

第一章 自选项目的评判

CHAPTER 1 JUDGMENT OF OPTIONAL EVENTS

第一节 动作质量的评分

Section 1 Evaluation of Quality of Movements

一、自选项目动作规格错误内容及扣分标准

1.1 Deduction Criteria for Errors in Standards of Movements in Optional Events

(一) 自选长拳、剑术、刀术、枪术、棍术动作规格错误内容及扣分标准（表 1-1）

1.1.1 Deduction Criteria for Errors in Standards of Movements in Optional Changquan, Jianshu, Daoshu, Qiangshu and Gunshu (Table 1-1)

Type	Movement	Errors for Deduction	Code I	Code II
Balances	Bring leg to head level and hold it with heel up (side kick with heel up) in standing position	Supporting leg bent Raised leg bent	1	10
	Back kick and hold leg in standing position	Supporting leg bent Upper body over 45° in forward bend		11
	Yangshen Pingheng YSPH Backward balance	Raised leg below horizontal level		12
	Shizi Pingheng SZPH Balance with arms spread sideways	Upper body below horizontal level		13
	Cross-leg balance	Thigh of supporting leg not near horizontal level		14
Leg Techniques	Qiansaotui QST Front sweep	Thigh of supporting leg above horizontal level Sole of sweeping foot off carpet Sweeping leg bent	2	20
	Huosaotui HST Back sweep	Sole of sweeping foot off carpet Sweeping leg bent		21
	Diecha DC Landing to front split	Toes of front foot off carpet Legs not aligned		22
	Tantui TK Snap kick Chuitui CT Side kick with sole	Kicking leg not fully extended from bend		23
Jumps	Tengkong Feijiao TKFJ Xuanfengjiao XFJ and Tengkong Bailian TKBL Kick in flight, tornado kick and lotus kick	Kicking leg below shoulder level Slap missing	3	30
	Tengkong Zhengtitui TKZTT Front straight kick in flight	Hanging leg bent		31

	Cekongfan CKF, CKF 360° Aerial cartwheel and aerial cartwheel with full twist	Leg bent obviously		32
	Xuanzi XZ, Xuanzi Zhuanti XZZT Butterfly and butterfly with twist	Upper body higher than 45° in aerial twist Legs obviously bent during twist in flight		33
	Tengkongjiantan TKJT Front snap kick in flight	Take-off leg not fully extended during snap kick Kicking leg below horizontal level		34
Stances	Gongbu GB Bow stance	Knee of front leg not over instep Thigh of front leg not level Heel of rear foot off carpet Toes of rear foot not turned inward	5	50
	Mabu MB Horse-riding stance	Upper body bent obviously forward Thighs not level Feet not wide apart enough Heels off carpet Toes point outward		51
	Xubu XB Empty stance	Heel of rear foot off carpet Thigh of bent leg not level		52
Apparatus —wielding methods	Guajian GJ, Liaojian LJ Upward parry and uppercut	Wrist straight	6	60
	Wojian WJ Hold the sword	Forefinger around top of guard touches blade		61
	Chantou CT, Guonao GN Around-the-head twining and wrapping	Back of broadsword too far from body or the body		62
	Lanqiang LQ, Naqiang NQ Parry outward and parry inward	No circular movement by spearhead		63
	Zhaqiang ZQ Thrust with spear	Rear hand on spear tail		64
	Liwu Huaqiang LWHQ, Liwu Huagun LWHG, Shuangshou Tiliang Huagun SSTLHG Vertical figure 8 with spear or cudgel, and uppercut with both hands	No vertical circle		65
	Throw and catch apparatus	Catch apparatus in folded arms Failure to catch apparatus with single hand		66

Notes: 1. 0.10 point will be deducted for more than two (2) errors in standards in one (1) movement.

2. 0.10 point will be deducted for more than two (2) errors in apparatus-wielding methods in one (1) set of movements.

3. A balance should be held motionless for at least two (2) seconds.

(二) 自选太极拳、太极剑动作规格错误内容及扣分标准 (表 1-2)

1.1.2 Deduction Criteria for Errors in Standards of Movements in Optional Taijiquan and Taijijian (Table 1-2)

Type	Movement	Errors for Deduction	Code I	Code II
Balances	Low balance with leg stretched forward	Stretched leg below horizontal level	1	15
	Low balance with leg inserted behind	Foot of inserted leg touches carpet		16
	Stamp in low body position	Heel of supporting leg off carpet Stamping leg bent at knee Tiptoes not turned outward		17
	Cechuai Pingheng CCPH Side kick with sole in balance	Kicking leg not extended from bend		18
Leg Techniques	Fenjiao FJ, Dengjiao DJ Parting kick and heel kick	Raised leg below horizontal level Raised leg not straight	2	24
	Bailianjiao BLJ Lotus kick	Swing leg bent when slapping Slap missing		25
	Paijiao PJ Pat leg	Swing leg bent when slapping Slap missing		26
	Quedilong QDL Dragon's dive to the ground	Sole of front foot touches carpet when turned inward Angle between legs smaller than 45°		27
Jumps	Tengkong Feijiao TKFJ, Xuanfengjiao XFJ, Tengkong Bailian TKBL Kick in flight, tornado kick and lotus kick	Toes of slapped leg below shoulder level Slap missing	3	30
	Tengkong Zhengtitui TKZTT Front kick in flight	Hanging leg bent		31
Stances	Gongbu GB Bow stance	Knee of front leg not over instep Heel of rear foot off carpet		50
	Pubu PB Crouch stance	Rear leg not bent completely Front leg bent Sole of front foot not turned inward and flat on carpet		53
	Shangbu SB Take a step forward Tuibu TB Take a step backward Jinbu JB Forward step Genbu GB Follow-up step Cexingbu CXB Side step	Shuffle (except for special movements) Center of gravity up and down in moves Foot raised too high	5	54
Apparatus -wielding	Guajian GJ, Liaojian LJ Upward parry and uppercut	Wrist straight	6	60

methods	Wojian WJ Hold the sword	Forefinger around top of guard touches blade		61
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Note: 1. 0.10 point will be deducted for more than two simultaneous (2) errors in standards in one (1) movement.

2. 0.10 point will be deducted for more than two simultaneous (2) errors in one (1) set of apparatus-wielding movements.

（三）自选南拳、南（三）自选南拳、南刀、南棍动作规格错误内容及扣分标准（表 1-3）

1.1.3 Deduction Criteria for Errors in Standards of Movements in Optional Nanquan, Nandao, and Gunshu (Table 1-3)

（三）自选南拳、南刀、南棍动作规格错误内容及扣分标准（表 1-3）

1.1.3 Deduction Criteria for Errors in Standards of Movements in Optional Nanquan, Nandao, and Gunshu (Table 1-3)

Type	Movement	Errors for Deduction	Code I	Code II
Leg Techniques	Qiansaotui QST Front sweep	Thigh of supporting leg above level Sole of sweeping foot off carpet Sweeping leg bent	2	22
	Hengdingtui HDT Horizontal nail kick	Kicking leg not kept straight after kick No nail kick to opposite side		28
Jumps	Tengkongfeijiao TKFJ Xuanfengjiao XFJ Tengkong Waibaitui TKWBT Kick in flight, tornado kick and outward kick in flight	Toes of slapped leg below shoulder level Slap missing in flight	3	30
Tumbles	Tengkong Pantui 360° Cepu TKPTCP Cross-leg kick in flight with full twist to land on side	Swing leg below head level	4	40
	Liyudating Zhili LYDTZL Kip-up	Lift-up on support of hands		41
	Tengkong Shuangcechuai TKSCC Double side kick with sole in flight	Kicking legs not close together Kicking legs bent		42
Stances	Gongbu GB Bow stance	Front leg not bent into near half squat Heel of rear foot off carpet	5	50
	Mabu MB Horse-riding stance	Upper body obviously bent forward Legs not bent into near half squat Thighs below horizontal level Feet not far apart enough Heels off carpet		51
	Xubu XB Empty stance	Heel of rear leg off carpet Rear leg not bent to near right angle		52

	Pubu PB Crouch stance	Rear leg not bent completely Front leg bent Sole of front foot not turned inward and flat on carpet		53
	Diebu DDB Butterfly stance	Inner side of calf of kneeling leg not on carpet Inner side of heel of kneeling leg not on carpet		55
	Guibu GB Bent-knee stance	Bent knee on carpet Buttocks not on calf of bent leg		56
Apparatus -wielding methods	Qilongbu QLB Dragon-riding stance	Knee of rear leg on carpet Front leg not bent into near half squat	6	57
	Chantou CT, Guonao GN Around-the-head twining and wrapping	Back of Broadsword too far from body		62
	Dinggun DG Push the cudgel	End of cudgel not on carpet Top of cudgel below head level		67

Note: 1. 0.10 point will be deducted for more than two (2) errors in standards in one (1) movement.

2. 0.10 point will be deducted for more than two (2) errors in one (1) set of apparatus-wielding movements.

二、自选项目和无难度要求项目（单项）其他错误内容及扣分标准

1.2 Deduction Criteria for Other Errors in Optional Events and (Individual) Events Without Specific Requirements for Degree of Difficulty

（一）其他错误内容及扣分标准（表 1-4）

1.2.1 Other Errors and Deduction Criteria (Table 1-4)

Type	Errors for Deduction	Code
Loss of Balance	Upper body swaying, shuffles or skips in balance	70
	Deduction of 0.2 point for extra support	71
	Deduction of 0.3 point for body-fall	72
Errors about Apparatus, Costume & Decorations	Blade goes off handle, or apparatus touches body or carpet, or gets deformed.	73
	Deduction of 0.2 point for breaking apparatus	74
	Deduction of 0.3 point for dropping apparatus	75
	Band drops from broadsword, tassel from sword or spearhead, or ornament from costume or headwear. Competitor's body or hands get entangled with band or tassel, or with soft apparatus. Buttons get loose, or costume torn up, or shoes off feet.	76
Other Errors	Longtime balance kept motionless for no more than two seconds	77
	Any part of competitor's body touches floor outside carpet.	78
	Movement forgotten	79

Notes:

1. The term "sway" here denotes the upper body moving in two opposite directions during support on a single foot or on both.
2. The term "moves" here means movements of either foot during support on a single foot or on both.
3. The term "extra support" implies one that occurs during loss of balance, when the competitor's hand, elbow, knee, head, upperarm or non-supporting foot touches the carpet or is supported on it with the help of his apparatus.
4. The term "body-fall" means one that occurs when the competitor's hands, shoulder, buttocks, or trunk touches the carpet.
5. The duration of a "longtime balance" starts with the beginning of a motionless state.
6. Apparatus touching the floor outside the carpet or any part of the body going into the space beyond the vertical plane above the sidelines of the competition area should not be considered "outside the carpet".
7. All deductions are valued at 0.1 unless otherwise specified.
8. When two (2) or more errors occur successively in one movement, the deductions for each should be added up.

第二节 演练水平的评分

Section 2 Evaluation of Overall Performance

一、自选项目演练水平等级分评分标准和编排错误内容及扣分标准（表 2-1）

2.1 Criteria for Grading and Evaluating Overall Performance and Deductions for Choreographical Errors in Optional Events (Table 2-1)

LEVEL	GRADE	POINTS	CRITERIA
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“SUPERIOR”	①级	3.00--2.91	“Superior” for correct movements and techniques, full power flowing smoothly to the right points, for good harmony between hands and eyes, between body and steps, and between body and apparatus; for distinct rhythm and conspicuous style; and for accord between movements and accompanying music
	②级	2.90--2.71	
	③级	2.70--2.51	
“AVERAGE”	④级	2.50--2.31	“Average” for above-mentioned elements to a fairly good degree
	⑤级	2.30--2.11	
	⑥级	2.10--1.91	
“INFERIOR”	⑦级	1.90--1.61	“Inferior” for lack of above-mentioned elements
	⑧级	1.60--1.31	
	⑨级	1.30--1.01	
Choreography	Code	Errors for Deduction	
Contents	01-08 86-88	Deduction of 0.2 point for missing one movement in optional routine	
Structure	81	Pause for more than three seconds in a motionless posture (except for longtime balance), or pause before a difficult movement in taijiquan or taijijian	
	82	Unmethodical pause	
Composition	83	No full use of one of the four corners or center of competition area	
Music	84	Deduction of 0.3 point for vocal accompaniment	
	85	Deduction of 0.5 point for lack of musical accompaniment as required by Regulations	

Note: All deductions are valued at 0.1 point unless otherwise specified.

二、自选项目主要动作名称编码对照表（表 2-2）

2.2 Codes of Major Movements in Optional Events (Table 2-2)

项目 Event	86	87	88	01	02	03	04	05	06	07	08
长拳 Changquan	弓步 Gongbu	虚步 Xubu	仆步 Pubu	弹腿 Tantui	蹁腿 Chuitui	后扫腿 Housaotui	顶肘 Dingzhou	扣腿平衡 Koutui pingheng	拳 Quan	掌 Zhang	勾 Gou
剑术 Jianshu	弓步 Gongbu	虚步 Xubu	仆步 Pubu	刺剑 Cijian	挂剑 Guajian	撩剑 Liaojian	点剑 Dianjian	劈剑 Pijian	截剑 Chuojian	崩剑 Pengjian	剪腕花 Jianwan hua
刀术 Daoshu	弓步 Gongbu	虚步 Xubu	仆步 Pubu	缠头 Chantou	裹脑 Guonao	劈刀 Pidao	斩刀 Zhandao	挂刀 Guadao	云刀 Yundao	扎刀 Zhadao	背花刀 Beihua dao
枪术 Qiangshu	弓步 Gongbu	虚步 Xubu	仆步 Pubu	拦枪 Lanqiang	拿枪 Naqiang	扎枪 Zhaqiang	穿枪 Chuanqiang	崩枪 Bengqiang	点枪 Dian qiang	舞花枪 Wuhua qiang	挑把 Tiaoba
棍术 Gunshu	弓步 Gongbu	虚步 Xubu	仆步 Pubu	劈棍 Pigun	崩棍 Benggun	绞棍 Jiaogun	平抡棍 Pinglungun	云棍 Yungun	戳棍 Chuogun	舞花棍 Wuhua gun	提撩花棍 Tiliao huagun
太极拳 Taijiquan	弓步 Gongbu	虚步 Xubu	仆步 Pubu	揽雀尾 Lanquewei	野马分鬃 Yema fenzong	搂膝拗步 Louxi aobu	云手 Yunshou	左右穿梭 Zuoyou chuansuo	掩手肱捶 Yanshou gongchui	到卷肱 Daojuan hong	搬拦捶 Banlan chui
太极剑 Taijijian	弓步 Gongbu	虚步 Xubu	仆步 Pubu	刺剑 Cijian	挂剑 Guajian	撩剑 Liaojian	点剑 Dianjian	劈剑 Pijian	截剑 Jiejian	抹剑 Mojian	绞剑 Jiaojian
南拳 Nanquan	弓步 Gongbu	虚步 Xubu	仆步 Pubu	骑龙步 Qilongbu	蝶步 Diebu	麒麟步 Qilinbu	虎爪 Huzhao	挂盖拳 Guagaiquan	抛拳 Paoquan	滚桥 Gunqiao	横钉腿 Hengding tui
南刀 Nandao	弓步 Gongbu	虚步 Xubu	骑龙步 Qilongbu	缠头 Chantou	裹脑 Guonao	劈刀 Pidao	抹刀 Modao	格刀 Gedao	截刀 Jiedao	扫刀 Modao	剪腕花刀 Jianwan huadao
南棍 Nangun	弓步 Gongbu	虚步 Xubu	骑龙步 Qilongbu	劈棍 Pigun	崩棍 Benggun	绞棍 Jiaogun	滚压棍 Gunyagun	格棍 Gegun	击棍 Jigun	顶棍 Dinggun	抛棍 Paogun

第三节 难度的评分

Section 3 Evaluation of Degree of Difficulty

一、自选项目难度编码识别对照表

3.1 Codes of Degree of Difficulty in Optional Events

(一) 平衡、腿法动作难度编码识别 (表 3-1)

3.1.1 Codes of Balances and Leg Techniques (Table 3 – 1)

Type	Code I	Body Position	Code II	Leg Movement	Code III	Code IV	
Balances Leg Techniques	1	Upright	1	Move	1	Class A	0
		Supine	2	Kick	2	Class B	1
	2	Prone	3	Control	3+	Class C	2
		Squat	4	Sweep	4		

(二) 跳跃、跌扑动作难度编码识别 (表 3-2)

3.1.2 Codes of Jumps and Tumbles Techniques (Table 3 – 2)

Type	Code I	Body position	Code II	Direction of Leg	Code III	Code IV	
Jumps Tumbles	3	Straight	1	None	1	Class A	0
		Twist	2	Kick upward	2	Class B	1
		Somersault	3	Inward, leftward	3	Class C	2
	4	Roll	4	Outward, rightward	4		
		Cartwheel	5	Forward	5		
		Butterfly	6	Backward	6		
				Downward	7		

(三) 3.1.2 Codes of Jumps and Tumbles (Table 3-2)

(三) 被连接动作及抛接编码识别 (表 3-3)

3.1.3 Codes of Connected and Throw-and-Catch Movements (Table 3-3)

Pubu	Mabu	Diebu	Tixiduli	Dieshucha	Quedilong	Zuopan	Gongbu	+ Catch	Landing on single foot
+0	+1	+2	+3	+4	+5	+6	+7	+8	+9

二 自选项目难度内容及等级与分值确定表

3.2 Determination of Grades and Values of Difficult Movements in Optional Events

(一) 自选长拳、剑术、刀术、枪术、棍术难度内容及等级与分值确定 (表 4-1)

3.2.1 Grades and Values of Difficult Movements in Optional Changquan, Jianshu, Daoshu, Qiangshu and Gunshu (Table 4-1)

Difficult Movements					Difficult Connections				
Type	Grade	Value	Contents	Code	Type of Connection	Grade	Value	Contents	Code
Balances	A	0.2	Bring leg to head level in standing position	111A	Between dynamic and static	A	0.1	Tornado kick with full twist to horse-riding stance	323A + 1A
			Side kick and hold leg in standing position	112A				Lotus kick with full twist to horse-riding stance	324A + 1A
			Backward balance	123A				Tornado kick with full twist to front split	323A + 4A
	B	0.3	Balance with arms outspread	133B				Butterfly with full twist to front split	353B + 4A
			Back kick and hold leg in standing position	112C				Lotus kick with full twist to front split	324A + 4A
Leg techniques	A	0.2	Front sweep with one and half twist	244A				Aerial cartwheel to front split	335A + 4A
	B	0.3	Front sweep with two and half twists	244B				Tornado kick with full twist to sitting position	323A + 6A
Jumps	A	0.2	Tornado kick with full twist	323A				Lotus kick with full twist to sitting position	324A + 6A
			Butterfly	333A				Butterfly to sitting position	333A + 6A
			Lotus kick with full twist	324A				Kick in flight to sitting position	312A + 6A
			Aerial cartwheel	335A				Front sweep with one and half twist to sitting position	244A + 6A

			Kick in flight (slant and double- leg flying kicks)	312A				Lotus kick with full twist to bow stance	324A + 7A
	B	0.3	Tornado kick with one and half twist	323B	Between throw and catch of apparatus			Throw and dive shoulder roll to catch	445A + 8A
								Throw and kick in flight to catch	312A + 8A
			Butterfly with full twist	353B	Between difficult movements	B	0.15	Kick in flight followed by aerial cartwheel (within 1 step)	312A+335A(B)
								Tornado kick with full twist followed by butterfly with double twists (within 4 steps)	323A+353C(B)
			Lotus kick with one and half twist	324B	Between dynamic and static			Tornado kick with one and half twist to horse-riding stance	323B + 1B
								Lotus kick with one and half twist to horse-riding stance	324B + 1B
			Aerial cartwheel with full twist	355B				Tornado kick with full twist to stand with one knee raised	323A + 3B
								Lotus kick with full twist to stand with one knee raised	324A + 3B
	Front kick in flight	312B	Tornado kick with one and half twist to front split	323B + 4B					
			Throw and tornado kick with full twist to catch	323A + 8B					
			Throw and lotus kick with full twist to catch	324A + 8B					
	C	0.4	Aerial cartwheel with double twists	355C	Between throw and catch of apparatus	C	0.20	Butterfly with full twist followed by tornado kick with double twists (within 4 steps)	353B+323C(C)
								Tornado kick with double twists to horse-riding stance	323C + 1C
			Tornado kick with double twists	323C	Between dynamic and static			Tornado kick with one and half twist to stand with one knee raised	323B + 3C
			Butterfly with double twists	353C	Lotus kick with one and half twist to stand with one knee raised			324B + 3C	
					Between dynamic and static	D	0.25	Lotus kick with double twists to horse-riding stance	324C + 1D
			Lotus kick with double twists	324C	Tornado kick with double twists to front split			323C + 4D	
								Butterfly with double twists to front split	353C + 4D

Notes:

1. In difficult movements, only four run-up steps are allowed for a take-off, to be followed by landing to a front split for 353C; by the same or by landing to a horse-riding stance, or to stand with one knee raised for 323B; by landing in a horse-riding stance for 324C; and by landing to a horse-riding stance or front split for 323C. For 312B the kicking leg must be the take-off one.
2. The difficult connections between dynamic and static must end in a motionless state in the form of a horse-riding stance, standing with one knee raised, or landing to a front split, as the competitor may take choice. Only one kind of throw-and-catch movement can be chosen for a routine with apparatus.
3. The difficult movements of balances shall be long time balance.

(二)自选太极拳、太极剑难度内容及等级与分值确定（表 4-2）

3.2.2 Determination of Grades and Values of Difficult Movements in Optional Taijiquan and Taijijian (Table 4-2)

Difficult movements					Difficult connections				
Type	Grade	Value	Contents	Code	Type of Connection	Grade	Value	Contents	Code
Balances	A	0.2	Low balance with leg stretched forward	143A	Between difficult movements	A	0.1	Kick in flight followed by lotus kick with full twist(no step)	312A+324B(A)
			Low stepping on kick forward	142A	Between dynamic and static			Tornado kick with full twist to land on take-off foot	323B + <u>9A</u>
			Balance with sideward sole kick	132A				Lotus kick with full twist to land on take-off foot	324B + <u>9A</u>
	B	0.3	Low balance with leg inserted behind supporting leg	143B				Jump for a front kick to Land on take-off foot	312A + <u>9A</u>
	C	0.4	Raise leg sideways with heel up	113C	Low stepping on kick forward Followed by half twist to stand with one knee raised			142A + 3A	
	Leg techniques	A	0.2	Parting kick & heel kick	212A			Between motionless states	Low balance with leg stretched forward and half twist to stand with one knee raised
Jumps	A	0.2	Kick in flight	312A	Between difficult movements	B	0.15	Kick in flight followed by lotus kick with one and half twist (no step)	312A+324C(B)
	B	0.3	Front kick in flight	312B	Between dynamic and static			Front kick in flight to land on take-off foot	312B + <u>9B</u>
			Kick in flight with half twist inward	322B				Kick in flight with half twist inward to stand with one knee raised	322B + 3B

			Tornado kick with full twist	323B	Between motionless states			Kick in flight to stand with one knee raised	312A + 3B			
			Lotus kick with full twist	324B				Lotus kick with full twist followed by dragon's dive to the ground	324B + 5B			
								Low balance with leg inserted behind followed by lotus kick with half twist to land with one knee raised	143B + 3B			
								Lotus kick with one and half twist followed by dragon's dive to the ground	324C + 5C			
	C	0.4	Tornado kick with one and half twist	323C	Between dynamic and static	C	0.20	Tornado kick with full twist to stand with one knee raised	324B + 3C			
			Lotus kick with one and half twist	324C				Lotus kick with full twist to stand with one knee raised	324B + 3C			
								Tornado kick with one and half twist to stand with one knee raised	323C + 3D			
						Lotus kick with one and half twist	324C	Between dynamic and static	D	0.25	Tornado kick with one and half twist to stand with one knee raised	323C + 3D
Lotus kick with one and half twist to stand with one knee raised	324C + 3D											

- Notes: 1. In difficult movements, only one run-up step can be taken for a jump. The kicking leg must be the take-off leg in 312B. The landing must be followed by standing with one knee raised in 322B, 323B and 323C, and by a dragon's dive to the ground with the left leg in front in 324B and 324C.
2. In difficult connections, the competitor must land on the same foot used for kicking and slapping. He can only choose either dragon's dive to the ground or the stance with one knee raised.

(三)自选南拳、南刀、南棍难度内容及等级与分值确定（表 4-3）

3. 2. 3 Determination of Grades and Values of Difficult Movements in Optional Nanquan, Nandao and Nangun (Table 4-3)

Difficult Movements					Difficult Connections				
Type	Grade	Value	Contents	Code	Type of Connection	Grade	Value	Contents	Code
Leg techniques	A	0.2	Front sweep with one and half twist	244A	Between difficult movements	A	0.1	Tornado kick with full twist followed by kick in flight （within 2 steps）	323A+312A(A)
	B	0.3	Front sweep with two and half twists	244B				Tornado kick with full twist followed by single-step back somersault （within 2 steps）	323A+346B(A)
Jumps	A	0.2	Tornado kick with full twist	323A	Between dynamic and static			Outward kick in flight with full twist to horse-riding stance	324A + 1A
			Outward kick in flight with full twist	324A				Tornado kick with full twist to butterfly stance	323A + 2A

Tumbles	B		Kick in flight	312A	Between dynamic and static	B	0.15	Kick in flight to stand with one knee raised	312A + 3A
			Stationary back flip	346A				Tornado kick with full twist followed by single-step back butterfly with full twist (within 2 steps)	312A+366C(B)
		0.3	Tornado kick with one and half twist	323B				Outward kick in flight with one and half twist to horse-riding stance	323B + 1A
			Outward kick in flight with one and half twist	324B				Stationary back flip to butterfly stance	346A + 2B
			Single-step back flip	346B				Single-step back flip to butterfly stance	346B + 2B
			Kick in flight with inward half twist	322B				Tornado kick with one and half twist to butterfly stance	323B + 2B
	C	0.4			Between dynamic and static	C	0.20	Kick in flight with inward half twist to stand with one knee raised	322B + 3B
			Tornado kick with double twists	323C				Tornado kick with full twist to stand with one knee raised	323A + 3C
			Outward kick in Flight with double twists	324C				Outward kick in flight with full twist to stand with one knee raised	324A + 3C
	A	0.2	Single-step back butterfly with full twist	366C				Single-step back butterfly with full twist to butterfly stance	366C + 2C
			Double sideward sole kicks in flight	415A	Between dynamic and static	D	0.25	Tornado kick with double twists to horse-riding stance	323C + 1D
			Cross legs in flight with full twist to land on side	423A				Outward kick in flight with double twists to horse-riding stance	324A + 1D
	C	0.4	Kip-up	447C				Kip-up to stand with one knee raised	447C + 3D

Notes:

- Only four run-up steps are allowed for a jump in difficult movements. The landing must be followed by a butterfly stance for 346A, 346B and 323B; by a stance with one knee raised for 323A and 445A; and by a horse-riding stance for 324B, 323C and 324C. No slapping is needed for 324A, 324B and 324C.
- In difficult connections, the landing must be made on the same foot as used for kicking and slapping. Connections between dynamic and static should end in a motionless state. The competitor can only choose from among the horse-riding stance, butterfly stance and stance with one knee raised.

三 自选项目难度完成不符合规定的确认

3. 3 Confirmation of Movements Not in Conformity with Requirements for Degree of Difficulty in Optional Events

(一) 自选长拳、剑术、刀术、枪术、棍术难度完成不符合规定的确认 (表 4-4)

3. 3. 1 Confirmation of Movements Not in Conformity with Requirements for Degree of Difficulty in Optional Changquan, Jianshu, Daoshu, Qiangshu and Gunshu (Table 4-4)

Difficulty	Type 类别	Contents	Not in Conformity with Requirements
Difficult Movements	Balances	Bring leg to head level in standing position Side kick and hold leg in standing position Shizi Pingheng SZPH Balance with arms spread sideways	Raised leg not vertical
		Back kick and hold leg in standing position	Raised leg not vertical Kicking leg not held from behind shoulder
		Yangshen Pingheng YSPH Backward balance	Upper body 45° above horizontal level
	Leg techniques	Zhishen Qiansao ZSQS Front sweep with double twists Zhishen Qiansao ZSQS Front sweep with two and half twists	Incomplete rotation
	Jumps	Xuanfengjiao XFJ 360° Tornado kick with full twist Xuanfengjiao XFJ 540° Tornado kick with one and half twist Xuanfengjiao XFJ 720° Tornado kick with double twists	Run-up with more than 4 steps Incomplete rotation Inward kicking leg not high enough
		Xuanzi XZ, Cekongfan CKF Butterfly and aerial cartwheel	Run-up with more than 4 steps Not executed in flight
		Tengkong Bailian TKBL 360° Lotus kick with full twist Tengkong Bailian TKBL 540° Lotus kick with one and half twist Tengkong Bailian TKBL 720° Lotus kick with double twists	Run-up with more than 4 steps Incomplete rotation Outward kicking leg not high enough

		Xuanzi Zhuanti 360° XZZT Butterfly with full twist Xuanzi Zhuanti XZZT 720° Butterfly with double twists Cekongfan Zhuanti CKFZT 360° Aerial cartwheel with full twist Cekongfan Zhuanti CKFZT 720° Aerial cartwheel with double twists	Run-up with more than 4 steps Incomplete rotation
		Tengkongfeijiao TKFJ Kick in flight (with slanting leg or both legs)	Run-up with more than 4 steps Not executed in flight Slapped leg not high enough
		Front kick in flight	Run-up with more than 4 steps Not executed in flight Tiptoes of kicking leg not touching forehead
Difficult connections	Between difficult movements	Tengkong Feijiao TKFJ + Cekongfan CKF Kick in flight with full twist followed by aerial cartwheel with double twists (within 1 step) Xuanfengjiao XFJ 360 + Xuanzi Zhuanti XZZT 720° Tornado kick with full twist followed by butterfly with double twists (within 4 steps) Xuanzi Zhuanti XZZT 360°+ Xuanfengjiao XFJ 720° Butterfly with full twist followed by tornado kick with double twists (within 4 steps)	Run-up with more than 1 or 4 steps between jumps Degree of difficulty not completed

	Between dynamic and static	Zhishenqiansao ZSQS + Zuopan ZP Front sweep with one and half twist to sitting position Xuanfengjiao XFJ 360°+ Zuopan ZP Lotus kick with full twist to sitting position Xuezi XZ + Zuopan ZP Butterfly to sitting position Tengkong Bailian TKBL + Zuopan ZP Lotus kick with full twist to sitting position Tengkong Feijiao TKFJ + Zuopan ZP Kick in flight to sitting position	Legs not crossed
		Xuanfengjiao XFJ 360 + Mabu MB Tornado kick with full twist to horse-riding stance Xuanfengjiao XFJ 540°+ Mabu MB Tornado kick with one and half twist to horse-riding stance stance Xuanfengjiao XFJ 720 + Mabu MB Tornado kick with double twists to horse-riding stance Tengkong Bailian TKBL 360°+ Mabu MB Lotus kick with full twist to horse-riding stance Tengkong Bailian TKBL 720°+ Mabu MB Lotus kick with double twists to horse-riding stance Tengkong Bailian TKBL 360°+ Gongbu MB Lotus kick with full twist to bow stance	Landing on feet alternately Shuffles, skips, additional support, or fall on carpet

		<p>Xuanfengjiao XFJ 360° + Dieshucha DSC</p> <p>Tornado kick with full twist to front split</p> <p>Xuanfengjiao XFJ 540 + Dieshucha DSC</p> <p>Tornado kick with one and half twist to front split</p> <p>Xuanfengjiao XFJ 720 + Dieshucha DSC</p> <p>Tornado kick with double twists to front split</p> <p>Xuanzi Zhuanti XZZT 360°+ Dieshucha DSC</p> <p>Butterfly with full twist to front split</p> <p>Xuanzi Zhuanti XZZT 720°+ Dieshucha DSC</p> <p>Butterfly with double twists to front split</p> <p>Tengkong Bailian TKBL360° + Dieshucha DSC</p> <p>Lotus kick with full twist to front split</p> <p>Cekongfan CKF + Dieshucha DSC</p> <p>Aerial cartwheel to front split</p>	<p>Landing on feet alternately</p> <p>Additional support or fall on carpet</p>
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		Xuanfengjiao XFJ 360 + Tixi Duli TXDL Tornado kick with full twist to stand with one knee raised Xuanfengjiao XFJ 540 + Tixi Duli TXDL Tornado kick with one and half twist to stand with one knee raised Tengkong Bailian TKBL 360 + Tixi Duli TXDL Lotus kick with full twist to stand with one knee raised Tengkong Bailian TKBL 540 + Tixi Duli TXDL Lotus kick with one and half twist to stand with one knee raised	Not landing on single foot slapped Shuffles or skips in landing Raised foot touching carpet
	Connections with apparatus throw & catch	Pao + Qiangbei QB + Jie Throw and dive shoulder roll to catch Pao + Tengkong Feijiao TKFJ 360° + Jie Throw and kick in flight with full twist to catch Pao + Xuanfengjiao XFJ 360° + Jie Throw and tornado kick with full twist to catch Pao + Tengkong Bailian TKBL 360°+ Jie Throw and lotus kick with full twist to catch	Jump not in flight Foot swing incomplete Buttocks or knees not off carpet after shoulder roll Apparatus dropped, or caught only by band or tassel

Notes:

1. In jumps with twist to land on both feet, or to land in a horse-riding stance or front split, the calculation of the degree of rotation is based on the angle formed by the line between the two feet at the time of take-off and that at the time of landing.
2. In jumps with twist to land on a single foot, the calculation of the degree of rotation is based on the angle formed by the extended toe-to-heel line at the time of take-off and that at the time of landing.
3. In leg sweeps, the angle of the whole sweeping movement should be taken into account for calculation.
4. In connections between dynamic and static in 323A+353C and 353B+323C, the first run-up step is counted from the one taken by either foot after the landing on both feet in the previous jump and, in the case of 312A+335A, from the run-up step taken by either foot after the landing of the previous jump.
5. The degree of difficulty will not be confirmed for any balance aided with support of apparatus on carpet.
6. Difficult balances and connections between dynamic and static must end in a motionless state.

(二) 自选太极拳、太极剑难度完成不符合规定的确认 (表 4-5)

3. 3. 2 Confirmation of Movements Not in Conformity with Requirements for Degree of Difficulty in Optional

Taijiquan and Taijijian (Table 4-5)

Difficulty	Type	Contents	Not in conformity with requirements
Difficult Movements	Balances	Low balance with leg stretched forward Low balance with leg inserted behind	Thigh of supporting leg above level Hand on supporting leg
		Low stepping on kick forward	Thigh of supporting leg above level Kicking foot touching carpet
		Balance with sideward sole kick	Kicking leg below shoulder level Upper body leaning over 45°
		Heel-up side kick in standing position	Raised leg not vertical Upper body leaning to side over 45°
	Leg techniques	Fenjiao FJ Parting kick Dengjiao DJ Heel kick	Heel of raised leg below shoulder level
	Jumps	Xuanfengjiao XFJ360° Tornado kick with full twist Xuanfengjiao XFJ 540° Tornado kick with one and half twist	More than one run-up step Rotation incomplete Inward crescent kicking leg below horizontal level
		Tengkong Bailian TKBL 360° Lotus kick with full twist Tengkong Bailian TKBL 540° Lotus kick with one and half twist	More than one run-up step Incomplete rotation Outward crescent kicking leg below horizontal level
		Tengkong Feijiao TKFJ Kick in flight	More than one run-up step Not executed in flight
		Tengkong Zhengtitui TKZTT Front kick in flight	More than one run-up step Tiptoes of kicking leg not touching forehead
		Tengkong Feijiao Xiangnei Zhuanti 180°TKFJXNZT 180° Kick in flight with half inward twist	More than one run-up step Incomplete rotation

Difficult connections	Between difficult movements	<p>Tengkong Feijiao TKFJ + Tengkong Bailian TKBL 360°</p> <p>Kick in flight followed by lotus kick with full twist (no run-up step)</p> <p>Tengkong Feijiao TKFJ + Tengkong Bailian TKBL 540°</p> <p>Kick in flight followed by lotus kick with one and half twist (no run-up step)</p>	<p>Run-up steps taken between jumps</p> <p>Degree of difficulty not completed</p>
	Between dynamic and static	<p>Tengkong Feijiao TKFJ + Qitiaojiao Luodi QTJLD</p> <p>Kick in flight to land on take-off foot</p> <p>Xuanfengjiao XFJ 360°+ Qitiaojiao Luodi QTJLD</p> <p>Tornado kick with full twist to land on take-off foot</p> <p>Tengkong Bailian TKBL 360°+ Qitiaojiao Luodi QTJLD</p> <p>Lotus kick with full twist to land on take-off foot</p> <p>Tengkong Zhengtitui TKZTT + Qitiaojiao Luodi QTJLD</p> <p>Front kick in flight to land on take-off foot</p>	<p>landing not on single slapped foot</p> <p>Shuffles and skips</p>

		<p>Tengkong Feijiao TKFJ + Tixi Duli TXDL Kick in flight to stand with one knee raised</p> <p>Tengkong Feijiao Xiangnei Zhuanti 180°TKFJXNZT 180°+ Tixi Duli TXDL Kick in flight with half inward twist to stand with one knee raised</p> <p>Xuanfengjiao XFJ 360° + Tixi Duli TXDL Tornado kick with full twist to stand with one knee raised</p> <p>Xuanfengjiao XFJ 540° + Tixi Duli TXDL Tornado kick with one and half twist to stand with one knee raised</p> <p>Tengkong Bailian TKBL 360° + Tixi Duli TXDL Lotus kick with full twist to stand with one knee raised</p> <p>Tengkong Bailian TKBL 540° + Tixi Duli TXDL Lotus kick with one and half twist to stand with one knee raised</p>	<p>Landing not on single slapped foot Shuffles and skips in landing Foot of raised knee touching carpet</p>
		<p>Tengkong Bailian TKBL 360°+ Quedilong QDL Lotus kick with full twist to dragon's dive to the ground</p> <p>Tengkong Bailian TKBL 540° + Quedilong QDL Lotus kick with one and half twist to dragon's dive to the ground</p>	<p>Landing on feet alternately Additional support or fall on carpet</p>

	Between motionless states	Low stepping on kick forward with half twist to stand with one knee raised	Upper body swaying in connections Shuffle and skips Incomplete rotation
		Low balance with leg stretched forward followed by half twist to stand with one knee raised	
		Low balance with leg inserted behind followed by lotus kick with half twist to stand with one knee raised	

Notes:

1. In jumping movements followed by dragon's dive to the ground with a front split, the calculation of degree of rotation is based on the angle formed by the extended toe-to-heel line of the foot in the direction of body turn at the time of take-off and that of the non-landing foot.
2. In jumps with twist to land on a single foot, the calculation of degree of rotation is based on the angle formed by the extended toe-to-heel line of the landing foot at the time of take-off and that at the time of landing.
3. In connections between two movements for 312A+324A and 312A+324C, the take-off must be made after the two feet have landed at the same time in the previous jump.
4. No forward step should be taken in the connection between two static movements. The calculation of degree of rotation is based on the angle formed by the extended toe-to-heel line before the body turn and that after it.
5. In landing on a single foot, it should be the same foot as used for kicking and slapping.

(三) 自选南拳、南刀、南棍难度完成不符合规定的确认 (表 4-6)

3.3.3 Confirmation of Movements Not in Conformity with Requirements for Degree Difficulty in Optional Nanquan, Nandao and Nangun (Table 4-6)

Difficulty	Type	Movements	Not in conformity with requirements
Difficult movements	Leg techniques	Zhishen Qiansao ZSQS 540° Front sweep with one and half twist Zhishen Qiansao ZSQS 900° Front sweep with two and half twists	Rotation incomplete
	Jumps	Xuanfengjiao XFJ 360° Tornado kick with full twist Xuanfengjiao XFJ 540° Tornado kick with one and half twist Xuanfengjiao XFJ 720° Tornado kick with double twists	More than 4 run-up steps Rotation incomplete Inward crescent kicking leg not high enough

		Tengkong Waibaitui TKWBT 360° Outward kick in flight with full twist Tengkong Waibaitui TKWBT 540° Outward kick in flight with one and half twist Tengkong Waibaitui TKWBT 720° Outward kick in flight with double twists	More than 4 run-up steps Incomplete rotation Kicking leg below horizontal level
		Dandi Houkongfan YDHKF Stationary back flip	Shuffle before take-off
		Dantiao Houkongfan DTHKF Single-step back flip	More than 2 run-up steps
		Diantiaohouxuanfan DTHXF Single-step back butterfly with full twist	More than 2 run-up steps
		Tengkong Feijiao Xiangnei Zhuanti 180°TKFJXNZT 180° Kick in flight with inward half twist	More than 1 run-up step Rotation incomplete
	Tumbles	Tengkong Shuangcehuai TKSCC Double sideward sole kicks in flight	More than 4 run-up steps Kicking legs not high enough
		Cross-leg jump kick in flight with full twist to land on side	More than 4 run-up steps Rotation incomplete
		Liyudating Zhili LYDTZL Kip-up	Body not upright during kip-up
Difficult connections	Between movements	Xuanfengjiao XFJ 360°+ Tengkong Feijiao TKFJ Tornado kick with full twist for a kick in flight (within 2 steps) Xuanfengjiao XFJ 360° + Dantiao Houkongfan DTHKF Tornado kick with full twist for a single-step back flip (within 2 steps) Xuanfengjiao XFJ 360° + Dantiao Houxuanfan 360°DTHXF Tornado kick with full twist followed by s butterfly with full twist (within 2 steps)	More than 2 run-up steps Execution under degree of difficulty

	Between dynamic and static	<p>Xuanfengjiao XFJ 360°+ Diebu DB</p> <p>Tornado kick with full turn to butterfly stance</p> <p>Xuanfengjiao XFJ540°+ Diebu DB</p> <p>Tornado kick with one and half twist to butterfly stance</p> <p>Dantiao Houxuanfan 360°DTHXF + Diebu DB</p> <p>Single-step back butterfly with full twist to butterfly stance</p>	
		<p>Xuanfengjiao XFJ 720°+</p> <p>Mabu MB</p> <p>Tornado kick with double twists to horse-riding stance</p> <p>Tengkong Waibaitui TKWBT 360°Mabu MB</p> <p>Outward kick in flight with full twist to horse-riding stance</p> <p>Tengkong Waibaitui TKWBT 540°Mabu MB</p> <p>Outward kick in flight with one and half twist to horse-riding stance</p> <p>Tengkong Waibaitui TKWBT 720°Mabu MB</p> <p>Outward kick in flight with double twists to horse-riding stance</p>	<p>Landing on feet alternately</p> <p>Shuffles, skips, additional support or fall on carpet</p>
		<p>Yuandi Houkongfan YDHKF + Diebu DB</p> <p>Stationary back flip to butterfly stance</p> <p>Dantiao Houkongfan DTHKF + Diebu DB</p> <p>Single-step back flip to butterfly stance</p>	<p>Landing with hand support on carpet</p>

		Tengkong feijiao TKFJ + Tixi Duli TXDL Kick in flight to stand with one knee raised Tengkong Feijiao Xiangnei Zhuanti 180°TKFJXNZT 180° + Tixi Duli TXDL Kick in flight with inward half twist to stand with one knee raised Xuanfengjiao XFJ 360°+ Tixi Duli TXDL Tornado kick with full twist to stand with one knee raised Tengkong Bailian TKBL 360° + Tixi Duli TXDL Lotus kick with full twist to stand with one knee raised Liyudating Zhili LYDT ZL+ Tixi Duli TXDL Kip-up to stand upright with one knee raised	Landing not on slapped foot alone Shuffles and skips in landing Foot of raised leg touching carpet
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Notes:

1. In jumps with twist to land on both feet or in various stances, the calculation of degree of rotation is based on the angle formed by the line between the two feet at the time of take-up and that at the time of landing.
2. In jumps with twist to land on a single foot, the calculation of degree of rotation is based on the angle formed by the extended toe-to-heel line of this foot at the time of take-off and that at the time of landing.
3. In leg sweeps, the angle of the whole sweeping movement should be taken into account for calculation.
4. In connections between two movements in 323A+346B, 323A+312A and 323A+366C, the first run-up step is the one taken by either foot after the landing in the previous jump.
5. In landing on a single foot, the slapped (kicking) foot should be the same used for landing.
6. Connections between dynamic and static should end in a motionless state.

第二章 无难度要求项目的评判

CHAPTER 2 JUDGEMENT OF EVENTS WITHOUT SPECIFIC REQUIREMENTS FOR DEGREE OF DIFFICULTY

第一节 动作质量的评分

Section 1 Evaluation of Quality of Movements

Deduction criteria are specified in tables 1-1, 1-2, and 1-3 for optional events in regard to errors in standards of

movements and in table 1-4 for other errors in optional (individual) events without specific requirements for degree of difficulty.

第二节 演练水平的评分

Section 2 Evaluation of Overall performance

一、无难度要求项目演练水平等级分评分标准和编排错误扣分标准（表 5）

2.1 Criteria for Grading Overall performance and Deduction for Choreographical Errors in Events Without Specific Requirements for Degree of Difficulty (Table 5)

Grading Criteria			Choreography		
Level	Grade	Points		Errors for Deduction	Code
Superior	①级	5.00--4.81	Contents	Deduction of 0.2 point for missing or adding one complete movement in compulsory routines	80
	②级	4.80--4.51		No required sound is uttered in compulsory nanquan, nandao and nangun.	81
	③级	4.50--4.21	Structure	Fewer or more run-up steps than required for jumps in compulsory routines	82
Average	④级	4.20--3.81			
	⑤级	3.80--3.41		Composition	83
Inferior	⑥级	3.40--3.01			
	⑦级	3.00--2.51	Music	Deduction of 0.3 point for vocal music in accompaniment	84
	⑧级	2.50--2.01			
	⑨级	2.00--1.51		Deduction of 0.5 point for absence of musical accompaniment	85

Note: All deductions for choreographical errors are valued at 0.10 point unless otherwise specified.

第三节 对练项目的评分

Section 3 Evaluation of Dual Events

一、对练项目动作质量和其他错误内容及扣分标准（表 6）

3.1 Errors and Deduction Criteria for Quality of Movements in Dual Events (Table 6)

Type	Errors for Deduction	Code
Other Errors	Upper body swaying, shuffles or skips in final position	70
	Deduction of 0.2 point for extra support	71
	Deduction of 0.3 point for fall down due to erroneous movement	72
	Apparatus blade gets off handle or touches body	73
	Deduction of 0.2 point for breaking apparatus	74
	Deduction of 0.3 point for apparatus or spearhead falling onto carpet	75
	Band drops from broadsword, tassel from sword or spear; ornament from costume or headwear. Competitor's hands or body get entangled with band, tassel or soft apparatus. Buttons get loose or costume torn up, or shoes off feet.	76
	Deduction of 0.2 point for deformation of apparatus	77
	Any part of body touching floor outside carpet	78
	Movement forgotten	79
Coordination of methods	Wide of target area	90
	Motionless state exceeds time limit	91
	Duration without attack and defense exceeds time limit	92
	Misses in attack or defense	93
	Waiting	94
	Mishit on partner	95

Notes:

1. Apparatus touching body means the apparatus wielded by the competitor touching his own body.
2. "Wide of target area" means the attacker's body or apparatus being too far from the target area.
3. Time limit is set at 3 seconds for the motionless state of the final position and the fall.
4. Time limit is set at 3 seconds for the duration without attack and defense.
5. Misses in attack or defense apply to both sides.
6. Waiting denotes a forced pause or stop caused by either side advancing a movement by mistake.
7. "Deformation of apparatus" means a bend over 45°.
8. Apparatus touching the floor outside the carpet or any part of body going beyond the space above the competition area is not considered "outside the carpet".
9. All deductions are valued at 0.1 point unless otherwise specified.
10. All deductions mentioned above, for every error committed by a competitor on each occasion, will be totaled.

第四节 集体项目的评分

Section 4 Evaluation of Group Events

一. 集体项目动作质量和其他错误内容及扣分标准（表 7）

4. 1 Errors and Deduction Criteria for Quality of Movements in Group Events (Table 7)

Type	Errors for Deduction	Code
Other	Upper body swaying, shuffles or skips in final position	70
	Deduction of 0.2 point for extra support	71

Errors	Deduction of 0.3 point for fall down	72
	Apparatus blade gets off handle, touches body or carpet, or gets deformed	73
	Deduction of 0.2 point for breaking apparatus	74
	Deduction of 0.3 point for apparatus dropping onto carpet	75
	Band drops from broadsword, or tassel from sword or spear. Ornament of costume or headwear drops to carpet. Hands or body gets entangled with band, tassel or soft apparatus. Buttons get loose or costume torn up, or shoes off feet.	76
	Longtime balance kept motionless for less than two (2) seconds	77
	Any part of body touching floor outside carpet.	78
	Movement forgotten	79
Methods	Footwork and leg techniques not up to required standards	96
	Jumps and tumbles not up to required standards	97
	Apparatus-wielding methods not up to required standards	98
Cooperation	Same movements not unified in form	99
	Misses in attack or defense.	93
	Waiting for partner to attack in dual events	94
	Deduction of 0.2 point for mishitting or injuring partner by mistake in dual events	95

Notes:

1. All deductions are valued at 0.1 unless otherwise specified.
2. All above-mentioned deductions for every error committed by a competitor on each occasion will be totaled.