

Code	Movement - English	Movement - Pinyin	Errors for Deduction	Points
01	Fist	Quán	Face of fist uneven The thumb is not pressing on the second segment of the middle finger	-0.1
02	Palm	Zhǎng	Four fingers not separated (excluding special techniques) The fingers are straightened Tigers mouth not rounded (excluding special techniques) The center of the palm not drawn in and rounded (excluding special techniques)	-0.1
04	Sword Fingers	Jiàn Zhǐ	Index finger and middle finger not kept straight and together Thumb not pressing on the ring finger and little finger	-0.1
05	Hand Technique		Elbow lifted Arm straight Armpit closed	-0.1
06	Body Posture		Head and body not aligned Shoulders hunched, rounded lower back, buttocks sticking out Shoulders shrugged Waist twisted Buttocks protruding	-0.1
40	Raising the leg vertically with the heel facing upwards while remaining standing	Cè Chāo Tiān Dēng Zhǐ	Supporting leg is bent Raised leg is bent	-0.1
15	Low balance with leg stretched forward	Qián Jǔ Tuǐ Dī Shì Píng Héng	Stretched leg below horizontal level	-0.1
16	Low balance with leg inserted behind	Hòu Chā Tuǐ Dī Shì Píng Héng	Foot of inserted leg touches the floor	-0.1
17	Forward Sole Kick with Low Step Balance	Dīshì Qián Dēng Cǎi Jiǎo Píng Héng	The heel of the supporting leg is raised Kicking leg bent at knee The foot of the kicking leg is not turned outwards	-0.1
18	Side kick with sole in balance	Cè Chuài Píng Héng	Kicking leg not extended from bend	-0.1
18	Low Balance with Leg Stretched Forward	Qián Jǔ Tuǐ Dī Shì Píng Héng	Forward stretched leg bends and/or drops below horizontal level at any point during transition from standing to squatting	-0.1
19	Low Balance with Leg Crossed Behind	Hòu Chā Tuǐ Dī Shì Píng Héng	The foot of the leg crossed behind the supporting leg makes contact with the ground	-0.1
22	Hurdler's Split Position	Diē Chā	Front foot turns in and touches the carpet Angle between the two legs is 45° degrees or less	-0.1
23	Parting kick, Heel kick	Fēn Jiǎo , Dēng Jiǎo	Raised leg below horizontal level Raised leg is bent	-0.1
25	Lotus Slap Kick Front Slap Kick	Bǎi Lián Pāi Jiǎo Dǎn Pāi Jiǎo	Kicking Leg Bent When Slapped Slap missed and/or inaudible	-0.1
26	Front slap kick	Pāi Jiǎo	Kicking leg bent when slapped Hand does not slap foot	-0.1
26	Single Knee Raised Position	Tí Xī Dú Lì	Raised knee lower than waist level	-0.1
27	Dragon dive	Què Dī Lóng	Sole of front foot touches the floor Angle between legs smaller than 45 degrees	-0.1
30	Jumping front slap kick, tornado kick, lotus kick	Téng Kōng Fēi Jiǎo, Xuàn Fēng Jiǎo, Téng Kōng Bǎi Lián	Toes of the slapped foot are below shoulder level Slap missed and/or inaudible	-0.1
31	Jumping front stretch kick	Téng Kōng Zhèng Tī Tuǐ	Hanging leg bent at the apex of the kick	-0.1
50	Bow stance	Gōng Bù	Knee of front leg is not above the instep or in front of the toes The thigh of the bending (front) leg is not held at a range from horizontal level to 45° degrees (excluding 45° degrees) above horizontal level Any portion of the sole of the rear leg obviously off the floor The rear foot is not hooked inwards with the toes pointing obliquely forwards Knee of rear leg collapsed inwards passed the medial portion of the rear foot	-0.1
51	Horse Stance	Mǎ Bù	The thigh/s are not held at a range from horizontal level to 45° degrees (excluding 45° degrees) above horizontal level Knee/s collapsed inwards passed the medial portion of the foot/feet	-0.1
52	Empty Stance	Xū Bù	Heel of front leg touches the floor Heel of supporting leg off the floor Knee and toes of supporting leg misaligned	-0.1
53	Drop Stance	Pū Bù	Squatting leg is not in full squat with the back of the thigh in contact with the calf The extended leg is not completely straight Extended leg's foot is not hooked inwards with the sole completely flat on the ground	-0.1
59 54	Advancing step, backwards step, forward step, follow-up step, sideways step	Shàng Bù, Tuǐ Bù, Jìn Bù, Gēn Bù, Cè Xíng Bù	Knee and toes of supporting leg misaligned Foot is dragged when stepping (excluding special techniques) Center of gravity rising and falling when stepping Foot is raised too high off the ground when stepping	-0.1