



# EKF Taikai Competition

## Explanation for Participants

The overall format of the EKF Taikai is Kyogi-mawai / zassha / with black hakama and white Dogi.

Each shajo is judged by 2 kyoshi.

There are 2 pre-rounds for team- and individual-competition (followed eventually by izume- and enkin-rounds).

In the individual competition participants are divided into two groups: one group consists of Sho-Dan to Yon-Dan participants, the other one of Go-Dan and above participants. The first groups' pre-rounds are based on saiten-seido, the second group just on teki-chu, the number of hits.

The result of teki-chu in the pre-rounds is irrelevant for the teki-chu result in the final rounds. However, each hit in the pre-rounds is counted with 0,5 points in addition to the saiten-seido points.

There is a maximum of 2 rounds in the final for team and individual competition (followed eventually by izume- and enkin-rounds).

However, dependent on the number of participating teams and/or individual participants the final rounds may be reduced to one round (followed eventually by izume- and enkin-rounds).

### **The saiten-seido system**

The number system of our saiten-seido at present consists of 0 to 5.

Judging or awarding points basically starts from the middle number 3 = "correct".

- 3 is awarded for a correct performance – in taihai and in hassetsu - in the sense given above;
- 4 is given sometimes for a "very good" performance;
- 5 is given rarely for an "impressive" performance.

On the other hand,

- 2 means "basically correct with minor mistakes";
- 1 means "many mistakes or basic mistakes";
- 0 means that correct form is totally missing like for example in the instant of ya-kobore shitsu.

Still if shitsu is done correctly this can lead to a better result for the taihai-points.

0,5 inbetween is also possible: 0 – 0,5 – 1 – 1,5 – 2 – 2,5 – 3 – 3,5 – 4 – 4,5 – 5.

So we have 11 levels all in all. Thinking from 3 out of a mere 5 points, the system is easier to apply for the judges than a system consisting of 0 to 10.



## Team-Competition

- 1 team per EKF-member-countries with member numbers below 100;
- 2 teams per EKF-member-countries with member numbers over 100.

2 pre-rounds based on saiten-seido with 4 arrows per participant per round: this is 12 arrows per team per round, 24 arrows per the 2 pre-rounds.

In addition, each hit (teki-chu) is counted with 0,5 points.

The final rounds are reached by appr. 30% of the teams, with a minimum of 6 teams (the exact number being dependent on the actual numbers of participating teams).

2 final rounds based on teki-chu with 4 arrows per participant per round: this is 12 arrows per team per round, 24 arrows per the 2 final rounds.

Tie between equal point finalists is decided by Izume for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place.

### Saiten seido / awarding quality points:

“Team Taihai: Entrance” – from “Hajime!” until Ashibumi for the first arrow – and “Team Taihai: Exit” – from sitting down after the first arrow until yudaoshi after the 4<sup>th</sup> arrow – is judged for the whole group. Group timing and harmony by ikiai is essential. Smooth flowing is correct, pragmatic haste is incorrect. Maximum for the whole group is 2 x 5 = 10 points. The points for the hassetsu – a maximum of 5 for each arrow – are given from Daisan until Zanshin. Each archer has thus 20 hassetsu points per round, the whole group 3 x 20 = 60.

However, the overall result is divided by 3, so the whole group’s maximum for hassetsu is again 20 points. (The division by 3 was introduced to have a fair ratio between taihai and hassetsu of 1:2.)

TAIHAI	HASSETSU		Hits
	First pair of arrows	Second pair of arrows	
Entrance	HAYA (OMAE)	HAYA (OMAE)	HAYA
	HAYA (NIBAN)	HAYA (NIBAN)	HAYA
	HAYA (OCHI)	HAYA (OCHI)	HAYA
Exit	OTOYA (OMAE)	OTOYA (OMAE)	OTOYA
	OTOYA (NIBAN)	OTOYA (NIBAN)	OTOYA
	OTOYA (OCHI)	OTOYA (OCHI)	OTOYA
max. 2x5pt as group	2x5pt per archer ./ 3	2x5pt per archer ./ 3	XO
max. 10pt	max. 10pt average	max. 10 pt average	max. 12/12 hits



### Individual Competiton:

1-4 Shodan-Yondan participants per EKF-member-countries with members below 100;  
 1-8 Shodan-Yondan participants per EKF-member-countries with members over 100;  
 No limitation in numbers for Godan-and-above participants for any member-countries.

#### Group of Sho-Dan to Yon-Dan:

2 pre-rounds based on saiten-seido with 4 arrows per participant per round: this is 8 arrows per the 2 pre-rounds.

In addition, each hit (teki-chu) is counted with 0,5 points.

#### Group of Go-Dan an above:

2 pre-rounds based on teki-chu with 4 arrows per participant per round: this is 8 arrows per the 2 pre-rounds.

#### Both Groups:

The final rounds are reached by appr. 30% of the participants, with a minimum of 10 participants (the exact number being dependent on the actual number of participants).

2 final rounds based on teki-chu with 4 arrows per participant per round: this is 8 arrows per participant per the 2 final rounds.

Tie between equal point finalists is decided by Izume for 1<sup>st</sup> place, and Enkin for 2<sup>nd</sup> and 3<sup>rd</sup> place.

### Saiten seido / awarding quality points:

Each archer can get a maximum of 10 points for the performance of Taihai in each of the 2 pre-rounds, i. e. a maximum of 20 points for Taihai per the 2 pre-rounds.

Points for Hassetsu are a maximum of 5 for Daisan-Zanshin per each of the 2x4 arrows in the 2 pre-rounds, so a maximum of 40 for 2x4 arrows in the two pre-rounds.

The ratio between Taihai-Hassetsu is thus the same as in the team competition: 1:2.

TAIHAI	HAYA	OTOYA	HIT
Entrance	HASSETSU arrow 1	HASSETSU arrow 2	HAYA x 2
Exit	HASSETSU arrow 3	HASSETSU arrow 4	OTOYA x 2
max. 2x5 pt	max. 2x5 pt	max. 2x5 pt	XO



## Some general remarks

Over the years the EKF Taikai competition has become a mere hitting competition. Quality of performing – taihai and hassetsu - was lost more and more. As Kyudo encompasses much more than just hitting a target with bow and arrow the selective pre-rounds with awarding points for the overall performance (= saiten-seido) was introduced to enhance the quality of the performance in the spirit of Kyudo.

Hitting the target is an essential part of Kyudo, especially in a competition.

The number of hits in the pre-rounds become decisive when teams or candidates have the same score of quality points (followed eventually by izume- and enkin-rounds).

In addition it should be noted by the taikai-judges that an arrow which does not reach the mato is caused by some, even if minor flaw in the hassetsu beforehand. Therefore the resulting points awarded by saiten-seido for such a missing shot will show the mistake by numbers. As a consequence participants with correct hits will be in an advantageous position by saiten-seido numbers. (This method substitutes the criteria of a minimum of hits within the past taikai.)

One common misunderstanding of saiten-seido is that archers should strive to perform “beautifully”. As the Kyudo-Kyohon explains, beauty is the result of sincere and correct action. Therefore, it is appropriate to speak of the intention to perform “correctly”, not “beautifully”. Analogously the awarding of points according to saiten-seido is done basically for correctness. If, on the basis of this, beauty is reached unintentionally, more points can be given. But the basic intention should be to perform correctly according to the rules and basics of the Kyudo-Kyohon.