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Wenwu Studio Grading Standard

Grade	Points	Vertical Jump (cm)	Flexibility Total of 3 (cm)	Stances (Average of 2)	Kicks (Average of 2)	Theory (10 questions)	Routine Points
A	5	>41	0<10	✓✓✓ 30 sec	✓✓✓ Aim towards head	90%	17 (8.5)
B	4	31<40	11<20	✓✓✓ <30 sec	✓✓✓ Above Shoulder	80%	15 (7.5)
C	3	21<30	21<30	✓✓✓ <15 sec	✓✓✓ Above Hip	70%	13 (6.5)
D	2	11<20	31<40	✓✓	✓✓	60%	11 (5.5)
E	1	6<10	41<50	✓	✓	50%	9 (4.5)
F	0	<5	51<	-	-	40%	Below 9

AWARD REQUIREMENTS	
Awards	Minimum Scores
Gold	6 stations with a minimum of 24
Silver	6 stations with a minimum of 21
Bronze	6 stations with a minimum of 18
Pass	6 stations with a minimum of 15

Grading Criteria for Kicks	
✓	Full feet on the floor during kicks
✓	Straighten knee during kicks
✓	Full upper body control during kicks

Grading Criteria for Stances					
	Horse	Bow	Rest	Crouch	Empty
✓	Horizontal Thighs	Front thigh leg bend parallel to the ground	Able to cross two legs	Rear leg completely bent	Heel of rear leg flat on carpet
✓	Firm heels on the ground	Heel of rear foot firm on the carpet	The buttocks contact with the calf of the sitting leg	Front leg straighten	Rear leg bent to near right angle
✓	Toes of foot/feet pointing the front	Straight rear foot	Balance body without hands support	Sole of front foot turned inward and flat on carpet	While toes of the other leg are pointed on floor

Grading Criteria for Routine		
Team A Judge	Quality	5 points
Team B Judge	Performance	5 points
Total Score		10 points

Team A Graders		
Type	Errors for Deduction	Code
Hand Forms	Fist - Five fingers are not tightly clenched, thumb pressed on the second phalanges of the index and middle fingers.	01
	Palm - Thumb is not turned outward or bent, other fingers are not held together and stretched backward	02
	Hook - No sign of Bend wrist (in palmar flexion) with the five fingers held together	03
Stances	Bow Stance - Knee of front leg not over instep, Heel of rear foot off carpet	50
	Horse Stance - Upper body obviously bent forward, Legs not bent into near half squat, Heels off carpet	51
	Empty Stance - Heel of rear leg off carpet, Rear leg not bent to near right angle	52
	Crouching Stance - Front leg bent, Rear leg not bent completely	53
	Cross leg crouching Stance - The two legs are not crossed, he buttocks are not in contact with the calf of the sitting leg	54
Weapon Techniques	Straight sword Hooking Parry & Straight sword Uppercut - Straight sword and forearm are aligned, No obvious vertical circle formed	60
	Gripping the Straight sword - Any finger wraps around the top of the hand guard and touches the edge of the blade	61
	Broadsword Twining & Wrapping with the Broadsword - The back of the broadsword blade is not kept close to the body when wrapping or twining	62
	Outward Blocking, Inward Blocking with the Spear & Spear Thrust - Spear head not travelling in a clearly defined arc, Spear end protruding from grip, The thrusting arm and the spear shaft do not form a straight	63

	line horizontally	
	Horizontal Cudgel Windmill Waving with one hand - No obvious horizontal circle formed	64
	Vertical Figure“8” with the Cudgel and Spear - The spear/cudgel does not rotate in an obvious vertical plane	65
Loss of Balance	Upper body swaying, shuffles or skips in balance	70
	Deduction of 0.2 point for extra support	71
	Deduction of 0.3 point for body-fall	72
Errors about Apparatus, Costume & Decorations	Blade goes off the handle, or apparatus touches body or carpet, or gets deformed.	73
	Deduction of 0.2 point for breaking apparatus	74
	Deduction of 0.3 point for dropping apparatus	75
	Band drops from broadsword, tassel from sword or spearhead, or ornament from costume or headwear. Competitor’s body or hands get entangled with a band or tassel, or with soft apparatus. Buttons get loose, or costume torn up, or shoes off feet.	76
Other Errors	Longtime balance kept motionless for no more than two seconds	77
	Any part of the competitor's body touches the floor outside the carpet.	78
	Movement forgotten	79
Contents	Deduction of 0.2 point for missing or adding one complete movement in compulsory routines	80
	No required sound is uttered in compulsory nanquan, nandao and nangun	81
	Fewer or more run-up steps than required for jumps in compulsory routines	82

Team B Graders			
Level	Degree	Score Range	Criteria
Superior	1	5.00 ~ 4.81	“Superior” for correct movements and techniques, full power flowing smoothly to the right points, for good harmony between hands and eyes, between body and steps, and between body and apparatus
	2	4.80 ~ 4.51	
	3	4.50 ~ 4.21	
Average	4	4.20 ~ 3.81	“Average” for above-mentioned elements to a fairly good degree
	5	3.80 ~ 3.41	
	6	3.40 ~ 3.01	
Inferior	7	3.00 ~ 2.51	“Inferior” for lack of above-mentioned elements
	8	2.50 ~ 2.01	
	9	2.00 ~ 1.51	

Things to take note:

- 1) The term “sway” here denotes the upper body moving in two opposite directions during support on a single foot or on both.
- 2) The term “moves” here means movements of either foot during support on a single foot or on both.
- 3) The term “extra support” implies one that occurs during loss of balance, when the competitor’s hand, elbow, knee, head, upper arm or non-supporting foot touches the carpet or is supported on it with the help of his apparatus.
- 4) The term “body-fall” means one that occurs when the competitor’s hands, shoulder, buttocks, or trunk touches the carpet.
- 5) The duration of a “longtime balance” starts with the beginning of a motionless state.
- 6) Apparatus touching the floor outside the carpet or any part of the body going into the space beyond the vertical plane above the sidelines of the competition area should not be considered “outside the carpet”.
- 7) All deductions are valued at 0.1 unless otherwise specified.
- 8) When two (2) or more errors occur successively in one movement, the deductions for each should be added up.