



**BRITISH
JUDO**

COMPETITIVE DAN GRADE SCHEME

ASSESSMENT GUIDE

SECTION 1: FUNDAMENTAL SKILLS

For the purposes of dan grade assessment, the 100 Kodokan recognised techniques have been sub-divided into five groups – one for each dan grade – of twenty techniques, with each group including a variety of *nage-waza* (throwing techniques) and *katame-waza* (grappling techniques), the latter incorporating *osaekomi-waza* (pinning techniques), *kansetsu-waza* (joint-locking techniques) and *shime-waza* (strangling techniques).

Candidates must safely and effectively demonstrate the application and execution of each of the twenty (20) techniques from the set of techniques that corresponds to the dan grade for which they are being examined. The demonstrations must show a clear understanding of all aspects of the application of the technique, including appropriate *kumi-kata* (gripping), *kuzushi* (breaking balance), *tsukuri* ('fitting in') and *kake* (execution). Each technique will be scored from 0-10, giving a maximum possible score of 200. The pass mark for each grade increases incrementally. The pass mark for 1st dan is 140 (70%), for 2nd dan is 145 (72.5%), for 3rd dan is 150 (75%), for 4th dan is 155 (77.5%), and for 5th dan is 160 (80%).

The list of 100 Kodokan recognised techniques includes four dangerous techniques that are prohibited in competition and which should not be demonstrated. These are *ashi-garami*, *kani-basami*, *do-jime* and *kawazu-gake*. Candidates should only provide explanations of how these techniques would be applied, such that it is possible for the examiner to verify their understanding and awareness. These techniques will be assessed on this basis.

SECTION 2: FUNDAMENTAL SKILLS – PRIOR LEARNING

In addition to being assessed (Section 1) on all twenty techniques from the set that corresponds to the dan grade for which the candidate is currently being examined, candidates will also be assessed on techniques of their own choice from the Fundamental Skills sets for each of the preceding dan grades. This provides candidates with the opportunity to demonstrate their understanding of an increasingly broad range of the 100 Kodokan recognised techniques as they progress through the dan grades. Note that those being assessed for 1st dan are not required to complete this section, as they have not previously been assessed for any dan grade.

Candidates must safely and effectively demonstrate FIVE (5) techniques of their own choice selected from the Fundamental Skills sets for EACH of the preceding dan grades:

Grade	Assessment requirements	Pass mark
1st dan	Candidates being assessed for 1st dan are not assessed on Section 2.	N/A
2nd dan	Candidates will be assessed on FIVE (5) techniques of their choice from the set of Fundamental Skills for 1st dan. Each technique will be scored from 0-10, giving a maximum possible score of 50.	36 (72.5%)
3rd dan	Candidates will be assessed on FIVE (5) techniques of their choice from the set of Fundamental Skills for EACH of 1st dan AND 2nd dan, giving TEN (10) techniques in total. Each technique will be scored from 0-10, giving a maximum possible score of 100.	75 (75%)
4th dan	Candidates will be assessed on FIVE (5) techniques of their choice from the set of Fundamental Skills for EACH of 1st dan, 2nd dan AND 3rd dan, giving FIFTEEN (15) techniques in total. Each technique will be scored from 0-10, giving a maximum possible score of 150.	116 (77.5%)
5th dan	Candidates being assessed for 5th dan will be assessed on FIVE (5) techniques of their choice from the set of Fundamental Skills for EACH of 1st dan, 2nd dan, 3rd dan AND 4th dan, giving TWENTY (20) techniques in total. Each technique will be scored from 0-10, giving a maximum possible score of 200.	160 (80%)

SECTION 3: PERFORMANCE SKILLS – NAGE-WAZA

Candidates will be assessed on their understanding of how a series of throwing techniques of their own choice, selected from the 68 *nage-waza* within the 100 Kodokan recognised techniques, can be utilised in conjunction with other throwing techniques through combinations and counters, showing their wider application in the context of *randori* and competitive judo. This provides candidates with the opportunity to demonstrate how their chosen throwing techniques link with others in the same direction (*renzoku-waza*), or with a change of direction (*renraku-waza*), or can be countered (*kaeshi-waza*).

For EACH *nage-waza* selected (candidate's choice), candidates must safely and effectively demonstrate ONE (1) appropriate *renzoku-waza*, ONE (1) appropriate *renraku-waza*, AND ONE (1) appropriate *kaeshi-waza*. In each case, the combination/counter must be initiated by attacking with the candidate's chosen *nage-waza*. In the case of combinations, the initial attack must elicit an appropriate response by *uke* intended to evade/escape the first action.

Grade	Assessment requirements	Pass mark
1st dan	Candidates must select THREE (3) <i>nage-waza</i> from the 100 Kodokan recognised techniques, at least ONE (1) of which must be selected from the set of Fundamental Skills for 1st dan. Each combination and counter will be scored from 0-10, giving a maximum possible score of 90.	63 (70%)
2nd dan	Candidates must select FOUR (4) <i>nage-waza</i> from the 100 Kodokan recognised techniques, at least ONE (1) of which must be selected from the set of Fundamental Skills for 2nd dan. Each combination and counter will be scored from 0-10, giving a maximum possible score of 120.	87 (72.5%)
3rd dan	Candidates must select FIVE (5) <i>nage-waza</i> from the 100 Kodokan recognised techniques, at least ONE (1) of which must be selected from the set of Fundamental Skills for 3rd dan. Each combination and counter will be scored from 0-10, giving a maximum possible score of 150.	112 (75%)
4th dan	Candidates must select SIX (6) <i>nage-waza</i> from the 100 Kodokan recognised techniques, at least ONE (1) of which must be selected from the set of Fundamental Skills for 4th dan. Each combination and counter will be scored from 0-10, giving a maximum possible score of 180.	140 (77.5%)
5th dan	Candidates must select SEVEN (7) <i>nage-waza</i> from the 100 Kodokan recognised techniques, at least ONE (1) of which must be selected from the set of Fundamental Skills for 5th dan. Each combination and counter will be scored from 0-10, giving a maximum possible score of 210.	168 (80%)

SECTION 4: PERFORMANCE SKILLS – KATAME-WAZA

Candidates will be assessed on their understanding of how a series of grappling techniques of their own choice, selected from the 32 *katame-waza* within the 100 Kodokan recognised techniques, can be utilised in conjunction with other *ne-waza* techniques or applications, including combinations, escapes, counters or methods of complex entry. The chosen *katame-waza* may include *osaekomi-waza*, *kansetsu-waza* and/or *shime-waza*. This provides candidates with the opportunity to demonstrate how their chosen grappling techniques link with others, from initial methods of entry (such as turn-overs or overcoming a defensive position of *uke*), moving from one *katame-waza* to another, to methods of escape/counter, showing the wider application of the chosen techniques in the context of *randori* and competitive judo.

For EACH *katame-waza* selected (candidate's choice), candidates must safely and effectively demonstrate ONE (1) appropriate combination with another *katame-waza* technique OR ONE (1) appropriate method of escape/counter OR ONE (1) appropriate method of complex entry. Combinations, escapes and counters must begin with the candidate's chosen *katame-waza*. Methods of complex entry must finish with application of the candidate's chosen *katame-waza*.

Grade	Assessment requirements	Pass mark
1st dan	Candidates must select THREE (3) <i>katame-waza</i> from the 100 Kodokan recognised techniques, at least ONE (1) of which must be selected from the set of Fundamental Skills for 1st dan. Each combination, escape/counter or method of entry will be scored from 0-10, giving a maximum possible score of 30.	21 (70%)
2nd dan	Candidates must select FOUR (4) <i>katame-waza</i> from the 100 Kodokan recognised techniques, at least ONE (1) of which must be selected from the set of Fundamental Skills for 2nd dan. Each combination, escape/counter or method of entry will be scored from 0-10, giving a maximum possible score of 40.	29 (72.5%)
3rd dan	Candidates must select FIVE (5) <i>katame-waza</i> from the 100 Kodokan recognised techniques, at least ONE (1) of which must be selected from the set of Fundamental Skills for 3rd dan. Each combination, escape/counter or method of entry will be scored from 0-10, giving a maximum possible score of 50.	38 (75%)
4th dan	Candidates must select SIX (6) <i>katame-waza</i> from the 100 Kodokan recognised techniques, at least ONE (1) of which must be selected from the set of Fundamental Skills for 4th dan. Each combination, escape/counter or method of entry will be scored from 0-10, giving a maximum possible score of 60.	46 (77.5%)
5th dan	Candidates must select SEVEN (7) <i>katame-waza</i> from the 100 Kodokan recognised techniques, at least ONE (1) of which must be selected from the set of Fundamental Skills for 5th dan. Each combination, escape/counter or method of entry will be scored from 0-10, giving a maximum possible score of 70.	56 (80%)

SECTION 5: PERFORMANCE SKILLS – TRANSITIONS

Candidates will be assessed on their understanding of how a series of throwing techniques of their own choice, selected from the 68 *nage-waza* within the 100 Kodokan recognised techniques, can be utilised in conjunction with appropriate *katame-waza* when transitioning from *tachi-waza* (standing techniques) to *ne-waza* (ground techniques). The chosen *katame-waza* will include both *osaekomi-waza* and either *kansetsu-waza* or *shime-waza*. This provides candidates with the opportunity to demonstrate the transition from their chosen throwing techniques to appropriate grappling techniques, showing application in the context of *randori* and competitive judo.

Starting with any *nage-waza* selected (candidate's choice) from the 100 Kodokan recognised techniques, candidates must safely and effectively demonstrate ONE (1) appropriate transition into any *osaekomi-waza* from the 100 Kodokan recognised techniques. In addition, starting with any *nage-waza* selected (candidate's choice) from the 100 Kodokan recognised techniques, candidates must safely and effectively demonstrate ONE (1) appropriate transition into EITHER any *kansetsu-waza* OR any *shime-waza* from the 100 Kodokan recognised techniques. In each case, the transition must be initiated by attacking with the candidate's chosen *nage-waza*.

Grade	Assessment requirements	Pass mark
1st dan	Candidates must demonstrate ONE (1) <i>nage-waza</i> to <i>osaekomi-waza</i> transition AND ONE (1) <i>nage-waza</i> to <i>kansetsu-waza</i> OR <i>shime-waza</i> transition. Each transition will be scored from 0-10, giving a maximum possible score of 20.	14 (70%)
2nd dan	Candidates must demonstrate TWO (2) <i>nage-waza</i> to <i>osaekomi-waza</i> transitions AND TWO (2) <i>nage-waza</i> to <i>kansetsu-waza</i> OR <i>shime-waza</i> transitions. Each transition will be scored from 0-10, giving a maximum possible score of 40.	29 (72.5%)

Grade	Assessment requirements	Pass mark
3rd dan	Candidates must demonstrate THREE (3) <i>nage-waza</i> to <i>osaekomi-waza</i> transitions AND THREE (3) <i>nage-waza</i> to <i>kansetsu-waza</i> OR <i>shime-waza</i> transitions. Each transition will be scored from 0-10, giving a maximum possible score of 60.	45 (75%)
4th dan	Candidates must demonstrate FOUR (4) <i>nage-waza</i> to <i>osaekomi-waza</i> transitions AND FOUR (4) <i>nage-waza</i> to <i>kansetsu-waza</i> OR <i>shime-waza</i> transitions. Each transition will be scored from 0-10, giving a maximum possible score of 80.	62 (77.5%)
5th dan	Candidates being assessed for 5th dan must demonstrate FIVE (5) <i>nage-waza</i> to <i>osaekomi-waza</i> transitions AND FIVE (5) <i>nage-waza</i> to <i>kansetsu-waza</i> OR <i>shime-waza</i> transitions. Each transition will be scored from 0-10, giving a maximum possible score of 100.	80 (80%)

