4th to 5th Degree Black Belt Requirements

After 17 years of diligent training, 5th Degree is finally the level at which the title "Master" is earned.

A 5th Degree Black Belt is someone who has procured a "mastery" of the martial arts through years of training and instruction. National Karate instructs in the arts of Tae Kwon Do, Karate, Kickboxing and Weaponry (Bo Staff & Samurai). Self-Defense skills also include Hand to Hand Combat, Knife and Gun Defense and portions of Judo takedowns and throws. These are the arts and skills that a National Karate 5th Degree will master.

In addition to the physical skills and knowledge, a Master of the martial arts must also be able to impart their knowledge to others. One of the tenants of the martial arts has always been that you understand the art deeper when you have to teach it to someone else.

So what is the curriculum for someone testing for 5th Degree? In a word... Everything!

Since the 5th Degree Candidate is becoming a true Master, he/she must know and demonstrate true mastery of every kick, self-defense, form, sparring technique, throw, sword skill and all the rest of the vast National Karate curriculum from White Belt through 5th Degree. In addition, the person attaining the Master rank must show proficiency in the classroom and as a tournament official.

1st SEGMENT TEST @ 18 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. Board Breaks** Candidate will perform 4 board breaks using strikes of their own choosing. Breaks will be demonstrated on segment tests, screenings and on exam day.

F. Sparring

- 1. Single Sparring
- 2. 2 on 1 Sparring

G. 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 Sid Kick
- 27. Fist position for maximum power
 - a. palm down to face
 - b. palm sideways to solar plexis
 - c. palm up to gut

H. Samurai Sword Techniques

- 1. Sword Blocks
- 2. Sword Cuts
- 3. Sword Theory & Movement
- 4. Bunkai #1 and Bunkai #2
- 5. Sword Sparring

2nd SEGMENT TEST @ 36 MONTHS

B. Under Black Belt Self-Defense - White - Brown with Double Black Stripe

- 1. Wrist Grab (White Belt)
- 2. ETC...
- 3. ETC...
- 4. See Black Stripe Curriculum for all under Belt Defenses.

C. Black Belt Self-Defense (Hand to Hand)

- 1. Bear Hug Low Arm Trap (Open hands, slide one arm out and elbow to attackers face, slide other arm out and elbow to face.)
- 2. Bear Hug Under the Arms (Squat and lean forward Swing Elbows
- 3. Headlock from Behind (Secure attackers arm, drop right knee and rotate body, flipping attacker over shoulder)

D. Club Defense

Club Attack to Head – (Step in toward attacker inside the range of the weapon and execute a left high block, then reach your right hand under the attackers arm, grab your own wrist and execute a figure 4 joint lock, do a deep knee lunge with your left foot for take down and weapon disarm)

E. 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. Knife Point to Throat #1 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.
- 4. <u>Knife Thurst to Body</u> (Right Hand Attack) Defenders steps in and to the side with left foot executing an outside downward cast block with the right hand, then slip behind attacker and execute a choke out.
- 5. <u>Knife Thrust to the Body #2</u> Step left and in with left foot, right sudo block and control attackers knife hand, round kick to the abdomen.
- 6. <u>Knife Slash to Neck</u> (Right Hand Attack) Step straight into attacker (inside knife range), and execute double chop to attackers wrist and bicep (medial nerve), right chop to neck (hitting pressure point), step under attackers arm and perform joint manipulation take down (shoulder to elbow applying pressure to the ulna nerve).
- 7. <u>Ice Pick</u> (Right Hand Attack) slide left and in while executing a left downward brush block driving knife into attackers knee, ridge hand to attackers nose.

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.

- 3. <u>Two Handed Gun Grip to Head or Body</u> Deflect gun away with left hand (thumb), swim hand in between attackers hand, pry up and rotate gun toward attacker. Back away pointing gun at attacker
- 4. <u>Two Handed Gun Grip Pointing at Another Person</u> Approach from behind and quickly execute the same defense as number one.
- 5. <u>Gun to the Back</u> Spin sudo block and control attackers gun arm with the left hand, and palm heal to the face with the right hand, reach across with right hand to disarm gun, use gun butt to strike attackers face, step through hip throw. (Careful to keep gun pointing away form you.)

F. Pressure Point Self-Defense

- 1. Ear Socket
- 2. Upper lip / nose bridge
- 3. Tracheal Socket
- 4. Thumb Web
- 5. Carotid Artery / Neck
- 6. Ulna Nerve (Behind Elbow)
- 7. Thigh Nerve
- 8. Medial Nerve (Arm)
- 9. Forearm Nerve
- 10. Base of Skull

3rd SEGMENT TEST @ 54 MONTHS

I. Forms / Kata

- 1. Genesis
- 2. Wan Jan Yung
- 3. She Yung Bo
- 4. Discovery
- 5. Kato-San
- 6. Kim Chung Su
- 7. Fundoshin

BEGIN SCREENING PROCESS

- 1. Screening process will comprise some or all of the 3 Segment Tests.
- 2. Candidate must have instructed or assisted in (X number) of classes.
- 3. Candidate must have officiated in (X number) of tournaments.
- 4. Candidate must pass National Karate History & Traditions test with a score of 100% correct.
- 5. Candidate will demonstrate the martial arts techniques that highlight their skills at the final Black Belt Exam. (Per Approval of Master Nelson).

5th DEGREE TEST @ 60 MONTHS

5th 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 60 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 2nd Degree: / /
Date Completed 1st Segment 18 Months Minimum: / /
Date Completed 2nd Segment 36 Months Minimum: / /
Date Completed 3rd Segment 54 Months Minimum: / /
5 th Degree Exam 60 Months Minimum
3. Attend Minimum of 6 Black Belt Exams
Date of 1st Exam: / /
Date of 2nd Exam: / /
Date of 3rd Exam: / /
Date of 4th Exam: / /
Date of 5th Exam: / /
Date of 6th Exam: / /
4. Attend and participation in a minimum of 8 NK sponsored tournaments as an official or competitor:
Date of 1st Tournament: / /
Date of 2nd Tournament: / /
Date of 3rd Tournament: / /
Date of 4th Tournament: / /
Date of 4th Tournament: / /
Date of 5th Tournament: / /
Date of 6th Tournament: / /
Date of 7th Tournament: / /
Date of 8th Tournament: / /