

COVER DEPAN VOVINAM



Welcome Message

It's a great pleasure to serve you with the Technical Handbook of the 26th SEA Games, Palembang-Jakarta, Indonesia 2011.

It was 14 years ago (1997) when Jakarta, Indonesia hosted the 19 th SEA Games and shared joy with fellow participating countries and now Indonesia will be hosting the 26th SEA Games in Palembang and Jakarta, from November 11 to 22, 2011. As we are looking forward to welcoming all participating countries, we have been working hand in hand with the SEA Games Federation as well as International Sports Federation preparing the technical handbook for each sports agreed during the SEA Games Federation Executive Committee and Council held in Nusa Dua, Bali, last February 2011.

We trully hope to deliver each sport at te highest level possible for participating countries best athletes to display their talents. We also would like to provide the best service possible to ASEAN and International Federations (Afs/Ifs) to assist their officials in carrying out their functions, supporting the athletes, and managing the sports competitions and to also implement the rules and regulations of the AF's and IF's. Lastly, we will deliver our very best to fulfill all our obligations to the SEA Games Federation.

With just over months remaining to complete our preparations for hosting the 26th SEA Games, we are pleased to present you with this Handbook and look forward to welcoming you all in Palembang-Jakarta in November 2011.

RITA SUBOWO

President

Indonesia SEA Games Organizing Committee



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I. General Information

1. General Competition Schedule

NO	November 2011	S	M	T	W	Th	F	S	S	M	T	W	Th	F	S	S	M	T	Gold Medals
	Competition Day	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	
1	Aquatics - Diving							2	2	2	2								8
2	Aquatics - Open Water Swimming											2		2					4
3	Aquatics - Swimming						6	6	7	7	6	6							38
4	Aquatics - Synchronize														F	F			5
5	Aquatics - Water Polo							1							1				2
6	Archery									4	1	4	1						10
7	Athletics						11	12	10	11	2								46
8	Badminton									2					5				7
9	Baseball																1		1
10	Basketball														2				2
11	Billiard Sports							2		3		2		3					10
12	Bowling									2	2	2	2			2			10
13	Boxing														6		8		14
14	Bridge							2	2		1	1		2	1				9
15	Canoeing						5	3	7										15
16	Chess											3					2	4	9
17	Cycling - Track														2	2	3		7
	Cycling - Road Race									2	1	1	2						6
	Cycling - MTB							2	1										3
	Cycling - BMX														2				2
18	Equestrian									1	2	1	1	1					6
19	Fencing							2	2	2	2	2	2						12
20	Fin Swimming													5	6	5			16
21	Football															SF		1	1
22	Futsal																	2	2
23	Golf												2				2		4
24	Gymnastic - Artistic							1	1	2	5	5							14
25	Gymnastic - Rythmic													1					1

NO	November 2011	M	T	W	Th	F	S	S	M	T	W	Th	F	S	S	M	T	Gold Medals
	Competition Day	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	
26	Gymnastic - Aerobic																2	2
27	Judo											4	4	4	4			16
28	Karatedo						7	8	2									17
29	Paradigling																12	12
30	Pencak Silat							6				12						18
31	Petanque							2		2		2						6
32	Roller Sports						4	4	4									12
33	Rowing										5	6						11
34	Sailing														9			9
35	Sepak Takraw									2			2				2	6
36	Shorinji Kempo												4	4	8			16
37	Shooting						3	3	3	2	3							14
38	Softball													2				2
39	Table Tennis								1	2	2							5
40	Taekwondo						7	4	6	4								21
41	Tennis									2						2	3	7
42	Soft Tennis											2	2	2	1			7
43	Traditional Boat Race													4	4	2		10
44	Volleyball (beach)														2			2
45	Volleyball (Indoor)															2		2
46	Vovinam								7	7								14
47	Sport Climbing										4	4	2					10
48	Water Ski													5	6			11
49	Weighlifting													4	4	3	3	12
50	Wrestling								5	4	4	4						17
51	Wushu												2	4	4	10		20
	Closing																	
	Total					5	43	63	54	64	46	57	32	68	54	42	17	545



2.Organizing Bodies Indonesia SEA Games Organizing Committee (INASOC)

The SEAGF has tasked the Indonesia National Olympic Committee (INOC) to set up an organizing committee that is responsible for the overall planning, organizing and executing of all elements necessary to produce the 26th SEA Games in 2011. This organization is called the Indonesia SEA Games organising committee (INASOC).

INASOC's mission is to produce a truly memorable event by exercising all delegated powers and authorities conferred by the SEAGF, specified in the Host city Contract. Through the SEA Games, Indonesia aims to showcase its unique talents and culture, and the capacity of its people to be united in delivering the ' Games of Your Life ', in a spirit of friendship and sportsmanship, while also serving to promote united and rising in the region.

INASOC Board of Directors

President	: Rita Subowo
Vice President	: Erick Tohir
Secretary General	: Timbul Thomas Lubis
Advisor	: Rosihan Arsyad Indra Kartasasmita Harris Thayeb Oong Wiradinata Prof. Amran Razak Tunas Dwidharto Sakhyan Asmara Martina Wijaya Mulyana

INASOC Executive Office

Director General	: Rachmat Gobel
Vice Director General	: Sudradjat Rasyid
Vice Director General	: Djati Waluyo
Vice Director General	: Andika Perkasa
Vice Director General (JKT)	: Ratiyono
Vice Director General (SS)	: Muddai Madang

INASOC Directorates

Deputy I (Sport & Venues)	: Djoko Pramono
Vice Deputy I	: Lidya Ivana Lee
	: Marhot Harahap
	: Kusnan Ismukanto
	: Musni Wijaya

Deputy II (IT, Marketing, Media & Broadcasting)	: Djasri Marin
Vice Deputy II	: Faisal Abdullah
	: Heyzer
	: Ade Lukman
	: Cucu Kurnia
	: Anhar Zulkifli

Deputy III (Support)	: Yudi Susharyanto
Vice Deputy III	: Condro Kirono
	: Junusul Hairy
	: Ahmed Solihin
	: Sudjarno
	: Torkis Panggabean
	: Sumaryoto

Deputy IV (Ceremony & Cultural Event)	: Indra Yudhistira Ramadhan
Vice Deputy IV	: Adhiati Nurdin
	: M. Fakhruddin
	: Frimansyah
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Contact Information

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3.Accommodation

The accommodation will accommodate all the athletes and team officials of the Sea Games for a period of 12 Days, from 11 to 22 November 2011. An additional pre-opening period of 7 days has been scheduled from 4 until 7 November 2011 to enable the Chefs De Mission of the NOC's to complete the administrative matters prior to the arrival of their teams.

The accommodation for all the athletes and team officials will be classified as in South Sumatera will be accommodated in the Athletes Village while in Jakarta will be in hotels.

4.Accreditation

4.1.Process

The organization of a great sporting event, such as the SEA Games, necessitates strict access control to all official INASOC venues, zones, and areas. This will be achieved through ticket allocation to spectators and by accreditation to athletes and those with official job function.

Every approved responsible organization will complete the accreditation application process on behalf of its delegation, including the receipt and distribution of the appropriate accreditation cards to each participant before travelling to Palembang, South Sumatera and Jakarta. Upon arrival in Palembang, South Sumatera and Jakarta, participants must validate their cards (see Validation).

All participants must be accurately registered and duly accredited through the INASOC accreditation process in order to take part in the SEA Games.

4.2.Validation

Participants must present their accreditation cards, accompanied by either a valid passport, National Identity Card (Indonesian nationals), or other approved means of identity to the validation desk at the Palembang, South Sumatera and Jakarta International Airport or at an INASOC primary accreditation centre as specified in the Accreditation Manual.

Validation involves:

- electronic activation in the accreditation system; changing the card status to 'live'
- physical activation; changing the card appearance to distinguish it from non-valid cards.

4.3.Lost, Damaged, or Stolen Cards

Lost accreditation cards must be reported immediately to the approved authority of the responsible organization. The approved authority concerned must then apply to INASOC for a replacement card, stating the circumstances of the loss. A replacement card will only be issued with the approval of INASOC.

Lost damaged or stolen cards will be cancelled immediately and will not be reactivated: even if recovered.

5.Transportation

A comprehensive transport system for athletes, team officials and technical officials will be available exclusively for the SEA Games. This will include:

- arrival service from Palembang, South Sumatera and Jakarta International Airport to the accommodation
- regularly scheduled shuttle service from accommodation to official competition and training venues
- dedicated service to opening and closing ceremonies
- dedicated service to all official functions and/ or meetings
- departure service from the accommodation to Palembang, South Sumatera and Jakarta International Airport

Buses will provide the following services.

Transportation services for the sports delegation upon arrival and departure

Providing shuttle bus for delegates to and from matches / training of hotel

Special vehicles for NOCs

Provision of Transport for the Opening Ceremony and Closing Ceremony.

Transport Provision for Special Events

Provision of Transport for NOCs in attending a Special Event

Transport Provision for Official activities

Transport Provision for Technical Officials, VIPs and media.

Provision of Transport for INASOC.



6.Uniforms

INASOC will provide all technical officials, staff members and volunteers with appropriate attire and uniforms.

A sizing form will be sent in advance to all parties concerned. Forms must be returned and received by INASOC before the given deadline to ensure availability.

The uniforms will be distributed at the main uniform and accreditation centre after collecting the accreditation.

7.Medical Services

A first aid and emergency first response medical service will be provided during the South East Asia Games to any person requiring medical assistance. This service will operate in official SEA Games competition and training venues during official operating hours. This service will comprise a dedicated medical team supported by an ambulance service.

8.Sports Information Centre

One main sports information centre will be located inside the Accommodations and a sports information desk will be located in each of the competition venues.

9.General Weather Conditions

As a tropical countries, Indonesia only has two (2) seasons which are rainy and dry season. During the month of October until December will be rainy season. The average daytime temperature is between 29 – 32 degrees celcius. In general, the weather is perfect for achieving the best competition results.

10. Facts and Figures

Geography

Location	: The territory of the Republic of Indonesia stretches from 6°08' N latitude to 11°15' S latitude, and from 94°45' E to 141°05' E longitude.
Area	: Total Area of Indonesia is 1,919,440 sq km (Land Area: 1,826,440 sq km; Water Area: 93,000 sq km)
Physical Features	: Highest Point: Puncak Jaya (4,884 M) Lowest Point: Indian Ocean (0 M)
Main Cities	: DKI Jakarta
National Flag	: The national flag is red and white. Red color means bravery, while white color means purity
Climate	: Tropic

Tourist Information

Weekend	: Saturday and Sunday
Working Hours	: Govt. Offices: 08.00. – 16.00 Banks: 08.00 – 15.00 Private/Business: 08.00 - 16.00 Malls stay open until 22.00
Local Time	: Greenwich Mean Time + 7 hours
Electrical Current	: 220 – 240V; frequency 440 Hz
Tipping	: Local custom does not require that you leave a tip through it is appreciated if you do



II. SPORT FEDERATIONS

Vovinam Asian Federation (AVF)

President : Mr Mohammad Nouhi (Iran)
Vice President : Tran Van My (Vietnam); Walid Kassas (Lebanon);
Pairsarn Changjongpradit (Thailand).
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South East Asia Vovinam Federation

President : H. E Rat Sokhorn (Cambodia)
Vice President : Ida Bagus Gede Wiyana (Indonesia) ; Somphone (Laos)
Mustaffa (Malaysia) ; Vo Danh Hai (Vietnam)
Secretary General : I Nyoman Yamadhiputra (Indonesia)
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Secretary General : I Nyoman Yamadhiputra
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III. COMPETITION INFORMATION

1. Time and place:

Vovinam competition at the Sea Games XXVI 2011 will be held from November 12 to November 16, 2011, in Jakarta

2. Location.

2.1. Venues:

The Competition will be held at Sunter Sport Center, North Jakarta

2.2. Places to practice:

Place exercise will be conducted at the venues.

3. Event:

Vovinam competition at the Sea Games XXVI 2011 were held with the following contents:

A. PERFORMANCE: 10 CATEGORIES

I. MALE:

1. ĐÒN CHÂN TẤN CÔNG (LEG ATTACK TECHNIQUES): 4 men (1 man x 2 leg attack)
2. NGŨ MÔN QUYỀN (FIVE GATES FORM): 1 man
3. TỨ TƯỢNG CÔN PHÁP (FOUR ELEMENT STAFF FORM): 1 man
4. SONG LUYỆN MÃ TẤU (DUAL MACHETE FORM): 2 men
5. ĐA LUYỆN VŨ KHÍ NAM (WEAPON SELF-DEFENSE FOR MAN): 1 man defender against 3 men attack with weapons.

II. FEMALE:

1. LONG HỒ QUYỀN (DRAGON TIGER FORM): 1 woman
2. TINH HOA LƯƠNG NGHI KIẾM PHÁP (YIN YANG SWORD FORM): 1 woman
3. SONG LUYỆN KIẾM (DUAL SWORD FORM): 2 women

III. MIXED:

1. TỰ VỆ NỮ GIỚI (SELF-DEFENSE FOR WOMAN): 1 woman against 1 man
2. ĐA LUYỆN VŨ KHÍ NỮ (WEAPON SELF-DEFENSE FOR WOMAN): 1 woman defender against 3 men attack with weapons.

B. Fighting: 04 CATEGORIES (3 x 2 minutes rounds with 1 minute rest)

I. MALE: 02 CATEGORIES

1. 50 - 55 kg
2. 55 - 60 kg

II. FEMALE: 02 CATEGORIES

1. 45 - 50 kg
2. 50 – 55 kg



IV. Competition Schedule

VOVINAM

DATE	TIME	CONTENTS	PLACE
Day 1 Saturday 12/11/2011	09.00 - 11.00	- Team training	Stadium
Day 2 Sunday 13/11/2011	08.00 - 09.00 09.00 - 11.00 14.00 - 16.00	- weight in atlet for fighting - Haed of Team Meeting and Drawing lots - Team training - Referees meeting and training	Stadium
Day 3 Monday 14/11/2011	13.00 - 14.00 22.00	- opening ceremon - weight in atlet for fighting - qualified 60 kg man - qualified 55 kg women - women's defence - semifinal 60 kg man - semifinal 55 kg women - award ceremony - Man's attacking by leg - woman's weapon double - award ceremony - final 60 kg man - final 55 kg women - award ceremony	Stadium
Day 4 Tuesday 15/11/2011	13.00 - 14.00	- weight in atlet for fighting - qualified 55 kg man - qualified 50 kg women - single women without weapon	

DATE	TIME	CONTENTS	PLACE
	22.00	- semifinal 55 kg man - semifinal 50 kg women - award ceremony - Man's multi weapon - Man's weapon double - award ceremony - final 55 kg man - final 50 kg women - award ceremony - single women weapon - single man without weapon - awarding ceremony - single man weapon - womens weapon double - award ceremony	Stadium
Day 5 Wednesday 16/11/2011	18.30 - 22.00	- martial art festival - vovinam viet vo dao festival	stadium



A map of Indonesia with major islands labeled: SUMATERA, KALIMANTAN, SULAWESI, JAWA, and PAPUA. Two red dots mark the locations of Palembang on the island of Sumatra and Jakarta on the island of Java.



VI. PART I - COMPETITION FIGHTING

CHAPTER I: MAT AND EQUIPMENTS OF COMPETITION

Art. 1. Competition mat

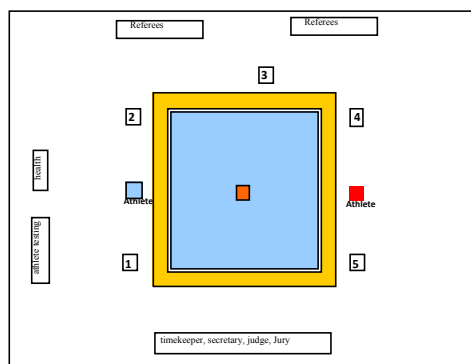
1.1. Competition mat is a square sized 11 m x 11 m combined by soft square carpets sized 1 m x 1 m, with the thickness around 1.5 cm - 3 cm. It is not slippery and put on the even floor.

1.2. Competition square area sized 9 m x 9 m limited by one colour contrast line to the colour of competition mat. It's width is 5cm within competition square.

1.3. There is one colour carpet sized 1 m x 1 m in the very middle of the competition area and the colour is different from competition mat (Standing position of two athletes preparing before competing).

1.4. Remain of competition mat is safety area combined by the colour contrast carpets to the competition area.

DIAGRAM OF COMPETITION MAT



**Art. 2. Competition Mat Equipments:**

- Working furniture for organizing committee, jury, referee, technical committee and medicine group.
- One - gong
- One electric bell
- One electronic scale
- Two timekeepers
- Wiping cloth for competition mat and carpet for scraping one's feet off.
- Broadcasting system.
- Marking system
- Sixteen sets of Gloves, Armour, safety helmet (8 blue, 8 red) with the differential sizes.
- Signboard from 1-5 including titles as organizing, board of supervisor, judge, referees, secretary, health group and survey.
- Other equipments

Art. 3. Uniforms.

3.1. Blue uniform attached Vovinam symbol on the left chest, athlete's name on the right chest and the name of responsibility of sport organization at his/her back (e.g National Games: Province, City, Branch name; International Games: Country name)

3.2. safety helmet

3.3. Armour

3.4. Gloves: With the Championship and Youth Games glove's weight is 250 gram and Teenager Games is 230 gram.

3.5. Own groin-guard (Croquille)

3.6. Hands and Legs protect (hided inside the Vovinam clothes)

3.7. Own gum-shield.

3.8. Athlete uses slippery yellow belt while competing (No dash)

CHAPTER II: GENERAL RULES**Art. 4. Age and Category:**

4.1. Classification of Games and stipulate competition ages

Age of Athletes participants from 17 to 35 years old by the year on passport at the International Games, ID and birth certificate at the National Games.

4.2. Weight classification

4.2.1.1. Men's Categories:

Over 50 up to 55 kg

Over 55 up to 60 kg

4.2.1.2. Women's Categories:

Over 45 up to 50 kg

Over 50 up to 55 kg

Art. 5. Weight-in and method

5.1. Pre-weight-in: Athletes can be weighted-in himself/herself by Organizing Committee's scale to adjust category minimum before official competition drawing six hours.

5.2. Official-weight-in: 60 minutes before beginning competition all athletes must have official weight-in. Males wear a pair of drawers, Females wear shorts and T-shirt.

5.3. Athletes without official weight-in before competing will be sent away from that competition and the competitors whose assumed fit to fight by competition rules will be disqualification.

Art. 6. Draw and Competition schedule.

6.1. Draw: Base on the entry form by name of each category, Organizing Committee will carry out the drawing from small to big division with the witness of representatives of organizing committee, secretary group and team manager. Depending on the number of competitors, organizing committee will decide on machine or hand draw method.

6.2. Competition schedule: competition schedule will be arranged from out of rounds to internal rounds and final so that all competitors in the same category have the same duration time in resting at the semi-final and final of the Games.

Art. 7. Property and Competition Method:

7.1. Property: Individual and Team Competition.

7.2. Competition method: The Vovinam competition will be carried out by knock out for each category and one time losing.

CHAPTER III : COMPETITION RULES

Art. 8: Competition Principle

8.1. Competition fighting is competing form face to face between two Vovinam competitors of two differential team by using attacks, all-round defence, technical avoiding, moving and carrying, making purlin and knock-down.

8.2. Competitor can perform with maximum of 5 movements in one attacking series to approach opponent. When referee makes a sign and verbal command "Stop" it mean, two competitors must stop competing and take one step backwards at defensive position and ready for the next attacking series, immediately. In case of ceasing attacking series or competitor has been knocked down close to the touch-line, the referee will allow two competitors get back beginning position at the midfield and continue the Games.

Art. 9: Round and Duration of Contests.

9.1. The Vovinam duration of contest shall be three (3) rounds of three (3) minutes with one (1) minute of rest between rounds.

9.2. Depending on kind of Games, the duration of contest will be stipulated clearly in the competition regulation.



Art. 10 Areas of point

10.1. Areas of point: Ahead and two sides from root of a hair of brow down through face - neck - chest - abdomen to the belt.

10.2. Areas without point: From shoulders extend to two hands, from the belt down to and back, buttock and scauff of the neck.

10.3. Attacking by hands or legs must have strength attacked at the areas of point, directory without blocking can get points.

Art. 11. Calculated points

Points are calculated by each attacking series (not over 5 movements) and rely on the advantage of opponent has one of the follow cases:

- Point 1
- Point 2
- Absolute winning point
- Knock out point
- Minus point

11.1. Point 1

11.1.1. When attcking by one attacking hand or leg with effect at the area of point.

11.1.2. When attacking the opponent and make him/her knocked-down by initiative or counter-attack with punch and kicking.

11.2. Point 2:

11.2.1. Catch the basic anti-attacking leg, direct kicking, sides kicking which made the opponent knocked-down.

11.2.2. Using kicking legs direct to the opponent head.

11.2.3. Being counted by referee: when beating and made the opponent with a stunning blow and knocked-down after 3 seconds can not be well again and kept the competition. Referee start counting from 1 to 8 within 8 seconds until the 8th voice if competitor be well again he/she could continue the competition (point also counted for the attacking which made the opponent with a stunning blow and knocked-down).

11.2.4. Using the kicking sweep, right hand, right leg or left hand, left leg (eg. attacking No 2, 3, ...).

11.2.5. Guillotine by left hand, left leg or right hand, right leg, strike down the opponent on his/her back (not allowed long hug and wrestle).

11.2.6. Hitting on target by minimum two movements of hand and leg in one time.

11.2.7. Cuffing, heel kicking (Cuffed by left hand and swept by right leg or cuffed by right hand, swept by left leg make the opponent fall down (eg. *đấm móc tay phải số 4*)).

11.2.8. Making the opponent effective knock-down by Vovinam attacking legs (1-10).

11.2.9 Making the opponent knock-down by Vovinam attacking but when drop down the leg lose straight away or knock-down on the striker.

11.3. Absolute winning

11.3.1. Competitor implements one of movements of attacking leg from 11 to 21 movement successfully (the neck is locked by leg while opponent knocked-down and the striker's leg is still kept closed locked)

11.3.2. Competitor to be counted 3 or 4 times in one round.

11.4. Knock out

To strike the opponent to be Knocked out after 10 referee voices (10 seconds).

11.5. Minus point.

11.5.1. Minus 1 point: when competitor out of touch-line (both legs out of touch-line)

11.5.2. Minus 2 points:

- In one Games (3 rounds) competitor did not implement one Vovinam leg movement.
- Warning by referee.

11.6. Cases without minus point:

11.6.1. Attacking by Vovinam basic movement leg and striker was fell down or out of touch-line.

11.6.2. Caused out of touch-line for purposeful opponent.

11.6.3. Following the opponent when he/she out of touch-line while attacking.

11.7. Cases of not including point.

11.7.1. Hug, wrestle, draw, push made opponent knock-down or out of touch-line.

11.7.2. Following opponent knock-down while striking.

Art. 12: Method of defining knock-down, stunning and solving.

12.1. Define knock-down by striking: the reputed competitor of striking when any part of body touching the competition mat unless two feet.

12.2. Define stunning: when attacked by the opponent, competitor felt can not control by himself and after 2 seconds still not be well again can not continue competition.

Art. 13. Result decision:

13.1. Winning point

13.1.1. Finish the last round, competitor who get higher point by majority of surveys is defined winning point.

13.1.2. Case of both competitors are trauma and can not continue competition, point will be counted from the beginning games until both of them are injury, which competitor get higher point by majority of surveys is winning point. Competitor who wishes to continue compete in the internal round he/she must have health certificate to demonstrate fit to compete.

13.2. Advantage winning

In case of ending the Games two competitors have equal point must have obey the advantage order as follows:

13.2.1. Competitor who has wining point in the final round.

13.2.2. Competitor who has more than movements of attacking and better defence compare to his/her opponent.



- 13.2.3.** Competitor who has less fault and better conduct compare to his/her opponent.
- 13.3.** Winning by giving up the Games
- 13.3.1.** Ending the official weight-in of the competition but the competitor is not present.
- 13.3.2.** After 3 times calling the roll from organizing committee but that competitor still not present to compete.
- 13.3.3.** Ending 1 minute of rest between rounds and the competitor did not come back to continue the competition or give up during the competition.
- 13.3.4.** Team manager announced to organizing committee of not continuing of the competitor.
- 13.4.** Winning by stop the games.
- 13.4.1.** Caused by injury of competitor and deciding could not continue the competition by health referee.
- 13.4.2.** One competitor is attacked by movement series cause of different technical levels too much.
- 13.5.** Absolute winning
- 13.5.1.** Competitor implemented one of attacking movements by leg from 11 - 21. (the neck is locked by leg while opponent knocked-down and the striker's leg is still kept closed locked)
- 13.5.2.** Competitor to be counted 3 or 4 times in one round.
- 13.6.** Knock out
Competitor is stunning, knocked-down caused by opponent attacking comply with Vo-vinam rule, after 10 referee voices (10 seconds) but can not be well again the opponent will be announced winning by "knock-out".
- 13.7.** Winning disqualification
In the competition when one competitor breaks the rule or regulation lead to be disqualification, the opponent will be recognized winning disqualification.
- Art. 14. Faults and forbiddens.**
Competitor infringe one of the below forbiddens is fault
- 14.1.** Attacking in gullet, scauff of the neck, groin and patella areas.
- 14.2.** Using elbow, knee to attack the opponent.
- 14.3.** Hug, wrestle, lock and draw the opponent.
- 14.4.** Catch the opponent leg from outside into and have behaviour to knock-down the opponent.
- 14.5.** Attacking the opponent while he/she knocked-down.
- 14.6.** Having order "ngưng" from referee or "đấu" which still attack the opponent.
- 14.7.** The opponent did not one step backwards and start attacking without referee order "đấu".
- 14.8.** Having rude behaviour and impolite words.
- 14.9.** Feign being injured, try to keep defensive and without trying the best in competing.

14.10. Using doping.

14.11. Lying itself and sweep the opponent leg.

14.12. Using cloven kick to attack the opponent.

14.13. Trying to kick the opponent leg from the belt-line down.

Art. 15. Penalty.

15.1. Competitor who infringes faults mentioned in the above bye-law 14, depend on level of infringement, referee will decide to call him/her order (Nhắc nhở); warning; disqualification.

- To call him/her order 3 times to be counted 1 warning. Warning 1 time to be minus 2 points.
- Warning 3 times to be disqualification.
- Competitor may be warning or disqualification by referee when:
 - Having bad behaviour caused did not obey the referee order.
 - Having uncultured behaviour to the opponent, referee, organizing committee and spectators.
 - Having purposeful breaking with rule 14 mentioned (Forbiddens).
 - Illegal striking made the opponent knock out after 10 referee voices (10 seconds) will be disqualification. Competitor who win the games by illegal rule could not participate.

CHAPTER IV: ORGANIZING COMMITTEE, JURY, REFEREE

Art. 16. Organizing Committee

16.1. Organizing Committee is established by Games organization.

16.2. Members of Organizing Committee including:

- Chairman/Chairwoman
- Vice Chairmen/Chairwomen.
- Members.

16.3. Chairman of Organizing Committee makes a decision to establish sub-committees and assign tasks for members.

Art. 17. Mission and Authority of Organizing Committee

17.1. Mission:

17.1.1. Operating all works comply with rule and regulation.

17.1.2. To announce in writing of the Games relative matters.

17.1.3. Preparing material, equipment for competition comply with rule.

17.1.4. Games summarize, recognize competition result.

17.1.5. Consider to the organizers, individuals who infringe the rule, regulation and others of the Organizing Committee.

17.1.6. Solving appeals.

17.2. Authority:

17.2.1. Consideration, decision to all Games relative matters.



17.2.2. Decision forms of commend and reward and discipline with individuals and teams.

17.2.3. Suspending and disqualification referees and members who are not completed their own responsibility.

Art. 18: Board of Jury

18.1. Board of Jury is established by Games Organization.

18.2. Board of Jury including Chairman/Chairwoman, Vice Chairmen/Chairwomen and members assist for Chairman/Chairwoman of technical and other fields.

- Board of Jury is direct monitored and inspected the process of the Games organizing. In case of considering the organizing conditions are not guaranteed. It could make request to the Organizing Committee to be adjusted and added competition conditions or made a report to stop the Games or Tournament.
- Board of Jury has the right veto on the Organizing Committee and referee's decision if it was found did not comply with the rule or regulation.
- For the problems occurred within the Games but the rule and regulation has not mentioned Board of Jury has the right to decide after discussing with Organizing Committee.

Art. 19: Board of referee.

- Board of referee is established by organization or Chairman of Organizing Committee.
- Board of referee including Judge, deputies of Judge and referees.
- Board of referee has the responsibility to operate the Games comply with rule and regulation and the others of the Organizing Committee.

19.1. Judge mission and authority

19.1.1. Training the technical session for responsible referees of rule, regulation of the organizing committee.

19.1.2. Inspecting material, equipment, hosting the draw and arrange competition schedule and other relative matters.

19.1.3. Supervising, steering and assigning task to the board of referee's members.

19.1.4. Using the bell to stop the games to exchange with jury, referee or survey if found the referee omit faults or judge with wrong result or settle current situation is not comply with rule, regulation. After exchanging he/she has the veto right and change the referee's decision.

19.1.5. Having the right to supersede referee when he/she has bad healthy problems.

19.1.6. When considering the survey's result sheet is not exactly, discuss with the relative members and technical jury to make the final decision.

19.1.7. Combine with jury of the Games to settle protest.

19.2. Deputy Judge mission and authority

19.2.1. Assistance and responsibility to Judge in some authorized fields.

19.2.2. Representative to the Judge to settle and operate within authorized works.

19.3. Referee mission and authority.

19.3.1. Mission:

19.3.1.1. Operating the Games comply with the organizing committee rule and regulation.

19.3.1.2. Inspecting competitor before the Games.

19.3.1.3. Using verbal command and thủ lệnh control the Games.

19.3.1.4. Proclaiming the winner.

19.3.2. Authority

19.3.2.1. Warning, disqualification when competitor is fault.

19.3.2.2. Timely intervention when finish attacking series and allow to start a new attacking series.

19.3.2.3. Define competitor when knock-down, stunning, out of touch-line, fault, passive while competing and settle all situations in the mat by verbal command thủ lệnh and signals comply with the rule.

19.3.2.4. Allow to stop the Games and inform to Judge, Jury to decide when found one of two competitors has too bad technical or injured.

19.3.2.5. When stop the Games or disqualification of competitor must be allowed by Judge and Jury.

19.3.3. Settling knock-down and stunning situation Method

19.3.3.1. When competitor was knocked-down, referee must order to stop “ngưng” the Games. If after 3 seconds that competitor can not stand up then start to count. In case of by the 8th voice and the competitor be well again allow two competitors continue the Games. But until the 8th voice and the competitor could not be well again must count to the 10th voice and announce “knock-out”.

19.3.3.2. Referee toward the timekeeper, make a loud and clear voice combine with Eurythmics of hand movement and must stand or sit near by the knock-down competitor while counting. The distance between voices is 1 second (while counting no one can care for him including doctor).

19.3.3.3. Case of competitor was attacked and knock-down by a very strong movement. In this situation referee need count 1 only, allow to stop and announce knock-out, doctor will be invited come to care for competitor. Similarity in that situation when count up to 2,3,4... and found that it's in danger for competitor, the doctor will be invited rapidly.

19.3.3.4. In case of the competitor knock-down and be well again before the 8th voice. Referee order continue the Games, without next movement and the counted competitor continue knock-down, referee count up to 9 and 10 and decide knock-out.

19.3.3.5. When one knock-down competitor counted by referee and another is stunning or knock-down by himself/herself, in this case the timekeeper will count for the second competitor.

19.3.3.6. If both of competitors are knock-down can not continue the Games and the surveys rely on the number of points of those competitors from the beginning until both of them are knock-down who has higher points will be winning point. In case of only one competitor be well again and another could not within 8 voices, the priority competitor who be well again before the 8th voice will be winning knock-out. If both of them are well again before the 8th voice at the same time, referee allow the Games will be continued.



19.3.3.7. If competitor be knock-down by illegal attacking movements of the opponent. Up to the 8th voice and that competitor be well again and can continue the Games after warning illegal competitor referee allow the Games to be continued. If up to the 10th voice and the competitor can not be well again, referee decide to disqualify that illegal competitor and the attacked competitor will be winner but can not continue in the next Games.

19.4. Survey mission and authority.

19.4.1. Sitting on the right position nominated by speaker.

19.4.2. Leave off his/her position right after the Games result is announced.

19.4.3. Follow the Games and count point comly with the rule.

19.4.4. Record and count point according to the decision of referee as: warning, knock-down, out of touch-line,...Case of not unify with the referee decision must inform to the judge and jury to decide when finish competition round.

19.4.5. Must explain about points whe asked by Judge or Jury.

19.4.6. Permitted to warn the referee when the competitor is injury without seeing from that referee.

19.4.7. Rest time between two rounds can exchange with referee or judge for the relative Games matters.

19.4.8. Must define the winner and sign in the score sheet when the Games finished.

19.5. Timekeeper mission and authority

19.5.1. Following and controlling the Games timing comply with rule.

19.5.2. Making a signal to start or finish competition round by gong's voice.

19.5.3. Before the next competition round make a signal of the ordering competition round by the competition round indicator light.

19.5.4. When both competitors are stunning knocked-down start to count for the left organization competitor.

19.6. Radiobroadcast mission and authority.

19.6.1. To recommend object, requirement, content and size of the tournament, general schedule by tournament and each competition day.

19.6.2. To recommend the Games, competitor, referee and survey.

19.6.3. Announce to start and finish the competition round and games after having the order from timekeeper.

19.6.4. Explain the technical matters according to organizing committee reques.

19.6.5. To announce the Games result.

19.6. Mission and authority of Medical referee.

19.6.1. Medical referee must be doctor and medical staff appointed by organizing committee who have good experience in inspecting and curing of sport injury they must wear uniform.

19.6.2. Onlly received the order from referee, medical referee can enter competition mat in his/her function to examine and inspect for injury competitor.

19.6.3. The conclusion of medical referee is basic to continue or stop the Games.

19.6.4. Medical referee must be responsible to organizing committee for the relative medical and health of competitors in Games. If the competitor is found in dangerous situation before, in or after the Games he/she must make report to organizing committee, judge to inspect for that competitor.

19.7. Contacting referee mission and authority.

19.7.1. To transfer score sheet to surveys and receive the score sheet from referee.

19.7.2. Informing opinions of jury, judge to referee and survey when needed.

19.7.3. Recording survey's point when competition rounds finished and transfer to the judge.

19.7.4. In case of using machine-point without contacting referee.

19.8. Inspector referee mission and authority.

19.8.1. Checking competitor AD card.

19.8.2. Checking competitor glove, armour, Own gum-shield, Own groin-guard, Hands and Legs protect preparing for competition.

19.9. Board of secretary mission and authority.

19.9.1. Record minutes of the meeting.

19.9.2 Co-operation with organizing committee receive and check registration form of delegates participate in the Games.

19.9.3. Preparation for score-sheet, competition and the other forms.

19.9.4. To organize the draw and arrange the competition schedule.

19.9.5. Recording the result of each Games.

19.9.6. To summarize the number of teams, competitors and competition result.

19.9.7. To transfer all relative documents to organizing committee when finish the tournament.

19.10. Referee uniform.

- Dark trousers.

- Blue shirt, attached the VOVINAM badge on the left chest.

- Violet tie.

- White sports shoes.

19.11. Referee Rank

- International Referee

- National Referee

- Referee level 1

- Referee level 2

19.11.1. Young Tournaments and National Championships are controlled by Referee level 1 and National Referee.

19.11.2. International and World Tournaments are controlled by National and International Referees.

Art. 20. Verbal command and thủ lệnh of referee.

20.1. Preparing for the Games: Referee stand at the middle competition mat, the face toward to organizing committee and two hands stretch out with on palm's back.



20.2. To order two competitors enter the competition mat: Draw two hands back to shoulder, palms direct to each other, straight wrist and order “come” “vào sân”.

20.3. Control two competitors salute organizing committee: Pass two hands straight toward to front with the prone palms.

20.4. To order two competitors look forward to each other: raise two parallel forearms in front of face two palms direction to each other.

20.5. To order two competitors salute each other: One step back with the priority left leg and the right leg follow, take the forearms down with the prone palms and hand in hand (mũi bàn tay giao nhau).

20.6. Announcing to be going to start the Games: Referee step the right leg toward the front with a little fold knee, raise the right arm toward to organizing committee with closed tilt hand and curve down of thumb.

20.7. Announcing to start the Games: order “fight” “Đấu” and pull the right hand back toward the shoulder and withdraw back his/her right leg at the same time.

20.8. Order to stop: order “stop” “ngưng” move the right hand from above down to shoulder between two competitors and both of them must stop one step back and continue the competition when referee use “thủ lệnh” wave two hands (two hands inter each other with prone palms)

20.9. When need to stop the Games: Referee use “thủ lệnh” make a signal with letter T (two hands raise over the head with the left prone palm of hand and the top of right hand direct to left hand).

20.10. Invite medicine: Referee use order “thủ lệnh” to stop the Games then look forward to the medical area, move two hands up so that create the crossed forearms in front of chest and make a verbal command “medical” “y tế”.

20.11. Warning: Referee move the left hand with prone palm and point his/her finger at illegal competitor, point one or two hands at bộ vị where the competitor break the rules (without minus point).

- Các thủ lệnh announce fault
- Without utmost competition: Referee move two hand from outside into inside and two fist touch each other.
- Low kicking: Referee use the left hand point at the illegal competitor, the right hand push straight down with the prone palm.
- Elbow attacking: Referee use left hand to point at the illegal competitor and the right hand to make a signal elbow attacking.
- Knee attacking: Referee use the left hand to point at the illegal competitor and draw right knee and put the right hand on the right knee at the same time.
- Scauff of the neck attacking: Referee use the left hand to point at the illegal competitor and the right hand put on the scauff of the neck.
- Sweep by leg: Referee use the left hand to point at the illegal competitor and the right leg make a signal sweep by leg.
- Catch the wrong leg: Referee use the left hand to point at the illegal competitor and the right hand make a movement to hug from outside in.

- Cleave kicking: Referee use the left hand to point at the illegal competitor and the right hand make a movement cleave from above down.
- Wrestling hug: Referee use the left hand to point at the illegal competitor and then make to hands circled in front of chest with two direction palms to inside.
- Push: Referee use the left hand to point at the illegal competitor and then spread and push to hands toward to front.
- Without obey stop order: Referee use the left hand to point at the illegal competitor and the right hand cleave from the above down to equal chest position.

20.13. Thủ lệnh warning: Referee use the left hand to point at the illegal competitor and the right hand point at bộ vị forbid to attack or represent the illegal movement then direct to organizing committee and fold the elbow and raise the fist straight up, the left hand draw back the rib, minus two points.

20.14. Thủ lệnh disqualification: Referee use the right hand with prone palm point at the illegal competitor and slanted push toward the behind.

20.15. Verbal command and thủ lệnh when competitor knock-down:

- Knock-down by lawful attacking: Referee use left hand to point at the knocked-down competitor and use edge of the right hand to cut down to the floor by 45 degree slanting direction and make a verbal command "Blue knock-down" or "Red knock-down".
- Knock-down by illegal attacking: Make a crossed hands in front of face and over the head.

20.16. Result announcing:

Two hands of referee hold the hand of two competitors. After radiobroadcast referee announce the winner raise straight that competitor hand up, control to two competitors salute the priority organizing committee and themselves later and shake their hand each other before leaving the competition mat.

CHAPTER V

COACH – CONTROLLER AND COMPETITOR

Art. 21. Team manager and Coach.

21.1. They are responsible personnel for their team during the Games.

21.2. Permit to attend the meeting with the organizing committee, witness the weight-in, draw and arrange competition schedule.

21.3. Decision to arrange their competitors participate in the Games.

21.4. Inform to organizing committee about the withdraw from competition for their competitors when they could not continue the competition by reasons.

21.5. Right to protests or appeal in writing with clear content, full name, title and submit to the organizing committee within 10 minutes and must be accompanied by a deposit comply with the rule.

21.6. May be a nurse when their competitors participate in the competition.

21.7. Organizing committee has the right to reject the manage and coach's unreasonable opinions and make a warning, disqualification the willful without complying with the competition rule and regulation.

**Art. 22. Controller.**

22.1. Each competitor has the right to have one controller sitting on the chair to control and care for him/her.

22.2. Controller look after his/her competitor before the competition and within the rest time of rounds.

22.3. Controller not allowed enter the competition mat without the priority agreement of referee.

22.4. Sport wear, soft shoes not allowed to shriek and incite the competitor and must sit on the right position.

• If the controller shriek or incite the competitor to shriek, kick, push the chair will be waring by referee at the first time and the second time will be disqualification the right to control.

Art. 23. Competitor.

23.1. Competitor who want to participate in the competition must have the VOVINAM tranning process at least 6 months, professional and ranking in VOVINAM comply with the rule and regulation and have a thorough understanding of competition rule.

23.2. Must have the healthy certificate witness fit to compete.

23.3. Must have the AD card, clothes and safety comply with the rule.

23.4. Must respect the other competitor and coach, referee and spectators. Strictly forbid uncultured behaviours and against sport spirit.

23.5. Obey the referee's verbal command and thủ lệnh strictly.

23.6. Without using doping or alcoholic drink before and during the competition.

23.7. Organizing has the right to warn, disqualify to the competitors who are on purpose not to obey the regulation.

23.8. Salute organizing committee, referee, opponent in accordance with "strict Ceremony" "Nghiêm lễ" when enter or out the competition mat.

23.9. In case of being called name to receive medal from the organizing committee but is not presented without legitimate reason will be taken the minutes to cancel that result.

23.10. The competitor wear the smooth yellow belt only when competing or receiving medal ceremony.

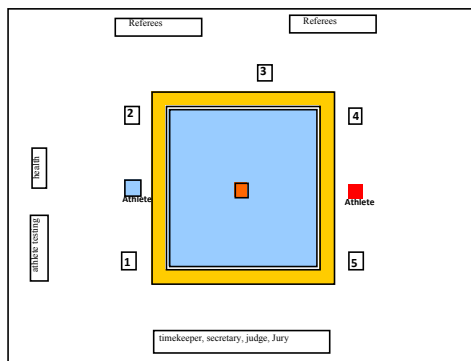
VII. PART II - TECHNICAL COMBINATION RULE APPLY IN THE SEA GAMES 2011

CHAPTER VI : TECHNICAL COMBINATION MAT AND EQUIPMENTS

Art. 24. Technical combination mat

Technical combination mat for Single, Double and Multi Performance events, attacking performance by leg and women's defence same as fighting competition mat which was mention at the above including safety area (11mx11m).

DIAGRAM OF COMPETITION MAT



**Art. 25: Competition Mat Equipment**

- 25.1.** Working furniture for organizing committee, jury, referee, technical committee and medicine group.
- 25.2.** One - gong
- 25.3.** One electric bell
- 25.4.** Two timekeepers
- 25.5.** Five score-boards
- 25.6.** Wiping cloth for competition mat and carpet for scraping one's feet off
- 25.7.** Broadcasting system.
- 25.8.** Marking system
- 25.9.** Signboard from 1-5 including titles as organizing, board of supervisor, judge, referees, secretary, health group and survey.
- 25.10.** Other equipments.

Art. 26: Competitor Uniform.

- 26.1.** Blue uniform attached Vovinam symbol on the left chest, athlete's name on the right chest and the country name at his/her back.
- 26.2.** Weapons according to the competition event but must comply with the standard and rule of Vovinam.

CHAPTER VII : EVENT AND MARKING METHOD**Art. 27: Event**

- 27.1** Men's Single Performance (Ngu Mon Quyen)
- 27.2** Women's Single Performance (Long Ho Quyen)
- 27.3.** Men's Weapon Double Performance (Song Luyen Ma Tau)
- 27.4.** Women's Weapon Double Performance (Song Luyen Kiem)
- 27.5.** Men's Multi-Weapon Performance (1 Male against 3 Males)
- 27.6.** Women's Multi-Weapon Performance (1 Female against 3 Male)
- 27.7.** Men's Attacking Performance by leg (4 Males each person implement two leg movements)
- 27.8.** Women's Defence (1 Female against 1 Male)
- 27.9.** Man's weapon single performance (Tu Tuong Con)
- 27.10.** Women's weapon single performance (Tinh Hoa Luong Nghi Kiem)

Art. 28: Marking Method.

The total point for each competition is 100 points and to be divided into standards, events to mark and minus and detailed by each event as follow:

- Attacking performance by leg:
 - 4 competitors will compete 8 attacking performances by leg (each conduct two)
 - There is two events which count point for attacking performance by leg: (Maximum 100 points)

1.1. Technical point (80 points)

Each attacking performance by leg will be counted 3 kinds of point:

10 points – 7 points – 5 points

1.1.1. 10 points: :

- Good in implementing the run-up standard not exceed three steps.
- The competitor is attacked in right posture.
- The competitor with clear attacking movement, tighten lock and safe tumble.

1.1.2. 7 points:

- Implementing the run-up exceed three steps (4 steps) to attack.
- Not clear tighten lock.
- Not safe tumble.

1.1.3. 5 points:

- Implementing the ru-up exceed 4 steps to attack the opponent.
- The competitor is attacked not in right posture.
- The competitor attacks, locks the opponent neck but when knock-down is lost out.
- The initiative competitor and the passive one and pitch the head down to carpet not safety.

1.2. Art point (20 points)

Implementing the competition rapidly, exactly with the clear thân pháp, bộ pháp, attractive movement, the competition is spectacular and logical composition and convince every body of his/her competition.

Without minus point

- Men's Single Performance:

There is two counted events: Technical and art events.

2.1. Technical point: (90 points)

2.1.1 Implementing the sufficient competition, exactly movement and right direction back comply with rule (50 points)

- Implementing wrong movement clearly with two minus point for each wrong time.
- Completing the competition, without right back in the middle of carpet will be minuse two points.
- Implementing the competition with a halt and adjust rapidly minus two points.
- Leaving one movement, serious wrong minus 5 points.

2.1.2. Implementing the technical combination rapidly, strongly and long-lasting (20 points)

- Implementing the technical combination slowly, not strong minus two points.
- Not strong enough minus two points.
- Completing the competition with tired token minus two points.
- Completing the competition exceed 5 seconds compare to the rule minus two points.

2.1.3. Tấn pháp, bộ pháp strongly, correct technicalt (10 points)

- Implementing standing position, bộ pháp not correct, each wrong time minus 1 point.
- To lose equilibrium while moving standing position and direction minus 2 points.

2.1.4. Rythmic and lissom movement and good changing the direction (10 points)

Implementing the competition without Rythmic and lissom movement minus 5 points.



2.2. Art (10 points)

Completing the competition in impression and persuasively without attaining minus 2 points.

- Men's Doubles performance:

There are two counted events: Technical and Art events.

3.1. Technical point:

3.1.1. Implementing sufficient and exactly and own the competition.

(50 points)

- Implementing the movement in the wrong way clearly, each time minus 2 points.
- Implementing the competition with a halt and adjust rapidly minus 2 points.
- Leaving 1 movement minus 5 points.
- Implementing the wrong and serious movement each time minus 5 points.
- The competitor hold the attacking weapon come out but hold again minus 1 point.
- To let the weapon with light touch minus 2 points and heavy touch minus 5 points while implementing the competition.

3.1.2. Clear tighten lock, tumble and anti-attacking movements (10 points)

- Implementing tighten lock anti-attacking not clearly in the competition, each wrong time minus 2 points.
- Not safe tumble movements, the head touching the floor each time minus 2 points.

3.1.3. Owning position, Rythmic and logical in rapid and slow : (10 points)

- Being out of limit-line on the carpet each time minus 2 points while implementing movements.
- The competitor implement the competition not Rythmic and logical in rapid and slow minus 2 points.

3.1.4. Implementing the movements rapidly, strongly, long-last and manner: (20 points)

- The competitors implement the technical combination slowly minus 2 points.
- The competitors implement the technical combination not strong, weak minus 2 points.
- When complete the competition, the competitors have the token not strong enough and tired minus 2 points.
- Completing the competition later 5 seconds compare to the rule minus 2 points.

3.2. Art: (10 points)

- Impression and persuasive completing competition.
- Without attaining each event minus 2 points.

4. Men's Muti-performance:

There are two counted events: Technical and Art events.

- Technical points:

4.1.1. Logical structural competition, using minimum 5 basic Vovinam movements, rapid movements, good in avoiding, exactly, continuously, safe tumble and own the position. (50 points)

- Implementing not in logical structural competition, attacking, anti-attacking not clearly minus 2 points.
- Implementing the competition not continuously, attack not repeated minus 2 points.
- Implementing the competition with a halt, over the time comply with the rule minus 2 points.
- There is injury competitor or forgot competition minus 10 points.

4.1.2. Rpidly, Strongly and long-lasting: (20 points)

Technical combination of the attacking competitor must be rapid, strong, clear-cut and good combining and manners after completing the competition.

4.1.3. Tighten lock, anti-attacking must clear-cut and clearly and safe tumble: (10 points)

Tighten lock movements in attacking must be clear.

4.1.4. Own position and close-knit rhythmically: (10 points)

Attacking and self-defence competitor must be own position, logical rhythmical movement if not minus 2 points/1 time.

4.2. Art (10 points)

Not impression and momentum minus 2 points in competing the competition.

Exceed the rule time minus 2 points in completing the competition.

5. Women's Defence:

There are 2 counted events: Technical and Art.

5.1. Technical point:

5.1.1. Implementing all competition with exactly movement and own position (50 points)

- Not clearly in implementing movements, non exact each wrong time minus 2 points.
- Implementing the competition with a halt and adjust rapidly minus 2 points.
- Lasting ridiculing, funny and ridiculous minus 2 points.

5.1.2. Implementing the technical combination rapidly, strongly and long-lasting: (20 points)

- Implementing the technical combination movements not strong, not clear-cut minus 2 points/1 time.
- Implementing the technical combination movements, avoiding slowly in anti-attacking minus 2 points/1 time.
- Kết thúc bài thi, thể lực biểu lộ mệt mỏi, không vững vàng bị trừ 2 điểm.



5.1.3. Tighten lock, anti-attacking and safe tumble: (10 points)

- Not good in implementing tighten lock, anti-attacking and not clear tumble minus 2 points.

5.1.4. Owning position, logical rapid and slow with close-knit Rythmic (10 points)

Competitors not implement the rapid attacking and rythmical movement minus 2 points.

5.2. Art (10 points)

- Not impression and momentum in completing the competition minus 2 points.
- Completing the competition later than the rule time minus 2 points.

6. Women's Single Performance:

There are 2 counted events: Technical and Art events.

6.1. Technical points:

6.1.1 Implementing sufficient and exactly movement, right attacking direction and

back in rule (50 points)

- Wrong in implementing movement clearly, each wrong time minus 2 points.
- Completing the competition and back not in right position in the middle of the competition carpet minus 2 points.
- Implementing the competition with a halt and adjust rapidly minus 2 points.
- Leaving 1 movement and serious wrong minus 5 points.

6.1.2 Implementing the technical combination rapidly, strongly and long-lasting. (20 points)

- Implementing the technical combination slowly, not rapidly minus 2 points.
- Not strong enough in implementing minus 2 points.
- Expressing tired when complete the competition minus 2 points.
- Exceed 5 seconds compare to the rule time minus 2 points.

6.1.3. Tấn bộ pháp Strongly and right technic (10 points)

- Implementing standing position, bộ pháp not correct, each wrong time minus 1 point.
- Losing equilibrium while moving the standing position and change direction minus 2 points.

6.1.4. Good changing direction with lissom and rythmical movement (10 points)

Implementing all competition without lissom and rhythmical movement minus 5 points.

- Art. (10 points)

Not attain an impression and persuasive competition minus 2 points.

- Women's Doubles performance:

There are two counted events: Technical and Art events.

7.1. Technical points:

7.1.1. Implementing sufficient and exactly movement and own position (50 points)

- Implementing the movement clearly wrong each wrong time minus 2 points.
- Completing the competition but back not in right position in the middle of the competition mat minus 2 points.
- Implementing the competition with a halt and adjust rapidly minus 2 points.
- Implementing the movement not in rule at the slight level each wrong movement minus 2 points.
- Implementing movement in the serious wrong each wrong time minus 5 points.
- Implementing the competition with a halt minus 5 points. .
- Competitor is holding the attacking weapon but it's come out minus 10 points.
- Let the weapon with light touch the body minus 2 points and heavy touch minus 5 points.

7.1.2. Tighten lock, tumble and anti-attacking clearly: (10 points)

- Implementing tighten lock and anti-attacking not clearly in the competition each wrong time minus 2 points.
- Not safe tumble, head touch the floor, each wrong time minus 2 points.

7.1.3. Own position, close-knit Rhythmic and logical rapid and slow: (10 points)

- Out of limit-line on the carpet while implementing movements, minus 2 points/ 1 time.
- Implementing not close-knit Rhythmic and logical rapid and slow, minus 2 points.

7.1.4. Implementing movements rapidly, strongly long-lasting and manner: (20 points)

- Implementing the technical combination slowly minus 2 points.
- Implementing the technical combination not strong, weak minus 2 points.
- Expressing not strong enough and tired when complete the competition minus 2 points.
- Completing the competition more than 5 seconds later compare to the rule time minus 2 points.



7.2. Art: (10 point)

Not attaining an impression and persuasive competition minus 2 points.

•Women's Multi-performance :

There are two counted events: Technicl and Art events

8.1. Technical points :

8.1.1. Logical structural competition, using minimum of 5 Vovinam basic movements, rapid movements, good in avoidin, exaxct and continuous movement, safe tumble and own position. (50 poin ts)

- Implementing the logical structural competition, attacking and anti-attacking not clearly minus 2 points.

- Implementing the competition not continuously and attack not repeated minus 2 points.

- Implementing the competition with a halt, exceed the rule time minus 2 points.

- The competitor is injury or lost the competition minus 10 points.

8.1.2. Rapid, strong and long-lasting (20 points)

The attacking and anti-attacking competitor's technical combination must show rapidly, strongly and clear-cut, good combination and completing the competition in good manner.

8.1.3. Tighten lock, anti-attacking clear-cut and safe tumble: (10 points)
Tighten lock in attacking clearly.

8.1.4. Own position and close-knit Rythmic: (10 points)

Both attacking and anti-attacking must own position, rhythmical movement, logical if not may be minus 2 points/1 time.

8.2. Art: (10 points)

- Completing the competition without impression and momentum minus 2 points.
- Completing the competition over the rule time minus 2 points.

NAME OF TOURNAMENT

FIGHTING SCORE SHEET

..... Det Month Year

Category				Gender		Game No	
RED COMPETITOR				BLUE COMPETITOR			
TOTAL	MINUS POINT	COMPETITION POINT	ROUND	COMPETITION POINT	MINUS POINT	TOTAL	
			1				
			2				
			3				
		TOTAL OF ALL GAMES					

Winner: Red competitor Blue competitor

Winning Forms: Points, Advantage, leave the Games, Stop, Absolute winning, Knock-out, Disqualification

Survey referee No:

Sign and name:

NAME OF TOURNAMENT

GENERAL FIGHTING SCORE SHEET

..... Date Month Year

Category		Gender		Games No	
RED COMPETITOR:		BLUE COMPETITOR:			
ORGANIZATION:		ORGANIZATION:			

No	RESULT		FULL NAME OF SURVEY REFEREE
	RED	BLUE	
Survey Referee 1			
Survey Referee 2			
Survey Referee 3			
Survey Referee 4			
Survey Referee 5			
Total			

Winner:

Organization:

Judge

Board of Secretary

**NAME OF TOURNAMENT SINGLE PERFORMANCE SCORE SHEET No.....**

Date . . . Month . . . Year.....

TECHNICAL POINT :	Standard point	Real minus point	Total
	50 points		
Sufficient - Well done			
Exact movement			
Right direction and rule			
TECHNICAL COMBINATION: FAST - STRONG - LONG LASTING	20 points		
Slow technical combination			
Non strong technical combination			
Express tired			
Over the rule time			
TÂN BỘ PHÁP STRONGLY, TECHNIC	10 points		
<i>Tân bộ pháp</i> not correct			
Changing standing position and equilibrium direction			
MOVEMENT: LISSOM - RYTHMIC	10 points		
Lisson – Rythmic			
ART	10 points		
Impression, persuasive			
TOTAL			

Survey referee No:

Sign and name:

NAME OF TOURNAMENT DOUBLE PERFORMANCE SCORE SHEET No

Date . . . Month . . . Year

TECHNICAL POINT:	Standard point	Real minus point	Total
	50 points		
Sufficient - Well done			
Exact movement			
Own position			
TECHNICAL COMBINATION: FAST - STRONG - LONG LASTING	20 points		
Slow technical combination			
Non strong technical combination			
Express tired			
Over the rule time			
Tighten lock movement – Tumble – Anti-attacking clearly	10 points		
Tighten lock, anti-attacking clearly			
Safe tumble			
Own position, Close-knit Rythmic	10 points		
Out of Touch-line			
Rythmic-Logical fast and slow			
Art	10 points		
Competition: impression, persuasive			
TOTAL			

Survey referee No:

Sign and name:

NAME OF TOURNAMENT **MULTI PERFORMANCE SCORE SHEET No**

Date Month Year

TECHNICAL POINT:	Standard point	Real minus point	Total
	50 points		
Logical structural competition			
Raprd attacking, good in avoid			
Exact - continuous movement			
Safe tumble - own position			
TECHNICAL COMBINATION: FAST - STRONG - LONG LASTING	20 points		
Fast anti-attacking			
Clear-cut and good combination			
Manner health			
Over the rule time			
Tighten lock movement – Tumble – Anti-attacking clearly	10 points		
Tighten lock, anti-attacking clearly			
Safe tumble			
Own position, Close-knit Rythmic	10 points		
Out of touch-line			
Rythmic-Logical fast and slow			
Art	10 points		
Competition: Impression and persuasive			
TOTAL			

Survey referee No:

Sign and name:

NAME OF TOURNATMENT **WOMEN'S DEFENCE SCORE SHEET No**

Date Month Year

TECHNICAL POINT:	Standard point	Real minus point	Total
	50 points		
Well done, Without halting			
Exact movement			
Without ridiculing, ridiculous and funny Behaviour.			
TECHNICAL COMBINATION: FAST - STRONG - LONG LASTING	20 points		
Rapid attacking technical combination			
Non strong technical combination			
Anti-attacking, slow tumble			
Over the rule time			
Tighten lock movement – Tumble – Anti-attacking clearly	10 points		
Tighten lock, anti-attacking clearly			
Safe tumble			
Own position, Close-knit Rythmic	10 points		
Out of touch-line			
Rythmic-Logical fast and slow			
ART	10 points		
Competition: Impression and persuasive			
TOTAL			

Survey referee No:

Sign and name:



NAME OF TOURNAMENT **ATTACKING PERFORMANCE BY LEG SCORE SHEET No**
..... Date Month Year

1 - TECHNICAL (80 POINTS)	Each competitor implements two attacking performance by leg x 4 Competitors								TOTAL
10 POINTS									
7 POINTS									
5 POINTS									
2 - ART (STANDARD 20 POINTS)									
TOTAL									

Survey referee No:

Sign and name:

NAME OF TOURNAMENT **GENERAL TECHNICAL COMBINATION POINT No**
..... Ngày tháng năm

Competition Event:

Competition Name:

Organization:

No	POINT	SURVEY REFEREE NAME
Survey Referee No 1		
Survey Referee No 2		
Survey Referee No 3		
Survey Referee Noh 4		
Survey Referee No 5		

Total :

JUDGE

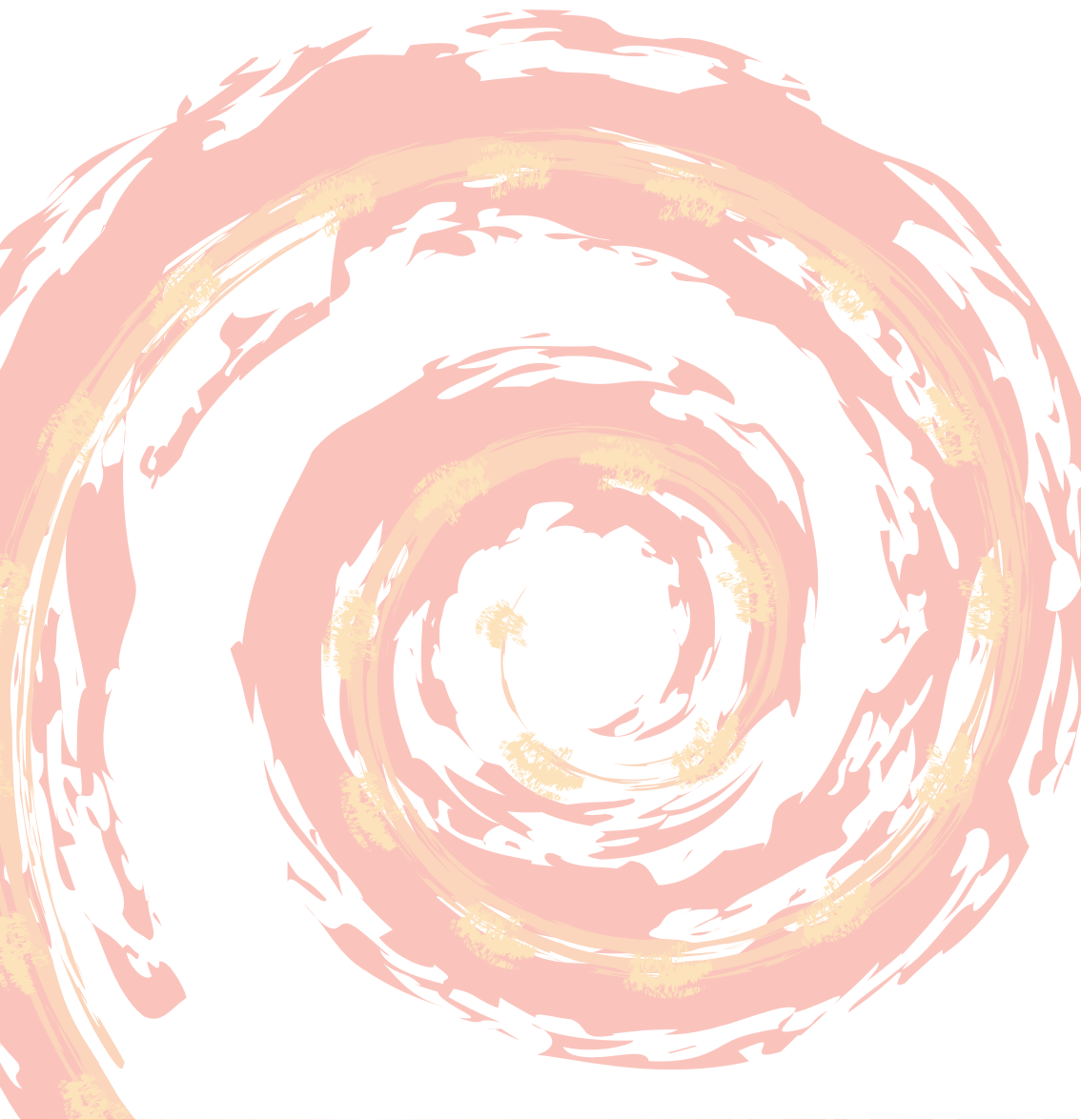
BOARD OF SECRETARY

FOTO



VIII. APPROVAL OF TECHNICAL HANDBOOK

This Technical Handbook was Approved by







COVER BELAKANG VOVINAM