7 Circles

Southern/Northern

Shaolin Kung Fu Wu Shu & Wu-Kung

Lesson Plan 4

2nd Rank 4th Degree practitioner/instructor

Adhere to the Path

7 Circles Lesson Plan

2nd Rank, 4th Degree

Chamber	Lesson
18 th	Stances
19 th	Sequential Stepping
20 th	Turning, Shifting, & Spinning

Student Name:	Date:
Number of Semesters/Years Training:	Current Rank:

18th Chamber: Intermediate Stances

Scores

Part #	Lesson	1	2	3	4	5
1	The 8 Intermediate Stances Theory					
2	Broken Horse Stance (Scorpion Form)					
3	Fire Stance (Cat Form)					
4	Reverse Bow & Arrow Stance (Mantis Form)					
5	Lying Leg Stance (Swallow Form)					
6	Empty Stance (Chicken Form)					
7	Broken Arrow Stance (Eagle Form)					
8	Coiled Dragon Stance (Snake/Dragon Forms)					
9	Sleeping Serpent Stance (Snake Form)					

Comments:

Stances	Comments			
Theory of Stances	Stances are the foundation of power connecting earth to point of contact.			
	If the stance is perfect, the earth will not move.			
Broken Horse Stance	Also called Scorpion Stance and High Bow-Drawing Stance . Weight			
	is 60F/40R . The directional foot is opened slightly towards the			
	opponent.			
Fire Stance	Also called Reversed Cat Stance and Stealth Stance . Weight is			
	0F/100R . The empty leg is prepared to kick or sweep to the rear.			
Reverse Bow &	Also called Mantis Stance . Weight is reversed from the forward B&A			
Arrow Stance	to 30F/70R . Used to draw the opponent into a quick push to the forward			
	B&A.			
Lying Leg Stance	Also called Swallow Stance and Low Bow-Drawing Stance . Weight is			
	20F/80R . Used to escape chin-na and high kicks or weapons.			
Empty Stance	Also called Chicken Stance . Weight is 0/100 to the empty and			
	stationary legs.			
Broken Arrow	Also called Eagle Stance . Weight is 50/50 and ready to be lunged			
Stance	forward or shifted in any direction quickly.			

Coiled Dragon	Also called Snake Stance and Sticky Dragon Stance . Weight is
Stance	90F/10R.
Sleeping Serpent	Also called Sleeping Snake Stance . Weight is 80/20 to the leg
Stance	supporting the center of gravity.

19th Chamber: Intermediate Stepping

Scores

Part #	Lesson	1	2	3	4	5
1	Intermediate Stepping Theory					
2	Drunken Stepping					
3	Zig Zag Stepping					

Comments:

Stepping	Comment		
Intermediate Stepping Theory	Bend straight lines into arcs and circles; end arcs and circles with straight lines.		
Drunken Stepping	The monkey and the drunkard share something in common. Neither spends time thinking about the fall. Practice this in Fighting Dancing and make the earth one of your allies in combat.		
Zig Zag Stepping	Cover movement with movement; and hide intention behind intention. Practice this technique and principle in the sequential stepping drills. (see Sequential Stepping Manual).		

20th Chamber: Turning, Shifting, & Spinning

Scores

Part #	Lesson	1	2	3	4	5
1	Theory					
2	Small Circle Spinning					
3	Wide Circle Spinning					

Comments:

Turning, Shifting & Spinning	Comments
Theory	Use small & large circles to ward-off, attack, and
	evade opponents. Draw the opponent in on the current
	of centripetal force; strike from the current of the
	centrifugal force. Seek the center of the circle and
	move the world around you.

Small Circle Spinning	Spin on a stationary foot to ward-off & defend 360	
	degrees.	
Wide Circle Spinning	Spin on alternating feet to create interlocking arcs of	
	movement to surround your opponent.	

Total Score:	 Total Possible = 75	Passing Score = 68 (90%)
18 th Chamber 19 th Chamber 20 th Chamber		
Scores:		