

# **USA WKF Competition Rules and Regulations**

(1996 version - Simplified)



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## INTRODUCTION

The purpose of this manual is to detail the judging parameters for the many competing event, offered, sponsored or sanctioned by the USA Wushu Kungfu Federation and to also give formal procedures that should be followed throughout the event.

This manual is revised and expanded gradually over years as necessary. The rules, regulations and guidelines outlined here are only a starting point. It is the goal the USAWKF (United States of America Wushu Kungfu Federation) to break down in greater detail the judging parameters of each event, so as to further emphasize the key principles that must be present for correct Chinese martial arts mastery.

## **I. COMPETITIONS - GENERAL FORMAT**

### **1. Location and Competing Area**

The competition area for all events will be held on a wooden basketball floor (with the exception of Shuaijiao and Light Contact, which will have a matted surface, and Light-Contact Sparring, which may or may not be on a padded surface), with each competing area measuring at least 26' x 36'. Each ring could be slightly longer, (such as Contemporary Wushu, which requires 46' length), hut all competitors should prepare for these dimensions. All weapons should stay within these boundaries and should not extend past the boundary limits.

The officials will be placed on one side of the competing areas and the spectators will be on the other. The judges will be seated in each comer of the ring with the fifth judge being seated opposite the chief judge.

### **2. Judging**

There will be 5 judges for each forms event of the competitions, plus a chief judge who does not score, unless another number is specifically called for in the rules. The high and low scores will be deleted, and the remaining three scores will be averaged.

In the case where the difference between the high and low scores is greater than 0.7, there shall be a judges' conference called to discuss the problem. The chief judge shall have the deciding vote as to which score(s) are out of line. After the conference, all 5 judges will score again.

Should the difference between the remaining three scores be greater than 0.5, there will also be a judges' conference, after which all five judges will again score.

### 3. Dress Code

USAWKF events are formal events. All competitors are required to dress appropriately. Competitors may wear traditional Chinese martial arts uniforms [preferred] or pants appropriate for the Chinese martial arts plus a school T-shirt or an event T-shirt (note: push-hands competitors must wear short-sleeved shirts). The competition committee reserves the right to make the final judgments on appropriate attire. Karate-type “Gi”s are NOT considered appropriate, and are not permitted. All uniforms should be clean, well filled and as non-wrinkled as possible. Shoes are mandatory for all events, except for light and full contact sparring and Shuaijiao. All shoes should be regular gym type shoes or shoes made specifically for the martial arts. No regular street-type shoe is permitted. Shoes should be clean, especially the soles.

Light contact sparring competitors will wear trunks (no pants) and will wear T-shirts or Tank tops when sparring. Regular uniforms (traditional Chinese martial arts uniforms [preferred] or pants appropriate for the Chinese martial arts plus a school T-shirt or an event T-shirt) shall be used for light contact sparring and push hands.

### 4. Protection Gear

Nearly all sparring events have listed some sort of protective gear, some mandatory, some optional. All competitors are responsible for their own protective equipment unless otherwise mentioned in this book. See the regulations for each event to find the protective equipment requirements for a specific event. Boxing gloves and head gear for the full contact fighting will be available, but all other competitors are urged to have their own.

### 5. Awards

#### a. General Competition

All awards for competition will be given immediately upon completion of each event. First, Second and Third place medals will be awarded to the top 3 competitors of each event in the General Competition.

#### b. Special Awards

The following special awards may be awarded at the National Competitions and are optional for regional and other sanctioned USAWKF events:

- i. TRADITIONAL FORMS GRAND CHAMPION (one for men one for women)  
*Criteria:* Ten (10) points are given for a 1st place finish; 7 points for a second; 5 for a third; 2 for a fourth and for fifth. Events required are:
  - 1 Bare hand event (Not an open event)
  - 1 Short Weapon Event (Straight Sword or Broadsword)
  - 1 Long Weapon Event (Staff or Spear)
  - 1 Open Event (Weapon or Barehand)Tie breakers: Consideration of one competitor being placed higher than the other in any event they both competed in. Second tie breaker: Placement in a fifth event.
- ii. MODERN WUSHU FORMS GRAND CHAMPION (one for men one for women)  
*Criteria:* Same as Traditional forms, but using five events:
  - 1 Barehand Event (Taijiquan, Nanquan or Changquan)
  - 1 Short Weapon Event (Straight Sword or Broadsword)
  - 1 Long Weapon Event (Staff or Spear)
  - 1 Open Event (Barehand)
  - 1 Open Event (Weapon)Tie breakers: Same as for Traditional forms.
- iii. INTERNAL FORMS GRAND CHAMPION (one for men one for women)  
*Criteria:* Same as for Traditional forms, but using 3 events:
  - 1 Taijiquan Barehand Event
  - 1 Internal Barehand Event (Other than Taijiquan)
  - 1 Internal Weapons Event (Sword or Other Weapon)Tie breakers: Same as for Traditional forms.

## 6. Music and Other Props

No music or props such as materials for breaking, scenery, etc. is allowed.

## 7. Time Limits

<i>Contemporary Wushu</i>	1 minute, 20 secs. minimum
<i>Traditional KungFu</i>	30 secs. minimum; 2 minutes maximum (advanced divisions - 45 secs. minimum)
<i>Taijiquan (8/10 mov.)</i>	1 minute minimum; 1 minutes, 30 secs. maximum.
<i>Taijiquan (24 mov.)</i>	3 minutes minimum; 3 minutes, 30 secs. maximum.
<i>Taijiquan (all others)</i>	3 minutes minimum; 3 minutes, 30 secs. maximum.
<i>(Other Internal)</i>	45 secs. Minimum; 2 minutes, 30 secs. maximum
<i>Taiji Sword and Other Internal Weapons</i>	1 minute Minimum; 3 minutes, 30 secs. maximum

**Deductions:** 1/10 of a point for each 5 second interval outside the time limit.

*Example:* A traditional form lasting only 22 seconds is 7 seconds too short. 2/10 is deducted since 7 seconds is in the 2<sup>nd</sup> "5-second" interval outside the range. Therefore, a 22 second traditional form will receive a deduction of 0.2 points after the final scoring by the judges.

All competitors should make sure their forms fall within the proper time limits.

## 8. Re-Performing

Any competitor may begin his or her form again, without penalty, should that competitor be interrupted by uncontrollable circumstances, i.e.; spectator interference, debris being thrown into the competing area, or the judges direction to stop. Re-performing without penalty will not be allowed due to noise from the other competitors or spectators.

Re-performing due to forgetfulness, broken weapons, etc. will be permitted with a full 1/2point deduction from the total score. This will not be permitted more than once. (all competitor must be sure to check their weapons).

## 9. Protests/Arbitration

Any competitor may protest any score or decision at any time. However, he or she must do this in writing immediately after the score or decision occurred, and the competitor must pay a filing fee of \$100. The competitor must inform immediately the Chief Judge of his or her intent to file BEFORE the end of that event, so that all competitors can be informed that arbitration is pending. Failure to do so may void the arbitration request. The Competition arbitration officials will then examine the protest. If the competitor's protest is valid, then the decision or score will be adjusted accordingly, and the competitor's fee will be refunded. Should the arbitration officials decide that the competitor's protest is not valid, then the decision or score shall stand, and the money fee will NOT be refunded. See the arbitration procedures bellow.

## II. FORMS COMPETITIONS

### 1. Procedures

All events will be pre-scheduled and posted in various places. All competitors should familiarize themselves with the order of events and check in from time to time be make sure that no event has been re-scheduled. They should also check the morning of the event to find the competing order, which will also be posted. Competing orders are randomized by computer. It is each competitors' own responsibility to be at his or her event on time to compete.

The following procedures will be explained again by the ring official before each event:

- 1) Before the beginning of each event the judges names will be introduced. All competitors will be summoned to the ring at least 10 minutes before the beginning of the event. Should a competitor have an obligation in

another ring, he or she must at this time tell the ring officials, so they can readjust the competing order to accommodate his or her other competing obligations.

- 2) When the official sees that all is ready he or she will call out the name of the first competitor and then the names of the following two competitors to prepare.
- 3) When the competitor's name is called, he/she will approach the ring and give a right fist and left palm salute (standing vertical with both feet together) to the main ring official. The competitor will hold his/her hand salute until permission from the ring official is given. The judges will be observing as soon as the competitor's name is called.
- 4) Upon receiving the signal from the ring official to enter the ring, the competitor will "march" or walk evenly and directly to his/her beginning position. No more than 5 seconds should be taken for this. At no point should the competitor speak to any officials or judge once his/her name is called. This should be done before the event begins.
- 5) Once the beginning position is found, the competitor will stand perfectly still at attention, showing the judges and timekeepers that the form is ready to begin. The time clock will begin at the first sign of movement from this attention position. This attention position should not be held for more than 5 seconds; however, it should be held for at least 2 seconds.
- 6) The time clock will stop when the form is finished, and the competitor returns to a stationary and relaxed position. Upon completion, the competitor will again "march" or walk evenly to the same place he/she entered, turn around, and face the judges and officials once again in a relaxed, upright position.
- 7) After receiving his or her final score, the competitor will acknowledge the score by saluting the ring officials. Only now is the competitor finished with his or her form, and may leave the ring area
- 8) Gold, Silver and Bronze medals will be awarded at the end of the event. Competitors will all stand, and beginning with the Bronze medal winner, will be called forward to receive their medals. Then all competitors will salute the judges, and the event is over.

## **2. Forms Scoring Definitions**

The score received from the judges will rate each competitor in every event he/she compete in. There will NOT be set ranges of scores pre-selected for each division. The scores themselves will give the competitors feedback as to their skill level. All competitors will be judged on a 6.0 - 10.0 scale (it is possible for a beginner to receive a score of 8.0 and above as well as possible for an advanced competitor to receive a score below 7.0). The following definitions shall be used in interpreting scores with skill levels:

## **3. Scores**

### **6.0 - 6.99 BEGINNER LEVEL**

Form is completed. The form itself is partially correct but is not performed with the right "flavor" and/or contains several coordination mistakes. Competitor demonstrates that he/she has at least a basic understanding of the form they are doing. Effort is made to attempt proper stances, movement and style. However, form is possibly unstable, speed is slow, power is limited, form is not continuous and flowing, spirit is not expressed or a combination of a few of these. If all of the above are NOT present, the score will approach the low sixes (6.0 to 6.3). If some skill is shown in a few of these principles, then the scores will approach the upper sixes. A great deal of additional instruction is needed.

### **7.0 - 7.99 INTERMEDIATE LEVEL**

Form is better than a beginner type. Stances are more stable but not totally strong, speed is average but does not approach the real fighting speed. Power is attempted but coordination is not yet developed enough to reach full potential. Movement is smoother but still does not flow continuously with proper coordination. Spirit is mostly expressed with the form. The form itself is fundamentally correct and is done appropriately but still has some minor flaws. Additional instruction is still needed.

### **8.0 - 8.99 ADVANCED LEVEL**

Form appears good and sound. Stances are stable although very subtle instabilities may appear. Speed approached real fighting speed. Power is expressed well as coordination seems to be developed. Movement is smooth and continuous. Spirit is expressed very well. However, form may not be totally continuous, power is not expressed in

ALL applications and speed may be lacking in some movements. Only more time is needed to improve further. The form itself is done very well, however, it may not contain high difficulty techniques.

### 9.0 - 9.99 VERY ADVANCED LEVEL

Same as advanced level but there are very few negative observations. This category is reserved for those who not only appear as an advanced performer but are executing the form almost as well as it can be done by anyone. Speed will be impressive all the way through. Power is expressed in almost every technique. Movement is swift and very coordinated. Body coordination is very good. The form also shows a high level of difficulty.

#### Scoring Detail

For all forms events, the judges will utilize score cards which will show 2 (two) decimal places. Judges should use these decimal places and NOT simply use the first decimal only. Ties can be minimized if both decimal places are used.

SCORE >>>>	6.5	7.5	8.5	9.5
<b>Correctness or Form</b>	Poor	Average	Good	Very Good
<b>Strength or Stance/Stability</b>	Weak	Average	Stable/Good	Very Good
<b>Speed</b>	Slow	Medium	Fast	Very Fast
<b>Power Expression</b>	Weak	Medium	Good	Powerful
<b>Spirit</b>	Low	Average	Good	Very High
<b>Overall Impression</b>	Beginner	Average	Good	Very Good

#### Tie Breakers

For all forms events, in the case of a tie, all five scores shall be utilized. In the case of another tie, both athletes shall receive the same award. When there is a tie for first place, there shall be 2 Gold medals awarded, no second-place award, and 1 third place. If there is a tie for second, then there shall be 1 Gold medal awarded, 2 Silver medals and no Bronze medal. If there is a tie for third, then there shall be 1 Gold, 1 Silver and 2 Bronze medals awarded.

## 4. Judging Guidelines

### TRADITIONAL BAREHAND FORMS COMPETITIONS

Although the judging of forms competitions is very subjective on the part of the judges, each judge will be using the following guidelines in determining one's score:

1. **Correctness of Form**
2. **Strength of Stance/Stability**
3. **Speed** - Ultimately, the form must be of actual fighting speed
4. **Power** - (Not Muscle Tightness)
5. **Spirit** - Martial Spirit with sense of an opponent
6. **Overall Impression**

The lack of any one of these attributes can critically affect one's final score. Each judge will evaluate, in his/her opinion, how each competitor "rates" in these guidelines.

Should any competitor have any questions as to what category his/her form fits into (i.e.; Long/Short Hand, Traditional Northern, etc.), he/she should inquire about this upon checking in with the Director of the Competitions long before any competitions begin. Do not wait until the event is about to begin.

### TRADITIONAL WEAPONS COMPETITIONS

The same guidelines as the barehand events will apply here as well. In addition, the judges will be looking for the following:

1. Same guidelines as barehand events
2. Body movement coordination with the weapon
3. Correct application of the weapon

4. Familiarity of the weapon
5. Speed and power of the weapon

Should a weapon break during one's form, that competitor may get another weapon and re-perform, but with a 1/2 point penalty. Should a weapon break during the competition and the competitor continue, 1/2 point will still be deducted. All competitors should be responsible for the quality of their weapons.

#### **Time Limits for Traditional Barehand and Weapons**

Minimum Time for Advanced Divisions	45 sec.
Minimum Time for Non-Advanced Divisions	30 sec.
Maximum Time for All Divisions	1 1/2 minutes

Penalties: 0.2 pts deducted for each 5 second or partial increment thereof.

### **CONTEMPORARY WUSHU BAREHAND AND WEAPONS FORMS COMPETITIONS**

Only for this championship, the criteria for the Basic Level Contemporary Wushu (barehand and weapons) will be the same for those used in traditional events, except the time limit listed below:

#### **Time Limits**

Taiji	1 minutes minimum to 3 minutes max.
Open Events	1 minute minimum
Sparring Routines	45 second minimum
All Other Contemporary Events	1 minute 20 seconds minimum

### **2 (OR MORE) PERSON SPARRING SETS**

All competitors here should apply appropriate Chinese martial arts principles during their form. Higher scores will be given to those who display natural reaction as opposed to "waiting" for particular movements.

1. Same as other forms events
2. Realism while showing correct forms and techniques
3. Control (injuries will be penalized as lack of control)
4. Time Limits and Penalties for breaking them will be the same as for the Traditional Forms events.

### **TAIJI FORMS COMPETITION**

The judging parameters will be based on several key principles such as rooting, body now, body movement, relaxation, etc. Competitors should not simply "perform" their particular routine, but rather display their abilities in these and others Taiji key principles. Many competitors show most all of the correct postures and form but fail to display to the judges their ability to do their form' internally" rather than as a slower motion "extremal" form.

#### **Time Limits**

*Internal Forms:* 2 1/2 minutes minimum; 3 1/2 minute maximum

During the competition, the competitor will be given an audible signal at the 3 minute mark. The competitor will then have 30 seconds to complete his/her form. At 3 1/2 minutes, the word "time" will be called out by the timekeeper. At that point, the competitor should immediately bring their form to a close. Failure to do so will result in a 0.2 point penalty if a second signal to stop is given. Under time penalty shall be 0.2 pts for each 5 second increment or partial increment thereof.

### **OTHER INTERNAL FORMS COMPETITION**

There are many internal styles of KungFu in existence today, all originating from different areas. This means that there are a number of methods which do not have the same base, and in some cases, they are very different. Because

of this, specific criteria have been isolated which most judges and teachers agree on, since judges cannot or may not know all performed styles. Thus, this event will be judged based on the qualified judge's opinion as to how the competitor represents the style using the same judging parameters as given in the other barehand forms competitions apply. In addition to these, competitors will be judged, when possible, based on of the following nine criteria:

1. Apparent knowledge of the applications - the competitor must understand the applications of his/her form
2. Correct alignment
3. Posture
4. Stances
5. Footwork
6. Body and Arms
7. Martial Spirit
8. Choreography
9. Overall Impression

**Time Limits**

Other Internal Styles: 45 second minimum; 2 1/2 minute max.

**TAIJI SWORD COMPETITION, and OTHER INTERNAL WEAPONS COMPETITION**

The judging parameters for these events will be the same as for the other internal events mentioned above.

**Time Limits**

Taiji Sword and Other Internal Weapons: 1 ½ minutes minimum; 3 ½ minutes max.

Penalties will be lite same as for Taijiquan form.

**III. APPLICATIONS EVENTS**

**1. LIGHT CONTACT FREE-SPARRING COMPETITION**

The judging procedures for this event are meant to help promote the quality of Chinese martial and free fighting.

**i. Weight Divisions**

There will be 5 weight divisions for men and 3 weight divisions for women as follows:

	<b>MEN</b>	<b>WOMEN</b>
<b>1. Lightweight</b>	Below 140 lbs.	Bellow 125 lbs.
<b>2. Light Middleweight</b>	140 - 159 lbs.	
<b>3. Middleweight</b>	160 - 179 lbs.	125 - 144lbs.
<b>4. Heavy weight</b>	180-199lbs	145 lbs and over
<b>5. Super Heavyweight</b>	200 lbs. and over	

Gold, Silver & Bronze medals will be awarded to the top 3 fighters in each weight division.

**ii. Time Limits**

All bouts will be 1 minute. Fighting time and the clock will stop as dictated by the referee.

**iii. Protective Equipment**

Competitors are responsible for their own protective equipment. The following is a list of the mandatory and optional equipment:



**MANDATORY:**

- Head Protector
- Mouthguard
- Groin Cup (males)
- Safety Gloves
- Foot Protection

**OPTIONAL:**

- Goggles
- Chest Protector
- Shin Protection

**iv. Competition Format**

Best of 3 - 30 second rounds of continuous light-contact sparring. A winner is declared by a majority vote by the Referee and Two Judges for each 30-second round. Winner of the first two rounds wins the fight.

**Break:** A Break will be called by the Referee should any of the following events occur:

1. Head contact that might result in an injury or a call for Foul/Disqualification.
2. Controlled, non-contact technique scored on the back
3. A competitor scores three, quick, unanswered techniques to the opponent
4. One or both competitors goes to the floor
5. When any Judge call Foul

**Warning:** A penalty issued on majority vote for any of the following:

1. Illegal Techniques
2. Contact to a non-contact area
3. Excessive force (without malice or intent)
4. Failure 10 Break on the call

**Caution:** A non-penalty term recommended by any Judge or called by the Referee.

**Excessive Force:** A head strike that results in bleeding, whipping of the head and/or neck, bruising or swelling of the face. Unreasonable force to the body, for example a kick that moves an opponent from a stable or rooted stance to the floor or outside the ring.

**Disqualification:** The following results in the loss of a bout:

1. If an injury occurs to an opponent as a result of a foul
2. Accumulating four Warnings
3. Running out of the ring, second offense
4. Repeated and deliberately exposing of a Foul area

Any of the following will not be tolerated and may result in immediate disqualification:

1. Deliberate excessive force/intent to injure
2. Deliberate Fouling
3. Rude or belligerent behavior
4. Use of objectionable or abusive language by a contestant or by his/her school

**v. Legal and Illegal Techniques**

**Legal Contact Areas:**

1. Torso - front and sides
2. Outside of thigh
3. Outside of leg
4. Entire arm
5. Front and side of head gear

**Legal Non-Contact Target:** Please note that these areas are legal for non-contact techniques only. Any contact 10 these areas could result in a Foul and possible Disqualification.

1. Front of face
2. Horizontal strikes to the top of the head gear

***Legal Techniques:***

1. Punches
2. Kicks
3. Open hand to the body only
4. Sweeps to the opponent's front leg

***Legal Targets:***

1. Back and top of head
2. Spine
3. Neck and throat
4. Entire knee and knee joint
5. Groin
6. Inside of thigh
7. Shin other than to check Ole leg

***Illegal Techniques:***

1. Knee strikes
2. Elbow strikes
3. Finger strikes
4. Take-downs or throws
5. Joint locking or breaking attempts
6. Head butts
7. Biting
8. Floor or ground fighting
9. Groin strikes
10. Open hand strikes to the front of face
11. Sweeps to an opponent's back leg or sweeps that attempt both legs of an opponent
12. Dangerous blind attempts at spinning hand or foot strikes

## **2. RESTRICTED-STEP PUSH HANDS (Fixed Step)**

### **i. Procedures:**

1. Competitors salute the referee and each other.
2. One match consists of two 60-second rounds with a 15-second break in between rounds. The referee controls the beginning and the end of rounds. Time is suspended while the referee calls for a point and verification and announces his/her decision. Timing may be stopped for referees' consultation or emergency situations.
3. Starting: Opponents face each other and each places his/her foot on the Center mark. When prepared to begin, they make contact with the back of the right or left wrist. The referee gives the command to begin, at which the competitors are required to perform a minimum of two revolutions before initialing any techniques.
4. Progression: The referee directs the match with verbal signals: Begin, Stop. The referee may instruct the competitors to restart under various circumstances in addition to awarding a point: moving too far from the center, to ensure the safety of a competitor, or for other causes.
5. Points: Upon seeing an infraction, the referee commands "stop" to stop action and timing. He/she states the violation and violator and the point recipient (e.g., "holding - Red, point - White", "off balance - White, point- Red", "striking - Red, point - White") and polls the judges to confirm.
6. The judges may confirm the point by holding up the flag color or not confirm the point by holding the nag stick horizontally (either disagreeing or unable to confirm because of not seeing the action). If two of the three judges confirm the point, the referee awards it and instructs the recorder to record the point. A judge may also hold the opposite color nag up, if he or she saw something different. In that

- case, the judge will call out his or her reason. The referee will not call for points other than what he or she saw. The judges score will be asked for only once.
7. The referee restarts the action and timing immediately.  
Note: The referee does not wait until a competitor falls to stop action but stops action and timing at the first sign of a competitor being off-balance.
  8. The competitor who has the most points at the end of the match wins the match.
  9. Throughout the match, the recorder informs the referee of the scores of both competitors. The winner is decided at the end of the bout. After the declaration, both competitors salute each other and the referee.

**ii. Target Areas**

Attacks may be made within restricted areas of the body: from below the base of the neck to above the coccyx or bladder area. Pushing the neck, head, bladder area, hip joint, or leg is illegal.

**iii. Stepping**

1. Competitors may not take any steps. Any movement from starting position will result in a point.
2. Competitors must keep to the orientation of the center line; they may not step to the side to defend or to gain an advantage in pushing.

**iv. Points**

Points are awarded to the competitor whose opponent has made an error or committed a personal violation or a serious personal violation. Points may be awarded for technical violations:

***Errors***

1. Loss of balance
2. Endangering oneself

***Personal Violation***

1. Using techniques excessive in strength
2. Grabbing the opponent's clothes
3. Double grabbing (gripping the opponent with both hands)
4. Holding on (gripping the opponent with one or both hands or reaching around the opponent's side or back) to prevent loss of balances.
5. Attacking an illegal target area
6. Reversing the stance to gain advantage

***Serious Personal Violation***

1. Striking, hitting, punching
2. Using the head to attack
3. Using the legs, knees, or feet to attack
4. Twisting the joints (grappling or *qinna* (chin na))
5. Using pressure point
6. Pulling hair or beard
7. Attacking the groin area
8. Using any technique determined to cause injury to the opponent
9. Unsportsmanlike conduct

***Technical Violation***

1. Not following instructions of the referee
2. Not completing the mandatory revolutions
3. Receiving coaching during the round

Points are awarded to the opponent of the competitor who committed the violation. However, the opponent will receive 2 pts. if one commits a serious personal violation as listed above.

**v. Cautions**

The referee may issue a verbal "caution" at his/her discretion.

**vi. Disqualification**

1. Competitors may be disqualified for one Serious Violation and must be disqualified for two Serious Violations
2. A competitor may be disqualified by the referee in consultation with the judges.

**vii. Weight Classes**

There will be 5 weight divisions for men and 3 weight divisions for women as follows:

	<b>MEN</b>	<b>WOMEN</b>
<b>1. Lightweight</b>	Below 140 Ibs.	Below 125 Ibs.
<b>2. Light Middleweight</b>	140 – 159 lbs	
<b>3. Middleweight</b>	160 – 179 lbs.	125 – 144 lbs.
<b>4. Heavyweight</b>	180 – 199 lbs.	145 Ibs. and over
<b>5. Super Heavyweight</b>	200 Ibs. and over	

Gold, Silver & Bronze medals will be awarded to the top 3 competitors in each weight division.

**IV. ARBITRATION**

An arbitration is a matter officially and properly submitted to the arbitrator for investigation and rendering of a decision. The decision of the arbitrator is final and binding.

An athlete who believes that there was a factual error in applying the rules and procedures of the tournament to himself/herself may request an official review of the matter. The individual should first approach the Chief Judge of the division with his/her information and request an investigation by the Chief Judge. If he/she is not satisfied with the adjustment or resolution offered, he/she may then submit a formal request for arbitration.

**Arbitrator**

The arbitrator is an individual, impartial to the outcome of the proceedings, who is empowered to examine the facts and render a decision. This official is separate from all other officials of the tournament.

**General Information**

*Who may request an arbitration?*

A competitor who believes that there was an irregularity in applying the rules to himself or herself may request an arbitration from the tournament committee. The athlete's coach or designated representative may apply on behalf of the competitor only if the athlete is incapacitated.

*Time limit*

The complaint must be presented immediately after the occasion or incidence on which arbitration is requested. For forms competition, requests must be submitted within 2 hours after the individual's performance. However, the competitor must notify the chief judge prior to the end of his/her event that a formal request will be submitted. The chief judge will then notify all competitors of a delay in final results, pending the arbitration. In matters pertaining to matches where subsequent matches would be affected, a request must be submitted in time to be resolved before the succeeding matches can proceed. The tournament may not be responsible for making changes if there is a delay in submitting a request. Once all the bouts in a weight division have been completed, no changes in outcome will be made.

No requests will be reviewed more than 24 hours after the close of the tournament.

*Confidentiality*

All matters of arbitration are treated as confidential by the officials involved.

**Procedures**

### **1. Submitting a request**

The athlete, his/her coach, or a designated representative, submits a written request and submits the appropriate fee. Verbal requests are not accepted. The request must state clearly what particular error he/she believes was committed and what action of resolution is desired. A clear video recording of the performance must be submitted with the request.

### **2. Payment of fee**

The arbitration fee of \$100 (one hundred U.S. dollars) deposit in cash must be presented with the request. If the decision favors the competitor, the fee is refunded.

### **3. Investigation**

The arbitrator investigates the matter described in the request. The arbitrator may review official records, examine equipment, and interview appropriate personnel. These include any persons involved in an official capacity with the event or action noted in the request, including the competitor, the officials including the chief judge or referee, judge, time-keeper, scorekeeper, field coordinators, forms examiners, the opponent from the match, and others as necessary.

### **4. Decision**

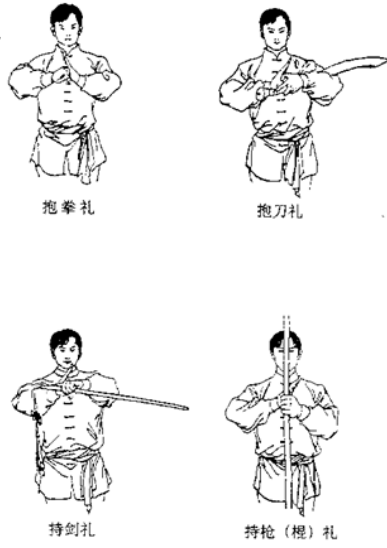
The arbitrator states his/her findings and decision in writing, responding to the specifics of the matter requested. The decision is final and binding on all parties involved.

### **Guidelines**

Matters which are eligible for arbitration include errors of administration, procedure, or fact. Examples of matters which may properly be arbitrated include registrar errors, enrollment in incorrect division, misidentification of an athlete, scores incorrectly recorded, mathematical errors, timekeeping errors, timing signals incorrectly presented, inter/hence from events or persons outside the ring, action of a judge inappropriate to his/her duties.

Matters which are not eligible for arbitration include requests with regard to another athlete's bout or performance or scores. Nor may an athlete request reexamination of his/her bout or performance with the purpose of obtaining a different evaluation or score. In fairness to all athletes, scores must be given by the judges based on their observation during the actual bout or performance and from their particular vantage point and within the general framework of the tournament in progress.

The request should be made in good faith. Only one person may sign on to a request for arbitration. The writer should stick to matters of fact which are provable and should not venture opinions. The request should state clearly and specifically what error he/she believes was committed, who committed it, and what action or changes he/she demands.



**Fig. 1 - Palm and Fist Hand Salutes**  
(Bare-Hand; with Broadsword; with Sword; with Staff / Spear)