

BASIC KENDO TERMINOLOGY

General:

Bogu	Kendo armor
-Do	The torso protector, can be made of bamboo or other material
-Men	The head protector, men-gane can be made of steel, aluminum or titanium
-Kote	The protective gloves
-Tare	The waist protector
-Zekken	Nameplate
Bokuto(bokken)	Wooden sword
Hakama	The pleated pantaloons
Kendogi	Kendo jacket
Motodachi	Receiver(partner)
Mudansha	Beginner to Ikkyu
Ritsurei	Standing bow
Sempai	Senior student
Sensei	Teacher
Shinai	Bamboo sword
Tenugui	Head towel
Tsuba	Shinai or bokuto handle guard
Yudansha	Dan holder
Zarei	Seated bow

Kihon(Basic techniques):

Ashi sabaki	Footwork
-Ayumi-ashi	Walking footwork
-Fumikomi-ashi	Leaping footwork
-Hiraki-ashi	Side-step footwork
-Okuri-ashi	Sliding footwork
-Tsugi-ashi	Double-step footwork
Chikai-Ma ai	Distance interval where shinai cross more than 10 cm from kensen
Choyaku suburi(haya suburi)	Jumping swings (fast swings)
Issoku-Itto-No-Ma ai	Distance interval when shinai cross at 10 cm from kensen
Jigeiko	Free sparring
Kakarigeiko	Attack practice

Kamae	Ready posture
-Chudan no kamae	The basic ready position with the shinai pointed at the opponent's mid upper section
-Gedan no kamae	The ready position with the shinai pointed at the opponent's ankle
-Jodan no kamae	The ready position with the shinai held above the forehead
-Waki gamae	The ready position with the shinai held in the rear
Ki-Ken-Tai Ichi	Synchronize of strike and spirit (Ki=spirit, Ken=sword, Tai=body)
Kirikaeshi	Repeated strikes practice
Kukan datotsu	Space striking
Oji waza	Defense-plus-counterattack techniques
Shikake waza	Offensive techniques
Suburi	Swing of the shinai
-Joge-suburi	High-low swing
-Naname suburi	Diagonal swing
To-I-Ma ai Waza	Far distance interval where kensen are about 10 cm apart Technique

Tournament terminology:

Age-kote	When the kote is held above the pit of the stomach
Aiuchi	When both opponents make datotsu simultaneously
Bassoku	A penalty for an infraction or foul
Chui	A warning. The first chui is without penalty, afterwards they shall be considered penalties
Chuken	The third contestant in a team match
Chusen	A winner selected by lot among the judges or referees
Daihyoshu-sen	Playoff be representatives in a team match
Datotsu-bu	Parts of bamboo sword at which players may gain points
Datotsu-bui	Spots of protectors to be struck or thrust
Fuho-koi-shobu ari	A winner resulting from a player's illegal act
Fukusho	The fourth contestant in a team match
Fusei-shinai shiyo	The use of an illegal shinai for a match
Fusen gachi	Default
Fusen-gachi	The winner as the result of a "no-show"
Gogi	A consultation by the referees
Hajime	The command to start a match
Hansoku	Foul play or illegal act
Hantei	A decision made by judges or referees for a winner
Hiki-wake	Match ending in a draw
Jiho	The second contestant in a team match
Jikan	Time
Kakari-In	Court staff

Sageto	Holding shinai at the left side of the body
Senpo	The first contestant in a team match
Shinpan-Cho	Referee director
Shinpan-In	Referee
Sogo-no-rei	Mutual bow at the beginning or at the end of a match
Sonkyo	Crouching position
Taisho	The fifth contestant in a team match
Taito	Ready position (bring shinai up at hip level)
Tsuba-zeriai	Competing at tsuba
Wakare	Separate
Yame	The command to stop a match
Yuko-datotsu	Effective strokes or thrusts
Zanshin	Victory awareness