

PLUM BLOSSOM FEDERATION TOURNAMENT

DIVISION OVERVIEW

Kung Fu Forms Divisions

Most forms divisions will be separated by specific form, rank and age. Beginner forms are expected to be performed in totality, judges must be notified before the student competes if the form is only a partial form. It is mandatory that advanced level forms be selectively edited before competition (Purple fringe and up as seen on PlumBlossom.net). Forms should be completed in 2 minutes or less. Points will be awarded after the form is demonstrated by the main judges and added up to decide the Medal placement for the division. Only beginners may restart their form without penalty and point loss.

Kung Fu Weapons Divisions

Weapons must not be dangerous to the user, fellow competitors or the facility. Blades must not be sharp, and any extra safety precautions must be taken prior to competition. Striking the floor is not allowed in competition, forms are expected to be modified to accommodate this rule. All weapons must be checked by the main judge before proceeding into the ring for competition. It is mandatory that advanced level forms be selectively edited before competition (Purple fringe and up as seen on PlumBlossom.net). Forms should be completed in 2 minutes or less. Points will be awarded after the form is demonstrated by the main judges and added up to decide the Medal placement for the division.

Kung Fu Two Person Forms Divisions

Both participants in a two person form must sign up for the competition when registering for the tournament. For two person weapon forms, weapons must be checked by the judges prior to competition and meet our safety guidelines as stated in the weapons forms section. Safety gear is encouraged to protect the students eyes while competing. Forms should be completed in 2 minutes or less. Points will be awarded after the form is demonstrated by the main judges and added up to decide the Medal placement for the division.

Tai Chi Hand Forms Divisions

Tai Chi Forms divisions will be separated for all beginner and some intermediate forms. It is expected that forms are modified to begin and end within the 1:30 time limit. There is no penalty for closing the form before the 1:30 time limit. When the time limit is reached, time will be called and the competitor must close the form. There is no penalty for exceeding the time limit, as long as the competitor closes the form in the following seconds. Points will be awarded after the form is demonstrated by the main judges and added up to decide the Medal placement for the division.

Tai Chi Weapons Forms Divisions

Tai Chi weapons must be inspected before competition, blades must be dull and all other weapons should be deemed as safe by the main judge. Striking the floor is not allowed in competition, forms are expected to be modified to accommodate this rule. It is expected that forms are modified to begin and end within the 1:30 time limit. There is no penalty for closing the form before the 1:30 time limit. When the time limit is reached, time will be called and the competitor must close the form. There is no penalty for exceeding the time limit, as long as the competitor closes the form in the following seconds. Points will be awarded after the form is demonstrated by the main judges and added up to decide the Medal placement for the division.

Tai Chi Two Person Forms Divisions

Both participants in a two person form must sign up for the competition when registering for the tournament. Weapons must be inspected and deemed as safe by the judges prior to competition and proper eye protection is encouraged for two person weapons forms. It is expected that both hand and weapon forms are modified to begin and end within the 1:30 time limit. There is no penalty for closing the form before the 1:30 time limit. When the time limit is reached, time will be called and the competitor must close the form. There is no penalty for exceeding the time limit, as long as the competitor closes the form in the following seconds. Points will be awarded after the form is demonstrated by the main judges and added up to decide the Medal placement for the division.

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Push Hands - No Step

Each match will be held for one minute with right leg forward and one minute with left leg forward. Time will not be stopped for points, only for unexpected occurrences that may delay the match entirely. Competitors will circle the connected hands 3 times before freestyle pushing may be engaged. One point will be awarded if the opponent is off-balanced and steps out of the neutral position, touches hands to the ground or even falls down. Grabbing is prohibited and not allowed even for one second. Joint locks, striking, and knee knocking are also prohibited. Pushes may be done from the waist up to the collar of the neck. There can be no pushing below the waistline, above the shoulders, and competitors are not allowed to place hands on the back of the opponent. Competitors are expected to exercise control and respect during the match. Excessive force is not permitted but distinction is subject to the discretion of the main judge. Should any illegal technique be utilized, judges will stop the exchange, warn the competitor, and then reset to the starting position. Upon three warnings the judge will decide to disqualify the competitor, which will end in the forfeiting of the match. Points will be added up to decide the winner upon time completion, unless decided by forfeit or any other unforeseen reason by unanimous decision of present judges. There is no required equipment, however full and proper uniform and shoes must be worn to compete.

Double Weapon Sparring

Competitors will be sparring with two short weapons, one in each hand. Matches are decided upon the first competitor to reach five points. Two points are awarded for striking the head, one point is awarded for striking the torso, arms, legs, feet. Striking the hands and immediate wrists will not be counted as a point. Groin strikes and straight pokes to the face are illegal techniques in which the competitor will receive one warning and on the second occurrence will be disqualified and will forfeit the match. Excessive force is prohibited and may also receive warnings before disqualification and forfeit. Weapons and headgear with face protection will be provided, the competitor may supply their own headgear as long as the face is protected. Chest protectors, forearm and shin guards, groin protection and mouth guards are optional. The starting position is both competitors in a guarding stance at least 3 feet apart from front foot to front foot. Weapons do not touch in the starting position. Judges will begin the match by calling "Go" and will stop the match by calling "Break." Points are awarded upon first contact, if both competitors strike at the same time a "clash" will be called and no points will be awarded.

2 Minutes Continuous Sparring

Competitors will compete in one 2 minute match without time stoppages unless unexpected event in which the main judge will make the call for stoppage. There is no head contact whatsoever, striking must be done within the torso and upper leg. Striking the back, groin, inner thigh, anywhere below the knees is prohibited. Competitors will receive three warnings for illegal strikes or excessive contact. Upon the third warning the match will be immediately stopped and the violator will be disqualified and forfeit the match. Judges will decide the winner after the two minutes are up based on technique displayed, dominance of control of the match, and effectiveness of striking technique. Should the judges be undecided after two minutes, the match may be extended for 30 seconds. Punches and kicks are allowed to the areas defined above. There are no palm strikes, no knees, no elbow strikes allowed. Kicks may be caught as long as they are released within one second. Takedowns and throws are not permitted and competitors will be instantly disqualified and the match will be forfeited if used.

Competitors are expected to supply their own gear. If any article of the required gear is missing, the competitor will not be allowed to compete. Shoes and socks must be removed before sparring and all gear will be checked before the competitor enters the ring.

Required Gear

Head Gear (face mask optional)

Mouth Guard

Chest Protector

Groin Protection

Gloves (Full fist and thumb coverage required. Please no fingerless or MMA gloves)

Shin/Instep guard

Optional Gear

Elbow/Knee Pads (soft only)

Forearm Guard