KRAV MAGA

Curriculum in Levels





WHY A CURRICULUM?

- Train towards a goal and improve your Self Defense and Fighting skills.
- Develop good Self Defense techniques, basic fighting skills and mindset
- Learn to perform under stress
- Use controlled aggression
- Train to become stronger, more self confident and safe.
- Possibility to participate in exams to get rewarded for your achievements.



HOW IT WORKS.

Join our Krav Maga program from beginner to black belt!

Program contains 6 levels.

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- Development of techniques, aggression, mindset and fighting skills
- Discuss and identify your current level with your trainer and set improvement targets for your next MidTerm.
- Set the next goal and work towards your 3 monthly MidTerm and level test.



WHAT IT IS.



Drillsstress control

Mindset focus and confidence

Agression use of controlled aggression



FIGHTING scenario based

SPARRING fighting skills

MidTerms
Every 3 months

Level Tests
Every 6 months

TRAINERPROGRAM
Become a Krav Maga Trainer





ADVANCEMENT

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LEVEL 1 Yellow Belt 6 months I 48 classes

LEVEL 2 Orange Belt 6 months | 48 classes

LEVEL 3 Green Belt 12 months | 100 classes

LEVEL 4 Blue Belt 12 months | 100 classes

LEVEL 5 Brown Belt 12 months | 100 classes

LEVEL 6 Black Belt Ongoing

This schedule is approximate and varies according to each student's ability. The number of classes are based on a 2 times a week Krav Maga training.





TESTING PROCEDURE

For every level, the students go through several MidTerms and a final Test.

MidTerm: every 3 months.

To demonstrate basic skills from the last 3 months of training Can be done in the regular Krav Maga lesson class.

Level Tests

Testing days are on Saturday - plannend in advanced, bi-yearly.

Level 1 - 2 - 3 is 45 euro per level test.

Level 4 - 5 is 55 euro per level test.

Level 6 is 75 euro.

Test Duration

Level 1 test appr. 1.5 hrs, Level 2 app. 2 hrs, level 3 appr. 3 hrs. Higher levels tests are long (and therefore much more rewarding;-)



TESTING PROCEDURE

MidTerm

Students will be asked to demonstrate basic proficiency in the techniques covered during the last three months. They must successfully complete each Midterm for that level to be eligible for the test.

Workshop

On request we can provide a good opportunity to sharpen the techniques during a Krav Maga Level Workshop. Instructors will review the techniques, and the students are free to ask questions if they are not sure how the technique should be performed.

Tests

Designed to push students to their limits. Tests are intens experiences that help them prove their ability to perform under stress. Students leave the test with a deeper understanding of themselves.



DRESS CODE

dress code

REFLEX Club t-shirt and any appropriate training pants or shorts.

- Level 1: Groin protection and month piece.
- · Level 2 and above: boxing gloves, shinguards and headgear.



STUDENT GUIDELINES

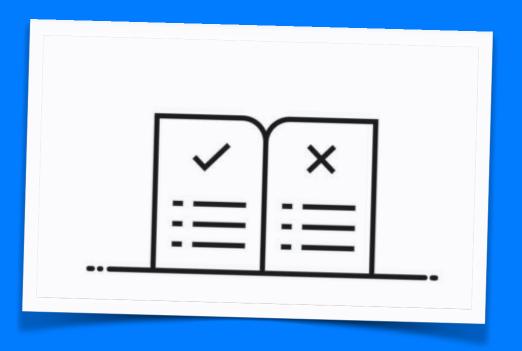
- Attend class at least twice a week.
 This will keep you on track.
- Listen to our instructions.

 This is for your safety and the safety of those around you.
- Drink enough water.

 Get it when you need it.

- of Individual districts in all such the performance

- Wear a Krav Maga Club t-shirt
 We give you one for free at each level.
- Treat equipment properly.
 Don't throw anything and keep the training room cleaned up
- Ask questions, have fun and train hard.





LEVELS & COLOURS





LEVEL 1 I YELLOW BELT



Combatives

Stance

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- Movement all directions
- Straight punches
- Left / right combination
- Straight punch with advance
- Straight punch with retreat
- Straight punch low
- Palm heel strike
- Eye strike
- Hammerfists side, forward, downward
- Elbow strikes
- Front kick (groin)
- Front kick to a vertical target
- Round kick
- Knees

Self Defense

- 360 outside defenses
- Inside defense v. straight punches
- Inside defense v. straight punches low
- Choke from the Front 2 handed pluck
- Choke from the Front 1 handed pluck
- Choke from the Side
- Choke from Behind
- Choke from the Front with a push
- Choke from Behind with a push
- Headlock from Behind
- Wrist releases 1-5

Ground

- Ground position Back
- Ground position Side
- Ground Front Kick
- Ground Round Kick
- Ground Side Kick
- Getting up from the ground



LEVEL 1 | MIDTERMS

MIDTERM A

3 months

- Stance
- Movement all directions
- Straight punches
- Left / right combination
- Hammerfists side
- Elbow strikes 1-3
- Front kick (groin)
- Front kick to a vertical target
- Knees (regular and round)
- Basics takedown defense
- 360 defense
- Choke from the Front 2 handed pluck
- Choke from Behind
- Wrist releases 1-5
- Ground position Back
- Ground Front Kick
- Ground Round Kick
- Getting up from the ground

24 classes

MIDTERM B

- Straight punch with advance
- Straight punch with retreat
- Straight punch low
- Palm heel strike
- Eye strike
- Hammerfists forward
- Hammerfists downward
- Elbows 4-7
- Round kick
- Inside defense v. straight punches
- Inside defense v. straight punches low
- Choke from the Front 1 handed pluck
- Choke from the Side
- Choke from the Front with a push
- Choke from Behind with a push
- Headlock from Behind
- Ground side position
- Ground side kick



LEVEL 2 | ORANGE BELT

6 months 48 classes

Combatives

- Bobbing and weaving
- Slipping punches
- Hook punch

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- Uppercut punch
- Punch combinations
- Defensive front kick
- Side kick
- Side kick with advance
- Back kick
- Short upper back kick
- Front kick with advance
- Inside defenses with counterattacks
 - v. left straight punch
 - v. right straight punch (2 counters)
 - v. right straight punch (1 counter)
- Defense v. hook punch
 - Extended
 - Covering
- Defense v. uppercut punch
- 360 defense with counterattack
- Reflexive defense v. Front kick
- Outside stabbing defense v. Front kick
- Defense v. low round kick (shin block)
- Defense v. low round kick (absorbing)
- Defense v. front kick (stop kick)
- Defense v. front kick (redirecting)

Self Defense

- Choke from the Front against a wall
- Choke from Behind against a wall
- Choke from Behind with a pull
- Headlock from the side
- Bearhug from the front
 - Arms free
 - Arms free leverage on the neck
 - Arms caught
- Bearhug from behind
 - Arms free
 - Arms caught

Ground

- Fall break Backward
- Fall break Side
- Punch defense mounted (bucking hips)
- Trap & Roll v. Full Mount
- Defense v. mount (elbow escape)
- Defense v. Choke (full mount)
- Headlock (full mount)
- Top position
- Disengage from full mount
- Kick off the guard
- Foot grabs
 - Stripping
 - Spin outward
 - Spin inward



LEVEL 2 | MIDTERMS

MIDTERM A

3 months 24 classes

Hook punch

- The interview of interest and months on metal and

- Uppercut punch
- Defensive front kick
- Front kick w/adv. (fighting & neutral)
- Defense v. low round kick (shin block)
- Defense v. low round kick (absorbing)
- Defense v. front kick (stop kick)
- Defense v. front kick (redirecting)
- Headlock from the side
- Bearhug from the front
 - Arms free (base n space)
 - Arms free leverage on the neck
 - Arms caught
- Bearhug from behind
 - Arms free
 - Arms caught
- Bearhug front/behind (remove arms)
- Ground: Kick off the guard
- Ground: Foot grabs
 - Stripping
 - Spin outward
 - Spin inward

MIDTERM B

- Bobbing and weaving & Slipping punches
- Basic takedown defense (spin on centerline)
- Side kick (with and w/out advance)
- Back kick & Short upper back kick
- Inside def. with counter v. left
- Inside def. with counter v. left (live side)
- Inside def. with counter v. right (2 counters)
- Inside def. with counter v. right (1 counter)
- Defense v. hook punch (extended)
- Defense v. hook punch (covering)
- Defense v. uppercut punch
- 360 defense with counterattack
- Reflexive defense v. Front kick
- Outside stabbing defense v. Front kick
- Choke from the Front against a wall
- Choke from Behind against a wall
- Choke from Behind with a pull
- Fall break Backward & Side
- Ground: Strike from Full mount (bucking hips)
- Ground: Trap & Roll v. Full Mount
- Ground: Def. v. mount (elbow escape)
- Ground Def. v. Choke (full mount)
- Ground: Def. v. Headlock (full mount)



LEVEL 3 GREEN BELT



Combatives

- Headbutt forward, side, back, upward
- Defensive back kick with a spin
- Heel kick

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- Inside slap kick
- Outside slap kick
- Knee inward angle
- Inside defense v. left / right combo
 - Double inside defense
 - Lean back & trap
 - 1 hand
- Outside defenses 1-5
- Outside defense v. right punch
- Inside defense v. high front kick
- Defense v. high round kick:
 - Reflexive
 - 2 or 3 contact point
 - covering

Self Defense

- Reverse headlock standing (guillotine)
- Hair grabs front, side, behind
- Bearhug from behind; leverage on finger
- Bearhug from behind; lifting
- Bearhug from front; lifting

Ground

- Fall break backward (high)
- Forward roll
- Forward roll, back fall break (high speed)
- Backward roll
- Arm bar from guard
- Guard reversal (scissor sweep)
- Choke from the side
- Headlock from the side; forward
- Headlock from the side; back
- Escape from the guard (gouge and stack)
- Side mount; position and strikes
- Arm lock from the side mount
- Side mount to full mount
- Side mount disengage (knee to belly)



LEVEL 3 I MIDTERMS

MIDTERM A

3 months 24 classes

- Headbutt forward
- Headbutt side
- Headbutt back
- Headbutt upward
- Hairgrab front
- Hairgrab side, impending knee
- Hairgrab behind

3 months 24 classes

MIDTERM C

- Def. v. high round kick: Reflexive
- Def. v. high round kick: 2 or 3 contact point
- Def. v. high round kick: covering
- Fall break backward (high)
- Forward roll
- Forward roll, back fall break (high speed)
- Backward roll
- Bearhug from behind; leverage on finger
- Bearhug from behind; lifting
- Bearhug from front; lifting

MIDTERM B

3 months 24 classes

- Defensive back kick with a spin
- Heel kick
- Inside slap kick
- Outside slap kick
- Inside defense v. left / right combo
 - Double inside defense
 - Lean back & trap
 - 1 hand
- Outside defenses 1-5
- Outside defense v. right punch
- Reverse headlock standing (guillotine)

MIDTERM D

- Ground Arm bar from guard
- Ground Guard reversal (scissor sweep)
- Ground Choke from the side
- Ground Headlock; forward
- Ground Headlock; back
- Ground Escape from (gouge and stack)
- Ground Side mount; position and strikes
- Ground Arm lock from side mount
- Ground Side mount to full mount
- Ground Side mount knee to belly



LEVEL 4 BLUE BELT



Combatives

- Chops (inside and outside)
- Mouth of hand punch
- Axe kick

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- Spinning outside slap kick
- Spinning Heel kick
- Sweep with forward kick
- Sweep with heel kick
- General defense v. medium to high kicks
- Sliding defense v. high round kick
- Plucking/rowing defense v. med side kick
- Redirecting defense v. high kick
- Sliding defense v. spinning heel kick
- Stopping defense v. spinning heel

Self Defense

- Stick defense
 - v. overhead swing
 - v. overhead swing (off angle)
 - v. baseball bat (horizontal swing)
- Kick defense v. knife
 - distance
 - v. knife (bail out)
 - v. straight stab
- Gun from the front
- Gun to the side of the head
- Gun from the side, behind the arm
- Gun from the side, in from of the arm
- Gun from the front, pushing into stomach
- Gun from behind (touching)
- Cavaliers 1-4

Ground

- Defense v. full mount
 - Arms pinned (slide hands)
 - Arms pinned (wrist lock)
- Arm triangle from guard
- Leg triangle
- Guillotine
- Defense v. guillotine
- Headlock from behind
- Def. v. headlock from behind
- Takedowns simple takedown
- Takedowns double leg
- Takedowns single leg (toe pick)



LEVEL 4 I MIDTERMS

MIDTERM A

3 months 24 classes

- Chops (inside and outside)
- Mouth of hand punch
- General defense v. medium to high kicks
- Sliding defense v. high round kick
- Sliding defense v. spinning heel kick
- Stopping defense v. spinning heel
- Stick defense

And the state of t

- v. overhead swing
- v. overhead swing (off angle)
- v. baseball bat (horizontal swing)

MIDTERM B

3 months 24 classes

- Gun from the front
- Gun to the side of the head
- Gun from the side, behind the arm
- Gun from the side, in from of the arm
- Gun from the front, pushing into stomach

MIDTERM C

3 months 24 classes

- Axe kick
- Spinning outside slap kick
- Spinning Heel kick
- Sweep with forward kick
- Sweep with heel kick
- Plucking/rowing defense v. med side kick
- Redirecting defense v. high kick
- Kick defense v. knife
 - distance
 - v. knife (bail out)
 - v. straight stab

MIDTERM D

- Cavaliers 1-4
- Def. v. full mount; Arms pinned (slide hands)
- Def. v. full mount; Arms pinned (wrist lock)
- Ground: Arm triangle from guard
- Ground: Leg triangle
- Ground: Guillotine & Def. v. guillotine
- Ground: Def. v. headlock from behind
- Takedowns simple takedown
- Takedowns double leg
- Takedowns single leg (toe pick)



LEVEL 5 I BROWN BELT



Combatives

- Overhand right punch (supermen)
- Front kick/round kick with a switch
- Two front kicks with a switch
- Outside slap kick/front kick with a switch
- Two straight knees with a switch
- Two back kicks with a switch
- Machine gun take down
- One arm shoulder throw
- Hip throw

- Face-to-face throw
- Headlock from behind (throw)
- Headlock from the side; being spun inward
- Headlock from the side; neck break
- Full nelson; finger strip
- Full nelson; throw
- Full nelson; sweep

Self Defense

- Knife defenses
 - v. downward stab
 - v. upward stab
 - v. straight stab
 - v. straight stab (live side)
 - v. forward slash
 - v. backward slash
- Gun from behind, distance
- Gun from the front, two-handed technique
- Long gun from the front: live side
- Long gun from the front: dead side
- Long gun from the side, behind the arm
- Long gun from behind, touching
- Defense v. bayonet stab



LEVEL 5 | MIDTERMS

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MIDTERM A

3 months 24 classes

- Two front kicks with a switch
- Two back kicks with a switch
- Knife defenses v. downward stab
- Knife defense v. upward stab
- Knife defense v. straight stab
- Knife defense v. straight stab (live side)
- Knife defense v. forward slash
- Knife defense v. backward slash

MIDTERM B

3 months 24 classes

- Hip throw
- Face-to-face throw
- Long gun from behind, touching (both sides)
- Def. v. bayonet stab (live and dead side)
- Def. v. bayonet stab dead side (clothesline)

MIDTERM C

3 months 24 classes

- Two straight knees with a switch
- Machine gun take down
- One arm shoulder throw
- Headlock from behind, attacker jumping (throw)
- Headlock from the side; being spun inward
- Headlock from the side; neck break

MIDTERM D

- Overhand right punch (supermen)
- Full nelson; finger strip
- Full nelson; throw
- Full nelson; sweep
- Gun from behind, distance
- Gun from the front, two-handed technique
- Long gun from the front: live side
- Long gun from the front: dead side



LEVEL 6 | BLACK BELT



Combatives

- Thai Pads 5 Rounds of 2 minutes
- Thai Pads Opposite Stance
- Jumping Front Kick

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- 2 Jumping Front Kicks
- Jumping Round Kick
- Jumping Side Kick
- Scissor Front Kick
- Scissor Round Kick
- Jumping Spinning Back Kick

Self Defense

- Gun Hostage Situation
- Gun Kneeling Position
- Gun from Behind Being Walked
- Gun with Attacker Punching, Slapping, Etc.
- Gun Attacker Pushing Live Side
- Gun Attacke Pushing Dead Side
- Gun Under Chin, various angles
- Gun from Behind, Hugging Technique
- Long Gun from the Side/Behind at Distance
- Long Gun Strikes with Long Gun
- All Long Gun v. Left-Handed
- All Stick v. Left Handed

Self Defense

- Defense v. Garrote
- Hand Grenade/Suicide Bomber Takedown
- Knife Threats Front, various angles
- Knife Threat from Behind
- Knife Threat Hostage Situation
- All Knife v. Left Handed
- Knife with Attacker Grabbing with Off Hand
- Live Knife
- 2 v. 1 Stick and Knife
- Sparring
- Sparring 2 v 1
- Kickboxing match



QUESTIONS?

Reach out to us by email: hello@reflex-utrecht.com

or book your first trial lesson directly online: reflex-utrecht.com



