

Code	Difficulty Connection - English	Difficulty Connection - Pinyin	Requirements
0	Crouching Stance	Pū Bù	The feet land alternately (not simultaneously) Foot shuffles or skips Use of additional support Fall
1	Horse stance	Mǎ Bù	The feet land alternately (not simultaneously) Foot shuffles or skips Use of additional support Fall
2	Butterfly stance	Dié Bù	The feet land alternately (not simultaneously) Forming the butterfly stance only after landing Foot shuffles or skips Use of additional support Fall
3	Single Raised-Knee Stance	Tí Xī Dú Lì	The kicking and slapped foot is not the single leg which is landed on Foot shuffles or skips The foot of the raised knee touches the ground
4	Front split	Diē Shù Chā	The feet land alternately (not simultaneously) Sliding into the splits Use of additional support Fall
5	Hurdler's Split Position	Diē Chā	Foot shuffles The feet land alternately (not simultaneously) Use of additional support Fall
6	Sitting stance	Zuò Pán	Obvious pause before forming Zuò Pán (Cross-Legged Sitting) The thighs are not crossed clearly Use of additional support Fall
7	Bow stance	Gōng Bù	Both feet do not land at the same time Foot shuffles or skips Additional support or fall on the floor
8	Land on take-off foot	Qì Tiào Jiǎo Luò Dì	The kicking/slapped foot is not the single leg which is landed on Foot shuffles or skips
9	Throw and catch weapon	Pǎo Jiē	Jump kick not executed in flight When performing Qiǎng Bèi (Forward Dive Roll), the hip/buttock, knee or single hand is not off the ground when catching the weapon The catch is unsuccessful, or the weapon is caught by the broadsword ribbon/straight sword tassel

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10	Scissor Position	Jiǎn Shì	The feet land alternately (not simultaneously) Additional Support Fall
11	Scorpion Stance	Xiē Shì	Hand and foot landing alternately (not simultaneously) Rear raised Leg touches the floor Use of additional support Fall