



# WAKO

## Creative Forms Rules





## WAKO Rules Of Creative Forms

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### Art. 1. DEFINITION

A Creative form is a sort of imaginary fight against one or more opponents in which the performer uses techniques coming from Oriental Martial Arts.

### Art. 2. PRESENTATION / LENGTH / TIME

There are No Time Limits for Individual Creative forms, there is NO Maximum time, NO Minimum Time,

**Please Note: Teams do not need to be Synchronised in the Team Events, BUT could gain higher marks if they are,** Competitors will only be scored on the contents within their form,

This means good techniques, Good Hand and kicking combinations performed with Clean, Sharp Precise Movements,

#### Art.2.1. MUSIC

Creative Forms Competitors cannot use Music of any sort, **ALL FORMS** will be performed **WITHOUT MUSIC**

### Art. 3. AGE

For Creative forms competition the allowed age groups are:

(7 - 8 - 9 year old, Younger Children) - (10 - 12 year old Younger Cadets) - (13 - 15 year old Older Cadets)

(16 - 18 year old - Juniors) and 19 + year old - Seniors) All for Boys, Girls, Ladies & Men will be separated

### Art. 4. AGE CATEGORY 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 their Date of Birth.

#### Age Categories specifications:

Competitors Cannot Move between Individual Categories Or age classes they can only compete in their own age category, But can change in the Team Events as in **Art: 8 Team events**

### Art. 5. DIVISIONS

In Creative Forms competitions there are 10 divisions - Men, Women, Boys, Girls, Teams

Creative Open Hand, Creative Weapons, and Teams, Competitors can enter either of the Open Hand, Weapons, and Teams

### Art. 6. UNIFORMS

Competitors competing in Creative Forms may wear any kind of legally recognised Kickboxing or Karate uniform,

Which must be in a clean and decent state, Competitors must wear a traditional martial arts belt, **No** Soft Form Uniforms Or Sashes will be allowed

#### (T Shirts will NOT BE ALLOWED)

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

Competitors are not allowed to wear any jewellery or piercings of any kind, if a competitor is seen wearing any jewellery they will be deducted **0.3**

### 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 they wish to do so

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

### Art. 8. TEAM EVENT CATEGORIES

There is a minimum of two (**2**) in a team for Creative forms, Maximum will be three (**3**)

Teams may be Mixed Boys / Girls (Meaning - 1 Boy 2 Girls - 2 Boys 1 Girl - 2 Boys - 2 Girls)

Teams Can be Mixed age Categories, ie. (TEAM 1 - Younger Children, Younger Cadets)

(TEAM 2 - Older Cadets and Juniors) This means a Country can make up a team from all their competitors age groups

Each Country is allowed 2 teams In each Team group

Competitors Cannot switch from one team to another in the same category, If this rule is broken both teams will be disqualified, (**Minimum marks 7.0**)

Teams can perform with Synchronisation to gain higher scores in their form,

Teams can choose to use weapons Or Open Hand Or a Mixture of Open Hand and Weapons in their team form, they can use any weapons they wish including mixing them together, **BUT** If a competitor drops their weapon a **full point 1.0** will be



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deducted from every judge from the team scores, If there is a second drop of the Weapon/s they will be deducted another **full point 1.0**, If that same team drops another weapon (**3 Times**) then the team will be **Disqualified, (Minimum marks 7.0)** Teams will be allowed **6 releases** within their form, if **7 releases** they will be disqualified, and No score awarded Each competitor will be scored on their performance within the team form, meaning if anyone falls or makes mistakes that individual competitor will lose marks,  
If a competitor breaks off their performance and does not carry on the team will be disqualified, **(Minimum marks 7.0)** If they carry on then they will be deducted the marks accordingly for stopping within the form,  
The Gymnastics & Tricks rules will still be applied to each competitor in the Team events

### Art. 9. GYMNASTIC MOVEMENTS

No Gymnastics techniques are allowed, Only 1 kip up is allowed, **NO INVERTED Techniques are allowed**

**The Following movements are not permitted:**

- Any movement that involves more than 360-degree spins
- Any movement that requires the body to be inverted more than parallel to the floor Or are similar to movements found in Gymnastics / and Or / None Martial Arts disciplines

### Art. 10. 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 Creative Forms Judges must have knowledge and understanding of Creative Forms / Team Forms / Martial arts techniques in Open hand, Weapons, Weapon releases and weapon body rolls, Each judge must take this 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, Combinations of hand / kicking techniques

**Techniques allowed:** Competitors cannot spin beyond **360 degrees**, Or parallel to the floor, Competitors cannot perform any inverted techniques,

**Competitors May Perform:** Butterfly kicks, Butterfly twists, and illusion kicks, these are the **ONLY TRICKS - KICKS** that can be performed in the Creative divisions,

**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** should be the first criteria to be considered in the weapons division, Competitors who do martial arts open hand and kicking techniques within their performance, will be judge on the manipulation of the weapon first, Then martial arts techniques / movements, **Please note: This is a weapons form not an Open hand form with 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 techniques, But the weapon/s must keep 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!

In Individual Categories **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 kind of weapons, 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,

The following are Not considered "Dropping you 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 bought in and presented during the presentation



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Dropping your weapon is considered losing control of your weapon during the manipulation, IF it falls or touches the floor, OR If the competitor throws their weapon on the floor, OR they place their weapon on the floor in any other way or situation other than described above then it will be classed as dropping the weapon,  
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. 11. SCORING

After a Creative forms performance 4 / 6 judges and 1 chief referee will score the performance as follows:  
Boys / Girls, Younger / Older Cadets / Juniors / Senior: **From 7.0 to 10.0** in all Wako tournaments including World, European, and Continental championships Continental

**Please Note:** In World Championships there will be 6 Judges and 1 Chief Referee, **no more than two (2)** of the six (6) Judges **may be from a continental federation.**

For example, a referee panel should be made up of:

Judge No 1 - Must be from Europe, Judge No 2 - Must be from Pan American, Judge No 3 - Must be from Africa

Judge No 4 will be the Chief Referee they can be from any Country, Judge No 5 - Must be from Oceania,

Judge No 6 - Must be from Asian, Judge No 7 - Can be from any Continent - Europe / Pan America / Africa / Oceania / Asian

If any Judge from the other Continents is not in attendance, then the next qualified judge available will be used,

At the Europeans and Continental Championships each of the 5 / 7 Judges will be from a different Country,

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. 12. TATAMI SIZE

The area for Creative forms performances will be 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,

### Art. 13. MINUS POINTS

- **1.0 point will be deducted :**
- If the competitor drops their weapons/s on the floor, they will be deducted 1.0 from each judge,
- If the competitor performs any Gymnastic techniques, Or any disallowed movements, they will be deducted 1.0 from each judge,
- **Up to 0.5 will be deducted :**
- If the competitor loses control of the weapon, Or 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,
- Competitors who step of the Tatami during their performance will be deducted 0.5 if the tatami is 10 x 10 meters'
- If the competitors Belt falls 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)



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- **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 competitor's hand.  
If the competitor releases their weapons more than Five **(5)** times they will be disqualified, **(Minimum marks 7.0)**
- In the Team events, If a Team member stops and does not carry on the team 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 a competitor uses props ie: Blindfolds, theatrical costumes, etc they will be disqualified **(Minimum marks 7.0)**

### **Art. 14. 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. Names of all unseeded competitors will be put in random order by SportsData, This will then be the order for the competition.

### **Art. 15. DANCE MOVEMENTS**

Dance movements will not be allowed accepted or tolerated during Creative 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. 16 COSTUMES & MAKE-UP**

Theatrical costumes, including make-up, masks or any type of uniform that is not recognised 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. 17. 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 competitors.