

White Birch Traditional Martial Arts

Yang Style Tai Chi Chuan: Fighter

Rank Requirements

Larry Vincent
10/16/2015

TAI CHI CHUAN REQUIREMENTS

Tai Chi Intermediate Requirements

At Level 4 the students can pick a specialization that tailors the program to their needs. Three specializations are available. This curriculum is specifically for the Fighter.

- Traditionalist – even-handed training in form, philosophy, and fighting ability
- Philosopher – double the philosophy requirements, half the fighting requirements
- Fighter – half the form requirements and philosophy requirements, double the fighting requirements

	Level 4	Level 5	Level 6
Basics	<ul style="list-style-type: none"> • Parting Wild Horses Mane • Fair Lady Works at Shuttles 	<ul style="list-style-type: none"> • Lotus Kick to Rear • Snake Creeps Down 	
Techniques	<ul style="list-style-type: none"> • Chin Na 1-24 • Applications 1-16 	<ul style="list-style-type: none"> • Chin Na 1-32 • Applications 1-20 • Combined Applications 1-3 	<ul style="list-style-type: none"> • Chin Na 1-44 • Applications 1-23 • Creative Combined Applications
Form	None	Yang Long Form Section 4	None
Sparring	See below	See below	See below
Mental Development	<ul style="list-style-type: none"> • Fundamentals: 1-8 • 2-page paper on SONGS OF THE EIGHT POSTURES 	<ul style="list-style-type: none"> • Fundamentals: 1-10 • 2-page paper on ESSENTIALS OF THE PRACTICE OF THE FORM AND PUSH-HANDS 	<ul style="list-style-type: none"> • Fundamentals: 1-12 • Anatomy: Bones • 2-page paper on SONG OF PUSH HANDS

Intermediate Technique:

Chin Na

19. One Arm Rear Choke, Step Around	32. Full Nelson
20. One Arm Rear Choke, Throw	33. Chicken Wing
21. One Arm Rear Choke, Gwa Tai	34. Bear Hug, Free In Front
22. Hammerlock	35. Bear Hug, Pinned In Front
23. Haymaker Punch	36. Bear Hug, Free In Rear
24. Jab	37. Bear Hug, Pinned In Rear
25. Front Kick	38. Club Overhead
26. Roundhouse Kick	39. Club Diagonal
27. Crescent Kick	40. Knife, Stabbing Inward
28. Hair Grab, Front	41. Knife, Stabbing Downward
29. Hair Grab, Rear	42. Knife, Slicing
30. Tackle	43. Gun, Front High
31. Headlock	44. Gun, Front Low

Applications:

13. Embrace Tiger	19. Fair Lady Works at Shuttles
14. Fist Under Elbow	20. Snake Creeps Down
15. Monkey Creeps Back	21. Open Hands Like Fan
16. Snatching a Needle	22. Taming the Tiger
17. Wave Hands Like Clouds	23. White Snake Sticks Out Tongue
18. Separate Foot	

Combined Applications

- #1 – Lu, Brush Knee and Push, Cloud Hands
- #2 – White Crane Spreads its Wings, Single Whip, An
- #3 – Snatching a Needle, Ji, Separate Foot

Creative Combined Applications

5 Application Combinations, each has a minimum of 3 Tai Chi applications within it. One must be defending against a punch, one a kick, and one a grab.

Intermediate Sparring Training:

Push Hands

Single-Hand Drills:

- #1 – Circular
- #2 – Deflect Spear
- #3 – Arm Lock on Hip
- #4 – Wrist Grab
- #5 – Plucking

Sensitivity Drills

Level 4: Chop, Punch, Elbow

Level 5: Ridgehand, Slice

Level 6: Pushes, Pulls

Pushes	Pulls
An	Lu
Ji	Monkey Creeps Back
Brush Knee and Push	Yield and Strike
Fair Lady Works at Shuttles	
Open Hands Like Fan	

Sparring

All Levels: Freestyle Non-Contact Sparring

Also called flow sparring. The student should exhibit good form and comfortable movement. Combinations of blocking, punching, and kicking should be evident. Movement is continuous and in coordination with the partner, not a game of tag.

All Levels: Contact Sparring

Full protective gear is required for this requirement. The student should exhibit good form, comfortable movement, and the ability to block strikes attempting to hit them. He should be able to exhibit strikes and combinations that hit or attempt to hit the opponent.

Level 6: 2-on-1 Contact Sparring for 1 minute

Full protective gear is required for this requirement. The student will fight against 2 other students at the same time. He will exhibit good form, comfortable movement, the ability to limit the attacker's capability to hit him through movement and shielding, and the ability to block strikes that attempt to hit him. He should be able to exhibit strikes and combinations that hit or attempt to hit the opponents.

Level 4: 5 sparring classes minimum; Basic 7 punches; Basic 7 kicks; Breakfalls;

Level 5: 5 sparring classes minimum; Basic 14 Combinations; Punch Blocks; Kick Blocks; Defensive Movement;

Level 6: 20 sparring classes minimum; Kick Catches; Takedowns

Basic 7 Punches	Basic 7 Kicks	Breakfalls
1. Jab	1. Front	1. Rear
2. Cross	2. Roundhouse	2. Front
3. Hook	3. Side	3. Side
4. Upper-cut	4. Hook	4. No Arms Front
5. Backfist	5. Spinning Hook	
6. Ridgehand	6. Spinning Rear	
7. Reverse Punch	7. Switch-step Round	

Basic 14 Combinations	Punch Blocks	Kick Blocks
1. Jab, Cross	1. Cuffing / Slap	1. Hook Block
2. Jab, Cross, Hook	2. Arm Block	2. X Block
3. Jab, Cross, Jab, Spin Backfist	3. Shoulder Roll	3. Check
4. Cross, Hook, Upper	4. Check	4. Leg Block
5. Jab, Cross, Upper		5. Arm Block
6. Jab, Cross, Ridgehand		
7. Backfist, Reverse Punch		
8. Back leg front, Jab, Cross		
9. Jab, Cross, Jab, Front leg front		
10. Jab, Cross, Back leg Round		
11. Cross, Hook, Back leg Round		
12. Side kick, Cross, Hook		
13. Jab, Cross, Jab, Spin Hook		
14. Jab, Cross, Jab, Spin Rear		

Defensive Movement	Kick Catches	Takedowns
1. Slip	1. Round Catch Knee Bar	1. Head and Arm Throw
2. Bob and Weave	2. Round Catch Reaping	2. Hip Throw
3. Lean Back	3. Round Catch Shouldering	3. Shoulder Throw
4. Side Step	4. Round Catch Cross	4. Leg Blocking Throw
5. Slide Back	5. Stomp Catch Cut	5. Single Uproot
6. Step Back	6. Stomp Catch Lift	6. Double Uproot
	7. Side Catch Cut	7. Tornado Throw
		8. Lift and Spill
		9. Scissor

Intermediate Mental Development:

History / Philosophy

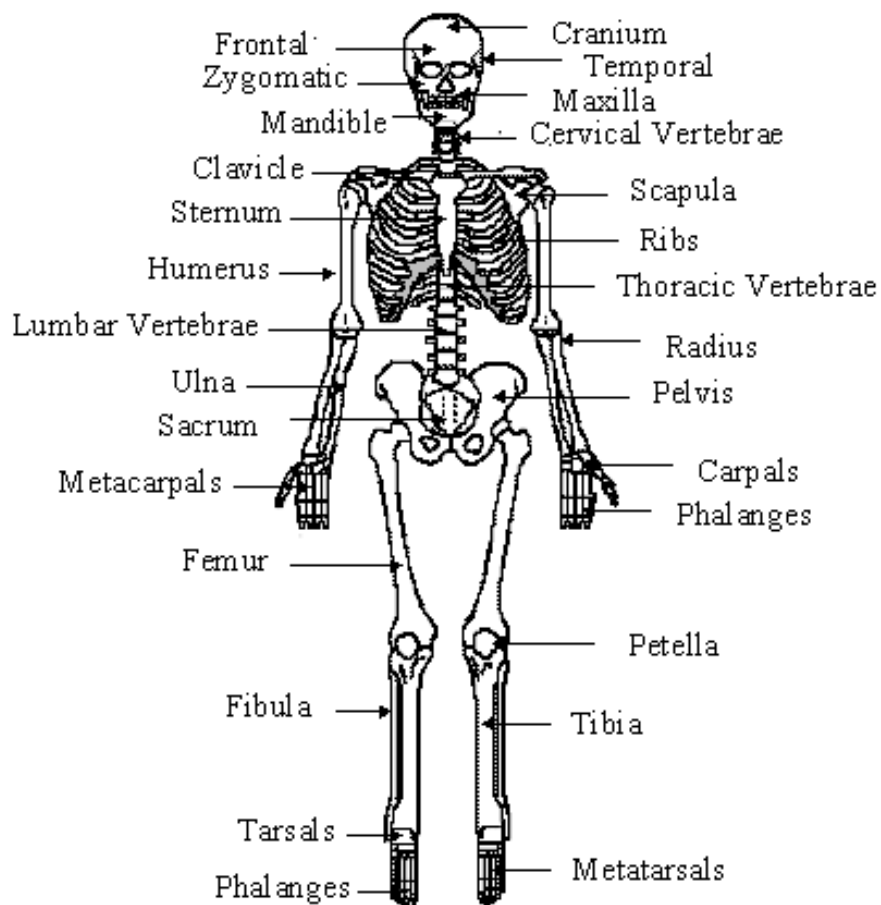
Chao Chi Liu's Instructor	Wang Chueh-Jen
Basics teach?	Power
Techniques teach?	Teach us to be resourceful
Forms teach?	Demonstration skills, concentration
Push Hands teaches?	Spontaneity, Energy flow
History / Philosophy teaches?	Attitude, spirit, concentration, background
Cat Stance	Xi Bu (Shee Boo)
Chi	Breath energy or spiritual energy
Chuan Fa	Fist methods (techniques)
Chen Ta	Forms
5 Major families of Tai Chi	Yang, Chen, Wu, Sun, Chang

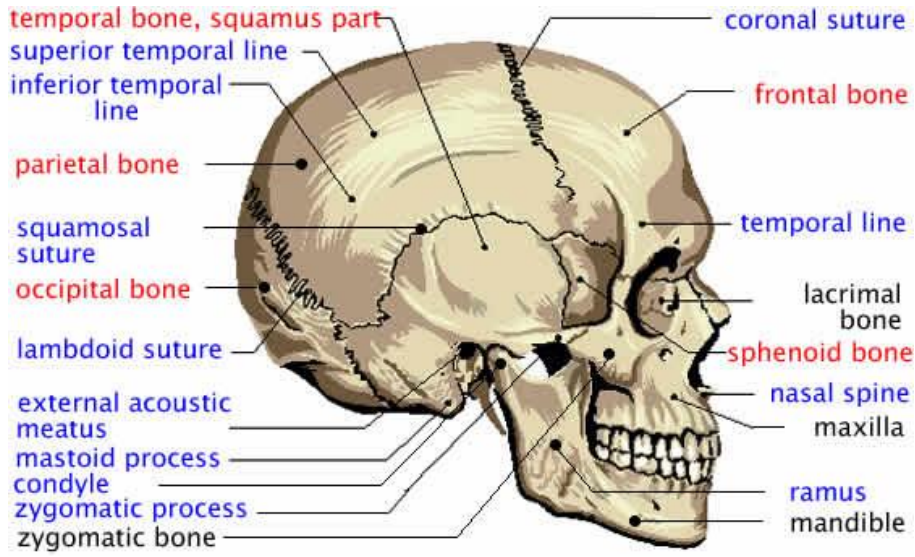
Fundamentals:

1. Toe/Heel Alignment	4. Separate Weight
2. Hip/Shoulder Synchronicity	5. Intention
3. Hands and Feet Coordinate	6. Attitude

Anatomy: Bones

1. Humerous	11. Tarsals	22. Vertebrae
2. Radius	12. Metatarsals	23. Cervical
3. Ulna	13. Phalanges (Toes)	24. Thoracic
4. Carpals	14. Mandible	25. Lumbar
5. Metacarpals	15. Maxilla	26. Ilium
6. Phalanges (Fingers)	16. Zygomatic	27. Sacrum
7. Femur	17. Temporal	28. Coccyx
8. Patella	18. Parietal	29. Clavicle
9. Tibia	19. Frontal	30. Scapula
10. Fibula	20. Nasal	31. Sternum
	21. Occipital	32. Ribs





Tai Chi Advanced Requirements

	Level 7	Level 8	Level 9
Basics	See below	See below	See below
Techniques	<ul style="list-style-type: none"> Chin Na Lock Flow 1-3 Corey Wiscomb Chin Na Lock Flows #1, #2 	<ul style="list-style-type: none"> Creative Chin Na Lock Flow Corey Wiscomb Chin Na Lock Flows #3-7 	Chin Na 15-Count Lock Flow
Form	Yang Long Form Sections 5&6	None	Any Weapon Form
Sparring	See below	See below	See below
Mental Development	<ul style="list-style-type: none"> 2-page paper on T'AI CHI CH'UAN CHING 	<ul style="list-style-type: none"> Anatomy: Muscles 2-page paper on EXPOSITIONS OF INSIGHTS INTO THE PRACTICE OF THE THIRTEEN POSTURES 	15-page paper on a topic of your choice

Advanced Basics:

Level	Stances	Blocks	Strikes	Kicks	Movement
7					
8					
9					

Advanced Technique Training:

Level 7

- Chin Na Lock Flow #1
 - Inverted Wrist Grab – Wrist Lock
 - Arm Lock
 - Metacarpal Throw
- Chin Na Lock Flow #2
 - Straight-across Wrist Grab – Metacarpal Lock
 - Straight-arm wrist lock
 - Chicken Wing
- Chin Na Lock Flow #3
 - Side shoulder grab – Shoulder Lock

- Straight Arm Lock
- Figure Four Lock
- Corey Wiscomb Lock Flow #1
- Corey Wiscomb Lock Flow #2

Level 8

- Corey Wiscomb Lock Flow #3
- Corey Wiscomb Lock Flow #4
- Corey Wiscomb Lock Flow #5
- Corey Wiscomb Lock Flow #6
- Corey Wiscomb Lock Flow #7

Creative Chin Na Lock Flow

The student creates 3 Chin Na Lock Flow, each containing a minimum of 3 Chin Na or throws. They can be against a punch, kick, grab, or weapon. Each individual Chin Na should be effective on its own, in pain compliance or restraint. Setup strikes can be used but do not count towards the requirement.

Level 9

- Chin Na 15-Count Lock Flow

Advanced Form Training:

Advanced Weapon Form List

Weapon Forms
<ul style="list-style-type: none"> ● Straight Sword ● Broadsword ● Fan ● Long Staff

Advanced Sparring Training:

Push Hands

Level 7: Push Hands Training Two-Hand Drills:

- #6 – Circular
- #7 – Wrist Lock
- #8 – Elbow Lock
- #9 – Lu / Ji
- #10 – An / Ji

Level 8: Freestyle Fixed Stance - In this push-hands exercise, the students must stay in their stance and attempt to dislodge the other from their stance, using good Tai Chi applications.

Level 9: Free Style Free Flow – In this push-hands exercise, the students can move freely about and attempt to force any part of their opponent's body to touch outside of a circle or the ground using good Tai Chi applications.

Sensitivity Drills

Level 7: Chin Na

Level 8: Throws

Chin Na	Throws
----------------	---------------

Sparring Requirements

Levels 7 & 8: Contact Sparring

Full protective gear is required for this requirement. The student should exhibit good form, comfortable movement, and the ability to block strikes attempting to hit them. He should be able to exhibit strikes and combinations that hit or attempt to hit the opponent.

15 sparring classes minimum per level

Level 9: 3 2-minute Rounds Contact Sparring

Full protective gear is required for this requirement. The student should exhibit good form, comfortable movement, and the ability to block strikes attempting to hit them. He should be able to exhibit strikes and combinations that hit or attempt to hit the opponent. He fights 3 students, each for 2 minutes.

Advanced Mental Development:

History / Philosophy

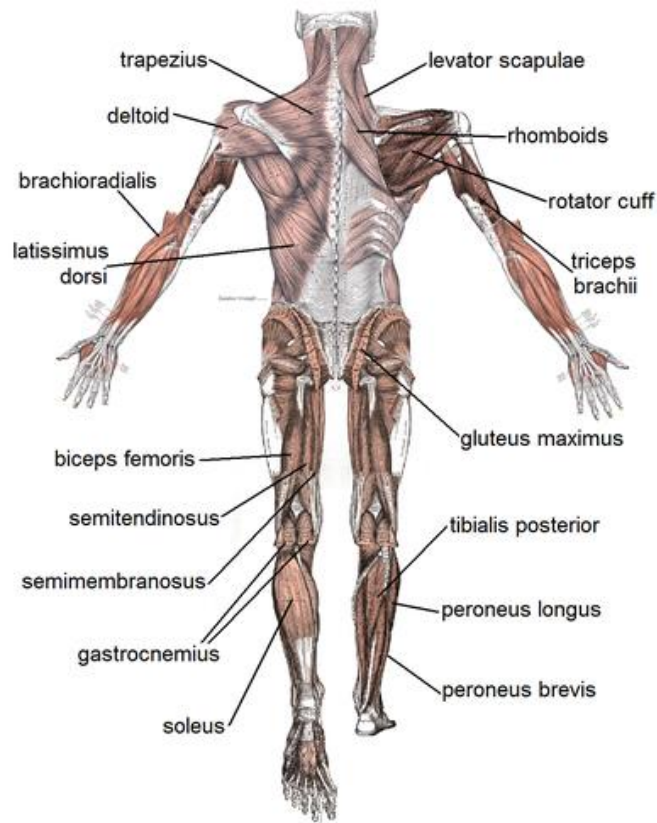
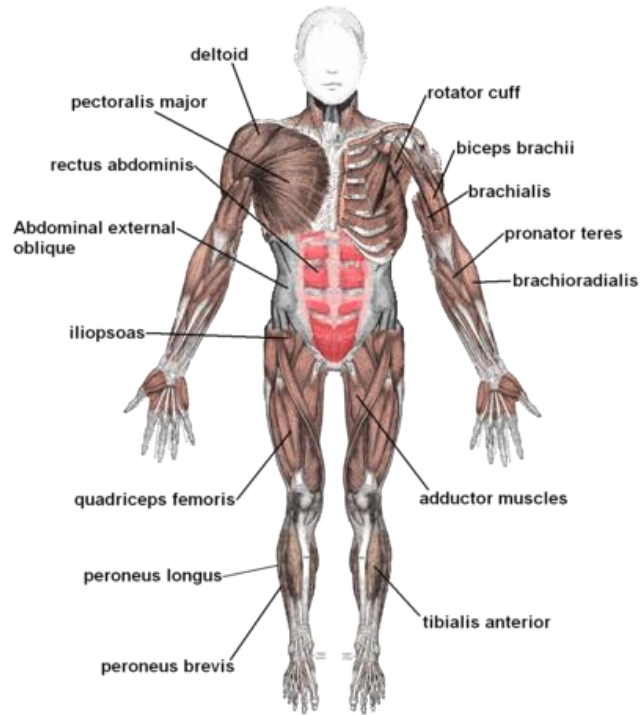
Tai Chi Creator	Chang San-feng (approx 1391-1459)
Oldest Tai Chi Style	Chen
Yang Style Creator	Yang Lu-chan (1799-1872)
Yang Style created around	Early 1800's
Current Yang style was popularized by	Yang Chen-fu (1883-1936), Yang Lu-chan's grandson
Creator of the Wu Style	Wu Chien-chuan (1870-1942)
Creator of the Sun Style	Sun Lu Tang (1861-1932)
Creator of the Chang Style	Chang Tung-sen (1908-1986)
Three Sisters	Tai Chi Chuan, Xing Yi Chuan, Ba Gua Chang

Muscles

1. Triceps Brachii	15. Semimembranosus
2. Biceps Brachii	16. Semitendinosus
3. Deltoideus	17. Biceps Femoris
4. Brachialis	18. Gluteus Maximus
5. Brachioradialis	19. Gluteus Medius
6. Sartorius	20. Latissimus Dorsi
7. Rectus Femoris	21. External Oblique
8. Vastus Lateralis	22. Internal Oblique
9. Vastus Medialis	23. Rectus Abdominis
10. Vastus Intermedius	24. Pectoralis Major
11. Gastrocnemius	25. Trapezius
12. Soleus	26. Rhomboids
13. Tibialis Anterior	27. Serratus Anterior
14. Iliopsoas	28. Sternocleidomastoideus

Vocabulary

1. Flexion	4. Supination
2. Extension	5. Adduction
3. Pronation	6. Abduction



Student Thesis

- Minimum of 15 pages, typed, 12-point font, double-spaced
- Research paper on any martial arts topic (cleared by the instructor)
- Include references
- Minimize graphs, charts, and pictures

Tai Chi Chuan Advanced Levels 10+

At these levels, each student works with the Instructor to develop a “specialization” and a road-map is constructed for training towards that specialization. For example, a student may wish to study more self-defense using Tai Chi principles and methods. He and the Instructor will develop the goals and milestones towards that goal.

Each goal should take between 6-12 months to complete and may result in the development of a “short course”, the writing of a thesis, or teaching in order to demonstrate the knowledge attained.

Topics include, but are not limited to:

-
- Tai Chi Chuan History
 - Tai Chi Chuan Styles Analysis
 - Meditation
 - Buddhism
 - Taoism
 - Qi Meridians
 - Tai Chi Chuan Applications
 - Chin Na
 - Self Defense using Tai Chi Chuan
 - Health Benefits of Tai Chi Chuan
 - Push Hands (Sensing Hands)

During this time, the student will continue to learn the forms of his choice, weapon and empty hand, and show constant improvement on all previous materials.

Fundamentals

1. Level Height	7. Toe/Heel Alignment
2. Six Gates Open	8. Hip/Shoulder Synchronicity
3. Continuity	9. Hands and Feet Coordinate
4. Ground Up	10. Separate Weight
5. Back Straight	11. Intention
6. Circularity	12. Attitude

Floor Exercises

<u>Section 1</u>	<u>Section 2</u>
Tai Chi Walking, Forward Brush Knee and Push Brush Knee and Push / Pi Pa Block, Intercept, and Punch Ji	Tai Chi Walking, Backwards Monkey Creeps Back Brush Knee and Push to the Rear White Crane Spreads Its Wings Lu
<u>Section 3</u>	<u>Section 4</u>
Wave Hands Like Clouds Separate Foot	Parting Wild Horses Mane Fair Lady Works at Shuttles
<u>Section 5</u>	
Snake Creeps Down	

Applications

<p style="text-align: center;"><u>Section 1</u></p> <ol style="list-style-type: none"> 1. Yield and Strike 2. Parting Wild Horse's Mane 3. Lu (Roll Back) 4. An (Push) 	<p style="text-align: center;"><u>Section 2</u></p> <ol style="list-style-type: none"> 5. Ji (Press) 6. Grasping Swallow's Tail 7. Single Whip 8. Lift Arm
<p style="text-align: center;"><u>Section 3</u></p> <ol style="list-style-type: none"> 9. White Crane Spreads its Wings 10. Brush Knee and Push 11. Pi Pa (Playing the Lute) 12. Block, Intercept, and Punch 	<p style="text-align: center;"><u>Section 4</u></p> <ol style="list-style-type: none"> 13. Embrace Tiger 14. Fist Under Elbow 15. Monkey Creeps Back 16. Snatching a Needle
<p style="text-align: center;"><u>Section 5</u></p> <ol style="list-style-type: none"> 17. Wave Hands Like Clouds 18. Separate Foot 19. Fair Lady Works at Shuttles 20. Snake Creeps Down 	<p style="text-align: center;"><u>Section 6</u></p> <ol style="list-style-type: none"> 21. Open Hands Like Fan 22. Taming the Tiger 23. White Snake Sticks Out Tongue

History / Philosophy

The name of our style	Yang
My Instructor's Name	Robert LaPointe
His Instructor's Name	Liu Chao Chi
5 categories that make up a system	Basics, Techniques, Form, Sparring, History and Philosophy
Chin Na	"Grab Take"
Wu Chi	"Nothingness"
Kung Bu	Bow Stance
Tai Chi Chuan	"Supreme Ultimate Fist"
Yin	Soft, Passive, Retreating Energy
Yang	Hard, Aggressive, Active Energy

Chao Chi Liu's Instructor	Wang Chueh-Jen
Basics teach?	Power
Techniques teach?	Teach us to be resourceful
Forms teach?	Demonstration skills, concentration
Push Hands teaches?	Spontaneity, Energy flow
History / Philosophy teaches?	Attitude, spirit, concentration, background
Cat Stance	Xi Bu (Shee Boo)
Chi	Breath energy or spiritual energy
Chuan Fa	Fist methods (techniques)
Chen Ta	Forms
5 Major families of Tai Chi	Yang, Chen, Wu, Sun, Chang

Tai Chi Creator	Chang San-feng (approx 1391-1459)
Oldest Tai Chi Style	Chen
Yang Style Creator	Yang Lu-chan (1799-1872)
Yang Style created around	Early 1800's
Current Yang style was popularized by	Yang Chen-fu (1883-1936), Yang Lu-chan's grandson
Creator of the Wu Style	Wu Chien-chuan (1870-1942)
Creator of the Sun Style	Sun Lu Tang (1861-1932)
Creator of the Chang Style	Chang Tung-sen (1908-1986)
Three Sisters	Tai Chi Chuan, Xing Yi Chuan, Ba Gua Chang

Typical Fixed Step Push Hands Competition Rules:

During **Fixed Step Push Hands**, competitors must operate within the principles of Taiji.

Weight Classes: (Depending on the number of men and women registered, weight classes may be combined for the sake of play)

- Men < 160 lbs
- Men 160 – 180 lbs
- Men 181 – 200 lbs
- Men >200 lbs
- Women < 130 lbs
- Women 130 – 150 lbs
- Woman > 150 lbs

Fixed Step: Both feet must remain in contact with the floor at all times. Heel or toe may be raised briefly, but the foot may not leave the floor or change position.

- The feet remain in the same starting position
- The front toe may be raised in yielding back
- The rear heel may be raised in shifting forward
- Any sideward movement or double placement of the foot is not permitted
- Advancing or retreating of any kind is not permitted

Competition Format

- All matches are single elimination
- Matches consist of two, 90-second rounds with a one-minute break between rounds.
- The players change leg position after the first round
- In the event of a tie, the match will be decided by sudden death: **First to score, wins.**

Match Area

- Two perpendicular lines form a cross at the center of the playing area
- Play is begun when both players are in a forward stance
- The ball of the right foot is placed on the horizontal stripe
- Player's front feet are separated by the vertical stripe, which marks the *centerline* of the play area.
- When play is stopped for any reason, players return to the starting position

Objective of the Match

The objective of the match is to **Uproot** the opposing player while maintaining your own balance **using Taijiquan (T'ai Chi) principles.**

Progression of the Match

Play is begun in a **neutral position** with the backs of the right wrists touching. Left hands are placed on (not under) the right elbow of the opponent (reversed in the second period).

- Players move their arms together in a horizontal circle until the referee feels a neutral state has been established
- Competitors may not seek advantage at this point
- Once the Center Referee says “Begin”, players must continue to play for a second or two before issuing energy.
- Players unable - or unwilling - to begin play neutrally may be issued a warning.

Continuous Contact

- Players are expected to stick and adhere and may not break contact to gain advantage
- All issuing must be preceded by contact
- Breaking contact to gain advantage may result in a warning

Valid Techniques

Pushing, pulling with one hand, trapping techniques, non-impact techniques that cause the opponent to lose balance, and single-hand grabbing techniques that cause the opponent to lose balance.

Target Areas

Contact is permitted between the hips and collarbone

*Note – the head, neck, spine and legs **may not be attacked** and will result in a warning or disqualification depending on the severity of the infraction*

Scoring

- The Referee, as well as the corner judges, may call for a point
- Points are awarded by majority judge’s decision
- One point is awarded for uprooting the opponent
- One point is awarded against the opponent when a warning is called

Warnings

- Grabbing. A one-handed pluck is a valid technique, but players may not seek to control opponent by grabbing for longer than one second.
- Wrapping the hands around the back (players may grab up to the spine but may not place their hands across the spine)
- Grabbing clothing
- Pulling with both hands
- Striking - any percussive contact (making a sound) is considered a strike.
- Joint Locks (Qinna) – joints may not be attacked with force
- Not following the Referee’s directions

Typical Limited Step Push Hands Competition Rules:

Time:

Matches consist of two 90-second rounds that are continuous unless a penalty is called.

Competition Field:

The field is an alley 4 feet wide and 10 feet long.

Limited Step:

Competitors are limited to a single shuffle step at a time, and may not reverse stance or change direction.

Scoring:

Match plan and scoring as per Fixed Step Push Hands.

Typical Free-Style Push Hands Competition Rules:

Time:

Matches consist of two 90-second rounds that are continuous unless a penalty is called.

Competition Field:

The field is a circle 12 feet in diameter.

Scoring is the same as in limited step, except that individual judges award 2 marks to the competitor whose opponent steps out-of-bounds if the judge feels the force used to effect the out-of-bounds was appropriate.

Competition Rules and Regulations

All participants are to adhere to the principles of sticking, connecting, adhering, following, overcoming force by yielding to it, and emphasizing technical finesse over force. Thus, competitors are only permitted to employ the orthodox Taijiquan techniques such as ward off, rollback, press, push, etc. that are congruent to the preceding principles mentioned to unbalance their respective opponents. No wrestling, punching, kicking, or vicious sweeping is allowed.

- Each match is divided into 3 rounds. Each round spans a duration of 2 minutes, accompanied by a rest of 1 minute after each round. The winner of each round is decided by the total points scored. A contestant who wins 2 rounds out of the 3 is the winner of the match.
- If there is an inconclusive verdict after 3 rounds, the referee is to declare a draw. One (1) sudden-death, overtime round will be conducted for 1 minute. The winner of this round will be declared the winner of the match. If there is still no conclusive verdict after the overtime round, the competitor with the least amount of fouls will be declared the winner. If there is still no conclusive verdict, judges will counsel and deliberate with the Arbitrator, and the final verdict will be declared on the effective use of Taiji pushing hands techniques of the contestants. The Chief Judge's decision is final.
- Upon entering the arena center, both parties are to cling their left palm lightly onto the right elbows of the respective parties, and their right forearm against each other near the

wrist. Maintaining contact between upper limbs of both opponents throughout each round is a prerequisite to attacking or counterattacking.

- The release of strength must only be executed while contact with the body of the respective opponent is established. It is strictly prohibited to release strength through the employment of fists or the palm from a distance.
 - If there is an injury to a competitor, up to a 5 minute injury time-out will be allowed. If the injured party cannot continue after the injury, then the other competitor will be declared the winner. Please note that a competitor will not be declared the winner if the injury was caused by an intentional foul (see Section 4 for further clarification).
 - Free Style Pushing Hands event is for Advanced Taijiquan practitioners only.
-

Scoring Criteria

- Points are awarded to the party who successfully renders the respective opponent unstable and staggered, semi-unbalanced, and/or fully unbalanced either inside or outside the circular competition boundary. This unbalancing of the opponent must progress from a Taijiquan technique. Muscular pushing and shoving will not be counted towards a contestant's score. The following points will be awarded:
 - 1 point: Off balance from a Taijiquan technique
 - 2 points: Discharge outside of the circle
 - 2 points: Off Balance with hand/knee touching the floor inside the circle
 - 3 points: Discharge outside of the circle with off-balance with hand/knee touching the floor
- When a foul is committed amidst unbalancing an opponent, no points will be awarded. Points may be deducted from the competitor committing the foul.
- Scoring Notes:
 - No point is awarded upon utter disregard for technique and blatant use of flagrant strength or employment of grappling or grasping to render an opponent out of bounds.
 - No point is awarded to the degeneration of the contest into a grappling or shoving match by both parties.
 - No point is awarded if a contestant pulls or drags an opponent to the ground while falling.
- Any competitors who do not use valid Taijiquan principles can be eliminated from the event.

Fouls and Ensuing Penalties

- Surprise attacks or attacks launched without the establishment of prior contact with opponent.
- No attacks above the shoulder or below the waist are allowed.
- The employment of fingers or other similar extremities located on the upper arm to poke, jab, or stab any body part of the opponent.
- The employment of feet to tread or hook any body part of opponent.
- The employment of palms to choke or to push the opponent's neck or chin region.
- Hugging of the opponent's back, reaching under the opponent's armpit or over the side waist for more than 3 seconds.
- Clutching, grabbing, or pulling of clothes.
- Stirring up or lifting up the clothes of the opponent to induce bodily contact in a sweeping movement so as to provoke and aggravate the opponent.
- Clutching or grabbing the feet and legs of the opponent.
- Upon successful employment of the plucking technique, the participant must release the hold immediately after the technique is executed.
- Spitting and biting are strictly prohibited.
- No brutish employment of grappling or wrestling is condoned. Grappling or wrestling is deemed to have occurred when an arm or both arms are outstretched from the body rendering the contestant capable of hugging.
- Whenever an arm of a contestant is located beneath the armpit of the opponent for more than 3 seconds, and is rendered incapable of executing a valid Taijiquan technique, the contestant will be issued a warning.
- At the start of the competition, the palm/wrist of the contestant is only permitted to establish contact with the region spanning from the elbow to the fingertips of the forearm of the opponent in order to ensure strict adherence to the principles of sticking, connecting, adhering, and following.
- Do not lean the shoulders, head, or neck against the opponent.
- Flagrant disdain and disregard for techniques adhering to the principles and employment of illegal techniques will result in immediate disqualification and a suspension from the tournament event.
- The continuation of avoiding contact with the opponent for more than 10 seconds will result in a warning (1 point deduction after the 2nd warning).
- Foul Notes:
 - Verbal warning, no point will be deducted; 2nd warning, 1 point will be deducted.
 - Foul, 1 point will be deducted. 3 fouls will lead to an automatic disqualification.
 - Committing a serious foul may result in immediate disqualification.
 - In any match, the chief judge may declare the winner by prominent advantage when one party has outscored the other party by more than 15 points.
 - In any match, the chief judge may declare the loser when 6 points have been deducted from a contestant due to warnings/fouls.