Kendama Nagai Cup 2027

Official Rule Book

Organized by: Kendama Furusato Project Executive Committee

— Preliminary Round —

[PRELIMINARY ROUND RULES]

- Each round lasts 3 minutes. In each round, you may attempt up to five tricks of your choice.
  * You must choose a different set of tricks for Round 1 and Round 2.
- You may attempt your five selected tricks in any order during each round.
- You may use only one kendama per round and may not change it during that round. (You may use a different kendama in Round 2.)

- You will earn points based on the level of each trick you successfully complete within the time limit.
  You must complete each trick before time expires. There is no buzzer beater in the preliminary round.

[SCORE SUBMISSION]

After your round, please submit your score sheet at the scoring desk.

[MAXIMUM PRELIMINARY ROUND SCORE]

The maximum score is 75 points in Round 1 and 70 points in Round 2, for a combined maximum of 145 points.

[JUDGING]

The preliminary rounds will be judged by fellow competitors within each group.

- Competitors will be assigned to groups of 3–4 and will take turns competing as directed by the MC.
- While waiting, please judge and record the results for the other competitors in your group.

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— Advancement to the Final Round —

[FINALISTS]

• A total of 10 competitors will advance to the final: the top 9 from the preliminary results and the highest-ranked competitor from Nagai City.

*1: If a tie results in more than 10 competitors qualifying based on the preliminary scores,
the competitor with the higher sum of the squared levels of their selected tricks will advance.

*2: If the tie is still not resolved, a tiebreaker will be held.

In the tiebreaker, tied competitors will take the stage one at a time and perform a Full Mark Ladder using all tricks that counted toward their preliminary score, in the order shown on their score sheet. Rankings will be determined by completion time. Skips are not allowed in the tiebreaker.

• Wild Card (Nagai City spot): One of the 10 finalist spots is reserved for a Nagai City resident. This spot goes to the highest-ranked Nagai City resident in the preliminary round.

* If a Nagai City resident already qualifies within the overall top 10, the reserved Nagai City spot will not be used.

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— Final Round —

[FINAL ROUND RULES]

• The final will use the Full Mark Ladder format (up to 15 tricks). Competitors will perform one at a time on stage.

• The time limit is 3 minutes. Tricks must be between Level 5 and Level 15.

• The buzzer-beater rule is as follows:
If the end buzzer sounds while you are still attempting a trick that you started just before time expired, you may continue that attempt. If you land the trick, the points will count. If you fail, your run ends immediately.

• The final round order will begin with the competitor who has the lowest preliminary-round score.

• You may use only one kendama during the final and may not change it during your run. (If it becomes unusable—for example, if the string breaks—your score at that point will be your final score.)

[FULL MARK LADDER FORMAT AND SCORING]

● Basic Rules

• Attempt your selected tricks in order and aim for a Full Mark (successfully completing every trick).

* If you intend to compete in the final, please complete the "Final Round Planned Trick Order Sheet" and submit it at check-in on the day of the event. You cannot make changes after submission. The deadline is before the break.

*** The Final Round Planned Trick Order Sheet can be downloaded from the SPIKe website.**

● Scoring

• Each successful trick is worth the square of its level. Your total score is the sum of these points.

Example: Level 5 completed → 25 points
Level 10 completed → 100 points

● Skips

• During the Full Mark Ladder, you may choose to skip a listed trick.

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* If you wish to skip a trick, clearly announce your decision (for example, by calling out "Skip").
* Skipped tricks earn no points. There is no point deduction.
* Accidentally passing over a trick also counts as a skip. However, if you notice the mistake during your run, you may return to the missed trick and continue attempting the tricks in order from that point.
* If time expires before you have attempted all your tricks, all remaining tricks will be treated as skips and will not earn points.

● Final Round Scoring Examples

The final ranking will be determined by adding each competitor's preliminary-round score and final-round score.

Final-round scores are calculated as follows:

Example: Assume your submitted trick levels are in this order: 3 → 6 → 8 → 9 → 10 → 11 → 12.

① If you successfully complete all submitted tricks (3 → 6 → 8 → 9 → 10 → 11 → 12), your final-round score will be:

9 + 36 + 64 + 81 + 100 + 121 + 144 = 555 points.

② If you skip Level 6 and time expires while you are attempting Level 12 (3 → 6 [Skip] → 8 → 9 → 10 → 11 → 12), your final-round score will be:

9 + 0 (no points) + 64 + 81 + 100 + 121 + 144 = 519 points.

● Video Review

If video review confirms that the kendama touches your hand or clothing during a balance trick, the trick will be judged a failure and 100 points will be deducted from your final-round score.

Video review will take place after the 3-minute round only if the judges determine that it is necessary.

— Awards —

In addition to the 10 finalists, awards will be presented to the top three scorers in each of the following four age divisions:

Division 1: Ages 9 and under

Division 2: Ages 10–29

Division 3: Ages 30–59

Division 4: Ages 60 and over

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— Nagai City Mayor's Cup —

The Nagai City Mayor's Cup will be awarded to the Nagai City resident who achieves the highest overall ranking after the preliminary and final rounds.

— Kendama Equipment Regulations —

● Maximum kendama dimensions:

Ken height: 170 mm

Tama hole diameter: 26.5 mm (approximately the size of a 500-yen coin)

- When viewed from above, the inspection coin must completely cover the hole in the tama.
  If any part of the hole is visible beyond the coin, the kendama cannot be used.



The edge of the hole is the boundary where the surface of the tama curves inward.



Visible beyond the coin; not permitted

- The tama must have only one hole (excluding the string hole).
- The kendama must have three cups.
- You may adjust the string length, including during the competition.
- Removable attachments are not permitted on kendamas.
- Magnets and magnetic paint are prohibited.

* The rule on removable attachments is intended to prevent competitors from removing or changing attachments during the 3-minute round, which would go against the principle of competing with a single kendama. Attachments that are securely fixed with screws or embedded in the kendama are permitted, provided they are not removed during the competition. This rule is intended to prevent competitors from adding or removing weights or adhesive materials depending on the trick.

* Please maintain your kendama carefully to prevent it from becoming unusable during the competition (for example, due to a broken string). You may not change kendamas during a round.

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● Number of Kendamas You May Bring

You may bring up to three kendamas.

* Kendamas will be inspected at check-in, and inspection stickers will be applied to a maximum of three kendamas.
Finalists will also have their kendamas inspected before the final round. (You may use a different kendama from the one used in the preliminary round.)

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