



COMPETITION RULES

----- 【General Methods of Organization】 -----

▼Organization

WOODONE Kendama World Cup Hatsukaichi 2023 (KWC2023) will be held in Hatsukaichi City, Hiroshima at the main venue for two days. The main competition will consist of qualifiers (on July 29th) and the finals (on July 30th) held at the Hatsukaichi venue.

However, players may participate remotely (Online) only in the day 1 qualifying rounds as the "Trial Division."

※The finalists will be determined by the top scorers from the Hatsukaichi venue qualifiers, as well as wild card entries and seeded players.

※Both days of KWC2023 will be streamed online on the Official GLOKEN YouTube channel.

▼Official KWC2023 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, as well as the 20 Level 0.5 tricks chosen since KWC2020.

▼Eligibility

Anybody who loves Kendama

※Players must understand all rules.

※Players of elementary school age or younger must be accompanied by a parent or guardian for safety purposes and to help explain rules.

※Remote participants must be able to participate at an Official Remote Venue or have internet access.

▼Qualifying Round Entry

Players must enter one of the following two categories. The tricks that may be used depend on their category.

- ① General Entry (Trick Levels 1~10 can be used)
- ② Beginner Entry (Trick Levels 0.5、1、2 can be used)

※After the qualifying rounds are completed, players must report their successful/missed tricks in the score tally form.



(All players must report their results (both online and Hatsukaichi Main Venue))

※Winners and awards will be given to players regardless of entry category.

----- 【Qualifying Rounds(Day 1)】 -----

▼Qualifying Rounds

• In a 3 minute round, players attempt to successfully perform 5 tricks chosen by themselves. This will occur twice.

(No Backup Tricks)

- The order of attempted tricks is up to the player.
- Players cannot use the same tricks in both of their rounds. All tricks must be different.
- Points will be awarded based on the level of the trick. (Level 1 = 1pt, Level 2 = 2pts etc.)
- Maximum Score

General Entry – 50 points per round, two rounds for a total of 100 points.

Beginner Entry – 10 points per round, two rounds for a total of 20 points.

- Players are permitted to use only one Kendama per round. Players may change Kendamas for round 2. Players cannot change Kendamas in the middle of their three minute rounds.

▼Judging and Scoring

Players at Hatsukaichi

3 to 5 players make into a group, and 1 player gets judged by the others

• Players will be put into groups of 3 to 5. Players will start their rounds according to the call of the MC. Players will do their rounds one at a time.

- Group members who are waiting will help the player keep a record of successfully performed tricks.
- After the rounds are completed, succeeded/failed tricks will be entered to the official tally form.

(The qualifying round sheets will not be collected so please take them home as souvenirs.)

• Regarding the determination of finalists based on the results of the preliminary rounds, it is mandatory to participate in the final group to ensure fairness by raising the quality of mutual judging. This does not apply to the selection through wildcard slots.

Remote Players

Self-Judge for the Qualifying Round

Players are responsible for their own scoring and recording. (Receiving assistance is of course acceptable.)



- Enter the designated Zoom link by the time your round starts.
(Please understand that time tables may be subject to differ due to circumstances.)
- When it is time to start, the MCs will start the rounds.
- Please judge and record whether you succeeded or failed at your attempted tricks.
- Report your successful/failed attempts in the official tallying form.

※This competition is based off of the fairness and honesty of all players. Please be cooperative.

※If the form is not completed by the designated time, players will be counted as “No Score”.

※If players make a mistake in sending the form, please send it again. Only the most recent answer will be counted.

※After the rounds, please keep your score sheets.

※Please make sure your body and the entire trick is visible in the Zoom window.

※In the case players can't participate in Zoom due to the internet issues etc., please continue competing by yourself and report your score so that we can tally it.

▼Grouping for the Qualifying Rounds

We will contact you by July 25th, Tuesday. Also, the groups will be announced (using the registered name) on GLOKEN social media.

※Remote players will do their rounds at approximately 10AM – 11AM Japan time. (Tentative)

※Hatsukaichi Venue will start their rounds after 1PM. (Tentative)

※Please keep your schedule open as scheduling may change due to unforeseen circumstances.

※MCs will regularly announce the schedule so please watch the live stream on YouTube.

▼Notes and Requests for Online Players

The Zoom room will be shown on the live stream. Please change your name to your player number and registration name (nicknames are accepted).

----- 【To Those Who Advance: Finalists (Day 2)】 -----

▼Finalists (for those who can come to the main venue in Hatsukaichi)

1. Seeded Players: Past 3 year's KWC Winners,
and champions of open division of
 - North American Kendama Open 2022,
 - Battle At The Border 2023
 - Europe Kendama Championship 2023.
2. Number of players who can Qualify: Top 20-tie players. Excluding seeds.
3. Special Wild-Card: Global(2) Region(2), Continent(1), Gender(3), Age(2) Maximum



- ※Seeded players will do qualifying rounds to choose the order.
- ※In the event of a Tie, the higher score will be chosen based on the Finals scoring system. (If that is also a tie, it will be just counted as a tie.)
- ※If the number of players including seeded players does not meet the maximum number of players, and the number of players who move on to the finals is not 36, more players will be chosen from the qualifying rounds.

----- **【Choosing Wildcards】** -----

The following criteria will be used when choosing wildcards to advance to the second day of the competition.

▼Global

Among the players who did not advance to the finals from the top scores in the qualifiers, the highest scoring individuals from the remaining players (excluding those from the majority nationality of the qualifiers) will be given a wildcard.

▼Country/Region

For each country/region that failed to produce a finalist (including the wildcards from the Global category), one player will be chosen and the top player will be given a wildcard. The number of players will be determined separately.

▼Continent

Each continent that failed to produce a finalist (including the wildcards from the Global or Country/Region category) will be granted a wildcard for the top player. The number of players will be determined separately

The continental divisions are as follows.

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

▼Gender

Finalists from qualifying round will be counted by gender, and if the minor group of gender is 20% or less of all of the finalists, the highest ranked player from outside the finalists will be picked from that gender. The number of players will be determined separately

▼Age Groups

Age Groups which fail to produce players by Global, countries/regions, continents or gender frames may be granted wild cards. (Age groups are shown at “Award - Top players by age” below)



※Required scores for each category

The required points for each category are as follows:

- At least 40 points for Global, Country/Region, Gender wildcard
- No point requirements: Continent, Age Groups wildcard

----- 【Final Rounds (Day 2)】 -----

▼Competition Outline

- Tricks from Level 3-12 can be used
- Finals will be held one player at a time.
- 3-Minute Full Mark Ladder Style (minimum 10 tricks, maximum 30 tricks)

※The number of finalists in each will be determined separately.

※Entry order for the finals will be based on the perfect scores of the Full-Mark Ladder they apply for.
(Low -> High)

※Final ranking will be decided on the total score of their Qualifier and Final scores combined.

▼The Full-Mark Ladder System

【Basic Rules】

• Players will choose and attempt tricks selected by the player, in order, aiming for Full-Marks (completing all tricks).

※Players choose their tricks (and order) in advance, and turn in their ladders by the designated time.

※"Ladder" means tricks must be done in order and players cannot change the order after turning in their tricks.

【Points and Bonus Points】

- Points will be determined by adding up the square of the level of the trick.
- Each trick will only be counted once.
- Level 11 and 12 tricks award 30 and 50 bonus points respectively.

(Scores for Successful Tricks)

Level 10→100 pts, Level 9→81pts、 Level 8→64 pts, etc.

Level 11→121 pts (11 squared) + Bonus 30 pts = 151 pts

Level 12→144 pts (12 squared) + Bonus 50 pts = 194 pts

- Players who complete a Full-Mark will receive bonus points corresponding to the trick levels they



have completed.

(Ex)

If the chosen tricks are levels 3, 5, 7, 8, 8, 7, 9, 6, 10, 11

A total of 74 points will be added to their score if they get Full-Marks

【Skip】

• Players may Skip a trick while attempting their Full-Mark ladders.

※When skipping a trick, please be clear.

※Skipped tricks will not count towards your final score (there will be no points subtracted either).

※Tricks will be considered skipped even when the player mistakenly skips over them, but if a player realizes his mistake, they are allowed to return to the skipped trick and re-do their tricks from there.

※Tricks that are uncompleted within the round will be considered skipped. (Auto-skip)

▼Regarding Scoring

EX) Tricks chosen are levels 3⇒5⇒8⇒6⇒7⇒6⇒9⇒10⇒11⇒12

A. If a player completes all the tricks in the order they submitted: 3⇒5⇒8⇒6⇒7⇒6⇒9⇒10⇒11⇒12

They will score,

$$9 + 25 + 64 + 36 + 49 + 36 + 81 + 100 + 121 + 144$$

+

Bonus points

• Level 11 Bonus : 30 pts

• Level 12 Bonus : 50 pts

• Full-Mark Bonus (Total points of all Levels) : 77 pts

$$= 822 \text{ pts}$$

B. If a player's round looks like this: 3⇒5⇒8(skip)⇒6⇒7⇒6⇒9⇒10⇒11⇒12(out of time)

$$9 + 25 + 0(\text{no score}) + 36 + 49 + 36 + 81 + 100 + 121 + 0(\text{no score})$$

+

Bonus points

• Level 11 Bonus : 30 pts



• Full-Mark Bonus : 0 pts

= 487 pts

【Buzzer Beater (Starting a trick within the allotted 3 minutes)】

At the Finals, the Buzzer Beater rules below apply.

• If a trick is in progress at the time the clock expires, players may continue that last attempt. Once they miss their round is over.

----- 【Awards】 -----

▼Top Finalists

Winners of both the main venue competition will be awarded prize money and awards.

※The amount of prize money will be announced separately

Awards and prizes will be awarded to the top placing player from the gender opposite of the winner.

▼Awards by Age Group

Electronic Certificates will be awarded by e-mail to the top 3 players from each category (qualifying round score).

Awards will be given on total score, regardless of entry level (beginner or general).

- 3 and under, 4 y/o, 5y/o, 6y/o, 7~9y/o
- 10-12 , 13-15 , 16-19 (Overall and by gender)
- 20~29 (Overall and by gender)
- 30~39 (Overall and by gender)
- 40~49 (Overall and by gender)
- 50~59 (Overall and by gender)
- 60~69 (Overall and by gender)
- 70~79 (Overall and by gender)
- 80~89 (Overall and by gender)
- Divisions above will be added according to the contestants.

※Age will be based on the age of the player on the day1.



※Ages 10 and above will also be given prizes for each gender.

※If the overall top three players are the same as the gender categories, awards will not be given.

EX) If a player in the 30~39 category is first overall and first in the men's division, they will not receive an award for the men's division.

▼Full-Mark Award

Players who successfully complete all 10 of their qualifying tricks will receive an electronic Full-Marks Award certificate via e-mail.

-----【Kendama Regulations】-----

- Kendamas used in KWC2023 must be within the following specifications.
Ken height : 170mm 6.7 inches
Hole diameter : 23.5mm (0.925 inches)
- Only 1 hole in the Tama (except for the string hole)
- Three Cups
- Detachable accessories on the Kendama are not allowed to be used.
- Use of magnets and magnetic paint is not allowed.

※At the Hatsukaichi venue, a judge will check the Kendama.

※Players are responsible for maintaining their Kendama in playable condition. Players may not change Kendama while playing. Be sure that the string will not break or the Kendama will not become unplayable.

-----[Trick-related Guidelines]-----

※Be honest in reporting your tricks during the qualifying rounds.

- In both the preliminary and final rounds, participants must hold the kendama with the tama sitting on the spike (with one hand or both hands) until the MC gives the signal to start the round.
- During a trick, players may reposition their fingers or the string as long as another part of the body is not being used to do so (i.e. the opposite hand). If players use their opposite hand or another part of their body, the trick will be considered failed and players must start again. (Note: This does not apply to tricks that specify the use of both hands.)
- If the ken or tama touches the player's hand or clothing during a stall trick, participants must start the trick over.
If it is determined that the hand or clothing is touched during the trick, it will be considered a miss.



- In the competition, there are no rules regarding the changes in string length due to formation of knots or to the string wrapping around the sarado.
- For Downspike tricks, when performing the spike, the ken spike should be lower than horizontal.
- For Stuntplane tricks, the ken spike should be pointing higher than horizontal during the catch.
- Unless specified, there are no restrictions on how to hold the kendama.
- Unless specified, there are no restrictions on the number of rotations.
- Unless specified, there is no need to differentiate between the small cup (side) and the big cup (side). Also, for tricks that involve moving between both cups, the order is doesn't matter.
Example: For tricks like Bird, Lunar, and Stilt, it doesn't matter which cup is used.
Example: For tricks like Around Japan, the order can be either Big cup - Small cup - Spike or Small cup - Big cup – Spike.
- Unless specified, there are no restrictions on the initial move of the trick.
Example: For Earth Turn, it can start with a Pull-up (dry) Spike or Swing Spike.
- Unless specified, there are no restrictions on the direction of ken rotation.
Example: For Whirlwind, it can be done with regular or inward.
For tricks in the "Around" series that include the Base Cup, the movement involving the Base Cup should be performed as the last action.
Example: For "Around the World" the last movement is Base Cup - Spike; for "Around Juggle" the last movement is Base Cup – Juggle spike. The order of Big Cup and Small Cup does not matter.
- In tricks like "Around Japan" after the ball lands on the cup, moving the ball on the same cup to adjust the hole position is not allowed (twisting the wrist is acceptable).
- For stall tricks, there are no tricks in which the success or failure is based solely on the stall position. Participants may proceed to the next action at their preferred timing.
- In KWC2023 Lv.6-10, participants must start the trick from a state where the tama is held with both hands.
- In KWC2023 Lv.6-8, participants must release their hands completely and create a Unicorn position



before proceeding to the next action.

Understanding the rules and being honest are the foundation of the competition and they contribute to a smooth event. We appreciate your understanding and cooperation.

※At the Finals in Hatsukaichi, judges will check a video replay. If players are found to have touched their hands or clothes, that trick will be counted as failed and 200 points will be subtracted from their score. Video judging will take place if the judges deem it necessary after each three-minute round.