

Appendix 5. Pair Taijiquan Competition Rules and Judging Methods (trial)

The regulations governing the Pair Taijiquan competition align with the framework outlined by the International Wushu Federation in the “Wushu Taolu Competition Rules and Judging Methods (2024)”. Expanding upon the individual event guidelines, specific provisions have been introduced, detailing requirements for routine composition. Additionally, deduction methods for evaluating synchronization, and extra points (Bonus points) for perfection in difficulties have been incorporated into the scoring criteria.

1 GUIDELINES FOR ROUTINE COMPOSITION

1.1 Regulations

The routine performed by the two athletes must include the following three parts:

- 1.1.1 Eight compulsory movements (in accordance with the “IWUF Wushu Taolu Competition Rules & Judging Methods (2019)”: Lǎn Què Wěi (Grasp the Peacock’s Tail), Zuǒ Yòu Yě Mǎ Fēn Zōng (Part the Wild Horse’s Mane to the Left and Right), Zuǒ Yòu Lōu Xī Ào Bù (Brush Knee with Bent Step to the Left and Right), Yún Shǒu (Cloud Hands Wave), Chuān Suō (Work the Shuttle), Yǎn Shǒu Gōng Chuí (Strike with Concealed Fist), Zuǒ Yòu Dào Juǎn Gōng (Retreat with Arms Curling to the Left and Right), Bān Lán Chuí (Deflect, Parry and Punch).
- 1.1.2 Sparring (Duilian): Peng (warding off), Lǚ (rolling back), Jǐ (pressing), Àn (pushing) , Cǎi (pulling down), Liè (splitting) , Zhǒu (elbowing), Kào (body stroke) eight methods as the main content Taiji sparring.
- 1.1.3 Difficulties: Difficulty of movements and connecting movements of Taiji events. (In accordance with the “IWUF Wushu Taolu Competition Rules & Judging Methods 2019).

1.2 Choreography requirement

- 1.2.1 When two athletes perform the eight compulsory movements, they must be synchronized and symmetrical.
- 1.2.2 When two athletes are sparring, they must use the "Eight Taiji Methods" accurately, attack and defend reasonably, and perform realistically.
- 1.2.3 The difficulty of the entire routine is performed by two people, and at the same time, both must choose and perform the same difficulty content.
- 1.2.4 The entire routine should not only show the individual skills, but also stand out the response and coordination between the two.
- 1.2.5 The time limit of the routine is 3 ~ 4 minutes.

2 SCORING METHOD AND STANDARD

2.1 Scoring method

- 2.1.1 The perfect score is 10 points, of which 5 points are allocated for the quality of movements, 3 points allocated for the overall performance and 2 points allocated for Difficulties (1.4 points for difficulty movements and 0.6 points for connecting movements).
- 2.1.2 Group A judges evaluate and deduct points to the two athletes according to the errors arise when completing the movement.
- 2.1.3 Group B judges evaluate the scores based on the overall performance of the two athletes, deducting points for any lack of synchronization or symmetry in the 8 compulsory movements, and for the perfection of Difficulties.
- 2.1.4 Group C judges evaluate for the “degree of difficulty movements + connection”.
- 2.1.5 The Assistant Head Judge assesses the routine’s composition according to the choreography requirements.

2.2 Scoring criteria

- 2.2.1 Quality of movements (comply with the “Wushu Taolu Competition Rules and Judging Methods (2024)”.

- 2.2.2 Overall performance

The scoring of the overall performance includes categories level, deduction points for lack of synchronization or symmetry, and bonus points for perfection.

- 2.2.2.1 Overall performance grading complies with the “Wushu Taolu Competition Rules and Judging Methods (2024)”.
- 2.2.2.2 Points deduction for synchronization or symmetry: Lack of synchronization and symmetry when two athletes performing the 8 compulsory taijiquan movements, 0.02 points will be deducted for each occurrence.
- 2.2.2.3 Bonus points for perfection: Athletes earn an additional 0.02 points for each perfectly executed Difficulty + Connection.

- 2.2.3 Difficulties

- 2.2.3.1 Difficulty Movements

- 2.2.3.1.1 For each successful execution of a Difficulty Movement by the two athletes, Degree A of Difficulty Movement will be awarded 0.2 points, Degree B of Difficulty Movement will be awarded 0.3 points, and Degree C of Difficulty Movement will be awarded 0.4 points. If the cumulative total score for a routine’s Degree of Difficulty Movements exceeds 1.4 points, only a maximum of 1.4 points will be awarded.

2.2.3.1.2 Each Degree of Difficulty movements will be counted only once. Should the cumulative total value for a routine's Degree of Difficulty movements exceed 1.4 points, the last one must have its value decreased.

2.2.3.1.3 Degree of Difficulty movements that do not meet the requirements will not be receive a score.

2.2.3.2 Connecting Difficulty

2.2.3.2.1 For each successful execution of a Connecting Difficulty by the two athletes, Degree A of Connecting Difficulty will be awarded 0.1 points, Degree B of Connecting Difficulty will be awarded 0.15 points, Degree C of Connecting Difficulty will be awarded 0.2 points, Degree D of Connecting Difficulty will be awarded 0.25 points. If the cumulative total score for a routine's Connecting Difficulty exceeds 0.60 points, only a maximum 0.60 points will be awarded.

2.2.3.2.2 Each Degree of Connecting Difficulty value will be calculated only once. If the cumulative total value exceeds 0.6 points, the value of the last connection must be decreased.

2.2.3.2.3 Connecting Difficulties that are not executed in accordance with the requirements will not receive a score.

2.2.4 Choreography

2.2.4.1 For every instance in which the routine performed by the two athletes does not comply with the choreography requirements, a deduction of 0.1 to 0.2 points will be applied.

3 DETERMINATION OF FINAL SCORE

The sum of scores for Quality of Movements, Overall Performance, and Difficulties constitutes the athlete's final score.

3.1 Score for Quality of Movements

Should, during an athlete's routine performance, a minimum of 2 out of the 3 A Group judges identify and deduct for movement technique execution and/or other errors that contrast with the specifications and requirements, the deduction is confirmed, and the respective amount is deducted. The accumulated total of such deductions shall be the actual deduction value from the full Quality of Movements value, and the remaining value will be the athlete's Actual Score for Quality of Movements.

3.2 Score for Overall Performance

The 5 B Group judges award an Overall Performance score based on the assessment of the athlete's entire routine performance. The averaged value of the three median judges' scores (discarding the highest and the lowest scores) will be the athlete's actual score for Overall Performance. The scoring is extended to the third decimal place, and any digits beyond that are not counted.

Among the 5 B Group judges, should 3 or more judges identify and deduce synchronization movements (eight compulsory movements) the deduction is confirmed, and the respective value is deducted. The

accumulated total of such deductions shall be the actual deduction value from the full Synchronization score.

Among the 5 B Group judges, should 3 or more judges identify the two athletes have completed the Difficulties perfectly, on the premise that Group C confirms the degree of difficulties, respective score is added, the accumulated of such bonus shall be the total bonus points for the Perfection movements.

By subtracting the deductions for Synchronization from the Overall Performance score and subsequently adding the bonus score for Perfection, the resulting sum constitutes the actual score for the Overall Performance.

3.3 Calculation of Actual Score for Degree of Difficulty

A minimum of 2 out of the 3 Group C judges confirm the successful execution of difficulty by both athletes, the Degree of Difficulty points will be awarded in line with the criteria and requirements. The accumulated total score shall be the actual score for the Difficulty.

4 POINTS DEDUCTED BY THE HEAD JUDGE (comply with the “Wushu Taolu Competition Rules and Judging Methods (2024)”

5 CALCULATION OF FINAL SCORE (comply with the “Wushu Taolu Competition Rules and Judging Methods (2024)”

6 JUDGING METHOD

6.1 Evaluation of Quality of Movements (comply with the “Wushu Taolu Competition Rules and Judging Methods (2024)”

6.2 Evaluation of Overall Performance

6.2.1 Overall Performance grading, categories and levels scoring criteria (in accordance with the “Wushu Taolu Competition Rules and Judging Methods (2024)”

6.2.2 Choreography Deduction Categories, deduction content & codes (in accordance with the “Wushu Taolu Competition Rules and Judging Methods (2024)”

6.2.3 Synchronization deduction technical description, deduction criteria & codes (Table 6.2.3).

Table 6.2.3 Synchronization deduction technical description, deduction criteria & codes

Technical Description	Deduction Criteria	Coding
1. Lǎn Què Wěi (Grasp the Peacock's Tail) 2. Zuǒ Yòu Yě Mǎ Fēn Zōng (Part the Wild Horse's Mane to the Left and Right) 3. Zuǒ Yòu Lōu Xī Ào Bù (Brush Knee with Bent Step to the Left and Right) 4. Yún Shǒu (Cloud Hands Wave) 5. Chuān Suō (Work the Shuttle) 6. Yǎn Shǒu Gōng Chuí (Strike with Concealed Fist) 7. Zuǒ Yòu Dào Juǎn Gōng (Retreat with Arms Curling to the Left and Right) 8. Bān Lán Chuí (Deflect, Parry and Punch)	In a complete movement, if there is one or more obvious instances of being out-of-sync or asymmetry, 0.02 points will be deducted at one time.	99

6.2.4 Categories and Criteria for perfection Bonus points (Table 6.2.4)

Table 6.2.4 Categories and Criteria for Perfection Bonus Points

Category	Bonus Points Criteria
Balance technique	Synchronized and symmetrical movements from the beginning until the end of executing the balance difficulty.
Static + Static connection	Synchronized and symmetrical movements from the beginning until the end of executing the static-to-static connecting difficulty (specially turning of body and slapping).
Dynamic + Static connection	Run-up, take-off, aerial slap or front kick touching the forehead, landing, posing, always keep the movements synchronized and symmetrical.
Dynamic + Dynamic connection	Run-up, take-off, aerial slap, landing, subsequent jump, always keep the movements synchronized and symmetrical.

6.3 Difficulty Evaluation

6.3.1 Degree of difficulty content and description (in accordance with the “Wushu Taolu Competition Rules and Judging Methods (2024)”

6.3.2 Non-conformity in Degree of Difficulty Execution

6.3.2.1 Non-conformity in degree of difficulty execution (in accordance with the “Wushu Taolu Competition Rules and Judging Methods (2024)”

6.3.2.2 Standards Related to Degree of Difficulty Execution

6.3.2.2.1 Standard Requirements for Degree of Rotation (in accordance with the “Wushu Taolu Competition Rules and Judging Methods (2024)”

6.3.2.2.2 Standard Requirements for Run-up Steps (in accordance with the “Wushu Taolu Competition Rules and Judging Methods (2024)”

6.3.2.2.3 Standard Requirements for Difficulty Connections (in accordance with the “Wushu Taolu Competition Rules and Judging Methods (2024)”

6.3.2.2.4 Evaluation Criteria

- When both athletes are executing a Difficulty Movement simultaneously, if any one of them fails, the difficulty movement will not be confirmed.
- When both athletes are executing a Connecting Difficulty simultaneously, if any one of them fails, the connection difficulty will not be confirmed.
- When both athletes attempt a Difficulty Movement simultaneously, if one person has taken off while the other has not yet initiated the jump, the difficulty movement will not be confirmed.
- If a Difficulty Movement is unsuccessfully executed, then its preceding and subsequent Connecting Difficulty will not be confirmed.
- If an executed Connecting Difficulty differs from what was registered, then both the Difficulty Movement and its Connecting Difficulty will not be confirmed.
- When landing on one foot with an aerial kick, the kicking/slapping foot and the landing foot should be the same.
- The connecting movements between balance movement and the dynamic-static or static-static elements, a state of stillness must be maintained.