Basic Training Manual



Gwinnett County Community Karate Course

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Affiliate Member of the American Bushido Karate Association

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Karate begins with and ends with	

WARNING: No part of this manual may be duplicated without the express written consent of JIM KNOX. This manual is not intended as a substitute for personal supervised instruction. The author and instructors will not be held responsible in any way whatsoever, warranty or guarantee that the exercises and/or techniques described or illustrated in this manual will be safe or effective in any self-defense situation or otherwise and will not be held responsible for any physical injury, or damage of any kind, which may result from the reader(s) following the instruction herein. It is essential that the reader(s) should consult a qualified Physician to ascertain their physical ability to engage in the activities depicted in this manual.

The Shuri-ryu Seal

SHU (learn from tradition) RI (transcend human limitation) RYU (style)

THREE ROOTS

Power, Speed, Form, Body, Mind, Spirit

TRUNK

Strength, Longevity, Endurance

BRANCHES

Growth - 6 belts - White, Yellow, Blue, Green, Purple, Brown, Black

NEEDLES

Progress

RED SUN

Courage

COLORS

White - Purity Black - Steadfastness Green - Everlasting Red - Courage

CIRCLES

Everything returns to the source 90% of all techniques are circular in nature.

ACHIEVEMENT

White Pine -	Kyu Standards
BlackPine-	Dan Standards
Black Pine with Red Sun -	Chief Instructor

Introduction

Welcome to the Okinawan Shuri-Ryu family, Okinawan Shuri-Ryu is a traditional style with origins in Okinawa and China. Its current form is the result of centuries of study and evolution in the asian martial arts.

As a traditional style of karate, Okinawan Shuri-Ryu places emphasis on the traditional training methods of kata (forms), and the shorter training patterns such as Ippon Kumite Kata, Kihon Kumite Kata, and Taezu Naru Waza. While its main emphasis is on self-defense, the study of Okinawan Shuri-Ryu has other benefits as well. Karate also leads to an increased self-confidence, physical fitness, and can be a fun pastime in the form of tournament competition.

Okinawan Shuri-Ryu, in its complete and modem form, is the result of a lifetime of work by Grandmaster Robert A. Trias (1922-1989). Grandmaster Trias began training in 1942 while serving in the U.S. armed forces on the island of Tulgai in the British Solomon Islands. His first instructor, Master Tung Gee Hsing, was a master of the Chinese systems (Hsing-Yi and Pakua). Master Hsing had combined systems with Okinawan Shuri-te Master Choki Motubo to form Shuri Karate Kempo (later changed to Shuri-Ryu).

Grandmaster Trias returned to the United States in 1945, and was the first Caucasian to open a commercial karate school in the U.S. in Phoenix, Arizona in 1946. He also founded the first karate organization - United States Karate Association (USKA) in 1948, and promoted the first American karate tournament in 1955. Grandmaster Trias continued to travel around the world, both as a teacher and a student, until his death in 1989.

Okinawan Shuri-Ryu continues to flourish. The current grandmaster of Okinawan Shuriryu (head of the system worldwide) is Hanshi Robert Bowles (black belt - 10th grade) of Fort Wayne, Indiana.

We hope that you enjoy your training in Okinawan Shuri-Ryu and continue to carry on its rich legacy.

Class Instructor

Chief Instructor - Sensei Jim Knox (Renshi)

James Knox, 5th Dan Sensei



Sensei Knox began his training in Karate-do with *Hanshi John Pachivas* in 1989, though he began studying Judo many years earlier. He currently holds the grade of Godan (5th Dan) in Shuri-Ryu Karate-do under *Hanshi Robert Bowles* and Sandan (3rd Dan) in Shintoyoshin-ryu jiu-Jitsu under *Shihan Steven Roensch*, in addition to having his "Gakusha" rank in Kobudo (the art of ancient weapons).

Sensei Knox is a member of The United States Karate Association International, the International Shuri-ryu Association, American Budokai Society, and was awarded "Instructor of the Year" by the American Jiu-Jitsu & Karate Association for 1998. Sensei Knox is a board member of the Georgia Karate League. He has traveled and trained throughout the United States under the direction of Hanshi John Pachivas, Hanshi Robert Bowles, Master Douglas Grose, Kyoshi Gordon Garland and Kancho Dave Domer. His studies range from Shuri-ryu, Karate-do, Shintoyoshin-ryu Jiu-Jitsu and Kobudo to laido, Judo, Kali and Wing Chung. Most recently, he had the privilege and honor to train with Grandmaster Shoshone Nagamine and Kyoshi Makishi in Okinawa where he competed on the United States Team in the first Okinawan Karate & Kobudo World Tournament held in the new Prefunctural Hall of Martial Arts. Sensei Knox was the 2003 Georgia Karate League State Champion for advanced black belts in Kata and Weapons competition. He currently competes on a regular basis in both a local and international tournaments.

Sensei Knox formerly owned and operated as Chief Instructor the Mind -Body-Spirit Karate & Jiu-Jitsu Club in Atlanta, Ga., and held after-school programs and seminars throughout Georgia.

Development and Lineage of Okinawan Shuri-Ryu

Okinawa China Matsumura Taishi Dauruma | | Ankoh Itosu Shang Tsao Hsiang | | Choki Motobu Tune Gee Hsing Choki Motobu I United States | | | Osensei Robert Trias | Hanshi John Pachivas | Sensei Jim Knox | YOU YOU

How to Recognize the Shuri-Ryu System

- 1. Stances exceptionally low in kata form.
- 2. Corkscrew Punch (*Seiken Tsuki*) slightly downward to the center of the body. Rear leg may move 0-3 inches forward at completion of punch caused by the power generated by the hips with the force of the punch.
- 3. Fist Index finger rests under curled thumb.
- 4. Hips Rotate with a definite forward spring-like motion.
- 5. Back fists 4 arm and 4 shoulder back fists.
- 6. Blocks all start spiraling at wrists and spiral until completion of technique.
- 7. Head Snap Head must snap when turning.
- 8. 1000 Hand, 5 & 6 Count Rice Hand Exercises
- 9. High Rising Block
- 10. Teeth Clenched
- 11. Wild, Wide-eyed stare
- 12. 8 Faces Confident, Contempt, Friendly, Fear, Anger, Solemn, Shock, Unconcerned
- 13. 90% Circular all kicks, blocks & strikes.
- 14. Kicks for every forward kick there is a reverse kick.
- 15. Twelve detailed punches
- 16. Block, punch & cover
- 17. Block, punch, shift & cover
- 18. Tegatana Uke Cover very obvious in all Shuri techniques
- 19. Body always relaxed until exact moment of completion of technique
- 20. Form Sparring, focus Stance Sparring, Jiju Undo.
- 21. Ippons, Taezus, Kihons
- 22. Lineage
- 23. Pine Tree strength, endurance, longevity

Performance Categories

(1) **Ippon Kumite Kata** *One point sparring forms *Power & Form

(2) Taezu Nara Waza * Continuous flowing motion * Speed & Fluidity

- (3) Kihon Kumite Kata *Basic sparring forms *Power, speed & form
- (4) Jiju Undo *Free Exercise
- (5) Kime Dachi Kumite *Focus stance sparring
- (6) Kata Kumite *Forms sparring
- (7) Kata *Forms
- (8) Jiju/Sessen Kumite *Free Sparring (close in)

General Knowledge of the Shuri-Ryu System

Three Fists

- (1) Regular Fist
- (2) Shun Fist
- (3) Okinawan Fist

Three Levels of Blocking

- (1) At the wrist
- (2) Between the wrist and elbow
- (3) Between the elbow and shoulder

Three Levels of Breath

- (1) Chest (Mune)
- (2) Stomach (Hara)
- (3) Lower stomach (Shita Hara/Saika Tanden)

Three Levels of Attack

- (1) Feet to groin
- (2) Lower stomach to shoulders
- (3) Shoulders to top of head

Five Categories of Kata

- (1) Mind category physical performance
- (2) **Spirit** category verbal interpretation
- (3) Universal category interpret with multiple opponents
- (4) Bunkai category performed against multiple opponents
- (5) **Goshindo** category use of 9 moving forces against multiple opponents

Five Principles of Kata

- (1) **B**lock
- (2) Punch
- (3) Strike
- (4) Kick
- (5) Breath

*Stances are a priority in all five

Blocks

A defined blocking method is necessary for a good defense, along with proper footwork.

-Universal Rules-

- (1) Use of deflecting hand
- (2) Parallel arms
- (3) Spiraling wrists
- (4) Hands start and stop together
- (5) Cut and slice motion 90% circular

*High Block (Jodan like)

- (1) Correct blocking of face/head
- (2) Blocking surface forearm (muscle)
- (3) Natural use of shoulder
- (4) Wrist higher than elbow at completion
- (5) Elbow and shoulder in time

Common errors:

- (1) Elbow at 90% at completion
- (2) Forearm does not block face on way up
- (3) elbow outside shoulder

*M iddle Block (Chudan Uke)

- (1) Blocking hand starts low, palm facing body, and tight fist
- (2) Elbow down
- (3) Elbow is one fist distance from body
- (4) Fist is in line with shoulder-Horizontally and vertically
- (5) Forearm rotates until bicep contracts

*Low Block (Gedan Uke)

- (1) Palm to ear
- (2) Strike with hammerfist
- (3) Fist in line with thigh
- (4) Fist is one to two fists distance Above thigh

Common errors:

- (1) Elbow is too far from body
- (2) No spiral of wrist
- (3) No Circular motion
- (4) Poor hand timing
 - Common errors:
- (1) Reaching to block
- (2) Elbow no pointing down
- (3) Block outside body line

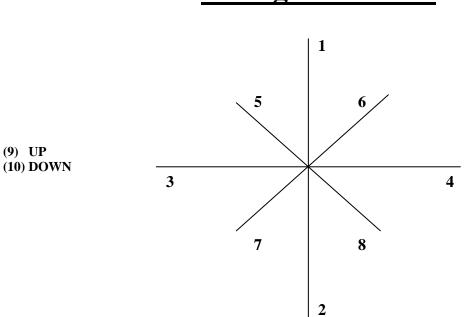
The 4 B's for Proper Break Falls

(1) Bite Down - keep jaw tight

(2) Bend Neck - touch chin to chest

(3) Breathe Out - exhale upon impact

(4) Break Fall - slap the ground



10 Angles of Attack

Taikyoku Kata ichi, ni, san

First Basic Step or Body Side Form 22 Movements - 8 Attackers

Five Elements

- 1) Body timing
- 2) Expansion and contraction
- 3) Hip rotation
- 4) Breath
- 5) Kihon waza

* Stand in a formal stance. Rei.

- 1) Step into a horse stance with the right foot, execute a double low block and kiai.
- 2) Step forward with the right leg & pivot 90 (to the left), and execute a left low block.
- 3) Step forward into a right front stance and execute a right punch to lower stomach.
- 4) Turn 180 into a right front stance and execute a right low block.
- 5) Step forward into a left front stance and execute a left punch to lower stomach.
- 6) Turn 90 (to the left) into a left front stance and execute a left low block.
- 7) Step forward into a right front stance and execute a right punch to lower stomach
- 8) Step forward into a left front stance and execute a left punch to lower stomach.
- 9) Step forward into a right front stance and execute a right punch to lower stomach. Kiai
- 10) Step forward / right with the left foot into a left front stance and execute a left low block.
- 10) Step forward into a right front stance and execute a right punch to lower stomach.
- 11) Turn 180 into a right front stance and execute a right low block.
- 12) Step forward into a left front stance and execute a left punch to lower stomach.
- 13) Turn 90 (to the left) into a left front stance and execute a left low block.
- 14) Step forward into a right front stance and execute a right punch to lower stomach.
- 15) Step forward into a left front stance and execute a left punch to lower stomach.
- 16) Step forward into a right front stance and execute a right punch to lower stomach.
- 17) Step forward right with the left foot into a left front stance and execute a left low block.
- 18) Step forward into a right front stance and execute a right punch to lower stomach.
- 19) Turn 180 into a right front stance and execute a right low block.
- 20) Step forward into a left front stance and execute a left punch to lower stomach.
- 21) Step back into a foil-face horse stance with the left foot, execute a double low block and kiai. Rei.

Ippon Kumite Kata

The philosophy of karate-do as a defensive art is evident within Ippon Kumite Kata as each waza, or technique, begins and ends with a block. The emphasis is on power and form. Be sure to focus on all techniques and pull back hard for the development of equal and opposite force reaction. Always practice on the right and left side as well as forwards and backwards against two one, two and four attackers. Remember to remain relaxed until applying tension at the point of impact. As training progresses, utilize all three levels of blocking within Ippon Kumite Kata.

~Ippon Ichi~

- 1) Step back w/ rt foot into a left front stance and execute a left high block to opponent's right punch.
- 2) Execute a right front thrusting kick to opponent's groin.
- 3) Step down w/ rt foot into a right front stance and execute a right knife hand strike to opponent's clavicle.
- 4) Remain in previous stance and execute a left and right punch to midsection.
- 5) Step back w/ rt foor into a left front stance and execute a left low block.

-Ippon Ni~

- 1) Step back with right foot into a left front stance and execute a left high block to opponent's right punch.
- 2) Execute a right front thrusting kick to opponent's groin.
- 3) Step down with right foot into a right front stance and execute a right hammerfist strike to opponent's clavicle.
- 4) Remain in previous stance and execute a left and right punch to midsection.
- 5) Step back with right foot into a left front stance and execute a left low block.

Taezu Nara Waza

The Taezu (taisu in Chinese tode) like the Ippon, consists of many techniques both beginning and ending with a block. The primary purpose in Taezu Nara Waza is the development of speed and fluidity of motion. Always practice on the right and left side as well as forwards and backwards against two one, two and four attackers. Remember to remain relaxed until applying tension at the point of impact. As training progresses, utilize all three levels of blocking within Taezu Nara Waza.

~Taezu Ichi~

- 1) Step back with right foot into a left front stance and execute a left high block to opponent's right punch.
- 2) Step forward with right foot into a right front stance and execute a right knife hand strike to opponent's right clavicle.
- 3) Remain in previous stance and execute a left and right punch to heart.
- 4) Remain in previous stance and execute double snake-head strike to opponent's eyes.
- 5) Shift body weight to rear left (cross block cover position) while executing a right front snapping kick to opponent's groin.
- 6) Step back with right foot into a left front stance and execute a left low block.

~Taezu Ni~

- 1) Step back with right foot into a left front stance and execute a left high block to opponent's right punch.
- 2) Step forward with right foot into a right front stance and execute a right hammerfist strike to opponent's right shoulder.
- 3) Remain in previous stance and execute a left over right spear-hand strike (palms facing each other) to opponent's throat.
- 4) Remain in previous stance and execute double snake-head strike to opponent's eyes.
- 5) Shift body weight to rear left (cross block cover position) while executing a right front snappingkick to opponent's groin.
- 6) Step back with right toot into a left front stance and execute a left low block.

K nowledge

Listen & Learn!

A ttitude

Be willing to listen & follow directions with good spirit!

R espect

Always be considerate of others & follow dojo customs & courtesies

A bility

Ability will come with lots & lots of practice!

T echnique

Practice, watch & listen to learn how to do things. It will come with time.

E ffort

Worthwhile things take lots & lots of EFFORT!

Dojo Rules & Regulations

- 1. Instructors will be addressed by title at all times, on and off the mat, and the chain of command should always be followed.
- 2. To enter the mat, first bow to the kamiza, then to the senior rank on the mat. When leaving the mat, bow first to Sensei (or the senior rank) and then to the kamiza. Respect to the kamiza is always first and last thing you will do.
- 3. Shoes, jewelry, food or gum are not allowed on the mat.
- 4. Good hygiene must be observed at all times, including nails neatly trimmed and uniform clean and pressed.
- 5. Talking in class is not permitted unless asking or answering questions, and hands must be raised straight overhead to be recognized.
- 6. Students must maintain a notebook for their own use when studying.
- 7. The only acceptable method of moving about the dojo during class or when asked to do something by one of your instructors is to RUN.
- 8. Never appear idle on the mat, it is a place to work. 100% effort is required.
- 9. Excessive noise or loud talking, even in the waiting area, will not be tolerated in the dojo.
- 10. Never touch anything that is not yours, especially weapons.
- 11. If you wish to bring a friend or prospective student to the dojo, always notify Sensei first.
- 12. Students are expected to attend a minimum of two classes per week and are to assist in the cleaning and maintenance of the dojo.

A11 Customs & Courtesies Yellow Belt Requirements

General Knowledge: Youth

Stances: (Dachi)	Heisoku dachi Kiba dachi Zenkutsu dachi Hachiji dachi	(Formal Attention stance) (Straddle or horse stance) (Forward stance) (Ready stance)
Blocks: (uke)	Jodan uke Chudan uke Gedan uke	(High block) (Middle block) (Low block)
Kicks: (Geri/Keri)	Mae geri Ushiro geri	(Front kick) (Back kick)
Form	Three Punch Kata	

Form:	Three Punch Kata
(kata)	-step & punch-

Pad Drills

Proper Break Falls: Four B's (Ukemi)

Name of School & Style Count to Ten ~ Japanese

Bow In & Out

A11 Customs & Courtesies Yellow Belt Requirements General Knowledge: Adult

Stances: (Dachi)	Heisoku dachi Kiba dachi Zenkutsu dachi Hachiji dachi	(Formal Attention stance) (Straddle or horse stance) (Forward stance) (Ready stance)
Blocks: (uke)	Jodan uke Chudan uke Gedan uke	(High block) (Middle block) (Low block)
Kicks: (Geri/Keri)	Mae geri Ushiro geri	(Front kick) (Back kick)
Form: (kata)	Three Punch Kata -step & punch-	
Tai Kyoku	(exercises): 1 – 3	
Ippons: 1 & 2		
Taezu Nara Waza: 1 & 2		
Sente Exercises: 1 & 2		
Animal Fists: 5		
Self-Defenses: 4		
Kumite: Kime Dachi		
Form Sparring: Full speed (2 minutes)		
Proper Break Falls: Front, Side & Back (Ukemi)		
Name of School & Style Count to Ten ~ Japanese		
Pad Drills		

Bow In & Out

A11 Customs & Courtesies Blue Belt (Ro Kyu) Requirements

General Knowledge: Adult

75 Class Hours Perfection of General Karate Knowledge & Procedure Customs & Courtesies All Previous Knowledge

Stances: (Dachi)	Fudo dachi (Informal stance) Kage dachi (Hook stance) Neko dachi (Cat stance) Shiko dachi (Squat "Sumo" stance)	
Blocks: (uke)	Nagashi uke (Push block)	
Punches: (Tsuki)	Seiken Tsuki (Forefist Punch) Tate Tsuki (Vertical Punch) Ura Tsuki (Uppercut Punch)	
Kicks: (Geri/Keri)	Yoko geri (Side kick) Mawashi geri (Roundhouse kick)	
Form: (kata)	Wansu Kata (3 categories: mind-spirit-universe)	
Ippons: 3 & 4		
Taezu Nara Waza: 3 & 4		
Sente Exercises: 3 & 4		
Animal Forms: Dragon & Tiger		
Self-Defenses: 6		

Jiju Undo (free exercise)

Form Sparring: Full speed (3 minutes)

Ukemi (falling exercises)

Leg Sweeping: kuzushi, kosotogari, & osotogari

Weapons: Trias Tai Chi Tu Bo (Theory & Manipulation)

A11 Customs & Courtesies Green Belt (Go Kyu) Requirements

General Knowledge: Adult

75 Class Hours Perfection of General Karate Knowledge & Procedure Customs & Courtesies All basic blocks, strikes, kicks, & stances

Stances: (Dachi)	Sanchin dachi (Hourglass stance) Tsuru dachi (Crane stance) Mitsurin dachi (Jungle stance)
Blocks: (uke)	Haishi uke (Back of Hand block)
Punches: (Tsuki)	Mawashi Tsuki (Roundhouse Punch) Ageken Tsuki (Rising Punch) Hook Tsuki (Hook Punch)
Kicks: (Geri/Keri)	Kage geri (Hook kick) Mawashi geri (Roundhouse kick)
Form: (kata)	Anaku Kata (3 categories: mind-spirit-universe)

6 Ippons

6 Taezu Nara Waza

Sente Exercises: 5 & 6

Animal Forms: Leopard

Self-Defenses: 9

3 Kihons

Form Sparring: Full speed

Introduction to Throwing Techniques: Ogoshi, scissor takedown

Weapons: Trias Tai Chi Tu Tonfa (Theory & Manipulation)

Karate begins and ends with ...

Karate begins and ends with

COURTESY

Actions have

CONSEQUENCES

So we must be

RESPONSIBLE

We lead by

EXAMPLE

There's no excuse for

BAD MANNERS