



36th Victorian Kendo Championships

11 – 12 August 2018

Venue:

Victoria University, Footscray Park Campus, Ballarat Road
Court 1, Level 1, Footscray Park Aquatic and Fitness Centre (Building L)

Time:

Registrations: 8:00AM ~ 9:00AM

Competition: 9:00AM ~ 5:00PM

Shinai Checking:

Sat: 8:00AM ~ 9:00AM

9:30AM ~ 10:00 AM

Sun: 8:00AM ~ 8:45AM

Events:

Day 1 – Saturday, 11 August 2018

1. Men's Kyu Individuals
2. Women's Kyu Individuals
3. Women's Dan Individuals
4. Men's Dan Individuals

Day 2 – Sunday, 12 August 2018

5. Men's Kyu Teams
6. Women's Kyu Teams
7. Veteran's Individuals
8. Kata Pairs
9. Women's Open Teams
10. Men's Open Team

** Events and schedules are subject to change.*

Competitor Registration:

Entries close **Friday July 27**

(Late entries will not be accepted)

Individuals: \$30.00 pp

Men's Teams: \$125.00 per team

Women's Teams: \$75.00 per team

Kata Pairs: \$50.00 per team

See Conditions of Entry for entry details

Event Conducted by: Victorian Kendo Renmei Inc.



Conditions of Entry

1 REGISTRATION

- All clubs to submit completed registration forms and payments by **Friday July 27 2018**.
- Late entries and fees will not be accepted.
- All entries must be sent through via club secretaries. In the case of TSR and SAKA, entries must be sent through as a state via the state secretary/delegate.
- Individual forms and payments will not be accepted.
- Electronic registration forms to be emailed to:
 - registrations@kendovictoria.asn.au
- Payment method:
 - EFT (Preferred Method): Victorian Kendo Renmei Inc. Westpac. BSB: 033 395. Acc.: 437 362
- **No refunds after Fri 3 August 2018.**

2 INCLUSION CRITERIA

- All competitors must be registered non-junior VKR, SAKA or TSR members.
- Competitors may only represent the Club for which they are registered (special conditions apply for SAKA and TSR).
- A competitor may participate in both Individual and Team events.
- A competitor may enter only one Individual event. Entrants for the Veteran's Individual Championship may not compete in the other individual events.
- The Dan Individual events are for Dan Grades only.
- Ungraded competitors may enter the Kyu Grade Individual events. However, Club Instructors must be sure that all entrants from their Club understand Shiai procedure and can compete without causing unnecessary delays, and that they can all compete safely without putting either themselves or their opponents at risk.

3 TEAM ENTRIES

- **Composite Teams:** Teams comprising members from more than one Club may compete in the VKC Teams Competitions.
- Only competitors from a club not entering a Club team in that event can be part of a Composite Team.
- Composite Teams will be named 'CT(Bal/Tora)', 'CT(AB/Nan/RMIT)', etc.
- **Multiple Teams:** Each club may enter a maximum of two teams per team division except the Kata Pairs.
- Players may only compete in one team per division (i.e. if a club enters Team A and Team B, a player may only compete in either Team A OR Team B but NOT both).
- Due to time constraints and depending on the number of entries, the VKTC may have to withdraw some or all of the Composite Teams and Multiple Teams entered.
- The decision on which Teams are to be withdrawn will be made as soon as possible after entries close.
- The entry fee will be refunded for Teams withdrawn in this way.
- Kyu graded competitors may enter the Open Team events, however as the restrictions on tsuki etc do not apply in these events Club Instructors must be sure that any such entrants from their Club are able to compete safely without putting either themselves or their opponents at risk under these conditions (see Para. 5 below).
- Ungraded competitors may enter the Kyu Grade Team events, however Club Instructors must be sure that all entrants from their Club understands Shiai procedure and can compete without causing unnecessary delays, and that they can compete safely without putting either themselves or their opponents at risk.

Competition Rules

4 GENERAL

- **FIK Rules & Regulations:** all matches will be played in accordance with the FIK Rules & Regulations, with the following additional Competition Rules. All matches will be san-bon shobu (three point match) unless otherwise specified.
- **Competition Draws & Referees:** the VKC Project Team is responsible for the allocation of the draw for each event and allocation of referees (shinpan) to each event.
- **Nafuda (Zekken):** Competitors will wear a dark blue or black nafuda on the centre panel of their tare with their team name written across the top and their surname written across the bottom. The lettering shall be in white using **English** alphabet.
- Specifications and diagrams here: http://www.kendoaustralia.asn.au/content/?page_id=1210

5 RESTRICTION ON TECHNIQUES IN KYU GRADE MATCHES

- In Kyu Grade matches, use of tsuki thrust, jodan-no-kamae and nito (two sword) style are not permitted.

6 INDIVIDUAL COMPETITIONS

- Preliminary rounds will be conducted using a pool system with 3 point matches.
- Pools will consist of 3 competitors (in principle) but may consist of 4 competitors depending on the number of competitors in the event.
- In pools of 3 the order of matches is as follows: A><B, A><C, B><C.
- In pools of 4 the order of matches is as follows: A><B, C><B, C><D, A><D.
- There will be no extension (encho) in pool matches.
- The winner of a pool will be determined by number of wins (draws are not counted).
- If two or more players equal on wins, then by number of points scored (points conceded are not counted).
- If two players still equal, an ipponshobu (one-point) shiai without time limit will be played to determine winner.
- If all three players are equal on wins and points scored, pool is played again in full (san bon shobu).
- Progression in the competition after the pools will be by knock-out.
- Extensions in knock-out rounds and finals will have no time limit.
- The duration of matches will be dependent on the event as follows:
 - Veteran's Individual Competition 4 min
 - Women's Kyu& Dan Individual Competitions 4 min
 - Men's Kyu& Dan Individual Competitions 5 min

7 TEAM COMPETITIONS

Conduct of Team Competitions

- All Team competitions will be conducted using the knockout system.
- For the first round, the names and positions of each of the competitors of the team will be handed to the court

referee by the team manager 30 min prior to the commencement. The names and positions in subsequent rounds will be handed to the court judge immediately after the last fight. Even if there is no change to the order from the previous match, an order list must be submitted for each match.

- In case where the competitors' order is different from the one described in the submitted order list, if it is noticed before the declaration of 'Hajime' by the chief referee (Shushin) for a match, the order of the competitors can be corrected without any penalty. However, if it is found after the declaration of 'Hajime' for a match by the chief referee, the referees of that match shall stop the match immediately and the competitor whose order is incorrect (as well as any other competitor not in correct order from the same team) shall both lose their respective matches and their opponents awarded 2 points per match respectively. If it is proved before the bow of the end (Shuryo-no Rei) at the conclusion of the matches that members from both teams were in violation of the order submitted, all competitors whose orders were incorrect shall lose his/her match and each opponent shall be given 2 points respectively. If it is found after the bow of the end (Shuryo-no Rei) by both teams, the winning and losing of them shall not be changed.
- There will be no encho in the team matches.
- The winning team will be determined by number of wins.
- If the number of wins is equal, then by number of points scored (points conceded are not counted).
- If the number of wins and the number of points is still equal, then one player from each team shall play a "no time limit" ippon-shobu (one-point) play-off match (daihyou-sen).
- A default will be regarded as a loss with the opponent awarded 2 points.
- The duration of matches will be dependent on the event as follows:
 - Women's Kyu & Open Team Competition 4 min
 - Men's Kyu & Open Team Competition 5 min

Team Manager (Kantoku)

- Team managers may accompany and sit with their team during shiai.
- Team managers will provide their own kantoku-ki for signalling a protest (Igi) if required.
- The kantoku-ki will be as specified in the FIK Rules & Regulations.

Men's Kyu & Open Team matches

- Teams will be limited to 6 players (5 + 1 Reserve) a side, with a minimum of 3 players;
- If playing with 4 players, must play positions 1, 3, 4, 5;
- If playing with 3 players, must play positions 1, 3 & 5.

Women's Kyu & Open Team matches

- Teams will be limited to 4 players (3 + 1 Reserve) a side, with a minimum of 2 players;
- If playing with 2 players, must play positions 1 & 3.

Kata Pairs

- Teams must perform Nihon Kendo Kata 1 – 7

8 SHINPAN (REFEREES)

- All competitors 3 Dan and above may be called to referee.
- All referees will wear the uniform consisting of: a plain dark blue jacket, a plain grey pair of trousers (no skirts), a plain white shirt, a plain deep red necktie and a plain dark blue pair of socks. If a competitor is required to shinpan a competition immediately preceding or immediately after their own competition, they may wear keikogi and hakama.
- Referees will wait in the designated area when not on duty and refrain from mixing with competitors where possible.

9 TIMING AND LOCATION OF EVENTS

- The Competition Manager reserves the right to adjust the commencement and shiai-jo of an event to manage the overall duration of the Championship.

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