacking the groin area
- p) Using any technique determined to cause injury to the opponent
- q) Unsportsmanlike conduct
- r) Not following instructions of the Referee
- s) Not completing the mandatory number of revolutions
- t) Receiving coaching during the round

11. Moving Steps Push Hands Legal Target Areas

- a) Techniques may be made within restricted areas of the body, from below the base of the neck to above the waist, and the arms.
- b) Illegal Target Areas: Neck, head, bladder area, hip joints, groin, and legs above and including the ankles.
- c) Competitors may use one or both hands to grab or initiate techniques on the opponent's arms for a maximum of 3 seconds.
- d) Competitors may use one hand only to grab or initiate techniques on the opponent's waist for a maximum of 3 seconds
- e) Competitors may use his / her feet to trip the opponent BELOW the opponent's ankle, without lifting his / her feet off the ground. Kicking is not allowed.
- f) Competitors entangled with each other as a result of close contact of arms, hands, or bodies must separate after 3 seconds to prevent potential injuries.

12. Moving Step Push Hands Violations

The following items are NOT allowed in the competition:

- a) Using techniques excessive in force
- b) Twisting, over-extending, or using techniques causing injuries of the opponent's joints in the legal target area (wrists, elbows, shoulders).
- c) Bending, twisting, grabbing, spraining, or attacking the opponent's thumbs or fingers
- d) Grabbing the opponent's waist or below with both hands (Competitors may use one hand to grab and initiate techniques on the opponent's waist for a maximum of 3 seconds.)
- e) Attacking an illegal target area
- f) Striking, hitting, punching
- g) Attacking a female opponent's breast

- h) Using the legs or knees to attack or initiate techniques
- i) Lift the feet off the ground to attack or initiate techniques above or at the opponent's ankle
- j) Using the head to attack
- k) Using pressure points
- l) Grabbing the opponent's clothes
- m) Pulling hair
- n) Biting the opponent
- o) Attacking the groin area
- p) Using any technique determined to cause injury to the opponent
- q) Unsportsmanlike conduct
- r) Not following instructions of the judges
- s) Not completing the mandatory number of revolutions
- t) Receiving coaching during the round
- u) Attack the opponent after the Referee signals stopping of the match

13. Penalties

- a) For each violation of the competitor, the opponent receives one point.
- b) A competitor will be disqualified for three violations within a match, and the opponent automatically wins the match.
- c) A competitor can be disqualified by the Referee for a single act of using illegal techniques willfully, attacking illegal target areas willfully, or causing injury to the opponent. The opponent automatically wins the match.

14. Restricted Steps Push Hands -- Awarding Points

- a) Competitors may take a step or steps forward or backward, with either the front or the back foot, but the lead foot shall remain within the center circle (Tai Chi Insignia) on the mat.
 - One point is awarded to the competitor if the opponent's lead foot steps outside of the center circle
 - One point is awarded to the opponent if the competitor's lead foot steps outside of the center circle
- b) Competitors may NOT lift their lead foot from the center circle.
 - One point is awarded to the competitor if the opponent's lead foot lifts from the center circle.
 - One point is awarded to the opponent if the competitor's lead foot lifts from the center circle.
- c) Competitor's and Opponent's rear foot may move right or left, as long as they remain on their half of the mat, based on the center line dissecting the center circle.
 - Should the competitor's rear foot step on or cross the center circle dissection line, one point is awarded to the opponent.
 - Should the opponent's rear foot step on or cross the center circle dissection line, one point is awarded to the competitor.
- d) A competitor who accumulates 10 points consecutively (during which the opponent gains 0 point) wins the match immediately. The match terminates immediately.

15. Moving Steps Push Hands -- Awarding Points

- a) One point is awarded when the opponent steps outside of the large circle boundary.
- b) Two point are awarded when the opponent's hand, arm, elbow, or knee touches the ground.
- c) If both competitors fall on the ground at the same time, no point is awarded.
- d) If one competitor falls before the other, the competitor who falls last is awarded one point.
- e) If both competitors step outside of the large circle boundary at the same time, no point is awarded.
- f) If one competitor steps outside the large circle boundary before the other competitor, the competitor who steps outside of the boundary last is awarded one point.
- g) If one competitor steps outside of the large circle boundary and the opponent falls, no point is awarded.
- h) Three points are awarded when the opponent has body contact (other than their feet) outside the large circle boundary.
- i) A competitor who accumulates 10 points consecutively (during which the opponent gains 0 point) wins the match immediately.

16. Determining the Winner

- a) The competitor who has the most points at the end of the match wins the match.
- b) Tie breaker – In case of a tie, the match goes to the competitor with the lighter weight, then the least number of violations. If the tie is still not broken, additional rounds are played until the tie is broken.

17. Determination of Ranking

- a) Individual Ranking: First Prize, Second Prize, and Third Prize are awarded in each weight class among male competitors and each weight class among female competitors, based on the method of elimination.
- b) Group Ranking: The winning group is the group with the most group ranking points, based on individual results of individuals belonging to the group. The group is awarded 3 points for each individual's First Prize, 2 points for each individual's Second Prize, and 1 point for each individual's Third Prize.

18. Distribution of Prizes

- a) Prizes are given out according to the weight classes, from the lightest to the heaviest.
- b) Prizes are given out immediately following the completion of matches for each weight class.

19. Referee's Hand Signals

- a) Awarding Points: The Referee points to the competitor who gets the point(s) with one hand, while holding straight up the other hand with the index finger up for 1 point, with the index and middle fingers up for 2 points, or with the middle, ring, and small fingers up for 3 points.
- b) Violation: The Referee points to the competitor with the violation with one hand, while holding a fist with elbow bent with the other hand. The score keeper awards one point to the opponent.
- c) Serious Violation: Holding both fists up high with the arms crossed, facing the competitor committing the serious violation. The competitor is immediately disqualified. The opponent wins the match automatically.
- d) Pausing the Match and Stopping the Clock: Make a "T" with both hands, facing the time keeper. Time keeper stops the clock until the Referee signals "start" again.
- e) No Point Awarded: Extend arms straight downwards, wave the arms several times. No point is awarded to either competitor.
- f) Starting / Re-starting a match: Place vertical palm between the 2 competitors.
- g) Move vertical palm up from waist level to shoulder level while calling out "Start".
- h) Stopping a match: Move vertical palm down from shoulder level to waist level while calling out "Stop".

20. Ring Officials

- a) The Referee (or Chief Judge) whose duties shall include:
 - a.a.i) Overseeing the work of the Scoring Judges, Timekeeper, and Scorekeepers and generally ensuring smooth operation of his/her ring.
 - a.a.ii) Introducing the competitors and conducting the salute as they are presented.
 - a.a.iii) Ensuring color designation to competitors: one competitor shall be designated as "red" and the other as "black".
 - a.a.iv) Starting, stopping and generally controlling the match in accordance with the rules; ensuring that fighters use only legal techniques; and above all, ensuring the safety of the competitors.
 - a.a.v) Directing the Timekeeper to stop the time clock as necessary for judges' consultation, or when an infringement of the rules, an injury, an argument, or a withdrawal occurs.
 - a.a.vi) Announcing the points according to the votes of the Scoring Judges.
 - a.a.vii) Issuing penalties to fighters in the form of calling out violations, or even disqualifications should the offense merit it. Note that the Referee has the final determination of whether a competitor has violated the rules, short of an appeal to Arbitration Committee of the tournament.
 - a.a.viii) Announcing in a loud and clear manner, the final result of each match.
 - a.a.ix) Presenting awards to competitors at conclusion of the weight class.
 - a.a.x) Conducting the salute to the competitors at the completion of the match.
 - a.a.xi) Acting as the arbiter of disputes that may occur in the course of any match.
 - a.a.xii) Note: The Referee's decision will be final on any judgment not explicitly covered in these rules.
 - a.a.xiii) Reporting to the chief official of the tournament when a judge departs from the rules or does not comply with his/her required duties.
- b) The Scoring Judges (two) whose duties shall include:
 - a.b.i) Evaluating each competitor's performance independently according to the standards set out in this document.

- a.b.ii) Awarding points to each competitor according to the scoring system in this document.
- a.b.iii) Alerting the Referee when a violation of the rules occurs, and then identifying to the Referee what that foul is. In the event the Referee calls for confirmation, the judges should vote according to what they saw.
- c) The Scorekeepers (two) who shall:
 - a.c.i) Record the names of all officials in his/her ring on each score sheet
 - a.c.ii) The names of the Scoring Judges shall be recorded in the order that they sit around the ring starting with the judge to the head table's right and proceeding around the ring in a counter-clockwise fashion.
 - a.c.iii) Inform the Referee of the names of the next two pairs of competitors in the order that they will compete, so that the Referee may announce them.
 - a.c.iv) Record the color designation of each competitor as assigned: one competitor shall be designated as "red" and the other as "black".
 - a.c.v) Record each point announced by the Referee on the score sheet next to the name of the competitor, and announce to the Referee the total number of points for each competitor.
 - a.c.vi) Record on the score sheet next to the name of the competitor each warning or other penalty announced by the Referee, and announce to the Referee the total number of warnings for that competitor.
 - a.c.vii) Record the score for each round on the score sheet, and announce to the Referee the final score for each competitor.
 - a.c.viii) Record on the score sheet any disqualification and reason for disqualification announced by the Referee. Note that in case of disqualification, the opponent will be advanced to the next round.
- a.c.ix) At the conclusion of each match, inform the Referee of the winner.
- d) The Timekeeper who shall:
 - a.d.i) Ensure that the stop watches are in working order and are set to the correct mode to record elapsed seconds.
 - a.d.ii) Ensure that the necessary awards for each division are on hand at the beginning of the division.
 - a.d.iii) Begin timing match when the Referee begins the action.
 - a.d.iv) Pause the timing when the Referee calls "Stop" or "Break", or while the Referee calls for a point and verification and announces his/her decision, or when there is any cessation in the action of a match that exceeds 5 seconds in duration.
 - a.d.v) Resume the timing when the Referee restarts the action.
 - a.d.vi) Inform the Referee by loudly declaring "Time!" or by ringing a bell or gong when the time duration set for the round has been reached.
 - a.d.vii) Keep time for any designated rest period between rounds.

21. Arbitration Committee

- a) The competitor, his / her coach, or his / her team leader must submit request for arbitration in writing to the Arbitration Committee. The written request must clearly state what particular error he / she believes was committed and what action or resolution is desired.
- b) The Arbitration Committee consists of a chairperson and 2 vice-chairpersons.
- c) The Arbitration Committee investigates the matter described in the request.
- d) The Committee may review the official records, examine equipment, and interview any persons involved in an official capacity with the event or action noted in the arbitration request, including the competitor, the Referee, Scoring Judges, Timekeeper, Scorekeeper, opponents in the match, and others as necessary. The arbitrator states his/her findings and decision in writing, responding to the specifics of the matter requested. The decision is final and binding on all parties involved.

22. Color Belts

The competition provisions for 4 sets of color belts (1 red and 1 black in each set). The 2 Scoring Judges will each get 1 set. The remaining 2 sets are for competitors in the ring and the next upcoming set of competitors.

23. The Ring

The ring is a 20' by 20' soft matt with a 13' diameter red circle in the middle, and a 2' diameter small circle (Tai Chi insignia) at the center.

THIS IS A PRE-REGISTRATION TOURNAMENT ONLY. ALL REGISTRATIONS MUST BE TURNED IN BY MAY 9TH 2019.