

# WAKO

## Musical Forms Rules





## WAKO 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 RHYTHM

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

### ART. 3 LENGTH

The (2) time keepers will start the clock when 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. Hard forms cannot be longer than 1 minute and 30 seconds, presentation excluded, with the presentation not exceeding 30 seconds. In soft styles the performance cannot exceed 2 minutes presentation excluded, with the presentation again not exceeding 30 seconds. In the event of a violation of the present rule, the **Chief Referee** will ask for a deduction of **point 0.5**

If a form is less than **1** minute in length after the presentation the **Chief Referee** will ask for a deduction of **1.0 point** from each judge.

The two (2) time keepers will start the clock for the presentation when the competitor starts his / her continuous walk towards the judges

The two (2) time keepers will start the clock when the competitor starts his / her form after their presentation.

The two (2) time keepers will time both presentation and form.

### 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 and European 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)

### ART. 5 AGE

For musical forms competition the allowed age groups are:

- Boys and girls - 7, 8 and 9 years old
- Younger cadets - 10,11 and 12 years old
- Older cadets - 13,14 and 15 years old
- Juniors - 16,17 and 18 years old
- Seniors - 19 to 45 years old

### ART. 6. AGE CATEGORIES SPECIFICATIONS:

Age divisions will be determined in the following manner at All WAKO Championships:

A competitor will be placed in an age division according to his / hers **Date of Birth.**

**Age Categories specifications:**

**Infants.** 7, 8 and 9 years old, Meaning from the date he / she turns 7 years and up to the day before he / she turns 10

**Younger Cadets Category:** 10, 11 and 12 years old. Meaning from the date he / she turns 10 years and up to the day before he / she turns 13.

**Older Cadets Category:** 13, 14 and 15 years old. Meaning from the date he / she turns 13 years and up to the day before he / she turns 16 - Tatami sports only.

**Juniors Category:** 16, 17 and 18 years old. Meaning from the Year he / she turns 16 years and up to the day before he / she turns 19,

If a Junior / Senior Competes in World or Continental Championships, they cannot then go back competing as a Junior again and must stay within the senior categories going forward to all World and Continental Championships.

**Clarification.** However a junior who has competed as a Senior in world or continental championship can continue to compete as a junior in all other international events, excluding the above.

**Seniors Category:** From the day they turn 19 years and up to the day before he turns 41 or she turns 36.

**Specification during championships/tournaments:** In case of birthday during a tournament that changes the age category, they can compete in the lower category until the tournament is over.

A tournament period is defined as from the day of the official weigh-in / registration and until the finals are finished.

**Legitimizing:** Positive proof of age will be required at all championships (Passport or Government ID or driving license) is required.

**Only one age-class:** In WAKO Continental and World championships, it is only possible to start and compete in **ONE** age class.

You can only compete in an age class, A maximum of one division above your actual age

#### **World Cups/Opens**

Competitors can move between categories / age classes (Maximum one above) as long as it is a division above their age.

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### ART. 7 DIVISIONS

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

<b>Hard styles</b>	Coming from 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 each Championship.
- 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. 8 UNIFORMS

There is no specific uniform for musical forms competitors, They can wear any kind of legally recognized kickboxing or karate uniform, which must be clean and decent. In Hard styles, competitors must be bare footed, while in Soft Styles they can wear martial arts shoes,

They can also be shirtless for their performance (Apart from women, of course). Competitors are allowed to wear sweat bands on arms / wrist, Competitors are not allowed to wear any jewellery or piercings of any kind

### ART. 9 STATE OFF WEAPONS

Each competitor is responsible for the perfect state of his or her weapon/s. Competitors cannot change their weapon/s during the competition.

The **Chief Referee** can ask to inspect the competitor's weapon/s if they wish to do so

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

### ART. 10 GYMNASTIC MOVEMENTS

Both in Hard or Soft styles, no more than **three gymnastics movements** are allowed in **WAKO** 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 or a punch to the movement. In that case, it is not considered a gymnastic movement.

### ART. 11 CRITERIA OF JUDGING IN ORDER

All musical forms Judges must have a fundamental knowledge of Tricks, Gymnastics, Weapon releases and weapon body rolls, each judge must take into consideration, before awarding any decision:

- **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**  
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,  
This should 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 a weapon/s
- **Showmanship**  
Competitor's presence and role playing, and the presentation of choreography
- The competitor may touch the floor with their weapon when performing gymnastics / tricks / rolls etc.
- Competitors can spin / roll the weapon around their body (Neck / Arms / Legs and hands) - **This is not counted as a release**
- Only **2 Complete releases allowed**... i.e. throwing the weapon/s in the air is allowed, (**Weapon/s must leave the hand / body completely**)
- More than two releases, the competitor will be disqualified

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### ART. 12 SCORING

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

- Boys and girls, younger and older cadets: 5.0 to 7.0 In all major Championships
- Juniors: 6.0 to 8.0 In all major Championships
- Seniors: 7.0 to 9.0 In all major Championships
- Juniors / Seniors 8.0 to 10.0 In all major Championships

- **Please Note:** In World / Continental Championships there will be **6 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 / five remaining marks will make the final score.

In case of a draw for first, second or third place (All 5 / 7 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. 13. MINUS POINTS

- **1.0 point**

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

- **Up to 0.5 points**

If the competitor loses synchronization with their music

- **Up to 0.5 points**

If the competitor loses their balance, stumbles, or struggles to control their weapon/s

- **0.5 will be deducted :**

If the competitor performs any disallowed movements

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

- **0.3 to 0.5 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)

- If the competitor breaks off their performance before the end, the judges will give the minimum mark

- During all weapons divisions the weapons/s can only be released twice (**2**) from the competitors hand.

- If the competitor releases their weapons more than twice (**2**) they will be disqualified, (Minimum marks.)

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

### ART. 14. SEEDING

- Competitors will be seeded. i.e. 1st, 2nd and 3rd place only from the previous World or European Championships. However, Continental 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. 15. 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 or Jazz dancing" or even "Classical" will receive the lowest mark from each judge

### ART. 16 COSTUMES AND MAKE-UPS

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.

### ART. 17. SPECIAL EFFECTS

Any special effect, such as lasers, smoke, fire, explosions, etc. will not be tolerated. Infractions to the above-mentioned rule will lead to the immediate disqualification of the competitor.