

34th AUSTRALIAN KENDO CHAMPIONSHIPS – ADELAIDE 2009

PROGRAM and REGULATIONS

PROGRAM

The 2009 Australian Kendo Championships will be conducted over the Easter weekend as follows:

Friday	Morning	Grading Examination up to 4 Dan
	Afternoon	Shinpan Briefing
	Late Afternoon	Annual Meeting of Kendo Members (inc. election of new Kendo Board for the next 3 years)
Saturday	All Day	Competition
	Evening	Dinner
Sunday	All Day	Competition
Monday	All Day	Seminar
Tuesday	Morning	Seminar

The following competitions will comprise the Program:

- Open Individual Championship
- Kyu Grade Individual Championship
- Women's Individual Championship
- Veteran's Individual Championship
- Open Teams Championship
- Kyu Teams Championship
- Women's Team Championship
- Kata Pairs Championship

ELIGIBILITY

All entrants must:

- Be current financial members of the AKR as at 30/11/2008
- Have their 16th birthday on or before 30 June 2008
- Be Australian Citizens, or registered Permanent Residents of Australia

Entrants into the Veterans Individual Championship must be 40 years or older at the commencement of the competition.

Individuals shall be permitted to enter ONE Individual Event ONLY.

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

COMPETITION RULES

All matches will be played in accordance with the FIK Rules & Regulations, with the following additional Rules. All matches will be san-bon shobu (three point match) unless otherwise specified.

INDIVIDUAL COMPETITIONS

- No encho in pool matches
- Winner of pool determined by number of wins with a draw counting as "half a win".
- If two or more players even on wins, then by number of points scored (points conceded are not counted).
- If two players still even, ippon shobu (one-point) shiai to determine winner.
- If all three players even on wins and points scored, pool is played again in full.
- A "no-time-limit" encho applies in knock-out rounds and finals.
- Kyu & Dan matches 5 minutes, Women's matches 4 minutes, Veterans matches 3 minutes.

TEAM COMPETITIONS

- No encho.
- Winning team to be determined by number of wins;
- If even, then by number of points scored (points conceded are not counted);
- If still even, then one player from each team shall play a “no time limit” ippon-shobu (one-point) play-off match match (daihyou-sen).
- Individual matches 5 minutes in Open and Kyu, 4 minutes in Women’s event

Open & Kyu team matches

- Teams will be 5 a side, with a minimum of 3 players;
- If playing with 4 players, must play positions 1, 2, 3 & 5;
- If playing with 3 players, must play positions 1, 3 & 5.

Women’s team matches

- Teams will be 3 a side, with a minimum of 2 players;
 - If playing with 2 players, must play positions 1 & 3.
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