



**国际武术联合会**

INTERNATIONAL WUSHU FEDERATION

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**Wushu Taolu**

**Competition Rules**

**&**

**Judging Methods**

**(Excerpt)**

**Additional Rules (Trial)**

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**2019**



# Wushu Taolu Competition Rules & Judging Methods (Excerpt) 2019 Additional Rules (Trial)

*Note: This document is compiled as the additional competition rules and judging methods for Taijijishan in IWUF <Wushu Taolu Competition Rules & Judging Methods (Excerpt) 2019>.*

Adding below part in “ I. Wushu Taolu Competition Rules” :

## Chapter 3 General Regulations

### Article 18 Routine Time Limits

1. Optional Taijiquan, Optional Taijijian, Optional Taijishan and Compulsory Taijijian Routines
  - Between 3 and 4 minutes in total duration.

### Article 20 Competition Equipment and Weaponry

2.2.5 **Fan length:** The length of the fan is about the root of the fan, the fan head is facing up, and the fan head is not lower on the athlete's elbow.

**Fan edge:** The curved edge at the top of the fan face cannot be higher than 1.5 cm above the top of the fan big bone.

### Article 21 Competition Music

In accordance with the regulations, for events that require accompanying music, these routines must be performed with music. Each athlete should provide his or her own music.

## Chapter 5 Optional Routine Content Requirements

### Article 32 Optional Taijiquan, Taijijian and Taijishan Routine Content Requirements



**1. Taijiquan:** Taijiquan shall contain at minimum the following: Eight (8) techniques comprising of Lǎn Què Wěi (Grasp the Peacock's Tail), Zuǒ Yòu Yě Mǎ Fēn Zōng (Part the Wild Horse's Mane to the Left and Right), Zuǒ Yòu Lōu Xī Ào Bù (Brush Knee with Bent Step to the Left and Right), Yún Shǒu (Cloud Hands Wave), Chuān Suō (Work the Shuttle), Yǎn Shǒu Gōng Chuí (Strike with Concealed Fist), Zuǒ Yòu Dào Juǎn Gōng (Retreat with Arms Curling to the Left and Right), Bān Lán Chuí (Deflect, Parry and Punch).

Three (3) stances comprising of Gōng Bù (Bow Stance), Pū Bù (Crouching Stance), Xū Bù (Empty Stance).

Two (2) different leg techniques.

**2. Taijijian:** Taijijian shall contain at minimum the following: Eight (8) sword techniques comprising of Cì Jiàn (Straight Sword Thrust), Zuǒ Yòu Guà Jiàn (Straight Sword Hooking Parry to the Left and Right), Liāo Jiàn (Straight Sword Uppercut), Diǎn Jiàn (Straight Sword Pointing), Pī Jiàn (Straight Sword Chop), Jié Jiàn (Straight Sword Intercept), Mǒ Jiàn (Straight Sword Slicing), Jiǎo Jiàn (Straight Sword Enveloping).

Three (3) stances comprising of Gōng Bù (Bow Stance), Pū Bù (Crouching Stance), Xū Bù (Empty Stance).

**3. Taijishan:** Taijishan shall contain at minimum the following: Eight (8) fan techniques including Cì Shàn (Fan Thrust), Guà Shàn (Fan Hooking Parry), Liāo Shàn (Fan Uppercut), Diǎn Shàn (Fan Pointing), Pī Shàn (Fan Chop), Kāi Shàn (Fan Opening), Hé Shàn (Fan Closing), Pāo Jiē Shàn (Fan Toss/Throw & Catch);

Three (3) stances comprising of Gōng Bù (Bow Stance), Pū Bù (Crouching Stance), Xū Bù (Empty Stance).

**\* Adding below part in “ II. Wushu Taolu Competition Judging Methods”:**

## **Chapter 2 - Evaluation Method and Standard**

### **Section 1 - Evaluation of Quality of Movements (Judging Group A)**

#### **1. Technique Deduction Content & Specification Standards**

##### **1.3 Taijiquan, Taijijian & Taijishan**



1.3.1 Taijiquan, Taijijian & Taijishan technique categories, deduction content and deduction codes. (Table 2-1-3)

Table 2-1-3 Taijiquan, Taijijian & Taijishan technique categories, deduction content & deduction codes.

Category	Technique Name/ Description	Deduction Content	Code
Hand Forms/Shapes, Techniques & Body Posture	<b>Quán</b> (Fist)	<ul style="list-style-type: none"> <li>◆ Face of fist uneven</li> <li>◆ The thumb is not pressing on the second segment of the middle finger</li> </ul>	01
	<b>Zhǎng</b> (Palm)	<ul style="list-style-type: none"> <li>◆ Four fingers not separated (excluding special techniques)</li> <li>◆ The fingers are straightened</li> <li>◆ Tigers mouth not rounded (excluding special techniques)</li> <li>◆ The center of the palm not drawn in and rounded (excluding special techniques)</li> </ul>	02
	<b>Jiàn Zhǐ</b> (Sword Fingers)	<ul style="list-style-type: none"> <li>◆ Index finger and middle finger not kept straight and together</li> <li>◆ Thumb not pressing on the ring finger and little finger</li> </ul>	04
	<b>Hand Technique</b>	<ul style="list-style-type: none"> <li>◆ Elbow lifted</li> <li>◆ Arm straight</li> <li>◆ Armpit closed</li> </ul>	05
	<b>Body Posture</b>	<ul style="list-style-type: none"> <li>◆ Head and body not aligned</li> <li>◆ Shoulders hunched, rounded lower back, buttocks sticking out</li> <li>◆ Shoulders shrugged</li> <li>◆ Waist twisted and Buttocks protruding</li> </ul>	06
Balance Techniques	<b>Dīshì Qián Dēng Cǎi Jiǎo Píng Héng</b> (Forward Sole Kick with Low Step Balance)	<ul style="list-style-type: none"> <li>◆ The heel of the supporting leg is raised</li> <li>◆ Kicking leg bent at knee</li> <li>◆ The foot of the kicking leg is not turned outwards</li> </ul>	17
	<b>Qián Jǔ Tuǐ Dī Shì Píng Héng</b> (Low Balance with Leg Stretched Forward)	<ul style="list-style-type: none"> <li>◆ Forward stretched leg bends and/or drops below horizontal level at any point during transition from standing to squatting</li> </ul>	18



	<p><b>Hòu Chā Tuǐ Dī Shì</b> <b>Píng Héng</b> (Low Balance with Leg Crossed Behind)</p>	<ul style="list-style-type: none"> <li>◆ The foot of the leg crossed behind the supporting leg makes contact with the ground</li> </ul>	19
Leg Techniques	<p><b>Diē Chā</b> (Hurdler's Split Position)</p>	<ul style="list-style-type: none"> <li>◆ Front foot turns in and touches the carpet</li> <li>◆ Angle between the two legs is 45° degrees or less</li> </ul>	22
	<p><b>Fēn Jiǎo</b> (Parting Kick)</p> <p><b>Dēng Jiǎo</b> (Heel Kick)</p>	<ul style="list-style-type: none"> <li>◆ The raised leg is bent</li> <li>◆ The raised leg is below horizontal level</li> </ul>	23
	<p><b>Bǎi Lián Pāi Jiǎo</b> (Lotus Slap Kick)</p> <p><b>Dǎn Pāi Jiǎo</b> (Front Slap Kick)</p>	<ul style="list-style-type: none"> <li>◆ Kicking Leg Bent When Slapped</li> <li>◆ Slap missed and/or inaudible</li> </ul>	25
	<p><b>Tí Xī Dú Lì</b> (Single Knee Raised Position)</p>	<ul style="list-style-type: none"> <li>◆ Raised knee lower than waist level</li> </ul>	26
	<p><b>Téng Kōng Fēi Jiǎo</b> (Jumping Front Slap Kick)</p> <p><b>Xuàn Fēng Jiǎo</b> (Tornado Kick)</p> <p><b>Téng Kōng Bǎi Lián</b> (Jumping Lotus Kick)</p>	<ul style="list-style-type: none"> <li>◆ Toes of the slapped foot are below shoulder level</li> <li>◆ Slap missed and/or inaudible</li> </ul>	30
Jumping Techniques	<p><b>Téng Kōng Zhèng Tī Tuǐ</b> (Jumping Front Straight Kick)</p>	<ul style="list-style-type: none"> <li>◆ Hanging leg bent at the apex of the kick</li> </ul>	31



<b>Stances &amp; Footwork</b>	<b>Gōng Bù</b> (Bow Stance)	<ul style="list-style-type: none"> <li>◆ Knee of front leg is not above the instep or in front of the toes</li> <li>◆ 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</li> <li>◆ Any portion of the sole of the rear leg obviously off the floor</li> <li>◆ The rear foot is not hooked inwards with the toes pointing obliquely forwards</li> <li>◆ Knee of rear leg collapsed inwards passed the medial portion of the rear foot</li> </ul>	50
	<b>Mǎ Bù</b> (Horse Stance)	<ul style="list-style-type: none"> <li>◆ The thigh/s are not held at a range from horizontal level to 45° degrees (excluding 45° degrees) above horizontal level</li> <li>◆ Knee/s collapsed inwards passed the medial portion of the foot/feet</li> </ul>	51
	<b>Xū Bù</b> (Empty Stance)	<ul style="list-style-type: none"> <li>◆ Heel of front leg touches the floor</li> <li>◆ Heel of supporting leg off the floor</li> <li>◆ Knee and toes of supporting leg misaligned</li> </ul>	52
	<b>Pū Bù</b> (Crouching Stance)	<ul style="list-style-type: none"> <li>◆ Squatting leg is not in full squat with the back of the thigh in contact with the calf</li> <li>◆ The extended leg is not completely straight</li> <li>◆ Extended leg's foot is not hooked inwards with the sole completely flat on the ground</li> </ul>	53



	<p><b>Shàng Bù</b> (Advancing Step)</p> <p><b>Tuì Bù</b> (Retreating Step)</p> <p><b>Jìn Bù</b> (Forward Step)</p> <p><b>Gēn Bù</b> (Follow-up Step)</p> <p><b>Cè Xíng Bù</b> (Sideways Step)</p>	<ul style="list-style-type: none"> <li>◆ Knee and toes of supporting leg misaligned</li> <li>◆ Foot is dragged when stepping (excluding special techniques)</li> <li>◆ Center of gravity rising and falling when stepping</li> <li>◆ Foot is raised too high off the ground when stepping</li> </ul>	59
<b>Weapon Techniques</b>	<p><b>Guà Jiàn</b> (Straight Sword Hooking Parry)</p> <p><b>Liāo Jiàn</b> (Straight Sword Uppercut)</p> <p><b>Guà Shàn</b> (Fan Hooking Parry)</p> <p><b>Liāo Shàn</b> (Fan Uppercut)</p>	<ul style="list-style-type: none"> <li>◆ Straight wrist and forearm are aligned</li> <li>◆ No obvious vertical circle formed</li> </ul>	60
	<p><b>Wò Jiàn</b> (Gripping the Straight sword)</p> <p><b>Kāi Shàn</b> (Fan Opening)</p> <p><b>Hé Shàn</b> (Fan Closing)</p>	<ul style="list-style-type: none"> <li>◆ Any finger wraps around the top of the hand guard and touches the edge of the blade</li> <li>◆ When opening the fan, the fan surface is not fully opened ( less than 180 °), and the fan bone is not aligned when the fan surface is opened.</li> <li>◆ The two big bones are not closed when the fan is closed.</li> </ul>	61
	<p><b>Cì Shàn</b> (Fan Thrust),</p> <p><b>Pī Shàn</b> (Fan Chop)</p>	<ul style="list-style-type: none"> <li>◆ Arm and fan are not aligned</li> </ul>	63



	<b>Pāo Jiē Shàn</b> (Fan Toss/Throw & Catch)	◆ Failure to catch the fan by the bottom/handle with a single hand	66
	<b>Jiǎo Jiàn</b> (Straight Sword Enveloping)	◆ No obvious vertical circle formed	68
	<b>Diǎn Shàn</b> (Fan Pointing)	◆ No obvious wrist lift	69

\* Adding below part in II Wushu Taolu Competition Judging Methods

## Chapter 2 - Evaluation Method and Standard

### 2. Other Errors Deduction content, standards & codes

#### 2.1 Other Errors deduction content, standards & codes (Table 2-1-6)

Table 2-1-6 Other Errors Deduction Content, Standards & Codes

Category	Deduction Content & Criteria	Code
<b>Loss of Balance</b>	◆ Torso sways (deduct 0.10)	70
	◆ Foot shuffles or skips (deduct 0.10)	
	◆ Additional Support (deduct 0.20)	71
	◆ Fall (deduct 0.30)	72
<b>Weapons &amp; Apparel</b>	◆ Weapon unintentionally makes contact with the floor (deduct 0.10)	73
	◆ Loss of grip (deduct 0.10)	
	◆ Weapon strikes the body (deduct 0.10)	
	◆ Weapon deforms (deduct 0.10)	
<b>Weapons &amp; Apparel</b>	◆ Taijishan surface is detached from fan bone (deduct 0.10).	74
	◆ Weapon Broken: Taijishan big bone and/or small bone fractures, Taijishan nail falls off (deduct 0.20)	
	◆ Weapon dropped on the floor (deduct 0.30)	75
	◆ Broad Sword Ribbon; Straight sword Tassel; Spear Tassel; Garment Item; Headwear dropped on the floor (deduct 0.10)	76
◆ Broad Sword Ribbon; Straight sword Tassel; Soft Weapon entangles hand or body (deduct 0.10)		
<b>Other</b>	◆ Balance technique not maintained for at least 2 seconds (deduct 0.10)	77
	◆ Any part of competitors body touches floor outside carpet boundary line. (deduct 0.10)	78
	◆ Forgetting (Movement Forgotten) (deduct 0.10)	79



## 2.2 Other Errors Deduction Standards

- **Sway:** A sway is defined an athlete's upper body is displaced (sways) in 2 different directions. For example, the athlete loses his center of balance and leans his or her upper body to maintain his balance, either left or right, forward and backwards, or in a circular motion ending upright, it is regarded as a sway.
- **Shuffle:** This refers to a situation when standing or landing on both feet or on a single foot or on one foot and one leg. Should any supporting foot move or be displaced laterally it is considered as a shuffle.
- **Skip:** This refers to a situation when standing or landing on both feet or on a single foot. Should any supporting foot leave the carpet in a skip or hop it is considered a skip.
- **Additional Support:** Should an athlete during his/her performance, either when moving or in a set posture, lose balance and make use of a hand, elbow, knee, nonsupporting leg (during a single leg posture) or the weapon as an additional support it is considered as an additional support. (Note: should the weapon hit the floor during the course of a movement without any force applied to it as additional support it should be considered as a weapon hitting the body or floor and be deducted for accordingly).
- **Fall:** Should an athlete during his/her performance, either when moving or in a set posture, lose balance and make use of both hands, the head, the upper arm (above the elbow), shoulder, torso, buttocks; or should any two or more parts of the body simultaneously make contact with the floor, or one part of the body and the weapon  
  
(the weapon is considered an extension of the arm), it is considered as a fall.  
(Note: In Choreographed Sparring events, intentional falls to the ground are neither considered as nor deducted for as falls).
- **Weapon-Touching-Body:** Should an athlete during a technique with a weapon strike, tap or touch any part of his/her body, it will be considered as weapon-touching-body and be deducted accordingly.



- **Weapon Deformed:** This refers to when the weapon has been deformed to degree in excess of 45° from its original intended shape.
- **Out-of-bounds:** Should an athlete during his/her performance, touch the floor outside of the boundary line of the competition arena with any part of his/her body, it is considered as out-of-bounds. Should the weapon touch the floor outside of the boundary line of the competition arena; or if any part of the performer's body is extended beyond the boundary line of the competition arena but does not make contact with the floor it is not considered as out-of-bounds.
- **Balance Technique Static/Motionless Timing:** Calculation of time begins when the movement first stops in a static or motionless state. This applies to Changquan, Jianshu, Daoshu, Qiangshu & Gunshu events only.
- **Forgetting:** Should an athlete during his/her performance have a lapse of memory and be interrupted and pause unconventionally or have chaotic movements, it is considered as forgetting.
- Should during a single technique, more than one <other error> occur, they will be deducted in a cumulative manner.
- Other Errors will be deducted as they occur in a cumulative manner.

## Chapter 3 Taijishan main movements' Technique Specifications

### 1. Taijishan Technique

- 1.1 **Kāi Shàn** (Fan opening) Fan opens completely. Two big fan bones have to be aligned in a line (180 °).
- 1.2 **Hé Shàn** (Fan Closing) Fan closes and two big fan bones are overlapped.
- 1.3 **Cì Shàn** (Fan Thrust) The closed fan thrusts straight forward, the arm and the fan are aligned in a line and the focus of force on the tip of fan.
- 1.4 **Guà Shàn** (Fan Hooking Parry) The fan is closed with wrist rising vertically and keep close to the body , the tip of the Fan travels from the front head down or to the rear with focus of force on the upper portion of the fan.



- 1.5 **Liāo Shàn** (Fan Uppercut) The fan travels from low upwards ahead to the from in an uppercutting arc with the focus of force on the upper portion of fan.
- 1.6 **Diǎn Shàn** (Fan Pointing) The closed fan and fan head points forward and downward with the focus of force on the front of fan head.
- 1.7 **Pī Shàn** (Fan Chop) The closed fan chops downwards with the focus of force on the fan body.
- 1.8 **Pāo Jiē Shàn** (Fan Toss/Throw & Catch) The opened fan throws away the body. The fan rotates (turns over) no less than 360° in the air before holding the fan root; when the fan is thrown away the body, the fan rotates (turns) no less than 180° in the air before holding the fan's head.

## 2. Taijishan stances

- 2.1 **Gōng Bù** (Bow Stance) -Same as Tajiquan and Taijijian.
- 2.2 **Pū Bù** (Crouching Stance) -Same as Tajiquan and Taijijian.
- 2.3 **Xū Bù** (Empty Stance) -Same as Tajiquan and Taijijian.



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