









# JUDO BLACK BELT SOUTH AFRICA ASSOCIATION MUDANSHA (UNDER BLACK BELT) SYLLABUS

# YONKYU (4th Class Blue Belt)

### **GENERAL REQUIREMENTS FOR YONKYU**

#### 1-APPLICANT MUST BE A MINIMUM AGE OF 13 YEARS OLD.

- 3-APPLICANT MUST HAVE EXCELLENT ATTENDANCE IN ALL CLASSES, WORKOUTS, CLINICS AND SEMINARS IS REQUIRED.
- 4-APPLICANT MUST HAVE A FUNCTIONAL, WORKING KNOWLEDGE OF THE JAPANESE TERMINOLOGY USED IN JUDO.
- 5-APPLICANT MUST HAVE A WORKING, FUNCTIONAL KNOWLEDGE OF THE HISTORY OF KODOKAN JUDO.
- 6-APPLICANT MUST BE CURRENTLY CERTIFIED OR ACCREDITED IN CPR WITH A VALID, RECOGNIZED AGENCY.
- 7-APPLICANT MUST BE HAVE ACTIVELY STUDIED AND TRAINED FOR A MINIMUM PERIOD OF TIME OF ONE (1) YEAR. (THIS IS A MINIMUM-NOT STANDARD TIME IN GRADE.)
- 8-APPLICANT MUST DEMONSTRATE SKILLFUL JUDO IN BOTH STANDING AND GROUNDFIGHTING DURING RANDORI.
- 9-IF APPLICANT IS A COMPETITIVE ATHLETE, HE MUST EARN A MINIMUM OF TEN (10) PROMOTION POINTS OR WIN THE PROMOTION BY BATSUGAN (SEE EXPLANATION BELOW).
- 10-APPLICANT MUST KNOW BOTH THE JAPANESE AND ENGLISH TERMINOLOGY FOR ALL THE TECHNIQUES HE OR SHE IS REQUIRED TO DEMONSTRATE AS WELL AS KNOW THE REQUIRED JAPANESE TERMINOLOGY AS USED IN JUDO AND LISTED IN THIS SYLLABUS.

### PROMOTION POINTS AND BATSUGAN (FIELD PROMOTION)

1-IF APPLICANT IS A COMPETITIVE ATHLETE, HE MUST EARN TEN (10) PROMOTION POINTS SINCE HIS LAST PROMOTION TO GOKYU. PROMOTION POINTS ARE EARNED IN THE FOLLOWING WAY: 2 POINTS-FOR DEFEATING AN OPPONENT OF HIGHER RANK OR OPPONENT OF EQUAL RANK IN INTERNATIONAL TOURNAMENT.

1 POINT-FOR DEFEATING AN OPPONENT OF EQUAL RANK OR OPPONENT OF LESSER RANK IN INTERNATIONAL TOURNAMENT.

½ POINT-FOR DEFEATING AN OPPONENT OF NO MORE THAN TWO (2) RANKS LOWER THAN APPLICANT.

2-IF APPLICANT IS A COMPETITIVE ATHLETE AND DEFEATS 5 OPPONENTS OF EQUAL OR HIGHER RANK IN THE SAME TOURNAMENT BY IPPON VICTORIES (INJURIES OR KIKEN GACHI AND OPPONENTS WHO HAVE WITHDRAWN OR FUSEN GACHI DO NOT COUNT), HE WILL BE PROMOTED BY BATSUGAN TO THE NEXT RANK (IN THIS CASE YONKYU).

3-IF APPLICANT IS A COMPETITIVE ATHLETE AND DEFEATS 7 OPPONENTS OF EQUAL OR HIGHER BELT RANK IN THE SAME TOURNAMENT (INJURIES OR KIKEN GACHI AND OPPONENTS WHO HAVE WITHDRAWN OR FUSEN GACHI DO NOT COUNT), HE WILL BE PROMOTED BY BATSUGAN TO THE NEXT RANK (IN THIS CASE YONKYU).

TIME IN GRADE SCALE

10 promotion points earned1 years' time in grade as Gokyu7 promotion points earned1 ½ years' time in grade as Gokyu5 promotion points earned2 years' time in grade as Gokyu3 promotion points earned2 ½ years' time in grade as Gokyu2 or less promotion points earned3 years' time in grade as Gokyu











### **NAGE WAZA (THROWING TECHNIQUES)**

GOALS-EXCELLENT FUNCTIONAL SKILL AND UNDERSTANDING OF THROWING TECHNIQUES.
APPLICANT MUST HAVE A GOOD, FUNCTIONAL UNDERSTANDING AND ABILITY AT GRIP FIGHTING
AND DEMONSTRATE EFFECTIVE, FUNCTIONAL AND REALISTIC GRIPPING SKILLS WHEN
DEMONSTRATING THE FOLLOWING TECHNIQUES LISTED.

### APPLICANT MUST DEMONSTRATE AND UNDERSTAND CONCEPT OF:

**KUZUSHI** - UNBALANCE or BALANCE BREAKING

TSUKURI - FIT IN or ENTRY

**KAKE** - EXECUTE TECHNIQUE

# **DEMONSTRATON OF NAGE WAZA (THROWING TECHNIQUES)**

1-APPLICANT SELECTS AND DEMONSTRATES *FIVE (5)* TECHNIQUES FROM THE DAI IKKYO.



2-APPLICANT SELECTS AND DEMONSTRATES **THREE (3)** TECHNIQUES FROM THE DAI NIKYO.













### 3-APPLICANT SELECTS AND DEMONSTRATES THREE (3) TECHNIQUES FROM THE DAI SANKYO.



### 4-APPLICANT SELECTS AND DEMONSTRATES TWO (2) TECHNIQUIES FROM THE DAI YONKYO.



### 5-APPLICANT SELECTS AND DEMONSTRATES <u>TWO (2)</u> TECHNIQUES FROM THE DAI GOKYO.













### 6-APPLICANT SELECTS AND DEMONSTRATES ONE (1) TECHNIQUES FROM THE HABUKARETA WAZA.

OBI OTOSHI

- BELT DROP



SEOI OTOSHI

- SHOULDER DROP



YAMA ARASHI

- MOUNTAIN STORM



■ O SOTO OTOSHI - MAJOR OUTER DROP



■ DAKI WAKARE - HOLDING SEPARATION THROW



■ HIKKOMI GAESHI - PULLING COUNTER THROW













TAWARA GAESHI - BALE COUNTER THROW



UCHI MAKIKOMI - INNER WINDING THROW



7-APPLICANT SELECTS AND DEMONSTRATES ONE (1) TECHNIQUES FROM THE SHINMEISHO NO WAZA.

- MOROTE GARI - BOTH HANDS REAP
- KUCHIKI DAOSHI (OR TAOSHI) DEAD TREE DROP
- KIBISU GAESHI
- HEEL COUNTER THROW (Grab the inside/outside heel and push back (Ko-Uchi))
- UCHI MATA SUKASHI
- DAKI AGE
- TSUBAME GAESHI
- KO USHI GAESHI
- O UCHI GAESHI
- O SOTO GAESHI
- HARAI GOSHI GAESHI
- HANE GOSHI GAESHI
- KANI BASAMI
- O SOTO MAKIKOMI
- KAWAZU GAKE

- ONE ARM SHOULDER THROW IPPON SEOI NAGE

- INNER THIGH AVOIDANCE THROW (Evade and hand throw)
- HOLDING LIFTING THROW (Pick up till shoulder height \_Illegal)
- SWALLOW FLIGHT COUNTER THROW
- MINOR INNER THROW COUNTER (when attacked K/U evade and twist & throw)
- MAJOR INNER THROW COUNTER (Clip his attacking foot or the other foot)
- MAJOR OUTER THROW COUNTER (Counter with the same throw)
- SWEEPING HIP THROW COUNTER (like utsuru goshi, but sweep the standing leg)
- SPRINGING HIP THROW COUTNER (Pick up, Twist and sweep the standing leg) - CRAB SCISSORS THROW
- MAJOR OUTER WINDING THROW
- LEG ENTWINING THROW (Grab uke's neck hook from the inside and fall with)
- SODE TSURIKOMI GOSHI SLEEVE LIFTING PULLING HIP THROW

### RENRAKU WAZA/ CONTINUATION OR COMBINATION TECHNIQUES

GOAL-DEMONSTRATE A REALISTIC CONTINUATION OR COMBINATION OF ONE THROWING SKILL TO ANOTHER.

1-DEMONSTRATE A FOOT THROW TO ANY OTHER THROW.

2-DEMONSTRATE A FORWARD THROW TO ANY OTHER THROW.











# RENRAKU WAZA/ CONTINUATION OR COMBINATION TRANSITION FROM STANDING TO GROUNDFIGHTING TECHNIQUES

GOAL-DEMONSTRATE REALISTIC TRANSITION FROM A THROW TO GROUNDFIGHTING.

- 1-DEMONSTRATE ANY THROW TO ANY OSAEKOMI WAZA.
- 2-DEMONSTRATE ANY THROW TO ANY KANSETSU WAZA.
- 3-DEMONSTRATE ANY THROW TO ANY SHIME WAZA.

RENRAKU WAZA/CONTINUATION OR COMBINATION TECHNIQUES FROM ONE GROUNDFIGHTING SKILL TO ANOTHER GROUNDFIGHTING SKILL

# GOAL-DEMONSTRATE HOW TO LINK ONE GROUNDFIGHTING SKILL TO ANOTHER, KEEPING CONTROL OF OPPONENT.

- 1-DEMONSTRATE MUNE GATAME TO ANY OTHER OSAEKOMI WAZA.
- 2-DEMONSTRATE ANY OSAEKOMI WAZA TO ANY OTHER OSAEKOMI WAZA.
- 3-DEMONSTRATE A REALISTIC AND FUNCTIONAL CONTINUATION OF 3 OR MORE OSAEKOMI WAZA.
- 4-DEMONSTRATE ANY OSAEKOMI WAZA TO ANY KANSETSU WAZA (PIN TO ARMLOCK).
- 4-DEMONSTRATE ANY KANSETSU WAZA TO ANY OSAEKOMI WAZA (ARMLOCK TO PIN).
- 5-DEMONSTRATE ANY OSAEKOMI WAZA TO ANY SHIME WAZA (PIN TO CHOKE).

# FUSEGI / DEFENSE AND KAESHI WAZA/COUNTER TECHNIQUES FOR NAGE WAZA (THROWING TECHNIQUES)

GOAL-DEMONSTRATE REALISTIC DEFENSIVE SKILLS AND COUNTER ATTACKS. 1-DEMONSTRATE HIP BLOCK AND CUT-AWAY AGAINST ANY THROW (TAISABAKI).

KATAME WAZA (GRAPPLING TECHNIQUES)

THE KATAME WAZA OF KODOKAN JUDO ARE THE GROUNDFIGHTING OR GRAPPLING TECHNIQUES AND SKILLS.

OSAEKOMI WAZA/IMMOBILIZATION (HOLDING OR PINNING) TECHNIQUES GOALS-HAVE FUNCTIONAL SKILL AND UNDERSTANDING OF HOW TO HOLD OPPONENT TO THE MAT. BODY POSITION, WEIGHT DISTRIBUTION AND ABILITY TO MAINTAIN A GOOD BASE ARE IMPORTANT.

### APPLICANT MUST DEMONSTRATE THE FOLLOWING TECHNIQUES.

- 1-MUNE GATAME/CHEST HOLD (AND VARIATION) AND NOGARE KATA (ESCAPE FORM)
- 2-KESA GATAME/SCARF HOLD (AND VARIATION) AND NOGARE KATA (ESCAPE FORM)
- 3-KATA GATAME/SHOULDER HOLD (AND VARIATION) AND NOGARE KATA (ESCAPE FORM)
- 4-YOKOSHIHO GATAME/SIDE 4-CORNER HOLD (AND VARIATION) AND NOGARE KATA (ESCAPE FORM)
- 5-KAMISHIHO GATAME/UPPER 4-CORNER HOLD (AND VARIATION) AND NOGARE KATA (ESCAPE FORM)
- 6-TATESHIHOGATAME/VERTICAL 4-CORNER HOLD (AND VARIATION) (AND NOGARE KATA) ESCAPE FORM

#### GENERAL NEWAZA SKILLS

GENERAL SKILLS AT NEWAZA/GROUNDFIGHTING POSITION, BREAKDOWNS, TURNOVERS, OFFENSE AND DEFENSE WHEN OPPONENT IS POSITIONED ON HANDS AND KNEES, PRONE (0R LYING ON THE FRONT) OR SUPINE (POSITIONED ON THE BUTTOCKS OR BACKSIDE).

GOALS-STUDENT MUST POSSESS EXCELLENT FUNCTIONAL ABILITY AT CONTROLLING OPPONENT'S POSITION TO APPLY PINS OR SUBMISSION TECHNIQUES. DEMONSTRATE EXCELLENT ABILITY AT LEG

Compiled by Alwyn Grobbelaar Yondan 4 Degree Black Belt for the JBBSAA in line with the IJBBA requirements This JBBSA is inline and compiled from the IJBBA Grading Syllabus and Requirements compiled by IJBBA Director Steve Scott and amended to suit the JBBSAA Requirements.

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CONTROL, HIP CONTRAL AND HAND CONTROL AND HOW THESE SKILLS CONTROL AN OPPONENT. EFFECTIVE JUDO (IN THIS CASE, GROUNDFIGHTING) IS A SERIES OF CONTROLLING POSITIONS THAT ULTIMATELY LEADS TO DEFEATING HIM.

IMPORTANT- (WHEN DEMONSTRATING ALL BREAKDOWNS, GUARD PASSES OR GUARD SWEEPS, APPLICANT MUST IMMEDIATELY AND EFFECTIVELY MOVE INTO ANY PIN, CHOKE OR ARMLOCK OF HIS CHOICE.)

DEMONSTRATION OF BREAKDOWNS OR TURNOVERS WHEN OPPONENT IS ON ALL FOURS OR PRONE AND LYING FLAT ON FRONT

1-DEMONSTRATE THREE (3) BREAKDOWNS OR TURNOVERS TO PLACE OPPONENT ON HIS/HER BACK FOR AN OSAEKOMI WAZA, KANSETSU WAZA OR SHIME WAZA.

APPLICANT IS POSITIONED ON HIS/HER BUTTOCKS OR BACKSIDE IN A SUPINE POSITION (NEWAZA OR "GUARD")

1-DEMONSTRATE AT LEAST THREE (3) METHODS OF SWEEPING, ROLLING OR TURNING OPPONENT OVER OR ONTO HIS/HER BACK TO CONTROL FOR AN OSAEKOMI WAZA, KANSETSU WAZA OR SHIME WAZA.

IF APPLICANT IS POSITIONED BETWEEN HIS/HER OPPONENT'S LEGS WHO IS IN A POSITION SEATED ON HIS.HER BUTTOCKS OR BACK (NEWAZA OR COMMONLY CALLED THE "GUARD").

1-DEMONSTRATE AT LEAST THREE (3) METHODS TO CONTROL OPPONENT'S LEG(S) TO GET PAST HIS/HER LEGS OR GUARD TO INITIATE OSAEKOMI WAZA, KANSETSU WAZA OR SHIME WAZA.

### KANSETSU WAZA/JOINT OR ARMLOCK TECHNIQUES

GOALS-ABILITY OF APPLICANT TO PERFORM ARMLOCKS IN A FUNCTIONAL WAY. HAVE EXCELLENT SKILLS AND UNDERSTANDING OF THE ROLLS AND SET UPS FOR A VARIETY OF ARMLOCKS. APPLICANT MUST BE ABLE TO PERFORM GOOD SKILL AT ARMLOCK DEFENSES. EXCELLENT SKILL AT LEVERS AND PRYING ARM FREE TO APPLY JUJI GATAME.

1-UDEHISHIGI JUJI GATAME (JUJI GATAME)/CROSS-BODY ARMLOCK

APPLICANT MUST DEMONSTRATE TWO (2) FUNCTIONAL APPLICATIONS OF JUJI GATAME.

2-UDE GARAMI/ARM ENTANGLEMENT (BENT ARMLOCK)

A-BASIC FROM TOP IN THE "UP" POSITION.

B-BASIC FROM TOP IN THE "DOWN" POSITION.

3-WAKI GATAME/ARMPIT LOCK

APPLICANT MUST DEMONSTRATE THE BASIC APPLICATION OF WAKI GATAME.

4-UDE GATAME/ARM LOCK (STRAIGHT ARMLOCK)

1-DEMONSTRATE THE BASIC FIGURE-4 VARIATION.

2-DEMONSTRATE THE BASIC BOTH HANDS ON ELBOWS VARIATION.

#### SHIME WAZA/STRANGLING AND CHOKING TECHNIOUES

GOAL-HAVE FUNCTIONAL SKILL IN STRANGLES AND CHOKES, KNOW THE IMPORTANCE OF SAFETY WHEN USING CHOKES AND ABILITY TO USE POSITION TO SET UP THE STRANGLE OR CHOKE.

APPLICANT MUST DEMOSNTRATE THE FOLLOWING SHIME WAZA AND AT LEAST ONE (1) FUNCTIONAL VARIATION OF EACH.

1-HADAKA JIME/NAKED CHOKE (SQUARE GRIP)

2-HADAKA JIME/FIGURE 4 VERSION NAKED STRANGLE











- 3-JUJI JIME/CROSS CHOKE FROM BOTTOM
- 4-JUJI JIME/CROSS CHOKE FROM TOP

ON THE JUJI JIME SERIES, APPLICANT MUST ALSO DEMONSTRATE THE 3 BASIC HAND POSITIONS FOR APPLYING THE STRANGLE. 1-NAMI (NORMAL) POSITION. 2-GYAKU (REVERSE) POSITION. 3-KATA (HALF AND HALF OR CROSSED) POSITION.

- 5-OKURI ERI JIME/SLIDING LAPEL CHOKE (BASIC APPLICATION)
- 6-KATA HA JIME/SINGLE WING CHOKE (BASIC APPLICATION)
- 8-SANKAKU JIME /TRIANGLE CHOKE (FROM FRONT OFF BUTTOCKS)

#### OSAEKOMI WAZA:



### KANZETZU WAZA:















JUJI GATAME

WAKI GATAME





UDE GARAMI

HIZÁ GATAME







### SHIME WAZA:











SHIME WAZA



KATA JUJI JIME



NAMI JUJI JIME



GIAKU JUJI JIME



KATA HA JIME



HADAKA JIME



OKURI ERI JIME









ZANKAKUJIME

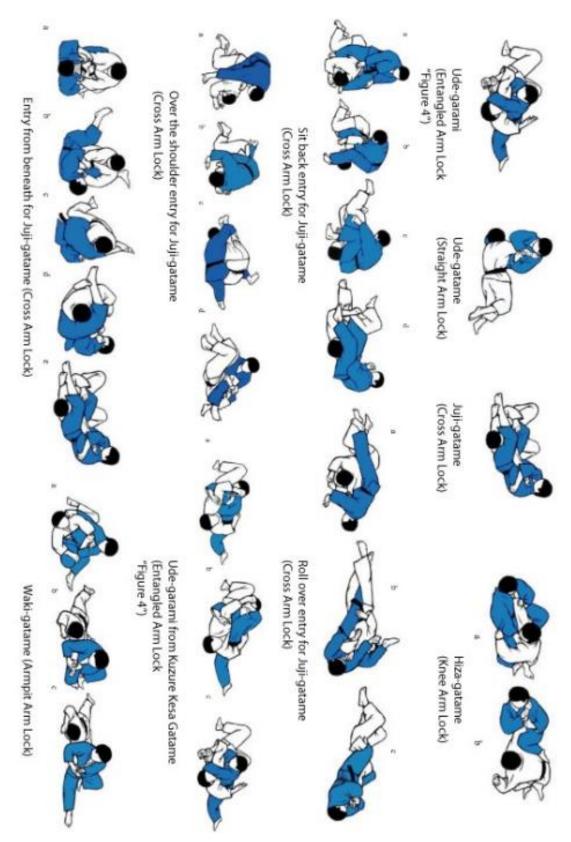












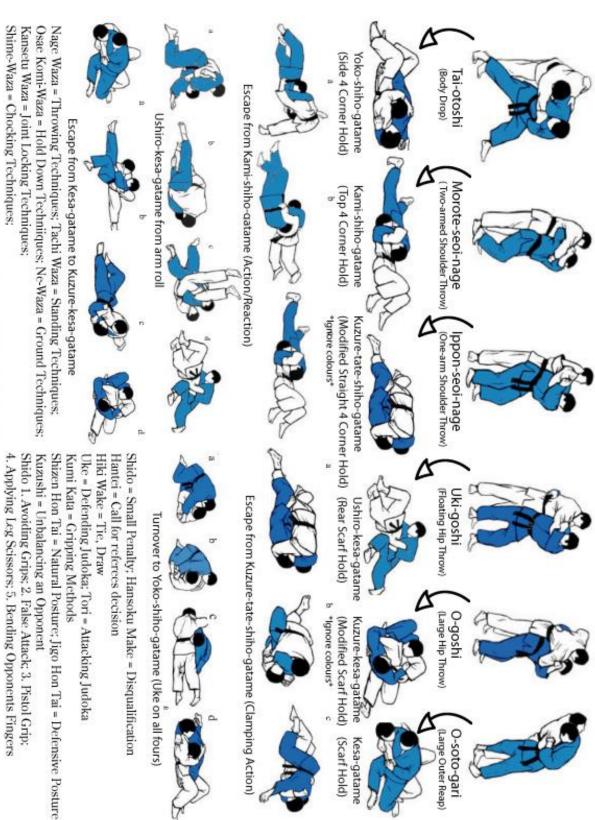












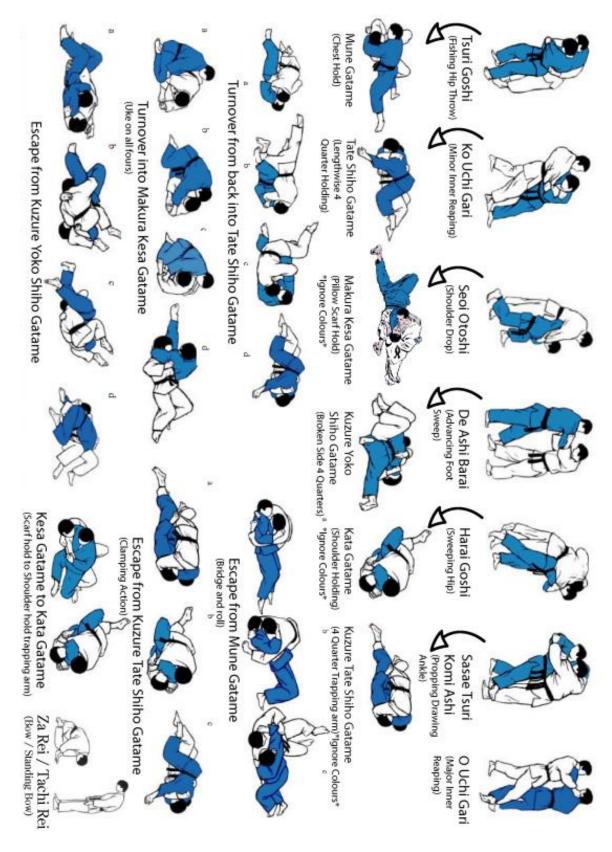






















### **GENERAL KNOWLEDGE**

- 1. What year was Judo first introduced into the summer Olympic games? 1964
- 2. What are the six FJRTFC senior Judo Kyu ranks and colour belts from highest to lowest rank (do not list White Belt)?
- 1. Brown Ikkyu
- 2. Brown Nikyu
- 3. Brown Sankyu
- 4. Green Yonkyu
- 5. Orange Gokyu
- 6. Yellow Rokyu

## JAPANESE VOCABULARY

		1 - 1
1	Five stages of throwing techniques, the	Gokyo No Waza
	basic syllabus of Kodokan Judo	
2	Instantaneous promotion	Batsugan
3	Sacrifice	Sutemi
4	Throwing from a standing position	Tachi Waza
5	Throwing techniques done while falling	Sutemi Waza
	to ones back or side	
6	Back falling sacrifice techniques	Ma Sutemi Waza
7	Side falling sacrifice techniques	Yoko Sutemi Waza
8	Striking techniques to vital areas	Atemi Waza
9	Judo uniform belt	Obi
10	Judo uniform jacket	Uwagi
11	Judo uniform pants	Zubon
12	Judo uniform sleeve	Sode
13	Judo uniform lapel	Eri
14	Illegal act of locking the legs around the	Dojime
	torso of an opponent	
15	Variation (of a technique)	Kuzure
16	Counter techniques	Kaeshi Waza
17	Combination or faking technique	Renwaku Waza
18	Four corners (as in pins)	Shiho
19	I surrender!	Maitta!











20	Forms of gripping ones opponent	Kumi Kata
21	Normal	Nami
22	Reverse	Gyaku
23	Cross	Juji
24	Arm	Ude
25	Armpit	Wake