## 7 Circles

Southern/Northern
Shaolin Kung Fu Wu Shu \& Wu-Kung

Lesson Plan 4
$2^{\text {nd }}$ Rank $4^{\text {th }}$ Degree practitioner/instructor

Adhere to the Path

7 Circles Lesson Plan
$2^{\text {nd }}$ Rank, $4^{\text {th }}$ Degree

| Chamber | Lesson |
| :---: | :---: |
| $18^{\text {th }}$ | Stances |
| $19^{\text {th }}$ | Sequential Stepping |
| $20^{\text {th }}$ | Turning, Shifting, \& Spinning |

Student Name:
Number of Semesters/Years Training:

Date:
Current Rank: $\qquad$
$\mathbf{1 8}^{\text {th }}$ Chamber: Intermediate Stances
Scores

| Part \# | Lesson | $\mathbf{1}$ | $\mathbf{2}$ | $\mathbf{3}$ | $\mathbf{4}$ | $\mathbf{5}$ |
| :---: | :--- | :---: | :---: | :---: | :---: | :---: |
| 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) |  |  |  |  |  |

## Score

Comments:

| Stances | Comments |
| :--- | :--- |
| Theory of Stances | Stances are the foundation of power connecting earth to point of contact. <br> If the stance is perfect, the earth will not move. |
| Broken Horse Stance | Also called Scorpion Stance and High Bow-Drawing Stance. Weight <br> is 60F/40R. The directional foot is opened slightly towards the <br> opponent. |
| Fire Stance | Also called Reversed Cat Stance and Stealth Stance. Weight is <br> $\mathbf{0 F / 1 0 0 R}$. The empty leg is prepared to kick or sweep to the rear. |
|  <br> Arrow Stance | Also called Mantis Stance. Weight is reversed from the forward B\&A <br> to 30F/70R. Used to draw the opponent into a quick push to the forward <br> B\&A. |
| Lying Leg Stance | Also called Swallow Stance and Low Bow-Drawing Stance. Weight is <br> $\mathbf{2 0 F / 8 0 R} . ~ U s e d ~ t o ~ e s c a p e ~ c h i n-n a ~ a n d ~ h i g h ~ k i c k s ~ o r ~ w e a p o n s . ~$ |
| Empty Stance | Also called Chicken Stance. Weight is 0/100 to the empty and <br> stationary legs. |
| Broken Arrow <br> Stance | Also called Eagle Stance. Weight is 50/50 and ready to be lunged <br> forward or shifted in any direction quickly. |


| Coiled Dragon <br> Stance | Also called Snake Stance and Sticky Dragon Stance. Weight is <br> $\mathbf{9 0 F} / \mathbf{1 0 R}$. |
| :--- | :--- |
| Sleeping Serpent <br> Stance | Also called Sleeping Snake Stance. Weight is 80/20 to the leg <br> supporting the center of gravity. |

$19^{\text {th }}$ Chamber: Intermediate Stepping
Scores

| Part \# | Lesson | $\mathbf{1}$ | $\mathbf{2}$ | $\mathbf{3}$ | $\mathbf{4}$ | $\mathbf{5}$ |
| :---: | :--- | :---: | :---: | :---: | :---: | :---: |
| 1 | Intermediate Stepping Theory |  |  |  |  |  |
| 2 | Drunken Stepping |  |  |  |  |  |
| 3 | Zig Zag Stepping |  |  |  |  |  |

## Score

Comments:

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

## 20 ${ }^{\text {th }}$ Chamber: Turning, Shifting, \& Spinning

Scores

| Part \# | Lesson | $\mathbf{1}$ | $\mathbf{2}$ | $\mathbf{3}$ | $\mathbf{4}$ | $\mathbf{5}$ |
| :---: | :--- | :---: | :---: | :---: | :---: | :---: |
| 1 | Theory |  |  |  |  |  |
| 2 | Small Circle Spinning |  |  |  |  |  |
| 3 | Wide Circle Spinning |  |  |  |  |  |

## Score

## Comments:

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


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

## Scores:

$18^{\text {th }}$ Chamber
$19^{\text {th }}$ Chamber
$\qquad$
$20^{\text {th }}$ Chamber
$\qquad$
$\qquad$
Total Score:
Total Possible $=75$
Passing Score $=68(90 \%)$

