

Ikkyu Promotion Requirements and Study Guide

The following general knowledge, vocabulary and demonstrations are required for Junior Ranks 11 and 12, and Adult Rank Ikkyu.

Rank	General Knowledge/Vocab	Demonstration
JR11	234	158
JR12/Ikkyu	255	214

General Knowledge:

Who was the creator of Judo?		1
What was the name of the school he founded?		1
What year was Judo created?		1
What was unarmed combat in Japan called before Judo?		1
How long have unarmed combat martial arts been practiced in Japan?		1
What is the name of your Judo organization?		1
Name the 3 parts of a throw in English and Japanese		6
Name the 3 parts of unarmed combat in English and Japanese		6
Name the 2 divisions of throwing techniques in English and Japanese		4
Name the 3 divisions of standing techniques in English and Japanese		6

Name the 2 divisions of sacrifice techniques in English and Japanese		4
Name the 3 divisions of mat techniques in English and Japanese		6
Name 3 of the 7 people who attained the rank of 10th degree black belt		3
What are the 2 Principles of Judo as defined by Dr Kano?		2
What is the ultimate goal of Judo as defined by Dr Kano?		1

Vocabulary:

Knee			Hip or Waist	
Hand			Foot	
Big or Major			Little or Minor	
Lock or Hold			Falling methods or ways	
Wheel			Begin!	
Hold-Down!			Stop!	
Hold Broken!			Don't Move!	
Knee Wheel Throw			Continue	
Major Hip Throw			Scarf Hold	
Shoulder			Side	
Throw			Reap	
Corners			Inside	
Outside			Fundamental or Basic	

Natural			Defensive	
Time is up!			I Surrender!	
Fundamental Natural Posture			Fundamental Defensive Posture	
Shoulder Throw			Major outside reaping throw	
Side hold			Sixth Class Judo Rank	
Sweep			Forms of off balancing	
Forms of gripping one's opponent			Note!	
Caution! (moderate penalty, not used)			Warning! (severe penalty, not used)	
Loss by rule violation			One point	
Almost one point!			Almost one half point (not used)	
Slight Superiority (not used)			Normal Walking	
Sliding Foot Walking			Sitting on Knees	
Sitting cross legged			Advanced Foot Sweep	
Major inside reaping throw			Upper Corners hold	
To Float			Lower Prop	
Lift			Pull	
Defense			Escape	
Modified (as in hold downs)			Right	

Left			Back Falls	
Forward Falls			Decision!	
Win by decision			Entry methods into matwork	
Floating Hip Throw			Lifting Pulling Foot Stop	
Modified Scarf hold			Fifth class Judo rank	
Body			Rolling	
Front Rolling Falls			Drop	
Valley			Body Movement	
Pivoting or Turning the Body			Technique	
Counter technique			Attention	
Bow			Teacher	
Judo Practice Hall			Judo Uniform	
Judo player			Little Inside reaping throw	
Hip Wheel Throw			Modified side hold	
Jude uniform sleeve			Judo uniform lapel	
Judo uniform jacket			Belt	
Attacker			Defender	
Repetition attack practice without throwing, done in pairs			Alternate throwing practice without resistance	
Pantomime			Form Practice	

practice				
Free Practice			Practice in general	
Posture in General			Combination or faking techniques	
Little Outside Reaping Throw			Lifting Pulling Hip Throw	
Modified Upper Corners Hold			Fourth Class Judo Rank	
To Slide			Way of the Warrior	
Martial Arts			Win by default before a match	
Win by withdrawal during a match			Combination win by $\frac{1}{2}$ point and opponent penalties (not used)	
5 stages of techniques, basic syllabus of Judo			Principle of Gentleness	
Way of life			Warm up exercise	
Cooling off exercise			Exercises in general	
Holder of any rank below Black Belt			Holder of any Black Belt rank	
Swallow Flight Counter throw			Sliding Foot Sweep	
Sweeping Hip Throw			Shoulder Hold	
Straw Japanese Judo Mats			Thigh	
Shout to gather inner strength			Internal force or spiritual energy	
Rear			Kneeling bow	

Standing bow			Tournament	
Referee			Side of mat reserved for highest rank players or officials	
1 point by adding 2 half points			Half point added makes full point (ref call)	
Favorite technique			Instantaneous promotion	
Inner Thigh Throw			Rear Scarf hold	
Body Drop			Third Class Judo Rank	
To dash the opponent while throwing			Step or degree in Black Belt ranks	
1st Degree Black Belt			2nd Degree Black belt	
3rd Degree Black Belt			4th Degree Black Belt	
5th Degree Black Belt			6th Degree Black Belt	
7th Degree Black Belt			8th Degree Black Belt	
9th Degree Black Belt			10th Degree Black Belt	
Winding Pulling while throwing			Past master of Judo (properly applied only to Dr Kano)	
Illegal entwining of the leg in Major Outside Reap			Minor Outside Dashing Throw	
Lifting Hip Throw			Straddling Hold	
Choke or Strangle			To Spring	

Avoiding or evasive action			A little	
Two handed (as in shoulder hold)			Black Belt Judo association	
Practice in Pairs			Win of any type	
Loss of any type			Decision (as in self defense instant decisions)	
Contest Area			Sweeping Foot Stop Throw	
Springing Hip Throw			Naked Strangle	
Sliding Lapel Choke			Single Shoulder Choke	
Draw Match			Second Class Judo Rank	
Normal			Reverse	
Cross			Sacrifice	
Direct or flat			Forms of resuscitation in Judo	
"Winner Stays Out" style tournament			Man for man, or elimination tournament	
Maximum Efficiency			Mutual Benefit and welfare	
Mountain Storm throw			Flying scissors throw	
Side (lateral) Drop throw			Shoulder Wheel throw	
Normal Cross Choke			Half Cross Choke	
Reverse Cross Choke			Arm	
Crush			Circle	

Armpit		JR11 stop Here		
Scissor (by the legs, illegal in Judo competition)			Formal forms of throwing	
Formal forms of holding			Formal Forms of gentleness	
Formal forms of self defense			Ancient forms	
Forms of Five			Circle Throw	
Foot Wheel Throw			Arm Crushing Cross Lock	
Arm Crushing Normal Arm Lock			Arm Crushing Bent Arm Lock	
Armpit Lock			First class Judo Rank	

Demonstrations:

Ukemi	Pass/fail (2)
Koho Ukemi - Back Falls	
Yoko Ukemi - Side Falls	
Mae or Zenpo Ukemi - Front Falls	
Zenpo Kaiten Ukemi - Front Rolling Falls	

General	Pass/Fail (2)
Seiza - sitting on knees	
Anza - sitting cross legged	
Tsugi Ashi - Follow foot movement	

Ayumi Ashi - Normal foot movement	
Tai Sabaki - body turning	
Shizen Hon Tai	
Jigo Hon Tai	
Sleeve Grip	
High Lapel Grip	
Inner Sleeve Counter Grip to high Lapel Grip	
Collar Grip	
Drive through break for collar grip	
Releases from Sleeve Grip	
Low Lapel Grip	
Alternative means of gripping	
How to Referee a match	

Techniques		Good	Fair	Fail
O Goshi				
O Soto Gari				
Kesa Gatame				
Escape from Kesa Gatame				
Hiza Guruma				
Seoi Nage				
Counter for O Goshi				
Hadaka Jime	If 13 or older			
De Ashi Harai				
O Uchi Gari				

Combination including O Goshi				
Yoko Shiho Gatame				
Escape from Yoko Shiho Gatame				
Ude Garami	If 18 or older			
Break down uke's turtle into matwork #1				
Nami Juji Jime	If 13 or older			
Kata Juji Jime	If 13 or older			
Gyaku Juji Jime	If 13 or older			
Kami Shiho Gatame				
Sasae Tsuru Komi Ashi				
Uki Goshi				
Combination including Seoi Nage				
Counter to O Soto Gari				
Tai Otoshi				
Ko Soto Gari				
Counter for Seoi Nage				
Escape from Kami Shiho Gatame				
Okuri Eri jime	If 13 or older			
Hands and Knees Bottom #1 (Reversal from turtle position)				
Legs around top #1 (Tori is in Uke's guard)				
Ude Hishigi Ude Gatame	If 18 or older			
Kuzure Kesa Gatame				
Counter to Hiza Guruma				
Combination including Hiza Guruma				
Harai Goshi				
Ko Uchi Gari				

Koshi Guruma				
Uchi Mata				
De Ashi Harai				
Kataha Jime	If 13 or older			
Legs around Bottom #1 (Tori has uke in guard)				
Counter to De Ashi Harai				
Kesa Gatame Escape #2				
Hands and knees top #2 (Breakdown Uke's turtle)				
Kuzure Yoko Shiho Gatame				
Ude Hishigi Juji Gatami	If 18 or older			
Counter Ko Uchi Gari				
Ko Soto Gake				
Tsuri Goshi				
Okuri Ashi Harai				
Tomoe Nage				
Escape from Yoko Shiho Gatame #2				
Kuzure Kami Shiho Gatame				
Hands and Knees Bottom #2 (Reversal from turtle)				
Tsuri Komi Goshi				
Ashi Guruma				
Combination including O Uchi Gari				
Counter to Tsuri Goshi				
Counter to Ouchi Gari				
Kata Gatame				
Escape from Kuzure Kami Shiho Gatame				

Escape from Kata Gatame				
Ryote Jime	If 13 or older			
Ude Hishigi Hiza Gatame	If 18 or older			
Legs around top #2 (Tori is in uke's guard)				
Yoko Otoshi				
Tani Otoshi				
Combination including O Soto Gari				
Counter to Uchi Mata				
Escape from Kata Gatame				
Sankaku Jime	If 13 or older			
Legs around Bottom #2 (Tori has Uke in guard)	JR11 Stop Here			
Ude Hishigi Sankaku Gatame	If 18 or older			
Combination including Uchi Mata				
Counter for Tai Otoshi				
Kata Guruma				
Soto Maki Komi				

Nage no Kata	
Entry	
Uki Otoshi	
Seoi Nage	
Kata Guruma	Safer variants (eg drop) acceptable
Uki Goshi	
Harai Goshi	
Tsuri Komi goshi	
Okuri Ashi Harai	

Sasae Tsuru Komi Ashi	
Uchi Mata	
Exit	