

			Scoring for Individual Techniques
Student:			5 = Demonstrated Perfect Technique, with Proper Emotional Content, without Hesitation
			4 = Demonstrated Acceptable Technique without Hesitation
Guro:			3 = Demonstrated Acceptable Technique but Hesitated
			2 = Demonstrated Basic Technique, but Really Needs Seasoning
Date:			1 = Demonstrated Technique, but Only After Being Shown
			0 = You have failed as a student and/or we have failed as instructors

Defensor Method Level 2B Test		
Skill / Concept	Score	Comments

Single Stick		
Blocks, 6-12, Inside & Outside, w/ Figure 8 Counters		
	Angle 6 – Inside	
	Angle 6 – Outside	
	Angle 7 – Inside	
	Angle 7 – Outside	
	Angle 8 – Inside	
	Angle 8 – Outside	
	Angle 9 – Inside	
	Angle 9 – Outside	
	Angle 10 – Inside	
	Angle 10 – Outside	
	Angle 11 – Inside	
	Angle 11 – Outside	
	Angle 12 – Inside	
	Angle 12 – Outside	
Basic Disarms for angles 6-12		
	Snake – Angle 6	
	Snake – Angle 7	
	Snake – Angle 8	
	Snake – Angle 9	
	Snake – Angle 10	
	Snake – Angle 11	
	Snake – Angle 12	
	Strip – Angle 6	
	Strip – Angle 7	
	Strip – Angle 8	
	Strip – Angle 9	
	Strip – Angle 10	
	Strip – Angle 11	
	Strip – Angle 12	
	Vine – Angle 6	
	Vine – Angle 7	
	Vine – Angle 8	
	Vine – Angle 9	
	Vine – Angle 10	
	Vine – Angle 11	
	Vine – Angle 12	

Defensor Method Level 2B Test				
Skill / Concept		Score	Comments	
Single Stick				
	Empty Hand Disarms for angles 6-12			
	Snake – Angle 6			
	Snake – Angle 7			
	Snake – Angle 8			
	Snake – Angle 9			
	Snake – Angle 10			
	Snake – Angle 11			
	Snake – Angle 12			
	Strip – Angle 6			
	Strip – Angle 7			
	Strip – Angle 8			
	Strip – Angle 9			
	Strip – Angle 10			
	Strip – Angle 11			
	Strip – Angle 12			
Sumbrada				
	Basic Sumbrada Patterns			
	1/Drop/1			
	1/Sweep/1			
	1/Scissor/1			
	1/Shield/1			
	312 Sumbrada			
	Punyo Sumbrada			
	Full (Box) Sumbrada			
	DM Sumbrada (DM 1-12)			
	Advanced Sumbrada Variations with Box Pattern			
	Two Sticks			
	Espada y Daga			
	Hit Limbs/Body			
Largo Mano				
	LM Angles 1-5			
	LM Partner Drills			
	Stationary, a la Contra			
	Stationary, en Seguida			
	Walking, a la Contra			
	Walking, en Seguida			
	One for One (elastico?), a la Contra			
	One for One (elastico?), en Seguida			