



Schedule for the 14th EKF Taikai 10/6/2017
The Taikai will be held in Frankfurt, Germany

Yawatashi:

Ite: T. Sigurdsson, Kyoshi 7 Dan
Daiichi Kaizoe: tbc
Daini Kaizoe tbc

Programme:

08:30	Dojo Opens
09:00 – 09:30	Team Registration
09:30 – 09:45	Draw Lots for team shooting order
09:45 – 10:00	Opening address
10:00 – 10:20	Yawatashi
10:30 – 11:50	Round 1 each person shoots 4 arrows
11:50 – 12:15	Second round begins
12:15 – 13:00	Lunch break
13:00 – 13:55	Second round completed
13:55 – 15:15	Third round begins
15:15 – 16:35	Fourth and final round
16:35	Team Tie break
17:00	Individual selection as required

Schedule for the 14th EKF Individual Taikai 11/6/2017

Hitotsumato Sharei

Ite:
T. Sigurdsson, Kyoshi 7 Dan
F. Hoff, Kyoshi 6 Dan
R. Dolphin, Kyoshi 6 Dan

Programme:

08:15	Doors open
08:30 – 08:45	Registration
09:00 – 09:20	Sharei
09:30 – 10:05	First pair arrows
10:05 – 10:40	Second pair arrows
10:40 – 11:15	Third pair arrows
11:15 – 11:30	Break
11:30 – 12:05	Fourth pair arrows
12:05 – 12:40	Fifth and final pair arrows
12:50 – 13:10	Tie break as required
13:40 – 14:00	Presentation and closing ceremony

Notes:

The times shown in the schedule are for guidance only; it is the responsibility of the teams/individuals to be ready to enter the dojo at the correct time. Any team or individual not ready, will forfeit their turn to shoot and the arrows for that round will not be counted.

The EKF team taikai follows the ANKF rules of competition:

- The shooting will be carried out in Zasha and the timing will be Kyogi no Maai. A medical certificate should be provided if this is not possible to perform the shooting in kneeling form.
- Each person will shoot 4 arrows Yotsuya per round 16 arrows in total.
- The accuracy method will be used.

For the individual competition:

- Twenty archers will be selected from the team event carried out on the 10th June.
- There will be 4 tachi of 5 persons.
- Each participant will shoot 5 rounds of 2 arrows making 10 arrows in total.
- The accuracy method will be used.
- In the case of a tie, the Izume method will be used to determine a winner.