

**THE WORLD FEDERATION OF VIETNAM VOCOTRUYEN**



**INTERNATIONAL REGULATION FOR  
VIETNAM VOCOTRUYEN COMPETITIONS**  
*(Applied for International and Vietnam Competitions)*

# PART 1: REGULATION FOR COMBAT COMPETITION (THI ĐẤU ĐỐI KHÁNG)

## Chapter I

### COMBAT COMPETITION ARENA & EQUIPMENTS

#### Article 1: Combat Competition Arena

##### 1.1 Vietnam Vocotruyen Combat Competition Ring

1.1.1. Dimension & Equipments of Vietnam Vocotruyen Combat Competition Ring are same Boxing Ring with four parallel rows of ropes.

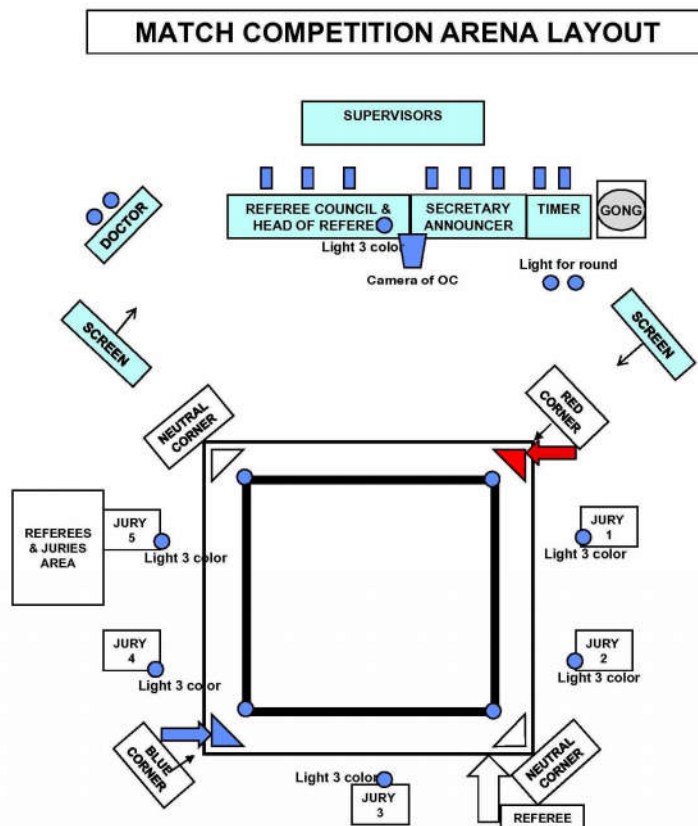
Competition Ring is square-shaped, each side is minimum 4.90m (16 feet) length & maximum 6.10m (20 feet) length , as per inside of rings. The platform is minimum 0.91m (3 feet) & maximum 1.22m (4 feet) height.

1.1.2. One red corner & one blue corner on opposite sides; two white corner on the other opposite sides. The red corner must be near and on the left hand of Head of Referee Council (*as in the picture below*)

1.1.3. Staircase:

Consist of 3 staircases for Referee, Red-corner competitor and Blue-corner competitor.

##### 1.2 . Vietnam Vocotruyen Combat Competition Arena layout



## **Article 2: Competitor Costume & Protection and Referee & Jury Uniform**

### **2.1. Competitor's Costume & Protection is consisting of:**

1. Helmet.
2. Mouth guard (Teeth Protection)
3. Genital Protection.
4. One thin layer of joint protection for ankle.
5. One thin layer of joint protection for elbow.
6. Competitor's costume:

Male competitor: Martial Art trousers, no-sleeves sport T-shirt.

Female competitor: Martial Art trousers, sport T-shirt.

Muslim female competitor can wear according to Muslim Religion

7. Hand grooves: same boxing grooves, using different weight of grooves for each class and for male / female

*Male : 10 classes*

*Female : 8 classes*

The first 5 classes : using 8 ounces grooves

The first 5 classes : using 8 ounces grooves

The next 4 classes: using 10 ounces grooves

The next 3 classes: using 10 ounces grooves

Open class: using 12 ounces grooves

*Note: Using weight grooves shall be applied according to condition of Vietnam Competitions.*

8. Body Protector: small size as for Amateur Boxer

### **2.2. Referee & Jury Uniform is consisting of:**

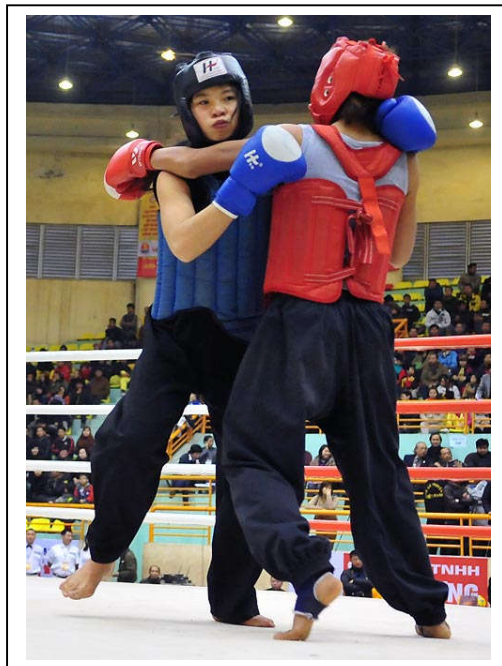
1. White trouser
2. White shirt w/ badge of  
World Federation of Vietnam Vocotruyen on the left side of the chest and REFEREE letters on the other.  
Vietnam Traditional Martial Art Federation on the left side of the chest and TRỌNG TÀI letters on the other.
3. Black bow-tie.
4. Black belt.
5. White sport shoes.
6. White grooves

Note: Do not wear jewellery during conducting matches

### **Article 3: THE ARENA EQUIPMENS:**

1. Table & chair for Organizing Committee, Referees & Juries
2. One Gong & electric bell to notice to Announcer.
3. Two game watches.
4. Six lamps with red/blue/ yellow sign-lights for Head of Referee Council & 5 Juries.
5. Sign-Lights for Round 1 - Round 2- Round.
6. Bucket, floor mat, Est . . .
8. Weight Scale
9. Scoring electrical board consist of: Competitor's name, team's name, result of each round, round time (mm:ss), countdown with sound for final 15 seconds in each round.

## COMPETITOR's COSTUME



## REFREE's & JURY's COSTUME



## Chapter II

### CLASSES OF COMPETITION

#### Article 4: CLASSES OF COMPETITION

- 4.1. Championship/Tournament of Vietnam Vocotruyen for adult competitors aged over 18 years to 35 years (according to year of birth)

##### Male classes

1. Above 46kg until 50kg
2. Above 50kg until 55kg.
3. Above 55kg until 60kg
4. Above 60kg until 65kg
5. Above 65kg until 70kg
6. Above 70kg until 75kg
7. Above 75kg until 80kg
8. Above 80kg until 85kg
9. Above 85kg until 90kg
10. Above 90kg (Opened)

##### Female classes

1. Above 44kg until 48kg
2. Above 48kg until 52kg
3. Above 52kg until 56kg
4. Above 56kg until 60kg
5. Above 60kg until 65kg
6. Above 65kg until 70kg
7. Above 70kg until 75kg
8. Above 75kg (Opened)

- 4.2. Junior Championship/Tournament of Vietnam Vocotruyen for junior competitors aged over 15 years to 17 years (according to year of birth):

##### Male classes

1. Above 44kg until 48kg
2. Above 48kg until 52kg.
3. Above 52kg until 56kg
4. Above 56kg until 60kg
5. Above 60kg until 65kg
6. Above 65kg until 70kg
7. Above 70kg until 75kg
8. Above 75kg ( Opened)

##### Female classes

1. Above 40kg until 44kg
2. Above 44kg until 48kg
3. Above 48kg until 52kg.
4. Above 52kg until 56kg
5. Above 56kg until 60kg
6. Above 60kg ( Opened)

- 4.3. Championships in Vietnam: Classes for each championship shall be decided and issued in Championship Competition Regulation according to condition of organizing.

#### Article 5: WEIGHING

- 5.1. Competitor can weigh by the scale of Organizing Committee during 90 minutes before official weighing to draw competition schema.
- 5.2. Representative of team can present during official weighing.

- 5.3. Each competitor may weigh officially only one time prior to draw competition schema. If the actual weight of a competitor is unfit to registered class, he/she is not allowed to participate and draw for the registered class, but he/she can shift to the next class upward or downward if his/her team have no competitor for this class.
- 5.4. At least 60 minutes prior to compete (except in final stage), the competitor must re-weigh. If the actual weight of a competitor is unfit to registered class, he/she is not allowed to participate. The opponent shall be winner. There will be some exception decided by the Head of Supervision Committee.

#### **Article 6: DRAWING COMPETITION SCHEMA**

- 6.1. Participant to draw Competition Schema including: Representatives of Organizing Committee, Representatives of teams.
- 6.2. Organizing Committee shall proceed drawing Competition Schema from light to heavy classes.
- 6.3. Competition Schema shall be organized from elimination stage to quarter, semi-final and final stage in order to ensure competitors have same matching days and rest days from semi-final to final stage.

### **Chapter III**

#### **RULES OF COMBAT COMPETITION**

##### **Article 7: Match Rounds – Time**

- 7.1. Each combat competition match of Championship is performed in three rounds. Each round for male classes takes 3 minutes exactly; each round for female classes takes 2 minutes exactly. Break time between two rounds is given for one minute.
- 7.2. Each combat competition match of Junior Championship is performed in three rounds. Each round takes 2 minutes exactly. Break time between two rounds is given for one minute.
- 7.3. The time in which the Referee stops the match is not included the match time.
- 7.4. If a competitor wins 2 rounds in succession, he/she shall be a winner and the 3<sup>rd</sup> round shall not be performed.

##### **Article 8: Interval of match**

Interval time for competitors between 2 matches should be 6 hours at least.

## **Article 9: Commands of competition & Signs of the Referee**

- 9.1. Commands to conduct the match: 3 commands “ĐÁU” ; “DỪNG ”; “TÁCH ”:
- Command “ĐÁU” (FIGHT) is used each time when a match is started or continued after used command “ DỪNG ” ( STOP) .
  - Command “DỪNG” (STOP) is used to stop the match.
  - Command “TÁCH” (STEP BACK/ BREAK) is used to require competitors move back one step prior to continue the match.
- 9.2. Sign gestures of the Referee: as per clarify during refreshing course before competition, consisting of groups of sign:
- Sign gestures to remind the faults & violations of competitor.
  - Sign gestures to reprimand, warn & disqualification.
  - Sign gestures to technical counting; accept value dropping technique.
  - Other sign gestures.

## **Article 10: Valid targets**

Valid targets are consisting of

- 10.1. Valid valued targets: the upper part of body from the navel to the head , included belly, left and right ribs, back part , head, face ( except neck , nape and 02 arms)
- 10.2. Valid unvalued targets: 2 arms and the lower part of the body from the navel (except sex organ and knee joints) as the interception target to strike down the opponent but no value as the striking target .

*(Picture attached)*



## VALID TAGET & PROHIBITION



- (A) Valid valued targets
- (B) Valid unvalued targets
- (C) Prohibition targets

## **Article 11: Sorts of Violations:**

### **11.1. Light violation:**

- a) Gripping, pushing, gripping opponent's groove, seizing opponent's neck
- b) Lean or hold the rope of rings
- c) Screaming ; Non-active fighting; Not follow the Referee's commands
- d) Stamping feet to provoke the opponent

### **11.2. Severe violation:**

- a) Wrestling the opponent.
- b) Using rope of rings or step one foot out of the ring to strike the opponent
- c) Hugging opponent to attack, snatch the opponent's leg while striking
- d) Resisting the Referee's commands.
- e) Humiliating by indecent words and actions to the opponent, Referee, Organizing committee and Audience.

### **11.3. Striking techniques prohibition:**

- a) Attacking with the head, striking by elbow & knee, joint breaking , biting, throwing the opponent
- b) Attacking to the opponent's knee joint, sex organ, nape of neck.
- c) Attacking while the opponent is dropped, dizzy/shocked, laying across the rings or getting up.
- d) Touching floor by hands to kick the opponent (except the ground sweeping kick) .

## **Article 12: Level and sorts of penalties**

### **12.1. Remind:**

- a) It is given if the competitor commits light violations.
- b) No minus scoring
- c) Valid only for one round

### **12.2. Reprimand: Score -1 ( minus 1 ) is given for each reprimand if**

- a) Competitor commits the 3<sup>rd</sup> same light violation
- b) Competitor commits severe violations

- c) Referee gives a reminding to competitor because the competitor is inactive in competition but after 8 seconds the competitor is still inactive, the Referee shall give reprimand.
- d) During falling down by attack of the opponent, competitor pull the opponent fall down along, the Referee shall give reprimand.

*Reprimand is valid only for one round.*

12.3. The first (1<sup>st</sup>) Warning: Score -2 ( minus 2 ) is given for the 1<sup>st</sup> warning if the competitor commits

- a) same light violation in one round after getting the 2nd reprimand
- b) severe violations after getting the 2nd reprimand in one round
- c) striking techniques prohibition

*The 1<sup>st</sup> warning is valid for all rounds*

12.4. The second (2<sup>nd</sup>) Warning: Score -3 ( minus 3 ) is given for the 2<sup>nd</sup> warning if the competitor commits

- a) serious light violation in all round after getting the 1st warning
- b) severe violations after getting the 1st warning
- c) striking techniques prohibition after getting the 1st warning

*The 2<sup>nd</sup> warning is valid for all rounds*

12.5. Disqualification : Disqualification is given if the competitor commits

- a) severe violations after getting the 2<sup>nd</sup> warning or striking techniques prohibition after getting the 2<sup>nd</sup> warning
- b) Striking techniques prohibition causes the opponent unable to continue competing.
- c) Pretending to be shocked and protest to continue striking and detected by the Referee- Juries or Head of Referee Council. In some case, Supervision Committee reference shall be asked.

### **Article 13: Performance score (điểm xe dài)**

13.1. When starting of each round, each competitor must be performed a series of 3 to 5 movements originated from Vietnam Vocotruyen (Xe dài) prior to strike.

13.2. According to level of movements performed by a competitor “Xe dài”, Jury shall score for the competitor in 3 levels (written in the box of performance score:

- a) Score 0 : the competitor has not performance of “Xe dài” .

- b) Score 1: the competitor has acceptable performance of “Xe dài”
- c) Score 2: the competitor has spectacular performance of “Xe dài” which is specific of Vietnam Vocotruyen technique.

#### **Article 14: Scoring**

Score 1: For a hand strike hit to valid value targets.

Score 2: For a foot strike hit to valid value targets.

Score 3: For a dropping technique which succeeds to fall the opponent.

#### **Article 15: Stipulations of scoring:**

15.1. The hand/foot strike is valued if ensuring the following criteria:

- The stipulated technique strike without any violation, hit to valid value targets.
- The strike is powerful and firm without any obstruction.
- The strike is after command ĐẤU; before command DỪNG

15.2. The dropping strike is valued if ensuring the following criteria:

- The stipulated dropping strike without any violation, hit to valid targets; the process of dropping is not over 3 seconds
- The competitor using dropping strike without going along to fall down or by dominating the opponent; except using scissors technique or ground sweeping kick to drop the opponent.
- To drop the opponent whose the body part from knee upwards touches the floor except using scissors technique or ground sweeping kick to drop the opponent.
- Soon after finished dropping technique and stand in stable stand, the competitor is pulled to fall down by the opponent, the dropping technique is valued for scoring.
- The competitor make the opponent dropped down by hand strike or foot strike and have score for only dropping technique, no score for hand strike or foot.

15.3. The dropping strike is unvalued when:

- The dropping strike with violation.
- The process of dropping is over 3 seconds.
- Wrestling; pulling the opponent.

- The competitor using dropping strike then going along to fall down or by dominating the opponent (except using scissors technique or sweeping kick to drop the opponent).
- Overthrowing the opponent outside the rings.
- If the hand/foot strike hit to valid value targets inside the rings and opponent dropped outside the rings, the hand/for strike is valued but the dropping strike is unvalued
- During the opponent is falling down by dropping strike, competitor is pulled down by the opponent to fall along, dropping strike shall ne be scored but the Referee shall give reprimand to the opponent as stated in Article 12: 12.2.d

**Article 16: Giving scoring:**

- a) Performance score ( điểm xe dài) must be written to defined box in scoring sheets
- b) All score for competitor's hand/foot strike, dropping technique & penalties must be written to defined box in scoring sheets
- c) Score for competitor's hand/foot strikes shall be given by Jurors according to the stipulations of scoring.
- d) Score for competitor's success drooping technique shall be given by the Referee according to the stipulations of scoring.
- e) Score for competitor's penalties shall be given according to penalty signs of the Referee .

**Article 17: Definition of dizzy competitor & solution**

- 17.1. Definition of dizzy (shocked) competitor:
  - a) Competitor seems uncontronable his body after being beaten by strikes of the opponent or after valid clashing into the opponent .
  - b) Beaten competitor falls down and cannot get up immediately after 03 second.
- 17.2. If a competitor defined being dizzy, the Referee shall count as followings:
  - a) The Referee commands “Dừng” and requires the other competitors move to neutral corner then start counting.
  - b) After counting to Eight (8) of the Referee, the beaten competitor can stand up rightly, the Referee commands for 2 competitors to continue.

- c) After counting to Eight (8) of the Referee, the beaten competitor cannot stand up rightly, the Referee continues counting to Ten (10) and the beaten competitor (dizzy or non-dizzy) will be declared Knock-Out defeated.
  - d) In the case a beaten competitor falls and fully unconscious or having life danger , the Referee counts only 01 then call Competition's Doctor to do health care and report to the Head of Referee Council to make final decision.
  - e) If the Referee defines the strike is violated, the Referee will count to Eight (8) then stop competition and disqualify the faulty competitor.
  - f) During counting, the Referee must stand or knee nearby the laid competitor, count loudly associated with hand movement in each second, have look on both the Head of Referee Council and other competitor.
  - g) During the Referee counting , no person allows doing health care to competitor, but the coach allow to request to withdraw from competition.
- 17.3. Request for another competitor during counting the dizzy competitor:
- During the Referee is counting the dizzy competitor, the other competitor have to stand in the neutral corner, face inside, 2 arm dropping straight down. If does not, the Referee shall stop counting dizzy competitor and request the other competitor to do as requested, then the Referee continue counting
- 17.4. If the counting is the 3<sup>rd</sup> time per 01 round or the 4<sup>th</sup> time in whole match, the Referee shall stop and declare the counted competitor is a loser.

#### **Article 18: Manner & custom of the competition**

- a) The Referee enters into the rings and 5 Juries seat to their assigned positions.
- b) After the arena assistants check competitor's costume & protection as required, competitors shall enter into the rings from their corner, who is first ready , first comes
- c) Competitor enter into the rings, give honour to the Referee, Head of Referee Council , Audience then go back to the appointed corner .

- d) The Referee calls 2 competitors enter the rings to be ready to begin the match. After the Referee gives the 1<sup>st</sup> command ĐÁU, the time of round shall be started and 2 competitors shall begin strikes.
- e) If the Referee gives the command TÁCH, the competitor has to move backward one step then continue striking.
- f) If the Referee gives the command DỪNG, the competitor has to stop fighting.

## **Article 19: The kinds of winner in combat competition**

6 kinds of winner

### **19.1. Winning by score of round ( TĐ-TH/ SCORING-ROUND)**

- After each round finished, each Jury shall total all scoring of competitor acquiring in this round and Jury will decide the winner according to the higher score. And the round winner shall be the competitor who the number of 5 Juries deciding winner more than the other.
- If a competitor wins in 2 of 3 rounds, he/she will be winner of the match.
- If a competitor wins 2 rounds in succession, the 3<sup>rd</sup> round shall not be performed and he/she will be winner of the match.
- If the 1<sup>st</sup> round is proceeding or the 3<sup>rd</sup> round is proceeding with balance result in 2 previous rounds and both of competitors cannot continue strikes due to injured or knock-out, the winner shall be decided according to the competitor's total higher score made from beginning of match .

### **19.2. Winning by Walk Over ( BC - WO)**

- If a competitor withdraws by him/herself or unable to compete by injured, the other competitor shall be winner of the match.

**OR**

- If a competitor does not show up in the rings after three times of call announced interval 30 seconds , the other competitor shall be winner of the match

### **19.3. Winning by Knock-out ( ĐV – KO)**

- If a competitor defined being dizzy and cannot be cannot stand up rightly after the counting Ten (10) of the Referee, the other competitor shall be winner of the match ( Winning by Knock-out)

**19.4. Winning by Disqualification ( TQ – DISQ)**

- If a competitor commits violation which is sanctioned with penalty of disqualification, the other competitor shall be winner of the match (Winning by Disqualification) and the disqualified competitor shall be rejected all result of previous matches.

**19.5. Winning by Referee Stop Competition (NT – RSC)**

- If a competitor gets injured and Competition's Doctor declares unfit to continue, the Referee reports to the Head of Referee Council to decide the winner of the match .
- If a competitor is dizzy and the number of counting is the 3<sup>rd</sup> time per 01 round or the 4<sup>th</sup> time in whole match, the Referee shall stop and declare the winner (winning by RSC)

**19.6. Winning by Advance ( UT – AD)**

- If in one round, according to the scoring sheet of a jury, total score of 2 competitors is balance , the winner shall be decided as following sequence :
  - The winner is the competitor who has at least total penalty score.
  - If the result is still the same, the winner is the competitor who has gained the highest value of the achievement technique as sequence of score 3- score 2 – score 1.
  - If the result is still the same, the winner is the competitor who has gained the higher total Performance score.
- If the acquisition of scores is draw and all juries cannot decide the winner, the Head of Referee Council shall decide.

**Article 20: Other rules**

- a) The Head of Referee Council has the right to stop the match to consult together with the Referee, Juries or to replace the Referee, Juries if necessary.
- b) All decision to stop competition or to disqualify made by the Referee or Competition's Doctor must be approved by The Head of Referee Council .
- c) If the result of match is unfair, the Head of Referee Council shall consult together with the Referee, Juries to make final decision that must be accepted.



- d) If the result of match is unfair ( Rate 4-1) , the Head of Referee Council shall consult together with the Supervision Committee to make reasonable solution .
- e) The Referee has the right to stop the match although being proceeding if realizes the location, equipments, weather or security is not safety .
- f) If the time of stopping the match is less than 30 minutes because of objective reasons or unsafe location ; equipments ; weather , the match can be continued and keep the result of previous round ( if having). If the time of stopping the match is more than 30 minutes, the winner shall be declared as regulation.
- g) If the time of stopping the match is less than 3 minutes because of a competitor's injury the match can be continued and keep the result of previous round ( if having). If the time of stopping the match is more than 3 minutes, the winner shall be declared as regulation.

**Article 21: Claiming result of match:**

If a team want to claim a result of match, the Claim Form (as a sample) shall be made and submit to the Head of Referee Council during 30 minutes after Announcement of result of match. The Claim Form shall be signed by Leader of Team and submitted with fee US\$ 100 (for International Championships), 1.000.000 VND (for Vietnam Championships) . If the Claim is rejected, this fee shall be safe to fund.

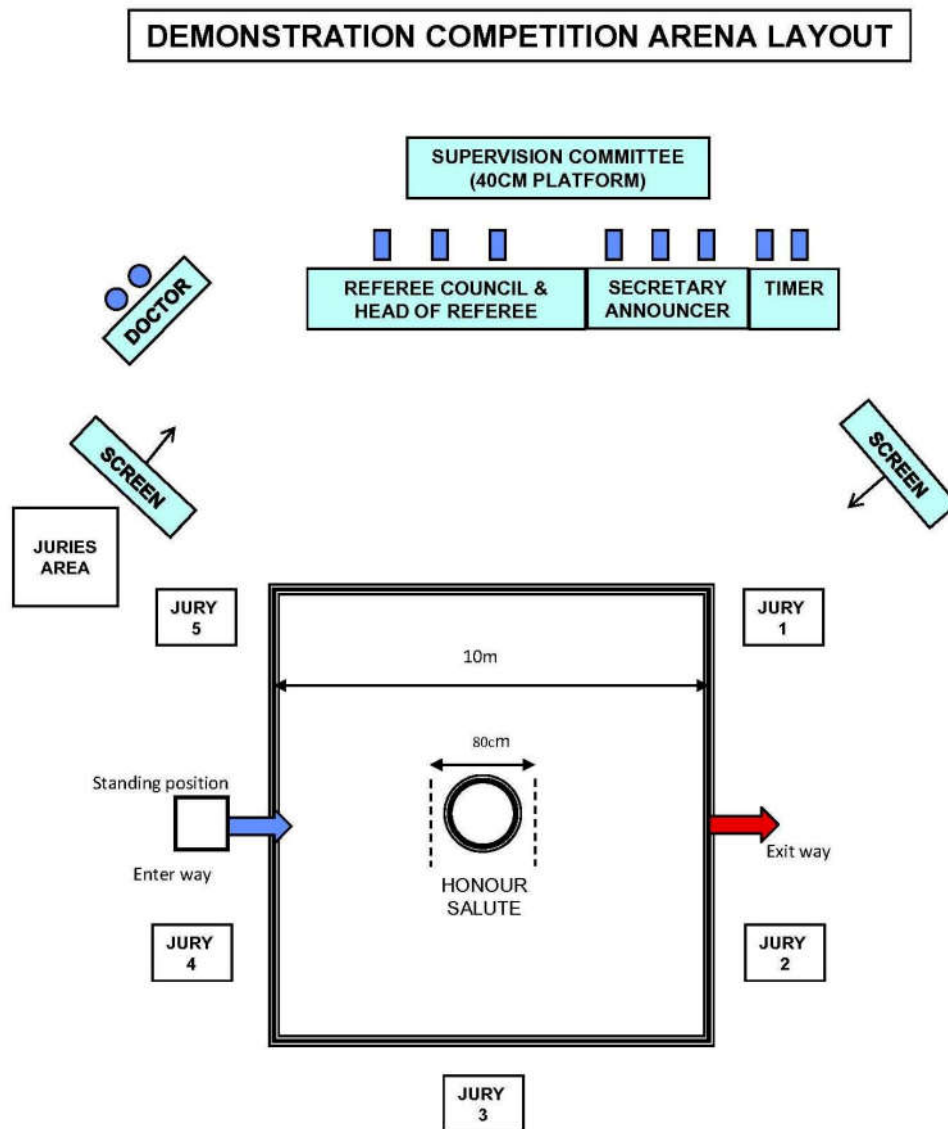
## PART 2: REGULATION FOR DEMONSTRATION COMPETITION ( THÍ ĐẤU BIỂU DIỄN)

### Chapter I

#### DEMONSTRATION COMPETITION ARENA & EQUIPMENTS

##### Article 22: Vietnam Vocotruyen Demonstration Competition Arena

- 22.1. The Arena for Vietnam Vocotruyen Demonstration Competition can be the floor is covered with mattress of 3cm to 5 cm thick, stability, flat surface and not rebounded, measured 10m x 10m with border lines to separate to other area.
- 22.2 Vietnam Vocotruyen Demonstration Competition Arena layout



## **Article 23: Performer Costume and Jury Uniform**

### **23.1. Performer Costume:**

- Martial Performer for Compulsory forms : wearing black martial arts uniform for compulsory forms with name board, logo ; soft lace shoes .
- Martial Performer for freestyle forms and group combating : wearing martial arts uniform as style of each team, soft lace shoes or bare foot.

### **23.2. Jury Uniform:**

1. White trouser
2. T-shirt as uniform of Championship
3. White sport shoes.

Note: Do not wear jewellery during performing

## **Article 24: THE ARENA EQUIPMENS**

1. Table & chair for Organizing Committee , 5 Juries
2. One Gong & electric bell to notice to Announcer.
3. Two game watches.
4. Five keypads to send score for 5 Juries.
5. Scoring electrical board consist of: Performer's name, team's name, Score of 5 Juries and Averaged Score for performance.

## **Chapter II**

### **CONTENTS & CATEGORIES OF DEMONSTRATION COMPETITION**

#### **Article 25: Championships/ Tournaments for Demonstration Competition:**

##### **25.1. International Championships/Tournaments of Vietnam Vocotruyen for performer separated according to the age of performers:**

- Championships/Tournaments for adult performers aged over 18 years (according to year of birth).
- Junior Championships/Tournaments for junior performers aged over 15 to 17 years (according to year of birth).

##### **25.2 Vietnam Championships/Tournaments of Vietnam Vocotruyen for performer separated according to the age of performers:**

- Championships/Tournaments for adult performers aged over 18 years (according to year of birth).
- Junior Championships/Tournaments for junior performers aged over 15 to 17 years (according to year of birth).

- Teenager Championships/Tournaments for teenager performers aged over 6 to 14 years (according to year of birth).

## **Article 26: Contents and Categories of Demonstration Competition :**

### **26.1. Demonstration Competition of Compulsory Forms :**

- Compulsory Forms are the bare-hand forms and weapons forms of Vietnam Vocotruyen selected by Vietnam Traditional Martial Art Federation.
- In each International & Vietnam Championship/Tournament, the compulsory forms for demonstration shall be stipulated in detail.
- Demonstration Competition of Compulsory Forms is including Single Demonstration Categories and Group Demonstration Categories such as:
  1. Male Single Demonstration.
  2. Female Single Demonstration.
  3. Group Demonstration of 3 to 5 performers : all male ; all female and combined male & female.

### **26.2. Demonstration Competition of Freestyle Forms:**

Freestyle Forms is including:

- Bare-hand forms and Weapons forms originated from Vietnam Vocotruyen .
- Demonstration Competition of Freestyle Forms is including categories:
  1. Single Demonstration for Bare-hand forms and Weapons forms
  2. Group Demonstration of 3 to 5 performers: all male ; all female and combined male & female.
  3. Group combating demonstration , consisting of
    - Bare-hand with Bare-hand
    - Weapons with Weapons
    - Bare-hand with Weapons

## **Article 27: DRAWING COMPETITION PROGRAM**

- 27.1. According to list and number of registered performances to demonstration competition, the Organizing Committee shall arrange the program.
- 27.2. For Demonstration Competition of Compulsory Forms , the Organizing Committee shall draw to set-up the sequence of Demonstration .

## **Chapter III**

### **RULES OF DEMOSTRATION COMPETITION**

#### **Article 28: Demonstration Competition Conduct**

- 28.1. Personnel to conduct Demonstration Competition consist of : Head of Referee Council, Assistance of Head of Referee Council , Juries, Time Keeper, Announcer and Secretary .
- 28.2. Juries for International Championships/Tournaments shall be assigned by the World Federation of Vietnam Vocotruyen ; Juries for Vietnam Championships/Tournaments shall be assigned by the Vietnam Traditional Martial Arts Federations.
- 28.3. Juries for Demonstration Competition must be expert in Competition Rules, following criteria of scoring and penalty, write down on scoring sheet and send total score when demonstration finishes.
- 28.4. A shift of Juries consists of 5 Juries for each category, assigned by Head of Referee Council .

#### **Article 29. Requirement for performers**

- 29.1. Performer or group of performers participate in demonstration competition must understand all regulation and rules of competitions .
- 29.2. Strictly observe all regulations and decision of Organizing Committee and Council of Referee.
- 29.3. When name of performer and performance is announced to demonstrate, or performer/ group stand in required position ( with weapon if having) ; face to Head of Referee Council.
- 29.4. After the Head of Referee Council gives command to enter the Arena, the performer/ group shall enter the Arena, face to Head of Referee Council to give the honour salute , then choose the position to start demonstration when requested .
- 29.5. After finish the performance , the performer/ group stand in position to wait for score announcement , then face to Head of Referee Council to give the honour salute and exist the Arena as required .

#### **Article 30: Criteria and rules of scoring compulsory forms**

##### **30.1. Criteria and rules of performance scoring**

	<b>Kind of performance scoring</b>		
	Scoring of Technical Perform	Scoring of Power/ Rhythm / Technical pause/ Speed	Scoring of Soulfulness determined for demonstration
	(A1)	(A2)	(A3)
Criteria of performance scoring	<ul style="list-style-type: none"> <li>- Accuracy of stances forms (tấn pháp) – Footwork (bộ pháp)- body form( thân pháp )</li> <li>- For Bare-hand forms: Accuracy of Arm &amp; hand technique (thủ pháp)- kicking technique (cước pháp ) of each form</li> <li>- For Weapon forms: Accuracy of standard technique and essential technique of each weapon.</li> <li>- Good balance skill .</li> <li>- High smoothness of combining movements.</li> <li>- High skilfulness of difficult movements.</li> </ul>	<ul style="list-style-type: none"> <li>- Ensuring power &amp; stamina during demonstration of whole form.</li> <li>- Clear range and rhythm; Reasonable slow and fast demonstration according to requirements and significant of each form.</li> <li>- Accuracy of technical pause and pausing time of movements</li> <li>- Demonstration Time as per requirement</li> </ul>	<ul style="list-style-type: none"> <li>- High Soulfulness determined for demonstration.</li> <li>- Eyes using as per requirement</li> <li>- Making emotion in demonstration , display true significant of each form.</li> </ul>
Scoring	According to the criteria of scoring, Jury give from 3 score to 5 score.	According to the criteria of scoring, Jury give from 1 score to 3 score.	According to the criteria of scoring, Jury give from 1 score to 2 score.
	Allow to give odd score ½ such as :3-3.5-4-4.5-5	Allow to give odd score ½ such as: 1-1.5- 2-2.5-3	Allow to give odd score ½ such as: 1-1.5- 2
	3 score : Medium 3.5 score : Upper medium 4 score: Fair 4.5 score: Good 5 score : Excellent	1 score : Medium 1.5 score: Upper medium 2 score : Fair 2.5 score : Good 3 score : Excellent	1 score : Medium & Upper medium 1,5 score : Fair 2 score : Good & Excellent

**Total performance scoring = (A1)+(A2)+(A3)**

### 30.2. Criteria and rules of performance penalty

	Kind of performance penalty		
	Penalty for fault of movement technique	Penalty for fault of Left Movement Surplus Movement	Penalty for fault of Balance Ground-touching
	(B1)	(B2)	(B3)
Criteria of performance penalty	<ul style="list-style-type: none"> <li>- Incorrect movement of stances forms (tấn pháp) -Footwork (bộ pháp)- body form( thân pháp )</li> <li>- For Bare-hand forms: Incorrect of Arm &amp; hand technique (thủ pháp)- kicking technique (cước pháp) of each form</li> <li>- For Weapon forms: Incorrect of standard technique and essential technique of each weapon.</li> </ul>	<ul style="list-style-type: none"> <li>- Left Movement as per requirement</li> <li>- Surplus Movement as per requirement</li> </ul>	<ul style="list-style-type: none"> <li>- Unbalance demonstrated movement</li> <li>- Weapons touching ground not as per requirement</li> </ul>
Performance penalty	According to the criteria of performance penalty, Jury minus 0.2 score for each fault	According to the criteria of performance penalty, Jury minus 0.2 score for each fault	According to the criteria of performance penalty, Jury minus 0.5 score for each fault
	Penalty = 0.2 score x number of fault	Penalty = 0.2 score x number of fault	Penalty = 0.5 score x number of fault

**Total performance penalty = (B1)+(B2)+(B3)**

### 30.3. Case of deduct 1 score per total scoring:

The Performance shall be deducted one (1) score per total scoring in the following faults and shall be disqualified if repeat same fault:

- Slipping and Falling down;
- Forget performance exercise.
- Dropping and Losing weapon.

Note : if the performer fall by slippery floor or error of floor, , the Head of Referee Council shall agree to display performance again and no deduct score.

### Article 31: Criteria and rules of scoring freestyle forms

#### 31.1. Criteria and rules of performance scoring

	<b>Kind of performance scoring</b>		
	Scoring of Technical Perform	Scoring of Power/ Rhythm / Technical pause/ Speed	Scoring of Soulfulness determined for demonstration
	(A1)	(A2)	(A3)
Criteria of performance scoring	<ul style="list-style-type: none"> <li>- Accuracy of stances forms (tấn pháp) – Footwork (bộ pháp)- body form( thân pháp )</li> <li>- For Bare-hand forms: Accuracy of Arm &amp; hand technique (thủ pháp)- kicking technique (cước pháp ) of each form</li> <li>- For Weapon forms: Accuracy of standard technique and essential technique of each weapon.</li> <li>- Good balance skill .</li> <li>- High smoothness of combining movements.</li> <li>- High skilfulness of difficult movements.</li> </ul>	<ul style="list-style-type: none"> <li>- Ensuring power &amp; stamina during demonstration of whole form.</li> <li>- Clear range and rhythm; Reasonable slow and fast demonstration according to requirements and significant of each form.</li> <li>- Accuracy of technical pause and pausing time of movements</li> <li>- Demonstration Time as per requirement</li> </ul>	<ul style="list-style-type: none"> <li>- High Soulfulness determined for demonstration.</li> <li>- Eyes using as per requirement</li> <li>- Making emotion in demonstration , display true significant of each form.</li> </ul>
Scoring	According to the criteria of scoring, Jury give from 3 score to 5 score.	According to the criteria of scoring, Jury give from 1 score to 3 score.	According to the criteria of scoring, Jury give from 1 score to 2 score.
	Allow to give odd score ½ such as :3-3.5-4-4.5-5	Allow to give odd score ½ such as: 1-1.5- 2-2.5-3	Allow to give odd score ½ such as: 1-1.5- 2
	3 score : Medium 3.5 score : Upper medium 4 score: Fair 4.5 score: Good 5 score : Excellent	1 score : Medium 1.5 score: Upper medium 2 score : Fair 2.5 score : Good 3 score : Excellent	1 score : Medium & Upper medium 1,5 score : Fair 2 score : Good & Excellent

**Total performance scoring = (A1)+(A2)+(A3)**



### 31.2. Criteria and rules of performance penalty

	Kind of performance penalty		
	Penalty for fault of Performance technique	Penalty for fault of Movement	Penalty for fault of Balance Ground-touching
	(B1)	(B2)	(B3)
Criteria of performance penalty	<ul style="list-style-type: none"> <li>- Incorrect principle of stances forms (tấn pháp) -Footwork (bộ pháp)- body form( thân pháp )</li> <li>- For Bare-hand forms: Incorrect of Arm &amp; hand technique (thủ pháp)- kicking technique (cước pháp) of each form</li> <li>- For Weapon forms: Incorrect of standard technique and essential technique of each weapon.</li> </ul>	<ul style="list-style-type: none"> <li>- Group/Team demonstration : Uneven Performed Movement or using signal ( utter a sound)</li> <li>- Group combating demonstration : not logical movement .</li> <li>- Single forms : Fault movement</li> </ul>	<ul style="list-style-type: none"> <li>- Unbalance demonstrated movement</li> <li>- Weapons touching ground not as per requirement</li> </ul>
Performance penalty	According to the criteria of performance penalty, Jury minus 0.2 score for each fault	According to the criteria of performance penalty, Jury minus 0.2 score for each fault	According to the criteria of performance penalty, Jury minus 0.5 score for each fault
	Penalty = 0.2 score x number of fault	Penalty = 0.2 score x number of fault	Penalty = 0.5 score x number of fault

**Total performance penalty = (B1)+(B2)+(B3)**

### 31.3. Case of deduct 1 score per total scoring:

The Performance shall be deducted one (1) score per total scoring in the following faults and shall be disqualified if repeat same fault:

- Slipping and Falling down;
- Forget performance exercise.
- Dropping and Losing weapon.

Note: if the performer falls by slippery floor or error of floor, the Head of Referee Council shall agree to display performance again and no deduct score.

## **Article 32: Averaged scoring and score ranking for compulsory Forms and Free Style Forms**

### **32.1. Score Giving and Announce:**

- Basing on the criteria of performance score and performance penalty Jury give score of performer to the score sheet .
- Total score of performance is total performance score minus total performance.
- When receiving command of , the Head of Referee Council , all Juries together send the total score of performance to the Head of Referee Council by electric keypad.
- Averaged scoring of performance is calculated: among 5 total scores of 5 juries, reject the highest score and the lowest score, 3 remained total scores shall be added up and divided for averaged score. The averaged score shall be centesimal number
- Announcer shall public the averaged score of performance and secretary shall record to the list.

### **32.2. Score ranking**

- The averaged score shall be ranked from the highest averaged score to lower, which shall be the base for gold-silver- bronze medallists.
- In the case there are some equal averaged scores, higher level performance shall be defined as following sequence :
  1. Examining 3 remained total scores, the higher level performance shall be the performance which has number of higher total score more than other performances.
  2. Examining 5 total scores, the higher level performance shall be the performance which has number of higher total score more than other performances.
  3. In the case all total scores of all performance are the same, the Supervision Committee and Referee Council shall decide to rank the level by drawing lots.

GIẢI .....

\*\*\*\*\*

**PHIẾU GHI ĐIỂM TRẬN ĐẤU**  
**SCORING SHEET**

Ngày/Date: \_\_\_\_/\_\_\_\_/2015 Hạng cân/Class: \_\_\_\_ kg \_\_\_\_ kg Nam/Male Nữ/Female

GIẢI .....  
CHAMPIONSHIP/TOURNEMENT .....  
\*\*\*\*\*

**PHIẾU GHI ĐIỂM TRẬN ĐẤU**  
**SCORING SHEET**

Ngày/Date: \_\_\_\_/\_\_\_\_/20.... Hạng cân/Class : \_\_\_\_ kg \_\_\_\_ kg Nam/Male Nữ/Female

**ĐỎ/ RED** **XANH/ BLUE**

TỔNG ĐIỂM	XE ĐÀI 1,2	CẢNH CÁO -2,-3	KHIẾN TRÁCH -1	NHẮC NHỚ	ĐIỂM 1, 2, 3			HIỆP ĐẤU	ĐIỂM 1, 2, 3			NHẮC NHỚ	KHIẾN TRÁCH -1	CẢNH CÁO -2,-3	XE ĐÀI 1,2	TỔNG ĐIỂM
TOTAL	DISPLAY 1,2	WARNING -2,-3	REPRIMAND -1	REMIND	SCORING 1,2,3			ROUND	SCORING 1,2,3			REMIND	REPREMIND -1	WARNING -2,-3	DISPLAY 1,2	TOTAL
					1	2	3	1	1	2	3					
								2								
								3								
Tổng điểm/TOTAL									TOTAL/ Tổng điểm							

KẾT QUẢ	TĐ-TH	BỎ CƯỢC	ĐO VÁN	T Quyền	Ưu thế	N/trận	HIỆP/ROUND		
RESULT	SCORING	WO	KO	DISQ	Advance	RSC	1	2	3

Nhận xét của giám định/ JUROR NOTES

Họ tên giám định/JUROR's NAME  
(ký và ghi rõ họ tên)

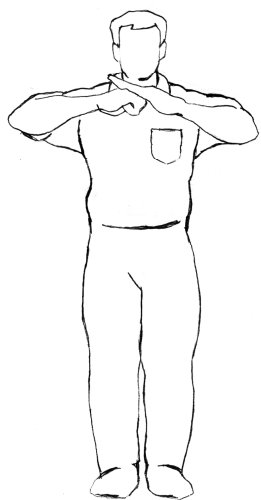
**GIẢI** .....

**PHIẾU CHẤM ĐIỂM**  
**SCORING SHEET**

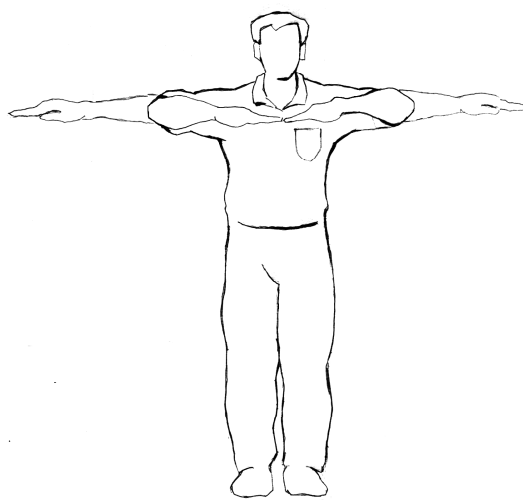
[illegible]

**GIẢI**

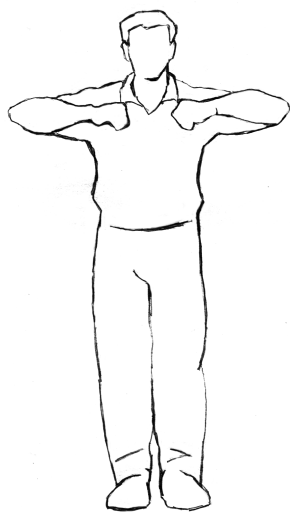
PHIẾU CHẤM ĐIỂM  
SCORING SHEET[illegible]



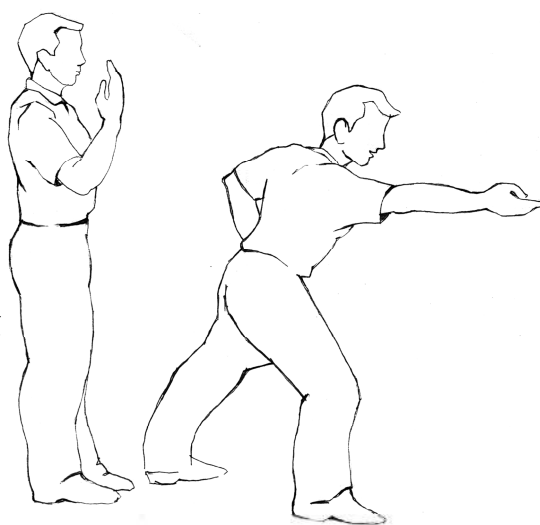
1: Chào Kính



2: Lệnh cho 2 VĐV gặp Trọng tài



3: Lệnh cho 2 VĐV chào nhau



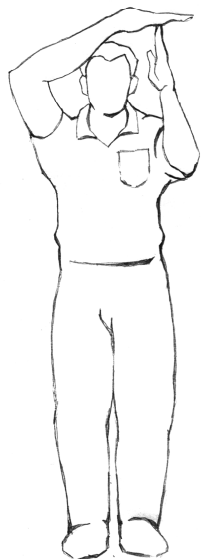
4: Lệnh **ĐÁU**



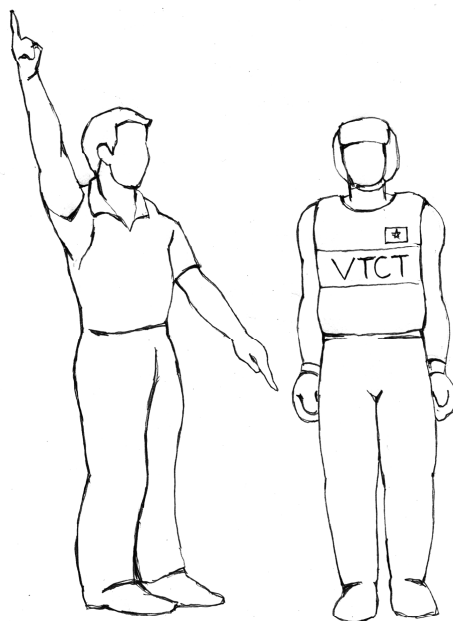
5: Lệnh **DỪNG**



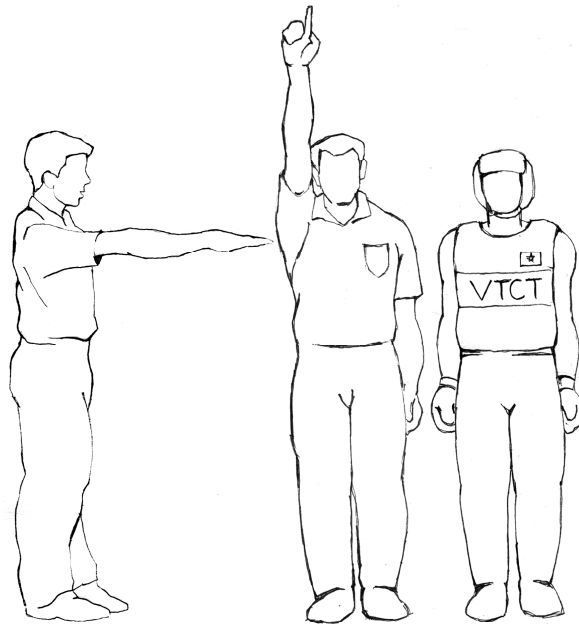
6: Lệnh **TÁCH**



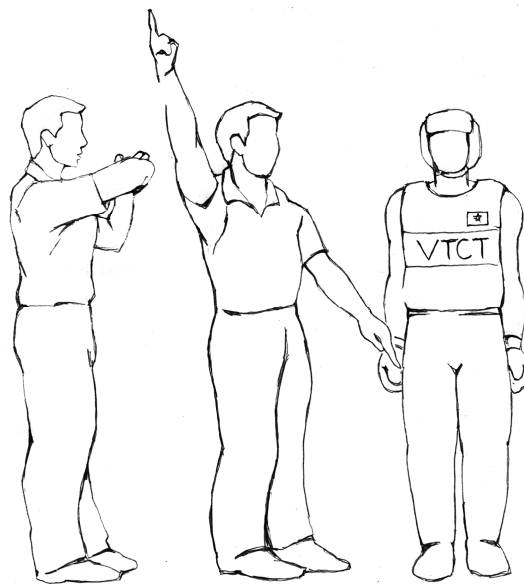
7: Ngưng thời gian chết



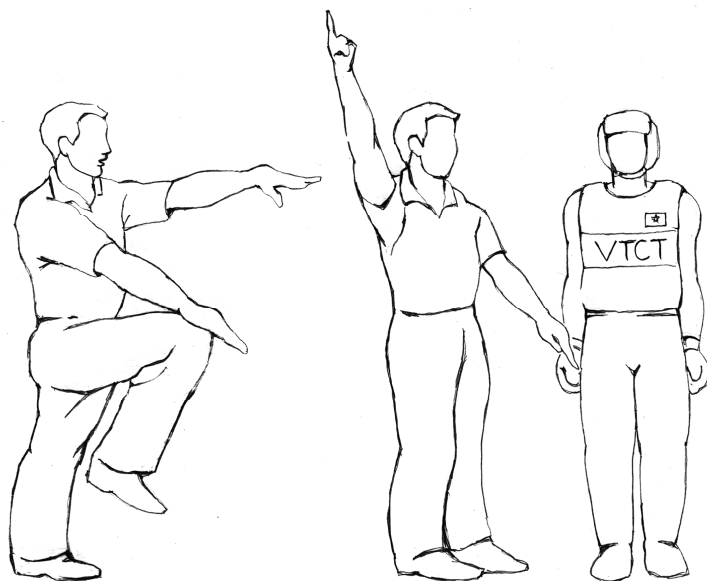
8: Khiển trách



9: Cảnh cáo



10: Phạt đánh chỗ

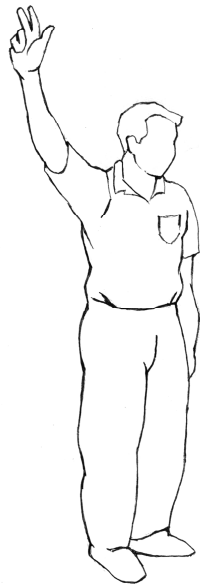


11: Phạt đánh gối

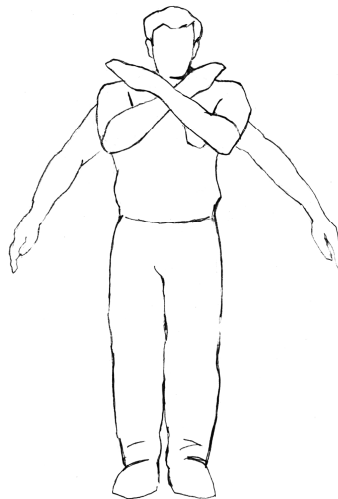


12: Đếm khi VĐV bị ngã (1-10)





12: Đếm khi VĐV bị ngã (1-10)



13: VĐV bị đo ván (1-10)



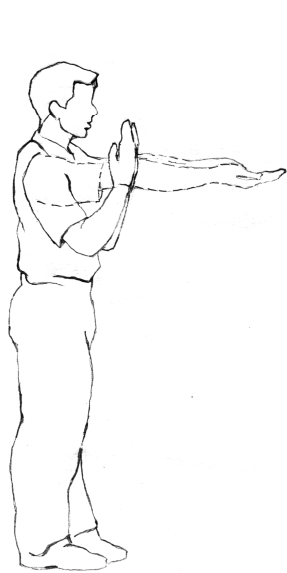
14: Đếm số khi VĐV bị ngã



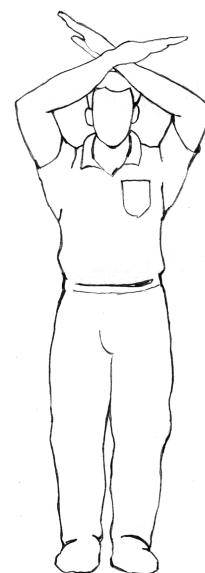
15: Công nhận đòn đánh ngã hợp lệ



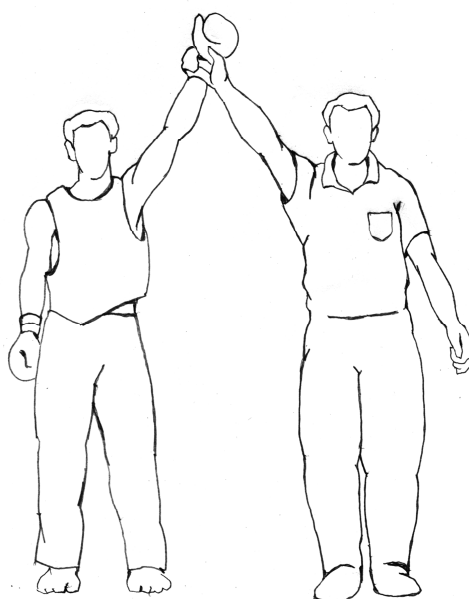
16: Không công nhận đòn đánh ngã



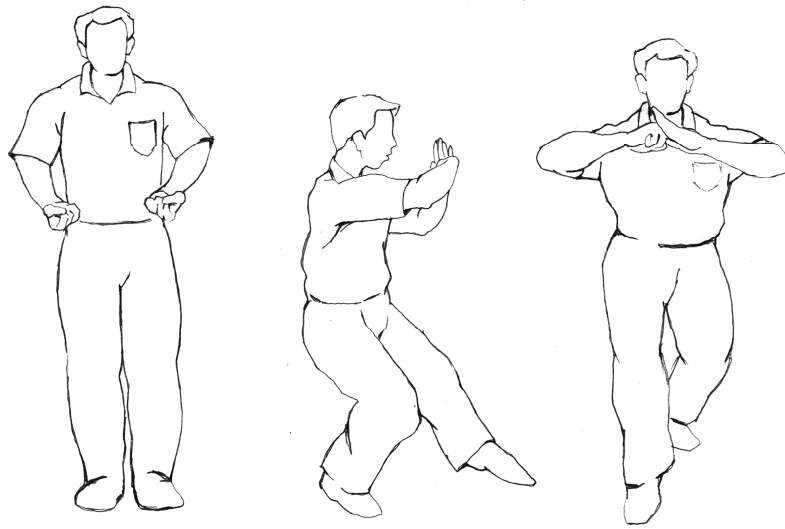
17: Mời VĐV đến gặp Trọng tài



18: Mời Trọng tài Y tế



19: Tuyên bố VĐV thắng



20: Bài tổ