

American Kyudo Renmei Annual Taikai Competition Guidebook

Version: November 6, 2016



In order to foster the development of kyudo and for the enjoyment of all American *kyudoka*, the American Kyudo Renmei (AKR) invites its member *renmeis* to participate in an annual *taikai* competition. While not required, *renmeis* are encouraged to participate to foster individual skill and promote the spirit of *kyudo*.

A basic outline of how these tournaments shall be run and scored is provided below. These guidelines are based on the explicit rules provided by the *Kyudo Kyōgi Kisoku* (Kyudo Competition Rules).

- Section 1 – General Rules
- Section 2 – Dojo Setup and Conduct
- Section 3 – Shooting Procedure
- Section 4 - Scoring

Competition results, questions about rules and other inquiries shall be directed to members of the AKR Taikai Committee:

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Section 1: General Rules

Article 1 – AKR member *renmeis* may hold up to two official AKR Taikais per year at their local *dojo*. Each individual competition shall consist of eight (8) arrows shot per archer for a total of sixteen (16) arrows shot per year. The times and locations of the AKR Taikais may be determined at the discretion of the *renmei* within the time constraints prescribed in Article 2.

Article 2 – The first AKR Taikai may be held anytime between January 1st and June 30th of each calendar year. The results of AKR Taikais held during the first half of the year should be reported to the AKR Taikai Committee by the end of July 15th, or the results shall be considered null and void. A second AKR Taikai may be held anytime between July 1st and December 31st of each calendar year. The results of AKR Taikais held during the second half of the year should be reported to the AKR Taikai Committee by the end of January 15th, or the results shall be considered null and void. At least one month must pass between AKR Taikais.

Article 3 – Before the tournament, there should be no practice shooting other than *makiwara* shooting.

Article 4 – Individual archers may attend the AKR Taikais of *renmeis* they do not belong to, however only the results of the first competition attended per calendar period (January 1st – June 30; July 1st – December 31st) shall count for the purposes of scoring.

Article 5 – All AKR Taikais shall conform to ANKF competition rules and regulations.

Section 2: Dojo Setup and Conduct

Article 6 – AKR Taikais shall provide one target per archer using a *kasumimato* (36 cm in diameter with three concentric black circles on a white background) at *kinteki* distance (28 m). The target forms shall be made of wood and measure 10 cm or more deep. The centers of targets shall be positioned 27 cm above the floor. Targets shall be set 150 cm apart measured from the center. Archers must similarly be spaced 150 cm apart at the *azuchi*.

Article 7 – All competitors shall wear the standard *kyudo* uniform (tight sleeves, hakama) unless otherwise specified.

Article 8 – The host *renmei* shall designate a 1) Taikai Chairperson and a 2) Scoring Umpire. These two roles may not be filled by the same person. The Taikai Chairperson shall be in charge of setting up and running the *taikai*, and the Scoring Umpire shall be in charge of scoring. Both persons shall sign the Taikai Scoresheet to validate recorded results, or said results will not be accepted.

Section 3 – Shooting Procedure

Article 9 – The shooting shall preferably be conducted in *Kyogi* in *tachis* of 3 or 5 archers. Archers may shoot 2 or 4 arrows at a time upon the discretion of the Taikai Chairperson. *Tachis* of differing sizes are acceptable, and may be arranged at the discretion of the Taikai Chairperson, but shall never consist of more than 5 archers. Shooting shall proceed in *Zasha*, though *Rissha* is acceptable where medically

necessary and upon the approval of the Taikai Chairperson. The order and timing of the shooting shall proceed according to the charts provided in Appendix A.

Section 4: Scoring

Article 10 - The Scoring Umpire shall consider a shot to be a successful "hit" according to the following conditions:

- The valid target area consists of anywhere on the *mato* all the way to the *outside* edge of the wooden target form. So long as the tip strikes anywhere on that target area, it is considered a "hit."
- An arrow which hits a valid target area but then bounces off onto the floor is a "hit."
- An arrow which bounces off the floor/wall and then into a valid target area is a "miss."
- An arrow whose tip strikes the rim but then glances off to the side is a "hit."
- An arrow which glances off the target form but whose *tip* did not strike a valid target is a "miss."

Article 11 – The Scoring Umpire shall determine the best way to observe the results of shots, and shall be permitted sufficient time to accurately observe results. The determination of the Scoring Umpire is final. Re-shooting arrows is not permitted regardless of circumstances. When in doubt, the result is "miss." The results of shooting shall be recorded on the Scoring Sheet provided in Appendix B.

Article 12 – The three highest-scoring shooters for the year in each *renmei* shall receive honorable mention in the AKR newsletter and/or website. Ties at the local competition may be resolved by *Izume*, *Enkin*, or both at the discretion of the Taikai Chairperson. The highest scoring shooters nationally, and the highest scoring *renmei*, shall be announced annually via the AKR newsletter and/or website.

National results from the most recent year shall be used to determine an archer's eligibility to participate in an International Taikai. In case of ties at the national level, the top finishing archers may first negotiate amongst themselves to resolve who will represent the AKR at the international taikai. If the field cannot be narrowed by this method, priority shall go first to the highest ranking archers. If the matter is still not resolved, ties may be broken by comparing years of experience in kyudo. The senior archer(s) get priority. If the matter is still not resolved, the Taikai Committee shall break ties by coin toss.

Shooting Procedure in *Kyōgi* (for a *Tachi* of 3 Archers, *Hitote*, *Zasha*)

All Nippon Kyudo Federation

	<i>Ichiban</i>	<i>Niban</i>	<i>Sanban</i>
H A Y A	Proceed without waiting.	When <i>Ichiban</i> is standing, with the right fist being brought to the hip, stand up. On <i>Ichiban</i> 's <i>Tsurune</i> , make <i>Uchiokoshi</i> and proceed.	When <i>Niban</i> is standing, with the right fist being brought to the hip, stand up. On <i>Niban</i> 's <i>Tsurune</i> , make <i>Uchiokoshi</i> and proceed.
O T O Y A	After shooting <i>Haya</i> , sit down in <i>Kiza</i> , nock on <i>Otoya</i> and stand up. On <i>Sanban</i> 's <i>Tsurune</i> , make <i>Torikake</i> and proceed.	After shooting <i>Haya</i> , sit down in <i>Kiza</i> , nock on <i>Otoya</i> and stand up. On <i>Ichiban</i> 's <i>Tsurune</i> , make <i>Uchiokoshi</i> and proceed.	After shooting <i>Haya</i> , sit down in <i>Kiza</i> , nock on <i>Otoya</i> and stand up. On <i>Niban</i> 's <i>Tsurune</i> , make <i>Uchiokoshi</i> and proceed.

(Effective as of April 1, 2014)

- Notes:
- 1) On entering, the attention must be focused on the *Kamiza* before making *Rei* in the case of *Ichiban*, or *Yū* (in *Futa-Iki*: two breaths) from *Niban*.
 - 2) Proceed to *Honza*, sit down in *Kiza*, make *Yū* (in *Mi-Iki*: three breaths) together and proceed to *Shai*.
 - * When there is a previous group at *Shai*, the *Tachi* enters the shooting area on the *Tsurune* of *Sanban*'s *Haya*, sits down in *Kiza* at *Honza* and waits.
 - * On the *Tsurune* of the last archer from the previous group, the *Tachi* makes *Yū* together. On the last archer's *Yudaoshi*, the *Tachi* stands up. When the last archer from the previous group takes the first step towards *Honza* to exit, the *Tachi* proceeds to *Shai*.
 - * The *Tachi* may be required to wait for the person in charge (*Shinkōgakari*) to call the start with "*Hajime*" before making *Yū* together and proceeding to *Shai*.
 - 3) Sit down in *Kiza* at *Shai*, turn to face *Waki-Shōmen*, stand the bow up and make *Yatsugae*.
 - 4) When the shooting is finished, leave the shooting area in consecutive order starting with *Ichiban*.
 - 5) On exiting, the attention must be focused on the *Kamiza* before making *Yū* (in *Futa-Iki*).
 - 6) The movements before and after the shooting should not be too slow.
 - 7) The same procedure applies when shooting four arrows (*Futate*) and in a group of four archers.
 - 8) When a time limit is set, it is possible to proceed faster as long as the order of the archers is respected.

Shooting Procedure in *Kyōgi* (for a *Tachi* of 5 Archers, *Hitote*, *Zasha*)

All Nippon Kyudo Federation

	<i>Ichiban</i>	<i>Niban</i>	<i>Sanban</i>	<i>Yonban</i>	<i>Goban</i>
H A Y A	Proceed without waiting.	When <i>Ichiban</i> is standing, with the right fist being brought to the hip, stand up. On <i>Ichiban</i> 's <i>Tsurune</i> , make <i>Uchiokoshi</i> and proceed.	When <i>Niban</i> is standing, with the right fist being brought to the hip, stand up. On <i>Niban</i> 's <i>Tsurune</i> , make <i>Uchiokoshi</i> and proceed.	When <i>Sanban</i> is standing, with the right fist being brought to the hip, stand up. On <i>Sanban</i> 's <i>Tsurune</i> , make <i>Uchiokoshi</i> and proceed.	When <i>Yonban</i> is standing, with the right fist being brought to the hip, stand up. On <i>Yonban</i> 's <i>Tsurune</i> , make <i>Uchiokoshi</i> and proceed.
O T O Y A	After shooting <i>Haya</i> , sit down in <i>Kiza</i> , nock on <i>Otoya</i> and stand up. On <i>Goban</i> 's <i>Tsurune</i> , make <i>Torikake</i> and proceed.	After shooting <i>Haya</i> , sit down in <i>Kiza</i> , nock on <i>Otoya</i> and stand up. On <i>Ichiban</i> 's <i>Tsurune</i> , make <i>Uchiokoshi</i> and proceed.	After shooting <i>Haya</i> , sit down in <i>Kiza</i> , nock on <i>Otoya</i> and stand up. On <i>Niban</i> 's <i>Tsurune</i> , make <i>Uchiokoshi</i> and proceed.	After shooting <i>Haya</i> , sit down in <i>Kiza</i> , nock on <i>Otoya</i> and stand up. On <i>Sanban</i> 's <i>Tsurune</i> , make <i>Uchiokoshi</i> and proceed.	After shooting <i>Haya</i> , sit down in <i>Kiza</i> , nock on <i>Otoya</i> and stand up. On <i>Yonban</i> 's <i>Tsurune</i> , make <i>Uchiokoshi</i> and proceed.

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- 2) Proceed to *Honza*, sit down in *Kiza*, make *Yū* (in *Mi-Iki*: three breaths) together and proceed to *Shai*.
- * When there is a previous group at *Shai*, the *Tachi* enters the shooting area on the *Tsurune* of *Niban*'s *Otoya*, sits down in *Kiza* at *Honza* and waits.
 - * On the *Tsurune* of the last archer from the previous group, the *Tachi* makes *Yū* together. On the last archer's *Yudaoshi*, the *Tachi* stands up. When the last archer from the previous group takes the first step towards *Honza* to exit, the *Tachi* proceeds to *Shai*.
 - * The *Tachi* may be required to wait for the person in charge (*Shinkōgakari*) to call the start with "*Hajime*" before making *Yū* together and proceeding to *Shai*.
- 3) Sit down in *Kiza* at *Shai*, turn to face *Waki-Shōmen*, stand the bow up and make *Yatsugae*.
- 4) When the shooting is finished, leave the shooting area in consecutive order starting with *Ichiban*.
- 5) On exiting, the attention must be focused on the *Kamiza* before making *Yū* (in *Futa-Iki*).
- 6) The movements before and after the shooting should not be too slow.
- 7) The same procedure applies when shooting four arrows (*Futate*) and in a group of four archers.
- 8) When a time limit is set, it is possible to proceed faster as long as the order of the archers is respected.

Shooting Procedure in *Kyōgi* (for a *Tachi* of 3 Archers, *Hitote*, *Rissha*)

All Nippon Kyudo Federation

	<i>Ichiban</i>	<i>Niban</i>	<i>Sanban</i>
H A Y A	Proceed without waiting.	On <i>Ichiban's Tsurune</i> , make <i>Uchiokoshi</i> and proceed.	On <i>Niban's Tsurune</i> , make <i>Uchiokoshi</i> and proceed.
O T O Y A	After shooting <i>Haya</i> , nock on <i>Otoya</i> and wait. On <i>Sanban's Tsurune</i> , make <i>Torikake</i> and proceed.	After shooting <i>Haya</i> , nock on <i>Otoya</i> and wait. On <i>Ichiban's Tsurune</i> , make <i>Uchiokoshi</i> and proceed.	After shooting <i>Haya</i> , nock on <i>Otoya</i> and wait On <i>Niban's Tsurune</i> , make <i>Uchiokoshi</i> and proceed.

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- 2) Proceed to *Honza*, make *Yū* (in *Mi-Iki*: three breaths) together in standing position and proceed to *Shai*.
- * When there is a previous group at *Shai*, the *Tachi* enters the shooting area on the *Tsurune* of *Sanban's Haya* and waits in standing position, one step behind *Honza*. (The use of chairs is permitted.)
 - * On the *Tsurune* of the last archer from the previous group, the *Tachi* proceeds to *Honza* and makes *Yū* together. When the last archer from the previous group takes the first step towards *Honza* to exit, the *Tachi* proceeds to *Shai*.
 - * After proceeding to *Honza*, the *Tachi* may be required to wait for the person in charge (*Shinkōgakari*) to call the start with “*Hajime*” before making *Yū* together and proceeding to *Shai*.
- 3) At *Shai*, turn to face *Waki-Shōmen*, stand the bow up and make *Yatsugae*.
- 4) When the shooting is finished, leave the shooting area in consecutive order starting with *Ichiban*.
- 5) On exiting, the attention must be focused on the *Kamiza* before making *Yū* (in *Futa-Iki*).
- 6) The movements before and after the shooting should not be too slow.
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All Nippon Kyudo Federation

	<i>Ichiban</i>	<i>Niban</i>	<i>Sanban</i>	<i>Yonban</i>	<i>Goban</i>
H A Y A	Proceed without waiting.	On <i>Ichiban</i> 's <i>Tsurune</i> , make <i>Uchiokoshi</i> and proceed.	On <i>Niban</i> 's <i>Tsurune</i> , make <i>Uchiokoshi</i> and proceed.	On <i>Sanban</i> 's <i>Tsurune</i> , make <i>Uchiokoshi</i> and proceed.	On <i>Yonban</i> 's <i>Tsurune</i> , make <i>Uchiokoshi</i> and proceed.
O T O Y A	After shooting <i>Haya</i> , nock on <i>Otoya</i> and wait. On <i>Goban</i> 's <i>Tsurune</i> , make <i>Torikake</i> and proceed.	After shooting <i>Haya</i> , nock on <i>Otoya</i> and wait. On <i>Ichiban</i> 's <i>Tsurune</i> , make <i>Uchikoshi</i> and proceed.	After shooting <i>Haya</i> , nock on <i>Otoya</i> and wait. On <i>Niban</i> 's <i>Tsurune</i> , make <i>Uchiokoshi</i> and proceed.	After shooting <i>Haya</i> , nock on <i>Otoya</i> and wait. On <i>Sanban</i> 's <i>Tsurune</i> , make <i>Uchiokoshi</i> and proceed.	After shooting <i>Haya</i> , nock on <i>Otoya</i> and wait. On <i>Yonban</i> 's <i>Tsurune</i> , make <i>Uchiokoshi</i> and proceed.

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 - * After proceeding to *Honza*, the *Tachi* may be required to wait for the person in charge (*Shinkōgakari*) to call the start with “*Hajime*” before making *Yū* together and proceeding to *Shai*.
 - 3) At *Shai*, turn to face *Waki-Shōmen*, stand the bow up and make *Yatsugae*.
 - 4) When the shooting is finished, leave the shooting area in consecutive order starting with *Ichiban*.
 - 5) On exiting, the attention must be focused on the *Kamiza* before making *Yū* (in *Futa-Iki*).
 - 6) The movements before and after the shooting should not be too slow.
 - 7) The same procedure applies when shooting four arrows (*Futate*).
 - 8) When a time limit is set, it is possible to proceed faster as long as the order of the archers is respected.

How to Handle Four Arrows (in *Zasha*)—Simplified Method:

- 1) Turn to face *Waki-Shōmen* while lowering the bow (until the *Urahazu* touches the floor). Then, place one pair of arrows (*Hitote*) on the floor to the front with the *Itatsuki* in the centre of the body.
- 2) Keeping hold of the other *Hitote* at *Itsukebushi* (or *Itatsuki*), the right fist is brought to the hip.
- 3) Stand the bow in front of the centre of the body to the inside of the *Hitote* remaining on the floor, and make *Yatsugae*.
- 4) When taking the second *Hitote*, the arrows are picked up by *Itsukebushi* (or *Itatsuki*), then the right fist is brought to the hip.
- 5) Stand the bow up to the centre of the body and make *Yatsugae*.

