

Toys for Tots Kung fu-Tai chi Challenge Rules

Explanation of Divisions:

Traditional Northern hand: for the purpose of this tournament include all Shaolin Quan; Chang Quan; Mi Zong Quan; Northern preying mantis; Eagle claw and similar styles which incorporate distinctive punching and kicking techniques and do not rely heavily on acrobatic skill.

Traditional Sothern hand: for the purpose of this tournament include all Nan Quan; Hung Gar; Choy Li fut; Wing chun; and similar styles and do not rely heavily on acrobatic skill.

Open hand forms: include all mimicking styles, obscure styles and others with an emphasis on acrobatic and tumbling techniques such as: Zui Quan (drunken); most animal styles; Ditang Quan; Fanzi Quan.

Short Weapons: includes Straight swords (single handed) and Broadswords (single)

Long Weapons: Includes Staff and Spear

Flexible Weapons: Includes Whip chain; Rope dart; Two section staff; Three-section staff.

Open Weapons: Includes all Double-handed swords; All double weapons (broad and straight swords, daggers, melon hammers, etc.); Pu dao; Guan dao; Monk spade; Fan; Cane; etc.

Time Limits for Forms:

Time starts when a competitor has begun his/her form.

Tai chi: Forms should be a minimum of 2:30 minutes, and should not exceed 3:30 minutes.

Kung fu: Forms should be a minimum of 30 seconds beginner and intermediate, 45 seconds advanced; forms should not exceed 2 minutes.

Entering and Leaving the Ring:

All competitors must show proper etiquette towards judges at all times. When entering the ring to perform, competitors must walk smartly to their starting place and salute the head judge. Upon completion of their form, competitors should again salute and wait at attention for their scores. After receiving their final score, competitors should salute again and walk respectfully off the floor, without turning their back toward the judge's panel.

Score Disputes:

All disputes with scoring by the judges shall be addressed to the head judge of the ring, and should be brought to his/her attention in a private, professional, and non-aggressive manner.

Push Hands:

All participants are to adhere to the principles of 'sticking, connecting, adhering, following', 'overcoming force by yielding to it', and 'emphasizing technical finesse over force'.

Competitors are only permitted to employ the orthodox Taiji techniques such as 'wardoff, rollback, press, push, etc. that are congruent to the preceding principles mentioned to unbalance their respective opponents.

Upon entering the arena center, both parties are to cling their left palm lightly onto the right elbows of the respective parties, and their right forearm against each other near the wrist.

After connecting at the above mentioned area, participants must make a minimum of two circles in the counterclockwise direction before attempting any techniques. The connection and circles are to be made before each round and or during any restarting deemed necessary by the referee.

Maintaining contact between upper limbs of both opponents throughout each round is a prerequisite to attacking or counterattacking.

The release of strength must only be executed while contact with the body of the respective opponent is established. It is strictly prohibited to release strength through the employment of fists or the palm from a distance.

- No striking of any kind (slaps, punches, chops, kicks etc.) will be permitted.
- No wrestling and or vicious sweeps will be permitted.
- No joint locking.

-Penalties and or disqualifications can result from any of the above mentioned infractions.

Judging and Scoring Push Hands

The judging staff consists of a referee and 2 judges.

Judges mark tallies during the match based on expert observation of significant exchanges.

Judges score competitors after each round using a five-point must system.

Points are awarded to the party who successfully renders the respective opponent unstable and staggered, semi unbalanced, and/or fully unbalanced.

Unbalancing of the opponent must progress from a Taijiquan technique.

Muscular pushing and shoving will not be counted towards a contestants score.

The winner of each round is decided by the total points scored. A contestant who wins 2 rounds out of the 3 is the winner of the match.

No points are awarded for specific interactions.

The Chief Judge's decision is final.

Limited Step: Competitors are limited to a single shuffle step at a time, and may not reverse stance or change direction.

Freestyle Step: Competitors are allowed to move freely, including reversing stances and changing direction, but cannot step out of the ring. Any out of bounds call will result in a point being awarded to the respective opponent.