GREEN TEST

BASIC HAND AND FOOT TECHNIQUES

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- 1. Rising
- 2. Inward
- 3. Outward
- 4. Downward
- 5. Scooping
- 6. Roundhouse
- 7. High Scooping Outward
- 8. Inward Palm
- 9. Outward Shuto
- 10. Cover Block (forward in fighting stance)
- 11. Double Outward (stepping back in forward stance)
- 12. Simultaneous HSO and Downward (in dynamic stance)
- 13. Downward Block with guard

Punches

- 1. Forward Thrust
- 2. Vertical Forward Thrust
- 3. Reverse
- 4. Vertical Reverse
- 5. Double Knuckle
- 6. Vertical Double Knuckle
- 7. Upper-Cut
- 8. Roundhouse
- 9. Forward Back Knuckle
- 10. Side Back Knuckle
- 11. Backward Back Knuckle
- 12. Outward Back Knuckle
- 13. Short Hook
- 14. Dropping Straight Down Thrust Punch (in lunge stance)

Hammer Fists				
1.	Inward			
2.	Outward			
3.	Downward			
4.	Follow-thru Outward (in fighting stance with lunge)			
5.	Cover Hammer (in fighting stance with small lunge)			
Cho	<u>ps</u>			
1.	Inward			
2.	Outward			
3.	Downward			

Pokes and Fists

- 1. Horizontal
- 2. Vertical
- 3. Tiger Claw
- 4. Scooping Ridge Hand
 - A. Bent Elbow
 - B. Straight Arm
- 5. Two Finger
- 6. One Finger
- 7. Palm Heel
- 8. Ridge Hand
- 9. Fore Knuckle
- 10. Extended Knuckle

Elbow Strikes		
1.	Low Back (stepping back in forward stance)	
2.	Forward	
3.	Downward	
4.	Rising	
5.	Straight Back	
6.	Reverse Back	
7.	Cross Back	

8. Jumping Circular Downward (in fighting stance with front hand)

☐ Kicks

- 1. Field Goal Kick
- 2. Forward Snap
- 3. Forward Thrust
- 4. Forward Heel Stomp
- 5. Back Heel Stomp
- 6. Back Heel Thrust
- 7. Short Side
- 8. Long Side Thrust
- 9. Hop-Behind Side Thrust
- 10. Hop-In Side Thrust
- 11. Long Side Thrust in Half-Stance
- 12. Cross-over Side Thrust
- 13. Side Snap
- 14. Cross Behind Heel Hook
- 15. Spinning Back Heel Thrust
- 16. Inward Crescent
- 17. Outward Crescent
- 18. Arch Kick

Roundhouse Kicks 1 – 6				
1.	Koden Kan			
2.	Thigh Kick			
3.	Rib Kick			
4.	Slide-up			
5.	Sliding			
6.	Switch Kick (thigh and rib)			
Kne	e Strikes 1 – 3			
1.	Forward			
2.	Upward			
3.	Koden Kan Roundhouse			
Com	nbination Kicks 1 – 5			
1.	Forward Snap – Roundhouse			
2.	Forward Thrust – Spinning Back Heel Thrust			
3.	Hop-in Side Thrust – Jumping Roundhouse			
4.	Inward Crescent – Spinning Outward Crescent			
5.	Sliding Double Roundhouse to Solar Plexus & Face			

- Jumping Kicks 1 6 **Jumping Snap Kick** 2. **Chicken Kick** 3. Flying Side Thrust **Jumping Roundhouse** 4. 5. **Jumping Forward Thrust Jump Spinning 360° Inward Crescent** 6. **Sparring Techniques 1 – 6** 1. **Outward Back Knuckle, Thrust Punch, Roundhouse Kick** Slide-up Roundhouse, Outward Back Knuckle, Reverse Punch 2. Sliding Leg Lift Fake, Outward Back Knuckle, Under/Over Punch 3. 4. Inward Leg Check, Side Thrust (same leg)
 - 6. Slide-up RH Kick, Back Knuckle, Thrust Punch, Slide-up RH Kick

Lunging Forward Thrust Kick, Reverse Punch

5.

Stances and Pivots

- 1. Set Stance
- 2. Forward Stance
- 3. Backward Stance
- 4. Cat Stance
- 5. L-Stance with Shuto
- 6. Lunge Stance
- 7. Dynamic Stance
- 8. Half-Stance
- 9. Fighting Stance Right and Left Sides
- 10. Escrima Stance Right and Left Sides
- 11. Back Pivot

FORMS

Basic I	Four Corner Cover Movements 1 – 8
1.	Four Corner Cover Movement #1
2.	Four Corner Cover Movement #2
3.	Four Corner Cover Movement #3
4.	Four Corner Fighting Form
5.	Four Corner Bo Kata
6.	Four Corner Escrima Kata
7.	Four Corner Bo Two-Man Set
8.	Four Corner Escrima Two-Man Set

Basic I	Katas 1 – 4
1.	Basic Kata #1
2.	Basic Kata #2
3.	Basic Kata #3
4.	Basic Bo Kata
Koden	Kan Heians 1 – 2
1.	Heian #1
	1. 2. 3. 4.

2.

Heian #2

PARTNER TECHNIQUES

Defensive Arts 1 – 10
1.
2.
3.
4.
5.
6.
7.
8.
9.

10.

H2H Techniques Tiger Claw A. Rising Block, Tiger Claw, Forward Knee B. Add Thigh Kick C. Switch Kick 2. Two Hand Push Counter **Arch Kick** 3. Inward/Outward **Rear Arm Choke Counter** 5. A. Control B. Anaconda **Cover Block** 6. A. Cover Hammer, Tiger Claw, Forward Knee or Thrust Kick B. Block, Grab, Elbow, Takedown, Elbow **Roundhouse Kick Takedown** 7.

8. Arm Pretzel

- Floor Defense
 - 1. Side Grab Defense
 - 2. Say A Prayer

- Aikido Grab Arts 1 4
 - 1. Cross-Over Grab and Counter
 - 2. Inward Grab and Counter
 - 3. Double Hand Grab, Break and Counter
 - 4. Cross-Behind Arm Bar

SELF DEFENSE TECHNIQUES

Group One

- 1. The Wedge
- 2. Two Finger Push Away
 - A. Push Back
 - **B.** Add Hop-Behind Side Thrust
- 3. Hair/Shirt Grab Defense #1
 - A. Wristlock, Grab Head, Knee
 - B. Long Arm Bar on Floor, Shin on Shoulder, Pull up on Arm
- 4. Rear Windmill (3 rapid fire Tiger Claws)
- 5. Head Lock Defense #1

Group Two

- 1. Small Circle Inside Grab
- 2. Long Arm Bar
- 3. Outward Reap, One Leg
- 4. Front Windmill
- 5. Side Grab Defense #1
 - A. Look, Slap, Step
 - B. Shoulder Shrug

Group Three

- 1. Figure 4 Choke Hold
- 2. Figure 4 Choke Hold Counter
- 3. Hip Throw
- 4. Outward Reap Both Legs (from front)
- 5. Wrist Escapes
 - A. Straight Across Grab
 - **B.** Cross Grab
 - C. Double Hand Grab

- **Group Four**
 - 1. Headlock Defense #2
 - 2. Side Grab Defense #2 (Eagle's Beak)
 - 3. Shoulder Throw
 - 4. Backward Roll Kick Throw
 - 5. Handshake Counters #1 and #2
- **Group Five**
 - 1. Wall Defense
 - A. Thumb in Armpit
 - **B.** Long Arm Bar
 - C. Head Slam
 - 2. "Friend or Foe" (below ear behind jaw)
 - 3. Base of Neck Pinch Take Down
 - 4. Head Twist Take Down (front)
 - 5. Head Slam (groin kick, grab head, slam to ground)

TUMBLING TECHNIQUES

On the Mat

- 1. Forward Roll
- 2. Shoulder Roll
- 3. Back Shoulder Roll
- 4. Backward Roll
- 5. Diving Forward Roll
- 6. Diving Forward Shoulder Roll
- 7. Backward Roll Extension in Pike
- 8. Kip-up
- 9. Neck Spring
- 10. Head Spring
- 11. Forward Hand Spring
- 12. Frog Stand
- 13. Drag Into Head Stand
- 14. Hand Stand

SPECIALTY SECTION

	S	pa	ar	ri	n	g

1. Single Opponent

Michael	M. Foley	
Professor		
	Passed	
	Passed, Needs Work	
	Failed	