

BLACK BELT OMEGA MARTIAL ARTS

MENTAL DEVELOPMENT

03/05/2022

CONCEPT:	TO DO's:	
CULMINATING MOMENTS	WRITTEN PAPER: "The Culminating Moments of My Omega Martial Arts Journey" Explain the Personal Challenges & Successes - the Highs & Lows. How do ALL these experiences create the BEST Martial Art Journey that was meant for YOU?	
	READ: "ZEN IN THE MARTIAL ARTS" - Joe Hyams	
	NOTEBOOK:	Complete Notebook w/ Core Concepts & Teaching Notes
	MENTOR:	Meet w/ BB Mentor Quarterly to Discuss BB Process & Progress

PHYSICAL REQUIREMENTS

TIME AT RANK: 9 - 12 MONTHS

GENERAL REQUIREMENTS FOR ALL REVIEW STRIPES

- EACH REVIEW SECTION WILL HAVE TWO STRIPES TO PASS OFF -

CORE CONCEPTS & TEACHING STRIPE:

- 1. Complete Core Concepts Worksheet for each KUP
- 2. Teaching in Classes for the Corresponding KUP

PHYSICAL TECHNIQUE STRIPE:

- 1. Pass off Techniques from the Corresponding KUP Sheets
 - & Weapon (Blocks, Strikes, Adv. Manipulation, 1 Steps, Duos)

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WHITE STRIPE:	12th & 11th KUPS	YELLOW STRIPE:	10th & 9th KUPS	
Core Concepts, Teaching, & Physical Requirements (Both KUPS) WEAPON: BO		Core Concepts, Teaching, & Physical Requirements (Both KUPS) WEAPON: ESCRIMAS		
GREEN STRIPE:	8th & 7th KUPS	PURPLE STRIPE:	6th & 5th KUP	
Core Concepts, Teaching, & Physical Requirements (Both KUPS) WEAPON: NUNCHAKU		Core Concepts, Teaching, & Physical Requirements (Both KUPS) WEAPON: SAIS		
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BLUE STRIPE:	4th & 3rd KUPS	RED STRIPE:	2nd & 1st KUPS	
Core Concepts, Teaching, & F WEAPON: TONFAS	Physical Requirements (Both KUPS)	Core Concepts, Teaching, & Pl WEAPON: SPECIALTY W	hysical Requirements (Both KUPS) VEAPON	

BLACK STRIPE REQUIREMENTS

FORMS	SPECIALTY KICKS	
KOREAN FORM: KORYO JAPANESE FORM SEI SAN WEAPON FORM: ANAKU ESCRIMA	 360 KICKS: FRONT TURNING 1. Back Kick 2. Hook Kick 3. Back Swing Kick 4. Outside Crescent Kick 5. Outside Axe Kick 	
*PLUS: Basic 1, pyong 1 - 5, taegeuk 5 - 8, Tokumine Bo, palgue 7, & Bassai	 360 KICKS: BACK TURNING 1. Snap Kick 2. Roundhouse 3. Side Kick 4. Push Kick 5. Inside Crescent Block 6. Inside Crescent Kick 7. Inside Axe Kick 180 KICKS: FRONT & BACK TURNING (Same Kicks as Above) 	
	JUMP AWAY KICKS: 1. Snap Kick 2. Roundhouse 3. Side Kick 4. Back Kick 5. Inside Axe Kick	
	SPLIT KICK: Jump - Snap Kick then Outside Crescent Kick	



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SELF DEFENSE

л	JITSU GROUNDWORK:	OF 1.	OFFENSIVE POSITIONS & SUBMISSIONS 1. Ankle Lock: From Inside Partner's Guard		
CF	IOKE HOLDS:	1.	Rear Naked Choke	2.	Triangle Choke (From Guard Position)
GF 1.	COUND ATTACK: Pin Arms Behind Head (From Mount Position)	GR 1.	GROUND ESCAPE: . Push Arms Up then Pull Arms Down, Buck Hips Up, Grab Body then Grab Upper Arm & Collapse, Push Up w/ Opposite Foot, & Roll Over, Counter & Escape		
OF	FENSIVE KNIFE:				
1.	Grips	1.	Poke, Overhead, Upward, Slash	(Op	en & Hidden) - (Fighting Stance)
2.	Peeling Disarms	2.	Disarm from 3 Positions w/ Par	rtner	: Standing, On Back, & On Belly

ATTACK W/ INTENT DRILL:

- 1. 3 ATTACKERS (Grab or Punch) (Attack at Same Time)
- **DEFENSE:**
- Line Up, Roll Out, Close the Gap, Escapes, & Street Counters (30 Seconds) (Use Proper Targeting, Be Intense, & Leave Attackers Unable to Come After You)

WEAPONS		JUDO
SPECIALTY WEAPON *PLUS:	DUO DRILL - Create w/ Partner Using Attacks, Defenses, & Counters (3 X Through)	FALLING: 1. Back Slap Fall 2. Side Slap Fall 3. Roll to Side Fall 4. Front Fall 5. Dive Roll 6. Back Slap to Roll Out 7. FALLING FORM
SPECIALTY WEAPON: BI WEAPONS: BI	Blocks, Strikes, Adv. Manipulation, & 1 Steps (x 2) Blocks, Strikes, ALL Manipulation, 1 Steps, & Duo Drills (Bo, Escrimas, Nunchaku, Sais, & Tonfas)	THROWS: 1. Reap 2. Reap Variation3. Hip Roll 4. Side Drop to Mount5. Shoulder Throw

SPARRING	ORIGINALS	BREAKING
REQUIREMENTS: 1. 1 ON 1 - Advanced Level vs. Black Belt	MUSICAL: A Physical Expression of Your	3 BOARD SIDE KICK
1. I ON I - Advanced Level vs. Black Belt 2. Match Time: 2 Minutes	Emotional Journey in Martial Arts, Thus Far CRITERIA:	1 BRICK
3. Bag Work: 2 Minutes	1. Can be done w/ Weapon or Open Hand	(16 yrs. & Older)
GAUNTLET:	2. Music needs to be 3 - 5 min long	
1. 5 Minutes of Fighting	OPEN HAND FORM:	
2. Fight - Bag Work - Fight - Bag Work - Fight	1. Name Form 2. 40 - 50 Moves 3. No Weapon	

FOR ALL BLACK BELT CANDIDATES

PRETEST REQUIREMENTS:	2. 3.	Present as a Black Belt Candidate in Saturday Session of Black Belt Testing Participate in Black Belt Candidate Classes (Recommended) Pass off Review Stripes & Originals Prior to Respective Deadlines Pass All 4 Required Pretests
BB TEST REQUIREMENTS:	2. 3. 4.	Know the FULL OMEGA SYSTEM (12th KUP - BLACK BELT KUP) Have a Completed Teaching Notebook TEACHING: Must Be Teaching in at Least 1 Class per Week Provide a Letter of Recommendation (All Candidates) Turn in Written Paper Turn in Black Belt Test Fee: \$175 "BE" an OMEGA BLACK BELT!