



NEWSLETTER #61

4TH QUARTER 2009

THE BONES OF KENPO

The Bones, what bones? What the heck are you talking about? This goes back to the reference about the statement made in the last Newsletter where someone, in the early days of the Karate Connection said, "Karate Connection Kenpo is a good system but it's a **bare bones** system, with a few bones missing." I love that quote. It isn't at all accurate but I still love the play on words.

If you'll recall, my challenge was, "Show me a bone?" What's missing in our system? Which strike don't we do? Which target don't we include? Which block don't we utilize? What stance don't we employ? Which maneuver don't we use? What principle don't we adhere to and what concept doesn't our system of Kenpo subscribe to, that yours does?

I issued that challenge nearly twenty years ago and I'm still waiting for an answer.

Let's Look at the Bones

Between the last issue of the Newsletter and this one, I began thinking about the bones and I thought it might be a worthwhile exercise to examine all of our bones in detail, to categorize and possibly even catalog them. I've never done that before, at least not consciously and to the extent that I intend to do now. So, let's take a look and see what we can discover about our own system.

Let's say we begin with Orange Belt, because all the Yellow Belt portion of the system is intended to do is give a person under the age of about twelve an introduction to the system and a double dose of the basics because they will be tested on their basics once again with Orange Belt, plus the Yellow Belt gives the student an introduction to the techniques in a very basic form with all of the strikes and targets repeated throughout the rest of the system, so we can basically skip the Yellow Belt portion for this discussion.

Orange Belt

The first technique of the system, **Beheading the Dragon**, is a real challenge. It's been said by many what if you can get past this one, you'll have no problem with the rest of the system. Probably true. To begin with, there are leg-checks that might have been better had they been introduced at a later time, but here they are right in the first technique. Oh well, deal with it. Get used to sticking your opponent with your knees and at the same time keeping him from attacking your groin with his because you inadvertently left it open for him. You'll need to learn leg-checking eventually anyway. then there is the Back-of-the-hand check after the block or parry, a hand check you'll probably never see in any style or system, other than Kenpo. Next are the strikes that kick off our list of weapons. There's the Back-fist that tears out the ribcage and then loops around to become the hand sward (chop) to the side of your opponent's neck or the base of his skull.

The technique begins with you maneuvering away from your opponent coupled with a Parry, for defensive purposes, and then storming back at him with a forward shuffle for positioning and added power into your back-fist. It's a complex techniques and a rude introduction to the system but it sure as hell makes you "Think Kenpo". We use a Parry for defense against an absolutely straight punch, push or attempted grab. A hard block (strike), in this case an Inward Block against a straight punch or especially a back-fist. If

the attack comes in the form of a hook or roundhouse punch, naturally this technique wouldn't apply or be attempted.

DEFINITION

Before we get into the next technique, I think we need to examine the difference between a Parry and a Block. A Parry is intended to simply misdirect an attacking limb (arm or leg), probably not causing any injuries to your opponent unless you misdirect it into a brick wall or some such. It can be as little as a slap but it can only be used against a blow that can be misdirected, something coming straight in, as opposed to a hook or roundhouse type of attack, or even something like a back-fist attack. Those sorts of attacks need to be fully blocked and all of our Kenpo Blocks are, by definition, strikes as well. Remember one of Mr. Parker's favorite saying, "Your weapon is my target", meaning that if you attacked him with a round-house punch, he would in turn attack the offending arm with such a vicious block that it would disable your ability to reuse it as a weapon or even make you consider discontinuing the attack altogether. Good strategy, don't you agree? I have personally felt his blocks and can attest first hand, it's an excellent strategy, it really works. I have in turn used it myself and found it to be very effective, so for future use of terms in this article let's just assume that all of our blocks are also striking weapons as well, that are intended to do damage and cause physical injury.

Okay, moving on. The second technique in Orange Belt, **Escaping Ram**, utilizes the gluteus maximus or in the layman's terms, your kiester, butt, or ass and it's slammed against your opponent's groin and if you don't think that is a weapon the size of a rear-end can cause you to loosen the grip of a rear bear hug, next time we get together I'd be happy to demonstrate it for you. I've had it done to me and I didn't need a reaffirming demonstration, thank you very much. The rear head butt is another weapon you'll probably never see in another style or system, unless they got it from us, which also goes a long way in helping loosen the rear bear hug grip, but it's the simultaneous action of the arms snapping out at 45 degree angles and the butt slamming into the groin that produce the Opposing Forces effect that breaks the hold. Opposing Forces could be defined as different parts of your body going in opposite directions at the same

time. The Rear Heel Kick is the icing on the cake and final reminder to your opponent not to do it again.

Then there's the opposite hold, a Front Bear Hug with the arms pinned. We call the technique against that hold, **Thrusting Release**. It also begins with a head butt except that this time the top of your forehead is used against your opponent's nose and is followed immediately with a knee to his groin. Then the release part of the technique is employed which is the thrusting twin heel palms into the floating ribs, done while moving your body away from your opponent; it's our second example of the concept of Opposing Forces. Our last shot in this technique is a Thrusting Kick to the solar plexus. The thrust is intended to put further distance between you and him. unless the initial distance between you dictates a ball kick to the groin instead, so it becomes an option based on availability. That's on the street, in the Master Form we want the thrusting ball kick just to satisfy ourselves that you've got it.

CHOICES

It should be stated before we go any further that just about any of our hand strikes can, at any time, be substituted for another of your choice. A punch may be replaced by a heel-palm, a chop by a hammer-fist. A thrusting claw can easily replace a heel palm or a raking claw for a raking hammer-fist and the list goes on. The reason we specify certain weapons is to get the student accustomed to using them and not getting stuck in a rut using only a few favorites, because when the chips are down you never know what you'll pull out of your hat.

SURPRISES ALL THE TIME

In running the Semi-circle Drill in class a couple of weeks ago, I used a Palm-up ridge-hand even though we don't actually use that particular weapon in any of our techniques. So where the heck did that come from? I haven't the faintest idea. It was just there and it was the best thing to do at that particular moment, in that particular position, at that particular distance, in that particular stance and most importantly because the attacker did something that didn't fit with the rest of what I was going to do as a technique, and it worked. At least it did that time. If I was to do that same technique on the next ten

attackers, it probably wouldn't come up again so I wouldn't get the chance to do it again but it was there when I needed it.

When something like that comes naturally and spontaneously, it's one of those moments you can't beg, borrow, steal or even buy. It's just pure Kenpo at its best, and prime example of what we call Borrowing, Blending and Combining.

The fourth technique in Orange Belt, as you know, is **Returning Serpent** for inside a Right Straight, Roundhouse or Hooking punch and the first time we get to use our Blasting - Crushing - Debilitating Inward Block (Strike) followed by a back-fist to the head of our opponent. I'm listing the head as the intended target because of its size and ease to strike. If you want to be more specific as to the target, fine, you can aim for whatever is available, such as the temple if his head is turned so as to offer it, or the nose which will produce a profusion of blood, and in addition a disturbing psychological effect, or the jaw producing a knockout, or his mouth, possibly dislodging some teeth, another disturbing effect. But that's only the first shot, isn't it? Right. Then comes the Straight torquing Reverse Punch driving into the Solar Plexus, followed by another Back-fist returning to the head, including a stance change with every shot.

Next we get to use the forearm for the first time in **Deflecting Thunder**, our technique against a front kick. The forearm was one of Mr. Parker's favorite weapons. I can still remember him saying that it's one of the few weapons that has not built-in weak points, like the knee, which is practically the same weapon located on the lower body, but bigger and even more powerful. Anyway, he loved them both equally, being as fond as he was of working close-in.

The last technique in Orange Belt, **Thunder and Lightning**, introduces the concept of striking from the -pre-cock for the punch to the head in this technique; the strike come directly off the Extended Outward Block, so instead of BLOCK - COCK and SHOOT it's just BLOCK and SHOOT which eliminates an entire move and makes it a full third faster. No wonder the Kenpo hands are so famous.

Here is your box-score for Orange Belt.

UPPER BODY WEAPONS - TEN

(two back-fists-two straight punches - two heel palm strikes - one forearm - one chop and two head butts)

LOWER BODY WEAPONS - TWELVE

(three knees - one thrusting ball kick - three snapping ball kicks - one heel kick and a butt bunk)

STANCES - SIX

(Neutral Bow, the Forward Bow, the Rear Bow, the Lunge Stance, a Wide Kneel and a Close Kneel)

STRIKES - EIGHT

(Groin three times, the Solar Plexus twice, the Rib Cage once, the Floating Ribs twice, the knees twice, the temple twice, the neck once and facial mask for times)

DEFENSIVE MOVES (BLOCKS, ETC.) - THREE

(one Inward, one Outward and one Downward)

Purple Belt

So, let's forge ahead. The first technique in Purple Belt, **Stopping the Storm**, introduces the concept of grabbing and controlling. After the Parry-block you'll grab a handful of whatever clothing your opponent is wearing, or the arm itself, and use it to pull him into your straight punch and then pull him further into your rising elbow coming up under his chin, but don't let go because you'll want to keep him in the vicinity for the back-fist that comes back down to the bridge of his nose. This technique also introduces the top-of-the-foot scoop between his legs to the, you-know-what target.

Hidden Wing will be the second time we strike with two blows simultaneously, the first was Thrusting Release. This time we will be stomping his instep with our heel while coming up to the chin with an elbow using a path known as the blind-depth-spot because he can't see it coming. This is the first time we use our hammer-fist to the groin. A heel kick finishes off the technique, as it will do in many of our techniques, because it's just a great way to exit and leave something to remember you by. If you feel like it you can also insert an accompanying blow on the way to the heel stomp by way of scraping the skin and flesh off his shin with the knife-edge of your foot. FYI - Leather sole shoes work a lot better for this technique than sneaker, and cowboy boots work best for all.

The next technique, **Circling Serpent**, is not the easiest of techniques to pull off if the attack comes in the form of a boxer's jab, and if it's a hook forget-about-it all together. On the other hand if it's a back-fist type of attack you've got a chance of making it work, but if you really want it to do its job then you be the aggressor and do it as an attack. Instead of parrying a jab or blocking a back-fist simply do a lead hand pin-check against his lead hand and circle his shoulder on your way to a back-fist to his temple and then finish the technique in the usual manner. If you know the technique you know exactly what I'm talking about. If you haven't as yet learned the technique wait until you do and then read this over again.

The use of the Crane-hand is what makes **Hooking Thunder** what it is. When a street kick, which is usually a pendulum type of kick, comes and you get your hand under it, using a crane-hand, all you really need to do is just keep it going. The term used is "Sky-it", meaning raise it as high as you can. See how long you can make him dance on one leg then do the rest of the technique. The kicks, the pin-check and uppercut back-fist are just there for good measure. The kick to the groin should really do it.

Captured Wing is one of those techniques that needs to be pulled off before it's fully applied otherwise it might now be pulled off at all. If a Hammer Lock is fully applied it puts you in a very tenuous position. Once someone gets your wrist up behind your ears your defensive options quickly diminish and you are basically at their mercy. A way of not letting that happen is to run the escape techniques in a Spontaneous Line Drill to

become accustomed to being grabbed and put into holds or locks so as not to be shocked when it happens for real.

Clapping Tiger is another technique where two weapons are employed at the same time. In this case of a bear hug with your hands free, you are free to use them simultaneously to your opponent's ears which you'll do, followed by a knee to the groin, followed by a hip throw or a behind-the-leg trip using a thrusting claw to the eyes to direct the body to the trip. That last part is optional and my choice, I'm just not too good at hip throws, but I'm hell on thrusting claws to the eyes.

Then there's **Raking Hammer** which is just about everyone's old standby technique when running the Semi-circle drill and a left roundhouse punch comes at you from the left. It's just so easy to throw an extended outward block and then simply extend the arm just a little further and rake your knuckles across his nose with all the follow through in the world and slam a hammer-fist into his ever-waiting groin.

The leg buckle at the end is one of the "Old Man's" favorite things to do. It's another move that is so typically Kenpo.

Here are the stats for Purple Belt:

UPPER BODY WEAPONS - SIXTEEN

(three back-fists - two straight punches - five elbows - three hammer-fists - two cupped hand claps and one raking knuckle)

LOWER BODY WEAPONS - EIGHT

(one knee - one scoop - two heel kicks - two knife-edge kicks - two snapping ball kicks)

STANCES FOUR

(three neutral bows - one rear bow)

TARGETS - TWENTY - FOUR

(groin six times - knees three times - one instep - two let buckles - one spine - two rib cage - one solar plexus - two face (general) - one nose - three chin - one temple - one head-butt - one entire body - hip throw)

DEFENSIVE MOVES (BLOCK, ETC) - FOUR

(one Inward, one outward, one crane, one parry-block-grab)

Blue Belt

Let's have a look at a Blue Belt. The first technique **Bridging Claw** once again utilizes a double purpose tool. We combine an extended outward block/strike with a thrusting claw to the eyes, thus being defensive and offensive at the same time. This technique employs another example of a double shot when we do a simultaneous ball kick to the groin while shooting a straight punch to the face.

Clashing Hammers also employs a double strike when the hammer fist smashes down on the kidneys as the inverted hammer fist follow-up head shot isn't exactly a double but both hands are employed, again the clapping-in-the-dark theory of the right hand knowing what the left hand is doing. This technique also introduces the foot sweep.

Trapped Lightning is one of those techniques that I personally would prefer doing as an offensive technique rather than defense against a punch because the punch will most likely be a snapping jab type of shot and I'm just not too confident in my reflexes in grabbing a jab, but if a guy's arm was to be extended I wouldn't mind grabbing it and doing the rest of the moves involved in Trapped Lightning. That, I could see myself doing in a heartbeat.

A totally unique technique in my opinion is **Universal Block**. I suppose that's because I've used it with so much success over the years in keeping my body from becoming a mass of black and blue. The initial move, the Universal Block itself is what I'm talking about. As far as the rest of the technique, the kicks, are concerned I've never gone for the knee because I've only used it in a Freestyle situation. So in most instances I've snapped a round-house kick to the groin because it's a lot easier to control than a full-out extended knife-edge to the knee. I just don't trust myself that much and my friends are too important to me to take that risk.

The next technique has a story the people in my class have heard, but not many beyond that circle, so here goes: Many, many years ago I was going to teach a technique against a cross hand wrist grab that involved counter grabbing and twisting and doing a few other contortions that I was taught by Mer. Parker. It was a technique that I'm certain he would have no problem with whatsoever but I was never really comfortable with it. This happened to be a private lesson situation and for some reason I asked the student what he would do if someone were to grab his wrist and in doing so I reached out and firmly grabbed his wrist. Well, I guess I shocked him because, without hesitation, he proceeded to punch me right in the mouth. He was just a beginning student and didn't know a thing about control, so he really clocked me and then almost immediately was embarrassed and apologized profusely. "Oh, my God, I'm so sorry" he said. I had to laugh. He had caught me so off guard I was stunned and decided on the spot that what he had done naturally was much more effective than what I had been taught, so I simply put another couple of strikes onto what he had done and it later became known as **Gripping Talon**. It's short, sweet and to the point.

Blinding Dagger is almost impossible to practice because it's so dangerous. First of all, there's the eye poke, be really careful with that. Then, once you're in position for the take-down be even more careful because the pressure against the shoulder is just too easy to apply and too difficult to control, so my suggestion is to learn it in theory and practice it only slowly and by the numbers. If some day you find yourself in a position where you can use it, you'll know what to do.

Triple Kick is just that, a kick to the groin and a snapping round house type ball, kicks the inside of each knee. Don't over think it, just blast away.

Lastly, we have **Attacking Warrior**, which is primarily a Freestyle attack but could easily work on the street. In fact, on the street it would in all likelihood be even more effective because the first two shots (the back-fist to the head and the kick to the groin) wouldn't be necessary as fakes which they are in a freestyle situation, so as to allow the last part of the technique to work, which is the crane to the upper-arm and the punch to the rib-cage.

As a freestyle technique we don't really expect the first two shots to hit their intended targets because we are engaged with another trained Kenpoist, so we use them primarily as subterfuge to get him to commit to the blocks which then enables us to slip in the third shot, whereas on the street we probably won't have the need for the theatrics and just do each shot as a full out attack and cleanly hit the intended targets.

Right here would be an excellent time to talk about faking. A fake isn't worth the effort of doing it if it doesn't look and feel real to your opponent. If it looks like a fake he probably won't go for it at all, so make it as real as possible. Go for the intended targets as if you really wanted to strike them and who knows you might just do it. You might just get in three points instead of the one you planned on getting. At the very least, make him block your attack. Don't throw something so half-heartedly that it doesn't even get his attention and nothing gets the attention like almost getting hit, or on the street actually getting hit, so go for it.

Now, let's tally up on Purple Belt and see what we have.

UPPER BODY WEAPONS - SEVENTEEN

(seven punches - two back first - three chops - one heel palm - one thrusting claw - one hammer-fist - one inverted hammer-fist and one finger poke)

LOWER BODY WEAPONS - TEN

(one spinning heel kick - one knife edge kick - two snapping ball kicks - one leg buckle - three round-house kicks and two foot sweeps)

STANCES - ELEVEN

(four neutral bows - four lunge stances - one universal block - one close kneel and one wide kneel)

TARGETS - TWENTY FIVE

(eyes twice - temple once - mouth, jaw or chin once - face general six -throat once - shoulder joint once - solar plexus twice - rib cage one - kidneys twice - groin four and knees three times)

DEFENSIVE MOVES (BLOCKS, ETC.) - FIVE

(parry, block, grab twice - extended outward twice and crane once)

Green Belt

Green Belt begins with **Fists of Fury** which introduces the concept of a double Inward Block. This technique also introduces the use of the fore-knuckles as weapons. This concept was taught to me by Jimmy Woo back in the days when he took over the advanced class from Mr. Parker who was busy building his dynasty at the time. Jimmy had a lot of circular moves and many of them involved striking with the fore-knuckles, much like knocking on a door. The fore-knuckles are excellent weapons, they have penetration galor and it's a nice strong, tight weapon. We use it very effectively in Fist of Fury. Unfortunately, too much of Mr. Woo's system relied on this weapon and the circular movements it requires to utilize them, and in doing so ignored many other useful weapons and their application. It would have been a shame if we didn't include it and it would have been a shame if we relied too heavily upon it, so you'll find it in only a couple things that we do.

Gathering the Dragon is a lot like Beheading the Dragon but on an even higher level with another leg buckle. it also introduces the pivotal, slamming heel-palm and a strike with the inside of the forearm. Now one might think that striking with the inside of the forearm as not a very good idea because that's where the Radial Nerve is located but in this case the trade-off is that the weapon it's targeted for is the back of the neck which is totally unlike having that nerve slammed by an inward block.

We've all taken an inward block into the Radial Nerve and have felt the startling results, so we can appreciate it.

Bolo also introduces a little used but useful weapon, the bolo-punch the technique was named after. This technique also reinforces the idea of striking from the point of origin and allowing the shot to self-cock on its way to the target.

Up the Circle encompasses a very interesting principle. While it may look as if you are moving away from your opponent in reality you are moving closer to him by moving on a circular path. I've had more fun with this technique than probably any other single technique. An explanation here would take too long, so when we next meet if you'll ask I'll be happy to tell you why.

What I just said about having fun with Up The Circle might not be totally accurate come to think of it. **Rolling Thunder** used to be my favorite freestyle technique because of the consistency I had with scoring with it. But allow me to let you in on a little secret, when you hit your seventies the sort of flexibility it requires to do that technique kind of fades away. God, how sad I am to see it go away because it was always such great fun having your opponent's eyes light up every time you put your foot up along-side his head before he even realized it came off the floor. I see my students do it today and I still get a little of the thrill I used to get because they are my students, doing the move I taught them, but somehow it just isn't the same. Better than nothin' but not the same.

Twirling Fans doesn't necessarily introduce anything new but "oh-my-brother's" how flashy it is, and it's so typically Kenpo, with its double parries, snapping ball kick and a hammer-fist all happening at practically the same moment. And it's the only technique that I can think of, that strikes the groin two times in succession, which would make it a favorite of mine, if for no other reason.

Spinning around and doing **Stinging Butterfly** gets us to use the "Cover" maneuver and the palm of the foot as a weapon. This use of this portion of the foot isn't used frequently and this time it isn't used as a devastating weapon as it will be in a later technique. The use of this kick is more to launch the body into the round-house kick using the shin instead of the foot as a weapon. The follow-up is probably the most devastating part of the technique, the kicks just set it up.

Stinging Butterfly is one of the only self defense techniques I have seen used in its entirety in a Freestyle match. It wasn't designed as a freestyle technique but one night a couple of our more accomplished Black Belts were freestyling and one of them pulled it off in its entirety. The man who had it done on him was so impressed that he stopped the match and congratulated his opponent on having done it. He readily admitted that

the contact that was made to his leg froze him which allowed the rest of the technique to be accomplished. We were all duly impressed that this technique was successful against so highly trained practitioner.

Escaping Wings is very much like Escaping Ram but with the arms pinned. We felt that if we didn't include it people would forever wonder what to do if they were to be put into that position. We could have included Escaping Wings while teaching Escaping Ram but felt it deserved a slot of its own. The fact that we added a couple of strikes at the end of the technique attests only to the fact that it comes much later in the syllabus. We know that by this time the student can easily handle it. As far as adding the Back-fist and Punch to Escaping Ram, if you're running an extemporaneous Escape Technique Line, we expect you to be able to graft in onto the technique by Green Belt, which is what "Borrowing, Blending and Combining" is all about. By Green Belt your thoughts should always include what can be added to a technique.

There's a whole lot of action in **Broken Lightning**. Hands, feet and sparks be flyin' on this one. This is the first time we go for three strikes almost simultaneously. On the video we teach the technique with a slight pause between the first two strikes and the kick, more for teaching purposes, but in reality they strike at just about the same instant, especially these days. This is one of the techniques that has evolved slightly over the years to become more fluid in its application.

As a punch, grab or push, (more likely a push or grab) is coming we crack the wrist joint and elbow joint with twin heel-palm strikes, producing opposing forces, in an attempt to hyper extend or dislocate the elbow joint, while at the same instant delivering a snapping ball kick to the groin. This is also the first time we use a crane to pull our opponent into the next strike which is the chop to the throat, while cocking the other hand in preparation for the raking middle-finger-fist (another first) followed by the collapsing forearm to the side of the head, followed by the upward raking claw and a pin-check while the striking hand loops around in a fluid singular motion for the hammer-fist to the back of the neck.

I figured that had to be one of Vic's and just to be sure I went back and watched the Green Belt Video but low-and behold there I am doing Broken Lightning. I would have

sworn Vic would be doing it because it's just so typically LeRoux with all the fire and brimstone but for some reason I caught it in the rotation that we followed.

I'd say in the years since we put the system on video Vic has probably done that technique three or four times as many times as I have. As I said, it's so typically LeRoux. Not that I don't like it, I do. But it's got LeRoux written all over it and today is one of his favorites.

So, there you have Green Belt in all its glory. I think Green is just about everyone's favorite belt level. It has such variety and it lends itself to the mass attack drill so well.

So let's compute the bones and see what we get this time.

UPPER BODY WEAPONS - TWENTY-SIX

(five back-fists - four straight punches - three chops - one heel palm - one ridge hand - one elbow - one forearm - one butt bunk - two fore-knuckles - one raking middle finger-fist - two hammer-fists - one bolo punch - two raking claws - one inside forearm)

LOWER BODY WEAPONS - TWELVE

(one thrusting ball kick - one spinning heel kick - four snapping ball kicks - two leg buckles - one instep - one back kick - one round house kick - and one lower shin kick)

STANCES - TEN

(five neutral bow - three lunge stances - two cross stances)

TARGETS - TWENTY-EIGHT

(eyes once - temple four - mouth or jaw twice - face general eight - neck once - throat once - elbow joint twice - rib cage once - groin four and knees once)

DEFENSIVE MOVES (BLOCKS, ETC.) - EIGHT

(two inward blocks - two extended outward - one downward - two crane - one pin check)

In looking at the space I have left I think I'd be safe in saying that I'm not going to be able to finish what I started in this issue. So, it looks like we'll need to wait for the next issue to see what Brown and Black belts hold for us.

This has been an interesting project for me. I hope you've enjoyed the ride as well and will into the next issue of your IKCA Newsletter. I haven't had an occasion to even think about the videos, we did so long ago, but in having to reexamine some of them recently, for various reasons, I see that they just keep on going in the way we planned for them to. And, until the medical science learns how to grow an additional appendage such as a third of forth arm or leg that needs to be defended against what we have will remain viable, so it looks as if our techniques will live on, at least for the time being.

TO BE CONTINUED NEXT ISSUE





PROMOTIONS



We would like to take this opportunity to congratulate you on your promotion. We know what kind of dedication and perseverance it requires to earn rank in the Martial Arts and we wish to pay our sincerest respects to you for having shown what it takes to appear on this list.

Joel Ellis	Northport, AL, USA	1ST DEGREE BLACK
Jesse Smith	Alaska, USA	2ND DEGREE BLACK
Lucas R. Moore	Marietta, GA, USA	2ND DEGREE BLACK
Michael Heine	Napa, CA, USA	1ST DEGREE BLACK
Ernie Quinn	Brooksville, FL, USA	BLUE BELT
Sam Traugott	Fritz Creek, AK, USA	GREEN BELT
Chad E McBroom	Artesia, NM, USA	PURPLE BELT
Gabriel Jolly	Ferndale, WA, USA	BROWN BELT
Eli Jolly	Ferndale, WA, USA	BROWN BELT
Jeff Fockele	Dero Beach, FL, USA	ORANGE BELT
Israel Reyes	Torrance, CA, USA	YELLOW BELT
Susanne Coleman	Torrance, CA, USA	ORANGE BELT
Mark Backer	Torrance, CA, USA	YELLOW BELT
Cordell Celtic	Fritz Creek, AK, USA	BLUE BELT
Phil Celtic	Fritz Creek, AK, USA	BLUE BELT
Lori Wimbish	Vass, NC, USA	ORANGE BELT
Johnny Wimbish	Vass, NC, USA	GREEN BELT
Norman Fernandez	Palmdale, CA, USA	ORANGE BELT
Devin Chissus	Seldovia, AK, USA	PURPLE BELT
David Overbury	Rossmore, CA, USA	ORANGE BELT
Adam Overbury	Rossmore, CA, USA	ORANGE BELT
Mitch Woodcruft	Rossmore, CA, USA	ORANGE BELT
Marisol Reyes	Redondo Bch, CA, USA	YELLOW BELT
Jedrick O. Medina Padro	Redondo Bch, CA, USA	YELLOW BELT
Brittany Dickerson	Redondo Bch, CA, USA	YELLOW BELT
Barbara Fear	Woodgate, NY, USA	BROWN BELT
Sierra Fear	Woodgate, NY, USA	ORANGE BELT
Amber Bailey	Woodgate, NY, USA	ORANGE BELT
Shawna Bailey	Woodgate, NY, USA	ORANGE BELT
Kaitlyn Hutchins	Woodgate, NY, USA	ORANGE BELT
Zachary Dolan	Woodgate, NY, USA	ORANGE BELT
Conner Busler	Woodgate, NY, USA	ORANGE BELT

Ikia Cummings	Woodgate, NY, USA	YELLOW BELT
Angelina Olds	Woodgate, NY, USA	YELLOW BELT
Jesse Diaz-Franco	Brooksville, FL, USA	PURPLE BELT
Joshua McGrew	Brooksville, FL, USA	PURPLE BELT
David M. McGrew	Brooksville, FL, USA	PURPLE BELT
Jakob Hinson	Napa, CA, USA	ORANGE BELT
Kallan Moody	Napa, CA, USA	ORANGE BELT
Patrick Jovez	Vallejo, CA, USA	ORANGE BELT
Brandon Noyes	Napa, CA, USA	ORANGE BELT
Marc Moody	Napa, CA, USA	BROWN BELT
Teddy I. Medina Padro	Puerto Rico	YELLOW BELT
Emanuel K. Torres	Puerto Rico	YELLOW BELT
Adbriel O. Medina Padro	Puerto Rico	YELLOW BELT
Alejandro R. M. Gonzales	Puerto Rico	YELLOW BELT
Jorge J. Padron Monroig	Puerto Rico	YELLOW BELT
Emanuel K. Torres	Puerto Rico	ORANGE BELT
Louis R. Matos Badillo	Puerto Rico	YELLOW BELT
Sebastian A. Rivera Perez	Puerto Rico	PURPLE BELT
Juan E. Sibero	Puerto Rico	PURPLE BELT
McKenna Jolly	Ferndale, WA, USA	GREEN BELT
Jasmine Deloa	Bellflower, CA, USA	ORANGE BELT
David Jenkins	Bellflower, CA, USA	PURPLE BELT
Rick Chaves	Bellflower, CA, USA	PURPLE BELT
Alfredo Gomez	Bellflower, CA, USA	GREEN BELT
Luis Lopez	Bellflower, CA, USA	GREEN BELT
David Medina	Bellflower, CA, USA	ORANGE BELT
Jamie Klail	Manitowic, WI, USA	YELLOW BELT
Tami Klail	Manitowic, WI, USA	YELLOW BELT
Tanner Tersiner	Giard, KS, USA	PURPLE BELT
Ulrike Hedrich	Pritchard, Canada	PURPLE BELT
Sascha Hedrich	Pritchard, Canada	PURPLE BELT
Dave Filgate	Pritchard, Canada	PURPLE BELT
Tyrel Leitzell	Salinas, CA, USA	BROWN BELT
CM Coffey	Salinas, CA, USA	YELLOW BELT
Fernando Avalos	Salinas, CA, USA	PURPLE BELT
Lance Hitchcock	Salinas, CA, USA	BLUE BELT
Amanda Alvarez	Redondo Bch, CA, USA	BROWN BELT
Bryan Daugherty	Portland, OR, USA	ORANGE BELT
Gregg Gomel	Venice, CA, USA	ORANGE BELT
David Lee	Reno, NV, USA	BLUE BELT
Norman Fernandez	Palmdale, CA, USA	PURPLE BELT
Jeff Moody	Napa, CA, USA	PURPLE BELT

Joshua Baltazar	Vallejo, CA, USA	ORANGE BELT
Jacques Early	Vallejo, CA, USA	PURPLE BELT
Gerimiah Lago	Vallejo, CA, USA	PURPLE BELT
Andreas Leon Guerrero	Vallejo, CA, USA	PURPLE BELT
Robert Omega	Vallejo, CA, USA	PURPLE BELT
Luis Pazo Diaz	Vallejo, CA, USA	PURPLE BELT
Justin Santos	Vallejo, CA, USA	PURPLE BELT
Brandon Watanabe	Vallejo, CA, USA	PURPLE BELT
Roman Empleo	Vallejo, CA, USA	GREEN BELT
Stefan Empleo	Vallejo, CA, USA	GREEN BELT
Eliseo Lopez	Vallejo, CA, USA	GREEN BELT
Gilmar Macatbag	Vallejo, CA, USA	GREEN BELT
Cristian Jimenez	Redondo Bch, CA, USA	YELLOW BELT
Justin Piopongco	Redondo Bch, CA, USA	YELLOW BELT
Thomas McMahan	Australia	JUNIOR BLACK
Chris Lovez	Vallejo, CA, USA	2ND DEGREE BLACK
Dexter Ablano	Vallejo, CA, USA	2ND DEGREE BLACK
Ross Goodwin	Moses Lake, WA, USA	PURPLE BELT
Alan Nisberg	North Venice, FL, USA	4TH DEGREE BLACK
Aaron Van Woert	Moses Lake, WA, USA	BROWN BELT
Chad McBroom	Artesia, NM, USA	GREEN BELT
Reid Brown	Hudson, FL, USA	PURPLE BELT
Simon Wooffindin	Yorkshire, UK, USA	PURPLE BELT
Angela Aguirre	Napa, CA, USA	ORANGE BELT
Giselda Aguirre	Napa, CA, USA	ORANGE BELT
Gerared Vigo	Napa, CA, USA	ORANGE BELT
James Paulie	Vallejo, CA, USA	PURPLE BELT
Justin Santos	Vallejo, CA, USA	PURPLE BELT
Patrick Stenberg	Irvine, CA, USA	BLUE BELT
Kaleb Heuer	Manitowoc, WI, USA	YELLOW BELT
Evan Hans	Manitowoc, WI, USA	YELLOW BELT
Jocelyn Popp	Manitowoc, WI, USA	YELLOW BELT
Cameron Grainger	Manitowoc, WI, USA	YELLOW BELT
Mark Schadwald	Vallejo, CA, USA	PURPLE BELT
Tami Klail	Manitowoc, WI, USA	ORANGE BELT
Jamie Klail	Manitowoc, WI, USA	ORANGE BELT
Maro Palacio	Anahiem, CA, USA	BLUE BELT
Gregg Gomel	Venice, CA, USA	PURPLE BELT
Patrick Stenburg	Irvine, CA, USA	GREEN BELT
Garrett Gollehen	Vass, NC, USA	PURPLE BELT
Jeff Gollehen	Vass, NC, USA	PURPLE BELT
Eric Davis	Vass, NC, USA	BLUE BELT

Chad McBroom
 Sewell Holly
 Graig O'Steen
 Jimmie Foote
 Adam Noggle
 CM Coffey
 Lance G. Hitchcock
 Mervine Genove
 Ricardo Romo
 Cristian Jimenez
 Justin Piopongco
 Gustavo Ruiz Ruiz
 Lorenzo Santiago Badillo
 Jim Wimbish
 Sally Schweitzer
 Terry Gage Donion
 Josh Grant
 Steve Zalazowski
 Steve Zalazowski
 Tyrel Leitzell
 Chad E. McBroom
 Phil Musgrove
 Garret Murphy

Artesia, NM, USA
 Columbus, MS, USA
 Columbus, MS, USA
 Columbus, MS, USA
 Salinas, CA, USA
 Salinas, CA, USA
 Salinas, CA, USA
 Beaumont, CA, USA
 Beaumont, CA, USA
 Redondo Bch, CA, USA
 Redondo Bch, CA, USA
 Puerto Rico
 Puerto Rico
 Vass, NC, USA
 Redondo Bch, CA, USA
 Orange City, FL, USA
 Bueliton, CA, USA
 Salinas, CA, USA
 Salinas, CA, USA
 Salinas, CA, USA
 Artesia, NM, USA
 Northport, AL, USA
 Napa, CA, USA

BROWN BELT
YELLOW BELT
YELLOW BELT
YELLOW BELT
YELLOW BELT
ORANGE BELT
GREEN BELT
PURPLE BELT
PURPLE BELT
ORANGE BELT
ORANGE BELT
YELLOW BELT
YELLOW BELT
BROWN BELT
BLUE BELT
ORANGE BELT
ORANGE BELT
4TH DEGREE BLACK
5TH DEGREE BLACK
1ST DEGREE BLACK
2ND DEGREE BLACK
PURPLE BELT
1ST DEGREE BLACK

