

SPIKE ! MASTERING THE KENDAMA

By The Void

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Big Cup (Oozara / 大皿)

Grip used: Pen grip



Meet Spike.

He'll be your kendama guide throughout the book.

As it rises, scoop the ken underneath and close to the ball, making sure the cross piece is vertical.



Bend your knees and lower your hand to make the catch.

Tip

Try to 'cushion' the catch, rather than letting the ball 'hit' the cup.

Tap-back (Maeuchi / 前打ち)

Grip used: Pen grip



Start with Big Cup.

Throw the ball straight up, and almost at the same time, rotate your forearm 90°. The base of the ken should gently tap the side of the ball as it is peaking.



Rotate the ken back again, to catch back in the big cup.

Tip

Don't tap too hard or the ball will fly off to the side!

Variation

Tap-on (Kajiya / かじ屋)
Keep rotating the ken in the same direction after the tap, and catch in the base cup.



*Rejected book titles #12:
To The Lighthouse*

Aeroplane (Hikouki / 飛行機)

Grip used: Ball grip

Start holding the ball a little away from your body, with the ken hanging down. Pull the ken back towards you so the string makes a 45° angle with the floor. Let go of the ken, and bend your knees...

...but then straighten them again immediately. The ken will fly up into the air, hopefully without too much spin.



Now move the ball towards the ken, taking the slack out of the string. As the ken falls, place the hole in the ball just below the spike of the ken, and bend your knees as you move the ball downwards to make the catch.

Hard variation

Add an extra spin to the ken by giving a sharp tug when the string gets to horizontal. Or how about 2 extra spins?!