

# WMKF

## Musical Forms Rules



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## **WMKF Rules of Tatami Sports - Musical Forms**

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### **Art. 1 DEFINITION**

A musical form is a sort of imaginary fight against one or more opponents in which the performer uses techniques coming from Oriental Martial Arts to specifically chosen music. **The choice of music is personal**

### **Art. 2 RYTHM**

All Forms divisions must be performed to music. Martial Arts techniques must go according to the rhythm; Even Soft Styles Arts will have to follow our basic rules that Martial Arts Techniques must be performed according to the rhythm of the music.

### **Art. 3 PRESENTATIONS / LENGTH / TIME**

There are no time limits for any musical forms categories, the competitor starts his / her form after their presentation from their first movement after their presentation, this can be a Trick, Gymnastic or Martial arts technique,

**Please Note:** If a Competitor performs any Gymnastic techniques or Weapon Releases in their Presentation these will be counted as part of their form,

### **Art. 4 MUSIC**

CDs / iPod / Smart Phones: All Competitors must have 1 track / File on their CDs / iPod / Smart Phones for Open Hand / Weapons, Competitors must have their Name, Country, Open hand, Or Weapons on their CDs,

If a competitor's music stops unintentionally during their form the competitor can continue without music Or they can restart their performance again, There will be NO penalty or minus points awarded in these circumstances'

### **Art. 4 ELIMINATIONS - (CONTINENTAL / WORLD CHAMPIONSHIPS ONLY)**

All musical forms categories / age groups will have eliminations: the final 4 competitors with the highest scores will compete again on the final day of the tournament; the competitor with the highest score in the finals will be declared the winner. Competitors will be seeded from previous World or Continental Championships for the eliminations only. For the Finals the top four competitors will then compete in the order of their elimination scores, The person with the lowest score performs first and the person with the highest score performs last.

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**World Cups / Opens:** Competitors can move between categories / age classes (Maximum one above) as long as it is a division above their age only in other WMKF tournaments.

### Art. 5 DIVISIONS

In Musical Forms competitions there are four divisions both for men and women:

<b>Hard styles</b>	Coming from Kickboxing, Karate or Taekwondo
<b>Soft Styles</b>	Coming from Kung Fu, Wu-Shu and Capoeira
<b>Hard styles weapons</b>	Using weapons: Kama, Sai, Tonfa, Nunchaku, Bo, Katana
<b>Soft Styles weapons</b>	Using weapons: Naginata, Nunchaku, Tai Chi Chuan Sword, Whip Chain, Wu-Shu long stick, two swords, Hook sword and two hook swords, etc.

- Competitors in Musical Forms can enter only 2 divisions in European / World Continental Championships,
- In WMKF Continental / World championships 2 competitors can represent their country in the same categories / divisions
- In all other WMKF tournaments there are no limits to how many competitors from each Country / Club can Enter / Compete,
- Competitors must choose from Hard **or** Soft Forms, (i.e. Hard - Open Hand + Hard Weapons, **Or** Soft - Open Hand + Soft Weapons) Competitors cannot enter 1 Soft and 1 Hard Category,

### Art. 6 UNIFORMS

There is no specific uniform for musical forms competitors; They can wear any kind of legally recognized Kickboxing, Karate or Wushu uniform, which must be clean and decent. **(T Shirts will NOT ALLOWED)**

In Hard styles, competitors must be bare footed, while in Soft Styles they can wear martial arts shoes,

Competitors are allowed to wear sweat bands on arms / wrist,

Competitors are not allowed to wear any jewellery or piercings of any kind

### Art. 7 STATE OF WEAPONS

Each competitor is responsible for the perfect / safe state of their weapon/s.

Competitors cannot change their weapon/s during the competition.

Competitors will be allowed to use **Magnetic weapons,**

The **Chief Referee** can ask to inspect the competitor's weapon/s if He / She wishes' to do so

No live blades (**Sharp Weapons**) can be used in any competitor's performance

### Art. 8 GYMNASTIC MOVEMENTS

Both in Hard or Soft styles, no more than **Five (5) Gymnastics movements** are allowed in **WMKF** musical forms,

Violation of this rule will lead to a **0.5 point** deduction from **each** judge for **each** extra gymnastic technique performed,

A gymnastic movement is a movement with no martial art purpose (No striking), Some gymnastic movements can be modified by adding a kick / kicks to the movement. In that case, it is not considered a gymnastic movement.

**Please Note these are classed as Gymnastic techniques:** Forward roll / Backward roll, Hand Stands, All cartwheels including two (2) handed / One (1) handed, Elbow cartwheels, All round offs including 2 handed, 1 handed, Elbow round offs, Hand springs / Head springs (Soft Forms NO) / Back Flips with hands touching the floor (Even if the legs are Split or Not) Kip ups in Hard style are classed as Gymnastic techniques, But in Soft forms they are not, Front and Back somersaults, Tucked / Straight or Piked,

Back somersaults with Full (1) Twist / Double (2) Twists, Arabian Front somersaults,

**Please Note: ( Hand down Raize!! / Websters / Capoeira Kicks are classed as Tricks),**

### Art. 9 CRITERIA OF JUDGING IN ORDER

Judges will sit apart at least 1 Meter away from each other, No Talking will be allowed only to discuss with the Chief Referee

All musical forms Judges must have knowledge and understanding of Tricks, Gymnastics, Weapon, Weapon releases and weapon body rolls, Each judge must take into consideration, before awarding any decisions, The Criteria below:

**Basics:** Stances, Punches, Kicks and Blocks according to the basic technique of the original styles

**Balance:** Strength, Focus (Perfect balance and movements done with energy)

**Degree of difficulty:** Kicks, Jumping kicks, Spinning kicks, Tricks, Combinations, Gymnastic movements

**Synchronization:** In Hard styles, Perfect timing, the relationship between movement and music;

In Soft styles, The relationship between movement and music,

**Manipulation of Weapons:** With regard to weapons. The competitor must show perfect control with blocks, strikes and mastery of the weapon being used by doing outstanding work with their weapon/s, This **WILL** be the first criteria to be considered in the weapons division, **Competitors who do Tricks, Gymnastic Movements within their performance, Will be judge on the manipulation of the weapon first, Then the tricks and Gymnastics movements,**

**Please note: This is a weapons form not an Open hand form with weapon/s**

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### **Starting the form with Weapons on the Floor:**

Competitors are allowed to start with their weapon/s on the floor, BUT once they have picked the weapon/s up they cannot put them back on the floor again, If the competitor places their weapon/s on the floor it will be counted as dropping the weapon and a **full 1.0 will be deducted**. If it is placed on the floor a 2nd time, Then the competitor will be **Disqualified**

**Showmanship:** Competitor's presence and role playing, and the presentation of choreography, The competitor may touch the floor with their weapon when performing gymnastics, and tricks, **But** the weapon/s must be kept in their hand/s, Competitors can Spin / Roll the weapon/s around their body (Neck / Arms and Hands) **These are not counted as a releases! Only Five (5) complete releases allowed** ... i.e. throwing the weapon/s in the air is allowed, More than **five (5)** releases, the competitor will be disqualified), Weapons that are rolled around another weapon such as Kama, Swords, Bo's, Sai's, etc will not be counted as releases if the weapon is caught back in the hand whilst still in contact with the other weapon,

### **When 2 weapons are used in the form:**

Both weapons should be brought in by the competitor during the presentation.

They can be the same kind of weapons or 2 different kinds of hard or soft style weapons, pending the category,

**The weapons must reflect on the category:** ie if competing in Hard style the weapons must be of hard style origin,

You may place one weapon on the floor (Tatami) during / after the presentation, **But** before the form starts,

You may pick up the second weapon at any time during the form, but once you have picked it up you have to finish the form holding both weapons in the hand/s,

**Please Note:** Alternatively, We will allow changing weapon during the form as long as it has been presented as part of the presentation, **Meaning:** Allowing to place the first weapon on the floor and without any breaks or stops, Pick up and continue the form with the second weapon,

**Please Note:** you cannot change back to the original weapon you started with,

**The following are not considered "Dropping your Weapon"**

Placing a weapon on the floor (Tatami) during / after the presentation, but before you start the form

Picking up a second weapon during the form as long as it has been brought in and presented during the presentation

Dropping your weapon is considered losing control of your weapon during the manipulation **IF** it falls on the floor / Throw your weapon on the floor, Or if you place your weapon on the floor in any other way or situation other than described above.

If a competitor's weapon/s breaks or falls apart, they will receive the lowest score (**Minimum Marks of 7.0**)

They cannot carry on performing their form with the broken weapon,

### **Art. 10 SCORING**

After a musical forms performance 4 judges and 1 chief referee will score the performance as follows:

Boys / Girls, Younger / Older Cadets / Juniors / Seniors: From 7.0 to 10.0 in all WMKF tournaments including Continental and World Championships

**Please Note:** In World / Continental Championships there will be **4 Judges** and **1 Chief Referee**.

At the end of each performance, the judges make up their decisions according to the established criteria, The **Chief referee** will advise the judges how many points to deduct if there were any Illegal techniques or violation of the rules, After the competitor has finish their performance, at the command of the chief referee, they will raise their score boards, visible to the competitors and the audience, and keep them in the air until announcer in office has counted all marks, Highest and lowest marks will be deducted,

The three remaining marks will make the final score.

In case of a draw for first, second or third place (All 5 scores are compared and the highest scores are highlighted)

**The competitor with the most highlighted scores wins**, If there is still a draw both competitors will compete again

### **Art. 11. TATAMI SIZE**

The area for musical forms performances will be 8 x 8 or 10 x 10 square meters, There will be no tables / chairs or objects within 1 meter of the tatami,

No one will be permitted to stand behind the judging panel, No one will be allowed to interfere with the scoring table,

Competitors who step OFF the Tatami during their performance will be deducted 0.5, **ONLY** if the tatami is 10 x 10 meters'

If the Tatami is smaller than 10 x 10 meters then no deductions will be awarded for stepping out of the area.

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### Art. 12. MINUS POINTS

#### ▪ 1.0 point

If the competitor drops their weapons/s on the floor, they will be deducted **1.0** from each judge,

- If the competitor changes their weapon back to the original weapon they first started with,

**Up to 0.5 will be deducted:** If the competitor loses control of the weapon, and it touches the floor whilst still in the hands, If the competitor loses their balance, stumbles, Or falls on their Front, Back, knees, Side, Backside, or touches the floor with their hands, or struggles to control their weapon/s,

- If the competitor loses synchronization with their music

- If the competitor performs any disallowed movements

- Competitors who step of the Tatami during their performance will be deducted **0.5** if the tatami is 10 x 10 meters'

- **0.5** will be deducted for every gymnastics technique performed over the allowed number of gymnastic techniques,

- If the competitors Belt or Sash fall onto the floor,

- **Up to 0.3 points will be deducted**

- If the competitor is wearing jewellery or piercings of any kind ( i.e. Earrings, Rings, Belly Piercing, Chains, Bracelets)

**Minimum Marks: (Lowest score 7.0)**

- If a competitor breaks off/ stops their performance before the end, the judges will give the **(Minimum marks 7.0)**

- During all weapons divisions the weapons/s can only be released **Five times (5)** from the competitors hand

- If the competitor releases their weapons more than **Five (5)** they will be disqualified, **(Minimum marks 7.0)**

- If the competitors weapon/s breaks or falls apart they will receive the lowest score **(Minimum marks 7.0)**

- If they drop their weapon a second time they will be Disqualified **(Minimum marks 7.0)**

- If swear words are heard in the music the performer will be disqualified. **(Minimum marks 7.0)**

- If a competitor uses props ie: Blindfolds, theatrical costumes, etc they will be disqualified **(Minimum marks 7.0)**

### Art. 13. SEEDING

Competitors will be seeded, i.e. 1st, 2nd and 3rd place only from the previous World or European Championships. However, Continental / European champions cannot be seeded in the World Championships. If any of the top three are not present at the above Championships they lose their ranking.

The placing for competitors who are not seeded will have their names / order selected by the following method:

Names of all un-seeded competitors will be written down. Numbered balls / discs will be picked out of a bag and the first number selected will be written at the side of the first name on the list, and so on until all competitors have a number

This will then be the order for the competition.

### Art. 14. DANCE MOVEMENTS

Dance movements will not be allowed accepted or tolerated during musical forms performances. Competitors who choose to incorporate dance moves such as "Break, Jazz, Body Popping, Or even "Classical" Dancing will receive the lowest mark 7.0 from each judge

### Art. 15 COSTUMES & MAKE-UP

Theatrical costumes, including make-up, masks or any type of uniform that is not recognized as a legal Martial Arts uniform

Will Not be accepted, Infractions to the above-mentioned rule will lead to the immediate disqualification of the competitor.

Competitors are not allowed to cover their eyes (Blind folded) with bands during their performance

### Art. 16. SPECIAL EFFECTS

Any special effects, Such as lasers, Smoke, Fire, Explosions, Water etc. will not be tolerated. Infractions to the above mentioned rule Will lead to the immediate disqualification of the competitor