Belt Requirements (Juniors)

There are minimum measurements based on 70% of your attendance. **This is not a contract to test.** Your test date will be determined between you and your instructor or mentor and will occur when he/she believes you are ready. Sometimes for any reason, it may take a little longer, please keep your instructor informed of any prolonged absence(s).

*Private lessons can be used to make up missed lessons and help you stay on track.

Yellow Belt

10 lessons (6 weeks)

Warmups Animals: 5 Wrist Escapes: 10 Phase 1 Yellow Belt Philosophy Fee: \$35

Orange Belt

20 lessons (3 months) Warmups & Kicks Animals: 10 Wrist Escapes: All Hapkido Basics: 3 Phase 2 Orange Belt Philosophy Fee: \$40

Blue Belt

40 lessons (6 months) Warmups & Kicks Animals:20 Forms: 1 Wrist Escapes: All Hapkido Basics: All Phase 3 Blue Belt Philosophy Fee: \$45

<u>Green Belt</u>

60 lessons (9 Months) Warmups, Kicks & Angles Animals: 35 Forms: 1 Wrist Escapes: All 7 Hapkido Basics: All Hapkido Takedowns: 2 Phase 4 Green Belt Philosophy Fee: \$60

<u>Brown Belt</u>

80 lessons (1 year) Warmups, Kicks & Angles Animals: 45 Forms: 2 Wrist Escapes: All Hapkido Basics: All Hapkido Escapes: All Hapkido Takedowns: 5 Phase 5 Brown Belt Philosophy Fee: \$75

Brown Belt (Stripe)

125 lessons (18 months) Warmups, Kicks & Angles Animals: 60 Forms: 3 Wrist Escapes: All Hapkido Basics: All Hapkido Escapes: All Hapkido Takedowns: 10 Phase: 6 Brown Belt Stripe Philosophy Fee: \$75

Red Belt

160 lessons (2 years) Warmups, Kicks & Angles Animals: All Forms: 5 Wrist Escapes: All Hapkido Basics: All Hapkido Escapes: All Hapkido Takedowns: 15 One-Hand Set Red Belt Philosophy Fee: \$100

Junior Red/Black Belt

250 lessons (3 years) Warmups, Kicks & Angles Animals: All (both sides) Forms: 9 Wrist Escapes: All Hapkido Basics: All Hapkido Escapes: All Hapkido Takedowns: 20 One Hand Set 7 Step Hand Set All lower belt philosophy Fee: \$125

Black Belt

330 lessons (4 years) Warmups, Kicks & Angles Animals: All (both sides) Forms: 12 Wrist Escapes: All Hapkido Basics: All Hapkido Escapes: All Hapkido Takedowns: 30 One Hand Set 7 Step Hand Set Foundation Philosophy Fee: \$125

And any other concept, technique, and philosophy that may be requested on a test.

Questions and subjects may vary according to whom they are directed

AMERICAN SCHOOL OF MARTIAL ARTS – WEST PALMDALE TESTING PACKET

Martial Artist Name:	
Please circle and list total months/years trained	
Yellow	Orange
Blue	Green
Brown	Brown (Stripe)
Red	Mentor:
Junior Red/Black Belt	Mentor:
Junior Black Belt (1 st Degree)	Mentor:

Requirements:

- Circle/Checkmark what you know on the following sheets.
- Wear your complete uniform to the test.
- You must register & pay your test fee before testing begins (cash or check preferred).
- Any questions regarding the test should be addressed prior to the test date.
- Make checks payable to ASMA West Palmdale

844 W Palmdale

Palmdale, CA 91506

Basics

Warm-ups

Shoulder height knife hands Over the knee knife hands High/low knife hands

Downward backfists Rising backfists

Reverse punch Diagonal punch

Slow motion front kicks Two-part front kicks Continuous front kicks

Slow motion side kicks Two-part side kicks Continuous side kicks

Kicks

Wall kicks Kicks in the air including low/high Roundhouse and hook

Series Kicks

Front/front Side/side Front/side/back Front/front/side/back

Series 8 Kicks

Front, front, round Back, hook, side Inside crescent Outside crescent

<u>Angles</u>

Each angle is applied to 6 locations

Front foot Back foot Scooting One knee down Crane Crossover Two Step

Designated Techniques

Set 1

□ Monkey

- Dragon
- □ Swallow
- □ Stork
- □ Snake

<u>Set 2</u>

- Tiger Tail
- Deflecting Hand
- Golden Pheasant
- □ Crane
- □ Turtle
- Bow & Arrow Shoot Tiger

Set 3

- Dragon Tail
- □ Repulse Monkey
- □ Dove
- □ Cobra
- Bear

<u>Set 4</u>

- □ Retreating Hammer
- □ Scissors
- □ Separate Right Foot
- □ Hawk
- Deflect Punch Under Elbow
- □ Falcon

Set 5

- □ Cut
- □ Cross (Palm)

- □ Three Step Retreat
- □ Squat 1
- □ Trapping Knife Hand
- □ Wiping Hand

Set 6

- □ Riding Tiger
- □ Hop, Shift, Scoop
- Diagonal Flying
- Play the Guitar
- □ Weave Under Tiger
- □ Gorilla
- □ Retreating Deception
- □ Sparrow Tail
- Diagonal Front Kick
- Diagonal Punch

Set 7

- Sweep Lotus
- Eagle 1
- □ Escape
- □ Tiger Springs from Den
- Crossing the Tigers Path

Set 8

Squat 2

- Parting the Mane
- □ Jade Girl
- □ Flowering Hands
- □ Ox Jaw Switch

Set 9

- □ Chicken
- □ Bird
- □ Horse
- □ Star
- □ Snake Wraps Opponent

<u>Set 10</u>

- Overhead Hammer Fist
- □ Inside Tiger Tail
- □ Chicken Spinning Fist
- □ Squat Side Kick
- Offense Knee

<u>Set 11</u>

- □ Golden Stork
- Gorilla Wraps Inward
- □ Chicken Hawk
- Eagle 2
- □ Jamming

Set 12

- □ Ward Opponent
- Press
- □ Rein Horse
- Rooster Sheds Feathers
- □ Seek Needle

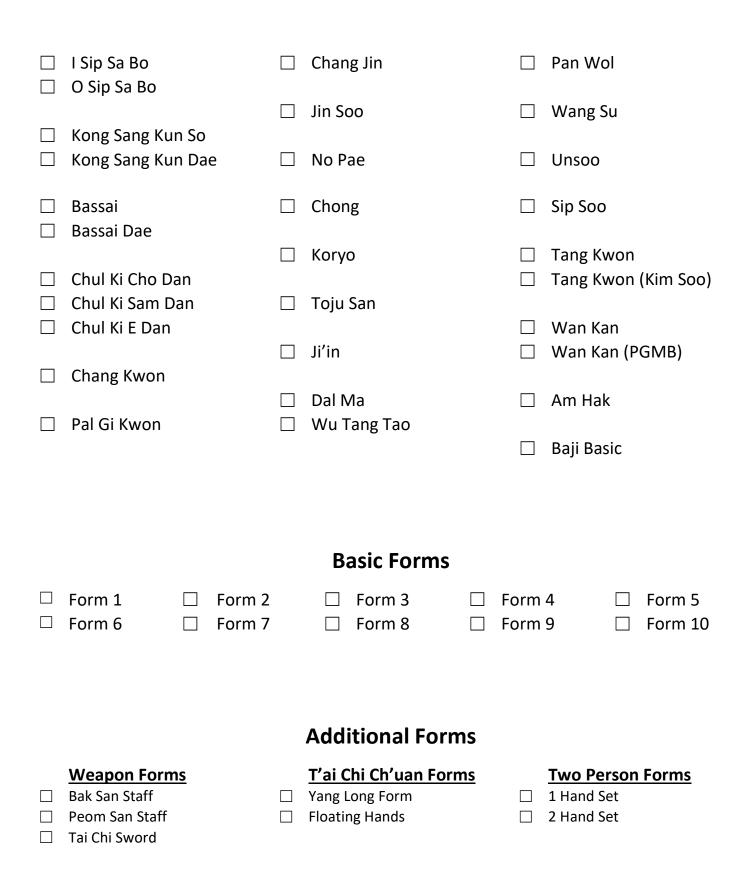
Set 13

- □ Uplifting Hand
- **Restraining Hand**

Palm Deflect Cross Hands & Push

- □ Shuttle
- - Binding

Temple Forms



Hapkido

7 Basics

- Head Wrap
- Head Press
- Chin Strike
- Shoulder Wrap
- Elbow Break
- Wrist Shoulder Hold
- Diagonal Sweep to Knee

<u>Set 1</u>

- 🗌 Star
- Shoulder Star
- Wrap & Slap
- □ Head Wrap Chin Pull
- Snake Wrap
- Chin Strike & Sweep
- Walk Around Take Down
- □ Wrist Throw
- Shoulder Throw

<u>Set 2</u>

- □ Knee Sweep
- Elbow Break Throw
- Dragon Tail Hands
- Crossover Path
- □ Throw Against Knife Hand
- □ Figure Four
- Backstroke Throw
- Pull Belt, Push Head
- □ Handshake
- □ Elbow Manipulation

<u>Set 3</u>

- □ Elbow Pressure & Throw
- Wrist Lock
- Oblique Head Wrap Throw
- Roll the Kick
- Tackle the Knee
- Parry & Sweep
- □ Slip, Bind & Tackle Roundhouse

Set 4 (Wrist Escapes)

- 🗌 Inside Lift
- Outside Circle
- □ Inside Circle (cross grab)
- Pull Out
- Strike & Swing
- Butterfly
- Elbow Break
- Extended Elbow Break
- □ Inside Wrist Press (cross grab)
- Bump & Lift (behind)
- Roll Out to Block
- Handshake (thumb)

<u>Set 5</u>

- □ Freestyle Shoulder Throw
- Pinky Lock
- Waist Wrist Twist
- Elbow, Duck & Sweep
- Small Circle Elbow Break
- Cross Path Head Wrap Throw
- Weaving Wrist Bind
- □ Pin Hand, Roll Shoulder
- Cross Path Head Wrap Reversal

Phase System

Phase 1 – Flash the Eyes

Phase 2 – Block Everything

Phase 3 – Angel and Push

Phase 4 - Designated Technique

Phase 5 – Designated Technique & Take Down

Phase 6 – Defender Designated: Opponent is "Free Bull"

Phase 7 – Clarity in Chaos

Phase 8 – Sudden Death

Phase 9 – Mutual Sudden Death