# Taikyoku Sequence (all)

Step Out to fudo dachi

Naha to L 90\* (execute left/right as noted below)

Turn 180\* C-Step (execute as left/right noted below)

L 90\* C-Step (Face front, execute Front/Read as noted below),
L 270\*Crazy turn (Face Right and execute left/right as noted below)

Turn 180\* (Execute left/right as noted below)

Turn 90\* to left (Face back, execute Front/Rear as noted below)

Execute a naha 180 (Face Front).

Stay in “punch” until called to discipline.

ALWAYS LOOK BEFORE YOU TURN in any direction

Last Punch of 3 punches is a double punch (Right/Left)

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| **Kata #** | **Block** | **Left/Right** | **Front/Rear** |
| **1 - Shodan** | Rising | Punch | 3 Punches (last double) |
| Step punch to L/R is same hand and foot (right Punch Right C-Step to it) |
| **2 – Nidan** | Inside | Punch | 3 **Front Kicks****L punch** |
| Punch after F/Rear kicks is opposite hand to leg in front |
| **3 - Sandan** | Down | Crescent Kick – punch\* | 3 Punches (last double) |
| \*Punch hand is always opposite hand from leg landing forward which is the same hand that blocked. |
| **4 – Yondan** | Rising | #3 Jump front kick – punch\* | 3 Punches (last double) |
| The kick is a number 3, push off back foot kick with Front. Results in a need for a Shuri turn for the 180\* turns.\*Punch hand is always opposite hand from leg landing forward which is the same hand that blocked |
| **5 – Godan**  | Inside | Hook kick – punch\* | 3 Punches (last double) |
| \*Punch hand is always opposite hand from leg landing forward which is the same hand that blocked |
| **6 - Rokudan** | Down | Round kick – punch\* | 3 Punches (last double) |
| \*Punch hand is always opposite hand from leg landing forward which is the same hand that blocked |