

WING CHUN RULES



Compiled by

Competition Officials Commission

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CHAPTER 1: STRUCTURE OF THE ORGANIZATION

Article 1: The Competition Commission

The Competition Commission is made up of several people nominated by the UIKT and the Organizing Committee of the competition and has the task of supervising the work of the Competition.

Article 2: The Jury of Appeals

The Jury of Appeals is appointed by the Competition Commission. It is made up of three to a maximum of five components. It elects a President and a Vice President from among its members. To be appointed to the Commission, you must have at least one of the following qualifications:

- 1st category Competition Official;
- Competing Master of Specialty.

The Jury of Appeals, under the direction of the Competition Commission, receives and decides the appeals presented by the Associations that contest the decisions taken by the Match Judges, deemed to be in conflict with the provisions of the Federal Rules and Regulations. The scope of the Jury's decision is limited to the subject of the appeal.

The technical judgment of the Competition Officials cannot be appealed. It is also not possible to propose an appeal in the absence of interest, in particular, it is not possible to contest a violation that affects other associations.

Appeals are decided immediately. The Jury can make use of any means of proof, including audio and video recordings, and has the power to hear or request statements from each member informed of the facts. The proposition of an appeal, however, cannot lead to delays or suspensions in the conduct of competitions.

The Jury decides on the appeal by a majority. In the event of a tie, the vote of the President prevails. The member who is, for any reason, a member of the applicant Association, or of another Association against the interested party, has the duty to abstain.

The decision of the Judges, object of appeal, can be confirmed or corrected by the



Jury of Appeal, again only in the case of violation of Federal rules and Regulations.

The decision of the Jury is final, and must be immediately communicated, also verbally, to the interested parties present at the competition. In the event of acceptance of the appeal, the Jury, having heard the opinion of the Competition Commission, may take measures against the Competition Officials who are held responsible for the violations which are the subject of the appeal.

The appeal must be formulated in writing, under penalty of inadmissibility, and must be signed by the President or the technician of the applicant Association.

Each appeal can have as its subject only one complaint.

It must be presented, again under penalty of inadmissibility, within 30 minutes following the conclusion of the specific Competition or category to which it refers. The appeal must be presented, albeit under penalty of inadmissibility, together with the payment of € 100.00 (one hundred euros), which will be returned in case of acceptance. The deposit will not be returned if the appeal proves manifestly unfounded.

Article 3: Chief Referee.

The Chief Referee has the task of:

- draw up the minutes and all official documents and send them to the competent Body, at the end of the competition, together with any complaints, related taxes and decisions taken;
- coordinate the work of all Competition Officials (Competition secretariat, Competition Officials, doctors, speakers, etc.);
- supervise the regular application of the competition regulations by the Competition Officials.

Article 4: The Head Judge.

The Head Judge is appointed by the UIKT Secretariat.

The Head Judge is responsible for:

- organize their own jury according to their preparation and experience;



- propose to the Chief Referee the measure to be taken against the Competition Official who do not carry out their duties or in the event that they commit serious errors;
- apply the deductions of its competence as provided for by the following regulation.

Article 5: Competition officials

For details, see the FiWuK Official Competition Regulations approved by Coni on 24 November 2016.

The Competition officials must carry out their work with seriousness, conscience, impartiality and accuracy under the guidance of the Chief Referee.

The Competition officials have the task of:

- devote himself fully when a task is assigned to them by the Head Judge;
- independently judge, in accordance with the rules, to make detailed annotations;
- according to the group they belong to, each judge is responsible for the quality of the movements and other errors and the entire performance.

Article 6: Other members of the Jury

The person responsible for taking the minutes has the task of:

- be responsible for the entire work done at the record table, examine the registration forms and prepare correspondence for the judges and Head Judge in accordance with the federal standard;
- prepare forms and tables necessary for competitions and examine and verify the results and classics;
- prepare the results of the Competition.

The recorder will be responsible for the entire recording of which, at the end of the Competition, he will report to the Head Judge. He must notify the Head Judge of any changes.



The assistant referees and recorders are accountable for their work assigned by their manager.

The staff will have to update the registrations in accordance with the order of competition; examine the weapons and costumes of the competitors; guiding competitors into the competition area; and overwrite the Head Judge registration form.

The announcers:

- introduce the competition to the public;
- announce the result;
- they provide, when necessary, information about the rules, the characteristics of each form of wushu.

Article 7: Control of athletes

The control of the athletes' registrations, including that of personal and medical-health documents, is carried out by the Secretariat. The Chief Referee and the Head Judge can participate in this procedure with control and consultative functions.

Article 8: Start-list

The order of presentation of the various categories on the competition mat is determined at the beginning of the competition by the Chief Referee, having heard the opinion of the Competition Commission. Within the individual categories, the order of presentation of the individual athletes on the competition mat is established by the Head Judge using the draw method. If the competition required a qualifying phase, the entry list will be determined by the qualification score obtained in ascending order.

Article 9: Registration and presentation.

The presentation of the athlete on the competition mat is divided into three times:

1. The first call starts automatically thirty minutes before the scheduled competition time for the category to which you belong. With the call, which may not be communicated by the announcer, the athletes must present themselves in the Athlete Control Area with the complete uniform worn and



the weapons of the category. In this phase, the identity, clothing and weapons of the athlete are verified.

2. The second call takes place twenty minutes before the event;
3. The third call is made 10 minutes before the event. Athletes must line up, with the necessary equipment, to enter the square.

Not answering the first call entails a penalty of 0.20 points which will be applied to the final average by the Head Judge.

Not answering the second call entails a penalty of 0.50 points which will be applied to the final average by the Head Judge.

Not answering the third call will result in disqualification from the match.

Article 10: Protocol

The standard greeting for Forms competitions is “Bìngbù Bàoquán” (“Feet together and Palm-Fist”).

The salute with the short weapon must be carried out with the weapon held with the left limb, making the left hand and right palm meet in front of the chest at a distance of 20-30 cm from it.

The salute with the long gun must be carried out with the weapon held with the right hand at one third of the gun, making the right hand and left palm meet in front of the chest at a distance of 20-30 cm from the same.

Other greetings may be adopted by individual athletes as long as they are characteristic of the style they belong to and suitable for the competition protocol.

The athlete, both at the entrance and at the exit, will have to salute from the entry point on the competition mat by addressing the Head Judge, as foreseen in the two previous paragraphs. Further greetings are allowed but not mandatory.

Before the start of his performance, the athlete must present his form declaring his name and style of belonging.

The omission of the salute provided for in the previous paragraphs is sanctioned by the Head Judge with a penalty of 0.50 on the final average.



Article 11: Clothing

The clothing of the Competition officials with voting duties, or of Head Judge and Head Judge, must be composed as follows: blue jacket, white shirt (blue shirt for the Head Judge and Head Judge), dark gray trousers, gymnastic shoes dark color, official organization tie, organization badges and logos as requested in the call. When this is foreseen and allowed by the Competition Commission, it is possible to wear different clothing as long as it is uniform and which allows a certain recognition of the figure of the Competition Officials.

The secretary, the announcer and the cameraman may wear different clothing as long as it is uniform and that allows for certain recognition as a member of the competition staff.

Athletes, unless otherwise indicated by the regulation, must wear: uniform of the school they belong to or a sober and clean uniform of clear Chinese style. The uniform must be clean, ironed, tidy and free from damage or cuts. The belt, when present, is an integral part of the uniform. The shoes are an integral part of the uniform and must be suitable for the competition mat.

In the case of an unsuitable uniform, the Head Judge must apply a penalty of 0.30 on the final average.

Only symbols or logos that recall one's own school or association are allowed on the uniform.

Are not allowed on the uniform, forms of advertising or generic writing.

In the latter two cases, the Head Judge must ask the athlete to change the uniform itself. If he is unable or unwilling to comply with this warning, the Head Judge must proceed with the exclusion of the athlete from the competition.

Article 12: The competition mat

The competition mat, unless otherwise indicated, is made up of a mat measuring 14 x 8 meters.

Article 13: Calculation of the execution time of the Forms

In events where time is foreseen, the timekeeper starts the stopwatch when the athlete, from a static position, begins to move any part of the body; stops the



stopwatch when the athlete closes the legs to a standing position with feet together (Bingbu).

Article 14: Score

The athlete's result must be shown to the public with the means available to the jury.

Article 15: Anti-doping Test

The anti-doping test will be conducted in accordance with the rules of the Olympic Charter and the IOC / IOC.

Article 16: Placements

In individual competitions, the final classification of the category is drawn up on the basis of the scores obtained by the individual athletes in the competition. The athlete with the highest score will be the winner, the second highest score will be second and so on.

Article 17: Scoring method

The athlete's score is given by the algebraic average of the scores given by all voting Officials.

Each jury has 3 or 5 Line Competition Officials.

Article 18: Hypothesis in which the repetition of a Form may be requested from the Head Judge

The athlete may request the Head Judge to repeat the form in the following cases:

- When his performance is interrupted by forgetfulness, damage to the weapon that prevents its continuation or modifies its content, or personal injury. If the Head Judge deems it appropriate to repeat the form, the athlete is inserted at the end of the category in the competition. The Head Judge will have to apply the penalty of 1 point to be applied to the final average of the marks of the Line Competition Officers.
- When the Head Judge considers that the Form has been interrupted by circumstances beyond the will of the athlete himself. In this case there is no



penalty. In this case, the Head Judge inserts the athlete at the end of the category in the Competition and does not apply any penalty.

Article 19: Cases in which the Head Judge can decide the suspension of the performance

The Head Judge may request the suspension of the athlete's performance:

- In case of an accident. In this case, the Head Judge will have to request the intervention of the sanitary staff and, for the rest of the Competition, he will have to wait for the athlete to leave the mat. If the athlete is able to repeat the Form, the Head Judge may decide to enter the athlete at the end of the category in the competition. In this case, he will have to apply the penalty of 1 point to be applied on the final average of the marks of the Line Competition Officers.

Article 20: Adjustment of the score

The Head Judge can intervene on the final score when there is an obvious error of evaluation by the Competition officials. This intervention must be reported and motivated and the motivation must be recorded by the Secretary.

When there is a distance equal to or greater than 1.00 point between the highest and lowest scores given by the Competition officials, the Head Judge must intervene by modifying the score of the individual Competition Official.

The Head Judge has the right to intervene on the score given by the individual Line Official when he has moved more than 0.50 points away from the score closest to his own. The intervention consists in equating the wrong score with the closest one.

In both the hypotheses foreseen previously, the intervention of the Head Judge will modify the vote of the individual Competition Official, not the final average.

The score change must be recorded.



CHAPTER 2: RULES FOR WING CHUN COMPETITIONS

These rules are based on the rules of The World Kuo Shu Federation.

Article 21: General rules

Levels of experience

In competition, the competitor's experience level determines in which division the competitor must compete.

There are two experience divisions and the more advanced divisions have higher point values.

- **Beginner level:** a competitor with less than 5 years of training in all styles.
- **Advanced level:** a competitor with more than 5 years of training in all styles.

Training years are based on total training years across all styles practiced.

Age categories

The competition category is given by the athlete's age group. The age classes for the competitions are:

Category	Minimum Age (\geq)	Maximum Age ($<$)
Panda 5-7	5	7
Panda 7-9	7	9
Panda 9-11	9	11
Pre-Agonists 11-13	11	13
Cadets 13-16	13	16
Juniors 16-18	16	18
Seniors 18-36	18	36



Category	Minimum Age (>=)	Maximum Age (<)
Over 35	36	55
Over 55	55	

The year of birth is valid for belonging to the categories. Age is calculated as if all athletes were born on January 1st.

The categories Male and Female up to the cadets are merged, after they are separated.

Common Rules for all specialties

Competitors MUST be enrolled in the same age / experience level for ALL events.

Competitors MUST compete with a different form in each specialty.

All short weapon events are limited to one handed straight sword or saber. NO EXCEPTION

All long weapon specialties are limited to the long staff and spear. NO EXCEPTION

All other types of weapons MUST be included in specialties indicated as "other weapons".

In all weapon specialties, including sets in pairs, rigid or semi-rigid weapons must be used (if placed vertically on the ground the blade must not flex with its weight). If, according to the Head Judge, the weapon used does not meet the criteria of a traditional weapon, the Head Judge will give a penalty of 0.05 points on the final score.

There are no refunds for ANY reason.

The tournament committee reserves the right to combine categories within the same specialty.



Competition specialties

The competition events are divided into the following specialties:

FORMS OF WING CHUN

- **Siu Nim Tau**
- **Cham Kiu**
- **Biu Ji**
- **Wooden Dummy**
- **Long Pole**
- **Butterfly Swords**
- **Another traditional form:** Form of other traditional Wing Chun lines not derived from Ip Man
- **Chi Sau / Lat Sau Demonstrative:** It takes place between two members of the same team and can be free or choreographed or a mix of the two. The aim is to show the way in which chi sau and free are understood and trained within one's own school.
- **Demonstrative Weapons:** It takes place between two members of the same team and can be free or choreographed or a mix of the two. The aim is to show the way in which the weapons are understood and trained within one's own school.

Article 22: Evaluation criteria by level

The following are the final scoring ranges for the adult and youth forms in the various experience levels.



Panda 5-7, Panda 7-9, Panda 9-11, Pre-Agonists 11-13, Cadets 13-16 and Juniors 16-18

Level	Minimum score	Maximum score
Beginner	5.50	7.50
Advanced	7.70	8.50

Seniors 18-36, Over 35 and Over 55

Level	Minimum score	Maximum score
Beginner	6.00	8.50
Advanced	8.00	9.50



Article 23: Scoring criteria for all specialties

The criteria and points system used to judge form matches are described below.

Technical Qualities (3 points)

QUALITY OF ARMS, LEGS, POSITIONS AND MOVEMENT

The structure, the precision of the gestures and the quality of the movement during the execution of techniques are judged. Deduct a minimum of 0.05 points for each error. If the competitor makes the same mistake more than once, deduct no more than a total of 0.2 points for that mistake.

CHARACTERISTICS OF THE WEAPON (IF PRESENT)

In the case of a weapon shape, the use of the characteristic characteristic of the weapon is judged: deduct at least 0.1 points for each characteristic error; if the competitor makes the same mistake more than once, not deduct more than 0.3 points.

ABILITY

To evaluate this area, place the competitor in one of three categories: above average, average or below average:

- If their performance is above average, then you deduct 0.05 to 0.2 points from their total score.
- If they show medium skill, deduct 0.2 to 0.4 points.
- If their performance is below the average skill level, deduct 0.4 to 0.6 points.

Strength (3 points)

FLUIDITY OF FORCE

Place the competitor's strength level in one of three categories: above average, average, or below average.

Deduct points accordingly:

- Above average from 0.05 to 0.2



- average from 0.2 to 0.4
- below the average from 0.4 to 0.6

EQUILIBRIUM

Place the competitor's balance in one of three categories: above average, average, or below average.

Deduct points accordingly:

- Above average from 0.05 to 0.2
- average from 0.2 to 0.4
- below the average from 0.4 to 0.6

COORDINATION BETWEEN ARMS, EYES, BODY AND STEPS

Place the coordination between the competitor's arms, eyes, body and steps in one of three categories: above average, average or below average.

Deduct points accordingly:

- Above average from 0.05 to 0.2
- average from 0.2 to 0.4
- below the average from 0.4 to 0.6

Spirit (3 points)

INTENTION

The judge can make his own decision and deduct 0.05 points or more.

RHYTHM

The judge can make his own decision and deduct 0.05 points or more.

CHARACTERISTICS OF THE FORM

The judge can make his or her decision here and deduct 0.05 points or more from it.



Martial ethics (1 point)

Ideally, the competitor should receive a full point in this category. However, the judge may deduct points based on errors or violations of the following categories.

- **Dress: Worth 0.33 points**
- **Personal aspect: Worth 0.33 points**
- **Education: Worth 0.34 points**

Article 24: Rules for timed forms

Times of the various Wing Chun specialties:

Specialty	Minimum time (min)	Maximum time (min)	Head Judge Whistle (min)
Siu Nim Tau	1	2	1:30
Cham Kiu	1	2	1:30
Biu Ji	1	2	1:30
Wooden Man	1	2	1:30
Long Stick	1	2	1:30
Butterfly Swords	1	2	1:30
Another traditional form	1	2	1:30
Chi Sau / Lat Sau	1	2	1:30
Demonstrative	1	2	1:30
Demonstrative Weapons	1	2	1:30

Penalties and reductions for timed forms

The deductions are cumulative for each type of error:

- Points are deducted based on the less or more time the competitor takes to run the Competition. There is a 0.10 penalty for every five seconds over or under. This penalty is enforced by the Head Judge before announcing the final score. Individual judges will not assess penalties for time infractions.
- If the competitor is unable to complete the Competition for a subjective reason,



the competitor may restart after receiving the approval of the Head Judge. 0.10 points will be deducted from the total score.

- c) If the competitor is unable to complete the Competition for an objective reason, the competitor can repeat his performance and no deductions will be made. This competitor will be able to re-run his Competition after all the others have competed.



Article 26: Competitions Forms - Summary Table

<i>Panda 5-7, Panda 7-9, Panda 9-11, Pre-Agonists 11-13, Cadets 13-16 and Juniors 16-18</i>		
Level	Minimum	Maximum
Beginner	5.50	7.50
Advanced	7.70	8.50

<i>Seniors 18-36, Over 35 and Over 55</i>		
Level	Minimum	Maximum
Beginner	6.00	8.50
Advanced	8.00	9.50

<i>Times of the various specialties of Wing Chun</i>			
Specialty	Minimum (min)	Maximum (min)	Whistle (min)
Siu Nim Tau	1	2	01:30
Cham Kiu	1	2	01:30
Biu Ji	1	2	01:30
Wooden Man	1	2	01:30
Long Stick	1	2	01:30
Butterfly Swords	1	2	01:30
Another traditional form	1	2	01:30
Chi Sau / Lat Sau Demonstrative	1	2	01:30
Demonstrative Weapons	1	2	01:30

<i>Characteristic</i>		<i>Minimum by mistake</i>	<i>Total Max</i>
<i>Technical Qualities (3 Points)</i>	Quality of arms, legs, positions and movement	0.05	0.2
	Degree of difficulty (For the Northern, Southern and Imitative styles)	0.05	0.3
	Characteristics of the weapon (if present)	0.1	0.3
	Ability	Above average: 0.05 Average: 0.2 Below average: 0.4	Above average: 0.2 Average: 0.2 Below average: 0.6

<i>Characteristic</i>		<i>Minimum by mistake</i>	<i>Total Max</i>
<i>Force (3 Points)</i>	Fluidity of force	Above average: 0.05 Average: 0.2 Below average: 0.4	Above average: 0.2 Average: 0.2 Below average: 0.6
	Equilibrium	Above average: 0.05 Average: 0.2 Below average: 0.4	Above average: 0.2 Average: 0.2 Below average: 0.6
	Coordination between arms, eyes, body and steps	Above average: 0.05 Average: 0.2 Below average: 0.4	Above average: 0.2 Average: 0.2 Below average: 0.6

<i>Characteristic</i>		<i>Minimum by mistake</i>	<i>Total Max</i>
<i>Spirit (3 Points)</i>	Intention	0.05	-
	Rhythm	0.05	-
	Characteristics of the form	0.05	-

<i>Characteristic</i>		<i>Minimum by mistake</i>	<i>Total Max</i>
<i>Martial Ethics (1 Point)</i>	Martial Ethics	Dress: 0.33 Personal aspect: 0.33 Education: 0.34	-