

KBC Kobudo Competition Rules & Divisions

ARTICLE 1: KOBUDO COMPETITION AREA

1. Must be of suitable size to allow Kata to be performed without restriction.
2. Kumite tatami flooring is acceptable but hardwood flooring is preferred.

ARTICLE 2: OFFICIAL DRESS

REFEREES

1. Referees and Judges must wear the official uniform designated by the Referee Council. This uniform must be worn at all tournaments and courses.
2. The official uniform will be as follows:
 - a. A single breasted navy blue blazer bearing two silver buttons.
 - b. A white shirt with short sleeves.
 - c. An official tie, worn without tiepin.
 - d. Plain light-grey trousers without turn-ups.
 - e. Plain dark blue or black socks and black slip-on shoes for use on the match area.
 - f. Female Referees and Judges may wear a hairclip.

COMPETITORS

1. Competitors may wear a traditional white uniform as in Karate competition or traditional black uniform or a combination of black top-white bottom or black bottom-white top.
2. Hakama may not be worn except in the Kobudo Demo Division.
3. Sleeves may be rolled up for Sai performance.
4. Participants must wear the appropriate belt colour for their Kobudo rank.
(e.g. a competitor who holds a Dan grade in Karate but a Kyu rank in Kobudo may not wear a Black Belt in Kobudo competition.)

ARTICLE 3: JUDGING PANEL

1. A judging panel of specifically trained Kobudo Judges will be appointed by the KBC Officials Committee. Judges should have attended some of the Kobudo Referee Clinics that will be held
2. Competitors will perform Kata chosen from the list of recognized Kobudo Kata as referenced in Article 8.
3. Preferably, the panel of Judges will include those representing the different Kobudo Ryuha
4. The Judging Panel will consist of one Head Judge and either four or two corner judges (depending on availability).

ARTICLE 4: ORGANIZATION OF THE COMPETITION AND DIVISIONS

1. Kobudo competitors shall compete in the age and skill divisions as described below for Regular Weapons (Bo, Eku, Sai, Tonfa):

- 9 & Under Novice / Intermediate / Advanced
- 10-13 Novice / Intermediate / Advanced
- 14-17 Novice / Intermediate
- 14-17 Advanced
- 18 & Over Novice / Intermediate
- 18 & Over Advanced
- 17 & Under Black
- 18 & Over Black.

2. There will be two different weapons divisions for each of the above age and skill divisions:

- Long Weapons Division: Bo / Eku
- Short Weapons Division: Sai / Tonfa

3. There will be a separate Kobudo Demo Division for Special Weapons (Joh, Kama, Nunchuku, Tanbo, Tinbe/Rochin) that will only have two age divisions:

- 17 & Under: All Special Weapons
- 18 & Over: All Special Weapons

ARTICLE 5: CRITERIA FOR DECISION

1. The Kata must be performed with competence and must demonstrate a clear understanding of the traditional principles it contains. In assessing the performance of a contestant the Judges will look for:

- a. A realistic demonstration of the Kata meaning.
- b. Understanding of the techniques being used (BUNKAI).
- c. Good timing, rhythm, speed, balance, and focus of power (KIME).
- d. Correct and proper use of breathing as an aid to KIME. Audible breathing is permitted.
- e. Correct focus of attention (CHAKUGAN) and concentration.
- f. Correct stances (DACHI) with proper tension in the legs, and feet flat on the floor.
- g. Proper tension in the abdomen (HARA) and no bobbing up and down of the hips when moving.
- h. Correct form (KIHON) of the style being demonstrated.
- i. The performance should also be evaluated with a view to discerning other points such as the difficulty of the Kata presented.

2. A contestant who comes to a halt during the performance the Kata, or who performs a Kata different from that announced or as notified to the score table, will be disqualified.

3. A contestant who performs an ineligible Kata will be disqualified.

ARTICLE 6: SCORING

1. Kobudo Kata will be scored upon the following criteria using score cards
 - a. Scores will be on a 10 point scale.
 - b. An average Kata performance will receive a score of 8.0 in kobudo competition.
 - c. Deviation from the Kata's pattern will result in .1 deduction.
 - d. A Kyu competitor may restart a Kata with an automatic .2 deduction.
 - e. Dan competitors may not restart a Kata.
 - f. A weapon leaving the competitor's hand or mistakenly touching the floor will result in a .1 deduction.
 - g. Dropping a weapon or handling in a dangerous manner may result in disqualification.
 - h. The final score must reflect the judges' impression of the proper use of stances and correct handling of the weapon.

ARTICLE 7: WEAPONS

1. Canadian Law prohibits the use of Nunchaku and Tekko.
2. All weapons must be examined and approved by the Judging Panel prior to competition to ensure that they are of safe, authentic design, and construction. Grounds for rejecting a weapon include, but are not limited to:
 - a. being lightweight
 - b. bearing markings (including different colors of wood)
 - c. being of non-standard construction (to be determined by the Judges Panel)
3. Weapons must be of official size and weight as described below. In children's divisions where there is no restriction on the size or weight of the weapon, weapon qualification will be at the discretion of the Judging Panel.
4. All wooden weapons must be made of hardwood (i.e. not Rattan).

REGULAR WEAPONS

Bo

- must be made of hardwood with or without tapered ends
- if tapered, diameter at end of taper to be not less than 2cm
- should be at least as tall as the top of the competitor's head
- must weigh 800 grams minimum for adults (18 & over)
- no minimum weight for children's bo
- Bo must be at least 2.5cm diameter in the center

Ekku

- should be a minimum of the height of the competitor's ear lobe
- blade must be a minimum of 8.5cm wide
- must weigh 800 grams minimum for adults
- no minimum weight for children's eku

Sai

- must be made of metal
- two Sai must be used in KBC competition
- must weigh 600 grams minimum, each for adults
- no minimum weight for children's sai
- must reach the competitor's elbow when held in the closed position

Tonfa

- must be made of hardwood
- must reach the competitor's elbow when held in the closed position
- there are no weight or size restrictions for children's divisions

SPECIAL WEAPONS

Joh

- must weigh 500 grams for adults
- no minimum weight for children's joh
- must be made of hardwood with or without tapered ends
- height should reach the competitor's solar plexus from the floor

Kama

- must have wood, steel or aluminum blades
- must not be sharpened
- no weight restrictions for kama

Nunchaku

- must be made of rubber or some other flexible material
- wood or metal nunchaku are illegal and will not be allowed in competition

Tanbo

- must weigh 250 grams minimum for adults
- no minimum weight for children's tanbo
- must be made of hardwood
- must be at least 24" long

Tinbe / Rochin

- must be made of safe realistic material
- rochin may not be thrown

ARTICLE 8: KATA

1. The kata performed in the competition must be on the approved kata list below.
2. Kata not on the list will not be permitted at this time.

REGULAR LONG WEAPONS KATAS

Bo

1. Chatan Yara No Kon Dai
2. Chatan Yara No Kon Sho
3. Chinen Shikiyanaka No Kon
4. Choun (Shoun) No Kon
5. Kaatin No Kon
6. Kihon Kata Ichi
7. Kihon Kata Ni
8. Oshio No Bo
9. Oshiro No Kon
10. Sakagawa No Kon Chu
11. Sakagawa No Kon Dai
12. Sakagawa No Kon Sho
13. Shirotaru No Kon Dai
14. Shirotaru No Kon Sho
15. Shi Shi No Kun
16. Shushi No Kon Dai
17. Shushi No Kon Koshiki
18. Shushi No Kon Sho
19. Tawada No Kon
20. Tenryu No Kon
21. Tokumine No Kon Dai
22. Tokumine No Kon Sho
23. Urashi No Kon
24. Yonegawa No Kun (Hidari No Kun)
25. Tokumine No Nunti Bo

Ekū

1. Akahachi No Eku-bo
2. Chikin (Tsuken) Sunakake No Eku
3. Tokushin No Eku

REGULAR SHORT WEAPONS KATAS

Sai

1. Chatan Yara No Sai Dai
2. Chatan Yara No Sai Sho
3. Chikin Shitahaku No Sai
4. Hamahiga No Sai
5. Hantagwa No Sai
6. Kojo No Sai
7. Kusanku Sai
8. Kyan No Sai
9. Manji No Sai
10. Matsuhiga No Sai
11. Yakaa No Sai

Tonfa

1. Chatanyara No Tonfa
2. Hamahiga No Tonfa
3. Matsu Higa No Tonfa Dai
4. Matsu Higa No Tonfa Sho
4. Nakazato No Tonfa
5. Oyadomari No Tonfa
6. Yaraguwa No Tonfa

SPECIAL WEAPONS KATAS (Demo Division)

Joh

1. Arakaki No Joh
2. Noboriryu No Joh Dai
3. Noboriryu No Joh Sho

Kama

1. Gushikawa Tairagua Nichokama 1
2. Gushikawa Tairagua Nichokama 2
3. Hamahiga No Kama
4. Kanagawa No Nichokama Dai
5. Kanagawa No Nichokama Sho
6. Kinegawa Nicho No Gama
7. Kishiba No Nichokama
8. Kuzushisho No Nichokama
9. Naku No Kama
10. Ryuei Nichokama
11. Soken No Nichokama
12. Toyama (Tozan) No Nichokama

Nunchaku

1. Akamine No Nunchaku
2. Maezato No Nunchaku (single)
3. Maezato No Nunchaku (double)
4. Maezato No Nunchaku (small 3)
5. Nunchaku Dai
6. Nunchaku Sho
7. Sanbon Nunchaku

Tanbo

1. Noboriryu No Tanbo
2. Sekuin No Tanbo

Tinbe / Rochin

1. Kanegawa No Tinbe
2. Kuniyoshi No Tinbe
3. Matayoshi No Tinbe