

Daito No Maki

Weapon Retention

1. Katate Hazushi Ichi- Pry release and draw the sword
2. Katate Hazushi Ni- Circular release and draw Gohonme
3. Katate Hazushi San- Circular release from Saya Grab
4. Morote Hazushi- Pry release from two handed hilt grab
5. Nikajo- from cross wrist grab, apply nikajo using hilt
6. Ikajo- from cross wrist grab, strike with handle and apply ikkajo
7. Yubi Dori- from cross wrist grab, thumb or finger break

Weapon take-away

1. Nukimi Dome- Ikajo using blade
2. Sankajo- use sankajo to disarm and draw their blade
3. Hibara Hazushi- as in Tanto no Maki
4. Ude Garamme- From nihonme draw use ude garamme
5. Suso Harai- Hem sweep, from seiza, leap and use Yama Arashi

Saya Dori

1. Kaiten Nage- Entering from the saya side, 1 or 2 person
2. Ushiro Otoshi- Entering from the weapon arm side

Tsubazeri

1. Irimi Nage- from locking tsuba control body and sword
2. Sokumen Irimi Nage- from locking tsuba control body and sword

Empty Hand

1. Shihara Dori- Lock edge into armor, armor concepts
2. Iriminage- using a tanto to counter a sword

Saya Waza

1. Saya Waza Ichi- Hit with saya and draw
2. Saya Waza Ni- use saya in darkness
3. Saya Waza San- Propel Saya