









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

NIKYU (2<sup>nd</sup> Class Brown Belt)

#### GENERAL REQUIREMENTS FOR NIKYU

- 1-APPLICANT MUST BE A MINIMUM AGE OF 14 YEARS OLD.
- 2-APPLICANT MUST HAVE EXCELLENT ATTENDANCE IN ALL CLASSES, WORKOUTS, CLINICS AND SEMINARS IS REQUIRED.
- 3-APPLICANT MUST HAVE A FUNCTIONAL, WORKING KNOWLEDGE OF THE JAPANESE TERMINOLOGY USED IN JUDO.
- 4-APPLICANT MUST HAVE A WORKING, FUNCTIONAL KNOWLEDGE OF THE HISTORY OF KODOKAN JUDO.
- 5-APPLICANT MUST HAVE A MINIMUM TIME IN GRADE AS SANKKYU OF ONE (1) YEAR. (THIS IS A MINIMUM-NOT STANDARD TIME IN GRADE.)
- 6-APPLICANT MUST DEMONSTRATE SKILLFUL JUDO IN BOTH STANDING AND GROUNDFIGHTING DURING RANDORI.
- 7-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).
- 8-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 YONKYU. 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.

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- 2 POINTS-FOR DEFEATING AN OPPONENT OF HIGHER RANK OR OPPONENT OF EQUAL RANK IN INTERNATIONAL TOURNAMENT.
  - $1\ POINT\text{-}FOR\ DEFEATING\ AN\ OPPONENT\ OF\ EQUAL\ RANK\ OR\ OPPONENT\ OF\ LESSER\ RANK\ IN\ INTERNATIONAL\ TOURNAMENT.$
  - $\frac{1}{2}$  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OF EQUAL OR HIGHER RANK IN THE SAME TOURNAMENT BY IPPON VICTORIES (INJURIES OR KIKEN GACHI AND OPPONENTS WHO HAVE WITHDRAWN OR FUSEN GACHI DO NOT COUNT), HE WILL BE PROMOTED BY BATSUGAN TO THE NEXT RANK (IN THIS CASE NIKYU).
- 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DEFEATS 7 OPPONENTS OF EQUAL OR HIGHER BELT RANK IN THE SAME TOURNAMENT (INJURIES OR KIKEN GACHI AND OPPONENTS WHO HAVE WITHDRAWN OR FUSEN GACHI DO NOT COUNT), HE WILL BE PROMOTED BY BATSUGAN TO THE NEXT RANK (IN THIS CASE NIKYU).











### TIME IN GRADE SCALE

10 promotion points earned
2 promotion points earned
3 promotion points earned
2 years' time in grade as Sankyu
2 years' time in grade as Sankyu
2 years' time in grade as Sankyu
3 promotion points earned
2 ½ years' time in grade as Sankyu
3 years' time in grade as Sankyu
3 years' time in grade as Sankyu

### 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 TSUKURI/FIT IN KAKE/EXECUTE TECHNIQUE

### DEMONSTRATON OF NAGE WAZA (THROWING TECHNIQUES)

1-APPLICANT SELECTS AND DEMONSTRATES <u>FIVE (5)</u> TECHNIQUES FROM THE DAI IKKYO.



2-APPLICANT SELECTS AND DEMONSTRATES FIVE (5) TECHNIQUES FROM THE DAI NIKYO.













3-APPLICANT SELECTS AND DEMONSTRATES <u>FIVE (5)</u> TECHNIQUES FROM THE DAI SANKYO.



4-APPLICANT SELECTS AND DEMONSTRATES FOUR (4) TECHNIQUIES FROM THE DAI YONKYO.



5-APPLICANT SELECTS AND DEMONSTRATES FOUR (4) TECHNIQUES FROM THE DAI GOKYO.













6-APPLICANT SELECTS AND DEMONSTRATES **FOUR (4)** 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 FOUR (4) 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 - INNER THIGH AVOIDANCE THROW (*Evade and hand throw*)

**DAKI AGE** 

- HOLDING LIFTING THROW (Pick up till shoulder height \_Illegal)

- SWALLOW FLIGHT COUNTER THROW TSUBAME GAESHI

- MINOR INNER THROW COUNTER (when attacked K/U evade and twist & throw) KO USHI GAESHI - MAJOR INNER THROW COUNTER (Clip his attacking foot or the other foot) O UCHI GAESHI

- MAJOR OUTER THROW COUNTER (Counter with the same throw) O SOTO GAESHI

- SWEEPING HIP THROW COUNTER (like utsuru goshi, but sweep the standing leg) HARAI GOSHI GAESHI - SPRINGING HIP THROW COUTNER (Pick up, Twist and sweep the standing leg)

HANE GOSHI GAESHI

- CRAB SCISSORS THROW KANI BASAMI - MAJOR OUTER WINDING THROW O SOTO MAKIKOMI

- LEG ENTWINING THROW (Grab uke's neck hook from the inside and fall with) KAWAZU GAKE

SODE TSURIKOMI GOSHI - SLEEVE LIFTING PULLING HIP THROW

IPPON SEOI NAGE - ONE ARM SHOULDER 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 TECHNIOUES

GOAL-DEMONSTRATE REALISTIC TRANSITION FROM A THROW TO GROUNDFIGHTING.

- 1-DEMONSTRATE ANY FORWARD THROW TO ANY OSAEKOMI WAZA.
- 2-DEMONSTRATE ANY FORWARD THROW TO ANY KANSETSU WAZA.
- 3-DEMONSTRATE ANY FORWARD THROW TO ANY SHIME WAZA.
- 3-DEMONSTRATE ANY REAR THROW OR FOOT SWEEP TO ANY OSAEKOMI WAZA.
- 4-DEMONSTRATE ANY REAR THROW OR FOOT SWEEP TO ANY KANSETSU WAZA.
- 5-DEMONSTRATE ANY REAR THROW OR FOOT SWEEP 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).
- 6-DEMONSTRATE ANY SHIME WAZA TO ANY OSAEKOMI WAZA (CHOKE TO PIN).
- 7-DEMONSTRATE ANY KANSETSU WAZA TO ANY SHIME WAZA (ARMLOCK TO CHOKE).
- 8-DEMONSTRATE ANY SHIME WAZA TO ANY KANSETSU WAZA (CHOKE TO ARMLOCK).

### 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).
- 2-DEMONSTRATE HOP-AROUND DEFENSE AGAINST ANY THROW (TAISABAKI).
- 3-DEMONSTRATE HOW TO BLOCK FORWARD THROW AND USE A KAESHI WAZA (COUNTER ATTACK).

### 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-TATESHIHO GATAME/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 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 FIVE (5) 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 FIVE (5) 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 FIVE (5) 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 FOUR (4) 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.
  - APPLICANT MUST DEMONSTRATE TWO (2) FUNCTIONAL APPLICATIONS OF UDE GARAMI.
- 3-WAKI GATAME/ARMPIT LOCK
  - APPLICANT MUST DEMOSNTRATE TWO (2) FUNCTIONAL APPLICATIONS 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.
  - APPLICANT MUST DEMONSTRATE TWO (2) FUNCTIONAL APPLICATIONS OF UDE GATAME.

APPLICANT MUST DEMOSNTRATE AT LEAST ONE (1) NOGARE KATA (DEFENSE FORM) FOR EACH OF THE FOUR CORE KANSETSU WAZA OF JUJI GATAME, UDE GARAMI, WAKI GATAME AND UDE GATAME.

SHIME WAZA/STRANGLING AND CHOKING TECHNIQUES

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)
- 7-KATA JIME/SHOULDER CHOKE
- 8-SANKAKU JIME /TRIANGLE CHOKE (FROM FRONT OFF BUTTOCKS)
  - APPLICANT MUST DEMONSTRATE TWO NOGARE KATA (ESCAPE FORMS) AGAINST ANY TWO SHIME WAZA OF HIS/HER CHOICE.











### OSAEKOMI WAZA:





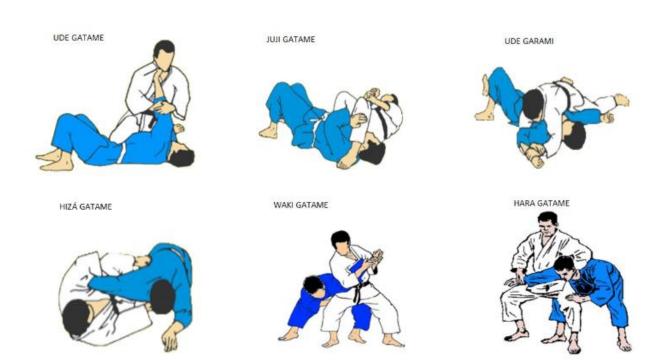








### KANZETZU WAZA:













### SHIME WAZA:





KATA JUJI JIME



NAMI JUJI JIME



GIAKU JUJI JIME



KATA HA JIME



HADAKA JIME



OKURI ERI JIME









ZANKAKUJIME

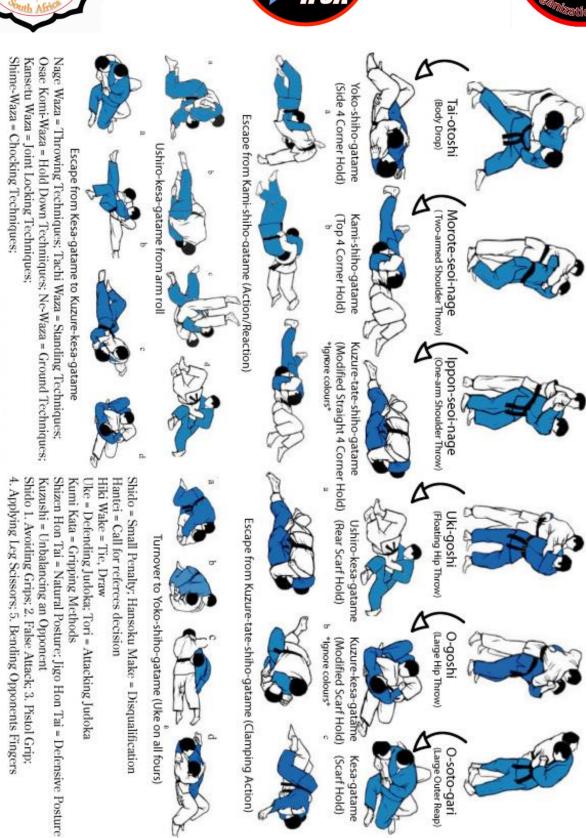












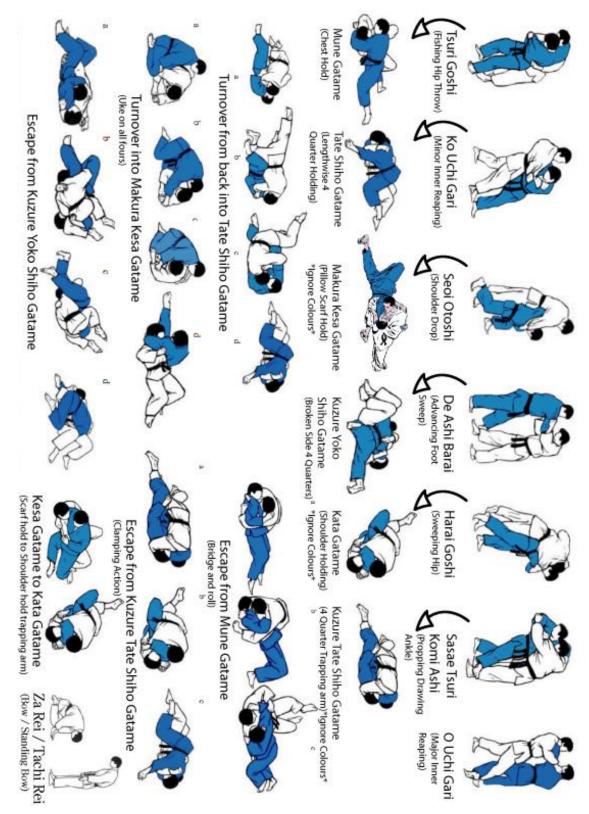






















### **GENERAL KNOWLEDGE**

1. What color belts are Black Belt's permitted to wear?

1st Degree – Black

2nd Degree – Black

3rd Degree – Black

4th Degree - Black

5th Degree – Black or Red & White Panel

6th Degree – Black

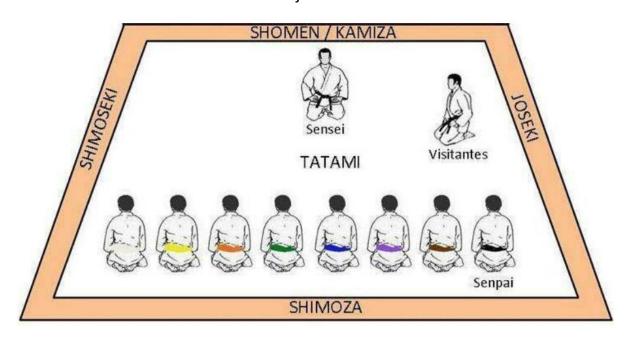
7th Degree – Black or Red & White Panel

8th Degree – Black or Red & White Panel

9th Degree – Black or Red & White Panel

10th Degree – Black or Red & White Panel

2. What are the four sides of the Dojo called?



3. What are the nine Kata of Kodokan Judo in English and Japanese?

Nage No Kata

Katame No Kata

Ju No Kata

Goshinjitsu No Kata

Kime No Kata

Forms of Throwing

Forms of Grappling

Forms of Gentleness

Forms of Self Defense

Forms of Decision

Joshi Goshinho Forms of Self-Defense for Women











Itsutsu No Kata Forms of Five

Koshiki No Kata Forms of Antiquity

Seiryoko Zenyo Kokuimim Taiiku Maximum Efficiency Physical Exercises

### JAPANESE VOCABULARY

	English	Japanese
1.	First Degree Black Belt	Shodan
2.	Second Degree Black Belt	Nidan
3.	Third Degree Black Belt	Sandan
4.	Fourth Degree Black Belt	Yodan
5.	Fifth Degree Black Belt	Godan
6.	Sixth Degree Black Belt	Rokudan
7.	Seventh Degree Black Belt	Sichidan
8.	Eighth Degree Black Belt	Hachidan
9.	Ninth Degree Black Belt	Kudan
10.	Tenth Degree Black Belt	Judan
11.	Twelfth Degree Black Belt (held only by Dr. Kano)	Junidan
12.	Loss of any type	Make
13.	Win of any type	Gachi/Kachi
14.	Win by forfeit or default of the opponent before a match	Fusen Gachi
15.	Win by withdrawal of the opponent during a match	Kiken Gachi
16.	Combination win by adding one half point from a violation	Sogo Gachi
	and one waza ari	
17.	Side of the Dojo or tournament mat reserved for senior	Joseki
	Judoka or officials	
18.	Entangle	Garami
19.	Past master of Judo (properly applied only to Dr. Kano	Shihan