



**BRITISH
JUDO**

TECHNICAL DAN GRADE SCHEME

ASSESSMENT GUIDE

INTRODUCTION

For candidates seeking promotion through the technical dan grading pathway, there is a greater expectation that they will be able to demonstrate broader and more in-depth technical knowledge and understanding of both the fundamental and performance skills being examined. This expectation is reflected both in the higher pass marks for each section of the assessment (in comparison with the Competitive Dan Grade Scheme) and the inclusion of an element of examiner's choice in the Section 2 – Fundamental Skills: Prior Learning. Candidates will be examined on an increasingly greater number of techniques as they progress through the dan grades.

Through assessment of Fundamental Skills (Sections 1 and 2), candidates will be required to demonstrate a clear understanding of all aspects of the application of each technique in its traditional form, including (but not limited to): appropriate gripping, effective movement patterns and timing, body positioning, the key points of *kuzushi* – *tsukuri* – *kake*, control and safe application.

Through assessment of Performance Skills (Sections 3 to 5), candidates will be required to demonstrate their understanding of how techniques can be linked together through combinations, counters, escapes and applications, including (but not limited to): maintaining control and contact throughout the technique, eliciting a suitable reaction/response from *uke* in an initial attack, action-reaction, feinting an action to change *uke*'s posture, actions/timing of actions to change *uke*'s position or grip, changing body position to avoid an attack and/or create an opportunity for an attack (*tai sabaki*). Candidates may demonstrate performance variants of techniques that differ from the traditional forms, or which may employ unorthodox gripping strategies, outlining the rationale for their use through discussion with the examiner.

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 is 160 (80%) for all grades.

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 (EXAMINER'S CHOICE)

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 selected by the examiner 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. As these techniques are selected by the examiner, judoka progressing through the dan grades will be required to demonstrate their expertise and understanding of a progressively greater range of *nage-waza* and *katame-waza*, which will be dependent upon their having undertaken more extensive prior learning. 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 selected by the examiner 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 selected by the examiner from the set of Fundamental Skills for 1st dan. Each technique will be scored from 0-10, giving a maximum possible score of 50.	40 (80%)
3rd dan	Candidates will be assessed on FIVE (5) techniques selected by the examiner 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.	80 (80%)
4th dan	Candidates will be assessed on FIVE (5) techniques selected by the examiner 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.	120 (80%)
5th dan	Candidates being assessed for 5th dan will be assessed on FIVE (5) techniques selected by the examiner 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 SKILL: NAGE-WAZA (CANDIDATE'S CHOICE)

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*). Candidates must demonstrate a clear understanding of the rationale for linking the selected techniques together in the manner chosen.

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.	72 (80%)
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.	96 (80%)
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.	120 (80%)
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.	144 (80%)
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 (CANDIDATE'S CHOICE)

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. Candidates must demonstrate a clear understanding of the rationale for linking the selected techniques together in the manner chosen.

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.	24 (80%)
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.	32 (80%)
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.	40 (80%)

Grade	Assessment requirements	Pass mark
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.	48 (80%)
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 (CANDIDATE'S CHOICE)

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. Candidates must demonstrate a clear understanding of the rationale for linking the selected techniques together in the manner chosen.

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.	16 (80%)
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.	32 (80%)
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.	48 (80%)
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.	64 (80%)
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%)

