## 6TH WORLD KENDO CHAMPIONSHIPS PARIS 1985

INTERNATIONAL KENDO FEDERATION ALL JAPAN KENDO FEDERATION

2 KITANOMARU-KOEN CHIYODA-KU TOKYO

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# PROGRAM AND REGULATIONS OF THE 6TH WORLD KENDO CHAMPIONSHIPS 1985

I. Promotor: International Kendo Federation

Host Organization: Comite National du Kendo/FFJDA

II. Events and Schedule:

1985 April 11 (Thu)	Delegations arrive	2 p	. m.	~	4 p.m.	
	Drawing	4 p	. m.	~	6 p.m.	
	Managers Meeting	3 p	. m.	$\sim$	6 p.m.	
	Referees Meeting	3 p	o. m.	$\sim$	6 p.m.	
	Team Training	2 p	o. m.	~	6 p.m.	
	E. K. F. Meeting	4 p	. m.	$\sim$	7 p.m.	
	Welcome Party				10 p.m.	
12 (Fri)	I. K. F. Meeting	9:30 a	. m.	~	6 p.m.	
	Team Training				6 p. m.	
	Referees Seminary				6 p. m.	
	I. K. F. Reception		. m.		o P	
13 (Sat)	Team Championships	9 a	. m.	~	5 p.m.	
	CNK/FFJDA Reception		. m.		0 P. III.	
14 (Sun)	Individual Championships	8:30 a	. m.	~	4 p.m.	
	Keiko (All participants, optional)					
		4:30 p	. m.	~	6 p.m.	
	Sayonara Party	8 p	. m.			
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15 (Mon)	Goodwill Matches	8:30 a	. m.	~	11:30 a.ı	m.
	Dan Examination	1:30 p	. m.	~	5 p.m.	

#### III. Method for the Team Championships

- 1) Structure of the Team
  - a. 1 team from each organization.

b. 1 team shall consist of 5 competitors plus 2 extras.

If there are less than 5 competitors for a match from an organization, they are permitted to form a team consisting of 3 or 4.

A default will be regarded as a loss, giving the opponent 2 points.

- c. The team members shall be chosen from the 7 competitors nominated beforehand.
- d. The team members and the order of competing may be changed freely for every match.

## 2) Preliminary Contests

- a. League matches will be held for each "zone". Each zone shall consist of 3 teams except that when this does not work out evenly, 4 teams may form a zone.
- b. The matching of teams for each zone will be determined by drawing. However, the 4 teams which were placed 1st, 2nd and 3rd in the 5WKC will be seeded into different zones.
- c. 1st and 2nd place teams from each zone may move onto the next tournament.

#### 3) Tournament

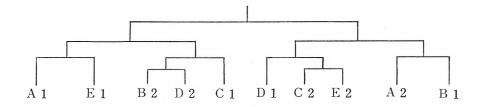
- a. The 1st place team of each zone may win by default or go on to compete with the 2nd place team of another zone.
- b. The knockout system will be used at the tournament.

(Example) In a case where 16 teams participate.....

Preliminary match: Zone A, B, C, & D will consist of 3 teams each.

Zone E will consist of 4 teams.

Matching for the tournament is as shown on the diagram below.



- 4) a. To determine team winners, in both league and tournament matches, the following order of precedence will be used: ......
  - i) Higher number of individual winners, or if these are the same;
  - ii) Higher number of points scored.

    Should i) and ii) be the same, a draw will be declared in the league matches. However, in the tournament case, the winner will be decided by a play-off.

- b. To determine the ranking of teams in each zone, the following order of precedence will be used: .....
  - i) Number of matches won, or if these are the same;
  - ii) Number of individual winners, or if these are the same;
  - iii) Number of points scored.

In both team and individual matches, a draw will score one half of a point.

Should two teams share the same record, the team's position will be decided by a play-off between a representative from each team.

5) The time for a match is 5 minutes. If a winner cannot be decided within the fixed time, the match will be declared a draw.

However, at play-off between the representatives, an "Encho" of 3 minutes is to be added until a winner is decided.

#### 6) Awards

- a. Awards will be given to the 1st, 2nd and 3rd (2 teams) place teams.
- b. Awards will also be given to 5 "Fighting Spirt Players" who will be determined by the Judges.
- c. The "KASAHARA" Trophy will be presented to the 1st place team; it will be passed on to the next winner.

#### IV. Method for the Individual Championships:

1) Number of Competitors

Maximum of 7 competitors from each organization.

They shall be nominated beforehand by each organization.

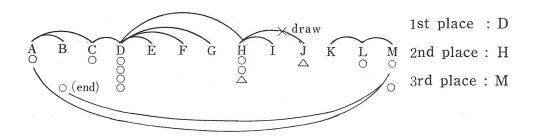
- 2) Preliminary Contests
  - a. League matches will be held for each "zone." Each zone shall consist of 3 competitors except that when this does not work out evenly, 2 competitors may form a zone.
  - b. The matching of competitors for each zone will be determined by drawing. However, competitors from the same organization will be seeded into different zones.
  - c. 1st place competitor from each zone will move onto the next tournament. The ranking in each zone will be decided in accordance with item III. 4) b. In the event of either the 3 competitors or the 2 ending up with the same record, they will continue the match by "1 ppon-Shobu".
- 3) Tournament
  - a. The matching will be in the order of the zone prescribed above.

- b. The knockout system will be used at the tournament.
- 4) The time for a match is 5 minutes. When a winner cannot be decided within the fixed time, an "Encho" of 3 minutes is to be added until a winner is decided.
- 5) Awards
  Awards will be given to the 1st, 2nd and 3rd (2 competitors) place and 5 "Fightig Spirit" players.

#### V. Method for the Goodwill Matches:

- 1) Ranking: There will be the following 6 ranks.....
  - a. Boys' Division (for those who were born on or after 1 Apr. '69)
  - b. Women's Division
  - c. Non-Dan and Sho-Dan Division
  - d. 2nd-Dan and 3rd-Dan Division
  - e. 4th-Dan and 5th-Dan Division
  - f. 6th-Dan and above Division
- 2) Number of Competitors: Each organization may enter a maximum total of 10 competitors for c plus d plus e plus f ranks.
  However, there is no limit to entries for a and b ranks.
- 3) Method of Matches: Each division will hold matches successively in accordance with orders determind by drawing.

(Example) Refer to the diagram below.



#### VI. Regulation of the Matches:

Regulation of the matches will be according to "IKF Rules for Kendo Matches (revised 1979)".

## VII. Qualifications, Number and Entry of Competitors:

- 1) The following qualifications are required for a competitor participating in the Team and Individual Championships: .....
  - a. that he be a member of an organization affiliated to IKF;
  - d. that he possess the nationality of the country he is representing (For this purpose, competitors may be asked to show their passports.);
- 2) Each organization must enter maximum of 12 competitors (registered competitors) possessing the above qualification by 13 January 1985.
  Competitors for the Team Championships (maximum of 7) and competitors for Individual Championships (maximum of 7) should be nominated from among the registered competitors. The respective name list must be submitted immediately before the draw (11, April 1985).
- 3) A player may compete in both the Team Championships and the Individual Championships.
- 4) Referees may participate as competitors neither in the Team Chapmionships nor in the Individual Championships.
- 5) In the Goodwill Matches, players will be eligible for open participation without being restricted by 1) or 2).

#### VIII. Election of Officials and Referees

- 1) The appointment of officials will be entrusted to IKF Headquarters in accordance with the former Championships.
- 2) IKF Headquarters will determine the qualifications of referees, and select them from among persons recommended by each organization.

## IX. Allocation of the Financial Responsibility:

Please refer to the attached sheet.

## X. Deadlines for Pre-Entry and Final Entry Applications:

- 1) Pre-Entry: 1/11/84 (Participate or not; Approx. number of participants)
- 2) Final Entry: 13/1/'85 (Name list and photographs of participants)