**White/Yellow**

1 x Throw suggest Morote Seoi Nage

1 x Hold suggest Mune Gatame

Points of Balance and introduction to general terminology and history

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**White/Yellow Black Tip**

1x Throw, further develop the technique

1x Hold

Further enforce importance of balance and introduce gripping techniques

Terminology and history

**Yellow**

2x Throws suggest Tai Otoshi as second throw

1x Hold performed left and right

Demonstrate proper grips

Increased knowledge of history, terminology and balance

**Yellow Black Tip**

2x Throws

2x Holds suggest Kesa Gatame as second hold

Increased knowledge of history and terminology

Continue with balance, unbalance and gripping

Introduce throwing scores eg. Yuko, - Ippon

**Yellow/Orange**

3x Throws suggest Ko Uchi Gari

2x Holds

Increased knowledge of history and terminology

Continue with balance, unbalance, gripping and throw distinction

**Yellow/Orange Black Tip**

3x Throws

Combination Tai Otoshi to Ko Uchi Gari

2x Holds change from one to the other

Increased knowledge of history and terminology

Continue with balance, unbalance, gripping and throw distinction

**Orange**

4x Throws suggest O Goshi

3x Holds

Include in all further grades; history, terminology, Kumi Kata [ gripping], Kuzushi [breaking balance]

**Orange Black Tip**

4x Throws and include Ippon Seoi Nage

2x Combinations

1x Counter suggest O Goshi countered by Ippon Seoi Nage

3x Holds

Include in all further grades; history, terminology, Kumi Kata [ gripping], Kuzushi [breaking balance]

**Orange/Green**

6x Throws

Continue with counters and combinations

4x Holds

1x Move past legs

1x Turn over

Include in all further grades; history, terminology, Kumi Kata [ gripping], Kuzushi [breaking balance]

**Orange/Green Black Tip**

8x Throws

2x Counters

2x Combinations 4x Holds

1x Move past legs

1x Turn over

Include in all further grades; history, terminology, Kumi Kata [ gripping], Kuzushi [breaking balance]

**Green**

10x Throws

2x Counters

2x Combinations

4x Holds introduce Escapes

2x Move past legs

2x Turn overs

Include in all further grades; history, terminology, Kumi Kata [ gripping], Kuzushi [breaking balance]

**Green Black Tip**

12x Throws

3x Counters

3x Combinations

4x Holds further on Escapes

2x Move past legs

2x Turn overs

Include in all further grades; history, terminology, Kumi Kata [ gripping], Kuzushi [breaking balance]

**Green/Blue**

14x Throws

3x Counters

3x Combinations

4X Holds continue with escapes and include Prevention of being held

2x Move past legs

2x Turn overs

Include in all further grades; history, terminology, Kumi Kata [gripping], Kuzushi [breaking balance]

**Green/Blue Black Tip**

16x Throws

3x Counters

3x Combinations

4X Holds continue with escapes and include Prevention of being held

3x Move past legs

3x Turn overs

Include in all further grades; history, terminology, Kumi Kata [ gripping], Kuzushi [breaking balance]

INTRODUCE STRANGLES AT 12 YEARS AND INCLUDE IN GRADING AT 14 YEARS

**Blue**

20x Throws

3x Counters with more proficiency

3x Combinations with more proficiency

5X Holds continue with escapes and Prevention of being held

3x Move past legs

3x Turn overs

Introduce Nage No Kata

Include in all further grades; history, terminology, Kumi Kata [ gripping], Kuzushi [breaking balance]

**Blue Black Tip**

24x throws

3x Counters with more proficiency

3x Combinations with more proficiency

5X Holds continue with escapes and Prevention of being held

3x Move past legs

3x Turn overs

1st set Nage No Kata

2x Strangles

Include in all further grades; history, terminology, Kumi Kata [ gripping], Kuzushi [breaking balance]

**Blue/Brown**

26x throws

4x Counters with more proficiency

4x Combinations with more proficiency

6X Holds continue with escapes and Prevention of being held

4x Move past legs

4x Turn overs

1st set Nage No Kata

3x Strangles

Include in all further grades; history, terminology, Kumi Kata [ gripping], Kuzushi [breaking balance]

**Blue Brown Black Tip**

28x throws

4x Counters with more proficiency

4x Combinations with more proficiency

6X Holds continue with escapes and Prevention. INTRODUCE KUZURE [Broken] VERSIONS

4x Move past legs

4x Turn overs

1st set Nage No Kata and Introduce 2nd set

4x Strangles

Include in all further grades; history, terminology, Kumi Kata [gripping], Kuzushi [breaking balance]

**Brown**

30x throws

4x Counters with more proficiency

4x Combinations with more proficiency

8X Holds continue with escapes and Prevention of being held

4x Move past legs

4x Turn overs

1st and 2nd set Nage No Kata

4x Strangles

Introduce Armlocks

Include in all further grades; history, terminology, Kumi Kata [gripping], Kuzushi [breaking balance]

**Brown Black Tip**

32x throws

6x Counters with more proficiency

6x Combinations with more proficiency

8X Holds continue with escapes and Prevention of being held

4x Move past legs

4x Turn overs

1st and 2nd set Nage No Kata INTRODUCE 3RD SET

6x Strangles

Introduce Armlocks

Include in all further grades; history, terminology, Kumi Kata [gripping], Kuzushi [breaking balance]

Examiners discretion necessary to evaluate brown black tip to relevant senior grade.

Can keep same rank with addition of 4x Armlocks 1st three sets of Nage No Kata.

CONTEST RECORD IMPERATIVE.

REFER TO STATE GRADES COMMISSION FOR INDIVIDUAL CLARIFICATION