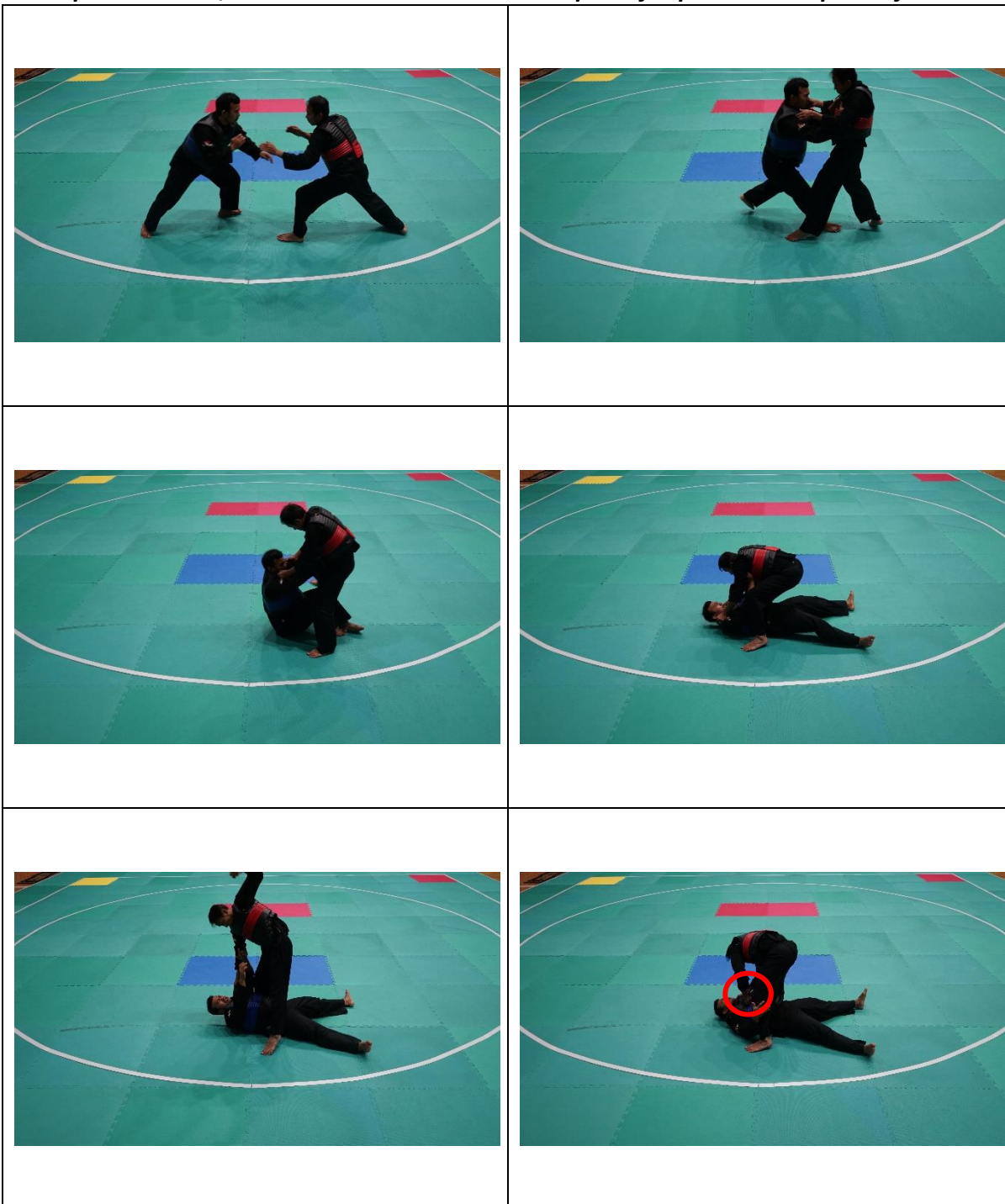


### Failed Dropping Technique

**Red Athlete will be awarded 3-points as the arm is locked preventing Blue Athlete to execute a dropping technique. Failed technique from Blue Athlete.**

**Red Athlete will be issued with Reprimand I for continuing with an attack while holding, touching, grabbing the vest when Blue Athlete is on the ground.**

**However, if Red Athlete is not holding, touching, grabbing the vest and continue with either punch or kick, Red Athlete will be awarded 1 point for punch and 2 points for kick.**

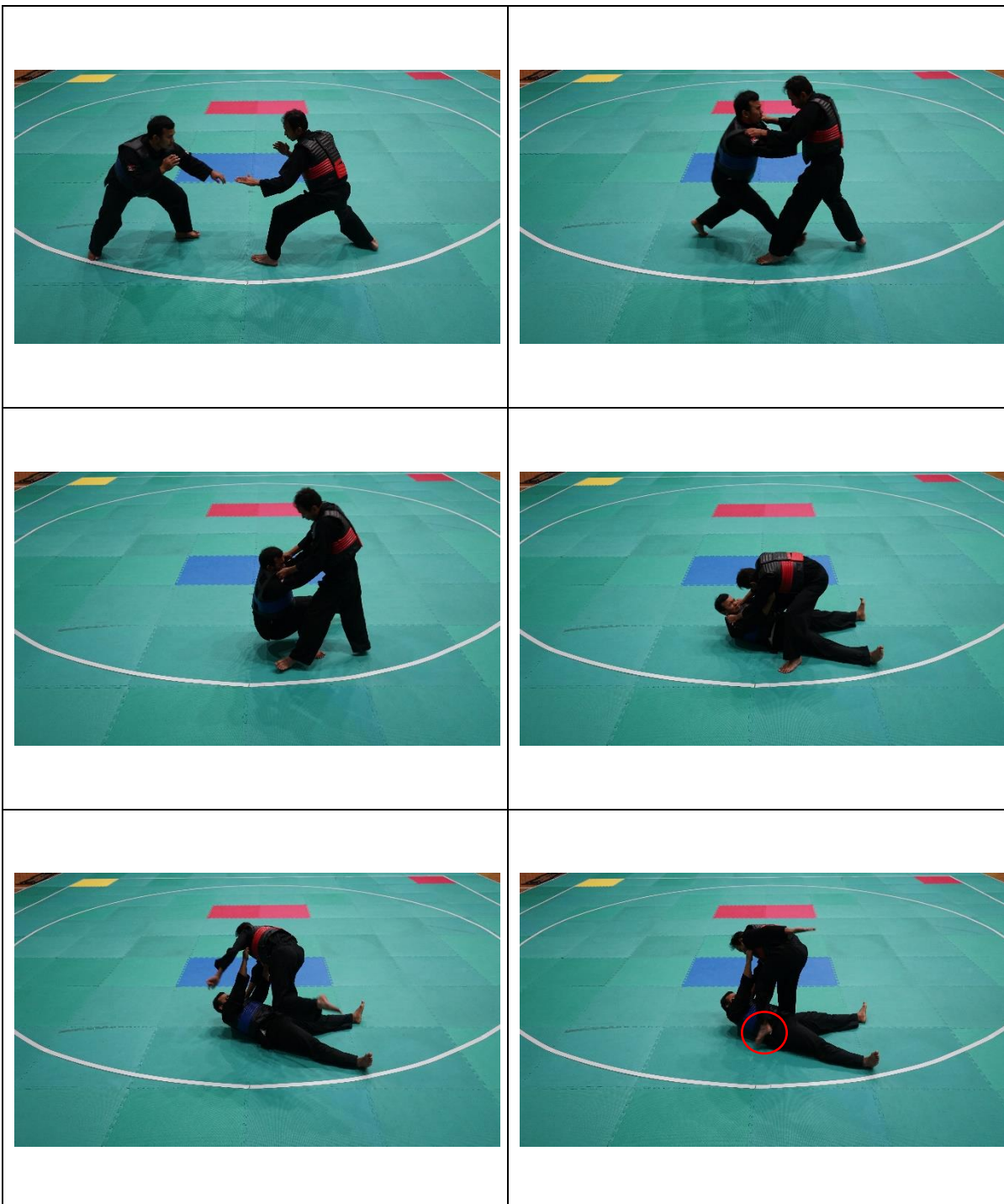


### Failed Dropping Technique

**Red Athlete will be awarded 3-points as the arm is locked preventing Blue Athlete to execute a dropping technique. Failed technique from Blue Athlete.**

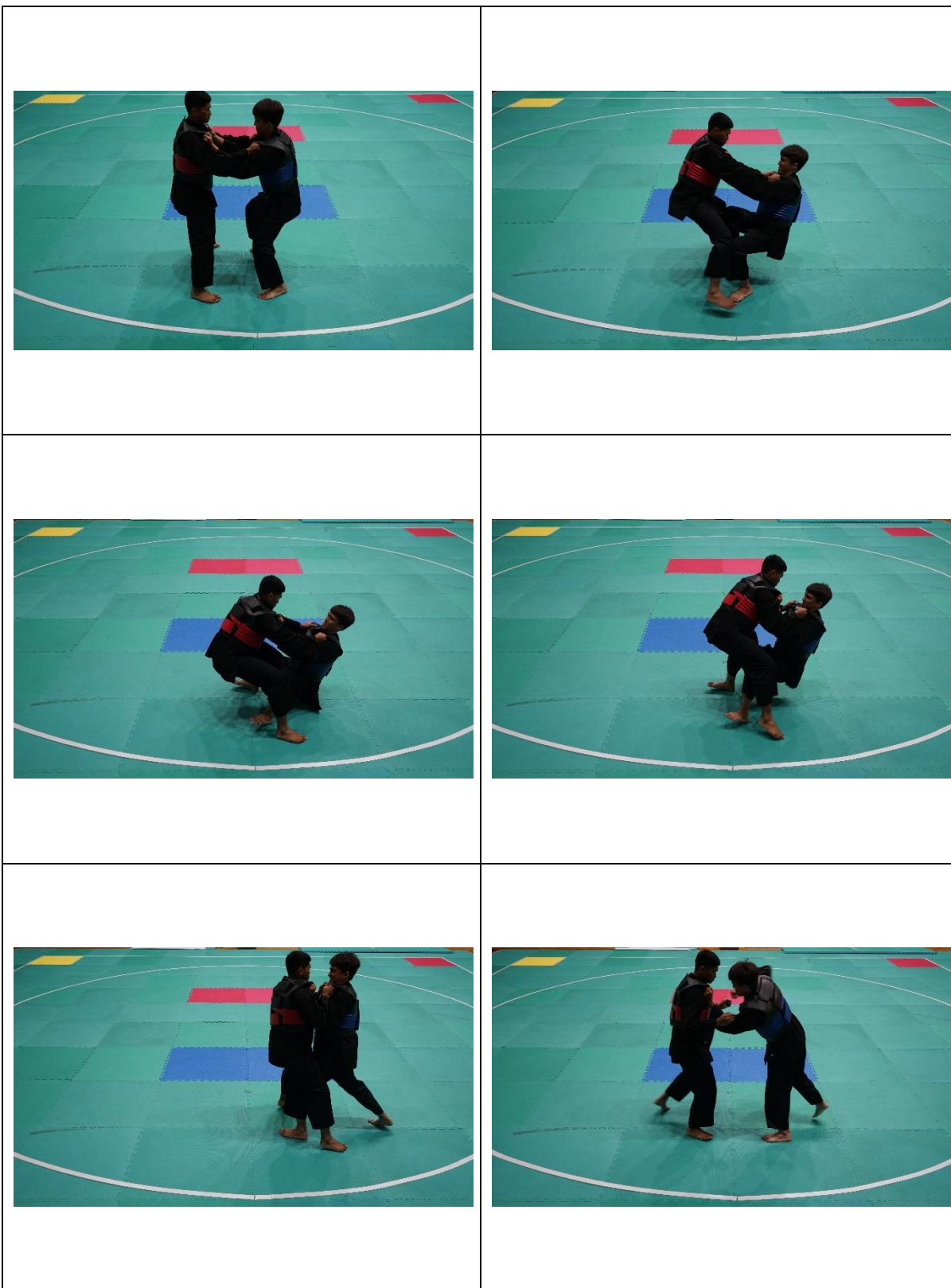
**Red Athlete will be issued with Reprimand I for continuing with an attack while holding, touching, grabbing the vest when Blue Athlete is on the ground.**

**However, if Red Athlete is not holding, touching, grabbing the vest and continue with either punch or kick, Red Athlete will be awarded 1 point for punch and 2 points for kick.**



### Failed Dropping Technique

**Failed Dropping Technique with no points awarded to any athlete as the Blue Athlete's buttock did not touch the ground. No stoppage of match.**



### IMPORTANT NOTE – On Dropping Techniques

For techniques that involves touching the ground, only listed techniques approved under the International Pencak Silat Competition Rules and Regulations is allowed.

Following are the dropping & kicking techniques (as listed in this manual):

1. Scissors (touch the ground in the midst of doing scissors)
2. Back Scissors (touch the ground in the midst of doing scissors)
3. Pull Scissors (touch the ground in the midst of doing scissors)
4. Single Leg “Crocodile”
5. “Corkscrew”
6. On the Ground Dropping
7. Single Horse Kick
8. Double Horse Kick

## Counterattack

A counterattack is allowed, when an athlete is being attacked, and counter the move with – Counter & Attack. Only two (2) techniques are allowed while on the ground within 2-seconds. More than two techniques, the athlete will be issued with Reprimand I.

The images below are some of the techniques.

### Technique 1: Red Athlete counter the scissors technique with a punch.



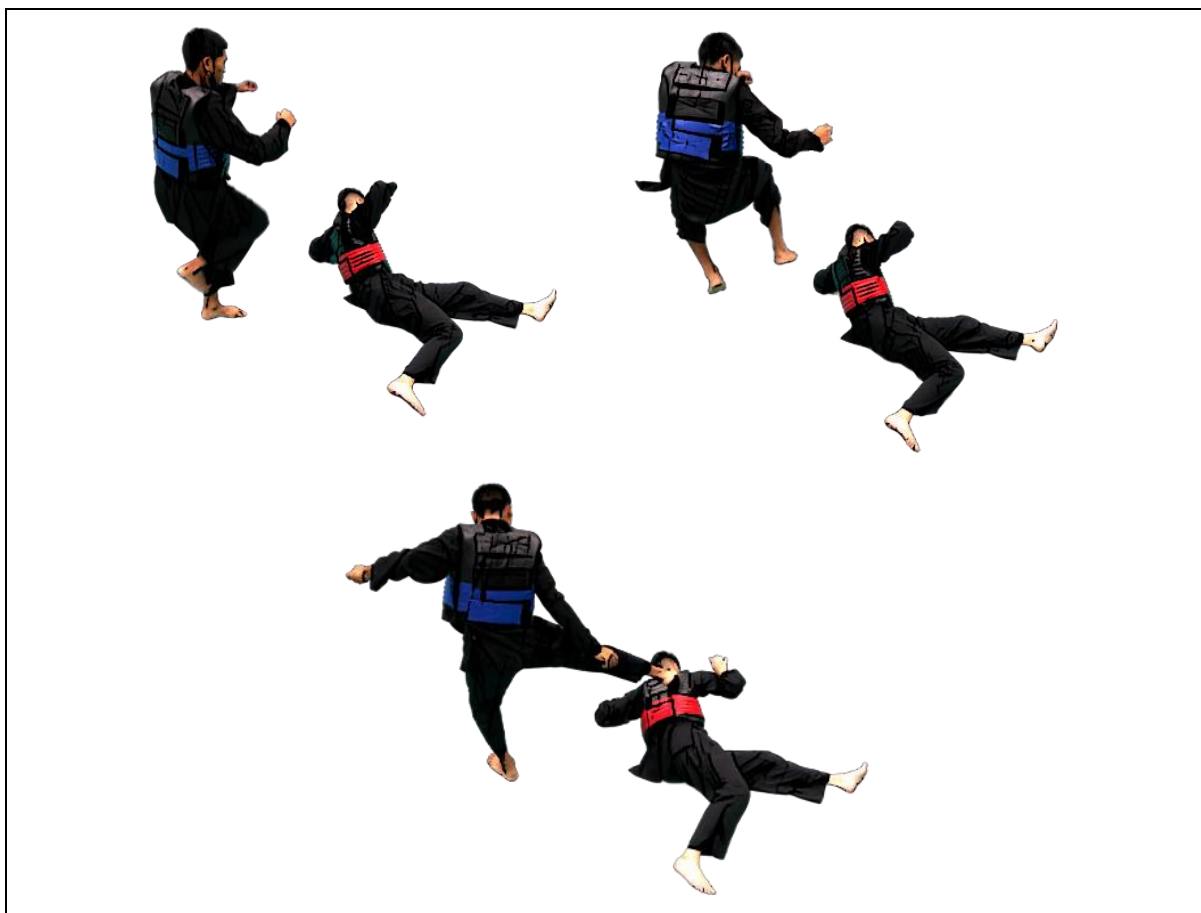
### Technique 2: Red Athlete counter the scissors technique with a kick.



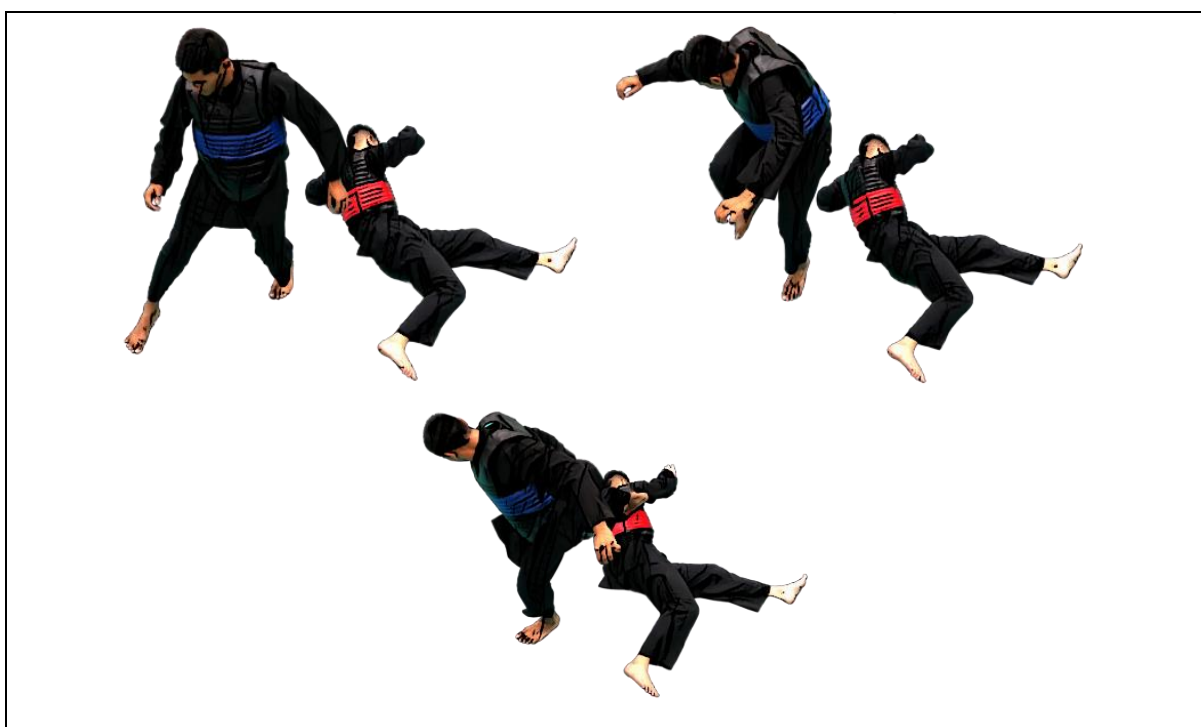
Technique 3:

Technique 4:

Technique 5: Jumping side to the back of the vest

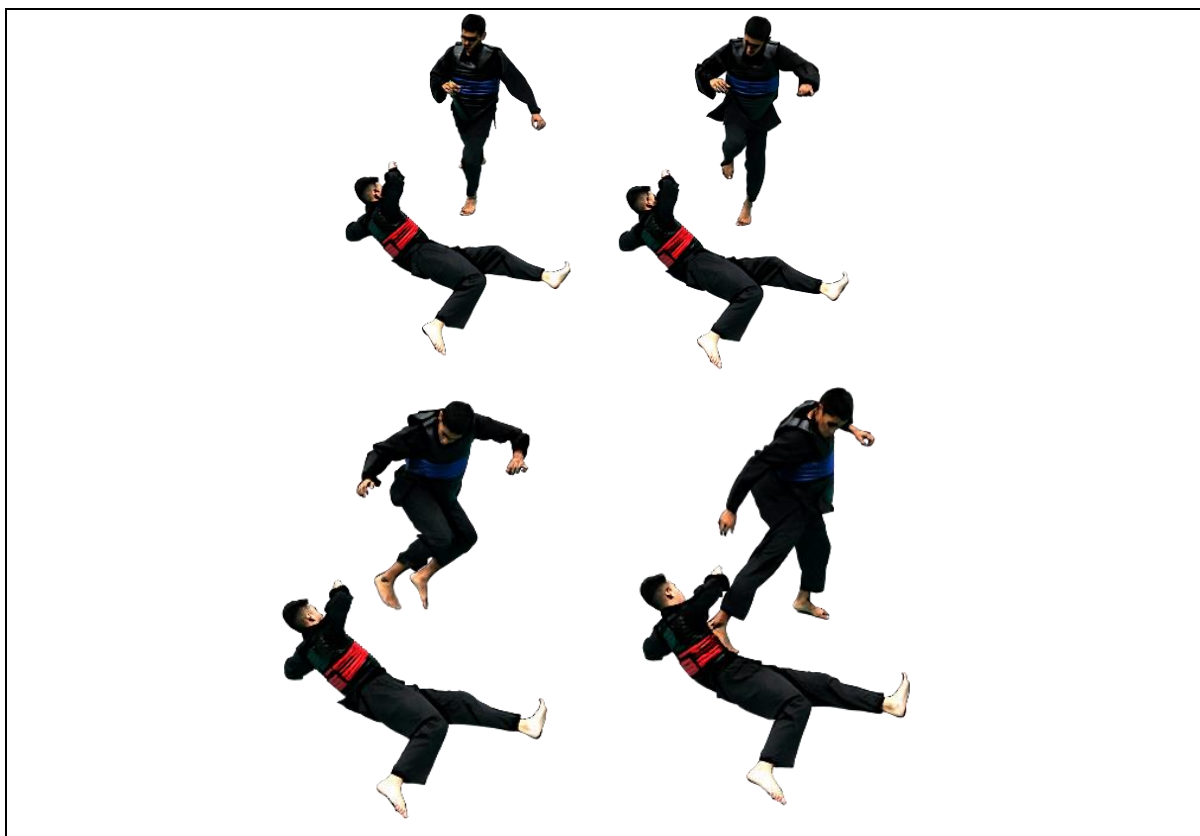


Technique 6: Jumping back heel kick to the back of the vest

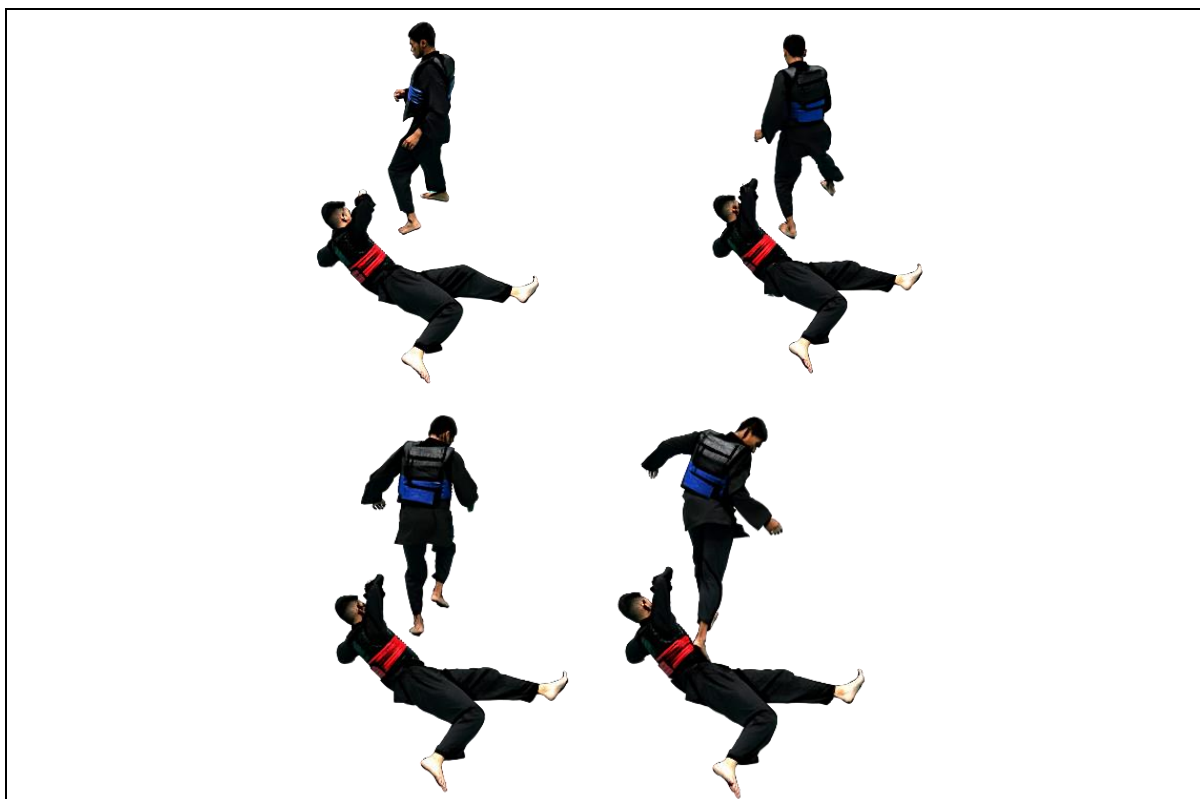




### Technique 7: Jumping Side Kick



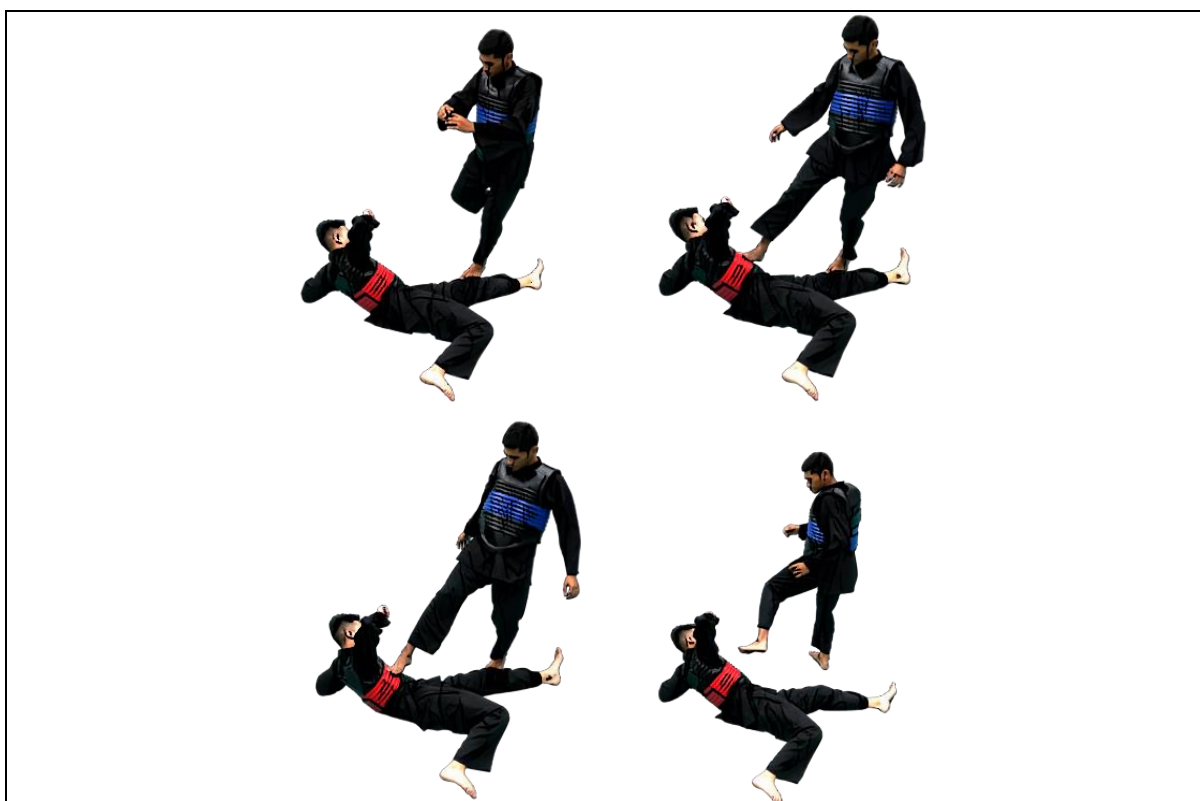
### Technique 8: Jumping Back Heel Kick



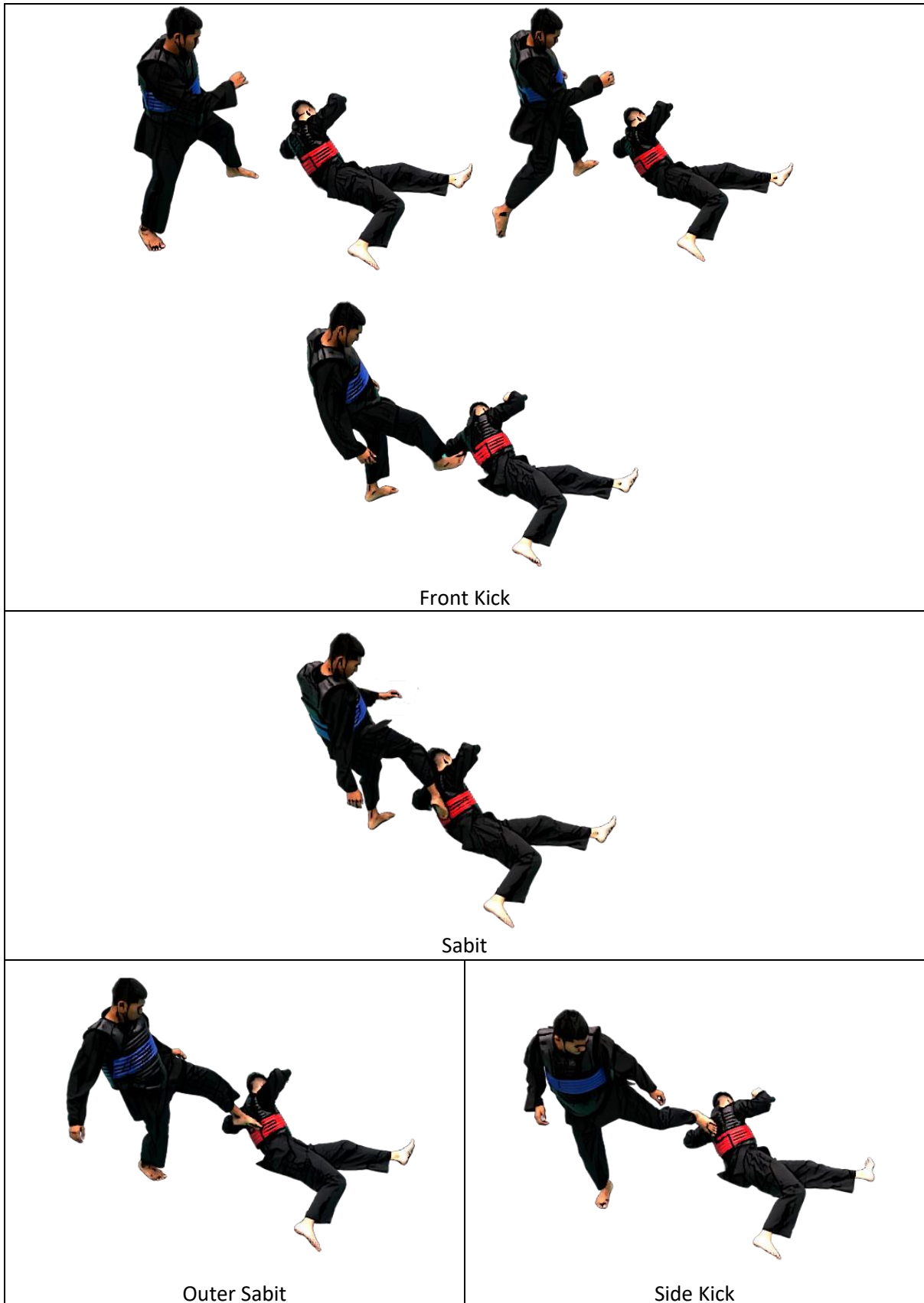
### Technique 9: Sabit to the Vest



### Technique 10: Front Kick to the Vest



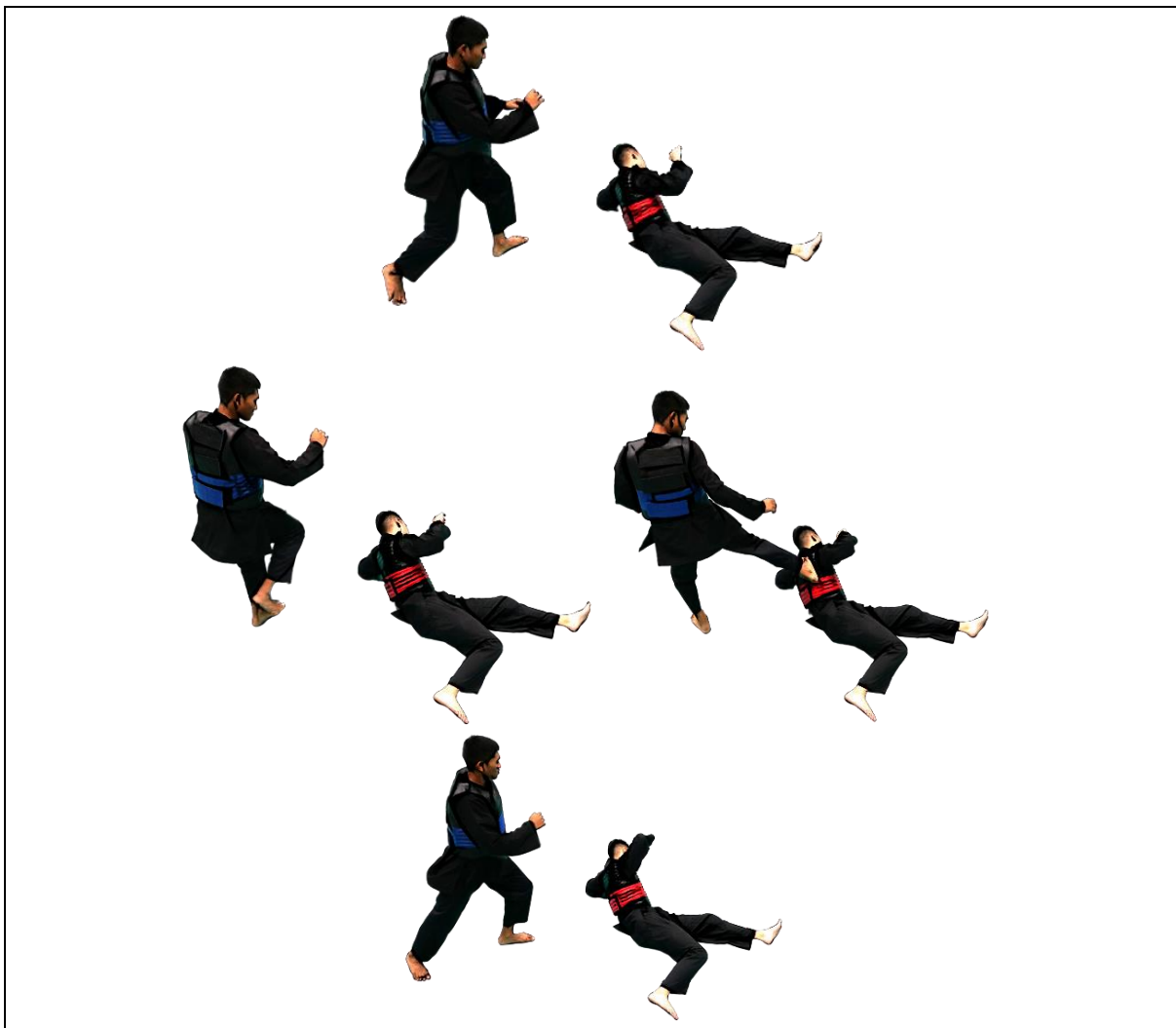
### Technique 11: Kick to the Back of the Vest



### Technique 12: Back Heel Kick to the Back of the Vest



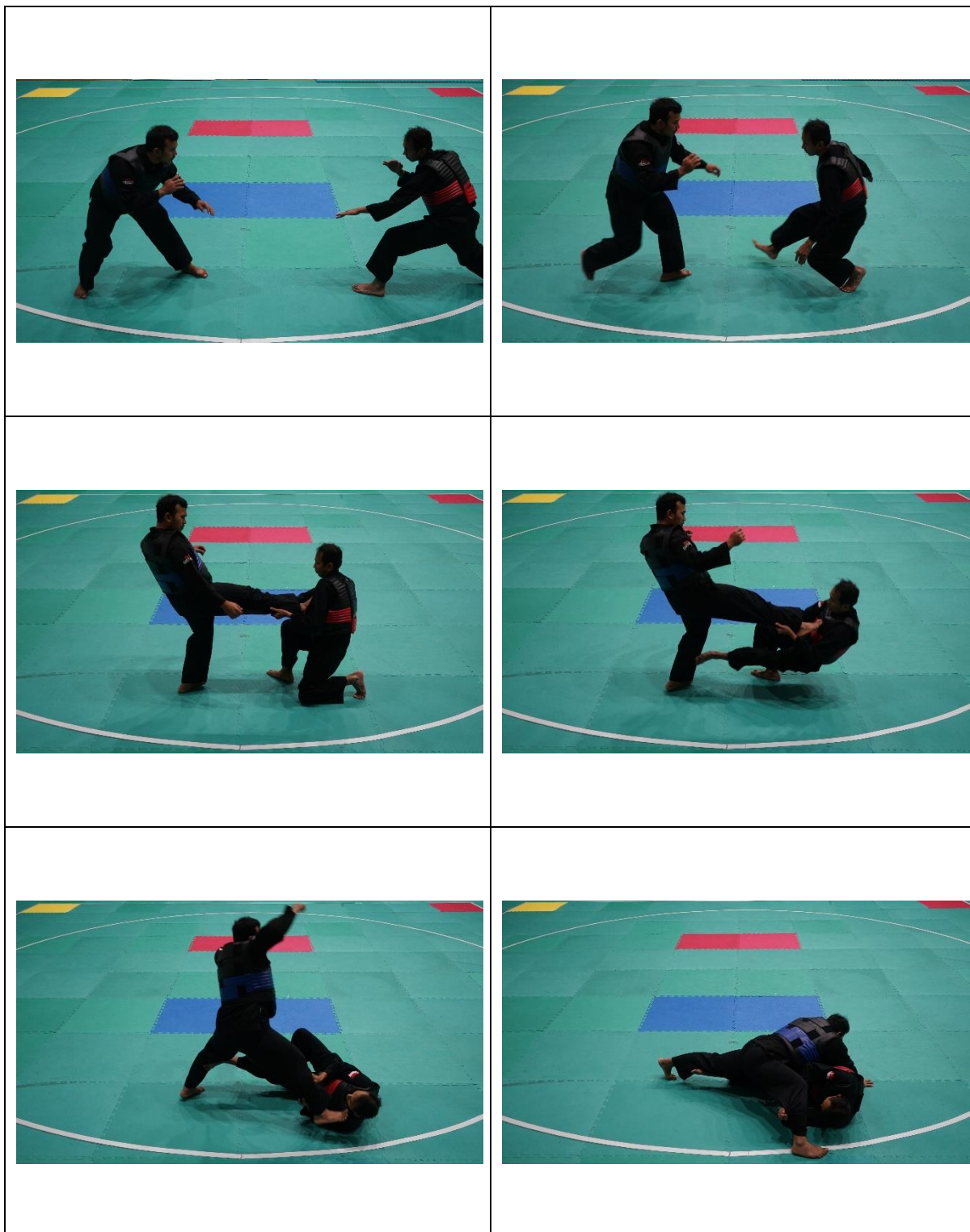
### Technique 13: Side Kick



A counterattack is allowed, when an athlete is being attacked, and counter the move with – Counter & Attack. This is a three (3) technique counterattack.

Below are the techniques:

Technique 14: Red performed a three (3) technique counterattack and earned a valid 3-points for doing the dropping technique.



Technique 15:

Technique 16:

Technique 17:



## Locking

The athlete is allowed to do locking techniques to its opponent with a timeframe of 5-seconds.

Should the athlete who is being locked verbally give up or tap to give up, the athlete will be disqualified with a TKO\*. The athlete performing the locking will not be issued with verbal warning or reprimand.

***\*Technical Knock-Out*** or stoppage by Wasit, is declared when the Wasit decides during the round that the competitor cannot safely continue the match for any reason. It can also be declared by the Medical Team on duty attending to the competitor.

Following are some of the locking techniques, and images below are some of the samples:

1. Standing Armbar
2. Locking the Wrist
3. Locking the Ankle
4. Shoulder Lock (standing)





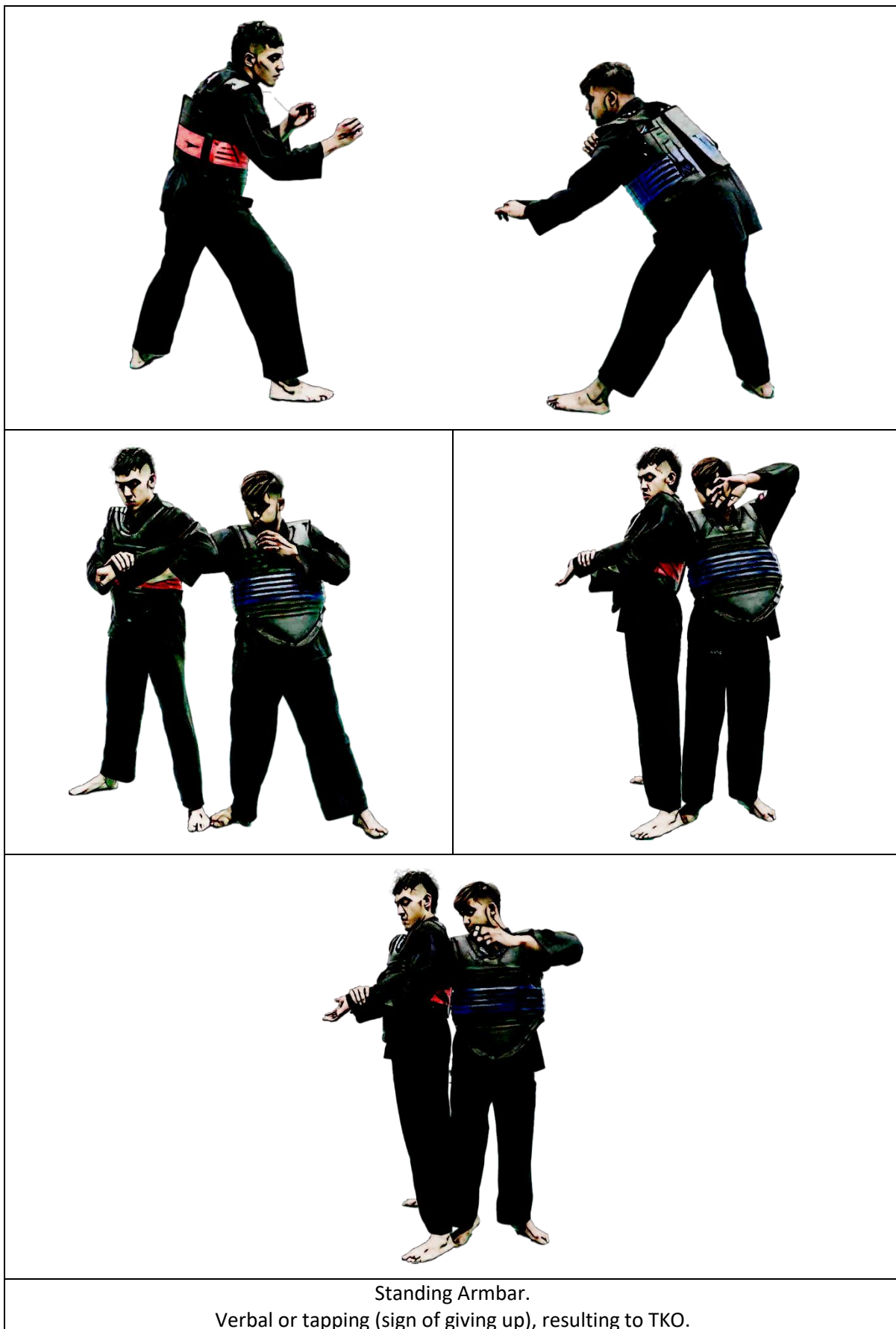


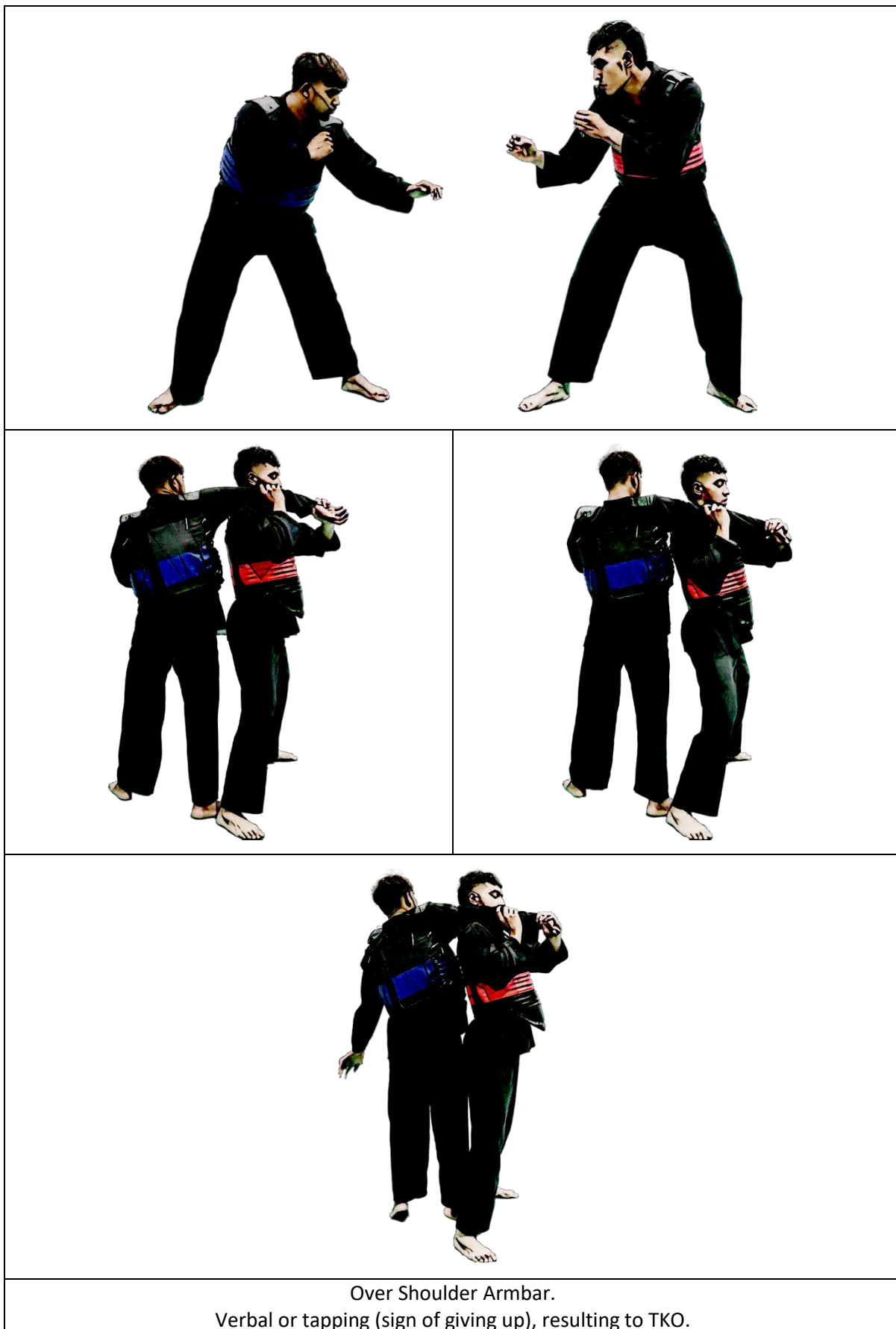
Standing Armbar.  
Verbal or tapping (sign of giving up), resulting to TKO.





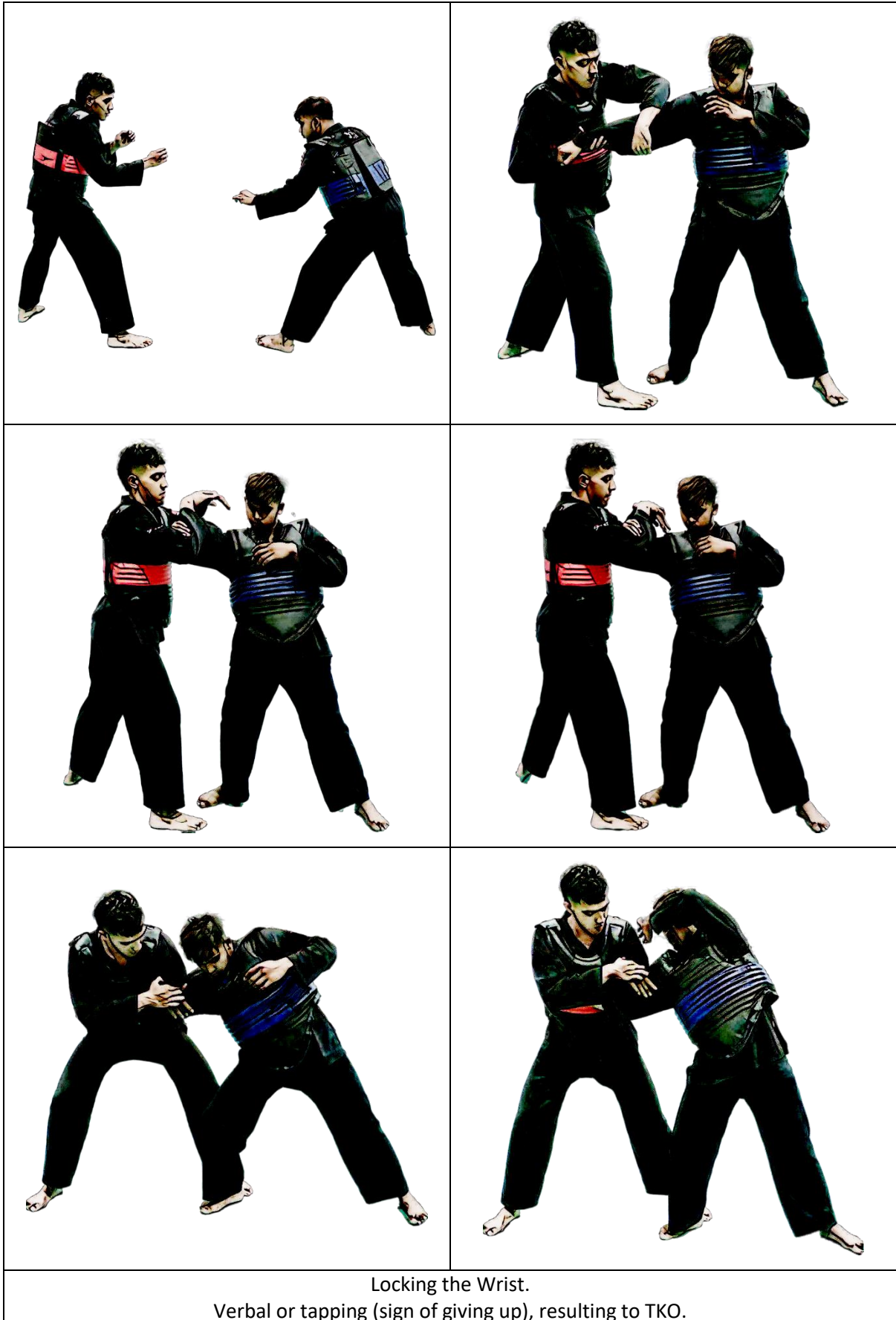


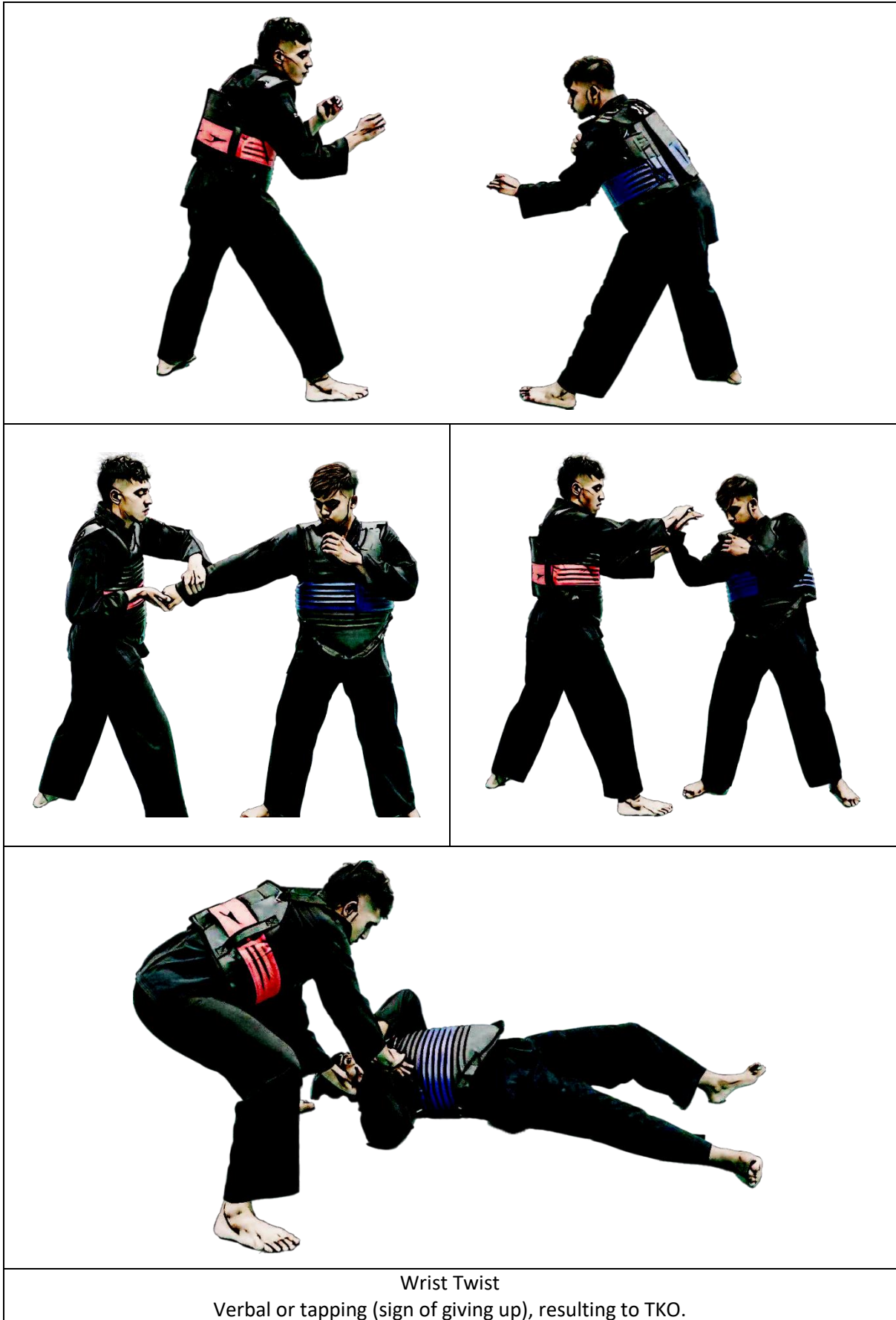


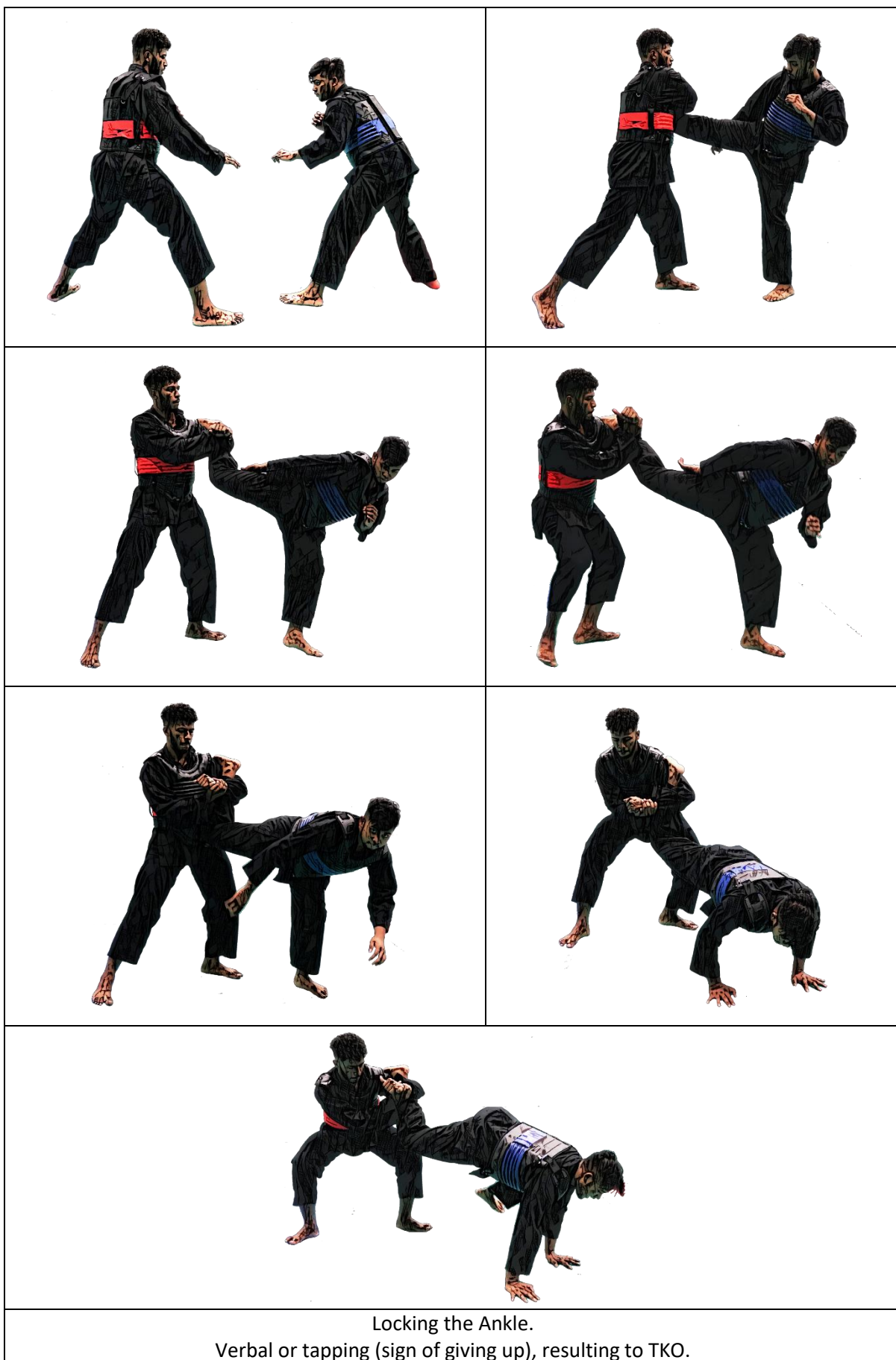


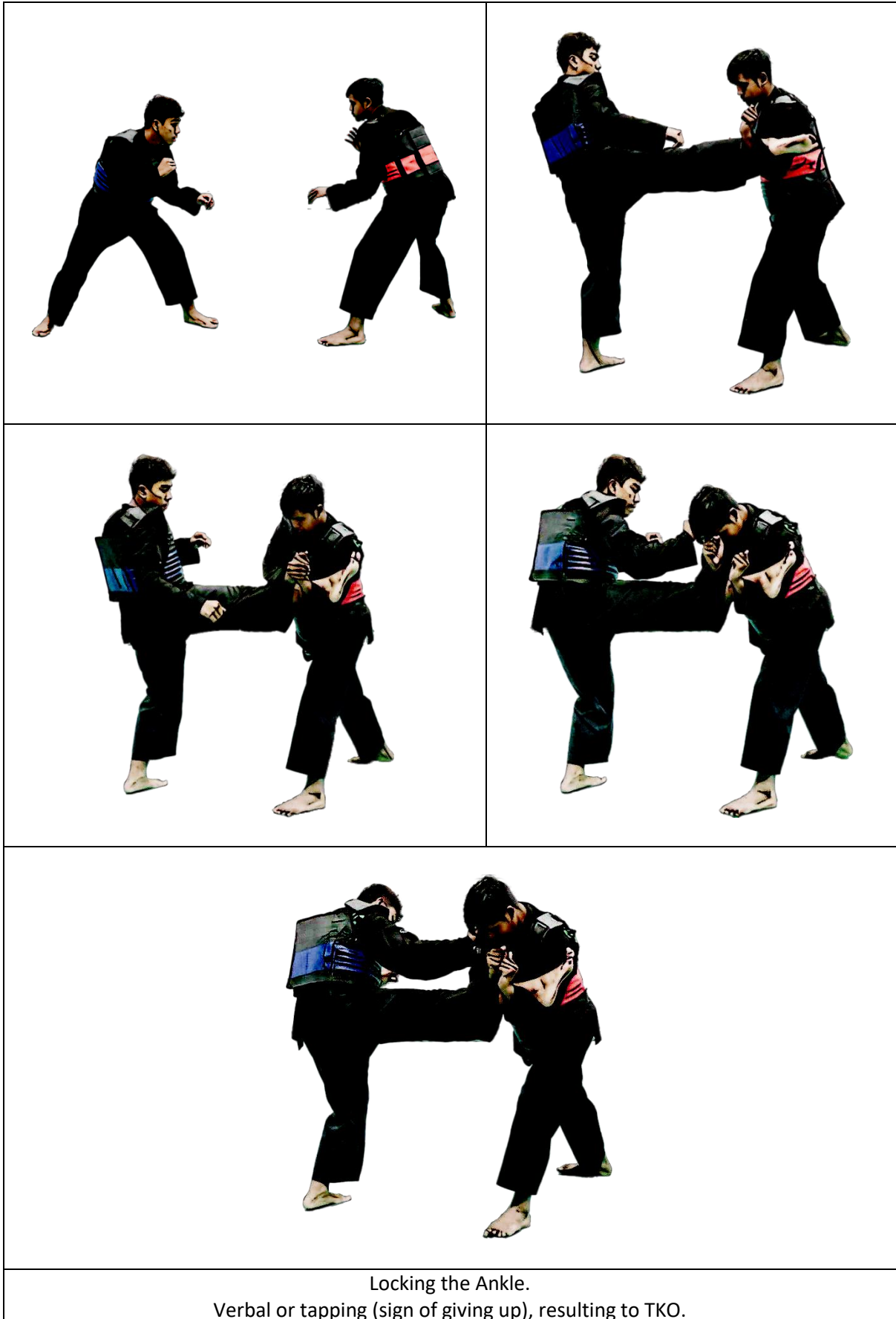


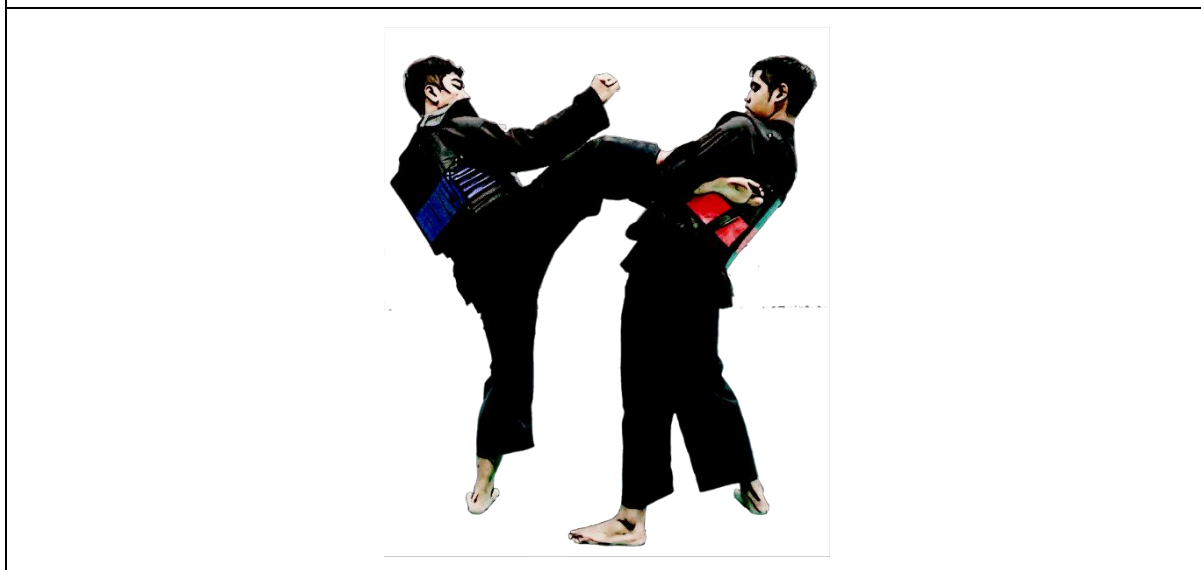












Locking the Ankle  
Verbal or tapping (sign of giving up), resulting to TKO.



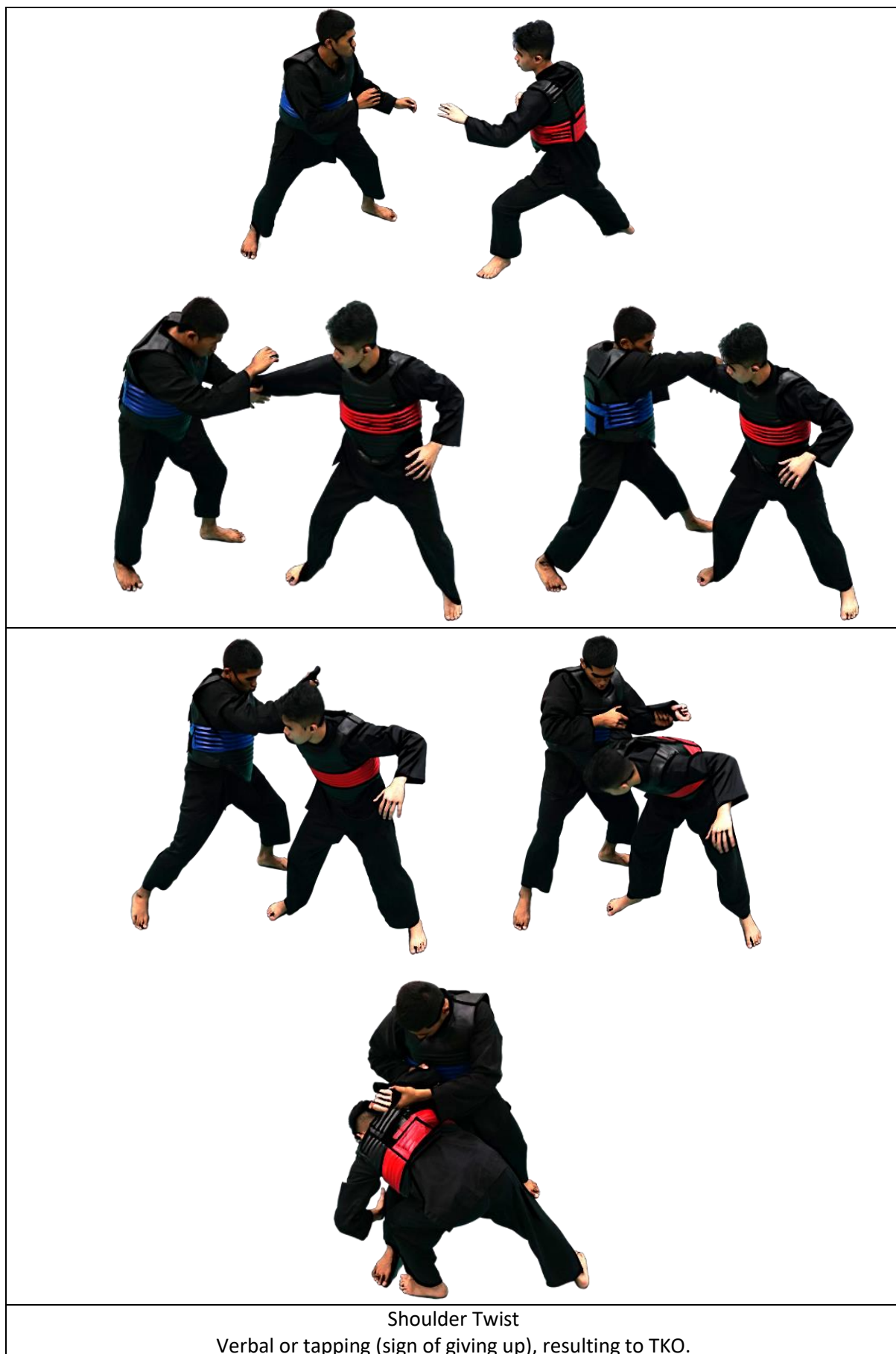




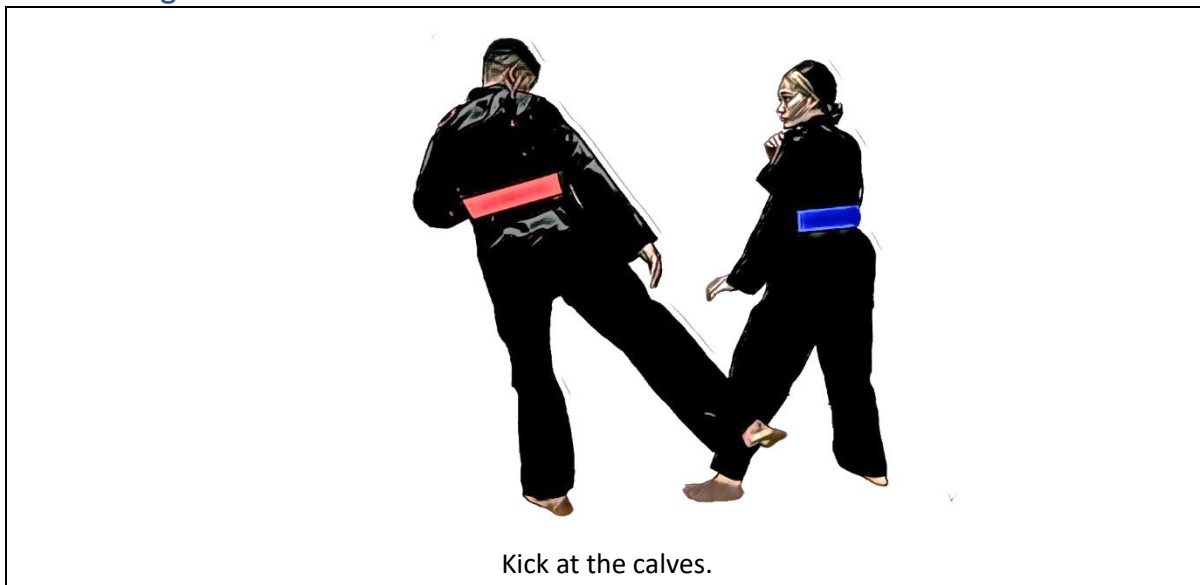




Knee Twist  
Verbal or tapping (sign of giving up), resulting to TKO.



## Non-Scoring Area





Karate Chop at the vest



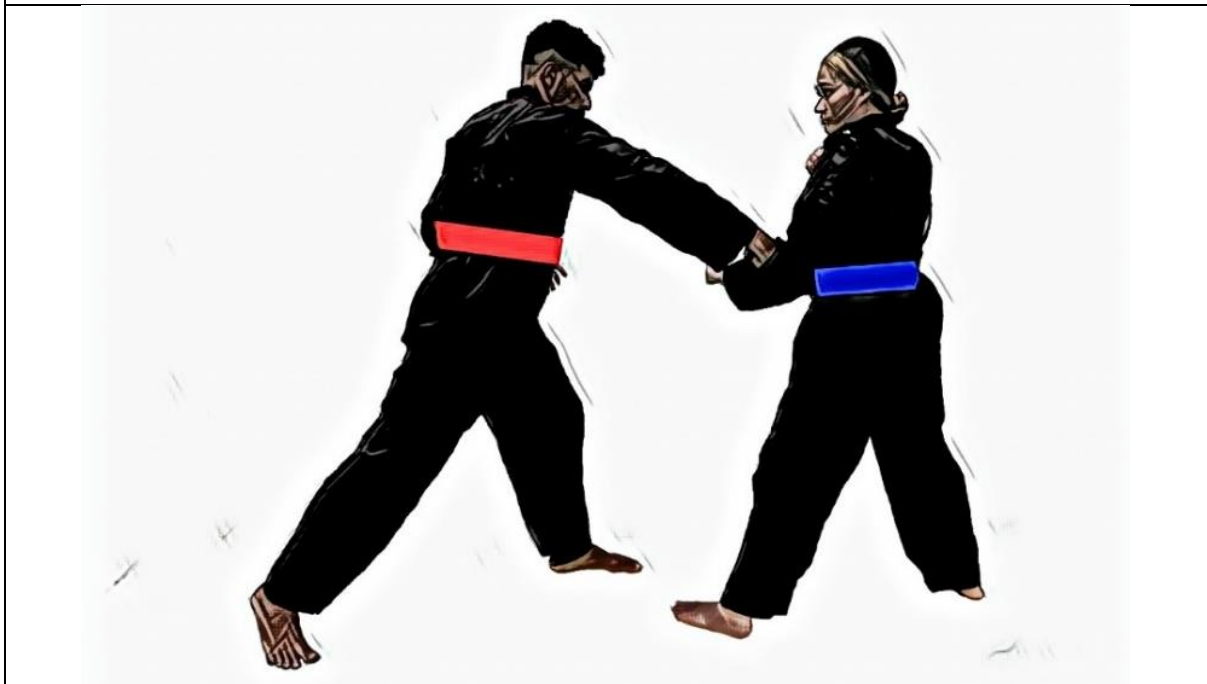
Kick at the shoulder



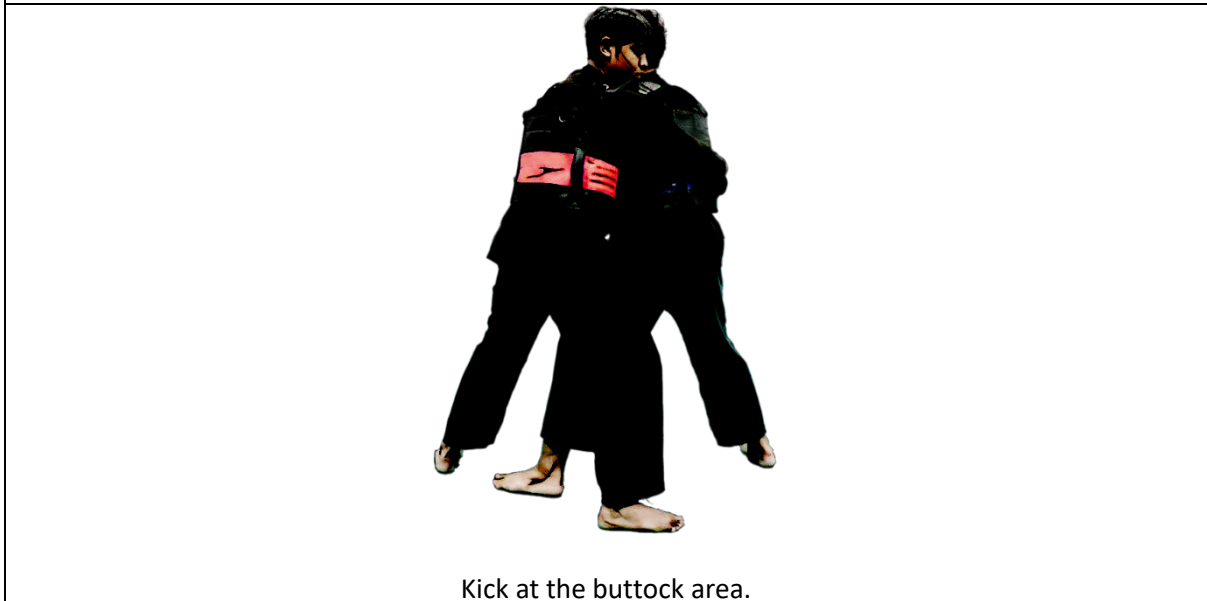
Kick at the hip.



Kick at the waist.



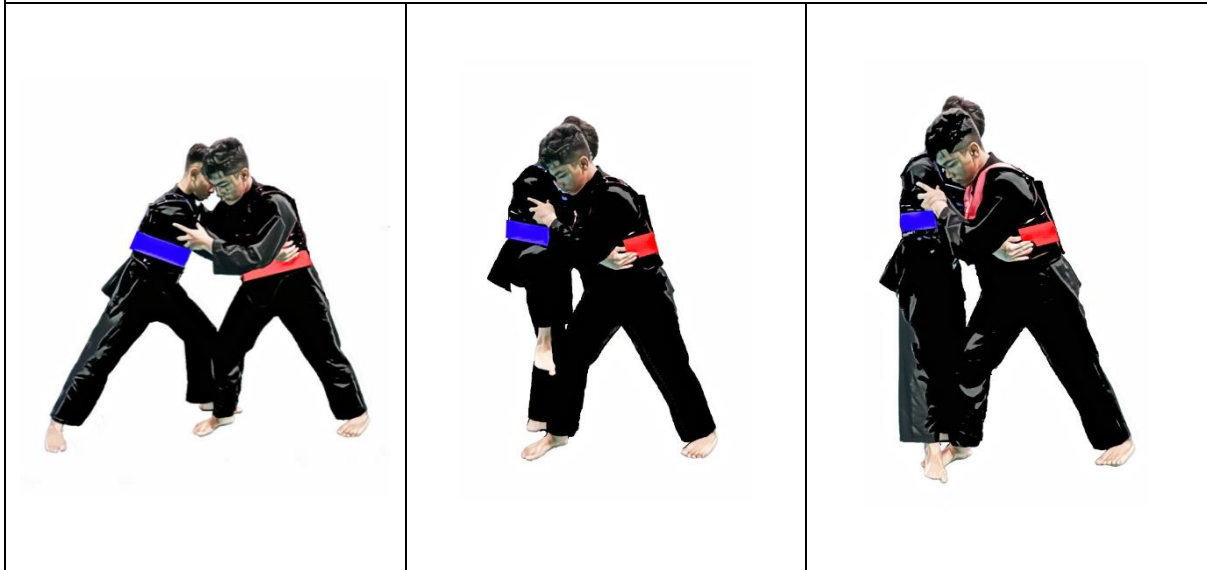
Punch at the forearm.



Kick at the buttock area.



Kick to the ankle.



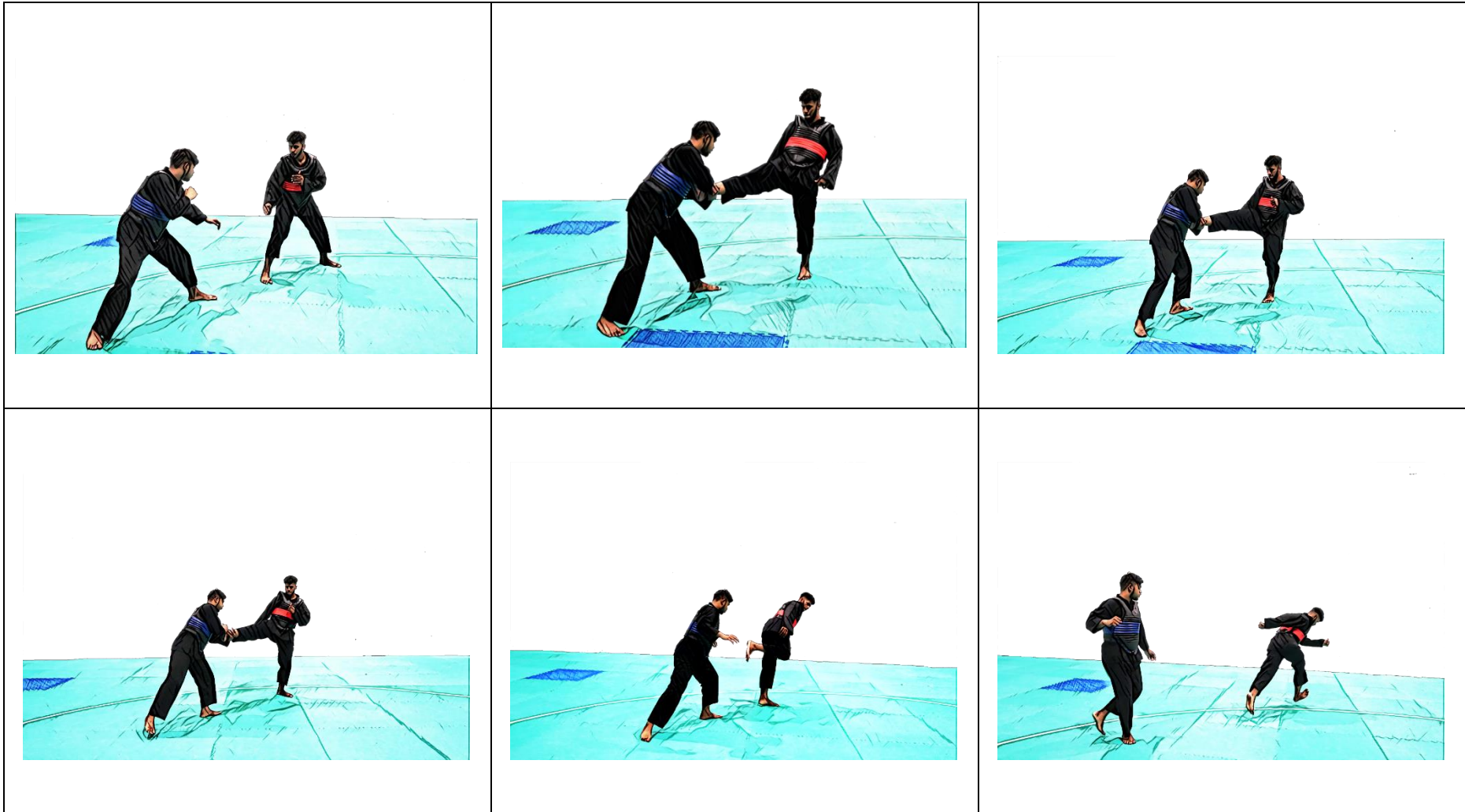
Grab the Opponent and Stomp on the Feet

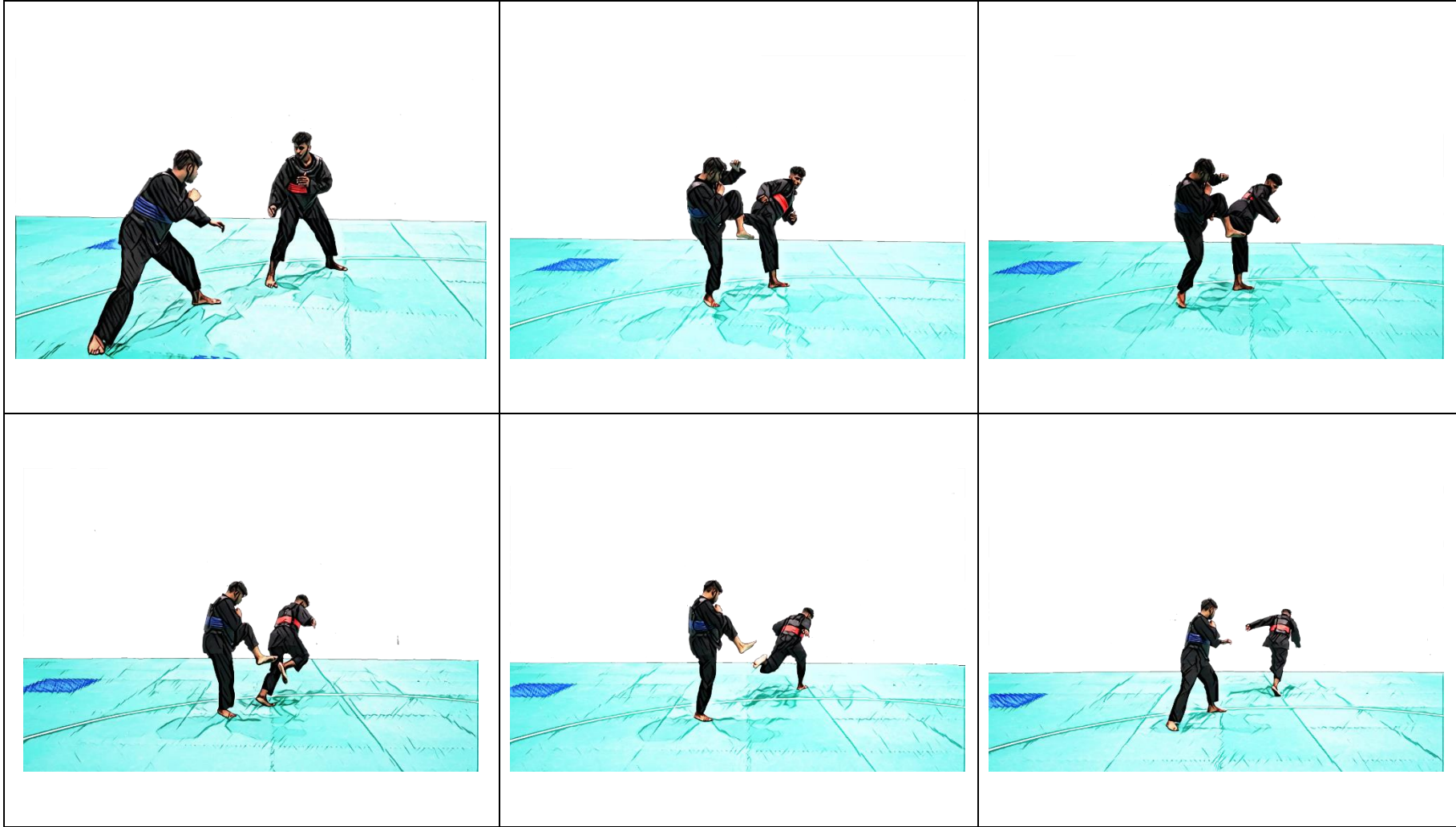


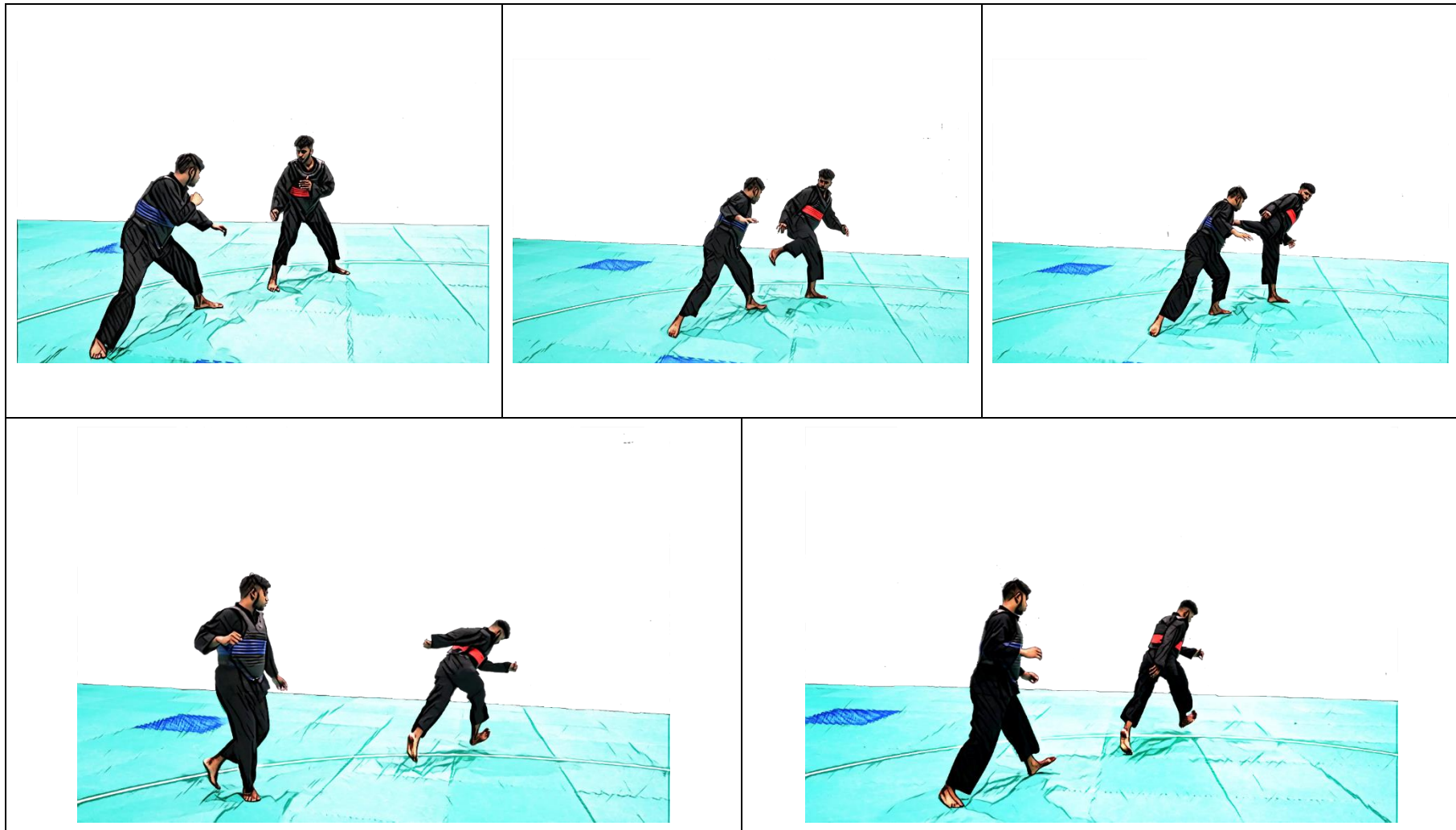


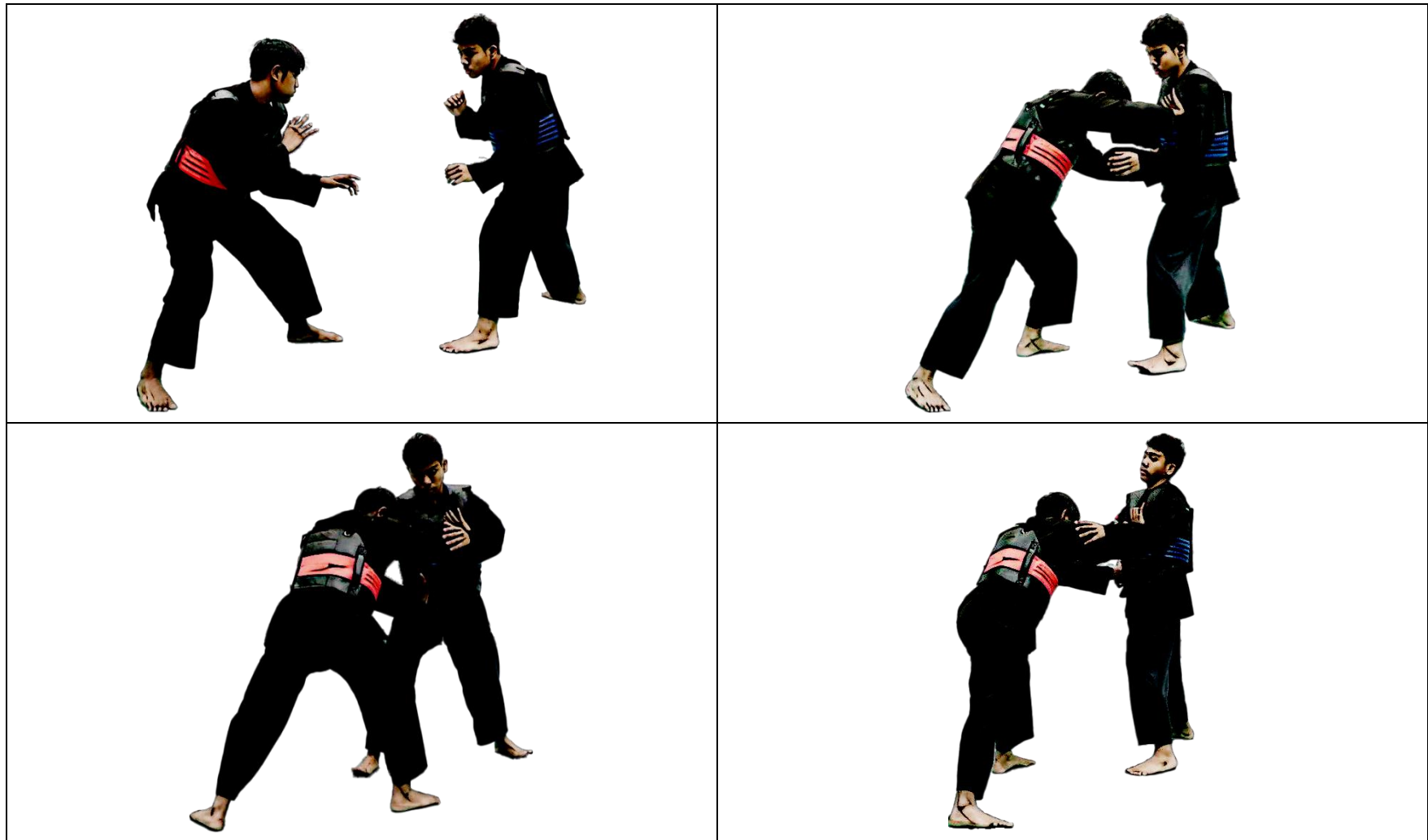
## Pushing & Being Pushed

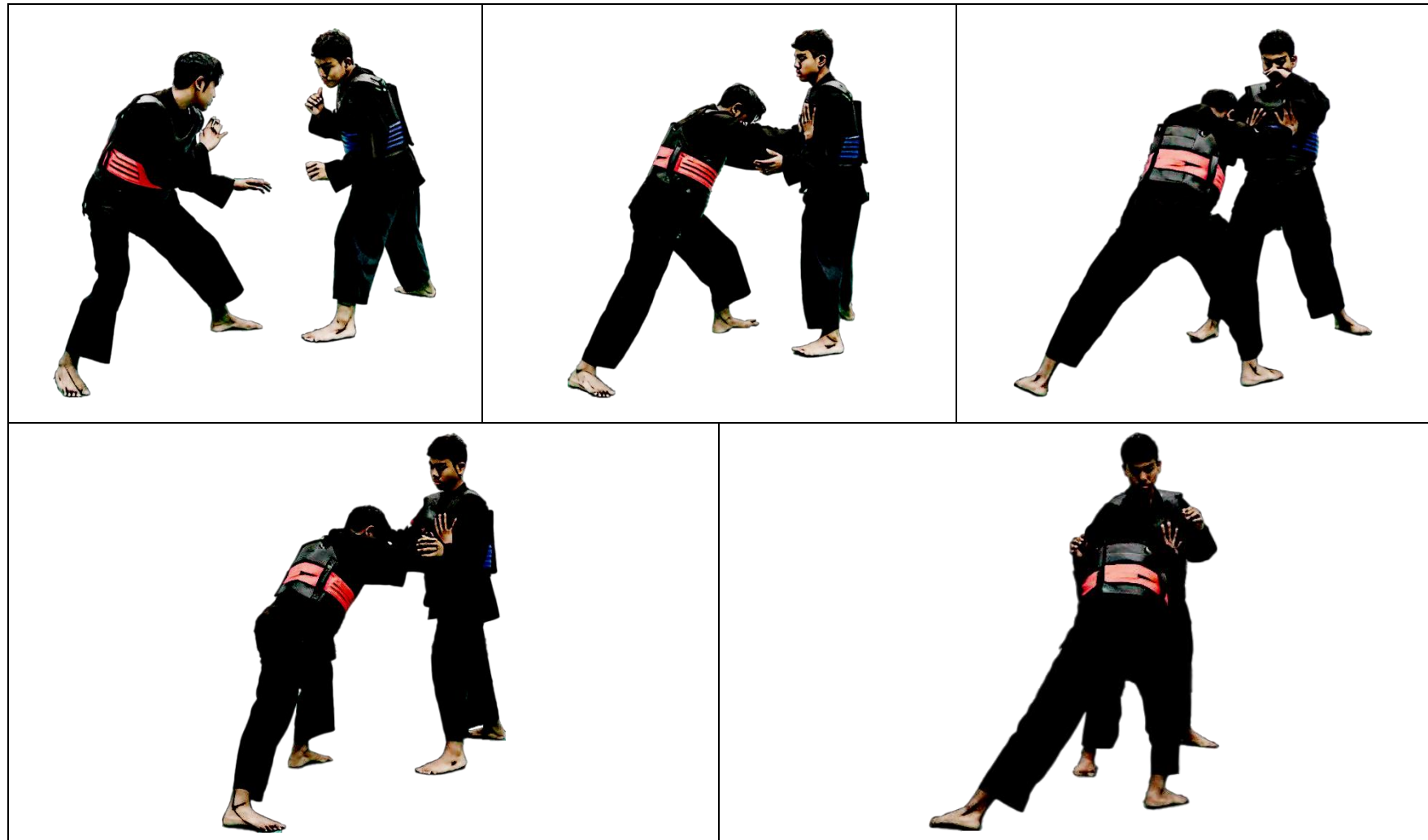
Whether the athlete is pushing or being pushed, such technique is allowed. (Following pictures shown are samples).











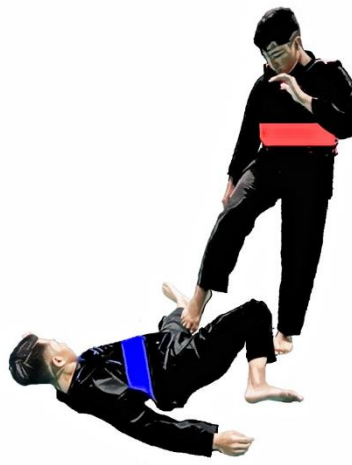
## Appendix 8 – Techniques Not Allowed in Pencak Silat Competition

For all the techniques done, the athlete will be issued “Reprimand” from the Wasit.

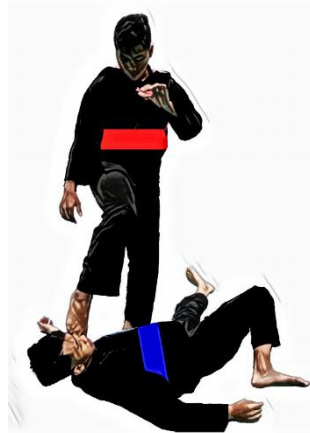
### Illegal Attack



Grab the neck and attack



Kick to the Groin



Kick to the Face/Head



Attack opponent with head (Head-butt)



Head-butt



## Illegal Hand Attack



Grab & elbow strike on the opponent's jaw



Uppercut at opponent's jaw



Overhand punch at opponent's spine



Hammering opponent's spine or neck



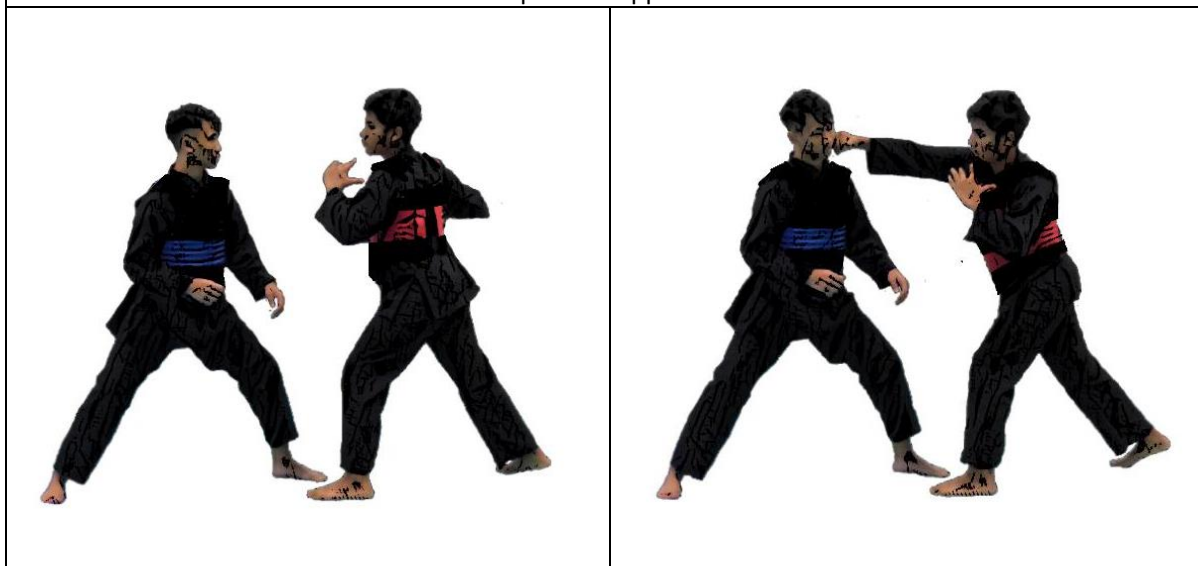
Hammering behind the neck







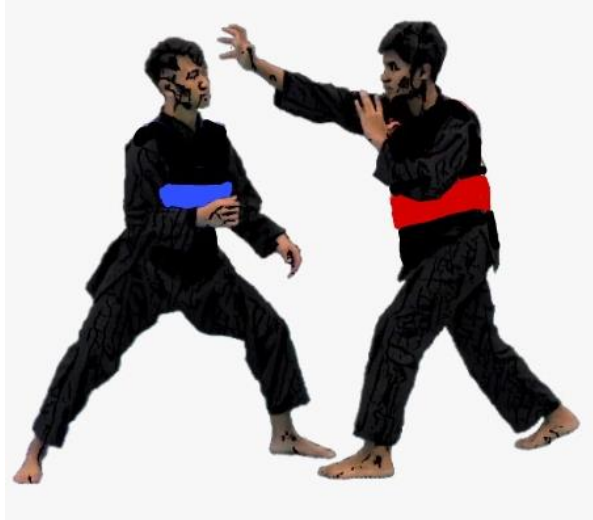
Direct slap to the opponent's face



Direct punch to the opponent's face



Direct "palm-mute" strike



Attacking the head region



Striking to the opponent's eyes



Eye-poke the opponent's eyes



Pull Hair



Pull Vest and Elbow

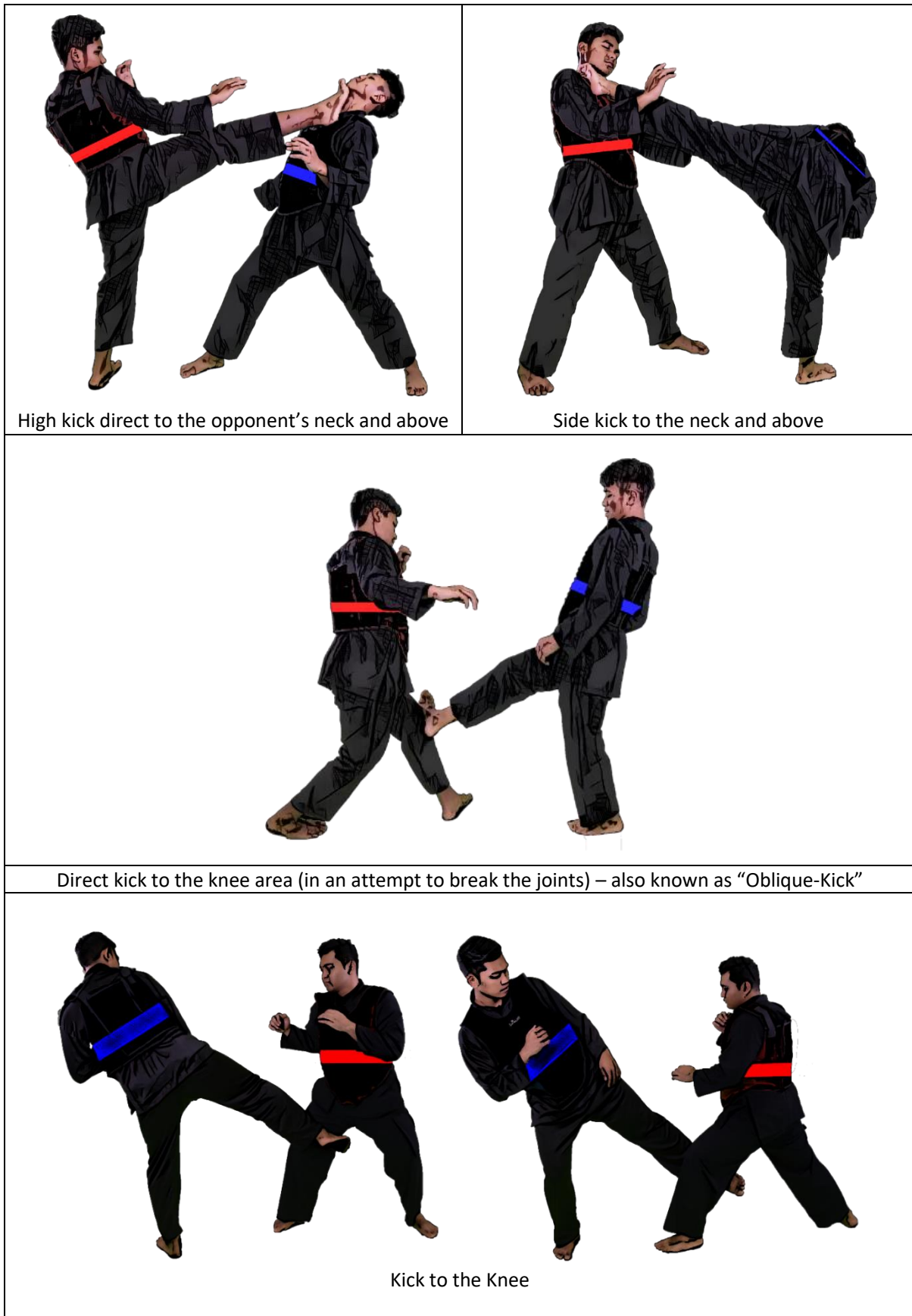


Pull Vest and Elbow Attack



Elbow to the back of the body, with holding or grabbing the opponent.

## Illegal Leg Attack

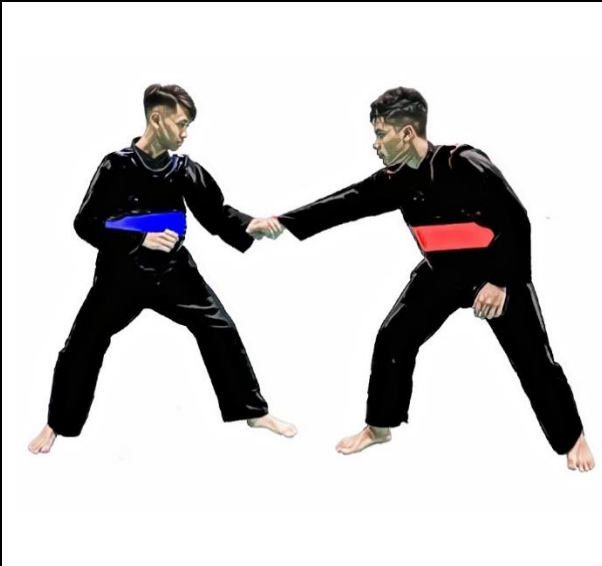








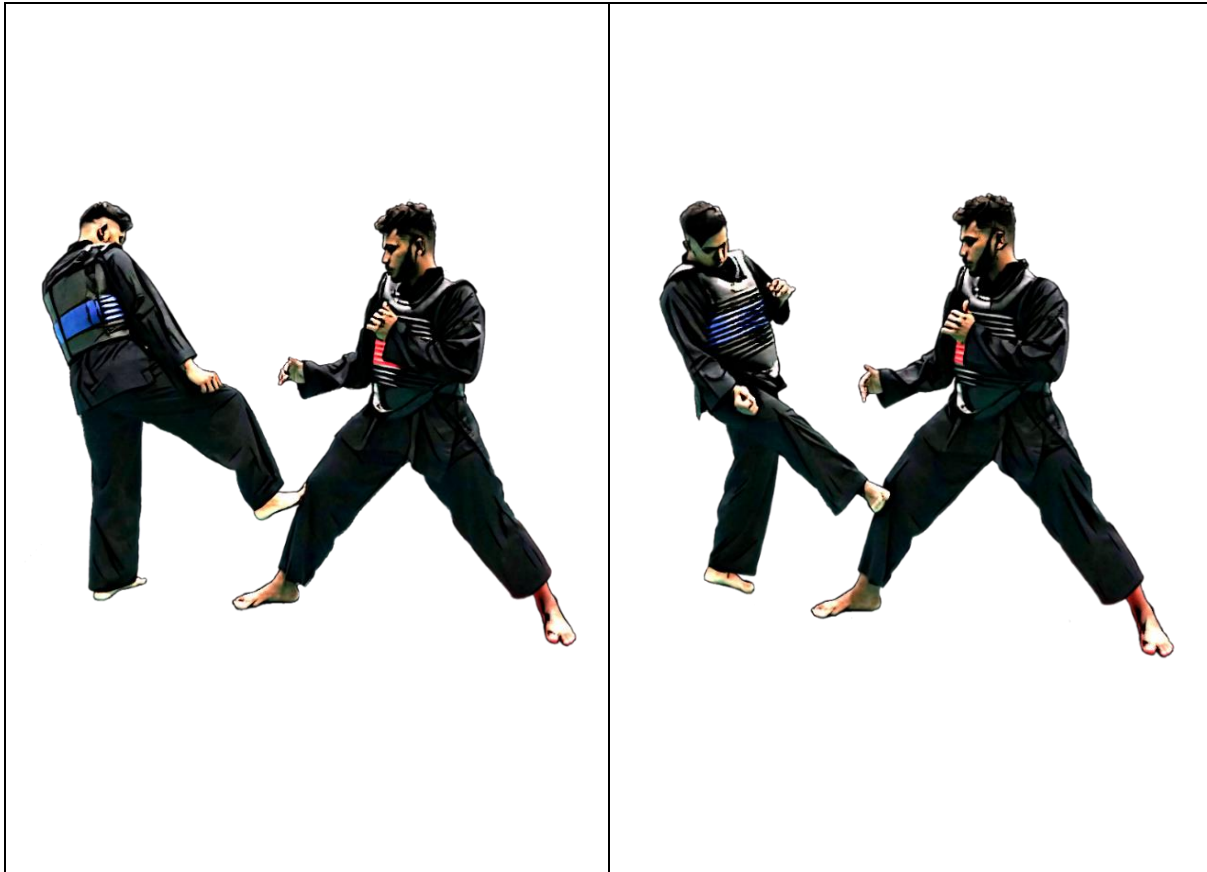
Pull Vest and Knee Kick



Pull Hand/Uniform/Vest and knee attack



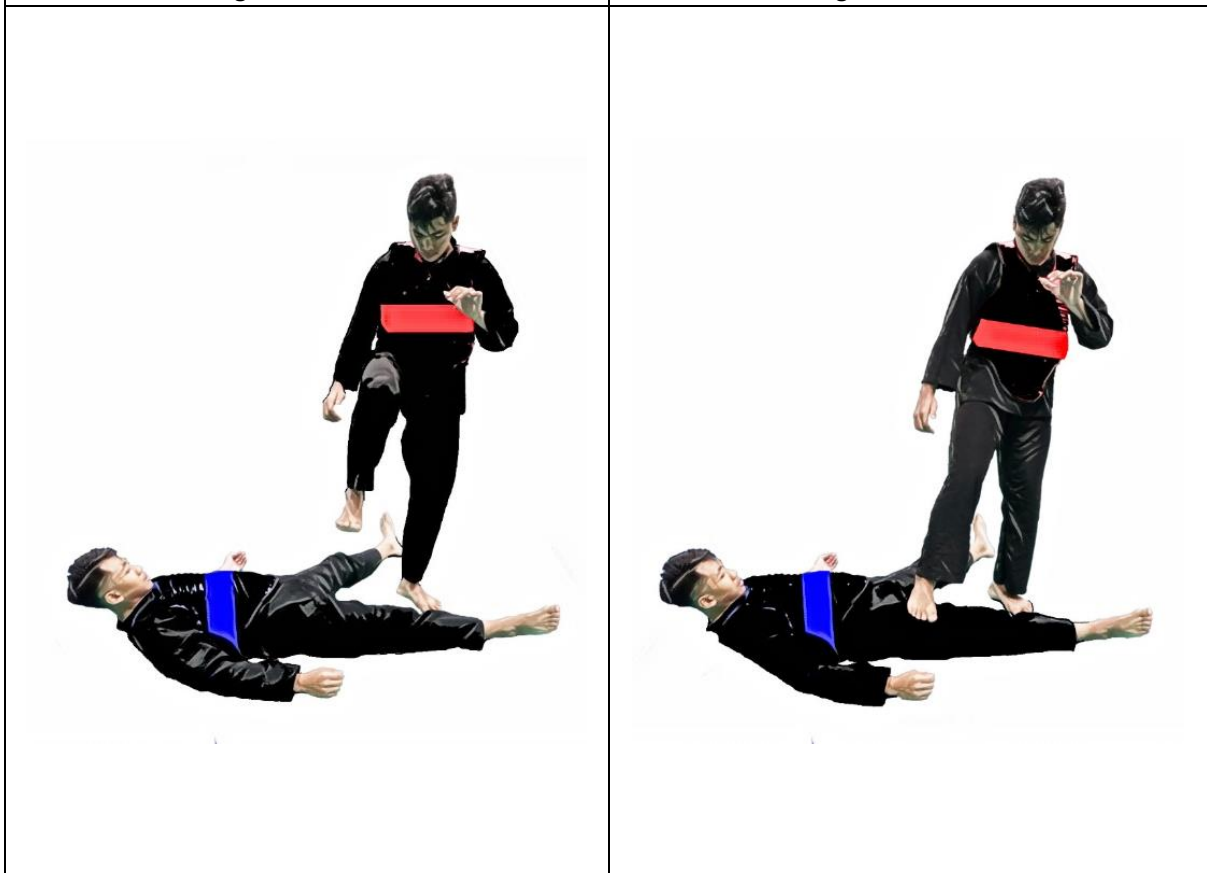
Kick or Step on the Knee



Kicking front of the knee



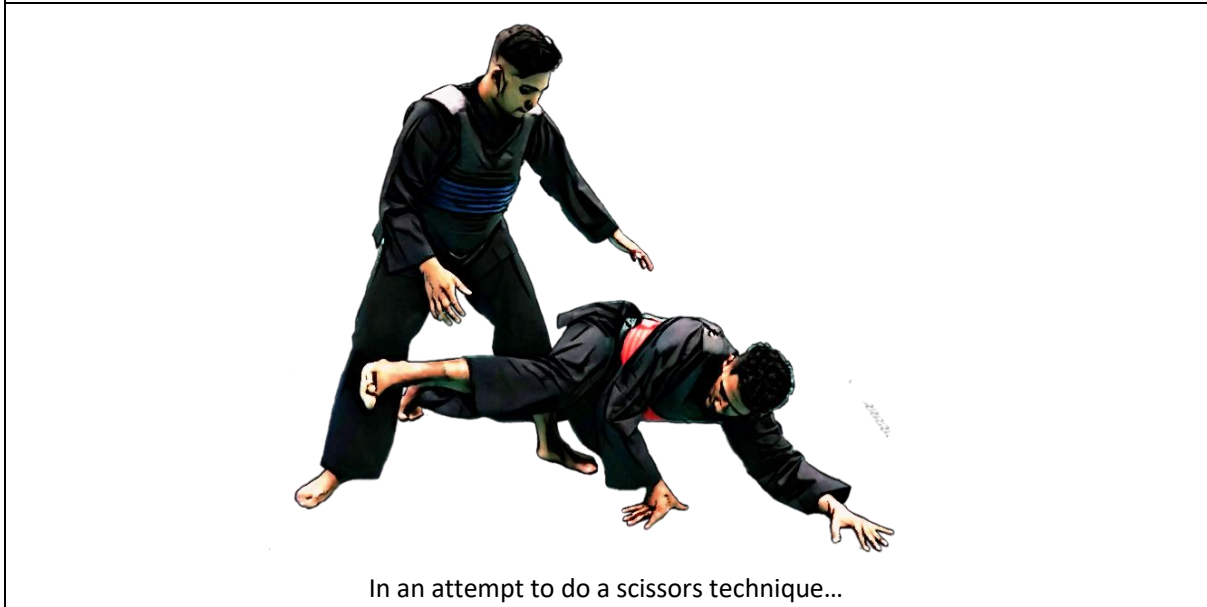
Kicking front of the knee



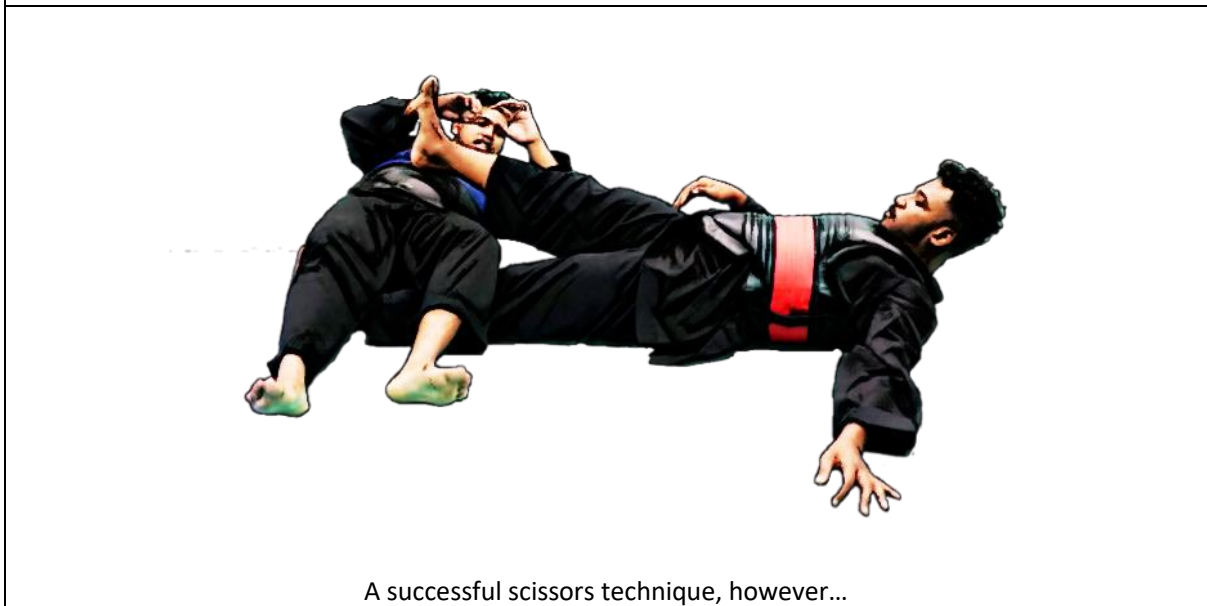
Kick or Step on the Thigh



Red Athlete is trying to do dropping technique towards the Blue Athlete. The Blue Athlete can defend by kicking or kneeing the Vest, apart from that area, the Blue Athlete will be issued with a reprimand and will lead to disqualification



In an attempt to do a scissors technique...



A successful scissors technique, however...









Red athlete made an attack to the thigh without any follow-up attack.  
Red athlete will be issued with Reprimand I regardless of blue athlete moving away, duck or missed attack.



Red Athlete executed an attack at the illegal area.  
Wasit will issue a Warning I to Red Athlete.



Red Athlete executed an attack at the illegal area.  
Wasit will issue a Warning I to Red Athlete.

## Illegal Submission

For the following acts done will result the athlete to be issued with Warning I from Wasit.

Submission is a technique that focus on clinch and ground fighting.

Wasit to immediately stop the game, if an athlete successfully performed a Dropping Technique, and, proceed to continue attack with Punch or Kick techniques. And Wasit will then issue out Warning I to the athlete who performed the submission technique.

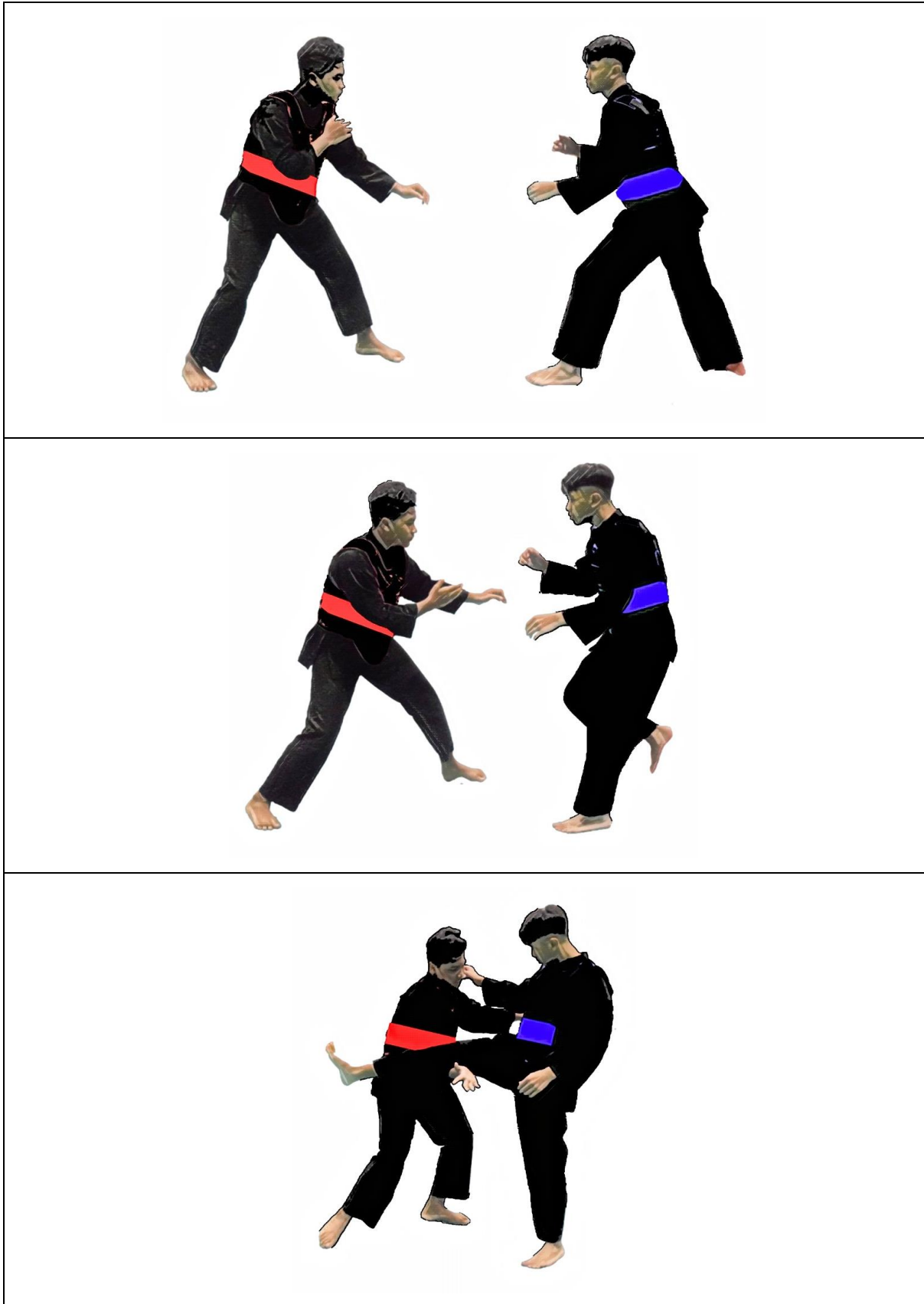
For example, in a situation as follow:

1. Red Athlete successfully performed a legal dropping technique to Blue Athlete.
2. However, instead of getting up. Red Athlete continue to clinch, grab, punch or kick Blue Athlete.
3. Wasit to stop the game immediately.
4. Get both athletes to get up and stand.
5. If Blue Athlete does not require any medical attention, Wasit to send Blue Athlete to Neutral Corner.
6. Wasit will then go towards Red Athlete, and issue Warning I.
7. Wasit will then call in Blue Athlete to the centre of the arena, to resume with the game.





## Pile Driving (12 to 6)







If the one is being pile-driven curled their body, and tuck their head in between the leg resulting to a fail Pile-Driving act, the one who initiates the act will be given a Warning and points will be deducted.

However, if the act is successful, and the victim fall on its head/neck, the one who initiates will be disqualified.



## Illegal Counterattack



Kicking to the groin



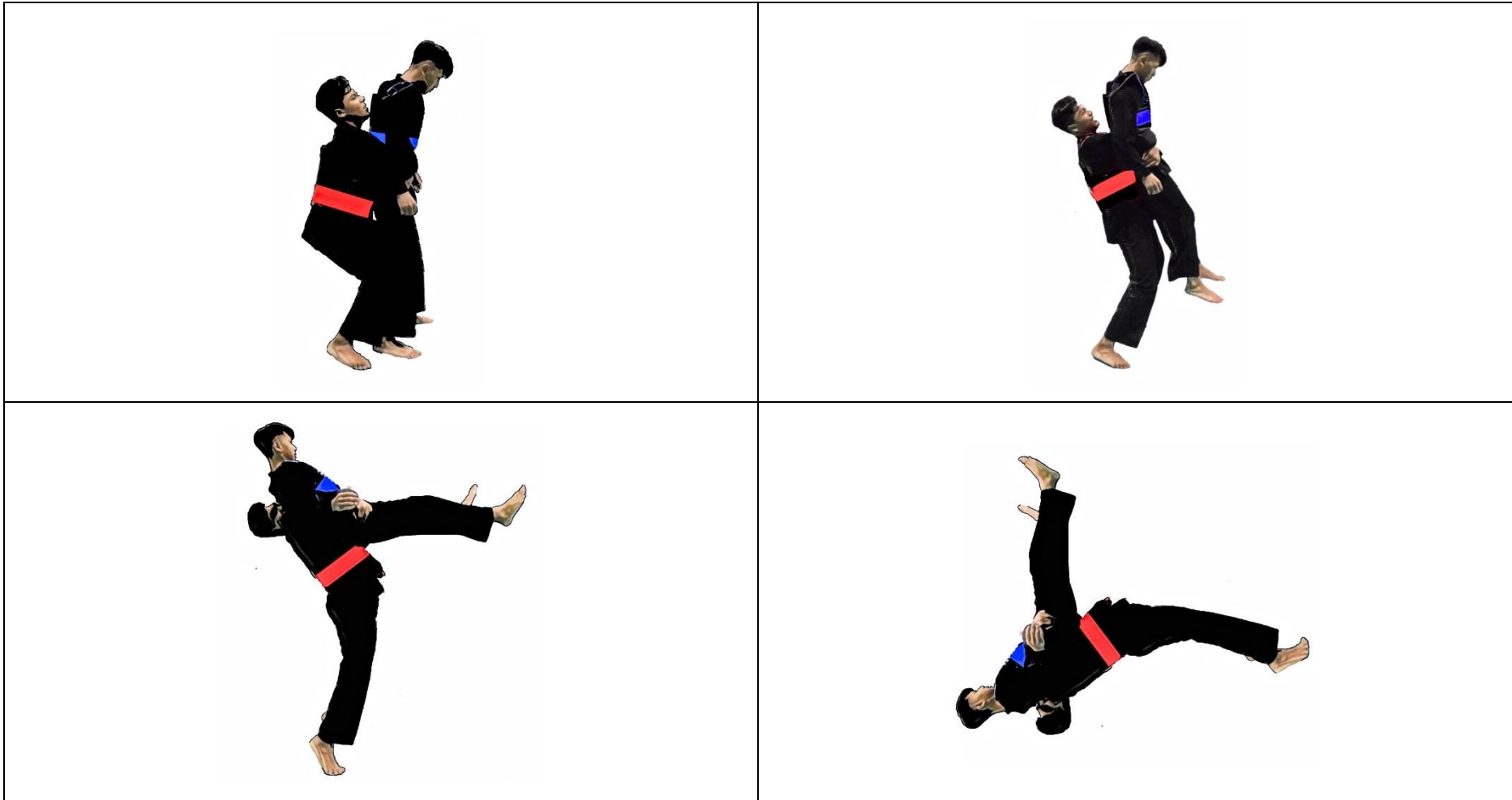
Kicking right in the face



Stomping the foot on opponent's chest or stomach

## Suplex





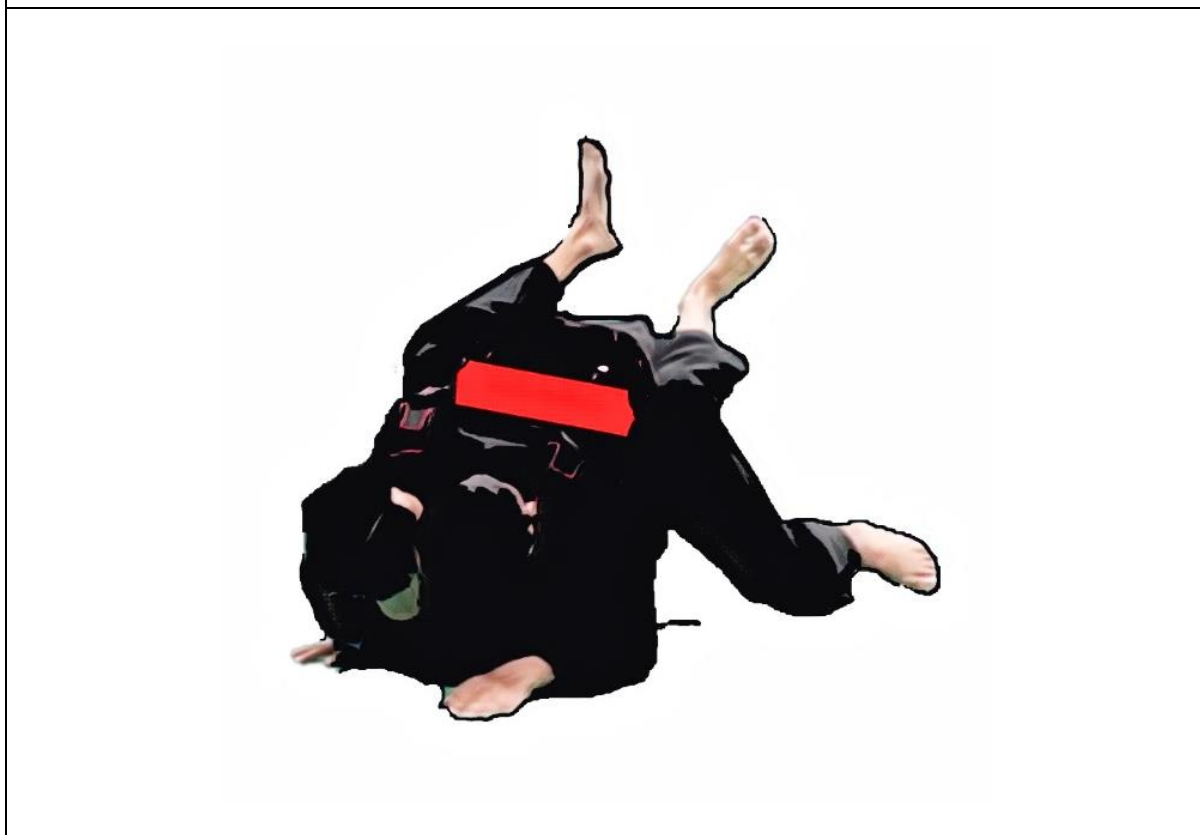


Suplex is a throw that involves lifting the opponent and bridging or rolling to slam the opponent on their neck and above.

However, if the opponent falls right on its neck and above, the one doing the Suplex will be immediately disqualified.

## Points Deducted &amp; Awarded





#### Bear Hug

Red Athlete will earn 3-points for the successfully Dropping Technique. However, if Blue Athlete grab the neck of its opponent, Wasit will stop the game (command "TI") and issue Reprimand I to the Blue Athlete.



Single Horse Kick Follow-up with Rolling



Double Horse Kick Attack is valid, however, if the athlete's knee is on the ground, it is considered as Valid Dropping (3-points will be awarded to the red).







Red Athlete is in attempt to do Dropping Technique on Blue Athlete... however, his hips touch the ground first.



Yet, the Dropping Technique is successful. Red will be awarded with 3-points.



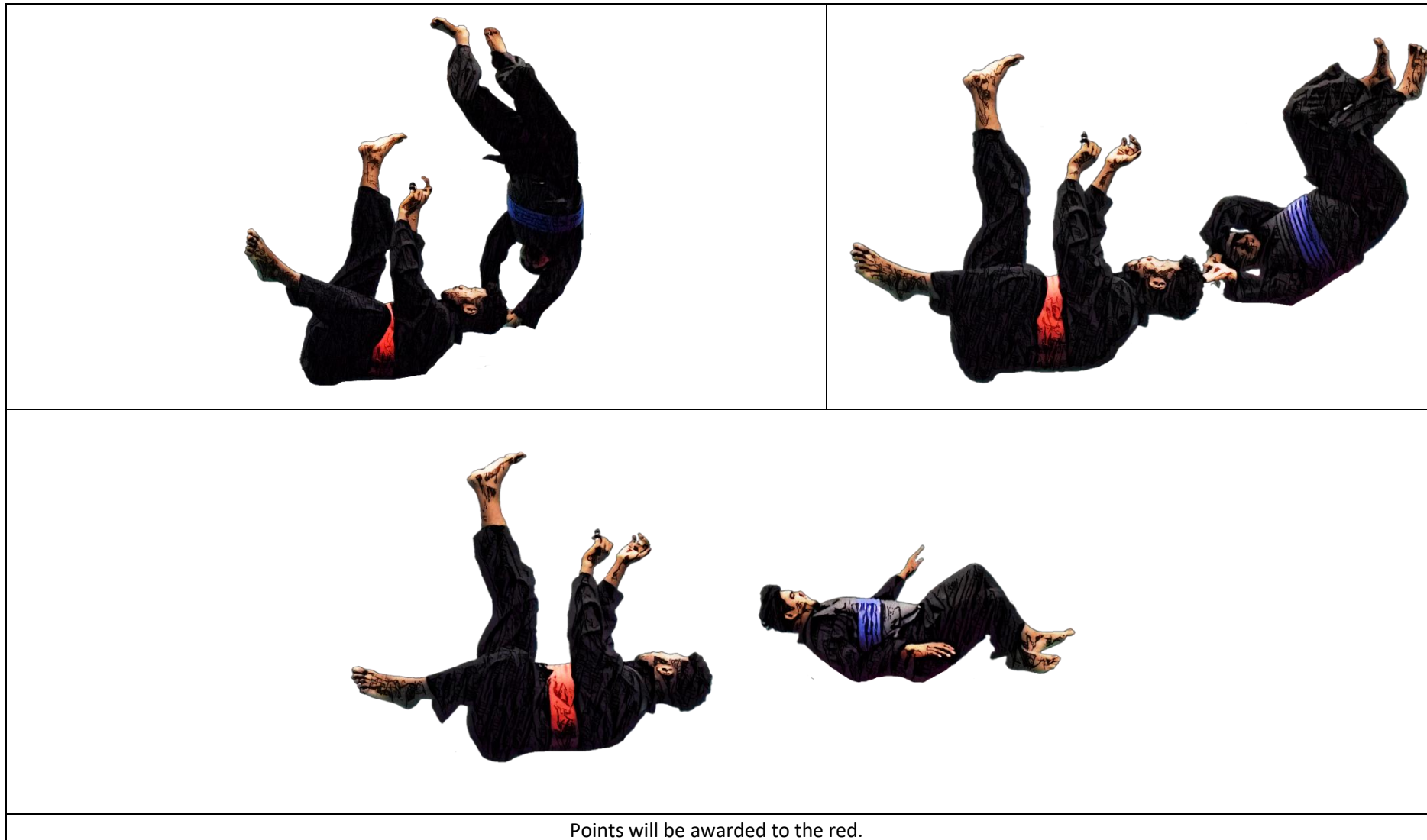
Red athlete is pulling the vest, in an attempt to throw over the blue athlete



If the technique failed, and blue athlete fell, points will be awarded to the blue athlete.



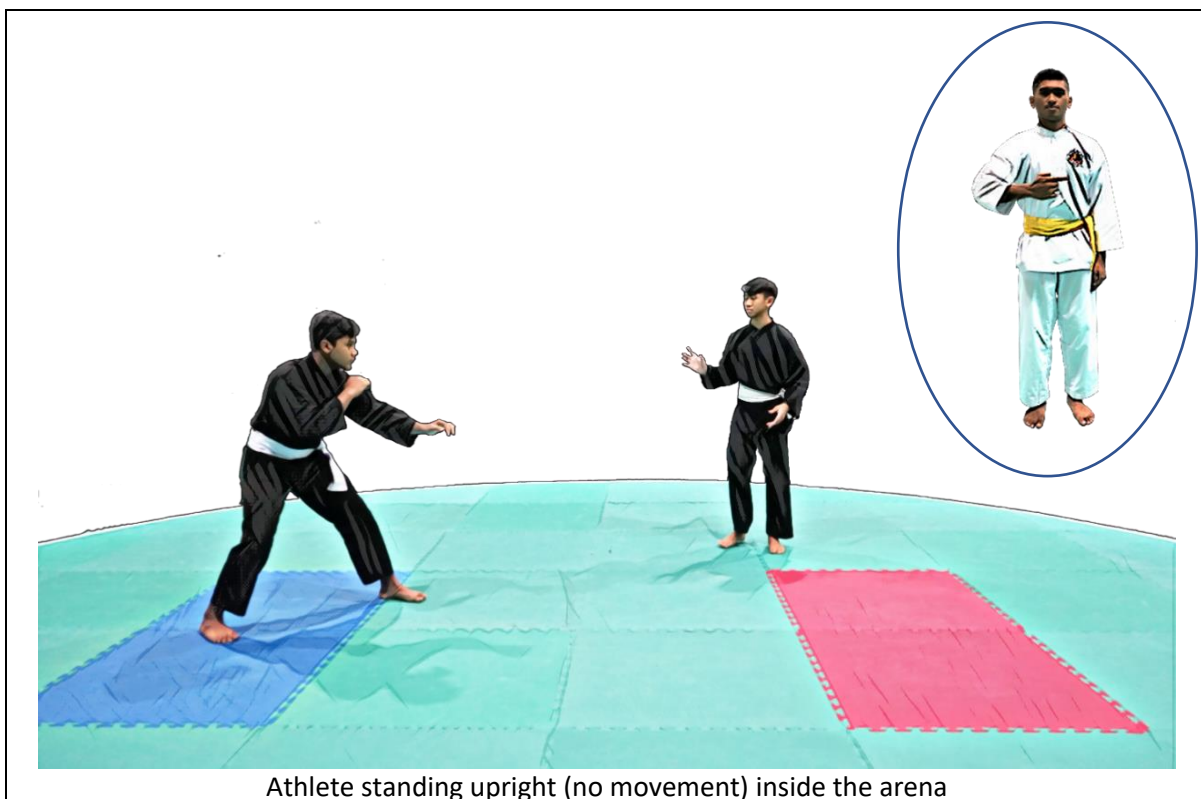
However, if red athlete managed to throw over the blue athlete...



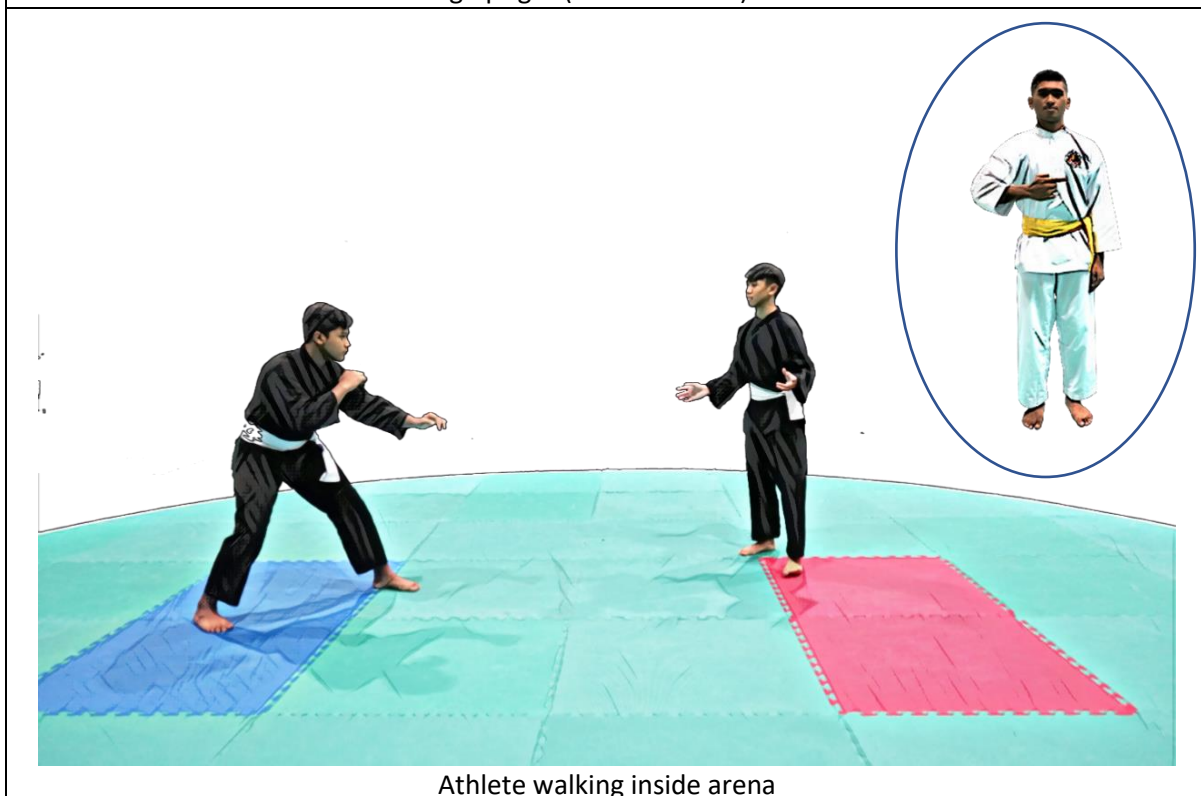
Points will be awarded to the red.

### Don'ts's (What Not to Do) Inside the Arena

For the following acts done will result the athlete to be issued with Verbal Warning from Wasit.



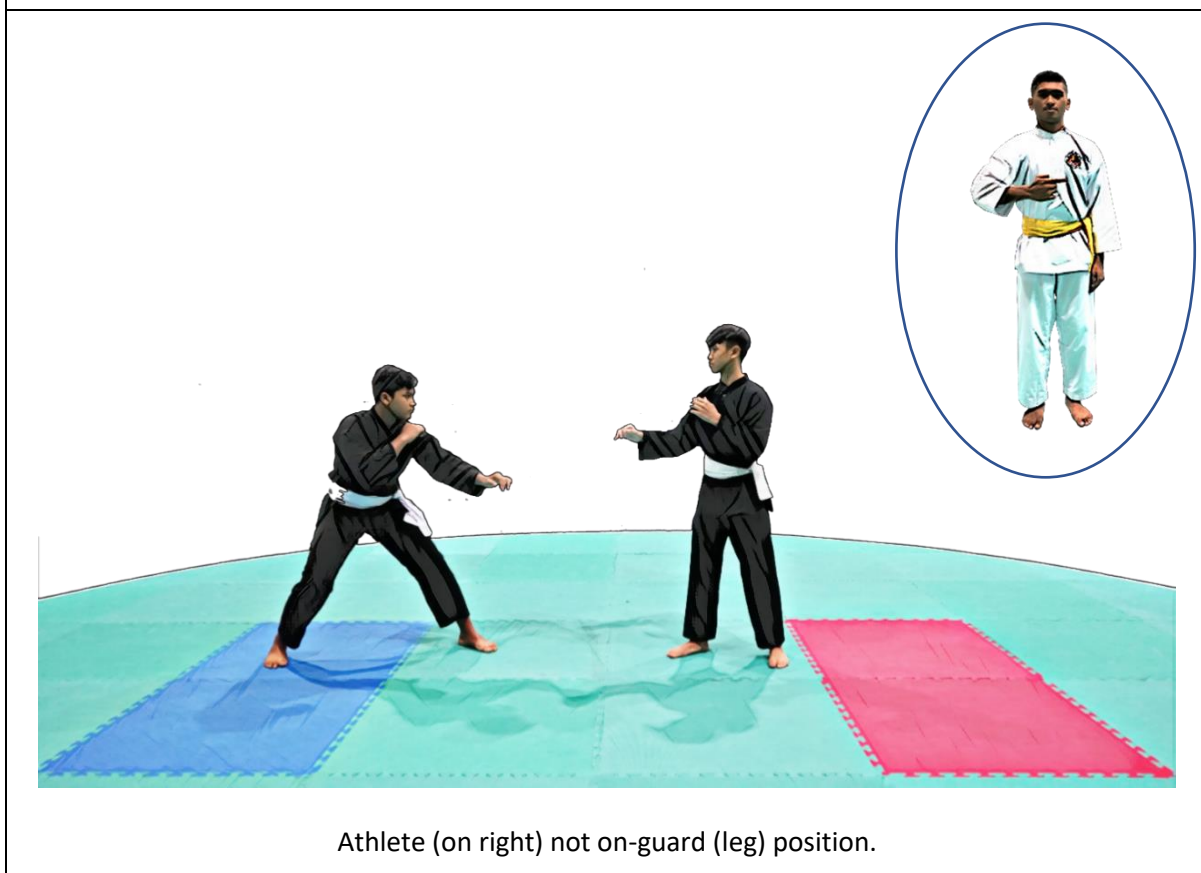
Athlete standing upright (no movement) inside the arena



Athlete walking inside arena



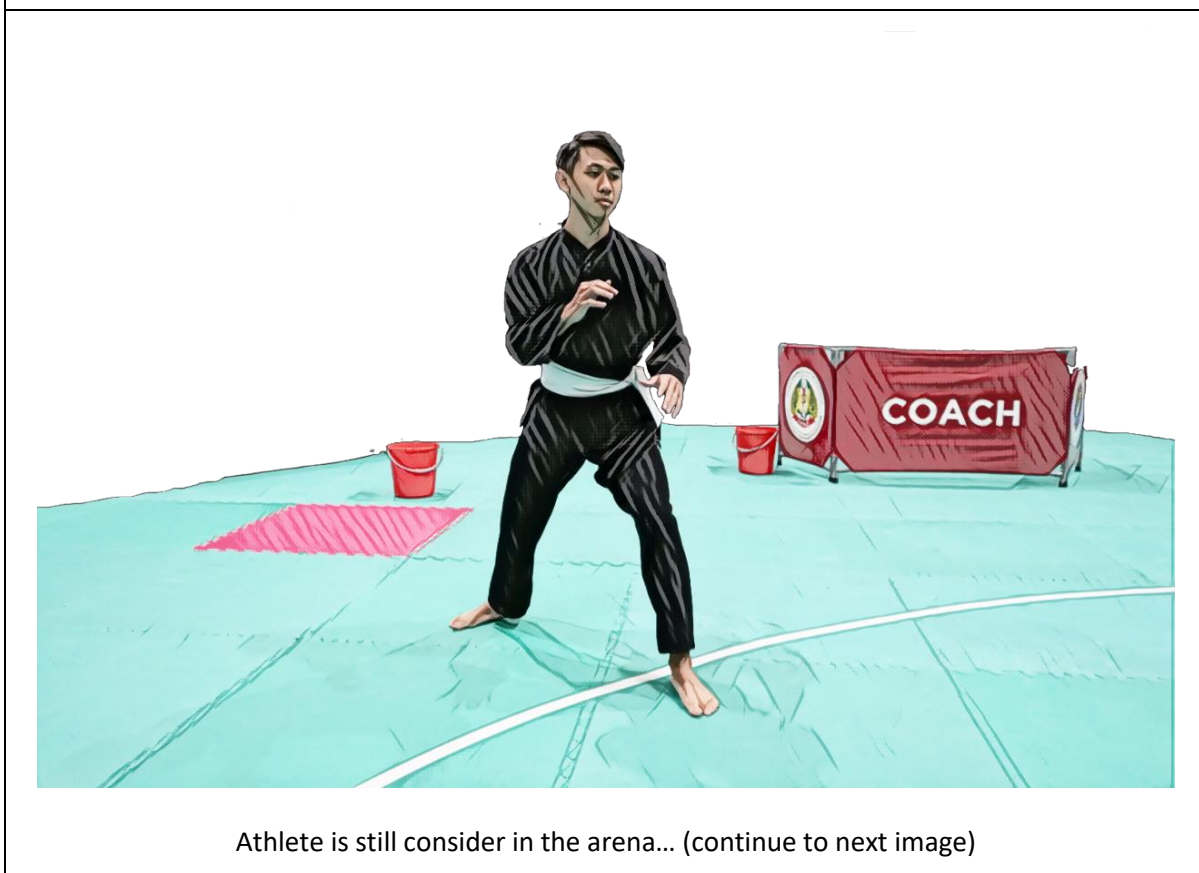
Athlete jumping around in the arena



Athlete (on right) not on-guard (leg) position.

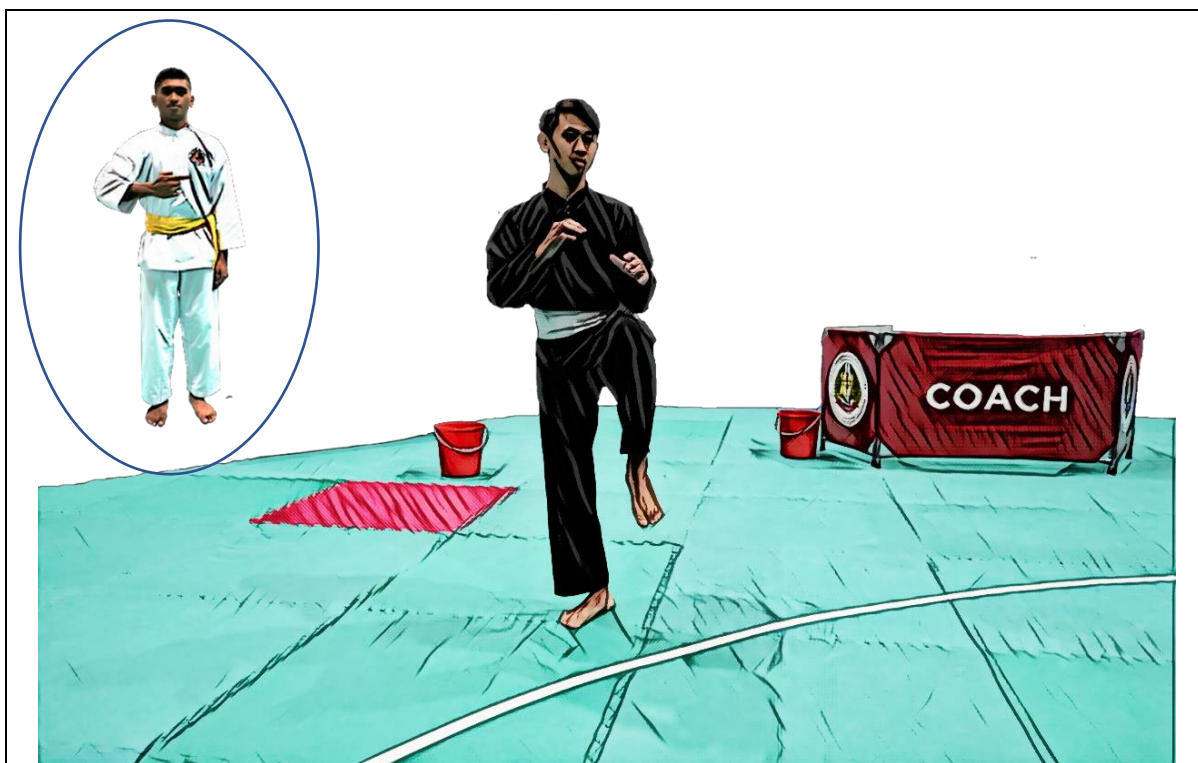


Athlete clenching both fists



Athlete is still consider in the arena... (continue to next image)



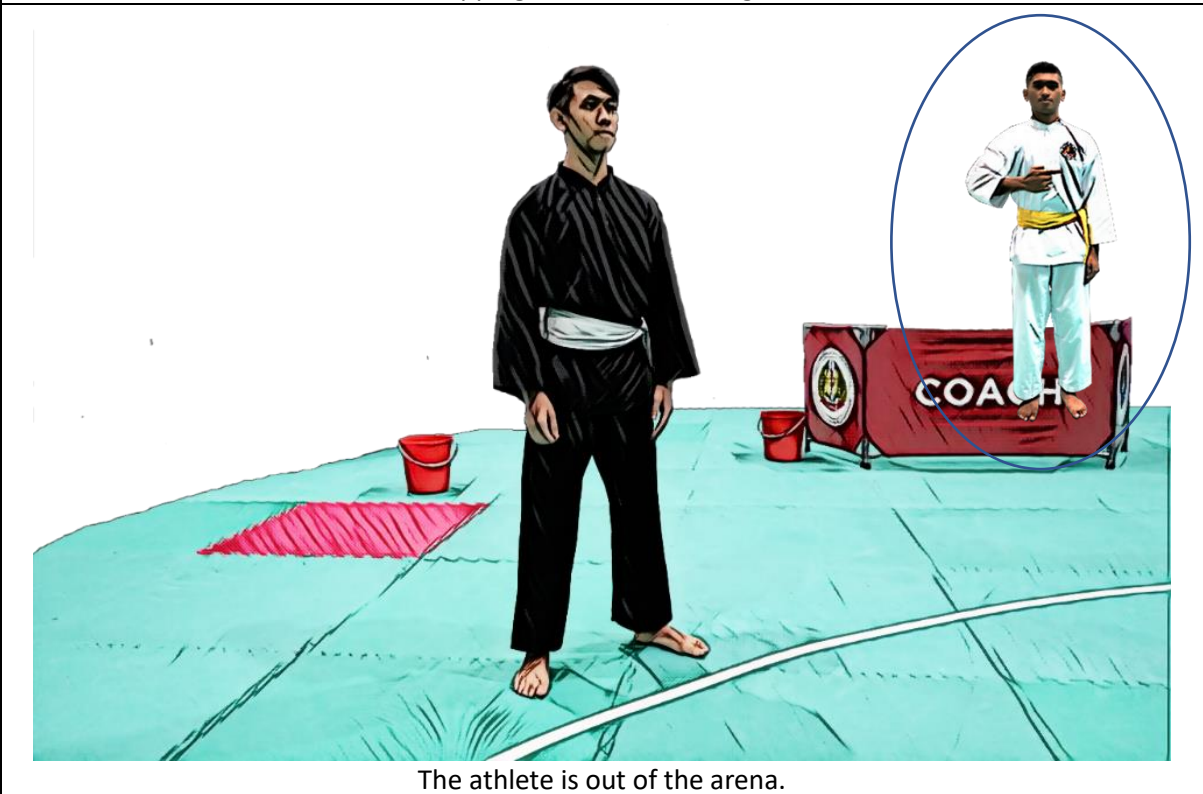


... However if the athlete lifted up the feet which was in the arena, the athlete is consider to be out of the arena.





Athlete is still in the arena.  
As his feet/toe is still stepping on the outer lining of the circle white line.



The athlete is out of the arena.



Red Athlete right leg was outside the arena, however he was in an attempt to do a Dropping Technique...



As the attempt is quite complicated due to lifting both leg off the ground, but at the same time, both of his hand and half of his body is still in the arena.



His attempt to do the Dropping Technique is still considered as valid, as Blue Athlete fall to it.



Both athletes in *Sikap Pasang*...



In an attempt to make an attack...



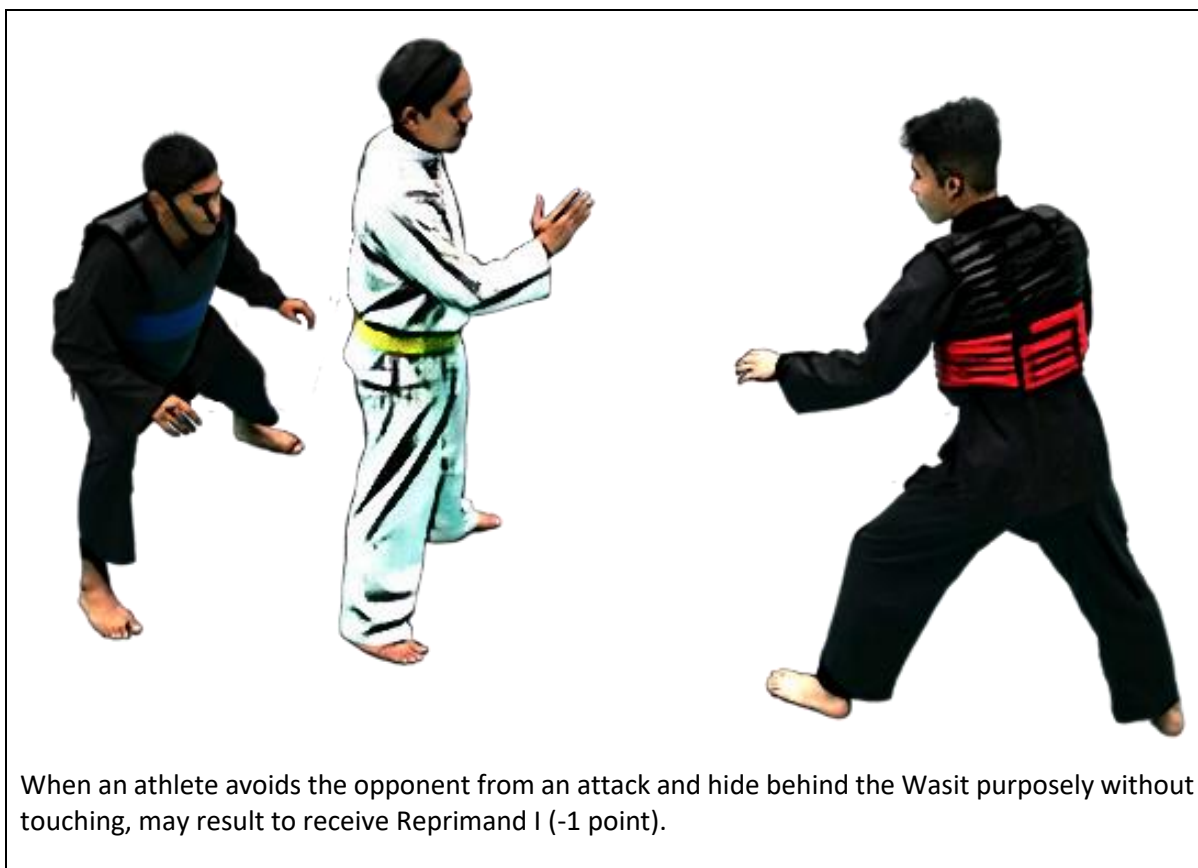
However, no action was made within 10-seconds. Wasit will stop the game...



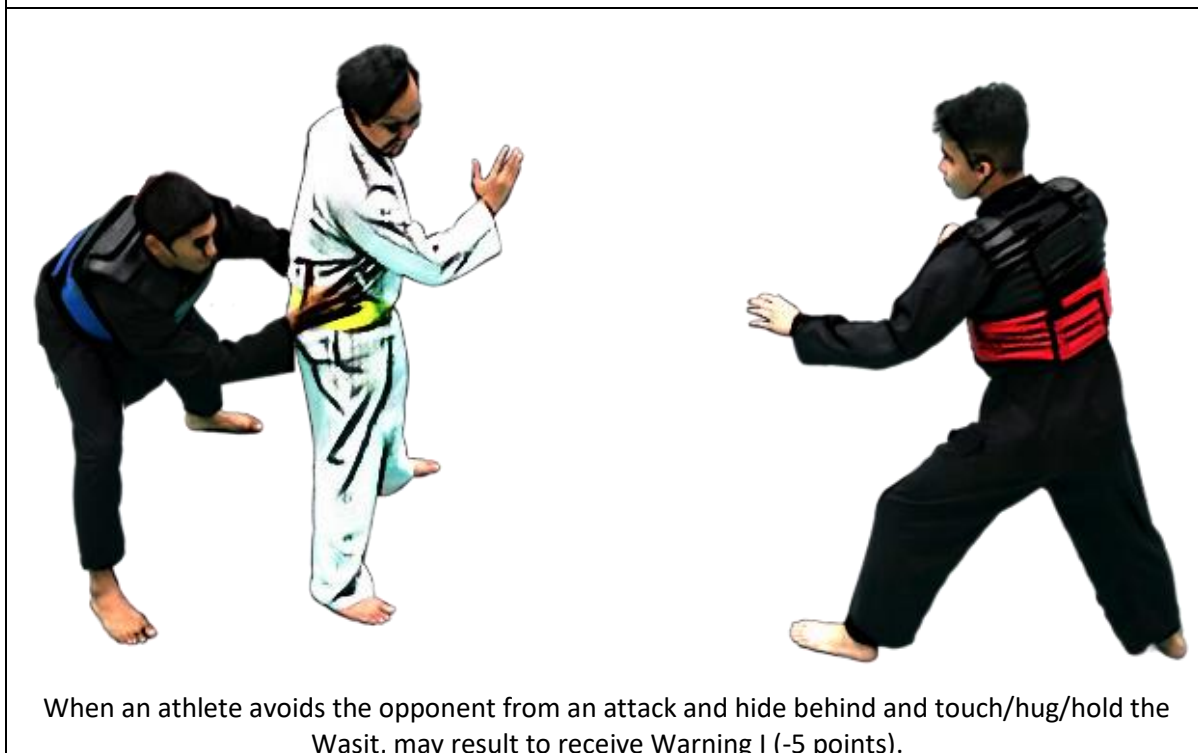
Give Verbal Warning to both athletes...



And show fist bum (hand signal) to indicate to make their moves.



When an athlete avoids the opponent from an attack and hide behind the Wasit purposely without touching, may result to receive Reprimand I (-1 point).



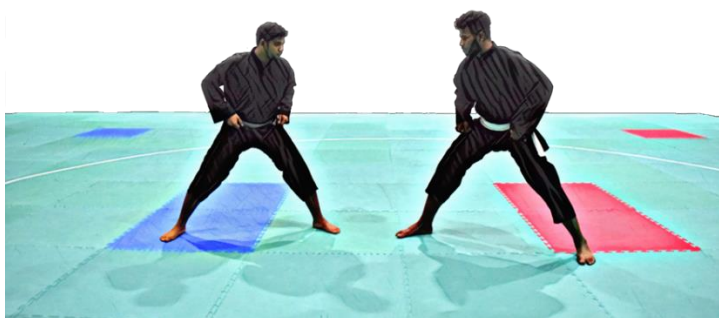
When an athlete avoids the opponent from an attack and hide behind and touch/hug/hold the Wasit, may result to receive Warning I (-5 points).

## Allowed (What You Can Do) In the Arena

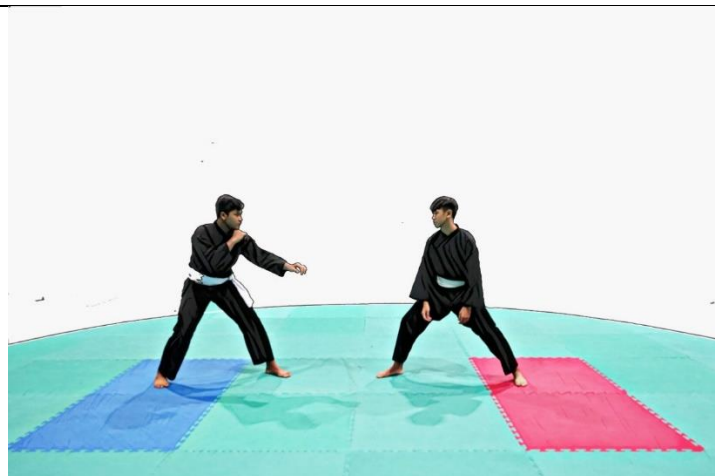
For the following acts are allowed in the arena.



Athlete in *Sikap Pasang*... But



Both athletes keep pulling up their pants.



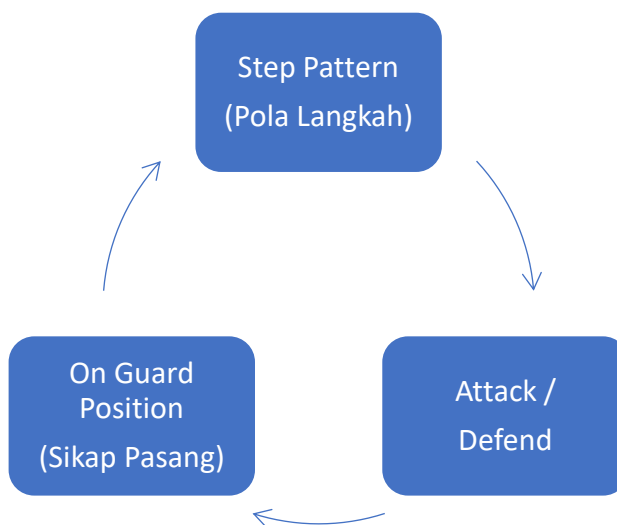
When Wasit commands “Sedia”, athletes must have Sikap Pasang (both hands up and/or one hand down. Once Wasit commands “Mulai”, athletes are allowed to have both hands down with stances.

## Article 14.6: Scoring

Technical scores are given as below:

- |   |            |
|---|------------|
| 1. Successful & visible hand attack/contact | = 1 Point  |
| 2. Successful & visible leg attack/contact  | = 2 Points |
| 3. Successful dropping technique            | = 3 Points |

To obtain a technical score, an athlete must apply the Pencak Silat Principle, an athlete must apply a combative pattern as below:



### Types of Langkah:

1. Forward
2. Backwards
3. Sideways
4. Crossover
5. Single Leg Lift
6. Double Jump (Forward / Backward)
7. Alternate Jump
8. 45° Jump
9. Combination

### Types of Sikap Pasang:

1. On Guard (One Open, One Close)
2. Both Hands Open
3. Left Hand Down
4. Right Hand Down

### Successful Hand Attack

1. All types of hand attack to the body which is direct and powerful
  - a. Straight Punch



- b. Haymaker Punch
- c. Back Fist
- d. Elbow Strikes
- e. Hook Punch
- f. Jab Punch
- g. Slap
- h. Palm Strikes
- i. Superman Punch
- j. Uppercut
- k. Spade to stomach
- l. Overhand Punch
- m. Casting Punch
- n. Spinning Back Fist
- o. Vertical Punch
- p. Forearm Thrust

#### Successful Leg Attack

2. All types of foot attack which is direct and powerful

- a. Front
- b. Side
- c. Spinning back
- d. Half Turn
- e. Stomping
- f. Flying Kick
- g. Horse Kick
- h. Double Side Kick
- i. Double Front
- j. Jumping Side
- k. Jumping Front
- l. Skipping Double Roundhouse Kick

#### Valid Dropping

3. All applicable techniques to drop the opponent ensuring that the knee and above touches to floor

- a. Applying direct technique such as sweeping, scissors, etc.
  - l. Athletes can do two sweeping / scissors technique within two seconds
- b. Pushing the opponent with open palm.
- c. Applying indirect dropping technique by tugging of opponent's leg
- d. Dropping process is given duration of 5 seconds

- e. A counterattack is allowed within two seconds of a failed sweeping or scissors technique. The score for the counterattack is determined by the technique applied.
  - I. Athlete on the ground can defend themselves by kicking the body protector or following up with another direct technique
  - II. If the defend-attack fails to meet the legal area, it will be considered as serious violation.
  - III. If the counterattack took more than two seconds, the athlete will be issued with Reprimand I (-1 point).

Attacks or target are limited to the following areas:

1. Chest
2. Abdominal
3. Left and Right Ribs
4. Back part of the trunk
5. Thigh area can attack, but must immediately follow up with a valid technique
  - a. If there is no follow up, the attack is considered as a serious violation (Warning I).
6. Below knee level can be targeted but are non-scoring area.
  - a. If attack is directly to the knee, it is considered as a serious violation (Warning I).

A technique delivered when the *gong* is struck to signal the end of the match, is considered valid. A technique delivered after the *gong* is struck to signal the end of the match shall not be scored.

**Explanation:**

*In order to score, a technique must be applied to a scoring area while using the Pencak Silat Principle.*

1. *For reasons of safety, dropping technique where the opponent is thrown down headfirst (12 to 6) is a serious violation. After a dropping technique has been executed, the Wasit must immediately stop the match and decide if it is valid.*
  - a. *When an athlete is thrown head down first, it is a serious violation.*
  - b. *If an athlete falls on his upper back downwards, technique will be valid.*
2. *An athlete must maintain awareness of the opponent's potentiality to counterattack. For safety reason, he/she must not turn their face/back away during delivery of a technique and remains facing the opponent.*
3. *The gong signals the end of scoring possibilities in a match, even if the Wasit may inadvertently not stop the match immediately.*
  - a. *Chairman will step in and confirm that the round has ended.*

## Article 14.7: Criteria for Decision

### Win by Points

1. When the number of points for one athlete is more than the other.
2. In the event where there is a tie, the winner will be determined based on the following:
  - a. Least penalty score (includes Verbal Warning, Reprimand & Warning)
  - b. Most technical score
  - c. Additional round (*With new set of Wasit Juri*)
  - d. Sudden Death
    - First player to obtain a technical score will win.
3. The score will always be displayed on the scoring board.

### Win by Technical Knock Out (TKO)

1. Opponent request not to continue
2. Medical Team deems athlete is not fit to continue with match, after attending to their injury.
3. Coach throws in towel
4. Athlete unable to stand up after technical counting to 10

### Win by Absolute Victory

1. The decision of absolute victory is made when the opponent is knocked down due to valid attack and he/she is unable to get up after Wasit technical counting to 10.

### Win by Wasit Stop Match

1. Wasit value the match is unbalanced
2. As an unbalanced match may cause an injury due to lack of experience, the Coach is not able to protest against Wasit decision to stop the match.

### Win by Walk Over

1. Opponent did not turn up for match.

### Win by Disqualification

1. Athlete gets a Warning III
2. Athletes commits serious violation causing opponent to be unable to continue the match
3. Athlete does not make weight
4. Athlete fails to clear the medical check-up prior to competition

**Explanation:**

1. *If an athlete wins via disqualification due to injury obtain caused by a serious violation, the medical team must state that athlete is fit to proceed to next round. Failing which, athlete will not be able to compete in the next round and winner will be given to opponent immediately.*
2. *All results and information on the competition will be with the Competition Secretariat Team, and will be handed to the Competition Secretary.*

**Article 14.8: Award Ceremony**

The Secretariat Team will work with the Floor Manager for Award Ceremony.

Details needed and requested will be channelled to the following groups:

1. Team Manager of Participating Countries
2. ITD & ATD
3. Sports Authorities
4. Others

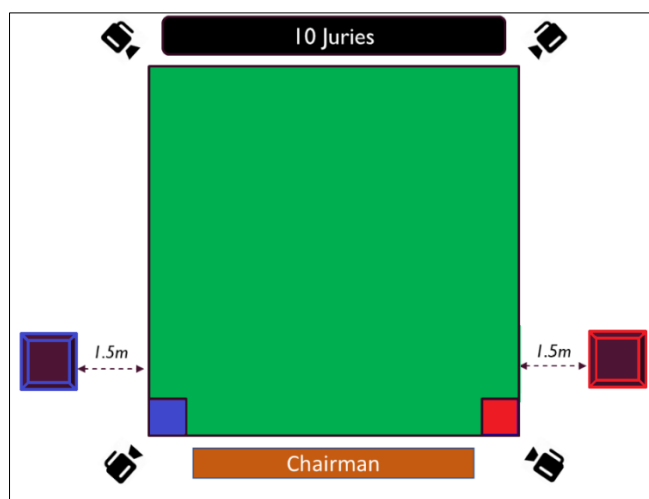
## Article 15: Artistic Rules

### 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*

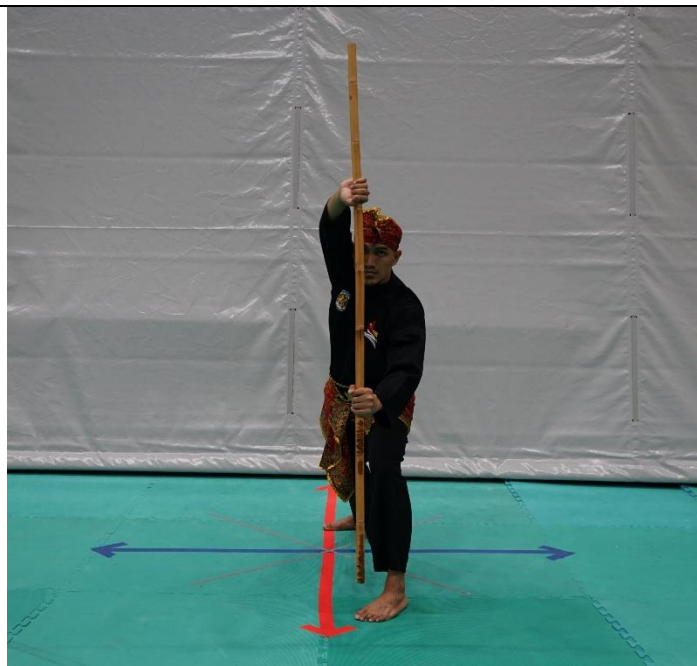
1. Tunggal is a 3-minutes artistic performance performed by one athlete using the Tunggal movements.
2. Tunggal is showcase according to the sequential movement.
3. A tolerance period of  $\pm 10$  seconds is allowed for Pre-Teen and Pre-Junior categories, while  $\pm 5$  seconds for the Junior and Senior 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





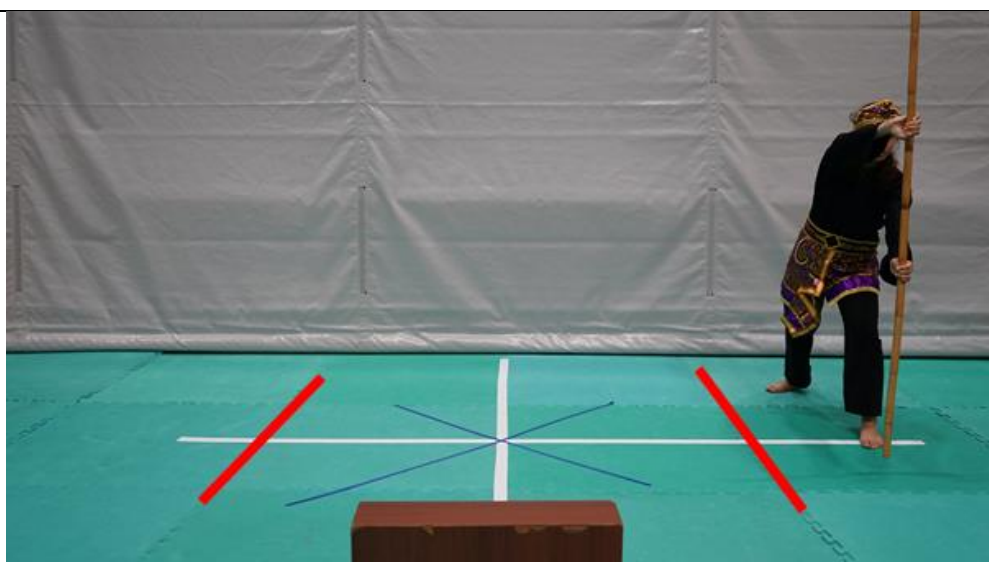
Athlete ended routine within the red & blue markings. No points will be deducted.  
-0.01 point will be deducted if athlete end routine out of the red marking

### Criteria for Evaluation

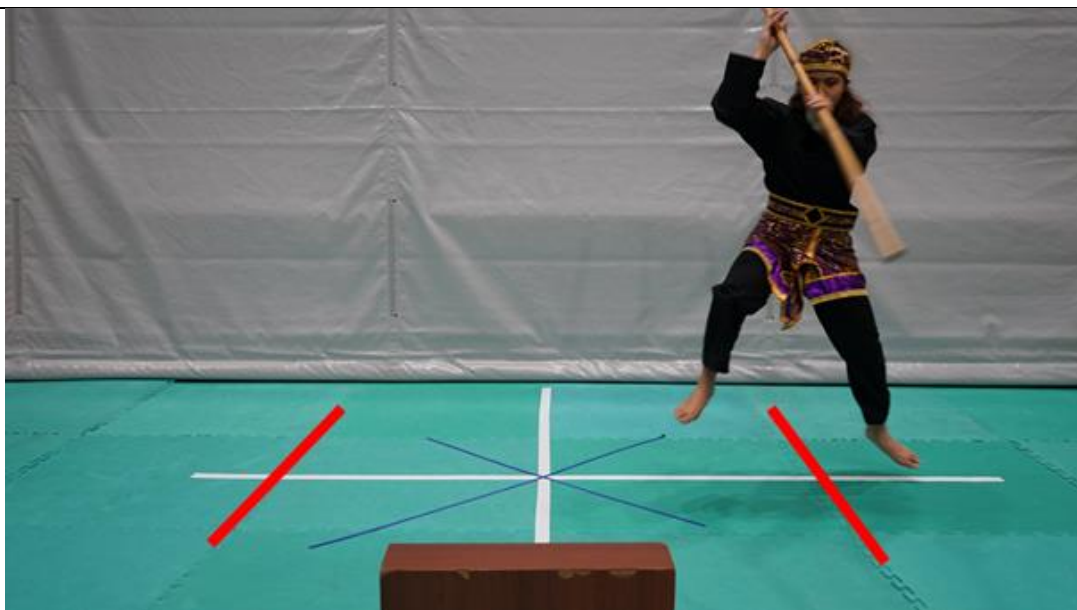
#### Official Performance – Tunggal

#### 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, *Golok/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<br>or<br>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.

### *i. 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:*

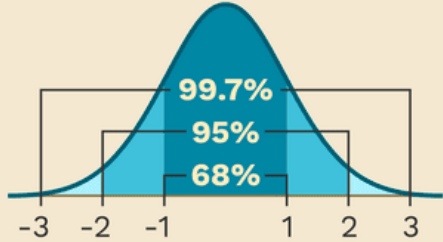
| Judges | J1   | J2   | J3   | J4   | J5   | J6   | J7   | J8   | J9   | J10  | Mean Score                  | Foul | Total       |
|--------|------|------|------|------|------|------|------|------|------|------|-----------------------------|------|-------------|
| Score  | 9.85 | 9.70 | 9.70 | 9.85 | 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  
 **$x_i$**  = Each of the values of the data  
 **$\bar{x}$**  = The mean of  **$x_i$**

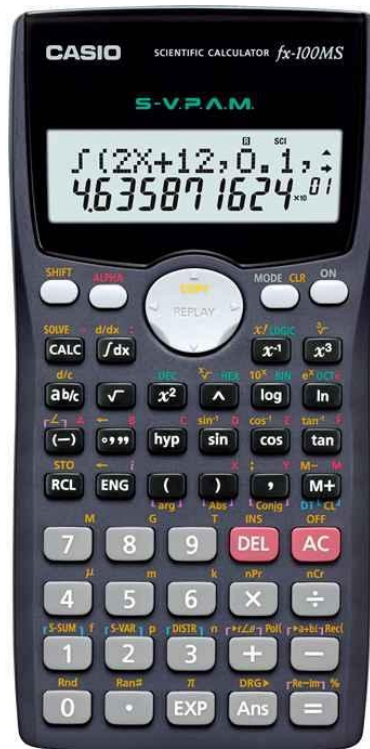


**Normal Distribution Curve**

The figure shows a normal distribution curve with the x-axis ranging from -3 to 3. Three regions are shaded in blue: the innermost region between -1 and 1 is labeled 68%, the middle region between -2 and 2 is labeled 95%, and the outermost region between -3 and 3 is labeled 99.7%.

**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**

| Athlete A                       |  |   | Athlete B                       |  |  |
|---------------------------------|--|---|---------------------------------|--|--|
| <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 mean and square the result: |   | <b>Second</b>                   | Take each number, subtract the mean 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.*

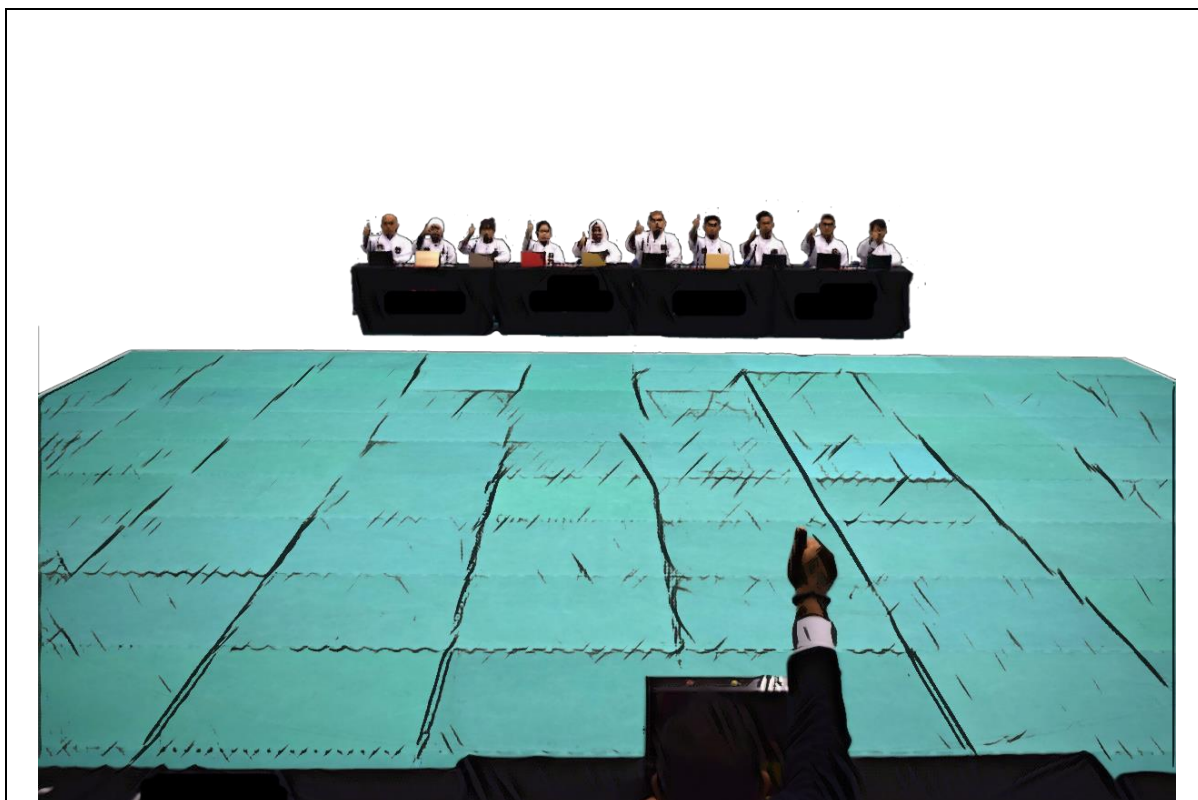
**Article 15.5: Operation of Artistic Event**

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.

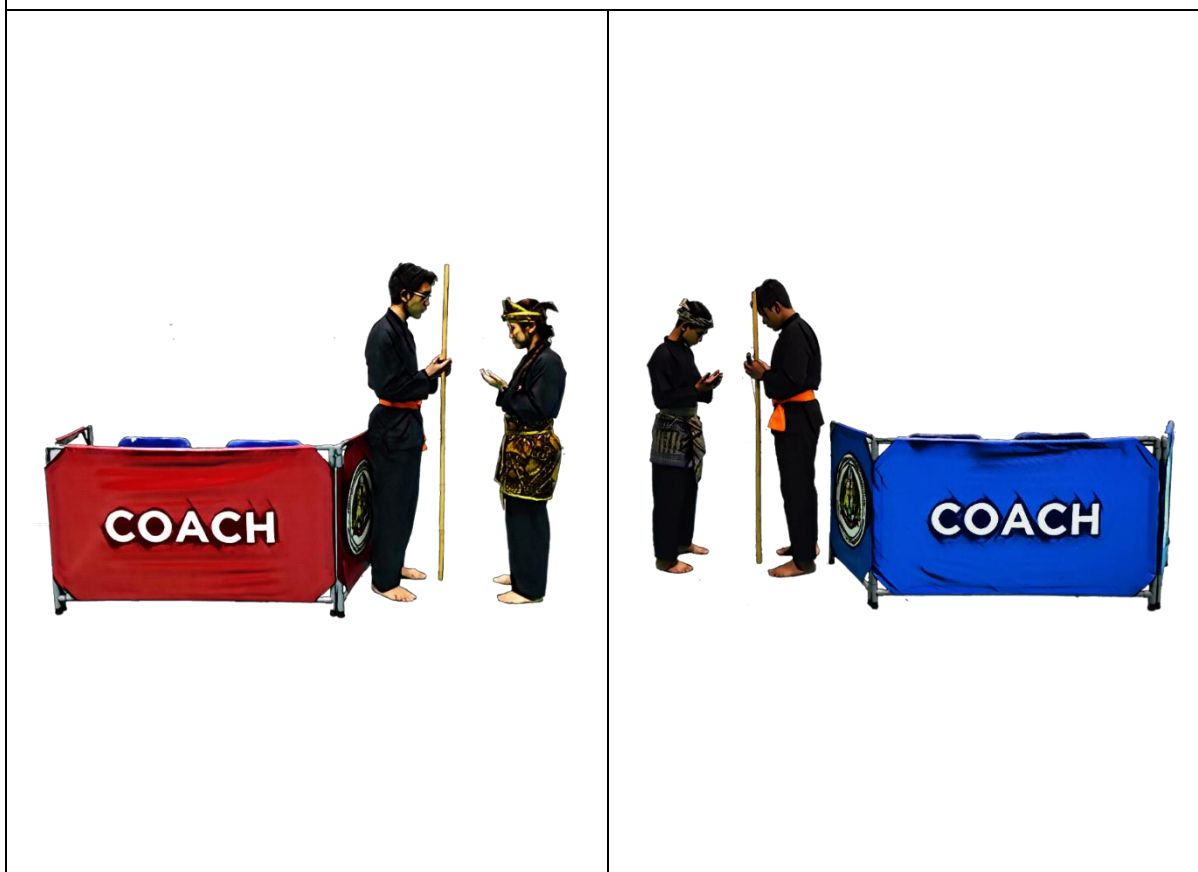
**Explanation:**

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

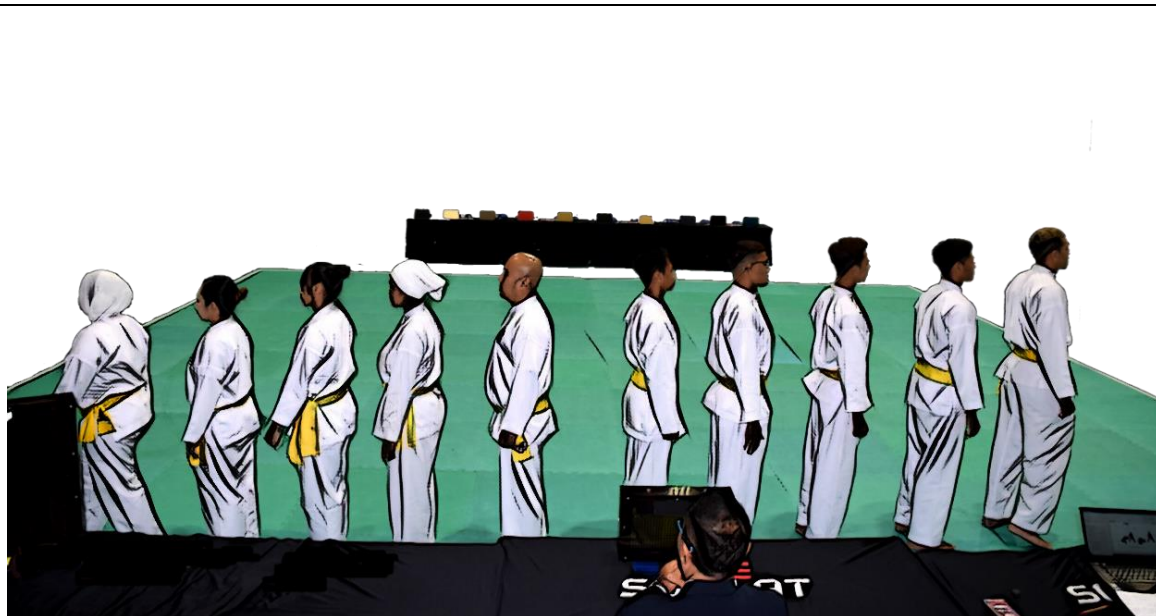


Juri will "Hormat" to the Competition  
Juri 1 will give the command



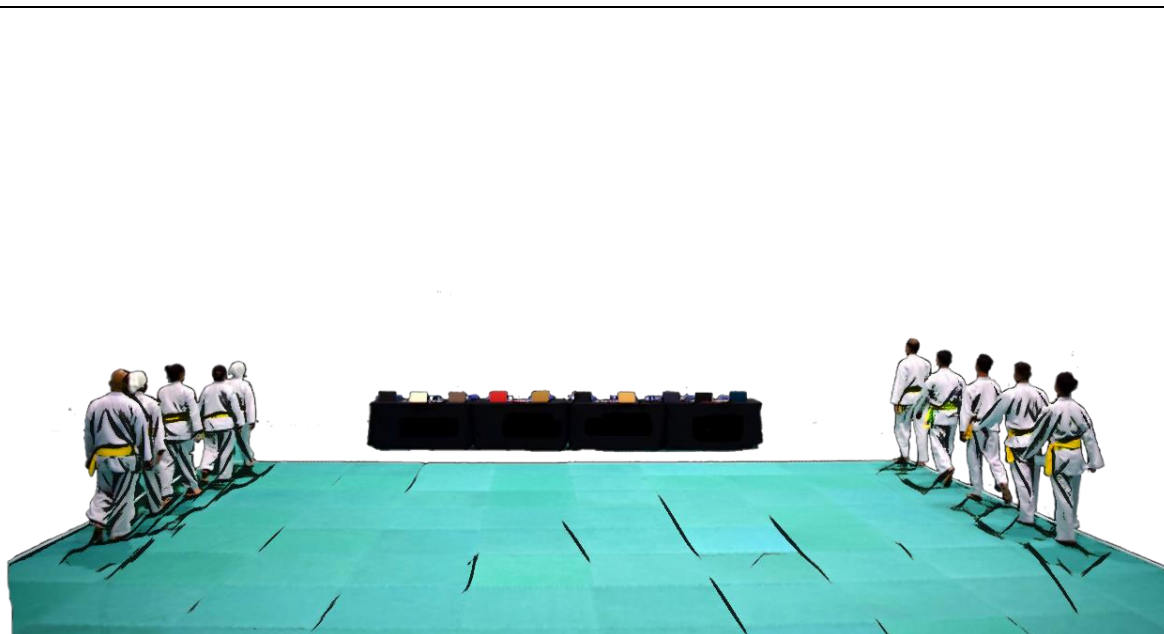
Juri will "Hormat" to the audience.





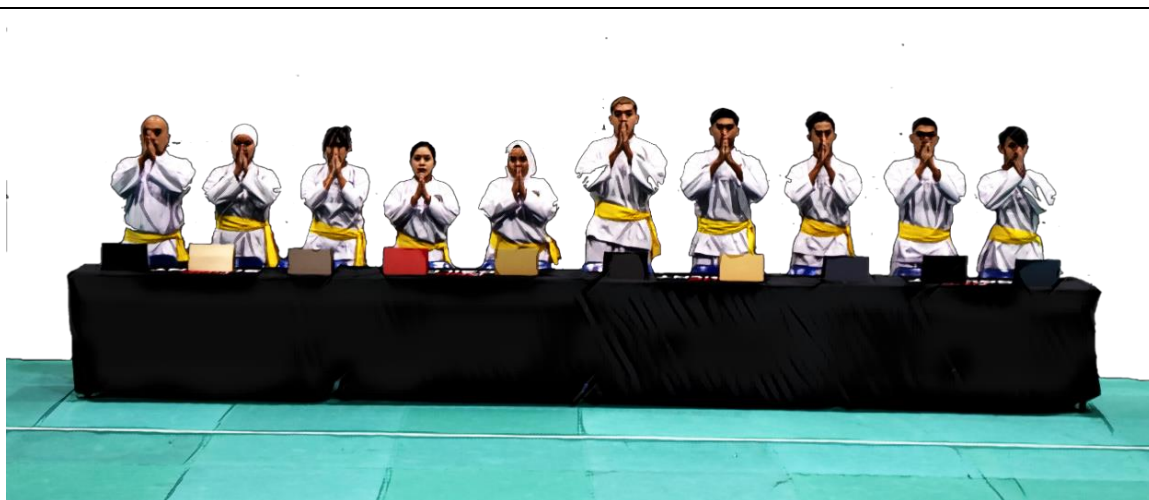
Formation to move to the designated seats (for duty)

Juri facing to the LEFT – Jury 5 | Jury 4 | Jury 3 | Jury 2 | Jury 1  
 Juri facing to the RIGHT – Jury 10 | Jury 9 | Jury 8 | Jury 7 | Jury 6

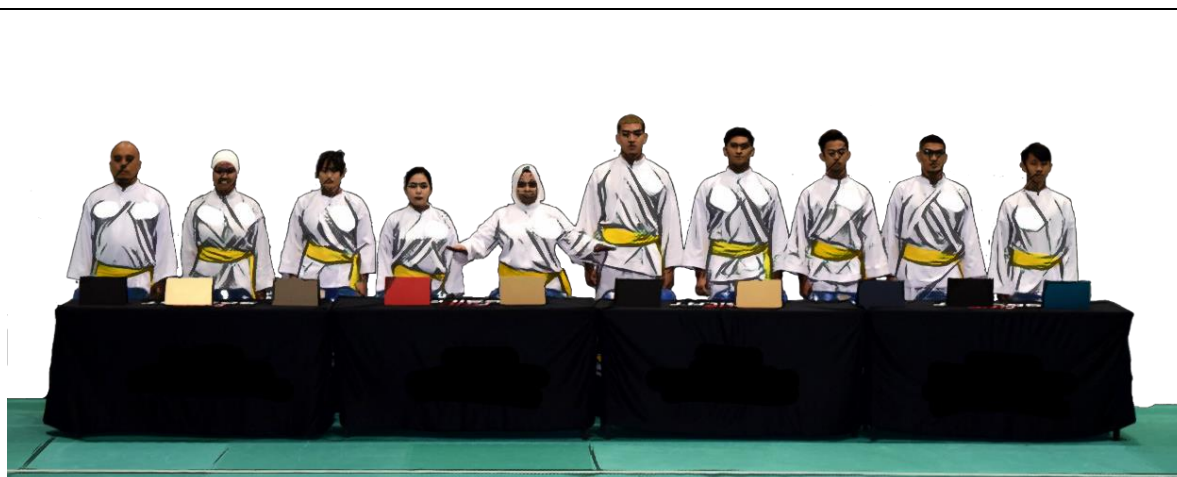


Juri facing the left will move towards the seat, from the left side of the arena.

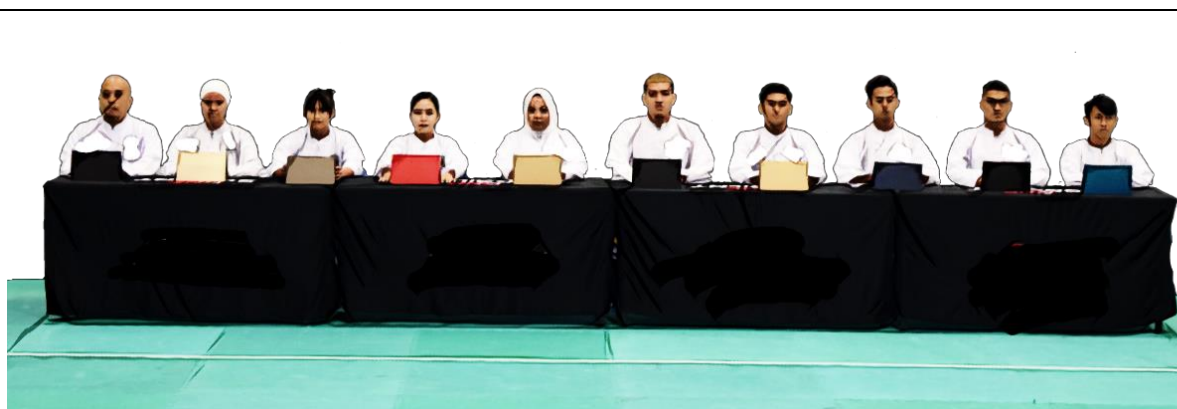
Juri facing the right will move towards the seat, from the right side of the arena.



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.