



Kendama World Cup 2021 Online Rules

KWC2021 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 KWC2021 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 120 different tricks, levels 1 - 12.

-----【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.

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 KWC2021 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 level 1 - 10, 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, 2021.

Time Zone	Region or Country	From	To
JST	Japan	9 am on Sat, Aug 21	5 pm on Sat, Aug 21
HST	Honolulu	2 pm on Fri, Aug 20	10 pm on Fri, Aug 20
PDT	Los Angeles, Las Vegas	5 pm on Fri, Aug 20	1 am on Sat, Aug 21
MDT	Denver	6 pm on Fri, Aug 20	2 am on Sat, Aug 21
CDT	Minnesota	7 pm on Fri, Aug 20	3 am on Sat, Aug 21
EDT	Atlanta, New York	8 pm on Fri, Aug 20	4 am on Sat, Aug 21
BRT	Brazil	9 pm on Fri, Aug 20	5 am on Sat, Aug 21
BST	UK	1 am on Sat, Aug 21	9 am on Sat, Aug 21
CEST	Austria, Czechia, Denmark, France, Germany, Hungary, Italy, Netherlands, Poland, Spain, Sweden, Swiss	2 am on Sat, Aug 21	10 am on Sat, Aug 21
CAT	Mozambique	2 am on Sat, Aug 21	10 am on Sat, Aug 21
IDT	Israel	3 am on Sat, Aug 21	11 am on Sat, Aug 21
EEST	Latvia, Romania	3 am on Sat, Aug 21	11 am on Sat, Aug 21
SGT	Singapore	8 am on Sat, Aug 21	4 pm on Sat, Aug 21

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 4 days before KWC2021.

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 8 (the winners of past 7 years of KWC and a tournament winner after Kendama Power Levels measurement 2020 in Japan)
2. Qualifying frame: 25 (the top 25 players from qualification round, excluding seed players)
3. Special Frame (Wild Card): 8 *

A total of 41 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 – Semi Final and 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 22. (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 3-12.
- It is a full mark ladder system (3 minutes)
- The final round contains the following two stages.

Semi Final : 10 tricks full mark ladder system, top 10 players can go to the next stage.

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

*The starting order for Semi Final will be set by the score of the qualifying round, and set by the total score that will be full marked for Final.

*Points from qualifying or Semi Final are not counted for the ranking of Semi Final / Final.



【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 100 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)

▼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

- For tricks of level 11 and 12, bonus points will be added to the squared number of successful trick levels. Bonus points are 30 points at level 11 and 50 points at level 12.

Level 10 100 points, level 9 81 points, level 8 64 points and so on.

Level 11 121 points (11 squared) + 30 points = 151 points

Level 12 144 points (12 squared) + 50 points = 194 points

Example 1

The order of the selected tricks are 3 6 9 6 8 4 8 7 10 7

A. 3 6 9 6 8 4 8 7 10 7

If all the 10 tricks are successful

The score is

$9+36+81+36+64+16+64+49+100+49=504$ points

B. 3 6 9 6 8 (skip) 4 8 7 10 7



If you skip one trick and succeed nine

The score is

$9+36+81+36+0$ (skip)+ $16+64+49+100+49-100$ (deduction)=340 points

C. 3 6 9 6 8 (skip) 4 8 7 10 (miss & time out) 7 (unable to challenge)

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

Your score is

$9+36+81+36+0$ (skip) + $16+64+49+0$ (miss & time out) + 0 (unable to challenge) -300 (deduction*3) = -26 points

If your score is under Zero points, your score will Not be calculated.

Example 2

The order of the selected tricks are 9 10 8 11 12 7 8 9 10 7

A. 9 10 8 11 12 7 8 9 10 7

If all the 10 tricks are successful

The score is

$81+100+64+121(+30$ bonus points)+ $144(+50$ bonus points)+ $49+64+81+100+49=933$ points

B. 9 10 8 11 12(skip) 7 8 9 10 7

If you skip one trick and succeed nine

The score is

$81+100+64+121(+30$ bonus points)+ 0 (skip)+ $49+64+81+100+49-100$ (deduction)=639 points

【Buzzer Beater (attempting at the buzzer in overtime)】

If a trick is in progress at the time the clock expires, attempt continues until the trick ends.

【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 years old

-4 years old



- 5 years old
- 6 years old
- 7 - 9 years old
- 10 - 12 years old
- 13 - 19 years old
- 20 - 29 years old
- 30 - 39 years old
- 40 - 49 years old
- 50 - 59 years old
- 60 - 69 years old
- 70 - 79 years old
- 80 + years old

*Age as of August 21, 2021 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.

【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.