

PART 7: KOBUDO RULES

CHAPTER 19: GENERAL KOBUDO RULES

ART. 81: GENERAL MATTERS

- 81.1 A “Point System” will be used in the Individual Kobudo Match and the winner will be the one with the highest total score. The WUKF-ExCom may change from a “point System” to a “Flag System”.
- 81.2 The Kobudo competition will be organized only in Individual competition matches.
- 81.3 Only weapon approved by the WUKF (PART 7, Chapter 24, ART. 94-101) is allowed to be used in the Kobudo competition.
- 81.4 The competitors can perform only traditional Okinawa and Japanese Kobudo kata from the WUKF list of the Kobudo kata. Free styles of Kobudo kata without tradition are strictly prohibited.
- 81.5 The Kobudo competition should run as the Open style competition, with each competitor keeping his/her own Kobudo style.
- 81.6 The Match area is the same as in Kata competition. The split wooden floor is preferred, if possible.
- 81.7 Uniform: must meet the conditions stated in the ART. 4 of these rules.
Exception: Black karate-gi jacket is allowed in Kobudo competition.
- 81.8 All ages categories will be run in two divisions:
LONG WEAPONS – Bo, Ekku
SHORT WEAPONS – Nunchaku, Kama, Tonfa, Sai and Tinbe
Is possible to use different weapon true the tournament and rounds from each division. Choice of weapon for round/Tie depends of each competitor’s decision. Referee can’t determine the weapon for Tie or round. (for example: in Short weapon division: 1st round Kama, 2nd Round Nunchaku, Final Sai, Tie – Tonfa etc.)

ART. 82: JUDGEMENT OF A MATCH

- 82.1 The Panel of Judges (1 Central Referee and 4 or 6 Corner Judges) will adjudicate each Kobudo match.
- 82.2 All matches shall be conducted exclusively upon the instructions of the Central Referee.
- 82.3 The Central Referee and each corner judge must have a scoreboard and two flags (a red and a white flag).
- 82.4 In the “Flag System”, when the Central Referee calls for Hantei, victory will be decided by the majority, based on the Table for judgment (see Fig.8).

ART. 83: STARTING THE KOBUDO PERFORMANCE

- 83.1 Before each round, the contestants must give the name of Kobudo kata that they will perform to the Jury Table, in order for it to be recorded on the official sheet.
- 83.2 Contestants may not repeat the same Kobudo kata performed in the previous round.
Exception: see the Children’s Kobudo category and ART.88 and Cadets Kobudo category ART. 89
- 83.3 When called upon by the Announcer, the contestant will immediately proceed inside the match area, bow to the Central Referee, and they will clearly announce the name of the Kobudo kata that they will perform to the Judges.
- 83.4 The Central Referee will clearly repeat the name of the Kobudo kata.
- 83.5 After that, the competitor will commence their performance, and upon completion, will await the Judge's decision.

ART. 84: ENDING THE KOBUDO KATA

- 84.1 Upon completion of the Kata, the Central Referee shall call Hantei for the Corner Judges' decisions. Immediately and simultaneously the Central Referee and the Corner Judges will raise their Score Boards with their decisions. The Caller-Announcer shall call out the Central Referee's score and each Corner Judge's scores clearly to the Recorder.
- 84.2 The Recorder shall record the announced scores on the proper form, and calculate the final score as follows: out of five (seven) scores received, the highest and lowest shall be deleted and the remaining three (five) scores shall be totalled.
- 84.3 The Caller-Announcer shall clearly announce the total score.
- 84.4 After the announcement of the total score, the contestant will bow to the Central Referee and leave the match area.

ART. 85: ROUNDS

- 85.1 The Kobudo competition will be organized **over two rounds: Round 2 and Round 3 (the Final)**. In categories where **more than 16 competitor entries**, it will be organized **over three rounds: Round 1** (Score: 5.0 - 7.0), - with the **12 highest scoring** contestants going through to the Round 2.
- 85.2 If there are less than 16 entries in the first round, then Round 1 can be omitted.
- 85.3 **Second Round** (Score: 6.0 - 8.0): the **6 highest scores** will go through to the Final.
- 85.4 The order list of competitors in the second round will be in the same order as in the list for the first round.
- 85.5 **Third Round** (Final) (Score: 7.0 - 9.0): The Kobudo kata in the Final must be different from the Kobudo kata performed in the 2nd Round. **Exception:** see ART. 83.2.
- 85.6 An electronic list will establish the order in which each contestant will compete in the Final Round.

ART. 86: TIE

- 86.1 In the event of a tie in the 1st or the 2nd round, to define the list of contestants for the next round, the minimum score from the remaining 3 scores (after the minimum and maximum scores were deleted) will be added to the total scores for that round. The deleted scores will not be taken into account for no other classification.
- 86.2 If, after this the tie persists, the maximum score from the remaining 3 scores is then added to the total scores for that round.
- 86.3 In the case of a continuing tie, the contestants must perform an additional and different Kobudo kata from this round. **Exception:** see ART. 83.2.
- 86.4 If there is still no winner, a decision (Hantei) must be taken by the Panel of Judges based on the last Kobudo kata performed. The Central Referee and all the Judges will use flags to determine the winner.
- 86.5 Only the original score received in Round 2 will be used to determine the winner of the competition.
- 86.6 The deleted scores will not be used to determine results in any of the rounds. Only the three (five) remaining scores will be used to determine results.

ART. 87: THE FINAL RESULT

- 87.1 Only the remaining scores from the 2nd and 3rd rounds will be added together for the final result.
- 87.2 In the event of a tie, the contestants must perform an additional and different Kobudo kata which they have not performed in Final (3rd) rounds. **Exception:** see ART. 83.2.
- 87.3 If, after this, the tie persists the minimum score from the remaining 3 scores will be added to the total.

- 87.4 In the case of a continuing tie, the maximum score from the remaining 3 scores will be added to the total.
- 87.5 If there is still no winner, a decision (Hantei) must be taken by the Panel of Judges (based on the last Kata performed). The Central Referee and the Judges will use flags to determine the winner.

CHAPTER 20: CHILDREN'S KOBUDO COMPETITION

ART. 88: CATEGORIES ALLOWED IN CHILDREN'S KOBUDO COMPETITION

- 88.1 Children's Categories will be divided to two age's categories:
Children AK under 10 years old
Children BK 11 – 13 years old
- 88.2 In the Children's Kobudo categories, all belts are in one age category.
- 88.3 In the Children's categories there will be **two divisions (LONG and SHORT)** of Kobudo competition based on ART.81.8. of these rules.
- 88.4 There are no obligatory or forbidden kata from the list for the specific rounds. Change of weapons in divisions is possible following ART.81.8. of these rules.
- 88.5 In children's (AK and BK) categories Kobudo kata are allowed to be repeated in all rounds and tie.

CHAPTER 21: CADETS KOBUDO COMPETITION

ART. 89: CATEGORIES ALLOWED

- 89.1 Competitors in **CADETS Kobudo** categories will be aged **from 14 to 17 years old**. A Cadet contestant **cannot** participate in Senior Kobudo match.
- 89.2 In the Cadets kobudo category all belts are in one age category.
- 89.3 In the Cadet category there will be **two divisions (LONG and SHORT)** of Kobudo competition based on ART. 81.8. of these rules.
- 89.4 There are no obligatory or forbidden kata from the list of Kobudo kata for the specific rounds in Cadets categories. Change of weapons in divisions is possible following ART.81.8. of these rules.
- 89.5 Cadets can repeat Kobudo kata in each second round. In a Tie he/she must use the different kata of the main kata of ongoing round. Kata used in the Tie situation can be used in the next round as a main kata. (for example: in Long division – Round 2 –main kata Bo, Tie for going to Final – Ekku, Final Ekku as a main kata). It is allowed to use a different weapon of division, in case of Tie as well.

CHAPTER 22: SENIORS AND VETERANS KOBUDO COMPETITION

ART. 90: CATEGORIES ALLOWED

- 90.1 Competitors in **SENIOR Kobudo** categories will be aged **from 18 to 35 years old**.
- 90.2 Competitors in VETERAN's Kobudo categories are divided to two ages groups:
Veterans AK 36 – 50 years' old
Veterans BK over 51 years' old
- 90.3 In the Senior and Veterans Kobudo categories all belts are in one age category.

- 90.4 **A Veteran** contestant has to compete **ONLY** in his/her category. He or she cannot compete in Senior categories.
- 90.5 In the Senior and Veteran categories there will be **two divisions (LONG and SHORT)** of Kobudo competition by on ART. 81.8. these rules.
- 90.6 There are no obligatory or forbidden kata from the list Kobudo kata for the specific rounds.
- 90.7 Seniors and Veterans are not allowed to repeat a Kobudo kata in all rounds and in the Tie situations as well. It is allowed to use a different weapon of division, in case of Tie as well.

CHAPTER 23: CRITERIA FOR DECISION

ART. 91: GENERAL CONDITIONS

- 91.1 In the Kobudo Match, each performance will not be deemed simply good or bad but will be judged according to the essential elements same as in the KATA category (Chapter 18) in consideration of the specific criteria according to the used weapon.
- 91.2 Correct and consistent Kihon of the style of Kobudo being demonstrated.
- 91.3 The Kobudo Kata must be performed with competence and must demonstrate a clear understanding of the traditional principles it contains. Kobudo Kata is not a dance or theatrical performance. It must adhere to the traditional values and principles. Main principles must be explained, see 91.4 of this article. It must be Budo based, realistic in fighting terms and display concentration, power, and potential impact in its techniques. It must demonstrate strength, power, and speed as well as grace, rhythm and balance.
- 91.4 In assessing the performance of a contestant the Judges will look for:
- Realistic performance of the Kobudo Kata with correct attitude (REIGI)
 - Understanding of the application of the techniques being used (BUNKAI)
 - Good timing, rhythm, speed, and focus of power (KIME). Control of speed and rhythm
 - Correct and proper use of breathing
 - Correct focus of attention (CHAKUGAN) and concentration
 - Correct stances (DACHI) with proper tension in the legs, and feet flat on the floor. Stability and balance
 - Proper tension in the abdomen (HARA) and no bobbing up and down of the hips when moving. Control of tension and contraction.
 - Kobudo Kata sequence (EMBUSEN)
 - Correct form (KIHON) of the Weapon being demonstrated
- 91.5 The contestants must properly use the body and footwork to extend the power (energy) into the weapons.
- 91.6 The contestants must always maintain control of the weapons during the performance.

ART. 92: MINUS POINTS

Points will be deducted in cases by the criteria in Minus points ART. 77 in the KATA and in follows situations:

- 92.1 In case of short term loosing of the weapons' control, the score will be decreased by 0,1 – 0,3 point.
- 92.2 In case of the contact of the weapon with the floor, the score will be decreased by 0,1 – 0,3 point.
- 92.3 In case of hitting the weapon against own (competitor's) body (especially in case of performing with BO, EKKU) in order to create acoustic effects, the score will be decreased by 0,1 – 0,3 point.

ART. 93: DISQUALIFICATION

- 93.1 Specific condition is continuous control of the weapon. Fall out of the weapon during the performance of the Kobudo kata results in the Hansoku. In this case panel of referees will give the "0" score for the competitor and this result (0) will be written in to the Jury Table display notes.

New WUKF rules for KOBUDO since 1st WUKF WORLD CHAMPIONSHIPS 2019, Bratislava, Slovakia

- 93.2 In case of performing dangerous act, which endangers health of the Jury Table members or the other competitors, the competitor will be disqualified.
- 93.3 In case when the weapon does not follow the conditions and specifications given in Chapter 24.

CHAPTER 24: KOBUDO WEAPONS

ART. 94: BO

- 94.1 Bo shall be made of hardwood as oak or ebony, in round shape and without tapered ends.
- 94.2 For children and cadets, the length shall be one fist above or below of top of the competitor's head. For seniors and veterans, the length standard is 180cm (6 feet) or can be one fist above or below the top of the competitor's head.
- 94.3 The weight for Senior and Veteran male competitors shall be no less than 900g.
- 94.4 The weight for female Senior and Veteran competitors shall be no less than 800 g.
- 94.5 Ultra-light Bo may be disqualified from the competition upon the inspection of the referee.
- 94.6 An approved WUKF stamp/mark is required for all Bo competitors. The stamp/mark is received after the Bo passes inspection.

ART. 95: EKKU

- 95.1 Ekku must be made of hardwood and have a length that shall be between: the height of competitor's chin to the top of the competitor's head when measured from the floor.
- 95.2 Ekku blade shall have a flat side and a rounded or bevelled side, and the blade tip should not have a sharp point.
- 95.3 The weight for Senior and Veteran male competitors shall be no less than 650 g.
- 95.4 The weight for female Senior and Veteran competitors shall be no less than 550 g.
- 95.5 Ultra-light Ekku may be disqualified from the competition upon the inspection of the referee.
- 95.6 An approved WUKF stamp/mark is required for all Ekku competitors. The stamp/mark is received after the Ekku passes inspection.

ART. 96: NUNCHAKU

- 96.1 Nunchaku consisting of two hardwood sticks joined together by a chain, rope, or thong. The length of each piece should be as long as forearm when held in a high grip near the top of the shaft. Both ends are equal length and can be rounded or an octagonal.
Exceptional: For category Children AK nunchaku can be made from nylon or aluminium.
- 96.2 In tournament for kata competitors use only one nunchaku. Kata with two (pair) are not allowed.
- 96.3 Sansetsukon are not allowed in tournament. Lighting effects are prohibited in tournament.

ART. 97: TONFA (pair)

- 97.1 TONFA must be entirely made of hardwood with a minimum length, when grasped by the handles, to reach the end of the competitor's elbow.
- 97.2 Two TONFA are used in KOBUDO competition.

ART. 98: SAI (pair)

- 98.1 Two Sai must be used for competitions (Sai Katas that use one Sai or three Sai are not allowed).
- 98.2 Sai must be made of steel.
- 98.3 The tip shall in principle extend 1 cm over the competitor's elbow.
- 98.4 Each Sai weight for Senior and Veteran male competitors shall be no less than 650g.
- 98.5 Each Sai weight for Senior and Veteran female competitors shall be no less than 550g.
- 98.6 The action of throwing a Sai or piercing the floor with a Sai during the performance is prohibited.

ART. 99: KAMA (pair)

- 99.1 Two Kama must be used for competition.
- 99.2 The handles of Kama must be wooden and the blades from unsharpened steel. No rope, chord, string, etc. are permitted, not Kamas with holes in blades.
- 99.3 It is forbidden to use Kama with sharp blades and tips, in the Children's and Cadet category. Kama blade must be blunted, taped, or otherwise secured to prevent an injury of the competitor.

ART. 100: TINBE

- 100.1 Tinbe is a combined weapon consisting of the shield and the spear.
- 100.2 The shield generally is oval or round with the diameter about 45 – 50 cm made from steel, aluminium or another material as a tortoise shell.
- 100.3 Spear is generally length of the forearm from the wrist to the elbow. It can be made from wooden stick with metallic tip or swords, or completely metal rounded short stick without tip, or metal machete-style tools.
- 100.4 It is forbidden to use spear with sharp blades and tips in the Children's and Cadet's categories.

ART. 101: GENERAL CONDITIONS

- 101.1 All weapons shall be examined by an official prior to competition to ensure that they are of authentic design, construction, and materials. After an examination a weapon should be marked. Participant will be disqualified when competing with an unmarked weapon.
- 101.2 Any weapon that, in the examiner's opinion, gives an unfair advantage may not be used. Grounds for rejecting a weapon include but are not limited to exceptionally lightweight, coating to improve grip, markings (including different colour tones of wood), and non-standard construction.
- 101.3 All wood on weapons must be hardwood (oak, teak, ebony, mahogany; **no rattan**).

CHAPTER 25 LIST OF THE KOBUDO KATA

List of Kobudo Kata by styles of Okinawa and Japan Kobudo – attached separately