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Revision:	12
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Approved by:	T.JOHNSTON

CREATIVE FORMS

GENERAL INFORMATION

A. Categories

In creative forms there are 5 divisions both for male and female competitors:

1. 'A' Novice Creative Open Hand
2. 'AA' Intermediate/Advanced Creative Open Hand
3. 'A' Novice Creative Weapons
4. 'AA' Intermediate/Advanced Creative Weapons
5. Creative Synchronised Teams (Open hand / Weapons or combination of both)

Definition of 'A' Novice athlete

'A' novice athlete should fall in to all of the following :

Have very little or no competition experience regardless of belt colour. Have trained in musical/creative martial arts, musical/creative weapons, less than 18 months. Are unable to execute advanced tricking techniques/ advanced weapons techniques.

A Novice **cannot** enter novice and advanced in same category.

B. Age range

For Creative Forms / Weapons: These are for guidance only, WTKA event organisers have the discretion to amend these accordingly.

- 7 years and under
- 8-9-10
- 11-12-13
- 14-15-16
- 17-18-19
- 20 to 27
- 28 & Over

Each competitor can participate in their own age category and/or the one above **ONLY** in each discipline. In team events the **ELDEST** competitor's age **MUST** fall within the range for the category entered.

C. Uniforms

1. There is not a specific uniform for competitors in creative form categories.
2. Competitors can wear any kind of uniform, but this must be clean and tidy.
3. All competitors must wear their **highest Grade belt** achieved in Martial arts for ALL divisions entered. *For example, if you are a black belt in freestyle Karate and a green belt in another style of martial arts like traditional, you MUST wear your Black belt throughout the competition in all divisions entered.*

D. Responsibility

- All coaches and instructors must take full responsibility for the safety of their own competitors.
- All coaches and competitors must read and understand the rules before competing.
- All rules must be obeyed at all times.
- Completion of a registration card for all participants is essential.



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- WTKA accept no responsibility for any injury to competitors, spectators or any belongings or property personal or otherwise of any nature or cause whatsoever.
- The organisers have the right to refuse entry to anyone, or to disqualify any person.
- The organisers hold the final decision

CREATIVE OPEN HAND ONLY

Definition

1. A creative form is a pattern of original martial arts movements and techniques put together to create a unique individual routine. **THIS ROUTINE CAN NOT BE PERFORMED TO MUSIC.**

Introduction and length of the form

1. Introduction –
 - The competitor will declare to the judges their Name, Nationality and/or the name of their Association/club. After this, the execution of the form can begin.
2. The form **CAN NOT** last more than 2 minutes (introduction included).
3. Breach of any of these rules, will result in the lowest score being awarded by each judge (7.0).

Movements

1. **NO** upside down movements (an upside down movement is when the head goes below the waist)
2. **NO** spins allowed more than 360° (One full spin horizontal or vertical).
3. Competitors **CANNOT** perform purely Traditional Katas/Moves.
4. **NO** dance moves are accepted, tolerated or permitted.
5. Spinning kicks, jump spinning kicks (no more than 360°), flying kicks, multiple kicks, splits **are permitted.**
6. Breach of any these rules, will result in the lowest score being awarded by each judge (7.0).

Judgement standards

Every judge must consider, before giving the score:

1. That there has been **NO** breach of any of the rules.
2. Stances, hand techniques, kicks, and all other movement in accordance with Martial Arts styles.
3. Balance, power, Timing, movement done with the right power.
4. The level of difficulty executed.
5. Flowing continuity of movements combing combinations, hand techniques and kicks.
6. If judges deem the athlete to be too advanced for the A novice divisions they have the right to move that athlete into the advanced A division.



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Scoring

All forms will be scored by a panel of judges. The Score starts from 7.0 points to 10.0 points.

Judges Criteria

5 Judges Criteria:

- The highest and lowest scores will be deleted. The remaining scores will be added together and highest scores gained will be awarded 1st, 2nd and 3rd place respectively.
- In the event of draw the following criteria will be used, in order:
 - The Competitor with the “highest” lowest remaining score will be deemed the winner.
 - The Competitor with the “highest” highest remaining score will be deemed the winner.
 - The Competitor with the “highest” lowest deleted score will be deemed the winner.
 - The Competitor with the “highest” highest deleted score will be deemed the winner.
 - The competitors will perform the same Kata again with new scores being given. Results will be given inline with the above criteria

Less than 5 Judges

- All scores will be added together. The highest scores gained will be awarded 1st, 2nd and 3rd place respectively.
- In the event of draw the following criteria will be used, in order:
 - The Competitor with the “highest” lowest score will be deemed the winner.
 - The Competitor with the “highest” highest score will be deemed the winner.

The competitors will perform the same Kata again. The winner will be identified by a blind show of hands from all judges.



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CREATIVE WEAPONS ONLY

Definition

1. A Creative Weapons form is a pattern of original martial arts movements and techniques using martial arts Weapons, put together to create a unique individual routine. **THIS ROUTINE CAN NOT BE PERFORMED TO MUSIC.**

Introduction and length of the form

1. During the introduction –
 - The competitor will declare to the judges their Name, Nationality and/or the name of their Association/club. After this, the execution of the form can begin.
2. The form **CAN NOT** last more than 2 minutes(introduction included).
3. Breach of any these rules, will result in the lowest score being awarded by each judge (7.0).

Movements

1. **MAXIMUM OF 3** weapon releases.
A Release of a Weapon is loss of contact with the body. (Body rolls, hand rolls, neck rolls etc are permitted and are not defined as a release as the weapon remains in contact with the body.)
 - 'A' Novice Division releases and rolls; Weapon releases should not take more than **2 rotations** before catching. Releases should be caught without a full body spin. Releases should be caught in the same stance in which it is released, without movement in between. Single body rolls are aloud and can be linked as long as each movement can be see and caught in between. No double sword or bo permitted.
2. **NO** upside down movements (an upside down movement is when the head goes below the waist)
3. Your body is **NOT** permitted to spin more than 360° (One full spin, vertical or horizontal).
4. Competitors **CANNOT** perform purely Traditional Katas/Moves.
5. **NO** dance moves are accepted, tolerated or permitted.
6. You **MUST** perform blocks, and strikes with your weapon within your form.
7. Spinning kicks, jump spinning kicks (no more than 360°), flying kicks, multiple kicks, splits **are permitted**.
8. Breach of any these rules, will result in the lowest score being awarded by each judge (7.0).

Loss of Control of the Weapon

1. If you lose control of your weapon and it leaves your body fully and the weapon lies flat on the floor, this would constitute as a dropped weapon and therefore the lowest score would be awarded by all judges (7.0)
2. If you lose control of the weapon but are able to regain control without both ends of the weapon touching the floor, would constitute a loss of control and would therefore constitute in 0.2Being deducted from each judge.

Weapon condition

1. Each athlete is responsible for the perfect state of his or her weapon, which is individual and which cannot be exchanged during the competition. The chief judge can ask to inspect the competitor's weapon if he wishes to do so. No cutting blades can be used.
2. Any Martial art approved weapons can be used.

Judgement standards



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Every judge must consider, before giving the score:

1. Strikes, Blocks, stances, kicks and fluidity of weapon techniques around the body done with Balance, power, Timing and control.
2. The amount of Martial arts content.
3. The level of difficulty executed.
4. If judges deem the athlete to be too advanced for the AA novice divisions they have the right to move that athlete into the advanced A division.

Scoring

1. All forms will be scored by a panel of judges. The Score starts from 7.0 points to 10.0 points.

5 Judges Criteria:

3. • The highest and lowest scores will be deleted. The remaining scores will be added together and highest scores gained will be awarded 1st, 2nd and 3rd place respectively.
4. • In the event of draw the following criteria will be used, in order:
 - a. The Competitor with the “highest” lowest remaining score will be deemed the winner.
 - b. The Competitor with the “highest” highest remaining score will be deemed the winner.
 - c. The Competitor with the “highest” lowest deleted score will be deemed the winner.
 - d. The Competitor with the “highest” highest deleted score will be deemed the winner.
 - e. The competitors will perform the same Kata again with new scores being given. Results will be given inline with the above criteria

Less than 5 Judges

3. All scores will be added together. The highest scores gained will be awarded 1st, 2nd and 3rd place respectively.
4. In the event of draw the following criteria will be used, in order:
 - The Competitor with the “highest” lowest score will be deemed the winner.
 - The Competitor with the “highest” highest score will be deemed the winner.

The competitors will perform the same Kata again. The winner will be identified by a blind show of hands from all judges.



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SYNCONISED CREATIVE TEAMS ONLY

ALL of the above rules in CREATIVE OPEN HAND and CREATIVE WEAPONS APPLY where appropriate.

Additional criteria that will apply to synchronised team divisions

- A creative synchronised team **CAN** consist of open hand, creative weapons or a combination of both.
- A team can consist of 2, 3 or 4 team members.
- The ELDEST competitor's age **MUST** fall within the range for the category entered.
- The form will be scored on Synchronicity and timing between all team members.