

Jr. Fundamentals

No.	Technique	Ref.	No.	Technique	Ref.
1	Base Battle - Base	Game 7	21	Headlock Escape 1 from Side	16
2	Positional Control (Mount) - Spiderkid - Mount Control	3 - Game 1	22	Straight Armlock from guard - high variation	17
3	Bulldozer - Modified Mount	Game 3	23	Double Ankle Sweep	18
4	Guard - Crazy Legs - Guard Passing	Game 10	24	Pull Guard	19
5	Trap & Roll Escape (Standard Variation) - Snake Bite - Trap & Roll Escape (Standard Var.)	1 - Game 8	25	Headlock Escape 2 from Side	20
6	Americana Armlock	2	26	Rules of Engagement / Rep. previous techniques / Bully Battle	-
7	Take the Back (Mount) - Crazy Horse - Back Mount Control	4 - Game 4	27	Shrimp Escape	21
8	Leg Hook Takedown	5	28	Kimura Armlock	22
9	Clinch (Aggressive Opponent)	6	29	Standing Headlock Defense	23
10	Punch Block Series (Stages 1-4) - Guard Monster - Punch Block Series	7 - Game 9	30	Punch Block Series (Stage 5)	24
11	Trap & Roll Escape (Punch Block Var.) - Shark Bite - Trap & Roll Escape (Punch Block Var.)	1 - Game 2	31	Hook Sweep	25
12	Straight Armlock - side variation	8	32	Rear Takedown	26
13	Rules of Engagement / Rep. previous techniques / Bully Battle	-	33	Haymaker Punch Defense	27
14	Elevator Sweep	9	34	Take the Back (Guard)	28
15	Elbow Escape	10	35	Guillotine Defense	29
16	Positional Control (Side Mount) - Crocodile Control - Side Mount Control	11 - Game 6	36	Elbow Escape	30
17	Body Fold Takedown	12	37	Standing Armlock	31
18	Clinch (Conservative Opponent)	13	38	Twisting Arm Control	32
19	Headlock Counters	14	39	Double Underhook Guard Pass	33
20	Double Leg Takedown - Tackle the Giant - Double Leg Takedown	15 - Game 5	40	Rules of Engagement / Rep. previous techniques / Bully Battle	-