

Kendama Trick Notation (v1.2)

by David Rusalleda (@rusca.kendama)

Intro

I've been thinking for quite a while now that we should have a reference place for consulting things related to the notation of kendama tricks. Partly because that would mean having in one single place every trick and modifier we know of (instead of having lots of them lost in instagram edits, youtube tutorials competition trick lists), and partly because properly and precisely understanding the break down of the existing tricks would let us see the holes and paths we haven't tried yet, thus leading us to new tricks.

So, with that in mind (and kinda inspired by Diego González's study¹ on the pen-spinning notation), I decided to put together this document, where I've tried to make sense of all the words that we use to describe our tricks (or at least of all the ones I've been able to gather).

I hope that this becomes a useful reference for all the community, and wish that anyone that may know tricks I didn't include (or that thinks I should change something) gets in contact with me² so that we all can expand this work further and make it as complete as we can.

References

The main volume of tricks and modifiers explained in this document come from the trick lists of the Kendama World Cup³ (mostly 2019-2017), the trick lists from JKA's testing levels⁴ and Skill Level Challenge⁵ and the tutorial playlists⁶ on the Sweets YouTube Channel. Also, some extra tricks have been gathered from instagram edits and short videos.

Disclaimer

This document is my attempt at understanding the way we write and break down tricks. As such, I had to make decisions on which things I feel like the building blocks of our tricks and which are just combos of other stuff (and also I sometimes decided to understand some of the trick names we have in a slightly different way than we usually do, so as to make room for variations that could lead to new tricks or to make them more similar to other existing naming). Of course, a bunch of this decisions have been my choice and I don't expect everyone to share this opinion. At the end, this is my take on how to understand this, and it doesn't pretend at all to be the truth or the "right" way of understanding it.

¹ Pen Spinning Notation and History (by Diego González) [[link](#)].

² [@rusca.kendama](#) on instagram.

³ KWC 2017 [tricks](#), KWC 2018 [tricks](#), KWC 2019 [tricks](#).

⁴ JKA's beginner-intermediate [tricks](#), JKA's advanced [tricks](#).

⁵ JKA's aerials and Skill Level Challenge [tricks](#).

⁶ Sweets' beginner [tricks](#), Sweets' intermediate [tricks](#), Sweets' advanced [tricks](#).

Table of Contents

Intro	1
References	1
Disclaimer	1
Table of Contents	2
Changes in this version	2
Kendama Trick Notation	3
Structure of a Combo	3
Grips, Tricks and Links	3
Summary Table for Grips, Tricks and Links	3
List of Grips	5
List of Start Tricks	6
List of End Tricks	7
List of Flourishes	10
List of Links	15
Some Usual Nicknames	16
Modifiers	17
Summary Table for Modifiers	17
List of Modifiers	18
List of Common Nicknames	22
The Case for Juggles (examples of juggle trick notation)	25
Closing and Next Steps	26

Changes in this version

Expanding the “links to videos of the tricks” thing I started in v1.1 in order to also include videos for the “list of common nicknames”. As last time, now you can click on the trick’s name and you’ll get to a video that shows the trick (straight to the part of the video where the trick is performed), and if I can find one the video itself will actually be a tutorial.

Kendama Trick Notation

Structure of a Combo

Any combo breakdown can be summarized in the following way (we'll see precisely which tricks belong to each of these categories in the sections that follow):

(Grip) Start trick > {: ||: (link) Flourish :|| > (link) End trick :|}

We may first define the starting grip (though only if we need to), then we start the combo with some move like a “pull up” or “swing”, then we play with the things while they're on the air (“juggles”, “kenflips”, etc) for as long as we wish, and finally we land on an end trick (something stable like “big cup” or “lighthouse” or even something balancy like “tightrope”).

Once on this end trick we can start another block of flourishes that will land on a new end trick, or call it a day and go do something else.

So in this scheme, a “start” is any way we might have of starting playing, a “flourish” is a trick that has things moving and thus cannot end by itself (needs to land somewhere), and an “end trick” is a trick that lands somewhere and thus you can stay “on it” for as long as you want (or as long as your balance skills let you, whichever is shorter).

And those bars with dots are my way of marking repetition (you can have more than one flourish before the end trick (so :|| takes you to the ||: sign), and you can go back to flourishes again after an end trick (so {:|: takes you to the :|} sign).

Also, we sometimes have extra words to specify the way we go from one trick to the next, and thats what the (link) tag stands for. These will be words like “to” or “insta”, and they're between parentheses because most of the time we don't need to write any of them.

Grips, Tricks and Links

As we've seen, my approach has been to divide everything into grips, tricks and links, where tricks can be divided in “start tricks” (ways to begin the combo, usually quite simple), flourishes (tricks that “don't land”), and end tricks (tricks that land). On top of these, we'll have the concept of “modifiers”, which are words that go before the trick in order to slightly change its meaning (think words like “inward”, “reverse” or “triple”). However, for now we'll just see the regular trick lists, and not until we've seen those we'll tackle the modifiers (since they are a whole world of their own).

Summary Table for Grips, Tricks and Links

Down below we can see a table summary of all the tricks we'll see (kinda the building blocks of kendama). After this we'll go one by one explaining how to do each of them (or you can click any of the names to jump straight to its explanation).

GRIPS	START TRICKS	FLOURISHES	END TRICKS	LINKS
<p>Ken grips: Ken grip Sara grip Candle grip Swivel grip Gunslinger grip Spacewalk grip Swivel ken grip Swivel sara grip</p> <p>Tama grips: Tama grip Penguin tama grip</p> <p>String grips: Hanging Base cup hanging Spike hanging Tornado grip</p>	<p>Placed starts: Easy [trick]</p> <p>Hanging starts: Pull up (def.) Swing Faster than gravity Hanging scroll</p> <p>Ground starts: Scooping goldfish Takoyaki</p> <p>Body starts: Cat</p>	<p>Juggles: Kenflip Gunslinger Dirty finger Thumbslinger Juggle Typhoon</p> <p>Bounces: Bungee Arm bounce Knee bounce Cloud bounce Kick Yank Gypsy flip</p> <p>Taps: Tap Cushion Clack Flick</p> <p>Flips: Flip Tre flip Barrel roll Shove-it</p> <p>Slips: Slip Nod-off [degrees] rover</p> <p>Turntables: [trick] turntable [trick] gunslinger</p> <p>Throws: Throw / toss Drop Gravity drop</p> <p>Catches: [part] catch</p> <p>Orbits: Orbit Karate chop</p> <p>Contortions:</p>	<p>Cups: Big cup Small cup Base cup</p> <p>Spikes: Spike Falling in</p> <p>Pans: Frying pan Body catch</p> <p>Stalls: Big bird Small bird Underbird Small underbird Handle stall Ring stall Wing Crescent special</p> <p>Stilts: Lighthouse Lunar Stilt Axe Belly landing</p> <p>Clasps: Stunt plane Anchor Sticky bug</p> <p>Fast swaps: [trick] fast hand [trick] fast [place] catch</p> <p>Tops: [trick] top</p> <p>Balances: Border balance Solar flare Lean house Tightrope Turntable Pause [trick] [place] Balance No hole stilt⁷</p>	<p>Joints: to (def.) Insta</p> <p>Breaks: Late Fast</p> <p>Grip changes: Trade / Swap Switch grip</p>

⁷ I think it can be in contact with the spike though?

		Rising dragon Pressure Zero gravity Body moves: Hopscotch Clap Pirouette Spacewalks: Spacewalk Mooncircle Nunchaku Hawk Swirls: Swirl Hand roll Hand wrap Zooma catch Infinite swirl Tornado Scramble Swinger Air whip Drop step	Pseudo-balances: Ladybug String hangs: Trapeze Rat tail Snake bite Catches: Catch	
--	--	---	---	--

NOTE: Take into account that some common tricks like “airplane” or “earthturn” haven’t been listed here because I’ve considered them as nicknames for simple combos. We’ll see them right before the section about modifiers.

List of Grips

A list of all the different ways we usually hold the kendama.

Most of the grips have a link to a video where you can see them (just click on the name).

TYPE	GRIP	MEANING
Holding the ken	Ken grip	All the fingers around the handle (with opposing thumb). <i>More or less the way you’d hold a tennis racket. You’d make it “stable” by placing the thumb in the cup facing you.</i>
	Sara grip	The index and thumb are placed around the space between the ken and the sarado. The middle finger is placed behind. The handle goes toward the index knuckle. <i>More or less the way you’d hold a pencil.</i> You’d make it “ stable ” by placing the two small fingers on the cup pointing down. Also you’d make it “flat” by extending the hand (palm up) and placing the string hole towards the palm.
	Candle grip	The ken is held from the spike with three fingers (thumb against index and middle), so that the big cup faces up and the string faces to the other hand.
	Swivel grip	The thumb on the big cup and the next two fingers on the small cup. The handle points out.

		You'd make it stable by pushing against the spike. This one would be the JKA's Secret Grip (or Special Grip if stable).
	Gunslinger grip	The index and middle fingers are placed (from the spike side) under the space between the ken and the sarado. The other fingers help stabilize. Used as starting grip for (non fast) gunslingers (and forward gunslingers).
	Spacewalk grip	All the fingers hold the base of the handle loosely (thumb on top). Used (usually) as the starting grip for spacewalks and similar tricks.
	Swivel ken grip ⁸	The thumb on the big cup and the next two fingers on the small cup. The handle is close to the palm. You'd make it stable by placing the free fingers around the handle.
	Swivel sara grip	The thumb on the (big?) cup and the middle and ring fingers on the small one. The handle goes towards the index knuckle as in sara grip. You'd make it stable by placing the index around the handle.
Holding the tama	Tama grip	The hand holds the tama with the hole (usually) pointing up. <i>In the penguin version the hand is rotated inwards half a rotation while the hole still points up (the string hangs between the index and the thumb).</i>
Holding the string	Hanging	The index and thumb hold the string by the middle, so that the tama fits in the sarado curve. <i>Adding the "base cup" modifier would mean it hangs in Lighthouse position. ...and we could use "spike hanging" for when it hangs being already spiked.</i>
	Tornado grip	The string is hold by the middle with all the fingers around it and the thumb pressing the string against the index side. Used as the starting grip for tornado when you start straight in tornado.

List of Start Tricks

A list of all the different ways we may start a combo (I mean, all the ones I've found...).
Each trick name is linked to a video of it (within a tutorial whenever possible).

TYPE	TRICK	MEANING
Placed	Easy [trick]	The trick is prepared with the help of the other hand (without landing it). <i>I got this from KWC 2019 Level 1.8.</i>
Hanging	Pull up (default)	Pulling so that the hanging piece goes straight up.
	Swing	Swinging the hanging piece so that it goes up by swinging in a curve.
	Faster than gravity	Starting with the hand raisen up, the hand moves quickly down towards the next trick before the hanging piece has had time to fall too much.

⁸ These two extra swivel grips (swivel ken and swivel sara) are my way of describing the differences in how we hold a swivel grip depending on the trick we're performing.

		<i>I got this from Kendama USA.</i>
	Hanging scroll	The hand with all the fingers stacked is placed with the side of the index under the big cup (and the back of the hand against the handle). Then some sort of pull up is performed so as to start the combo.. <i>This is taken from JKA's SLC Category 6.3.</i>
On the ground	Scooping goldfish	The tama is placed on the ground, and is swept (with the big cup) to the side and then up, in a single motion (ending in big cup). <i>I got this from KWC 2016 Level 1.9.</i>
	Takoyaki	The tama is placed on the ground, and pushed with the spike in order to expose the hole and spike it against the ground and up (ending in spike). <i>I got this from KWC 2019 Level 1.5.</i>
On the body	Cat	The tama starts spiked, in the back of the hand (with the big cup as the contact point). Then some sort of throw is performed to start the combo. <i>I got this from KWC 2016 Level 3.9 (it also appears in JKA's SLC).</i>

List of End Tricks

A list of all the tricks that somehow land.

TYPE	TRICK	MEANING
Cups	[which] cup	The tama lands on top of the specified cup.
Spikes	Spike	The spike is inserted in the hole of the tama.
	Falling in / "in"	The ken lands with the spike into the tama hole (tama grip). <i>We usually say just "in". Also, I'll consider "airplane" just a nickname for "swing in", so it won't have its own trick space here.</i>
Pans	Frying pan	The ken (and also the sarado) is horizontal, and the tama lands on top of the space between the spike and the sarado.
	Body catch	In swivel grip (and with everything horizontal) the tama lands in the space between the handle and the sarado. <i>I got this one from KWC 2017 Level 12.10 (it comes from another trick).</i>
Stalls	Bird	The ken is vertical (ken grip), and the tama lands with the hole on top of the big cup's bevel (and is usually stabilized against the spike). <i>If it is to be performed on the small cup we'd say "small bird".</i>
	Underbird	The ken is facing diagonally down with the big cup upwards. The tama lands with the hole on top of the big cup's bevel (and stabilized against the handle).
	Handle stall	The ken is held horizontally with the base cup facing towards the other arm. The tama lands on top of the base cup's bevel. <i>It would be kinda like a "base bird", but no one calls that.</i>
	Ring stall	The ken is held horizontally with the base cup facing towards the other arm. The tama lands on top of the slip grip.

		<p>With this one the JKA has a quite different naming⁹.</p> <p>I'll consider (their) "slip grip special" as a nickname for "swivel ring stall".</p>
	Wing	The ken is held horizontally with the small cup slightly sunk. The tama lands with the hole on top of the big cup's bevel (no more contact points).
	Crescent special	<p>The ken is held horizontally with the big cup a bit sunk. The tama lands on the sarado curve with the hole facing the inner edge of the big cup's bevel.</p> <p>This one is from JKA, used in SLC Category 4.4.</p>
Stilts	Lighthouse	<p>In tama grip, the ken lands with the base cup on top of the tama.</p> <p>Sometimes it's abbreviated "Lighty".</p>
	Lunar lander / "lunar"	<p>In tama grip, the ken lands with the big cup on top of the tama, with the handle facing away from you.</p> <p>This would be kinda like the big cup version of lighthouse.</p> <p>If it is to be performed with the small cup we would say "small lunar". If the handle is to be facing you, then the "inward" modifier is used.</p>
	Stilt	<p>In tama grip, the ken lands with the big cup's bevel on top of the tama hole and the spike facing down (and the handle facing away from you).</p> <p>This would be kinda like the bird version of lighthouse. If the handle is to be facing away from you, then it's "inward stilt".</p>
	Axe	<p>In tama grip, the ken lands with the big cup's bevel on top of the tama hole and the handle facing down and away from you.</p> <p>This would be kinda like the underbird version of lighthouse. If the handle is to be facing you, then the "inward" modifier is used.</p>
	Belly landing	<p>In tama grip, the ken lands horizontal on top of the tama hole.</p> <p>This one is from JKA, used in SLC Category 1.7.</p>
Clasps	Stunt plane	<p>In tama grip and while the ken is flying, the tama is placed onto the spike and secured by reaching further with the fingers and grabbing the ken.</p> <p>As an alternative you could also just turn the whole thing upside down after spiking, so that it doesn't fall (thus not needing the clasp part).</p>
	Anchor	<p>In tama grip, the ken is secured in a downwards lighthouse position by reaching further with the fingers and grabbing the base cup.</p> <p>Here I'm understanding "anchor" as the position. The default "anchor" trick (as in the sweet's tutorial) would be then "lighthouse, slip to anchor".</p>
	Sticky bug	<p>In tama grip, the ken lands from the side on the tama with the big cup, and it's secured by reaching with the thumb.</p> <p>I got this one from Yua (she translated it from japanese to "sticky insect", but I guess "sticky bug" is quite catchier.</p>
Fast swaps	[trick] fast hand	The specified end trick is approached by holding the piece that goes on top and placing it right over the other. Then, right before landing, the hand

⁹ They call this one "backhand slip grip special", because their "slip grip special" is swivel by default.

		<p>changes grip from the piece in the top to the piece in the bottom (so as to effectively hold the end trick).</p> <p><i>This will mean that in most tricks you'll start by holding the piece you wouldn't normally hold (e.g. in "lighthouse fast hand" you hold the ken and bring it on top of the tama).</i></p> <p><i>However, with "down spike" the hand is by default already on top, so with "down spike fasthand" (which seems to be the default "fast hand" trick) you will just change your grip from the default to the one you'd have in "falling in".</i></p>
	[trick] fast [place] catch	<p>The end trick is approached the same way as in "fast hand", but the catch after the swap is performed on a different place.</p> <p><i>This comes from "fast under the leg catch", used at KWC 2019 Level 5.9 (he lets the whole fall after the approach, and catches it under).</i></p>
Tops	[trick] Top	<p>The specified trick is balanced on top of the first two fingers (index and middle, with the hand palm down).</p> <p><i>I got this from sweets' turntable top tutorial. I'm understanding that one as "big cup, turntable to turntable top", so that we can do "top" with other tricks (e.g. "lunar top" by balancing a lunar on top of those fingers).</i></p>
Balances	Border balance	<p>The ken balances on top of the tama by the tip of the spike.</p> <p><i>Usually abbreviated as "BB".</i></p>
	Solar flare	<p>The tama balances on the tip of the spike.</p>
	Lean house	<p>The tama balances in almost lighthouse position, but staying in contact with the tama only from one side of the base cup.</p> <p><i>This one is by Cooper Eddy (2013).</i></p>
	Tightrope	<p>The string is tensed with both hands and the ken balances on top of it by the tip of the spike.</p>
	Turntable pause	<p>The specified trick (for now a turntable) is interrupted mid rotation, and thus needs to be kept in balance.</p> <p><i>I've only seen it done with turntable (KWC 2017 Level 6.7), but I guess the idea could be extrapolated to other tricks? We'll see.</i></p>
	[trick] [place] Balance	<p>The specified trick is balanced wherever specified.</p> <p><i>Thinking about JKA's "Scarecrow" in SLC Category 12.4 (which would be "candle base cup palm balance" under this document standards).</i></p>
	No hole stilt	<p>The stilt, when performed without the help of the hole (which we'd write with the "no hole" modifier), I guess becomes a balance trick.</p> <p><i>It can be made even harder by also doing it "no contact".</i></p>
Pseudo balances	Ladybug	<p>The tama is cached between the spike and the other hand's index finger.</p> <p><i>This was called "finger solar flare" on KWC 2018 Level 2.7, but that wouldn't leave room for a solar flare made on top of the finger, so "ladybug" (the name on the sweets' tutorial) feels a lot better.</i></p>
String hangs	Trapeze	<p>In tama grip, the other hand holds the string and the ken hangs from the big cup.</p>

		I'm understanding "trapeze" as the end position (so the standard "trapeze" trick would be "pull up trapeze")
	Rat tail	In ken grip, the other hand grabs the bead so that the tama hangs in the middle of the string. I'm understanding "rat tail" as just the bead catch thing.
	Snake bite	In tama grip, a whip motion is done to throw the bead towards the ken so that the bead gets stuck in it and holds it hanging.
Catches	Catch	The whole thing is caught with both hands.

List of Flourishes

A list of all the tricks that don't land (that necessarily lead into something else).

Type	Trick	Meaning
Juggles	Kenflip	While the tama is on the air, the ken is thrown so that it flips vertically (and then is caught again). It'd actually just be a "ken flip" but it has become a word of its own.
	Gunslinger	While the tama is on the air, the ken revolves around the index finger. When it's to be performed at the start, usually a gunslinger grip is used. In "forward gunslinger" the rotation will be around the middle finger. This was formerly called "revolver", but nowadays everyone calls it "gunslinger" instead. Also, the former "gunslinger" is what I'm calling "spike gunslinger".
	Dirty finger	In tama grip, while the ken is in the air, the index finger is placed under the small cup (or the cup further from you) and a gunslinger motion is performed so that the ken is thrown up again.
	Thumbslinger	In sara grip, a gunslinger motion is performed around the thumb. The usual lace would be finishing it afterwards with a "sara spike".
	Juggle	In ken grip, when the tama is in the air, the ken is thrown into a kenflip. While the ken is turning, the tama is caught and thrown again, and after that the ken is finally caught. If we're strict this would just be a specific series of swaps and turns, but it makes a lot of sense to have a name for it because of the huge amount of variations it carries.
	Typhoon	While the ken is on the air, the tama is thrown so that it flips vertically (and then is caught again).
Bounces	Bungee	The tama is dropped and immediately made bounce back up.
	[place] bounce	The flying part is made bounce on some part of the body (usually arm or knee). In the special bounce called "cloud bounce" bounce is only emulated by a

		<i>pull from throwing up the other part (thus, making it seem to bounce on top of something invisible like a cloud).</i>
	Kick	The tama is dropped and kicked sideways with the sole of the shoe, so that it comes back up in a swing motion. <i>I'm understanding "kick" as just that push with the shoe.</i>
	Yank	The tama is thrown up hard from an end trick position (usually spike) so that it gets pulled back by the string and comes back to that end trick. <i>The default "yank" trick would be "spike, yank to spike".</i>
	Gypsy flip	From a tama grip end trick (usually inward lunar), the ken is thrown forward so that at the middle of the flip the string pulls it back again to the same end trick position.
Taps	Tap	In tama grip, when the ken is on the air, the handle is hit with the tama so that it's sent up and towards the other side. By default the first tap in a series will start with the handle facing you, and then you'll alternate taps facing you with taps facing away from you.
	Cushion	In tama grip, when the ken is on the air and rotating, the handle is hit with the tama just enough so that the ken stops rotating (and thus it can easily land on the chosen end trick position).
	Clack	In sara grip, the tama is softly hit with the handle. <i>As in "clack back", which would be "big cup, clack to big cup".</i>
	Flick	The piece is pushed out by the back of the hand. <i>I got this from KWC 2018 Level 7.1 (they push the ken after a handroll).</i>
Flips	Flip	The piece that is not held is thrown and then caught back after one turn. <i>If a different amount of turns is to be done, we use rotation modifiers.</i> <i>We usually abbreviate flips that start and end in the same position as "[trick] flip". So "lighthouse flip" would be "lighthouse, flip to lighthouse"..</i>
	Barrel roll	The ken thrown so that it rotates around the handle. <i>It's usually done from lighthouses (the part closest to you goes towards the other hand) and lunars (in regular lunar the cup standing on the tama goes towards the other hand).</i>
	Shove-it	The ken is thrown so that it rotates around the sarado (as in turntable but flying). <i>The tricky part here will be avoiding the intermediate axis rotation so that it doesn't make a tre flip instead.</i> <i>This naming comes from skateboarding, and I got the trick from sweets.</i>
Slips	Slip	A change from one end position to another is performed in a way that the piece we're not holding slides to the new place. <i>As in JKA's trick "slip-on-stick", which under this grammar I'll understand as just a nickname for "frying pan, slip to spike".</i>
	Nod-off / "nod"	A change from one end position to another is performed in a way that the piece we're not holding keeps always one contact point (i.e. it should pivot but not slide).

		<p>Usually we don't specify where the "nod-off" leads to because it's common sense (e.g. "bird nod-off" is "bird nod-off to big cup" but there aren't that many other usual places it could go to, so we just abbreviate).</p> <p>However in not that usual nod-offs we do specify (e.g. "stilt nod-off to lunar"). Also, we usually just say "nod" (specially when we need the "to").</p>
	[degrees] rover	<p>The piece on top (by default the ken in a lunar) rotates in kind of turntable motion the amount of degrees specified.</p> <p>Most usual would be 360° rover (a whole turn). Also we could have 180° turns we could write as "lunar, rover to inward lunar". By default the "rover" from "inward lunar" is an "inward rover".</p>
Turntables	[trick] turntable	<p>The specified end trick is made rotate horizontally as a whole, keeping some sort of contact point with the hand (usually the index finger).</p> <p>If it is to be rotated vertically, we'd say "vertical turntable".</p> <p>The default "turntable" would be "big cup turntable" but no one says that (we just say "turntable"). Also, another usual one is "underbird turntable".</p>
	[trick] gunslinger	<p>The specified end trick is made rotate vertically in a gunslinger motion (keeping the end trick in place through all the rotation).</p> <p>The one where the end trick is just "spike" is what we used to understand as "gunslinger". Today though this "spike gunslinger" is generally nicknamed as "loaded gunslinger" or "contact slinger".</p> <p>For the sake of future variations, though (and in order to keep coherence with "bird gunslinger" and so on), I'll understand it as "spike gunslinger".</p>
Throws	Throw / toss	<p>The part that was holded is thrown up. Depending on the context this may mean throwing everything.</p> <p>In most contexts is omitted since you can derive the need of throwing from the start and end positions.</p>
	Drop	<p>Usually with end tricks this will mean letting the non-held part fall down and with flourishes letting the held part fall down. Depending on the context it can also mean dropping everything.</p> <p>tl;dr: we almost don't need/use this ever, so use it however makes sense to you given the context (and specify when you feel you need to).</p>
	Gravity drop	<p>From an end trick, the whole is turned upside down by centrifugal force and let fall so as to catch it in the inverted end trick position (e.g. from bird to stilt, from big cup to lunar, from base cup to lighthouse...).</p> <p>I got this from KWC 2018 Level 6.8 ("bird, gravity drop stilt").</p>
Catches	[part] catch	<p>The specified part (or the one that makes sense from context) was flying and is caught with the hand.</p> <p>We usually don't specify what to catch if it can be easily understood.</p> <p>The case when where we catch the whole is on the "end tricks" category.</p>
Orbits	Orbit	<p>While one part is flying, the hand with the other part goes around it as if it was on orbit.</p> <p>The default "orbit" trick would be "big cup, throw orbit to big cup".</p>

	Karate chop	<p>From an end trick, the piece on top is thrown and the non slaying hand sweeps across the gap before catching it again.</p> <p>By default you'd land in the same end trick position you started with.</p> <p>As with taps, if more than one karate chop is to be performed in a row, the hand would sweep in alternate directions.</p>
Contortions	Rising dragon	<p>From an end trick position, the hand sweeps under the slaying arm (to penguin position) and then up and around in order to go back to regular.</p> <p>This is from KWC 2019 Level 2.9 (they do it on "base cup").</p>
	Pressure	<p>From an end trick position (typically underbird), the arm goes up and rotates into penguin position right in front of the face (keeping the end trick position through all the move by centrifugal force).</p> <p>I got this from sweets. They call it "pressure underbird" and go back to underbird afterwards. However, for grammar consistency with similar things (like "underbird turntable" or "bird nod-off") I think words should be ordered the other way around ("underbird pressure").</p> <p>Also as in "bird nod-off" I'll consider that strictly speaking the trick doesn't include going back (so that we can break into something different once on that high penguin position).</p>
	Zero gravity	<p>From an end trick position (typically base cup), the arm draws an arc up and towards the other hand so that it ends up in (low) penguin.</p> <p>I got it from yotricks.</p> <p>In JKA (SLC Category 17.5) it's called "centrifugal force" (also, they do it from a bird position).</p>
Body moves	Hopscotch	<p>Without loosing the previous end trick position, you jump forward two times with the same leg before landing with both legs again.</p> <p>If performed more than once, you'd alternate legs for each repetition.</p> <p>This was used in KWC 2019 Level 1.8.</p>
	Clap	<p>In the middle of a throw, the hands are clapped once before catching whatever needs to be caught to continue the combo.</p> <p>This was used in KWC 2019 Level 1.9 (though strictly speaking that one should probably be called a "double clap" if we want to keep things easy).</p>
	Pirouette	<p>In the middle of a throw, the slayer turns around itself before catching whatever needs to be caught to continue the combo.</p> <p>This is from JKA's SLC Category 4.8.</p>
Spacewalks	Spacewalk	<p>In ken grip, after a sideways swing (towards the other hand) the ken is released so that everything turns with the string in tension. After one rotation the tama is caught in tama grip.</p> <p>Usually it's laced to airplane unless the combo keeps going.</p> <p>The special case of "double spacewalk" is nicknamed "lightning drop".</p>
	Mooncircle	<p>In ken grip, after a sideways swing (towards the other hand) the ken is released so that everything turns with the string in tension. After 1.5 turns the ken is caught in ken grip.</p> <p>Usually it's laced to swing spike unless the combo keeps going.</p>
	Nunchaku	<p>In ken grip, the tama is swung up and back, and when the tama is going under the arm (from behind) the ken is thrown slightly upwards so as to</p>

		<p>catch the tama.</p> <p><i>Usually it's laced to airplane unless the combo keeps going.</i></p>
	Hawk	<p>In ken grip, the tama is swung towards the other arm's shoulder and behind the back, and then thrown so that it rotates sideways with the string in tension. Then the tama is cached on the slaying hand side (kinda by the shoulder).</p> <p><i>This is kinda like a spacewalk variation that goes around the head, so to speak. I got it from JKA's SLC Category 17.7 (they do it twice under just the "hawk" name, but I'll consider it's just one unless specified, so that the notation stays simple).</i></p>
Swirls ¹⁰	Swirl	<p>In ken grip, the tama is swung outwards, up and over the other hand, so that the middle of the string falls onto the index of the non-slaying hand.</p> <p>Then the tama goes once around the finger, and the ken is released (thrown up and above) so as to catch the tama. Finally the ken finishes turning around the finger in order to undo the string loop.</p> <p><i>At this point we'd do an airplane unless the combo continues.</i></p>
	Hand roll	<p>In penguin tama grip, the ken is swung towards the other hand and then up and above the tama.</p> <p>Once the string has wrapped enough around the slaying hand (but before it wraps too much) the tama is released, and the slaying hand does a circular motion so as to keep tension in the string as the whole keeps spinning around it. And at some point the ken hits the back of the hand and (right after that) the hand catches it.</p> <p><i>At this point we'd do a swing spike unless the combo continues.</i></p>
	Hand wrap	<p>In ken grip, the tama is swung under the other hand (extended, palm inwards), so that the string goes under and then above and across the space between the index and the thumb.</p> <p>Once it crosses the string is pinched with the thumb and the wrist rotated to palm down, which pulls both ends to wrapping around the hand. Then the whole motion is reversed by rotating the non slaying hand back to palm inwards.</p> <p><i>Usually at this point you'd catch the tama to airplane motion.</i></p>
	Zooma catch	<p>In flat sara grip, the tama is swung far from the other hand and up, through the space between the handle and the arm and over the thumb. Then it goes around once more and the fingers are extended so that the ball lands in big cup.</p> <p><i>This one is from Zoomadanke. Usually they get out of this catch by kicking the tama with their shoe, though it also works by just doing the same motion backwards.</i></p>
	Infinite swirl	<p>The trick starts with a hand roll motion, but after releasing the tama, all the fingers except the index are closed back, and the finger is the only one doing the circular motion (which can be done indefinitely). Then at any point (but when the ken is going above the hand) the fingers are placed back and the ken is grabbed in sara grip when it gets to the hand palm.</p> <p><i>From here we can go to "sara swing to base cup" or continue the combo.</i></p>

¹⁰ I know sweets calls most of these also "spacewalk moves", but I think they need different categories depending on whether they stay in contact with the hand.

	Tornado	<p>In tornado grip, the hand makes an 8-shaped motion so that the part far from the other hand goes forward, up and above and then down, to the left and back where it started (and the other part follows the same path but delayed by half a rotation).</p> <p><i>Usually you'd come out of this by going into a handroll.</i></p>
	Scramble	<p>In tama grip, the tama is swung forward and then pulled a bit before letting it go. When releasing it, though, the hand keeps contact with the string (mostly by the middle finger) so that it ends up sliding towards the tama to catch it again.</p> <p><i>Usually you'd go to airplane from here.</i></p> <p><i>Also you could do this from sara grip, but then there's no string contact (the same motion makes the ken rotate around itself almost without displacing, so that you catch it again in the same place after one turn).</i></p>
	Swinger	<p>From a hanging grip, the whole is made rotate forward and then up and back until it gets back to where it started (without losing any end trick position it may have started in).</p> <p><i>I got this from KWC 2018 Level 8.9.</i></p>
	Air whip	<p>In sara grip, the tama is swung under the other hand (which has 3 fingers extended in an L shape). Once the string hits the fingers the thumb closes to hold it and the ken is thrown in the opposite direction the tama is going (into the space between the tama and the body). Both pieces keep rotating until the ken gets back to near the slaying hand, where it's caught.</p> <p><i>From here you could go to swing spike or continue with the combo.</i></p>
	Drop step	<p>In ken grip, the tama is swung far from the other hand and to the back, so that it goes under the legs from behind (and towards the other arm). Then the tama sweeps up and towards the side of the slaying hand and the body position is corrected (made symmetrical) so that it can go out in the same way it got in (but on the other side).</p> <p><i>I got this from Kendama USA.</i></p>

List of Links

TYPE	TRICK	MEANING
Joints	To (default)	<p>Do the next trick after the previous has ended (may pause in between).</p> <p><i>Usually it's not specified unless it makes the notation easier to read or understand.</i></p> <p><i>Also if there's a pause we usually just write a comma (,).</i></p>
	Insta	<p>After landing an end trick, start the next block of tricks without any pause in between (throw stuff again right after the trick lands).</p>
Breaks	Late	<p>The next trick specified is added to the previous one before any end trick lands.</p> <p><i>This is mainly used so as to not confuse the kenflips included in some nicknamed combos (whirlwind, juggle...) with any kenflip / whirlwind you may want add right after those (e.g. "whirlwind late kenflip" has the main</i></p>

		<i>kenflip included in the whirlwind, but then another kenflip after the spike).</i>
	Fast	With spacewalk tricks, the next trick specified interrupts the spacewalk trick by starting before the last swing is performed (i.e. the catch is to be done when the other part is still going upwards, and the next trick has to start without any extra swing after the catch).
Grip changes	Trade / Swap	The grip changes from one part of the kendama to the other in the space between one trick and the next. <i>Usually it's understood from context and thus not specified.</i>
	Switch grip	The grip is changed to something more comfortable before the next trick is performed (so as to make the next trick easier). <i>This change is to be done in a way as integrated with the combo as possible. Usually used to reset grip modifiers such as "penguin".</i>

Some Usual Nicknames

In order to make it easier to talk about modifiers, we'll first see some usual names that haven't been included in the previous list (because I understand them as small combos), but that are really common and thus they're vocabulary we want to have for an easier description of the modifiers down below.

The rest of the named things I've found (usually longer combos, and usually involving one or more modifiers), are all listed right after the modifier section.

NICKNAME	BREAKDOWN
Airplane	Tama grip: swing falling in
Earth turn	Ken grip: spike flip // spike, 1-turn flip spike
Jumping stick / "J-stick"	Tama grip: (airplane), in flip // swing in, 1-turn flip in

Modifiers

A modifier is a word we place in front of a trick so as to give information about which variation of the trick is to be performed. These range from changes in the amount or direction of rotations, changes in the place of performance of the trick, changes in the grip used for the trick, etc.

Summary Table for Modifiers

MODIFIERS			
Tricks as modifiers: [end trick] Toss	Number of rotations: [number]-turn No-turn Double / ... Half Double kenflip / ... [degrees]° Rolling Infinite	Part substitutions: Big Small Base Spike No hole No contact Ken Tama	Landing position: Regular Inward Naughty
Direction of rotation: Regular Sideways (UFO) Inward Backward Forward Reverse Vertical Tre	Number of repetitions: Double / ... x2 / ...	Body substitutions: Finger Palm Hand Knuckle paw Pinky Tongue	Direction of performance: Down
Place of rotation: Regular Forward Inward Darkside	Grip modifiers: Penguin Candle Kengrip Sara Swivel Tama Stable Backhand Flat		Place of performance: Knee Arm Cloud Flamingo Under the leg Crossed (behind the) back Backcross

NOTE: As you can see, sometimes the same word is talking about different things depending on the context (the “inward” in “inward kenflip” is talking about the direction it turns, but the “inward” in “inward lunar” is talking about the position in which it lands). Also, we sometimes have more than one word for the same concept (as with the 2 options for the number of repetitions). Thus, we’ll choose the one that makes the notation the most clear.

List of Modifiers

TYPE	MODIFIER	MEANING
Tricks as modifiers	[end trick]	<p>Flips: the flip starts and ends in the specified trick position.</p> <p>Turntables: the turntable motion is performed by keeping that end trick position during all the process (ex: “underbird turntable”).</p> <p>Gunslingers: a loaded gunslinger is performed by keeping that end trick position during all the process (ex: “bird gunslinger”).</p> <p>Hanging (grip): the pieces hanging are placed in that end trick position (ex: “base cup hanging”).</p> <p>Scooping goldfish: the tama is scooped by dragging that end trick position (ex: “base cup scooping goldfish”).</p> <p>The default turntable would be “big cup turntable”.</p> <p>The default gunslinger (currently) is the one performed only with the ken¹¹ (while the tama is on the air).</p> <p>The default scooping goldfish would be “big cup scooping goldfish”.</p>
	Toss	<p>Tap: the piece that needs to do the tap is thrown so that it does it in the air (instead of while being held).</p>
Direction of rotation	Regular (default)	<p>In the standard direction. Which means...</p> <p>Most tricks: vertically so that the bottom side goes forward.</p> <p>Lunar flips: vertically so that the handle goes up.</p> <p>Turntables: horizontally so that the side nearest to you goes left.</p> <p>Lunar rovers: horizontally so that the side nearest to you goes left.</p> <p>Sticky bug rovers: vertically so that the side near to you goes down.</p> <p>Taps: vertically so that the handle goes up.</p> <p>Stunt plane flips: vertically so that the handle goes towards you and up.</p> <p>Generally it’s omitted (unless we need to clarify).</p>
	Sideways / “UFO”	<p>Horizontally so that the side closest to the hand goes forward.</p> <p>Generally it’s nicknamed “UFO”.</p> <p>The word “UFO” alone is used as a nickname for “sideways jumping stick”.</p>
	Inward	<p>Vertically so that the bottom side goes towards you (inward).</p> <p>Lunar flips / stilt flips: not used¹² (instead it’s “regular” vs “backflip”).</p> <p>UFOs: Horizontally so that the side closest to the hand goes towards you.</p> <p>Stunt plane flips: vertically so that the bottom side goes towards you.</p> <p>Lunar rovers: horizontally so that the part nearest to you goes right.</p> <p>Ken taps: hitting the tama from behind and towards you.</p> <p>By default a rover from “inward lunar” is done “inwards”. Otherwise we would say¹³ “inward lunar regular rover”.</p>
	Backward / “backflip”	<p>Lunar flips / stilt flips: vertically so that the handle goes down whatever way it’s facing.</p> <p>Generally we shorten it to “backflip” (instead of “backward flip”).</p>

¹¹ Formerly that was called the “revolver”, and the “gunslinger” was what this notation analysis would call a “spike gunslinger” (though people usually call it “loaded gunslinger” or “contact slinger”).

¹² Lunars use the word “Inward” but that’s a position modifier (meaning the handle points inwards).

¹³ Or at least that’s my best guess / proposal.

	Forward	<p>Gunslingers: vertically so that the top side goes forward.</p> <p>Stunt plane flips: vertically so that the handle (pointing down) goes forward.</p> <p>Taps: the first tap goes in the same direction the ken was turning before¹⁴.</p>
	Reverse	<p>In the “other” direction.</p> <p>Turntables: Horizontally so that the side nearest to you goes right.</p>
	Vertical	<p>Turntables: Vertically so that the lowest part goes away from you.</p>
	Tre	<p>(lunar) flips: at the same time the ken flips vertically, it also does a barrel roll. In regular lunar the barrel roll is added by pushing the big cup towards the side of the slaying hand.</p> <p><i>This naming has its origin in skateboarding.</i></p>
Place of rotation	Regular (default)	<p>Mooncircle / spacewalk: vertically so that it swings towards the other hand.</p> <p><i>Generally it's omitted (unless we need to clarify).</i></p>
	Forward	<p>Mooncircle / swing: vertically so that it swings forward and away from you.</p> <p><i>For swings this is the default (if you need to specify you say “forward swing” instead of “regular swing”).</i></p>
	Inward	<p>Swing: making the tama go up on the inside (close to you).</p>
	Darkside ¹⁵	<p>UFOs: horizontally, on the outer side of the hand, and so that the side closest to your hand goes towards you (...so it's “inward” by default).</p> <p>Mooncircles¹⁶: vertically so that it swings away from your other hand.</p> <p><i>On “darkside UFO” the default is a 1.5 rotation, thus ending the trick with a regular UFO catch.</i></p>
Number of rotations	[number] turn	<p>Number of rotations of the flying piece before it lands (1 turn, 2 turn, 1.5 turn...)</p> <p><i>With flips we just add the number without “turn” (1.5 flip).</i></p> <p><i>When it's 1 turn (on the ken) sometimes it's called just “kenflip”.</i></p>
	no turn / “ghost”	<p>Without rotation.</p> <p><i>If a throw is involved, generally it's nicknamed “ghost”.</i></p>
	Double / ...	<p>Kenflips / gunslingers: number of rotations.</p> <p>[trick] flips: number of rotations.</p> <p><i>The words “double”, “triple”, “quadruple”, “quintuple”... are usually abbreviated as “dub”, “trip”, “quad”, “quint”, “hex”, ...</i></p>
	Half	<p>Kenflips / flips: performing a 0.5 flip.</p> <p>Spacewalk: performing a 0.5 flip, thus starting by throwing the ken to the side and straight catching the tama (like it's only the end of the trick).</p>

¹⁴ This should be developed further to take into account all the possibilities (because taps can occur in two different directions). Maybe with words like “undertap”, “push tap” and so on? who knows.

¹⁵ This is a Wyatt Bray's concept (the “darkside UFO”).

¹⁶ This is a choice of mine. Sweets calls this a “forward mooncircle” but forward already means something else (people use “forward mooncircle” for mooncircles done with a forward swing...).

	Double kenflip / ...	Juggles: how many times the ken turns in the kenflip part of the juggle (ex: “double kenflip juggle” is a juggle involving a “double kenflip”).
	[degrees]°	Rovers: amount of degrees it turns (ex: if it goes around half a circle it’s a “180° rover”).
	Rolling	Tricks involving tama turns: the tama has to rotate while it changes place, but the exact amount of rotations doesn’t matter. <i>I got this from KWC 2017 Level 12.10.</i>
	Infinite	Swirl, air whip: the trick is performed in such a way that we can keep it going for any number of rotations we like.
Number of repetitions	Double / ...	Juggles: how many times in a row you repeat the juggle motion (ex: a “double juggle” is two juggles in a row). <i>This can be combined with the “double kenflip” modifier, which can make things a bit messy. The key is that the first multiplier is for the whole, and the second for the kenflip (ex: “double triple kenflip juggle” would be two juggles, each one with three rotations in the kenflip)¹⁷.</i>
	x2 / x3 / ...	Repeating the previous block the amount of times specified. <i>The block can be from the last end trick or otherwise the part to be repeated is separated in some way (a dash, a comma, a parentheses...).</i>
Grip modifiers	Penguin	With an inward half rotation of the wrist. <i>In some trick descriptions I’ll specify whether the penguin is performed at a standard height (“low penguin”) or at the height of the face (“high penguin”).</i>
	Candle	In candle grip.
	Kengrip	In ken grip. <i>Only used when clarification needed.</i>
	Sara	In sara grip. <i>Only used when clarification needed.</i>
	Swivel	In swivel grip.
	Tama	In tama grip.
	Stable	With extra contact points between the hand and the ken. Ken grip: with the thumb on the cup facing you. Sara grip: with the two smaller fingers under the cup that faces down. Swivel grip¹⁸: with the spike pressing against the palm of the hand. Swivel ken grip: with the two smaller fingers around the handle. Swivel sara grip: with the index around the handle.
	Backhand	Frying pan: with the palm up. <i>This naming is from JKA’s SLC Category 2.2 (and some extra others).</i>

¹⁷ There are extra examples of the juggle notation after the complete list of nicknames.

¹⁸ This thing I’m calling “stable swivel grip” (for consistency with the other “stable” stuff) is what the JKA calls the “special grip”.

	Flat	<p>Sara grip: with the hand flat and the string hole facing the palm.</p> <p><i>Used in the trick “zooma catch”.</i></p>
Part substitutions	Big (default)	<p>Tricks involving the cups: Performed on the big cup.</p> <p><i>We never say just “cup”, but we do say just “bird”, “underbird” or “wing” meaning by default that they’re done on the big cup.</i></p>
	Small	Tricks involving the cups: Performed on the small cup.
	Base	Cup: Performed on the base cup.
	Spike	Taps: the tama hits the spike instead of hitting the handle.
	No hole	Stilts: balanced without the help of the hole.
	No contact	<p>Stilts: balanced without contact between the tama and the spike.</p> <p><i>I got this one from this Alex Mitchell clip.</i></p>
	Ken	<p>Doing with the ken something usually done with the tama.</p> <p>Taps: (holding the ken) the ken hits the tama with the handle. Cloud bounces: the ken is the piece that you throw up and catch.</p>
	Tama	<p>Doing with the tama something usually done with the ken.</p> <p>Spacewalks: started in tama grip and ended by catching the ken.</p>
Body substitutions	Finger	<p>On top of the index finger (palm up).</p> <p>Taps / cushions: hitting the ken with the index instead of the tama.</p> <p><i>I’m purposefully omitting “finger solar flare” from kwc since it’s already called “Ladybug” and “finger solar flare” would shadow the naming for a “solar flare” made on top of the index finger.</i></p>
	Palm	On top of the palm.
	Hand	On top of the hand (palm facing down).
	Knuckle paw	Lighthouse: On top of the index finger knuckle with the hand palm down.
	Pinky	<p>Performed by using the pinky.</p> <p>Spike: using the pinky instead of the spike.</p>
	Tongue	<p>Tap: pushing with the tongue instead of the tama.</p> <p><i>I got this from a clip by Bonz Atron (which I should find to link here).</i></p>
Landing position	Regular (default)	Lunars / stilts: with the handle facing forward (away from you).
	Inward	Lunars / stilts: with the handle facing towards you.
	Naughty	<p>Birds: the hole lands on the spike instead of the cup. Axes: the hole points to the handle instead of letting the cup land on it.</p>
Direction of performance	Down	Spike: The tama is spiked with a downward motion (and then the whole is quickly rotated afterwards so that the tama doesn’t fall back out).

Place of performance	Knee	Bounces: the flying part bounces on top of the knee (or thigh).
	Arm	Bounces: the flying part bounces on top of the arm.
	Cloud	Bounces: the flying part is made bounce by throwing the other part high so that it pulls it up (and then the thrown part is caught back).
	Flamingo	Under one raised leg. Birds / underbirds / etc: the whole is thrown under the leg in a way that keeps that end trick position through all the throw and catch process. <i>If nothing is said it's assumed to be a "flamingo spacewalk", performed usually after a regular spacewalk or any other similar trick¹⁹.</i>
	Under the leg	Catches: Under one leg, but with both feet on the ground.
	Crossed ²⁰	Involving the other side of the body (the one further from the slaying hand). Flamingo: using the leg further from the slaying hand.
	(behind the) Back	The whole is thrown behind the back and caught with the same hand.
	Backcross	Spacewalk: thrown behind the back with the other hand and caught with the slaying hand. <i>I got this naming from JKA's Aerials.</i>

Combos and Nicknames

List of Common Nicknames

All of the common names for the things I've actually considered combos when making all the lists we've seen so far (except the ones we've already seen before the modifiers section).

GROUP	NICKNAME	BREAKDOWN
Arounds	Bunny hop	Big cup, small cup. (or starting with small cup)
	Around the block	Big cup, small cup, base cup. (or starting with small cup)
	Around Japan	Big cup, small cup, spike. (or starting with small cup)
	Around the world	Big cup, small cup, base cup, spike. (or starting with small cup)
	Around Europe (around spike)	Big cup, spike, small cup, spike, base cup, spike. (or starting...)

¹⁹ In KWC 2019 Level 6.1 they do "lightning drop flamingo swap spike" (which is lightning drop, then a spacewalk under one raised leg, and then swap spike. However, that one should also be called "fast"), since the ken is going up when the tama is caught (it'd be "flamingo fast swap spike").

²⁰ This is my own way of making sense of the "super flamingo spacewalk" thing (it would be regular + flamingo + crossed flamingo).

	Candle block	Candle grip: Big cup, small cup, base cup
	Around USA (around earth turn)	Big cup, spike, flip, small cup, spike, flip, base cup, spike, flip. (or...)
	Around [trick]	Big cup, [trick], small cup, [trick], base cup, [trick], spike. (or...) With tricks like lighthouse, the spike would instead be a falling in.
	Around the stalls	Big cup, big bird, small cup, small bird, base cup, handle stall, spike.
	Everest	Candle grip: Big underbird, base cup, small underbird. This one is from JKA's SLC Category 9.6.
	Around Canada	Big cup, spike, small cup, spike, base cup, spike, penguin base cup, spike, (high) penguin big cup, spike.
	Around Denmark	Big cup, kenflip small cup, swap in, sara base cup, down spike.
	Around the Galaxy	Frying pan, bird, small cup, bird, big cup, bird, base cup, bird, flip, 1-turn in. This one is from JKA's SLC Category 17.4.
Over the valleys	Bird over the valley	Big bird, small bird. (or starting with small bird)
	Stilt over the valley	Stilt, inwards small stilt.
	Naughty bird half rotation	Naughty bird, nod to small naughty bird. This one is from KWC 2017 Level 12.4 (which was actually "around naughty bird half rotation").
Cups	Candlestick	Candle grip: base cup.
	Penguin catch	Penguin base cup.
Flips	UFO	Tama grip: (airplane), sideways J-stick. // sideways in flip
	Mars turn	(spike) UFO earth turn // sideways spike flip
	Flying top ²¹	(spike) barrel roll. (the barrel roll is made spin with the other hand)
	Hippie flip	Ken grip: pull up toss (ken) tap swap to 1-turn (in).
	Stank flip	Ken grip: pull up inward toss (ken) tap swap to 1-turn (in). I got this one from sweets (they land it on a lighthouse).
	Whirlwind	(spike) earthturn late kenflip.
	Whirlslinger	(spike) earthturn late gunslinger.
	Helicopter	(body catch) throw late UFO body catch. This one is from JKA's SLC Category 9.9.
	Rolling hop	(body catch) rolling handle stall.

²¹ This one makes me think we may need a way of saying "the other hand starts the thing" (I'm thinking some sort of modifier). Since this is not a common barrel roll because of that.

		This one is from KWC 2017 Level 12.10.
Throws	Straight air	Ghost J-stick // ghost throw to in I got it from sweets. Kendama USA calls it “zero spin”.
Spacewalks	Lightning drop	Double spacewalk (to in).
	Goon circle	Forward mooncircle fast (spike). This differs from sweets’ “forward mooncircle” which is what I called here a “darkside mooncircle” (most people already call “forward mooncircles” the mooncircles made towards the front, and given we had the “darkside” modifier from “UFO”, I decided to go with that one).
	Super flamingo	Spacewalk, flamingo spacewalk, crossed ²² flamingo spacewalk. The same concept can be extended to other tricks, as the “bird super flamingo” in KWC 2019 Level 9.9 (if nothing else is said we mean it’s a “super flamingo spacewalk”).
	Butterfly dance	Mooncircle mooncircle (spike). This one is from JKA’s Aerials n°8.
	Spacewalk mooncircle	Spacewalk, tama spacewalk. This one is from JKA’s Aerials n°7.
Swirls	Butterfly	Infinite air whip.
	Shinma special	Swing spike, double swing spike.
Airplanes	Rising airplane	Ken grip: Back throw to airplane. This one is from JKA’s SLC Category 2.1.
	Hyper rising airplane	Ken grip: Back throw reverse super flamingo. // Back throw reverse crossed flamingo spacewalk reverse flamingo spacewalk to in. This one is from JKA’s SLC Category 11.1.
	Cat jumping stick	Easy cat, flick tama catch 1-turn in. I got this one from KWC 2016 Level 3.9 (it also appears in JKA’s SLC Category 11.4 as “beckoning cat”).
	Gale drop	Ken grip: Swing swap to in. This one is from JKA’s Aerials n°10.
Taps	Clack back	Sara grip: Base cup, clack base cup.
	Baseball	Sara grip: Base cup, clack drop swing to base cup. The original baseball from the JKA was kinda like an around on this.
Slides	Drift	Lighthouse, slip to anchor insta slip to lighthouse.

²² This “crossed” modifier is my proposal for when we involve the “other” side of the body.

		<i>I got this one from sweets.</i>
Stalls	Slip grip special	Stable swivel grip: ring stall.
Juggles	Windmill	Gunslinger base cup, gunslinger base cup, gunslinger spike. <i>This is from JKA's SLC Category 14.7, though I don't think he's doing those gunslingers as gunslingers (some feel like kenflip).</i>
	Loaded gunslinger / contact slinger	Spike gunslinger.
	Kenflip-flip-flip...	Kenflip late kenflip late kenflip... <i>When several single late kenflips are to be done in a row, we usually abbreviate each of them (except the first) as just an extra "-flip".</i>
	Hanging scroll flip	Hanging scroll, pull up flick flip to spike.
Balances	Scarecrow	Candlestick palm balance // base cup palm balance
String hangs	Trapeze jump rope	Trapeze, small trapeze.

The Case for Juggles (examples of juggle trick notation)

Since juggles are quite a special case (because of the huge amount of variation they allow due to the implied kenflip within them), I thought I'd give a quick table of juggle examples so that we can see how we may manage their writing.

NOTATION	MEANING
double juggle	Two juggles in a row.
double kenflip juggle	One juggle whose kenflip turns twice.
double kenflip to juggle	Pull up, two (late) kenflips and then a juggle.
triple double kenflip juggle	Three juggles in a row, where in each juggle the kenflip turns twice.
juggle late kenflip	A juggle (with its own kenflip) and then an extra kenflip before landing.
juggle triple late kenflip	One juggle and then an extra 3-turn kenflip before landing.
juggle late kenflip-flip-flip	One juggle and then three single kenflips in a row before landing.
triple juggle late kenflip	Three juggles in a row, each one with an extra kenflip before the next.
double juggle to juggle late kenflip	Three juggles in a row, where the last one has an extra kenflip.

Closing and Next Steps

So... this is what I've been doing in my free time for the last 2 weeks. It's been a bit tough at the beginning (not knowing how to approach it), but things have gradually fallen into place.

I still have some modern tricks listed that I didn't include in this first version of the study (mostly from Dave Cher's Top Kendama Tricks of the Week²³, but also some string tricks from sweets' tutorials and some tricks I saved on instagram²⁴).

However I feel like this will do as a first quite thorough version of all this, and I also feel I'll get a lot more ideas and tricks to include once I publish it somewhere and people can check it and try to think which of the tricks they know I've left out.

So again, I hope this is useful, and if you think I should add something just let me know!

Rusca.

²³ Top Kendama Tricks of the Week, by Dave Cher [[YouTube](#)].

²⁴ Some of which I don't even know the name of.