Self-Defense.



## Academy Schedule December 2018



Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Class Key  LC= Little Champs (Kids 5-7 yrs)  BP Jr. Grapplers= Bullyproof (Kids 8-14 yrs)  GC = Gracie Combatives (Adult beginner)  MC = Master Cycle (Adult Advanced)  WE = Women Empowered (Women's Self-Defense)					9:00am- Little Champs Class 6 10:00am- WE Class 4 11:00am- GC Class 5 12:00pm- MC Technique (See separate schedule for details) 1:00pm- MC Sparring
5:30pm- BP Jr Grapplers Class 8 6:30pm- GC Class 15 7:30pm- MC Technique (See separate schedule for details) 8:30pm- MC Sparring	10:00am- GC Class 6 11:00am- MC Technique (See separate schedule for details) 12:00pm- MC Sparring 6:00pm- MC Technique (See separate schedule for details) 7:00pm- MC Sparring 7:30pm- GC Class 16	5:30pm- Little Champs Class 7 6:30pm- WE Class 5 7:30pm- GC Reflex Development (Mount)	10:00am- GC Class 7 11:00am- MC Tech No-Gi (See separate schedule for details) 12:00pm- MC Sparring No-Gi 5:30pm- BP Jr Grapplers Class 9 6:30pm- MC Tech No-Gi (See separate schedule for details) 7:30pm- MC Sparring No-Gi 8:00pm- GC Class 17	NO CLASS	9:00am- Little Champs Class 8 10:00am- WE Class 6 11:00am- GC Class 8 12:00pm- MC Technique (See separate schedule for details) 1:00pm- MC Sparring
5:30pm- BP Jr Grapplers Class 10 6:30pm- GC Class 18 7:30pm- MC Technique (See separate schedule for details) 8:30pm- MC Sparring	11 10:00am- GC Class 9 11:00am- MC Technique (See separate schedule for details) 12:00pm- MC Sparring 6:00pm- MC Technique (See separate schedule for details) 7:00pm- MC Sparring 7:30pm- GC Class 19	12 10:00am- GC Class 10 11:00am- MC Tech No-Gi (See separate schedule) 12:00pm- MC Sparring No-Gi 5:30pm- Little Champs Class 1 6:30pm- WE Class 7 7:30pm- GC Reflex Development (Guard) 8:30pm- Master Cycle Sparring Only	*** NO AM CLASS ***  5:30pm- BP Jr Grapplers Class 11 6:30pm- MC Tech No-Gi 7:30pm- MC Sparring No-Gi 8:00pm- GC Class 20	NO CLASS	9:00am- Little Champs Class 2 10:00am- WE Class 8 11:00am- GC Class 11 12:00pm- MC Technique (See separate schedule for details) 1:00pm- MC Sparring
NO CLASS	NO CLASS	19 10:00am- GC Class 12 11:00am- MC Technique (See separate schedule for details) 12:00pm- MC Sparring  5:30pm- Little Champs Class 3 6:30pm- WE Class 9 7:30pm- GC Reflex Development (Side Mount)	10:00am- GC Class 13 11:00am- MC Tech No-Gi (See separate schedule for details) 12:00pm- MC Sparring No-Gi 5:30pm- BP Jr Grapplers Class 12 6:30pm- MC Tech No-Gi (See separate schedule for details) 7:30pm- MC Sparring No-Gi 8:00pm- GC Class 21	5:30pm- BP Jr Grapplers Class 13 6:30pm- GC Class 22 7:30pm- MC Technique 8:30pm- MC Sparring	9:00am- Little Champs Class 4 10:00am- WE Class 10 11:00am- GC Class 14 12:00pm- MC Technique (See separate schedule for details) 1:00pm- MC Sparring
****ACADEMY	cLOSED****	5:30pm- Little Champs Class 5 6:30pm- WE R/D (Standing) 7:30pm- GC Reflex Development (Standing)	10:00am- GC Class 15 11:00am- MC Tech No-Gi (See separate schedule for details) 12:00pm- MC Sparring No-Gi 5:30pm- BP Jr Grapplers Class 14 6:30pm- MC Tech No-Gi (See separate schedule for details) 7:30pm- MC Sparring No-Gi 8:00pm- GC Class 23	NO CLASS	9:00am- Little Champs Class 6 10:00am- WE Class 1 11:00am- GC Class 16 12:00pm- MC Technique (See separate schedule for details) 1:00pm- MC Sparring
**ACADEMY CLOSED**					

GRACIE JIU-JITSU



8 Classes	LITTLE CHAMPS (Kids 5-7)	
1	Base Battle Crocodile Control	
2	Tackle the Giant Spider Kid	
3	Tackle the Giant Shark Bite	
4	Base Battle Bulldozer	
5	Base Battle Crazy Horse	
6	Tackle the Giant Guard Monster	
7 Tackle the Giant Crazy Legs		
8 Base Battle Snake Bite		

25	JR. GRAPPLERS		
Classes	JR. GRAPPLERS (Kids 8-14)		
	Leg Hook Takedown		
1	Trap & Roll (Standard   Punch Block)		
	Clinch Aggressive Opponent		
2	Trap and Roll – Headlock Variation		
	Open Guard Pass Clinch Conservative Opponent		
3	Positional Control – Mount		
4	Haymaker Punch Defense		
4	Elbow Escape – Standard Variation		
5	Guillotine Choke - Standing Elbow Escape – Hook Removal Variation		
	Guillotine – Guard Pull Variation		
6	Headlock Counters (Mount) – Back Mount Finish		
7	Body Fold Takedown		
'	Headlock Counters (Mount) – Armlock Finish		
8	Body Fold Takedown Rear Naked Choke		
	Standing Armlock		
9	Straight Armlock (Standard   Side Variation)		
10	Standing Armlock		
10	Twisting Arm Control (Back Mount & Armlock Finishes)		
44	Leg Hook Takedown Take the Back (Mount)		
11	Remount Technique		
40	Pull Guard		
12	Punch Block Stages 1 – 3		
40	Pull Guard		
13	Punch Block Stages 4 - 5 Hook Sweep		
	Rear Takedown		
14	Triangle (Stage 1.5 Variation)		
15	Rear Takedown		
10	Triangle – Giant Killer Variation		
16	Clinch Conservative Opponent Straight Armlock (Guard) - High Variation & Triangle Transition		
	Clinch Aggressive Opponent		
17	Kimura Armlock (Standard & Forced Variations)		
18	Double Leg Takedown - Aggressive Opponent		
10	Take the Back (Guard)		
19	Double Leg Takedown – Conservative Opponent Double Ankle Sweep (Knee Thrust & Kick Variations)		
	Body Fold Takedown		
20	Double Underhook Guard Pass		
21	Double Leg Takedown – Aggressive Opponent		
41	Positional Control – Side Mount		
22	Double Leg Takedown – Conservative Opponent Shrimp Escape 1 (Block & Shoot, Shrimp & Shoot Variations)		
	Clinch Aggressive		
23	Shrimp Escape 2 (Block & Shoot, Punch Block Variations)		
24	Clinch Conservative Opponent		
24	Headlock Escape 1 (Standard & Scissor Failure Variations)		
25	Haymaker Punch Defense		
-	Headlock Escape 2 (Standard & Punch Block Variations)		

10 Classes	15 Essential Techniques		
1	Combat Base (Base Get-up   Push/Pull) Wrist Release Standard (1 on 1  2 on 1  2 on 2) Trap & Roll Escape (Standard   Punch Block)		
2	Front Choke Defenses (Standard   Wall Pin) Guard Get-up (Standard   Super Lock)		
3	Wrist Releases (Inverted) (1 on 1   2 on 1   2 on 2   Low 1 on 1) Trap & Roll Extras (Spread Hand   Wrist Pin)		
4	Super Slap (Front Choke   2 on 1 Wrist Release) Guard Get-up 2 (PBS Stage 1   Heavy Chest)		
5	Stop-Block-Frame (Distance   Block & Move   Frame) Guard Get-up 3 (Wrist Pin   Choke Variation)		
6	Punch Protection (Distance Control   Clinch) Elbow Escape (Standard   Heel Drag)		
7	Rear Attack Defense 1 (Rear Choke) Guillotine Choke (Standing   Guard Pull   Sitting)		
8	Rear Attack Defense 2 (Rear Bear Hug) Weapon Defense 1 (Kimura Knife   Gun)		
9	Hair Grab Defenses (Standing   Mount   Guard) Weapon Defense 2 (Straight Armlock Knife   Gun)		
10	Rear Naked Choke (Back Mount w/ Hooks) Triangle Choke (Triangle Finish   Giant Killer Variation)		
RD	Reflex Development Class Once you've completed each lesson (1-10) at least twice, you qualify for RD classes.		



77	E FASTEST WAY TO STREET READINESS. GUARANTEE
23	26 Feestiel Technisses
Classes	36 Essential Techniques
1	Trap and Roll Escape – Mount
	Leg Hook Takedown  Americana Armlock - Mount
2	Clinch (Aggressive Opponent)
	Positional Control – Mount
3	Body Fold Takedown
	Take the Back + R.N.C. – Mount
4	Clinch (Conservative Opponent)
5	Punch Block Series (1-4) - Guard
J	Guillotine Choke (Standing)
6	Straight Armlock – Mount
_ `	Guillotine Defense
7	Triangle Choke - Guard
,	Haymaker Punch Defense
8	Elevator Sweep – Guard
	Rear Takedown  Elbow Escape – Mount
9	Pull Guard
	Positional Control – Side Mount
10	Double Leg Takedown (Aggressive)
	Headlock Counters – Mount
11	Standing Headlock Defense
40	Headlock Escape 1 – Side Mount
12	Standing Armlock
13	Straight Armlock – Guard
10	Clinch (Aggressive Opponent)
14	Double Ankle Sweep – Guard
• • •	Guillotine Choke (Guard Pull)
15	Headlock Escape 2 – Side Mount
	Clinch (Conservative Opponent)
16	Shrimp Escape – Side Mount
	Body Fold Takedown  Kimura Armlock – Guard
17	Leg Hook Takedown
	Punch Block Series (5) – Guard
18	Haymaker Punch Defense
45	Hook Sweep – Guard
19	Guillotine Defense
20	Take the Back – Guard
	Standing Headlock Defense
21	Elbow Escape – Side Mount
	Pull Guard
22	Twisting Arm Control – Mount
	Rear Takedown
23	Double Underhook Pass – Guard Double Leg Takedown
23	(Conservative)
	(Ouriser valive)



1. MOUNT	A. Controls B. Escapes C. Submissions D. Submission Counters
2. SIDE MOUNT	A. Controls B. Escapes C. Submissions D. Submission Counters
3. GUARD	A. Controls B. Sweeps C. Passes D. Sport Guards E. Submissions F. Submission Counters
4. HALF GUARD	A. Bottom Strategies B. Top Strategies
5. BACK MOUNT	A. Controls B. Submissions C. Submission Counters Escapes
6. LEG LOCKS	A. Straight Foot Locks B. Toe Hold Foot Locks C. Knee Locks D. Heel Hooks
7. STANDING	A. Front Attack Defenses B. Rear Attack Defenses C. Weapon Defenses D. Clinch & Takedowns