



SHO 2

### THEORY:



#### IPPON - SCORE PARTNER FULLY ON BACK

Ippon is the top score in judo. The coach will put hand straight up in the air and say:



JUDOGI - JUDO SUIT













Theory
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- Assisted Yoko Ukemi
- Alternative Activities

Yoko Ukemi

STAGE 3:

- Balance on one leg (10 sec)
- Alternative Activities

STAGE 4:



- Respect other judo players, your coach and everyone
- · Bow to your partner
- · Look after partner
- · Listen to the coach
- · Watch the coach
- · Do what the coach asks on the mat





Backward (10m)





## STAGE 1: ASSISTED YOKO UKEMI

#### **VARIATION 1:**









Take sleeve and leg grip and help them land in a side breakfall.



#### **ALTERNATIVE ACTIVITIES:**

- [ (rouched position partner on all fours pull the arm through the body and roll the, into the assisted side breakfall.
- Kneeling position kneel facing each other with one leg bent and the other up. From here pull partners arm and leg that is up across their body until they land in a side brakfall.



## SHO 2 CHECKLIST

- Theory
- STAGE 1:
- Assisted Yoko Ukemi
- Alternative Activities
  - STAGE 2
- Yoko Ukemi
  - STAGE 3:
- Balance on one leg (10 sec)
  - Alternative Activities

#### STAGE 4:





# STAGE 1: ASSISTED YOKO UKEMI

#### **VARIATION 2:**











Pull partners leg up and help them land in a side breakfall



With both these techniques help partner to the ground holding on with sleeve when they land. Partner should remember to keep their chin tucked in and breakfall with the palm of their hand.



### SHO 2 CHECKLIST

Theory

STAGE 1:

- Assisted Yoko
  Vkemi
- Alternative Activities

STAGE 2

Yoko Ukemi

STAGE 3:

- Balance on one leg (10 sec)
- Alternative Activities

STAGE 4:



# STAGE 2: YOKO UKEMI















Theory

STAGE I

Assisted Yoko Vkemi

Alternative Activities

STAGE 2

Yoko Ukemi

STAGE 3:

Balance on one leg (10 sec)

Alternative Activities

STAGE 4:



# STAGE 3: BALANCE ON ONE LEG





Now try and put leg in other positions while keeping balance.



#### **ALTERNATIVE ACTIVITIES:**

- Stand like a Flamingo.
- Partner unbalacing game holding each other with judo grip and one leg off the floor attempt to make partner put foot down.
- Hopping forward, backward across the mat distance, height or speed (racing games).
- Pick bean bags or other or other suitable objects off the ground while balancing on one leg by self or holding partner.

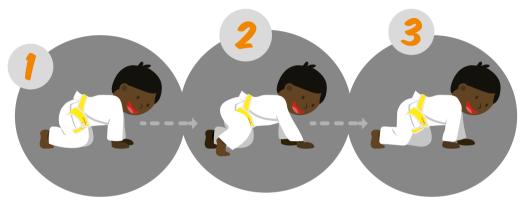
## SHO Z CHECKLIST

- Theory
- STAGE 1:
- Assisted Yoko
  Vkemi
- Alternative Activities
  - STAGE S
- Yoko Ukemi
  - STAGE 3
- Balance on one leg (10 sec)
- Alternative Activities

#### STAGE 4:



## STAGE 4: BEAR CRAWL

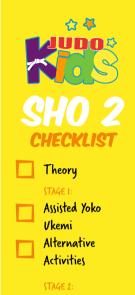








Keep moving across the mat in the same way for 10m. Now do the movement backward and sideward for 10m.



Yoko Vkemi

leg (10 sec)
Alternative
Activities

Balance on one

STAGE 3:

STAGE 4: