# Goju-Ryu Karate Cheat Sheet

#### General Terms

Musa Al-hassy

Sensei teacher

O'Sensei Teacher's teacher Dojo training hall Nippon Japan Kihon Basics GiUniform Obi Belt Boy Kyu Man Dan Mukso Meditate Kimi Focus Kilskai Attention Rei Bow Ashimai Begin Yemai Stop Yell Kia

#### Dachi –Stance

Power is rooted in the feet, developed by the knees, and directed by the hips!

Sanchin dachi	Power stance
Zenkutsu dachi	Forward stance
Sheko dachi	Straddle stance
Heiko dachi	Natural stance
Musubu dachi	Ready stance
Neko ashi dachi	Cat stance

## Geri –Kick

Except the instep roundhouse, remember to curl your toes for each and every kick!

Front kick
Joint kick
Roundhouse kick
Back kick
Side kick
Stomp kick
Knee kick

Remember the join sequence: All kicks start with the hips, work to the knee, and finish with the ankle.

Crescent kick

Mikasuki Geri

90% of blocks are executed with the front hand, making it easier to counter!

Hariatoshi 3 point low block Kake uke Hooking block Roundhouse block Mawashi uke Age uke High block Uchi uke Inside block Outside block Soto uke Gedan bari Low sweeping block Kakuto uke Chicken head block Teisho uke Palm block

## Te -Hand Strikes

The principles of expansion and contraction are a must when striking and as well for blocking!

Oi zuke	Lunge punch
Gyaku zuke	Reverse punch
Kizama zuke	Jab punch
Shuto	Knifehand
Teisho	Palm heel
Empi	Elbow
Rekkan	Backfist
Nukite	Finger strike
Mawashi zuke	Hook punch

# Japanese Numbers

- 0 rei
- ichi
- $_{
  m ni}$
- 3 san
- 4 von
- 5 go
- roku
- nana
- hachi
- kyu
- 10 juu

# Kata –Forms

Taikyoku Gedan First course lower Taikyoku Chudan First course middle Taikyoku Jodan First course upper

Taikyoku Mawashi Uke First course circular block Taikyoku Kake Uke First course hooking block

Gekisai Itch Attack & Smash 1
Gakisai Ni Attack & Smash 2
Sanchin Three battles
Tensho Turning

Saifa Destroy, Defeat

Seienchin Attack, Conquer, Suppress
Sanseiru Thirty-six movements
Shi Sho Chin Twenty-seven movements
Seisun Fifty-six movements
Seipai Eighteen movements