



**WORLD MARTIAL ARTS GAMES
POLICE, FIRE & MILITARY WORLD MARTIAL ARTS GAMES
HANDISPORT WORLD MARTIAL ARTS GAMES**

TRADITIONAL FORMS RULES

MUSIC IS NOT ALLOWED

1. LENGTH

- Hard Styles forms performance cannot be longer than 3 minutes, presentation included.
- Soft Styles forms performance cannot be longer than 3 minutes, presentation included.
- In the event of a violation of the present rule, the chief referee can ask for a deduction of 0.1 point.
- If a form execution is less than 30 seconds in length the minimum score will be given.

2. AGE

For musical forms competition the allowed age groups are:

- CHILDREN: 8 - 9 years old.
- BOYS AND GIRLS: 10 - 11 and 12 years old.
- CADETS: 13 -14 - 15 years old.
- JUNIORS: 16 -17 - 18 years old.
- SENIORS: 19 to 40 years old.
- MASTER: + 41 years old.

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Age categories are the same for male and female competitors. See Classes and Categories.

3. DIVISIONS

In Traditional Forms competition there are four divisions both for men and women:a

- Hard styles (coming from Karate, Taekwondo and similar).
- Soft Styles (coming from Ju Jitsu, Kung Fu, Wu-Shu and similar).
- Hard styles weapons (using weapons: kama, sai, tonfa, nunchaku, bo).
- Soft Styles weapons (using weapons: naginata, nunchaku, katana, tai chi chuan sword, chain, wushu long stick, two swords, hook sword and two hook swords, etc.)

4. UNIFORMS

Dress Code: competitor may wear his own Martial Arts Uniform. Uniform has to be clean and decorous.

5. STATE OF WEAPONS

Each athlete is responsible for the perfect state of his or her weapon, which is individual and which cannot be exchanged during the competition. The chief referee can ask to inspect the competitor's weapon if he wishes to do so. No cutting blades can be used.

6. ACROBATIC MOVEMENTS

Acrobatic movements are not allowed.

7. JUDGEMENT CRITERIA

1. Basic criteria for Traditional Forms judgement are the following:

1.1 Correct sequence of techniques.

1.2 Power control.

1.3 Speed and rhythm control.

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1.4 Techniques execution difficulty.

1.5 Correct movements direction.

1.6 Head and eyes movement.

1.7 Positions.

1.8 Movements coordination.

1.9 Balance, strength and endurance.

1.10 Correct breathing.

1.11 Hesitation or halt.

2. Above-stated criteria will be evaluated by Judges carefully.

3. The 5 Judges will have to express their assessment around these criteria solely.

4. Every athletic or gymnastic performance, not respectful of Traditional nature, won't be taken in consideration, but sanctions could be applied against them, in case they not represent Traditional Forms' meaning and spirit.

5. In the event of draw the Judges will use the lowest score deleted of each competitors (with the same total score). The Competitor with the "highest" lowest score will be deemed the winner.

6. If the draw persist the Competitor with the highest best score deleted will be declared the winner.

8. SCORING

The Score starts from 6.0 points until 7.0 points.

Minus points:

· 0.1 point: if the competitor interrupts his performance and starts again.

· 0.1 point: if the competitor loses coordination.

· 0.1 point: if the competitor loses his balance.

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· 0.1 point: if the competitor performs any disallowed movements.

· If the competitor breaks off his performance before the end, the judge will give the minimum mark.

· If the competitor loses or leaves his weapon, the judges will give the minimum score.