

JUDO BLACK BELT SOUTH AFRICA ASSOCIATION

YUDANSHA SYLLABUS

NIDAN (2nd Grade Black Belt)

The rank of Nidan is an extension of Shodan and the judoka is expected to continue his progress and refine the fundamental skills he has learned for Shodan. Time in grade is important as the judoka matures and continues in his study of judo. This is a time when the judoka also "makes his/her judo work for him" and applies the basic skills so that they best suit his strength, size and any other factors. This is also a time when the judoka assists a senior coach or starts teaching on his own so that he has a better understanding of as many aspects of judo as possible. The student is required to attend as many FJSAOA and/or IFJA clinics, seminars, workshops and classes as possible to improve his skill level. The student is also required to go through coach education and become accredited or certified as an FJSAOA or IFJA Judo Coach (this applies to everyone, including competitive judo athletes).

There are few additional technical requirements for Nidan other than the fact that the judoka must progress in the quality of his technical skills and understanding of judo. If the judoka's technical skill was a "7" on a scale of 1 to 10 (with 10 as the best), then he should improve it to as close to "10" as possible to be a Nidan. The judoka is expected to broaden his functional knowledge base as much as possible. It's best to have the judoka work under the supervision of a senior coach so his skill level can be better assessed and suggestions on individual improvement can be made. The minimum age requirement for Nidan is 18 years of age. Time in grade is a minimum of 2 years and more often, it's anywhere from 2 to 6 years. The student must also be current in his CPR certification and he is expected to continue to improve as a judo referee. When testing for this rank, the applicant will be required to undergo the same test as that for Shodan and meet all the requirements as listed for Shodan.







- 1-APPLICANT MUST BE A MINIMUM AGE OF 18 YEARS OLD.
- 2-APPLICANT MUST BE A CURRENT FJSAOA MEMBER AND PASS THE FJSAOA BACKGROUND CHECK.
- 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 HAVE A MINIMUM TIME IN GRADE AS SHODAN OF TWO (2) YEARS. (THIS IS A MINIMUM-NOT STANDARD TIME IN GRADE.
- 8-APPLICANT MUST ASSIST A SENIOR COACH IN TEACHING OR COACHING DUTIES.
- 9-APPLICANT MUST DEMONSTRATE SKILLFUL JUDO IN BOTH STANDING AND GROUNDFIGHTING DURING RANDORI.
- 10-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).
- 11-IF THE APPLICANT IS NOT A COMPETITIVE ATHLETE, HE MUST HAVE ACTIVELY TRAINED AS A JUDO REFEREE AND HAVE EARNED A REFEREE'S ACCREDITATION IN THE AMATEUR ATHLETIC UNION (AAU) OR OTHER VALID ORGANIZATION.
- 12-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-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 OOPONENT 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 SHODAN).
- 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 NIDAN).
- 4-ONE (1) POINT FOR EACH YEAR APPLICANT IS A CERTIFIED FJSAOA JUDO COACH.
- 5-ONE (1) POINT FOR EACH YEAR APPLICANT IS AN ACCREDITED FJSAOA JUDO REFEREE.







TIME IN GRADE SCALE

10 promotion points earned2 years' time in grade as Shodan7 promotion points earned3 years' time in grade as Shodan5 promotion points earned4 years' time in grade as Shodan3 promotion points earned5 years' time in grade as Shodan2 or less promotion points earned6 years' time in grade as Shodan

KATA/DEMONSTRATION OF TECHNIQUE

Goal-Demonstrate functional skill in selected Kodokan Judo Kata.

DEMONSTRATE ENTIRE NAGE NO KATA (FORM OF THROWING) OR KATA OF APPLICANT'S CHOICE AS TORI PERFORMING TECHNIQUES ON BOTH RIGHT AND LEFT SIDES.

Kata is structured learning. It is considered a form of training in the same way randori (free practice) and shiai (contest) are. If an applicant is a "non-competitor" and has less than 2 promotion points, the demonstration of kata may substitute for promotion points earned in contest.

TERMINOLOGY AND HISTORY

Goal-Every activity has its own terminology that helps everyone understand the concepts, theories and actual application of that particular activity. Judo is no different. Japanese terminology is useful in understanding the underlying and foundational concepts and theories of Kodokan Judo. Additionally, the Japanese terminology is used as the common language of judo all over the world. It is essential to understand as much of the Japanese terminology as possible to have a real comprehension of Kodokan Judo. Understanding the history of Kodokan Judo is essential to a more complete comprehension of judo as a method of physical education, sport, self-defense and recreational activity. One must know and appreciate the history of any activity or subject to have a good understanding of how and why that activity thrives. Kodokan Judo is no different.

APPLICANT MUST KNOW THE FOLLOWING TERMINOLOGY.

Important: Applicant must know both the English and Japanese names for all the techniques required for all ranks. The following are not in alphabetical order.







RENZOKU WAZA-CONTINUOUS TECHNIQUES (OFTEN A TRANSITION FROM ONE TECHNIQUE IMMEDIATELY TO THE NEXT.)

KAESHI WAZA-COUNTER TECHNIQUES

NAGEKOMI-THROWING PRACTICE

HON-BASIC. THE BASIC APPLICATION OF A TECHNIQUE.

KUZURE-BROKEN. REFERS TO A VARIATION OF THE BASIC TECHNIQUE.

HENKA-VARIATION OR MODIFICATION OF A TECHNIQUE.

MOROTE-MEANS "BOTH HANDS."

IPPON-THE REFEREE'S SIGNAL THAT A WINNING TECHNIQUE HAS BEEN SCORED (FULL POINT). "IPPON" MEANS A VARIETY OF THINGS BUT IT OFTEN MEANS "A SINGLE POINT" OR REFERS TO ANYTHING SINGULAR SUCH AS IN IPPON SEOI NAGE.

MAE-FRONT OR IN FRONT OF SOMETHING.

USHIRO-REAR DIRECTON. ALSO USED IS THE WORD URA, MEANING "REAR OR BEHIND."

GYAKU-REVERSE OR OPPOSITE ACTION. SOMETIMES, GYAKU WAZA (REVERSE TECHNIQUES) REFER TO JOINT LOCKS.

SUKASHI-EVASIVE ACTION

KIHON RENSHU-PRACTICING THE FUNDAMENTALS. "KIHON" MEANS FUNDAMENTAL OR BASIC AND "RENSHU" REFERS TO PRACTICE.

UCHIKOMI/BUTUSKARI-REPETITIVE FITTING IN PRACTICE. THE TERM "BUTSUKARI" IS AN OLDER TERM THAT WAS USED IN KODOKAN JUDO FOR MANY YEARS THAT IS NOW CALLED UCHIKOMI. BUTUSUKARI IS NOW OFTEN USED TO DENOTE THE REPETITIVE, FITTING-IN MOVEMENT WHEN PRACTICING A THROW WITH THE EMPHASIS ON FOOT PLACEMENT AND FOOT SPEED.

MAKIKOMI-WINDING ACTION WHEN THROWING AN OPPONENT

TAISABAKI-BODY MOVEMENT OR BODY MANAGEMENT BY TURNING THE BODY OR IN ANYTHING OTHER THAN A STRAIGHT LINE. THIS REFERS TO THE MOVEMENT OF THE BODY WHEN THE JUDOKA "LEADS WITH HIS HIPS."

HAVING AN UPRIGHT POSTURE AND USING THE HIPS TO GENERATE MOVEMENT AND POWER ARE WHAT TAISABAKI IS ABOUT.

SHINTAI-FOOTWORK OR BODY MOVEMENT IN A LINEAR FASHION IN ANY DIRECTION. THERE ARE SEVERAL METHODS OF FOOTWORK USED IN JUDO AND THIS IS THE GENERIC TERM FOR THEM. THE MOST COMMON METHODS OF JUDO FOOTWORK ARE; 1-AYMI ASHI/NORMAL STEPPING OR WALKING 2-TSUGI ASHI/SLIDING OR FOLLOW-FOOT MOVEMENT.

SHISEI-POSTURE OR STANCE. THERE ARE SEVERAL BASIC POSTURES USED IN JUDO. 1-SHIZENHONTAI/NATURAL BASIC POSTURE 2-MIGI SHIZENTAI/RIGHT NATURAL POSTURE 3-HIDARI SHIZENTAI/LEFT NATURAL POSTURE 4-JIGOHONTAI/DEFENSIVE OR CROUCHED BASIC POSTURE 5-MIGI JIGOTAI/RIGHT DEFENSIVE POSTURE 6-HIDARI JIGOTAI/LEFT DEFENSIVE POSTURE.

KEIKO-PRACTICE (RENSHU ALSO MEANS "PRACTICE.")







JUNBI UNDO-WARM UP EXERCISE
SHUMASTU UNDO-COOL DOWN EXERCISES
TAISO-EXERCISES OR CALISTHENICS
ASHI-FOOT OR LEG
HIZA-KNEE
TE-HAND
UDE-ARM
HIJI-ELBOW
ATAMA-HEAD
KUBI-NECK
KOSHI-HIP
KATA-SHOULDER
TSURIKOMI-REFERS TO THE LIFTING AND
PULLING ACTION USED WHEN THROWING
AN OPPONENT.
SANKAKU (SANGAKU)-MEANS "THREE
CORNERS" AND REFERS TO A TRIANGLE.
WHO ANGLIA DUDAGE WHAT REFERR TO
YUDANSHA-PHRASE THAT REFERS TO BLACK BELTS. ACTUALLY MEANS "GRADED
OR RANKED" PERSON.
TENOT.
MUDANSHA-PHRASE THAT REFERS TO ALL
NON-BLACK BELTS. ACTUALLY MEANS
"UNGRADED OR UNRAKED" PERSON.







NAGE WAZA (THROWING TECHNIQUES)

APPLICANT MUST DEMONSTRATE THE FOLLOWING NAGE WAZA.

DAI IKKYO

DEMONSTRATE ENTIRE KAI IKKYO.

Dai-ikkyo (group 1) De-ashi-harai Hiza-guruma Sasae-tsurikomi-ashi Uki-goshi Osoto-gari O-goshi Ouchi-gari Seoi-nage

DAI NIKYO

DEMONSTRATE ENTIRE DAI NIKYO.









DAI SANKYO

DEMONSTRATE ENTIRE DAI SANKYO.

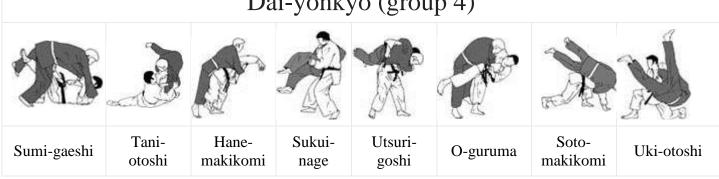
Dai-sankyo (group 3)



DAI YONKYO

DEMONSTRATE ENTIRE DAI YONKYO.

Dai-yonkyo (group 4)



DAI GOKYO

DEMONSTRATE ENTIRE DAI GOKYO.









HABUKARETA WAZA

DEMONSTRATE FIVE (5) TECHNIQUES OF APPLICANT'S CHOICE.

OBI OTOSHI - BELT DROP



SEOI OTOSHI - SHOULDER DROP



YAMA ARASHI - MOUNTAIN STORM



■ O SOTO OTOSHI - MAJOR OUTER DROP



■ DAKI WAKARE - HOLDING SEPARATION THROW









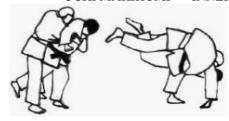
HIKKOMI GAESHI - PULLING COUNTER THROW



TAWARA GAESHI - BALE COUNTER THROW



UCHI MAKIKOMI - INNER WINDING THROW



SHINMEISHO NO WAZA

DEMONSTRATE FIVE (5) TECHNIQUES OF APPLICANT'S CHOICE.

- MOROTE GARI - BOTH HANDS REAP
- KUCHIKI DAOSHI (OR TAOSHI) DEAD TREE DROP
- HEEL COUNTER THROW (Grab the inside/outside heel and push back (Ko-Uchi)) KIBISU GAESHI
- UCHI MATA SUKASHI - INNER THIGH AVOIDANCE THROW (Evade and hand throw) - HOLDING LIFTING THROW (Pick up till shoulder height Illegal)
- **DAKI AGE**
- TSUBAME GAESHI - SWALLOW FLIGHT COUNTER THROW
- 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
- O SOTO GAESHI - MAJOR OUTER THROW COUNTER (Counter with the same throw)
- HARAI GOSHI GAESHI - SWEEPING HIP THROW COUNTER (like utsuru goshi, but sweep the standing leg)
- HANE GOSHI GAESHI - SPRINGING HIP THROW COUTNER (Pick up, Twist and sweep the standing leg)
- KANI BASAMI - CRAB SCISSORS THROW
- O SOTO MAKIKOMI - MAJOR OUTER WINDING THROW
- LEG ENTWINING THROW (Grab uke's neck hook from the inside and fall with) KAWAZU GAKE
- SODE TSURIKOMI GOSHI SLEEVE LIFTING PULLING HIP THROW
- ONE ARM SHOULDER THROW IPPON SEOI NAGE



KATAME WAZA (GRAPPLING TECHNIQUES)

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 ONE (1) HAIRI KATA (ENTRY FORM) AND ONE (1) NOGARE KATA (ESCAPE FORM)
- 2-KESA GATAME/SCARF HOLD (AND VARIATION) AND ONE (1) HAIRI KATA (ENTRY FORM AND ONE (1) NOGARE KATA (ESCAPE FORM)
- 3-KATA GATAME/SHOULDER HOLD (AND VARIATION) AND ONE (1) HAIRI KATA (ENTRY FORM) AND ONE (1) NOGARE KATA (ESCAPE FORM)
- 4-YOKOSHIHO GATAME/SIDE 4-CORNER HOLD (AND VARIATION) AND ONE (1) HAIRI KATA (ENTRY FORM) AND ONE (1) NOGARE KATA (ESCAPE FORM)
- 5-KAMISHIHO GATAME/UPPER 4-CORNER HOLD (AND VARIATION) AND ONE (1) HAIRI KATA (ENTRY FORM) AND ONE (1) NOGARE KATA (ESCAPE FORM)
- 6-TATESHIHO GATAME/VERTICAL 4-CORNER HOLD (AND VARIATION) AND ONE (1) HAIRI KATA (ENTRY FORM) AND ONE (1) NOGARE KATA (ESCAPE FORM).
- 7-UKI GATAME/STRADDLE HOLD AND ONE (1) HAIRI KATA AND ONE (1) NOGARE KATA (ESCAPE FORM).

GENERAL NEWAZA SKILLS 1-SAME REQUIREMENTS AS SHODAN.

KANSETSU WAZA (ARM JOINT 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 DEMONSTRATE AT LEAST ONE (1) NOGARE KATE (DEFENSE FORM) FOR EACH OF THE FOUR CORE KANSETSU WAZA OF JUJI GATAME, UDE GARAMI, WAKI GATAME AND UDE GATAME.

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SHIME WAZA (STRANGLING OR CHOKING TECHNIQUES)

GOALS-ABILITY OF APPLICANT TO PERFORM STRANGLING TECHNIQUES IN A FUNCTIONAL WAY. HAVE EXCELLENT SKILLS AND UNDERSTANDING OF THE ENTRY FORMS FOR A VARIETY OF STRANGLING TECHNIQUES. APPLICANT MUST DEMONSTRATE 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)
- 9-SANKAKU JIME/TRIANGLE CHOKE (FROM TOP WITH OPPONENT ON ALL FOURS OR FLAT) 10-JIGOKU JIME/HELL STRANGLE FROM ANY POSITION APPLICANT CHOOSES.
 - APPLICANT MUST DEMONSTRATE TWO NOGARE KATA (ESCAPE FORMS) AGAINST ANY TWO SHIME WAZA OF HIS/HER CHOICE.



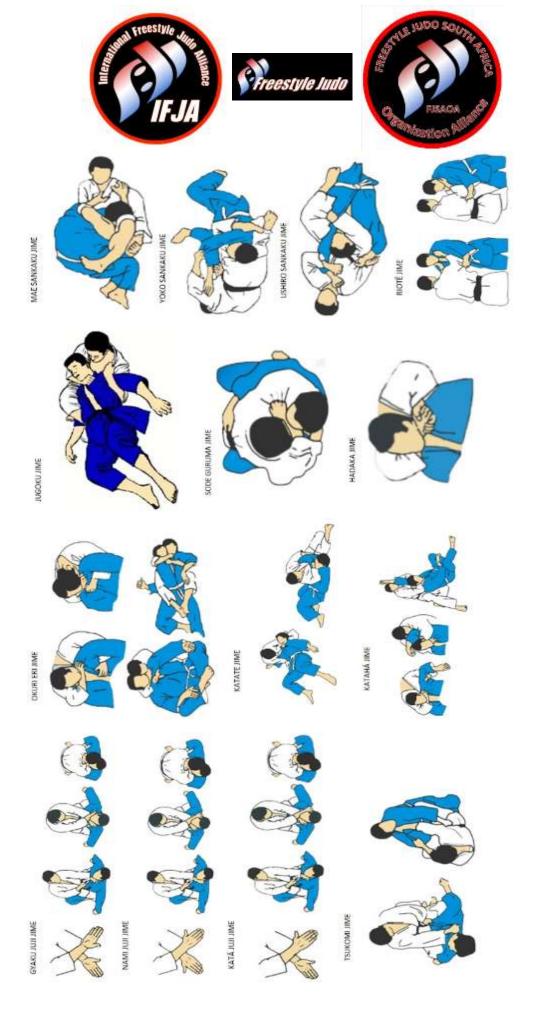
List of all Arm bars and Arm Locks Techniques:

- Gyaku Juji Gatame
- Ashi Gatame
- Kannuki Gatame (or see this drawing)
- Hiza Gatame (a drawing and another)
- Ude Hishigi Ashi Gatame (Leg Lock)
- Ude Hishigi Hara Gatame (Stomak Lock)
- Ude Hishigi Hiza Gatame (Knee Lock)
- Ude Hishigi Juji Gatame (Cross Lock)
- Ude Hishigi Te Gatame (Hand Lock)
- Ude Hishigi Waki Gatame (Armpit Lock)
- Ude Hishigi Ude Gatame (Straight Arm Lock)
- Ude Hishigi Sankaku Gatame (Triangular Lock)
- Ude Garami (Bent Arm Lock)

Shime-Waza (Choking Techniques) is one of the groups of Katamewaza

The execution of choke is in practice a subtle art because of the potential danger for the opponent. There are three fundamental manners for chokes: compression of the neck-veins which restricts the flow of blood and oxygen to the brain, compression of the trachea, and compression of the chest and the lungs which prevents breathing.

- Gyaku Juji Jime (Reverse Cross Choke)
- Nami Juji Jime (Normal Cross Choke)
- Kata Juji Jime (Half Cross Choke)
- Hadaka Jime (Rear Naked Choke)
- Kata Ha Jime (Single Wing Choke)
- Kata Te Jime (One hand Choke)
- Okuri Eri Jime (Sliding Lapel Choke)
- Ryo Te Jime (Two Handed Choke)
- Sankaku Jime (Triangle Choke)
- Sode Guruma Jime (Sleev Wheel Choke)
- Tsukkomi Jime (Thrust Choke)

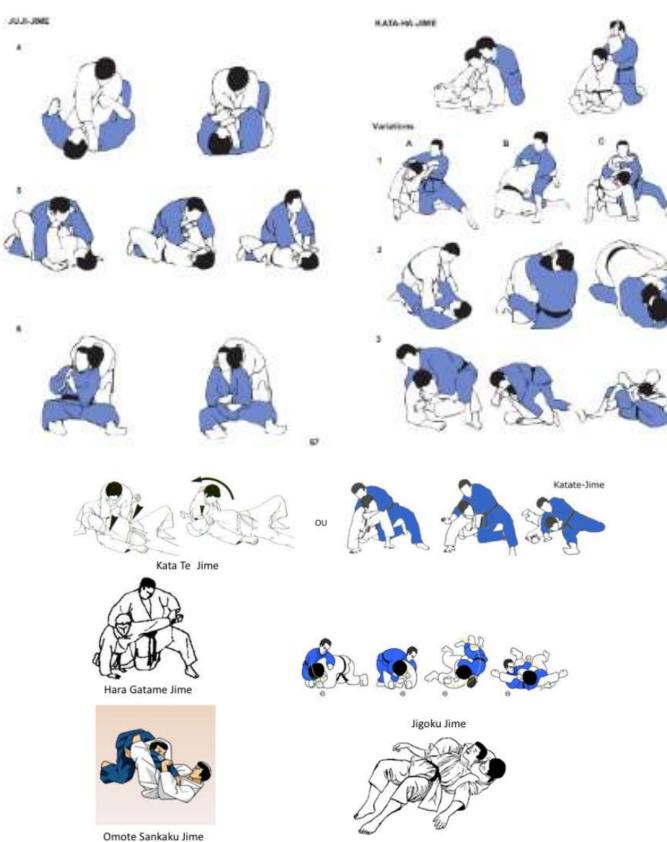


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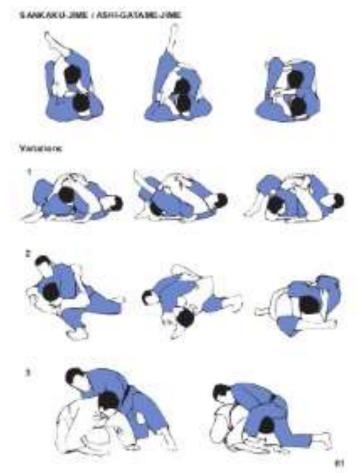
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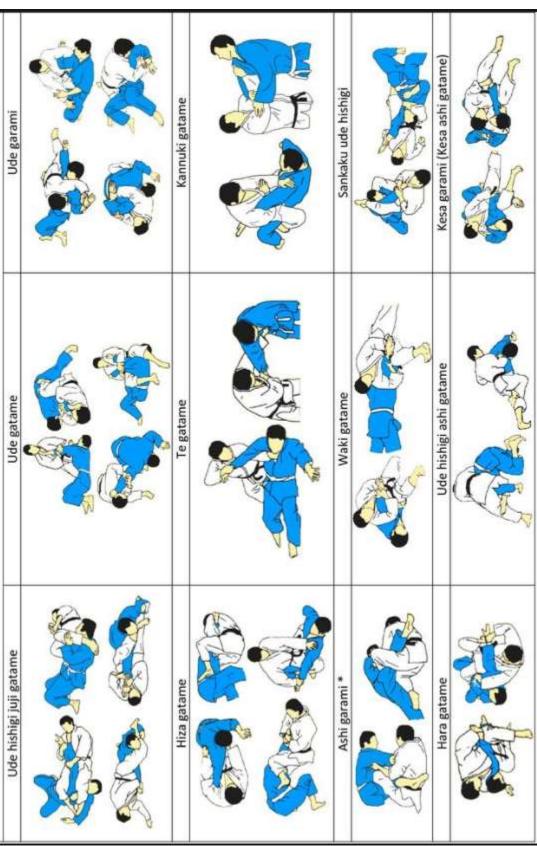


















Judo Techniques

