



HMONG TUJ LUB ASSOCIATION INC. TXOJ CAINTAUSTUJ LUB

Edited February 8, 2020

Top Spin Rules

1. THE TOPSPIN RULES:

- A. 15 minutes waiting time (forfeit).
- B. The ready team has to put on the side because we will draw two teams in the same field to spin and set each round for that team to play.
- C. The two teams playing next are waiting for the other field to finish their game.
- D. If only one field and we have team that forfeit involved, the waiting time for the next game is one hour.
- E. If a festival in Minnesota AND you are a member of the Hmong Tuj Lub Association Inc, the Hmong Tuj Lub Association INC is the only can host the tournament.
- F. The referee always stays at the starting line.
- G. If any player of the offense team plays without the referee present at the field, no matter what the offense team has to replay.**
- H. Injury or emergency during play, can not substitute until next set.**
- I. Replay if player or non-player cross field while playing, referee is the witness.**

2. THE PLAYERS:

- A. There will be no more than 4 players per team.
- B. A team may have no less than 2 players to play but each player shall play only once. For example: **Phaj sem ONLY** if the defense team has 3 players they can only spin the tops 3 times, offense team of 4 players earn 1 point free.
- C. Team can't substitute players in the middle of the round. They are only allowed to substitute players at the beginning of a round.
- D. No name no game if the player's name is not list on the registration form the player is not allow to play.

3. STARTING LINE:

- a. There will be one starting line for all stages.
- b. All players must play from behind the designated area starting line. If a player crosses or steps on the starting line or side line is call **foul** than he loses his turn and no point is given.
- c. The starting line shall be 6 feet wide and 10 feet long. Players must stay on the inside of the play area. Two 10 feet lines drawn perpendicular to each side of the starting line. Players are allowed to play as far back as they wish. If a player crosses or steps on the boundary side lines is call foul and he loses his turn no point is given.
- d. A player uses the stick crosses the starting line against him is call foul and he loses his turn no point is given.
- e. Spinning the top is out of the mat then use the stick to push the top back to the circle of the mat. If the top stops spinning, pick AND set it up on the circle of the mat for offense player to hit. The offense player hits



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that dead top even though the top starts spinning or re-set by itself again, it stays dead. The offense player's top must spin to earn point.

- f. For Stage 1 (Out spin), the offense player can not cross the starting line until the referee told the player earn or lose point. If the offense player crosses the starting line before the referee has been told, no point is given.
- g. For Stage two (Touch), the offense player can't cross the starting line until his top stops completely. If he crosses before his top stops completely no point is given.
- h. For Stage 3 to Stage 8, the offense player can not cross the starting line until the setting top(s) have been knocking stop completely. If offense player crosses before the setting top(s) stop completely no point is given. And those setting top(s) have been knocking down or move will put back in the original location for the remainder of the offense player(s) continue to play.

4. STRING:

- a. Players must use the same string for playing and spinning.
- b. A stick, string, and feather can be replaced only when it's broken. Before it can be replaced, it has to report to the referee. These broken items are mean during game only.
- c. If the line is **broken**, the top pass or touch the starting line, the player loses his turn. If not then player can replay.

5. THE RECTANGLE OF THE BOX:

- a. **The width from the center of the field is 25 feet from each side.**
- b. **The length of the field is 80 feet.**
- c. **If any tops struck by the offense player but the top is re-set by itself inside the rectangle box (50 feet x 80 feet), it means the top has never been hit. The remaining offense player(s) must hit that top again in its new location. If it is re-set outside the rectangle box (50 feet x 80 feet), it means the offense earn that point. (This rule also apply for Stage 3 to Stage 8).**

6. TOPS:

- a. Players are not allowed to change or exchange tops during a round. However, they may switch tops in the beginning of a round.
- b. The first stage all players spin only once.
- c. The second stage all players spin only once. Unless, the offense agrees to hit more than one player.
- d. Tops size are limited in diameter minimum 2.90" and Maximum 3.250"
- e. Tops size are limited in Length minimum 4.0" and maximum 5.250"
- f. Miscarry or drop the top pass or touch the starting line, the player loses his turn. If not then player can replay.

7. MATS:

- a. There are limited mats sizes for the first and second stages. The mats sizes are 2 feet by 2 feet.
- b. The mat for stage one, lay it center on the 10 feet from the starting line.



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- c. The mat for stage two, lay it center on the 25 feet from the starting line.

8. FLOOR MAT:

- a. Outdoor tournament, on grass the top spin host coordinator staffs have to find a floor mat **carpet** for all fields.
- b. The **carpet** size is limited 6 feet wide and 10 feet long.
- c. Indoor tournament, no need the mat but need to set a starting line 6 feet wide and both boundary side lines 10 feet long.

9. SPINNING:

- a. The offense team has the right to pick the defense team to see whose is coming to spin. When both offense and defense players are in play, whoever step out will lose point automatically.
- b. Spinning the top is out of the mat then use the stick to push the top back to the circle of the mat. **Only the person spinning the top can push his top. If helping push by other then just grab his top and set it on the circle of the mat for offense player to hit it.** If the top stops spinning, pick AND set it up on the circle of the mat for offense player to hit. The offense player hits that dead top even though the top starts spinning or re-set by itself again, it stays dead. The offense player's top must spin to earn point.
- c. Doesn't matter how far the offense hit the top. As long as the referee still sees it spinning, it's up to his call. The referee will run to the closer top that spinning to see which one is stop spinning first. The referee stands by the spinning top and he cannot see other one. It's up to his call.
- d. For the stage two, if spinning on the mat, the offense player just hit it. But spinning off the mat defense player has to use his stick to push the top to the circle of the mat and then offense player can hit it.
- e. The first stage (out spin) only, both tops stop spinning at the same time, both tops are not spinning at all, and the offense hit the dead top that set on the mat and his top is not spinning. The defense top wins these kind of hit.

10. PLAYING:

- a. The offense team has the right to pick the defense team to see whose is coming to spin. When both offense and defense players are ready in play, whoever step out will lose point automatically.
- b. The defense team spin his top and it's off the mat than he has to use his stick to push the top back to the mat. The top is stop spinning defense player has to pick it up and set on the mat for the offense player to hit. When a dead top hit by the offense top even though it starts spinning or re-set by itself again, it stays dead. But the offense top must spin during hit the dead top.
- c. The offense team and defense team when the tops still out spinning. Whoever picks his top up, the opposing team gains 1 point.
- d. Both tops stop spinning at the same time. The defense tops win. It's up to the referee call.
- e. Once the spinning top is stabilized the offense player must play his top within 10 seconds.
- f. During stage one (out spin), once the offense and defense still out spinning, if an opposing player purposely interrupts its spin, the offense team gets the point. If a member of the audience unknowingly interrupts an offense or defense top, the top can be re-played.
- g. Miscarry, drops the top, broken stick or line, if the top pass or touch the starting line, the player loses his turn. If not then player can replay.



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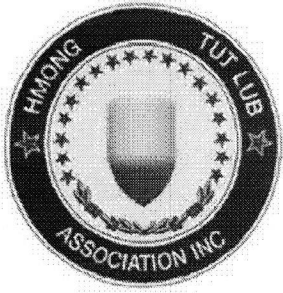
11. SETTING:

- a. The tournament coordinator must provide the same setting tops and the setting tops shall be an average sizes.
- b. All set tops must be checked by the referee.
- c. Setting the tops on the spray marks stage by stage.
- d. When the setting tops struck by an offense player and it went far away the top re-set by itself again. It cannot be seen and referee stand on the **carpet** (box) within the play area and he cannot see either, the offense team will get point.
- e. The setting tops struck by an offense player, the top is not completely knock down, but it leans on another top or something, the top still remain in 45 degree, that thing cannot be remove.

12. STAGES:

A. Stage One (out spin):

- A1. There should be a starting line.
- A2. Offense players should not wait more than 10 seconds.
- A3. The out spin stage is 10 feet from the starting line.
- A4. Both team offense and defense members must spin and play.
- A5. The defense team spins once per player only. However, if there are less than 6 players, any other player may spin. But any player cannot spin more than twice.
- A6. Spinning the top is out of the mat then use the stick to push the top back to the circle of the mat. **Only the person spinning the top can push his top. If helping push by other then just grab his top and set it on the circle of the mat for offense player to hit it.** If the top stops spinning, pick AND set it up on the circle of the mat for offense player to hit. The offense player hits that dead top even though the top starts spinning or re-set by itself again, it stays dead. The offense player's top must spin to earn point.
- A7. Both tops are stop at the same time, not spin at all, hitting the set dead top on the mat but the offense top is not spin at all. The defense



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top wins these kind of hit.

- A8. At least 1 player from the offense team must out spin the opponent's top in order to pass stage one.
- A9. The offense team does not succeed on this stage. **Strike out**

B. Stage Two (touch)

- B1. The touch stage is 15 feet from the out spin stage (25 feet from the starting line).
- B2. Both team offense and defense members must spin and play.
- B3. The defense team spins once per player only. However, if there are less than 6 players, any other player may spin. But any player cannot spin more than twice.
- B4. The offense team can only play once per players.
- B5. The spinning top should be on the mat. The top is off the mat, use the stick to push it back to the circle of the mat.
- B6. At least 1 player from the offense team must touch the defense spinning top in order to pass stage two.
- B7. The offense team does not succeed on this stage. **Strike out**

C. Stage Three (4-tops across)

- C1. The 4-tops across stage are 7.5 feet from the touch stage (32.5 feet from the starting line).
- C2. The offense team can continue play until all 4 tops have been knocked down.
- C3. When all 4 tops were knocking down, the offense team may move to the next stage regardless of how many players have play.



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- C4. If any tops struck by the offense player but the top is re-set by itself inside the rectangle box (50 ft x 80 ft), it means the top has never been hit. The remaining offense players must hit that top again in its new location. If it is re-set outside the rectangle box (50 ft x 80 ft), it means the offense earn that point. (This rule also apply for Stage 3 to Stage 8).
- C5. The setting tops struck by an offense player, that top is not completely knock down, but it leans on another top or something, the top still remain in 45 degrees, that thing cannot be remove. If remain 45 degrees or higher, it means offense team can't earn that point.
- C6. At least 1 player from the offense team must knock down one setting top in order to pass stage three.
- C7. The offense team does not succeed on this stage. **Strike out**

D. Stage Four (4-tops across):

- D1. The 4-tops across stage are 7.5 feet from Stage Three (40 feet from the starting line).
- D2. The offense team can continue play until all 4 tops have been knocked down.
- D3. When all 4 tops were knocking down, the offense team may move to the next stage regardless of how many players have play.
- D4. If any tops struck by the offense player but the top was re-set by itself **inside the rectangle box (50 ft x 80 ft)**, it means the top has never been hit. The remaining offense players must hit that top again in its new location.
- D5. The setting tops struck by an offense player, that top is not completely



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knock down, but it leans on another top or something, the top still remain in 45 degrees, that thing cannot be remove.

- D6. At least 1 player from the offense team must knock down one setting top in order to pass Stage Four.
- D7. The offense team does not succeed on this stage. **Strike out**

E. Stage Five (4-tops across):

- E1. The 4-tops across stage are 7.5 feet from Stage Four (47.5 feet from the starting line).
- E2. The offense team can continue play until all 4 tops have been knocked down.
- E3. When all 4 tops were knocking down, the offense team may move to the next stage regardless of how many players have play.
- E4. If any tops struck by the offense player but the top was re-set by itself **inside the rectangle box (50 ft x 80 ft)**, it means the top has never been hit. The remaining offense players must hit that top again in its new location.
- E5. The setting tops struck by an offense player, that top is not completely knock down, but it leans on another top or something, the top still remain in 45 degrees, that thing cannot be remove.
- E6. At least 1 player from the offense team must knock down one setting top in order to pass stage five.
- E7. The offense team does not succeed on this stage. **Strike out**

F. Stage Six (Triangle):

- F1. The triangle stage is 7.5 feet from Stage Five (55 feet



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- from the starting line).
- F2. The offense team can continue play until all 3 tops have been knocked down.
- F3. When all 3 tops were knocking down, the offense team may move to the next stage regardless of how many players have play.
- F4. If any tops struck by the offense player but the top was re-set by itself **inside the rectangle box (50 ft x 80 ft)**, it means the top has never been hit. The remaining offense players must hit that top again in its new location.
- F5. The setting tops struck by an offense player, that top is not completely knock down, but it leans on another top or something, the top still remain in 45 degrees, that thing cannot be remove.
- F6. At least 1 player from the offense team must knock down one setting top in order to pass stage six.
- F7. The offense team does not succeed on this stage. **Strike out**

G. Stage Seven (2-top across):

- G1. The 2-top across stage is 7.5 feet from the Triangle Stage (62.5 feet from the starting line).
- G2. The offense team can continue play until all 3 tops have been knocked down.
- G3. When all 2 tops were knocking down, the offense team may move to the next stage regardless of how many players have play.
- G4. At least 1 player from the offense team must knock down one setting top in order to pass Stage eight.
- G5. The offense team does not succeed on this stage. **Strike out**



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H. Stage Eight (Solo Top):

- H1. The Solo Top stage is 7.5 feet from the 2-top across stage (70 feet from the starting line).
- H2. For the offense team to score, the Solo Top must knock down completely.
- H3. If the Solo Top struck by the offense player but the solo top is re-set by itself **inside the rectangle box (50 ft x 80 ft)**, it means the solo top has never been hit. The remaining offense player(s) must hit that solo top again in its new location.
- H4. The offense team does not succeed on this stage. **Strike out**

12. COUNTING SCORES:

- | | |
|------------------------|--|
| 1. Out spin Stage | 1 + number of tops that the offense team out spin (5 possible points). |
| 2. Touch Stage | 2 + number of tops that the offense team touched (6 possible points). |
| 3. 6-tops Across Stage | 3 + number of tops that the offense team knocked down (7 possible points). |
| 4. 5-tops Across Stage | 4 + number of tops that the offense team knocked down (8 possible points). |
| 5. 4-tops Across Stage | 5 + number of tops that the offense team knocked down (9 possible points). |
| 6. Triangle Stage | 6 + number of tops that the offense team knocked down (9 possible points). |
| 7. 2-tops Stage | 7 + number of tops that offense team knocked down (9 possible points). |



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8. Solo Top Stage **8+1 = 9** (end of round).

A total of **62** points is for all eight Stages (including **36** bonus points). *Perfect*

score for 1 game (2 sets) is 124 points.

13. DRAWING:

- a. Draw first round just to fit in fields. Draw every single time when one team or more elimination per fields. Draw until the final four.
- b. In case there are odd fields (e.g. 3 fields, etc.) save 6 teams to play in 2 fields (3 teams per fields). Play round in the field, eliminates one team per fields. Draw until final four. Semi-final 2 teams per fields, the best team get the highest scores on each fields will get to play 1st place and 2nd place. The second best team get the lowest scores on each fields will get to play 3rd place and 4th place.
- c. Normally, there are even number of fields (e.g. 2, 4, 6, etc.) draw until final four. Semi-final 2 teams per fields, the best team get the highest scores on each fields will get to play 1st place and 2nd place. The second best team get the lowest scores on each fields will get to play 3rd place and 4th place.

14. PLAYING METHOD:

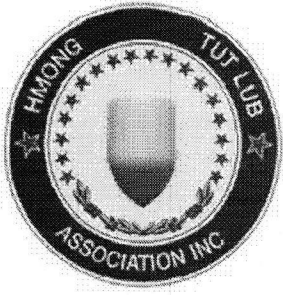
- 4-7 teams per fields each teams play only 3 games.
- 8 teams or more per fields each teams play only 2 games.
- The topspin host coordinator staffs shall be prepare a good method how to handling the games plan.

15. ELIMINATION:

- a. Follow these guide lines below:

Teams per fields	3 teams	4 teams	5 teams	6 teams	7 teams
Eliminate 1 round	1	1	2	3	4
Eliminate 2 round	1	1	1	1	1
Eliminate 3 round	0	1	1	1	1

16. PLAYER VIOLATIONS



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- a. Change top, change string, change stick, wrap string to the stick make it short, and substitute player while playing. This is violating the rules. The referee will take this player off that round only
- b. Teams that are fighting in the field will automatically disqualify

17. PLAY PENALTY

- a. Starting from stage one (out spin)
- b. Allowance to substitute player, change top, change string and change stick before it begin.
- c. Not allowance to borrow top, stick, string, and shoe from team mate player while playing penalty.

18. FLIP THE COIN

- a. The team that got it call has to play.
- b. No choice.

16. HANDLING PROBLEM:

- a. This is the topspin rules in Minnesota. All Minnesota teams have to obey these rules and follow instruction. Because this is not one person idea, it is the community idea as whole. Before it can be change, the topspin community staffs shall call for a meeting.
- b. If there are any conflicts occur that not follow by the rules, everyone should listen to the referee. The problem not solved goes to the topspin host coordinator. The problem still not solved goes to the Topspin Community Staffs. If the problem still not solved goes to the Event Staffs, whatever, they are judging we all have to take it.



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1 TXOJ CAI NTAUS TUJ LUB:

- A. Tuaj tsis txhij pub tos 15 feeb xwb yuam swb (forfeit).
- B. Pab tuaj tsis txhij ces yuam swb. Ob pab yuav los ntaus next yuav tau los tso ib pab tso ib lwm rau pab yeej ntawv ntaus.
- C. Ob pab uas yuav los ntaus tshiab lub sij hawm uas muab rau ob pab no tsuas tos ob pab uas nyob lwm lub tshav ntaus tas xwb ces yuav tsum los kom txhij.
- D. Yog hais fias ib lub tshav xwb ces thaum uas forfeit lawm. Ob pab uas yuav los ntaus tshiab tsuas tos li ib xuj moos (one hour) xwb. Yuav tsum los kom txhij.
- E. Txhua lub koob tsheej nyob hauv xeev Minnesota no yuav tsum cia rau koos haum cav xwb vim peb xav txhawb kom lub koos haum tuj lub loj hlob lawm yav tom ntej.
- F. TUJ LUB REFEREE (TUS SAIB KEV NCAJ NCEES) yuav tsum nyob ncaj ncaj ntawm txoj ciam.
- G. Yog tus referee tsis nyob lawm, tus ntaus raug thiab tsis raug los tsis yuav, yuav tau ntaus dua.
- H. **Raug mob (injury) los yog muaj emergency tsis pub hloov. Set tshiab thiaj hloov tau.**
- I. **Rov qab ntaus dua (replay) yog muaj neeg los cuam tsuam thaum tab tom ntaus, tus saib kab los yog tus referee yuav tsum pom.**

2. COV NTAUS TUJ LUB:

- A. Ib pab twg tsis pub muaj tshaj 4 leej ntaus.
- B. Yog muaj tsawg tshaj 2 leeg tsis pub ntaus lawm, tab sis ib leeg tsuas pub ntaus ib lwm xwb. Pab twg tsis muaj 4 leej, ces thaum tso, tsuas tso tsawg leej xwb. Piv txwv, pab tuaj 3 leeg xwb, thaum los tso tsuas tso 3 leeg. Pab ntaus 4 leej los tsuas ntaus 3 leeg thiab xwb. Tab sis pab ntaus 4 leej Automatic yeej 1 lub.
- C. Pub hloov neeg thaum ntaus ib lwm tas lawm, tsis pub hloov thaum sam sim ntaus.
- D. Pub tus muaj npe nyob hauv daim ntawv sau npe ntaus xwb.

3. TXOJ CIAM:

- A. Ntaus muaj ciam txhua phaj.
- B. Tsis pub hla ciam los sis tsuj ciam. Leej twg tsuj los sis hla ciam, txawm ntaus raug los tsis tau point.
- C. Txoj ciam tsuas pub ntev li 6 feet xwb.
- D. Tsis pub txheem tus pas tuj lub dhau txoj ciam. Leej twg txheem, txawm ntaus raug los tsis tau point.
- E. Phaj Sem, yog thaum paub yeej paub swb mam hla kab tau. Yog thaum tsis tau paub yeej tsis paub swb hla kab ces tsis tau point.
- F. Txhuam, yog tus ntaus lub tuj lub mus nres lawm mam hla kab tau. Yog ntaus raug tus ntaus lub tuj lub tsis tau nres hla kab ces tsis tau point.



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- G. Cov phaj khwb, yog leej twg ntaus raug cov tuj lub khwb mus nres lawm mam hla tau. Yog ntaus raug cov tuj lub khwb tsis tau nres mus hla kab ces tsis tau point, yuav coj rov los cuab rau qhov chaw qub rau cov tom qab ntaus.

4. TXOJ HLUA:

- A. Tso txoj hlua twg ntaus txoj hlua ntawd.
B. Yog hlua los sis plaub qaib tu. Hloov txoj hlua kom ntev ib yam li txoj qub thiab hais tus saib kab ua ntej mus hloov.
C. Tsuas pub 5 feeb xwb, yog leej twg mus ntev tshaj 5 feeb ces cov yuav tsum ntaus ua ntej, nws los, lawv ntaus txog twg nws ntaus qhov ntawv mus xwb. Tsis muaj cuab rov qab rau nws ntaus.
D. Hle hlua, yog tias lub tuj lub dhau txoj ciam lawm ces tas li. Yog tias lub tuj lub tsis tau dhau txoj ciam rov ntaus dua.

5. TXOJ KAB TUAG

- A. Qhov dav, ib sab twg yog 25 feet.
B. Qhov deb yog 80 feet.
C. Cov khwb, yog ntaus lub tuj lub tawm ntawm qhov chaw (50 feet x 80 feet) no ces tau point lawm, hos tsis tau dhau lub box 50 feet x 80 feet no ces cov tom qab yuav tau loos. Yog lub tuj lub tseem tsuam txoj kab los tsis tau point.
D. Yog thaum tus tub ntaus tuj lub tab tom sam sim yuav ntaus ho muaj neeg hla los hauv lub voos ntawd, tus neeg tab tom ntaus ntawd ntshaj tsam raug neeg es nws ua lub tuj poob los yog plam tes dhau kab lawm yog tus saib kab ntawv pom tias muaj tseeb tiag yuav rov qab muab nws ntaus dua tshiab.

6. LUB TUJ LUB:

- A. Ntaus lub tuj lub twg tso lub ntawd.
B. Phaj sem pub ib leeg tso ib zaug xwb.
C. Phaj txhuam pub ib leeg tso ib zaug. Ib lub tso kav ntau leej los tau nyob ntawm tus ntaus yeem.
D. Tsis pub xuas lub tuj lub me tshaj 2.90" los sis loj tshaj 3.25" ntaus, tso, los sis khwb.
E. Tsis pub xuas lub tuj lub luv tshaj 4.00" los sis ntev tshaj 5.25" ntaus, tso, los sis khwb.
F. Plam tes, plam hlua, pas lov, yog tias lub tuj lub dhau txoj ciam lawm ces tas li. Yog tias lub tuj lub tsis tau dhau txoj ciam rov ntaus dua.

7. PUA NTAUB TSO TUJ LUB

- A. Pua ib daim ntaub rau ntawm phaj sem thiab ib daim rau ntawm phaj txhuam. Daim ntaub pua ntawd yuav tsum yog (2' x 2') feet xwb. Tsis pub loj tshaj los yog me tshaj.
B. Daim ntaub phaj sem pua lub plawv nyob ntawm 10ft, ntawm txoj ciam.
C. Daim ntaub phaj txhuam pua lub plawv nyob ntawm 25ft, ntawm txoj ciam.



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8. PUA NTAUB CARPET TSUJ

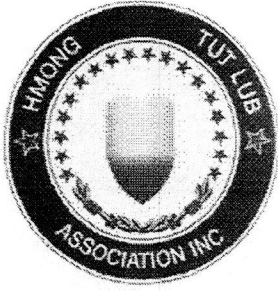
- A. Yog ntaus nraum zoov (nyom), cov saib tuj lub yuav tau nrhiav ib daim ntaub carpet pua rau ntawm qhov chaw tsuj ntaus.
- B. Daim ntaub carpet no dav 6 ft thiab ntev 10 ft
- C. Yog ntaus hauv tsev, tsis tas pua los tau tab sis cab lub box kom muaj 6 ft. dav thiab 10 ft ntev.

9. KEV TSO TUJ LUB:

- A. Tus tso xub los ua ntej rau ntawm qhov chaw tso.
- B. Phaj sem tsis pub tso poob daim ntaub. Yog tso tsis nyob saum daim ntaub muab hlib los rau hauv lub voj voog saum daim ntaub mam li ntaus. Tus twg tso cia tus ntawd hlib rau saum daim ntaub xwb. Yog lwm tus los hlib ces cia li muab khwb rau tus ntaus ntaus. Lub tuj lub uas tuag lawm tab sis tsis nyob hauv daim ntaub yuav tau muab khwb rau tus ntaus ntaus. Lub tuj lub tuag lawm txawm ntaus raug rov ciaj thiab khwb los yeej yog tau point lawm. Tus ntaus lub tuj lub yuav tsum kiv.
- C. Ob lub tuj lub ib txhij tuag, lub tso yeej. Tus saib ciam yog tus txiav txim.

10. KEV NTAUS TUJ LUB:

- A. Pab ntaus muaj cai xaiv seb yog leej twg ua tus tso lawv mam xaiv lawv tus los ntaus.
- B. **Tso lub sem tsis kiv thiab tuag lawm.** Muab coj los khwb rau tus ntaus ntaus. Yog tso tawm hauv daim ntaub lawm no ces muab hlib los rau saum daim ntaub hauv lub voj voog mam ntaus. Lub tuj lub tuag lawm txawm ntaus raug rov ciaj thiab khwb los yeej yog tau point lawm. Tus ntaus lub tuj lub yuav tsum kiv.
- C. Tus twg ntes tus ntawd swb.
- D. Ob lub tuj lub ib txhij tuag, lub tso yeej. Tus saib ciam yog tus txiav txim.
- E. Thaum lub tuj lub tso tus kiag lawm tsis pub tos ntev tshaj 10 feeb (seconds)
- F. Lub tuj lub kiv mus tsoo lwm yam tuag ces tas li. Cov neeg tsis ntaus tuj lub tsis paub es muab tsuj los sis muab ntes lawm ces rov ntaus dua. Tsuav tsis yog ob pab tab tom ntaus ntawv xwb.
- G. Plam tes, plam hlua, pas lov, yog lub tuj lub dhau txoj ciam lawm ces tas li. Yog tsi tau dhau txoj ciam rov ntaus dua.



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11. KEV KHWB TUJ LUB:

- A. Tsav xwm yog cov nrhiav tuj lub khwb. Tsis pub khwb cov tuj lub loj tshaj, ntev tshaj, me tshaj, thiab luv tshaj li tau hais nyob rau nqe 6 saum no.
- B. Tsav xwm nrhiav cov tuj lub kom tsim nyog ua lub loom.
- C. Tsav xwm muab ib hom tuj lub xwb khwb rau sawv daws ntaus thiaj ncaj ncees.
- D. Tus saib ciam yuav tsum saib cov tuj lub khwb thiab cov phaj kom yog.
- E. Khwb cov tuj lub rau ntawm qhov tsuag xim cov ncu.

12. COV PHAJ TUJ LUB

A. Phaj 1 (sem):

- A1. Muaj txoj ciam.
- A2. Thaum tus tso lub tuj lub tus lawm, yog tus ntaus tos tshaj 10 seconds ces tus ntaus swb.
- A3. 10 feet ntawm txoj ciam rau ntawm Phaj Sem.
- A4. Txhua tus tso, txhua tus ntaus.
- A5. Ib leeg tso ib zaug xwb.
- A6. Ib leeg tsis pub ntaus tshaj ib zaug.
- A7. Ob lub tuj lub ib txhij nres, lub tso yeej.
- A8. Ntaus tsis yeej ib lub hlo li ces yog npeeg phaj no.

B. Phaj 2 (txhuam):

- B1. 15 feet ntawm phaj sem (25 feet ntawm txoj ciam).
- B2. Txhua tus tso, txhua tus ntaus (yog cov ntaus kam los ib lub kav ntau leej kuj tau).
- B3. Ib leeg tso ib zaug xwb.
- B4. Ib leeg tsis pub ntaus tshaj ib zaug.
- B5. Tso lub txhuam, yog tso nyob saum daim ntaub lawm ces ntaus mus li.
- B6. Yog tso tsis nyob saum daim ntaub, muab hlib los tso rau hauv lub voj voog saum daim ntaub mam pub ntaus.
- B7. Ntaus tsis txhuam ib lub hlo li ces yog npeeg phaj no.



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C. Phaj 3 (kas):

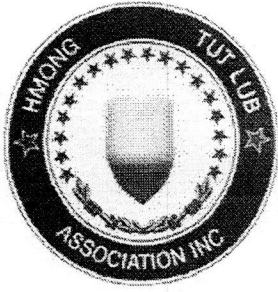
- C1. 7.5 feet ntawm phaj txhuam (32.5 feet ntawm txoj ciam).
- C2. Txhua tus ntaus li yog tias ntaus vau tsis tas.
- C3. Thaum 4 lub tuj lub vau tas lawm, dhau mus rau phaj tom ntej.
- C4. Ntaus lub tuj lub mus khwb nyob hauv lub box **50 x 80**, cov tom qab loos qhov ntawd. Yog cov tuj lub khwb tawm ntawm lub box **50 x 80** lawm ces tau point lawm. Tus ntaus tas tsis tau loos ntxiv lawm.
- C5. Ntaus vau ib lub xwb los suav tau tias yog dhau phaj no.
- C6. Ntaus mus pheb txij 45 degrees rov sauv lawm ces tsis tau point. Yog pheb qis tshaj 45 degrees ces tau point.
- C7. Ntaus tsis vau ib lub hlo li ces yog npeeg phaj no.

D. Phaj 4 (vab):

- D1. 7.5 feet ntawm phaj kas (40 feet ntawm txoj ciam).
- D2. Txhua tus ntaus li yog tias ntaus vau tsis tas.
- D3. Thaum 4 lub tuj lub vau tas lawm, dhau mus rau phaj tom ntej.
- D4. Ntaus lub tuj lub mus khwb nyob hauv lub box **50 feet x 80 feet**, cov tom qab loos qhov ntawd. Yog cov tuj lub khwb tawm ntawm lub box **50 feet x 80 feet** lawm ces tau point lawm. Tus ntaus tas tsis tau loos ntxiv lawm.
- D5. Ntaus vau ib lub xwb los suav tau tias yog dhau phaj no.
- D6. Ntaus mus pheb txij 45 degrees rov sauv lawm ces tsis tau point. Yog pheb qis tshaj 45 degrees ces tau point.
- D7. Ntaus tsis vau ib lub hlo li ces yog npeeg phaj no.

E. Phaj 5 (kuj):

- E1. 7.5 feet ntawm phaj vab (47.5 feet ntawm txoj ciam).
- E2. Txhua tus ntaus li yog tias ntaus vau tsis tas.
- E3. Thaum 4 lub tuj lub vau tas lawm, dhau mus rau phaj tom ntej.
- E4. Ntaus lub tuj lub mus khwb nyob hauv lub box **50 x 80**, cov tom qab loos qhov ntawd. Yog cov tuj lub khwb tawm ntawm lub box **50 x 80** lawm ces tau point lawm. Tus ntaus tas tsis tau loos ntxiv lawm.
- E5. Ntaus vau ib lub xwb los suav tau tias yog dhau phaj no.
- E6. Ntaus mus pheb txij 45 degrees rov sauv lawm ces tsis tau point. Yog pheb qis tshaj 45 degrees ces tau point.
- E7. Ntaus tsis vau ib lub hlo li ces yog npeeg phaj no.



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F. Phaj 6 (xab kub tsab):

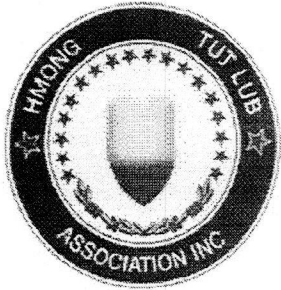
- F1. 7.5 feet ntawm phaj kuj (55 feet ntawm txoj ciam).
- F2. Txhua tus ntaus li yog tias ntaus vau tsis tas.
- F3. Thaum 3 lub tuj lub vau tas lawm, dhau mus rau phaj tom ntej.
- F4. Ntaus lub tuj lub mus khwb nyob hauv lub box **50 x 80**, cov tom qab loos qhov ntawd. Yog cov tuj lub khwb tawm ntawm lub box **50 x 80** lawm ces tau point lawm. Tus ntaus tas tsis tau loos ntxiv lawm.
- F5. Ntaus vau ib lub xwb los suav tau tias yog dhau phaj no.
- F6. Ntaus mus pheb qhov twg lawm los tsuav yog qhov muag tseem pom ces yeej tsis muab yam khoom los sis lub tuj lub ntawd tshem li. Yog pheb txij 45 degree rov saud lawm ces tsis tau point.
- F7. Ntaus tsis vau ib lub hlo li ces yog npeeg phaj no.

G. Phaj 7 (2 lub):

- G1. 7.5 feet ntawm phaj xab kub tsab (62.5 feet ntawm txoj ciam).
- G2. Ntaus lub tuj lub mus khwb nyob hauv lub box **50 x 80**, cov tom qab loos qhov ntawd. Yog cov tuj lub khwb tawm ntawm lub box **50 x 80** lawm ces tau point lawm. Tus ntaus tas tsis tau loos ntxiv lawm.
- G3. Ntaus vau ib lub xwb los suav tau tias yog dhau phaj no.
- G4. Ntaus mus pheb qhov twg lawm los tsuav yog qhov muag tseem pom ces yeej tsis muab yam khoom los sis lub tuj lub ntawd tshem li. Yog pheb txij 45 degree rov saud lawm ces tsis tau point.
- G5. Ntaus tsis vau ib lub hlo li ces yog npeeg phaj no.

H. Phaj 8 (loom):

- H1. 7.5 feet ntawm phaj ob lub (70 feet ntawm txoj ciam).
- H2. Ntaus raug lub tuj lub txav xwb suav tau tias yog tsis vau.
- H3. Ntaus lub tuj lub mus khwb nyob hauv lub box **50 x 80**, cov tom qab loos qhov ntawd. Yog lub tuj lub khwb tawm ntawm lub box **50 x 80** lawm ces tau point lawm. Tus ntaus tas tsis tau loos ntxiv lawm.
- H4. Ntaus tsis vau ib lub hlo li ces yog npeeg phaj no.



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13. KEV SUAV TUJ LUB*:

- | | |
|----------------------|--|
| 1. Phaj sem | 1 + cov ntaus sem yeej (yeej tag nrho tau 5). |
| 2. Phaj txhuam | 2 + cov ntaus raug txhuam (txhuam tag nrho tau 6). |
| 3. Phaj kas | 3 + cov ntaus raug vau (vau tag nrho tau 7). |
| 4. Phaj vab | 4 + cov ntaus raug vau (vau tag nrho tau 8). |
| 5. Phaj kuj | 5 + cov ntaus raug vau (vau tag nrho tau 9). |
| 6. Phaj xab kub tsab | 6 + cov ntaus raug vau (vau tag nrho tau 9). |
| 7. Phaj 2 lub | 7 + 2 lub vau (vau lawm tau 9). |
| 8. Lub loom | 8+1 lub vau (vau tsis khwb tau 9). |

Tsis muaj nqi loom

(Ntaus sem, txhuam, thiab vau tag nrho 8 phaj tau 26 points. Cov tuj lub pub txij phaj sem mus txog rau phaj loom yog 36 points. Perfect scores ntawm 1 lwm yog 62 points, perfect scores ntawm 2 lwm yog 124 points).

14. KEV RHO NPE NTAUS SIB TW

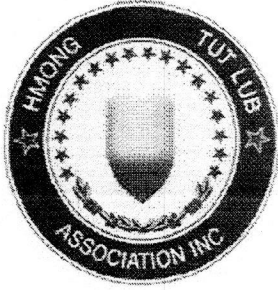
- Rho npe thawj zaug yog los nyob ntawm lub tshav. Rho npe txhua zaus thaum lub tshav ntawd muaj txij li ib pab raug tawm lawm. Rho npe kom txog thaum tshuav 2 pab los ntaus sib tw yuav mus ntaus final lawm xwb.
- Yog xaus los rau tshav khiab (e.g. 3 lub tshav, etc.) ces tseg 6 pab coj los ntaus 2 lub tshav lawm xwb (rho npe 3 pab ntaus ib lub tshav). Thaum ntaus sib ncig txhua ib pab tau ntaus 2 pab tag lawm ces tawm ib lub tshav 1 pab, tseg 1 lub tshav 2 pab mus ntaus semi-final (4 pab). Rho npe 2 pab ntaus ib lub tshav. 2 pab yeej ntawm 2 lub tshav dhau mus ntaus yuav thib 1 thiab thib 2. 2 pab swb ntawm 2 lub tshav dhau mus ntaus yuav thib 3.
- Yog xaus los rau khub (e.g. 2, 4, 6, etc.) ces rho npe ntaus final 4 pab. 2 pab ntaus ib lub tshav. 2 pab yeej ntawm 2 lub tshav dhau mus ntaus yuav thib 1, thib 2. 2 pab swb ntawm 2 lub tshav dhau mus ntaus yuav thib 3.

15. NTAUS LI CAS

- Yog ib lub tshav muaj 4-7 pab, ib pab tsuas raug ntaus 3 pab xwb.
- Yog ib lub tshav muaj 8 pab rov saud, ib pab tsuas raug ntaus 2 pab xwb.
- 4 lub tshav. A, B, C, D. A saib B, B saib C, C saib D, D saib A.
- Cov tsav xwm yuav tsum muab cov ntawv rau npe nov ua kom meej meej ua ntej yuav rho npe seb raug lub tshav twg.

16. NTAUS TAWM LI CAS

- Ntaus raws li cov kab teev tseg nram no:



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Lub tshav muaj	3 pab	4 pab	5 pab	6 pab	7 pab
Rho tawm lwm 1	1	1	2	3	4
Rho tawm lwm 2	1	1	1	1	1
Rho tawm lwm 3	0	1	1	1	1

B. Thaum xaus ces yuav raws li nqe 14 saum no.

17. NPLUA LI CAS

- A. Hloov hlua, hloov pas, hloov tujlub, hloov neeg thiab muab hlua cov rau tus pas thaum sam sim ntaus. **Yam uas tsis raug txoj cai ces muab nws rho tawm (round) ntawv xwb.**
- B. Yog ob pab twg sib ntaus ces yuav raug rho tawm kev sib tw (disqualify)

18. TUA QHOV MUAG

- A. Tua ntawm phaj sem mus
- B. Hloov neeg, hloov tujlub, hloov hlua, thiab hloov pas ua ntej thaum yuav ntaus
- C. Txwv tsis pub sib qiv tujlub, pas, hlua thiab khau xws li yog ob pab sam sim ntaus ntawd

19. TWV LUB NPIB

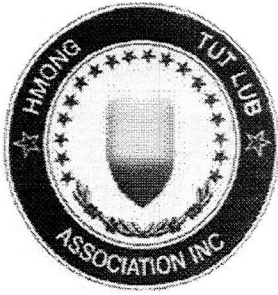
- A. Pab twg twv tau lawm ces pab ntawd ntaus
- B. Tsis pub xaiv

20. COV HLUAS THIAB COV LAUS

- A. Cov hluas 13 xyoo txog under 18 xyoo thiab cov laus tshaj 65 xyoo ntaus dawb.
- B. Lub koos haum Tuj Lub yuav tsum tau saib ID thiab birth certificate ua ntej yuav ntaus.
- C. Cov hluas thiab cov laus los yuav tau register ib yam nkaus tsis pub dhau dateline.
- D. Thaum txog caij ntaus lawm koos haum J4 mam thim nyiaj register rov qab.
- E. Yog pab twg tsis tuaj koos haum J4 tsis thim thiab yuav qhov nyiaj register lawm.
- F. Yog muaj ib tug player lub hnuv yug tsis raws li nqe A saum lam nyiaj/dag nrog ntaus, thaum koos haum paub pab ntawv yuav tsum raug tshem tawm (disqualify)

21. KEV DAWS TEEB MEEM THIAB CEEB TOOM.

- A. Nov yog txoj cai ntaus tuj lub nyob hauv koos haum Hmong Tuj Lub Association Inc. Txhua pab ntaus tuj lub nyob Minnesota yuav tsum yuav raws li tau teev tseg los saum no vim tsis yog ib tus twg lub tswv yim tab sis yog txhua pab txhua pawg uas muaj npe raws li nram qab no tawm tswv yim thiab pom zoo siv. Ua ntej yuav rhuav tau tsab cai no yuav tsum yog muaj kev sab laj dua tshiab.
- B. Yog muaj teeb meem ua tsis raws li txoj cai no, cov ntaus tuj lub yuav tsum mloog li tus saib kab hais. Dhau tus saib kab lawm yog tseem daws tsis tau, mus rau tus saib kev ntaus tuj lub. Dhau tus saib kev ntaus tuj lub lawm yog tseem daws tsis tau, mus rau cov tsav xwv raug xaiv tsa los saib kev ntaus tuj lub nyob hauv Hmong Tuj Lub Association Inc. Committee. Dhau cov tsav xwm



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lawm yog tseem daws tsis tau, mus rau tus saib lub koob tsheej (event) ntawd. Lawv txiav txim li cas ces sawvdaws yuav li ntawd.

- C. Yog pab twg tsis hwm txoj cai lam tau lam thum los yog saib tsis taus, pab ntawv yuav raug rho tawm.