

# Syllabus Book

#### Black Dragon Blitzers Freestyle Kickboxing A brief History

The true roots of kickboxing dates back over 2000 years ago in far east Asia where they practiced Muay Tai Kickboxing as a form of self-defence.

Kickboxing was introduced in the early seventies as a variation to the full contact karate tournaments taking place.

The club was founded in August 1998 by Rita Ogden who is a 2nd Dan Blackbelt in Wado Ryu Karate, a 4th Dan Blackbelt in Hop Kuin Do Kickboxing and a 1st Dan Zen Shin Do Samurai Sword. Rita's son Matt is also at this level and is a senior instructor and in the W.B.O.B. Hall of Fame.

Rita decided to start her own club with the help and guidance of Master Richard Hopkins, who is founder and president of World United Martial Arts Federation. (W.U.M.A.) In all the years that Rita has been training she has learnt and taught many different disciplines including, semi contact, light continuous, and full contact, sparring, weapons and creative forms to music, traditional kata and street self-defence.

Everyone is welcome to join Black dragon Blitzers where they can learn all aspects of kickboxing and grade through their belts to get to their black belt. The lessons teach discipline and respect, whilst having fun learning and keeping fit.

Whilst achieving the award of Most Successful Female Instructor within W.U.M.A, which really is worldwide, Rita is also a Grade an International Referee and a qualified martial arts medic. She has had numerous competition successes but now takes a back seat to concentrate on her students, many of which have been chosen to take part in the Great Britain World Champion Squad. Matt has too many international titles to keep track with, but also claims three world champion titles. He runs his own clubs teaching young dragons from ages 5 to 14.

Black dragon Blitzers is a friendly club and aims to teach students to their own capabilities. Training should be fun whilst achieving levels of fitness, self-defence and martial arts abilities, which gives you confidence currently of violence. If you want to compete push yourself to the limit or just grade through your belts, Black dragon Blitzers is there for you. Remember you only get out of it what you put into it mentally and physically. When you join you will be assured that you will be given as much help as possible and reach standards that you never thought achievable.

#### **Student Rules and Regulations**

The following rules are based on the martial arts of old blended with the new 20<sup>th</sup> century teacher – student relationship. PLEASE ABIDE BY THE RULES.

#### THE WUMA STUDENT CODE

ATTITUDE, COMMITMENT, CONSISTANCY, ETIQUTTE, HONESTY, LOYALTY, RESPECT AND SINCERITY

- THE STUDENT CODE MUST BE ABIDED BY AT ALL TIMES
- PLEASE INFORM YOUR INSTUCTOR WHEN YOU ARE UNABLE TO TRAIN
- ALL STUDENTS MUST HOLD A VALID PERSONAL LICENCE INSURANCE
  - CLUB INIFORMS AND BELTS TO BE WORN AT ALL TRAINING TIMES
- PERMISSION MUST BE GRANTED TO TRAIN UNDER ANOTHER INSTRUCTOR
- SHOW RESPECT FOR YOUR INTRUCTOR AND FELLOW STUDENTS AT ALL TIMES
  - STUDENTS MAY ONLY USE THEIR SKILLS IN SUPPORT OF LAW AND ORDER

#### **SAFETY IN CLASS**

- WHILE SPARRING, THE FULL RANGE OF PROTECTION MUST BE WORN
- INTIMIDATION OR ANY TYPE OF BULLYING WILL NOT BE TOLERATED
- WHILE PRACTISING WITH A PARTNER, ALWAYS THINK SAFTEY FIRST
- WHILE IN CLASS, THE HIGHER GRADE IS THE HIGHER AUTHORITY

DO NOT TRAIN WITH A COLD OR BAD THROAT, "DON'T BE STUPID" (RE-GENERATE)

Training with a bad throat or cold will weaken the immune system, at this time the immune system needs rest and food to rebuild and fight the illness, so "REST AND REBUILD"

#### Gradings

Gradings are marked on the students' code plus

#### ATTENDANCE – EFFORT – BALANCE – FITNESS – POWER – SPEED – FOCUS - TECHNIQUE

Grades reflect your level as you progress with your knowledge and skills of martial arts. Lower belts must always show respect to any higher belt a part of their disciplines. Katas and self-defence will be part of the grading syllabus, Katas are important for discipline, reflexes, muscle strength and stamina,

- APPLICATIONS FOR GRADINGS MUST BE HANDED IN AND PAID FOR ONE WEEK
  BEFORE THE ACTUAL GRADING DATE
  - ALL STUDENTS MUST HAVE CURRENT LICENCES
- IT IS THE RESPONSIBILLITY OF INDIVIDUAL STUDENTS TO ENSURE THEIR LICENCE
  IS VALID
  - ALL STUDENTS MUST WEAR THE PROPER UNIFORM AND HAVE THE CORRECT
    SPARRING GEAR

TIME LIMIT BETWEEN EACH GRADING

1<sup>ST</sup> GRADE WHITE BELT (2 MONTHS) – 2<sup>ND</sup> GRADE YELLOW BELT (3 MONTHS) – 3<sup>RD</sup> GRADE ORANGE BELT (3 MONTHS) – 4<sup>TH</sup> GRADE GREEN BELT (3 MONTHS) – 5<sup>TH</sup> GRADE BLUE BELT (4 MONTHS) – 6<sup>TH</sup> GRADE PURPLE BELT (4 MONTHS) – 7<sup>TH</sup> GRADE BROWN BELT 1<sup>ST</sup> TAG (4 MONTHS) – 8<sup>TH</sup> GRADE BROWN BELT 2<sup>ND</sup> TAG (4 MONTHS) 1ST DAN BELT BELT (MIN OF 3 YEARS) – 2<sup>ND</sup> DAN BLACK BELT (2 YEARS) – 3<sup>RD</sup> DAN BLACK BELT (3 YEARS) – 4<sup>TH</sup> DAN BLACK BELT (AWARDED AFTER 4 YEARS) 5<sup>TH</sup> DAN BLACK BELTS AND ABOVE MAY BE AWARDED BY THE HQ PANEL AT ANY TIME FOR I.E. ACCOMPLISHMENTS IN MARTIAL ARTS, DEDICATION TO YOUR SYSTEM

Please understand that the time limits stated above are only if the participant has trained regular,

#### **"TIME OUT MEANS TIME ADDED ON"**

Persons may be held back from gradings through: lack of regular training, bad attitude, low standard of technique, breaking the student code etc.

For grading costs please ask your instructor or visit the BDB website

HAND TECHIQUES

JAB – BACKFIST – CROSS – REVERSE PUNCH – UPPERCUT – HOOK – RIDGEHAND – CHOP – HAMMERFIST – ELBOW

**KICKING TECHIQUES** 

FRONT KICK – SIDE KICK – ROUNDHOUSE KICK – AXE KICK – INNER CRESCENT KICK – OUTER CRESCENT KICK – STAMP KICK – HOOK KICK – SICKLE KICK – BACK KICK – KNEE

THE ABOVE HAND AND KICKING TECHNIQUES MAY BE ASKED TO BE EXECUTED AS A SINGLE TECHNIQUE OR ANY SAID SEQUENCE AND MAY BE ASKED TO BE PREFORMED WITH A SHUFFLE, STEP, SPIN OR A JUMP

Please remember not all the above techniques are allowed in the ring, some are for street self-defence.

#### **KICKBOXING EQUIPMENT**

ALWAYS MAKE SURE YOU HAVE THE RIGHT EQUIPMENT TO TRAIN WITH PROPERLY, A LACK OF EQUIPMENT MAY HINDER YOUR TRAINING PROGRAME

#### ITEMS NEEDED FOR THE SERIOUS KICKBOXER SPARRING EQUIPMENT

BOXING GLOVES - SEMI CONTACT GLOVES - BOOTS - SHINS - MOUTHGUARD - HEADGUARD

MALES NEED A BOX - FEMALES NEED A CHESTGUARD

#### TRAINING EQUIPMENT

SKIPPING ROPE – HAND WRAPS – BAG GLOVES – FOCUS PADS – BODY SHEILD – PUNCHBAG – HANDWIGHTS

BY NOT ACQUIRING THE ABOVE ITEMS SPARRING COULD BE UNSAFE AND YOU ARE ONLY HINDERING YOUR OWN TRAINING, SEE YOUR INSTRUCTOR FOR A PRICELIST

#### **Black Dragon Blitzers Freestyle Kickboxing** WARMING UP FOR MARTIAL ARTS

Warming up before your training is very important, many injuries can be caused due to the lack of adequate warming up and a silly injury could stop you for weeks or even months, body conditioning is included in the warm up

HAND, STOMACH AND LEG WARM UP + CONDITIONING

No 1. Light warm up for beginner's or unfit participants 1/2 mile run 10 press ups on the fist 1- press ups on palms 40 sit ups 10 knees to chest (tuck jumps)

No 2. Medium 1 miles run 10 press ups on the finger tips 10 press ups on the palm & clap hands 60 sit ups light stretch

10 press ups on fist 20 knees to chest

light stretch

No 3. Heavy

1 to 2 miles run

10 press ups on fist 10 press ups on left palm 20 star sit ups

10 press ups on palms and touch the face 10 press ups on right palm 30 sit ups **30** knees to chest stretch

WARMING UP WITH KICKBOXING ROUNDS (TIP OF THE DAY) MAKE A TRACK WITH 2 MINUTES OF GOOD MUSIC THEN 30 SECOUNDS OUIET FOR YOUR REST PERIOD. THIS MAKES THE TRAINING EASIER TO TIME, CUTS OUT STOPWATCHES AND GIVES A **COMFORTABLE ATMOSPHERE TO TRAIN IN.** 

Execute either 1-2 or 3 of the above warm up plan then set your music going The first three rounds could easily be just skipping or sprinting or pad work or: -

Round 1 Should be a relaxed round of stances, limbering up with shooting forward and sideways etc. this will warm up your calves & leg muscles & helps practice evasion & techniques Round 2 Can be skipping, stance work or light shadow boxing Round 3 can be skipping, stance work or moderate show boxing

#### WARMING UP ON THE PUNCH BAG

Warm up as above before working on punchbag, don't start heavy on the bag. Round 1 use just hands, casual no power Round 2 again use just hands a little faster and sharper with a little more power Round 3 you could now use legs or heighten the power of punches

Warning

PARTICIPANTS WORKING ON 10 ROUNDS OR MORE, HAVE 24HRS REST FOR THE IMMUNE SYSTEM TO REGENERATE, EAT PROTIEN AND CARBOHYDRATES I.E POTATOES, RICE, PASTA, BREAD, CHICKEN, TUNA, ETC.

1<sup>ST</sup> GRADE - WHITE BELT

<u>SINGLE BASIC HAND TECHNIQUES</u> JAB – BACKFIST – CROSS – REVERSE PUNCH – UPPERCUT – HOOK – RIDGEHAND

<u>SINGLE BASIC KICK TECHNIQUES</u> FRONT KICK – SIDE KICK – ROUNDHOUSE KICK

> <u>CONTROL AND RESTRAINT</u> 1.Defence from a one-handed grab 2.Defence from a two handed grab

SHADOW BOXING – BAG WORK HORSE STANCE AND PUNCHES

2<sup>ND</sup> GRADE - YELLOW BELT

TWO HAND COMBINATIONS JAB – BACKFIST BACKFIST - CROSS CROSS – REVERSE PUNCH REVERSE PUNCH - UPPERCUT UPPERCUT – HOOK

**SINGLE BASIC KICK TECHNIQUES** FRONT KICK – SIDE KICK – ROUNDHOUSE KICK – AXE KICK

> <u>COMBINATIONS</u> FRONT KICK (FRONT LEG) – JAB – REVERSE ROUNDHOUSE KICK – REVERSE PUNCH SIDE KICK - BACKFIST

#### **CONTROL AND RESTRAINT**

3.Defence from a one-handed grab to clothing 4. Defence from a two-handed grab to clothing

STREET SELF - DEFENCE No 1

<u>1.Attack,</u> Shuffle & Jab Defence, left palm block, reverse punch, stamp to knee, wrist lock, take down and role and finish with wrist lock

3rd GRADE - ORANGE BELT

THREE HAND COMBINATIONS JAB – BACKFIST - CROSS BACKFIST – CROSS - REVERSE CROSS – REVERSE PUNCH - UPPERCUT REVERSE PUNCH – UPPERCUT - HOOK

TWO KICKING TECHNIQUES FRONT KICK – SIDE KICK SIDE KICK - ROUNDHOUSE KICK ROUNDHOUSE KICK HOOK KICK

<u>COMBINATIONS</u> FRONT KICK (FRONT LEG) – JAB – REVERSE HOPPING SIDE KICK – BACKFIST FRONT KICK (BACK LEG) – UPPERCUT - HOOK

#### **CONTROL AND RESTRAINT**

5.Defence from a two-handed grab to chest clothing 6. Defence from a two-handed grab to shoulders from front <u>STREET SELF – DEFENCE No 1 – No 2</u>

2.Attack, Step and hook Defence, left upper block, foreman smash to bicep, shuffle in and elbow behind ear lobe,

push head on to knee, take down, step over, sit and apply arm lock

twisting right hip up to lock elbow

4<sup>th</sup> GRADE – GREEN BELT

<u>COMBINATIONS</u> SLIDING JAB - REVERSE BLITZING BACKFIST SLIDING DOUBLE JAB - REVERSE PUNCH FRONT KICK (BACK LEG) - DOUBLE JAB FRONT KICK (BACK LEG) - UPPERCUT - HOOK FRONT KICK (BACK LEG) - HOOK KICK AXE KICK (BACK LEG) BACK KICK FRONT KICK - AXE KICK SPINNING HOOK KICK

#### **CONTROL AND RESTRAINT**

Defence from a one arm strangle hold from behind
 8. Defence from a bear hug from behind

**BLOCKING ROUTINE 1-10 (LEFT STANCE)** 

<u>STREET SELF – DEFENCE No 1 – No 3</u> <u>3. Attack</u>, shuffle and jab. <u>Defence</u>, left palm block followed by right upper block, shuffle in pulling their arm towards you as you shuffle in and elbow strike to throat, apply standing arm lock

5<sup>th</sup> GRADE - BLUE BELT

<u>COMBINATIONS</u> JAB – BACKFIST – ROUNDHOUSE KICK – SPINNING HOOK SIDE KICK – BACK KICK UPPERCUT – HOOK – ROUNDHOUSE KICK OFF EACH LEG COUNTERKICK JUMPING FRONT KICK JUMPING SIDE KICK JUMPING ROUNDHOUSE KICK FRONT KICK – ROUNDHOUSE KICK – BACK KICK SICKLE KICK

**CONTROL AND RESTRAINT** 

9. Defence from a headlock 10. Defence from a two handed strangle hold from behind

**BLOCKING ROUTINE 1-10 (LEFT STANCE)** 

<u>STREET SELF – DEFENCE No 1 – No 4</u> <u>4. BOTH LEFT FIGHTING STANCE. Attack, step and hook.</u>

<u>Defence,</u> left upper block, right palm strike under chin, stamp behind knee with left foot,

stamp on ankle or calf muscle, move in and apply headlock.

6<sup>th</sup> GRADE – PURPLE BELT

**COMBINATIONS** 

ROUNDHOUSE KICK -SPINNING HOOK KICK JUMPING SIDE KICK - BACK KICK - BACKFIST - REVERSE OUTER CRESCENT KICK - INNER CRESCENT KICK ROUNDHOUSE KICK - OUTER LEG SWEEP SLIDING JAB - REVERSE - ROUNDHOUSE KICK - REVERSE SLIDING JAB - REVERSE - FRONT KICK - SIDE KICK - BACK KICK -REVERSE

> BASIC JUMP KICKS JUMP FRONT – SIDE – ROUNDHOUSE - AXE

> > **CONTROL AND RESTRAINT 1 - 10**

**2 STREET DEFENCES AGAINST WEPONS** 

**BLOCKING ROUTINE 1-10 (LEFT STANCE)** 

STREET SELF - DEFENCE No 1 - No 5

5.ATTACK., shuffle and grab clothing with left hand. <u>Defence</u>, grab opponents left hand and twist your body left to form a wrist lock,

execute a foreman smash onto their elbow joint, push shoulder or elbow down and

step over, Snap elbow

7<sup>th</sup> GRADE – 1<sup>ST</sup> TAG BROWN BELT

HOP KUIN DO HAND SEQUENCE HOP KUIN DO KICKING SEQUENCE

FRONT KICK – JUMPING SPINNING BACK FIST – UPPERCUT – HOOK FRONT KICK (BACK LEG) – JAB – REVERSE HOPPING HOOK KICK – ROUNDHOUSE KICK (SAME LEG) – SPIINING HOOK - BACKFIST – REVERSE FRONT KICK (TO HEAD) – SIDE KICK (TO HEAD) ONE STEP SIDE KICK (TO KNEE) – LEG SWEEP (SAME LEG) – DROPPING REVERSE PUNCH

ALL BASIC JUMP KICKS JUMP FRONT – SIDE – ROUNDHOUSE – AXE – CRESCENTS AND JUMP BACK KICK

**CONTROL AND RESTRAINT 1 -10** 

**4 STREET DEFENCES AGAINST WEPONS** 

**BLOCKING ROUTINE 1-10 (LEFT STANCE)** 

STREET SELF – DEFENCE No 1 – No 10

KATA - NIDAN

8<sup>th</sup> GRADE – 2<sup>ND</sup> TAG BROWN BELT

HOP KUIN DO HAND SEQUENCE BOTH STANCES (TENSION, SPEED, POWER) HOP KUIN DO KICKING SEQUENCE

<u>COMBINATIONS</u> SLIDING TWISTING JAB BACK KICK – ROUNDHOUSE KICK (SAME LEG) – REVERSE PUNCH SLIDING SIDE KICK (FRONT LEG) – SIDEKICK (BACK LEG) ROUNDHOUSE – SPINNING HOOK KICK JUMPING ROUNDHOUSE – JUMPING HOOK (SAME LEG) JUMPING FRONT KICK – ROUNDHOUSE KICK – SPINNING HOOK KICK – BACKFIST – REVERSE STEP AND JAB – REVERSE – FRONT KICK – SIDE KICK – BACK KICK – BACKFIST – REVERSE

ALL BASIC AND ADVANCED JUMP KICKS JUMP FRONT – SIDE – ROUNDHOUSE – AXE – CRESCENTS AND JUMP BACK KICK AND ALL JUMP SPINNING

**CONTROL AND RESTRAINT 1 -10** 

**6 STREET DEFENCES AGAINST WEPONS** 

**BLOCKING ROUTINE 1-10 (LEFT STANCE)** 

STREET SELF - DEFENCE No 1 - No 10

**ALL KATAS** 

9<sup>th</sup> GRADE – 3<sup>RD</sup> TAG BROWN BELT

HOP KUIN DO HAND SEQUENCE BOTH STANCES (TENSION, SPEED, POWER) HOP KUIN DO KICKING SEQUENCE BOTH STANCES (TENSION, SPEED, POWER)

COMBINATIONS SLIDING SIDE KICK – HOOK KICK (SAME LEG) 3 KICK OFF BACK LEG FRONT SIDE HOOK KICKS – BACK KICK - REVERSE JUMPING FRONT KICK – ROUNDHOUSE – SPINNING HOOK KICK – JUMPING BACK KICK FRONT KICK (BACK LEG) – CROSS – REVERSE – ROUNDHOUSE KICK REVERSE SWEEP – AXE KICK (SAME LEG) ROUNDHOUSE KICK – SWEEP (SAME LEG) – DROPPING REVERSE JUMPING ROUNDHOUSE – SPINNING HOOK KICK SLIDING REVERSE – STEP THROUGH FOOT SWEEP – ROUNDHOUSE KICK – REVERSE

BACKFIST – DROPPING SPINNING ELBOW STRIKE

ALL BASIC AND ADVANCED JUMP KICKS JUMP FRONT – SIDE – ROUNDHOUSE – AXE – CRESCENTS AND JUMP BACK KICK AND ALL JUMP SPINNING

**CONTROL AND RESTRAINT 1 -10** 

**CREATE 4 EMPTY HAND SELF DEFENCE** 

CREATE 4 STREET DEFENCES AGAINST WEPONS

**BLOCKING ROUTINE 1-10 (BOTH STANCES)** 

STREET SELF - DEFENCE No 1 - No 10

**ALL KATAS** 

10<sup>th</sup> GRADE – 1<sup>st</sup> DAN BLACK BELT MINIUM 3 YEARS REGUALAR TRAINING & QUALIFY AS A JUDGE & IN 1<sup>st</sup> AID

> HAND COMBINATIONS TENSION – SPEED – POWER KICK COMBINATIONS TENSION – SPEED - POWER

ALL BASIC HAND COMBINATIONS ALL BASIC KICKING COMBINATIONS BASIC HAND AND FEET COMBINATIONS BASIC JUMP KICKS ADVANCED JUMPING KICKS IRON PALM ROUTININE – IRON LEG ROUNTINE

CONTROL AND RESTRAINT 1 -10 CREATE 10 EMPTY HAND SELF DEFENCE CREATE 10 STREET DEFENCES AGAINST WEPONS

**BLOCKING ROUTINE 1-10 (BOTH STANCES)** 

STREET SELF - DEFENCE No 1 - No 10 (OUT OF SEQUENCE)

ALL KATAS

**ADVANCED ROUNDS OF:** 

2<sup>ND</sup> DAN BLACK BELT MINIUM 2 YEARS TRAINING AFTER 1<sup>ST</sup> DAN & QUALIFY AS A CLASS REFEFEREE

**ALL BASIC HAND COMBINATIONS** ALL BASIC KICKING COMBINATIONS ALL HAND AND FEET COMBINATIONS **BASIC JUMP KICKS & ADVANCED JUMPING KICKS IRON PALM ROUTININE – IRON LEG ROUNTINE CONTROL AND RESTRAINT 1 -10** DEFEND AGAINST 10 UNKNOWN STREET ATTACKS **BLOCKING ROUTINE 1-10 (BOTH STANCES)** STREET SELF - DEFENCE No 1 - No 10 (OUT OF SEQUENCE **REVERSE SPINNING KICK ADVANCED JUMPING BACK KICK** ADVANDED JUMP SPINNING HOOK KICK ALL KATAS **ADVANCED ROUNDS OF:** -**SPARRING - SHADOW BOXING - BAG WORK** HORSE STANCE AND PUNCHES

3RD DAN BLACK BELT

MUST HAVE 1<sup>ST</sup> AID AND REFEREE QUALIFICATIONS SELECTED SYLLABUS FROM ABOVE WITH: -EXTRA ROUNDS - 1 HR WRITTEN EXAM

EXPLANATION OF PRESSURE POINTS, BODY MUSCLES, MARTIAL ARTS HISTORY ETC.

HOP KUIN DO STREET SELF DEFENCE

1. BOTH LEFT FIGHTING STANCE. <u>Attack</u>, shuffle and jab. <u>Defence</u>, left palm block, reverse punch, stamp kick to knee, wrist lock, take down role and finish with wrist lock

2. BOTH LEFT FIGHTING STANCE. <u>Attack</u>, step and hook. <u>Defence</u>, left upper block, foreman smash to bicep, shuffle in and elbow behind ear lobe,

push head on to knee, take down, step over, sit and apply arm lock twisting right hip up to lock elbow.

3. BOTH LEFT FIGHTING STANCE. <u>Attack</u>, shuffle and jab. <u>Defence</u>, left palm block followed by right upper block, shuffle in pulling their arm towards you as you shuffle in and elbow strike to throat, take down, apply standing arm lock

4. BOTH LEFT FIGHTING STANCE. <u>Attack</u>, step and hook. <u>Defence</u>, left upper block, right palm strike under chin, stamp behind knee with left

foot,

stamp on ankle or calf muscle, move in and apply headlock.

5. <u>ATTACK.</u>, shuffle and grab clothing with left hand. <u>Defence</u>, grab opponents left hand and twist your body left to form a wrist lock, execute

foreman smash onto their elbow joint, push shoulder or elbow down and step over, execute arm lock.

6. <u>ATTACK</u> Step and grab with both hands to throat. <u>Defence</u>, upper double block while shuffling back, double slap ears with cupped hands, grab head, pull 'and head but to bridge of nose, pull head on to your knee, circle your hands and twist opponent into a Japanese strangle. 7. <u>ATTACK.</u> Shuffle and grab clothing with left arm. <u>Defence</u>, grab their left hand and twist and pull whilst executing a ridge hand with you left hand to their throat, when opponent hits floor, use a kick to armpit then lifting opponent on to their side, place left foot behind head and right foot step over and snap neck

8. <u>ATTACK</u> step and double grab, <u>Defence</u>, execute a right hand upper block before they reach you, grab wrist and arm with both your hands, pull towards you and knee to stomach, as they bend execute an elbow strike down to base of neck and push away

9. <u>ATTACK.</u> Step behind and grab around throat with right arm, <u>Defence</u>, execute a right elbow into the ribs, grab the foreman that is around your throat, pull their hip into yours by leaning forward a little and twist to throw them, whilst holding their right arm punch to face and sink knee into their ribs.

10. <u>ATTACK</u> shuffle and grab throat both hands. <u>Defence</u>, thrust right elbow up through middle while left arm pulls down, while holding left hand pull their hip into yours, twist and throw them, whilst holding their right-hand punch and. sink you knee into ribs until they tap out.

HOP KUIN DO SEQUENCES

HOP KUIN DO HAND SEQUENCE

JAB – BACKFIST - CROSS – REVERSE -UPPERCUT – HOOK – RIDGEHAND – CHOP – HAMMERFIST – ELBOW – KNEE

HOP KUIN DO KICKING SEQUNECE

(BACK LEG) FRONT - SIDE - ROUND (FRONT LEG) FLICK - STAMP - SICKLE INNER AXE - OUTTER AXE INNER SWEEP - OUTTER SWEEP INNER CRESCENT - OUTTER CRESCENT HEEL KICK HOOK KICK KNEE TO HEAD BACK KICK TURN IN HOPKUIN DO

#### **CONTROL AND RESTRAINT**

**1.Defence from a one-handed grab** 

2.Defence from a two-handed grab

**3.Defence from a one-handed grab to clothing** 

4. Defence from a two-handed grab to clothing

5.Defence from a two-handed grab to chest clothing

6. Defence from a two-handed grab to shoulders from front

7. Defence from a one arm strangle hold from behind

8. Defence from a bear hug from behind

9. Defence from a headlock

10. Defence from a two handed strangle hold from behind

WEEK / / to / / GOALS

WARM UP				DAYS:
ACTIVITY	TIME / DIST	SETS / REPS	INTENSITY*	NOTES

STRENGTH TRAINING			DAYS:	
EXERCISES	SETS / REPS	WEIGHT	RESTTIME	NOTES

CARDIO TRAINING			DAYS:	
EXERCISES	TIME / DIST	TARGET HR	INTENSITY*	NOTES

COOL DOWN				DAYS:
ACTIVITY	TIME / DIST	SETS / REPS	INTENSITY*	NOTES

\* Intensity: easy/medium/hard\_or\_poor/good/excellent