



	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
A	2	9:30am MC Technique (Gi) 10:30am MC Sparring (Gi) 11:00am GC Class 1	3	4	5	6	7
M							
P	5:30pm BP Boundry Setting 6:30pm GC Class 17 7:30pm MC Technique (Gi) 8:30pm MC Sparring (Gi)	6:30pm GC RD/Fight Sim: Mount ★ 7:30pm MC Technique (Gi) 8:30pm MC Sparring (Gi)	6:30pm WE RD Ground Escapes 7:30pm GC Class 18	5:30pm BP Boundry Setting 6:30pm MC Technique (No-Gi) 7:30pm MC Sparring (No-Gi) 8:00pm GC Class 19	6:30am MC Review/Sparring	8:30am MC Self-Defense 9:30am MC Street Sparring 10:00am GC Class 3 11:15am WE Class 1	
A	9	9:30am MC Technique (Gi) 10:30am MC Sparring (Gi) 11:00am GC Class 4	10	11	12	13	14
M							
P	5:30pm BP Defenses 6:30pm GC Class 20 7:30pm MC Technique (Gi) 8:30pm MC Sparring (Gi)	6:30pm GC RD/Fight Sim: Guard ★ 7:30pm MC Technique (Gi) 8:30pm MC Sparring (Gi)	6:30pm WE Class 2 7:30pm GC Class 21	5:30pm BP Defenses 6:30pm MC Technique (No-Gi) 7:30pm MC Sparring (No-Gi) 8:00pm GC Class 22	6:30am MC Review/Sparring	8:30am MC Technique (Gi) 9:30am MC Sparring (Gi) 10:00am GC Class 6 11:15am WE Class 3	
A	16	9:30am MC Technique (Gi) 10:30am MC Sparring (Gi) 11:00am GC Class 7	17	18	19	20	21
M							
P	5:30pm BP Helping Others 6:30pm GC Class 23 7:30pm MC Technique (Gi) 8:30pm MC Sparring (Gi)	6:30pm GC RD/Fight Sim: Side Mount ★ 7:30pm MC Technique (Gi) 8:30pm MC Sparring (Gi)	6:30pm WE Class 4 7:30pm GC Class 1	5:30pm BP Helping Others 6:30pm MC Technique (No-Gi) 7:30pm MC Sparring (No-Gi) 8:00pm GC Class 2	6:30am MC Review/Sparring	8:30am MC Technique (Gi) 9:30am MC Sparring (Gi) 10:00am GC Class 9 11:15am WE Class 5	
A	23	9:30am MC Technique (Gi) 10:30am MC Sparring (Gi) 11:00am GC Class 10	24	25	26	27	28
M							
P	5:30pm BP Controls 6:30pm GC Class 3 7:30pm MC Technique (Gi) 8:30pm MC Sparring (Gi)	6:30pm GC RD/Fight Sim: Standing ★ 7:30pm MC Technique (Gi) 8:30pm MC Sparring (Gi)	6:30pm WE Class 6 7:30pm GC Class 4	5:30pm BP Controls 6:30pm MC Technique (No-Gi) 7:30pm MC Sparring (No-Gi) 8:00pm GC Class 5	6:30am MC Review/Sparring	8:30am MC Technique (Gi) 9:30am MC Sparring (Gi) 10:00am GC Class 12 11:15am WE Class 7	
A	30	9:30am MC Technique (Gi) 10:30am MC Sparring (Gi) 11:00am GC Class 13	31	1	2	3	4
M							
P	5:30pm BP Stranger Danger 6:30pm GC Class 6 7:30pm MC Technique (Gi) 8:30pm MC Sparring (Gi)	6:30pm GC RD/Fight Sim: Mount ★ 7:30pm MC Technique (Gi) 8:30pm MC Sparring (Gi)	6:30pm WE RD Standing 7:30pm GC Class 7	5:30pm BP Stranger Danger 6:30pm MC Technique (No-Gi) 7:30pm MC Sparring (No-Gi) 8:00pm GC Class 8	November		

NOTE: ONLY STUDENTS WHO'VE COMPLETED ALL 15 CLASSES AT LEAST ONCE MAY ATTEND THIS CLASS!



NOTE: ONLY STUDENTS WHO'VE COMPLETED ALL 15 CLASSES AT LEAST ONCE MAY ATTEND THIS CLASS!



A	CLASS KEY: BP Jr. Grapplers: Bullyproof (Kids 8-14 yrs.) GC: Gracie Combatives (Adult beginner) GC R/D Fight Sim: Combatives Reflex Development WE: Women Empowered (Women's Self-Defense) WE R/D: Women Empowered Reflex Development MC: Master Cycle (Adult Advanced)	R/D: REFLEX DEVELOPMENT PARTICIPATION REQUIREMENTS: 1) Student must have completed all 23 classes twice (or have 3 stripes on their belt.) 2) Mandatory Training Attire & Equipment: - White Gi or official No-Gi attire. - Official Gracie 5.5oz Sparring Gloves - NO OTHER GLOVES ARE PERMITTED. - A good quality mouth guard. To be clear: NO MOUTHGUARD, NO TRAINING.	JOINING US ON ZOOM? 1) Install the Zoom App on your device. 2) Install App and create an account. 3) Click/Tap "Join Meeting" 4) Using our Meeting ID # 984 123 0644 5) Boom! You're in! * No registration or passwords are required.
M			
P			
M			



	8 Essential Chapters
1	Boundry Setting
2	Comfort in Chaos
3	Stranger Danger
4	Helping Others
5	Defences
6	Escapes
7	Controls
8	Submissions



15 Classes	20 Essential Techniques
1	Combat Base (3 Variations) (GU L1) Trap & Roll Escapes 1:Standard& 2:Hair Grab (GU L4)
2	Standard Wrist Releases (3 Variations) (GU L2) Trap & Roll Escapes (GU L4) 3:Punch Block 4:Wrist Pin 5:Spread Hand
3	Front Choke Defenses (3 Variations) (GU 5) Guard Get-ups 1:Standard & 2:False Surrender (GU L8) Inverted Wrist Releases (4 Variations) (GU 3)
4	Guard Get-ups 3:Rider & 4:Heavy Chest (GU 9)
5	Super Slap (GU 6) Guard Get-ups 5:Choke & 6: Wrist Pin (GU 9)
6	Stop-Block-Frame (3 Variations) (GU 10) Punch Defense Clinch Entry (GU 11)
7	Punch Block Series Stages 1-5 (GU 7)
RD	Standing Reflex Development All standing techniques practiced in combination with one another
8	Elbow Escape Standard Heel Drag & Face Down (GU 14) Guillotine Choke (Guard) (GU 12)
9	Rear Choke Defenses (2 Variations) (GU 17) Drag Defenses Wrist Drag and Ankle Drag (GU 19)
10	Rear Bear Hug Defenses (2 Variations) (GU 17) Guillotine Choke Standing and Pull Guard (GU 16)
11	Hair Grab Defenses (GU 13) (Standing Guard Guard Pull Hair Drag) Weapon Defenses (GU 18)
12	(Straight Armlock Kimura Armlock)
13	Shrimp Escape Block & Shoot Shrimp & Shoot Rider (GU 15) Shirt Choke (GU 12)
14	Advanced Guard Get-ups (GU 20) 7:Direct Get-up 8:Knee Shield 9:Power Frame
15	Rear Naked Choke (GU L16) Triangle Choke Giant Killer & Stage 3 (GU L12)
RD	Ground Reflex Development All ground techniques practiced in combination with one another



23 Classes	36 Essential Techniques
1	Trap & Roll Escape – Mount (GU 1)* Leg Hook Takedown (GU 6)
2	Americana Armlock – Mount (GU 2) Clinch (Aggressive Opponent) (GU 7)
3	Positional Control – Mount (GU 3) Body Fold Takedown (GU 14)
4	Take the Back + R.N.C. – Mount (GU 4 + 5) Clinch (Conservative Opponent) (GU 15)
5	Punch Block Series (1-4) – Guard (GU 8) Guillotine Choke (Standing) (GU 23)
6	Armbar – Mount (GU 9) Guillotine Defense (GU 32)
7	Triangle Choke – Guard (GU 10) Haymaker Punch Defense (GU 30)
8	Elevator Sweep – Guard (GU 11) Rear Takedown (GU 29)
9	Elbow Escape – Mount (GU 12) Pull Guard (GU 21)
10	Positional Control – Side Mount (GU 13) Double Leg Takedown (Aggressive) (GU 17)
11	Headlock Counters – Mount (GU 16) Standing Headlock Defense (GU 26)
12	Headlock Escape 1 – Side Mount (GU 18) Standing Armbar (GU 34)
13	Armbar – Guard (GU 19) Clinch (Aggressive Opponent) (GU 7)
14	Double Ankle Sweep – Guard (GU 20) Guillotine Choke (Guard Pull) (GU 23)
15	Headlock Escape 2 – Side Mount (GU 22) Clinch (Conservative Opponent) (GU 15)
16	Shrimp Escape – Side Mount (GU 24) Body Fold Takedown (GU 14)
17	Kimura Armlock – Guard (GU 25) Leg Hook Takedown (GU 6)
18	Punch Block Series (5) – Guard (GU 27) Haymaker Punch Defense (GU 30)
19	Hook Sweep – Guard (GU 28) Guillotine Defense (GU 32)
20	Take the Back – Guard (GU 31) Standing Headlock Defense (GU 26)
21	Elbow Escape – Side Mount (GU 33) Pull Guard (GU 21)
22	Twisting Arm Control – Mount (GU 35) Rear Takedown (GU 29)
23	Double Underhook Pass – Guard (GU 36) Double Leg Takedown (Conservative) (GU 17)