

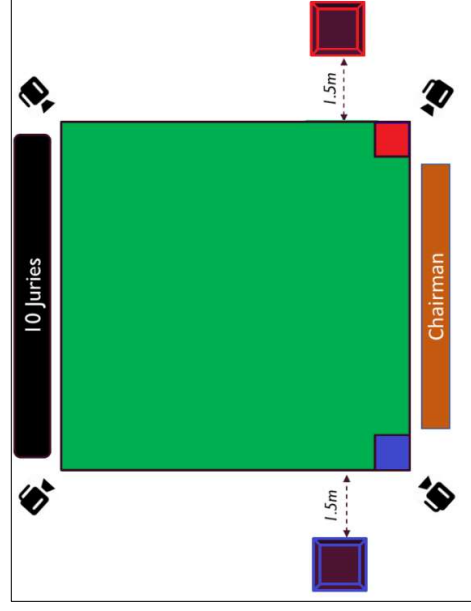
## Article 15: Artistic Rules

### Article 15.1: Artistic Competition Area

1. The competition area will be a PERSILAT approved puzzle square, with sides of 10 m by 10 m. Where an elevated competition area is used, the safety area should be of an additional 1 metre on each side using different colour of mattresses.
2. Ten juries will be seated opposite the Chairman and equipped with one tablet each.
3. The Chairman will be seated at the table near red and blue corner, between the timekeeper and Council.
4. Coaches will be seated outside the arena, on their respective sides at the side of the mattress. When the arena is elevated, the Coaches will be placed outside the elevated area.
5. Set up a total of 4 to 8 VAR Cameras around the arena.

### Explanation:

1. *The mats used should be non-slip where they contact the floor but have a low co-efficient of friction on the upper surface. The Organizing Committee must ensure that the mat do not move apart during the competition, since gaps cause injuries and constitute a hazard. The mats must be PERSILAT Approved.*
2. *Thickness of the mattresses will need to 5-centimetre in high density quality.*
3. *For International, Regional, and Invitational Open events, it is mandatory to have 10 juries.*
4. 4 to 8 VAR Cameras will be placed around the arena



### Article 15.2: Organisation of Artistic Competition

1. Artistic competition takes the form of four events as below:
  - a. Pre-Teen, Pre-Junior, Junior, Senior:      Tunggal, Ganda, Regu
  - b. Master A, Master B:                              Solo Creative
2. The elimination system used for artistic will be the knock-out system. The winner will proceed to the next bracket, all the way up to Finals. The team that fails at the semi round will share a joint bronze.
3. Athlete or Team will only showcase a maximum of two-times (1-time in the morning, and 1-time in the afternoon – if the Athlete or Team proceeds to the next round) in one day. Should the Athlete or Team proceed to the next round, they will continue to showcase the next following day.
4. Athlete or Team that do not present themselves when called will be disqualified from that event. Disqualification in one event does not affect participation in another event.
5. Additional events to be offered for Junior category in multi-event games.

#### **Explanation:**

1. *A host country for the multi-event games (inclusive of Southeast Asian Games, Asian Games, Olympics, etc), will need to include additional 3 to 5 event categories specifically for Junior category, on top of the Senior categories offered as the main event.*
  - a. *Event categories will include both Match (Tanding) and Artistic (Seni)*
  - b. *Junior participant's age will range between 14 to 16 years old (please refer to Article 14.5 – Age.*
  - c. *Host Country will have the right to choose events to be competed for the Junior category.*

### Article 15.3: The Juri Panel

1. For all official PERSILAT endorsed competitions, the panel of Juries will be designated by random selection, decided by a computer program.
2. For Juri deployment, the Council will assist the Digital Scoring System team by providing the list containing the Juri available per Arena.
3. For the Juri draw, the Digital Scoring Team will enter the list in the system and ten (10) Juri will be randomly selected as the Juri for each event.
4. However, due to any unforeseen circumstances (i.e Covid19, natural disaster), if there is a limitation of Juri (i.e. less than 10 Juri), number of Juri is available to officiate will be selected to be on duty.

5. In addition to the Digital Scoring System, the Chairman will keep track of the performance time while the timekeeper will focus on striking the gong to mark the start of the 3-minutes performance. Timekeeper will then strike the gong once the timer hits 3-minutes, even if athlete perform lesser or beyond the 3-minutes.

**Explanation:**

1. *All Juries will enter the arena from the right side of the Competition Chairman. Juri will report to the Chairman that they are ready to carry out their duties before heading to their designated seating area.*
2. *All Juries will sit with 1-metre gap between one another when on duty.*
3. *Once done, Juries will exit by the left side of the Chairman*

**Article 15.4: Criteria for Evaluation**

Official Performance  
*Tunggal*

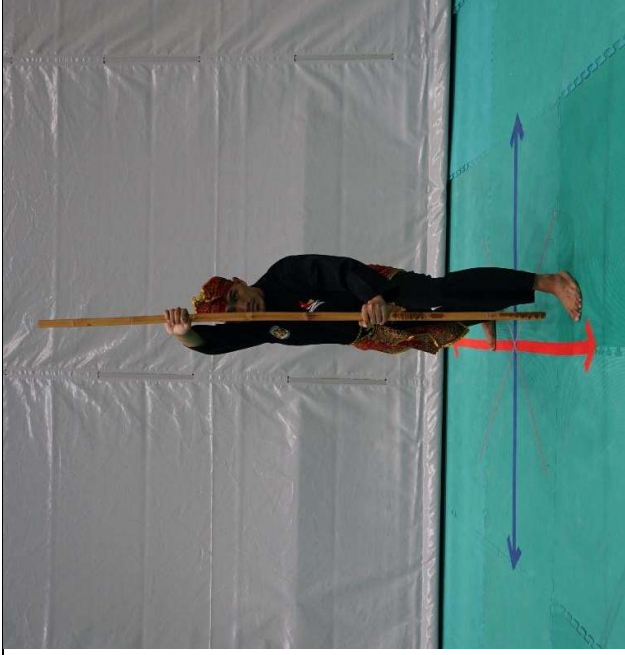
1. Tunggal is a 3-minutes artistic performance performed by one athlete using the Tunggal movements.
2. Tunggal is showcase according to the sequential movement.
3. A tolerance period of  $\pm 10$  seconds is allowed for Pre-Teen and Pre-Junior categories, while  $\pm 5$  seconds for the Junior and Senior categories.
4. Should the tolerance period go beyond the limit, it will lead to disqualification.
5. Athlete will need to start their movement and end the movement in the same spot.
6. Points will be deducted accordingly should there be any additional move required in order to end their movement.
7. The athlete is allowed to hold a maximum of 5 seconds for each movement. For movements exceeding 5 seconds, there will be a penalty deduction of 0.50 points. This will be monitored by the Council on duty.
8. If the athlete fails to continue his/her performance due to whatever reason, the Competition Chairman will declare he/she as being disqualified.
9. Uttering of voice is allowed. However, Coach/Cornerman is not allowed to give guides or uttering any voice command.
10. Competition stages: Knockout System

**Explanation:**

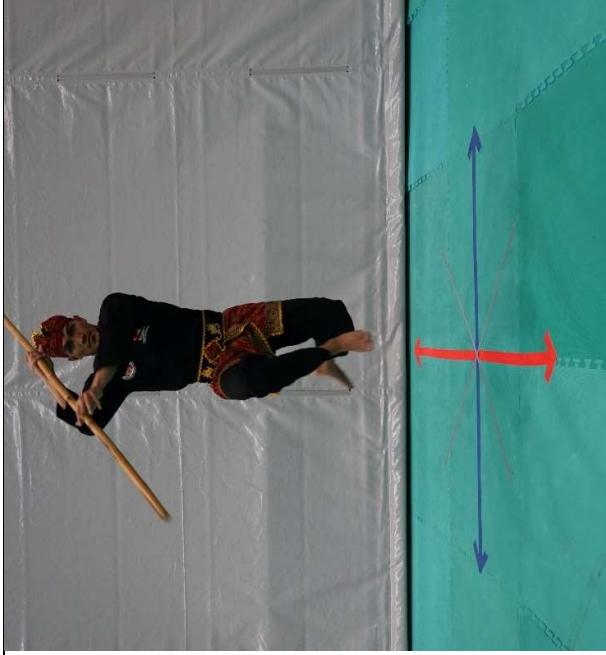
1. *Athlete is not allowed to exceed 1 metre gap from the end point. (Refer to photo)*
2. *-0.01 point will be deducted if athlete exceed 1 metre gap from the end point and took additional move in order to end their movement in the middle.*
3. *Coach is allowed to protest for Tunggal and Regu athletes who hold more than 5-seconds for each movement. For movements exceeding 5 seconds, there will be a penalty deduction of 0.50 points. This will be monitored by the Council on duty.*

**Criteria for Evaluation  
Official Performance – Tunggal  
Points Deducted**

Marking in Red is to indicate the range of end point. It will not be visible during Tunggal category.



No points deducted if athlete is positioned within the red & blue marking



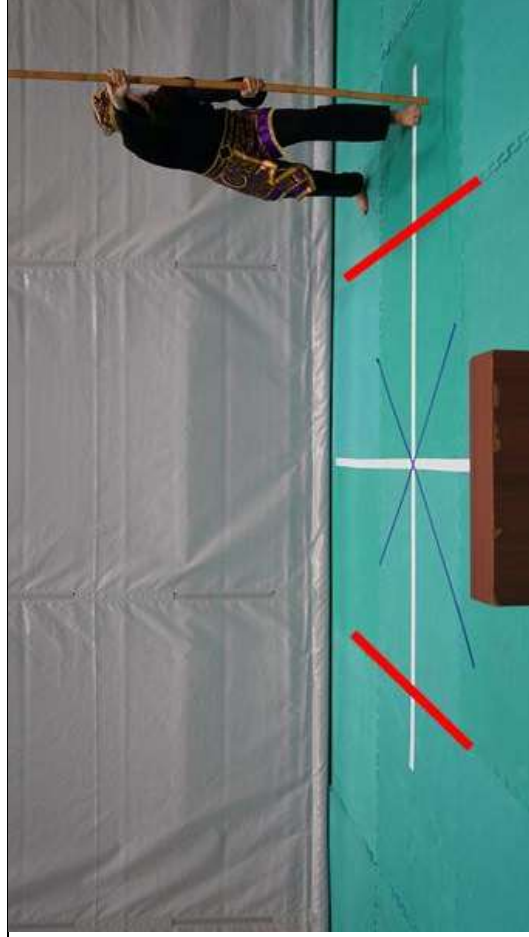
If athlete made 1 movement towards end point, no points will be deducted.  
If athlete made 2 movements towards end point, -0.01 will be deducted



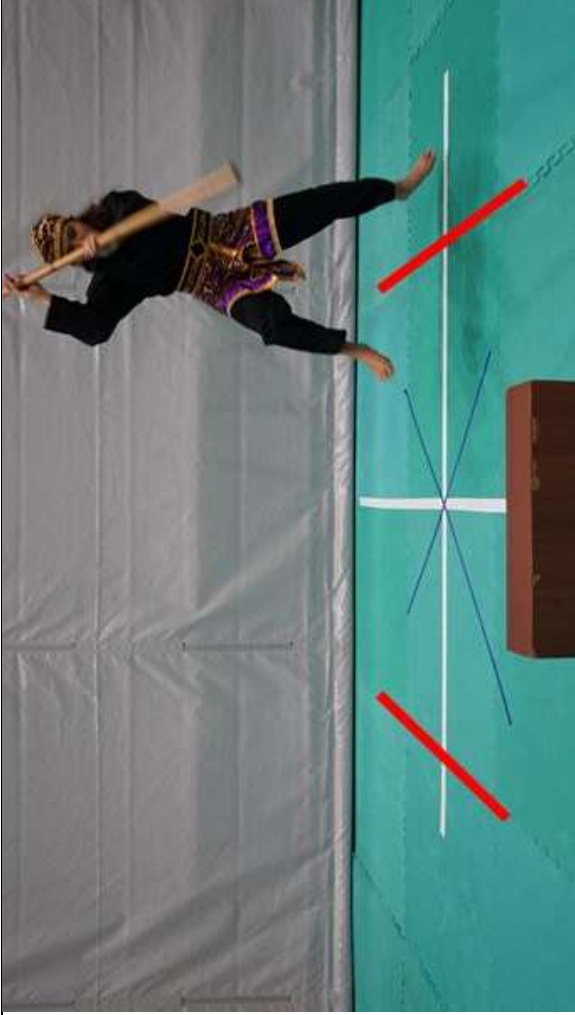
Athlete ended routine within the red & blue markings. No points will be deducted.  
 -0.01 point will be deducted if athlete end routine out of the red marking

#### **Criteria for Evaluation Official Performance – Tunggal Points Deducted**

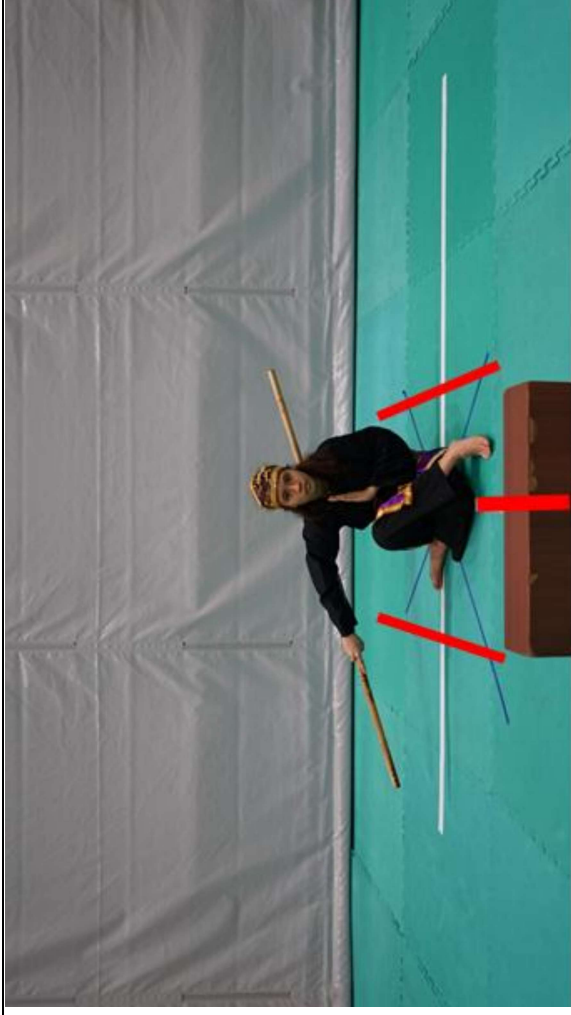
Marking in Red is to indicate the range of end point. It will not be visible during Tunggal category.



--0.01 point will be deducted if athlete exceed 1 metre range from the end point.  
 (As indicated red marking)



If athlete made 1 movement towards end point, no points will be deducted.  
 If athlete made 2 movements towards end point, -0.01 will be deducted.



Athlete ended routine within the red markings.  
 No points will be deducted.

-0.01 point will be deducted if athlete end routine outside of the weapon box range  
 (As indicated red marking)

#### *Ganda*

1. Ganda is a 3-minutes artistic performance performed by two athletes by choreographing fighting scenes. Fight scenes must include weapon play and movements needs to be realistic.

2. Weapon used such as, *Golak/Parang* is allowed to collide, make noise, and create sparks. However, the blade will need to be blunt, non-sharp pointed and according to the dimension.
3. A tolerance period of  $\pm 10$  seconds is allowed for Pre-Teen and Pre-Junior categories, while  $\pm 5$  seconds for the Junior and Senior categories.
4. Should the tolerance period go beyond the limit, it will lead to disqualification
5. Uttering of sound is allowed. However, Coach/Cornerman is not allowed to give guides or uttering any voice command.
6. Competition stages: Knockout System

#### *Regu*

1. Regu is a 3-minutes artistic performance performed by three athletes using the Regu movements. Team must move in synchronization.
2. Regu is performed according to sequence of movements.
3. A tolerance period of  $\pm 10$  seconds is allowed for Pre-Teen and Pre-Junior categories, while  $\pm 5$  seconds for the Junior and Senior categories.
4. Should the tolerance period go beyond the limit, it will lead to disqualification.
5. The team is allowed to hold a maximum of 5 seconds for each movement. For movements exceeding 5 seconds, there will be a penalty deduction of 0.50 points.
6. If the athlete fails to continue his/her performance due to whatever reason, the Competition Chairman will declare he/she as being disqualified.
7. Uttering of sound is allowed. However, Coach/Cornerman is not allowed to give guides or uttering any voice command.
8. Competition stages: Knockout System

#### *Solo Creative*

1. Solo Creative is a 1 to 3 minutes choreographed performance, performed by one athlete.
2. Performance must be accompanied by a Nusantara weapon.
3. Weapon used is allowed to collide, make noise, and create sparks. However, the blade will need to be blunt, non-sharp pointed and according to the dimension.
4. Live music or accompanied audio is allowed.

#### *Assessment*

##### *Tunggal and Regu*

In assessing the performance of an athlete or team, the Juri will evaluate the performance based on Firmness of Performance, while the Council will keep tab (written down) of the penalties for wrong movement and other penalties.

Firmness score includes the following:

1. Movement
2. Movement rhythm
3. Movement soulfulness
4. Power and stamina

The performance is evaluated from the first gong strike till the end of the routine.

### *Ganda and Solo Creative*

In assessing the performance of a team, the Juri will evaluate the performance based on the following:

1. Attack-defence technique
  - a. Quality of technique
  - b. Richness of technique
  - c. Skill and creativity
  - d. Logic in executing technique
2. Firmness
  - a. Harmony of athlete
  - b. Weapon skill
  - c. Power and stamina
  3. Soulfulness
    - a. Expression of movement

The performance is evaluated from the first gong strike till the last movement as stated in the synopsis form. Team must submit a clear and complete form before the start of the event.

### Compulsory Weapons

\*Important note – for weapon with metal blade, it should be non-sharp-pointed and blunt.

| Age Category           | Weapons      | Tunggal   | Ganda |
|------------------------|--------------|---|-------|
| Pre-Teen<br>Pre-Junior | Golok/Parang | Length: 20cm to 30cm<br>Width: 2cm to 3.5cm     |       |
|                        | Toya         | Length: 100cm to 150cm<br>Width: 1.5cm to 2.5cm |       |
| Junior<br>Senior       | Golok/Parang | Length: 30cm to 40cm<br>Width: 2.5cm to 4cm     |       |
|                        | Toya         | Length: 150cm to 180cm<br>Width: 2.5cm to 3.5cm |       |

### Additional Nusantara Weapon

For Ganda and Solo Creative event, athletes are required to use an additional *nusantara* weapon. The lists are as below:



| S/N | Weapon                 | Photo   | Remarks   |
|-----|------------------------|---|---|
| 1   | Celurit                |    | Length between 30cm to 40cm   |
| 2   | Keris                  |    | Not inclusive of the handle, the blade length is between 30cm to 40cm |
| 3   | Pecut                  |    |   |
| 4   | Pisau Belati or Dagger |    | Length between 15cm to 20cm   |
| 5   | Trisula                |   | Length between 30cm to 40cm   |
| 6   | Kerambit               |  |   |
| 7   | Kipas                  |  |   |
| 8   | Kujang                 |  |   |
| 9   | Parang Panjang         |  | Length must not exceed 60cm   |
| 10  | Badik                  |  |   |

|    |         |   |                             |
|----|---------|---|-----------------------------|
| 11 | Belati  |    |                             |
| 12 | Sewar   |    | Length must not exceed 60cm |
| 13 | Lading  |    | Length must not exceed 60cm |
| 14 | Sikin   |    | Length must not exceed 60cm |
| 15 | Rencong |  | Length must not exceed 60cm |

#### Weapon Inspection

The Competition Secretariat will make an announcement at least thirty-minutes before the beginning of Artistic competition event, for Weapon Inspection.

Competitors or the officials (Team Manager / Coach) are required to bring the weapon that will be used for the competition to the Weapon Inspection Station to be checked thoroughly by the Technical Officials on duty.

The weapons that were certified by the Technical Officials on duty will be quarantined. And the weapon is allowed to be collected just before the competitor is entering the arena for his/her turn (immediately after their name was announced).

#### Point System

Performance is scored using the scale from 9.00 to 10.00.

The system will calculate the median score from all the juries.

The median is the middle score in a set of given numbers, in this scenario will be the middle score out of 10 Juries.

| Point Deduction | - 0.01 (By Juri)   | - 0.50 (By Council)   |
|-----------------|--|---|
| Tunggal         | <ul style="list-style-type: none"> <li>▪ Mistake in movement sequence</li> <li>▪ Mistake in techniques</li> <li>▪ Missing movements</li> <li>▪ Weapon slipping out of hand, but did not touch the ground</li> <li>▪ End point exceed within end point 1 metre range</li> <li>▪ Additional move to end point</li> </ul> | <ul style="list-style-type: none"> <li>▪ Performance exceeds time tolerance by additional +/- 5 seconds</li> <li>▪ Performance exceeds the 10m-by-10m Arena</li> <li>▪ Holding a movement exceeding 5 seconds</li> <li>▪ Dropping of weapon, touching the floor</li> <li>▪ Attire is not according to prescription. Part of the attire (such as; <i>Tanjak</i>, <i>Samping</i> or <i>Bengkung</i>) fall out and not wearing single coloured top and bottom &amp; samping and tanjak</li> </ul>  |
| Ganda           | X  | <ul style="list-style-type: none"> <li>▪ Performance exceeds the 10m-by-10m Arena</li> <li>▪ Performance exceeds time tolerance by additional +/- 5 seconds</li> <li>▪ Weapon drop does not meet synopsis</li> <li>▪ Weapon fall out of arena while team is still required to use it</li> <li>▪ Holding a movement exceeding 5 seconds</li> <li>▪ Attire is not according to prescription. Part of the attire (such as; <i>Tanjak</i>, <i>Samping</i> or <i>Bengkung</i>) fall out and not wearing single coloured top and bottom &amp; samping and tanjak</li> </ul> |
| Regu            | <ul style="list-style-type: none"> <li>▪ Mistake in movement</li> <li>▪ Mistake in movement details</li> <li>▪ Mistake in movement sequence</li> <li>▪ Missing movement</li> <li>▪ Synchronization</li> </ul>  | <ul style="list-style-type: none"> <li>▪ Performance exceeds the 10m-by-10m Arena</li> <li>▪ Holding a movement exceeding 5 seconds</li> <li>▪ Performance exceeds time tolerance by additional +/- 5 seconds</li> <li>▪ Attire is not according to prescription. Part of the attire (i.e <i>Bengkung</i>) fall out.</li> </ul>   |
| Solo Creative   | X  | <ul style="list-style-type: none"> <li>▪ Performance exceeds the 10m-by-10m Arena</li> <li>▪ Weapon drop does not meet synopsis</li> <li>▪ Weapon fall out of arena while team is still required to use it</li> </ul>   |

These are some samples of steps from Tunggal & Regu that athlete and/or team can hold a movement not exceeding 5 seconds.



#### Resolving draws

If the score is equal, the winner will be determined accordingly:

1. Lesser penalty point
2. Timing nearest to 3 minutes
3. Standard deviation
  - a. Standard deviation is a number used to tell how measurements for a group are spread out. A low standard deviation means that most of the numbers are close to the average. A high standard deviation means that the numbers are more spread out.
  - b. The team that has a lower standard deviation value will be declared the winner.
4. Juri Vote
  - a. Decision will be made by a voting from the Chairman and 10 Juries.

- b. Chairman and Juries will choose one winner, red or blue.
- c. The team with more votes will win the round.

#### Disqualification

A Competitor or a team of Competitors may be disqualified for any of the following reasons:

1. Weapon come out loose from handle or break
2. Weapon failing the inspection
3. Failing to showcase whole package
4. Performing sequence not in order
5. Putting on a wrong attire
6. Performance exceeds the time tolerance given
  - a. Pre-Teen & Pre Junior: More than +/- 15 seconds
  - b. Junior & Senior: More than +/- 10 seconds
7. Failing a doping test
8. Failing to pass the medical check up

A disqualification is indicated by a 0.00 score. When a disqualification occurs, the Chairman will immediately stop the performance and announce the disqualification.

Since Artistic format is now using the knock-out system, if both Athlete or Team is/are disqualified, the following factors will be considered:

#### For categories Single (Tunggal) and Team (Regu)

1. Number of Jurus (package) the athlete or team has perform. Those performed to later Jurus (package) will proceed to the next round.
2. Penalty
3. Timing of Performance
4. Toss Coin by Chairman of Competition

#### For category Double (Ganda)

1. Time

Those performed to the later timing will proceed to the next round. Reason being, both team has been disqualified to the mistakes they made.

However, if timing is tie.

2. Toss Coin by Chairman of Competition

**Explanation:**

1. *Artistic is not a dance or theatrical performance. It must adhere to the traditional values and principles. It must be realistic in fighting terms and display concentration, power, and potential impact in its techniques. It must demonstrate strength, power, and speed — as well as grace, rhythm, and balance.*
2. *The members of the team must demonstrate competence in all aspects of the Regu performance, as well as synchronisation.*
3. *When resolving draws the original score is retained. Considerations of other scores for determining the winner between equally scoring Competitors does not change the official score.*
4. *Sample of result of assessment:*

| Judges | J1   | J2   | J3   | J4   | J5   | J6   | J7   | J8   | J9   | J10  | Mean Score                     | Foul | Total        |
|--------|------|------|------|------|------|------|------|------|------|------|--------------------------------|------|--------------|
| Score  | 9.85 | 9.75 | 9.70 | 9.85 | 9.80 | 9.80 | 9.75 | 9.75 | 9.75 | 9.85 | $(9.80 + 9.75) \div 2 = 9.775$ | 0.25 | <u>9.535</u> |

Format: Remove the highest and lowest scores till you will be able to get the Median Number. Then, calculate the number to get the Mean Score.

1. *Sample of standard deviation in a draw:*

**Athlete A:**

| Judges | J1   | J2   | J3   | J4   | J5   | J6   | J7   | J8   | J9   | J10  | Mean Score                  | Foul | Total       |
|--------|------|------|------|------|------|------|------|------|------|------|-----------------------------|------|-------------|
| Score  | 9.85 | 9.75 | 9.70 | 9.85 | 9.80 | 9.80 | 9.75 | 9.80 | 9.75 | 9.85 | $(9.80+9.80) \div 2 = 9.80$ | 0.00 | <u>9.80</u> |

**Athlete B:**

| Judges | J1   | J2   | J3   | J4   | J5   | J6   | J7   | J8   | J9   | J10  | Mean Score                  | Foul | Total       |
|--------|------|------|------|------|------|------|------|------|------|------|-----------------------------|------|-------------|
| Score  | 9.85 | 9.70 | 9.70 | 9.85 | 9.80 | 9.80 | 9.75 | 9.80 | 9.75 | 9.90 | $(9.80+9.80) \div 2 = 9.80$ | 0.00 | <u>9.80</u> |

Standard Deviation Formula:

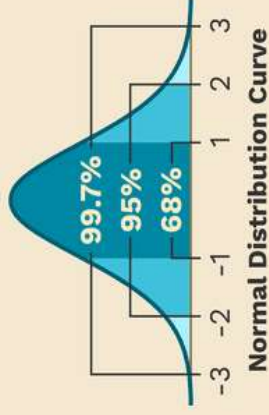
## Calculating Standard Deviation

$$S_x = \sqrt{\frac{\sum_{i=1}^n (x_i - \bar{x})^2}{n - 1}}$$

**n** = The number of data points

**x<sub>i</sub>** = Each of the values of the data

**$\bar{x}$**  = The mean of **x<sub>i</sub>**



Normal Distribution Curve

ThoughtCo.

Scientific Calculator to be used for Standard Deviation Calculation:



**Based on Excel Spreadsheet Formula**

=STDEV.P (J1:J10)

\*Must apply 2 decimal point

**Based on Manual Calculation**

| <u>Athlete A</u> |   |  | <u>Athlete B</u> |   |   |
|------------------|---|--|------------------|---|---|
| <b>First</b>     | Work out the average, or arithmetic mean, of the numbers:         |  | <b>First</b>     | Work out the average, or arithmetic mean, of the numbers:         |   |
|                  | Count   | 10 (How many numbers)                            |                  | Count   | 10 (How many numbers)                           |
|                  | Sum   | 97.90 (All the numbers added up)                 |                  | Sum   | 97.90 (All the numbers added up)                |
|                  | Mean  | 9.79 (Arithmetic mean = Sum / Count)             |                  | Mean  | 9.79 (Arithmetic mean = Sum / Count)            |
| <b>Second</b>    | Take each number, subtract the <u>mean</u> and square the result: |  | <b>Second</b>    | Take each number, subtract the <u>mean</u> and square the result: |   |
|                  | Differences   | 0.06 (Every Number minus Mean)                   |                  | Differences   | 0.06 (Every Number minus Mean)                  |
|                  |   | -0.04  |                  |   | -0.09   |
|                  |   | -0.09  |                  |   | -0.09   |
|                  |   | 0.06   |                  |   | 0.06  |
|                  |   | 0.01   |                  |   | 0.01  |
|                  |   | 0.01   |                  |   | 0.01  |
|                  |   | -0.04  |                  |   | -0.04   |
|                  |   | 0.01   |                  |   | 0.01  |
|                  |   | -0.04  |                  |   | -0.04   |
|                  |   | 0.06   |                  |   | 0.11  |
|                  | Differences <sup>2</sup>  | 0.0036 (Square of each difference)               |                  | Differences <sup>2</sup>  | 0.0036 (Square of each difference)              |
|                  |   | 0.0016   |                  |   | 0.0081  |
|                  |   | 0.0081   |                  |   | 0.0081  |
|                  |   | 0.0036   |                  |   | 0.0036  |
|                  |   | 0.0001   |                  |   | 0.0001  |
|                  |   | 0.0001   |                  |   | 0.0001  |
|                  |   | 0.0016   |                  |   | 0.0016  |
|                  |   | 0.0001   |                  |   | 0.0001  |
|                  |   | 0.0016   |                  |   | 0.0016  |
|                  |   | 0.0036   |                  |   | 0.0121  |
| <b>Third</b>     | Now calculate the Variance  |  | <b>Third</b>     | Now calculate the Variance  |   |
|                  | Sum of Differences <sup>2</sup>                                   | 0.0240 (Add up the Squared Differences)          |                  | Sum of Differences <sup>2</sup>                                   | 0.0390 (Add up the Squared Differences)         |
|                  | Variance  | 0.0024 (Sum of Differences <sup>2</sup> / Count) |                  | Variance  | 0.0039 (Sum of Difference <sup>2</sup> / Count) |
| <b>Lastly</b>    | Take the Square Root of the Variance                              |  | <b>Lastly</b>    | Take the Square Root of the Variance                              |   |
|                  | Standard Deviation  | 0.0489897949                                     |                  | Standard Deviation  | 0.06244997998                                   |



**Sample Results**

*Athlete A: 0.048989794855664*

*Athlete B: 0.062449979983984*

*In this scenario, Athlete A has a lower standard deviation value, therefore Athlete A will be declared the winner.*

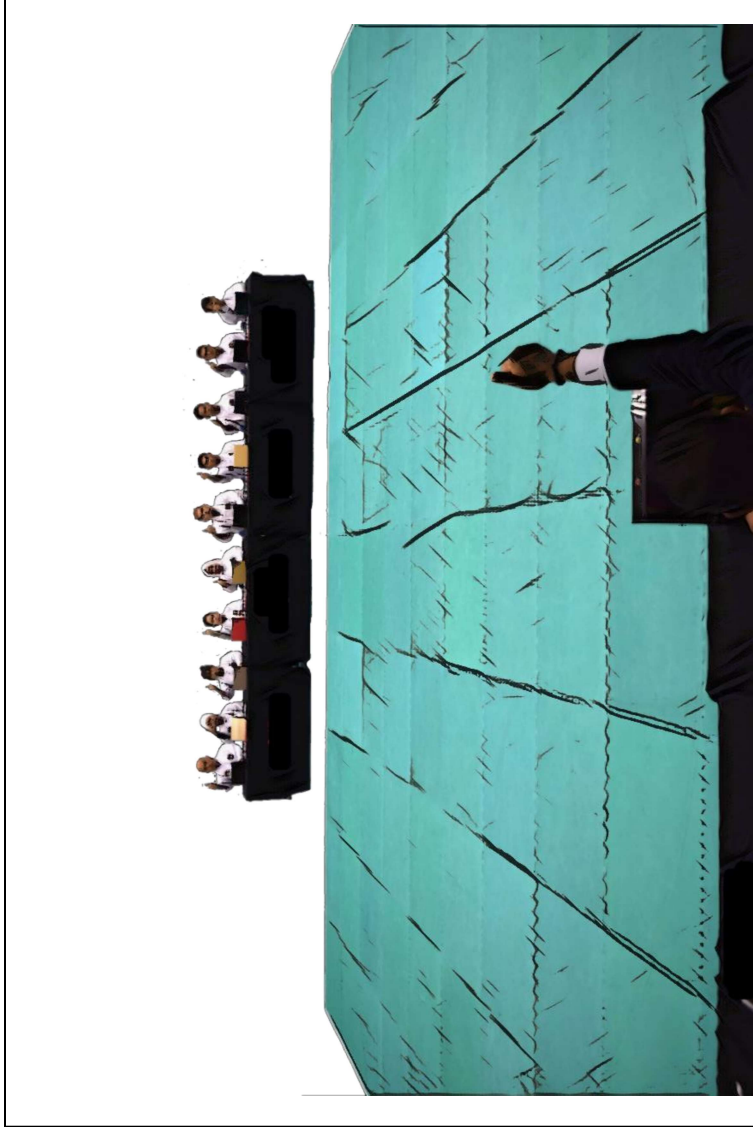
**Article 15.5: Operation of Artistic Event**

1. At the start of each round the athlete, or team, will line up at the match area perimeter facing the Juri. Both teams will stand in line and *hormat* the Chairman and Judges and step back out of the Arena.
2. When called, the athlete, or team, will step up to the starting point for their event.
3. The starting point for the performance is anywhere within the perimeter of the competition area.
4. Performance will start at the strike of gong.
5. At the end of the performance, after *hormat* the Chairman and Juri, the athlete or team must leave the arena.
6. After the second athlete, or team performs, both teams will return to the Arena to wait for the result. Once the result is out, athletes must respect the Juri and Chairman before leaving the Arena.
7. Corner Coach will be given 1 Protest Card for each game.

**Explanation:**

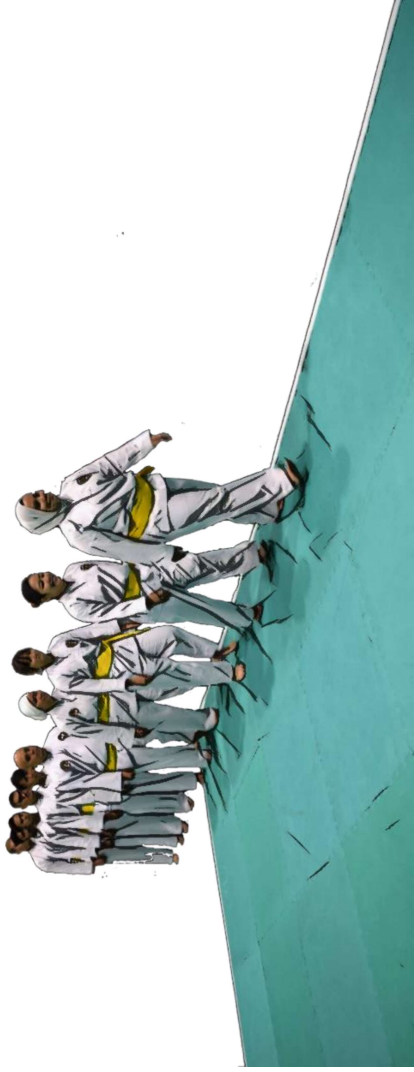
1. *The starting point for an artistic performance is within the perimeter of the competition area.*
2. *Protest Card to be used immediately after the sound of Gong when the athletes have completed their performance. Before the announcement of the result. If result has been announced, Corner Coach can no longer submit its protest. The next step to protest is through Team Manager.*
3. *Protest Card is used on e.g. missing out *Jurus* (package), dropping of weapon (where it is not supposed to), and holding a maximum of 5 seconds for each movement.*

### Appendix 9 – Arrangement for Artistic Category



Refer to Article 15.1



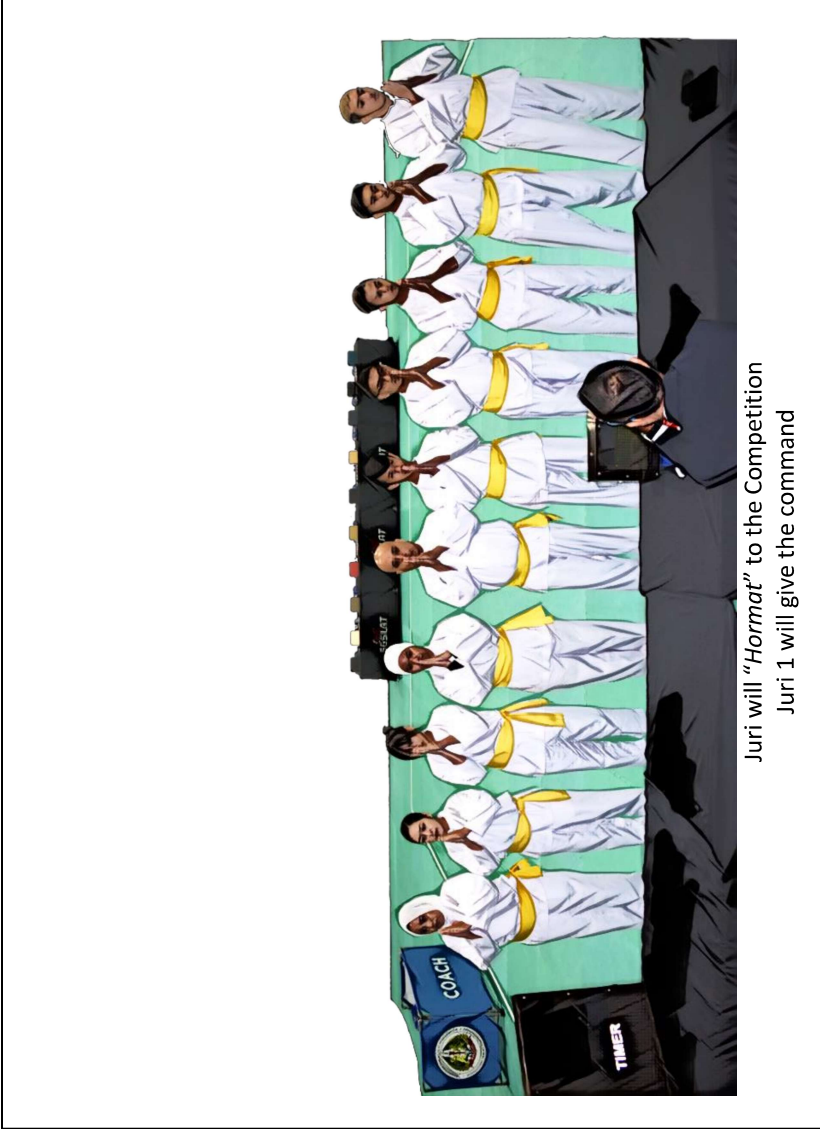


All juri will enter the arena from the right side of the Competition Chairman.

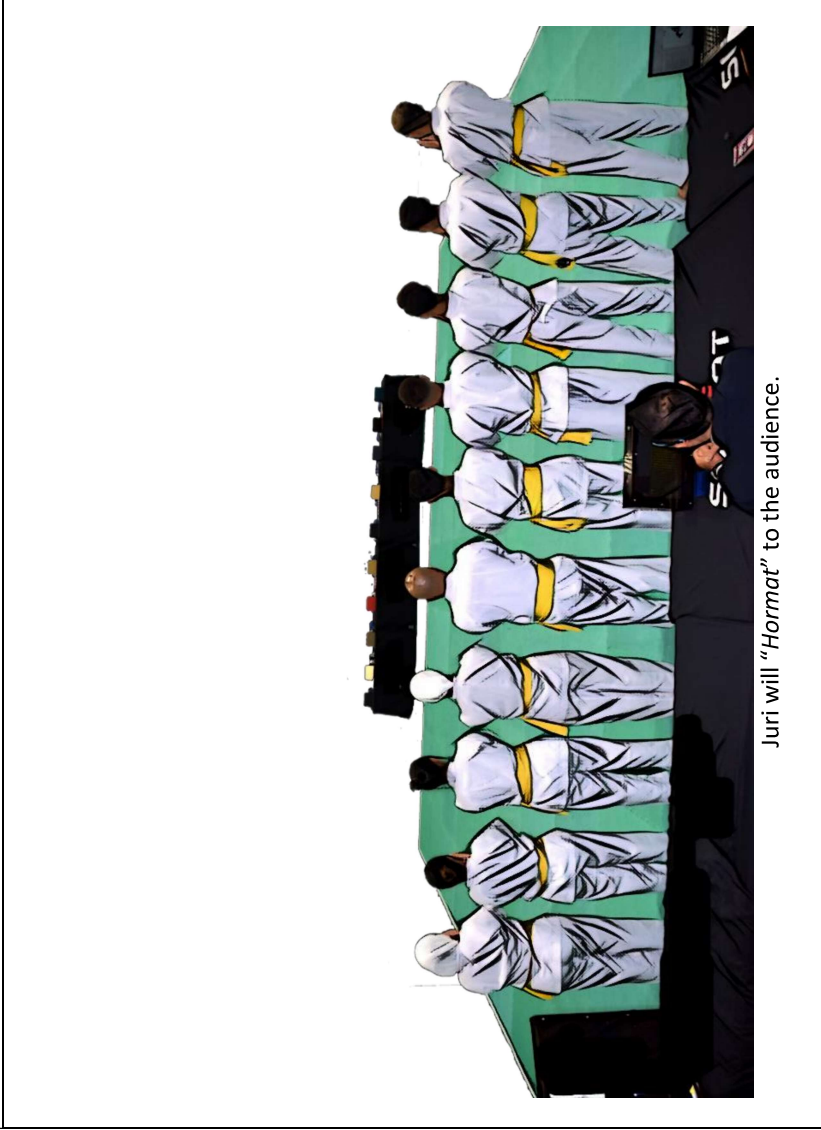


Juri will report to the Competition Chairman that they are ready to carry out their duties.  
Standing arrangement for Juri from left to right:

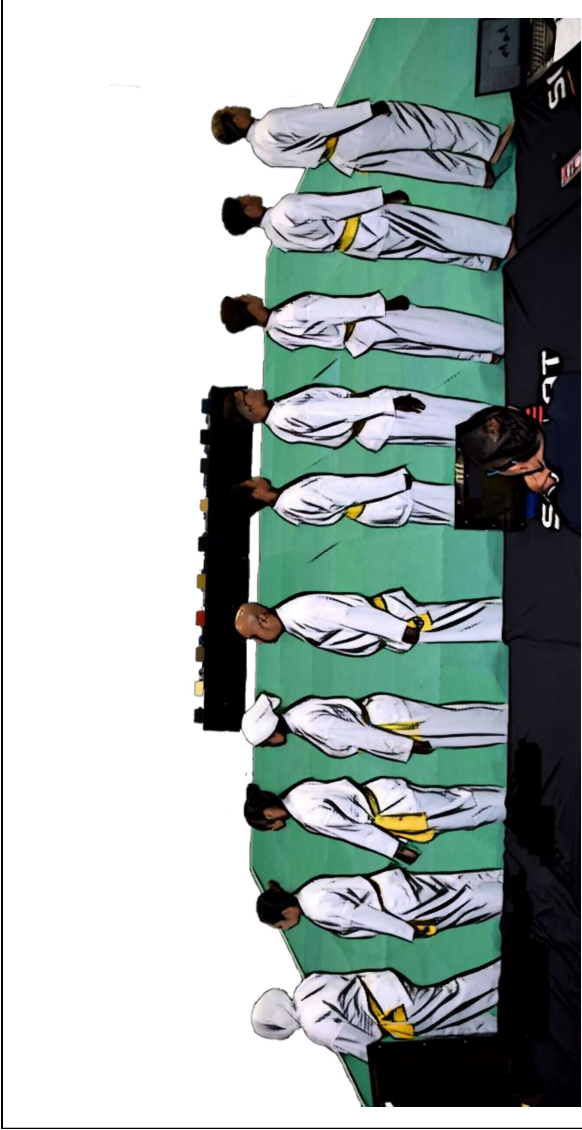
Juri 5 | Juri 4 | Juri 3 | Juri 2 | Juri 1 | Juri 10 | Juri 9 | Juri 8 | Juri 7 | Juri 6



Juri will "Hormat" to the Competition  
Juri 1 will give the command



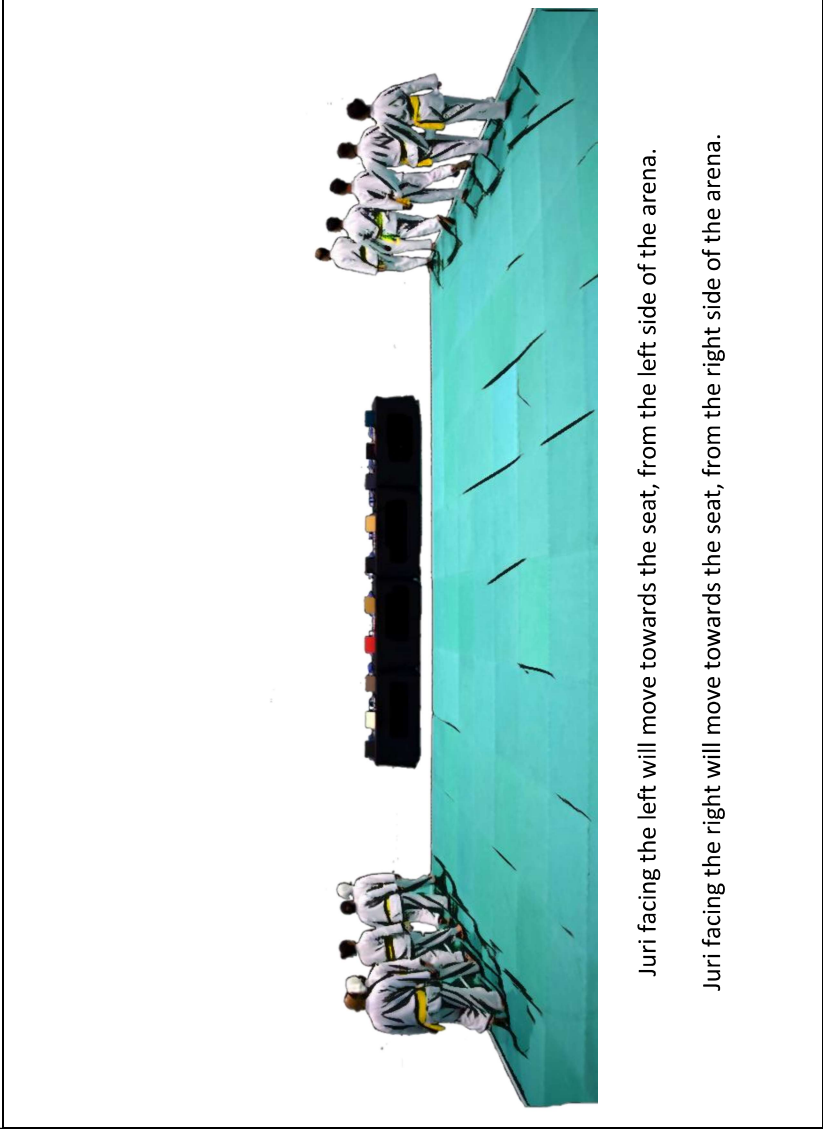
Juri will "Hormat" to the audience.



Formation to move to the designated seats (for duty)

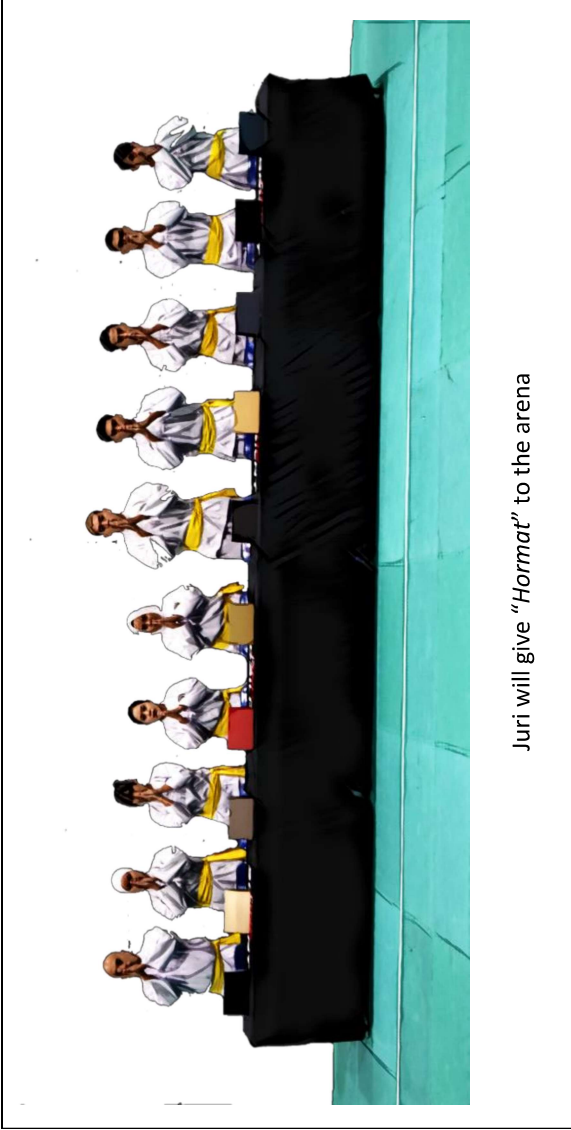
Juri facing to the LEFT – July 5 | July 4 | July 3 | July 2 | July 1

Juri facing to the RIGHT – July 10 | July 9 | July 8 | July 7 | July 6

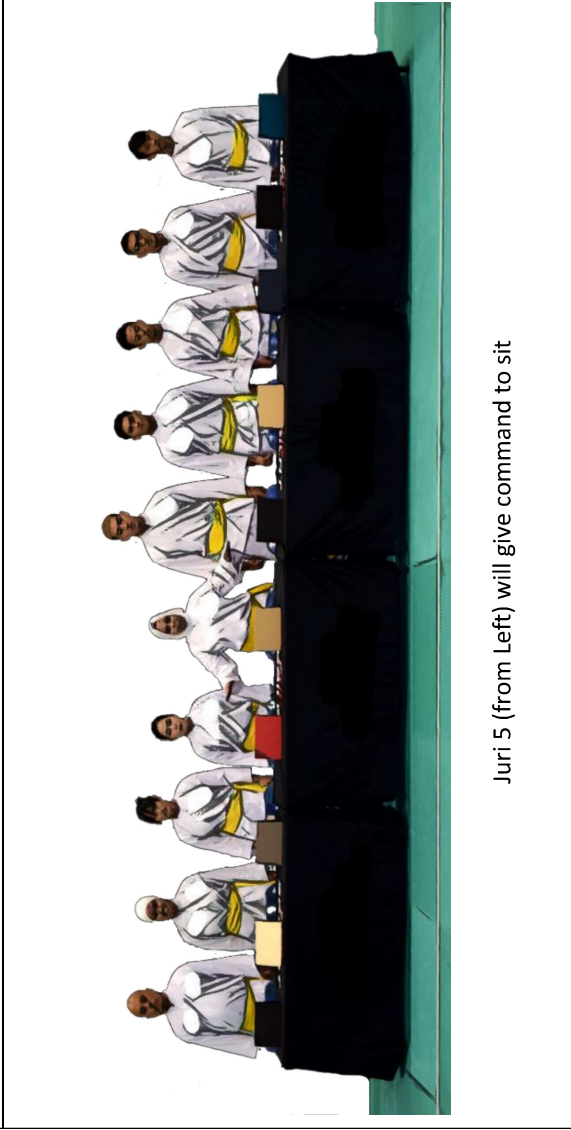


Juri facing the left will move towards the seat, from the left side of the arena.

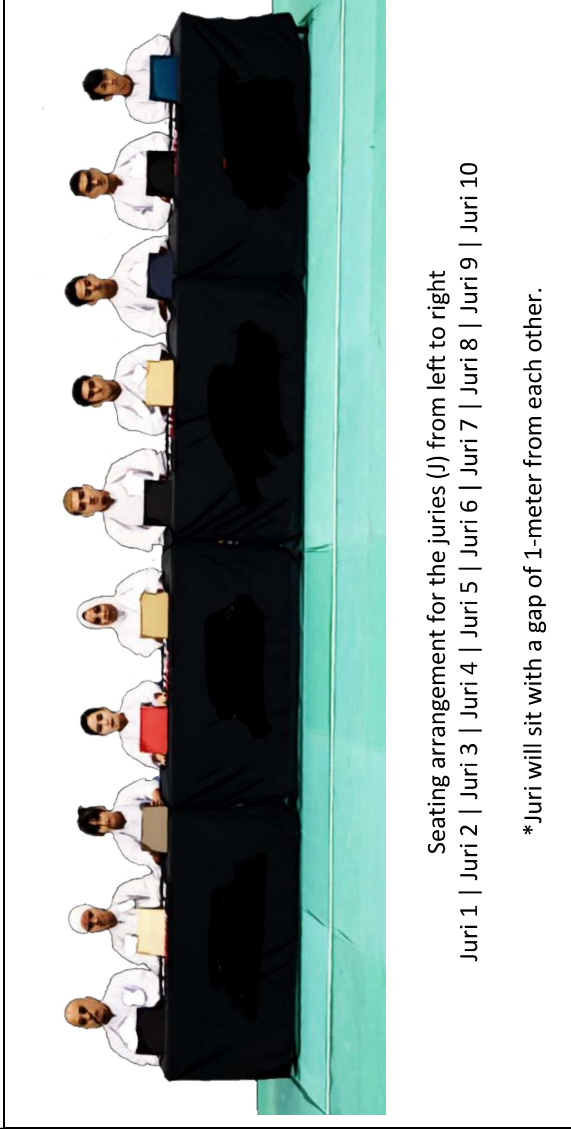
Juri facing the right will move towards the seat, from the right side of the arena.



Juri will give "Hormat" to the arena

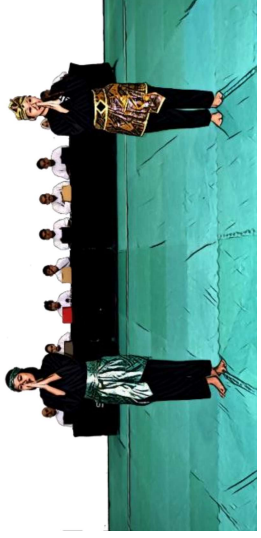


Juri 5 (from Left) will give command to sit



Seating arrangement for the juries (J) from left to right  
Juri 1 | Juri 2 | Juri 3 | Juri 4 | Juri 5 | Juri 6 | Juri 7 | Juri 8 | Juri 9 | Juri 10

\* Juri will sit with a gap of 1-meter from each other.



Athlete from both corner will be called in to give “*Hormat*” to the Competition Chairman



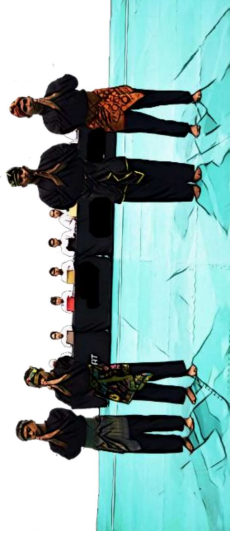
Athletes from both corner will give “*Hormat*” to each other



Athletes from both corner will give “*Hormat*” to the Juri



After giving the “*Hormat*” both athletes will step out from the arena. Athlete from the Blue Corner will showcase its performance first. Followed by Athlete from Red Corner.



Athlete from both corner will be called in to give “Hormat” to the Competition Chairman



Athletes from both corner will give “Hormat” to each other



Athletes from both corner will give “Hormat” to the Juri



After giving the “Hormat” both athletes will step out from the arena. Athlete from the Blue Corner will showcase its performance first. Followed by Athlete from Red Corner.

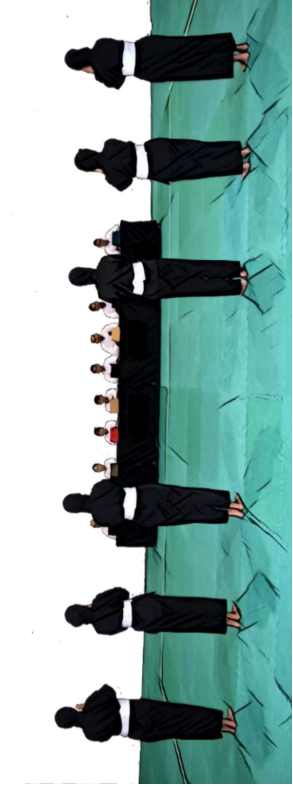




Athlete from both corner will be called in to give "Hormat" to the Competition Chairman



Athletes from both corner will give "Hormat" to each other



Athletes from both corner will give "Hormat" to the Juri



After giving the "Hormat" both athletes will step out from the arena. Athlete from the Blue Corner will showcase its performance first. Followed by Athlete from Red Corner.

