

# IAI-DO/BATTO-DO COMPETITION RULES

Divisions Numbers may change. See competition application

## General Rules

**ANY UNSAFE ACTION IS CAUSE FOR DISQUALIFICATION (no entry fee refund)**

**ANY POSSESSION OF OR ANY INDICATION OF USE OF ALCOHOL OR DRUGS WILL NOT BE TOLERATED AND WILL RESULT IN IMMEDIATE EXPULSION (no entry fee refund)**

**ANY DANGEROUS OR BELLIGERENT BEHAVIOR WILL NOT BE TOLERATED AND WILL RESULT IN IMMEDIATE EXPULSION (no entry fee refund)**

## Competitors

1. All Mu-Dansha (non-Black Belt) competitors may *not* use a live (sharp) blade in kata competition. (Unless with approval of tournament director.) (No wakashais allowed)
2. All swords, both sharpened and not sharpened, must be inspected and tagged by Tai Kai officials. The following may be reasons for failing inspection – other reasons may apply at the discretion of officials:
  - a. Loose chips in edge of blade.
  - b. Cracked or bent blade.
  - c. Loose or defective nakago or tsuba
  - d. Loose or missing tsuka-ito.
  - e. Cracked or defective koiguchi.
  - f. Excessively cracked saya.
  - g. Loose or missing mekugi.
  - h. Allswords to be a minimum of 24 inches.
3. All competitors must remain quiet and respectful at all times. Avoid any movement or distraction while someone is cutting or performing a kata. There will be no loud talking, laughing, or improper behavior inside the building, and no flash photography or videos that distract in any way will be allowed.
4. Competitors will not practice inside the building. Go outside and observe all safety precautions.
5. Any unsafe action, improper use of sword, fooling around or causing potential harm to others will be cause for immediate expulsion from the competition. No entry or spectator fee will be refunded.
6. This is a Japanese style tournament. Single elimination rules will be followed. While this may seem harsh, it is the only way to put the competition in the proper perspective of Japanese Swordsmanship. When two opponents face each other in battle, only one moves on to the next fight. So it is in this competition.
7. All competitors must wear Hakama (Japanese pants) and kimono top or gi top.(Color is optional) Junior and beginner students should wear hakama but may ask permission of the tournament director to wear a karate gi if they do not own a hakama.
8. All competitors must either have bare feet or wear Tabi (Japanese socks). The color may be white, dark blue or black. No rubber soles.

## DIVISIONS

### Kata Competition – ONLY ONE KATA DIVISION ALLOWED PER COMPETITOR

1. No live blades will be allowed for use in Kata for anyone below the rank of Sho-Dan(in Batto/Iai-do) without special approval of tournament director. (All swords to be a minimum of 24 inches.)
2. Each competitor must perform three (3) katas:
  - a. Batto-Do Black Belts (Yudansha) must select from the eight (8) Toyama-Ryu
  - b. Batto-Do Kyu level competitors may select from the eight (8) Toyama-Ryu or eight (8) Sho-Shin-Sha (Kome) katas, but may not mix Toyama-Ryu and Kome katas.
  - c. Iai-Do competitors must perform any three (3) Iai-Do katas.
  - d. Other styles may present katas in a written request for approval by the Tournament Director – no approval is guaranteed.
3. Competitors will be paired for elimination style competition, but the members of each pair will perform separately (or together at the discretion of the tournament director), then stand together and the winner of each pair will be chosen using flags. Iai-Do competitors are in separate divisions from Batto-Do competitors.
4. All competitors will line up and bow together as a group. Iai-do competitors will not perform the traditional Iai-Do bows when doing individual katas.
5. Both competitors should enter the competition area when called. Aka (Red) will begin first when indicated to begin. When not competing, they should stand quietly and respectfully. Both competitors may bow together to the judges before leaving the ring.
6. The officiating team will have three judges. Each will raise a red or white flag indicating the winner. Raising both flags crossed indicates disqualification. A minimum of two judges must agree on the decision.
7. Awards will be given for first, second, and third place.

### Individual Cutting Competition (Tameshigiri) (Must be eighteen years or older)

1. Competitors must be adult Black Belts (18 years and older) unless approved by their instructor and the tournament director.
2. See diagrams attached for the cuts required for each level of competition.
3. The sequence of cuts may be started from the right or left side.
4. Competitors will be paired for elimination style competition, but the members of each pair will perform separately, then stand together and the winner of each pair will be chosen using flags.
5. Cutting will be judged by traditional standards, 45 degrees on Kesa-Giri and Gyaku-Kesa-Giri, horizontal on Suihei-Giri (Side way cut).
6. Where the cut piece falls is important.
7. The judges will base their decision on such aspects as performing the proper sequence of the cuts, cleanness of the cuts, and overall presentation. A perfect cut equals zero points. Points are taken off a

competitors score according to the degree of the mistake made. The competitor with the least amount of points deducted from his score is deemed the winner and moves on to the next round. The following is an example of what the judges base their scores on:

- 20 points:
  - 1. Slightly rocking the cutting stand during the cut.
  - 2. Small yama “mountain top” on the top of the wara. This is made when a cut is made through the previous cut.
  - 3. Angle slightly off. A 40-45 degree angle is considered ideal.
  
- 30 points
  - 1. Rocking the cutting stand during the cut.
  - 2. Yamanokoshi or “skin” left. Caused when the outer layer of tatami is not cut through properly and extends several inches above the angle of the cut.
  - 3. Shakuri or scalloped cut. The result of poor blade angle during the cut.
  
- 50 points
  - 1. Angle of cut too deep. Much sharper than 45 degrees.
  - 2. Angle of cut too shallow. Much less than 45 degrees.
  - 3. Large yama.
  - 4. Chip cut causing a spray of wara by slicing too thin a piece.
  - 5. Knocking off the last piece of wara.
  - 6. Incorrect or incomplete sequence of cuts.
  - 7. Incomplete cut through the wara.
  
- Disqualification -
  - 1. Hit the floor after cut.
  - 2. Miss the wara completely.
  - 3. Hitting the peg in the stand.
  - 4. Knocking the stand over.
  - 5. Bending the sword blade enough to prevent noto.
  - 6. Injury to oneself or another person.

#### Haya Waza Giri Cutting Competition:

Haya Waza Giri is competition using advanced cutting technique. Competitors will compete individually and be judged on a scale of 6.0 to 9.0 by a panel of five (5) judges. The top and bottom scores will be thrown out, and the remaining three added together for the competitor’s final score. Each competitor will cut a single wara only. In the case of a tie, a second single wara will be cut. There is a time element – if a competitor takes more than approximately five (5) seconds to complete their cuts, the judges may choose to lower their scores.

Attached are the patterns currently allowed. A competitor may request consideration of another pattern, request to be made in writing to Shihan Fumio Demura and the Tournament Director – there is no guarantee of approval.

### Do-Dan Cutting Competition:

The Do-Dan event is a single round competition based on the number of horizontally stacked targets that can be cut through with a single vertical cut. The cut must be made at 90 degree angle to the targets. Whole and fractional targets will be counted. Three judges must agree on the amount of target cut. Cuts that come out of the end of the stack of mats will be disqualified. Cuts 20 degrees or more off true will have two (2) inches deducted from the length of the cut. This illustrates an angle of 20 degrees:



Each competitor will use their own sword and should advance to the Do-Dan stand when directed by the judges. The targets may be touched once with the sword to judge distance. If the target is touched more than once, the competitor may be disqualified.

### Team Tameshigiri:

Each team of three competitors will perform Roku-dan-giri on a single target per round. Teams will be paired for elimination. Each person will make two of the six cuts in the proper order. The cuts may be started from the right or left but must continue in the proper sequence. The same rules and criteria as in the other Tameshigiri cutting divisions apply to judging the cutting in the team division.

These rules and all divisions are subject to change at the discretion of the tournament director or the board of directors.

If you have any questions, please contact the Tournament Director or Shihan Fumio Demura or the board of directors.

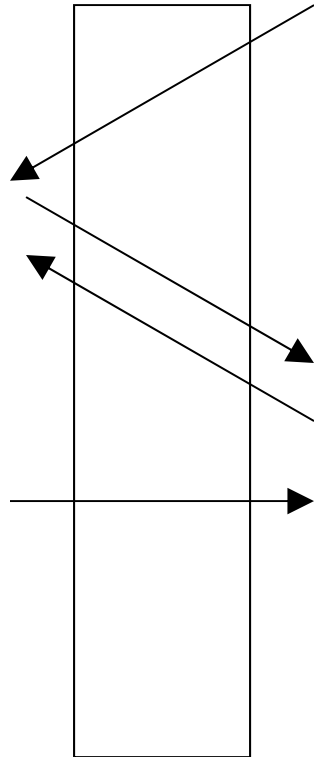
Jim Eyre, Tournament Director

# BATTO-DO TOURNAMENT

## Cutting Division Requirements – Divs C-6/7/8

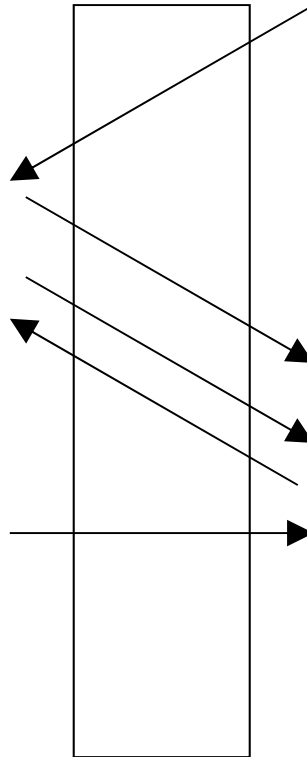
Saturday, February 20, 2016

Division C-6/7/8  
Below Black Belt  
and Black Belt  
First Round



Or Reverse  
Yon-Dan-Giri

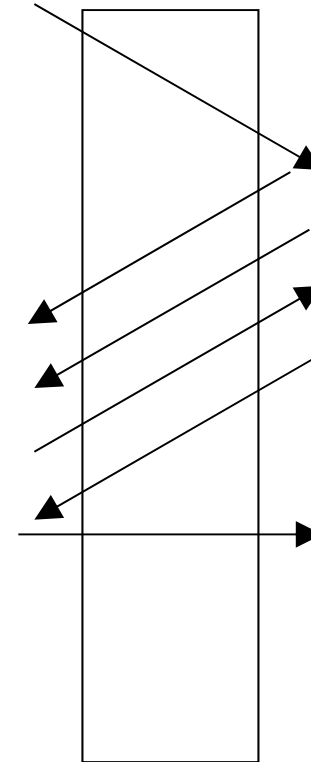
Division C-6/7/8  
Below Black Belt  
and Black Belt  
Second Round



Or Reverse  
Go-Dan-Giri

Divisions C-6/7/8  
Below Black Belt  
and Black Belt  
Third Round

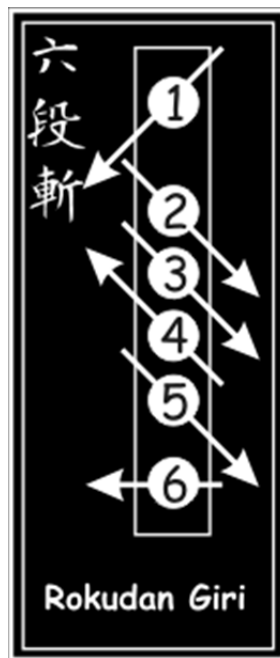
Team Division C-11  
All Rounds



Or Reverse  
Roku-Dan-Giri

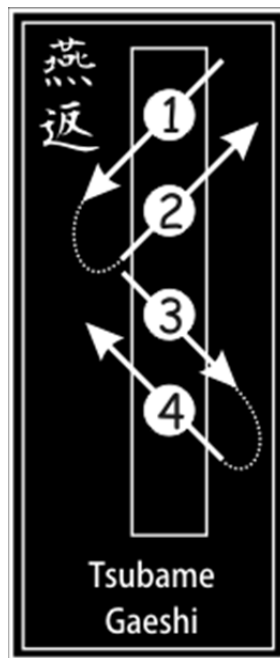
The following pages illustrate the approved cutting patterns for Division C-6, Haya Waza Giri – Advanced Specialized Cutting Technique.

## ROKUDAN GIRI



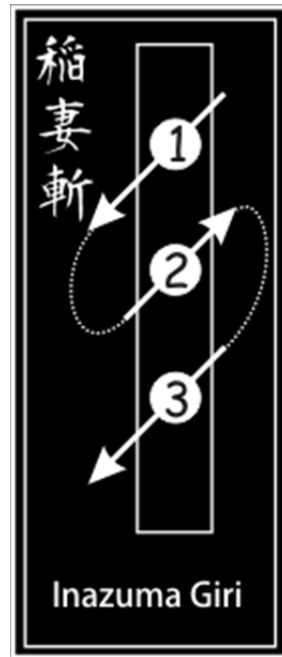
Rokudan Giri: Six cuts – Hidari Kesa (downward diagonal cut to the left), switch feet, Migi Kesa (downward diagonal cut to the right), Migi Kesa (downward diagonal cut to the right), and Gyaku kesa (upward diagonal cut to the left), Migi Kesa (downward diagonal cut to the right), and Suihei (horizontal cut to the left).

## TSUBAME GAESHI



Tsubame Gaeshi: Returning Swallow Cut - Hidari Kesa (downward diagonal cut to the left), Gyaku kesa (upward diagonal cut to the right), switch feet, Migi Kesa (downward diagonal cut to the right), and gyaku kesa (upward diagonal cut to the left). The kesa and gyaku kesa are done quickly with no pause between cuts.

## INAZUMA GIRI

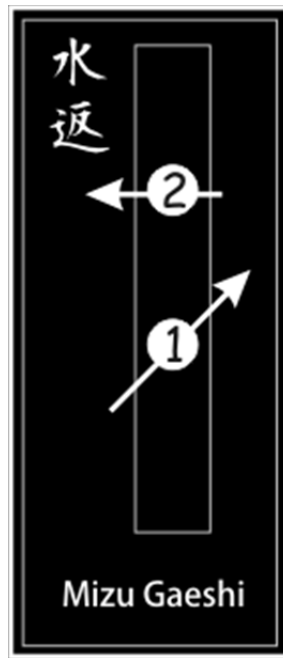


Inazuma Giri: Lightning cut - Hidari Kesa (downward diagonal cut to the left), Gyaku kesa (upward diagonal cut to the right), and Hidari Kesa (downward diagonal cut to the left). This is a fast sequence of cuts with no pauses between them. All cuts in the sequence must be completed within one second.

Gyaku-Inazuma Giri: Reverse Lightning cut - Migi Gyaku kesa (upward diagonal cut to the right), Hidari Kesa (downward diagonal cut to the left), and Migi Gyaku kesa (upward diagonal cut to the right). This is a fast sequence of cuts with no pauses between them. All cuts in the sequence must be completed within one second.

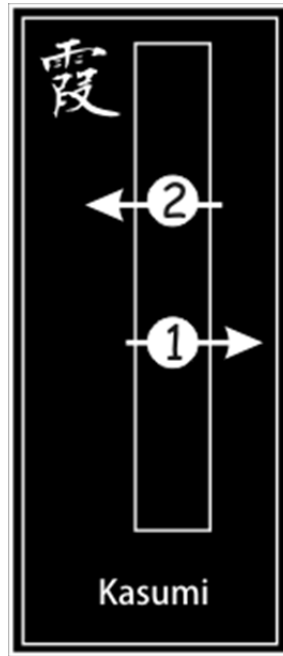


## MIZU GAESHI



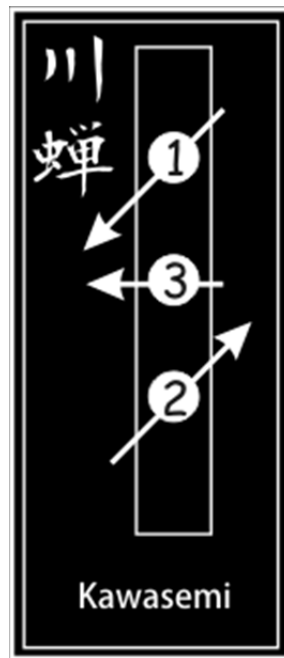
Mizu Gaeshi: Returning Water - Low Gyaku kesa (upward diagonal cut to the right) and high Suihei (horizontal cut to the left). The second cut is made on the severed section of the target before it falls.

KASUMI



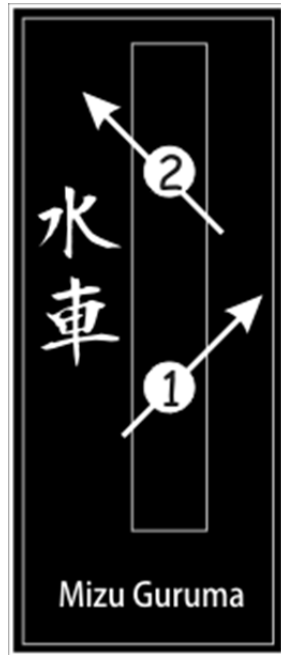
Kasumi: Mist - Low Suihei (horizontal cut to the right) followed by high Suihei.

## KAWASEMI



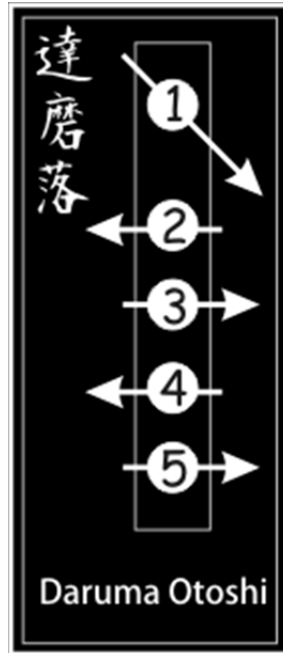
(Kawasemi: Kingfisher - Hidari Kesa (downward diagonal cut to the left), low Gyaku kesa (upward diagonal cut to the right), and middle Suihei (horizontal cut to the left). The third cut is made on the severed section of the target before it falls

## MIZU GURUMA



Mizu Guruma: Water wheel - Low Gyaku kesa (upward diagonal cut to the right) followed by high Gyaku kesa (upward diagonal cut to the left). The second cut is made on the severed section of the target before it falls.

## DARUMA OTOSHI



Daruma Otoshi: Batto Migi Kesa (downward diagonal cut to the right made as the katana leaves the saya) followed by four fast Suihei (horizontal cuts).