

2018 Victorian Kung Fu Wushu Championships



CHAMPIONSHIP INFORMATION PACK

1st July 2018

2018 Victorian Kung Fu Wushu Championships

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GENERAL INFORMATION

1. **Championship Date**

Sunday 1st July 2018 9:00 am – 5:00pm (**Registration 8:30am**)

The Championship Organising Committee reserves the right to make changes to the programme which are deemed fit.

2. **Championship Venue**

Springers Leisure Centre
400 Cheltenham Road
Keysborough, Melbourne, VIC

3. **Competitors Qualification For Entry**

- (a) Members and non-members of Kung Fu Wushu Australia or Kung Fu Wushu Australia's State Associations are eligible to participate in the Championships.
- (b) Competitors must submit the required documentation and pay the designated fees (refer to Championship Fees and Registration)

4. **Registration**

- (a) Internet Sign Up System will be adopted. The competitors shall fill out online Entry Forms and make payment via the Internet.
- (b) Website for Internet Registration System:
www.2018kwvstate.eventbrite.com.au
- (c) Closing date for internet registration is: **Friday, 1st June 2018**
- (d) Competitors must also submit the completed and signed Waiver Form by the registration closing date and email to tournament@kwvic.com.au
- (e) Any competitor who has registered online and also supplied the required documentations by the required dates will be entered into the Championships.
- (f) Refunds only issued in special cases and will be subject to administration costs as decided by the Championship Organising Committee.
- (g) All competitors are required to check-in on the day of their event. Any competitor who does not check-in by within **30 minutes** of their event may be forfeited to compete and entry monies will be retained by the Championship Organising Committee:

5. **Championship Fees**

	Members	Non Members
Registration fee	\$60 per person	\$70 per person

6. **Anti-Doping Policy**

All competitors must comply with the KWA Anti-Doping Policy which can be viewed at www.kungfuwushuaustralia.com therefore agreeing to any random drug testing as requested by the Australian Sports Drug Agency.

7. **Enquiries**

For further information and enquires regarding the Championship, please contact:

Email: tournament@kwvic.com.au

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ROUTINE COMPETITION RULES AND REGULATION

1. Championship Events and Age Divisions

- **Age Divisions**

- Child 7 to 12 years old
- Junior 13 to 15 years old
- Youth 16 to 18 years old
- Adult 19 to 40 years old
- Senior 41 years and above

Note: Age is based on the competitor's birthday during the championship year.

- **Kung Fu Events**

Bare Hand:

- Northern Style (Northern Shaolin, Northern Praying Mantis, Eagle Claw, Bajiquan, Chaquan, Chuojiao, Changquan, etc)
- Southern Style (Jow Gar, Hung Gar, Choy Li Fut, White Crane, Wing Chun, Bak Mei, Ging Mo Kune, etc)
- Other Style (Xingyiquan, Baguazhang, etc)

Weapon:

- Long Weapon
- Short Weapon
- Other Weapon (Flexible, Double Weapons, etc)

- **Wushu Taolu Events**

Bare Hand:

- **Elementary Routines (Group C: Age group 7 to 12 years only)**
 - Changquan
- **International Competition Routines (Group B: Age group 13 to 15 years only)**
 - Changquan (1st Set International Competition Routine)
 - Nanquan (International Competition Routine)
 - 42 Step Taijiquan
- **International Competition Routines (Group A: Age group 16 to 18 years only)**
 - Changquan (3rd Set International Competition Routine)
 - Nanquan (3rd Set International Competition Routine)
 - Taijiquan (3rd Set International Competition Routine)
- **Optional Routines (Adult Age Group only)**
 - Optional Changquan
 - Optional Nanquan
 - Optional Taijiquan
- **Traditional Routines (Adult Age Group only)**
 - Xingyiquan (Male only)
 - Baguazang (Female only)

Weapon:

- **Elementary Routines (Group C: Age group 7 to 12 years only)**
 - Daoshu
 - Jianshu
 - Gunshu
 - Qiangshu
- **International Competition Routines (Group B: Age group 13 to 15 years only)**
 - Daoshu (1st Set International Competition Routine)
 - Jianshu (1st Set International Competition Routine)
 - Qiangshu (1st Set International Competition Routine)
 - Gunshu (1st Set International Competition Routine)

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- **International Competition Routines (Group A: Age group 16 to 18 years only)**
 - Daoshu (3rd Set International Competition Routine)
 - Jianshu (3rd Set International Competition Routine)
 - Qiangshu (3rd Set International Competition Routine)
 - Gunshu (3rd Set International Competition Routine)
- **Optional Routines (Adult Age Group only)**
 - Optional Daoshu
 - Optional Jianshu
 - Optional Gunshu
 - Optional Qiangshu
- **Traditional Routines (Adult Age Group only)**
 - Shuangdao (Male only)
 - Shuangjian (Female only)
- **Tai Chi Events**
 - Bare Hand:**
 - **Compulsory / New Standardised Routines**
 - 24 Step Taijiquan
 - 42 Step Taijiquan
 - Yang Style (40 Step Yang Style or New Yang Style Competition Routine)
 - Chen Style (56 Step Chen Style Taijiquan or New Chen Style Competition Routine)
 - Other Style (45 Step Wu Style Taijiquan or 73 Step Sun Style Taijiquan)
 - **Traditional Routines**
 - Yang Style
 - Chen Style
 - Other Style (Wu, Sun, etc)
 - Weapon:**
 - Compulsory / Standardised Sword (32 Step Taijijian, 42 Step Taijijian, New Yang Style Competition Sword Routine or New Chen Style Competition Sword Routine)
 - Traditional Tai Chi Sword
 - Other Weapon (Fan, Broadsword, etc)
- **All Styles Open Events**
 - Bare Hand:**
 - Open Hand Routine
 - Weapon:**
 - Open Weapon Routine
- **Duel Events**
 - Choreographed sparring sets of Bare Hand to Bare Hand, Weapon to Weapon or Bare Hand to Weapon
- **Group Events**
 - Choreographed group routine of Bare Hand or with Weapon.

Note: Championship Organising Committee has the power to merge any division or events if insufficient number of competitors for any division or events occurs.

2. **Participation Methods**

- Each routine competitor may enter at most:
 - one individual hand routine event
 - two individual weapon routine event
 - one duel event
 - one group eventfor a maximum of 5 (five) events

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- Duel event is limited to two (2) to three (3) persons. Male and female mixed teams are allowed.
- In group events, teams shall consist of no less than six (6) persons and no more than ten (10). Male and female competitors can be mixed. Age groups can be mixed. Each participating organisation may only enter one group team.

3. Relevant Rules

(b) **Kung Fu, Wushu, Tai Chi, Duel & Group**

- Unless otherwise stated within these rules and regulations, the competition rules will be based on the latest "KWA Competition Routine Rules". These rules can be obtained at www.kungfuwushuaustralia.com/publications.php.
- Competitors must wear competition costume in compliance with the Rules to participate in the competition.
- All weaponry must be in compliance the Rules. This must be provided by the competitors themselves.
- Music must be accompanied to Group routines. Lyrics are not permitted.

4. Time Requirements for Routine Events

(a) **Kung Fu Events:**

- Bare hand and Weapon routines: Not less than forty (40) seconds and not more than two (2) minutes.

(b) **Wushu Events**

- Changquan, Nanquan and Weapon routines:
 - Adult Group: Not less than one (1) minute and twenty (20) seconds and not more than one (1) minute forty (40) seconds.
 - Child, Junior, Youth and Senior Age Group: No time limit.
- Taijiquan and Taijijian routines:
 - 42 Forms Taijiquan: Five (5) to six (6) minutes. Warning bell given at 5th minute..
 - 42 Forms Taijijian, 3rd Set of Competition Taijiquan and Taijijian Routines: Three (3) to four (4) minutes. Warning bell given at 3rd minute.
 - Optional Taijiquan and Taijijian: Three (3) to four (4) minutes. And **NO warning bell will be given.**
- Xingyiquan, Baguazhang, Shuangdao and Shuangjian routines: Between One (1) and two (2) minutes

(c) **Tai Chi Events**

- Simplified 24-Step Taijiquan shall be between four (4) and five (5) minutes.
- Compulsory (except 24 Step Taijiquan) / New Standardised Hand Routines shall be between five (5) and six (6) minutes.
- Traditional Bare Hand Routines shall be between four (4) and five (5) minutes.
- All Sword Routines and Other Weapon Routines shall be between three (3) and four (4) minutes.

(d) **Duel Events:**

- Not less than forty (40) seconds and not longer than one (1) minute and thirty (30) seconds.

(e) **Group Events**

- Not less than two (2) minutes and not longer than five (5) minutes.

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5. Placing and Awards

The top three places for each event will be awarded as follows:

1st Place	Gold Medal
2nd Place	Silver Medal
3rd Place	Bronze Medal

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FULL CONTACT AND CONTROLLED CONTACT COMPETITION RULES AND REGULATION

1. Championship Events and Age Divisions

(a) **Controlled Contact Events**

- **Age Divisions**

- 7 – 9 years old
- 10 – 12 years old
- 13 – 15 years old
- 16 – 18 years old
- 19 – 40 years old
- 41 – 55 years old

Note: Age is based on the competitor's birthday during the championship year.

- **Weight Classes:**

- Men & Women: below (kg): 27, 30, 33, 36, 39, 42, 45, 48, 52, 56, 60, 65, 70, 75, 80, 85, 90
over 90kg

Championship Organising Committee has the power to merge any divisions if insufficient number of competitors for any divisions occurs.

(b) **Full Contact Sanda Events**

- **Age Divisions**

- Youth 16 to 18 years old
- Adult 19 to 40 years old

Note: Age is based on the competitor's birthday during the championship year.

- **Weight Classes:**

- Men & Women: below (kg): 48, 52, 56, 60, 65, 70, 75, 80, 85, 90
over 90kg

Note: Championship Organising Committee has the power to merge any 2 neighbouring division or events if insufficient number of competitors for any division or events occurs.

2. Participation Methods

- Each competitor may register and compete in both Controlled Contact and Full Contact Sanda events.
- Each competitor may only enter in 1 (one) weight category.

3. Relevant Rules

(a) **Controlled Contact Sparring Events**

- Unless otherwise stated within these rules and regulations, the competition rules will be in accordance with the "KWA Controlled Contact Sparring Rules". These rules can be obtained at www.kungfuwushuaustralia.com/publications.php.
- Unless otherwise stated within these rules and regulations, competitors shall wear costumes and protective gears in compliance with the "KWA Controlled Contact Sparring Rules" to participate in the competition.
- Competitors must wear and bring their own gloves, shin protectors, cotton instep protectors and mouth guards. Gloves will be either red or black.
- 6oz. gloves for under 33kg, 8oz for under 48kg and 10oz gloves for over 48kg.
- Cloth shin protectors not allowed.

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- Male competitors must wear and bring their own groin guard. All groin guards must be worn under the uniform pants. Groin guards are optional for female competitors.
- Adult female competitors must wear and bring their own approved chest protector

(b) Full Contact Sanda Events

- Unless otherwise stated within these rules and regulations, the competition rules will be in accordance with the “KWA Full Contact Sanda Rules”. These rules can be obtained at www.kungfuwushuaustralia.com/publications.php.
- Unless otherwise stated within these rules and regulations, competitors shall wear costumes and protective gears in compliance with the “KWA Full Contact Sanda Rules”.
- Each competitor must bring their own two (2) sets of costumes: one set of black and one set of red costumes.
- Each competitor must bring their own mouth guard, groin guard and instep guards.
- Gloves and other protective equipment will be provided by the Organizing Committee.

4. Weighing-in

Controlled Contact Sparring Events

- To be advised.

Full Contact Sanda Events

- To be advised.
- Competitors are required to submit a KWA Certificate of Fitness and Serology Report. These must be issued within six (6) months before the Championships and signed by a qualified doctor. This will be submitted during weigh-in.

5. Placing and Awards

- The top three places for each event will be awarded as follows:

1st Place	Gold Medal
2nd Place	Silver Medal
3 rd Equal Place	Bronze Medal

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Certificate of Fitness (Sanda Full Contact)

CONTESTANT DETAILS

Contestant Name:				
Address:				
		State:	Postcode:	Phone:
DOB:	Age:	Sex: M / F	Height (cm):	Weight (kg):
Training:	Amateur (years):		Professional (years):	

MEDICAL PRACTITIONERS DECLARATION

Medical Practitioner's Name:			
Practice Address:			
Medical Registration Number:	State:	Postcode:	Phone:
<p>I declare the contestant whom I identified from: (select one)</p> <p><input type="checkbox"/> Photo Driver's License No: _____ Or</p> <p><input type="checkbox"/> Photo Passport No: _____ Country of Issue: _____ Or</p> <p><input type="checkbox"/> Other (please specify) _____</p> <p>in my opinion, and after taking the required medical assessments, is physically FIT to compete in Combat Sports Contests</p>			
Comments (if applicable):			
Medical Practitioner's Signature:			Date:
Medical Practitioner's Stamp (if applicable):			

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Serology Report (Sanda Full Contact)

**A copy of all three test results must accompany this form **

CONTESTANT DETAILS

Contestant Name:				
Address:				
		State:	Postcode:	Phone:
DOB:	Age:	Sex: M / F	Height (cm):	Weight (kg):

MEDICAL PRACTITIONERS DECLARATION

Medical Practitioner's Name:					
Practice Address:					
Medical Registration Number:		State:	Postcode:	Phone:	
I certify i have sighted the results of blood testing of the Contestant				Date of Tests:	
Is there evidence that the Contestant's blood is infected with the following virus?					
HIV	YES / NO	Hepatitis B	YES / NO	Hepatitis C	YES / NO
I declare the contestant whom I identified from: (select one)					
<input type="checkbox"/> Photo Driver's License No: _____ Or <input type="checkbox"/> Photo Passport No: _____ Country of Issue: _____ Or <input type="checkbox"/> Other (please specify) _____					
in my opinion, based on the above test results, is <u>NOT</u> capable of transmitting any of the above mentioned viruses.					
Comments (if applicable):					
Medical Practitioner's Signature:				Date:	
Medical Practitioner's Stamp (if applicable):					

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TAI CHI PUSH HANDS RULES AND REGULATION

1. Championship Events and Age Divisions

- 5 – 7 years old
- 8 – 10 years old
- 11 – 13 years old
- 14 – 15 years old
- 16 – 18 years old
- 19 – 45 years old
- 46 years and above

Note: **Age is based on the competitor's birthday during the championship year**
Weight and size is considered with age to achieve correct matching.

2. Synopsis

A push hands game is played between two players that compete inside a 4 metre by 4 metre square for 2 rounds of 1 minute with a 30 second break between rounds.

3. Fixed Step Push Hands

A single point is awarded to a competitor when the other player moves their front foot, or breaches the rules (described below). Two points are awarded when the other player touches the floor with a third part of their body (fall). When an application is unclear, if both players move their front feet, or if both fall, no points are awarded.

A single point is awarded to a competitor when the other player places a foot out of bounds. Two points are awarded when the other player touches the floor with a third part of their body (fall).

The player with the highest score at the end of the 2 minutes is the winner. If there is a tie at the end of the 2 minutes, a third 1-minute round is played to decide the winner. When an application is unclear, or if both fall, no points are awarded.

4. Objectives and Framework

The object of push hands games is to give tai chi practitioners an opportunity to learn about push hands principles and techniques in a competitive environment, so they may further their understanding and ability in tai chi generally and push hands specifically. It is hoped that vigorous, principled and fair push hands play will help to support players in their quest for mastery of the art.

5. Game arena

The game arena consists of a 4m x 4m square arena surrounded by 1m safety exclusion zone

6. Officials

The game requires four officials per arena:

- One referee
- One-line judge
- One timekeeper
- One scorekeeper.

The **referee** begins, ends and 'calls' the action in a game.

The **line judge** watches the line for competitors stepping out of bounds. Also, he or she agrees or disagrees with the referee's call and, if required (e.g. where the referee's view is obstructed) initiates calls.

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The **timekeeper** keeps time during the game by following directives from the referee and by announcing certain time markers.

The **scorekeeper** records and announces points and warnings.

- Additional staff

- A **head judge** is required to be in charge of the elimination order, in consultation with the scorekeepers.

- A **marshall** is required to register players and issue player belts (black and red).

- **First aid staff** should be present at all games

- Equipment

The game requires the following equipment:

- Per game arena:

- 36 x 1m square reversible-colour foam mats (16 centre squares in one colour, 20 surrounding squares in a contrasting colour)
- Player identification
- One black and one red belt per arena
- Timekeeper
- One stopwatch per arena
- Head judge/scorekeepers
- Bracketing sheets, score sheets, pen/pencils
- Marshall
- Paper and pen/pencil for registration
- First aid staff
- First aid kit
- Telephone to call emergency services in case of serious injury

- Player dress and protection:

- Players may not wear long sleeves or shirts with buttons, strings or studs attached
- Players must wear long pants with no protruding buttons
- Players may not wear rings, necklaces, earrings or other jewellery
- Players may wear soft protective headgear
- Players may wear groin protection
- Players may wear mouthguards

7. **Bracketing (grouping of competitors)**

The winner of a game is decided by points. Depending on the numbers of competitors in a round, competitors advance by elimination or round robin. Final bracketing decisions are at the discretion of the tournament organiser(s).

Gender and Weight Categories

- Gender
 - Separate Male and Female gender categories.
- Weight
 - Players must be weighed by the registrar or other tournament official.
 - Weight divisions are determined by the tournament organiser(s).

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8. Game Rules

How the game is decided

The player with the most points at the end of the time limit wins the game.

Up to 2 warnings may be given to a player for breach of the rules. A 3rd warning results in one point being awarded to the other player.

Game structure

A single game lasts for 2 rounds of 1 minute with a 30 second break. Players commence with right feet forward and left foot back.

Fixed Step Push Hands only

After any break in play the referee will indicate a change in feet. During play the players' front feet must remain fixed, but the back feet may move freely.

9. Push Hands only

After any break in play, the players reset to the initial position. During play, players may move both feet freely.

Legal techniques or moves include:

- Pushing and pulling
- Redirecting
- Slipping or deflecting.

Actions not allowed are:

- punching
- grabbing
- kicking
- joint locking
- sweeping
- contact outside of designated physical contact areas (see below)
- holding or grappling for more than 3 seconds
- unsportsmanlike or disrespectful behaviour.

10. Physical contact areas

Physical contact may only be made from below the base of the neck to the waist line. Contact may not be made above the base of the neck or below the waist line.

11. Refereeing and Judging Guidelines

Scoring calls

Scoring calls are made by the referee. In the case where the line judge witnesses an awardable point, he or she may stop the action and refer a call to the referee.

Calling the points and warnings

The referee calls 'Stop!' upon seeing an awardable point. This stops the competitive action and the time.

The referee indicates the reason for the point, and the point recipient, and the number of points.

The line judge can either confirm, contradict or give no opinion on the referee's call.

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If a line judge witnesses a point not called by the referee he or she may call '*Stop!*', explain the reason and suggest that the referee call a point. The referee may confer with the line judge.

The referee restarts the action immediately upon announcing the points to the scorekeeper.

Disqualifications

A player may be disqualified for a serious breach of the rules by the referee, or in the case of a repeated uniform malfunction.

Time-out and referee's conference

In the event that anyone—the players, the referee or the referee's staff—require rules or procedural clarification, the referee may elect to call a 'time-out' for a referee's conference to be administered by the referee. This may also occur in cases where the referee or line judge need to clarify events they have witnessed in the play. Administrative time-outs and conferences must take place during stop-time and should be kept to a minimum, staying focused only on issues directly related to issues within the immediate game.

12. Ending the game

At the end of the game, the referee will stop play, call for the players to salute each other, the referees and the head judge.

The referee then stands between the contestants, requests the final score from the scorekeeper and announces the winner of the game by holding that player's arm up in the air.

After the announcement of the winner, the referee sends the players out of the game arena and preparations for the next game will begin.

13. Determining the winner of the game

The player with the most points at the end of the designated time for the game wins.

Tie Breaker: If the point score is even, another one minute round is played to determine a winner.

14. Determining the winner of the tournament

The winner of each game moves upwards to contest other winners. Losers are eliminated or continue if it is a round robin round.

15. Complaints

If a competitor wishes to register a complaint he or she can do so with the tournament director or someone the tournament director has placed in charge of handling complaints. There may be a fee associated with registering a complaint.

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WAIVER OF LIABILITIES

1. COMPETITOR'S DETAILS:

Organisation / Federation:

Given Names:Last Name: Gender:

Date of Birth: Email:

2. WAIVER AND INDEMNITY

I, the undersigned, in consideration of Kung Fu Wushu Australia and Kung Fu Wushu Victoria collectively referred to as "Organising Committee" accepting my entry to the 2018 Victorian Kung Fu Wushu Championships, hereby referred to as the "Championships", acting for myself, heirs, personal officers, agents, representatives and assignees, hereby release the Organizing Committee, its officers, agents, representatives, volunteers, judges and referees and other related members from all claims, actions, suits, and controversies at law or in equity arising out of any loss of life or injury, damage or loss of any description whatsoever which I may suffer or sustain as a result of or in connection with my participation in the Championships.

3. MEDICAL DECLARATION

I certify and acknowledge that I have NO physical disabilities or injuries that would impair my participation in the Championships and that I further certify that I do not suffer from any illness or blood related virus that may be transmitted to any other competitor, official or spectator. I declare that I have not been rendered semi or fully unconscious within the past four weeks from today' date, and if prior to the event that I am rendered semi or fully unconscious I will notify the organiser and withdraw my registration.

4. MEDICAL TREATMENT

I consent to any emergency treatment that may be necessary as a result of any injury that I may sustain during the course of the tournament. I fully understand that all medical attention or treatment afforded to me by the Organizing Committee, its officers, medical personnel, representatives, volunteers, and all other related members will be of the first aid type only, and hereby release the Organizing Committee its officers, representatives, volunteers, and all other related members from any liability for such aid. I am duly reasonable to arrange any transport at my own expense to a suitable medical centre or hospital if it is deemed the injury requires further treatment or in the event I have been rendered unconscious or unable I authorise for an ambulance to be called on my behalf to transport me to such a facility. I understand it is my obligation to obtain my own medical coverage.

5. MARTIAL ARTS DONE AT APPLICANT'S OWN RISK

I hereby assume all risk of physical and mental injuries, disabilities and losses which may result from or in connection with my participation in the Championships. I understand that the practice of martial arts is potentially dangerous.

6. PERSONAL PROPERTY

I accept that the Organising Committee, its officers, agents, representatives, volunteers, judges and referees and other related members are not responsible for any loss or damage to such personal property or equipment that I may bring to the Championships.

7. USE OF IMAGE

I agree that my performance, attendance, and participation at the Championships may be filmed or otherwise recorded or released or telecast live. I consent to allow the Organizing Committee use of my name, address, voices, poses, pictures and biographical data concerning full or parts, in any form or language, with or without other material, throughout the world, without limitation, for television, radio, video, theatrical medium picture, or any other medium by any devices now known or hereafter devised and I do hereby waive any compensation in regard thereof as well as any future rights to the aforementioned.

8. RULES AND REGULATIONS

I agree to abide by and follow the Rules established by the Organising Committee. I agree that I will conduct myself in a professional and courteous manner at all times and to be subject to penalties and sanctions for violations related thereto.

9. STATEMENT OF UNDERSTANDING

I have read and fully understand the conditions listed above.

Signed (*Participant – 18 years +*) **Date**

[This application **must** be signed by a Parent / Legal Guardian if the Participant is under the age of 18.]

Name of Parent / Legal Guardian: **Signed**..... **Date**