

SEVENTH ORDER

ACOLYTE OF THE SEVENTH 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: A minimum of 30 games.

The rank of Acolyte of the Seventh Order is the first officially recognised rank of the Kyu Shin Ludo system. At this stage of the journey the initiate has achieved a minimum of 30 skirmishes, they have a strong foundational knowledge in the various flurry techniques and forms and they've taken their first steps towards the flow class, having learnt the first three flow techniques (Ikkajo, Nikkajo and Sankajo) and how they differ across attacks. The Acolyte will also begin working on their Ukemi in preparation for higher techniques and kata.

Skill Category	Techniques	Description	1	2	3	4
Stances	Jodan	High stance, saber above head	[]	[]	[]	[]
	Chudan	Middle stance, saber at chest level	[]	[]	[]	[]
	Gedan	Low stance, saber pointing down	[]	[]	[]	[]
	Waki-gamae	Hidden blade stance	[]	[]	[]	[]
	Hasso-no-kamae	Sword at side of head	[]	[]	[]	[]
Techniques	Ikkajo: Armed	First control technique with saber	[]	[]	[]	[]
	Unarmed	First control technique without saber	[]	[]	[]	[]
	Attacker Armed	Defending against armed attacker	[]	[]	[]	[]
	Nikkajo: Armed	Second control technique with saber	[]	[]	[]	[]
	Unarmed	Second control technique without saber	[]	[]	[]	[]
	Attacker Armed	Defending against armed attacker	[]	[]	[]	[]
	Sankajo: Armed	Third control technique with saber	[]	[]	[]	[]
	Unarmed	Third control technique without saber	[]	[]	[]	[]
Strikes	Dou	Horizontal cut	[]	[]	[]	[]
	Tsuki	Thrusting cut	[]	[]	[]	[]
	Shomenuchi	Vertical downward cut	[]	[]	[]	[]
	Yokomenuchi	Diagonal cut	[]	[]	[]	[]
Footwork	Okuri ashi	Sliding step	[]	[]	[]	[]
	Migi shizentai	Right natural stance	[]	[]	[]	[]
	Hidari shizentai	Left natural stance	[]	[]	[]	[]
2-Person Kata	Uke Nagashi	Flowing receiver technique	[]	[]	[]	[]
	Low strike	Defending against low attack	[]	[]	[]	[]
	Yokomenuchi	Diagonal strike defense	[]	[]	[]	[]
Kata	Sword of the Nine Ways	Complete form demonstration	[]	[]	[]	[]
Defenses	Block from shomenuchi	Vertical block using saburi	[]	[]	[]	[]
	Block from yokomenuchi	Diagonal block using saburi	[]	[]	[]	[]
	Block from tsuki	Thrust block using saburi	[]	[]	[]	[]

Skill Category	Techniques	Description	1	2	3	4
Tenouchi	Hand grip	Correct hand placement and grip	[]	[]	[]	[]
Games	Proficiency in 10 games	Demonstrate understanding of rules and technical skill in Saber Skirmish	[]	[]	[]	[]
Maai	Toma	Long distance	[]	[]	[]	[]
	Issoku	Middle distance	[]	[]	[]	[]
	Chikama	Close distance	[]	[]	[]	[]
Flourishes	Forwards	Spinning saber forward	[]	[]	[]	[]
	Backwards	Spinning saber backward	[]	[]	[]	[]
	Cross body	Saber flourish across the body	[]	[]	[]	[]
	Reverse hand	Flourish with reversed grip	[]	[]	[]	[]
	Back spin	Spinning saber behind the back	[]	[]	[]	[]
Ukemi	Forwards slide	Controlled forward fall	[]	[]	[]	[]
	Backwards breakfall	Safe backward fall	[]	[]	[]	[]

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 Acolytes will be evaluated on:

- Execution of core techniques (stances, cuts, footwork, drills, forms)
- Defensive skills and proper grip (tenouchi)
- Participation in saber skirmish games
- Maai (distance control) and flourishes
- Ukemi (breakfalling techniques)
- General understanding of the Kyu Shin Ludo system.

To achieve Seventh order rank, students must:

- Attend 80% of direct instruction or online webinars and complete all self-guided lessons
- Achieve minimum "2" rating in most skill categories
- Pass a comprehensive practical exam
- Demonstrate good sportsmanship and dojo etiquette

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

ASCENSION

At 30 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.