1st Degree to 2nd Degree Black Belt Requirements

1st SEGMENT TEST @ 6 MONTHS

A. Classical Basics

B. Kicking Basics

- a. All Under Belt Kicks
- b. 10 Standing Side Kicks

C. X-Ray Paper Kicks

- a. All Under Belt Kicks (both legs)
- b. Spin Wheel Kick (both legs)
- c. Step Through Spin Wheel Kick (best leg)
- d. 20 Round Kicks (best leg)
- e. Tornado Kicks (both legs)
- f. 10 Tornado Kicks (best leg)

D. Pad Kicks

- a. All Under Belt Kicks (both legs)
- b. Back Leg Thrust Kick Defensive Side Kick
- c. Offensive Side Kick Defensive Turn Side Kick
- d. 360 Side Kick (both legs)
- e. 360 Round Kick (best leg)

E. Sparring

F. Samurai Sword Techniques

- a. Sword Blocks
- b. Sword Cuts
- c. Sword Theory & Movement
- d. Bunkai #1
- e. Sword Sparring

2nd SEGMENT TEST @ 12 MONTHS

A. Classical Basics

B. Kicking Basics

- 1. All Under Belt Kicks
- 2. 10 Standing Side Kicks

C. X-Ray Paper Kicks

- 1. All Under Belt Kicks (both legs)
- 2. Spin Wheel Kick (both legs)
- 3. Step Through Spin Wheel Kick (best leg)
- 4. 20 Round Kicks (best leg)
- 5. Tornado Kicks (both legs)
- 6. 10 Tornado Kicks (best leg)

D. Pad Kicks

- 1. All Under Belt Kicks (both legs)
- 2. Back Leg Thrust Kick Defensive Side Kick
- 3. Offensive Side Kick Defensive Turn Side Kick
- 4. 360 Side Kick (both legs)
- 5. 360 Round Kick (best leg)

E. Sparring

- F. Self-Defense
 - 1. All Under Belt Self-Defense

- 2. Bear Hug Low Arm Trap (Open hands, slide one arm out and elbow to attackers face, slide other arm out and elbow to face.)
- 3. Bear Hug Under the Arms (Squat and lean forward Swing Elbows

G. Knife & Gun Self-Defense

When to Defend Against a Knife or Gun:

- 1. If an assailant wants money or a possession there is no need to defend against a knife or attempt a disarm. It is recommended that a person in this situation throw the possession on the ground near the assailant and run the other way.
- 2. If an assailant with a weapon is trying to force you into going somewhere with them like in an automobile, or into a room or dwelling then this is a time to think about fighting back. Experts and Police tell us that a person who is forced to go somewhere usually does not live through that crime.
- 3. Home Invasion. You home can be your castle or it can be your prison if an intruder can get inside. If you can tell that the intruder is going to take possessions and leave, then let him. If the intruder is planning more than that, then this is a time to think about fighting back.

Principles of Knife Defense

- 1. <u>Risk</u> If you defend against a knife you will get cut. Your goal is to minimize the exposure to life threatening cuts that will cause you to bleed out.
- 2. Stances -
- a. Fighting Stance with hands turned in to protect major arteries
- b. Fighting Stance with hand covering neck and heart. (Similar to sparring fighting stance.)
- 3. <u>R-CAT</u> = Redirect, Control, Attack and Take away. Redirect t the weapon, control the weapon, attack the assailant, and take away the weapon. As Black Belts, we are experts in striking deadly and painful blows, use that to your advantage.
- 4. <u>Lever</u> While it is obvious that we need to stay away from the tip and the blade of a knife, the sides can spine can be used as a lever to disarm and to take the weapon away from an assailant.
- 5. <u>Appear to Submit</u>- All knife and gun defenses start with the psychological warfare of pretending to submit to your attacker. Begin to raise your hands as you verbally acknowledge that you will do what the attacker is asking. If you are in range, this is the best time to suddenly make your move.

Knife Defenses

- 1. <u>Knife Point to Throat #1</u> Double Palm Heal Disarm
- 2. <u>Knife Point to Throat #2</u> Right inside slap, left hand crosses underneath, and grabs assailants wrist, right chop to pressure point on attackers neck.
- 3. <u>Blade to Neck from Behind</u> Both hands pull on attackers knife hand to remove knife from throat, left foot steps behind attacker, push shoulder against attackers elbow to create joint manipulation and take down, disarm.

Gun Defenses

- 1. <u>Gun to Chest</u> Turn body as left hand reaches over the top and controls the gun, use body mass to turn into the attacker hitting attacker in the face with an elbow and breaking the gun grip and disarming.
- 2. <u>Gun to Head in Front</u> Bend knees as you grab gun with both hands pointing it upward, turn gun toward assailant as you pull down to disarm.

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B. Kicking Basics

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C. X-Ray Paper Kicks

- a. All Under Belt Kicks (both legs)
- b. Spin Wheel Kick (both legs)
- c. Step Through Spin Wheel Kick (best leg)
- d. 20 Round Kicks (best leg)
- e. Tornado Kicks (both legs)
- f. 10 Tornado Kicks (best leg)

D. Pad Kicks

- a. All Under Belt Kicks (both legs)
- b. Back Leg Thrust Kick Defensive Side Kick
- c. Offensive Side Kick Defensive Turn Side Kick
- d. 360 Side Kick (both legs)
- e. 360 Round Kick (best leg)

E. Sparring

F. Sparring Theory & Techniques

There is a lot more to sparring than at first meets the eye. Most people think that fighting is just a matter of hitting someone. But what separates one dimensional street fighters from trained master fighters is a vast understanding and knowledge of combinations, techniques, footwork, movement and strategy that is known as Sparring Theory.

In the Martial Artists quest to become a Master, he/she develops a deeper understanding of fighting then the average person could ever imagine. Your sparring theory training for 2nd, 3rd, and 4th degree will bring you down the path to true Mastery.

Techniques & Strategy

- 1. Counter Attack
- 2. Jam
- 3. Create an Opening
- 4. X- Block Jam
- 5. Pull the Lever Jam
- 6. Slide vs. Skip
- 7. Faking and False Tension
- 8. Red Zone 3 choices Move, Hit or Get Hit
- 9. Fade Side Kick
- 10. Hour Glass Stance
- 11. How to Establish Respect for Your Territory
- 12. Burn the Clock Footwork: to move right- right foot moves first, to move left left foot moves first.
- 13. Danger Zone Cut the Angle Footwork- Back foot moves first.
- 14. First 10 Seconds rule
- 15. Happy Feet
- 16. Telegraph Technique
- 17. False Sense of Security Technique
- 18. Movement vs. Blocking
- 19. Cut the Angle vs. Round About to avoid contact when getting out of a corner.
- 20. Hitch Round Kick
- 21. Bill "Superfoot" Wallace

- 22. Kamakazi Ridge Hand
- 23. Target Selection hitting what is open with appropriate technique.
- 24. 2 inches in, 1 inch back
- 25. Shoot the gap
- 26. When to throw defensive Side Kick
- 27. Fist position for maximum power
 - a. palm down to face
 - b. palm sideways to solar plexis
 - c. palm up to gut

BEGIN SCREENING PROCESS

- 1. Screening process will comprise all 3 Segment Tests
- 2. At this point the Testing Candidate needs to find a partner and develop their own custom selfdefense demonstration.
- 3. Candidate must attend at least 2 classes per week and pass all 4 Screenings to be allowed to test for 2nd Degree Black Belt.
- 4. Candidate must pass National Karate History & Traditions test with a score of 100% correct.

1st DEGREE TEST @ 24 MONTHS

Please print last page and give to your instructor.

2nd DEGREE BLACK BELT REQUIREMENTS

This form must be printed and returned to your instructor

Name:			

Phone:_____

Email:_____

1. Time in Rank - Active participation for a minimum of 24 months. You need to be in a minimum of one Black Belt class per week and or sparring class to be active.

2. Successful completion of 3 exam segments which will be conducted on the monthly school exams:

Date Promoted to 1st Degree: / /

Date Completed 1st Segment 6 Months Minimum: / /

Date Completed 2nd Segment 12 Months Minimum: / /

Date Completed 3rd Segment 18 Months Minimum: / /

2nd Degree Exam - 24 Months Minimum

3. Attend Minimum of 3 Black Belt Exams

Date of 1st Exam: / /

Date of 2nd Exam: / /

Date of 3rd Exam: / /

4. Attend and participation in a minimum of 3 NK sponsored tournaments as an official or competitor:

Date of 1st Tournament: / /

Date of 2nd Tournament: / /

Date of 3rd Tournament: / /