



PRO KYU Certifications



KYU Grade #	Nom / Name Figure	Nombre de répétitions / Repetitions			Approbation Témoin / Witness		Badge Grade
		1x 10 chances	2x 10 chances	3x 10 chances	Initial	Date	
10	Grande coupe Big cup 'Oozara'						
9	Petite coupe Small cup 'Kozara'						
8	Coupe à la base Base cup 'Chuuzara'						
7	Chandelle Candle 'Rousoku'						
6	Pique Spike 'Tomeken'					* WEB <input type="checkbox"/>	
5	Avion Aeroplane 'Hikouki'					* WEB <input type="checkbox"/>	
4	Balanoire pique Swing in 'Furiken'					* WEB <input type="checkbox"/>	
3	Tour du Japon Around Japan 'Nihon Isshuu'					* WEB <input type="checkbox"/>	
2	Tour du Monde Around the World 'Sekai Isshuu'					** WEB + VIDEO <input type="checkbox"/>	
1	Le Phare Lighthouse 'Toudai'	 3 sec.			50x Moshi Kame 2 chances	** WEB + VIDEO <input type="checkbox"/>	

* Web inscription of your grade level at: / Inscription de votre grade sur le site Web à: kyu@kingkendama.com

** KYU 2 and 1 requires a video of your performance to obtain your badge. / Le KYU 2 et 1 requièrent chacun un vidéo de votre performance pour obtenir votre badge. /

Nom / Name: _____

Get the Official
certificate and official
seal at
KendamaCanada.com
Certificat et Badge
Officiels disponibles



Kendama Game & Challenge



Instructions

General Instructions:

This sheet contains two types of instructions: the [KYU Game](#) and the [Certification](#) details.

KYU Game Intruction

You can play with dices, OR, use the “trick of the 5 fingers” if 2 or more players. Only shake your hands and on the count of three the two players indicate a value of 1 to 5 with their fingers. Fist = 0. The total (eg. 2 + 3) = 5, and 5 will be the figure to be played. **Simple and fun!**

- This game can be played alone, one to one or in teams.
- There are two game levels
 - Level 1: Game of the *Figures* in column 1x on your certificate
 - Level 2: KYU Game (KYU arrangements must be made in full, all 3 figures)
- Regulations:
 - The goal is to give a challenge to both players (or teams) for them to realize the figure in a **maximum of 3 attempts**. One player at a time: you look at the other player's attempts. If they both succeed or fail, no points. If only one out of two is successful, one point is awarded. The first who reaches 3 points (or the word KYU one letter at a time) is the **winner**.
- Variation for team play:
 - Appoint a 'King' team member (usually the one with the highest ranking).
 - If a member in the team fails his three attempts, the King has the right to save the player by making the figure that was unsuccessful. (1 try only)
 - One team at a time, we look and count the attempts of the other team playing.

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- There are 10 KYU levels, 10 being the easiest, and 10 DAN levels, 1 being the easiest. (The best in the world currently has 6 DANs).
- Each time you level you have to start at KYU #10. (**Example:** If I pass the KYU #7, I have to do KYU #10, then 9, 8 and 7 for my KYU #7)
- When you have passed the first 5 KYU Grades (confirmed by another person for each grade), you can sew your badge on your banner KYU 10-6 (left ear side in front). Send us an email at kyu@kingkendama.com to have your name listed on the website. To obtain the other KYU badges, get them at KendamaCanada.com before you ask for a new classification on KingKendama.com.

Who will be the first Level 1 KYU and the first DAN in CANADA?

See KingKendama.com for more details

