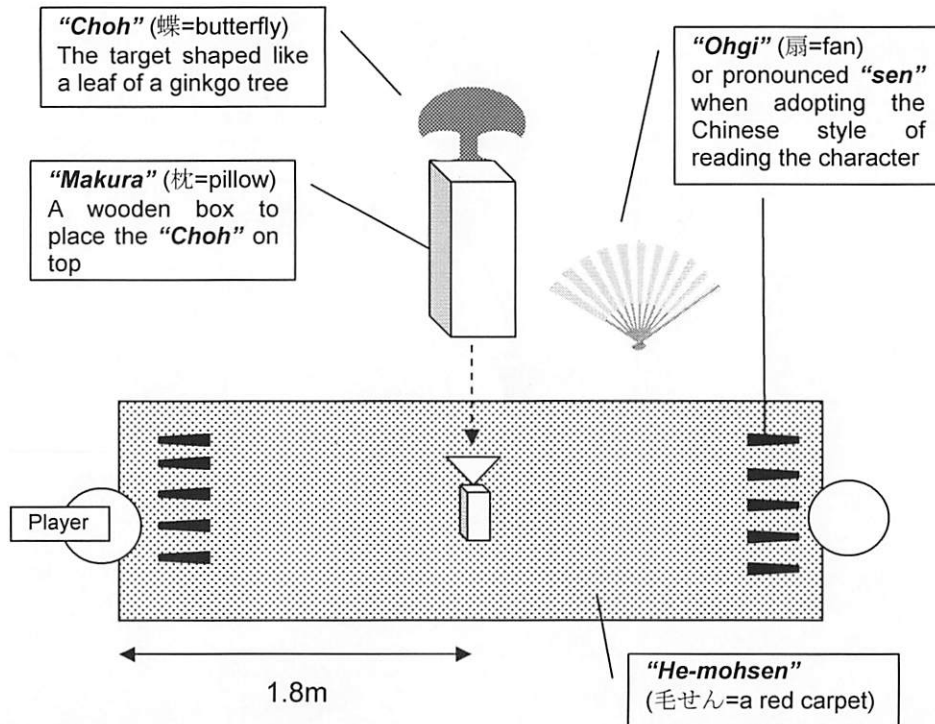


## The Origin of “*Tohsenkyo*”

Once upon a time when a man named *Tohraku-sanjin* woke up from his nap, he saw a butterfly resting on his wooden pillow. He took a fan nearby and tossed it aiming at the butterfly. The butterfly flew away, but at the same time, the fan he tossed had flown dancing into the air and settled on top of the wooden pillow. This reminded him of a game called “*Tohtsubo*” where the players attempt to throw an arrow into a jar. Totally amused by the scene, he came up with a new game called “*Tohsenkyo*”. This is said to be the origin of this elegant game that started in the Edo Period (1607-1867).

### How to play “*Tohsenkyo*”



As seen on the left chart, a red carpet, the size of two Japanese *tatami* mat, should be rolled out on the floor. The target “*Choh*” set on top of the wooden box “*Makura*” is placed in the center of the carpet. Each player kneels at a distance of about 1.8meters away from the target with 5 folded fans placed in front. A judge called “*Shisen-nin*” will sit in between the two players.

When all is set, the game starts with a bow. The players take turn in tossing the fan, opening the fan each time when their turn comes. The “*Shisen-nin*” determines the name and score after each fan is tossed. Please refer to the separate “*Tohsenkyo*” **Point Table**. Each result is classified into 24 types which were named after the Japanese card game, “100 Poems by 100 Poets”, *Hyakunin Issyu*.

Both players have a chance to toss five fans each. Once both players finish tossing all five fans, they change their sides and then toss another five fans. The person who receives the highest score at the end wins the game.

After the “*Shisen-nin*” calls out who the winner is, each player should reset the five fans back into their original place. This will be the end of the game, and should always be followed by a bow just the way when the game started.

Please note that all these information are based on the rules followed by Japan *Tohsenkyo* Preservation and Promotion Association and may differ from other schools.

Please see the next page for photographs of each score.

<p><b>Takatobi</b> (Beyond the Carpet) No point</p> <p>21</p>	<p><b>Haru-no-no</b> (Fields in Spring) 23points</p> <p>17</p>	<p><b>Miyuki</b> (Emperor's Pilgrimage) 13points</p> <p>祝杯 13</p>
<p><b>Yamaorosi</b> (Wind Blowing from the Mountain) -3points</p> <p>22</p>	<p><b>Shirayuki</b> (Snow) 30points</p> <p>18</p>	<p><b>Kumogakure</b> (Concealed in a Cloud) 13points</p> <p>14</p>
<p><b>Arashi</b> (Storm) -10points</p> <p>23</p>	<p><b>Shirotae</b> (White Silk) 40points</p> <p>19</p>	<p><b>Hashidate</b> (Bridge of Heaven) 15points</p> <p>15</p>
<p><b>Semimaru</b> (The Player Breaks a Rule) -3points</p> <p>24</p>	<p><b>Takasago</b> (Miracle Throw) 50points</p> <p>20</p>	<p><b>Momiji</b> (Autumn Leaves) 23points</p> <p>16</p>

\* 22 to 24 are penalty points subtracted from the score.

## "Tohsenkyo" Point Table

<p><b>Chidori</b> (Plover) 7points</p> <p>9</p>	<p><b>Inabayama</b> (Mt.Inaba) 1point</p> <p>5</p>	<p><b>Otome</b> (Maiden) countable</p> <p>1</p>
<p><b>Fuji</b> (Mt.Fuji) 8points</p> <p>10</p>	<p><b>Ariake</b> (Dawn) 1point</p> <p>6</p>	<p><b>Adanami</b> (Wave) countable</p> <p>2</p>
<p><b>Mikasayama</b> (Mt.Mikasa) 8points</p> <p>11</p>	<p><b>Akikaze</b> (Autumn Wind) 3points</p> <p>7</p>	<p><b>Tsurifune</b> (Fishing Boat) countable</p> <p>3</p>
<p><b>Yamazakura</b> (Mountain Cherry Tree) 10points</p> <p>12</p>	<p><b>Chiruhana</b> (Scattered Cherry Blossoms) 5points</p> <p>8</p>	<p><b>Hatsushimo</b> (First Frost) countable</p> <p>4</p>

\* The points for 1 to 3 are added after all the fans have been tossed.