

Rules of Chinese Kuoshu



Sports Federation of the Republic of China

Kuoshu/Wushu Federation of the Republic of China

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Chapter I

GENERAL

Article 1.

Cultivation of Martial Ethics: With inheriting and passing-down of ancient Chinese martial arts and culture as the purpose, anyone who practices martial art must comply with martial ethics, and uphold such conduct as loving-one's-country, loving-one's-society and loving-one's-people. Kuoshu tournaments are held for bringing martial artists together through competition as well as for promoting kuoshu. Athletes shall follow all rules and abide by the ruling of the referees, developing highly the spirit of sportsmanship.

Article 2.

The following rules shall be applied to Kuoshu competitions held by the Kuoshu/Wushu Federation of the Republic of China and all the member nations of the International Chinese Kuoshu Federation (ICKF).

Article 3.

Kuoshu competition shall consist of forms, weapons, and duel and leिताi competitions.

- A.** Forms: Take the forms currently practiced by various factions of Kuoshu/Wushu Federation of the Republic of China as principle.
Form competition shall include "Nan Chuan", "Pei Chuan" and "Neichia Chuan" in division of man and woman.
- B.** Weapons: Take 18 kinds of ancient long and short weapons as mainstream and standard. For their width, weigh and regulations, refer to the graphics. Other than those mentioned, the weapons are listed as Chimen weapons.
Weapon competition shall include "long", "short" and "chi weapons" in division of man and woman.
- C.** Duel competitions: Duel competitions can be divided into one- to- one or two-to-two, and so on, regardless of what they are-- forms, weapons, or combined duel of forms and weapons, in division of man and woman.
- D.** Leिताi Competitions: They include bare-hand, apparatus chichi and kuachi in division of man and woman.

Article 4

An athlete who will take part in leिताi competition must perform ahead of competition a form that must be one as listed in the "forms" prescribed in this Kuoshu Rule (Chung Yi Chuan, or Fuhsing Chuan or Lienpu Chuan).

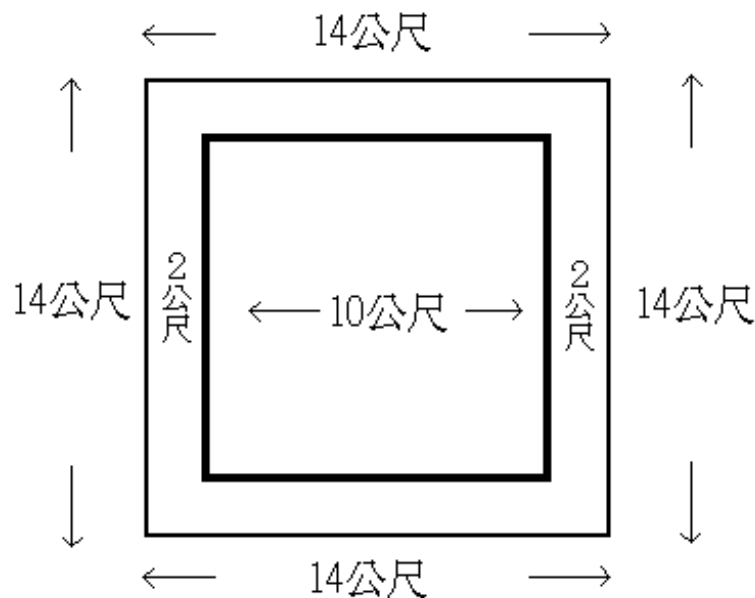
Only those whose performance is rated as qualified is eligible to take part in leिताi competition.

Chapter II

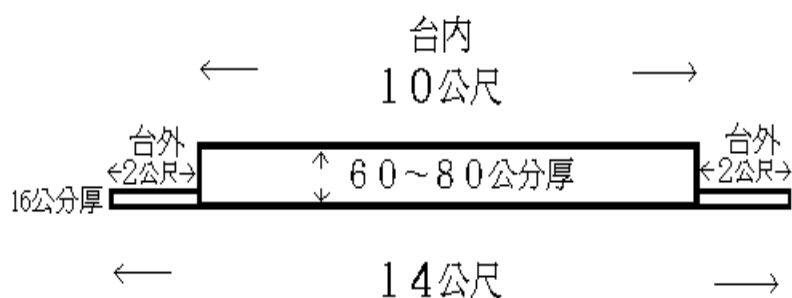
FIELD AND EQUIPMENT

Article 5 Field

- A. Competition field for forms, weapons and duel: a square 10-12 m x 10-12 m with the surface or the surface paved with mats that is even and free from what may interfere with a contestant's performance of forms, weapons and duel.
- B. Competition field for bare hand leitai: a square 9-12m x 9-12m with the surface or the surface covered with mats must be safe, soft and resilient.
- C. Competition platform for bare-hand leitai: a platform 0.6m—0.8m higher than the ground level, or on an area of which the surface is level with the ground. However, in this case, the area immediately surrounding the field shall be paved with mats 2 meters wide for the safety of the contestants.
- D. In addition to the mats paved around the platform, there must be an open space around to separate the audience or other personnel from the platform.
- E. The seat for referee-general should be 0.3m-0.4m high, 2m long and 2m wide.
- F. Diagram of leitai (platform)
 - (1) The floor plan of leitai:



(2) Side View of Leitai:



(translation: 公尺 meter, 公分 centimeter, 台内 inside leitai, 台外 outside leitai, 厚 thickness)

Article 6. Equipment

A. Bare-hand leitai:

- (1) Protective gear: Prior to competition, contestants shall wear the safe, self-prepared, uniformly-made protective gear prescribed by the competition's organizing committee. (Head gear, mouth piece, gloves, chest protector, groin guard, and shin guards.)
- (2) Uniforms: During the competition, contestants shall wear those uniforms recognized by the competition's organizing committee (white kungfu-style shirt with no pockets, black lantern-style trousers, short-high boots (depending on the decision by the competent referee on-spot) black or grade (Tuan) waist belt, as shown in figure)

B. Forms, Weapons and Duel:

Uniforms: During the competition, contestants shall wear those uniforms as recognized by the competition's organizing committee (white kungfu-style shirt with no pockets, black lantern-style trousers, short-high boots, black or grade (Tuan) waist belt, as shown in figure)



Chapter III

OFFICIALS AND DUTIES

Article 7. The Referee Committee, established in accordance with the competition events as set forth in Article 3, shall consist of one referee general, 1-2 deputy referee generals.

- A.** For forms, weapons, duel, bare-hand leitai, kuachi leitai and apparatus chichi leitai, there should be one referee-in-chief, and 1-2 assistant referees-in-chief.
- B.** For bare hand leitai and apparatus chichi leitai, there should be one executive referee on floor.
- C.** For kuachi leitai, there should be one executive referee and one assistant executive referee.
In addition, there shall be a number of scoring judges respectively in charge of refereeing competition events as prescribed by the organizing committee.

Article 8. Duties of Referees and Officials

- A. Referee general**
 - (1) To define, based on the spirit and letter of the rules, the provisions about which there are different opinions in interpretation and/or points not specifically covered in the rules.
 - (2) To pass judgment on discrepancies of decisions among referees and to keep referees under good discipline.
 - (3) To maintain competition site's discipline and confirm integrity of completion site and equipment.
 - (4) To preside over referee meetings.
 - (5) To announce the contestants resulting places of the various competition events according to the scores rated by the judges.
- B. Deputy Referee General: 1-2 persons**
 - (1) To assist the referee general in dealing with rules interpretation, and refereeing matters.
 - (2) To act for the referee general in the latter's absence.
- C. Forms, weapons, and duel:**
 - (1) Referee in chief: 1 person each for forms weapons and duel
 - a.** To administer refereeing for forms, weapons or duel competitions.
 - b.** To explain competition rules.
 - c.** To pass judgment on discrepancies between scores rated by scoring judges.
 - d.** To pass final judgment on competition results.

- (2) Assistant referee-in-chief: 1 person each for forms, weapons and duel
 - a. To assist the referee-in-chief in handling refereeing of the competition events concerned.
 - b. To act for the referee-in-chief in the latter's absence.

- (3) Scoring judges: (5-7 persons per section)
 - a. To record points won by the contestants.
 - b. To rate the contestant's results

D. Bare-hand leitai

- (1) Referee-in-chief: 1 person
 - a. To administer refereeing.
 - b. To explain the rules of the competition.
 - c. To pass judgment on discrepancies between scores rated by the executive referee.
 - d. To decide the winner of each bout according to the scores rated by the executive referee.
- (2) Assistant referee-in-chief: 1 person
 - a. To assist the referee-in-chief in handling refereeing of the competition concerned.
 - b. To act for the referee-in-chief in the latter's absence.
- (3) Executive referee: one person
 - a. To exercise field refereeing of a competition.
 - b. According to rules, to rule on (fall-down to the ground, off-leitai, warning, admonishing, time-out, give first aid, move around with no will to fight, second counting, no technique themselves, consecutive fist movement, consecutive kicking, fall to the ground on purpose, invalid scoring, no scoring, raising winner's hand, and disqualification)
 - c. To rate each round's scores.
- (4) Scoring judges: 5-7 persons
 - a. To record contestant's scores
 - b. To rate the scores by pointing to the part of the body hit by the opponent (as shown in slash lines of the figure)
 - c. To calculate the total scores given by 5-7 scoring judges (without being calculated by using computer)
 - d. To calculate the final scores by discarding the highest and lowest scores rated by two scoring judges and the average of the remaining scores rated by 3-5 scoring judges shall be the contestant's result.
 - e. When the number of scoring judges is 5, the scores are accepted if 3 or more than 3 scoring judges agree on. (Calculated by using computer)
 - f. When the number of scoring judges is 7, the scores are accepted if 4 or more than 4 scoring judges agree on. (Calculated by using computer)

- (5) Scorer and timekeeper: 2 persons (assumed by qualified referees)
 - a. To calculate and record competition results and send them to the announcer after being signed by referee-in-chief.
 - b. To keep contestants' personal data. (This shall not be released or transferred to unauthorized personnel without permission of the referee-in-chief.)
 - c. To be responsible for controlling and announcing the time. (Including time-outs)

E. Competition Section:

(1) Chief: one person

- a. To be responsible for weigh-in and classification and lots-drawing.
- b. To perform roll-call and check contestants' eligibility.
- c. To receive and distribute contestants' records.
- d. To prepare the competition schedule.

(2) Deputy Chief: one person

- a. To be responsible for weigh-in and classification and lots drawing
- b. To perform roll-call and check contestants' eligibility
- c. To check uniforms, weapon and protective gears.

(3) Clerk:

- a. There should be assigned a certain number of clerks responsible for scheduling competitions. (depending on actual requirement)
- b. There should be assigned a certain number of clerks responsible for examining and recording. (depending on actual requirement)
- c. The clerk responsible for scheduling competitions shall assist the chief in his work.
- d. The clerk responsible for examining and recording shall guide the contestants to get in and out of competition site.
- e. The clerk responsible for examining and recording shall assist deputy chief in his work.
- f. To receive and distribute contestants' documents.

F. Photographer/film maker: 2-3 persons

- a. To photograph and/or film each competition event. .
- b. To photograph and/or film opening and closing ceremonies.
- c. To photograph and/or film special personage, events, and other matters of interest.

G. Announcer: 2 -3 persons

- a. To announce the names of the contestants, who are about to have their turn on stage, including their delegation's names.
- b. To make any announcements relevant to points scored, winning and losing of the competition.
- c. To announce the names and placings of winning delegations.

H. Medical personnel: 2-4 doctors and nurses

- a. To handle injuries occurring during the competitions.
- b. To determine whether an injured contestant can continue with the competition.
- c. To examine the contestants' physical condition (mainly, weight, pulse and. blood pressures).

I. Field administrator:

- a. To supervise competition, and safety of equipment and to control the progress of the competition.
- b. To handle any matters concerning the competition.
- c. To maintain order on the field.

J. Venue arrangement section

(1) Chief: one person

- a. To be responsible for venue arrangement and flexible retreat mechanism
- b. To complete the venue arrangement in accordance with diagram given by the Organizing Committee regarding the placement of equipment, moving line, competition area, etc.

(2) Venue arrangement clerks:

- a. There should be a certain number of clerks in charge of venue arrangement (depending on actual requirement)
- b. The above said clerks should make venue arrangement according to the instruction of the chief.

Chapter IV

BARE-HAND LEITAI COMPETITION

Article 9: Weight Classes

A. Males:

Male contestants are divided into 10 weight classes, as follows:

- | | |
|-------------------|---------------|
| (1) Light C: | Below 48kg |
| (2) Light B: | 48.1-53kg |
| (3) Light A: | 53.1-58kg |
| (4) Middle C: | 58.1-63kg |
| (5) Middle B: | 63.1-68kg |
| (6) Middle A: | 68.1-73kg |
| (7) Heavy C: | 73.1-78kg |
| (8) Heavy B: | 78.1-83kg |
| (9) Heavy A: | 83.1-88kg |
| (10) Super Heavy: | Above 88.1 kg |

B. Females:

Female contestants are divided into 7 weight classes, as follows:

- | | |
|------------------|--------------|
| (1) Light C: | Below 46kg |
| (2) Light B: | 46.1-50kg |
| (3) Middle C: | 50.1-55kg |
| (4) Middle B: | 55.1-60kg |
| (5) Heavy C: | 60.1-65kg |
| (6) Heavy B: | 65.1-70kg |
| (7) Super Heavy: | Above 70.1kg |

Article 10. Scoring, no scoring, time-out

A. Bare-hand leitai competition: The following movements are rated for the results:

(1) (Scoring 1 point)

- a.** The contestant shall be awarded one point for each direct hit with his fist or foot on any part of the opponent's body indicated by the black lines on figure 4.
- b.** In the course of competition, the contestant shall be awarded one point when he falls down to the ground of his own accord and hits the effective part of the opponent's body. (He should stand up immediately)
- c.** In the course of competition, while using one hitting and one kicking technically in succession in an attempt to win the continuing accumulative points, the contestant shall be awarded one point each for hitting and kicking.
- d.** One point shall be deducted if given admonishing.
- e.** One point shall be deducted if given warning.

(2) (Scoring 2 points)

- a.** The contestant who knocks his/her opponent to the ground using hand (palm) or kicking (sweeping) technically shall be awarded 2 points. Touching the ground with the body, hand, or knee after being struck shall be regarded as being struck to the ground.
- b.** In the course of competition, the contestant who falls down to the ground of his own initiative to hit his/her opponent down to the ground shall be awarded 2 points. (He should stand up immediately).
- c.** In the course of competition, the constant who falls down to the ground of his own initiative, in an attempt to sweep his/her opponent, but unable to stand up right away, his/her opponent shall be awarded 2 points.
- d.** In the course of competition, the contestant who wrestles his/her opponent down to the ground using one single hand or one single foot shall be awarded 2 points. (finished within one second)

(3) (Scoring 3 points)

- a.** The contestant who knocks his/her opponent off the platform or out of the playing field using fist (palm) or kick (sweep) him/her off the platform or out of the playing field using foot shall be awarded 3 points. (Pushing his/her opponent off the platform or out of the playing field should not be awarded points)
- b.** Although fiercely attacking his/her opponent using hand and foot technically, the contestant falls from the platform or retreats from the field caused by his/her opponent's

quick dodging. His/her opponent shall be awarded 3 points. (The attacker being pushed to fall down from the platform should not be awarded points)

- c. Three points shall be deducted if given admonishing.
- d. Three points shall be deducted if given warning.

(4) (Scoring 10 points)

As the contestant just moves around with no will to fight for more than 10 seconds, his/her opponent shall be awarded 10 points

(5) Adding point for hitting down a contestant to the ground

Hit down to the ground by his/her opponent using one hitting method or one kicking method, the contestant stands up after counting 5 seconds and hits his/her opponent down to the ground. Besides being awarded the points for hitting down his/her opponent, he/she shall be awarded one more point for the additional hitting method or kicking method.

(6) No scoring

- a. No points shall be awarded to either contestant if they fight each other by holding each other's hand or foot at random resulting in both falling down to the ground.
- b. No points shall be awarded if the contestants throw each other to the ground no matter whether one's body is above or below the others.
- c. In the course of competition, no points shall be given to either contestant if they use right or left hands interactively to hit in succession each other. (Given admonishing)
- d. In the course of competition, no points shall be given to either contestant if they use right and left foot interactively to kick in succession each other. (Given admonishing)
- e. No points shall be awarded to either contestant if they embrace and wrestle each other at random.
- f. In the course of competition, the contestant who falls down to the ground of his own initiative, in an attempt to sweep his/her opponent, but unsuccessful and stands up right away. No point shall be given to his/her opponent.
- g. During the progress of competition, the contestant, who is struck down to the ground, stands up within 5 seconds and can raise both hands above the head (clear-headed). No point shall be given for the part hit.

(7) Time-out

During the progress of competition, time-out is called

- a. when contestant (s) is injured, needing first-aid,
- b. when an unexpected thing happens, which may affect the progress of competition,
- c. when a contestant's uniform or protective gear become loose or unfastened,
- d. when an appeal is lodged.

Article 11 Ruling of a winner and a loser of a bout:

A. Ruling of a winner and a loser of a bout

- (1) If a contestant is knocked off the platform or out of the field and is unable to continue the contest within 10 seconds, his/her opponent is ruled the winner.

- (2) If a contestant shows no will to fight and moves around without engaging with his/her opponent in 10 seconds, his/her opponent will be awarded 10 points (for the first time). If such actions are repeated (for the second time) in the following round, he/she shall be disqualified from continuing with the rest of the bout.
- (3) During the progress of the competition, a contestant who is struck to the ground 3 times, found to be so weak as to be unable to continue, or found to be attempting to evade the opponent's attack for 10 seconds, shall be ruled a technical failure.
- (4) After conclusion of three rounds, a contestant who wins more points than his/her opponent shall be ruled winner of the bout. If each contestant has same score, the contestant who is given less warning and admonishing shall be ruled winner. (Warning is higher than admonishing in degree)
- (5) After conclusion of three rounds, if each contestant has the same score, number of warning and admonishing, there shall be held an extra round to decide the winner. If this extra round still results in a tie, the contestant who gets point first in this extra round shall be named the winner. (No additional rounds shall be held.)
- (6) A contestant who holds his opponent by CHIN NA (catching and grappling) and keeps him/her from disengaging for 15 seconds shall be named the winner of the round.
- (7) As the competition progresses, a contestant's team leader or coach shall not ask for suspension of the competition without justification. In this case, his/her actions shall be deemed as forfeiture of the competition.
- (8) As the competition progresses, a contestant shall not ask for suspension of the competition without justification, in this case, he/she shall be disqualified from continuing the rest of the competition.
- (9) During the time of rest, no contestants use oxygen or drug, otherwise, they shall be disqualified and the results and placing they have previously achieved shall be repealed.
- (10) A contestant who deceives the referee for being injured shall be disqualified and his/her placing he/she has previously achieved shall be repealed.
- (11) A contestant who ignores referee's signal of "stopping" and continues to strike his/her opponent already struck down to the ground, while the executive referee is counting seconds shall be disqualified. (This shall be deemed as intentionally trying to injure his/her opponent. The offending contestant shall be legally liable for the injury caused.)
- (12) A contestant who is absent from being checked and examined, or leaves arbitrarily checking/examining room though checked and examined without being led by the checker/examiner to the field for competition shall be disqualified and the placing and result he/she has won shall be repealed.

- (13) When the contestant who is injured caused by his/her opponents grave violation of the rules is unable to take part in the next competition, his/her opponent (offender) shall be given one warning and disqualified from continuing the following competition.

B. Deduction of points due to actions in grave violation of rules (warning)

(1) Parts of the body banned from being hit:

- a. Back of the head.
- b. Eyes.
- c. Throat.
- d. Genitals.

Note:

In leitai competitions, due consideration to contestants' safety is of most importance. For junior and senior high school student contestants, whether their heads are permitted to be hit shall be at the discretion of the organizing committee. Any decision in this regard shall be clearly prescribed in the competition program.

Penalty:

A contestant who violates the afore-mentioned ban shall have one point deducted from his/her score for the first violation. Three points shall be deducted for a second violation and disqualification shall be imposed on the offender for a third violation. However, if a contestant, whose violation is deemed to be a grave offense shall be disqualified instantly. Furthermore, should a contestant intentionally injure an opponent, the offender shall be legally liable for any injuries caused by his/her actions.

(2) Items of technical fouls :(given admonishing)

- a. Disobeying the referee's rulings.
(This applies to contestants, coaches, members of the delegations, and those who protest irrationally.)
- b. Hitting the opponents before the executive referee gives the signal to start.
- c. Actions that hinder the progress of the competition.
- d. Yelling outside the field by officials of any delegation in such a way as to affect the order of the competition.
- e. During the progress of competition, no contestant shall attack his/her opponent in succession using both of his/her hands or both of his/her feet.
- f. When time-out is called because a contestant's uniform or protective gear becomes loose or unfastened, only his/her coaches permitted by the executive referee shall enter the field to render assistance. No unauthorized personnel shall approach the field.
- g. During the progress of the competition, no contestant shall pull his/her opponent's clothes. The violator shall be given one warning.

Penalty:

A contestant who commits any of the above defined fouls (items a--g) shall receive a warning for the first offense, be penalized one point for a second offense, 3 points for the third offense, and 3 points for the fourth offense and be disqualified and ordered to leave the field immediately for the fifth offense.

Article 12 Time Limits and Rules for Round and Bout:

- a.** Each bout shall consist of 3 rounds—general scoring system. (discard the highest and lowest scores, the average of the remaining scores)
- b.** Each round shall last 3 minutes, with a 1-minute period between rounds.
- c.** For junior high school student contestants, each round shall last 2 minutes, with 1 minute period between rounds.
- d.** Upon hearing the sound of beating drum 3 times, the referee enter the field ready for competition.

- (1) Upon seeing or hearing the signal marking the beginning of the competition, the designated contestants shall enter the competition field, bow to each other in the form of the traditional Chinese courtesy after hearing the command “Salute--Ready”, and begin the competition as soon as hearing the command "Start".
- (2) Upon hearing the timekeeper's signal to stop, the contestants shall cease sparring, return to their respective corners, and await further instructions.
- (3) During this period, authorized officials, limited to two persons per contestant, are permitted to render such services as massage and sweat wiping for their contestants.
- (4) When the competition is ended, both contestants shall remain on the platform/field until the results of the competition are announced.
- (5) The executive referee shall raise the hand of the winning contestant, declaring him/her the winner of the bout.
- (6) Upon the announcement of the result, both contestants shall bow to each other in the form of the traditional Chinese courtesy.
- (7) Both contestants shall bow to the executive referee in the form of the traditional Chinese courtesy.
- (8) Upon hearing the command” retreat”, the contestants leave the field.

Article 13 Execution of competition, rating and recording

- a.** Each competition shall be presided over by referee-in-chief and executed by executive referee in charge of refereeing on the platform/ field.
- b.** Besides publicized, the scores won by the contestants from each bout shall be recorded in the established forms for reference.
- c.** At the end of each bout, the executive referee shall announce the winner by using hand signal.
- d.** The referee-in-chief, after integrating the results, shall determine and proclaim the winner of the bout at the end of each bout. The announcer shall also make it known to the audience through public address system, including the winner's name, weight class and delegation.

Chapter V

FORMS, WEAPONS AND DUEL COMPETITION

Article 14 Forms, Weapons, and Duel Competition

- a.** Forms: Nan Chuan, Pei Chuan, and Neichia Chuan
 - b.** Weapons: Long weapons, short weapons and Chi weapons
 - c.** Duel: Forms duel, forms and weapons combined duel, weapons duel. (Choose one of them regardless of man or woman.)
- (1) Following the scheduled time and program of competition, contestants shall arrive at and stay in orderly fashion in the ready area at least 15 minutes before the designated time of their performance.
 - (2) In compliance with the optional and compulsory forms, weapons and duel, a contestant, upon hearing his/her name announced, shall run to the center of the competition field, face the referee-in-chief, and begin performing as soon as he/she hears the command or sees the sign “begin”.
 - (3) After finishing the performance of forms, or weapons or duel, the contestant shall return to the ready area. (Not leaving the field arbitrarily)
 - (4) A contestant who is absent from being checked and examined, or leaves arbitrarily checking/examining room though checked and examined without being led by the checker/examiner to the field for competition shall be disqualified and the placing and result he/she has won shall be repealed.
 - (5) Any and all actions performed by a contestant during his/her scheduled time shall be deemed the basis for rating his/her results.

Article 15 Optional and compulsory forms and weapons

A. Forms competitions

The results of forms competitions shall be determined according to the following two items:

(1) Optional forms:

A contestant may perform any of the traditional forms prescribed by various main factions of the Kuoshu/Wushu Federation of the Republic of China that he/she thinks he/she is proficient in.

(2) Compulsory forms

A contestant shall perform a form which has been drawn, by lots, from a “variety of forms” uniformly compiled as instructional material by the Kuoshu/Wushu Federation of the Republic of China. (If the said instructional material has not yet been promulgated, the contestant may perform one of the two forms put in his entry form other than his optional form.)

(3) For details of the scoring regulations for forms competitions, refer to Table 1

B. Weapons competitions:

The results of weapon competition shall be determined according to the following two items :

(1) Optional weapons:

A contestant may perform any of the optional Chinese ancient traditional weapons prescribed by Kuoshu/Wushu Federation of the Republic of China that he/she thinks he/she is most proficient in.

(2) Compulsory weapons:

Compulsory weapons consist of long weapons (limited to spear and staff) and short weapons (limited to broadsword and sword). The contestant shall select, by drawing lots, one of the four weapons to perform with.

(3) For details of the scoring regulations (gaining points and reducing points) for weapons competitions, refer to Table 2.

C. Duel competitions:

Contestants may perform in the way of one to one or two-to-two and so forth one forms or weapons, preferably traditional ancient Chinese ones, of his/her choice, regardless of the type of the form or weapons.

Article 16 Time limits

Forms, Weapons and Duel competition, optional or compulsory, a contestant shall finish the performance of each form, weapon and duel in 3 minutes.

Article 17 Scoring and recording

A. Forms, Weapons and Duel competition:

- (1) Each form, weapon and duel competition shall be presided over by a referee-in-chief and administered by 5-7 scoring judges who are responsible for scoring and judging.
- (2) In calculating a contestant's score for a competition, the highest and lowest scores shall be discarded and the average of the remaining scores rated by 3-5 scoring judges, shall be the contestant's result.

B. Forms, weapons and duel competition shall not be divided into weight classes for the contestants.

C. If the contestants in each of the 3 items have the same score, the order is determined as follows:

- (1) A contestant who in his/her average scores has highest numbers following the decimal point shall be in precedence.
- (2) A contestant whose discarded scores of the highest and lowest points are most close to the scores he/she has received shall be in precedence.

- (3) A contestant whose lowest points are highest shall be in precedence.
- (4) A contestant, after discarding the highest and lowest points, whose total scores given by 3-5 scoring judges plus the least deducted points shall be in precedence.
- D. Only the contestants who earn 80 points for forms (Chung Yi Chuan, Lienpu Chuan, and Fuhsing Chuan) shall be qualified to take part in leitai competition.

Chapter VI

RULES GOVERNING SUSPENSION OF COMPETITIONS DUE TO CONTESTANT INJURY

Article 18 Contestant's Injury and Suspension of Competition

- A. During the progress of bare hand leitai competition, if a contestant suffers from injury (or deceives to be in injury), the executive referee shall announce suspension of the contest, and in 5 minutes, a doctor shall come to examine and determine whether he/she is able to go on with the competition. After being examined, the contestant's injury doesn't affect the competition. He/she shall be given a warning and ruled stopping going on with competition.
- B. During the progress of bare hand leitai competition, if a contestant is seriously injured and after being examined by doctor, unable to go on with competition, his/her opponent shall be given a warning and disqualified from continuing the rest of the competition. (His/her placing remains in place)
- C. During the performance of forms or weapons, a contestant's weapon is broken and falls down to the ground, no points shall be given to him/her. If he/she wants to continue performance with replaced weapon, the performance shall be placed last in the competition. (15 points shall be deducted from his/her total scores)
- D. During the performance of forms, weapons and duel, a contestant suffers from injury, and after being examined by doctor is unable to go on with performance, no points shall be given. If he can resume to perform, the performance shall be placed last in the competition. (15 points shall be deducted from his/her total scores)

Chapter VII

APPEAL

Article 19 Jury of Appeal and its Duties

This is as stipulated in Kuoshu Rules governing procedures of appeal.

A. Composition of Jury of Appeal

The Jury of Appeal shall be composed of a chairman, a deputy chairman and 3-5 members.

B. Duties of Jury of Appeal:

- (1) The Jury Appeal, under the leadership of the Organizing Committee, mainly receives and deals with appeals from the contesting teams having different opinion about decisions made by judges that are in violation of the Rules or Regulations of Competition.
- (2) The Jury of Appeal receives appeals from the contesting teams disagreeing on the decisions made by judges that, in their views, are against the rules and regulations of competition. The appeal, however, shall be defined to issues related to the appealing teams.
- (3) Appeals, once received, shall be dealt with immediately. Handling of the appeals shall not affect the progress of other competitions, nor determination of placings, nor the presentation of awards.
- (4) Based on the material indicated in the appeal, in order to investigate the situation, the Jury of Appeal shall replay the video recording of the competition to have it examined when necessary. The Jury shall meet to discuss the issue. People concerned may be invited to participate in the meeting, but have no right to vote. A decision made by over half of the jury members shall be effective. If the vote for and against is same, the vote of the chairman is decided.
- (5) A jury member shall not participate in discussion when the issue discussed is related to his/her own country, or region or delegation.
- (6) The judge's decision at issue will remain unchanged if it is confirmed correct after being carefully examined. However, if the judge's decision has apparent mistakes, the Jury of Appeal shall refer to the Kuoshu/Wushu Federation of the Republic of China the jury member who committed the mistake for necessary disposal according to related regulations. The decision of the Jury of Appeal shall be final.

C. Procedure and Requirements of Appeal

- (1) When a team has objection to a decision made by the judges in a competition, its leader or coach lodges an oral appeal to referee general in relation to publicized points deducted in forms, weapons or duel competitions or in relation to warming, falling down to the ground, or off the platform decided by judges in bare hand, kuachi and apparatus chichi leitai competitions. In 10 minutes following the oral appeal, a written appeal shall be lodged together with a deposit of NT 6000. In 10 minutes, the Jury of Appeal shall examine the written appeal. The deposit shall be refunded if the appeal proves justified and the decision of judges shall be updated. The deposit shall not be refunded and will be transferred to a fund for awarding elite contestants if the appeal proves groundless, and the decision of judges remains unchanged.
- (2) Within the time of a competition of leitai, or forms (including weapons), there would be forwarded appeal once, not more than twice. The third one will be rejected.
- (3) The ruling of the Jury of Appeal is final and shall be respected by all teams. Pestering with provocative acts or remarks against the ruling shall be dealt with by supervision unit of organizing committee according to the seriousness of the case.

- (4) Any teams that don't present appeals according to due procedures and pester with so provocative acts as to harass the progress of competition will result in disqualification of their contestants. (Placings)

Chapter VIII

BY-LAW

Article 20 Regulations on Weapons

A. Specification:

- (1) Long weapons: (limited to spear, club, broadsword and chanmadao, others belonging to miscellaneous) While vertically standing on the floor, a club shall not be shorter than the level of its holder's eyebrow as he stands, and a spear and broadsword. Shall not shorter than the level of the tip of holder's raising thumb as he stands (The long weapons shall be made of wood or iron, rather than made of rattan, aluminum, or plated)
- (2) Short weapons: Gripped by its holder's hand, the single weapon shall be as long as it reaches its holder's shoulder, and the pair weapons shall be as long as over its holder's elbow, as he stands.
- (3) Chi weapons: Other than above said weapons, those long, short, small, soft, double, and compound weapons are of chi weapons

B. When inverted with its tip touching the ground, the metal portion of long or short weapons shall not be found bending

C. No weapons made of rattan, plastic or plated are accepted.

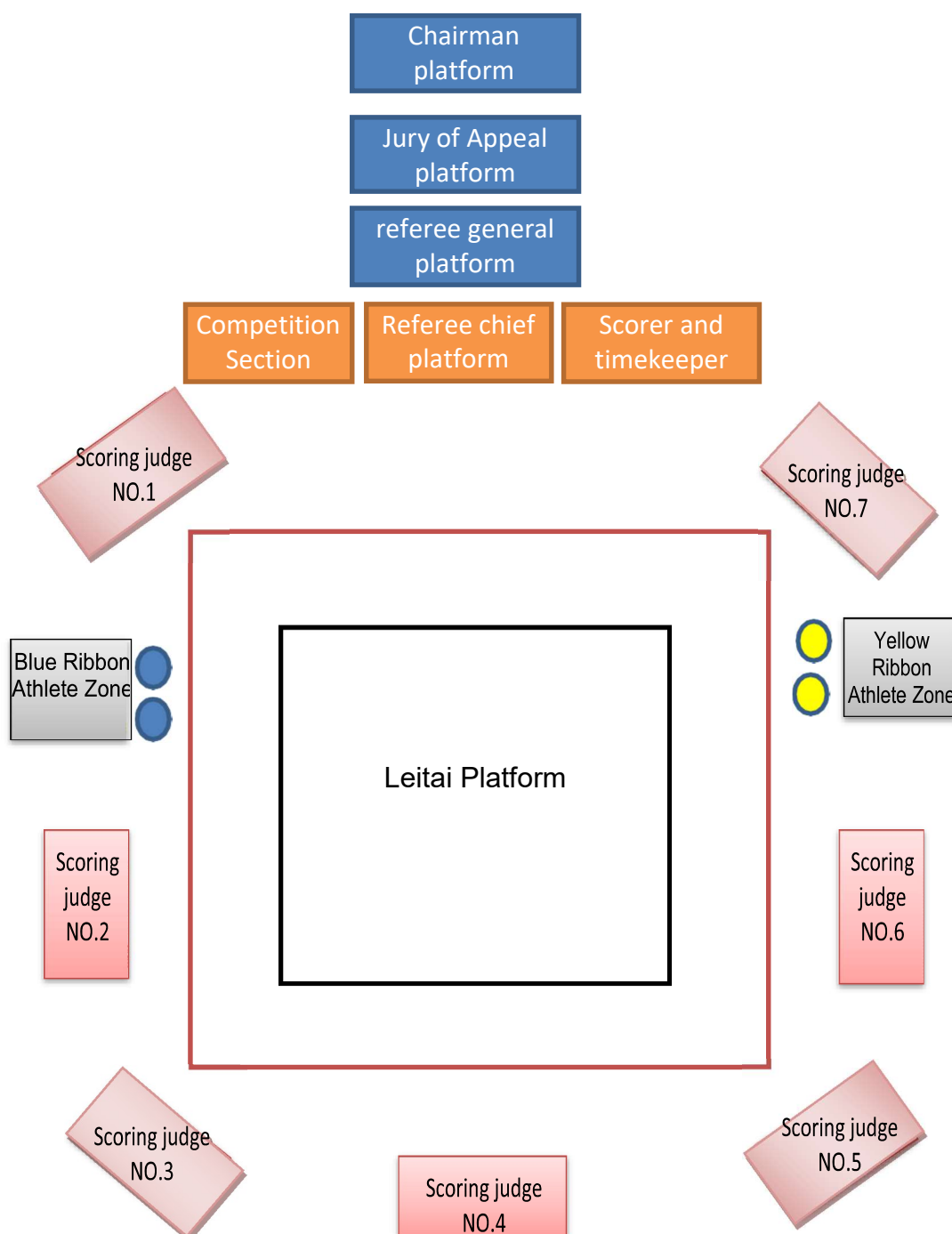
D. A contestant whose weapon's style, specification and material are checked by referee general with no problems and approved by Jury of Appeal can participate in competitions.

Chapter IX

Venue Demo

Article 21 Seating Placement for the Judges in the Competition Area

- A. For "Forms," "Weapons," "Duel," "Bare-hand leitai," "Apparatus chichi leitai."
- B. For seven scoring judges system. (Eliminate seating placement No. 2 and No. 6 for five scoring judges system.)



Chapter X

Command and Hand Signal

Article 22 Command and Hand Signal of Executive Referee

(1) Readiness of Referee



Standing position of referee

(2) Palm and fist salute

Stand with both feet together. Left palm rests on right fist in front of chest, 20-30cm away from the chest. (Figure 2)(Figure2-1) °



Hand signal for relieving or being relieved—1(Figure 2)

Hand signal for relieving or being relieved—2 (Figure2-1)

- (3) Standing at the center of platform, the referee extends two hands horizontally pointing to both contestants with palm up (Figure 3). When calling for the contestants to step onto the platform, he lifts his two hands by bending the elbows at 90 degree with palms facing each other.(Figure 3—1)



Hand signal for contestant onto platform—1(Figure 3)

Hand signal for contestant onto platform—2(Figure 3-1)

Simultaneously with command, he presses down forearms at 45 degree with palms facing up.



Hand signal for contestants onto platform—3(Figure 3-2)

- (4) Two side contestants facing each other exercise salute.
Simultaneously with command, the referee keeps his both hands in front of chest bending inward at 45 degree with palms facing down (Figure 4)



Hand signal for both side contestants saluting each other.

- (5) the first round
Facing the referee general, in bow or standing stance, the referee extends one arm forward with the index finger pointing up, the other three fingers closed into fist. (Figure 5)



Hand signal for the first round (Figure 5)

(6) the second round

Facing the referee general, in bow or standing stance, the referee extends one arm with the index and middle fingers separated and pointing up with other 3 fingers bent (Figure 6)



Hand signal for the second round (Figure 6)

(7) the third round

Facing the referee general, in bow or standing stance, the referee extends one arm forward with the thumb, the index and middle fingers separated and pointing up with other 2 fingers bent (Figure 7)



Hand signal for the third round (Figure 7)

(8) (command) stop

Simultaneously with command, the referee extends two arms in parallel with the palms facing each other. (Figure 8)



Hand signal for referee taking position (Figure 8)

(8) Start (command)

Simultaneously with command “start” , the referee extends one arm and touches two contestants elbow, and extends another arm with the palm slashing over his belly (Figure 8-1)



Hand signal of “start” by the referee

- (9) The referee extends one arm with the index finger pointing to contestant and forms arc shape of another arm in front of belly with the palm facing down. (Figure 9)



Hand signal for a contestant falling down to the ground purposely (Figure 9)

- (10) count

Facing the contestant, the referee raises his forearm and forms an angle at 45 degree with the palm forward (Figure 10), then leans forward at 45 degree with palm slanting up at 45 degree, counting the seconds once a second in interval. *



Hand signal of counting with index finger pointing to contestant—1 (Figure 10)

Hand signal of counting with index finger pointing to contestant—2 (Figure 10-1)

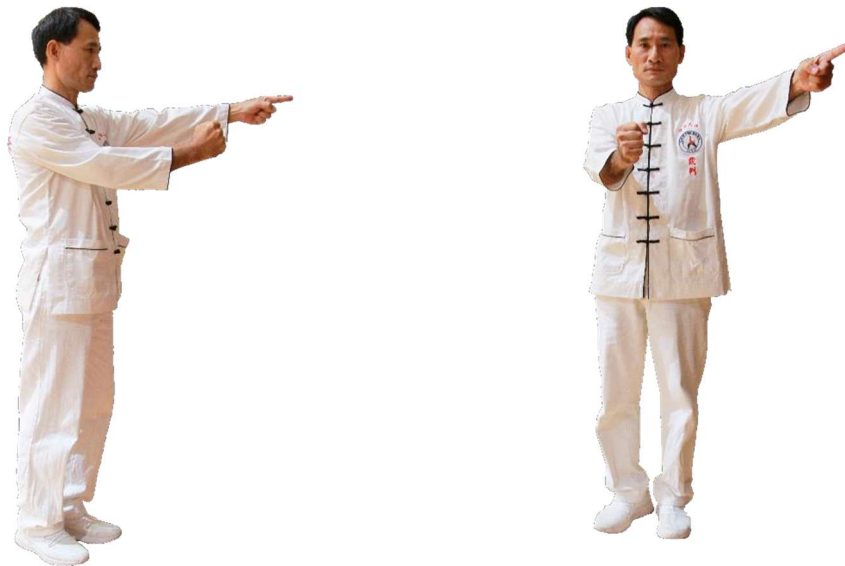
(11) Index finger pointing to contestant with other four fingers closed. (Figure 11)



Hand signal of finger pointing to contestant (Figure 11)

(12) hand signal for fist repeating hits

One hand's index finger pointing to contestant, the other hand's fingers closed into fist shifting from chest to side (Figure 12) frontal picture (Figure 12-1)



Hand signal for fist repeating hits—side picture (Figure 12)

Hand signal for fist repeating hits—frontal picture (Figure 12-1)

(13) hand signal for leg repeating kicks

One hand's index finger pointing to contestant. The other hand in erecting fist shifting from chest down to the upper leg



Side picture of leg repeating kicks (Figure 13) Frontal picture of leg repeating kicks (Figure 13-1)

(14) Hand signal for stop

Right arm forms like arc with palm facing down 30mm away from chest; left hand forms erecting palm with middle and ring fingers touching the palm of right hand (Figure 14)



Hand signal for stop (Figure 14) °

(15) disqualification

Pressing arm down at 45 degree with the palm facing down (Figure 15)



Disqualification (Figure 15) °

(16) Warning, admonishing

Extend one arm with index finger pointing to the offending contestant, erect index finger of the other raising arm with other 4 fingers closed (Figure 16)



Hand signal for deduction of one point

(17) Warning , admonishing deduction of 3 points (Figure 17)



Hand signal for deduction of 3 points (Figure 17)

(18) falling down to the ground

Extend one arm forward with index finger pointing to the contestant falling down to the ground, extend the other arm with index finger pointing to the place where the contestant falls down. (Figure 18)



Hand signal for falling down to the ground (Figure 18)

(19) Hand signal for being kick off from field or down from the platform:

Extend one arm with index finger pointing to the contestant and extend the other arm with sword fingers pointing to the place where the contestant is kicked off the field or down from the platform. (Figure 19) (Figure 19-1)



Hand signal for being kicked off from the field or down from the platform (Figure 19)
 Hand signal for being kicked off from the field or down from the platform (Figure 19-1)

(20) Kicking the genital (warning)

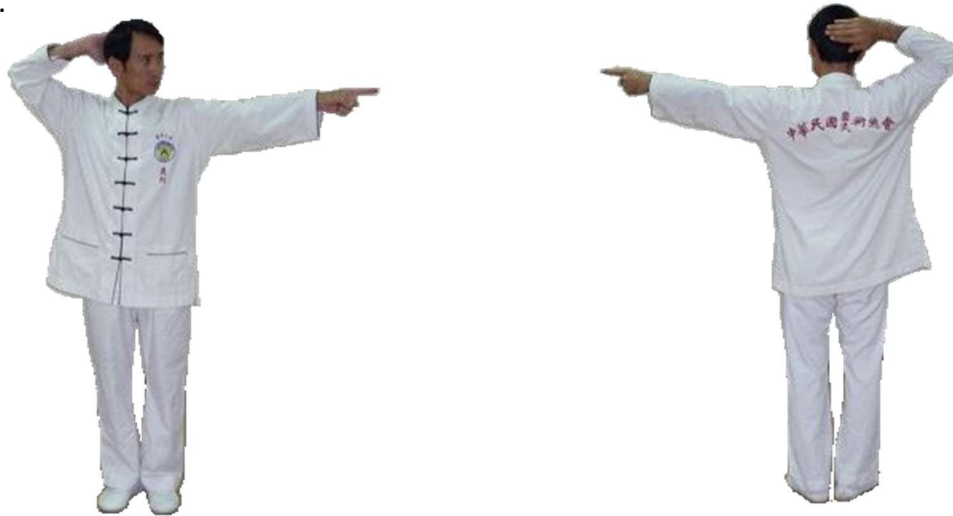
Extend one arm pointing to the offending contestant, with the other arm's palm facing down and covering the front of his own genital



Hand signal for hitting the genital

(21) hitting the back of head (warning)

Extend an arm pointing to the offending contestant and place hand of other arm on the back of head.



Hand signal for hitting the back of head (Figure 21)—frontal picture

Hand signal for hitting the back of head (Figure 21-1)—back picture

(22) warning

Extend one arm with index finger pointing to the offending contestant, bend other arm at 90 degree with the fist up in front of head, palm facing toward head. (Figure 22)



Hand signal for warning (Figure 22)

(23) hand signal for warning

Extend one arm with the index finger pointing to the offending contestant. Bend the other arm at 90 degree with the fist up facing toward right or left side of head. (Figure 23)



Hand signal for warning (Figure 23)

(24) hitting eyes (warning)

Extend one arm with index finger pointing to the offending contestant, bend the other arm at 90 degree with index and middle fingers formed like a hook toward left and right eyes (Figure 24)



Hand signal for hitting the eyes (warning) (Figure 24)

(25) Hitting the throat (warning)

Extend one arm with the index finger pointing to offending contestant. The other hand's index, middle, nameless and small fingers closed and formed with thumb an arc toward the throat. (Figure 25)



Hand signal for hitting the throat (warning) (Figure 25)

(26) No avail and no scoring

No clear actions, falling down to the ground in different time, falling down to the ground simultaneously, off platform, off platform by both sides---all ruled no avail and no scoring. Extend two arms and swing them to cross each other in front of the belly



Hand signal for no avail--1 (Figure 26)



Hand signal for no avail--2 (Figure 26-1)

(27) giving first aid

Facing the medical seats, the referee touches each other's index, middle and nameless fingers forming the shape like A



Hand signal for giving first aid (Figure 27)

(28) retreat to rest

Extend two arms horizontally with the palms up pointing to the 2 places for contestants to rest (Figure 28)



Hand signal for retreat to rest (Figure 28)

(29) declaring the winner

Standing between the two contestants, the referee holds one wrist of the winner and raises it up (Figure 29)



Hand signal for declaring the winner (Figure 29)

(30) designating the contestant

Simultaneously with the command, bend a forearm upward at 45 degree from elbow, with the palm facing up. (Figure 30)



Hand signal for designating a contestant (Figure 30)

Article 23 referee's hand signal

- (1) Cross the two hands in front of the body at 45 degree with the palm facing down (Figure 31)
The referee—in—chief doesn't confirm the ruling of executive referee



Hand signal for not confirming the ruling of executive referee (Figure 31)

- (2) Referee-in-chief confirms the ruling of executive referee (Figure 32)



Referee-in-chief's Hand signal for confirming the ruling of the executive referee (Figure 32)

Chapter XI

Implementation and Amendment

Article 24

This Chinese Kuoshu Rules was enacted by the Kuoshu/Wushu Federation of the Republic of China and passed by the General Assembly Meeting, publicized by the Republic of China Sports Federation and approved by Sporting Administration, Ministry of Education

Chinese Kuoshu “Forms, Weapons, Duel” Competition Scoring Form

Team	Name	Event	Group	Gender	
		<input type="checkbox"/> Nan Chuan <input type="checkbox"/> Long weapon <input type="checkbox"/> Pei Chuan <input type="checkbox"/> Short weapon <input type="checkbox"/> Neichia Chuan <input type="checkbox"/> Chi weapon <input type="checkbox"/> Duel	<input type="checkbox"/> Social <input type="checkbox"/> Senior high <input type="checkbox"/> Junior high <input type="checkbox"/> Primary	<input type="checkbox"/> Male <input type="checkbox"/> Female	
attack/defense movements		(award) 0.1~2 points (deduct) 0.1~2 points	Total Score		
skills		(award) 0.1~2 points (deduct) 0.1~2 points			
between dynamic and static		(award) 0.1~2 points (deduct) 0.1~2 points			
degree of difficulty		(award) 0.1~2 points (deduct) 0.1~2 points			
full force flowing smoothly		(award) 0.1~2 points (deduct) 0.1~2 points			
outstanding performance with conspicuous style		(award) 0.1~2 points (deduct) 0.1~2 points			
good coordination between apparatus and body		(award) 0.1~2 points (deduct) 0.1~2 points			
starting score		80 (points)			
Major errors					
movement forgotten, body-fall		Total score dropped by 5 points			
dropping or breaking weapon		Total score dropped by 5 points			
non-conformity with forms style		Total score dropped by 5 points			
non-conformity with specifications for weapon		Total score dropped by 10 points			
unreasonable attack/defense		Total score dropped by 2 points			
weapon deformed		Total score dropped by 3 points			
Upper, middle and lower body errors					
upper body error	(deduct) 1 (point)				
middle body error	(deduct) 1 (point)				
lower body error	(deduct) 1 (point)				
stance/footwork error	(deduct) 1 (point)				
Repeated occurrences shall result in cumulative deductions					
body swaying or skips in balance	(deduct) 1 (point)				
costume falling	(deduct) 1 (point)				
weapon touching the body	(deduct) 1 (point)				
weapon inappropriately touching the ground	(deduct) 1 (point)				
weapon loosing from the hand	(deduct) 1 (point)				
weapon incorrectly used	(deduct) 2 (points)				

Chinese Kuoshu “Bare-hand Leitai” Competition Judge Recording Form (Session)

Category: _____ Group: ☐Social ☐Senior high ☐Junior high

Gender: ☐Male ☐Female

Yellow Ribbon Name:

Blue Ribbon Name:

Knock out	Off-platform	Warning	Admonition	Move around with no will to fight	Forcible Count	Embrace with no technical methods	Hit in succession	Kick in succession	Falling down of his own & fail to stand up	Yellow/Blue Ribbon
										Yellow
										Blue
Summary Report of 3 Rounds by 5-7 Scoring Judges										
No.1	No.2	No.3	No.4	No.5	No.6	No.7	Total score after discarding the highest and lowest ones			
							Yellow			
							Blue			

Referee General:

Head Judge:

Recorder:

Executive Judge:

No. 1:

No. 2:

No. 3:

No. 4:

No. 5:

No. 6:

No. 7:

Chinese Kuoshu “Bare-hand Leitai” Competition Judge Scoresheet (Session)

Award points: 1 、 2 、 3 Deduct points: 1 、 3 、 10

Name	Category	Gender	Group	Name	Category	Gender	Group
		<input type="checkbox"/> Male <input type="checkbox"/> Female	<input type="checkbox"/> Social <input type="checkbox"/> Senior high <input type="checkbox"/> Junior high			<input type="checkbox"/> M <input type="checkbox"/> F	<input type="checkbox"/> Social <input type="checkbox"/> Senior high <input type="checkbox"/> Junior high
Round 1 score				Round 1 score			
Round 2 score				Round 2 score			
Round 3 score				Round 3 score			
Round 4 score				Round 4 score			
Get point first				Get point first			
Total score				Total score			

Scoring Judge No. :

RULES OF APPARATUS CHICHI LEITAI, CHINESE KUOSHU

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Chapter I

General

Article 1. Aim:

The aim of the Apparatus chichi (arts of attack and defense) leिताi is to revitalize Chinese culture, to develop Chinese traditional apparatus martial arts, to promote folk sports and to build up practitioners' constitution.

Article 2.

The performance of apparatus chichi leिताi shall fall within the realm of Chinese traditional apparatus martial arts, and fully express itself in the characteristics of apparatuses.

Article 3.

The actions of apparatus chichi leिताi as set forth in the Rules acts as a "positive self-defense", with a view to corroborating if the apparatus he/she has practiced can meet the aforesaid aim. A contestant who participate in the apparatus chichi leिताi shall keep the following in mind:

"Participation in the apparatus chichi leिताi is aimed at building up one's constitution, brushing up one's skills, and safeguarding the conventional orality".

Article 4.

The following rules shall be applied to apparatus chichi leिताi held by the Kuoshu Federation of the Republic of China, and Chinese Traditional Apparatus Martial Arts Association and its all Branches.

Article 5.

While participating in the apparatus chichi leिताi, all the contestants, referees/judges and officials shall abide by these rules.

Article 6.

Chinese Kuoshu apparatus chichi contest includes "Apparatus Skill Contest", "Apparatus Chichi Leिताi", "Apparatus Shooting Contest", "Apparatus Piercing Contest" and "Apparatus Proficiency Contest"

Article 7.

Only those participants who have successfully completed Apparatus Skill Contest with winning 70 scores are eligible to take part in apparatus chichi leिताi and other apparatus contests.

Chapter II Field and Equipment

Article 8 Field

A. The field of apparatus chichi leitai:

The field of the apparatus chichi leitai shall 10 meters in square, be paved with mats of slight resilience, and in an area where the surface is even.

The area immediately surrounding the field shall be paved with mats 2meters wide.

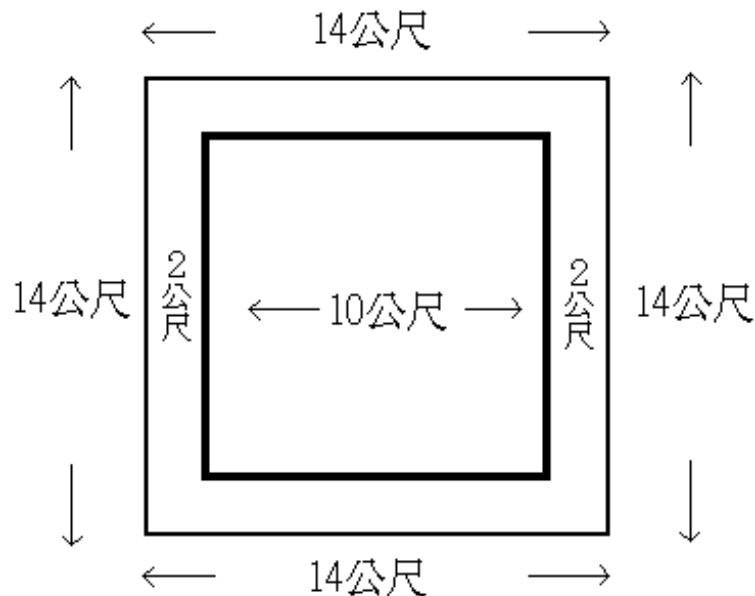
B. The platform of apparatus chichi leitai:

The apparatus chichi leitai can be conducted on a platform 60-80 cm higher than the ground level, which shall be 10 meters in square and paved with mats of slight resilience.

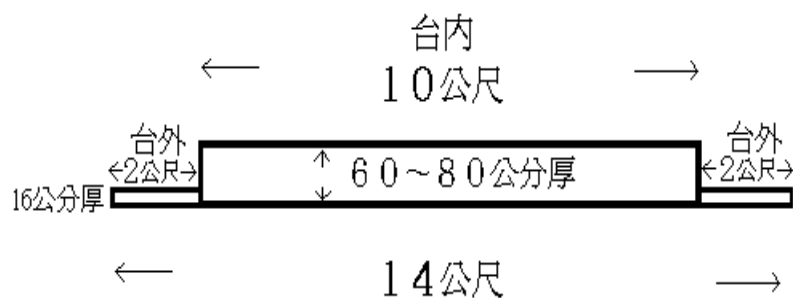
The area immediately surrounding the platform shall be paved with mats 2 meters wide and 16 cm thick.

(translation: 公尺 meter, 公分 centimeter, 台内 inside leitai, 台外 outside leitai, 厚 thickness)

(1) Plane figure of the field:



(2) Side-view of the platform:



Article 9 Equipment

- A.** During the apparatus chichi leitai, contestant shall wear the protective gear uniformly prepared or prescribed by the competition's organizing committee, including head helmet with mask, gloves, arm guard, chest protector, groin guard, shin guard, and instep guard.
- B.** The apparatuses used in the apparatus chichi leitai include bamboo-made broadsword, spear, sword, staff, sabre and shield, which are uniformly prepared by the competition's organizing committee. No contestants are allowed to bring their own apparatus for contest.
- C.** The uniforms worn by the contestants during apparatus chichi leitai shall be prepared by participants themselves according to specification prescribed by the competition's organizing committee. (i.e. Kung-Fu style shirt, lantern-style trousers, kung-Fu style shoes, and waist belt as shown in the figure)



Chapter III Officials and Duties

Article 10

The Referee Committee, established in accordance with the contests as set forth in Article 6, shall consist of one referee general, 1-2 deputy referee generals, and one referee-in-chief and one assistant referee-in-chief each responsible for refereeing "Apparatus Chichi Leitai, Apparatus Skill Contest", "Apparatus Shooting Contest", "Apparatus Piercing Contest" and "Apparatus Proficiency Contest" In addition, there shall be appointed 3-5 scoring judges, one executive referee, one supervising executive referee and a number of scoring judges respectively in charge of refereeing related contests as prescribed by the organizing committee.

Article 11 Duties of Referees and Officials

- A.** Referee General
 - (1) To define, based on the spirit and letter of the rules, the provisions about which there are different opinions in interpretation and/or points not specifically covered in the rules.
 - (2) To pass judgement on discrepancies among referees decisions and to keep referees under good discipline.

- (3) To preside over referee meetings
 - (4) To announce the contestants resulting placings of the various contests according to the scores given by the judges.
- B. Deputy Referee General: 1-2 persons**
- (1) To assist the referee general in dealing with rules interpretation, and refereeing matters.
 - (2) To act for the referee general in the latter's absence.
- C. "Apparatus Skill, Shooting, Piercing and Proficiency Contests"**
- (1) Referee-in-chief: 1 person per contest
 - a. To administer refereeing for the above related contests.
 - b. To explain contest rules.
 - c. To pass judgement on discrepancies between scores given by scoring judges.
 - d. To pass final judgement on contest results.
 - (2) Assistant referee-in-chief: 1 person per contest
 - a. To assist the referee-in-chief in handling refereeing of the contest concerned.
 - b. To act for the referee-in-chief in the latter's absence.
 - (3) Scoring judges: 5-7 persons per contest.
 - a. To record points won and lost.
 - b. To determine the contestant's score.
- D. Apparatus chichi leitai:**
- (1) Referee-in-chief: 1 person
 - a. To administer refereeing for the leitai
 - b. To explain leitai rules.
 - c. To pass judgement on discrepancies between scores given by scoring judges
 - d. To pass final judgement on leitai results.
 - (2) Assistant referee-in-chief: 1 person
 - a. To assist the referee-in-chief in handling refereeing of the leitai.
 - b. To act for the referee-in-chief in the latter's absence.
 - (3) Executive referee: 1 person
 - a. To exercise field refereeing of the leitai.
 - b. To determine the points won and lost according to the rules of the leitai.
 - c. To announce the winner and loser of each round.
 - (4) Supervising executive referee: 1 person
 - a. To assist executive referee in exercising field refereeing and checking the scores

given by the scoring judges.

- b.** To assist in determine the points won and lost according to the rules of the leitai.

(5) Scoring judges: 3-5 persons

- a.** To record and calculate the points won or lost by the contestants according to executive referee's ruling, and send them to the referee general after being signed by the referee-in-chief.
- b.** To re-examine the executive referee's rulings and to raise the flag of the color concerned.
- c.** To determine the winner and loser of each round.

(6) There should be a certain number of checking/recording referees (The actual number is dependent on the requirement)

- a.** To be responsible for weigh-in and weight classes
- b.** To be responsible for roll-call and checking the athletes' eligibility
- c.** To be responsible for checking contestant's apparatus and being in custody of contestants' apparatus and protective gears.
- d.** To be responsible for ushering the designated contestants in and out from the contest area.
- e.** To be responsible for accepting and distributing contestant's records and any other relevant information.

E. Photographer/film maker: 2-3 persons

- (1)** To photograph and/or film each contest.
- (2)** To photograph and/or film opening and closing ceremonies
- (3)** To photograph and/or film special personage, events, and other matters of interest.

F. Announcer: 2 persons

- (1)** To announce the names of the constants, who are about to have their turn on stage.
- (2)** To make any announcement relevant to the leitai/ contest.
- (3)** To announce the names and placings of winning delegations.

G. Medical personnel: 2-4 doctors and nurses

- (1)** To handle injuries occurring during the leitai/contests.
- (2)** To determine whether an injured contestant can continue with the leitai/contest.
- (3)** To examine the contestants' physical condition (namely, weight, pulse and blood pressures)

H. Field administator: 1 person

- (1)** To supervise and control the progress of the leitai / contest.
- (2)** To handle any matters concerning the leitai/contest.
- (3)** To maintain order on the field.

Chapter IV

Contests

Article 12 Apparatus chichi leitai:

A. Weight classes

(Those who take part in apparatus chichi leitai in order to promote to a higher degree of "Tuan" or "Chi" shall be in one class regardless of weight)

(1) Males:

Male contestants are divided into 5 classes, as follows:

- 1st class: below 50kg
- 2nd class: 50.1kg-61kg
- 3rd class: 61.1kg-72kg
- 4th class: 72.1kg-83kg
- 5th class: above 83.1kg

(2) Females:

Female contestants are divided into 5 classes, as follows:

- 1st class: below 46kg
- 2nd class: 46.1kg-52kg
- 3rd class: 52.1kg-59kg
- 4th class: 59.1kg-66kg
- 5th class: above 66.1kg

B. Process of the leitai:

- (1) Upon seeing or hearing the signal marking the beginning of the contest, the designated contestants, with the apparatus held in hand, shall enter the center of the contest field, stand in line with the executive referee, bow first to referee general in the form of the school's particular courtesy, then bow to each other at the signal of "salute", and begin the contest immediately with the signal of "ready and start". (The signal for beginning of contest is beating the drum 3 times)
- (2) Walking into the field, the executive referee stands at the center of the field (3 meters behind the center point). Upon hearing the command "get into the field", both contestants with apparatus held on the back walk into the field to each one's side area, facing each other.
- (3) Upon hearing executive referee's command, both contestants one half step backward, right hand drawing the sword with the point of the sword up.
- (4) "Beginning form": Both contestants move right foot one step forward, brandishing apparatus up and forward, then stop.
- (5) "Take position": Both contestant move one step backward and return to original place keeping standing, simultaneously with apparatus drawn back resting at the elbow of left hand.
- (6) "Salute": Contestants salute each other (in the form of their school's particular courtesy).
- (7) "Readiness": Both contestants move one step forward and begin in the way they use their school's particular form.

- (8) “Begin”, “Go-on”: Beginning the contest
 - (9) “Time is up” Upon hearing the sound of beating the drum 3 times, contestants stop and return to each one’s readiness area.
 - (10) “Rest”, “retreat”: After the winning and losing is determined, both contestants salute each other and salute executive referee before retreating from the field.
 - (11) As the contest progresses, no officials from either contestant's delegation are allowed into the outer or inner field, nor can any officials give their contestant technical guidance or cheer from outside the field; otherwise, the violator's contestant shall receive a technical foul.
 - (12) As the contest progresses, any request to the referee general or referee-in-chief by a team leader or coach of a delegation for suspension of the contest shall be considered as forfeiture of the contest by his/her contestant.
 - (13) As the contest progresses, a contestant shall not ask for suspension of the contest without justification. A contestant who violates this rule shall be disqualified from the contest.
 - (14) During a time-out due to a contestant's uniform or protective gear becoming loose or unfastened, only those coaches permitted by the executive referee shall enter the field to render assistance. No unauthorized personnel shall approach the field.
 - (15) Upon hearing the time-keeper's signal to stop, the contestants shall cease "fighting", return to their respective corners, and await further instructions.
 - (16) During this period, authorized officials, limited to two persons per contestant, are permitted to perform such services as massage or sweat wiping for their contestants.
 - (17) When the bout has ended, both contestants shall remain on the field until the results of the bout are announced.
 - (18) The executive referee shall raise the hand of the winning contestant, declaring him/her the winner of the bout.
 - (19) Upon the announcement of the results, both contestants shall bow to each other in the form of their school's particular courtesy.
 - (20) If a contestant fails to appear on the contest field for his/her scheduled bout after his/her name has been called three times in a space of 30 seconds, he/she shall be disqualified from continuing the contest, and the previous results he/she has won shall be no more counted.
- C.** Particulars about giving scores Based on practical sufferings inflicted by broadsword or sword, the ruling of the apparatus chichi leitai, slightly or severely, depends on the following conditions:
- (1) Hit right on the most vulnerable parts of the body such as one's neck, head, throat, heart, chest, belly and back, the opponent mostly will not be able to fight again.
 - (2) Hitting on the difficult parts of the body such as chest, belly and back means that the degree of suffering is not so serious as not to be able to fight again.
 - (3) Hitting on the hand holding apparatus makes him/her unable to continue with fighting.
 - (4) Hit on the less vulnerable parts of the body such as hand, feet, and hip, the opponent mostly may have the ability to continue with fight.

D. Scoring:

- (1) Hitting on an opponent's head, neck, and throat, and piercing on the opponent's heart, chest, belly and back is ruled that the contestant who hits or pierces wins the round.
- (2) Hitting on an opponent's chest, belly and back is ruled that the contestant who hits wins half of the round.
- (3) Hitting so as to cause an opponent off the apparatus is ruled that the contestant who hits wins half of the round.
- (4) Hitting on an opponent's hand, foot and hip is ruled that the contestant who hits wins one point.
- (5) Winning of 3 points is tantamount to winning half of the round; winning 2 halves of the round is tantamount to winning of the whole round with the bout being completed.
- (6) In a round, if neither of the contestants hit each other's whole round winning parts of the body, or if neither of their scores reach a whole round winning, the winner or loser of the round shall be decided by deducting one's losing points from winning points. The contestant winning more points than the opponent's shall win the round.
- (7) A contestant who hits his/her opponent's apparatus and causes him/her off balance to such an extent that any parts (hand or knee) of his/her body touch the ground shall be awarded one point.
- (8) If a contestant who retreats from the field out of his/her opponent's vigorous force, his/her opponent shall be awarded one point.
- (9) If a contestant who dare not respond to his/her opponent's attack and moves around in 10 seconds, his/her opponent shall be awarded one point. The contestant who repeats this way three times shall be ruled the loser of the whole round (technical failure).
- (10) A contestant who is struck or hit to fall on the field or out of the field, unable to continue the contest within 10 seconds shall be ruled the loser of the bout.

As auxiliary actions, the contestant who obviously hits his/her opponent's head, chest, back or belly with his/her head, shoulder, elbow, arm, wrist, fist, back, hip, knee, foot, and heel shall be awarded one point.

During the progress of contest, a contestant who in order to avoid being hit by his/her opponent, uses his/her lower part of the body to defend or attack his/her opponent to such a degree that a part of his/her body touches the ground, shall lose no point.

E. System of the contest and rating of winning or losing of a bout

The knock-out system is adopted to determine the first, second, third and fourth placings. Each bout shall consist of 3 rounds. A contestant who wins 2 of the 3 rounds shall be named the winner of the bout.

- (1) Each round shall last 3 minutes with 1-minute period between rounds.
- (2) If a contestant in a round wins a whole round winning, or 2 halves of round winning, or if his points have reached a whole round winning, the round shall be ruled as completed.
- (3) If neither of the contestants' scores reach a whole round winning, the winner or loser shall be decided by deducting one's losing points from winning points. The contestant winning more points than his opponent's shall win the round.

- (4) Despite the fact that he has lost in the first round, a contestant who hits the most vulnerable part of his opponent and makes him unable to continue the contest within 10 seconds shall be ruled the winner of the whole bout.
- (5) At the end of a 3-round bout when both of the contestants have the same score, there shall be an extra round to decide the winner. If this extra round still results in a tie, the winner may be chosen by lot, or both of them may be ruled by the Board of Jury as double winners. However, if there is an additional higher level round to contest, one of them shall be decided to take part in by the Jury according to their technical proficiencies.

F. Fouls and penalties

The following actions shall be taken as violations. A contestant who commits such violations shall be dealt with as fouls, and punished in accordance with penalties.

- (1) Disobeying the referee's ruling, which will result in violator's disqualification from the contest.
- (2) Actions or language that hinder the opponent's progress of contest, which will result in giving the violator a warning, or deducting one point from his, or his being disqualified from the contest.
- (3) Hitting an opponent before the executive referee gives the signal to "start", which will result in giving the violator a warning if he tries to hit but misses the hitting on the opponent; deducting one point from his if he hits the opponent; or his being disqualified from the contest if his hitting is so serious as to make the opponent unable to continue the contest.
- (4) Continuing to hit an opponent disregarding the executive referee's signals of "separate" and "stop", which will result in deducting one point from the violator's and deducting 3 points from his/hers if such violation happens once again.
- (5) Continuing to hit an opponent who has been struck to the ground disregarding the executive referee's signal of "stop", which will result in deduction 3 points from the violator's.
- (6) While struck to the ground, the contestant taking a sneak attack on his opponent before the executive referee gives "continue to contest", which will result in deducting 3 points from the violator's.
- (7) Playing flowery, absurd actions showing absence of the traditional, authentic Chinese kuoshu, which will result in giving the violator a warning for the first time, deducting 3 points from his for the 2nd time and his being disqualified from the contest for the 3rd time.
- (8) The following parts of the body are banned from being hit, violation of which will result in the violator's disqualification from the contest.
Furthermore, should a contestant intentionally injures an opponent, the offender shall be legally liable for any injuries caused by offender's actions:
--eyes (by hitting or piercing with apparatus or fingers)
--genitals (by hitting with apparatus, hand or foot)
--face (by prying an opponent's mask with the apparatus)

Chapter V

Command and Hand Signal

Article 13 Command and Hand Signal of Executive Referee

(1) Readiness of Referee(Figure 1)



Standing position of referee (Figure 1)

(2) Palm and fist salute

Stand with both feet together. Left palm rests on right fist in front of chest, 20-30cm away from the chest. (Figure 2)(Figure2-1) °



Hand signal for relieving or being relieved—1(Figure 2)

Hand signal for relieving or being relieved—2 (Figure2-1)

- (3) Standing at the center of platform, the referee extends two hands horizontally pointing to both contestants with palm up (Figure 3). When calling for the contestants to step onto the platform, he lifts his two hands by bending the elbows at 90 degree with palms facing each other.(Figure 3—1)



Hand signal for contestant onto platform—1(Figure 3)

Hand signal for contestant onto platform—2(Figure 3-1)

Simultaneously with command, he presses down forearms at 45 degree with palms facing up.



Hand signal for contestants onto platform—3(Figure 3-2)

- (4) Two side contestants facing each other exercise salute.
Simultaneously with command, the referee keeps his both hands in front of chest bending inward at 45 degree with palms facing down (Figure 4)



Hand signal for both side contestants saluting each other.

- (5) the first round
Facing the referee general, in bow or standing stance, the referee extends one arm forward with the index finger pointing up, the other three fingers closed into fist. (Figure 5)



Hand signal for the first round (Figure 5)

(6) the second round

Facing the referee general, in bow or standing stance, the referee extends one arm with the index and middle fingers separated and pointing up with other 3 fingers bent (Figure 6)



Hand signal for the second round (Figure 6)

(7) the third round

Facing the referee general, in bow or standing stance, the referee extends one arm forward with the thumb, the index and middle fingers separated and pointing up with other 2 fingers bent (Figure 7)



Hand signal for the third round (Figure 7)

(8) (command) stop

Simultaneously with command, the referee extends two arms in parallel with the palms facing each other. (Figure 8)



Hand signal for referee taking position (Figure 8)

(9) Start (command)

Simultaneously with command “start” , the referee extends one arm and touches two contestants elbow, and extends another arm with the palm slashing over his belly (Figure 9)



Hand signal of “start” by the referee (Figure 9)

(10) Two sides Contestants



(Figure 10)



(Figure 10-1)



(Figure 10-2)

(11) Warning, admonishing

Extend one arm with index finger pointing to the offending contestant, erect index finger of the other raising arm with other 4 fingers closed (Figure 11)



Hand signal for deduction of one point (Figure 11)

(12) Warning , admonishing deduction of 3 points (Figure 12)



Hand signal for deduction of 3 points (Figure 12)

(13) Falling down to the ground

Extend one arm forward with index finger pointing to the contestant falling down to the ground, extend the other arm with index finger pointing to the place where the contestant falls down. (Figure 13)



Hand signal for falling down to the ground (Figure 13)

(14) Hand signal for being kick off from field or down from the platform:

Extend one arm with index finger pointing to the contestant and extend the other arm with sword fingers pointing to the place where the contestant is kicked off the field or down from the platform. (Figure 14) (Figure 14-1)



Hand signal for being kicked off from the field or down from the platform (Figure 14)

Hand signal for being kicked off from the field or down from the platform (Figure 14-1)

(15) Get one point



Hand signal for Get one points (Figure 15)

(16) Get two points



Hand signal for Get two points (Figure 16)

(17) Get three points



Hand signal for Get three points (Figure 17)

(18) giving first aid

Facing the medical seats, the referee touches each other's index, middle and nameless fingers forming the shape like A (Figure 18)



Hand signal for giving first aid (Figure 18)

(19) retreat to rest

Extend two arms horizontally with the palms up pointing to the 2 places for contestants to rest (Figure 19)



Hand signal for retreat to rest (Figure 19)

(20) declaring the winner

Standing between the two contestants, the referee holds one wrist of the winner and raises it up (Figure 20)



Hand signal for declaring the winner (Figure 20)

(21) Time out



Hand signal for time out (Figure 21)

Rating Table for Forms, Apparatus Chichi Leitai Competition

Team: V.S			No. _____ of bout		<input type="checkbox"/> Male <input type="checkbox"/> Female Section Category: _____	
NAME(Yellow):				NAME(Blue):		
Round 1	Round 2	Round 3	Scoring item	Round 1	Round 2	Round 3
			Get 1 point			
			winning half of the round (3 points)			
			winning the round (6 points)			
			Technical failure			
			Deduction for foul			
			Total score			
winner loser			Final Rating	winner loser		

Head Judge:

Executive Judge:

Scoring staff:

Date:

P.S.

1. every time you can write $\sqrt{\quad}$ when getting point, continuous record , The deduction points are written after the X character number. example 「×」① or 「×」②
2. A contestant who wins 2 of the 3 rounds shall be named the winner of the bout, the winner circle in the winner, the loser circle in the loser.

Rules of Chinese Kuoshu Kuachi

Chapter 1

General

Article 1 Purpose

As the basis of Chinese Kuoshu combat techniques, kuachi bears the Chinese culture and traditional martial arts philosophy. Since having external and internal power (Nei-Jin), and hardness with softness, kuachi contributes to human's health and self-defense. With a view to promoting the mass sports, maintaining fair play and improving international exchanges, the Kuachi Leitai Contest Rules are hereby enacted.

Article 2 Applicable

The rules apply to the member federations of International Chinese Kuoshu Federation (ICKF) while performing Kuachi national, world, inter-continental competitions, and international tournament. These rules are not allowed to be modified. The interpretation and modification of the Rules rests with Kuoshu/Wushu Federation of the Republic of China and the Technical Committee of the International Chinese Kuoshu Federation. (ICKF)

Chapter 2

General Regulations

Article 3 Regulations of Contest

A. Individual Competition

The results of individual competition are decided by the scores won from how many bouts he has taken part in.

B. Group Competition

In addition to individual ranking, a group's ranking is rated by how many scores its members have won.

C. Competition Sections

Divided into Male's and Female's Sections.

D. Competition Events

Competition is divided into "Advanced Kuachi" and "Basic Kuachi".

1. Contents of advanced Kuachi contest: "Punching (Kua-Chi)", "Kicking (Kua-Ti)" and "Throwing (Kua-Shuai)" with both hands.
2. Contents of basic Kuachi contest: "Ramming (Kua-Chong)", "Pressing (Mo-Ya)", "Squeezing (Kua-Chi)" with single hand.

E. Competition System

1. The principle of this rule is to make participants not be eliminated by a single match, and to keep them have as many opportunities as possible to challenge. Each other in kuachi leitai by using round-robin or knockout competition system.
2. Preliminaries: with basic kuachi as competition event.
3. Finals: with advanced Kuachi as competition event.
4. Preliminaries and finals shall be determined by organizing committee.

F. There are 3 rounds each bout, each round lasts 1 minute, with 1 minute for break between rounds.

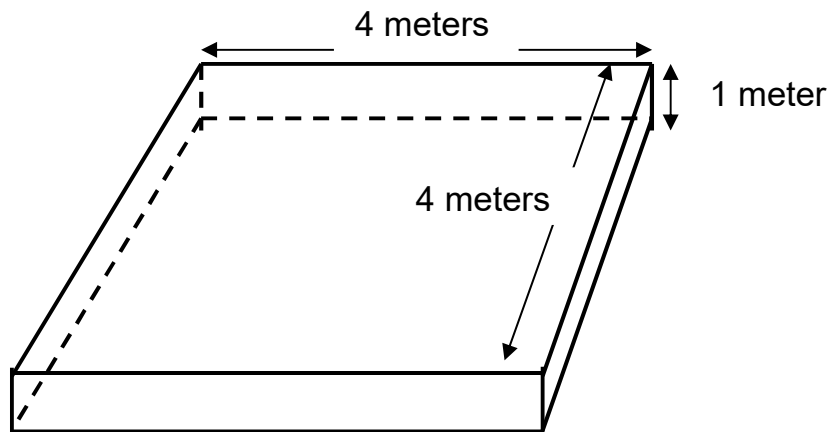
Article 4 Only those participants who have successively passed "Chuan-Shu (拳術) Test" (as the one enacted in these Rules) with a result reaching 80 points or more, or who have been granted first or higher "Duan" are eligible to take part in Kuachi Leitai contests.

Chapter 3

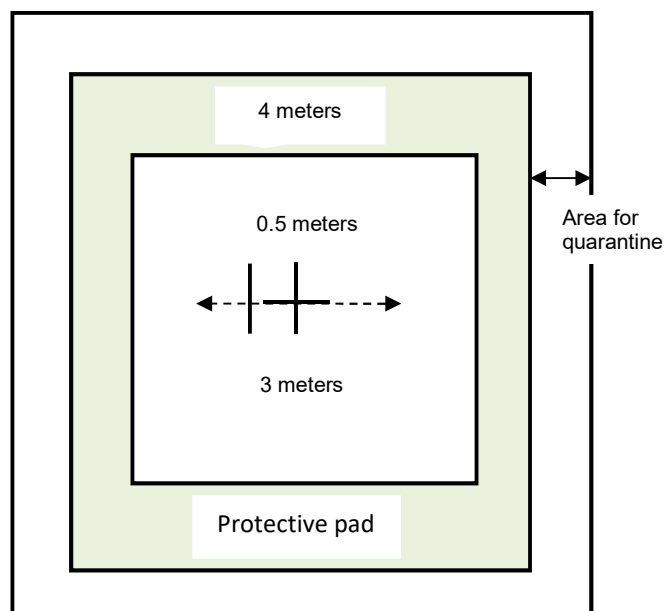
Field and Equipment

Article 5 Field

- A. Kuachi Leitai contest field shall be 4 meters in square, paved with a mat of slight resilience, the center circle being 3 meters in diameter, in the center of which is a cross with a line drawn each at left and right, upper and down side 0.5 meter away from the center, serving as the readiness positions of contestants (fig.1).
 - B. Kuoshu Kuachi contest can also be conducted on a platform (the leitai) slightly high than the ground but not more than 1 meter.
 - C. The area around the platform shall also be paved with mat (H: 30cm x W: 200cm), leaving more than 1 meter space open from which to separate audience and other persons.
 - D. One field for one Kuachi Leitai contest.
 - E. A set of electronic scoring system.
 - F. Field of Kuachi contest
- (Figure 1-1)



(Figure 1-2)



Article 6 Uniform and Protective Equipment

- A. Uniform: The uniform worn by the contestants of “basic Kuachi contest” event during contests should be those approved by the organizing committee or custom-made kung-Fu shirts (white half sleeves kung-Fu shirt, black lantern-style trousers, kung-Fu shoes and waist belt, as shown in fig.2-a)
- B. Protective Equipment: The protective equipment worn by the contestants of advanced Kuachi contest event during any contests shall be only those specified by the organizing committee. (gum-shield, boxing gloves, chest protector and jockstrap, as shown in fig.2-b)



Figure 2-1 Basic Kuachi Contests Uniform



Figure 2-2: Advance Kuachi contests uniform.

Chapter 4 Officials and Duties

Article 7 Organization of Officials:

- A. Referees Section:
The Referee Committee, with the members assigned from Kuoshu/Wushu Federation of the Republic of China, the ICKF, and the organizing committee of a member of the ICKF, which organizes the event, shall consist of:
 - 1. One referee general, one or two deputy referee generals.
 - 2. One chief referee and one vice chief referee.
 - 3. One field referee and one assistant field referee.
 - 4. One scoring judge, scoring recorder and one timekeeper.
- B. Set-in-order section: One chief recorder with 2 or 3 recorders.
- C. Check-in section: One chief checker with 2 or 3 checkers.
- D. Referee assistance section:
 - 1. One or 2 announcers.
 - 2. Two or three medics

Article 8 Duties

Set as per Article 7 and 8, Chapter III, Chinese Kuoshu Rules.

- A. Referee General:
 - 1. To be responsible for organizing referees to learn competition regulations and rules and study refereeing methods.

2. To check the competition field, equipment, refereeing utilities and take weigh-in, lot-drawing and arrangement relevant to competitions.
 3. According to competition regulations, and the spirit and letter of rules, to resolve the problems occurring during the contest. But to not modify competition regulations and rule in order to resolve the problems.
 4. During the contest, to give referees guidance and to replace a referee with other one, if necessary.
 5. To be notified of having to change the contest order due to a contestant forfeiting a contest, with the same notification given to chief recorder and announcer.
 6. To make a final decision about controversial refereeing
 7. To be responsible for inspecting referee's discipline in exercising refereeing.
 8. To confirm and announce contestant's results.
 9. To submit a written final competition report to Organizing Committee.
- B. Deputy Referee General
To assist referee general and to act for him in his absence.
- C. Chief Referee
1. To be responsible for arranging his own team's referees' study and work.
 2. To monitor and guide referees, timekeepers and recorders' work during the contest.
 3. To correct executive referee by whistling when finding that he has made an apparent mistake in refereeing.
 4. To announce the results of rating at the conclusion of a bout and decide the winner and loser.
 5. According to contestant's conditions displayed in the field and recorder's record, to deal with contestant's advantageous winning, outside of the position, penalties, falling on the ground, scoring and other matters relevant to regulations.
 6. To screen and sign the contest results after the conclusion of the bout.
- D. Vice Chief Referee
To assist chief referee and act for him in his absence.
- E. Executive Referee (Field Referee)
1. To exercise strict, fair refereeing.
 2. To check on-the-field contestants' clothes, protective gear, making sure safe contest.
 3. To use commands and hand signals to keep contestants proceeding with the contest.
 4. To judge contestants falling down, outside of the position, fouls, scoring and medical issue.
 5. To announce the contest results of each bout
 6. At the end of each bout, to sign in the score book and keep it for further being checked and confirmed
- F. Assistant Executive Referee
1. To help discover executive referee's apparent mistake in judging, and after permission of chief referee and referee general, help executive referee correct the scores gotten or reduced that have already been announced.
 2. To help executive referee exercise deducting and getting scores.
 3. Based on executive referee's signal, to make known the results of rating as soon as the end of each round.

4. At the end of each bout, to sign in the score book and keep it for further being checked and confirmed.
- G. Score Recorder
1. To fill in record book every contestant's scores exactly prior to contest.
 2. To be present where weight-in is held and fill in statistic sheet each contestant's weight class at each bout.
 3. Based on executive referee's command and hand signal, to record and count times of contestants outside of position, fouls, warning and scores obtained.
 4. Based on rules, to record assistants' scores obtained.
 5. To record the results rated in each round and ascertain the winner and loser and report it to chief referee.
 6. To report to chief referee when a constant has been rated outside of the position 3 times.
- H. Timekeeper
1. To check gong, clock and stopwatch before contest.
 2. To be responsible for counting time of contest, time-out, and rest between rounds.
 3. To whistle 5 seconds before contest begins.
 4. To beat the gong as notice that the round is ended.
- I. Chief set-in-order Recorder
1. To be responsible for checking contestant's eligibility and examine contestant's entry forms.
 2. To be responsible for organizing the drawing-lot, and scheduling order of bouts.
 3. To prepare the charts needed during contests, check and confirm the results and arrange placings for contestants who have been admitted.
 4. To register and publish the results of each bout.
- J. Set-in-order recorder:
- To carry out missions as assigned by chief set-in-order recorder.
- K. Chief Checker
1. To be responsible for weight-in task.
 2. To be responsible for preparing protective gears and management of matters during contests.
 3. To gather contestants and do roll call 30 minutes before contest.
 4. To report to referee general that some contestants are found disappeared or forfeited during the time of roll-call.
 5. According to the request of rules, to check contestant uniforms and protective gears.
- L. Checker
- To do work as chief checker assigned.
- M. Announcer
1. To give a brief introduction to competition regulations and rules and related publicities.
 2. To introduce referees and contestants in field.
 3. To announce the results rated.
- N. Medics
1. To check contestants' health examination reports.
 2. In keeping with doping control officers, to check if contestants are using banned

substances.

3. To do spot check over contestant's physical examination before contest.
4. To be responsible for treating contestants' injuries or sickness.
5. To examine a contestant's degree of injuries caused by foul action.
6. To be responsible for medical supervision in contest and recommend referee general that a contestant discontinue contest as soon as his injury occurs.

Chapter 5

Competition

Article 9 Categories:

- A. Male: Divided into 9 weight classes, as follows:
 - 1st class: below 55 kg
 - 2nd class: 55.01-60 kg
 - 3rd class: 60.01-65 kg
 - 4th class: 65.01-70 kg
 - 5th class: 70.01-75 kg
 - 6th class: 75.01-80 kg
 - 7th class: 80.01-85 kg
 - 8th class: 85.01-90 kg
 - 9th class: above 90.01 kg
- B. Female: Divided into 9 weight classes, as follows:
 - 1st class: below 45 kg
 - 2nd class: 45.01-50 kg
 - 3rd class: 50.01-55 kg
 - 4th class: 55.01-60 kg
 - 5th class: 60.01-65 kg
 - 6th class: 65.01-70 kg
 - 7th class: 70.01-75 kg
 - 8th class: 75.01-80 kg
 - 9th class: above 80.01 kg
- C. Checking of contestants eligibility
 1. Adult contestants shall be at age of 18 years and above and youth contestants shall be at age of 15 ~ 18 years.
 2. All contestants shall bring with them Contestant Card.
 3. All contestants must have a proof of life insurance.
 4. Contestants must present health certificate including ECG, blood pressure, pulse issued 20 days before the contest by a doctor from county level hospital
- D. Weigh-In
 1. Under supervision of jury committee, the weigh-in shall be held by chief recorder with cooperation rendered by set-in-order recorders.
 2. After his eligibility has been successfully examined, a contestant is allowed to take part in weigh-in. He should produce his contestant certificate at the site.
 3. Contestants shall follow the time appointed by the Organizing Committee to come to the designated place to take weigh-in. While taking weigh-in, contestants shall take off all clothes or only wear short pants. (female athletes could wear tight underwear)

4. Weight-in shall start from the contestants of lightest weight class and finish within one hour. If contestant does not reach the weight class as registered in his entry form within the limited time, he may forfeit the contest.
 5. One weight-in for every contestant in one day during tournament.
- E. Drawing-lot
1. Set-in-order record section is responsible for drawing-lot, participated in by chairman of Jury Committee, referee general, team leaders and coaches
 2. Drawing-lot shall start after the first weigh-in. It starts from the lowest weight class. If there is only one contestant in a weight class, the contest shall not be conducted.

Article 10 Contest Procedure:

- A. Manners in contest
1. Contestants enter the field right after signal of beginning
 - a. Introduction to executive referee and contestants
 - b. Upon hearing executive referee's command "salute", both contestants face and salute executive referee, then turn faces and salute each other (in the Chinese traditional way)
 2. At the end of contest, both contestants stand respectively at the right and left sides of executive referee, facing audience. Upon hearing the announcement of results, contestants salute each other, then turn to executive referee and salute him.
 3. While relieving or being relieved, the relieving and being relieved executive referees shall salute each other. Similarly, relieving and being relieved assistant executive referees shall salute each other, too.
- B. Beginning of Contest
1. Upon hearing the command "Yu-Bei (預備; ready)", the designated contestants shall stand straight separating each other in a certain distance, extend their right arms with palms facing up. Upon hearing the command "Kai Shi (開始; start) take "Yun Kung Jiao Jin" (運功較勁; initiate inner strength) for 3 seconds and begin to contest upon hearing the command "Ji xu 繼續 continue)".
 2. To decide by drawing-lot which hand—left or right—shall be rotated to change for a 3-round bout.
 - a. For basic group's kuachi contest, the 1st round is single hand Kua Cheng.(掛震) The 2nd round is Kua-Ya.(掛壓) The 3rd round is Kua-Chi.(掛擠)
 - b. For advanced group's kuachi contest, the 1st round is Kua Chi (掛擊) ,The 2nd round is Kua-Ti (掛踢), the 3rd round is Kua-Shuai.(掛摔)
- C. Competition in progress
1. As the contest progresses, no officials from either contestant's team are allowed into the outer or inner areas, nor can any officials give their contestant technical guidance or cheer from outside the field; otherwise, the violator's contestant shall receive a technical foul.
 2. As the contest progresses, no contestant's team leader or coach shall ask referee general or referee-in-chief to stop the contest, which otherwise will be considered as forfeiture.

3. As the contest progresses, no contestant shall ask for suspension of the contest without justification a contestant who violates this rule shall be disqualified from the contest.
 4. During a time-out due to a contestant's uniform or protective gear becoming loose or unfastened, only those coaches permitted by the field referee shall enter the field to render assistance. No unauthorized personnel shall approach the field.
 5. Upon hearing the time-keeper's signal to stop, the contestants shall cease the contest, return to their respective designated areas.
 6. During this period, authorized officials, limited to two persons per contestant, are permitted to perform such services as massage or sweat wiping for their contestants.
 7. When the contest has ended, both contestants shall remain on the platform/field until the results of the contest are announced.
 8. The field referee shall raise the hand of the winning contestant, declaring him/her the winner of the bout.
 9. Upon the announcement of the results, both the contestants shall salute to each other in the form of the traditional Chinese courtesy.
 10. If a contestant fails to appear on stage for his/her scheduled bout after his/her name has been called three times in a space of 30 seconds, he/she shall be disqualified from continuing the contest, and the previous results he/she has won shall be no more counted
 11. If contestants could not continue with contest because of illness, injure or weight not matching his class, he/she will be disqualified and no longer participate in the rest of the contest. But the results from the placing he has earned shall remain valid.
 12. If a contestant during a contest is in disparity in strength with his opponent, his coach in view of the contestant' safety, could waive his right to play by throwing a towel into the field, or the contestant himself demands waive his right to play by raising his hand.
 13. A contestant who fails to take weigh-in, fails to appear despite the fact that his name has been called 3 times, or left without permission failing to get onto the field in time even though his name has been called, will be dealt with by forfeiting the contest.
 14. If a contestant stops playing without justification when the contest is in progress, all his results earned will be repealed.
- D. Regulations during the course of contest:
1. Field referee shall concentrate on contest and should not talk to anybody else. He shall not leave his position without referee general's permission.
 2. Contestants must observe the rules, respect and obey referee's ruling. It is not allowed for them to have noisy , verbal abuse, throwing out protective gear, turning over table or chair, or kicking bucket to vent discontents
 3. Team coaches and medics shall sit in designated place. It is permitted for them to perform such services as massage or giving tactics for their contestants during the break between rounds.
 4. Contestants are banned from using any stimulants. They are not allowed to breathe oxygen during the break between rounds.

Article 11 Contents of contest and Scoring Criteria

A. Contents of contest

Kuachi leitai contest: “Advanced Kuachi” and “Basic Kuachi”,

1. Contents of advanced Kuachi contest: “Punching (Kua-Ji’)(掛擊)”, “Kicking (Kua-Ti) (掛踢)” and “Throwing (Kua-Shuai)”(掛摔) with both hands.
2. Contents of basic Kuachi contest: “Ramming (Kua-Chong)(掛震)”, “Pressing (Kua-Ya)(掛壓)”with single hand, “Squeezing (Kua-Ji’)” with both hands .

B. Analysis on scoring

1. Analysis on Advanced Kuachi Scoring:

- a. Scoring position: torso, thighs.
- b. During the contest of Zong-Kung-Jin-Pu (縱弓進步) with punching (Kua-Ji’)(掛擊)” ; Use slide step to advance and strike, retreat and defense, earning 1 point if striking an effective part, and 2 points if hitting down to the ground.
- c. During the contest of Zhuang-Ma-Kua-Chi (樁馬掛技) by “Kicking (Kua-Ti) (掛踢)”,use kicking method, earning 1 point if kicking a effective part, and 2 points if kicking down to the ground.
- d. During the contest of Zong-Kung-Jin-Pu (縱弓進步) with Kua-Shuai (掛摔), uses Qin-Na (擒拿), earning 2 points if throwing the opponent outside of the position or down to the ground . However, restricting Huo-Pu (活步; A dynamic footwork) within the circle, he is not allowed to hold his opponent’s torso.
- e. A contestant who is knocked outside of the position or off the platform and is unable to continue the contest within 10 seconds shall be ruled the loser of the bout.
- f. If both side contestants show no will to fight and move around without engaging each other apparently (over 10 seconds), both side lose the contest.
- g. If there is apparently great disparity between contestants strength (like a contestant keeps getting outside of the position 3 times in one round, or exhausts himself so much as not to continue contest, or keeps dodging engagement over 10 seconds), the field referee shall rule him/her as technique failure.

2. Analysis on Basic Kuachi Scoring:

- a. A contestant who forces his opponent to separate or retreat by Kuachi energy (Kuachi Jiao Jin) (掛接較勁) will earn 1 point.
- b. During contest of Kua-chen (掛震) if a contestant loses his/her balance while changing position of Zhuang Ma Ting Pu Kua Chi (樁馬定步掛技), his opponent will earn 1 point.
- c. A contestant who uses Mo (磨; grinding), Ya (壓; pressing), Zhen (震; To shake) techniques to force opponent to fall down will earn 2 points. Falling down to the ground, or one hand/knee touching the ground are considered knockout.

- d. During the contest of Heng Kung Jin Pu Kua Chi (橫弓進步) with Mo Ya (磨壓 grinding and pressing), a contestant who uses slide step to conduct “Jing Ya” (進壓), but limited to only one step (no astride step is used), to make his/her opponent unable to rise against the press will be ruled as the winner of the round. If a contestant falls down or is forced to get off the position, the other side shall be awarded two points.
 - e. During the contest of Zong-Kung-Jin-Pu (縱弓進步) with Kua-Ji (掛擠), a contestant who uses slide step but limited to only one step (no astride step is used) to press forward or to retreat back, thus, making his opponent displaced, will win two points.
 - f. To use Mo-Ya (磨壓) and Kua-Zhen (掛震) techniques to punch opponent to get outside of position, he/she wins three points. If two contestants both get off the field will reward no points.
 - g. Contestants punching each other with no techniques or cuddling to fall down will be both awarded no points.
 - h. No points shall be awarded if both contestants fall down to the ground simultaneously no matter whether one's body is above or below the others.
3. Criteria of scoring
- Criteria of scoring for basic kuachi leitai contest:
- a. Awarding 1 point:
 - (i) If a contestant is pressed with Jiao-jin (較勁) for 3 seconds and cannot break the horizontal line, his opponent will be awarded 1 point.
 - (ii) A contestant who removes the opponent's wrist will be awarded 1 point
 - (iii) A contestant who grinds and presses (磨壓) the opponent for 3 seconds will be awarded 1 point.
 - (iv) A contestant who strikes and grinds the opponent with shifting step will be awarded 1 point.
 - (v) A contestant who bypasses the opponent's waist will be awarded 1 point.
 - (vi) If a contestant keeps dodging opponent's attack, the opponent will be awarded 1 point.
 - (vii) If a contestant passively attacks or defends the opponent, the opponent will be awarded 1 point.
 - (viii) If a contestant passively pushes or squeezes the opponent, the opponent will be awarded 1 point.
 - (ix) If a contestant passively presses or gets out of the opponent, the opponent will be awarded 1 point.
 - (x) If a contestant commits technical foul for the first time, the opponent will be awarded 1 point.
 - b. Awarding 2 points:
 - (i) If a contestant is stricken, pressed or squeezed, that make his one knee touch the ground (this is considered as knockout or as being hit down to the ground), the opponent will be awarded 2 points.
 - (ii) A contestant who makes the opponent shift the step by squeezing will be awarded 2 points.

- (iii) A contestant who forces the opponent to move outside of the position by grinding and stressing will be awarded 2 points.
 - c. Awarding 3 points:
 - (i) A contestant who strikes the opponent to be outside of the position by grinding, pressing or striking will be awarded 3 points
 - (ii) If a contestant commits technical foul for the second time, the opponent will be awarded 3 points.
 - (iii) If a contestant hits the opponent's parts banned from striking by using not allowed methods for the first time will be awarded 3 points.
 - d. No awarding points:
 - (i) No points will be awarded, if both contestants fall down or retreat from the field.
 - (ii) No points will be awarded, if both contestants play at random and no techniques.
 - (iii) No points will be awarded, if both contestants, if both contestants fall down to the ground due to tightly cuddle each other.
 - (iv) No points will be awarded, if both contestants fall down to the ground in different time.
 - (v) No points will be awarded, while striking, grinding and squeezing , both contestants follow their strength to get out of wrists simultaneously
 - e. Criteria of scoring for advanced kuachi leitai contest:
 - (i) In advanced kua Ji (掛擊), a contestant who hits the opponent's breast will be awarded 1 point.
 - (ii) In advanced kua Ji (掛擊), if a contestant shifts or slides step, the opponent will be awarded 1 point.
 - (iii) In advanced kua Ti (掛踢) and Kua Shuai (掛摔), if a contestant retreats more than one step, the opponent will be awarded 1 point.
 - (iv) In advanced kua Ti (掛踢), a contestant who kicks the opponent's breast, back or belly will be awarded 2 points.
 - (v) In advanced Kua Shuai (掛摔), a contestant who wrestles the opponent down by twisting and wrestling (not wrestling by body) will be awarded 2 points.
 - (vi) In advanced kua Ji (掛擊) and kua Ti (掛踢), a contestant who strikes the opponent down to the ground will be awarded 2 points.
 - (vii) In advanced Kua Shuai (掛摔), no points will be awarded, if a contestant wrestles the opponent down by cuddling techniques.
 - (viii) In advanced kua Ji (掛擊), no points will be awarded, if a contestant's hitting is not clear.
 - (ix) In advanced kua Ti (掛踢), no points will be awarded, if a contestant's kicking the part of the opponent's is not clear.
4. Deduction of Points for Fouls:
- a. Parts of the body banned from being hit: head, neck and genitals.
 - b. Attacking methods banned from being used:
To use elbow or knee to attack the opponent.

c. Penalties:

- (i)** A contestant who commits any one of the above said fouls shall be penalized 3 points for the first offense.
- (ii)** A contestant will be disqualified from continuing the contest for a second offense
- (iii)** A contestant whose violation is deemed to be a great offense shall be disqualified immediately from continuing the contest.
- (iv)** Furthermore, should a contestant intentionally injure an opponent, the offender shall be legally liable for any injuries caused by his/her actions.

5. Technique Fouls:

- a.** Disobeying the referee's rulings. (This applies to contestants, members of the teams, and those who protest irrationally)
- b.** Hitting the opponent before the field referee gives the signal to start.
- c.** Actions that hinder the progress of the contest.
- d.** Yelling outside the field by officials of a team in such a way as to affect the order of the contest.
- e.** When the contest is in progress, charge forward in big strides with hands placed at breast, or hands fixed without elastic force.
- f. Penalties:**
 - (i)** A contestant who commits any of the above defined fouls shall be penalized one point for the first offense.
 - (ii)** Any such contestant shall be penalized 3 points for a second offense.
 - (iii)** Any such contestant shall be penalized 3 points for the third Offense.
 - (iv)** Any such contestant shall be declared the loser of the round for a fourth offense.
 - (v)** A contestant whose violation is deemed to be a grave offense shall result in disqualification and be ordered to leave the field immediately.

Article 12 Time Limits and Rules for Rounds and Bouts

Kuachi Leitai Contest:

Each bout shall consist of 3 rounds. Each round shall last 1 minute, with 1 minute break between rounds.

Chapter 6

**Rules Governing Suspension of Contest
Due to Contestant's Injury**

Article 13 Injury and Suspension

- A.** When a contestant suffers from injuries or other causes, the field referee shall announce suspension of the contest, during which time no personnel shall be allowed to talk with the contestants or enter the field, except those permitted by the field referee.
- B.** The field referee shall be the only person to call for the suspension of the contest if an injury occurs. A contestant who lies down for 5 minutes shall be subject to a doctor's examination to determine if he/she is able to go with the contest; if found unable to continue, he/she shall be disqualified.

Chapter 7

Procedures for Scoring and Determining Winner/Loser

Article 14 Judging and Scoring

- A. Competition shall be administrated by the chief referee, each contest shall be officiated by a field referee and a number of assistant referees.
- B. The points won and lost by each contestant in each round shall be published and registered for record.
- C. At the end of each round the field referee shall declare the round's winner and loser with a hand signal.
- D. The winner is the one who wins more scores accumulated over 3 rounds of one contest.
- E. If both sides get the same score(s), there will take one more playoff.
- F. If contest still on tie until end of a playoff, score-- preempting system will be adopted (decide on by drawing lot which one: Kua Cheng, Mo Ya, Kua Ji for basic group; Kua Ji, Kua Ti, Kua Shuai for advanced group; also decide on by drawing lot which hand: right or left hand) The chief referee shall preside over the contest and announce the winner and loser of the bout. Also, the announcer shall also make it known to the audience through public address system, the winner's name, weight class and his team.

Chapter 8

Appeal

Article 15 Jury of Appeal and duty

The procedures for appeal as set out in Article 15, Chapter VII, and Kuoshu Rules are applicable to Kua-Chi of Chinese Kuoshu.

- A. Composition of an Jury of Appeal:
It consists of one chairman, one vice chairman and 3 to 5 members.
- B. The duty of Jury of Appeal
 - 1. The Jury of Appeal, under the leadership of Organizing Committee, mainly receives and deals with appeals from contesting teams having different opinion about decisions made by referees that are in violation of the Rules or Regulations of Competition.
 - 2. The Jury of Appeal receives appeals from the contesting teams disagreeing on the decisions made by judges that, in their views, are against the rules and regulations of competition. The appeal, however, shall be defined to issues related to the appealing teams.
 - 3. Appeals, once received, shall be dealt with immediately. Handling of the appeals shall not affect the progress of other competitions, nor determination of placings, nor the presentation of awards.
 - 4. Based on the material indicated in the appeal, in order to investigate the situation, the Jury of Appeal shall replay the video recording of the competition to have it examined when necessary. The Jury shall meet to discuss the issue. People concerned may be invited to participate in the meeting, but have no right to vote. A decision made by over half of the jury members shall be effective. If the vote for and against is same, the vote of the chairman is decided.

5. A jury member shall not participate in discussion when the issue discussed is related to his/her own country, or region or delegation.
6. The judge's decision at issue will remain unchanged if it is confirmed correct after being carefully examined. However, if the judge's decision has apparent mistakes, the Jury of Appeal shall refer to the Kuoshu/Wushu Federation of the Republic of China the jury member who committed the mistake for necessary disposal according to related regulations. The decision of the Jury of Appeal shall be final.

C. Procedure and Requirements of Appeal

1. When a team has objection to a decision made by the referees in a competition, its leader or coach lodges an oral appeal to referee general (Jury of Appeal). In 10 minutes following the oral appeal, a written appeal shall be lodged together with a deposit of NT 5,000. The Jury of Appeal shall examine the written appeal. The deposit shall be refunded if the appeal proves justified and the decision of judges shall be updated. The deposit shall not be refunded and will be transferred to a fund for awarding elite contestants if the appeal proves groundless.
2. Requirements of appeal: Deduction of points must be based on No. of bout, time and section of contest.
3. Within the time of a contest, there would be forwarded appeal of Kuachi once, and appeal of form (Chuan Shu) once, no more than twice. The third one will be rejected.
4. The ruling of the Jury of Appeal is final and shall be respected by all teams. Pestering with provocative acts or remarks against the ruling shall be dealt with by Competition Supervision Committee, or Organization Committee of the Championship according to the seriousness of the case.

Chapter 9

Supervision over Competitions

Article 16 Competition Supervisory Committee and its duty

- A. Composition of Competition (techniques) Supervisory Committee:
It consists of one chairman, one vice chairman and 3 to 5 members.
- B. The duty of Competition Supervisory Committee (CSC):
 - 1. The duty of CSC is to rectify members of Jury of Appeal who could not perform duties well, referees who exercise unfair judgments and officers who do violation of < Jury of Appeal Ordinance>. They would be criticized, educated, and even replaced as a disposal.
 - 2. The CSC shall supervise referees who do not properly, seriously, fairly, exactly perform their judgments, or the referees who violate regulations and rules, or referees who apparently exercise wrong judgments, or referees who do miscarriage of justice; accept bribes from teams, use unfair means to favor athletes. They would be educated, and replaced. Even their referee license would be canceled or their grade be degraded according to seriousness of the case.
 - 3. The CSC shall supervise the team leaders, coaches and contestants who do violation of <Competition Operation Provision>, <Athlete Code>, competition regulation, rules and field discipline. Even those who play monkey business among athletes, receive bribery, perform fake competitions. They would be criticized, educated, and disqualified to take part in competitions any more.
 - 4. The CSC shall listen to various recommendations and opinions from team leaders, coaches and contestants to ensure that competitions are held fairly, accurately and smoothly.
 - 5. Members of supervisory committee shall not be directly involved in affairs of Jury of Appeal and referees' refereeing. The CSC shall not intervene in Jury of Appeal and intervene in disputes of the results of judgments, nor change the results decided by referees and Jury of Appeal.

Chapter 10

Commands and Hand Signals

Article 17 Field referee commands and hand signals

1. Readiness of referee
Standing position of referee (fig. 1)



2. Salute (抱拳禮)
Stand with both feet together. Left palm rests on right fist in front of chest, 20-30 cm away from the chest. (fig. 2) (fig. 2-1)



(fig. 2)



(fig. 2-1)

3. get onto platform (command)

Stand at the center of the platform, extend arms toward right and left sides with palm facing up pointing to both side contestants, bend forearms at 90 degrees with palms facing each other, simultaneously delivering command.



(fig. 3)



(fig. 3-1)



(Area of readiness fig. 3-2)

4. Both contestants salute each other
(Command) bend arms in front of chest at 45 degrees, with both palms facing down. (fig.4)



(fig. 4)

5. Round one
Face chief referee seat, erect index finger with other 4 fingers closed together and raise it up, stand or take bow stance. (fig.5)



(fig. 5)

6. Round two

Face chief referee seat, erect index and middle fingers, with other 3 fingers closed together and raise it up. Stand or take bow stance (fig.6)



(fig. 6)

7. Round Three

Face chief referee seat, separate thumb, index and middle fingers then raise it up. Stand or take bow stance (fig. 7)



(fig. 7)

8. Take position (command) take proper distance

Stand like bow stance between two contestants, extend both arms forward with both palms facing each other, simultaneously with delivering command "take position"(fig.8).



(fig.8)

"Readiness (command)" (Yu-Bei; to be ready, Kai-Shi; to start, Ji-Xu; to carry on)

Stand like bow stance between two contestants, extend one arm touching wrists of two contestants, simultaneously with delivering command "readiness" (fig. 8-1) (fig.8-2).



(fig.8-1)



(fig. 8-2)

(8-2) “start” (command) extend one arm touching wrists of two contestants, the other arm slashing its palm over the belly (command) (fig.8-3). After chiao jing lasting 3 seconds, (judge winning points) “continue” (command) without stopping



(fig. 8-3)

9. “Ting (停; to stop)”

Simultaneously with command “stop”, Stand like bow stance between two contestants, extend both arms sideward with palms facing out (fig. 9)



(fig. 9)

10. Countdown

To face to contestant, bend arm and put fist in front of body and open fingers in 1 second in order (fig.10, fig.10-1)



(fig.10)



(fig.10-1)

11. Win one point

To face to referee general position, bend right arm as 45 degrees both to angle and body, straight arm forward with index finger up on saying command. (fig.11)



(fig.11)

12. Win two points

To face to referee general position, bend right arm as 45 degrees both to angle and body, straight arm forward with index finger and middle finger up on saying command. (fig.20)



(fig.12)

13. Win three points

To face to referee general position, bend right arm as 45 degrees both to angle and body, straight arm forward with thumb, index finger and middle finger up on saying command. (fig.13)



(fig.13)

14. foot moving position or step

Extend one arm with index finger pointing to the contestant moving position over waist, and extend other arm forward with palm facing down moving downward from chest. (fig. 14)



(fig. 14)



(fig. 14-1)

15. Being hit out of line or down from the platform:

Extend one arm with index finger pointing to the contestant hit out of line, and other arm with index finger pointing to the line from which the contestant hit out of (fig.15) (fig.15-1)



(fig.15)



(fig.15-1)

16. Crotch kicked

Extend one arm with index finger pointing to the offender, with the palm of other arm touching the crotch part (fig. 16).



(fig.16)

17. Hit back head:

Extend one arm with index finger pointing to the offender, with the palm of other arm touching the back head (fig.17).



(fig.17)



(fig.17-1)

18. hit Knee

Extend one arm with index finger pointing to the offender, with the palm of other arm touching the knee (fig.18).



(fig.18)

19. Warning

Extend one arm with index finger pointing to the offender, bend the other arm at 90 degrees with fingers formed into a fist placing it near the side of head (fig.19).



(fig.19)

20. ineffective and no points given:

Extend both arms sideward and cross them, doing such a certain times, indicating that no points are given for contestants who fall down to the ground at different time or at the same time considered ineffective



(fig.20)



(fig.20-1)

21. first aid

Both hands Index finger and nameless finger touch together, forming as English letter "A"(fig.21).



(fig.21)

22. retreat and rest

Extend two arms sideward with palms facing up (fig.22).



(fig.22)

23. declare winner

Stand between and parallel to two contestants, grasp the winner's wrist and raise his arm up. (fig.23)



(fig.23)

24. Win a round

Stand with two legs together, extend one arm up at 130 degrees with palm facing up, the other hand' palm touching the thigh (fig.24)



(fig.24)

25. designate a contestant:

Extend one arm sideward, bend it at 45 degrees from elbow with the palm facing up, simultaneously with command. (fig.25)



(fig.25)

26. hit the head:

Stand with two legs together, extend one arm with index finger pointing to offender, the other hand' palm placed over the head (fig. 26)



(fig.26)

27. pass over the waist

Extend one arm with index finger pointing to the contestant passing over the waist, the palm of other arm put near waist (fig.27).



(fig.27)

28. passively press over the body

Extend one arm with index finger pointing to the contestant pressing over the body, the palm of other arm touching the elbow of the former arm. (fig.28) °



(fig.28)

Acts as foul:

1. Press opponent's body, attacker bending upper arm moving down over the chest.
2. Body pressing down.
3. Chao Jing. Mo Ya, the straight arm slashing down toward ground.

29. passive pushing and squeezing

Extend one arm with index finger pointing to the contestant pushing, the palm facing outward of other arm pushing forward in front of chest (fig. 29).

Acts as foul:

1. During the time of kuachi, the contestant pushes his hand toward his opponent's body.
2. The body inclines forward before referee commands "start" or "continue"



(fig.29)

30. passive attack and defense:

One hand's index finger pointing to one contestant, the other arm bent near the front of chest with palm up facing right or left side. (Fig. 30).



(Fig. 30)

Acts as foul:

1. Have no intention to attack and defend.
2. Intentionally dodging.
3. Intentionally slack hand.

31. get wrist off

Extend one arm with index finger pointing to the contestant getting off the wrist, the palm of other hand placed at the wrist of former arm (fig.31).

Act as foul : Actively get the wrist off.



(Fig. 31)

32. hit elbow

Extend one arm with index finger pointing to the offender, the r hand put into a fist of the other arm bent in front of chest (fig. 32).



(Fig. 32)

33. change hands

Bend arms at 45 degrees and put the two hands crossed with palms facing inward, after starting each Chao Jing or continuing each attack and defense, there must be change-hands (fig.36).



(Fig. 33)

34. Assistant field referee's hand signal

- a. When seeing the mistake by the field referee in ruling, the assistant field referee informs him by taking the hand signal: bend arms at 45 degrees and cross the hands with palms facing outward in front of the chest (fig. 34) If agreeing in assistant's remind, the field referee take the same hand signal as the assistant has taken. If not agreeing, the field referee takes the hand signal as he has done for ruling °



(Fig. 34)

- b. Asked by the field referee whether the contestant is out of the position or falls down to the ground by showing hand signal:--extend one arm with index finger pointing to the contestant, and other arm falling down, the assistant field referee confirms that the contestant is out of the position by showing hand signal : bend the arm at 45 degrees and forms fingers into fist in front of the chest °
- c. Asked by the field referee whether getting points due to attack is effective by showing hand signal: extend one arm with index finger pointing to the contestant and extend the other arm with index finger pointing to the part where the points are obtained due to attack (38), the assistant field referee confirms that the getting points is effective by showing hand signal: bend the arm at 45 degrees and forms fingers into fist in front of the chest °



(Fig. 34-1)

Chapter 11

Implementation and Amendment

Article 21 This Rules of Kuachi, Chinese Kuoshu was enacted by Kuoshu Federation of the Republic of China (KFROC), passed by its General Assembly, publicized by Sports Federation of the Republic of China and put into effect after being approved by Ministry of Education of the Republic of China.

中華國術掛技擂台比賽評分表

RATING TABLE FOR SPARRING CONTEST

單位 Unit			隊對 VS		隊		場次第 No. of Bout		場		男Male 子組第 級		女Female Section Category	
黃角姓名 Name(Yellow)							藍角姓名 Name(Blue)							
第一局 1st round	第二局 2nd round	第三局 3rd round	得分項目 Scoring Items				第一局 1st round	第二局 2nd round	第三局 3rd round					
			一分											
			(1) a.											
			二分											
			(1) b.											
			三分											
			(1) c.d.											
			技術失敗 (1) h,i,j. Technical Failure											
			犯規扣分 (2) a,b. Deduction for Foul											
			得分合計											
			Scores Gained											
勝 負			勝負評定				勝 負							
Winner Loser			Final Rating				Winner Loser							

主任裁判
Referee in Chief

評分裁判
Rating Judge

計分員
Scorer

日期
Date

附註：

1. 每項一次得分可以一個「√」字簡號示之，并可連續使用，扣分則於「×」字符號後以數字示之，例如「×」1，或「×」2表示所扣分數。
2. 各項目中之阿拉伯數字乃只比賽規則第11條C項(1)、(2)兩款所含之得(扣)分規定。
3. 勝負評定：依三局二勝之原則，將勝方之勝字以○圈之，負方將負字以○圈之。

Note：

1. Put a 「√」 in an appropriate block as one point is gained. This can be put repeatedly as points gained increase. 「×」 1 denotes reduction of one point, 「×」 2 two points, and so on.
2. The Arabic figures put in the scoring items indicate item C (1) and (2) Article 11 of Kuoshu rules, which should be refereed to for scoring.
3. Circle winner or loser based on the rule or Winning 2 of Three rounds.