

# **RULES ON KOBUDO COMPETITIONS**

**Moscow**

Rules were acknowledged by Presidium  
“Kobudo Federation, Russia”, Ltd  
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# **RULES**

## **of Kobudo Competition**

### **NUNCHAKU VERSION**

#### **Article I. Playground.**

1. Playground must have plain and flat surface, free of any obstacles.
2. Playground is from 7 X 7 meters square (for youths and girls) up to 10 X 10 meters (for juniors and adults) limited by the line border and measured from its external sight.
3. At 1.5 m. distance from center of playground should be marked two parallel lines, with 1 m. length each, indicating the start position of participants.
4. At 2 m. distance from center of playground should be marked the line with 1,5 m/ length. This line indicates referee position.
5. Secretary and seconds' measurer should be located after the referee's table, which is situated after referee, out of the playground.
6. Inside the playground, at 1 m. distance of its external border, should be marked the line parallel to this border. This line should remind the participants about risks of going out the territory of the playground.
7. Two side referees are on the corners of playground, placing on the diagonal position from left and right side of central referee.

#### **Article II. Dressing form of participants of Nunchaku competition.**

1. Participants of competition and their instructors should be dressed in the form, stipulated in Appendix # 1. General Referee has the right to release from the participation in competition any instructor or participant, infringed this rule.  
It is allowed to use only official improved Nunchaku in the course of competition (Appendix # 1). At the beginning of duel the both referees must look through and check Nunchaku.

#### **Article III. Passport control.**

In case of individual competitions, participants of the competitions must present passport (birth certificate), sportsmen's book to organizers of competitions, while they go through the procedure of height control.

In case of team competitions, instructor and team representative must present passport (birth certificate), sportsmen's book of all team members and reserve participants to the organizers of competitions, while they go through the procedure of height control.

#### **Article IV. Organization of competition.**

1. There are two types of competition:
  - Individual (with height categories)

- Team (with height categories)

2. In team competition each team should include 5 participants of the following height categories:

-1 participant - 1.55 meter.

-1 participant - 1.65 meter.

-1 participant - 1.75 meter.

-1 participant - 1.85 meter.

-1 participant - other than 1.85 meter.

3. All participants are the team members. The team should not have the fixed reserve.

4. At the beginning of every circle the team's leader present to referees the special blank, in which he indicates the participants' surnames and their placing. The placing is allowed to be changed at the beginning of every circle.

5. Team can be disqualified, if one of the participants or instructor changes the order of members' participation in competition without the notification in written form. The use of reserve participant without written notification is considered to be the change in teams' staff.

6. The winner of the competition is the team with greatest amount of victories.

7. If two companies gained the equal amount of victories, the winner is the team, the members of which collected the highest amount of points in all wined and losed duels (yppon and vazaari).

8. If two teams gained the equal amount of victories and points, is carried out the additional duel. The height category in additional duel is determined by lots. It in this case the score is the same, the decision about the team-winner is made in compliance with referees' final decision.

9. The team, incorporating more than a half of allowed participants, can take part in the competition. If in the team is remained less than a half of participants, it can continue to participate in the competition in case when the opposite team has more than a half of participants.

10. Participant cannot be replaced by anyone in the course of individual competition.

11. In case of non-appearance of the participant his opponent is declared to be a winner and he gains 6 points.

12. The participants of individual competitions and teams should take part in the opening ceremony; in opposite case their participation in the competition can be declined.

13. Panel of field judges is accepted the discipline measures in course of disputes with General Referee, if individual participants and teams:

- fail to attend the competitions without good reason or without informing the organizers (managers) of competitions in advance.

- leave the competitions as protest.

14. Each team is permitted to have not more than two reserve participants.

14.1. Reserve participant can participate in competition only for the team in which he (she) declared.

14.2. Reserve participant can participate in competition in height category in accordance with the rules.

15. Participant can take part in individual and in the team competitions at the same time

only within the framework of his (her) height category.

16. Participant and take part in individual and in the team competitions in the higher height category, but not more than one height point:

a) Participant of height category – 1.75 m. can participate in competition with categories – 1.85 m.

b) Participant of height category – 1.75 m. can not participate in competition with categories with height more than 1.85 m.

### **COMMENTS**

*- in free height category the individual and team pairs are forming irrespective from the height of participants, excluding the special limitations imposed by organizers of the competitions (age).*

17. Men and women can take part in individual and team competitions against each other.

### **Article V. Referee team.**

1. Referee team for any competition is consists of one main referee and two sides – referees.

Besides, to improve the course of competition, are attracted the time-keepers, secretaries, informatory.

### **Article VI. Duration of duel.**

1. Normal duration of the duel is two (2) minutes. But it can be increased up to three (3) or five (5) minutes in accordance with curriculum of the competition.

2. If duel in individual competition is finished in a draw, the additional time period is provided. The duration of additional time period is accepted by the Chief Referee in the beginning of competition.

3. If in the course of additional time period the duel is finished in a draw, the referee elects the winner and probably side-referees.

4. Time reckoning begins when the referee gives the command “HAGIME” and interrupted due to the referee command in the following situations:

- in case of injuries of one of participants;
- in case of malfunction of equipment;
- in other unforeseen consequences.

5. Time – keeper gives the sign “Time is out” with the help of gong, buzzer, or the so called “time bag”, colored in red as usual.

### **Article VII. Collection of points.**

1. The result of duel is determined by:

- receiving by one of the participants the six “Yppons”;
- awarding the victory in accordance with referees’ decision;

- disqualification (Hansoku) of one of the participants.
- 2. "Yppon" is received for the successful execution of technique.
- 3. The victory over the opponent, punished by "Hansoku", is estimated by the score 6-0.
- 4. Attack can be aimed at the following zones: from footstep to head, excluding throat, neck and groin.
- 5. Any technique, also with absolutely correct technical execution is not reckoned, if the both participants are off the territory of playground. But, if one of the participants is of the territory of playground and his opponent, staying on the playground, executes effective technique before the referees' command "Yame", the attack is reckoned.
- 6. Effective technique, executing in the moment of final signal, is reckoned. The effective technique, executing after the referees' command "Yame", is not reckoned and also can be punished.

### **Article VIII. Touch.**

Attack is considered to be effective only in case, if the kick hits the mark and is made with additional force (excluding injuries).

### **Article IX. Conditions of points reckoning.**

1. Attempt to collect the points is adopted, if it is preceded by two full interception techniques. Excluding the special limitations imposed by the organizers of the competition (age of participants, their qualification), it is adopted to use two or three full interception techniques.

#### *COMMENTS*

*- Four full interception methods are reckoned, if Nunchaku is moved from one hand to another.*

*There is some exclusion for the following situations:*

*- If one of participants is blocking up the attack of opponent by 100 per cent, it is adopted the direct attack.*

### **Article X. Prohibition and Disarmament.**

1. It is possible to use Nunchaku to block up the attack.
2. If the participants are succeeding to disarm the opponent with the help of Nunchaku, the "Yppon" is reckoned to him. If Nunchaku of both participants is mixed up and they not disarmed each other, the referee should give the command "Yame".
3. If the participant loses control over Nunchaku, and the fall on the floor, referee stops the duel and reckons "Yppon" to opponent.

### **Article XI. Decision making criteria.**

1. In case of absence of "Sanbon" (6 points) and defeat due to "Nansoku" in course of duel, the decision of the duels' end is accepted on the basis of the following matters:



- the availability of “Yppon”;
- the availability of penalty points;
- the quantity of good-executed attacks;
- the manner of behavior, competitive spirit and self-control of participants.

2. In case of draw game is settled the additional period of time for duel. If one of participants in the course of duel receives the only one point, he is declared to be the winner. If in this case the point is equal, the winner is determined by “Hantei”.

## **Article XII. Prohibited actions and techniques.**

1. The following techniques and actions are prohibited:

- Techniques relating to the touch of throat and neck,
- Attacks, comes directly to opponent, who falls down,
- Techniques, where the sportsman keeps the both Nunchaku in one hand,
- Technique named “Tsuky” (dig).

2. Also, the prohibited actions and techniques are:

- Infringement of the rules, as the capture the opponent, throws and pushes.
- Uncorrected behavior, for example, display of dissatisfaction and explanation of comments.
- Situation, where one or the both participants ignore self-security or the security of opponent.
- Capture of the opponents’ Nunchaku by hand.
- Blocking out opponents’ attacks by hand.
- Staying of Nunchaku“ in peace more than 3 seconds without further actions.

3. Worthless behavior of the participant, instructor and official team member leads to the immediate exclusion from the competition.

## **Article XIII. Interception in the course of duel.**

1. In the course of duel the participant ought to demonstrate not less then four various types of intercept techniques.

## **Article XIV. Penalties.**

1. Referee grants penalties in ascending order:

### **“OFFICIAL NOTIFICATION”**

- If referee considered, that the participant is going to apply the prohibited technique, he brings the official notification.
- In case the first appearance of the participant on the playground.

### **“CHUI”**

“Chui” – 0,5 penalty point in favor of the opponent.

The following techniques and actions are subjected to penalties as “Chui”:

- The appearance of the participant on the playground for the second time;

- The defense from opponents' attack by hand, forearm, shank.
- The attempt to collect the points without the preliminary execution of the 4 full interception techniques;

### **“KEIKOKU”**

“Keikoku” – are the 1 penalty points in favor of the opponent.

The following techniques and actions are subjected to penalties as:

- The appearance of the participant on the playground for the third time;
- Repeated defense by hand, forearm, and shank;
- Repeatable exceeding 3 second time period;
- Going away (running away), which prevents (tightens) the duel;
- Behavior of the instructor, which prevents the execution of the duel (competition);
- Action or actions of the participant, which threaten the normal duration of the duel;

### **“HANSOKU”**

“Hansoku” - disqualification.

The participant, in principle, can be punished by “Hansoku” for the following techniques and actions:

- The appearance of the participant on the playground for the fourth time;
- The actions of the participant cause damage the honesty and prestige of Kobudo;
- Participant does not follow the referees' command;
- The participant is so excited, that he threatens the normal duration of duel;
- Actions of the participant are considered to be ill-intentioned, deliberately infringed the rules by using the unacceptable techniques;
- The Participant can not explain the martial spirit while attacking and defending;
- The participant does not have the indicated equipment or reserve equipment on hand at his disposal.

### **Article XV. Beginning, interruption and ending of competition.**

1. Central and side referees take their own positions, the participants greet each other, Nunchaku are in the open position in front of the breast, “Yukon” is on the right hand, “Sakon” is on the left hand. After this the referee declares the beginning of the duel by “HAGIME” command.
2. Referee stops the duel by command “YAME!”, when the action done is reckoned. Referee orders the participants to return to start positions.
3. Referee returns to the start position, where he indicates his opinions by explaining yppon or vazaari in dependence with kind of attack. Then referee reviews the duel, exclaiming “HAGIME”.
4. If in the course of duel the participant collects “Sambon” (6 points), referee stops the duel by “YAME!” command and orders the participant to return to the start position and the so does he. Then referee declares the winner by raising the arm from the winners’

side. At this moment the duel is over.

5. If the duel time is over and score remains equal, the referee declares “YAME!” and returns to his position along with the participants. The referee declares the final time period for duel by “ANTE CEN CEBY HAGIME!” (in case of individual duels).

6. If in the course of additional time period the score remains equal, central referee and side referees, after the debates come to final conclusion.

7. Referee commands ‘YAME!’, when interrupting the duel or “HAGIME”, when continuing on the following situations:

- If one or two participants go out the territory of playground;
- When referee suggests to the participants to put this cloths into order of replace Nunchaku.
- When referee finds, that the participant is going to infringe the Rules;
- When referee finds, that the participant has infringed the Rules;
- When referee considers, that one or the both participants are not able to continue the duel due to injuries, indisposition or for the other reason;
- If Nunchaku of both participants become tangled.

#### **Article XVI. Injuries and accidents.**

1. On the competition must present the qualified doctor or the ambulance, which must execute the first medical help to victims. Only qualified doctor has the right to help the victims.

2. If the participant receive one ore more injuries not for the opponents’ fault, he is dismissed from the competition.

3. If the both participants receive injuries simultaneously and failed to continue the duel, the victory is awarded to the participant collected the higher amount of points and without any notifications. In case of no preferences, the duel is finished in draw.

4. The participant, who received the injury and is found unable to continue the duel in accordance with the doctors’ decision, cannot participate in next competitions. In case of protest from the side of injured participant, he will be disqualified.

5. As to the injured participant, to whom the victory was awarded after the disqualification of the opponent for injuries made, is not allowed to continue the participation in competition without doctors’ permission. If he receives the injury once more, the victory can be awarded to him through the disqualification of opponent in the second duel, but he dismissed from the participation in further competitions.

6. In any case when the participant receives the injury, referee must stop the duel and call for the doctor.

7. If the participant becomes unconscious, falls on the flow and cannot stand up during 10 seconds, he is automatically dismissed from the competition.

#### **Article XVII. Protests and incidents.**

1. Nobody has the right to face to referee or side referees with protest personally.

2. If it appears, that behavior and (or) decision of referee come in contradiction with the rules, apply the protest can:

- Instructor or other official representative on behalf of the team.
  - Person, officially named as representative of the participants, on behalf of the individual participants.
3. Protest should be made in written form after the duel for which the protest is made.
  4. Protest should be granted to the referee committee member. In adequate time period, the referee committee must look through the circumstances the disputed decision.
  5. Weighting all available facts, commission should make the report and has the right to take all important measures if necessary.

## COMMENTS

*- In protest one must indicate names of participants of the duel, of referee team, worked on this time period and all details of accident lead to the protest. As to the official protest, i.e. the protest subject to consideration, will not be accepted the common complaints for referee committee in whole. Expenses, which are important for the approval the justice of protest, are beared by petitioner.*

*- In case of administrative infringements in course of the competition, the instructor should contact directly to the senior on the playground. The last brings this information to Referee.*

*- If Referee Committee accepts the protest, the relevant measures should be taken. It is important to take measures to prevent the repeat of these infringements in the future. The sum, presented by the petitioner in competition fund is returned.*

*- The protest is examined by Referee Committee, and all reports of witness must be taken into account to support the protest. To settle the justice of the protest, the Committee looks through the official videos.*

*- If the Referee Committee found the protest injustice, it will be declined, and sum, presented by the petitioner, is confiscated in favor of the organization, conducting the competitions.*

## **Article XVIII. Rules and obligations of referee committee, referees and field judges.**

### **Referee Committee**

The Referee Committee has the following rights and obligations:

1. To provide the correct preparation for every competition in cooperation with the Organization Committee, including the organization of playfield, support and placing of important equipment and munitions, organization of duels and control of competitions' conduction, acceptance of security measures, etc.
2. To settle and place the seniors on the playfield on their proper positions, take all important measures to meet all requirements under the reports of the seniors of the playfields.
3. To control and coordinate the total work plan of referee teams.
4. To appoint the deputy of official authorities, if it is required.
5. To consider and make decisions in case of official protests.
6. To make the final decision on moot points of participants' actions aroused in the course of duel, if they are not stipulated in these Rules.

## **Referee**

1. Referee has the right to conduct the duel (including the declaration of beginning, interruption and ending of duel), as well as:

- To award “Yppon” or “Vazaary”;
- To present all important clarifications to Main Referee, Referee Committee on putting down of this or that mark;
- To punish or make some notifications (at the beginning and after finishing of duel);
- To clarify the meaning of side referees (by signal flags);
- To settle the additional time period;
- To check the cloths, equipment and munitions of participants before the beginning of the duel.

2. Rights of Referee are not limited by the playfield, but they stretch on the territories, bordering to playfield.

3. Only Referee gives the commands and makes announcements.

4. Upon the Referees’ signal, main Referee must take into account their meaning; Referee can stop the duel, as he is agreed with explained meaning.

The participants can communicate only in case, if referee asks them about something. Referee, side referees have not any right to communicate with spectators, participants and teams’ representatives.

## **Side referees**

1. To assist the Referee by the signals with the help of flags;

2. Side referees are placed in the opposite corners of the site from the left and right side of referee.

3. Referees must watch on the actions of the participants carefully and give the sign in the following situations:

- a) If they find that the participant must receive “Vazaary”.
- b) If, under their opinion, the participant has done or is going to execute the prohibited action and technique.
- c) If the notice the injury or indisposition of participant.
- d) If one or both participants went off the territory of playground.

4. Side referees must:

- To calculate the quantity of interceptions;
- To watch on variety of participants’ technique;
- To express own opinion in case of decision “Hantei”.

5. Side referees have not any right to interrupt duel, but they have the right to stress their own opinion by gestures, if it is possible.

## **COMMENTS**

- Referee can give clarifications on any decision after the competitions only to the senior of the playfield or Referee Committee. Referee does not give a report to anybody.

- Qualified Referee will not interrupt the duration of the dual without importance. He must avoid of unimportant interruptions such as “YAME!”

*TORIMASEN!”*

*- Referee shouldn't stop the duel in accordance with the sign of Field Judges, if he considered their signs as incorrect one. In this case, Referee has to make the decision in the course of duel. But, before inclining the Field Judges meaning, Referee must take into account, if the technique has been received the better vision from their position (Field Judges).*

*- If the duel has also been stopped, but the meanings of Field Judges and Referee are not the same, the decision is making by voting.*

*- Field Judges can evaluate only what they have surely seen. If they are not sure, that kick reached the aim, they must make the sign “Menai”.*

*- Referees and Field Judges must be absolutely independent and indifferent.*

*- To keep themselves in adequate and correct manner;*

*- The decision of Field Judges may have the great influence on the final of duel.*

*Therefore, it is important to Field Judges to evaluate the actions quickly and truly.*

*- Members of Field Judges can not be the participants, instructors or teams' representatives.*

#### **Article XIX. Unforeseen situations.**

1. In case, when above mentioned rules are not regulate the situation or there are some doubts, the decision is making by the Referee Committee with the Main (General) Referee of the competition.

# **RULES**

## **of Nippon Kempo Competition**

### **KUMITE VERSION**

#### **Article I. Playground.**

1. Playground must have plain and flat surface, free of any obstacles.
2. Playground is from 6 X 6 meters square (for youths and girls) up to 8 X 8 meters (for juniors and adults) limited by the line border and measured from its external sight.
3. At 1.5 m. distance from center of playground should be marked two parallel lines, with 1 m. length each, indicating the start position of participants.
4. At 2 m. distance from center of playground should be marked the line with 1.5 m/length. This line indicates referee position.
5. Secretary and seconds' measurer should be located after the referee's table, which is situated after referee, out of the playground.
6. Inside the playground, at 1 m. distance of its external border, should be marked the line parallel to this border. This line should remind the participants about risks of going out the territory of the playground.
7. Two side referees are on the corners of playground, placing on the diagonal position from left and right side of central referee.

#### **Article II. Dressing form of participants of competition.**

1. Participants of competition and their instructors should be dressed in the form of stipulated mode (Appendix # 1). General Referee has the right to release from the participation in competition any instructor or participant, infringed this rule.
2. It is allowed to use only official improved protective equipment in the course of competition (Appendix # 1).

#### **Article III. Passport Control.**

1. In case of individual competitions, participants of the competitions must present passport (birth certificate), sportsmen's book to organizers of competitions, while they go through the procedure of weight control.

#### *COMMENTS*

*- Participants go through the weight control in stipulate time period before the beginning of the competition. Sanctions to the participants, who have not going through the weight control, are stipulated by the organizers of the competition.*

2. In case of team competitions, instructor and team representative must present passport (birth certificate), sportsmen's book of all team members and reserve participants to the organizers of competitions, while they go through the procedure of

weight control.

#### **Article IV. Organization of competition.**

1. There are two types of competition:

- Individual;
- Team.

2. The following weight categories are accepted:

**Boys, age 10-11:** up to 33 kg, before 36 kg, up to 40 kg, over 40 kg.

**Boys, age 12-13:** before 36 kg, up to 40 kg, up to 45 kg over 45 kg.

**Boys(young men), age 14-15:**, before 50 kg, before 55 kg, before 60 kg, before 65 kg over 65 kg.

**Young men, age 16-17:** before 60 kg, before 65 kg, before 70 kg, over 70 kg.

**Men, age 18-20:** before 60 kg, before 65 kg, before 70 kg, before 75 kg, before 80 kg, before 85 kg, over 85 kg.

**Men, age 21 and over:** before 65 kg, before 70 kg, before 75 kg, before 80 kg, before 85 kg, over 85 kg.

**Girls 10-11 years,** before 30 kg, before 33 kg, before 36 kg, before 40 kg, over 40 kg.

**Girls 12-13 years,** before 36 kg, before 40 kg, before 45 kg, before 50 kg, over 50 kg.

**Girls 14-15 years,** before 40 kg, before 45 kg, before 50 kg, before 55 kg, over 55 kg.

**Girls 16-17 years,** before 50 kg, before 55 kg, , over 55 kg.

**Women 18-20 years,** before 50 kg, before 55 kg, , before 60 kg, over 60 kg.

**Women age 21 and over :** before 50 kg, over 55 kg, over 60 kg, over 65 kg, over 65 kg.

3. All participants are the team members. The team should not have the fixed reserve.

4. At the beginning of every circle the team's leader present to referees the special blank, in which he indicates the participants' surnames and their placing. The placing is allowed to be changed at the beginning of every circle.

5. Team can be disqualified, if one of the participants or instructor changes the order of members' participation in competition without the notification in written form. The use of reserve participant without written notification is considered to be the change in teams' staff.

6. The winner of the competition is the team with greatest amount of victories.

7. If two companies gained the equal amount of victories, the winner is the team, the members of which collected the highest amount of points in all wined and losed duels

8. If two teams gained the equal amount of victories and points, is carried out the additional duel. The weight category in additional duel is determined by lots. It in this case the score is the same, the decision about the team-winner is made in compliance with referees' final decision.

9. The team, incorporating more than a half of allowed participants, can take part in the competition. If in the team is remained less than a half of participants, it can continue to



participate in the competition in case when the opposite team has more than a half of participants.

10. Participant cannot be replaced by anyone in the course of individual competition.

11. In case of non-appearance of the participant his opponent is declared to be a winner.

12. The participants of individual competitions and teams should take part in the opening ceremony; in opposite case their participation in the competition can be declined.

13. Panel of field judges is accepted the discipline measures in course of disputes with General Referee, if individual participants and teams:

- fail to attend the competitions without good reason or without informing the organizers (managers) of competitions in advance.

- leave the competitions as protest.

13.1. Each company is permitted to have not more than two reserve participants.

13.2. Reserve participant can participate in competition only for the team in which he (she) declared.

13.3. Reserve participant can participate in competition in weight category in accordance with the rules.

14. Participant can take part in individual and in the team competitions at the same time only within the framework of his (her) height category.

#### **Article V. Referee team.**

1. Referee team for any competition is consists of one main referee and two side – referees.

2. Besides, to improve the course of competition, are attracted the time-keepers, secretaries, informatory.

#### **Article VI. Duration of duel.**

1. Normal duration of the duel is two (2) minutes. But it can be increased up to three (3) minutes in accordance with curriculum of the competition.

2. If duel in individual competition is finished in a draw, the additional time period is provided. The duration of additional time period is accepted by the Chief Referee in the beginning of competition.

3. Time reckoning begins when the referee gives the command “HAGIME” and interrupted due to the referee command in the following situations:

- in case of injuries of one of participants;

- in case of malfunction of equipment;

- in other unforeseen consequences.

4. Time – keeper gives the sign “Time is out” with the help of gong, buzzer, or the so called “time bag”, colored in red as usual.

5. In case of temporary interruption of game the time reckoning is not stopped.

#### **Article VII. Beginning, interruption and ending of competition.**

1. Under the leadership of Referee, the participants line up the corners of the playground, make bow and move inside the playground. Staying face - to - face in half step from start position, participants make bow. Then after the referees' command "SANKYO" make half step and squal down. After the referees' command "HAGIME!" begins the duel.

#### COMMENTS

*- in case when the bow SYOMENU is executed by the all participants at the same time, individual bows are not executed.*

When referee declares "YPPON" or "NOKACHY", the duel is interrupted, participants return to the line.

#### COMMENTS

*- When in the course of duel referee gives command "YAME!" the participants return to the starting position and wait the referees' indications.*

*- To resume the duel referee gives command "HAGIME!" In case of any necessity to stop the duel under some circumstances (injury, etc.), sportsmen shows his raised hand to referee and duel is stopped. The participant with referees' permission executes the important actions. In this case sportsmen make the mutual bow.*

*- The duel resumes when the sportsmen returned to the starting position and combat staying.*

3. When the duel is ended, the participants squal down and wait for the declaration of results. Then both sportsmen stand up simultaneously, make half step back, make a bow and move towards the corner of the playground, where make the bow.

#### COMMENTS

*- if in case of command competition the sportsmen make bow to the audience all together, individual bows shouldn't be executed.*

### **Article VIII. Collection of points.**

1. For effective kick is awarded, in principle, 1 point, "YPPON".

- when attack by leg or hand is executed in correct manner, with enough force;
- when the opponent is suppressed by series of kicks;
- when the is revealed the kick in head or back of head prostrate opponent;
- in case of cutting – down following by complete beat;
- in case of throw following by complete beat;
- in case of high amplitude throw.

#### COMMENTS

*- kick in the head is reckoned only in case, then it has been executed in response to attacking action of the opponent. The kicks should be strong and directly. It is possible to make sound "KIAI". If the opponent lost control, threw down his hands (turned back), in this case the set of kicks is considered to be effective.*

2. For effective throw is awarded 1 point (YPPON):
  - if opponent has been thrown down on tatami, and throw technique is under control;
  - in case when the participant turns the opponent off the ground and is going to throw him;
3. For effective technique of joint – keeping is given 1 point (YPPON) in case when opponent refuses to continue the duel.

### **Article IX. Decision making criteria.**

1. The attack is considered to be invalid, if it is off the territory of playground.
2. If on case of foot kick, one foot of sportsman is situated over the territory of playground and the skid foot – on the territory of the playground, the attack is acceptable. But if the skid foot is off the territory of playground, the attack is unacceptable.
3. If sportsman, who executed the throw, is situated within the territory of playground at this moment and abandoned sportsman failed down over the limit line of playground, the technique is considered to be acceptable.
4. The capture of joints and attacks are considered to be acceptable, if they are fulfilled within the external border of playground.
5. In case, when both sportsmen make counter kicks, they don't receive any points.

### **COMMEMTS**

*- Counter (or mutual) kick is the kick when the attack of both sportsmen is effective.*

### **Article X. Prohibited actions and techniques.**

1. In case of attacks, throws and keeping the following actions and techniques are prohibited:
  - attack on the parts of body, are not protected by BOGU;
  - making the strong kick in the face of failed opponent;
  - step on the face;
  - throw the opponent on tatami with head down;
  - attack and back capture of the joints;
  - back capture of joints and clasping of elbows or back side of opponents' hands to own side;
  - capture of feet's and legs' joints;
  - capture for the protective equipment;
  - the lost of the martial spirit or declination from the duel;
  - making the kicks after the finishing of duel;
  - admission during the duel speech and crying besides KIAI, admission of words and actions, abusive the opponent;

- take off and take on the protective equipment without permission of referee;
  - execution of other dangerous and harmful actions of the partner.
2. While staying on the playground is prohibited the following:
- the exit of both feet off the playgrounds' territory.

#### *COMMENTS*

*- if one of the foot goes over the external border of playground, this is not considered as exit off playground territory;*

- extrusion of the opponent over the playgrounds' territory;

If falling the sportsman is appeared to be over the territory of playground and knee of one of participants is on tatami, the duel is continuing.

3. If duel is executed in external border of the playground and winning sportsman executes the attack, his opponent cannot moves over the external border. Sportsman, going over the playground, receives remark.

#### **Article XI. Penalties.**

1. In case of execution of actions prohibited above:

##### **“CHUI-ITY” (remark)**

Two remarks become notification (warning)

##### **“CHUI-NI” (notification)**

Notification decreases the number of points on point.

##### **“HANSOKU” (disqualification)**

The malicious infringement of any of prohibited actions can be followed by disqualification.

#### *COMMENTS*

- if one of protective equipment parts is undone in the course of duel, he is punished by “CHUI-ITY”. The lost of equipment is followed by “CHUI-NI”*
- referee has the right to make punishment as “CHUI-NI” for the infringement.*

#### **Article XII. Determination of the winner.**

1. Victory and defeat are determined by the quantity of points, collected during the duel, during 2 (two) minutes (or 3 (three) minutes). In case of equal number of points is executed the additional duel (2 or 1 minutes). If in this case the quantity of actions are appeared to be equal, the decision about the victory, defeat and draw game is made by referees.

2. Making the decision, referee and side referees (with the help of flags) show, who wins the duel. In case of draw score, the flags are crossed over the referees' heads.

## COMMENTS

*- if one of participants received "YPPON", and his opponent – 0, the score is 1-0, the participant, who received "YPPON" is declared to be the winner. From the other side, when the score is 1-1, 0-0, and usually in this case the duel is ended in draw, the winner can be elected relating to the quality marks of the duel.*

3. In case, when one of participants of duel demonstrates the absolute superiority, referee can declare him as a winner without waiting the end of the duel.

4. If one of the participants refuses from the participation in duel, the other is awarded the "victory without battle".

5. In case of the injuries the decision of ending and continuing of the duel is made in the course of referees' meeting and his assistants. If injury is insignificant, the duel can be continued after the reasonable brake (3-5 minutes). If after the referees' making decision to resume the duel, the sportsman refuses to continue the duel, he is considered to be the loser.

6. If due to the injury the sportsman cannot continue the duel, the decision about the victory is made in view of the following conditions:

a) If the sportsman received the injury in view of his inattention, he becomes the loser.

b) In the injury is the result of prohibited actions of the opponent, the participant admitted such actions becomes loser.

## **Article XIII. Rules and obligations of referee committee, referees and field judges.**

### **Referee Committee**

The Referee Committee has the following rights and obligations:

1. To provide the correct preparation for every competition in cooperation with the Organization Committee, including the organization of playfield, support and placing of important equipment and munitions, organization of duels and control of competitions' conduction, acceptance of security measures, etc.

2. To settle and place the seniors on the playfield on their proper positions, take all important measures to meet all requirements under the reports of the seniors of the playfields.

3. To control and coordinate the total work plan of referee teams.

4. To appoint the deputy of official authorities, if it is required.

5. To consider and make decisions in case of official protests.

6. To make the final decision on moot points of participants' actions aroused in the course of duel, if they are not stipulated in these Rules.

7. In case of situation, when the conduction of duel is impossible or in case, when Referee cannot fulfill his main obligations, Main Referee makes the decision to stop the duel.

### **Referee**

1. Referee has the right to conduct the duel (including the declaration of beginning, interruption and ending of duel), as well as:

- To award “Yppon”;
  - To present all important clarifications to Main Referee, Referee Committee on putting down of this or that mark;
  - To punish or make some notifications (at the beginning and after finishing of duel);
  - To clarify the meaning of side referees;
  - To settle the additional time period;
  - To check the cloths, equipment and munitions of participants before the beginning of the duel.
2. Rights of Referee are not limited by the playfield, but they stretch on the territories, bordering to playfield.
3. Only Referee gives the commands and makes announcements.

### COMMENTS

- *the participants can speak with each other only if referee asks them about something.*
- *referees and side referees have not any right to communicate with audience, participants and teams' representatives.*

4. In case when the side referees attracts attention of referee, he can interrupt the duel for discussion and making decision.
5. Referee strictly supervises for the degree and strength of the kicks, by which are effected the participants, for the condition of cloths, protective equipment (BOGU), safety execution of the duel.
6. When one of the participants of duel gains one point, referee raises one hand for the height of the shoulder and says “YPPON!”, then the competition is interrupted, and both sportsmen return to the starting position immediately, and, raising his hand, referee declares “YPPON!”.
7. When the participant of duel has received the injury and other unforeseen circumstances have happened, the duel can be interrupted and the winner is declared.
8. When determinating the participant, referee raises one hand, exclaims the command “HANTEY!” (decision), the side referees, calculating the points, form the results on the basis of registration blank, raising the flag.
9. In case, when referee settles the additional time of duel, he, at first, gives the command “ANTYO-SEN!” (prolongation) and then “HAGIME!”

### Side referees

1. Side referees are situated off the territory of playground, placing diagonally from the left and the right side of referee.
2. Side referee makes the decision to award the points, indicates them by himself, writing down the addition and subtraction of points, remarks and notifications. Under the command “HANTEY!” (decision) the side referee makes the decision on the victory, defeat and draw game.
3. Side referee has the equal right with referee with respect to declaration of additional and subtractational points, helps referee.

4. To prevent the hazardous situations, the side referee has the right to attract attention of referee by gesture in case when:
- a) It is important to admit the infringement of rules;
  - b) Sportsman made the signal “Surrender” in case of pain affection on the joint, which referee has not taken into account.
  - c) Referee considers, that hazardous situation is arisen.
  - d) It is important to stress, that the sportsman is appeared off the territory of the playground.

#### **Article XIV. Protests and other incidents.**

1. Nobody has the right to face to referee or side referees with protest personally.
2. If it appears, that behavior and (or) decision of referee come in contradiction with the rules, apply the protest can:
  - Instructor or other official representative on behalf of the team.
  - Person, officially named as representative of the participants, on behalf of the individual participants.
3. Protest should be made in written form after the duel for which the protest is made.
4. Protest should be granted to the referee committee member. In adequate time period, the referee committee must look through the circumstances the disputed decision.
5. If necessary commission must take all important measures.

#### **Article XV. Unforeseen situations**

1. In case of situations, not indicated in these rules, or there are some doubts, the decision is making by the Referee Committee with the Main (General) Referee of the competition in head.

# **RULES of Kobudo Competition KATA VERSION**

## **Article I. Playground**

1. Playground must have plain surface and be safety.
2. Playground must have additional dimensions, which are not preventing the free execution of KATA.

## **Article II. Official dressing form**

1. Participants, Referee and filed judges must be in official dressing form, indicating in Appendix # 1.
2. Participants, dressing without strict accordance of the rules, should not be admitted to the competition.
3. For participants, dressing without strict accordance of the rules, is given one minute to put themselves in correct form.

## **Article III. Organization of the competition**

1. The following age categories are acceptable: 10-11 years, 12-13 years, 14-15 years, 16 years and over.
2. KATA competition can be executed in the form of command or individual matches. In command match, the competitions are executed between the commands, consisting of 3 participants. Commands may be male or female only. Individual competitions consist of individual participants; competitions are executed separately between men and separately between women.
3. The participants represent the Okinawa or Japan KATA with agricultural instruments of labour.

## **Article IV. Referee team.**



1. Referee Committee determines at the beginning each match the referee team, consisting of 7 or 5 referees.
2. Besides, to make the execution of KATA competition more simple, are selected the secretaries and informatory.

#### **COMMENTS**

*- KATA referees sit down in the corners and two sides of playground, as this manner helps to watch the competitions in proper way. As far as possible, the referee team must consist of the representatives of different states and styles.*

#### **Article V. Conduction of score.**

1. KATA Competitions consists of 3 circles. In first circle are selected the 16 participants, in the second – 8 participants and in the third circle is determined the winner and places taking up in final competition.
2. Each participant indicates the mark in accordance with point system. Cards with indicated points are held in right hand.
3. When the secretary summarizes the points, received by each participant in course of the circle, minimum and maximum points are not taken into account. If in any circle are fixed the equal number of points, collected by two and more participants, to the total amount is added the minimum point, which is not taken into account previously. If the is equal after this manipulations, to the total sum is added the maximum point.

#### **COMMENTS**

*- sum of the points is not accumulated from circle to circle. Every circle is considered separately, as in the individual duel on KUMITE.*

*- to make the draw duels not be appeared very often, it is recommended to vary points widely, for example, in the first circle they should be varied from 5 to 7, in the second circle – from 6 to 8, and in the third – from 7 to 9.*

*- if for the participation in the 1 circle applied less then 16 applications, this circle can be missed, and competition can consist of two circles.*

*- Referee Committee determines the exact system of execution of each competition after the consultation with Organization Committee.*

*- in case of draw score the winner is determined in course of the additional KATA. If after the additional KATA the score remains draw, the winner is determined by the Referee Committee by the majority of voices.*

#### **Article VI. Mark's criteria.**

1. To determine the marks of individual participant or team the following criteria should be taken into account:
  - a) KATA should be executed skillfully and the participant should demonstrate the understanding of its principles.

b) Execution of KATA should demonstrate the correct way of attention concentration, force, good balance and correct breath.

c) Competition also should be valued by the other parameters:

2. Participant is disqualified in case, if he interrupted or alter KATA or he executes KATA, which is altered from the declared.

3. In team competition the all 3 participants execute KATA, facing to the Main Referee on the playground.

## COMMENTS

1. *When determine, for how many points should be reduces the mark due to mistake, it is recommended to do the following:*

a) *For accidental confusion, interrupting the fluent execution of KATA, which is quickly overcome, from the final mark is deducted the 0.1 point. For the short, but evident pause the mark is reduced on 0.2 point. The result of evident stop is disqualification.*

b) *Lost of balance for one second, when the participant is makes the light sway but quickly takes the right position is lead to the reduction on 0.1-0.3 points. If lost of balance was more evident, but have been already overcome, the mark reduces on 0.2-0.4 points. If the participant absolutely lost the balance and/or failed down, he is disqualified.*

2. *Besides the other criteria is the following:*

- *the correct breath;*
- *the good demonstration of force, speed;*
- *calculation of time;*
- *balance and tension;*

3. *Sequence and correctness of positions:*

- a) *the correct correlation of weight, in accordance with the executed technique;*
- b) *the adequate tension in positions;*
- c) *feet, firmly staying on the floor.*

4. *Technique should demonstrate:*

- a) *accuracy;*
- b) *correct and sequential execution of technique;*
- c) *correct tension, concentration;*
- d) *adequate understanding of martial use of KATA elements;*

5. *KATA should demonstrate in whole:*

- a) *steady concentration of attention;*
- b) *contrast tension, breath and movement;*
- c) *understanding of demonstrating techniques;*
- d) *real, but not theatrical show of KATA.*

*In command competition act all above mentioned criteria for individual KATA. Rhythm and speed of KATA should not be altered in view of synchronization comfortability. Command must demonstrate all KATA as well as in case of individual execution.*

*- in case of KATA execution the participants should not give any signs (for example the hearing breath) for synchronization.*

*- the mistake in synchronization of team KATA is subject to the same reduction of mark, as the technical mistake in individual KATA. That means that movements must be started and finished simultaneously by all participants.*

*6. In every circle the participant must fulfill KATA with various types of agricultural instruments of labour (appendix # 3). The KATA he uses and executes is declared previously for putting into the list of casting of lots of this circle.*

#### **COMMENTS**

- the starting position for KATA is situated within the perimeter of playground.*
- before giving the command of putting the marks, Referee must know if all Referees are ready. The Referee should make sure, that the mark is visible to secretary.*
- glares on the lists can make difficulties in reading the marks. Referee must be sure, that secretary wrote down all marks before they are pulled down.*
- the participant must in each circle execute different KATA.*
- the additional KATA must not repeat the KATA done in the same and in previous circle. Besides, it must be done in the next circles, but not as additional.*

**RULES**  
**of Kobudo Competition**  
**BUNKAI KATA VERSION**

**I. PLAYGROUND**

1. Playground must have plain surface and be safety.
2. Playground must have additional dimensions, which are not preventing the free execution of techniques.

**II. OFFICIAL DRESSING FORM**

1. Participants, Referee and filed judges must be in official dressing form, indicating in rules for KUMITE.
2. Participants, dressing without strict accordance of the rules, should not be admitted to the competition.
3. For participants, dressing without strict accordance of the rules, is given one minute to put themselves in correct form.

**III. ORGANIZATION OF THE COMPETITION**

1. Competitions on BUNKAI KATA” are executed in the form of team matches. Competitions are executed between teams, consisting of 2-5 participants. Commands may be male, female and or combined type.
2. Participants demonstrate techniques with weapons and self-defense technique.

**IV. REFEREE TEAM**

1. Referee Committee determines at the beginning each match the referee team, consisting of 5 or 7 referees.
2. Besides, to make the execution of competition more simple, are selected the secretaries and informatory.

***COMMENTS***

*Referees sit down in the corners and two sides of playground, as this manner helps to watch the competitions in proper way. As far as possible, the referee team must consist of the representatives of different states and styles.*

## **V. CONDUCTION OF POINT**

1. BUNKAI KATA Competitions consists of 3 circles. In first circle are selected the 16 participants, in the second – 8 participants and in the third circle is determined the winner and places taking up in final competition.
2. Each participant indicates the mark in accordance with point system. Cards with indicated points are held in right hand.
3. When the secretary summarizes the points, received by each participant in course of the circle, minimum and maximum points are not taken into account. If in any circle are fixed the equal number of points, collected by two and more participants, to the total amount is added the minimum point, which is not taken into account previously. If the is equal after this manipulations, to the total sum is added the maximum point, not taken into account previously. If after these manipulations the score will be draw, the winner will be determined by the total decision of referee.

## **COMMENTS**

*The sum of points is not accumulated from circle to circle. Each circle is considered separately as in individual duels on KUMITE.*

*In the first circle the participants have to demonstrate the compulsory Programme, including:*

1. Hands' kick technique;
2. Feet's kick technique;
3. Throw technique;
4. Arm's twisting and keeping technique.

*In the second circle the participants have to demonstrate the compulsory Programme, including along with compulsory Programme the traditional weapons' possession technique (tonfa-jitsu, hunchaku-jitsu, sai-jitsu, kama-jitsu, etc.).*

*In the third circle the participants have to demonstrate the optional Programme, including the traditional weapons' possession technique, or techniques without weapons.*

To make the draw duels not be appeared very often, it is recommended to vary points widely, for example, in the first circle they should be varied from 5 to 7, in the second circle – from 6 to 8, and in the third – from 7 to 9.

Referee Committee determines the exact system of execution of each competition after the consultation with Organization Committee.

## **VI. MARKS CRITERIA**

1. To determine the marks of individual participant or team the following criteria should be taken into account:

- a) Techniques should be executed skillfully and the participant should demonstrate the understanding of its principles.

b) Execution of techniques should demonstrate the correct way of attention concentration, force, good balance and correct breath.

c) Competition also should be valued by the other parameters.

### COMMENTS

*When determine, for how many points should be reduces the mark due to mistake, it is recommended to do the following:*

*- For accidental confusion, interrupting the fluent execution of technique, which is quickly overcome, from the final mark is deducted the 0.1 point. For the short, but evident pause the mark is reduced on 0.2 point. The result of evident stop is disqualification.*

*- Lost of balance for one second, when the participant, executing the technique, is makes the light sway but quickly takes the right position is lead to the reduction on 0.1-0.3 points. If lost of balance was more evident, but have been already overcome, the mark reduces on 0.2-0.4 points.*

*Besides the other criteria is the following:*

*- the correct breath, the good demonstration of force, speed, calculation of time, balance and tension;*

*- sequence and correctness of positions:*

*a) the correct correlation of weight, in accordance with the executed technique;*

*b) the adequate tension in positions;*

*c) feet, firmly staying on the floor.*

*Technique should demonstrate:*

*a) accuracy;*

*b) correct and sequential execution of technique;*

*c) correct tension, concentration;*

*d) adequate understanding of martial use of technique;*

*Execution of techniques should demonstrate in whole:*

*a) steady concentration of attention;*

*b) contrast tension, breath and movement;*

*c) understanding of demonstrating techniques;*

*d) real, but not theatrical show of techniques.*

## **APPENDIX 1**

### **Article 1. OFFICIAL DRESSING FORM**

1. Referee and field judges have to be dressed in official dressing form, stipulating by the Referee Committee.
2. Official dressing form is as follows:
  - black trousers;
  - one colored black socks;
  - white shirt with long sleeves;
  - black bow-tie;
  - black shoes without laces to work on the playground.

### **Article 2. NUNCHAKU**

1. On the competition is allowed to use only officially acknowledged Nunchaku.
2. In height category up to 1.55 m are used so-called “junior” Nunchaku with 25 sm. length.
3. In height category over 1.55 m are used “adult” Nunchaku with 36 sm. length.  
To avoid any injuries and accidents, the equipment should be in good, correct conditions and function properly.
4. Reserve equipment:  
All participants must have the reserve equipment (Nunchaku, helmet, etc.). Equipment is always to be situated at hand (near the playground).

### **Article 3. PROTECTIVE EQUIPMENT (BOGU)**

- On the competitions is allowed to use only officially acknowledged protective equipment (BOGU):
- gloves (black);
  - protective helmet (MEN)
  - protective waistcoat (DO).

### **Article 4. PARTICIPANTS**

- Participants have to be dressed in official dressing form, indicating hereinafter:
- white kimono;
  - dark blue waistcoat (haory);
  - official belt;
  - participant must not have metallic things, which can wound the opponent;

- helmet of stipulated type to protect the head;
- it is admitted to use the organization symbol (or logo) on the left side of the breast;
- use of the bandages and bands, because of body injuries should be approved by Referee Committee after the consultation in the Committee of Competition Doctor.
- in kumite competitions for women should be officially adopted the use of additional protective equipment.

## **APPENDIX 2**

### **RULES AND OBLIGATIONS OF INSTRUCTOR.**

#### ***Article 1.***

1. During the competitions the participants officially can have only one instructor. Instructor is to have the registration card, which must be situated on the left side of the breast.

#### ***Article 2.***

1. Instructor should keep calmness during the competitions, and be worthy. Instructor has not any right to cry, give consultations or explain his own opinion loudly and in unworthy manner.

#### ***Article 3.***

1. Instructor must be in special place.  
2. Instructor must not have the right to go on the territory of playground, excluding the situations, when it is required to replace the malfunctioning equipment in accordance the personal permission of referee.

#### ***Article 4.***

1. Instructor gives protests in strict accordance with the Rules.

#### ***Article 5.***

1. It is prohibited to discuss and criticize the decisions of referee.  
2. If instructor infringes the above mentioned rules, Referee Committee has the right to apply the disciplinary punishment in accordance with the Rules.  
For unworthy actions of instructor referee can apply penalties on the participant, up to disqualification.

#### ***Article 6.***

1. The participation of members of Referee committee and other authorities as instructors in competition is prohibited.



## APPENDIX 3

### OKINAWA AND JAPANESE AGRICULTURAL INSTRUMENTS OF LABOUR TO EXECUTE THE GYMNASTIC EXERCISES (KATA)

1. **BO (KUN)-jutsu** – wooden stick. The height of BO is not less than the height of the sportsman, and not higher than his height more than the width of two fists. The thickness of BO is not more than 2.5 cm.
2. **TONFA-jutsu** – wooden horizontal bar. The length of TONFA can not exceed the length of forearm more than 5 cm. and step forward the line of fist more than 10-15 cm. The thickness of handle and body of TONFA is selected individually.
3. **SAI-jutsu** – metal trident. The length of SAI does not exceed the length of forearm more than 5 cm.
4. **HUNCHAKU-jutsu** – two cross-belt sticks. In KATA are used the mild sport NUNCHAKU of stipulated type.
5. **SAN-JE-GUN-jutsu** – three connections. There are three wooden cross-belt sticks. The total length and thickness SAN-JE-GUN does not exceed the BO dimensions.
6. **KAMA-jutsu** – sickle. Blade of this KAMA equipment is prepared from wood in the form of beak on the shaft. The blades' length – is not more than 15 cm, the shaft – not more than 40 cm.
7. **BOKEN –jutsu** – wooden sword. The length of BOKEN is not more than 1 m.