



# 2008 Canadian National Kung Fu Challenge

武术锦标赛

## Registration Form

Please Print Clearly in the Space Below

Name:			
Age:	Gender:	Weight*:	lbs
Home Address:			
Name of School/Club:			
CIKWF Membership Number:		Email Address:	

\*Weight is required for Point Sparring and San Da entrants.

### Traditional Kung Fu Divisions:

Novice – 1.5 years of training or less  
Intermediate – 1.5 to 3.5 years of training  
Advanced – Over 3.5 years of training.

### Invitational Japanese Karate Division:

Novice (W-O): 1-2 years of training or White to Orange belts  
Advanced (G-B): over 2 years of training or Green to Brown Belts.

### Ving Tsun (Wing Chun) Division:

Chi Sao (Sticking Hands). The goal is for males & females to compete separately. The Head Judge will decide whether or not to merge/separate males & females based on the number of competitors in each event.

### Pre-registration Fees (before September 12, 2008)

	Members	Non-Members
For 3 events	\$50	\$60
For 1 event	\$30	\$35
Additional Events	\$15	\$20
San Da	\$40	\$50
Group Fighting	\$50	\$70
Set Fighting	\$40	\$50

### Registration fees (after September 12, 2008)

	Members	Non-Members
For 3 events	\$70	\$80
For 1 event	\$40	\$45
Additional Events	\$25	\$30
San Da	Pre-Registration Only	
Group Fighting	Pre-Registration Only	
Set Fighting	Pre-Registration Only	

### Registration Fee Calculation (select events to compete from list on page 2)

Total Number of Events Selected on Page 2	
Total Cost for Groups of 3 Events	\$
Cost of Single or First Event (if entering less than 3 events)	\$
Total Cost for Additional Events	\$
Cost for Group Forms	\$
Cost for Set Fighting	\$
Cost for San Da	\$
<b>TOTAL =</b>	<b>\$</b>

The competition will be conducted adhering with the IWF regulations for Wushu Divisions, and according to UWFC regulations for all other events. The power of interpretation of the rules rests solely with the Judging Committee of the Canadian International Kuoshu Wushu Federation (CIKWF).

### Arbitration

The organization committee will establish a three-person arbitration unit with the purpose of resolving disputes. A \$200 CDN non-refundable fee will be levied for each sitting of the arbitration unit. Decisions handed down from the unit are final. All complaints must be forwarded in writing to the President, Master Augustin Ngu within two hours of the event.

The undersigned, hereby voluntarily submits this application to the Canadian International Kuoshu & Wushu Federation for attendance at the **2008 Canadian National Kung Fu Challenge to be held in Scarborough, Metropolitan Toronto, Ontario, Canada, on September 27<sup>th</sup>, 2008**. I agree to abide by all the rules that the above organization(s) has set out for the tournament. I hereby acknowledge that my participation in this tournament may result in injury to myself and I assume all responsibility for any and all damages, injuries or losses that I may incur while attending or participating in the competition. I warrant that I am in good health and physical condition with no medical condition, physical impairment, or any other physiological or psychological condition that may be aggravated by engaging in such activities. I hereby indemnify and save harmless and remise, release and forever discharge the 2008 Canadian National Kung Fu Challenge, the Canadian International Kuoshu & Wushu Federation, all directors, officers, employees, organizers of the competition, assistants, agents, helpers, as well as the person or persons who caused said injury or damage and all other participants at the competition, their heirs, executors, administrators, successors and assigns, and each of their estates and effects, from any and all actions that are outside the rules of competition. I further, waive any and all rights, claims, causes of action, or otherwise, I may have against any of these persons or entities. I acknowledge that acceptance of my attendance or participation at this tournament is good and sufficient consideration to same.

### I have read and fully understand the above waiver.

This waiver must be signed by parent or guardian if the participant is under 19 years of age.

Participant Name: \_\_\_\_\_

Participant Signature: \_\_\_\_\_

Parent/Guardian Name: \_\_\_\_\_

Parent/Guardian Signature: \_\_\_\_\_

Date: \_\_\_\_\_, 2008.

Please mail or fax both pages of the Registration form, plus a **cheque** or **money order** made payable to:

**Canadian International Kuoshu & Wushu Federation**  
1590 Matheson Blvd., Unit # 3,  
Mississauga, ON, Canada, L4W 1J1  
Tel# (905) 629-1880 Fax# (905) 629-9883

\* Pre-registration and check or money order must be received by September 12th, 2008

CIKWF reserves the rights to use any photography or video created during the tournament for promotional purposes.



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### Divisions and Events for September 27, 2008 Canadian National Kung Fu Challenge

Soaring Divisions	
<b>Children Sparring Division:</b>	
1	7 years & under Novice
2	7 years & under Intermediate
3	7 years & under Advanced
4	8 - 9 years old Novice
5	8 - 9 years old Intermediate
6	8 - 9 years old Advanced
7	10 - 11 years old Novice
8	10 - 11 years old Intermediate
9	10 - 11 years old Advanced
10	12 - 13 years old Novice
11	12 - 13 years old Intermediate
12	12 - 13 years old Advanced
13	14 - 15 years old Novice
14	14 - 15 years old Intermediate
15	14 - 15 years old Advanced
16	16 - 17 years old Novice
17	16 - 17 years old Intermediate
18	16 - 17 years old Advanced
<b>Adult (Women) Division (18 years +):</b>	
19	145 lbs & under Novice
20	145 lbs & under Advanced
21	146 lbs & over Novice
22	146 lbs & over Advanced
<b>Adult (Men) Division (18 years +):</b>	
23	145 lbs & under Novice
24	145 lbs & under Intermediate
25	145 lbs & under Advanced
26	146 - 180 lbs Novice
27	146 - 180 lbs Intermediate
28	146 - 180 lbs Advanced
29	181 lbs & over Novice
30	181 lbs & over Intermediate
31	181 lbs & over Advanced
<b>San Da Division (Men):</b>	
32	Under 55 Kgs
33	56 - 60 Kgs
34	61 - 65 Kgs
35	66 - 70 Kgs
36	71 - 75 Kgs
37	76 - 80 Kgs
38	81 - 85 Kgs
39	86 - 90 Kgs
40	91 - 100 Kgs
41	101 Kgs & Up
<b>San Da Division (Women):</b>	
42	Under 52 Kgs
43	52 - 60 Kgs
44	61 - 65 Kgs
45	66 - 70 Kgs
46	71 - 75 Kgs
47	76 - 80 Kgs
48	81 - 85 Kgs
49	86 - 90 Kgs
50	91 - 100 Kgs
51	101 Kgs & Up

Traditional Kung Fu Divisions:		
<b>Wing Chun Division</b>		
55	Siu Lim Tau Form (Boys & Girls 17 & under)	78
56	Siu Lim Tau Form (Adults - Novice)	79
57	Chum Kiu Form (Adults - Intermediate)	80
58	Biu Je Form (Adults - Advanced)	81
59	Chi Sao Novice (Red sash only)	82
60	Chi Sao Intermediate (Green & Blue sash)	83
61	Chi Sao Advanced (Black sash only)	84
62	Pah Chum Dao (International)	85
63	Mook Jong - (Wooden Dummy Form)	86
		87
		88
		89
		90
		91
		92
		93
		94
<b>ADULT Traditional Chinese Forms:</b>		
64	Adult Southern Hand Forms Novice	
65	Adult Southern Hand Forms Intermediate	
66	Adult Southern Hand Forms Advanced	
67	Adult Northern Hand Forms Novice	
68	Adult Northern Hand Forms Intermediate	
69	Adult Northern Hand Forms Advanced	
70	Short Weapons Novice	
71	Short Weapons Intermediate	
72	Short Weapons Advanced	
73	Long Weapons Novice	
74	Long Weapons Intermediate	
75	Long Weapons Advanced	
76	Other Weapons	
<b>Open Martial Arts Division:</b>		
77	Open Martial Arts	
<b>Traditional Long Weapons (Children):</b>		
		7 years & under Novice
		7 years & under Intermediate
		8 - 9 years old Novice
		8 - 9 years old Intermediate
		8 - 9 years old Advanced
		10 - 11 years old Novice
		10 - 11 years old Intermediate
		10 - 11 years old Advanced
		12 - 13 years old Novice
		12 - 13 years old Intermediate
		12 - 13 years old Advanced
		14 - 15 years old Novice
		14 - 15 years old Intermediate
		14 - 15 years old Advanced
		16 - 17 years old Novice
		16 - 17 years old Intermediate
		16 - 17 years old Advanced
<b>Team Events</b>		
95	Group Forms	
96	Set Fighting	

Traditional Division (Northern & Southern):		
<b>Children Chinese Hand Forms:</b>		
97	7 years & under Novice	114
98	7 years & under Intermediate	115
99	8 - 9 years old Novice	116
100	8 - 9 years old Intermediate	117
101	8 - 9 years old Advanced	118
102	10 - 11 years old Novice	119
103	10 - 11 years old Intermediate	120
104	10 - 11 years old Advanced	121
105	12 - 13 years old Novice	122
106	12 - 13 years old Intermediate	123
107	12 - 13 years old Advanced	124
108	14 - 15 years old Novice	125
109	14 - 15 years old Intermediate	126
110	14 - 15 years old Advanced	127
111	16 - 17 years old Novice	128
112	16 - 17 years old Intermediate	129
113	16 - 17 years old Advanced	130
<b>Traditional Short Weapons:</b>		
		7 years & under Novice
		7 years & under Intermediate
		8 - 9 years old Novice
		8 - 9 years old Intermediate
		8 - 9 years old Advanced
		10 - 11 years old Novice
		10 - 11 years old Intermediate
		10 - 11 years old Advanced
		12 - 13 years old Novice
		12 - 13 years old Intermediate
		12 - 13 years old Advanced
		14 - 15 years old Novice
		14 - 15 years old Intermediate
		14 - 15 years old Advanced
		16 - 17 years old Novice
		16 - 17 years old Intermediate
		16 - 17 years old Advanced

Note: The Federation reserves the right to combine, cancel and open events according to needs.



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We take this matter very seriously and any breaches will be dealt with accordingly.

## Code of Conduct for Competitors, Coaches and Spectators

### Competitors shall:

- Treat opponents with respect.
- Play hard, but within the rules.
- Exercise self-control at all times.
- Respect the decisions of officials without gesture or argument.
- Win with humility or lose with dignity.
- Show that it is a privilege to represent their school/club.
- Recognize and applaud honestly and wholeheartedly the efforts of teammates and opponents.

### Coaches shall:

- Treat all competitors and officials with respect.
- Inspire a love of martial arts and a desire to compete fairly.
- Discipline those from their clubs who display unsporting behavior.
- Remember that youth participate for pleasure and winning is only part of the fun.
- Respect the judgment and interpretation of the officials.

### Spectators shall:

- Encourage their particular club and competitors in a respectful manner, maintaining self-control in their enthusiasm.
- Never ridicule or yell at competitors for mistakes or failing to win an event.
- Never deliberately distract or intimidate competitors.
- Applaud good performance and efforts by all competitors.
- Respect the judgment and interpretation of the officials.
- Not interfere with the responsibilities and decisions of the coaches.
- Refrain from entering the competition area.



### Procedure Governing Breaches of the Code of Conduct

***All offenses will be reported to the CIKWF Director.***

The Tournament Director should be notified as soon as possible after the violation, to inform him/her of the situation. The Tournament Director will approach the offending competitor's coach, the offending coach or the offending spectator to discuss and hopefully rectify the incident.

If the offending person fails to rectify the situation or modify their behavior (multiple offense), the Tournament Director will have a personal meeting with the respective coach or spectator in order to discuss their continued participation in, or attendance at the event.

Racial vilification/defamation by players, coaches or spectators will not be tolerated under any circumstances and will result in either the offending club or spectators' immediate expulsion from the event.



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## Point Sparring Rules

**Competition Styles:** Point fighting with no contact to head or below waist levels.

**Competition Area:** 16 x 16 square. Boundary and center marked on floor

No barriers surrounded.

### Scoring Method:

- One point awarded for successful score to the head. All techniques to the head must be controlled with no excessive force. Anything deemed as excessive force will be considered a foul.
- Two points will be awarded for successful scores to the body area protected by a body protector.
- Two points will be awarded if the opponent's kick is successfully grabbed and controlled.
- Three points will be awarded if a simultaneous block (including jamming, holding, grabbing or trapping) and strike are successfully executed. At this time the opponent must not be successful in scoring.

### Format:

- Both opponents begin at the center of the square with their leading hands touching and forming a straight line.
- When the referee signals the beginning of the match, both opponents are free to attack or defend. The referee will signal to stop if one side appears to have scored, otherwise the match must continue.
- During the match, if both opponents are separated beyond the contact range and cannot re-establish contact the referee will count 5 seconds. If the opponents still cannot re-establish contact, the referee will stop the match and bring both opponents back together at the center of the square before resuming.
- During the match, if either or both participants drop their defense and only engage in trading blows, the referee will issue a warning to the violator. The second warning will result in 1 point awarded to the opponent. The third violation will result in disqualification. No blows struck in this fashion will result in any point.

### Violations:

- Elbow strikes, knee strikes, body throws, takedowns, joint locks, chokeholds, low sweeps or striking at any non-designated area. Turning blind techniques with no control is absolutely not permitted.
- Leg blocks are permitted provided the leg is bent, If the leg is extended, it will be considered a low sweep or low kick and hence a violation.
- No contact to the head. Any contact to the head beyond tapping is considered excessive and therefore a violation.
- Contact to the body must be controlled and not excessive. Any excessive contact will be considered a violation.
- Failure to obey the referee's signal to stop and continue to attack.
- The violator will be disqualified if the violation is intentional. An unintentional violation will result in a warning.
- Two warnings will result in a point awarded to the opponent. A third warning will result in disqualification.
- Coaching from the sidelines is not permitted.

### Length of match:

- One and a half minutes fight time in children's matches.
- Two minutes fighting time in adult's matches. (The above length of time does not include the time between each stop and restart)



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- At the end of the match, the person with the highest score wins.
- The first opponent to score 5 points in the children's division or 7 points in the adult's division within the time limit will be the winner and the match is over at that point,
- In the event of a tie at the end of a match, the match will go into overtime, the first to score wins.

### Designated Target Area:

- Areas of the head protected by the head protector.
- Area of the body protected by the body protector. (see equipment list)

### Mandatory Equipment – *You must bring your own supplies.*

- Headgear with facemask
- Body protector
- 6 ounces Sparring gloves, fingers must be covered.
- Mouth guard.
- Foot guard, toes must be covered (no shoes).
- Groin protector

### Equipment (*Optional*):

- Shin guard, arm guard, knee guard, elbow pads.

### Judging:

- Each match will be judged by 3 or 5 judges. Either 2 or 4 judges will stand on a corner outside the square. The head judge will be inside the square and act as referee.
- Any one of the judges can halt the match. Majority of the judges must agree in order for a point to be awarded.
- Only the center referee can signal the starts. He or she will also count out loud the 5 seconds when the opponents are separated beyond the contact range.

### Etiquette:

- Competitors should bow to the referee and to each other before assuming defensive position at the start of the match.
- Upon signal from the referee to stop, competitors must cease any attack and immediately withdraw into a defensive position
- Upon declaration of the winner at the end of match, both competitors shall bow to each other and then to the referee.

### **-WARNING-**

- **All competitors must be aware that if injury to the opponent should result from their breach of any of the safety rules or use of excessive force, he/she may be held liable both criminally and civilly.**
- **Interference from sideline in anyway will cause the competitor to be disqualified and the party involved to be ejected from the championship and/or be barred from future events.**



### Kung Fu Forms and Weapons Rules

1. All Competitors must be in their appropriate division
2. Scoring scope from 8.40 (Poor), 9.00 (Average), and 9.80 (Top Performance).
  - In the event of a tie, the high and low scores are added in to determine winner.
  - In case of a second tie, the competitors will be asked to perform a second performance to break the tie.
3. Competitors will be scored on:
  - power
  - speed
  - stance, balance, footwork
  - quality of technique
  - focus & spirit
  - degree of difficulty
  - etiquette & presentation
4. There will be 3 or 5 judges per division.
  - Judges must have total familiarity with the rules.
  - Each division cannot have more than 1 judge from the same school with total of 3 judges, and no more than 2 from the same school with total of 5 judges. This includes the head judge.
5. All scores are totaled by the score keeper and scores are flashed after each performance.
  - Head judge may call conference meeting with corner judges whenever is required.

### San Da Rules

#### Divisions

##### Men's and Youth Division

1. Under 55 kg
2. 56 kg - 60 kg
3. 61 kg - 65 kg
4. 66 kg - 70 kg
5. 71 kg - 75 kg
6. 76 kg - 80 kg
7. 81 kg - 85 kg
8. 86 kg - 90 kg
9. 91 kg - 100 kg
10. Over 101 kg

##### Women's Division

1. Under 52 kg = Under 115 lbs
2. 52 kg - 60 kg = 115 lbs – 132 lbs
3. Over 60 kg = Over 133 lbs.

Based on the number of competitors per weight category, an official conference may be called to combine some of the weight categories.

#### Weigh In:

Weigh in will occur on the day of the event. All participants must be present at the time of weigh in to compete. Weigh in will be supervised by the head judge to ensure fairness. Your weight at the time of weigh in will be used to determine the division you will be competing in.



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## Video Taped Disclaimer:

All competitors, or the competitors parent or legal guardian (for competitors under 18 years old) will be required to video tape a disclaimer at the time of sign-in stating that they understand the risks of San Da and assume full responsibility for their health and actions.

## Mandatory Medical Certificate:

All competitors must provide (at their own cost) a medical certificate from their family doctor stating that they are in good health, and fit to fight. If the competitor fails to provide a certificate, he/she will be unable to participate.

The tournament organizers reserve the right to exclude a person from fighting based on a pre-existing medical condition at their sole discretion if they feel that condition will endanger any of the participants.

## Mandatory Equipment and Glove Weight:

### Equipment/Personnel Supplied by the Promoter:

- First Aid
- Referee and judges
- Corner stool, bucket, and water

### General (all Divisions)

- T-Shirt
- Trunks (no pants, as in international competitions)
- Hand Wraps (or Tape)
- Mouth Guards
- Groin Protection
- Shin/Instep Protection
- Chest Protection
- Corner Man / Second
- Towel
- Vaseline (optional)
- Approved blood clotting and inhalant medicine (optional)

### Mens Division:

- Minimum Open Face Head Gear
- Under 65K - 8oz Gloves
- Over 70K 10 oz Gloves

### Women's Division:

- Minimum Open Face Head Gear
- 8 oz Gloves

### Youth Division:

- Chin and Cheek Head Gear
- 16 oz Gloves



### Code of Conduct for Competitors, Coaches and Spectators

All *CIKWF* events are open to martial artists of varying skill levels. Everyone attending has the right to compete, socialize and have fun in a secure and protected environment. To this end, the *CIKWF* has created a Code of Conduct, which we expect all competitors, coaches, and spectators to abide by. We expect coaches to make everyone in their respective clubs aware of this code prior to arriving at the *2007 Kung Fu / Open Martial Arts Challenge*.

We take this matter very seriously and any breaches will be dealt with accordingly.

#### Competitors shall:

- Treat opponents with respect.
- Play hard, but within the rules.
- Exercise self-control at all times.
- Respect the decisions of officials without gesture or argument.
- Win with humility or lose with dignity.
- Show that it is a privilege to represent their school/club.
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- Encourage their particular club and competitors in a respectful manner, maintaining self-control in their enthusiasm.
- Never ridicule or yell at competitors for mistakes or failing to win an event.
- Never deliberately distract or intimidate competitors.
- Applaud good performance and efforts by all competitors.
- Respect the judgment and interpretation of the officials.
- Not interfere with the responsibilities and decisions of the coaches.
- Refrain from entering the competition area.



## Rules and Scoring

The rules may vary from tournament to tournament, but these are the basic guidelines:

**Competition methods:** Attacking and defending techniques of any martial arts styles can be applied.

**Prohibited parts:** Back of the head, neck and throat and the groin.

**Valid parts:** The head, the trunk and the thighs.

## Scoring

**The Fight is Awarded if:** The opponent is knocked out or incapacitated.

**The Round is Awarded if:** The opponent is forced off the platform twice.

**Two Points are Awarded if:**

1. The opponent falls while the competitor remains standing;
2. He or she kicks the opponent on the trunk or kicks the head,
3. The opponent receives an official warning penalty.
4. His or her opponent falls of the platform,
5. He or she is able to make the opponent fall down by falling down himself or herself on purpose and then stands up immediately.
6. His or her opponent is forced to be counted.

**One Point is Awarded if:**

1. The competitor successfully hits the opponent once on a valid part with a hand technique;
2. The competitor hits the opponent once on the opponent's thigh,
3. The opponent receives an admonition;
4. Both opponents apply methods to force the other down, and both fall, the one who falls last receives the point;
5. Both competitors remain passive for eight seconds, the opponent is ordered to attack by the referee, and the opponent remains passive for another eight seconds.
6. He or she is able to make the opponent to fall down by falling down himself or herself on purpose, while he or she does not remain standing.
7. His or her opponent falls down intentionally and remained down for more than 3 seconds.

**No Point is Awarded if:**

1. The technique executed is not clear or obvious;
2. Both competitors fall down or off the platform at the same time or successively;
3. The a competitor falls on the ground as a means of combat;
4. he or she hits the opponent while clinching.



### Fouls and Penalties

#### Prohibited methods:

1. Attacking using the head, the elbow, or the knee or pushing back on the opponent's joints.
2. Forcing the opponent to land with the head or intentionally smashing the opponent down.
3. Attacking the head of the opponent when he or she is down any technique.

#### Technical Fouls:

1. Deliberate delay of match after the referee has signaled the start or one competitor starts after five-second delay;
2. Time-out requested when in a disadvantageous position;
3. Clinching the opponent passively;
4. Un-sportsmanlike behavior to the referee/judge, disobeying his decision or when the competitor's behavior is in violation the protocol. ;
5. Shouting loudly and impolitely during a fight to frighten or disturb one's opponent;
6. Purposely loosening protective gear or spitting out mouthpiece during a fight.

#### Personal Fouls:

1. Attacking the opponent before the judge gives the start signal, or after he gives the stop signal;
2. Hitting the opponent on prohibited parts
3. Hitting the opponent by using any of the prohibited methods.

#### Penalties:

1. An admonition will be given for a technical or personal foul; but a warning will be given for an obvious personal foul;
2. A competitor who receives 3 personal fouls will be disqualified and the opponent will be declared the winner;
3. A competitor who intentionally hurts his opponent or commits a serious foul will be disqualified from the fight and if deemed appropriate, from the entire competition;
4. A competitor found guilty of trickery will be disqualified from the entire competition.

#### Suspension of Match

The referee will suspend a match in any of the following cases:

1. A competitor has fallen down or off the ring;
2. A competitor is penalized for a second foul;
3. A competitor is injured;
4. The competitors are locked for more than two seconds;
5. Both competitors refrain from attacking, or one remains passive for more than eight seconds;
6. The discretion of the referee;
7. The referee or other judges spot danger in a match or in objective factors such as lighting or other malfunctions of facilities.

#### Youth Division Amendment:

- If a competitor receives 2 forcible counts, the Head Judge in his/her sole discretion can decide to end the match.



### Wing Chun – Chi Sao Competition Rules

#### Event Objective:

The objective of the Chi Sao event is to challenge and evaluate the participants on the following skills: effective application of Wing Chun techniques (attack, defence, & trapping), control of the centre-line, stance rooting, footwork, and overall sensitivity.

#### Event Format:

- The first competitor to reach 7 points wins the match. Maximum time limit for each match is 1½ minutes / (90 sec.).
- Each match will begin and end with the competitors bowing to the referee and to each other.
- Each round will begin with the two competitors in the centre of the ring with their forearms connecting and initiating poon-sao (rolling hands). The referee will instruct them to begin/initiate their technical exchange after no less than 3 rotations of poon-sao (rolling hands). Competitors are expected to maintain constant contact during their exchange of techniques.
- If competitors disengage at any point or should one/both of them step out of the designated area/ring, they must return to the centre of the ring immediately and initiate poon-sao again. The referee will instruct them to continue their technical exchange after no less than 3 rotations of poon-sao (rolling hands).
- The referee will call “Stop!” when a successful technique has been witnessed. Competitors must stop immediately and await the awarding of the points. The referee will request that the corner judges reveal their call simultaneously, after which the appropriate points will be awarded to the successful competitor.

#### Officiating or Judging of the Match:

- The event shall be controlled and lead by 1 Head Judge. Each match shall be officiated by 1 Center Referee, and 4 Corner Judges. The Head Judge may double as the Center Referee. The event proceedings and results will be tracked by 1 timekeeper and 1 scorekeeper.
- When the Referee says “Call,” each Judge must simultaneously and independently reveal their call for the competitor they feel scored, and if it was for 1, 2, or 3 points. The majority vote determines the winner. (i.e. 3 or more votes for one competitor).
- In the event of a draw, the Head Judge will call the final decision. However, in the finals, the Head Judge may initiate a sudden-death round for 30 seconds to determine a winner.
- Any issues or concerns will be addressed by the Head Judge, who will also be responsible for announcing the winner of each match. The decision of the Head Judge is final. Judgments not covered by the event rules will be determined by the Head Judge.
- The Center Referee is responsible for starting and stopping the action, as well as ensuring that the rules are adhered to, while maintaining the safety of the competitors. Only the Head Judge or Center Referee can stop the clock during each round, at their discretion. The clock should only be stopped when points are being awarded, if there is a violation of the rules, if a disagreement occurs, or if a competitor is injured.
- The Timekeeper will start and stop the clock as indicated by the Center Referee or Head Judge. When the match/round ends, they must inform the Center Referee or Head Judge immediately. The Scorekeeper is responsible for recording the results of each match and informing the Head Judge of the name of the winner.
- In some cases, one individual may take on the role of Timekeeper and Scorekeeper.



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## Divisions:

- The Chi Sao Division will be segregated by skill level and gender. If number of competitors is deemed to be too low, then the Head Judge may elect to combine the genders within the same skill levels.
- Skill Levels are: Novice (Red Sash), Intermediate (Green Sash), Advanced (Blue & Black Sash). If there are a substantial amount of Blue & Black sash competitors, the referee may request that they be split into separate divisions or mix the Blue Sash with the Green Sash, (Must be approved by the Head Table / Tournament Director first).

## Required Attire and/or Equipment:

### Mandatory Equipment:

- Competitors must wear a mouth-guard, head-gear, Chi Sao gloves, and chest guard.
- Competitors are required to wear athletic or Kung-fu shoes, martial arts pants, and T-shirt (preferably with their school logo).
- The Chi Sao gloves should have some padding over the knuckles with fingers exposed and an open palm.
- NO long-sleeved shirts. No jewelry, (No rings, watches, bracelets, or necklaces.) No long fingernails.
- Competitor's fingernails and toenails are to be clipped short. Long hair should be tied back.

### Match Rules & Guidelines:

- Size of competition area is 64 square feet, (A square ring measured 8' x 8').
- Competitors are to exchange techniques continuously while sticking to their opponent. At least one of the forearms, (bridge) should be in constant contact.
- Strikes must be applied to the opponent's chest-protector. Light contact is permitted to the head.
- Competitors may apply strikes using their fist or palm. No kicks.
- Attacks and counterattacks are to be applied with precision in close proximity, demonstrating effective bridging and control skills.
- Competitors are expected to show respect towards their opponents, referee, and judges.

### Technical Scoring Guidelines:

Points in Chi Sao are awarded similar to point sparring. The point allocation below is to be used as a guideline or reference in deciding which techniques deserve higher scores or greater consideration in awarding points and/or determining the winner of a round. Note: There will be no point allocation for strikes while disengaged. Contact must be maintained in order to score. In situations where some corner judges are scoring 2 points & others are scoring 1 point, the lower point value will be awarded.

1 - Point Techniques: Single punch or single palm strike to chest, and any light-contact to the head. Should a competitor step out or be forced out of the ring, they will be warned the 1st time, after-which 1 point will be deducted for each occurrence.

2 - Points Techniques: Tan Da, Gum Da, Lap Da, Gan Da, Bo Pai Jeung, etc. – Striking To The Body only.

3 - Points Techniques: Double/Multiple attacks while controlling the centre line and maintaining constant contact.



### Restricted Techniques:

- No Kicking.
- No strikes using the knee, elbow, or head.
- No strikes below the waist, (knees/groin).
- No chops to the neck. No excessive contact to the head or face.
- No grabbing of your opponents clothing. No hair pulling.
- No take-downs, sweeps, tripping, or flipping.
- No deliberate pushing.
- No attacks after the referee has stopped the action, (Called "Stop!")
- No rapid or wavering punches without bridging.
- No profanity or verbally abusive statements. No derogatory hand gestures or disorderly conduct.
- No coaching from ringside. (i.e. Instructors or fellow students telling competitors what to do.)
- **No use of excess force.** If it is perceived that a competitor is using excessive force or intentionally trying to harm their opponent, they may receive one warning, followed by disqualification. They may even be disqualified immediately. The Head Judge / Referee will decide.

### Warnings / Disqualifications:

**Admonishment:** Head Judge / Center Referee may reprimand / caution the competitor(s). Applicable in minor situations, whereby an official warning and deduction of points is not warranted. No point deduction.

**Warning:** An Official warning is giving for breaking a rule, resulting in a 1-point deduction. There are no second warnings. A second occurrence results in disqualification.

**Disqualification:** A competitor may be disqualified if a warning has already been issued. The Head Judge / Center Referee may immediately disqualify any competitor, without warning, for deliberate breaking of rules or intentionally causing harm/injury to someone, (i.e. A kick to the head, use of excessive force causing injury, disobeying the Head Judge / Center Referee, etc.)

**These rules are for the Wing Chun (Ving Tsun) Chi Sao Division at CIKWF tournaments and are subject to change.**