

2026 Phoenix Lion Dance Championships

May 23-24, 2026
Phoenix, AZ

Hosted by Phoenix Wushu Nationals

Freestyle Lion Dance

Rules & Regulations by



Version Date: 1/01/2026

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Freestyle Lion Dance Rules and Regulations

Rules and Regulations

Classifications

This is a Freestyle Southern Lion Dance Competition. The ultimate objective of the lion's quest must be one (1), or more, of the following:

- Choi Cheng/Cai Qing (採青/采青) - "Picking Greens"
- Choi Lingji/Cai Lingzhi (採靈芝/采灵芝) - "Picking Mushroom / Flower of Immortality (Ganoderma Lucidum)"
- Choi Jau Cheng/Cai Jiu Qing (採酒青/采酒青) - "Picking Wine"

NOTES:

1. A flower can be used to represent a cheng or lingji.
2. Not including and "picking" one of these three objects in the routine is considered a mistake and will result in a deduction in the team's final score.
 - a. Picking a cheng or lingji must include the actions of taking, eating and spitting.
 - b. Picking wine consists of taking and drinking.
 - c. The pick is not complete if all of these actions are not clearly demonstrated.

Definition of Terms

- Cheng/Qing (青) = Greens, mushroom, or wine jug

Categories

- Freestyle Lion Dance (May 23, 2026)*
Open to all

1. Participants

- 1.1 Participants can only represent one (1) School. Within each category that a participant is qualified to compete, lion dancers and drummers may only dance or drum for one (1) team per School. The lion dancers and drummers can be part of a different team for their school as long as they are performing in a different role.

As long as they meet the category requirements:

- The same drummer can drum for all three (3) categories representing one (1) school.
 - Lion head and lion tail can dance as a pair for all three (3) categories representing one (1) school.
- 1.2 The maximum participants of a Lion Dance team is ten (10) people, of which there can be a team leader, coach, and up to eight (8) competitors. A minimum of six (6) competitors are required to participate, consisting of at least one (1) drum player, one (1) gong player, two (2) cymbal players, one (1) head player, and one (1) tail player.
 - Switching of roles for lion head and tail is allowed during the routine, but it must be declared in the storyline, or a 1.0 deduction will be taken for separation of head and tail (See deductions for details)
 - 1.3 The use of a lion leading character is not allowed (e.g. Happy Buddha, Monkey King, etc.).
 - 1.4 The use of safeguards is allowed. Up to four (4) safeguards are allowed.

2. General Regulations

- 2.1 All participating teams must submit their registration form by May 1, 2026. The storyline, difficulty movement form, and sketch map of their prop arrangement must be submitted by May 8, 2026.
- 2.2 Performers must obey all the rules, respect the competitors and the judges. Any influence and disturbance on the competitors and judges are prohibited.
- 2.3 Performers should salute to the judges and the audience when entering and leaving the competition area.

3. Venue Size

- 3.1 The performance area will be at least eighteen (18) meters x nine (9) meters and the ceiling will be at least seven and a half (7.5) meters in height with no obstructions such as light fixtures. The performance area boundary will be marked off, stepping out of bounds will result in deductions.
- 3.2 The jong set will be placed in the center of the performance area.



3.3

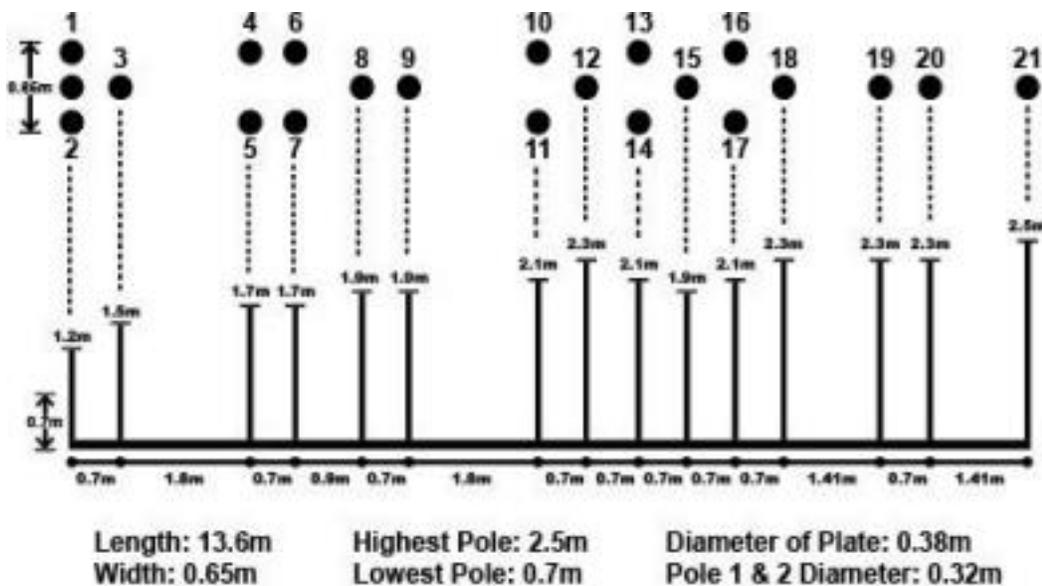
4. Prop Regulations

- 4.1 "Cheng" can be set anywhere within the competition area.
- 4.2 The "Cheng" cannot be a real fruit or vegetable.
- 4.3 Any form of liquid used in the performance is strictly prohibited and will result in a deduction. For the safety of all present, the use of an open flame or pyrotechnics (e.g. firecrackers, fireworks, etc.) in the performance are strictly prohibited and will result in a deduction.
- 4.4 No watches or any sort of timekeeping device are allowed.
- 4.5 If a team is using any remote-controlled devices, the switch or controller must be controlled by one (1) of the six (6) to eight (8) competitors.

- 4.6 Props used for decorations or supporting the “Cheng” are allowed to be used in the routine.
- 4.7 Safety mats will be provided. Safeguards will be able to move the safety mats during the performance.

5. Music and Equipment Regulations

- 5.1 Teams are required to perform with at least one (1) standard southern style lion dance drum, one (1) gong, and two (2) pairs of cymbals.
- 5.2 Basic instruments (lion drum, two (2) pairs of cymbals and a gong), a size three (3) Hok San and a size three (3) Fut San lion head will be provided if needed. The equipment will be placed at a designated area provided by the hosting committee. Please check with the hosting committee if any equipment is needed before May 1, 2026. The team will be responsible for any charges and expenses related to damaging the borrowed equipment.
- 5.3 The following dimensions are guidelines to ensure that the lion head is proportional to the performers. The chief judge will determine if the size is correct or requires a deduction.
 - For head dancers under one hundred fifty-seven and a half (157.5) centimeters, the lion head should be no smaller than sixty-one (61) centimeters in height, seventy-one (71) centimeters in depth, and forty-six (46) centimeters in width.
 - For head dancers between one hundred fifty-seven and a half (157.5) centimeters and one hundred eighty-three (183) centimeters, the head should be no smaller than sixty-six (66) centimeters in height, seventy-four (74) centimeters in depth, and fifty-six (56) centimeters in width.
 - For head dancers over one hundred eighty-three (183) centimeters, the head should be no smaller than sixty-six (66) centimeters in height, eighty-one (81) centimeters in depth, and sixty-four (64) centimeters width.
- 5.4 The hosting committee will provide the IDLDF standard set of jongs.



5.5

6. Competition Time Limit

- 6.1 The performance must be between seven (7) and ten (10) minutes. Points will be deducted for going under or over the time limit.
- 6.2 Each team will be given up to ten (10) minutes to set up props and “Cheng”. Points will be deducted for going over the time limit. Each team will have five (5) minutes to remove their props after the performance is over.
- 6.3 The time starts when the drum is hit. The drummer is allowed a single rim click to signal other team members to start. The time ends when the lion head and lion tail players are out of the lion and salute.

7. Forfeit & Disqualification

- 7.1 A representative from each team must check in by 8:00 pm on May 22, 2026, at the Registration Table to confirm intent to compete for the day. If you are unable to check in by this time, please let the organizing committee know.
- 7.2 All registered team members must be present at the staging area no later than ten (10) minutes after their team is called for on deck within a reasonable time before their performance order. (Order will be posted in the Preparation Area as soon as Lot Draw is done.
- 7.3 Teams must start to set up for the competition routine within five (5) minutes after each team is given the ok to set up.
- 7.4 Teams must enter a designated competition ring within two (2) minutes of the team name called for Competition Performance.
- 7.5 Teams will forfeit if all above requirements (7.1, 7.2, 7.3, and 7.4) are not met.
- 7.6 A team can request to forfeit by having their team leader speak to the chief judge.
- 7.7 In the event that any participating team cannot complete the entire performance due to mistakes, falls, or injuries, no score will be given and the team will be disqualified.

8. Redo

- 8.1 Redo is allowed if the competition routine is interrupted for some objective reasons for no point deduction.
- 8.2 The redo application is allowed if the competition routine is interrupted for some subjective reasons such as the performer’s injury, equipment damage, music accompaniment, etc for point deduction.

9. Awards

- 9.1 Freestyle Lion Dance Category
All teams placing 1st through 3rd will receive trophies and team members will be awarded individual medals.

Judging Guidelines

Definition Of Terms

- Valid Scores are the evaluation judges' scores selected to calculate the deserved score using the valid Score Selection rules.
- Deserved Score is calculated based on the average of the valid scores. There is no rounding for the deserved score. It will cut off after two (2) decimal places.
- Basic Score is a score assigned by the chief judge when the valid scores are in violation of the rules set out in Regulations for the Differences between valid Scores.
- Final Score is the result of applying the chief judge's deductions to the deserved score.

1. Judging

- 1.1 The panel of judges consists of one (1) chief judge and five (5), seven (7) or nine (9) evaluation judges.
- 1.2 The chief judge has the right to call for a conference if there are any issues with the performance or discrepancies between judges.
- 1.3 All decisions made by the judges are final.

2. Scoring Order

- 2.1 Evaluation judges will provide scores following each performance.
- 2.2 All the evaluation judges will meet with the chief judge after the first performance to ensure scoring consistency prior to providing scores. Additional conferences can be called on subsequent performances if the chief judge determines they are necessary.

3. Valid Score Selection

- 3.1 If there are five (5) evaluation judges, the highest and the lowest scores will be regarded as invalid.
- 3.2 If there are seven (7) evaluation judges, the two (2) highest and two (2) lowest scores will be regarded as invalid.
- 3.3 If there are nine (9) evaluation judges, the two (2) highest and two (2) lowest scores will be regarded as invalid.

4. Regulations For the Differences Between Valid Scores

- 4.1 The difference between scores should not be more than 0.2 when the deserved score is 9.5 points and above.
- 4.2 The difference between scores should not be more than 0.3 when the deserved score is in the 9 - 9.5 point range.
- 4.3 The difference between scores should not be more than 0.5 when the deserved score is below 9 points.

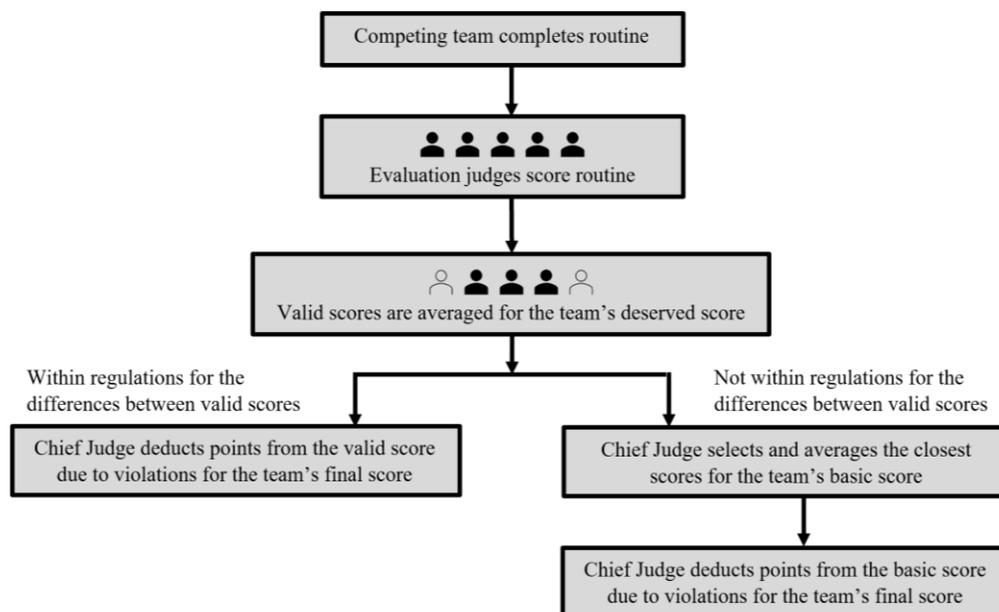
- 4.4 The chief judge selects a score to be used as the basic score when the difference between the valid scores of the evaluation judges is in violation of the rules set out in Regulations for the Differences between valid scores. This basic score is then used with the two (2) or four (4) closest valid scores to calculate the team's deserved score.

5. Final Score

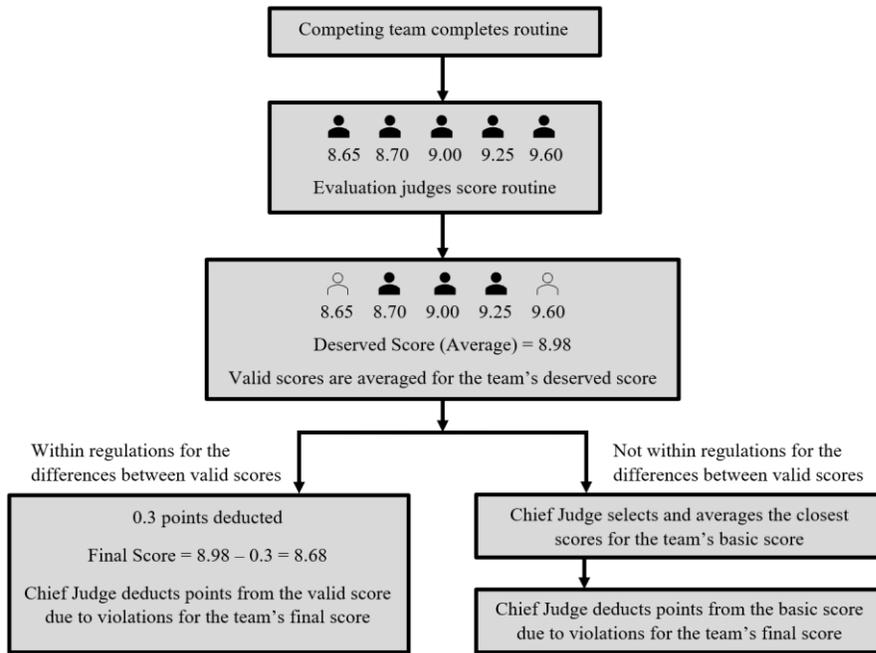
- 5.1 The team's final score is the result of applying the chief judge's deductions to the deserved score.

6. Scoring Process

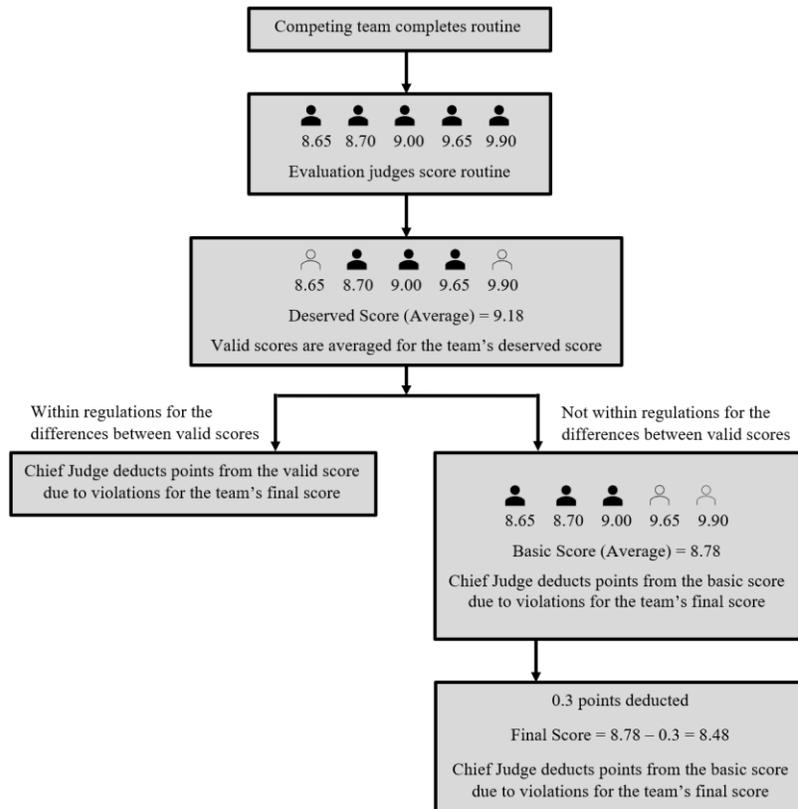
- 6.1 Scoring Process Flow Chart



6.2 Scoring Process Example 1

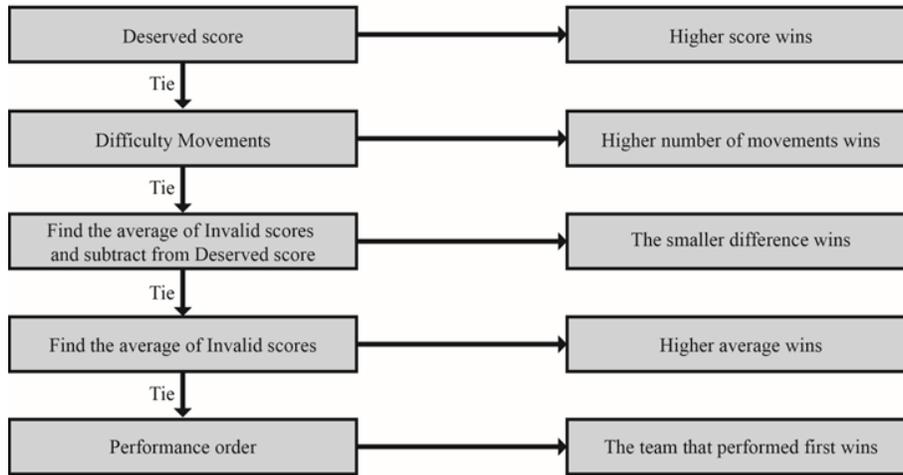


6.3 Scoring Process Example 2

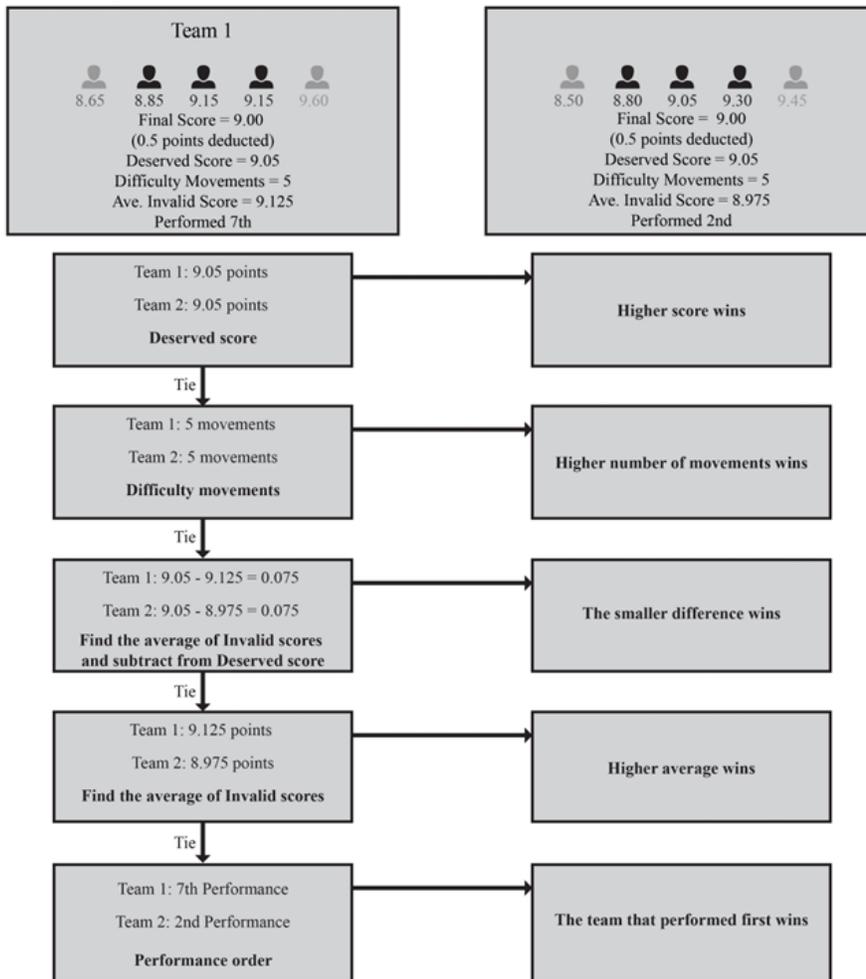


7. Ranking and Tie Breaker Guidelines

- 7.1 Teams with higher final scores will be ranked higher.
- 7.2 In the event of a tie, teams will be ranked according to the following guidelines:



7.3 Tie Example



8. Standard Grading

8.1 Teams will be given a score based upon the following criteria:

Classification	Reasons/Explanation	Point Value
Movement Norms (5 points)	Grave Error	1 point deducted each time
	Serious Error	0.5 point deducted each time
	Minor Error	0.3 point deducted each time
	Other Error	0.1 point deducted each time
	Full Mark is given to the team who cooperates well and perfectly completes the whole required movement with correct human body postures, full lion shapings, reasonable techniques, and standard footwork (no less than 10 kinds).	
Artistic Performance (3 points)	To reveal the nature of lions, the vigorous performers should give a rich and vivid demonstration of lion expressions such as happiness, anger, drunkenness, sobriety, activeness, quietness, surprise, suspicion, searching and yearning, etc, which has a strong artistic appeal. 0.5-1 is given depending on the fulfillment.	0.5 to 1 point awarded
	0.5-1 is given to accompaniment which meets the requirements, has a distinct theme, a reasonable structure, a vivid plot, a series of original movements, a set of fine attire and unique equipment.	0.5 to 1 point awarded
	The musical accompaniment is well cooperated and coordinated with movements of lion; the tone which has light, strong, slow and fast beats is complete in music and prominent is style, setting off the atmosphere of lion. 0.5-1 is given according to the actual performance	0.5 to 1 point awarded
Movement Difficulty (2 points)	Accomplishing 4 actions of required difficulty	1.5 points awarded
	A missing action of difficulty. (Less than 4 difficulties)	0.1 point deducted
	0.125 points may be awarded for an added action of difficulty, 0.25 for two actions (the rest may be inferred), but the total added points should be no more than 0.5 points.	0.125 to 0.5 awarded
	Repeating actions of the same difficult degree.	Points added only once

Difficulty Movements and Requirements

Submission of Difficulty Movements

- 1.1 Detail the difficulty movement on the declaration form and submit it by the end of the day on May 8, 2026. Routine check will occur on May 22, 2026.

Definition Of Terms

- Jump is a continuous movement when the lion tail covers a specified distance with lion head held at chest level.
- Fly is a movement when both the lion head and tail are in the air at the same time and cover a specified distance.
- Position is a movement when the lion head sits on the lion tail's head or stands on the lion tail's leg(s).
- Propel is a continuous movement when the lion tail covers a specified distance with the lion head held above the lion tail's head.
- Prance is when the lion head lands before transitioning to a jump or propel movement.
- Position Directly is a movement when the lion head jumps/propels/flies straight into a position.
- Reverse is a movement when the lion head jumps upward, and the lion tail walks backwards.
- Reverse 180/270/360° is a movement when the lion tail lifts the lion head while reversing and turns a specified amount with the lion head in air.
- Hitch is a movement when the lion head dancer stays on the side of the poles by placing his/her feet on the poles.
- Clamp is a movement when the lion head dancer stays on the side of the poles by wrapping his/her legs on the poles.
- Clamping tail's waist is a movement when the lion head wraps his/her legs around the lion tail's waist.
- Twisting is a movement when the lion does a 180° or 360° turn while maintaining the current pose.
- Stoop is a movement when the lion head dancer bounces without leaving the surface to prepare to perform a difficulty movement.

Difficulty Movements

1. Ascending the Pole from the Ground Directly

- 1.1 Ascend directly the poles of 1.5m or more.

Requirements: The head and tail of the lion should ascend the poles 1.5m or more directly at the same time. The tail can have a short period of transition via other bracing. But the transition and posing cannot be done by stepping on the disks of poles shorter than 1.5m.

2. Jumping and Positioning, Twisting, Propelling, Hitching, Clamping the Pole, Sitting on the Head, Reversing (the lion can leap beyond the actual size).

- 2.1 To jump horizontally 2.8m or more.

Requirements: The starting and ending position of the lion head in leaping is on the same spot. But the tail can get help from a transition pole.

- 2.2 To jump 1.4m, position directly, stand on the legs, stoop and then sit on the head.
- 2.3 To jump 1.4m, position directly, clamp the waist, and then stand on the legs and the head.
- 2.4 To jump 1.4m, hitch the pole directly, and then stand on the legs and the head.

Requirements: 2-5 movements, either on the single-post poles or double-post poles.

- 2.5 To jump 1.4m, hitch the pole horizontally and directly, and then stand on the legs.
- 2.6 To jump 1.4m, clamp the poles horizontally and directly, and then stand on the legs.
- 2.7 To jump 1.4m, clamp the waist horizontally and directly, and then stand on the legs.

Requirements: For the movements 6-8, hitching the pole, clamping the pole and the waist should be performed from the side.

- 2.8 To jump 2.1m, directly prance and propel 2.1m, and then twist 180°, position, and stand on the legs.
- 2.9 To jump 2.1m, directly prance and propel 2.1m, and then twist 180°, position, and clamp the waist.
- 2.10 To jump 2.1m, directly prance and propel 2.1m, and then twist 180°, position, and sit on the head.
- 2.11 To jump 2.1m, directly prance and propel 2.1m, twist 360°, then stand on the poles and pose.

Requirements: Two feet should stand on the single-post pole to lift the lion head and turn quickly in the 360° twist. The lion head must not sit on the lion tail.

- 2.12 To jump 2.5m reverse 180° directly, prance 2.8m or more meanwhile.

Requirements: One prance is required, and should be done quickly.

- 2.13 To jump 2.5m, then jump back 180° directly, and then reverse 270°, stride and hitch the pole.
- 2.14 To jump 2.5m, then jump back 180° directly, and then reverse 270°, stride and clamp the pole.
- 2.15 To jump 2.5m, then jump back 180° directly, and then reverse 270°, stride and clamp the waist.
- 2.16 To jump 2.8m, position directly, then twist 180°, and stand on the legs.
- 2.17 To jump 2.8m, position directly, then twist 180°, and clamp the waist.
- 2.18 To jump 2.8m, position directly, then twist 180°, and sit on the head.
- 2.19 To jump 2.8m, position directly, then twist 360° on the single-post pole, stand and pose.

Requirements: Two feet should stand on the single-post pole to lift the lion head and turn quickly in the 360° twist. The lion head must not sit on the lion tail.

- 2.20 To jump 2.8m, stand on the legs directly.
- 2.21 To jump 2.8m, clamp the waist directly.
- 2.22 To jump 2.8m, sit on the head directly.

Requirements: Two feet of the lion tail should on the single-post pole to lift the lion head and turn quickly in the 360° twist. The lion head must not sit on the lion tail.

- 2.23 To jump 2.8m, position directly, then hitch the pole and stand on the legs.
- 2.24 To jump 2.8m, position directly, then clamp the pole and stand on the legs.
- 2.25 To jump 2.8m, position directly, then clamp the waist and stand on the legs.

3. Continuous Jumping and Positioning, Twisting, Hitching, Clamping the Pole, Sitting on the Head, Reversing (the lion can leap beyond the actual size).

- 3.1 To jump 4.5m or more continuously.

Requirements: The lion head is calculated according to the two footholds. The tail can get help from a transition pole in each jump. The movements must be performed quickly.

- 3.2 To jump 4.0m continuously, stand on the legs directly.
- 3.3 To jump 4.0m continuously, clamp the waist directly.

- 3.4 To jump 4.0m continuously, sit on the head directly.
- 3.5 To jump 4.0m continuously, position directly and stand on the legs.
- 3.6 To jump 4.0m continuously, position directly and clamp the waist.
- 3.7 To jump 4.0m continuously, position directly and sit on the head.
- 3.8 To jump 4.0m continuously, position directly twist 180° and stand on the legs.
- 3.9 To jump 4.0m continuously, position directly, twist 180° and clamp the waist.
- 3.10 To jump 4.0m continuously, position directly, twist 180° and sit on the head.
- 3.11 To jump 4.0m continuously, position directly, hitch the pole, stand on the legs and then sit on the head.
- 3.12 To jump 4.0m continuously, position directly, clamp the pole, stand on the legs and then sit on the head.
- 3.13 To jump 4.0m continuously, position directly, clamp on the waist, stand on the legs and then sit on the head.
- 3.14 To jump 4.0m continuously, reverse 180° directly, and prance 2.8m or more meanwhile.
Requirements: One prance is done simultaneously with the 180° reversal.
- 3.15 To jump 4.0m continuously, reverse 180 directly, and twist 360° on the single-post pole, stand and
Requirements: Two feet of the lion tail should stand on the single-post pole to lift the lion head and turn quickly in the 360° twist. The lion head must not sit on the lion tail.
- 3.16 To jump 4.0m continuously, and meantime, land on the single-post pole, stand with the four feet and grind 180°.
Requirements: The lion head and tail should fly to the single-post pole meanwhile and then stand with the four feet and grind. The movements should be performed quickly.
- 3.17 To reverse 180° continuously, and prance 2.8m or more meanwhile.
Requirements: Two prances or more should be done continuously.

4. Prancing and Propelling, then Positioning, Twisting, Hitching Horizontally, Clamping the Pole, and Propelling from a Lower to a Higher Place (the movements can be done beyond the actual size).

- 4.1 To prance and propel 4.5m or more.
- 4.2 To prance and propel 2.1m and clamp the waist in the air directly.
- 4.3 To prance and propel 2.1m, hitch the pole directly and then stand on the legs.
- 4.4 To prance and propel 2.1m, clamp the pole directly and then stand on the legs.
- 4.5 To prance and propel 2.1m, twist 360° on the single-post pole directly, then stand and pose.
Requirements: Two feet of the lion tail should stand on the single-post pole to lift the lion head and turn quickly in the 360° twist. The lion head must not sit on the lion tail.
- 4.6 To prance and propel 2.1m, twist 270° directly, hitch the pole, then stand on the legs.
- 4.7 To prance and propel 2.1m, twist 270° directly, clamp the pole, then stand on the legs.
- 4.8 To prance and propel 2.1m, twist 270° directly, clamp the waist, then stand on the legs.

Requirements: For the movement 6-8, the 270° twist is performed on two single-post poles. The front single-post pole stepped on by the left foot is used as axis of rotation for the lion tail. A twist leftward is required on the single-post pole. The movements should be performed quickly.

4.9 To prance and propel 2.1m, hitch the pole directly and horizontally, and then stand on the legs.

4.10 To prance and propel 2.1m, clamp the pole directly and horizontally, and then stand on the legs.

Requirements: Hitching should be done from the side.

4.11 To prance and propel 2.1m from a lower to a higher place, and then stand on the legs directly.

Requirements: The lion tail moves from the lower to high position fast. The lion head can stand on either one or two legs

4.12 To prance sideways and propel 2.1m or more quickly and horizontally.

Requirements: The propelled distance is calculated according to the starting and finishing points of the lion tail. The lion tail mustn't propel by lifting the lion head with its head during the fast prancing and propelling.

5. Single or Both Legs are Used to do the Following Movements, Meanwhile: Jumping and Positioning, Twisting, Hitching, Clamping the Pole, Sitting on the Head (the movements can be done beyond the actual size).

5.1 To jump 2.1m, then directly twist 180°, position and stand on the legs by one leg simultaneously.

5.2 To jump 2.1m, then directly twist 180°, position and clamp the waist by one leg simultaneously.

5.3 To jump 2.1m, then directly twist 180°, position and sit on the head by one leg simultaneously.

5.4 To jump 2.1m, then directly jump back 180°, and then twist 180°, position and stand on the legs by one leg simultaneously.

5.5 To jump 2.1m, then directly jump back 180°, and then twist 180°, position and clamp the waist by one leg simultaneously.

5.6 To jump 2.1m, then directly jump back 180°, and then twist 180°, position and sit on the head by one leg simultaneously.

5.7 To jump 2.1m, and then directly twist 180°, position and stand on the legs by two legs on the single-post pole simultaneously.

5.8 To jump 2.1m, and then directly twist 180°, position and clamp the waist by two legs on the single-post pole simultaneously.

5.9 To jump 2.1m and then directly twist 180°, position and sit on the head by two legs on the single-post pole simultaneously.

5.10 To jump 2.1m, then directly jump back 180°, and then twist 180°, position and stand on the legs by two legs on the single post pole simultaneously.

5.11 To jump 2.1m, then directly jump back 180°, and then twist 180°, position and clamp the waist by two legs on the single-post pole simultaneously.

5.12 To jump 2.1m, then directly jump back 180°, and then twist 180°, position and sit on the head by two legs on the single post pole simultaneously.

- 5.13 To jump 2.1m, reverse, and then twist 360° on the single post pole, stand and pose by two legs on a single post pole simultaneously.

Requirements: Two feet of the lion tail should stand on the single post pole to lift the lion head and turn quickly in the 360° twist. The lion head must not sit on the lion tail.

- 5.14 To jump 2.1m, and then directly twist 180°. position and stand on the legs by two legs on the double post pole simultaneously.
- 5.15 To jump 2.1m, and then directly twist 180°, position and clamp the waist by two legs on the double post pole simultaneously.
- 5.16 To jump 2.1m, and then directly twist 180°, position and sit on the head by two legs on the double post pole simultaneously.
- 5.17 To jump 2.1m, then directly jump back 180°, and then twist 180°, position stand on the legs by two legs on the double-post pole simultaneously.
- 5.18 To jump 2.1m, then directly jump back 180°, and then twist 180°, position and clamp the waist by two legs on the double post pole simultaneously.
- 5.19 To jump 2.1m, then directly jump back 180°, and then twist 180°, position and sit on the head by two legs on the double post pole simultaneously.
- 5.20 To jump 2.1m, reverse, and then twist 360° on the single post pole, stand and pose by two legs on the double post pole simultaneously.

Requirements: Two feet of the lion tail should stand on the single post pole to lift the lion head and turn quickly in the 360° twist. The lion head must not sit on the lion tail.

6. Moving Horizontally in Suspension, Twisting, Reversing, Hitching, and Clamping the Pole (the movements can be done beyond the actual size).

- 6.1 To hang on the pole, then jump 2.1m horizontally in the air, hitch the pole, and then stand on the legs.
- 6.2 To hang on the pole, twist 180°, reverse, step on the pole, and then pose in the air.
- 6.3 To hang on the pole, twist 180°, reverse, hitch the pole, and then stand on the legs in the air.
- 6.4 To hang on the pole, twist 180°, reverse, clamp the pole, and then stand on the legs in the air.
- 6.5 To hang on the pole, and then prance forward 2.5m.

Requirements: For the movements 1-5, both of the lion head and tail should perform on the original single-post or double-post pole.

7. Sitting on the Head, Jumping, Twisting, Position-Borrowing, Propelling, Position-Taking, Hitching, Clamping the Pole, and then Jumping Again (the movements can be done beyond the actual size).

- 7.1 To sit on the head on the pole and fly 2.1m simultaneously, hitch the pole directly and horizontally, and then stand on the legs.
- 7.2 To sit on the head on the pole and fly 2.1m simultaneously, clamp the pole directly and horizontally, and then stand on the legs.

Requirements: For the movements 1-2, hitching and clamping the pole should be done on the side of the poles quickly.

- 7.3 To sit on the head on the pole and fly simultaneously, twist 270° directly, hitch the pole, and then stand on the legs.
- 7.4 To sit on the head on the pole and fly simultaneously, twist 270° directly, clamp the pole, and then stand on the legs.
- 7.5 To sit on the head on the pole and fly simultaneously, twist 270° directly, clamp the waist, and then stand on the legs.

Requirements: For the movements 3-5, the 270° twist is performed on two single-post poles. The front single-post pole stepped on by the left foot is used as a axis of rotation for the lion tail. A twist leftward is required on the single-post pole. The movements should be performed quickly.

- 7.6 To sit on the head on the pole and fly 2.1m simultaneously, twist 180° to the left directly. take the position and stand on one leg in the air.

Requirements: The lion tail should use the front single-post pole stepped on by the left foot as axis of rotation in completing the movements of twisting and standing on the legs in the air. A twist leftward is required on the single-post pole, meanwhile, the lion head jumps on the legs in the air. (Sweep-kick)

- 7.7 To sit on the head on the pole and fly 1.4m simultaneously, and then get support from the legs, prance and propel 2.1m or more on the single-post pole.
- 7.8 To stand on both legs on the single-post pole and fly 1.4m simultaneously, and then get support from legs, prance and propel 2.1m or more on the single-post pole.

Requirements: The lion head makes the transition quickly via the lap of the lion tail.

- 7.9 To sit on the head on the pole and fly 1.4m simultaneously, and then borrow position, prance and propel 2.1m or more on the single-post pole.
- 7.10 To sit on the head on the pole and fly 1.4m simultaneously, and then borrow position, jump 1.4m or more again on the single-post pole.

Requirements: The lion tail makes the transition quickly via the pile.

- 7.11 To sit on the head on the pole and fly 1.4m simultaneously, and then get support from legs, jump 1.4m or more again on the single-post pole.

- 7.12 Requirements: The lion head makes the transition quickly via the lap of the lion tail.

8. Jumping and Positing-Borrowing, Jumping Again, Position Taking, Grinding with Four Feet, Hitching, Clamping the Pole and the Waist (the movements can be done beyond the actual size).

- 8.1 To jump 1.4m and then land on the single-post pole simultaneously, stand on the four feet and grind 180°.
- 8.2 To jump 1.4m borrow position on the single-post pole, jump 1.4m again and then land on the single-post pole, stand with four feet and grind 180°.

Requirements: For the movements 1-2, both of the lion head and tail fly to the single-post poles and stand with four feet to grind 180° quickly.

- 8.3 To jump 1.4m, borrow position on the single-post pole, jump 1.4m again and then take position, stand on the legs and stoop.
- 8.4 To jump 1.4m, borrow position on the single-post pole, jump 1.4m again and then take position and clamp the waist.
- 8.5 To jump 1.4m, borrow position on the single-post pole, jump 1.4m again and then hitch the pole.
- 8.6 To jump 1.4m, borrow position on the single-post pole, jump 1.4m again and then clamp the pole.
- 8.7 To borrow position and then make the transition to jump 2.8m.

Requirements: For movements 3-7, the lion head makes the transition of gliding and jumping via the pole. (just like the dragonfly flits over the water).

9. The Lion Tail Grinds in the Air (the movements can be done beyond the actual size).

- 9.1 The lion tail continuously and quickly grinds 180° in the air and pose on the pole.

Requirements: Twice or more continuous grinding is required to be done at a high speed.

- 9.2 The lion tail quickly grinds 360° in the air and pose on the pole.

Requirements: One continuous grinding is required to be done at a high speed.

10. The Lion Tail Grinds in the Air (the movements can be done beyond the actual size).

- 10.1 To step on the single-post pole with two legs, and then jump down, twist leftward 180°, take position and stand on one leg in the air.

- 10.2 To jump 1.4m, then twist leftward 180°, take position and stand on one leg in the air.

Requirements: The lion tail should use the front single-post pole stepped on by the left foot as axis of rotation in completing the movements of twisting and standing on the legs in the air. A twist leftward is required on the single-post pole, meanwhile, the lion head jumps on the legs in the air (Sweep-kick).

11. Jumping Back Quickly in the Air (the movements can be done beyond the actual size).

- 11.1 To jump back 1.4m quickly in the air and then stand on two legs directly.

- 11.2 To jump back 1.4m quickly in the air and then clamp the waist directly.

- 11.3 To jump back 1.4m quickly in the air and then sit on the head directly.

Requirements: For the movements 11.1-11.3, the actual size is calculated according to the starting and finishing point of the lion tail.

12. Standing on the Legs, Advancing, Twisting, Jumping, and Standing on the Shoulders on the steel rope (the movements can be done beyond the actual size).

12.1 To stand on the legs and advance 1.0m on the steel rope.

12.2 To stand on the shoulders and advance 1.0m on the steel rope. And then the lion head lifts one leg to stroke its beard three times.

Requirements: Keeping balance is required.

12.3 To jump back 180° continuously on the steep rope (3 times or more).

12.4 To jump back 180°, then clamp the waist and stand on the legs on the steel rope.

12.5 To jump back 180° and sit on the head then on the steel rope.

12.6 To jump back 180° and stand on the legs then on the steel rope.

13. Clamping the Waist, Standing on the Legs, Stooping, Sitting on the Head on the Bridge and the Wall (the movements can be done beyond the actual size).

13.1 To clamp the waist and then stand on the legs on the wall.

13.2 To clamp the waist and then stoop on the wall.

13.3 To sit on the head on the wall.

Requirements: For the movements 13.1 – 13.3, the wall angle mustn't be less than 60 degrees, and there mustn't be any concave or convex, or any other accessory support on the wall.

Deduction of Points

1. Rules of Deductions

- 1.1 If any errors are present during the performance, evaluation judges may signal the chief judge using colored deduction cards to acknowledge an error. The following color cards will be used:
- Red - Grave Error (1.0 point deducted)
 - Black - Serious Error (0.5 point deducted)
 - Yellow - Minor Error (0.3 point deducted)
 - Green - Other Error (0.1 point deducted)
- 1.2 Deductions will be decided by the chief judge based on the signals of the evaluation judges, and will be applied after the deserved score has been calculated.

2. Common Errors and Point Deductions

Classifications and Criteria	Reasons	Point Values
Grave Error	Both the lion head and lion tail performers fall on prop or fall to the ground.	1 point deducted
	Lion head or lion tail performers fall and are separated from the lion.	1 point deducted
	Objective not completed, such as Cheng picking.	1 point deducted
	Cheng is not set or the performance is without theme.	1 point deducted
Serious Error	Either the lion head or tail falls down on the prop or the ground; but the performers and the lion are not separated.	0.5 point deducted
	In the traditional items, the content (theme, procedure) of Picking Cheng violates the rules, For example: <ul style="list-style-type: none"> ● The form of a lion coming out of the cave with no cave. ● Jumping from a higher to a lower position for “Picking Cheng” under the cliff. ● Passing through the bottom of the bridge for Cheng under the bridge ● Picking Cheng of the Snake, Crab or Centipede from the front. 	0.5 point deducted
	The fallen Cheng is not retrieved, and the theme unaccomplished.	0.5 point deducted

Classifications and Criteria	Reasons	Point Values
Minor Error	Slip or tumble of the upper legs below the knee or slip on the equipment.	0.3 point deducted
	Either lion performer is out of balance and using extra-support to prevent fall during the performance.	0.3 point deducted
	The props are damaged or collapse when in use.	0.3 point deducted
	Cheng falls out of carelessness, and can be retrieved with skills.	0.3 point deducted
	Unreasonable picking of Cheng (collecting Cheng under the neck, or stretching more than a palm out of the lion's mouth, etc.)	0.3 point deducted
Other Error	Standing on lion's tail performer's leg discordantly and unnaturally, or foot slipping.	0.1 point deducted
	Unstable step or foot shifting when stepping on a prop (e.g. bench).	0.1 point deducted
	The lion head and lion tail performers have an uncontrolled clash (bump into each other by accident).	0.1 point deducted
	The lion costume or any of its adornments fall off.	0.1 point deducted
	Props or background setting falls.	0.1 point deducted
	Any musical instrument falls (including drumsticks or gong mallets).	0.1 point deducted
	Small decorations of the Cheng prop fall (like tree leaves or flower petals) in the process of picking the Cheng.	0.1 point deducted

3. Regulation Deductions

Classifications and Criteria	Reasons	Point Values
Time	1-15 seconds less or more than the scheduled time	0.1 point deducted
	16-30 seconds less or more than the scheduled time	0.2 point deducted
		The rest can be inferred
Redo	Redo is allowed if the competition routine is interrupted for some objective reason.	No point deducted
	Redo is allowed if the competition routine is interrupted for some subjective reason such as but not limited to injury to a performer, equipment/prop failure or problem with musical instruments.	1 point deducted
Boundary	The lion head performer, lion tail performer, and/or the lion leading character step on the line or outside the boundary line during the performance	0.1 point deducted for each occurrence
Violations	Too many or too few performers	0.5 point deducted for each additional/missing performer
	The prop dimensions are in violation of the prop dimension guidelines	0.5 point deducted for each occurrence
	People other than the performers touching or handling the lion or equipment.	0.5 point deducted for each occurrence
	Delayed registration	1 point deducted
	Coaching during the performances including saluting in and out of the ring	1 point deducted
	Use of live animals, real fruits or vegetables, liquid or open flames	1 point deducted for each occurrence
	Protocol violation: Rudeness or unsportsmanlike conduct	0.5 point deducted
	More than four (4) safeguards	0.5 point deducted for each additional safeguard

Other

1. Right of Interpretation

- 1.1 The right of interpretation of the rules belongs to the United States Dragon and Lion Dance Federation.

2. Event Change or Cancellation

- 2.1 The host committee reserves the right to cancel or change the event without prior notification.