



DRAGON WORLD CUP

Rules: FORMS



Categories:

- Division for Men/Women, Boys/Girls
- Division by age (age in the day of the championship):

HARD + SOFT + WEAPONS:

- KIDS (-9 y.o.) • JUNIORS (10-13 y.o.) • KADEDS (14-17 y.o.) • SENIORS (18+ y.o.)
- MASTERS (for master experienced competitors - for example head masters of schools)

SYNCHRON + INNER:

- KIDS (-12 y.o.) • JUNIORS (13-17 y.o.) • SENIORS (18+ y.o.)

Organizer can make more categories based on registered number of competitors.

COMPETITION STYLE:

- The competition divides into several categories based on gender, age, or by experience level
- Competitors can perform as traditional forms, modified forms or their own forms (FREE)
- It is not possible to perform with the music!
- Coach is responsible for right registration of competitor's form into category (hard/soft)
- Coach must be wearing a formal club uniform with identification of club (logo, name or asks for getting ID tag during registration)
- The competition will be organized without stop to the final
- The result score will be announced to the competitor by competitors on the score tables
- The winner of competition is the one with the highest score (after counting all competitor's score together)
- Head referee can decide about bonus final round in the category - into this round are placed only 6 competitors with the highest score
- In case of score draw there is a resulting round where both competitors perform their form and referee immediately after form presentations announce the winner
- Agreement between referee in order to giving points to the competitor is forbidden (only in case of summit announced by head referee)
- Change of referee during competition is not possible (except of special situations)

COMPETITION AREA:

- Area 8x8 to 8x12m (depends on organizer rules)
- Area is marked (tatami, rug, colored adhesive tape)
- When the competitor has form that needs bigger area - the competitor announce "out of line" so he can get out of the competition area during a performance - competitor can't get out of line in a referee's side (negative x,2 points)
- Referees are placed in front of competition area's entrance in minimum of 1 m from marked competition area. The head referee is in the middle
- Entrance area is defined by head referee before starting the competition or marked by colored tape)
- Starting point to start the form is optional. The competitor define it so he won't get out of competition area (without saying "out of line" during introduction. The competitors shouldn't perform bigger part of the form with back to the referees

CLOTHING:

- Clothing must correspond to the represented martial art style. It must be clean, neat and in adequate size to the competitor
- Changes in clothing (rolled sleeves or pants) is not allowed
- Hands and feet shouldn't be covered - "barefoot" or the competitor perform specific martial art style where they are using specific boots (for example chinese martial arts). Boots should be designed to train on the tatami and sport halls
- Wearing decorations, jewelry and anything similar is forbidden! (jewelry what can't be taken down must be taped!)
- Men under chest piece of kimono can't have any T-shirt or underwear. For women is allowed only tshirt in kimono's color
- It is forbidden to have any drawings and inscriptions unrelated to sponsors, club name, club logo, organizations etc...

DRAGON WORLD CUP

COMPETITION PROCESS:

- Head referee will announce a category. After meeting of all competitors the head referee perform a presentation of all competitors in the category.
- The competition starts by announcing the first competitor, who stands on competition area's entrance position. If the competitor isn't coming in one minute from announcing, he is disqualified
- The competitor bows before entering to the competition area
- The competitor goes to the referees and bows to them
- The competitor introduce himself, tells practised style and name of form, tells announcement "out of line" when needed to be behind the competition area during a form. In synchron form category is the captain of the team in the middle - he introduce his team with name of presented style and form.
- After introduction the competitor is taking his own start position and start the performance (form).
- After the last form technique the competitor finishes the presentation bowing to the referees. The competitor is waiting on the end position for results - on head referee's command he can leave the competition area face to face to the referees.

SCORING/POINTING - FORMS HARD:

- **Scoring/pointing criteria: are pointed according to the presented style**
- **In category Form HARD is the scoring based especially on: warrior's spirit, hardness of technique, kime (ending of techniques), dynamics, stances, dynamic movements and combinations of techniques**
 - **STANCE QUALITY** - appropriate body position, legs positions in stances, involvement of the body, jumps, leg techniques, balance
 - **MOVEMENT** - Fluency, dynamics, combinations, body posture during movement, good and certain work with the stability/balance (weight mass center)
 - **TECHNIQUE QUALITY** – attacking zones, correctly made techniques, involvement of competitor's body during techniques, gaining power from "hara" and "kime", technique is provided with competitor's vision, control of non-attacking, "free" hand (not in a guard, is "freely in the air" etc...)
 - **DYNAMICS** - kinetic (movement) and static (calm) energy is in the harmony during the movement
 - **POWER** - static and dynamic muscle tension, level and speed of muscle contractions
 - **ETICS** - appearance, clothes, performance intonation, discipline and sport behavior
 - **PERFORMANCE** – warrior's spirit, inner peace, battle shouts, characteristics of the presentated style
 - **PRESENTATION** - The presentation corresponds to the characteristics of the practised martial art style respecting the ethics and etiquette - the competitor isn't looking to the ground while entering and leaving the competition area, and the competitor must represent his fight spirit - not only perform some techniques!
 - **DIFFICULTY LEVEL** - Movement scheme, lenght, difficulty of techniques in combinations, difficult technical elements, "reasonable" acrobatic moves that are combined to the fight combination
 - **EFFECTIVITY** – clearly defined defence/attack techniques, efficient and effective, minimizing of "empty" moves

DRAGON WORLD CUP

SCORING/POINTING - FORMS SOFT:

- Scoring/pointing criteria: are pointed according to the presented style
- In category Form SOFT is the scoring based especially on: harmony, continuity, character of style/animal, body position and movement, concentration
 - STANCE QUALITY** - appropriate body position, legs positions in stances, involvement of the body, jumps, leg techniques, balance
 - MOVEMENT** - Fluency, dynamics, combinations, body posture during movement, good and certain work with the stability/balance (weight mass center)
 - TECHNIQUE QUALITY** – attacking zones, correctly made techniques, involvement of competitor's body during techniques, gaining power from "hara" and "kime", technique is provided with competitor's vision, control of non-attacking, "free" hand (not in a guard, is "freely in the air" etc...)
 - DYNAMICS** - kinetic (movement) and static (calm) energy is in the harmony during the movement
 - POWER** - static and dynamic muscle tension, level and speed of muscle contractions
 - ETICS** - appearance, clothes, performance intonation, discipline and sport behavior
 - PERFORMANCE** – warrior's spirit, inner peace, battle shouts, characteristics of the presented style
 - PRESENTATION** - The presentation corresponds to the characteristics of the practised martial art style respecting the ethics and etiquette - the competitor isn't looking to the ground while entering and leaving the competition area, and the competitor must represent his fight spirit - not only perform some techniques!
 - DIFFICULTY LEVEL** - Movement scheme, length, difficulty of techniques in combinations, difficult technical elements, "reasonable" acrobatic moves that are combined to the fight combination
 - EFFECTIVITY** – clearly defined defence/attack techniques, efficient and effective, minimizing of "empty" moves

SCORING/POINTING - FORMS WEAPONS:

- Weapons** – correct weapons and conditions (disqualification or reduced score based on weapon control on the start of the competition.)
 - For long staff (BO)** - must be of minimal $\varnothing = 2,2\text{cm}$, material: oak, chinese rose, bamboo, rattan and minimal be minimal of competitor's height
 - Weapons KOBUDO** - SAI - iron or chromium-plated iron, TONKUWA (tonfa) - only wooden
 - KAMA** - iron bladed (wooden blade is forbidden)
 - SPEAR** - minimum height can't be smaller than is distance from ground to raised arm's fingers. Spear has a tassel (decoration)
 - SWORD, SABERS** - the minimal height of the sword must be from waist to the edge of the ear.
 - BLADED WEAPONS** - only in training design from authorized producers
 - In the case of bad design or bad condition of weapon will be given time to change the weapon or point score reduced by 2 points*
- Techniques with right way of using the weapon, the proper weapon holding, control of the weapon and connection of weapon with competitor's body
- If the weapon's blade touches the competitor's body or the ground - reduced score for 2 points
- Uncontrolled fell weapon - lost control of the weapon -> 0 score!
- Realistic techniques
- Timing, rhythm, speed, balance and force control (KIME)
- Technical difficulty of each techniques with the weapon, controlling the weapon and it's proper holding
- Proper breathing, good concentration, confidence
- Proper stances, good body positions, involvement of the body
- Good work with "HARA" energy - energy of the centre
- Identification of presented martial art style/school

DRAGON WORLD CUP

SCORING/POINTING - FORMS INNER:

- **Scoring/pointing criteria: are pointed according to the presented style/school**
- **It is possible to present inner styles of kungfu, tai-chi, wushu, and also breathing/inner forms of other's traditional martial art styles / schools.**
 - **STANCE QUALITY** - appropriate body position, legs positions in stances, involvement of the body, jumps, leg techniques, balance
 - **MOVEMENT** - Fluency, inner peace vs. exploding of energy, combinations, body position during movement, balance
 - **TECHNIQUE QUALITY** – Fluency, inner peace, exploding of energy in techniques, body involvement to techniques, "HARA" generating of the energy, competitor's vision during the techniques, completely control, proper breathing
 - **DYNAMICS** - kinetic (movement) and static (calm) energy is in the harmony during the movement
 - **POWER** - static and dynamic muscle tension, level and speed of muscle contractions
 - **ETICS** - appearance, clothes, performance intonation, discipline and sport behavior
 - **PERFORMANCE** – warrior's spirit, inner peace, characteristics of the presented style
 - **PRESENTATION** - The presentation corresponds to the characteristics of the practised martial art style respecting the ethics and etiquette
 - **DIFFICULTY LEVEL** - Movement scheme, length, difficulty of techniques in combinations, difficult technical elements,

SCORING/POINTING - FORMS SYNCHRON:

- **Scoring/pointing criteria: are pointed especially according to the synchronicity of the competitors in the team**
- **STANCE QUALITY** - appropriate body position, legs positions in stances, involvement of the body, jumps, leg techniques, balance
- **MOVEMENT** - Fluency, dynamics, combinations, body posture during movement, good and certain work with the stability/balance (weight mass center)
- **TECHNIQUE QUALITY** – attacking zones, correctly made techniques, involvement of competitor's body during techniques, gaining power from "hara" and "kime", technique is provided with competitor's vision, control of non-attacking, "free" hand (not in a guard, is "freely in the air" etc...)
- **DYNAMICS** - kinetic (movement) and static (calm) energy is in the harmony during the movement
- **POWER** - static and dynamic muscle tension, level and speed of muscle contractions
- **ETICS** - appearance, clothes, performance intonation, discipline and sport behavior
- **PERFORMANCE** – warrior's spirit, inner peace, battle shouts, characteristics of the presented style
- **PRESENTATION** - The presentation corresponds to the characteristics of the practised martial art style respecting the ethics and etiquette - the competitor isn't looking to the ground while entering and leaving the competition area, and the competitor must represent his fight spirit - not only perform some techniques!
- **DIFFICULTY LEVEL** - Movement scheme, length, difficulty of techniques in combinations, difficult technical elements, "reasonable" acrobatic moves that are combined to the fight combination
- **EFFECTIVITY** – clearly defined defence/attack techniques, efficient and effective, minimizing of "empty" moves
- **SYNCHRONICITY** – the same movement, breathe and techniques timing of all competitors in the team.

NO SCORING CRITERIA:

- Any form modifications are not pointed

DRAGON WORLD CUP

REFEREES:

- In commission there are 5sdasdf referees (min. 3)
- 1 Head referee + 2 / 4 point referees
- Administrator, timekeeper

EQUIPMENT:

- Rules for the competitions
- Point tables for referee
- Time stop - for the timekeeper
- Requested tables, list of registred competitors, ...

SCORING/POINTING:

- For the correctness of the form registration into categories are responsible coach!
- The forms are not pointed based on correctness of the form. The form is pointed based on presentated competitor's abilities - the way of "OPEN" martial art championship.
- Referees are pointing the presentation and quality of techniques, the whole performance, and technical form level.
- Standard / simple scoring is on Head referee's decision (depends on number of registred competitors)
- Start round:

| | | | | |
|------------------|----------------------|----------------|-----------|-------------|
| Standard: | 5,1 – 5,4 | Simple: | 5,1 – 5,3 | sufficient |
| (2.x) | 5,5 – 6,0(x,0 – x,9) | | 5,4 – 5,5 | good |
| | 6,1 – 6,4 | | 5,6 – 5,7 | very good |
| | 6,5 – 6,9 | | 5,8 – 5,9 | exceptional |
- Final round :

| | | | | |
|--|-----------|--|-----------|--|
| | 6,1 – 7,9 | | 7,1 – 7,9 | |
|--|-----------|--|-----------|--|
- Category Master:

| | | | | |
|--|-----------|--|-----------|--|
| | 8,1 – 9,9 | | 9,1 – 9,9 | |
|--|-----------|--|-----------|--|

DISQUALIFICATION

- Ethic problems based on:
 - Clothes
 - Jewelry, problematic decorations
 - Bad behavior
 - No presence in 60 seconds from announcement
 - Registred age is different than the real

ZERO SCORE

- For visible forgotten moves or for not-completing the form = 0 points

PROTESTS:

- Protests can make only competitor's coach to Head referee
- Protests can be made only based on breaking the rules from referee
- Protests must be made immediately and protest's fee is 500Kč (20€)
- The head referee decides about the protest
- Another protest about Head referee decision is forbidden
- If the protest was the real - protest's fee is immediately given back to the coach. If the protest was negative - protest's fee is given to the organizer.

Head organizer:



Head referee:

