

























## Samurai School Merit-Badge Criteria

Badge	Description	Grade Guide
	<b>1. Uniform:</b> Correct wearing of uniform, badge position, pride in presentation, correct belt fastening	White
	<b>2. Stretching:</b> Know the purpose of stretching, unassisted stretching routine stretching whole body from head to toe.	White
	<b>3. Taisabaki no kata:</b> Base kata, plus must avoid shuriken 4 times in a row	Yellow
	<b>4. Etiquette:</b> Counting in Japanese up to 20, terminology for 1 Mon	Yellow
	<b>5. Rolling 1:</b> Student should be able to perform forward, backward and sideways rolls	Orange
	<b>6. Ukemi 1:</b> Forward, backward, face protection; on mats	Orange
	<b>7. Taisabaki Balance Breaking Kata:</b> Balance take vs Punch, Hammer & Kick	Orange
	<b>8. Creed:</b> Samurai School Creed	Green
	<b>9. Ukemi Kata 1:</b> Basic falling kata	Green
	<b>10. Punching:</b> Basic punches, performed on focus mitts and in combinations. Straight, reverse, hooking, backfist, hammer and uppercut.	Green
	<b>11. Samurai Self Defence Kata 1 (vs Punches):</b> Demonstrate Samurai Self Defence Kata using full etiquette	Green
	<b>12. Kamae no kata:</b> Ninja Kamae no kata as designed for the Samurai School.	Blue
	<b>13. Go Gyo Kata:</b> Basic Ninja kata of 5 Elements; Chi, Sui, Ka, Fu, Ku	Blue

	<b>14. Samurai Nunchaku kata:</b> Demonstrate the complete Nunchaku kata	Purple
	<b>15. Ninja Self Defence Kata 1:</b> Ninja Self Defence Kata against striking attacks	Purple
	<b>16. Samurai Jo Kata:</b>	Brown
	<b>17. Ninja Self Defence Kata 2:</b> Ninja Self Defence Kata against grappling attacks	Brown
	<b>18. Ukemi kata 2:</b> Defense rolling vs. omote gyaku, ura gyaku, musha dori, ganseki nage	Black
	<b>19. Samurai Self Defence Kata 2:</b> Samurai Self Defence Kata against Push type attacks	Black
	<b>20. Ninja Hanbo Kata:</b> Basic strikes and Basic Blocks patterns (solo + vs. uke)	Black
	<b>21. Ninja Self Defence Kata 3:</b> Ninja Self Defence Kata exploring Ganseki nage & variations	Black
	<b>22. Mu Te Ryu 9 Punch kata:</b> MTJR Ku tsuki no kata	Red
	<b>23. Mu Te Ryu 7 Kicks kata:</b> Shichi Keri no kata	Red
	<b>24. Samurai Self Defence Kata 3:</b> Samurai Self Defence Kata against kicks	Red
	<b>25. Samurai Sword Draw Kata:</b>	Red
	<b>26. Mu Te Shin Do Ninja Bo Kata:</b>	Shodan

	<b>27. Samurai Kama Kata:</b>	Shodan
	<b>28. Samurai Self Defence Kata 4:</b> Samurai Self Defence Kata for Ground Defence	Shodan
	<b>29. Samurai Self Defence Kata (Full):</b> All 4 kata demonstrated as a single kata	Shodan
	<b>30. Throwing Kata:</b> Mu Te Shin Do Nage no kata	Nidan
	<b>31. Countering Kata:</b> Mu Te Shin Do Kaeshi no kata	Nidan
	<b>32. Samurai Tonfa kata</b>	Nidan
	<b>33. Samurai Sai kata</b>	Nidan
	<b>34. Self Defence:</b> Knowledge and understanding of Self Defence and the Law	
	<b>35. Fitness Award – 200 star jumps</b> without stopping or pausing	
	<b>36. Fitness Award – 100 sit-ups</b> without stopping or pausing	
	<b>37. Fitness Award – 100 push-ups</b> without stopping or pausing	
	<b>38. Great Attendance:</b> No more than 5 training sessions missed per year. Use the ‘Dedication’ badge instead to reward those who have a good attendance or frequently practice outside of class.	
	<b>39. Exceptional Attendance:</b> Perfect attendance per year	

## Samurai Kindy Merit Badge Criteria



1. Balance & Coordination:

Demonstrate knowledge of left and right sides, standing on one leg, controlled spins and sudden changes in direction.



2. Memory:

Counting in Japanese up to 10, kneeling and standing bow, start and end ceremony.



3. Falling:

Rolling forward and backwards, back ward one and two hand break falls.



4. Stances:

Kindy Kamae no Kata



5. Blocking:

Demonstrate upper, lower and sweeping blocks.



6. Punching:

Demonstrate Straight, Hammer and Palm.



7. Kicking:

Demonstrate kicks to all 4 sides, emphasis on balance and correct use of body weapon such as heel, toe, instep, ball of foot etc.



8. Throwing:

Safely demonstrate a throw or takedown as well as demonstrate break fall when thrown.