E. g. ni, shun, circular, linear, dropping, rising

TechniqueType

PK Id	int
Name	nvarchar(50)

Technique

PK Id	int
FK TechniqueTypeId	int
FK TechniqueCategoryId	int
FK NameId	int

TechniqueName

PK TechniqueId	int
PK NameId	int

NameCategory

PK Id	int
Category	nvarchar(40)

Language

PK Id	int
Name	nvarchar(40)

Name

PK Id	int
FK NameCategoryId	int
FK LanguageId	int
Name	nvarchar(200)

TechniqueCategory

PK Id	int
Name	nvarchar(50)

E. g. thrust, block, kick, etc.

What about jin?

FormFamilyName

PK NameId	int
PK FormFamilyId	int

FormName

PK FormId	int
PK NameId	int

FormFamily

PK Id	int

Form

PK Id	int
FK FormFamilyId	int

FormMovement

PK FormId	int
Pk MovementId	int

What does 'stance' mean in this context? Do all transitions have a formal stance?

If we take the view that a transition is a movement, and further the yin to the formal yang of the actual movement, this might not be the case.

BUT--might be indispensable for analytical purposes.

Transition table will have to be extended with hand techniques at a later date. Relatedly, this needs to be modeled.

I. e. transitionary, stationary, etc.

E. g. left, right, forwards, backwards

E. g. open, closed

TransitionCategory

PK Id	int
Name	nvarchar(50)

RelativeDirection

PK Id	int
Name	nvarchar(50)

RotationCategory

PK Id	int
Name	nvarchar(50)

E. g. high, low

StanceName

PK NameId	int
PK StanceId	int

StanceCategory

PK Id	int
Name	nvarchar(50)

E. g. high, low

StanceType

PK Id	int
Name	nvarchar(50)

Stance

PK Id	int
FK StanceCategoryId	int
FK StanceTypeId	int

Movement

PK Id	int
FK StanceId	int
FK TechniqueId	int
FK TransitionId	int

Note that 'TransitionId' refers to the transition *into* this movement.

Transition

PK Id	int
FK RotationCategoryId	int
FK DirectionId	int
FK RelativeDirectionId	int
FK StanceId	int
FK TransitionCategoryId	int