

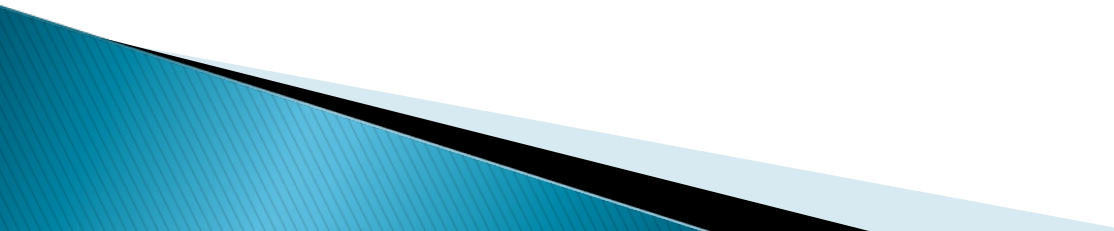


Traditional Chinese
Martial Arts Federation

Golden Dragon Championships 2024

Judging Workshop

TOPICS COVERED

- ▶ Judges roles/responsibilities
 - ▶ Forms Competition
 - ▶ Sparring Competition
 - ▶ Grand Champion Competition
 - ▶ Troubleshooting
 - ▶ Scoring Example
 - ▶ Sparring Example
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Judging roles

- ▶ Head Judge
 - Responsible for entire ring
 - Will help direct other ring judges.
 - Coordinate time keepers and score keepers
- ▶ Ring Judge
 - Judge individual competitors
 - Abide by judging criteria
 - Defer to judgment of Head Judge

Judging Roles (cont)

▶ Time Keepers

- Keep accurate time for forms competition and sparring.
- Announce when time is running out (audible warnings for sparring) 10 seconds...etc
- Report time over to head judge

▶ Score keepers

- Record scores accurately from each ring judge.
- Calculate according to criteria. (average score, dropping top and bottom score) etc.
- Turn in scores to appropriate collectors.

Forms Competition

- ▶ GENERAL RULES FOR HAND AND WEAPON FORMS
 - Forms must capture the essence of classical martial arts movements, showcase the traditional techniques, stances, footwork, and weapons. Emphasis is placed on the execution of technique, application of technique, balance, speed, power, solid stances, swift footwork, and focus.

Levels of competition

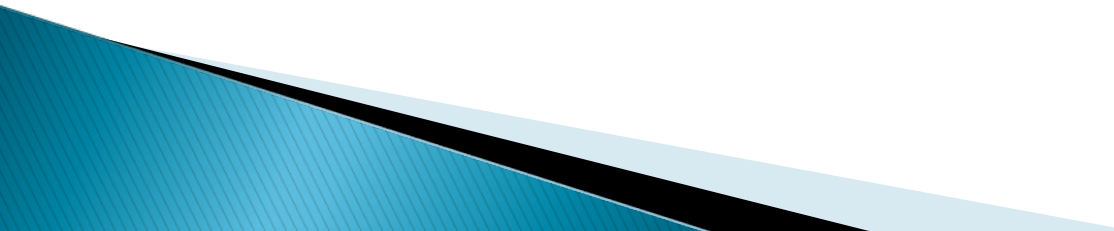
- ▶ Novice Category
 - 1st year students, younger students
 - Scoring from 7.0 to 8.0
 - Allowed one restart
- ▶ Intermediate Category
 - 2nd year and above
 - More familiar with forms
 - Scoring 8.0 to 9.0
 - Should see more power and speed.

Levels of Competition

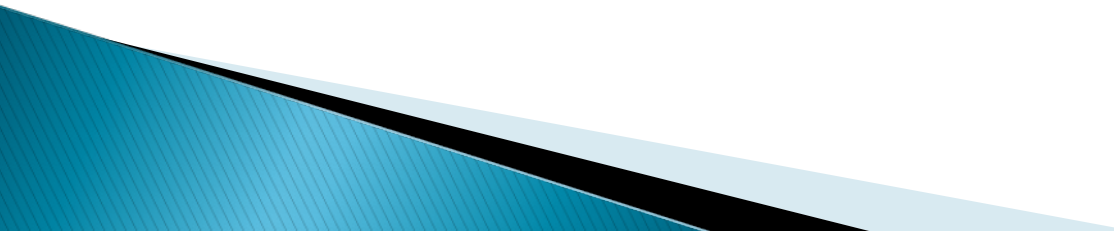
▶ Advanced Category

- Should be the top students of the school
- Scoring is 9.0 to 10.0
- Will not students forgetting forms as much
- Should be able to see speed, power, and application
- 3rd year students and above usually.

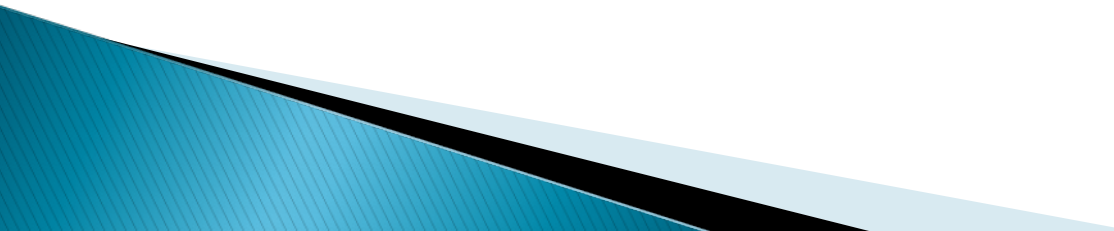
How do I Judge?

- ▶ Suggested Universal Criteria
 - ▶ 1)STANCE
 - ▶ 2)POWER
 - ▶ 3)FOCUS
 - ▶ 4)APPLICATION
 - ▶ 5)SHOWMANSHIP
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- ▶ Purpose: to help eliminate confusion.
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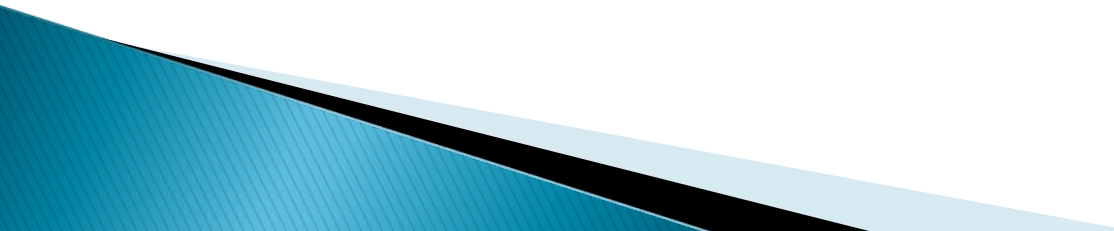
1) STANCE

- ▶ Are traditional Kung Fu Stances used
 - ▶ Horse stance, Cat stance, scissor stance, forward stance, etc.
 - ▶ Are the stances low and stable
 - ▶ Are the toes aligned correctly
 - ▶ Is the competitor off balance?
 - ▶ Did the competitor slip or fall?
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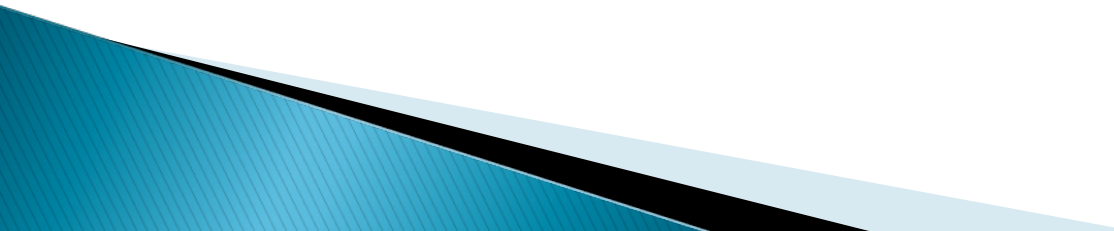
2)POWER

- ▶ Does each punch look forceful?
 - ▶ Does each kick generate power?
 - ▶ Simply screaming or yelling during a form does not equal power.
 - ▶ Is the weapon used show enough power.
 - ▶ Simple speed for weapons or hand/leg techniques do not equal power.
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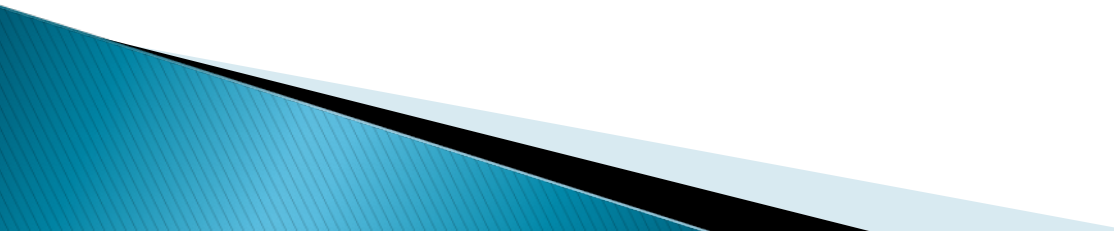
3) FOCUS

- ▶ Is the competitor just “doing the form”
 - ▶ Are they just going through the motions
 - ▶ Are they focused on their movements
 - ▶ Are they focused on the weapons that they are using.
 - ▶ Is there intent behind each movement.
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4) APPLICATION

- ▶ Do the punches/strikes look like they would hit the intended target?
 - ▶ Do the weapons look like they would hit the intended target.
 - ▶ Are the hand techniques visible?
 - ▶ Are the weapons facing the correct direction?
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5) Showmanship

- ▶ This should be the final grading criteria
 - ▶ Do we see speed?
 - ▶ Do the hands/legs snap?
 - ▶ Do weapons shake from impact?
 - ▶ Does the entire form move fluidly?
 - ▶ Is there strong facial expression?
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Scoring

- ▶ Scores ideally should start at the midpoint.
 - 7.5, 8.5, 9.5
 - Each fulfilled category should warrant a 10th of a point.
 - Perfect stance will score 7.6
 - Good display of power will score 7.7 ...etc

Deductions

- ▶ Forgetting the form will result in 0.5
 - Beginners may have one restart with no penalty.
 - ▶ Stepping out of bounds will result in 0.5 deduction.
 - ▶ Accidental contact by weapon to floor is 0.5 deduction.
 - ▶ Forms should be Min 30 seconds and maximum 2 minutes.
 - Over or undertime
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