Rules for International Wushu Taolu Competition
(Trial Version)

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Taolu Competition Rules Bylaw(Chinese and English)
CHAPTER 1 ORGANIZATIONAL STRUCTURE

Article 1 Competition Committee

The Competition Committee of the World Championships and the World Cup shall be composed of wushu experts appointed by the International Wushu Federation and the Organizing Committee. It is responsible for overseeing all aspects of the competitions.

According to the scale of competition, each continental, regional or national federation may form its own Competition Committee to be responsible for all aspects of competition organization in accord with the Organizing Committee.

Article 2 Jury of Appeal

2.1 The Jury of Appeal shall be composed of one (1) chairman, one (1) vice chairman and three (3) to seven (7) members.

2.2 Duties & Responsibilities:

1) To notify a team's appeal and conduct the hearing within the time-limit; however, the scoring results shall not be changed.
2) The decision of the Jury of Appeal is valid only when more than half of its members have voted for it. If it's a tie vote then it shall be decided by a casting vote of the Chairman. A Jury member shall withdraw, if the case is involved with his or her own country or region; and
3) The decision of the Jury of Appeal shall be final.

Article 3 Composition of Contest Officials

3.1 Composition of Judges

1) One (1) chief referee, and one (1) or two (2) assistant chief referees;
2) Each judges group shall consist of ten (10) members: one (1) head judge, three (3) judges in each of group: A, B & C, respectively;
3) One chief for programming and recording; and
4) One chief registrar.

3.2 Composition of Assistants

1) 3-5 programming and recording assistants;
2) 3-6 registrars;
3) 1-2 announcers;
4) 1-2 sound technicians; and
5) 2-4 video recording technicians (to record events for the Jury of Appeal).

Article 4 Duties of Contest Officials

The contest officials shall work under the guidance of the Competition Committee. Their duties are as follows:
4.1 The chief referee shall

1) Organize and lead the work of judges groups to ensure the proper implementation of competition rules, examine and make sure all pre-competition set-up work are carry out;
2) Interpret the rules and regulations but have no right to modify them;
3) Replace officials if necessary, and have the right to take disciplinary action against officials who have committed serious mistakes;
4) To give warnings to athletes and coaches making trouble at the competition site, and may report the matter to the Technical Committee to take disciplinary action, even the cancellation of their results; and
5) Examine and announce the results of competition, and make a summary of the officials' work.

4.2 The assistant chief referees shall

1) Assist the chief referee;
2) One of them shall act on his behalf if Chief Referee is absent.

4.3 The head judge shall

1) Organize his group to review and to implement the officiating rules;
2) To add points for innovative movements with degree of difficulty;
3) To deduct points for repetition and the time limit; and
4) Propose to the chief referee to take disciplinary action against a judge has committed serious mistakes.
5) Participate in B Group judges' evaluation (overall performance).

4.4 The judges shall

1) Dedicate themselves totally when doing their duties assigned by the head judge;
2) Judge independently, according to the rules, and make detailed notes;
3) Group A Judges are responsible for the quality of movement;
4) Group B Judges are responsible for the overall performance; and
5) Group C Judges are responsible for the degree of difficulty.

4.5 The programming & recording chief shall

1) Set-up all works necessary for recording (desk), examine the entry forms, examine the Entries (registry) for Degree of Difficulty in Optional Taolu, prepare the Scoring Forms for judges and head Judges according to the required standards, and lay-out the Competition Programme;
2) Prepare other necessary forms or tables needed to run the competition. Examine and verify the results and placing;
3) Prepare the Competition Results

4.6 The chief registrar shall be responsible for the entire registration, and report to the chief referee and announcers if there are any changes.

Article 5  Duties of the Assistants
5.1 The programming & recording assistants shall respond to the work assigned by its chief.

5.2 The registration staff shall up-date the registrations time-to-time according to the competition order; examine the competitors' apparatuses and costumes; guide the competitors into the competition area; and hand-over the registration forms to the head judge.

5.3 The announcers shall introduce the current competitors to the public; announce their results; and provide useful information regarding the rules and regulations, the characteristics of each taolu event of wushu.

5.4 Sound Technicians shall

1) Collect all music cassettes or CD's from the competitors during the first-registration for events with music, and number them according to the running order;
2) Play the music 3 seconds after the competitor has entered the carpet and get ready to start;
3) After the competition, return all CD's and cassettes to the competitors without damaging, losing, lending or copying them.

5.5 The cameramen shall

1) Film all competition events;
2) Search and replay the videotape when required by the Jury of Appeal;
3) Archive all videotapes according to the competition orders.
CHAPTER 2  GENERAL RULES FOR COMPETITION

Article 6  Types of Competition

6.1 Types of Competition

1) Individual
2) Team
3) Individual & Team

6.2 Competition Classification by Age

1) Adult
2) Youth
3) Children

Article 7  Competition Events

7.1 Changquan (Long-fist) abbrev: CQ
7.2 Nanquan (Southern-fist) abbrev: NQ
7.3 Taijiquan (Shadow boxing) abbrev: TJQ
7.4 Daoshu (Broadsword) abbrev: DS
7.5 Jianshu (Sword) abbrev: JS
7.6 Nandao (Southern broadsword) abbrev: ND
7.7 Taijijian (Taiji sword) abbrev: TJJ
7.8 Qiangshu (Spear) abbrev: QS
7.9 Gunshu (Cudgel) abbrev: GS
7.10 Nangun (Southern-style cudgel) abbrev: NG
7.11 Duilian (Dual Events) abbrev: DL: Without weapons; with weapons; and Bare Hands against weapons.
7.12 Jiti (Group Events) abbrev: JT

Article 8  Competition Divisions (age limits)

8.1 Adult (above 18);
8.2 Youth (from 12 to 18);
8.3 Children (under 12 years).
Article 9  Appeals

9.1 Scope of Appeals
The Jury of Appeal will only accept and conduct a hearing submitted by a protester when:
1) he or she is against the deduction made by the head judge or the decision of the judges in group C;
2) the "presumed mistake" is made on his or her own team competitors.

9.2 Procedures & Requirements for Appeals

If a team leader or a team coach disagrees with the judges' decision made upon his or her competitors, he or she is entitled to submit a formal written appeal to the Jury of Appeal within 15 minutes at the end of the event concerned. The Appeal Fee of US$100 must be paid. Each appeal is limited to one issue.

In conducting the hearing, the Jury of Appeal will examine all evidences provided including videotapes. If the decision proved correct the protester must be abided by the Jury of Appeal's decision. Refuse to accept the Jury of Appeal's decision, the Jury can take further action against the protester suggesting the Technical Committee to take disciplinary action, including the cancellation of competition results. If the appeal proves to be justified, the Jury of Appeal shall propose to the Technical Committee to take disciplinary actions against the judges who made mistake. The Appeal Fee shall be returned. All parties involved will be notified of the results on time.

Article 10  Start-List

Under the supervision of the Competition Committee and the Chief Referee, the Programming and Recording group will use draw-lots system to determine the competitors' Start-List for each event. If the competition requires a qualifying phrase and finals, the Start-List in the finals shall be determined by their qualifying scores (lowest score vs. the first score).

Article 11  Registry (Roll-Call)

Competitors must report to the designated place 40 minutes before the events start for the First Roll-Call where the costumes and apparatus are being checked. The Second Roll-Call will be done 20 minutes before the event. The Final Roll-Call in 10 minutes before the event.

Article 12  Protocol

When being called the competitor must salute the Head Judge with palm-and fist.

Article 13  Timekeeping

The Timekeeper will start the stop-watch when the competitor begins to move and stops the stop-watch when the competitor brings his/her feet together into the standing position (at the end of the Taolu).
Article 14   Display of Score

The results of the competitors will be displayed on the score monitor.

Article 15   Forfeiture

If a competitor fails to report at the designated place after the Final Roll-Call or absent during competition, he/she will be forfeited from the event.

Article 16   Anti-doping Test

Anti-doping Test will be conducted according to the Olympic Charter and the IOC regulations.

Article 17   Placing

17.1 Individual & Dual Placing

Placing will be awarded according to the competitors' score in the competition. The competitor who has the highest score will be the winner (1st place) and the one with the second highest score will win the 2nd place, so on and so forth.

17.2 Individual All Round Placing

Individual all round placing will be determined by the total scores of each individual event (or according to the rules and regulations for that particular competition set earlier). The highest score will be awarded 1st place; the second highest score will be 2nd place, so on and so forth.

17.3 Group Event Placing

The group with the highest score will be awarded 1st place; the group with second highest score will be 2nd place, so on and so forth.

17.4 Team Placing

Team placing will be determined by the regulations of that particular competition.

17.5 Tied Scores

1) Tied in Individual Events
When individuals have the same scores, placing will decided according to the following tie-break order:

(1) The competitor who successfully completed the higher degree of movement difficulty shall be placed higher;
(2) If the scores still remain the same, the winner will be the one who has completed more advanced degree of difficult movements;
(3) If the scores still remain the same, the winner will be the one with higher scores in difficulty;
(4) If the scores still remain the same, the winner will be the one with higher scores in
(5) If the scores still remain the same, the winner will be the one who has higher scores among lower scores in overall performance;
(6) If the scores still remain the same a tied placing will be awarded;
(7) In competitions with qualifying phrase and finals, if the total result of the two competitions are the same, the competitor with the highest score in the qualifying phrase will be awarded the highest place. If the tied still remains, placing will be determined as in cases (1) - (7).
(8) If the scores still remain the same in events without difficult movements, placing will be determined as in cases (4), (5) and (6).

2) Tied in Individual All Round Event

The competitor who ranked first in more individual events shall be placed higher. If the tied still remains then the competitor who achieved second places in more individual events shall be placed higher. In case of equal ranking in all individual events, then a tie-placing shall be proclaimed.

3) Tie in Group & Dual Events

If the scores are the same in Group or Dual Events, it will be determined as in cases (2) - (4) of article 17.5.1.

4) Tied in Team Events

In the team competition, the team which ranked first in more individual events shall be placed higher. If the tie still remains, then the team with more second places in individual events shall be placed higher, and so on and so forth. In case of equal ranking in all individual events, the tied -placing will be proclaimed.

Article 18 Applications for the Recognition & Grading of Innovative Movements

18.1 Principals for Innovation

All innovative movements must conform with the specific characteristics of Wushu and the principles of movement, requiring a high level of physical preparation and skill; and the degree of difficulty must be at least of Cat. B or higher and must not appear in the Tables for Degree Of Movements Difficulties and Value in Optional Events.

18.2 Application Procedures

Each team is allowed to submit an application (for Degree of Difficulty for Innovative Movement) for each routine.

The applicant must fill-up an Application Form for the "Assessment of Optional Routine Innovation" and supply a technical chart and a videotape of the competitor's movement. The application and its attachments must be sent to the IWUF Technical Committee at least sixty (60) days before the opening ceremony.
18.3 The Assessment Committee
The Assessment Committee will consist of 5 to 7 wushu experts appointed by the IWUF Technical Committee. Its main function is to examine the Taolu Innovation Application handed in by the teams.

18.4 Assessment Procedure

The Assessment Committee will consider the application referring to the innovation principle; a majority resolution is required for the movement to be accepted. Once accepted the Committee will name the movement; set-up the degree of difficulty, allocate the points to be awarded for its successful execution and points to be deducted for errors. The Committee will inform the applicant about the committee’s decision. If the application is successful, the Committee will made a written report to the Jury of Appeal and the judges before the competition starts.

Article 19 Other Competition Regulations

19.1 Application for Registering the Degree of Difficulty

Each competitor must select movements for the events which he or she entered for, with different degrees of difficulty according to the Competition Rules and Regulations; and fill-up the Registration Form for the "Degree of Difficulty and Points for Optional Taolu" via Internet, and counter-signed by the Team Coach and later submit it to the Hosting Organization, at least thirty (30) days before the opening ceremony.

19.2 Time Limits for Taolu Competitions

1) Changquan, Nanquan, Jianshu, Daoshu, Qiangshu, Gunshu, Nandao & Nangun not less than 1 minute 20 seconds; and not less than 1 minute 10 seconds for youth & children's categories.
2) Optional Taijiquan, Taijijian and Group Event not less than 3-4 minutes; Compulsory Taijiquan not less than 5-6 minutes;
3) Dual Events not less than 50 seconds.

19.3 Events with Music

Taolu competitions with music (only instrumental music, no lyrics). A competitor must use instrumental music and not lyrics to accompany his or her Taolu choreography during performance.

19.4 Dress Code

All officials shall wear the IWUF Standard Contest Officials uniforms, IWUF logo badge and IWUF Identity and Accreditation Card.

All competitors shall wear IWUF Standard Taolu Contests costumes and the Competition Code Number during competitions.

19.5 Competition Area
Individual events shall be conducted on a carpet of 14 m x 8 m, surrounded by a safety area of 2 m around the carpet.

Group events shall be conducted on a carpet of 16 m x 14 m, surrounded by a safety area of 1 meter around the carpet.

The edges of the carpet must be marked with a white border of 5 cm wide.

The ceiling over the carpet must be at least 8 m in height.

The distance between two (2) carpets must be at least 6 m apart.

High-level competitions should be done on a raised platform of 50 to 60 cm tall.

The platform should be lighted from above and must meet the requirements of the Competition Lighting Systems as stated in the Regulations.

19.6 Competition Apparatus

1) All apparatus must be conformed to the specific requirements set by the International Wushu Federation.

2) The competitor holds the apparatus with the left arm straighten and the tip of the Jian or Dao must touch his or her ear-top. The required length of the Gun shall not be shorter than the performer's height. The required length of Qiang shall not be shorter than the performer's fingertips while standing with his or her left hand held above the head.

19.7 Competition Recording Equipments

In large-scale competitions, the minimum requirement for the competition recording are as follows:
   a) four (4) video cameras (at least),
   b) three (3) video players,
   c) three (3) television sets,
   d) a computerised scoring system and a good sound system.

19.8 This rule can be adopted in all IWUF Taolu competitions.

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CHAPTER 3  CRITERIA & SCORING METHODS

Article 20  Criteria & Scoring Methods for Optional Taolu

20.1 Scoring Method

20.1.1 Each judging group will consist of three (3) Judges.
   Group A Formate - will judge the Quality of Movements;
Group B Formate - including one (1) Head Judge will judge the Overall Performance;
Group C Formate will judge the Degree of Difficulties.

20.1.2 The total score for each event is ten (10) points including:
   5 points for the Quality of Movements (abbrev: QM):
   3 points for the Overall Performance (abbrev: OP);
   2 points for the Degree of Difficulties (abbrev: DD).

The Starting Score of a competitor will be: the points in Degree of Movement Difficulties chosen by the competitor plus the points in Overall Performance (3 pts) plus the points in Quality of Movements (5 pts).

20.1.3 Judges in Group A Formate shall deduct points according to the errors committed during the competitor's performance.

20.1.4 Judges in Group B Formate is again subdivided into two (2) subgroups and shall judge independently.
   One subgroup shall determine the level of performance, while the other subgroup shall deduct points according to errors committed in the choreography.

20.1.5 Judges in Group C Formate shall judge according to the completion of the Degree of Movement Difficulties and the Connecting Movements.

20.2 Scoring Criteria

20.2.1 Scoring Criteria for Quality of Movements

When a competitor commits a mistake or error 0.1 point shall be deducted; if the same error is committed more than once then 0.1-0.3 point shall be deducted.

Please read Table 1-Deductions and Criteria in Optional Quality of Movement.

20.2.2 Scoring Criteria in Overall Performance

1) To determine the level of Overall Performance

Power, rhythm and music are divided into three (3) levels and other three (3) sublevels.
   Top level shall be awarded 3.0-2.70 points,
   Standard level shall be awarded 2.60-2.30 points,
   Low level shall be awarded 2.10-1.80 points.
Refer Table 2-Scoring Criteria in Overall Performance for Optional Events

In a top level performance the amount of strength demonstrated must be high. The strength must be applied smoothly, forcefully and accurately. The toughness and gentleness are very well incorporated. These said elements of the routine will have to be well coordinated and demonstrated. Changes in rhythm must be fast and well defined. The content must demonstrate great diversity and the structure well knit and pleasing to watch. The movements must occupied all the space and finally the music and movements must blend harmoniously.
In a standard level performance the same characteristics as in the top level but with a lesser degree.

In a low level performance many of the above characteristics will be missing or do not meet the requirements.

2) Scoring criteria for the choreography in Overall Performance

At the end of the performance, any obligatory movement missing will be deducted 0.2 point, and if the structure or composition does not meet the requirement, 0.1 point shall be deducted.

Refer to Table 3 - Deductions and Criteria for the Choreography in Optional Events

20.2.3 Scoring Criteria for Degree of Difficulty

1) Degrees of Movement Difficulties (1.4 point)

According to the Degree of Movement Difficulties and Their Value in each event, points for the completion of each difficult movement will be given as follows:

- Category A - 0.2 point
- Category B - 0.3 point
- Category C - 0.4 point

Repeat the same Movement Difficulty no extra bonus points will be added. The sum of bonus points for each category cannot exceed 1.4 points.

Refer to Table 4 - Degree of Movement Difficulties and Values in Optional Events

2) Degree of Difficulty for Connecting Movements (0.6 point)

According to the Degree of Difficulty for Connecting Movements and Their Value in each event, points for completing each connecting movements will be given as follows:

- Category A - 0.1 point
- Category B - 0.15 point
- Category C - 0.2 point
- Category D - 0.25 point

Repeat the same Connecting Movements will not gain extra bonus points. The sum of bonus points for each category cannot exceed 0.6 point.

Refer to Table 5 - Degree of Movement Difficulties and Connecting Movements which do not meet the requirements.

If the performances do not meet the requirements, no bonus will be awarded.

Refer to Table 6 - Degree of Movement Difficulties and Connecting Movements which do not meet the requirements.
3) Bonus Points for the Degree of Difficulty in Innovative Movements

Successfully performing a recognised innovative movement will be awarded by the Head Judge according to the requirements.

Additional points will be added accordingly:

- Category B - 0.2 point
- Category C - 0.3 point
- Category Super - 0.4 point

Failure to complete an innovative movement either not executing the movement correctly or not complying with the indicated specifications, no extra bonus points will be added.

Article 21 Scoring Methods and Criteria in Dual & Group Events

21.1 Scoring Method

21.1.1 Each Judging Group will consist of three (3) Judges.
- Group A Formate - will judge the Quality of Movements
- Group B Formate - will judge the Overall Performance.

21.1.2 The total score for any Dual or Group Events is Ten (10) including:
- 5 points for the Quality of Movements;
- 5 points for the Overall Performance.

21.1.3 Judges in Group A Formate will deduct points according to errors committed by the competitors.

21.1.4 Judges in Group B Formate will determine the level according to the competitors' Overall Performance.

21.2 Scoring Criteria

21.2.1 Scoring criteria for Quality of Movements

    When the competitor's movements do not meet the requirements, 0.1 point shall be deducted;
    When other errors occur, 0.1-0.3 point shall be deducted.

Refer Table 1 -Deductions and Criteria for Optional Quality of Movement

Refer Table 7 - Common Errors and Deduction Criteria for Overall Performance in Dual Events

Refer Table 8 -Common Errors and Deduction Criteria for Overall Performance in Group Events

21.2.2 Scoring Criteria for Overall Performance
Overall Performance is divided into three (3) levels and three (3) sublevels. Top level shall be awarded 5.00-4.10 points; Standard level shall be awarded 4.00-3.10 points; Low level shall be awarded 3.00-2.10 points.

Refer Table 9 - Scoring Criteria for Overall Performance in: Dual Event, Group Event and Events with No Degree of Difficulty.

In a top level performance the amount of strength demonstrated will be high. The strength must be applied smoothly, forcefully and accurately. The toughness and gentleness must be well incorporated. All elements of the routine must be well coordinated and demonstrated. Changes in rhythm must be fast and well defined. The content must contained great diversity and the structure must be well knit and pleasing to watch. The movements must be structured in such a way that all angles of the carpet are touched. Finally the music and movements must be blend harmoniously.

In a standard level performance all the characteristics are the same in the top level performance but with lesser degree.

In a low level performance many of the above elements will be missing or not satisfactory.

**Article 22 Judges Scores Display**

22.1 Judges in Group A and C Formate - can only display scores with one (1) decimal place.

22.2 Judges in Group B Formate - can display scores with two (2) decimal places; the third decimal will not be rounded off.

**Article 23 Methods of Determining the Actual Points**

23.1 Optional Event

The actual point is the sum of the points obtained in the Quality of Movements and the points obtained in the overall performance.

1) Determining the actual points in the Quality of Movements

Judges in Group A Formate shall deduct points according to the requirements of the Quality of Movements, and deductions on other common errors. The sum of deducted scores made by two-third of the judges will be the score to be deducted from the Quality of Movements.

2) Determining the actual points in the Overall Performance

Three judges and one Head Judge of the Group B Formate will be again divided into two groups. Each group will judge independently. The 3rd judge and the Head Judge
will determine the level of the competitor's Overall Performance according to the
requirements on power, rhythm and music. The 6th and the 9th judge shall deduct
points according to the errors committed in the choreography.

3) Determining the actual points on the Degree of Difficulty

Three judges of Group C Formate shall judge on the Degree of Movement Difficulties
and Connecting Movements according to the requirements on the additional points.
The sum of the points made by two-third of the judges is actual score for the degree
of difficulties.

23.2 Dual Event, Group Event and Events with No Degree of Movement Difficulties

23.2.1 Determining the Merited scores for the Quality of Movements
Three judges of A group shall officiate. Sum of deducted scores on error of one
movement and common errors confirmed by more than 2 judges is the score which
shall be deducted from the points of the movement quality.
23.2.2 Determining the Merited scores for the Overall Performance Three judges of B
group shall officiate. The merited scores shall be the average points of the three
points.

Article 24 Calculation of the Final Points

24.1 Optional Event

The final score is obtained by subtracting the points deducted by the Head Judge
from the actual score; or plus additional points gained on the innovation movement.

24.2 Dual Event, Group Event, and Event with No Degree of Movement Difficulties

The final score is obtained by subtracting the points deducted by the Head Judge
from the actual points.

Article 25 Scoring Method without the Computer Scoring System

If there is no computer scoring system, the scoring method shall be done by the
following methods.

25.1 The actual score on the Quality of Movement and degree of difficulty shall be
the same score made by two-third of the judges.
25.2 The actual score on the Quality of Movement and the degree of difficulty shall
be the average of the scores given by the three judges. The second decimal place
shall not be rounded off.

Article 26 Addition and Deduction by the Head Judge

26.1 The Head Judge shall make additional points for innovative movements.
26.2 The Head Judge shall deduct points for repetition; or for the time limit.

1) Repetition
A competitor whose performance is interrupted by unforeseen circumstances may repeat his or her performance with the permission of the Head Judge without deduction of points.

A competitor who forgive his routine during performance; or break his apparatus; may repeat his performance, but 1 point will be deducted.

When a competitor is not able to continue his performance due to injuries, the Head Judge has the right to stop the performance. When he or she is ready to repeat the performance, arrangements can be made for him or her to continue the competition but at the end of the start-list in his or her group. 1 point will be deducted.

2) For Taijiquan, Taijijian and Group events, ranging from 0.1 to 5.0 seconds (including 5.0 seconds) under or over the time limit shall deduct 0.1 points; 5.1 to 10 seconds (including 10 seconds) under or over the time limit shall deduct 0.2 points, and so on and so forth.

3) For Changquan, Nanquan, Jianshu (Sword play), Daoshu (Broadsword play), Qiangshu (Spear play), Gunshu (Cudgel play), Nandao, Nangun and dual events, ranging from 0.1 to 2.0 seconds (including 2.0 seconds) under or over the time limit shall deduct 0.1 points; From 2.1 to 4 seconds (including 4 seconds) under or over the time limit shall deduct 0.2 points, and so on and so forth.