

# KACHI-NUKI-HO

## "Last Man Standing"

Each team player continues to fight until they lose. Examples:

1. If Senpo-A beats Senpo-B, then Senpo-A will fight team Jiho-B.
2. If Senpo-A beats Jiho-B, then Senpo-A will fight Chuken-B.
3. If Chuken-B beats Senpo-A, then Chuken-B will fight Jiho-A.

If the match ends with a tie, then the next team members will fight. For example, if Team A Jiho and Team B Chuken tie, then Team A Chuken and Team B Fukusho will fight next. However, if one or both of the players is Taisho, then the match enters Encho.

<b>Team Section: Youth &amp; Adult KY Special "Kachi-nuki-ho"</b>									
Case 1: Three Players/ Team, Winner stay, Three points match									
Case 2: Five Players/ Team, Winner stay, One point match									
* Strongly recommended to place the strongest at the last position (Taisho).									
* NO draw (Hikiwake) for the last position (Taisho)									
<b>Case 1: Sample</b>						<b>Case 1: Sample</b>			
#1	1st SENPO	2nd CHUKEN	3rd TAISHO		#2	1st SENPO	2nd CHUKEN	3rd TAISHO	
RED TEAM		M	M, D/ K	<b>WINNER!</b>	RED TEAM		K	M/ K	
	↑	↙	↘			↑	↗	↘	
WHITE TEAM	M, K/ K	M			WHITE TEAM	K/ M, M	K/ M, K		<b>WINNER!</b>
<b>Case 2: Sample</b>									
#1	1st SENPO	2nd JIHO	3rd CHUKEN	4th FUKUSHO	5th TAISHO				
RED TEAM					M/ K/ M	<b>WINNER!</b>			
	↓	↑	↗	↘	↓				
WHITE TEAM		K/ M							