

FIFTH ORDER

ACOLYTE OF THE FIFTH ORDER RANK RUBRIC

Duration: 20 weeks

Total Hours: 40 (30 hours direct instruction, 10 hours self-guided)

Format: In-person or Online (50% webinar, 50% self-guided videos)

Saber Skirmish: Minimum total of 100 games.

By Fifth order, the acolyte has gained a strong foundation in both the flurry and flow classes. They are able to move dynamically and fluidly. Their techniques show intentionality (e.g. intention to cut) and they can begin to apply concepts such as zanshin and fudoshin. In the arena, acolytes begin to strategise against different opponents and have a good understanding of Shikake (offensive) and Oji (counter) techniques. The acolyte will also be a well seasoned judge and can both see and make good determinations regarding valid and invalid strikes. At fifth order, the acolyte may also be acting in a cleric or faction leader role or actively supporting or representing their club in tournaments and competitions.

Skill Category	Techniques	Description	1	2	3	4
Stances	All previous stances are mostly at level 3		[]	[]	[]	[]
Footwork	All previous footwork are mostly at level 3		[]	[]	[]	[]
Strikes	All previous strikes are mostly at level 3		[]	[]	[]	[]
Techniques	All previous techniques to level 3		[]	[]	[]	[]
	Yonkajo	Fourth control technique with saber	[]	[]	[]	[]
	Unarmed	Fourth control technique without saber	[]	[]	[]	[]
	Attacker Armed	Defending against armed attacker	[]	[]	[]	[]
	Kaitenage	Control technique with saber	[]	[]	[]	[]
	Unarmed	Control technique without saber	[]	[]	[]	[]
	Attacker Armed	Defending against armed attacker	[]	[]	[]	[]
	Shomenuchi	Control technique with saber	[]	[]	[]	[]
	Unarmed	Control technique without saber	[]	[]	[]	[]
	Attacker Armed	Defending against armed attacker	[]	[]	[]	[]
	Gokyu Unarmed	Fifth control technique without saber	[]	[]	[]	[]
	Attacker Armed	Defending against armed attacker	[]	[]	[]	[]
Shikake-waza	Tobikomi-waza	Quick strike when opponent shows weak kisei or suki	[]	[]	[]	[]
	Hikibana-waza	Exploit opponent's loss of balance during strike or defense	[]	[]	[]	[]
	Katsugi-waza	Surprise attack by lifting saber over shoulder before striking	[]	[]	[]	[]
	Nidan-waza	Two-step technique: follow-up after failed strike or creating suki for second strike	[]	[]	[]	[]
	Harai-waza	Knock down or sweep up opponent's saber to break kamae, then strike	[]	[]	[]	[]
	Debana-waza (offensive)	Strike as opponent is about to attack	[]	[]	[]	[]
Oji-waza	Nuke-waza	Avoid attack and instantly respond	[]	[]	[]	[]
	Suriage-waza	Sweep up opponent's saber in rising-slide motion, then strike	[]	[]	[]	[]
	Uchiotoshi-waza	Knock opponent's saber to side, then strike	[]	[]	[]	[]
	Kaeshi-waza	Parry opponent's strike, flip saber, and strike opposite side	[]	[]	[]	[]
	Debana-waza (counter)	Counter-attack at the moment of debana	[]	[]	[]	[]

Skill Category	Techniques	Description	1	2	3	4
2-Person Kata	Tachi-Dori I-IV	The first four forms of the tachi dori kata	[]	[]	[]	[]
Kata	31 saberstaff kata	Complete form demonstration	[]	[]	[]	[]
Flourishes	All previous flourishes to level 3		[]	[]	[]	[]
Ukemi	All previous Ukemi to level 3		[]	[]	[]	[]
	Sideways roll	Controlled sideways roll from standing	[]	[]	[]	[]

GRADING CRITERIA

- 1: Minimal understanding or execution of the technique
- 2: Basic understanding and execution with significant room for improvement
- 3: Solid understanding and execution with minor areas for refinement
- 4: High level of proficiency and consistent execution

ASSESSMENT CRITERIA

Assessment Criteria and Graduation Requirements

Students will be evaluated on:

- Execution of all flurry & flow techniques
- Participation in saber skirmish games
- Ukemi (breakfalling techniques)
- Demonstrated use of shikake and oji waza during ascension
- Demonstrate first four forms of the tachi dori kata at level 3 or higher
- Demonstrate 31-saberstaff kata

To achieve Fifth order rank, students must:

- Attend 80% of direct instruction or online webinars and complete all self-guided lessons
- Unless specified, achieve minimum "2" rating in most skill categories
- Pass a comprehensive practical exam
- Be active in local matches and club activities

Successful completion indicates a solid foundation in the Kyu Shin Ludo system, preparing students for advancement.

ASCENSION

At 100 games, the student must also undergo their ascension. Ascension should be conducted prior to assessment within one's faction. All ascensions must be formally recorded and submitted by a faction leader or guild master as evidence of progression.