

Wabi Sabi Kendama Tournament

The **entry fee** for the Ronin (beginner), Daimyo (intermediate) and Shogun (advanced) divisions will be \$5.

- **1st Prize: Eric Kendama!** (striped, metallic, neon, etc.)
- **2nd Prize: Kendama!** (standard TK, Ozora, Shin Fuji or SunRise)
- **3rd Prize: \$20 Gift Certificate** from Wabi Sabi

There will also be a **novice division**. Entry fee is only \$2 and Japanese candy will be awarded to 1st, 2nd and 3rd place winners.

Contestants must **arrive at the Boys and Girls Club of Central Oregon by 1:15**. Final rounds will be held on the stage at 3:30.

RULES

SEEDING

Contestants will demonstrate their skills to the judges to determine in which division they will be competing.

- Judges may move competitors into a different division after the competition has begun.
- Judges may decide to handicap players by giving them additional letters.

KENDAMA

- Judges will inspect each player's kendama to determine if they are suitable for competition. (After-market paint and string length might be reasons for ineligibility.)
- TK-juniors are only allowed in the novice division.
- Kendama that are not JKA approved (ex: SunRise) might be allowed with the approval of the opponent.
- **Wabi Sabi will provide kendama to players that do not have their own.**

TRICKS

- Only beginner tricks from the Japanese Kendama Association will be allowed in the beginner and novice divisions.
- Tricks cannot be repeated in the intermediate and advanced divisions.
- "Combos" can be no more than 5 tricks.
- Tricks not on the JKA site must be agreed to by both contestants. This includes opposite handed tricks.
- Tricks not on the JKA site can only be played one time, either alone or in a combination.

TOURNAMENT PLAY

The tournament is double-elimination and is played like "HORSE" in basketball only "DAMA" is the word spelled (or "KENDAMA" for novices).

- Rock-paper-scissors to determine who goes first
- The first contestant calls which trick she will do and attempts it.
- If she misses, the opponent gets to call and attempt the next trick
- If she is successful, her opponent attempts the same trick
- If the opponent makes it, the first does another trick and no letters are assigned.
- If the opponent misses, she gets a letter. And the first player calls and attempts the next trick.
- Each contestant shall have one "mulligan" (do-over) to use whenever she pleases during the round.
- The first contestant to spell "DAMA" loses.
- After one loss, the contestant is moved to the losers bracket.
- After a second loss the contestant is eliminated from the tournament.
- The winner of the losers' bracket plays the winner of the winners bracket in the final round.
- In the final round, the player with one loss in the tournament (the winner of the loser's bracket) must win twice against the undefeated player to win the tournament.

SPORTSMANSHIP

- As is the tradition in Japan, competitors will bow to each other and the judges at the beginning and end of each round.
- Competitors displaying unsportsmanlike like behavior (cursing, making noise to distract their opponent, throwing their kendama etc.) may or may not receive a warning before being disqualified from the tournament.

SMALL PRINT

- Number of divisions will depend on number of players in tournament.
- Rules are subject to change.
- Judges decisions are final.