UNITED WORLD MARTIAL ARTS FEDERATION

(UWMAF)

INDIAN KOBUDO

SAFETY NUNCHAKU[R] COMPETITION RULES

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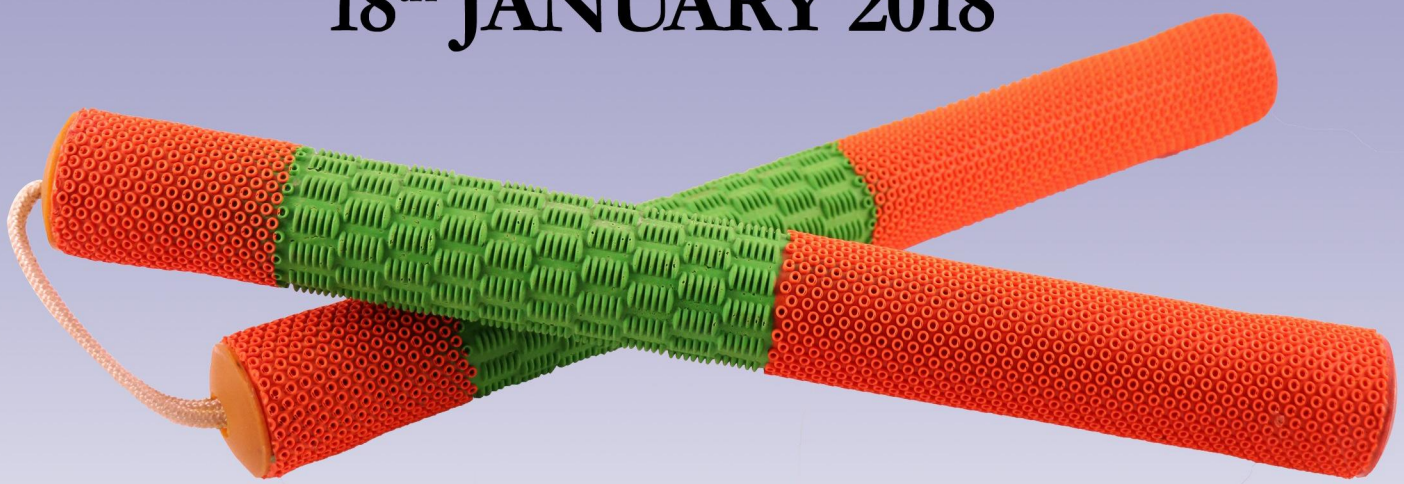

SAFETY NUNCHAKU[R]
FOUNDER & GRAND MASTER
Soshihan S. Kothandan

SAFETY NUNCHAKU(R) DIVISIONS

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General Safety Nunchaku Rules

ARTICLE - 1

1.1 -- COMPETITION AREA

1. The competition area must be flat and devoid of hazard
2. The competition area will be a matted square of a minimum of 7 meters per side or a maximum of 10 meters.
3. Score Keeper, Time Keeper & Score supervisor will be seated in the Score desk opposite to Referee
4. Aka coach will be seated on the right side of the Referee ie., behind the Aka contestant and Ao coach will be seated on the left side of the Referee ie., behind the Ao contestant.

1.2 -- COMPETITION AREA FOR KUMITE COMPETITION

1. Competition area as per Article - 1.1
2. A line of half a meter long must be drawn at a distance of 2 meters from the center of the competition area for positioning of the Referee.
3. Two parallel lines each one meter long at right angles to the referee's lines must be drawn at a distance of one and a half meters from the center of the competition area for positioning the competitors.
4. Outside the competition area, at a 1- meter distance, a line of a different color has to be drawn. This is to help the contestant to stop going out from the competition area (Jogai)
5. The Panel includes One Referee & two Judges.
6. In front of the Referee, judges should stand in both sides of the score desk, outside of the Competition area having red flag in their right hand and 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. Competition area as per Article - 1.1
2. The Panel includes One Referee & four Judges.
3. Referee will be seated outside the match area facing the contestant.
4. The other 4 judges will be seated at the four sides outside the match area. All five will have the scoreboard with them.
5. The score desk will have scorekeeper, timekeeper & score supervisor.

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

1.4 -- OFFICIAL DRESS - CONTESTANT

1. Safety Nunchaku jacket of Mango Yellow color with "V" shape black border of 4 cm on the neck and beneath the elbow.
2. The bottom part of the safety nunchaku Mango Yellow jacket should end with a black color border of 4 cm.
3. The black trousers of the safety nunchaku dress should have 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 may not be rolled up.
5. Female contestants can wear a black dress beneath the safety nunchaku dress.
6. Contestant can wear their national flag or national emblem on the left chest without exceeding 10 square centimeter area (100 mm x 100 mm).
7. The labels of the dress manufacturers can be affixed on the normally accepted area, that is, on the bottom right side of the jacket and the waist part of the trouser.

8. The identifying number issued by the organizer should be worn on the back.
9. During the match, the 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 cannot wear Grade belts during the match. Belts should be worn through Velcro.
10. In addition to the above, the committee can allow the contestant to wear the sponsor's trademark.
11. Contestant should not wear any kind of metal or harm full accessories.
12. The contestants must bring their Aka / Avo belt.
13. If the contestant appears on the stage without a proper dress code, he/ she will not be disqualified immediately. They will be given 1 minute to dress up properly.
14. The contestant should participate in the match with barefoot.
15. Since WSNA has the authority to stick on identifying number & sponsor's trademark for advertising, it will be given to the match controller.
16. Though turban and amulets are religion-based, they are prohibited to be used during matches. Therefore, contestants need to get prior permission through writing from the Referee panel. And those such applications 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 can prohibit any contestant or official who does not follow the below said dress code.

Match area controller (Chief Referee), Referees & judges must wear the official uniform designated by the Referee Council. The Referee panel has to be worn in all the Safety Nunchaku Competition, Safety Nunchaku Seminars, and Safety Nunchaku Courses.

The approved uniform should be as below :

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 & black socks or dark blue socks.
5. An Official Red tie (issued by WSNA) worn without tiepin
6. Female Referee & Judges can wear a single hair clip

1.6 -- OFFICIAL SAFETY NUNCHAKU -- FOR KUMITE

1. For Kumite Competition - WSNA approved any color Flexible Safety Nunchaku has to be used.
2. Safety nunchaku should be without any damage.
3. During the match if the safety nunchaku is damaged, the replacement has to be done within 1 minute of any color Safety Nunchaku.
4. To meet the unexpected need of Safety Nunchaku, the contestant should have given one spare nunchaku to the Coach.

(The Official Flexible Safety Nunchaku as per Appendix - 4)

1.7 -- OFFICIAL SAFETY NUNCHAKU -- FOR KATA

1. For all Safety Nunchaku Kata Competition Non-Flexible Safety Nunchaku must be used.
2. For Single Safety Nunchaku Kata Competition - WSNA approved Safety Nunchaku any color can use.
3. For Double Safety Nunchaku Kata Competition - Contestants must use WSNA approved Yellow color Safety Nunchaku in his/her right hand and Orange color Safety Nunchaku in his/her Left Hand.
4. For Single Safety Nunchaku Team Kata competition -- Team consists of three contestants. Referees opposite left side contestant should have WSNA approved Orange color, center contestants white color, and the right side contestant must have Green color Safety Nunchaku.
5. Safety nunchaku should be without any damage.

(The Official Single Safety Nunchaku as per Appendix - 5)

Single Safety Nunchaku Katas

ARTICLE - 2

2.1 -- SINGLE SAFETY NUNCHAKU KATAS -- OIGIN KATAS (8)

1) Murugu One	--Left side	2) Murugu two	-- Right side
3) Thiyagi Viswanadhadoss one	-- Left side	4) Thiyagi Viswanadhadoss two	-- Right side
5) Selva One	-- Left side	6) Selva two	-- Right side
7) Sentha One	-- Left side	8) Sentha two	-- Right side

2.2 -- SINGLE SAFETY NUNCHAKU KATAS -- FUNDAMENTAL KATAS (8)

1) Vinayaga One	-- Left side	2) Vinayaga Two	-- Right side
3) Jaya One	-- Left side	4) Jaya Two	-- Right side
5) Govind One	-- Left side	6) Govind Two	-- Right side
7) Vasanthi One	-- Left side	8) Vasanthi Two	-- Right side

2.3 -- SINGLE SAFETY NUNCHAKU KATAS -- SUPERIOR KATAS (16)

01) Prakash One	-- Original side	02) Prakash Two	-- Other side
03) Wong One	-- Original side	04) Wong Two	-- Other side
05) Imtiaz One	-- Original side	06) Imtiaz Two	-- Other side
07) Mani One	-- Original side	08) Mani Two	-- Other side
09) Eigi ogasahara One	-- Original side	10) Eigi ogasahara Two	-- Other side
11) Suman One	-- Original side	12) Suman Two	-- Other side
13) Bala One	-- Original side	14) Bala Two	-- Other side
15) Venkat One	-- Original side	16) Venkat Two	-- Other side

2.4 -- ARRANGEMENT OF SINGLE SAFETY NUNCHAKU INDIVIDUAL KATA COMPETITION

01. Contestents should perfrom only WSNA approved Katas.
02. Kata match can be of individual or Team match.
03. Individual kata match is conducted for both men & women separately.
04. Based on the belt, the contestant should perform the Katas.
05. Contestant can use any colour and length of Safety Nunchaku for their convenience but Safety nunchaku should be without any damage.
06. Before the round begins, the chosen Kata has to be informed the name and the number of the kata to the score table.
07. Contestant should perform different katas in each round.
08. Safety Nunchaku Kata is neither a dance nor a stylish step. Kata must be performed with strength & should be natural & practical.
09. After announcing the kata the contestant can start performing after the Referee blow the whistle.
10. On completion, the contestant should stand in the starting point for their marks. After announcing the marks, the contestant should leave the place after bowing.

2.5 -- 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 4 judges will be seated at the four corners outside the match area.
4. All the five will have the scoreboard with them.
5. The score desk will have a timekeeper, score keeper & score supervisor.

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

1. Should perform Kata by understanding its basics & techniques.
2. The Grip, block, Swing, Catch, Punch, Strike, Chop, flip, role, Spin, eyesight, circle, Direction, Stance, Throw & Angle of Safety nunchaku should be in control of the contestant.
3. Safety Nunchaku which has good timing, rhythm, speed, Balance & focus of power should be in control of the contestants.
4. Should have concentration, perfect foot with correct stance.
5. One of the important rules in Safety Nunchaku is that the Safety Nunchaku should be in the same hand while starting as well as ending.

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

1. During every match, the score supervisor at the official score table, will arrange the contestant to be seated as per AKA & AO order. The Contestant has to submit their safety nunchaku student passbook to him & it is their responsibility to collect it from the score supervisor after the match over.
2. In the individual kata match, the contestant should go to the score table and inform them about the kata that they are about to perform & come back to the centerline at the match area and stand facing the Referee. This should be done before beginning each round. He/ she must start performing when the referee blows the whistle.
3. Once the contestant completes his/her performance, the referee will blow a long whistle tone and all the four judges will raise their scores in the chorus.
4. The judges will put down the scorecards after the referee blows a short note by his whistle.
5. If kata is not performed as per rules or if any other flaws are found, the referee will call other judges for discussion.
6. Scores are announced as per the norms, by the scorekeeper at the score table.

2.8 -- 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 7 – 9 marks will be given.
2. If the number of contestants is between 8 - 16, two round match will be conducted, and 6 – 8 marks will be given in the first round and 7 – 9 marks will be given in the second round.
3. If the number of contestants is less than 32, the match will be conducted in 3 rounds, 5 - 7 marks will be given in the first round, 6 – 8 will be given in the second round and 7 – 9 marks will be given in the third round.
4. When the contestant finished kata, the referee and judge will raise their score Board, the announcer will read the score loudly. The calculation is done in such a way the highest and the least mark will be omitted and the other 3 marks will be added together. This total will be a score of

the contestant.

5. The top four scorers will get the Gold, Silver & 2 Bronze medals respectively.
6. If two contestants out of 4 toppers get equal marks, then they have to perform one more kata to prove their talent.
7. Again if their scores equal, their marks in the Ist and 2nd round will be added and the highest the scorer will be the winner. If this too did not solve the purpose, then result will be based on " Hantei" voting system. The contestant with the maximum number of votes will win the match.

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

1. Contestant should begin and end the safety nunchaku kata with the same hand. If not, marks will be deducted.
2. In the individual kata match if the safety nunchaku Grip, block, Swing, Catch, Punch, Strike,Chop, flip, role, Spin, eyesight, circle, Direction, Stances, Throw and Angle is not under the control of the contestant then marks will be deducted.
3. The following also will lead to score deduction.
   a. If the appropriate catch is not used.
   b. Instead of holding the safety nunchaku directly, if the contestant holds it after hitting the body.
   c. Jumping to the other techniques without swinging properly / completely.
   d. While doing single punch by holding in both hands, if the safety nunchaku is not in a straight line.
   e. If the stances are not proper.

2.10 -- 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. If the contestant uses a different technique (movement) in the announced kata or not using the actual technique will be disqualified.
4. Skipping the technique in the kata and jumping to the final movement.
5. Referee panel can disqualify any contestant who dishonors the officials or co-contestants or the art of safety nunchaku.

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

1. No one may protest about a judgment to the member of the refereeing panel.
2. If a refereeing procedure appears to contravene the rules, the official representative is the only one allowed making 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 by the WSNA and this, together with the protest must be lodged with a representative of the WSNA.
5. The appeals jury comprises of one representative each from Referee Council, Technical Committee, and Administrative Committee.
6. Name of the contestant, names of the officials of referee panel, detailed description on the matter of pro test should be mentioned while protesting. (Protest on overall standard and General flaws will not be accepted) One who protests should justify their statement.
7. Investigation will be done by the appeal jury based on the witness & the video recordings, the officials will do group discussions. Officials will be investigated.

Single Safety Nunchaku -- Team Kata

ARTICLE - 3

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

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

01. For Single Safety Nunchaku Team Kata competition -- Team consists of three contestants. Referees opposite left side contestants should have WSNA approved Orange color, center contestant white colour and, the left side contestant must have Green color Safety Nunchaku.

02. Colour & Brown Belt teams can do "without throwing the Safety Nunchaku" can perform 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 in proper co-ordination.

09. The contestants should begin the performance immediately after announcing the kata. Referee will not give any kind of signal.

10. Every team should have a contestant in the height / Age which is announced by the organizer.

11. All the 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 Contestant should begin and end the safety nunchaku kata with the same hand and 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, if the safety nunchaku Grip, Block, Swing, Catch, Punch, Strike, Chop, flip, role, Spin, eye sight, circle, Direction, Stances, Throw, Angle is not under the control of the contestant, then marks will be deducted.

3. The following also will lead to score deduction.

a. If the appropriate catch is not used.

b. Instead of holding the safety nunchaku directly, if the contestant holds it after hitting the body.

c. Jumping to the other techniques without swinging properly / completely.

d. While doing single punch by holding in both hands, if the safety nunchaku is not in straight line.

(Rope should not be bend but it should be stiff)

e. If the stance is not proper.

4. In the team kata match synchronization without external cues is an added factor. Command to start and stop the performance, stamping the feet, slapping the Safety Nunchaku dress with Safety Nunchaku, inappropriate exhalation, slapping both the Safety Nunchaku, are all examples of external cues and 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 kata which was not announced.
2. The Team will be disqualified when safety nunchaku slips down or touches the floor while performing.
3. In team kata, if anyone contestant uses a different technique (movement) in the announced kata or not using the actual technique, the whole team will be disqualified.
4. Skipping the technique is the kata and jumping to the final movement.
5. In team kata, if any one of the contestant stops the kata, the whole team will be disqualified.
6. Referee panel can disqualify any contestant who dishonors the officials or 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 Ind.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. Own style match is conducted for both men & women separately.
2. Match will be conducted based on the age of the contestant.
3. For each contestant, one minute is allotted to exhibit their talent in own style safety nunchaku (the time allotted is subject to change)
4. Once the contestant comes to the center point of the competition area, the referee blows the whistle & begin thier own style.
5. After crossing one minute, the referee stops the performance by blowing the whistle from scoretable.
6. After the performance, the contestant should stand in the starting point for marks. Should bow the referee & leave the place after hearing the marks.

4.3 -- OWN STYLE COMPETITION -- CRITERIA FOR DECISION

01. Should not repeat the techniques.

02. Should know & understand the techniques. The moves of the safety nunchaku should not be as they like.

03. Techniques must be of creative combination.

04. Good & Serious performance is important .

05. Safety nunchaku Different Grips, different blocks, different Catches, different Swings, different Punches, different Strikes, different Chops, different flips, different roles, different Spins, eyesight, different circles, different Directions, different stances, different throws, should be in control of the contestant.

06. Different Jumping-along with combination of techniques.

07. Different rolling-along with combination of techniques.

08. Kiai Sound -- attacking places

09. Should use only safety nunchaku techniques.

10 . Karate techniques & kicks are prohibited.

11. Techniques done after the referee blowing the whistle from the score table (allotted time - 1 minute) is not considered for marks.

12. Good timing, rhythm, speed, Balance & focus of power should be in control of contestant.

13. Should have full concentration and have a grip on the floor.

14. While doing own style safety nunchaku, contestant can start with either hand and end in either hand.

4.4 – PENALTIES–METHODS TO DEDUCTING POINTS TO THE CONTESTANTS

1. Marks will be reduced each time when karate techniques or kick is used.

2. When the safety nunchaku is thrown up for a catch and is missed out or slips out of hand, marks will be deducted.

3. While doing safety nunchaku, if it touches the floor marks will not be deducted.

4. Each time when the contestant goes out of the Competition Area one mark will be deducted.

4.5 -- PENALTIES–METHODS TO DISQUALIFY THE CONTESTANTS

1. If safety nunchaku slips down or is thrown out form the hands of the contestant, he/ she will be disqualified.

2. The referee can penalize the contestant who dishonors the officials or co-contestants or the art of safety nunchaku.

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 same as Ind.Kata. 5. The individual Kata official protest rules are applicable for own style.

Above mentioned rules are applicable Single Safety Nunchaku Direction also.

5.2 -- ARRANGEMENT OF DIRECTION COMPETITION

1. Direction competition is conducted for both men & women separately.
2. Match will be conducted based on the age of the contestant.
3. For each contestant, one minute is allotted to exhibit their talent in Direction competition.
   (the time allotted is subject to change)
4. Once the contestant comes to the center point of the competition area, the light music will start at the same time referee will start telling Safety Nunchaku Kata name and Direction continuously one minute. The contestant begins the direction according to the Referees caution.
5. After crossing one minute, the light music will stop & the referee stops the caution.
6. After the performance, the contestant should stand in the center point for marks. Should bow the referee & leave the place after hearing the marks.

5.3 -- DIRECTION COMPETITION -- CRITERIA FOR DECISION

1. According to the Referee's caution, the contestant should perform direction.
2. Should know & understand the Particular Kata's Keypoint.
3. Safety nunchaku Grip, Block, Catch, Swing, Punch, Strike, Chop, flip, role, Spin, eyesight, circle, Direction, Stance, throw, Angle should be in control of the contestant.
4. Good timing, rhythm, speed, Balance & focus of power should be in control of the contestant.
5. Should have full concentration and have a grip on the floor.

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

1. Marks will be reduced each time when Kata key points or direction varies.
2. When the safety nunchaku is thrown up for a catch and is missed out or slips out of hand, marks will be deducted.
3. While doing safety nunchaku, if it touches the floor marks will be deducted.
4. Each time when the contestant go out of the Competition Area one mark will be deducted.

5.5 -- PENALTIES–METHODS TO DISQUALIFY THE CONTESTANTS

1. If the contestant does not do the kata key point caution by the Referee.
2. If the contestant did kata key point correctly but did not do the direction correctly two times.
3. The referee can penalize the contestant who dishonors the officials or co-contestants or the art of safety nunchaku.

Double Safety Nunchaku -- Individual Kata

ARTICLE - 6

6.1 -- DOUBLE SAFETY NUNCHAKU -- INDIVIDUAL KATAS -- ORIGIN KATAS - 16

SINGHA KATAS -- RECTANGULAR KATAS

12'O CLOCK

Singha - 01 -- Move Front - Left Moto-dachi - forward grip
Singha - 02 -- Move Front - Left Moto-dachi - reverse grip
Singha - 03 -- Move Front - Right Moto-dachi - forward grip
Singha - 04 -- Move Front - Right Moto-dachi - reverse grip

3'O CLOCK

Singha - 05 -- Turn clockwise **3 O'clock** - Move Front - Left Moto-dachi - forward grip.
Singha - 06 -- Turn clockwise **3 O'clock** - Move Front - Left Moto-dachi - reverse grip.
Singha - 07 -- Turn clockwise **3 O'clock** - Move Front - Right Moto-dachi - forward grip.
Singha - 08 -- Turn clockwise **3 O'clock** - Move Front - Right Moto-dachi - reverse grip.

6' O CLOCK

Singha - 09 -- Turn clockwise **6 O'clock** - Move Front - Left Moto-dachi - forward grip.
Singha- 10 -- Turn clockwise **6 O'clock** - Move Front - Left Moto-dachi - reverse grip.
Singha - 11 -- Turn anti-clockwise **6 O'clock** - Move Front - Right Moto-dachi - forward grip.
Singha - 12 -- Turn anti-clockwise **6 O'clock** - Move Front - Right Moto-dachi - reverse grip.

9'O CLOCK

Singha - 13 -- Turn anti-clockwise **9 O'clock** - Move Front - Left Moto-dachi - forward grip.
Singha - 14 -- Turn anti-clockwise **9 O'clock** - Move Front - Left Moto-dachi - reverese grip.
Singha - 15 -- Turn anti-clockwise **9 O'clock** - Move Front - Right Moto-dachi - forward grip.
Singha - 16 -- Turn anti-clockwise **9 O'clock** - Move Front - Right Moto-dachi - reverese grip.

6.2 DOUBLE SAFETY NUNCHAKU INDIVIDUAL KATAS -- FUNDAMENTAL KATAS - 32

TA-MO -- BODHI DHARMA KATAS -- TRIANGULAR KATAS

10.30

Ta-Mo Bodhi Dharma-01-Turn anti-clockwise **10.30** left Moto dachi - Move front-right Motodachi
Ta-Mo Bodhi Dharma-02-Turn anti-clockwise **10.30** left Moto dachi - Move front-right Nekoashi dachi.
Ta-Mo Bodhi Dharma-03-Turn anti-clockwise **10.30** left Moto dachi - Move front-right Sanchin-dachi.
Ta-Mo Bodhi Dharma-04-Turn anti-clockwise **10.30** left Moto dachi - Move front-right Shiko-dachi.
Ta-Mo Bodhi Dharma-05-Turn anti-clockwise **10.30** right Moto dachi - Move front-left Motodachi
Ta-Mo Bodhi Dharma-06-Turn anti-clockwise **10.30** right Moto dachi - Move front-left Nekoashi dachi.
Ta-Mo Bodhi Dharma-07-Turn anti-clockwise **10.30** right Moto dachi - Move front-left Sanchin-dachi.
Ta-Mo Bodhi Dharma-08-Turn anti-clockwise **10.30** right Moto dachi - Move front-left Shiko-dachi.

01.30

Ta-Mo Bodhi Dharma-09-Turn clockwise **1.30** right Moto dachi - Move front-left Motodachi

Ta-Mo Bodhi Dharma-10-Turn clockwise **1.30** right Moto dachi - Move front-left Nekoashi dachi.

Ta-Mo Bodhi Dharma-11-Turn clockwise **1.30** right Moto dachi - Move front-left Sanchin-dachi.

Ta-Mo Bodhi Dharma-12-Turn clockwise **1.30** right Moto dachi - Move front-left Shiko-dachi.

Ta-Mo Bodhi Dharma-13-Turn clock wise **1.30** left Moto dachi - Move front-right Motodachi

Ta-Mo Bodhi Dharma-14-Turn clock wise **1.30** left Moto dachi - Move front-right Neko-ashi dachi

Ta-Mo Bodhi Dharma-15-Turn clock wise **1.30** left Moto dachi - Move front-right Sanchin-dachi.

Ta-Mo Bodhi Dharma-16-Turn clock wise **1.30** left Moto dachi - Move front-right Shiko-dachi.

04.30

Ta-Mo Bodhi Dharma-17-Turn clock wise 6.00 - Turn anti-clockwise **4.30** left Moto dachi-Move front - right Motodachi

Ta-Mo Bodhi Dharma-18-Turn clock wise 6.00 - Turn anti-clockwise **4.30** left Moto dachi-Move front - right Neko-ashi dachi

Ta-Mo Bodhi Dharma-19-Turn clock wise 6.00 - Turn anti-clockwise **4.30** left Moto dachi-Move front - right Sanchin-dachi

Ta-Mo Bodhi Dharma-20-Turn clock wise 6.00 - Turn anti-clockwise **4.30** left Moto dachi-Move front - right Shiko-dachi

Ta-Mo Bodhi Dharma-21-Turn clock wise 6.00 - Turn anti-clockwise **4.30** right Moto dachi-Move front - left Motodachi

Ta-Mo Bodhi Dharma-22-Turn clock wise 6.00 - Turn anti-clockwise **4.30** right Moto dachi-Move front - left Neko-ashi dachi

Ta-Mo Bodhi Dharma-23-Turn clock wise 6.00 - Turn anti-clockwise **4.30** right Moto dachi-Move front - left Sanchin-dachi

Ta-Mo Bodhi Dharma-24-Turn clock wise 6.00 - Turn anti-clockwise **4.30** right Moto dachi-Move front - left Shiko-dachi

07.30

Ta-Mo Bodhi Dharma-25-Turn anti clockwise 6.00 - Turn clockwise **7.30** right Moto dachi-Move front - left Motodachi

Ta-Mo Bodhi Dharma-26-Turn anti clockwise 6.00 - Turn clockwise **7.30** right Moto dachi-Move front - left Neko-ashi dachi

Ta-Mo Bodhi Dharma-27-Turn anti clockwise 6.00 - Turn clockwise **7.30** right Moto dachi-Move front - left Sanchin-dachi

Ta-Mo Bodhi Dharma-28-Turn anti clockwise 6.00- Turn clockwise **7.30** right Moto dachi-Move front - left Shiko-dachi

Ta-Mo Bodhi Dharma-29-Turn anti clockwise 6.00- Turn clockwise **7.30** left Moto dachi-Move front - right Motodachi

Ta-Mo Bodhi Dharma-30-Turn anti clockwise 6.00- Turn clockwise **7.30** left Moto dachi-Move front - right Neko-ashi dachi

Ta-Mo Bodhi Dharma-31-Turn anti clockwise 6.00 - Turn clockwise **7.30** left Moto dachi-Move front - right Sanchin-dachi

Ta-Mo Bodhi Dharma-32-Turn anti clockwise 6.00 - Turn clockwise **7.30** left Moto dachi-Move front - right Shiko-dachi

6.3 -- ARRANGEMENT OF DOUBLE SAFETY NUNCHAKU INDIVIDUAL KATA COMPETITION

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

1. For Double Safety Nunchaku Kata Competition - Contestants must use WSNA approved Yellow colour Safety Nunchaku in his / her right hand and Orange colour Safety Nunchaku in his / her Left Hand.

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

6.4 DOUBLE SAFETY NUNCHAKU INDIVIDUAL KATA COMPETITION --JUDGING PANEL

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

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

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

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

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

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

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

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

<u>All the rules are same as in the Single Safety Nunchaku Kata Competition except following few:-</u>

1. Contestant should begin the Kata with Yellow Safety Nunchaku in his /her right hand and Orange Safety Nunchaku in his / her left-hand and end of the Kata performance he must have in his right hand Yellow and left hand Orange color safety nunchaku. If not, marks will be deducted.

2. The following also will lead to score deduction.

a) while changing yellow and orange colour Safety Nunchaku from one hand to other hand if he missed the catch marks will be deducted

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

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

6.10 -- DOUBLE SAFETY NUNCHAKU INDIVIDUAL KATA COMPETITION OFFICIAL PROTEST

<u>All the rules are the same as in the Single Safety Nunchaku Kata Competition.</u>

Double Safety Nunchaku -- Own Style

ARTICLE - 7

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

Following is similar to the Single Safety Nunchaku Own Style competition.

1. Competition area.

2.Official Dress

3. Safety Nunchaku

4. The score counting method .

5. The individual Kata official protest rules.

Above mentioned rules apply to Double Safety Nunchaku Own Style also.

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

1. Own style match is conducted for both men & women separately

2. Match will be conducted based on the age of the contestant

3. For each contestant, one minute is allotted to exhibit their talent in own style safety nunchaku (the time allotted is subject to change)

4. Once the contestant comes to the center point of the competition area, the referee blows the whistle & begin their own style.

5. After crossing one minute, the referee stops the performance by blowing the whistle from scoretable.

6. After the performance, the contestant should stand in the starting point for marks. Should bow the referee & leave the place after hearing the marks.

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

01. Should not repeat the same technique again and again.

02. Should know & understand the techniques. The moves of the safety nunchaku should not be as they like.

03. Techniques must be of creative combination.

04. Good & Serious performance is very important.

05. Safety nunchaku Different Grips, different blocks, different Catches, different Swings, different Punches, different Strikes, different Chops, different flips, different roles, different Spins, eye sight, different circles, different Directions, different stances, different throws, should be in control of the contestant.

06. Different Jumping-along with combination of techniques.

07. Different rolling-along with combination of techniques.

08. Kiai Sound -- attacking places

09. Should use only safety nunchaku techniques.

10 . Karate techniques & kicks are prohibited.

11. Techniques done after the referee blowing the whistle from the score table (allotted time - 1 minute) is not considered for marks.

12. Good timing, rhythm, speed, Balance & focus of power should be in control of contestant.

13. Should have full concentration and have a grip on the floor.

14. While doing own style safety nunchaku, contestant can start with either hand and end in either hand.

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

1. Marks will be reduced each time when karate techniques or kick is used.
2. When the safety nunchaku is thrown up for a catch and is missed out or slips out of hand, marks will be deducted.
3. While doing safety nunchaku, if it touches the floor marks will not be deducted.
4. Each time when the contestant go out of the Competition Area one mark will be deducted.

7.5 -- PENALTIES–METHODS TO DISQUALIFY THE CONTESTANTS

1. If safety nunchaku slips down or is thrown out from the hands of the contestant, he/ she will be disqualified.
2. The referee can penalize the contestant who dishonors the officials or co-contestants or the art of safety nunchaku.

Single Safety Sanchaku Katas -- (Three Sticks) Individual Kata

ARTICLE - 8

8.1 -- SAFETY SANCHAKU KATAS -- ORIGIN KATAS (8)

1) Anko Itosu One	-- Left side	2) Anko Itosu Two	-- Right side
3) Kenriyo Higaonna One	-- Left side	4) Kenriyo Higaonna Two	-- Right side
5) Kusukuma One	-- Left side	6) Kusukuma Two	-- Right side
7) Kenwa Mabuni One	-- Left side	8) Kenwa Mabuni Two	-- Right side

8.2 -- SAFETY SANCHAKU KATAS -- FUNDAMENTAL KATAS (8)

1) Gichin Funakoshi One	-- Left side	2) Gichin Funakoshi Two	-- Right side
3) Otsuka One	-- Left side	4) Otsuka Two	-- Right side
5) Oyama One	-- Left side	6) Oyama Two	-- Right side
7) Kanazawa One	-- Left side	8) Kanazawa Two	-- Right side

8.3 -- 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 - 8)

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

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

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

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

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

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

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

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

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

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

8.9 -- SAFETY SANCHAKU INDIVIDUAL KATA COMPETITION -- PENALTIES - DISQUALIFYING THE CONTESTANT.

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

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

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

Safety Sanchaku (Three Sticks) - Own Style

ARTICLE - 9

9.1 -- 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. Own style match is conducted for both men & women separately.
2. Match will be conducted based on the age of the contestant.
3. For each contestant, one minute is allotted to exhibit their talent in own style safety sanchaku. (the time allotted is subject to change)
4. Once the contestant comes to the center point of the competition area, the referee blows the whistle & begin their own style.
5. After crossing one minute, the referee stops the performance by blowing the whistle from the score table.
6. After the performance, the contestant should stand in the starting point for marks. Should bow the referee & leave the place after hearing the marks.

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

01. Should not repeat the same technique again and again.
02. Should know & understand the techniques. The moves of the safety sanchaku should not be as they like.
03. Techniques must be of creative combination.
04. Good & Serious performance is very important
05. Safety sanchaku Different Grips, different blocks, different Catches, different Swings, different Punches, different Strikes, different Chops, different flips, different roles, different Spins, eye sight, different circles, different Directions, different stances, different throws, should be in control of the contestant.
06. Different Jumping-along with combination of techniques.
07. Different rolling-along with combination of techniques.
08. Kiai Sound -- attacking places
09. Should use only safety sanchaku techniques.
10 . Karate techniques & kicks are prohibited.
11. Techniques done after the referee blowing the whistle from the score table (allotted time - 1 minute) is not considered for marks.
12. Good timing, rhythm, speed, Balance & focus of power should be in control of contestant.
13. Should have full concentration and have a grip on the floor.
14. While doing own style safety sanchaku, contestant can start with either hand and end in either hand.

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

1. Marks will be reduced each time when karate techniques or kick is used.
2. When the safety sanchaku is thrown up for a catch and is missed out or slips out of hand, marks will be deducted.
3. While doing safety sanchaku, if it touches the floor marks will not be deducted
4. Each time when the contestant goes out of the Competition Area one mark will be deducted.

9.5 -- PENALTIES – METHODS TO DISQUALIFY THE CONTESTANTS

1. If safety sanchaku slips down or is thrown out form the hands of the contestant, he/ she will be disqualified.
2. The referee can penalize the contestant who dishonors the officials or co-contestants or the art of safety sanchaku.

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 Ind.Kata.

5. The individual Kata official protest rules are applicable for Single Safety Sanchaku direction competition also. Above mentioned rules are applicable for Single Safety Sanchaku Direction also.

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

1. Single Safety Sanchaku direction competition is conducted for both men & women separately.
2. Match will be conducted based on the age of the contestant.
3. For each contestant, one minute is allotted to exhibit their talent in Direction competition.
   (the time allotted is subject to change)
4. Once the contestant comes to the center point of the competition area, the light music will start at the the same time referee will start telling Safety Nunchaku Kata name and Direction continuously for one minute. The contestant begins the direction according to the Referees caution.
5. After crossing one minute, the light music will stop & the referee stops the caution.
6. After the performance, the contestant should stand in the center point for marks. Should bow the referee & leave the place after hearing the marks.

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

1. According to the Referee's caution, the contestant should perform direction.
2. Should know & understand the Particular Kata's Keypoint.
3. Safety nunchaku Grip, Block, Catch, Swing, Punch, Strike, Chop, flip, role, Spin, eyesight, circle, Direction, stance, throw, Angle should be in control of the contestant.
4. Good timing, rhythm, speed, Balance & focus of power should be in control of the contestant.
5. Should have full concentration and have a grip on the floor.

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

1. Marks will be reduced each time when Kata key points or direction varies.
2. When the safety nunchaku is thrown up for a catch and is missed out or slips out of hand, marks will be deducted.
3. While doing safety sanchaku, if it touches the floor marks will be deducted.

10.5 -- PENALTIES–METHODS TO DISQUALIFY THE CONTESTANTS

1. If the contestant did kata key point correctly but did not do the direction correctly two times.
2. If Safety Sanchaku slips down or is thrown out form the hands of the contestant, he/ she will be disqualified.
3. The referee can penalize the contestant who dishonors the officials or 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 for Individual Kumite also. Kumite Competition Area, Official Dress, Safety Nunchaku, Safety Nunchaku Pass-Book, Measurement Safety Nunchaku and the User are the same.

11.2 -- THE CATEGORY OF SAFETY NUNCHAKU

1. Men / Women contestants above 6 years of age can participate in the below categories.
2. WSNA recognized Safety Nunchaku club/school/Associaion/Federation can only participate in the Tournament. Other who have learnt privately or from through videos cannot participate in Safety Nunchaku Tournament.
3. Matches are conducted based on below age categories. Separate events are conducted for men & women.

Description	Age Grouping
Children	6 to 9
Youth	10 to 13
Junior	14 to 17
Senior	18 to 21
Adult	22 & above

11.3 -- SAFETY DEVICES --

1. Contestants must use only Flexible Safety Nunchaku.
2. Contestants will not be allowed to compete in Safety Nunchaku Kumite match without wearing a Safety helmet.
3. Contestant must bring their own Safety helmet.
4. The helmets should be approved by WSNA.
5. Goggles can also be worn.
6. It is compulsory for men to wear Groin protector and women to wear Breast protector.
7. Groin Protector / Breast protector should be brought by the contestant. Will not be issued by the Tournament organisers.
8. All the safety devises should be WSNA approved.

11.4 -- ORGANIZING KUMITE MATCH & ITS RULES

1. Kumite match can be of an individual or Team match.
2. Individual kumite match is conducted for both men & women based on their Age.
3. The Safety Nunchaku Kumite Match will have the Referee Panel which includes one referee & two judges.
4. During the match, if the contestant stops performing Safety Nunchaku, cannot come out of the match area without the Referee's permission.
5. If any hurdle is found in announcing the name of the contestant or in recognizing the contestant, it can be verified through the Safety Nunchaku Student pass-book which is 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 contestant 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 contestant or team that do not present themselves when called, will be disqualified (KIKEN) from that category.
9. Safety Nunchaku Students Pass-Book holders from WSNA approved Safety Nunchaku Club / school can only participate in the match. (Refer Appendix 6)
10. While starting the match both the contestants must hold Safety Nunchaku both the hands in "A" formation.
11. Safety Helmet & chest protector is Must.
12. Safety Nunchaku should be of new without any damage.
13. When the Referee begins the match saying "Hajime" and if the contestant uses "Lightning attack" to score without holding safety nunchaku in both hands, penalties will be given instead of marks.
14. As said in point 13, points will not be given if the safety nunchaku are not held in "A" formation and lies a lightning attack. Instead will be penalized.
15. Every time to score points, two change over techniques of safety nunchaku has to be done.
16. Behavior like not changing over safety nunchaku twice or not taking any initiative to attack the opponent or availing rest period for more than one second is prohibited.
17. Each technique will be getting one point (WAZARI)
18. Combination techniques will be given two points (NIHON)
19. If attacked below the elbow or knees, or if uses hands to stop the safety nunchaku, the first time will be warned, 2nd-time Wazari, 3rd time Nihon, and 4th time will be disqualified.
20. If crosses the match area (Jogai) for the first time, be warned, 2nd time Wazari, 3rd time Nihon ,and 4th time will be disqualified and the opponent will be declared as the winner.
21. Though the contestant performs techniques to score marks, if he/she breaks the safety nunchaku, will be considered as using excessive power and will be punished. The punishment will be disqualification (HANSOKU) and the opponent will be declared as a winner.
22. During the Kumite match, if the opponent's safety nunchaku is captured or if is thrown down, the opponent will be given Ippon.
23. If the Safety nunchaku slips down for the first time, the opponent will get one point (Wazari) and Nihon for the 2nd time and 3rd time will be disqualified and the opponent will be declared as a winner.
24. All the karate techniques like Punch, Kick, Block, holding, and throwing down are prohibited. If these techniques are done for the first time, the opponent will be given one point (wazari) and Nihon for the 2nd time and 3rd time will be disqualified and the opponent will be declared as winner. If the Referee panel considers them to be dangerous, contestant will be disqualified by Hansoku and the opponent will be declared as a winner.

25. If both the contestant exchanges scoring techniques at the same time, points have to be given based on the nature of the technique. Should not deny saying "Aiuchi".
26. If one contestant performs a scoring technique and then the other contestant follows the same, the first one has to be given the points.
27. If the safety nunchakus get stuck up during the match, the referee will stop the match and helps to untie the knots of the safety nunchaku. Later without giving any marks for both contestants, will give the signal of "Torimasen"
28. Attacking the opponent with safety nunchaku in a forceful speed is not allowed. Should not perform any techniques with an intention to hurt the opponent. Will be penalized.
29. The safety nunchaku of the contestant should be in continuous motion throughout the match time. Also should perform different types of techniques to score points.

11.5 -- THE DURATION OF THE BOUT

1. For Children & Youth 2 minutes for others 3 minutes. If required the time can be extended or curtailed.
2. Women & Children matches are defined for 2 minutes. If required, the duration will be curtailed.
3. The timing of the bout starts when the Referee gives the signal to start and stops each time the Referee calls "Yame".
4. The timekeeper shall give signals by a clearly audible gong, or buzzer, indicating "30 seconds to go" or "time up" signal marks the end of the bout.
5. In an individual bout if there is a tie, the judge will announce HIKIWAKE and an extension not exceeding one minute may be fought (ENCHO SEN)

11.6 -- SCORING

1. Scores are as follows:
   a. NIHON Two point b. WAZARI One point
2. A Score is awarded when a technique is performed according to the following criteria to a scoring area.
   a. Good Form b. Sporting Attitude c. Vigorous Application
   d. Awareness e. Good timing f. Correct distance.
3. NIHON is awarded for the below :
   a. Before trying for scoring techniques two change over techniques has to be done and then continue with scoring techniques within one second.
   b. Block 100 percent of the opponent's attack and direct defense.
   c. Two or more combination techniques (Block & punch, Block & strike, Throw punch/strike)
   d. performing scoring technique to make the opponent lose control.
   e. capturing the opponent's safety nunchaku or throwing it down. This should be done within control else may be penalized.
   f. To capture the opponent's safety nunchaku, using safety nunchaku should hit on the rope part of the opponent safety nunchaku for only once. If this is repeated or if the rope is pulled and dragged on, it will not be warned but punished directly.
   g. If the contestant loses control, the safety nunchaku falls down or touches the floor, the opponent will be awarded NIHON.
   h. As said in the point (a) & (b) Nihon is awarded if safety nunchaku touches the opponent's head or face.
4. WAZARI is awarded for the below :
   a. Before trying for scoring techniques two change over techniques has to be done and then continue with scoring techniques within one second.
   b. Performing only one technique.

c. Touching the centre part of the opponent's body.

d. Touching the side part of the opponent's body.

5. Attacks are limited to the following area:

a. Head b. Face c. Neck d. Abdomen e. Chest f. Back g. Side

6. An effective technique delivered at the same time that the end of the bout is signaled, is considered valid. A technique even if effective, delivered after an order to suspend or stop the bout shall not be scored and may result in a penalty being imposed on the offender.

7. No technique, even if technically correct, will be scored if it is delivered when the two contestants are outside the competition area. However, if one of the contestants delivers an effective technique while still inside the competition area and before the Referee calls, "YAME", the technique will be scored.

8. Simultaneously, effective scoring technique delivered by both contestants will fetch scores for both contestants.

11.7 -- CRITERIA FOR DECISION

1. The result of a bout is determined as per below.

a. A contestant obtaining a clear lead of 6 points or at time up, having 3 Ippons or 6 Wazari.

b. Obtaining more points.

c. Obtaining more points through HANTEI or HANSOKU, SHIKKAKU or KIKEN

2. When a bout ends with equal scores or no score the winner will be decided as per below:

a. ENCHO SEN Match: In individual bouts, if there is a tie, an extension not exceeding one minute may be fought. An ENCHO SEN is an extension of the bout, and all penalties and warnings issued in the initial bout carry over. The first competitor to obtain a score will be declared the winner.

b. HANTEI: In the event that neither competitor is awarded a score, during the ENCHO SEN the decision will be made by a final vote of the Referee Panel (HANTEI). While hantei the referee & judges must consider the below criteria.

(i) Contestant who scores more number of Ippon & Wazari will be given priority.

That is, if one contestant is awarded with 3 Ippon & the other contestant is awarded with 6 Wazari, the former will be given priority.

(ii) The attitude, fighting spirit and strength demonstrated by the contestant.

(iii) The tactics of the safety nunchaku technique displayed.

(iv) The contestant who initiated the majority of the action.

(v) Contestant who is imposed with warning or penalty.

(vi) The competent's character and attitude, the zeal in the bout and and the amount of to talent exhibited will fetch Marks.

(vii) Quality of the exhibited technique.

(viii) Good sign of attitude with quality techniques.

(ix) Already warned or punished contestant.

C. The voting method of Referee & Judge

(i) The Referee will move to the match area perimeter and call "HANTEI", followed by a two-tone blast of the whistle. The Judges will indicate their opinions by means of their flags and the Referee will at the same time indicate his own vote by raising his arm on the side of the preferred contestant. The Referee will give a short blast on his whistle, return to his original position and announce the decision.

(ii) Based on the final voting (HANTEI) of the Referee Panel, it is necessary to announce any one of the contestants as the winner.

11.8 -- PROHIBITED BEHAVIOUR

The below are the prohibited behaviors :-

1. Techniques which makes excessive contact, having regard to the scoring area attacked, and techniques that make contact with the throat.

2. Attacks on the neck, throat, arms, leg, knee, Groin, Joints, instep.

3. During the bout, often getting out of the competition area (JOGAI)

4. Self-endangerment by including in behavior, which exposes the contestant to injury by the opponent, or failing to take adequate measures for self-protection (MUBOBI)

5. Avoiding combat as a means of preventing the opponent having the opportunity to score.

6. Unnecessary usage of Safety nunchaku without attempting a scoring technique.

7. Techniques that are out of control or dangerous, even if does not hurts the opponent, will be penalized considering the safety of the opponent.

8. Disobeying the Referee or Dishonouring the Referee Panel and other breaches of etiquette.

9. Safety Nunchaku is a sport, all the danger causing techniques are prohibited. All the techniques must be under control.

10.Contestant who over-react to light contact, in an effort to have the referee penalise their opponent, staggering about, for falling unnecessarily, will be immediately warned or penalized.

11. Feigning of an injury, which does not exist, is a serious infraction of the rules. SHIKKAKU will be imposed on the contestant feigning injury i.e., when such things as collapse and rolling about on the floor are not supported by evidence of commensurate injury as reported by a neutral doctor. Exaggerating an injury, which does exist, is less serious. A warning or penalty should be imposed for the same.

12. JOGAI relates to a situation where a contestant's foot, or any other part of the body, touches the floor outside of the match area. An exception is when the contestant is physically pushed or thrown from the area by the opponent.

13.The point at which "YAME" is called is helpful in determining if Jogai has occurred. If AKA delivers a success ful technique and then exits immediately afterward, "YAME" should occur at the instant of the score and the exit therefore, occurs outside of bout time and may note penalized. If Aka's attempt to score is unsuccessful, "YAME" will not be called and the exit will be recorded.

14. If Avo exits just after Aka scores with a successful attack, then "Yame" will occur immediately on the scores and Avo's exits will not be recorded. If Avo exits, or has exited as Aka's score is made (with Aka remaining with in the area), then both Aka's score will be awarded and Avo's Jogai penalty will be imposed.

15. Contestant who retreats and does delaying tactics without delivering counter technique, and rather allow the opponent an opportunity to score must be warned or penalized. Moreover, when 10 seconds or more remaining in the bout time, the referee will impose Keikoku to the offender. And the opponent will be awarded Ippon.

16. The contestant who misbehaves with the Safety nunchaku contestant will be directly sent out of the match and the same will be recorded in the Safety Nunchaku Student pass-book.

17. Both contestants not considering their safety.

18. Not changing over the safety nunchaku, not attempting to attack the opponent or resting for more than 1 second.

19. Any counter that is not delivered through Safety Nunchaku instead if arms or legs are used.

20. Capturing the contestant's safety nunchaku or pulling the same.

11.9 -- PENALTIES

1. Warnings: Maybe imposed for attendant minor infractions or the first instance of a minor infraction.

2. Penalties: In the case of repeating the same infractions, penalties are imposed for violating rules. On repeating, A severe penalty is imposed. For instance, possible to give a warning or penalty for excessive contact then give another warning for a second instance for excessive contact.

CHUKOKU : May be imposed for attendant minor infractions or the first instance of a minor infraction

1. **Chukoku is given when referees consider that the contestants are about to use the technique which referee panel has banned, the competition can be debarred.**
2. **When contestants cross the Match Area for the first time competition can be debarred (Jogai) and Chukoku is given.**
3. **Chukoku is given when safety nunchaku is used without a two change over techniques.**
4. **Chukoku is given without taking any initiative to do anything against the opponent and taking 'rest' for more than one second.**

KEIKOKU: This is a penalty y in which WAZARI (One point) is added to the opponent's score for a minor infraction for which a warning has already been given.

1. **When a contestant crosses the Match Area for the second time, Keikoku is given.**
2. **Keikoku is imposed when a contestant uses his hands to block or attack the opponent or uses banned technique, or attacks the opponent beneath the elbow or knees.**
3. **Keikoku is given when safety nunchaku is used without a two change over techniques.**
4. **Keikoku is imposed if relaxed for more than one second without taking any effort to attack the opponent.**
5. **The contestant can capture the opponent's safety nunchaku using his safety nunchaku by throwing his safety nunchaku on the rope part just once. If this is repeated more than once or if it is pulled, Keikoku is imposed directly.**

HANSOKU–CHUI: This is a penalty in which NIHON (two points) is added to the opponent's score. Hansoku Chui is usually imposed for an infraction for which a KEIKOKU has previously been given in that bout although it may be imposed directly for serious infringements, which do not merit HANSOKU.

1. **When the contestant exits the Match Area for the third time, (JOGAI), HANSOKU-CHUI is given.**
2. **Despite getting KEIKOKU, if the contestant uses his hands to block or attack the opponent or uses a banned technique, or attacks the opponent beneath the elbow or knee, HANSOKU-CHUI is given.**
3. **Although one has the chances to score, if the contestant does not change over the safety nunchaku twice from one hand to another, and performs techniques to score more, HANSOKU-CHUI is given.**
4. **Chukoku is given without taking any initiative to do anything against the opponent and taking 'rest' for more than one second.**
5. **If catches hold of the opponent's safety nunchaku, HANSOKU-CHUI is given directly.**
6. **Continuous oozing. Weeping without any reason will directly impose HANSOKU-CHUI.**
7. **If the behavior of the coach is against the rules, the contestant of the particular coach will be imposed HANSOKU-CHUI.**
8. **If the change-over of techniques is not done continuously, HANSOKU-CHUI is given.**

HANSOKU: This is imposed following very serious infraction or when the opponent is injured. The Contestant is disqualified from that particular bout and the opponent is declared winning. Therefore, referee will consult both judges and then decide.

1. If the contestant exist the match area for the fourth time HANSOKU is given

2. a) If the male contestant has not worn "KIRAIN" safety device.

b) If the contestant is not using a proper safety nunchaku or if the contestant has not given a standby safety nunchaku to the coach.

3. If the contestant behaves in the following manner, HANSOKU is given after discussing with chief referee. Once HANSOKU is imposed, the same has to be recorded in the Safety Nunchaku Officer/student pass-book.

a. If the dignity of the safety nunchaku is ruined.

b. If the referee's orders are disobeyed.

c. If any contestant is considered to be dangerous to the other contestant.

d. If safety nunchaku rules are violated.

SHIKAKU : This means being disqualified form a particular competition or bout. Referee should discuss regarding the intensity of the shikako. If the dignity of the safety nunchaku is ruined or, If the referee's orders are disobeyed or If any contestant is considered to be dangerous to the other contestant or If safety nunchaku rules are violated, then shikako is given. When shikako is given it has to be declared publically. Shikako has to be given after discussing with the Chief and the same has to be recorded in the safety nunchaku officer/student pass-book.

11.10 -- OFFICIAL PROTEST

1. No one may protest about a judgment to the member of the refereeing panel.

2. If a refereeing procedure appears to contravene the rules, the President of the Federation or the official representative is the only one allowed to make a protest.

3. Name of the contestant, names of the officials of referee panel, detailed description on the matter of protests should be mentioned while protesting. One who protest should justify their statement. Based on the video recording, the officials will do group discussions.

4. The protest will take the form of a written report submitted immediately after the bout in which the protest was generated. (the sole exception is when the protest concerns an administrative malfunction. The Match Area Controller should be notified immediately the administrative malfunction is detected).

5. Any protest concerning the application of rules must be made in accordance with the complaints procedure defined by the Safety Nunchaku WSNA DC. It must be submitted in writing and signed by the official representative of the team and contestants.

6. The complainant must deposit a Protest Fee as agreed by the Safety Nunchaku WSNA DC and this, together with the protest must be lodged with a representative of the Safety Nunchaku WSNA DC.

7. The appeals jury comprises of one representative each from Referee Council, Technical Committee, Management Committee. In case of the protest being on the injury, instead of a representative from The management committee, a representative from the Medical Committee will participate.

8. If the protest is held by the Appeals Jury to be valid, the appropriate action will be taken. In addition, all such measures will be taken to avoid a recurrence in future competitions. The deposit paid will be refunded by the Treasury.

9. If the protest is held by the Appeals Jury to be invalid, it will be rejected and the deposit forfeited to Safety Nunchaku WSNA DC.

10. Ensuring matches or bouts will not be delayed, even if an official protest is being prepared. It is the responsibility of the Match Area Counsellor to ensure that the match has been conducted in accordance with the Rules of Competition.
11. In case of an administrative malfunction during a match is progress, the Coach should notify the Match Area controller directly. In turn, the Match Area Controller will notify the Referee.

11.11 -- INJURIES AND ACCIDENTS IN COMPETITION

1. KIKEN or forfeiture is the decision given, when a contestant or contestants fall to present themselves when called, or unable to continue, abandon the bout, or are withdrawn on the order of the Referee. The grounds for abandonment may include injury not ascribable to the opponent's actions.
2. If two contestants injure each other, or are suffering from the effects of previously incurred injury, and are declared by the tournament doctor to be unable to continue, the bout is awarded to the contestant who has amassed the most points. If the points score is equal, then a vote (HANTEI) will decide the outcome of the bout.
3. An injured contestant who has been declared unfit to fight be the tournament doctor cannot fight to again in that competition.
4. An injured contestant who wins a bout through disqualification due to injury is not allowed to fight again the competition without permission from the doctor. If he is injured, he may win a second bout by disqualification but is immediately withdrawn from further Kumite competition in that tournament.
5. When a contestant is injured, the Referee shall at once halt the bout and call the doctor. The doctor is authorized to diagnose and treat injury only.
6. A competitor who is injured during a bout in progress and requires medical treatment will be allowed three minutes in which to receive it. If treatment is not completed within the time allowed, the Referee will decide if the competitor shall be declared unfit to fight or whether an extension of treatment time
7. Any competitor who falls or knocked down, and does not fully regain his or her feet within ten seconds, is considered unfit to continue fighting will be automatically withdrawn from all Kumite events in that tournament.
8. In the event that a competitor falls or knockdown and does not regain his / her feet within 10 seconds and if the '10 seconds rule' is used the referee will signal to the timekeeper to start the ten seconds count down by a blast on his whistle, at the same time calling the doctor if required. The timekeeper will stop the clock when the referee raises his arm.

11.12 -- POWER AND DUTIES -- REFEREE COUNCIL

1. The referee council will appoint those Referee and Judges as Match Area Counsellor (Chief Referee), who has cleared the C, B, A grade in assessments of Kata, Team Kata, Kumite, Direction and Own style and being recorded in the Safety Nunchaku Officers Pass-book. The Referee Council appoints Match Area Counsellor and deploys duties to them.
2. To ensure the correct preparation with regard to competition area arrangement, the provision and, deployment of all equipment and safety preparation.
3. To ensure the required preparation for each tournament, consulting with the organizing committee with regard to match operation and supervision.
4. To prepare a time-table for the judges to attend their tournament well in advance.
5. If required the officials are shifted and replaced.
6. Giving a final decision when unforeseen issues and technical issues arise

11.13 -- POWERS AND DUTIES -- MATCH AREA COUNSELLOR (CHIEF REFEREE)

1. During every tournament, Match Area Counsellor does arrangements for the competition area. In case of the absence of any Referee/Judge, Match Area Counsellor arranges for substitute. Appointing / terminating any referee without the knowledge of Match Area Counsellor is prohibited.
2. Match Area Counsellor inspects the safety nunchaku Officers Pass-book of the judge/referee before the tournament begins. Moreover, he keeps them updated on the latest version of Referee Rules.
3. Match Area Counsellor is responsible for all the tournaments conducted under his control. He appoints Judge / Referee for all of the delegates their duties.
4. Match Area Counsellor delegates, appoint and supervise the Referees and Judge for all matches in areas under their control.
5. Orders the Referee to halt the match when the rules of the competition are contravened.
6. Match Area Counsellor prepare a daily, written report on the performance of each official under their supervision, together with their recommendation, if any to the Referee Council.
7. On completion of the tournament Match Area Counsellor records all the recommendations of every the Referee / Judge who worked under him is recorded in the Safety Nunchaku Officers' Pass-book and is signed and sealed.

11.14 -- REFEREE (JUDGES) PANEL

1. Safety Nunchaku, Kumite Bout will have a panel of three Referees out of which One will be Referee and the other two Judges.
2. In addition, to facilitate the match, Time Keeper, Caller Announcer, and Score Supervisors are also appointed. (All the three should have passed the Judge exams.)
3. At the start of the Kumite match, the Referee Stands outside the match area and two judges accompany him on the either side.
4. After the formal exchange of bows by the contestants, the Referee takes a step back, the Judges turn inwards, putting their hands together and bow and then they take their position and then begin the match.
5. When changing the entire Referee Panel, the departing Officials take one step forward, turn around and face the incoming panel, put the hand together, and bow each other on the command of the incoming Referee and in one line (facing in the same direction) leave the competition area.
6. When individual Judges Change, the incoming judge goes to the outgoing judge, the put their hands together and bow and then change positions.

11.15 -- REFEREE

1. In the absence of Chief Referee, the senior Referee takes the position of the chief and conducts the match.
2. Each match will be conducted by single Referee.
3. Conducting a match, giving start to the match, halting it and announcing the result is done by the Referee.
4. Gives points. To the winning scorer Wazari, Nihon and Ippon is given.
5. If required, explanation given to the Match Area Controller & Referee council regarding points given.
6. Issuing warning or penalty before or during or after the match.
7. Taking necessary action basis the recommendation for the judges.
8. Information regarding extension.
9. Announcing results via voting system.
10. Announcing the winner.

11. To deliver all kinds of announcements and orders.
12. Referee's right is not restricted to the match area but is beyond the match area.

11.16 -- JUDGE

1. Has to arrange seating to the AKA and AVO candidate as per given in the index and joining the score supervisor in inspecting the Safety Nunchaku Student Pass-book of the candidates and handing over to the score supervisor.
2. Checking the dress and Safety Nunchaku of the contestant before the match begins.
3. To assist the Referee through the flag signals.
4. To exercise a right to vote on a decision to be taken.
5. The judges shall carefully observe the actions of the contestants and signal to the Referee an opinion in the following cases.
   a. Informing if the safety nunchaku is done without changing over and only points scoring techniques is done.
   b. Informing if the 3 seconds resting time is not followed.
   c. Maintaining score records.
   d. When the contestant commits a prohibited act/technique.
   e. Noticing if contestant is injured or sick.
   f. When both or either the contestant moves out of the competition area (JOGAI)
   g. In other cases when it is deemed necessary to call the attention of the Referee.

11.17 -- SCORE SUPERVISOR

Time Keeper, Score Keeper & Score Supervisor should have completed the exams for judges.

1. During every bout, along with judges at the score table will check the Safety Nunchaku Student Pass-Book and call the names.
2. Supervises the job of Time Keeper and Score Keeper.
3. Referees will contact the Score Supervisor for any kind of clarifications regarding scores.
4. In addition, during the Match or bout will supervise and assist the Match Area controller.
5. If both the judges give an identical signal or same marks to a contestant, referee will halt the match and implement the majority decision. If the Referee fails to stop the match, the score supervisor rings the buzzer.

11.18 -- COACH

1. 18 years old adult, who has completed Black belt exams from WSNA, has acquired a Coach Licence only can be a Coach.
2. During the match, the coach should always be in a tracksuit and should have worn his / her authorized license.
3. During the match, only a coach should train the contestant.
4. The Coach can help his contestant during the match but in a very polite manner without affecting the opponent.
5. During the match, the Coach should be seated in the place allotted to him, Should not enter into the match area. If his contestant is severely injured or if the Safety nunchaku is damaged, he can enter into the match area with permission from the Referee.
6. If the coach has any dispute, as given in the Kumite Rule book, he can deposit the Protest fee and appeal with proper evidence.

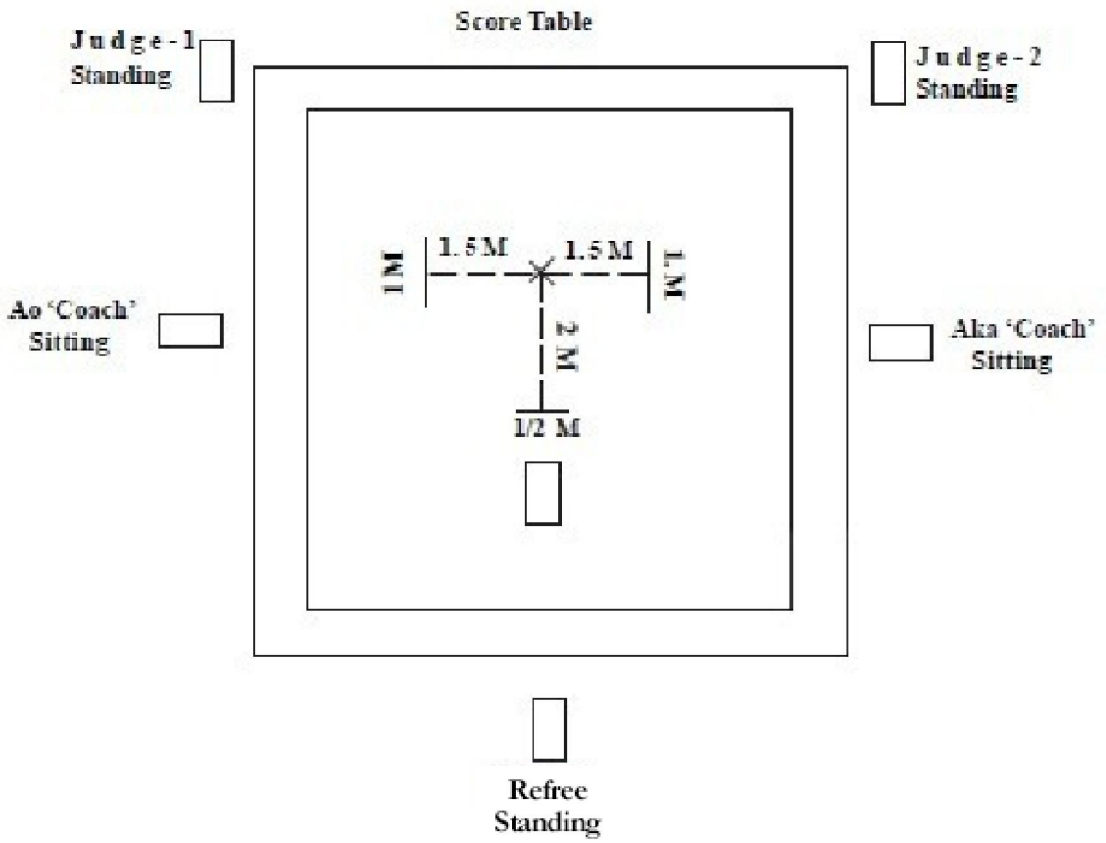
7. The Coach is not supposed to comment on the decision of the Referee in public. WSNA can take Disciplinary action against the Coach who does so.
8. On the misbehavior of the Coach, his contestant will be penalized or disqualified from the match or the referee can take action through the Referee Council.
9. Member of the Referee Panel of the contestant of that particular match cannot be a Coach.
10. The Coach will lose his right to protest if he is not found in his seat during the match for any reason.
11. The Coach cannot be changed during the match.
12. In case of any complaint on the management, the coach can bring it to the notice of Match Area Controller and he will in turn take it to the Referee.

11.19 -- STARTING, SUSPENDING , AND ENDING OF MATCHES

1. The terms and gestures to be used by the Referee and Judges in the operation of a match shall be as specified in Appendix -6
2. The Referee and Judges shall take up their prescribed position and following an exchange of bows between the contestants; the Referee will announce: " HAJIME" and the bout will commence.
3. The Referee will stop the bout by announcing "YAME". If necessary, the Referee will order the contestants to take up their original positions MOTO NO ICHI
4. The Referee returns to his position and the judges indicate their opinion by means of a signal. In case of a score to be awarded the Referee identifies the contestant (Aka or Avo), the area attached (Chudan or Judan), the scoring technique (punch or strike) and then awards the relevant score using the prescribed gesture. The Referee then restarts the bout by calling :"TSUZUKETE HAJIME".
5. When a contestant has established a clear of six points during a bout, the Referee shall call "YAME" and order the contestants back to their starting lines as he returns to his. The winner is then declared and indicated by the Referee raising a hand on the side of the winner and declaring AKA (AVO) NO KACHI. The bout is ended at this point.
6. During the bout, if the safety nunchaku is damaged, one minute is allotted to replace it which should have already been given to their coach.
7. When faced with the following situations, the Referee will call "YAME" and halt the bout temporarily.
   a. When either or both contestants are out of the bout area.
   b. When the Referee orders the contestants to adjust the Safety Nunchaku-gi or Safety nunchaku or the protective equipment.
   c. When the contestant has contravened the rules.
   d. When the Referee considers that one or both of the contestants cannot continue with the bout owing to injuries, illness, or other causes. Heeding the tournament on doctor's opinion, the Referee will decide whether the bout should be continued.
   e. When Referee and both judges give the same signal or indicate score for the same competitor.

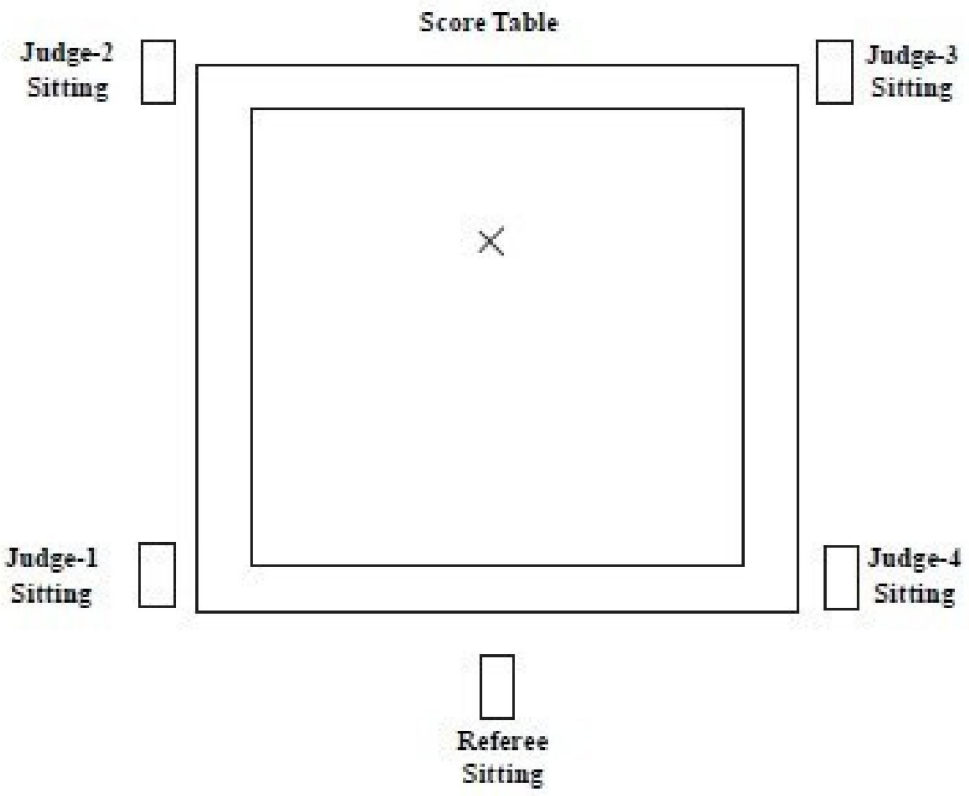
Appendix - 1

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 Kumite

(INDIVIDUAL SINGLE SAFETY FLEXIBLE SAFETY NUNCHAKU KUMITE COMPETITION ANY COLOUR SAFETY NUNCHAKU)

Appendix - 5

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

INDIVIDUAL SINGLE SAFETY NUNCHAKU KATA COMPETITION
ANY COLOUR SAFETY NUNCHAKU

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

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

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

Appendix - 9 -- 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 2nd 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 3rd 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 - 10 -- 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 2nd time of a minor infraction)
HC	Hansoku Chui	Two points to Opponent (For the 3rd time of a serious infraction)
H	Hansoku	Disqualification (For the 4th time of a Serious infraction)
KK	Kiken	Forfeiture
S	Shikkaku	Serious Disqualification

Safety Nunchaku Security Features

It is advised by the Safety Nunchaku Founder & Grand Master S. Kothandan that the below security features need to be followed while practicing Safety Nunchaku.

* Using the safety nunchaku that is deferred and approved/recognized by Grand Master S. Kothandan is considered to be the safest way of practicing Safety Nunchaku.

* Proper training has to be undertaken for using the Safety Nunchaku which has zero damage.

* Get training from Instructors who have learned Safety Nunchaku from Grand Master S. Kothandan and acquired valid Licence.

* Any School, College, NGOs, who wants to teach Safety Nunchaku to their students / Officials can contact Grand Master S. Kothandan. He will appoint a licensed Instructor, to implement the syllabus & training under his supervision.

* Safety nunchaku is made of Foam and Rubber with enormous Safety consideration, But still when hits any object or person, is likely to get insured very soon. Therefore, as a safety measure, it is mandatory that all children/ students who practice Safety Nunchaku, to choose an area about 2 square meters surrounding without any disturbance.

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Warning: Safety Nunchaku Grand Master cannot be held responsible for any misuse of Safety Nunchaku.

The Safety Nunchaku Grand Master strongly condemns misuse of the property in any form any way involving the Safety Nunchaku.

When using the official Safety Nnchaku, please be aware of the safety instructions issued by Safty Nunchaku Grand Master S. Kothandan.

Safety Nunchaku Recognition

Our Moto is to help the people around the World to get trained and be most benefited by Safety Nunchaku. We strongly do not encourage any individual to contact us for the recognition/affiliation of their country / State / District.

Whereas we are happier to invite and recognize any Club / School / College / Sports Organisation / University / Social Service Organisation would interested to use and promote our Safety Nunchaku in Public interest & development.

Any kind of Private ownership/rights will not be entitled to any individual.

We express our gratefulness to those who have extended their helping hands for us to promote Safety Nunchaku as sports around the world.

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