

SIXTH ORDER

ACOLYTE OF THE SIXTH 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 60 games.

By Sixth order, the acolyte has gained a solid understanding of the breadth of the Kyu Shin Ludo system and how to conduct saber skirmish matches. Whilst their forms and techniques may still require more work, they can identify valid strikes, techniques and forms by name. The technical ability within the arena has also been well tested and they are able to choose which techniques to use at the appropriate time. The Acolyte's knowledge and skill of flow techniques has also increased and they are actively developing their Ukemi.

Skill Category	Techniques	Description	1	2	3	4
Stances	All previous stances to level 3		[]	[]	[]	[]
	Ko Gusumi	Small diagonal stance, body angled, saber at hip	[]	[]	[]	[]
	Taka Gusumi	High diagonal stance, saber raised above shoulder	[]	[]	[]	[]
	On-ken	Concealed sword stance, blade hidden behind arm	[]	[]	[]	[]
	Seigan	Straight stance, saber pointed directly at opponent	[]	[]	[]	[]
Techniques	All previous techniques to level 2		[]	[]	[]	[]
	Tenchinage	Fourth control technique with saber	[]	[]	[]	[]
	Unarmed	Fourth control technique without saber	[]	[]	[]	[]
	Attacker Armed	Defending against armed attacker	[]	[]	[]	[]
	Iriminage	Fifth control technique with saber	[]	[]	[]	[]
	Unarmed	Fifth control technique without saber	[]	[]	[]	[]
	Attacker Armed	Defending against armed attacker	[]	[]	[]	[]
	Kotegaeshi	Sixth control technique with saber	[]	[]	[]	[]
	Unarmed	Sixth control technique without saber	[]	[]	[]	[]
	Attacker Armed	Defending against armed attacker	[]	[]	[]	[]
Strikes	All previous techniques to level 3		[]	[]	[]	[]
	Kesa Giri	Diagonal cut from shoulder to hip	[]	[]	[]	[]
	Kiri Age	Rising cut from low to high	[]	[]	[]	[]
	Maki-Uchi	Wrapping cut, blade circles before striking	[]	[]	[]	[]
Footwork	All previous Footwork to level 3		[]	[]	[]	[]
	Tsugi Ashi	Sliding step, rear foot follows lead foot	[]	[]	[]	[]
	Ayumi Ashi	Walking step, alternating feet	[]	[]	[]	[]
	Hiraki Ashi	lateral slide, pivoting on foot	[]	[]	[]	[]
2-Person Kata	All previous 2-person kata to level 3		[]	[]	[]	[]
	4 Quarters	Sequence of cuts to neck and legs	[]	[]	[]	[]
	Tsuba-zeriai waza	Close-quarters grappling with sabers locked	[]	[]	[]	[]
Kata	Free wielding sword	Complete form demonstration	[]	[]	[]	[]

Skill Category	Techniques	Description	1	2	3	4
Maai	Practical application of keeping maai		[]	[]	[]	[]
	Light sparring		[]	[]	[]	[]
	Randori		[]	[]	[]	[]
Flourishes	All previous flourishes to level 3		[]	[]	[]	[]
	Small hand spin	Spinning the saber and catching from one hand to the other (small spin)	[]	[]	[]	[]
	Great hand spin	Spinning the saber and catching from one hand to the other (great spin)	[]	[]	[]	[]
Ukemi	All previous Ukemi to level 2		[]	[]	[]	[]
	Forwards roll	Controlled forward roll from standing	[]	[]	[]	[]
	Backwards roll	Controlled backward roll from standing	[]	[]	[]	[]
	Forwards breakfall	Safe forward fall with slap	[]	[]	[]	[]

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 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)
- Strong understanding of the Kyu Shin Ludo system, principles and philosophy.

To achieve sixth 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
- Demonstrate good sportsmanship and dojo etiquette

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

ASCENSION

At 60 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.