



Kendama World Cup 2020 Online Rules

KWC2020 will be held online

The competition will be held over ZOOM (links will be individually sent to each player) in addition to live streaming on YouTube (GLOKEN official channel).

You can join and watch from anywhere in the world if you have an internet connection.

Official KWC2020 Tricks

Players in Kendama World Cup will compete for the highest score corresponding to the succession of tricks.

Players can choose tricks from the trick list which includes 100 different tricks, levels 1 - 10.

-----【Entry Requirement】-----

All Kendama players who enjoy playing Kendama.

Players need an internet connection and an understanding of competition rules.

Players under 13 years of age must have permission to enter the Competition from a parent/guardian to be eligible to enter.

*Players under 13 years of age should be accompanied by a parent/guardian to assist in safety management and explanation of rules. Parent/guardian may attend while competing.

*Robots are welcome. (Safety measures during production and operation are at your own risk)

Day 1 – Qualifying Round (Round 1 & 2)

【Self-judgment, self-assessment system】

The qualifying round will be judged by yourself.

You are responsible for scoring your points, and you must submit the score on your own.

- Please enter the ZOOM link by designated time.
- Please judge whether you succeeded or missed each trick and write down your points on the score sheet.



• After the qualifying round, type and report your score in the designated form on the KWC2020 web site.

*Please note that if there is no response to the form by the deadline, your score will be not be recorded.

*In case you can't participate in ZOOM due to the connecting environment etc., please continue competing by yourself and report your score so that we can count.

– Choose 10 different tricks in total from the trick list, the first 5 tricks for Round 1, the rest of 5 for Round 2. You will get the points corresponding to each trick's level. The maximum score for each round is 50, the total is 100.

- Round 1: Try 5 tricks in 180 seconds. Use ONE Kendama.

- Round 2: Try the other 5 tricks in 180 seconds. Use ONE Kendama. You can use a different Kendama from Round 1.

– No “backup tricks” this year.

【Qualifying and grouping】

Qualifying round is scheduled to take place from 9 am to 5 pm JST on Saturday, August 22, 2020.

Time Zone	Region or Country	From	To
JST	Japan	9 am on Sat, Aug 22	5 pm on Sat, Aug 22
HST	Honolulu	2 pm on Fri, Aug 21	10 pm on Fri, Aug 21
PDT	Los Angeles, Las Vegas	5 pm on Fri, Aug 21	1 am on Sat, Aug 22
MDT	Denver	6 pm on Fri, Aug 21	2 am on Sat, Aug 22
CDT	Minnesota	7 pm on Fri, Aug 21	3 am on Sat, Aug 22
EDT	Atlanta, New York	8 pm on Fri, Aug 21	4 am on Sat, Aug 22
BRT	Brazil	9 pm on Fri, Aug 21	5 am on Sat, Aug 22
BST	UK	1 am on Sat, Aug 22	9 am on Sat, Aug 22
CEST	Austria, Czechia, Denmark, France, Germany, Hungary, Italy, Netherlands, Poland, Spain, Sweden, Swiss	2 am on Sat, Aug 22	10 am on Sat, Aug 22
CAT	Mozambique	2 am on Sat, Aug 22	10 am on Sat, Aug 22
IDT	Israel	3 am on Sat, Aug 22	11 am on Sat, Aug 22
EEST	Latvia, Romania	3 am on Sat, Aug 22	11 am on Sat, Aug 22
SGT	Singapore	8 am on Sat, Aug 22	4 pm on Sat, Aug 22



We will inform you individually about starting time and group with the private ZOOM link.

*We will divide the groups based on the total number of players and the time difference between overseas players etc. We will arrange the time and group depending on each player's situation, so please adjust your schedule so that you can compete at any time of the day.

*We will announce the grouping list at least one week before KWC2020.

The schedule may change due to the progress of competition. Please enjoy the competition with a lot of extra time to spare.

【Finalists】

1. Seed Frame: Maximum of 7 (the winner of past KWC and the winner of NAKO.)
2. Qualifying frame: 25 (the top 25 players from qualification round, excluding seed players)
3. Special Frame (Wild Card): 8 *

A total of 40 people will advance to the final.

* If two or more players have an equal score, their rankings will be determined by the squared point system used in the final round.

* If the seeded frame and special frame is less than the maximum number of people, we will transfer that amount to the qualification frame on that day.

【How to be granted "wild cards"】

1. Countries/regions frame: 3 players
 - Countries/regions which fail to produce players who qualified may be granted wild cards.
 - Wild card players must get at least 40 points from Qualifying Round.
 - ONE player from each country/region is picked out, then up to 3 players in order of highest score can proceed the Final Round.
 - If less than 3 countries/region wildcards are granted, the quota(s) will be transferred to the eliminated players.

2. Continents frame: 2 players
 - Continents which fail to produce players by countries/regions frame may be granted wild cards.
 - ONE player from each continent is picked out, then up to 2 players in order of highest score can proceed to the Final Round.



– If less than 2 continents are granted, the quota(s) will be transferred to the eliminated players.

*Continents are Europe, Africa, Asia, North America, Latin America and the Caribbean, Oceania.

3. Gender frame: 1 player

- Finalists from qualifying round will be counted by gender, and if the minor group of the gender is 20% or less of all of the finalists, the highest ranked player from outside the finalists will be picked from that gender.
- Players must get at least 40 points from Qualifying Round.

Ex) If finalists from qualifying round are 20 men and 5 women.

1 highest ranked player from outside the finalist will be picked from female.

Ex) If finalists from qualifying round are 19 male and 6 female.

The quota will be transferred to the eliminated players.

4. Age Group based Wildcard: 2 players

- Age Groups which fail to produce players by countries/regions, continents or gender frames may be granted wild cards. (Age groups are shown at “Award - Top players by age” below)
- ONE player from each age group is picked out, then up to 2 players in order of highest score can proceed the Final Round.
- If less than 2 ages wildcards are granted, the spots will be transferred to the eliminated players.

【 Day 2 – Final Rounds】

*If you are aiming to advance to the final from qualifying round, please adjust the schedule so that you can participate all day on Sunday, August 23. (Live stream is scheduled from 8 am to 8 pm JST)

【Overview】

- Finalists will compete over ZOOM one by one, according to the order of qualifying scores.
- Choose your tricks from levels 1-10.
- It is a full mark ladder system (3 minutes)
- The final round contains the following two stages.

Final – Round 1 : 10 tricks full mark ladder system, top 8 players can go to the next stage.

Final – Round 2: The last stage, unlimited full mark ladder system, final ranking will be decided.

*The starting order for each stage will be set by the score of the qualifying or Final – Round 1.

*Points from qualifying or the Final – Round 1 are not counted for the ranking of each stage in the final



rounds.

【What's Full Marks Ladder?】

- Challenge all the tricks chosen by the finalists in order and aim for the full marks (all successful).
- Ladder means a way of challenging in order, and players are NOT permitted to change or skip the order.
- Please submit your trick list in advance, and apply by the designated time.

“Skip” option

- You can skip up to ONE trick while challenging the Full Mark Ladder.

*If you skip the trick, you will be deducted 200 points from the total score regardless of the trick level.

*When skipping, please express your intention in front of the camera (shout "skip", etc.)

*If you proceed to the final trick without skipping and the time runs out, “Skip” is applied automatically (Auto-skip system)

Give up

- If you give up during your performance time, your challenge will be discontinued.

▼About the score

- When achieving the full marks
 - ⇒ Points are the SQUARE of the trick's level.

You will get 100pts from level-10 tricks, 81pts from level-9s, 64pt from level-8s, 49pts from level-7s, and so on

- If NOT achieving the full marks

⇒ No score is calculated

You will lose all the points (no record, no award)

(Example)

The order of the selected tricks are 3⇒10⇒7⇒6⇒8⇒5⇒9⇒9⇒10⇒8

- Example 1

3⇒10⇒7⇒6⇒8⇒5⇒9⇒9⇒10⇒8

If all the 10 tricks are successful

The score is

9+100+49+36+64+25+81+81+100+64=609 points



• Example 2

3⇒10⇒7⇒6⇒8 (skip)⇒5⇒9⇒9⇒10⇒8

If you skip one trick and succeed nine

The score is

9+100+49+36+0 (skip) +25+81+81+100+64-200 (deduction) = 345 points

• Example 3

3⇒10⇒7⇒6⇒8⇒5⇒9⇒9⇒10⇒8 (miss & time out)

If you miss the last trick without skipping and the time runs out

The score is

9+100+49+36+64+25+81+81+100+0 (miss)-200 (auto skip, deduction)

= 345 points

• Example 4

3 ⇒ 10 ⇒ 7 ⇒ 6 ⇒ 8 (skip) ⇒ 5 ⇒ 9 ⇒ 9 ⇒ 10 (miss & time out) ⇒ 8 (unable to challenge)

If you skip one and the time runs out during a trick in the middle,

Your score will NOT be calculated.

【Awards】

1. Top finalists

We will give prizes to top 3 finalists.

We will announce the details about cash prize soon.

2. Top players by age

We will be awarding top players by age from the qualifying round with prizes.

·4 - 6 years

·7 - 9 years

·10 - 12 years

·13 - 19 years

·20 - 29 years

·30 - 39 years

·40 - 49 years

·50 - 59 years

·60 - 69 years

·70 - 79 years

·> 80 years



*Age as of August 22 is used

3. Full Marks Award

We will send a full marks certificate to those who have succeeded in all 10 selected tricks in qualifying round.

4. Best Kendama Robot Award

If the participants include robot players, the best robot will be awarded according to the total score.

*It does not matter whether the robot is a remote control type or an autonomous type.

*Assistance up to the precondition of each trick is OK (it is OK to set a kendama).

【Regulations】

- You can use any regular-sized kendama (ken cannot be taller than 17 cm / 6.7 inches and sarado cannot be wider than 7.5 cm/2.95 inches), enjoy playing with your favorite kendama.
- Hole of tama must be ONE, except a string hole. Not allowed to have more than one spike and three cups. Also, the diameter of the bevel shall be within 23.5 mm (0.925 inches).
- The use of detachable attachment (accessory) to kendama is NOT allowed.
- The use of magnets and magnetic paint to Kendama is NOT allowed.
- Keep kendamas in excellent condition to avoid any trouble during the play. Changes of kendama in the middle of competition are NOT allowed.

- There are no judging points at the balance tricks whether you keep ken and tama stable completely. Go proceed the next part at your style.
- Don't change or move the kendama's string position by your other hand during the play.
- There are no limits on how many or which direction of turns or flips you do, unless otherwise specified.
- Ken or tama must not touch your hand/clothes while doing balance tricks. If you do please restart the trick.