

Chapter 1 General Provisions

Extent Of Application

Explanation and Commentary

Article 1

The regulations set forth herein shall apply to competitions sponsored by, or held under the auspices of, the All Nippon Kyudo Federation (hereafter referred to as the ANKF) and those local Federations belonging to the ANKF.

1. The regulations set forth herein shall be applied without fail to competitions sponsored by, or held under the auspices of, the ANKF and those local Federations belonging to the ANKF. Since their application is compulsory, there is no need to specifically state in the competition guidelines that the competition is being held according to the “ANKF Rules Of Competition”. However, due to the competition facilities being used or the scale of the event, there are times when it is difficult to observe the regulations set forth herein in their entirety. In such a case, a notice to this effect must be contained in the competition guidelines, or the Chairperson of the Competition Committee must give an explanation at the beginning of the competition.

The regulations set forth herein are not necessarily compulsory for a competition sponsored by persons not affiliated with the ANKF or any local Federation. Consequently, if the regulations set forth herein are being applied, a notice must be published beforehand in the competition guidelines to the effect that the ANKF rules are being observed or that the competition rules are based upon the ANKF rules.

Even if there is some difficulty in following the regulations set forth herein due to local peculiarities or reasons of intimacy, it is not permissible to deviate from their spirit.

Article 2

The officials and participants in competitions where the regulations set forth herein are applied must observe the regulations set forth herein.

2. In addition to being the rules for competitors, the enactment of the regulations set forth herein was for the purpose of ensuring that competitions begin and end without incident. Among competition officials, there are those who are directly experienced in kyudo and those who are not. Regardless of whether an official has knowledge of kyudo or not, it is their duty to conclude the competition without incident, so of course they must obey the regulations set forth herein.

Among those with kyudo experience, the number of people who confuse examinations, demonstrations and competitions, or who believe that they are thoroughly familiar with the methods of competition regardless of

the fact that they are revised year by year, is greater than might be expected. Consequently, people should not be appointed as officials because they are of high rank or because they have a teaching credential; rather, those

who are thoroughly familiar with the rules of competition and who also have excellent sensibilities should be chosen. For judges in particular, the future direction should be to select from among those who have judging licenses.

(Types Of Competitions)

Article 3

There shall be two types of competition determined by the shooting distance: *kinteki* (close range) competition and *enteki* (long range) competition. The shooting distance refers to the distance defined by a straight line from the center of the body of the archer to the center of the target.

3. There shall be two types of competition, *kinteki* (close range) competition and *enteki* (long range) competition. Due to the difficulty of performing it today, the ancient *inagashi* (flight shooting) competition has been deleted.

Properly speaking, the *shai* (firing line) is one point located at the prescribed distance on a straight line from the target.

Article 4

The shooting distance shall be 28 meters for *kinteki* competition and 60 meters for *enteki* competition.

4. The shooting distance in *kinteki* competition shall be limited to 28 meters. Competitions taking place at distances greater or lesser than this shall not be recognized as *kinteki* competitions. As compared to the *kinteki* distance of 28 meters, the *enteki* distance was set at 60 meters. Since 60 meters is suited to *enteki* competitions with the shooting method using the Japanese bow, the distance was set at 60 meters for both men and women.

Article 5

The size of the target shall be a circle 36 cm (centimeters) in diameter for *kinteki* competition and 122 cm and 100 cm in diameter for *enteki* competition. However, depending on the competition, the size of the target can be changed.

5. Since the 158 cm target used in Japanese style *sharei* (ceremonial shooting) is too large to be used in *enteki* competitions, the *enteki* target was made 100 cm., that is, somewhat larger than a half-target which is 79 cm. In competitions using the *tokuten seido* (point system, see Article 8), the 122 cm. target used in international competition was adopted with no changes.

The above target sizes are standard; but since when determining the outcome of the competition it may be necessary to make the target smaller, changing the size of the target during a competition is allowed.

Classes Of Competition

Article 6

There shall be two classes of competition: individual and team competition.

Individual competition means that a single person is considered a unit, and team

6. In competitive events, there are times when individual and team competitions are carried out simultaneously (each archer shoots the prescribed number of arrows only once, and scores are tallied for both individual and teams), and there are also events where competition is limited to either individual or team competition only. Also, there are times when the competition is differentiated on the basis of the competitors' sex, age, rank, or possession of a teaching license.

competition means that one group consisting of at least 3 persons is considered a unit.

However, problems can arise in team competition. If a competitor is unable to participate in a situation where substitutions are not permitted, the question of whether or not the team can or cannot participate arises. Since team competition is done with a team of specific competitors, teams which enter the competition with absentee(s) should be considered disqualified. Competition rules are strict: *yagaeshi* (returning arrows already shot to an archer so that he or she has enough arrows to finish the round) is not permitted, and an arrow which falls from the string cannot be re-shot, so it is only natural that participation of teams with members missing is not permitted. In this case, there are cases where the person is unable to participate from the beginning and cases where the person becomes unable to continue with the competition after it has started, due to an accident. A team that starts out with a missing member cannot be admitted, of course, but it is permissible to allow the participation of a team which has lost a member during the course of the competition. **However, in the event that absences occur during the course of the competition, it is not permissible for the team to lose more than half of its members.**

Article 7

In team competitions, substitutions can be made from among the registered competitors. This shall be done as follows:

a) Changes to the shooting order due to substitutions are not allowed.

b) Once a person has retired from the competition due to a substitution, that person

cannot re-enter the competition.

c) Substitutions cannot be made during a round of shooting.

7. Substitution means changing one or more of the competitors who originally entered the competition.

Changing the competitors who originally applied to enter the competition is not considered substitution. This is simply a change in the competitors and the emendation should be made via an application for change prior to the beginning of the competition. However, this change should be noted in the competition guidelines.

Substitution refers to changes made beginning with the second shooting group or the second round of a

competition. In making substitutions, since a relatively large number of teams participate in kyudo, and, in addition, public address systems are not available, there is a danger that the proceedings could become confused if changes to the shooting order were allowed; so since it was deemed premature to do so, changes to the shooting order are not permitted. Since a competitor who has been replaced with an alternate is not able to re-enter the competition, the number of substitutions permitted must be noted in the competition guidelines. **Since a competitor who has been changed has not been replaced by a substitute, such a competitor can enter the competition.**

Article 8

Competition shall be according to any of the following three systems: the *tekichu seido*

8. The *tekichu seido* (accuracy system) means that victory or defeat is determined by the number of hits, with the person having the most hits being declared the winner.

(accuracy system), the *saiten seido* (grading system), or the *tokuten seido* (point system). Competition may also be held according to a combination of these methods.

The *saiten seido* (grading system) means that grading judges grade and evaluate the shooting of the competitors by awarding points, with the person having the highest number of points being declared the winner.

The *tokuten seido* (point system) means that the sections of the target, which are separated by circles drawn on the surface of the target starting with the center, are assigned point values prior to the competition, and points are awarded based upon where the arrow strikes the target, with the person having the highest number of points being declared the winner.

Naturally, which system among the *tekichu*, *saiten*, and *tokuten* systems is being used as the system of competition must be noted on the tournament guidelines.

It is also possible to combine systems, such as using the *saiten seido* for the eliminations and the *tekichu seido* for the finals. This is the method that is used for the All Japan Championships that are held today.

Methods Of Competition

Article 9

Kinteki competitions shall be done seated (*zasha*) and enteki competitions shall be done standing (*rishsha*). However, when this system is not followed, this must either be stated in the tournament

guidelines or the Competition Chairman must announce it.

9. Since kinteki competitions are normally held indoors and enteki competitions are normally held outdoors, it was decided that kinteki competitions shall be done seated (*zasha*) and enteki competitions shall be done standing (*rishsha*). **However, in kinteki competitions, those persons who cannot perform *zasha* must**

submit a written explanation.

Kinteki competitions are sometimes held outdoors. In these cases, of course, *rishsha* is used. Also, in order to expedite the event it may be necessary to use *rishsha*. In such cases, a notice to the effect that *rishsha* will be used should be posted in the tournament guidelines.

If such a notice is not posted, the Competition Committee Chairman must make an announcement to the effect that *rishsha* will be used.

It is not permissible to change from *zasha* to *rishsha*, or from *rishsha* to *zasha*, during the course of the competition. This is because conditions must be the same for each competitor. If conditions are such that a change cannot be avoided, the agreement of the competitors must be obtained.

Article 10

The distance between archers at the shai shall be at least 150 cm. for kinteki competitions, and at least 120 cm. for enteki competitions

10. The reason that the distance between archers in a kinteki competition was set at at least 150 cm (about 5 *shaku*) is because a distance any smaller than that would result in the archers interfering with each others' shooting. If the distance is to be any smaller, the Chairman of the Competition committee must seek the consent of the

competitors beforehand.

In an enteki competition, since 3 or 5 archers face one target at the same time, resulting in the need to shorten the distance between the archers somewhat, the distance was set at at least 120 cm.

Article 11

The order of shooting shall commence with the 1st archer for both individuals and teams.

11. The shooting must be conducted with each archer shooting in order beginning with the 1st archer, and not done so that each archer shoots separately. If a single competition site is to be divided into two or three *shajo* (shooting areas), they shall be numbered shajo #1, #2, or #3. In this case, shooting will commence with the 1st archer in each shajo, irrespective of the other shajo. That is, it is acceptable for the 1st archer in shajo #2 to release the arrow before the 1st archer in shajo #1 does so.

In an enteki competition, if, for instance, 3 archers are using one target, the 1st target shall be considered the same as the 1st shajo in a kinteki competition.

Article 12

Competition shall be according to the following methods:

- a) Aggregate score system
- b) Tournament system
- c) League system

12. The aggregate score system is a method for determining the standing where, regardless of whether the tekichu

seido, the saiten seido, or the tokuten seido is being employed, all qualified competitors shoot the prescribed number of arrows, with the highest total score being ranked 1st. This method has the drawback of being uninteresting for the spectators since the level of tension and excitement is low due to the lack of direct competition between archers.

The tournament system is where the archers compete directly with each other, with the winner going on to the next round; that is, it is a winner take all system. This is how most sports are done, so it is easy for the spectators to understand.

The league system is the round robin method. This method shows the skill of the competitors best, but since the outcome is sometimes determined before the whole competition is over, it has a drawback in that it lessens the interest in the conclusion of the competition.

Article 13

According to the category of competition and the method being used, the number of arrows to be shot and the number of arrows per round (group) must be indicated in the competition guidelines.

13. In competition, there are times when finals are held after eliminations and times when eliminations are not held and the standings are determined right away. Regardless of whether or not eliminations are held, the number of arrows to be shot per archer, and the number of shots per round, must be noted beforehand in the competition guidelines. Also, when finals are held after eliminations are completed, the number of arrows to be shot differs depending on whether the aggregate score system, the tournament system, or the league system is being used.

When the aggregate score system is being used, the total number of arrows to be shot must be noted in the competition guidelines; and when the tournament or league systems are being used, the number of shots per round must be noted.

- 1) When using the aggregate score method, the total number of arrows to be shot shall be 12, the number of arrows shot per round shall be 4, and the standings shall be determined by the number of hits.
- 2) Eliminations shall be 8 arrows with 4 arrows shot per round. The finals shall follow the tournament system with the 16 teams with the highest number of hits participating. The number of arrows shot per round shall be 4.

Article 14

Since there are some differences in the amount of

time needed for team competitions due to the class and method of competition being employed, the Chairman of the Competition Committee must indicate the time required before the competition begins and the competitors must follow the instructions given.

14. There is a particular need to determine the time limit for team competitions. Since in team competitions the team

shoots as a group and the team time is considered without reference to the time of its individual members, it is the responsibility of the team if it takes too long. In individual competition, even though there is no responsibility on the part of the whole group of archers who are shooting together at one time, each archer should observe the time limit.

In team competition, since the team members are aware of the habits of each member of the team, for instance, who takes a long time for dozukuri or yugamae, or who has a long or short kai, it is possible to adjust the time appropriately. In individual competition, however, each archer proceeds at his or her own pace, so compared to team competitions individual competitions take a little more time. Usually, the basic rule is that each archer must raise the bow as soon as the archer in front of him or her has released the arrow (at the tsurune).

The table below shows the standard for the time required for team competition. In cases where it is difficult to follow this, the time required must be noted in the competition guidelines. The times shown refer to the time from the command to begin to the time the shooting is completed, so shooting must be completed within the set time.

A warning buzzer shall be sounded 30 seconds prior to the expiration of the time limit, and when the allowed time has expired the final buzzer shall be sounded. If shooting has not been completed within the time limit, all arrows shot after that shall be null and void.

3 Person Group

Zasha 4 arrows each <7 min. 2 arrows each <4 min.
 Rissha 4 arrows each <5.5 min. 2 arrows each <3 min.

5 Person Group

Zasha 4 arrows each <10 min. 2 arrows each <7 min.
 Rissha 4 arrows each <8 min. 2 arrows each <5 min.

Complement Of Officials

Article 15

For competitions, there shall be a Judging Committee

Chairman and a Management Committee Chairman under the authority of the Competition Committee Chairman. Furthermore, there shall be a responsible committee member according to the work to be done, and in this way each person responsible for various jobs shall be selected.

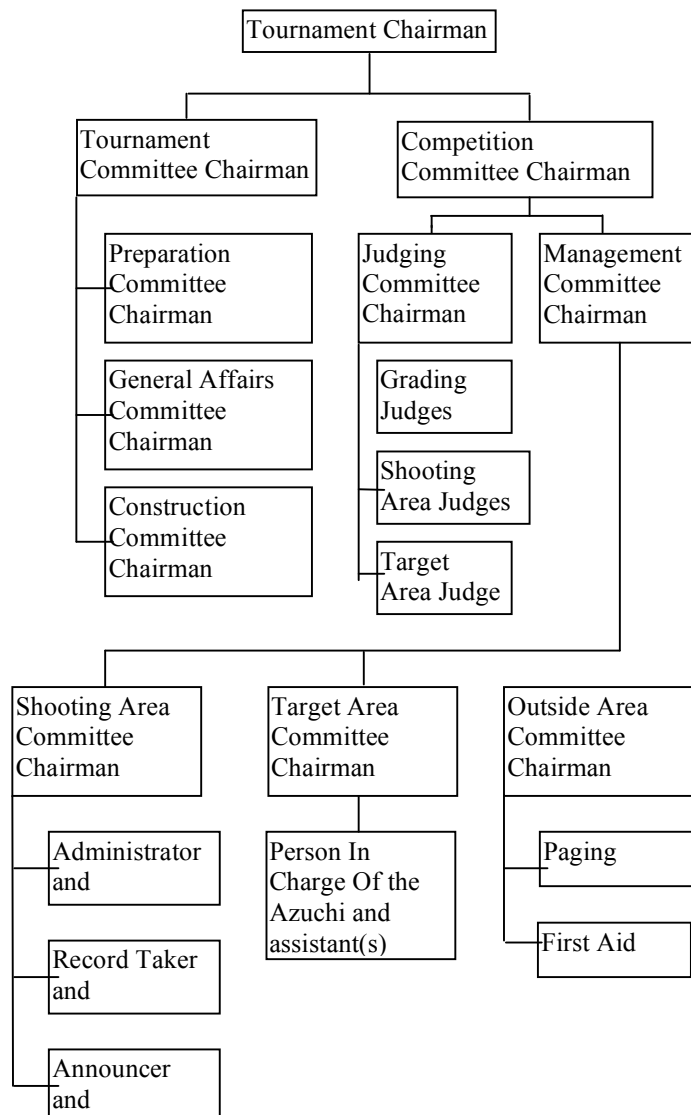
If necessary, assistants can be assigned to each area of responsibility.

The Chairman of the Competition Committee may name a competition administration committee as an advisory body.

15. In the past, there was a tendency for the Judging Committee to run the competition, but it is proper for

the Judging Committee (chairman), under the authority of the Competition Committee (chairman) and on the same level with the Management Committee, to be concerned exclusively with judging.

Furthermore, the officials described in the regulations set forth herein are officials for the management of the competition; consequently, they differ from tournament (competition event) officials, and are not responsible for construction, hospitality, reception, or security, etc.



Article 16

In addition to having overall responsibility for the management of the competition, the Chairman of the Competition Committee

must maintain close communication with the Tournament Chairman.

The Chairman of the Judging Committee has responsibility for matters concerning judging and must make the appropriate judgments regarding the conduct of shooting.

The Management Committee Chairman has responsibility for the conduct of the competition and must see to it that it runs smoothly.

Article 17

The Management Committee shall be divided into members responsible for the shooting area, the target area, and the outside area. Further subdivisions are possible.

The members of the Judging Committee shall be divided into grading judges, shooting area judges, and target area judges.

Article 18

The members of the Competition Committee must those who have abundant competition experience and who are thoroughly conversant with the regulations set forth

16. In order for the competition to be conducted smoothly, the work must be divided and each committee member must discharge his or her responsibility. Even though the work is divided, everyone must cooperate and keep in contact with each other.

The Chairman of the Competition Committee and the Tournament Chairman are the “two wheels” of the tournament, so they should communicate closely with each other.

17. In the past, the categories of shooting area, target area, and outside area were not established, and instead there were, for instance, categories such as manager and record taker; but since there were managers both inside and outside of the shooting area, management was difficult. In addition, there were people responsible for various duties within the shooting area, and since there was no one to manage them, their activities were uncoordinated in some areas. If the previous method can be considered a vertical division, the present rules represent a horizontal division.

Up until now, there was a tendency for the shooting area judges to be viewed as being of a higher station, with the target area judges being considered inferior, but the regulations set forth herein view them as being equal, with neither being higher or lower.

18. Naturally, the members of the Competition Committee must be those who have a great deal of competition experience and who are thoroughly conversant with the letter and spirit of the regulations set forth herein. Therefore, persons who have both ability and discernment should be chosen, without the decision

herein. In addition, as a general rule, a person may not compete in a competition at which he or she is officiating.

being swayed by rank or teaching credentials.

Of course, it is not permissible for a person to both officiate at and compete in the same tournament, but depending on the character of the competition, if this is

unavoidable, it is permitted only to the extent that the conduct of the event is not adversely affected.

Duties Of The Judging Committee

Article 19

The shooting area judge shall judge the shooting area (including the *yamichi*) and shall render decisions regarding issues such as the position of the archers, the suitability or unsuitability of equipment, the validity or invalidity of a shot, and disqualification. When, based on this, the Chairman of the judging committee decides that the shooting should be halted, this must be announced.

19. The shooting area judges must investigate whether the archers are on the *shai* or whether they are spaced at intervals where they will interfere with the other archers, etc., and judge whether or not the archers have engaged in prohibited actions such as releasing the arrow prior to the archer in front of them or interfering with the shooting of the other archers. For example, if a dog or a child enters the *yamichi* while shooting is taking place, they must judge whether the shooting was improper or whether it was interfered with.

The Chairman of the Judging Committee must judge the conduct and situation of the archers and, if he or she decides that halting the shooting is proper, the announcement to halt must be made immediately.

Article 20

Target area judging is the responsibility of the target area judges, who evaluate hits, misses, and points.

20. The target area judges shall position themselves in a place where they do not interfere with the shooting and where they can also clearly see the targets, and they shall determine hits, misses, and points. Since when the arrow is on the far side of the target it is difficult to confirm its position, when the arrows are removed, the judges must reconfirm hits, misses and points. In this case, they must maintain close communication with the members of the target area committee.

When the judges are responsible for a large number of targets, it is acceptable not to display hits, misses, and points each time an arrow is shot, but they can determine and display the results when the arrows are removed.

The target area judges must pay close attention to the following: where the arrows strike, paying particular attention to the manner in which they have penetrated (the target); if a later arrow has struck a previous arrow, what the nature of the damage to the arrows may be; the condition of the targets, the *gogushi* (target support stakes), and the *azuchi*; and whether hits and misses are correctly displayed, etc.

Note: The members of the target area and shooting area judging committee shall each take turns in judging.

Article 21

The grading judges shall judge points, each judge individually grading the shinki (spirit), bearing, movements, shaho, and accuracy of each archer, the score being equal to the total of the points given. In this case, the target area and shooting area judges may, in cooperation with the grading judges, offer their opinions.

21. Since the shooting area judges and the target area judges must evaluate the position of the archers, interference, prohibited actions, obstructions in the yamichi, hits, and the position of the arrows, etc., when the competition is according to the grading method, grading judges, shooting area judges, and target area judges are required.

Article 22

When any issue regarding judging arises, the competition shall be momentarily halted, the responsible judges shall confer, and the decision shall be rendered by the Chairman of the Judging Committee.

22. Problems in the shooting area consist mainly of actions by the archers, *shitsu* (errors), prohibited actions, sudden sickness, and accidents that occur in the yamichi. Problems in the target area consist of evaluating hits, misses, *hakiya* (arrows that hit the target "on the bounce" after hitting the ground) and scoring.

In such cases, it is desirable that agreement be reached between the various opinions of the shooting area or target area judges; but if opinions are divided and agreement cannot be reached, the Chairman of the Judging Committee must make the decision. In this case, the useless waste of time must be avoided. This also applies to protests by the team managers (or the archers).

**Regulations For Equipment
And Clothing**

Article 23

The standard length of the bow shall be 221 cm. (7 *shaku 3 *sun**), and, depending on the height of the archer or the type of competition, bows slightly longer or shorter shall be permitted.**

23. Competition shall be held using the Japanese bow. Western bows shall not be used. This article explains the definition of the Japanese bow.

The normal length of the Japanese bow is 7 *shaku* 3 *sun*, and depending on the height of the archer, there are longer bows such as 2 or 3 *sun nobi* (stretch) bows or,

The grip of the bow must be at a point approximately 2/3 of the way from the upper tip of the bow.

conversely, shorter bows such as 1 *sun* or 2 *sun tsumari* (shrink) bows. For enteki competitions, a *sashiya* bow approximately 7 *shaku* long is sometimes used, so longer or shorter bows were permitted depending on the archer's height and the type of competition.

Bows may not be equipped with devices or marks for

In addition to its length, one of the distinguishing

aiming, or anything similar.

features of the Japanese bow is the fact that the grip is not in the middle but is in the lower part of the bow, that is, at a point approximately 2/3 of the distance from the upper tip of the bow. There are slight differences here too depending on the length of the bow, but it is acceptable if the grip is about 2/3 of the way down from the top. Thus, the stipulation was made approximate.

(* *Shaku* and *sun* are ancient Japanese measurements. One *shaku* is roughly equal to one foot, and one *sun* is roughly equal to one inch.)

Arrows that do not conform to the shape of arrows normally in use, such as arrows with feathers that have a shape peculiar to Western archery, arrows with short feathers, or arrows with feathers that are too narrow, etc., shall not be used with a Japanese bow.

Article 24

Unless otherwise specifically mandated, clothing shall consist of *kyudo* (the kyudo uniform consisting of an upper garment with close-fitting sleeves (*tsutsusode*), hakama, and white tabi).

24. For the All Japan Championships and the People's Physical Education Tournament it is stipulated that "the clothing worn shall be the kyudo uniform which shall consist of a white *tsutsusode*, black hakama, and white tabi for men, and a white *tsutsusode*, black or dark blue hakama, and white tabi for women".

Depending on the competition, there are times when it is stipulated that *wafuku* (kimono) must be worn or, for students, that it is acceptable to wear Western clothes. However, for ordinary competitions, it is best to wear the kyudo uniform. It is best to wear the clothing that is most suited for conducting the competition. Western clothes are easy to wear, but they are inconvenient for *kiza*, since the waist and hips are not held in.

In amateur sports, it is naturally not permitted to affix a mark on one's clothes the objective of which is to gain some advertising benefit for one's company. Conversely, however, a team mark on one's clothes can help to make the progress of the competition understood and can act as a replacement for a waist number. Also, such a mark encourages the competitor's feeling of loyalty to his or her company, which is commendable. Here, the term "advertising mark" refers to a mark where the advertising appears to be conscious, such as a mark that is overly large or one that has something other than the name of the team on it.

Chapter 2 Kinteki (Close Range) Competitions

Extent Of Application

Explanation and Commentary

Article 25

Competition shall be according to the *mochimato* procedure, where there is one target for each archer.

25. The decision that in all cases kinteki competition shall require that there be one target per archer means that it is not permissible to shoot from anywhere other than a point at the prescribed distance (28 meters) on a straight line from the target.

When using the *enkin ho* (proximity method) to determine the outcome of a competition (*enkin ho* refers to a method of determining the outcome of a competition based on the distance of a competitor's arrow from the center of the target, with the competitor who strikes closest to the center of the target being declared the winner), a number of archers use the same target; however, they shoot in turn from the same firing point. They do not shoot at the same target from different locations.

Article 26

The number of arrows shot per round per archer shall be either 2 (one pair) or 4.

26. The number of arrows per archer per round shall be either 2 or 4; however, the number must be noted in the Competition Guidelines as stipulated in Article 13. Also, in the event that there is a change, the Chairman of the Competition Committee must make an announcement to that effect prior to the start of the competition. However, under no circumstances can changes to the number of arrows to be shot per round be made once the competition is underway.

Just as arrows are either *haya* or *otoya*, two arrows form a pair and so two shots are considered as one unit. In the conduct of competitions two pairs of arrows per round, that is, four shots, are common, but shooting three or five arrows per round is never done.

The shooting of a single arrow is done when the *izume ho* (hit/miss method) or the *enkin ho* is used to determine the standings, but this does not fall under the definition of shots per round explained in this Article. **When shooting with a pair of arrows, you must always perform *toriya* (holding the second arrow in the right hand).**

Article 27

The target shall be made of paper stretched over a frame

27. The wooden frame of the target is set at 36 cm., but since a hit is based on whether the arrow penetrates the

36 cm. in diameter made of wood (or some other suitable material) and shall look like the picture shown in Article 28.

surface of the target, for competitions care must be exercised, since if an under layer of paper is applied to the target, there is liable to be a gap between the paper and the target frame.

The frame shall be at least 10 cm deep.

A thick target frame is unsuitable, since arrows may either bounce off or be damaged. The inner surface of frame should be shaved down. If the target frame is shallow, the target can move and it is liable to fall over, so the frame should be at least 10 cm deep.

Article 28

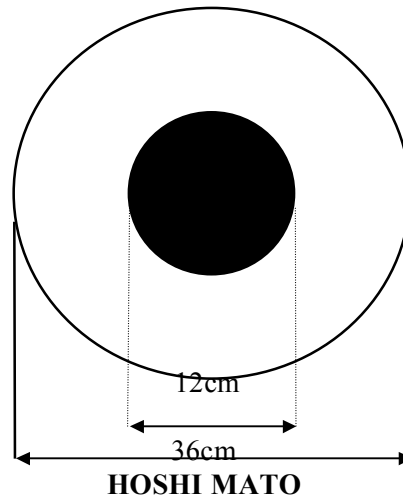
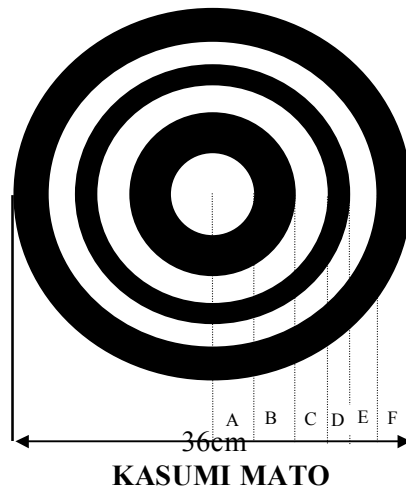
When employing the tekichu seido, a 36 cm *kasumi mato* or a *hoshi mato* of the same size shall be used.

28. For competitions employing the tekichu seido, it is acceptable to use either a kasumi mato or a hoshi mato. However, due to issues of feeling and aiming born of force of habit, which kind of target is to be used must be clearly stated in the competition guidelines.

1) The kasumi mato consists of 3 concentric black circles on a white background, divided as follows:

- A) Center white radius: 3.6 cm.
- B) 1st black width: 3.6 cm.
- C) 2nd white width: 3.0 cm.
- D) 2nd black width: 1.5 cm.
- E) 3rd white width: 3.0 cm.
- F) 3rd black width: 3.3 cm.

2) The hoshi mato shall have a circular black center 1/3 the diameter of the white background.



Article 29

When using the saiten seido, the 36 cm diameter kasumi mato shall be used.

29. When using the saiten seido, only the kasumi mato may be used.

When using the hoshi mato for a competition employing the tekichu seido, there are times when the person with the best technique is chosen at some point during the competition; however, the competition remains strictly an tekichu seido competition and is not a saiten seido

Article 30

- A) The target shall be supported by a gogushi so that the center of the target is 27 cm above the base of the azuchi and the target is leaning back at an angle of 5 degrees. The distance between targets shall be at least 150 cm.**
- B) As a rule, the floor of the shajo and the base of the azuchi shall be on the same level plane.**

competition. Therefore, there is no particular need to switch to the kasumi mato.

30. Concerning the angle of the target specified in A), the target used to be placed either vertically on the ground or tilted backwards slightly. There is an opinion that the angle of the target should be changed depending on the strength of the bow, but since it is impossible to change the angle of the target for each archer, the angle shall be 5 degrees, based on a standard situation that considers the angle of the target as viewed from the shajo and the drop of the arrow, etc. The 150cm spacing has the same meaning as the spacing between archers explained in Article 10.

It is desirable for the height of the floor to be about 24 or 30 cm. Article 22 of the Building Standards Law specifies that there must be a space of 45cm under floors, but in a provisional clause to this article, it is stated that it is acceptable for the floor to be lower than 45 cm if effective moisture proofing measures have been taken.

Determining The Standings

Article 31

When using the tekichu seido, the winner shall be the archer with the greatest number of hits.

Article 32

In the event that there is a tie in the number of hits or in the ranking as defined by the previous article, the standings shall be determined according to the following methods:

A. Individual Competition

- 1. When using the izume ho shoot-off system**

(continuous hitting), the archer with the greatest number of continual hits shall be declared the winner.

- a) When employing the izume ho shoot-off system, a 30 cm, 24 cm, or 18 cm hoshi mato may be used.**
- b) When archers with identical standings all miss the target, the izume ho shoot-off system may be used for determining the archer with the highest**

32. When there is a tie in individual competition, there are two ways of determining the standings: the izume ho or the enkin ho.

In the izume ho, shooting continues until the target is missed, and the archer who remains at the end is declared the winner.

Those archers who have missed the target with the same

number of arrows then become equal in the standings; these archers then compete together according to the enkin ho to determine the standings. If there is not a single winner, the winner must be determined from among those few archers of equal standing who have remained until the end. In this case the standings can also be determined using the enkin ho, and in order to determine the winner, the competition is done one shot per archer until the winner is decided.

If it seems that the determining the outcome will take too long using the izume ho, the proceedings can be expedited by switching to a smaller target. In this case, a notice to this effect must be included in the

<p>standing only, with the other standings being determined by the enkin ho.</p>	<p>Competition Guidelines before the competition begins. If not, the Competition Committee Chairman must make an announcement to that effect prior to the beginning of the competition.</p>
<p>1. When using the enkin ho, the archer whose arrow is closest to the center of the target shall be considered the winner.</p> <p>a) In this case the 36 cm kasumi mato shall be used.</p> <p>b) When there are arrows that are equidistant from the center of the target, another shoot-off round shall be conducted. Alternatively, the archers with the equidistant arrows can be given the same place in the standings. An arrow that has hit the target frame and glanced off shall be considered as being in contact with the target. An arrow that strikes the ground before reaching the azuchi (<i>hakiya</i>) shall be considered the furthest from the target.</p>	<p>The enkin ho is where from the start the izume ho is not used and the standings are determined according to the distance of the arrow from the center of the target. There is no issue with arrows that have struck the target, but for arrows that have missed the target the distance from the arrow's location to the nearest part of the target frame is measured. If the arrow has touched the target frame and the target has moved, the target is returned to its original position and the distance is measured. In cases where the arrow has just barely missed the target frame, there are times where such an arrow is closer to the target frame than an arrow that has struck the target frame first and then glanced off (<i>tatakiya</i>); so the <i>tatakiya</i> is considered to be in contact with the target frame and is judged to rank highest. An arrow that doesn't reach the azuchi (<i>hakiya</i>) is ranked lowest. There was a time when arrows that were equidistant from the center of the target were ranked from highest to lowest in the following order: above, to the left, to the right, and below the target. However, the regulations set forth herein view these arrows to be of equal standing, so the competition is continued with one more arrow being shot.</p>
<p>B. Team Competitions</p> <p>1. Each archer shall shoot one arrow, and the team with the greatest number</p>	<p>In team competition, the enkin ho is not used. Each team member shoots one arrow, and the team with the most hits is declared the winner. If the outcome is not determined in one round, the competition is continued until the winner is decided. The following must</p>
<p>of hits shall be declared the winner.</p>	<p>be included in the competition guidelines: Regardless of whether the competition is by individual or team, each archer must have extra arrows ready for the izume ho shoot-off that determines the standings.</p>
<p>1. In the event that the standings are not determined with a one arrow shoot-off, the shoot-off shall be continued one shot per round until the standings are decided.</p>	
<p>Article 33 When using the saiten seido, the winner shall be the competitor who has the highest point total given by the judges, based upon judging criteria elsewhere determined.</p>	<p>33. At least five persons who can make quick and accurate judgments should be selected as the grading judges.</p>
	<p>The difference between Japanese archery and Western archery lies in the fact that Japanese archery emphasizes spirit (<i>shinki</i>), demeanor and attitude, proper movements, the shaho (shooting principles), and accuracy, rather than emphasizing accuracy alone. In order to develop this kind of graded competition as the</p>

Article 34

In reference to the preceding Article, in the event of a tie, the standings shall be determined according to the following criteria, in order of precedence:

A. Individual Competition

1) The competitor with the most hits is ranked highest.

2) The competitor with the highest total score for a single arrow is ranked highest.

B. Team Competition

1) The team with the most hits is ranked highest.

2) The team with the competitor who has received the highest individual score is ranked highest. (If there is a tie in the highest individual score, the standings shall be determined according to the next highest individual

score.)

unique form of competition for Japanese archery, it is important first of all to clarify the method of judging used for grading and to educate outstanding judges.

34. There is an opinion that holds that in the case of a tie in the number of points, if the competitor with fewer hits had better shooting form (*shakei*) than the competitor with more hits, the competitor with fewer hits should be ranked higher. However, notwithstanding the fact that the *saiten seido* is being used, it is still a competition, which demands hitting, so the competitor with the most hits is ranked highest.

In addition, there is an opinion that holds that since the competitor with the highest total points for a single arrow has a large gap between high and low scores, the competitor with the most consistently balanced shooting should be ranked highest; but since competition demands the continuous bettering of records, the competitor with the highest score for a single arrow is ranked highest.

Concerning team competitions, international rules stipulate that the team with the highest individual score is the first criteria used for deciding the standings; the regulations set forth herein, however, hold that as with individual competition, the number of hits is the first criteria used and the highest individual grading is the second criteria used. The “highest individual grading” refers not to the determination of the standings in the

case of a tie score in individual standings; it refers, rather, simply to the grading achieved. Consequently, it is possible for there to be more than two competitors with the same grading.

In both individual and team competitions, additional shoot-offs should be avoided since they are liable to be affected by the subjectivity of the grading judges in various ways. However, when the conditions are exactly identical, a shoot-off decided by the number of hits shall be conducted.

Determining Hits

Article 35

Hits shall be judged according to Article 36.

The symbols for “hit” and “miss” shall be as follows:

Hit: O

Miss: X

However, in the case of a miss, this can be indicated by a “/”

35. This Article simply shows the symbols for a hit and a miss only; when records are being kept, it is also necessary to record where the arrow has struck the target. In addition, since there are various methods for recording hits and misses, it is necessary to determine formally which may be used.

- 1) When recording for one arrow at a time: “O” and “X”.
2) When recording for each pair of arrows, as follows:

for the *haya* (first arrow) and a “\” for the *otoya* (second arrow).

⊙ both hits (the *otoya* is the small inner circle)

⊘ *haya* miss, *otoya* hit

⊙ *haya* hit, *otoya* miss

⊗ *haya* miss, *otoya* miss

- 3) When recording for 2 arrows or 4 arrows, make the entries starting from the point closest to the competitor’s name, for example:

NAME	1	2	3	4
------	---	---	---	---

NAME
1
2
3
4

4
3
2
1
NAME

Article 36

Hits and misses shall be based on the surface of the target

according to the following criteria:

A. The following shall be considered hits:

1. **When the arrow has struck the target and stopped.**
2. **When the arrow which has struck the target has penetrated it.**
3. **If the arrow has broken, when the part of the arrow with the point attached is within the target.**
4. **When the arrow has pierced into an arrow which has struck the target.**
5. **When the arrow has struck and stuck into the seam of the target frame or the circle of the target.**
6. **When the arrow has penetrated from inside the circle of the target to the outside of the target frame.**
7. **When the arrow hits the target, the target falls over, and the arrow remains in**

36. When it is said that hits and misses “shall be based on the surface of the target”, what is meant is that the target

is one thin piece of paper and that those things which give the target form, such as the target frame and the supporting *gogushi*, have no direct relation to it. Thus, when the arrow penetrates from within the circle of the target to the outside it is a hit, and, conversely, when the arrow strikes from outside the circle of the target it is a miss. Also, it is a miss when the arrow strikes the *gogushi* and a hit when the arrow sticks in the seam of the target frame or within the circle of the target, since these are part of the surface of the target. (The “circle of the target” refers to the surface of the target frame.)

The target has various obstructions. The circle of the target is one of these obstructions. Sometimes the arrow strikes the circle of the target and sticks in it; sometimes it glances to the inside and is a hit, sometimes it glances to the outside and is a miss. An arrow which is embedded in the target surface is also an obstacle.

Consequently, there are times when an arrow which hits such an arrow will glance off to the outside of the circle of the target and times when it will rebound and fall to the ground. In cases like this, since the arrow in the target is considered to be one of the obstructions within the circle of the target, these shots are considered misses. However, in the event that the arrow pierces and sticks into an arrow that is already in the target, it is considered to be within the circle of the target and thus a hit.

-
- the target.
8. **When the arrow which has struck the target touches the surface of the ground.**
 9. **When the arrow strikes an arrow which has missed, but is in contact with the target surface, and then hits the target.**
- B. The following shall be considered misses:**
1. **When the arrow does not strike the target surface.**
 2. **When the arrow strikes the gogushi (the target support).**
 3. **When the arrow strikes the ground first before hitting the target(hakiya).**
 4. **When the arrow has penetrated from outside the circle of target to the inside of the target frame.**
 5. **When the arrow strikes an arrow which is in the target and glances off.**
- Since the size of the target and the design on its surface are clearly defined, the shooting area judges must judge any target which has an old frame, old foundation paper, or which has been poorly glued, to be unsuitable and to forbid its use.
- When the arrow strikes within the lower part of the circle of the target, there are times when it angles off and the feathers touch the ground. Such an arrow is considered a hit.
- While the above are the general standards for hits and misses, the shooting area judges may determine hits and misses based upon the condition of the arrow. **When there are doubts about whether a shot is a hit or a miss, the shooting area judges shall confer and determine whether the shot is a hit or a miss, and the result must be displayed on the scoreboard with all possible speed.**

Chapter 2 Enteki (Long Distance) Competitions

Extent Of Application

Explanation and Commentary

Regulations For The Number Of Targets And Number Of Shots

Article 37

The number of archers that may use one target at the same time shall be limited to a maximum of 5. The distance between targets shall be at least 5 meters.

37. Since the target for enteki competitions is large, either 100cm or 122cm, it is not possible simply to line up as many targets as there are archers in the shajo. Thus, multiple archers must shoot at the same target at the same time.

Since the target is far away, the shai will not have an adverse effect in relation to the target. However, there is a limit to this. Consequently, the number of archers per target was limited to a maximum of 5.

Article 38

Each archer shall shoot either 2 or 4 arrows per round.

38. International rules stipulate that the number of arrows shot per round shall be 6, but since in Japanese style kinteki competitions there are either 2 or 4 shots per round, this precedent was followed and the number of shots per round for enteki competitions was also set at 2 or 4 shots. Since enteki competitions are done standing (rissha), the targets are far away, and the time required is short, it is most appropriate for the usual number of arrows per round to be 4.

Article 39

When employing the tekichu seido, a 100 cm kasumi mato shall be used.

1) **The kasumi mato consists of 3 concentric black circles on a white background, divided as follows, beginning from the center:**

- A) **Center white radius: 11 cm.**
- B) **1st black width: 10 cm.**
- C) **2nd white width: 8 cm.**
- D) **2nd black width: 4 cm.**
- E) **3rd white width: 8 cm.**
- F) **3rd black width: 9 cm.**

Article 40

When the competition is according to the tokuten seido, the 122cm point target shall be

40. This target is that which is used in international competitions at the 70 meter and 90 meter distances. The distance stipulated in the regulations set forth herein

used. The point target consists of 5 colored concentric circles each 12.2cm in width, beginning from the center: gold (yellow), red, blue, black, and white.

Article 41

The target shall be set so that the center of the target is 97cm above the plane of the ground for competitions using the tekichu seido, and 130cm when the tokuten seido is used. In both cases the target shall be slanted to the rear at a 15 degree angle.

A three or four-legged stand shall be provided, and a mat on which the target paper is affixed shall be placed on this stand. When gogushi are used, they shall be placed to form a structure like a torii (Shinto shrine gate), with two posts 200cm in height placed 210cm apart with a 230cm beam laid across the top. A mat shall be placed behind the gogushi stand to prevent arrows from passing all the way through the target. In this case, the target may be placed vertically. Item B of Article 30 of these Articles shall apply to the relationship between the surface of the shajo and the plane of the ground where the target is placed.

Article 42

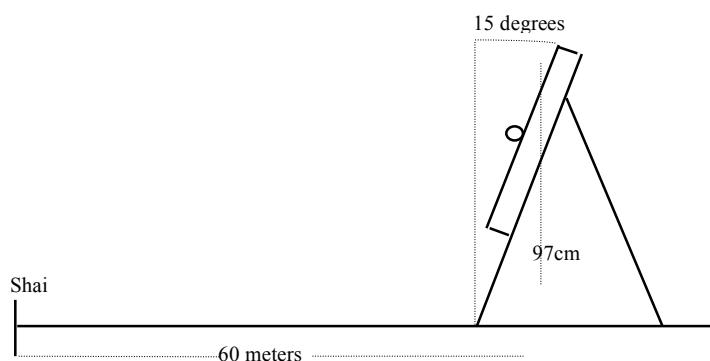
For the apparatus which holds the target, material which cannot be easily pierced through must be used. Also, damage to the arrows must be prevented while ensuring that the target cannot be blown over by the wind.

is 60 meters, but this target shall be used at all distances. Also, in international competition, each colored circle on this target is further divided by a thin line into two areas of equal width, but this is not necessary here.

41. The position of the center of the target from the surface of the ground shall be 97cm when using the tekichu seido, as heretofore, and for the tokuten seido it shall be 130cm, in accordance with international rules.

For emplacing the target, a folding stand shall be provided and a mat with the target paper affixed to it shall be placed on this stand. The mat that is placed on the stand may be either round or square, but in either case the mat must be larger than the target paper which is affixed to it.

The vertically placed target is used for sharei, but since it is not acceptable for use in competition, it must be improved so that tradition is respected while making it suitable for competition. The drawback to the traditional vertical target is that while the target is vertical the arrows travel in an arc due to the long distance, and this makes it necessary that the target be angled to the rear. However, if placing the target in this way is difficult, placing the target vertically is unavoidable. In addition, since the arrows pass all the way through such a target, it is difficult to confirm where the arrow hit the target. Consequently, it is necessary to place a mat about 30cm to the rear of the target.



42. Gluing the target paper to something like cardboard first and then attaching it to the mat, rather than attaching it directly to the mat, will keep the paper from being ripped and prevent the arrows from bouncing off of the target.

It is acceptable to use a special round mat, but it is also acceptable to use tatami. However, a single tatami is not wide enough, so one can sew two tatami together and

then cut them to the appropriate length and width.

If many arrows stick into the target stand, there is a danger that the stand can be blown over by the wind; so a stand with sufficient dead weight should be used. In addition, it is even better to use a four-legged stand and tie it down with rope to posts driven into the ground.

In order to make it safe, the legs of the stand and the target stakes should be wrapped with straw or cloth.

Determining The Standings

Article 43

When using the tekichu seido, the winner shall be the archer with the greatest number of hits.

Article 44

In the event that there is a tie in the number of hits or in the ranking as defined by the previous article, the standings shall be determined according to the provisions for kinteki competition.

When conducting an izume shoot-off, the 79cm or 50cm kasumi mato may be used.

When using the enkin ho, when it is difficult to determine the standing of arrows which have missed the target, those arrows shall be re-shot. A hakiya shall be ranked lowest.

44. In individual competition, the standings shall be determined by the izume ho or the enkin ho, just as in kinteki competition. The usual practice is to first conduct an izume ho shoot-off, and if there is a tie between archers to then conduct an enkin ho shoot-off to determine the standings. It is possible to conduct the enkin ho shoot-off immediately in order to save time. In such a case, it must be noted in the competition guidelines whether the shoot-off will be according to the izume ho or whether the enkin ho will be used right away.

The difference between kinteki and enteki competition is that since there is no azuchi in enteki competition, in the event that an arrow misses the target in the enkin ho shoot-off, either further arrows must be shot or the competition must be ended.

Hakiya are those arrows which fail to reach a point directly below the target, that is, up to and including the point defined by a vertical line drawn directly down from the lower edge of the target. This means that those arrows which fall forward of a line parallel to the shai defined by this point are hakiya, and those arrows which fall even slightly past this line are simply misses. In order to make this difference clear, it is necessary to draw a white line on the ground.

The izume ho shall be used for team competitions. In the event of a tie in the number of hits, the shoot-off shall be continued until there is a winner.

Article 45

The tokuten seido shall be a 9 point system. The values of the points shall be as follows, and the competitor with the most points shall be declared the winner. The points shall be awarded according to the location of the arrow in the target, and in the event that the arrow has struck the line dividing different point areas on the target, the higher points shall be awarded to that arrow.

Gold (yellow)	9 points
Red	7 points
Blue	5 points
Black	3 points
White	1 point

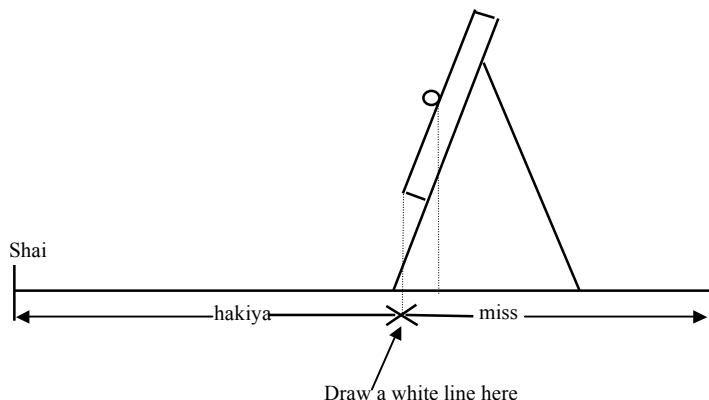
Article 46

In the event of a tie score as defined by the previous article,

the standings shall be determined according to the following criteria, in order of precedence:

A. Individual Competition

- 1) The archer with the highest number of hits that were awarded points shall be declared the winner.
- 2) In the event of a tie in the number of hits, the archer with the greater number of high-scoring hits shall be declared the winner.
- 3) In the event that the above conditions are exactly the same, an additional one-arrow shoot-off shall be conducted.



45. The international system is a 10 point system. Since each color is further divided by a thin line, the highest number of points is 10. In the regulations set forth herein, a 9 point system was determined upon, where each color is not subdivided, the lowest score is 1, and the points are increased by two per color.

Since the dividing line between colors is considered to be part of the colored area with the higher points, an arrow which strikes the dividing line is awarded the higher points.

B. Team Competition

- 1) **The team with the highest number of hits that were awarded points shall be declared the winner.**
- 2) **The team which has the individual archer who achieved the highest individual score shall be declared the winner. In the event that there is a tie in the highest individual score, the team which has the archer who achieved the 2nd highest individual score shall be declared the winner.**
- 3) **In the event that the above conditions are exactly the same, an additional one-arrow shoot-off shall be conducted.**

Article 47

For both the tekichu seido and the tokuten seido, the determination of hits and misses shall be according to

the provisions in Article 36 concerning kinteki competitions.

When using the tokuten seido, an arrow that passes all the way through the target shall be awarded 5 points.

Chapter 4 Miscellaneous Regulations

Extent Of Application

Explanation and Commentary

(Rule Violations And Penalties)

Article 48

The following circumstances shall render an arrow invalid:

A. An arrow that comes off of the string after it has been nocked (hazukobore) or any arrow that is redrawn or for any other reason.

B. Any arrow that is released prior to that of the archer(s) in the same shajo who are ahead of one in the line.

C. Any arrow that is shot from a position markedly removed from the shai in disregard of the judges' warnings.

D. Any arrow where the judges have determined that the archer has mistakenly interfered with the shooting of another archer.

48. The term "invalid" refers here to an arrow that has already been shot.

A. The term hazukobore does not refer to an arrow that falls to the floor, but refers rather to the fact that the nock of the arrow has become separated from the string. Thus, during hikiwake, there are times when the arrow is re-nocked after it has become separated from the string, but this is considered to be a re-drawn arrow and is invalid.

B. It is stipulated in Article 11 that the order of the shooting shall be carried out in sequence beginning with the 1st archer. Thus, if this rule is not followed, as a penalty the shot shall be declared invalid. In the event that it is necessary to expedite the event in a very short period of time, the Chairman of the Competition Committee must announce in advance that it is acceptable to shoot out of order.

C. Shooting from a point markedly removed from the shai means significantly changing the shooting distance. However, since it often happens that archers mistake the location of the shai, the chief judge must point this out when it happens. In the event that the archer does not heed the warning and shoots, this arrow must be declared invalid since the archer did not observe the rules of competition.

D. If an archer interferes with another archer's shooting, this must be penalized, even if it was a mistake. There are those who, after shooting, step back further than necessary to take kiza, and in this case they often bump into the archer to their rear. Even if the archer's arrow is not knocked off of the string, the psychological effect is significant. However, the situation differs slightly between individual and team competition. In team competition, if the archer who has been interfered with is on the same team as the interfering archer, there is no need to declare that archer's shot invalid so long as the other archer's arrow has not been knocked down. If the arrow has been knocked down, then of course the shot of the interfering archer should be treated as invalid.

Article 49

The judges may, under the following circumstances, either declare a pause in, or a halt to, the conduct of shooting. In the

49A. In the event that an archer, when the archer preceding him/her in the line is either drawing or releasing his/her arrow, mistakenly inserts his/her arrow between the bow and string of the archer to the front or touches his/her

case of a pause, the conduct of shooting is halted temporarily and the arrows(s) in the archer's possession at that time are forfeit; in the case of a halt, shooting is halted completely and all arrows from that point onward are forfeit.

- A. In the event that an archer interferes with the archer in front of him/her in the line by mistakenly inserting his/her bow between the arrow and the string during the draw or the release.**
- B. In the event that an archer exceeds the prescribed time and fails to heed the warning given.**
- C. In the event that in spite of being admonished regarding the prohibited actions explained in Article 51 an archer fails to correct his/her behavior.**

body with the bow, and the archer's attention is diverted, causing the conduct of shooting to miscarry; or during the release the archer to the rear touches the string of the archer to the front, or in the event of similar occurrences, the judges may decide to declare a pause in the shooting and disqualify the offending archer.

In team competitions, if events of this nature occur between members of the same team, the judges need take no action. That is, even if an archer's string is touched and the shot is a miss it is not necessary to allow the arrow to be re-shot. However, if the archer to the rear touches the archer to the front with his/her bow and the judges look upon this as a clear case of the archer to the rear giving instruction to the archer in front, the shooting must be stopped temporarily or brought to a complete halt.

- B. The time required for shooting must comply with the instructions given by the Chairman of the Competition Committee prior to the start of the competition. If, in the event that in spite of this too much time is taken and the judges bring this to the attention of the archers, the archers must speed up their shooting. In the event that nevertheless the warning is not heeded, and the archers fail to correct their actions, the judges shall call a halt and all of the arrows shot from the time the warning was given shall be disqualified (deemed null and void).
- C. Prohibited actions must of course be controlled. However, thinking that penalties must be applied randomly can, to the contrary, hinder the conduct of the competition. If the judges see that a prohibited action has occurred or is about to occur, they must issue a warning. If, however, in the event that in spite of the warning the action has been repeated or the person shows no sign of ceasing the behavior, this must be penalized since it violates the order of the competition.

Article 50

The Chairman of the Competition Committee may order the ejection of a competitor under the following circumstances. In the event of

an ejection, all arrows shot by that archer shall be either invalid or forfeit.

- A. In the event that a competitor protests a decision of the judges and either raises his or her voice or behaves violently.**
- B. In the event that a**

- 50. Ejection is the most severe penalty. It is something of which all sportsmen and women should be ashamed. As far as the competition is concerned the ejection is limited to that competition only, but from the point of view of the tournament, since an ejection raises

questions regarding that person's future eligibility, the matter passes from the purview of the Chairman of the Competition Committee to that of the Tournament Chairman.

competitor is not present at the appointed time and then goes to the shai without the permission of a member of the Steering Committee.

- C. In the event that the judges determine that a competitor has willfully interfered with another.**
- D. In the event that a competitor does not obey the ruling of the judges.**

(Prohibited Actions)

Article 51

The following actions are prohibited:

- A. An archer, once having taken his or her place at the shai, leaving the shai without the permission of the judges.**
- B. An archer at the shai asking for or receiving advice, either verbal or otherwise.**
- C. An archer, at honza or at the shai, talking unnecessarily or giving advice to other archers.**
- D. A person other than a member of the Steering Committee or a judge approaching the shai.**
- E. Returning arrows already shot to an archer so that he**

or she has enough arrows to finish the round (yagaeshi). However, this is permitted only when the judges have determined that it is unavoidable under the circumstances.

51A. It goes without saying that an archer may not leave the shai once he or she is in place at the shai. This is because leaving the shai means that the archer is voluntarily forfeiting the match (surrendering his or her right to continue shooting). Consequently, if leaving the shai becomes unavoidable, permission of the judges is required.

- B.** The archer at the shai must conduct the shooting unaided. However, informing an archer of his or her weak points happens now and again. If this becomes too flagrant, the judges may indicate this by means of gestures.
- C.** At honza or shai, archers sometimes say things like “Let’s go!”, “Good!”, or “I’m counting on you!” to encourage each other; however, this sort of thing must be prohibited as a distinguishing characteristic of kyudo competitions. Notwithstanding the fact that one may be a supporter of the archer who is shooting, one must observe proper manners by remaining silent when someone is in kai.
- D.** No one may approach an archer who is at the shai. There is also the possibility that a person doing so may instruct the archer in the conduct of shooting. However,

in order to manage the conduct of the competition, it is permissible for members of the Steering Committee and judges to approach the shai.

- E.** In principle, yagaeshi is not allowed. Since there is the possibility that arrows can be damaged during the course of a competition, the proper thing for archers to do is to have extra arrows in readiness. However, depending on the scale of the competition, if the judges acknowledge that an arrow has been damaged during the course of the competition, it is permissible for yagaeshi to be allowed. If yagaeshi is not to be allowed regardless of the fact that arrows may have been damaged during the course of the competition, it is necessary to state in the competition guidelines that “yagaeshi will not be permitted for any reason”.

**(Re-shooting And
Lodging Of Protests)**

Article 52

If the conduct of shooting has been obstructed by another archer or due to some other circumstance, the arrow may either be re-drawn or re-shot after directions have been received from the Chairman of the Judging Committee. In the event that an arrow is re-shot, it is considered that the arrow that was interfered with was never shot.

52. If, as the archer is beginning uchiokoshi, his or her arrow is struck by another archer, this has an effect on the conduct of the shooting. Also, the tempo of shooting will be disturbed if some obstruction appears in the yamichi during the shot. In cases like these, it is permissible, upon instructions from the Chairman of the Judging Committee, to re-draw an arrow or re-shoot an arrow that has already been shot.

If there are no instructions from the Chairman of the Judging Committee, it is possible to lodge a protest. In response to this protest, the Chairman of the Judging Committee must assess the situation appropriately and must either accept or reject the protest. In the event that an arrow is re-shot, the arrow that was interfered with should of course be treated as though it had not been shot.

Article 53

The competitor must abide by the decision of the judges, but in the event there is an objection, it is possible to lodge an immediate protest with the Chairman of the Judging Committee, either through the team manager or (if there is no team manager) personally by the competitor.

53. In the event that a protest is lodged, the Chairman of the Judging Committee must listen carefully to opinions of both the person who lodged the protest and the judges and render a fair decision.

In the event that the protest concerns hits or misses the protest must be lodged before the arrows are removed; and in the event that the protest concerns an incident in the shajo, the protest must be lodged before the next archers takes their place to shoot.

Safety

Article 54

The shooting area committee members, the target area committee members, and the judges must keep in communication with each other and work to maintain safety. Also, if the judges believe that it is dangerous to shoot, they must warn the archers.

54. In the target area, when hits misses, and points are being determined and when arrows are being removed from the targets, the target area committee members must, without fail, give the danger signal by putting out a red flag; and when the red flag is out, the judges must warn any archer who begins uchiokoshi.

Also, the shooting area judges must pay attention to the yamichi, and if any obstruction appears, they must give an indication to the archers.

If it seems that any target area committee member or assistant may be on the verge of venturing out to the azuchi when the red flag is not up, the target area judge must stop them from doing so.

The members of the target area committee must not act before they have confirmed whether or not the archers have seen the red flag. **The red flag shall be 70cm**

square. In order to prevent danger, beware of arrows that are thin enough to pass through the safety netting or so thin that they are liable to break.

FIVE PERSON SHOOTING SEQUENCE FOR COMPETITIONS

Shooting Sequence	#1	#2	#3	#4	#5
1st Arrow, 2nd Arrow					
Haya (1st Arrow)	Begin shooting without delay.	Stand when #1 has completed <i>dozukuri</i> . Do <i>uchiokoshi</i> at #1's <i>tsurune</i> .	Stand at #1's <i>uchiokoshi</i> . Do <i>uchiokoshi</i> at #2's <i>tsurune</i> .	Stand at #2's <i>uchiokoshi</i> . Do <i>uchiokoshi</i> at #3's <i>tsurune</i> .	Stand at #3's <i>uchiokoshi</i> . Do <i>uchiokoshi</i> at #4's <i>tsurune</i> .
Otoya (2nd Arrow)	Bring the bow upright to the front at #3's <i>tsurune</i> , nock the arrow and wait. Stand at #4's <i>tsurune</i> and do <i>uchiokoshi</i> at #5's <i>tsurune</i> .	Bring the bow upright to the front together with #1, nock the arrow and wait. Stand when #1 has completed <i>dozukuri</i> . Do <i>uchiokoshi</i> at #1's <i>tsurune</i> .	Bring the bow upright to the front immediately after shooting, nock the arrow and wait. Stand at #1's <i>uchiokoshi</i> . Do <i>uchiokoshi</i> at #2's <i>tsurune</i> .	Bring the bow upright to the front immediately after shooting, nock the arrow and wait. Stand at #2's <i>uchiokoshi</i> . Do <i>uchiokoshi</i> at #3's <i>tsurune</i> .	Bring the bow upright to the front immediately after shooting, nock the arrow and wait. Stand at #3's <i>uchiokoshi</i> . Do <i>uchiokoshi</i> at #4's <i>tsurune</i> .

NOTES

1. When entering and leaving the shooting area, always face the *joza* (high seat) at an oblique angle and, with proper intention, perform the *yu* in sequence.
2. Proceed to the *honza*, assume the *kiza* position, execute the *yu* in unison, and proceed to the *shai*.
3. For the *haya* only (in the case where only one arrow is being used for a shoot-off), all of the archers should go to the *shai* together, assume the *kiza* position, turn towards the *waki-jomen*, bring the bow to the front, nock the *haya*, and wait.
4. After shooting is completed, leave the shooting area in sequence, beginning with #1.
5. The next group must enter the *dojo* at the *tsurune* of #3's *otoya* (2nd arrow).

