

## CRITERIA FOR EXAMINING KENDO DAN (*Kendo Dan-i Shinsa Kijyun*)

### SHO-DAN *Jitsugi- skills*

1. *chakusō* (attire)
2. *reihō* (manners)
3. *shisei-taido* (posture and attitude)
4. *kakegoe* (shouting)
5. *shinai no nigiri, kamae* (proper way of holding the *shinai* and *kamae*)
6. *ashisabaki* (footwork)
7. *kihon-teki na da-totsu* (basic blow and thrust)
8. *kirikaeshi*

*Kendo no kata* Tachi: 1-pponme ~5-honme

### NI-DAN *Jitsugi - skills*

1. *shikake-waza : kihon-teki na da-totsu no rendo* (improved level of basic skills for attacking)
2. *hakuryoku-kiryoku* (forceful power and vigor)
3. *maai no tsukai-kata* (taking appropriate *maai*)
4. *datotsu no kikai* (ability to catch the chance to attack)
5. *kirikaeshi (ren-do no aru)* (refined form of *kirikaeshi*)
6. *ojiwaza* (skill for making counter-attack)

*Kendo no kata* Tachi: 1-pponme ~5-honme

### SAN-DAN *Jitsuigi- Skills*

1. *shisei-taido* (attitude and posture)
2. *seme no aru da-totsu* (spirited offensive attack)
3. *yukō-datotsu* (effective attack for scoring)
4. *maai no tsukaikata* (awareness for proper *maai*)
5. *kihaku-zanshin* (keeping spirited mind to the end of an attack)
6. *renzoku waza* (ability to attack continuously with various *waza*)
7. *kaeshi-waza - ojiwaza* (mastery of *kaesha-waza* and *oji-waza*)

*Kendo no kata* Tachi: 1-pponme ~7-honme

### YON-DAN *Jitsugi*- Skills

1. *fūkaku - kihin - kigurai - shisei - taido* (possession of noble character, dignity and proper posture)
2. *kensaki no kiita semeai* (holding an advantageous position with effective and threatening *kensaki*)
3. *rigō no da-totsu* (proper and effective *uchi* and *tsuki*)
4. *kōgeki-ryoku to hennka eno taiō* (attacking with flexibility to cope with the opponent's varied methods of attack)
5. *zanshin*

***Kendo no kata*** Tachi: 1 ponme ~ 7 honme

Kodachi : 1 ponme ~ 3 bonme

### GO-DAN *Jitsugi*- Skills

1. *shisei - taido - kigurai - kihin* (proper posture and attitude, dignity )
2. *ken-saki ga ikiteiru* (*kamae* with the lively and effective *ken-saki*)
3. *rigō ni atta da-totsu* (*uchi* and *tsuki* according to the principle of kendo)
4. *kōgeki-ryoku to henka e-no taio no rendo* (polished attack and defense techniques)
5. *zanshin*

***Kendo no kata*** Tachi: 1 ponme ~ 7 honme

Kodachi: 1 ponme ~ 3 bonme

### ROKU-DAN *Jitsugi*-Skills

1. *shisei-taido* (proper posture and attitude)
2. *kihaku* (vigorous spirit)
3. *kihin-fūkaku* (refined and distinguished character)
4. *da-totsu no kikai* (keenly developed sense of chance for attack)
5. *waza no sae to zanshin* (superbly developed *Kendo* skills and *zanshin*)

***Kendo no kata*** Tachi: 1 pponme ~ 7 honme

Kodachi: 1 pponme ~ 3 bonme

**NANA-DAN *Jitsugi-Skills***

1. *fūkaku, hin-i* (exceptionally noble character)
2. *shisei, taïdo* (proper posture and attitude)
3. *tenouchi, tai-sabaki, sae, zanshin* (masterful hand and body movements, as well as *zanshin*)
4. *maai to datotsu no kikai no torae-kata* (keenly developed sense for proper *maai* and chances to attack)
5. *seme o chūshin to shita kōbō no ichinyo* (offence-oriented effective fighting in both offence and defence.)
6. *kensaki ga ikite-iru koto* (always keeping the *ken-saki* alive)

***Kendo no kata*** *Tachi: 1 ponme ~ 7 honme*

*Kodachi: 1 ponme ~ 3 bonme*

# 剣道段位審査基準

## 初段(実技)

- ① 着 装 ② 礼 法 ③ 姿勢・態度 ④ 掛け声
- ⑤ 竹刀の握り・構え ⑥ 足さばき ⑦ 基本的な打突
- ⑧ 切り返し

(剣道形)

太刀1本目～3本目

## 二段(実技)

- ① 仕掛け技(基本的な打突の錬度) ② 迫力・気力
- ③ 間合 ④ 打突の機会 ⑤ 切り返し(錬度のある)
- ⑥ 応じ技

(剣道形)

太刀1本目～5本目

## 三段(実技)

- ① 姿勢・態度 ② 攻めのある打突 ③ 有効打突
- ④ 間合いの使い方 ⑤ 気迫・残心 ⑥ 連続技
- ⑦ 返し技・応じ技

(剣道形)

太刀1本目～7本目

## 四段(実技)

- ① 風格・気品・気位・姿勢・態度
- ② 剣先のきいた攻め合い
- ③ 理合いの打突 ④ 攻撃力と変化への対応 ⑤ 残心

(剣道形)

太刀1本目～7本目。小太刀1本目～3本目。

## 五段(実技)

- ① 姿勢・態度・気位・気品 ② 剣先が生きている
- ③ 理合いにあった打突 ④ 攻撃力と変化への対応の錬度
- ⑤ 残心

(剣道形)

太刀1本目～7本目。小太刀1本目～3本目。

## 剣道段位審査基準 (2)

### 六 段 (実技)

1. 姿勢・態度
2. 気魄
3. 気品・風格
4. 打突の機会
5. 技の冴えと残心

#### (剣道形)

太刀1本目〜7本目。 小太刀1本目〜3本目

### 七 段 (実技)

1. 風格・品位
2. 姿勢・態度
3. 手の内・体さばき・冴え・残心
4. 間合と打突の機会のとらえ方
5. 攻めを中心とした攻防の一如
6. 剣先が生きていること

#### (剣道形)

太刀1本目〜7本目。 小太刀1本目〜3本目