



SAFETY NUNCHAKU[®]

COMPETITION RULES

18TH January 2018



SAFETY NUNCHAKU
Founder & Grandmaster
“Vishwa Guru” - “Shodai Soke ”
S. KOTHANDAN

Dear Safety Nunchaku Enthusiasts,

Greetings to all the passionate lovers, dedicated instructors, and eager students,

We are absolutely thrilled to unveil to the world the much-awaited "Safety Nunchaku Competition Rules Book." This extraordinary creation is the brainchild of our esteemed Safety Nunchaku Founder and Grandmaster, the one and only "Vishwa Guru" - "Shodai Soke" S. Kothandan, who has poured an incredible 30 years of research and unyielding dedication into its making.

With great pride and excitement, we present this comprehensive and groundbreaking rulebook that will elevate the art of Safety Nunchaku and set new standards in the field of safety and competition.

For all those who cherish the spirit of Safety Nunchaku, we invite you to embark on this extraordinary journey with us. The visionary mind of K. Singhavel, our Administrative Director, has played an indispensable role in shaping the World Safety Nunchaku Association and bringing this book to life.

Let us come together as a united force, promoting safety, skill, and passion within the world of Safety Nunchaku.

Stay tuned for more updates and announcements as we prepare to launch this game-changing rulebook, opening up a world of endless possibilities for Nunchaku enthusiasts across the globe.

Sincerely,

**K. Singhavel
Administrative Director
World Safety Nunchaku Association**

SAFETY NUNCHAKU^(R)

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General Safety Nunchaku Rules

ARTICLE - 1

1.1 -- COMPETITION AREA

1. The competition area must be flat and free of hazards.
2. The competition area will be a matted square with sides measuring a minimum of 7 meters and a maximum of 10 meters.
3. The Score Keeper, Time Keeper, and Score Supervisor will be seated at the Score Desk, located opposite the Referee.
4. The Aka coach will be seated on the right side of the Referee, behind the Aka contestant.
5. The Ao coach will be seated on the left side of the Referee, behind the Ao contestant.

1.2 -- COMPETITION AREA FOR KUMITE COMPETITION

1. The competition area will follow the specifications mentioned in Article - 1.1.
2. A line, half a meter long, must be drawn at a distance of 2 meters from the center of the competition area to mark the positioning of the Referee.
3. Two parallel lines, each one meter long and at right angles to the Referee's lines, should be drawn at a distance of one and a half meters from the center of the competition area. These lines will be used for positioning the competitors.
4. Outside the competition area, at a 1-meter distance, a line of a different color must be drawn to indicate the boundaries (Jogai). This line will help the contestants to know when they are close to leaving the competition area.
5. The panel will consist of One Referee and two Judges.
6. The Judges should stand in front of the Referee, on both sides of the score desk, positioned outside of the competition area. They should hold a red flag in their right hand and a blue flag in their left hand.

(The Competition area of Kumite will be as per the Appendix - 1)

1.3 -- COMPETITION AREA FOR KATA COMPETITION

1. The competition area will follow the specifications mentioned in Article - 1.1.
2. The panel will consist of One Referee and four Judges for the Kata competition.
3. The Referee will be seated outside the match area, facing the contestant.
4. The other four Judges will be seated at the four sides outside the match area, and each of them will have a scoreboard.
5. The score desk will include a scorekeeper, timekeeper, and score supervisor.

(The Competition area of Kata will be as per the Appendix - 2)

1.4 -- OFFICIAL DRESS - CONTESTANT

1. The contestant's official dress for Safety Nunchaku competitions will be a Mango Yellow safety nunchaku jacket with a "V" shape black border of 4 cm around the neck and beneath the elbows.
2. The bottom part of the Mango Yellow safety nunchaku jacket should also have a black border of 4 cm.
3. The safety nunchaku dress should include black trousers with a 4 cm border of Mango Yellow color.
4. The trousers must be long enough to cover at least two-thirds of the shin and should not be rolled up.
5. Female contestants are permitted to wear a black dress beneath the safety nunchaku dress.

6. Contestants are allowed to wear their national flag or national emblem on the left chest area, but the size should not exceed 10 square centimeters (100 mm x 100 mm).
7. Dress manufacturers' labels can be affixed in the normally accepted areas, which are on the bottom right side of the jacket and the waist part of the trousers.
8. Contestants must wear an identifying number issued by the organizer on the back of their dress.
9. During the match, each contestant must wear only one belt. The contestant standing on the right side of the referee should wear a Red (Aka) belt, and the contestant standing on the left side of the referee should wear a Blue (Avo) belt. Contestants are not allowed to wear grade belts during the match, and belts should be worn using Velcro.
10. Additionally, the organizing committee may allow contestants to wear sponsor's trademarks.
11. Contestants are not allowed to wear any kind of metal or harmful accessories during the match.
12. The contestants must bring their Aka / Avo belts to the match.
13. If a contestant appears on the stage without proper dress code, they will not be disqualified immediately. They will be given 1 minute to dress up properly.
14. Contestants should participate in the match barefoot.
15. WSNA (World Safety Nunchaku Association) has the authority to stick on identifying numbers and sponsor's trademarks for advertising purposes. This responsibility will be given to the match controller.
16. Turbans and amulets, though religion-based, are prohibited during matches. Contestants seeking to wear them need to obtain prior written permission from the Referee panel. Each application will be verified individually.

(The Official Safety Nunchaku dress as per the Appendix - 3)

1.5 -- OFFICIAL DRESS - REFEREE PANEL - MATCH AREA CONTROLLER, REFEREE & JUDGES

The Referee panel has the authority to prohibit any contestant or official who does not follow the below said dress code.

The Match Area Controller (Chief Referee), Referees, and Judges must adhere to the official uniform designated by the Referee Council. The approved uniform should be worn in all Safety Nunchaku Competitions, Safety Nunchaku Seminars, and Safety Nunchaku Courses. The uniform guidelines are as follows:

1. Single breast coat, Navy Blue blazer bearing 2 silver buttons.
2. Black pant without any design or turn-ups
3. Lemon yellow half sleeved shirt.
4. Black slip-on shoes and either black socks or dark blue socks.
5. An Official Red tie (issued by WSNA) worn without tiepin
6. Female Referees & Judges can wear a single hair clip for hair management.

1.6 -- OFFICIAL SAFETY NUNCHAKU -- FOR KUMITE

1. For the Kumite Competition, any color of WSNA-approved Safety Nunchaku can be used.
2. Safety nunchaku should be in good condition without any damage.
3. In the event that the safety nunchaku becomes damaged during the match, the contestant must replace it within 1 minute using any color of WSNA-approved Safety Nunchaku.
4. To account for unexpected needs, the contestant should provide one spare nunchaku to the Coach.

1.7 -- OFFICIAL SAFETY NUNCHAKU -- FOR KATA

1. For Single Safety Nunchaku Kata Competition - Any color of WSNA-approved Safety Nunchaku can be used.
2. For Double Safety Nunchaku Kata Competition - Contestants must use WSNA-approved Yellow color Safety Nunchaku in their right hand and Orange color Safety Nunchaku in their Left Hand.
3. For Single Safety Nunchaku Team Kata competition - Each team consists of three contestants. The Referees opposite the left side contestant should have WSNA-approved Saffron color Safety Nunchaku, the center contestant should use white color, and the right side contestant must have Green color Safety Nunchaku.
4. Safety nunchaku should be in good condition without any damage.
5. In the event that the safety nunchaku becomes damaged during the match, the replacement must be done within 1 minute with the same color of WSNA-approved Safety Nunchaku. To account for unexpected needs, the contestant or team should provide one spare nunchaku to the Coach.

(The Official Safety Nunchaku for Individual Kata / Own Style / Direction as per the Appendix - 4)

Single Safety Nunchaku -- Individual Kata

ARTICLE - 2

2.1 -- ARRANGEMENT OF SINGLE SAFETY NUNCHAKU INDIVIDUAL KATA COMPETITION

01. Contestants should perform only WSNA (World Safety Nunchaku Association) approved Katas.
02. The Kata match can be held as an individual or team competition.
03. Individual kata matches are conducted separately for both men and women.
04. The match will be conducted based on the age categories prescribed by the WSNA, which include Children (ages 6 to 9), Youths (ages 10 to 13), Juniors (ages 14 to 17), Seniors (ages 18 to 21), and Adults (age 22 and above).
05. Contestants should perform the Katas based on their belt level or age category.
06. Contestants can use Safety Nunchakus of any color and length for their convenience, but the Safety Nunchakus must be free from any damage or defects.
07. Before the round begins, the contestant must inform the score table of the chosen Kata by providing its name and number.
08. Contestants should perform different Katas in each round to showcase their versatility.
09. Safety Nunchaku Kata is not a dance or a display of stylish steps. The Kata must be performed with strength, adhering to its natural and practical application.
10. After the Referee blows the whistle to commence, the contestant can begin performing the chosen Kata.
11. Upon completion, the contestant should return to the starting point to receive their marks. After the marks are announced, the contestant should leave the competition area following the traditional salutation, "Vanakkam."

(The Official Single Safety Nunchaku Katas for Individual Kata as per Appendix - 5)

2.2 -- SINGLE SAFETY NUNCHAKU - INDIVIDUAL KATA -- JUDGING PANEL

1. The Panel includes One Referee & four Judges.
2. Referee will be seated outside the match area, facing the contestants.
3. The other four judges will be seated at the four corners outside the match area.
4. All five judges will have scoreboards with them to record and display their scores.
5. The score desk will consist of a timekeeper, scorekeeper, and score supervisor.

2.3 -- SINGLE SAFETY NUNCHAKU - INDIVIDUAL KATA -- CRITERIA FOR JUDGEMENT

1. Contestants should perform the Kata by demonstrating a clear understanding of its basics and techniques.
2. The contestant's control over the Grip, Block, Swing, Catch, Punch, Strike, Chop, Flip, Roll, Spin, Eyesight, Circle, Direction, Stance, Angle, Push Throw, Rotation, and Position changes of the Safety Nunchaku will be evaluated.
3. The panel of Judges will assess the contestant's control over the Safety Nunchaku, including timing, rhythm, speed, balance, and the focus of power during the performance.
4. The contestant's level of concentration and execution of perfect footwork with correct stances will be taken into account.

5. An important rule in Safety Nunchaku is that the contestant should maintain control of the Safety Nunchaku in the same hand both at the beginning and at the end of the Kata.

2.4 -- SINGLE SAFETY NUNCHAKU - INDIVIDUAL KATA -- RULES FOR THE CONTESTANTS

1. Before every match, the score supervisor at the official score table will arrange the contestants to be seated in the correct order, following the AKA & AVO order. The contestants must submit their Safety Nunchaku student passbook to the score supervisor, and it is their responsibility to collect it back from the score supervisor after the match is over.
2. In the individual kata match, the contestant should approach the score table and inform them about the kata they are about to perform. Afterward, they should return to the centerline in the match area, facing the Referee. This procedure must be followed before beginning each round. The contestant must start performing the kata only after the referee blows the whistle.
3. Once the contestant completes their performance, the referee will signal a long whistle tone, and all four judges will raise their scorecards simultaneously.
4. The judges will put down the scorecards after the referee blows a short whistle signal.
5. If the kata is not performed according to the rules or any other flaws are found, the referee will call the other judges for a discussion to resolve the matter.
6. The scores will be announced according to the norms by the scorekeeper at the score table.

2.5 -- SINGLE SAFETY NUNCHAKU - INDIVIDUAL KATA -- COUNTING THE SCORES

1. If the number of contestants is less than 8, a single round match will be conducted, and scores ranging from 7 to 9 will be given.
2. If the number of contestants is between 8 - 16, a two-round match will be conducted. In the first round, scores ranging from 6 to 8 will be given, and in the second round, scores ranging from 7 to 9 will be given.
3. If the number of contestants is less than 32, the match will be conducted in 3 rounds. In the first round, scores ranging from 5 to 7 will be given, in the second round scores ranging from 6 to 8 will be given, and in the third round scores ranging from 7 to 9 will be given.
4. When the contestant finishes the kata, the referee and judges will raise their scoreboards, and the announcer will read the scores aloud. The total score for the contestant will be calculated by omitting the highest and lowest marks and adding the other 3 marks together.
5. The top four scorers will be awarded the Gold, Silver, and 2 Bronze medals, respectively.
6. If two contestants among the top 4 scorers receive equal marks, they will have to perform one more kata to determine the winner.
7. If their scores remain equal even after the additional kata, their marks from the first and second rounds will be added, and the contestant with the highest total will be declared the winner. If this does not resolve the tie, the result will be based on the "Hantei" voting system. The contestant with the maximum number of votes from the judges will be declared the winner.

2.6 -- SINGLE SAFETY NUNCHAKU - INDIVIDUAL KATA -- PENALTIES - SCORE DEDUCTION

1. Contestants must begin and end the Safety Nunchaku kata with the same hand. Failure to do so will result in marks being deducted.
2. In the individual kata match, if the contestant does not demonstrate control over the Safety Nunchaku during Grip, Block, Swing, Catch, Punch, Strike, Chop, Flip, Roll, Spin, Eyesight, Circle, Direction, Stance, Angle, Push Throw, Rotation, and Position changes, marks will be deducted accordingly.

3. The following also will lead to score deduction.
 - a. If the appropriate catch is not used.
 - b. Holding the Safety Nunchaku after hitting the body instead of holding it directly.
 - c. Jumping to other techniques without executing proper or complete swings.
 - d. While performing a single punch by holding the Safety Nunchaku in both hands, if the Nunchaku is not in a straight line.
 - e. Improper stances that do not adhere to the required form and technique.

2.7 -- SINGLE SAFETY NUNCHAKU - INDIVIDUAL KATA -- PENALTIES - DISQUALIFYING THE CONTESTANT.

1. Performing kata which was not announced.
2. Contestant will be disqualified when safety nunchaku slips down or touches the floor while performing Kata.
3. The contestant will be disqualified if they use a different technique (movement) than the one announced in the kata or if they fail to use the actual technique.
4. Skipping the technique in the kata and jumping to the final movement.
5. The referee panel can disqualify any contestant who dishonors the officials, co-contestants, or the art of Safety Nunchaku.

2.8 -- SINGLE SAFETY NUNCHAKU - INDIVIDUAL KATA -- OFFICIAL PROTEST.

1. No one may protest a judgment directly to a member of the refereeing panel.
2. If a refereeing procedure appears to contravene the rules, the official representative is the only one allowed to make a protest.
3. The protest will take the form of a written report submitted immediately after the bout in which the protest was generated. The next match will not be postponed.
4. The complainant must deposit a Protest Fee, as agreed upon by the WSNA, along with the protest, which must be lodged with a representative of the WSNA.
5. The appeals jury will comprise one representative each from the Referee Council, Technical Committee, and Administrative Committee.
6. The protest should include the name of the contestant, names of the officials of the referee panel, and a detailed description of the matter being protested. Protests on overall standard and general flaws will not be accepted. Those making the protest should justify their statements.
7. The investigation will be conducted by the appeal jury based on witness testimony and video recordings. Group discussions among the officials will also take place during the investigation.
8. If the protest is deemed valid by the Appeals Jury, appropriate action will be taken. Furthermore, measures will be implemented to prevent a recurrence in future competitions. The deposit paid will be refunded by the Treasury.
9. If the protest is deemed invalid by the Appeals Jury, it will be rejected, and the deposited amount will be forfeited to WSNA.
10. To prepare for the official protest, the next match or bout will not be postponed. It is the responsibility of the Match area control to ensure that the matches are conducted as per rules.

Single Safety Nunchaku -- Team Kata

ARTICLE - 3

3.1 -- SINGLE SAFETY NUNCHAKU - TEAM KATA -- ORGANIZING THE MATCH

All the Individual Kata rules are applicable to Team Kata as well, including Kata Competition Area, Official Dress, Safety Nunchaku, Safety Nunchaku Pass-Book, Measurement of Safety Nunchaku, and the User, List of Kata, Arrangement of Individual Kata Competition, Judging Panel, Criteria for judgment, Rules for the contestant, Counting the score, Penalties - Score Deduction, Penalties - Disqualifying the Contestant, and Official protest.

01. For the Single Safety Nunchaku Team Kata competition, a team consists of three contestants. Referees opposite the left side contestants should have WSNA-approved Saffron / Orange color, the center contestant white color, and the left side contestant must have Green color Safety Nunchaku.
02. Colour & Brown Belt teams can perform "without throwing the Safety Nunchaku" during Team Kata.
03. Black Belt teams should perform only "with throwing the Safety Nunchaku" systems of Team Kata.
04. Every team should inform their chosen Kata to the score table.
05. Each team should perform different kata in each round.
06. Team match will be conducted between 3 members of the team. Separate team match for males & females.
07. All the 3 members should begin the kata facing the Referee.
08. Team members should exhibit their talents in performing kata with proper coordination.
09. The contestants should begin the performance immediately after announcing the kata. The referee will not give any kind of signal.
10. All team members should be from the same safety nunchaku school/club/state/country.

(The Official Single Safety Nunchaku for Team Kata as per Appendix - 6)

3.2 -- SINGLE SAFETY NUNCHAKU - TEAM KATA -- PENALTIES -- TEAM SCORE DEDUCTION

1. In the team kata, the contestants should begin and end the safety nunchaku kata with the same hand and the same color. If not, marks will be deducted. If one member of the team fails to follow this rule, the whole team will lose its marks.
2. In team kata, marks will be deducted if the safety nunchaku Grip, Block, Swing, Catch, Punch, Strike, Chop, Flip, Roll, Spin, Eyesight, Circle, Direction, Stance, Angle, Push Throw, Rotation, and Position changes, are not under the control of the contestant.
3. The following actions will also lead to score deduction:
 - a. If the appropriate catch is not used.
 - b. Holding the safety nunchaku after hitting the body instead of holding it directly.
 - c. Jumping to other techniques without swinging properly or completely.
 - d. While doing a single punch by holding it in both hands, if the safety nunchaku is not in a straight line (the rope should not be bent but should be stiff).
 - e. Improper stances.

4. In the team kata match, synchronization without external cues is an important factor. External cues such as commands to start and stop the performance, stamping the feet, slapping the Safety Nunchaku dress with Safety Nunchaku, inappropriate exhalation, and slapping both the Safety Nunchaku, should be taken into account by the Judges when arriving at a decision.

3.3 -- SINGLE SAFETY NUNCHAKU - TEAM KATA -- PENALTIES -- DISQUALIFYING THE TEAM

1. Performing a kata that was not announced will result in disqualification for the team.
2. The team will be disqualified if the safety nunchaku slips down or touches the floor while performing.
3. In team kata, if any contestant uses a different technique (movement) than the one announced or fails to use the actual technique, the whole team will be disqualified.
4. Skipping a technique in the kata and jumping to the final movement will lead to disqualification.
5. In team kata, if any one of the contestants stops the kata, the whole team will be disqualified.
6. The referee panel can disqualify any contestant who dishonors the officials, co-contestants, or the art of safety nunchaku.

Single Safety Nunchaku -- Own Style

ARTICLE - 4

4.1 -- SINGLE SAFETY NUNCHAKU - OWN STYLE

1. Competition area.
2. Official Dress
3. Safety Nunchaku
4. The score counting method is same as Individual Kata.
5. The individual Kata official protest rules are applicable for own style.

Above mentioned rules are applicable for Own Style also.

4.2 -- ARRANGEMENT OF OWN STYLE COMPETITION

1. Separate Matches for Men and Women: The Own Style match will be conducted as separate events for both men and women participants.
2. The match will be conducted based on the age categories prescribed by the WSNA, which include Children (ages 6 to 9), Youths (ages 10 to 13), Juniors (ages 14 to 17), Seniors (ages 18 to 21), and Adults (age 22 and above).
3. Time Allotment: Each contestant will be given one minute to exhibit their talent in their own style of Safety Nunchaku. However, please note that the time allotted is subject to change, depending on the event's schedule and organization.
4. Start of Performance: Once the contestant takes their position at the center point of the competition area, the referee will signal the start of their own style performance by blowing the whistle.
5. Performance Duration: The performance duration for each contestant is limited to one minute. Upon completion of one minute, the referee will stop the performance by blowing the whistle, as indicated from the scoretable.
6. After the performance, the contestant should stand at the starting point for marks, greet the referee by saying "Vanakkam," and leave the place after hearing the marks.

4.3 -- OWN STYLE COMPETITION -- CRITERIA FOR DECISION

01. Variety of Techniques: Participants should avoid repetitive use of the same technique throughout their performance.
02. Technical Knowledge and Understanding: Contestants must demonstrate a clear understanding of safety nunchaku techniques. "Unplanned or chaotic" movements should be avoided.
03. Creative Combinations: Performances should showcase creative combinations of techniques that highlight the contestant's skill and artistry.
04. Serious and Skillful Performance: A good and serious performance is essential, reflecting the contestant's competence and dedication to their craft.
05. Control and Mastery: Contestants should exhibit control over various aspects, including different Grip, Block, Swing, Catch, Punch, Strike, Chop, Flip, Roll, Spin, Eyesight, Circle, Direction, Stance, Angle, Push Throw, Rotation, and Position changes.
06. Incorporation of Jumping Techniques: Incorporating different jumping techniques in combination with other movements is encouraged.
07. Incorporation of Rolling Techniques: The use of various rolling techniques, along with combinations of other techniques, is positively regarded.
08. Kiai Sound: Well-timed Kiai shouts during attacking movements can add to the performance's impact.
09. Exclusivity to Safety Nunchaku Techniques: Participants must use only safety nunchaku techniques during their performance. The use of karate techniques and kicks is strictly prohibited.
10. Excluded Time: Any techniques performed after the referee blows the whistle to signal the end of the allotted time will not be considered for scoring.
11. Timing, Rhythm, Speed, Balance, and Power Control: The contestant's performance should showcase good timing, rhythm, speed, balance, and controlled display of power.
12. Full Concentration and Grip on the Floor: Contestants should maintain full concentration and exhibit a firm grip on the floor during their performance.
13. Both-handed Performance: Contestants have the flexibility to start their own style safety Nunchaku routine while holding the Safety Nunchaku in right or left hand and end in any hand.

4.4 -- PENALTIES--METHODS TO DEDUCTING POINTS TO THE CONTESTANTS

1. Inappropriate Techniques: Marks will be reduced each time a contestant uses karate techniques or kicks during their safety nunchaku performance, as these are prohibited in the competition.
2. Failed Catch or Slipping: If the safety nunchaku is thrown up for a catch and the contestant misses the catch or the nunchaku slips out of their hand, marks will be deducted.
3. Floor Contact: If the safety nunchaku touches the floor during the performance, marks will not be deducted.
4. Exiting the Competition Area: Each time a contestant goes out of the designated Competition Area, one mark will be deducted from their overall score.

4.5 -- PENALTIES--METHODS TO DISQUALIFY THE CONTESTANTS

1. Loss of Safety Nunchaku Control: If a contestant loses control of the safety nunchaku, either by it slipping down or being thrown out of their hands, the contestant will be disqualified from the competition.
2. Disrespectful Behavior: The referee has the authority to penalize and ultimately disqualify a contestant who displays disrespectful behavior towards officials, co-contestants, or the art of safety nunchaku. Such behavior includes any form of dishonoring, disrespect, or violation of conduct rules.

Single Safety Nunchaku -- Direction

ARTICLE - 5

5.1 -- SINGLE SAFETY NUNCHAKU - DIRECTION - ORGANIZING THE MATCH

- 1.Competition area.
- 2.Official Dress
- 3.Safety Nunchaku
4. The score counting method is the same as Individual Kata.
5. The individual Kata official protest rules are applicable for Direction.

The Above mentioned rules are applicable Single Safety Nunchaku Direction as well.

5.2 -- ARRANGEMENT OF DIRECTION COMPETITION

1. Direction competition is conducted separately for both men and women.
2. The match will be conducted based on the age categories prescribed by the WSNA, which include Children (ages 6 to 9), Youths (ages 10 to 13), Juniors (ages 14 to 17), Seniors (ages 18 to 21), and Adults (age 22 and above).
3. Each contestant is allotted one minute to exhibit their talent in the Direction competition. (The allotted time is subject to change).
4. Once the contestant reaches the center point of the competition area, the light music will start, and at the same time, the referee will begin announcing the Safety Nunchaku Kata name and Direction continuously for one minute. The contestant will then perform the direction according to the referee's caution.
5. After one minute has elapsed, the light music will stop, and the referee will cease the caution.
6. After the performance, the contestant should stand at the starting point for marks, greet the referee by saying "Vanakkam," and leave the place after hearing the marks.

5.3 -- DIRECTION COMPETITION -- CRITERIA FOR DECISION

1. The contestant must perform the direction as per the Referee's caution.
2. The contestant should demonstrate a clear understanding of the specific Kata's keypoints.
3. The contestant must exhibit control over the following aspects of safety nunchaku techniques: different Grip, Block, Swing, Catch, Punch, Strike, Chop, Flip, Roll, Spin, Eyesight, Circle, Direction, Stance, Angle, Push Throw, Rotation, and Position changes.
4. The contestant will be assessed based on their ability to maintain good timing, rhythm, speed, balance, and focus of power throughout the performance.
5. The contestant should display full concentration and exhibit a strong grip on the floor during their performance.

5.4 -- PENALTIES-METHODS TO DEDUCTING POINTS TO THE CONTESTANTS

1. Marks will be deducted each time the Kata key points or direction varies.
2. Marks will be deducted if the safety nunchaku is thrown up for a catch and is missed or slips out of the contestant's hand.

3. Marks will be deducted if the safety nunchaku touches the floor during the performance.
4. One mark will be deducted each time the contestant goes out of the Competition Area.

5.5 -- PENALTIES--METHODS TO DISQUALIFY THE CONTESTANTS

1. If the contestant correctly performed the Kata key points but failed to perform the direction correctly two times, they will be penalized.
2. If the Safety Sanchaku slips down or is thrown out from the hands of the contestant during the performance, he/she will be disqualified.
3. The referee has the authority to penalize or disqualify any contestant who shows disrespect towards the officials, co-contestants, or the art of Safety Sanchaku.

Double Safety Nunchaku -- Individual Kata

ARTICLE - 6

6.1 -- ARRANGEMENT OF DOUBLE SAFETY NUNCHAKU INDIVIDUAL KATA COMPETITION

**ALL THE RULES ARE SAME AS IN THE SINGLE SAFETY NUNCHAKU
KATA COMPETITION, EXCEPT FOR THE FOLLOWING ONE :**

1. For the Double Safety Nunchaku Kata Competition - Contestants must use WSNA-approved Yellow color Safety Nunchaku in their right hand and Orange color Safety Nunchaku in their left hand.

(The Official Double Safety Nunchaku for Individual Kata as per Appendix - 7)

*(The Official Double Safety Nunchaku Kata List for Individual Double Safety Nunchaku -
Kata Competition -- Appendix 8)*

6.2 DOUBLE SAFETY NUNCHAKU INDIVIDUAL KATA COMPETITION --JUDGING PANEL

1. All the rules are same as in the Single Safety Nunchaku Kata Competition.

6.3 DOUBLE SAFETY NUNCHAKU INDIVIDUAL KATA COMPETITION -- CRITERIA FOR JUDGEMENT

1. All the rules are same as in the Single Safety Nunchaku Kata Competition.

6.4 DOUBLE SAFETY NUNCHAKU INDIVIDUAL KATA COMPETITION --RULES FOR THE CONTESTANT

1. All the rules are same as in the Single Safety Nunchaku Kata Competition.

6.5 DOUBLE SAFETY NUNCHAKU INDIVIDUAL KATA COMPETITION -- COUNTING THE SCORES

1. All the rules are same as in the Single Safety Nunchaku Kata Competition.

6.6 DOUBLE SAFETY NUNCHAKU INDIVIDUAL KATA COMPETITION -- PENALTIES & SCORE DEDUCTION

All the rules are same as in the Single Safety Nunchaku Kata Competition, except for the following :

1. Contestants must begin the Kata with Yellow Safety Nunchaku in their right hand and Orange Safety Nunchaku in their left hand. At the end of the Kata performance, they must have Yellow in their right hand and Orange in their left hand. Failure to comply will result in marks being deducted.
2. The following also will lead to score deduction.

a) If the contestant misses the catch (Missing one stick while catching both sticks) while changing Yellow and Orange color Safety Nunchaku from one hand to the other, marks will be deducted.

6.7 -- DOUBLE SAFETY NUNCHAKU INDIVIDUAL KATA COMPETITION -- PENALTIES & DISQUALIFYING THE CONTESTANT.

All the rules are the same as in the Single Safety Nunchaku Kata Competition.

6.8 -- DOUBLE SAFETY NUNCHAKU INDIVIDUAL KATA COMPETITION OFFICIAL PROTEST

All the rules are the same as in the Single Safety Nunchaku Kata Competition.

Double Safety Nunchaku -- Own Style

ARTICLE - 7

7.1 -- DOUBLE SAFETY NUNCHAKU -- OWN STYLE -- ORGANIZING THE MATCH

The following rules outline the competition for Double Safety Nunchaku Own Style, which is similar to the Single Safety Nunchaku Own Style competition. These rules apply to the event:

1. Competition area.
2. Official Dress
3. Safety Nunchaku
4. The score counting method .
5. The individual Kata official protest rules.

All of the above-mentioned rules also apply to the Double Safety Nunchaku Own Style competition.

7.2 -- ARRANGEMENT OF DOUBLE SAFETY NUNCHAKU -- OWN STYLE COMPETITION

1. Separate Matches for Men and Women: The Own Style match will be conducted as separate events for both men and women participants.
2. The match will be conducted based on the age categories prescribed by the WSNA, which include Children (ages 6 to 9), Youths (ages 10 to 13), Juniors (ages 14 to 17), Seniors (ages 18 to 21), and Adults (age 22 and above).
3. Time Allotment: Each contestant will be given one minute to exhibit their talent in their own style of Safety Nunchaku. However, please note that the time allotted is subject to change, depending on the event's schedule and organization.
4. Start of Performance: Once the contestant takes their position at the center point of the competition area, the referee will signal the start of their own style performance by blowing the whistle.
5. Performance Duration: The performance duration for each contestant is limited to one minute. Upon completion of one minute, the referee will stop the performance by blowing the whistle, as indicated from the scoretable.
6. After the performance, the contestant should stand at the starting point for marks, greet the referee by saying "Vanakkam," and leave the place after hearing the marks.

7.3 -- DOUBLE SAFETY NUNCHAKU -- OWN STYLE COMPETITION -- CRITERIA FOR DECISION

01. Variety of Techniques: Participants should avoid repetitive use of the same technique throughout their performance.
02. Technical Knowledge and Understanding: Contestants must demonstrate a clear understanding of safety nunchaku techniques. "Unplanned or chaotic" movements should be avoided.
03. Creative Combinations: Performances should showcase creative combinations of techniques that highlight the contestant's skill and artistry.
04. Serious and Skillful Performance: A good and serious performance is essential, reflecting the contestant's competence and dedication to their craft.

05. Control and Mastery: Contestants should exhibit control over various aspects, including different Grip, Block, Swing, Catch, Punch, Strike, Chop, Flip, Roll, Spin, Eyesight, Circle, Direction, Stance, Angle, Push Throw, Rotation, and Position changes.
06. Incorporation of Jumping Techniques: Incorporating different jumping techniques in combination with other movements is encouraged.
07. Incorporation of Rolling Techniques: The use of various rolling techniques, along with combinations of other techniques, is positively regarded.
08. Kiai Sound: Well-timed Kiai shouts during attacking movements can add to the performance's impact.
09. Exclusivity to Safety Nunchaku Techniques: Participants must use only safety nunchaku techniques during their performance. The use of karate techniques and kicks is strictly prohibited.
10. Excluded Time: Any techniques performed after the referee blows the whistle to signal the end of the allotted time will not be considered for scoring.
11. Timing, Rhythm, Speed, Balance, and Power Control: The contestant's performance should showcase good timing, rhythm, speed, balance, and controlled display of power.
12. Full Concentration and Grip on the Floor: Contestants should maintain full concentration and exhibit a firm grip on the floor during their performance.
13. Both-handed Performance: Contestants have the flexibility to start their own style safety nunchaku routine with left hand or right hand or end with any other hand.

7.4 -- PENALTIES—METHODS TO DEDUCTING POINTS TO THE CONTESTANTS

1. Inappropriate Techniques: Marks will be reduced each time a contestant uses karate techniques or kicks during their safety nunchaku performance, as these are prohibited in the competition.
2. Failed Catch or Slipping: If the safety nunchaku is thrown up for a catch and the contestant misses the catch or the nunchaku slips out of their hand, marks will be deducted.
3. Floor Contact: If the safety nunchaku touches the floor during the performance, marks will not be deducted.
4. Exiting the Competition Area: Each time a contestant goes out of the designated Competition Area, one mark will be deducted from their overall score.

7.5 -- PENALTIES—METHODS TO DISQUALIFY THE CONTESTANTS

1. Loss of Safety Nunchaku Control: If a contestant loses control of the safety nunchaku, either by it slipping down or being thrown out of their hands, the contestant will be disqualified from the competition.
2. Disrespectful Behavior: The referee has the authority to penalize and ultimately disqualify a contestant who displays disrespectful behavior towards officials, co-contestants, or the art of safety nunchaku. Such behavior includes any form of dishonoring, disrespect, or violation of conduct rules.

Single Safety Sanchaku Katas (Three Sticks) Individual Kata

ARTICLE - 8

8.1 -- ARRANGEMENTS OF SAFETY SANCHAKU INDIVIDUAL KATA COMPETITION

All the rules are same as in the Single Safety Nunchaku Kata Competition.

(The Official Safety Sachaku for Individual Kata as per Appendix - 9)

*(The Official Single Safety Sanchaku Kata List for Individual Double Safety Nunchaku Kata Competition --
Appendix 10)*

8.2 -- SAFETY SANCHAKU INDIVIDUAL KATA COMPETITION -- JUDGING PANEL

All the rules are same as in the Single Safety Nunchaku Kata Competition.

8.3 -- SAFETY SANCHAKU INDIVIDUAL KATA COMPETITION -- CRITERIA FOR JUDGEMENT

All the rules are same as in the Single Safety Nunchaku Kata Competition.

8.4 -- SAFETY SANCHAKU INDIVIDUAL KATA COMPETITION -- RULES FOR THE CONTESTANTS

All the rules are same as in the Single Safety Nunchaku Kata Competition.

8.5 -- SAFETY SANCHAKU INDIVIDUAL KATA COMPETITION -- COUNTING THE SCORES

All the rules are same as in the Single Safety Nunchaku Kata Competition.

8.6 -- SAFETY SANCHAKU INDIVIDUAL KATA COMPETITION -- PENALTIES - SCORE DEDUCTION

All the rules are same as in the Single Safety Nunchaku Kata Competition.

8.7 -- SAFETY SANCHAKU INDIVIDUAL KATA COMPETITION -- PENALTIES - DISQUALIFYING THE CONTESTANT

All the rules are the same as in the Single Safety Nunchaku Kata Competition.

8.8 -- SAFETY SANCHAKU INDIVIDUAL KATA COMPETITION -- OFFICIAL PROTEST

Single Safety Sanchaku (Three Sticks) Own Style

ARTICLE - 9

9.1 -- SINGLE SAFETY SANCHAKU -- OWN STYLE

1. Competition area.
2. Official Dress
3. Safety Nunchaku
4. The score counting method.
5. Official protest rules.

All the Single Safety Nunchaku own Style Rules are applicable for Safety Sanchaku Own style.

9.2 -- ARRANGEMENT SAFETY SANCHAKU -- OWN STYLE -- COMPETITION

1. Separate Matches for Men and Women: The Own Style match will be conducted as separate events for both men and women participants.
2. The match will be conducted based on the age categories prescribed by the WSNA, which include Children (ages 6 to 9), Youths (ages 10 to 13), Juniors (ages 14 to 17), Seniors (ages 18 to 21), and Adults (age 22 and above).
3. Time Allotment: Each contestant will be given one minute to exhibit their talent in their own style of Safety Nunchaku. However, please note that the time allotted is subject to change, depending on the event's schedule and organization.
4. Start of Performance: Once the contestant takes their position at the center point of the competition area, the referee will signal the start of their own style performance by blowing the whistle.
5. Performance Duration: The performance duration for each contestant is limited to one minute. Upon completion of one minute, the referee will stop the performance by blowing the whistle, as indicated from the scoretable.
6. After the performance, the contestant should stand at the starting point for marks, greet the referee by saying "Vanakkam," and leave the place after hearing the marks.

9.3 -- SAFETY SANCHAKU OWN STYLE COMPETITION -- CRITERIA FOR DECISION

01. Variety of Techniques: Participants should avoid repetitive use of the same technique throughout their performance.
02. Technical Knowledge and Understanding: Contestants must demonstrate a clear understanding of safety nunchaku techniques. "Unplanned or chaotic" movements should be avoided.
03. Creative Combinations: Performances should showcase creative combinations of techniques that highlight the contestant's skill and artistry.
04. Serious and Skillful Performance: A good and serious performance is essential, reflecting the contestant's competence and dedication to their craft.
05. Control and Mastery: Contestants should exhibit control over various aspects, including different Grip, Block, Swing, Catch, Punch, Strike, Chop, Flip, Roll, Spin, Eyesight, Circle, Direction, Stance, Angle, Push Throw, Rotation, and Position changes.

06. Incorporation of Jumping Techniques: Incorporating different jumping techniques in combination with other movements is encouraged.
07. Incorporation of Rolling Techniques: The use of various rolling techniques, along with combinations of other techniques, is positively regarded.
08. Kiai Sound: Well-timed Kiai shouts during attacking movements can add to the performance's impact.
09. Exclusivity to Safety Nunchaku Techniques: Participants must use only safety nunchaku techniques during their performance. The use of karate techniques and kicks is strictly prohibited.
10. Excluded Time: Any techniques performed after the referee blows the whistle to signal the end of the allotted time will not be considered for scoring.
11. Timing, Rhythm, Speed, Balance, and Power Control: The contestant's performance should showcase good timing, rhythm, speed, balance, and controlled display of power.
12. Full Concentration and Grip on the Floor: Contestants should maintain full concentration and exhibit a firm grip on the floor during their performance.
13. Both-handed Performance: Contestants have the flexibility to start their own style safety nunchaku routine with either hand and end with either hand.

9.4 -- PENALTIES – METHODS TO DEDUCTING POINTS TO THE CONTESTANTS

1. Inappropriate Techniques: Marks will be reduced each time a contestant uses karate techniques or kicks during their safety nunchaku performance, as these are prohibited in the competition.
2. Failed Catch or Slipping: If the safety nunchaku is thrown up for a catch and the contestant misses the catch or the nunchaku slips out of their hand, marks will be deducted.
3. Floor Contact: If the safety nunchaku touches the floor during the performance, marks will not be deducted.
4. Exiting the Competition Area: Each time a contestant goes out of the designated Competition Area, one mark will be deducted from their overall score.

9.5 -- PENALTIES – METHODS TO DISQUALIFY THE CONTESTANTS

1. Loss of Safety Nunchaku Control: If a contestant loses control of the safety nunchaku, either by it slipping down or being thrown out of their hands, the contestant will be disqualified from the competition.
2. Disrespectful Behavior: The referee has the authority to penalize and ultimately disqualify a contestant who displays disrespectful behavior towards officials, co-contestants, or the art of safety nunchaku. Such behavior includes any form of dishonoring, disrespect, or violation of conduct rules.

Single Safety Sanchaku -- Direction

ARTICLE - 10

10.1 -- SINGLE SAFETY SANCHAKU -- DIRECTION -- ORGANIZING THE MATCH

- 1.Competition area.
- 2.Official Dress
- 3.Safety Nunchaku
- 4.The score counting method is same as Individual Kata.
5. The individual Kata official protest rules are applicable for Single Safety Sanchaku direction competition also.

10.2 -- ARRANGEMENT OF SINGLE SAFETY SANCHAKU -- DIRECTION -- COMPETITION

1. The Single Safety Sanchaku Direction competition is conducted separately for both men and women.
2. The match will be conducted based on the age categories prescribed by the WSNA, which include Children (ages 6 to 9), Youths (ages 10 to 13), Juniors (ages 14 to 17), Seniors (ages 18 to 21), and Adults (age 22 and above).
3. Each contestant is allotted one minute to exhibit their talent in the Direction competition. Please note that the time allotted is subject to change.
4. When the contestant reaches the center point of the competition area, the light music will start, and the referee will simultaneously announce the Safety Nunchaku Kata name and Direction continuously for one minute. The contestant should begin their performance according to the referee's caution.
5. Once one minute has elapsed, the light music will stop, and the referee will end the caution.
6. After the performance, the contestant should stand at the starting point for marks, greet the referee by saying "Vanakkam," and leave the place after hearing the marks.

10.3 -- SAFETY SANCHAKU DIRECTION COMPETITION -- CRITERIA FOR DECISION

1. The contestant must perform the direction as per the Referee's caution.
2. The contestant should demonstrate a clear understanding of the specific Kata's keypoints.
3. The contestant must exhibit control over the following aspects of safety nunchaku techniques: different Grip, Block, Swing, Catch, Punch, Strike, Chop, Flip, Roll, Spin, Eyesight, Circle, Direction, Stance, Angle, Push Throw, Rotation, and Position changes.
4. The contestant will be assessed based on their ability to maintain good timing, rhythm, speed, balance, and focus of power throughout the performance.
5. The contestant should display full concentration and exhibit a strong grip on the floor during their performance.

10.4 -- PENALTIES--METHODS TO DEDUCTING POINTS TO THE CONTESTANTS

1. Marks will be deducted each time the Kata key points or direction varies.

2. Marks will be deducted if the safety nunchaku is thrown up for a catch and is missed or slips out of the contestant's hand.
3. Marks will be deducted if the safety nunchaku touches the floor during the performance.
4. One mark will be deducted each time the contestant goes out of the Competition Area.

10.5 -- PENALTIES--METHODS TO DISQUALIFY THE CONTESTANTS

- 1.If the contestant correctly performed the Kata key points but failed to perform the direction correctly two times, they will be penalized.
- 2.If the Safety Sanchaku slips down or is thrown out from the hands of the contestant during the performance, he/she will be disqualified.
3. The referee has the authority to penalize or disqualify any contestant who shows disrespect towards the officials, co-contestants, or the art of Safety Sanchaku.

Single Safety Nunchaku Individual Kumite

ARTICLE - 11

11.1 -- ORGANIZING THE MATCH

All the Individual Kata rules are applicable to Individual Kumite as well.

1. Kumite Competition Area
2. Official Dress
3. Safety Nunchaku
4. Safety Nunchaku Pass-Book,
5. Measurement Safety Nunchaku and the User are the same for both competitions.

11.2 -- THE CATEGORY OF SAFETY NUNCHAKU

- 1.Men and women contestants above 6 years of age can participate in the following categories.
2. Only WSNA (World Safety Nunchaku Association) recognized Safety Nunchaku clubs/schools/ associations/federations are eligible to participate in the tournament. Individuals who have learned privately or through videos cannot participate in the Safety Nunchaku Tournament.
3. Matches are organized based on the age categories mentioned below. Separate events are conducted for men and women.

<u>Description</u>	<u>Age Grouping</u>
Children	6 to 9
Youths	10 to 13
Juniors	14 to 17
Seniors	18 to 21
Adults	22 & above

11.3 -- SAFETY DEVICES --

1. Contestants must use Safety Nunchaku that have been approved by the World Safety Nunchaku Association (WSNA) during the competition.
2. Participation in the Safety Nunchaku Kumite match is strictly prohibited without wearing a Safety helmet.

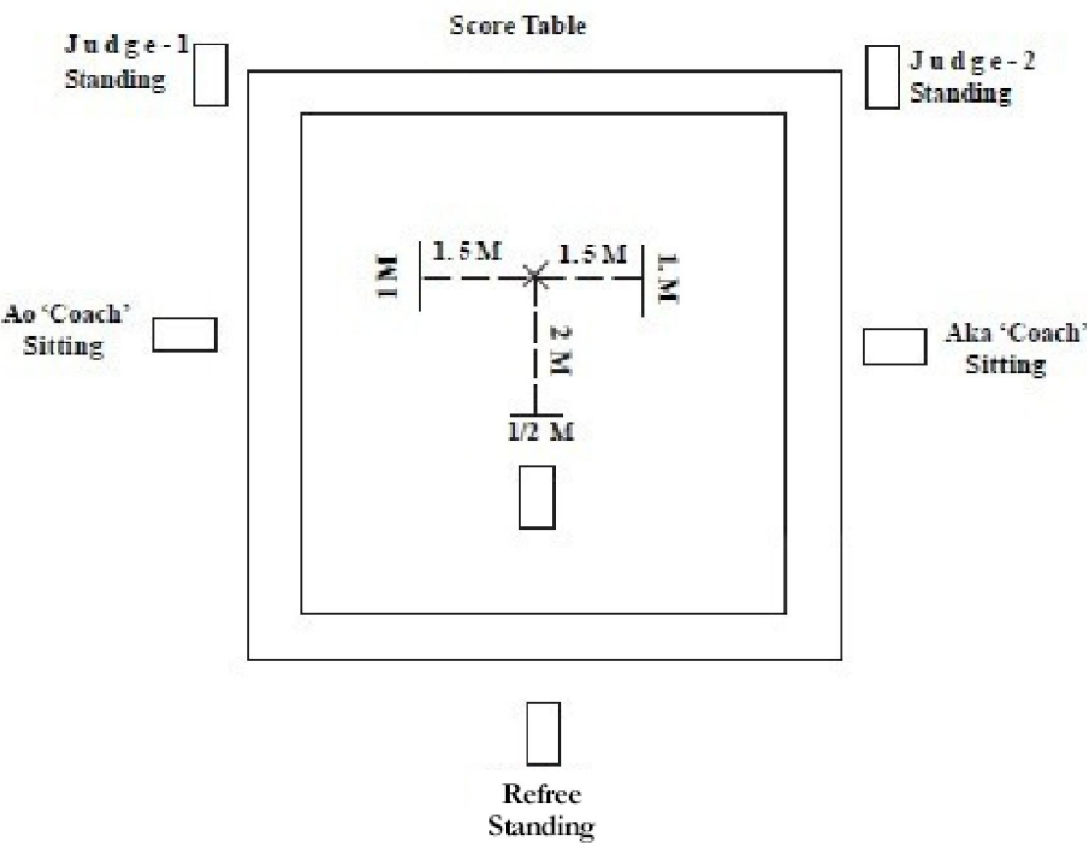
3. Each contestant must bring their own Safety helmet for the competition.
4. The helmets used should be approved by WSNA (World Safety Nunchaku Association).
5. Contestants are allowed to wear goggles for additional eye protection.
6. Men are required to wear Groin protectors, while women must wear Breast protectors as mandatory safety measures.
7. Contestants are responsible for bringing their own Groin Protector and Breast Protector; these will not be provided by the Tournament organizers.
8. All safety devices used must be approved by WSNA.

11.4 -- ORGANIZING KUMITE MATCH & ITS RULES

1. Kumite matches can be either individual or team matches.
2. Individual kumite matches are conducted for both men and women in all Safety Nunchaku Tournament age categories.
3. The Safety Nunchaku Kumite Match will be officiated by a referee panel consisting of one referee and two judges.
4. During the match, if the contestant stops performing Safety Nunchaku, they cannot come out of the match area without the referee's permission.
5. If there is any difficulty in announcing the name of the contestant or in recognizing the contestant, their Safety Nunchaku Student Passbook can be used to verify their identity. The passbook must be given to the score supervisor.
6. A "round" is a discrete stage in a competition leading to the eventual identification of finalists. In an elimination kumite competition, a round eliminates fifty percent of the contestants within it, counting byes as contestants. In this context, the round can apply equally to a stage in either primary elimination or repechage.
7. In a matrix, or round robin system, a round allows all contestants in a pool to fight once.
8. Individual contestants or teams that do not present themselves when called will be disqualified (KIKEN) from that category.
9. Only Safety Nunchaku Students Passbook holders from WSNA approved Safety Nunchaku Clubs/Schools can participate in the match. (Refer Appendix 6)
10. While starting the match, both contestants must hold the safety nunchaku in both hands in the "A" formation.
11. The safety nunchaku must be new and without any damage.
12. Safety Nunchaku should be of new without any damage.
13. If a contestant uses a "lightning attack" to score without holding the safety nunchaku in both hands when the referee begins the match by saying "Hajime", they will be penalized instead of being awarded points.

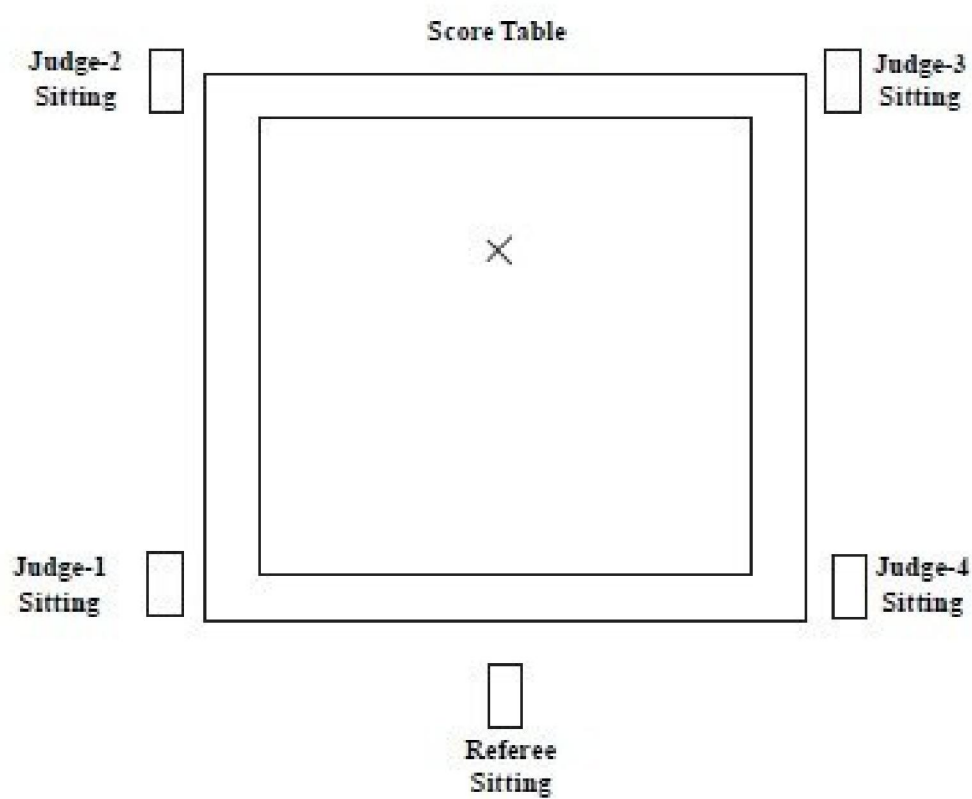
Appendix - 1

LAYOUT OF THE KUMITE COMPETITION AREA



Appendix - 2

LAYOUT OF THE KATA COMPETITION AREA



Appendix - 3

The Official Safety Nunchaku Uniform



Appendix - 4

The Official Safety Nunchaku for Individual Kata / Own Style / Direction

***INDIVIDUAL SINGLE SAFETY NUNCHAKU KATA COMPETITION
ANY COLOUR SAFETY NUNCHAKU***



Appendix - 5

Single Safety Nunchaku Katas - 34

Single Safety Nunchaku Katas 34 - divided into three categories

1. Origin Katas - 10

01. Guru - 1	Left side	02. Guru - 2	Right Side
03. Thiyagi Viswanadha Doss-1	Left side	04. Thiyagi Viswanadha Doss-2	Right Side
05. Selva - 1	Left side	06. Selva - 2	Right Side
07. Senthath - 1	Left side	08. Senthath - 2	Right Side
09. Kothan - 1	Left side	10. Kothan - 2	Right Side

2. Fundamental Katas - 08

01. Vinayaga - 1	Left side	02. Vinayaga - 2	Right Side
03. Jaya - 1	Left side	04. Jaya - 2	Right Side
05. Govind - 1	Left side	06. Govind - 2	Right Side
07. Vasanthi - 1	Left side	08. Vasanthi - 2	Right Side

3. Superior Katas - 16

01. Prakash - 1	Left side	02. Prakash - 2	Right Side
03. Wong - 1	Left side	04. Wong - 2	Right Side
05. Eiji Ogasahara - 1	Left side	06. Eiji Ogasahara - 2	Right Side
07. Mani - 1	Left side	08. Mani - 2	Right Side
09. Imtiaz - 1	Left side	10. Imtiaz - 2	Right Side
11. Suman - 1	Left side	10. Suman - 2	Right Side
13. Bala - 1	Left side	10. Bala - 2	Right Side
15 Venkat - 1	Left side	10. Venkat - 2	Right Side

Appendix - 6

The Official Safety Nunchaku for Team Kata

**(TEAM SAFETY NUNCHAKU KATA COMPETITION
ORANGE, WHITE AND GREEN COLOR SAFETY NUNCHAKU)**



Appendix - 7

The Official Double Safety Nunchaku for Individual Kata / Own Style

***(INDIVIDUAL DOUBLE SAFETY NUNCHAKU KATA COMPETITION -
ORANGE AND YELLOW COLOR SAFETY NUNCHAKU)***



Appendix - 8

Double Safety Nunchaku Katas - 48 for Double Safety Nunchaku Kata Competition

Double Safety Nunchaku Katas 48 - divided into two categories

1. Origin Katas - 16

01. SINGHA-01 (Forward Grip)	02. SINGHA-02 (Reverse Grip)
03. SINGHA-03 (Forward Grip)	04. SINGHA-04 (Reverse Grip)
05. SINGHA-05 (Forward Grip)	06. SINGHA-06 (Reverse Grip)
07. SINGHA-07 (Forward Grip)	08. SINGHA-08 (Reverse Grip)
09. SINGHA-09 (Forward Grip)	10. SINGHA-10 (Reverse Grip)
11. SINGHA-11 (Forward Grip)	12. SINGHA-12 (Reverse Grip)
13. SINGHA-13 (Forward Grip)	14. SINGHA-14 (Reverse Grip)
15. SINGHA-15 (Forward Grip)	16. SINGHA-16 (Reverse Grip)

2. Fundamental Katas - 32

01 to 04. Ta-Mo--Bodhi Dharma - Direction - 10.30	Left side	* 4 Stances
05 to 08. Ta-Mo--Bodhi Dharma - Direction - 10.30	Right side	* 4 Stances
09 to 12. Ta-Mo--Bodhi Dharma - Direction - 1.30	Left side	* 4 Stances
13 to 16. Ta-Mo--Bodhi Dharma - Direction - 1.30	Right side	* 4 Stances
17 to 20. Ta-Mo--Bodhi Dharma - Direction - 4.30	Left side	* 4 Stances
21 to 24. Ta-Mo--Bodhi Dharma - Direction - 4.30	Right side	* 4 Stances
25 to 28. Ta-Mo--Bodhi Dharma - Direction - 7.30	Left side	* 4 Stances
29 to 32. Ta-Mo--Bodhi Dharma - Direction - 7.30	Right side	* 4 Stances

** 4 Stances (Moto dachi, Neko ashi dachi, Sanchin dachi & Shiko dachi)*

Appendix - 9

The Official Single Safety Sanchaku for Individual Kata / Direction / Own Style

***(INDIVIDUAL DOUBLE SAFETY NUNCHAKU KATA COMPETITION -
ORANGE AND YELLOW COLOR SAFETY NUNCHAKU)***



Appendix - 10

Single Safety Sanchaku Katas - 18

Single Safety Sanchaku Katas 18 - divided into two categories

1. Origin Katas - 10

- 01. ANKOH ITOSU-1
- 03. KANRYU HIGA'SHI'ONNA -1
- 05. SHINPAN GUSUKUMA -1
- 07. KENWA MABUNI -1
- 09. FUMIO DEMURA -1

- 02. ANKOH ITOSU -2
- 04. KANRYU HIGA'SHI'ONNA -2
- 06. SHINPAN GUSUKUMA -2
- 08. KENWA MABUNI -2
- 10. FUMIO DEMURA -2

2. Fundamental Katas - 08

- 1. GICHIN FUNAKOSHI -1
- 3. HIRONORI OHTSUKA -1
- 5. MAS OYAMA -1
- 7. HIROKAZU KANAZAWA-1

- 2. GICHIN FUNAKOSHI -2
- 4. HIRONORI OHTSUKA -2
- 6. MAS OYAMA -2
- 8. HIROKAZU KANAZAWA -2

Appendix - 11






Announcement of the Referee

ANNOUNCEMENT OF THE REFEREE

Hajime	Start the Match	After the announcement, the Referee takes a step back
Yame	Stop	Interruption or end of a match or bout. As he makes the announcement, the Referee makes a downward chopping motion with his hand
Wazari	One point	The Referee extends his arm downward at 45° on the side of the scorer
Nihon	Two points	The Referee extends his arm at shoulder level on the side of the scorer
Aka (Ao) No Kachi (Win)		At the end of the match or bout, the Referee extends his arm upward at 45° on the side of the winner
Cancel Last Decision		The Referee turns towards the contestant, announces “Aka” or “Ao”, crosses his arms, then makes a cutting motion, palms downward, to indicate that the last decision has been cancelled
Kiken		“Renunciation” The Referee points with the index finger towards the renouncing contestant’s line then announces a win to the opponent.
Hantei	Decision	Referee calls for a decision. After a short blast of the whistle, the Judges render their votes by flag signal and the Referee indicates his own vote at the same time, using his arms(s)
Shugo	Judges Called	Referee calls the Judges at the end of the match or bout or to recommend Shikkaku.
Hikiwake	Draw	In case a tied decision at Hantei, the Referee crosses his arms, then extends them with the palms showing to the front.
Torimasen	“Unacceptable as a Scoring Technique”	The Referee crosses his arms then makes a cutting motion, palms downward.
Encho-sen	Extension of the bout	The Referee re-opens the match with the command, “Hajime”.

Jogai	Exit from the match area	The Referee points his index finger on the side of the offender to indicate to the Judges that the contestant has moved out of the area.
Chukoku	Warning without penalty (The first instance of a minor infraction)	The Referee points his index finger (arm bent) at the face of the offender.
Keikoku	Warning with Wazari penalty (For the 2 nd time of a minor infraction)	The Referee points his index finger downwards at 45° in the direction of the offender and awards Wazari (one point) to the opponent.
Hansoku Chui	Warning with Nihon penalty (For the 3 rd time of a serious infraction)	The Referee points his index finger horizontally in the direction of the offender and awards Nihon (two points) to the opponent.
Mienai		The flags are held in front of the face.
Shikkaku	Disqualification “Leave the Area”	The Referee points upwards at 45° in the direction of the offender then motions out and behind with the announcement “Aka (Ao) Shikkaku”. He then announces a win for the opponent.

Appendix - 12 -- Score keepers mark

	Wazari	One Point
	Nihon	Two Points
	Kachi	Winner
	Make	Loser
	Hikiwake	Draw (Tie)
C	Chukoku	Warning without Penalty (The First instance of a minor infraction)
K	Keikoku	One point to Opponent (For the 2 nd time of a minor infraction)
HC	Hansoku Chui	Two points to Opponent (For the 3 rd time of a serious infraction)
H	Hansoku	Disqualification (For the 4 th time of a Serious infraction)
KK	Kiken	Forfeiture
S	Shikkaku	Serious Disqualification