

Canadian Chinese Kuo Shu (Martial Arts) Federation
加拿大中國國術總會主辦

The 21st Annual Canadian Kungfu Championship 2010
2010 第二十一屆加拿大功夫大賽

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THE 21ST ANNUAL CANADIAN KUNGFU CHAMPIONSHIP 2010
website: www.wushu.ca email: ccksf@wushu.ca

主辦
加拿大中國國術總會
Canadian Chinese Kuo Shu
(Martial Arts) Federation

Contact:
Sifu William Kan (416) 886-2699
Sifu Nelson Chan (416) 803-3501
Sifu Chi Wai Lee (905) 602-5026
Sifu Ding Jian Ping (647) 686-425

Date: October 16, 2010 Saturday
Registration: 9:00AM
Tournament: 10:00AM
Place: Markville Secondary School
1000 Carlton Road, Markham,
Ontario L3P 7P5
Spectators: \$5.00
(over 65 and under 12 free)

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FREE EVALUATION 免費評估

October 16, 2010 (Saturday)

Time: 10:00am to 5:00pm. (Registration at 9:00am)

Location: Markville Secondary School
1000 Carlton Road, Markham, Ontario, L3P 7P5

Spectators: \$5.00 (whole day for all ages, except over 65 and under 12 are free)

Please contact Sifu Chiwai Lee for details. 905-602-5026

Please email to ccksf@wushu.ca and visit website: www.wushu.ca

More information to come...

The 21st Annual Canadian Kung Fu Championship

August 8, 2010

Dear Sifu / Sensei:

The Canadian Chinese Kuo Shu (Martial Arts) Federation will hold its annual tournament at Markville Secondary School, Markham, Ontario, on Saturday, October 16, 2010.

Registration begins at 9:00am and tournament competition will start at 10:00am. Competition events at the tournament will include traditional hand and weapon forms, bare hand sparring, weapon (long/medium/short/double) sparring, and new for this year, sticky hand (ChiShou) competition.

The traditional 'form competition' will be judged on its own criteria according to the style's characteristics. Scores based on 'style', 'power', and 'delivery'. The competitor will be awarded one of three levels of awards: gold medal award, silver medal award, bronze medal award, and certificate of achievement award. Numerical placing will still be used in all combat events such as bare hand sparring, weapon sparring, and sticky hand (ChiShou). Please consult the attached rules for details.

Combat based competition such as bare hand sparring, weapon sparring, and sticky hand (ChiShou) etc. have a high degree of objectivity and are easily scored with clear winners and losers. By comparison, the 'forms' competition can be highly subjective. When competitors have similar level of skills, it can be difficult and often arbitrary in determining who the winner should be. For this reason, numerical placing will not be used for traditional form events.

It is our wish that this will encourage competitors to be well-rounded in their training and development, and to participate in different types of events: achieving the goal of gaining friendship and experience through the competition. For more information regarding this tournament, please visit our website www.wushu.ca for details.

Looking forward to seeing you on October 16, 2010!

Regards,

Master John Lee
President, CCKSF

加拿大第二十一屆功夫大賽

敬啓者：

加拿大中國國術總會將於本年十月十六日假座安省萬錦市 Markville Secondary School 舉行一年一度之功夫比賽。是日早上九時正登記，十時正開始比賽，比賽項目除傳統拳術套路、器械套路、徒手及兵器對抗賽外，今年新增纏手比賽。

傳統套路方面，根據表演者個別套路結構特色，以「形、法、功」評分為三級；即金牌獎、銀牌獎及銅牌獎。此外並設優異獎。對抗賽及纏手方面規則，請參看比賽規則。

至於對抗性賽事如徒手、兵器、纏手等，得失分明顯，勝負立判，有目共睹，判斷較為客觀。套路比賽的判斷較為主觀，在水平接近之情況下，往往難判勝負，亦難以使人絕對信服裁判，故此本會對傳統套路方面採用「評分制」，劃分水平等級，而在「對抗賽」中則採用名次排列。

本會希望藉此鼓勵參賽者向多方面發展，既參加套路演練評級，亦從事對抗比賽奪取名次，如此既可以武會友，亦能爭取實戰經驗；方不失中華武藝「練與用」之傳統精神及含意。如欲知比賽詳情，請參閱本會網頁 www.wushu.ca。

屆時敬希光臨指教！

加拿大中國國術總會會長李仲安師傅啟

二零一零年八月八日

Jianli 角力

This event is open to all martial arts disciplines and gives each competitor the opportunity to test his/her martial arts skills without striking.

Date: Saturday, October 16, 2010

Time: 9:00am – 12 pm

Location: Markville Secondary School
1000 Carlton Road, Markham

Fee: \$30 (Early Bird by Sept 25)
\$40 (At the door)
\$10 (For each additional event)

For competition details, please refer to the attached documentation: “2010 Jiaoli Rules and Prizes”

If you require more information please contact

Frank Ding: 647-686-4253, frank.ding8@gmail.com

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Japanese Restaurant 彩 LLBO

The 21st Annual Canadian Kungfu Championship 2010 (第二十一屆加拿大功夫大賽)

Jianli 角力 Registration Form (PLEASE PRINT)

Saturday, October 16, 2010

Please make duplications if more copies needed!

First Name: _____ Last Name: _____

Date of Birth: _____ Age: _____ Sex: _____ Weight: _____

Name of Martial Arts School: _____ Sifu (Instructor): _____

Martial Arts School Address: _____ Email: _____

City: _____ Province: _____ Postal Code: _____ Tel: _____

WAIVER

I _____ hereby submit my application for registration to the CANADIAN CHINESE KUO SHU (MARTIAL ARTS) FEDERATION, CCKSF, in the Canadian Kung Fu Championships 2010. I agree to waive all claims against any person(s) connected with this CCKSF CHAMPIONSHIP event for any injury I may sustain during the competition. I hold myself responsible for my own actions and promise to act according to the rules and regulations of the CCKSF tournament committee. I further agree that any pictures taken of my or by me in connection with the CCKSF CHAMPIONSHIP may be used by CCKSF for publicity or promotion without compensation at this or any future time.

Applicant's Signature: _____ Dated: _____

Parents or Guardian's signature (if under 18 years old): _____

FEES

\$30.00 per item (Pre-registration only, before September 25, 2010), \$40.00 at door, \$10 per additional event.

Make Cheque Payable to: **CCKSF or CANADIAN CHINESE KUO SHU (MARTIAL ARTS) FEDERATION**

Mailing address: 55 Bunty Lane, Toronto, M2K 1W7

Attention: Frank Ding

DIVISIONS

Jiaoli (Push hand 推手) Competition

- Male (J1) Fixed Step
 Female (J2) Moving Step

Body weight: _____ lbs

FOR OFFICE USE

Number of items: _____

Amount Received: _____

Authorized CCKSF signature: _____

Date Received: _____

All Empty hand form and Weapon form Rules

各家拳比賽規例

1. The rink is in a 16'X16' matted area.
2. All styles of empty hand form are limited to 2 minutes.
3. All weapon forms are limited to 1-3 minutes, can't be over 10 seconds.
4. No penalty on early or late ending.

工夫套路限時二分鐘，早/迟皆不扣分。

Tai Chi Chuan Section (Form RULES)

太極組及各內家拳比賽規例

1. Taichi & internal forms are limited to 3 minutes.
2. No penalty on early or late.

太極套路限時三分鐘，早/迟皆不扣分。

Tai Chi Forms: 拳套套路

1. Chen 陳式

2. Wu 吳式

3. Yang 楊式

4. Others 其他各式

Other Internal Style Forms:

All others:

內家組套路

i.e. “Bagua 八掛”, “Hsing-Yi 形意” etc.

Weapons 兵器:

Internal weapons. 內家組兵器

The 21st Annual Canadian Kungfu Championship 2010 (第二十一屆加拿大功夫大賽)

CCKSF.2010.JiaoLi.rules

1. General Rules

- a. Competitors must be willing to sign the Liability Waiver. Competitors are required to follow the rules and demonstrate courtesy to the judges and officials, the audience, and fellow competitors.
- b. Competitors must obey instructions and decisions of the judges. Appeals on the judges' decisions must be requested by the competitor's coach or team leader.

2. Weight Classes

Heavyweight (over180lbs.)

Middleweight (150-180lbs.)

Lightweight (under150lbs.)

To be determined finally on the day of competition.

3. Weighing In

- a. The registration and recording staff shall be in charge of weighing in.
- b. Each competitor shall be weighed in before the competition.

4. Drawing of Lots

- a. Drawing of lots will be performed after weighing in, starting with the lightest weight class to the heaviest. Competitors will be paired up and assigned color designation of "red" or "black".
- b. Drawing of lots will be performed for the competitor by his / her coach or team leader.

5. Etiquette at Start and End of the Match

- a. At the start of the match, competitors will enter the ring and stand on the sides of the Referee. The competitors will salute the audience with a Kung Fu bow done by pressing the right fist to the left palm. Then the competitors will face each other and salute each other with a Kung Fu bow.
- b. At the end of the match, the Referee will announce the winner. Then the competitors will salute the Referee with a Kung Fu bow, and then salute each other with a Kung Fu bow.

6. Costumes and Protective Equipment

- a. Shirts and Pants: Competitors are required to wear a sport shirt or pants..
- b. Footwear: Competitors shall be barefoot.
- c. Jewelry: No jewelries.
- d. Fingernails: Fingernails must be clipped as short as possible.
- e. Hair: Long hair must be securely tied back.
- f. Protective equipments: groin-cup (for males),Dental protect.

7. Forfeiture

- a. A competitor will forfeit his / her entry in the competition if there is no show after 3 calling of his / her name by the Referee.
- b. In the event that one competitor clearly demonstrates disadvantage over his / her opponent, the competitor or his / her coach can request immediate termination of the match. In such event, the competitor forfeits his / her entry and the other competitor wins the match.

8. Matching Rules

- a. The tournament committee decides on one of these elimination methods: round robin, single elimination bracket method, or double elimination bracket method.
- b. Each match consists of two 2-minute rounds with a 1-minute rest period.
- c. First round: Competitors face each other. Each places his / her right foot in at the center of the competition area. Competitors make contact with the back of the right wrist. The Referee gives the command to begin,
- d. Second round: Competitors face each other. Each places his / her left foot in at the center of the competition area. Competitors make contact with the back of the left wrist. The Referee gives the command to begin.

9. Legal and Restricted Target Areas

For both Fixed-step and Moving-step Jiaoli the following applies:

- a. Legal Target Areas: Techniques may be initiated within restricted areas of the body, from below the base of the neck to the ankles.
- b. Restricted Target Areas: the head, neck, or groin areas.

10. Violations

The following items are NOT allowed in the competition:

- a. Grabbing the opponent or opponent's clothes for more than 5 seconds with no intention to attack.
- b. Attacking a restricted target area
- c. Striking, punching, biting, choking, kicking
- d. Using the head to attack, elbow strikes
- e. Joint locks
- f. Pulling hair
- g. Using any technique determined to cause injury to the opponent
- h. Unsportsmanlike conduct
- i. Not following instructions of the Referee
- j. Stepping on the feet
- k. Suplex
- l. Attack the opponent after the Referee signals stopping of the match or before the Referee signals the beginning of the match.

- m. Not attacking for more than 10 seconds.
- n. Requesting a time-out when about to lose a point.
- o. Leading the opponent to commit any of the violations listed above

11. Penalties

For each violation by the competitor, the opponent receives one or two points.

11.1 Fixed-Step Jiaoli – 1 Point Violations

- a. Grabbing the opponent or the opponent's clothes for more than 5 seconds.
- b. Unsportsmanlike conduct
- c. Not following instructions of the Referee
- d. Switching the positioning of the feet
- e. Attack the opponent after the Referee signals stopping of the match or before the Referee signals the beginning of the match
- f. Not attacking for more than 10 seconds.
- g. Requesting a time-out when about to lose a point.
- h. Leading the opponent to commit a violation.

11.2 Fixed-Step Jiaoli – 2 Point Violations

- a. Attacking an restricted target area
- b. Striking, punching, biting, choking, kicking
- c. Using the head to attack, elbow strikes
- d. Joint locks
- e. Pulling hair
- f. Using any technique determined to cause injury to the opponent

11.3 Moving-step Jiaoli – 1 Point Violations

- a. Grabbing the opponent or opponent's clothes for more than 5 seconds with no intention to attack.
- b. Unsportsmanlike conduct
- c. Not following instructions of the Referee.
- d. Attack the opponent after the Referee signals stopping of the match or before the Referee signals the beginning of the match.
- e. Not attacking for more than 10 seconds.
- f. Requesting a time-out when about to lose a point.
- g. Leading the opponent to commit a violation.

11.4 Moving-Step Jiaoli – 2 Point Violations

- a. Attacking a restricted target area
- b. Striking, punching, biting, choking, kicking
- c. Using the head to attack, elbow strikes
- d. Joint locks
- e. Pulling hair
- f. Stepping on the feet
- g. Suplex.
- h. Using any technique determined to cause injury to the opponent

12. Disqualification

- a. A competitor will be disqualified for accumulating six points of violations.
- b. A competitor can be disqualified by the Referee for a single act of using illegal techniques willfully, attacking restricted target areas willfully, or causing injury to the opponent. The opponent automatically wins the match.

13. Awarding Points

13.1 Fixed-step Jiaoli – Awarding Points

- a. If the competitor moves one or both feet out of place, then the opponent gains 1 point.
- b. If the competitor falls down (i.e. any part above the ankle touches the ground) and the opponent does not, the opponent gains 3 points.
- c. If both competitors fall down, the second competitor to fall gains 1 point. If they fall at the same time, no points are awarded.
- d. If the competitor commits a 1 or 2 point violation, the opponent gains 1 or 2 points, respectively.
- e. If the Referee asks the competitor to attack, and he/she doesn't attack within 10 seconds, the opponent will gain 1 point.

13.2 Moving-step Jiaoli – Awarding Points

- a. If the competitor falls down (i.e. any part above the ankle touches the ground) outside the competition boundary, the opponent gains 3 points
- b. If the competitor falls down (i.e. any part above the ankle touches the ground) inside the boundary, the opponent gains 2 points.
- c. If both competitors fall down, the second competitor to fall gains 1 point. If both competitors fall down at the same time, no points are awarded.
- d. If the competitor gets pushed out of the boundary, but is still standing and the opponent is still within the boundary, the opponent gains 1 point. If both competitors step outside the boundary, no points are awarded.
- e. If the competitor commits a 1 or 2 point violation, the opponent gains 1 or 2 points, respectively.
- f. If the Referee asks the competitor to attack, and he/she doesn't attack within 10 seconds, the opponent will gain 1 point.

14. Deciding the Winner

14.1 Both Rounds of the Match are Completed– Deciding the Winner

a. The competitor who has the most points at the end of the match wins the match.

14.2 The Match Ends Early – Deciding the Winner

a. If the competitor is leading by 10 points, the opponent loses.

b. If the referee decides the competitor is of much higher skill than the opponent, the competitor will be declared the winner to prevent the opponent from injury.

c. If the competitor cannot stand up for 10 seconds (and no violation occurred), the opponent wins

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14.3 Tied Score – Deciding the Winner

a. The competitor with the least accumulated violation points wins.

b. If the competitor and the opponent have the same amount of violation points, the lighter competitor wins.

c. If the both competitors have the same amount of violation points, and are the same weight, a tie-breaker round will occur where the first competitor to obtain 1 or more points wins.

15. Determination of Ranking

a. Individual Ranking: First Prize, Second Prize, and Third Prize are awarded in each weight class among male competitors and each weight class among female competitors, based on the method of elimination.

16. Distribution of Prizes

Only the first, second, third place will have the medals and certificates. The first place will have prize. All the competitors will have certificates.

17. The Competition Area

The competition area is a 4 m by 4m matted area.

角力竞赛规则

1. 竞赛法则

1.1 手法，严禁击打

1.2 腿法用:捌、撑、勾、绊，不许踢的方法

2. 比赛方法和进攻部位

2.1 循环赛、淘汰赛。视参赛人数定。

2.2 比赛采用计分制，每局净打 2 分钟，2 局。中间休息 1 分钟。

第一局右脚在前互搭右手；第二局互换位置，左脚在前互搭左手；运动员上同一侧脚成自然步，前脚心踩在中心点，搭好手，当场上裁判员发出开始信号后，即可进攻对方。

2.3 除面部、裆部、咽喉外均可进攻

3. 犯 规

3.1 技术犯规

3.1.1 故意造成对方犯规者。

3.1.2 单、双手抓住对方衣服或双手死握对方者（顺势采、拉除外。）5 秒内不做动作者。

3.1.3 未发‘开始’口令即进攻对方或已发‘停止’ 口令后仍进攻对方者。

角力竞赛规则 (續..)

3.1.4 双方未搭手，抢先进攻对方者。

3.1.5 比赛中对裁判员不礼貌或不服从裁判者。

3.1.6 消极比赛，绕场逃避者。

3.1.7 处于不利状况时举手要求暂停。

3.1.8 运动员不遵守竞赛礼节。

3.2 侵人犯规

3.2.1 使用拳打、脚踢、头撞、掀臂、擒拿、抓头发、点穴、肘尖顶、捞裆、踢裆、扼喉、膝顶、脚踏、等动作进攻对方者。

3.2.2 攻击禁击部位者。

4. 罚 则

4.1 违反技术犯规之一者，每犯规一次，给予劝告一次，对方得一分

4.2 违反侵人犯规之一者，每犯规一次，给予警告一次，对方得二分。

4.3 一方受罚达六分时，判对方为胜方。

4.4 取消资格：

4.4.1 在比赛场上对裁判员谩骂、侮辱裁判者。

4.4.2 故意攻击对方禁击部位者。

角力竞赛规则 (續..)

5. 得分

5.1 得 3 分

一方倒地并出界，站立者得 3 分。

5.2 得 2 分

一方倒地，站立者得 2 分。

受警告一次，对方得 2 分。

5.3 得 1 分

推出界。

先后倒地，后倒地者得 1 分。

受警告一次，对方得 1 分。

5.4 不得分

同时倒地，双方互不得分。

同时出界，先后出界，不得分。

5.5 定步角力，使对方脚步移动者得 1 分；倒地者得 3 分。

6. 服装与场地

6.1 服装：运动员赤脚，穿适合比赛的衣裤。

6.2 场地：比赛场地为边长为 4 米的正方形垫子（沿线内计算），

角力竞赛规则 (續..)

6.3 运动员不准留长指甲，不准佩戴手表及任何易伤及对方的饰品上场比赛。

7. 暂停比赛

7.1 运动员倒地或出界时。

7.2 运动员犯规受罚时。

7.3 运动员受伤时。

7.4 运动员相互抱缠没有进攻动作或无效进攻超过 5 秒时。

7.5 运动员举手要求暂停时。

7.6 裁判长纠正错判、漏判时。

7.7 处理场上问题或发现险情时。

7.8 因灯光、场地等客观原因影响比赛时。

7.9 被指定进攻超过 8 秒仍不进攻时。

8. 胜负评定

8.1 优势胜利

8.1.1 每场一方净胜分值超过对方 10 分者为本场优势获胜。

8.1.2 在比赛中，双方实力悬殊，台上裁判员征得裁判长的同意，判技术强者为该场胜方。

角力竞赛规则 (續..)

8.1.3 被重击(侵人犯规除外)倒地不起达 10 秒,或虽能站立但知觉失常,判对方为该场胜方。

8.2 每局胜负评定

8.2.1 在每局比赛结束时,依据双方得分结果,分高者为胜方。

8.2.2 一局比赛中,双方得分相等时,按本局受警告、劝告少者、体重轻者的顺序判定胜负,如上述三种情况仍相同,则加赛一局。类推。

8.2.3 比赛中因侵人犯规造成对方受伤,经医生检查不能继续比赛者,判受伤者为该场胜方。但不得参加经后的比赛。

8.2.4 比赛中运动员出现伤病,经医生诊断不能继续比赛者,判对方为该场胜方。

8.2.5 比赛中因一方犯规,另一方诈伤,经医生诊断后,判犯规一方为该场胜方。

8.2.6 比赛中,运动员、教练员要求弃权时,判对方为该场胜方。

9. 级别分组

重量级(80 lbs 以上)

中量级(50-180lbs)

轻量级(50lbs以下)

比赛当天视参赛人数决定最后级别分组。

10. 奖励方法

第一·二·三名参赛者有优质奖牌及证书,其他参赛者有参赛证书。

第一名有优胜奖金。

WING CHUN CHI SAU (Sticky Hands) COMPETITION RULES

Ring: 5' x 5' square.

Format:

- 1) Non contact point fighting in 1 short round.
- 2) Each round is 60 seconds.
- 3) If tied after 1 round, go into overtime.
- 4) First to score in overtime wins.

Scoring:

- 1) Touch to the head and body, 1 point.
- 2) Strike to the protected area of the body protector, 1 point.
- 3) Opponent steps out of bounds, no point.
- 4) No point awarded on simultaneous strikes (exchange).
- 5) No point for pushing out of ring.
- 6) Opponent is penalized by referee. 1 point to the non-penalized side.

Stoppage:

- 1) One or both competitors steps out of bounds. Person who steps out first is brought back and restart with position just inside boundary.
- 2) Continuous fighting until judge calls stop, or both feet out of the ring.
- 3) Match finishes.

Violations:

- 1) Elbow strikes, shoulder strikes, knee strikes, to throws, takedown, joint locks, choke holds, low sweeps or striking at any non-designated area.
- 2) Uncontrolled turning blind techniques.
- 3) Attacks below belt.
- 4) Leg attacks (kicking, sweeping, tapping)
- 5) Excessive contact. Judge may issue warning.
- 6) If violation occurs and is deemed unintentional by judges/referee, may, depending on severity and potential of injury, result in 1 point awarded to opponent or disqualification of violator.
- 7) If violation occurs and is deemed intentional by judges/referee, may result in loss of round or immediate disqualification depending on severity.

Mandatory Equipment:

- 1) Approved headgear with face mask
- 2) Approved body protector
- 3) Approved sparring gloves, no fingers exposed.
- 4) Groin protector
- 5) Mouth guard

SPARRING COMPETITION RULES

Ring: 16' x 16' square.

Format:

- Non contact continuous point fighting in 3 short rounds.
- Each round is 15 seconds.
- The side that wins 2 rounds wins the match.
- If tied after 3 rounds, go into overtime.
- First to score in overtime wins.

Scoring:

- Touch to the head, 1 point.
- Strike to the protected area of the body protector, 2 points.
- Successful grab of opponent's kick without being kicked first, 3 points.
- Opponent steps out of bounds with both feet first, 1 point.
- Opponent is penalized by referee. 1 point to the non-penalized side.

Stoppage:

- One or both competitors steps out of bounds. Person who steps out first is brought back and restart with position just inside boundary.
- Successful leg grab is executed without being kicked first. Restart from same position.
- Injury appears to occur. If match is allowed to continue, will restart from same position.
- Violation occurs. If match is allowed to continue, will restart from same position.
- One side surrenders.
- Round finishes. Will restart next round from normal starting position.
- Match finishes.

Violations:

- Elbow strikes, knee strikes, throws, takedown, joint locks, choke holds, low sweeps or striking at any non-designated area.
- Uncontrolled turning blind techniques.
- Leg blocks are permitted provided leg is bent. If extended, it may be regarded as a kick or sweep to non-designated area and a violation.
- Excessive contact.
- If violation occurs and is deemed unintentional by judges/referee, may, depending on severity and potential of injury, result in 1 point awarded to opponent or disqualification of violator.
- If violation occurs and is deemed intentional by judges/referee, may result in loss of round or immediate disqualification depending on severity.

Mandatory Equipment:

- Approved headgear with face mask
- Approved body protector
- Approved sparring gloves
- Groin protector
- Mouth guard

WEAPON SPARRING RULES

Ring:

- Short weapon (single or double) - 20' x 20' square
- Medium weapon - 35' x 35' square
- Long weapon - 35' x 35' square
- Double weapons - 20' x 20' square

Format:

- Non contact, point Stop mode. Stop upon scoring. Opponents must continue until signaled to stop by referee.
- 1 round only. 2 minutes.
- First to score 5 points wins the match.
- If no one scores 5 points, then person with highest score at end of 2 minute round wins.
- If tied at end of round, match goes into overtime.
- First to score wins.

Scoring:

- Striking opponent in the protected area of the head and body with the foam padded area of the weapon, 2 points.
- Striking opponent in the hands, arms or legs with the foam padded area of the weapon, 1 point.
- If after striking the opponent and before the referee signals stop, the opponent successfully strikes back, then the initial scorer will only get half the normal score.
- If after striking the opponent and before the referee signals stop, the person successfully blocks the opponent's strike, 1 additional point.
- Opponent drops weapon, 1 point.
- Score awarded based on 2 out of 3 judges agreement.

Violations:

- Striking the opponent with butt end of the weapon which is not foam-padded.
- Using the hands to grab or block the opponents weapon.
- Kicking the opponent or opponent's weapon.
- Striking the opponent in the throat or groin area.
- Violation may result in 1 point awarded to the opponent or disqualification, depending on severity or intention as determined by the judges/referee.

Mandatory Equipment:

- Approved headgear
- Body protector
- Groin protector
- Gloves



加拿大中國國術總會

Canadian Chinese Kuo Shu (Martial Arts) Federation

The 21st Annual Canadian Kungfu Championship 2010 (第二十一屆加拿大功夫大賽)

徒手及兵器套路評分賽章則

Empty hand and weapon form scoring sheet

Hand Form 拳套	Weapon Form 器械
Male 男 <input type="checkbox"/> Female 女 <input type="checkbox"/>	Male 男 <input type="checkbox"/> Female 女 <input type="checkbox"/>
<input type="checkbox"/> Senior (41 years up 成年組 41 以上)	<input type="checkbox"/> Senior (41 years up 成年組 41 以上)
<input type="checkbox"/> Adult (16 years up 青年組 16 以上)	<input type="checkbox"/> Adult (16 years up 青年組 16 以上)

Items 項目	Descriptions 內容	Marks 分值	Score 評分
Uniform, Attitude & Presentation 服裝、儀態、禮貌	Politeness with respect, clean and tidy uniform. 尊敬有禮，服裝整潔	1	
Structure 結構	Reasonable offense & defense, practical content. 攻防合理，內容充實	3	
Power & Strength 功力	Deliver of power, movement with good co-ordination. 勁力順遠，動作協調	3	
Uniformity & Style 形法	Proper postures & clear technique 姿勢正確，方法清楚	2	
Form Style 類別套路	<input type="checkbox"/> Soft & Sink 鬆沉柔運類 <input type="checkbox"/> Soft & Powerful 柔運剛發類 <input type="checkbox"/> Soft & Quick 柔走快動類 <input type="checkbox"/> Full Body Explosive 勁爆發類 <input type="checkbox"/> High Stance Short Strike 高樁短打類 <input type="checkbox"/> Sink & Strong 沉穩剛健類 <input type="checkbox"/> Mobile Attack & Defence 起伏奔打類 <input type="checkbox"/> Floor Rolling 地蹠翻浪類	Form 1	
Weapon Style 類別器械	<input type="checkbox"/> Short Weapon 短兵類 <input type="checkbox"/> Special 奇門類 <input type="checkbox"/> Long Weapon 長兵類 <input type="checkbox"/> Soft & Hard 軟硬類 <input type="checkbox"/> Medium Weapon 中兵類 <input type="checkbox"/> Double Weapon 雙兵類 <input type="checkbox"/> Soft Weapon 軟兵類	Weapon 1	
Notes 備註： Mark Deduction 扣分方法：	<input type="checkbox"/> Lost balance 失去平衡 <input type="checkbox"/> Forgot movement 遺忘動作 <input type="checkbox"/> Severe mistake 嚴重失誤 <input type="checkbox"/> Mixed up movements 動作混亂 <input type="checkbox"/> Give up 棄權 <input type="checkbox"/> Broken or too light 器械損壞及過輕 <input type="checkbox"/> Improper start & stop position 起式收式位置不符 <input type="checkbox"/> Leave with incomplete form 未完成而離場 Scale: Light mistake 輕微 0.05; Obvious 明顯 0.1; Severe 嚴重 0.2	Deductions: 扣分:	
Total Scored 總得分			

Name of Judge 裁判姓名： _____

Signature 簽署： _____



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Group or Pre-arranged empty hand set scoring sheet

集體及對拆套路評分表

(1) Group 集體	(2) Pre-arranged hand-set 對拆
<input type="checkbox"/> Empty handed form 徒手	<input type="checkbox"/> Empty handed form 徒手
<input type="checkbox"/> Empty handed weapon 器械	<input type="checkbox"/> Empty handed weapon 器械

Items 項目	Descriptions 內容	Marks 分值	Score 評分
Uniform, Attitude, Presentation 服裝, 儀態, 禮貌	Politeness with respect, clean and tidy uniform. 尊敬有禮, 服裝整潔	1	
Team Structure 隊型	Enter & leaving (form changes). 進場, 退場, (中場變化)	2	
Structure 結構	Continuous content, balance of form setting. 內容貫串, 佈局均勻	2	
Power & Strength 功力	Accurate technique and smooth movements 招式準確, 熟練流暢	3	
Co-ordination 協調	Group 集體 Sharp Movements; Keep good distance 動作整齊, 距離一致 Pre-arranged 對拆 Reasonable offense & defense, clear technique 攻防合理, 動作清楚	3	
Notes 備註: Marks deduction 扣分方法	<input type="checkbox"/> Lost balance 失去平衡 <input type="checkbox"/> Forgot movement 遺忘動作 <input type="checkbox"/> Severe mistake 嚴重失誤 <input type="checkbox"/> Mixed up movements 動作混亂 <input type="checkbox"/> Give up 棄權 <input type="checkbox"/> Broken or too light 器械損壞及過輕 <input type="checkbox"/> Improper start & Stop position 起式收式位置不符 <input type="checkbox"/> Leave with incomplete form 未完成而離場 Light mistake 輕微 0.05; Obvious 明顯 0.1; Severe 嚴重 0.2	Marks deducted: 扣分:	
Total scored 總得分			

Name of the judge 裁判姓名: _____ Signature 簽署: _____

COMPETITION LOCATION

Date: Saturday October 16, 2010
(9:00a.m. at door registration)

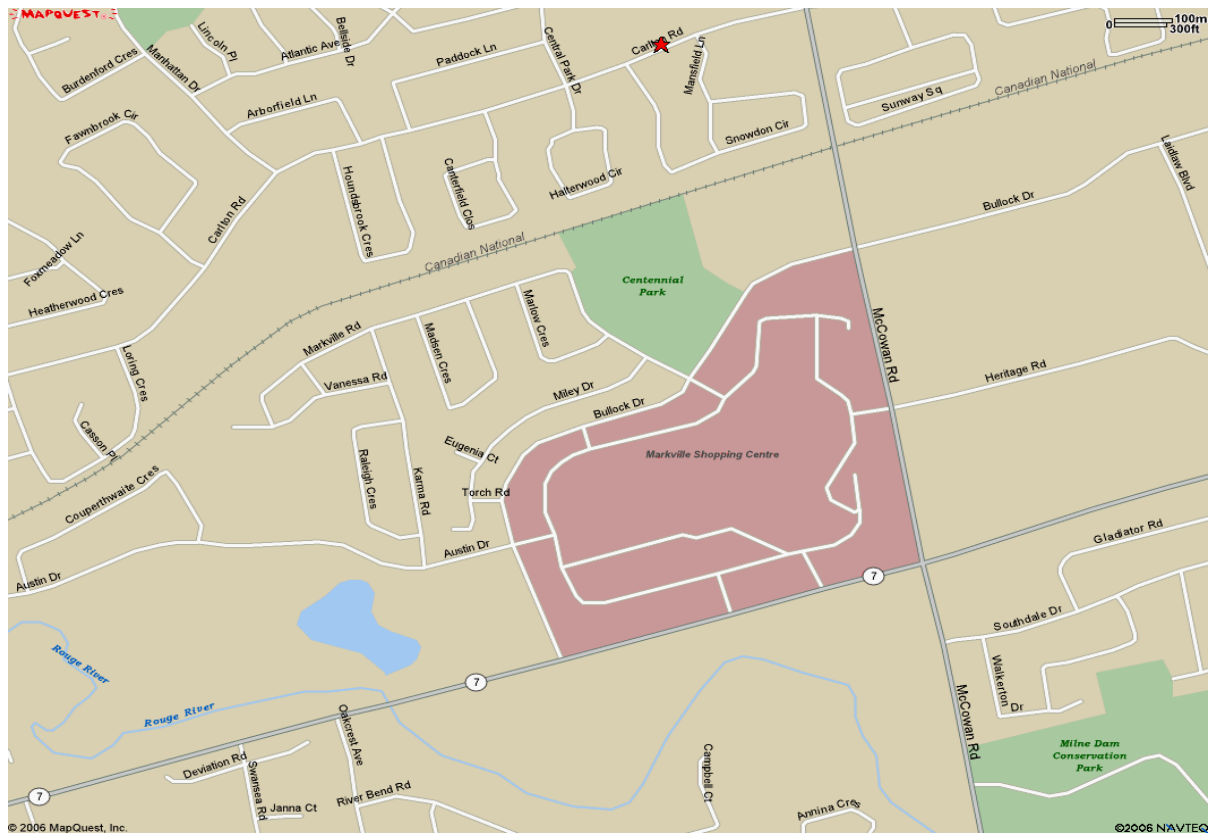
Location: Markville Secondary School
1000 Carlton Road, Markham, ON, Canada L3P 7P5

Phone: (905) 940-8840

Please contact: Master Chiwai Lee at 905-602-5026

Driving direction: Take HWY 401 to Scarborough, get off at McCowan Road, go North on McCowan Road. After HWY 7 (Markville Mall), there is a Police Station on your left side. Turn left on Carlton Road. Markville Secondary School is located on the North-west corner of McCowan Road and Carlton Road.

Map of Markville Secondary School (red star on the map):



Important Dates to remember

FREE Seminar before tournament

Judges training & school instructors

Date: October 03, 2010
Sunday, 7:00pm-9:00pm
Location: Chung Wah Kungfu
21 Progress Avenue, Unit # 6, Scarborough, Ontario, Canada
Kennedy Avenue (South) & Highway 401
Contact: Sifu Chiwai Lee,
Chairman, CCKSF
Telephone: 416-321-0830; 905-602-5026
Cost: Free

Tournament 2010

Markville Secondary School

Date: October 16, 2010
Saturday, 10:00pm-6:00pm
Registration at door: 9:00am
Location: 1000 Carlton Road, Markham, Ontario, L3P 7P5
Contact: Sifu Chiwai Lee,
Chairman, CCKSF
Telephone: 905-602-5026
Email: ccksf@wushu.ca and visit website: www.wushu.ca
Spectators: \$5.00 (whole day for all ages, except over 65 and under 12 are free)