

Jr. Fundamentals

No.	Technique	Ref.	No.	Technique	Ref.
1	Base Battle - Base	Game 7	22	Straight Armlock from guard - high variation	17
2	Positional Control (Mount) - Spiderkid - Mount Control	3 - Game 1	23	Double Ankle Sweep	18
3	Bulldozer - Modified Mount	Game 3	24	Pull Guard	19
4	Guard - Crazy Legs - Guard Passing	Game 10	25	Headlock Escape 2 from Side	20
5	Trap & Roll Escape (Standard Variation) - Snake Bite - Trap & Roll Escape (Standard Var.)	1 - Game 8	26	Rules of Engagement / Rep. previous techniques / Bully Battle	-
6	Americana Armlock	2	27	Shrimp Escape	21
7	Take the Back (Mount) - Crazy Horse - Back Mount Control	4 - Game 4	28	Kimura Armlock	22
8	Leg Hook Takedown	5	29	Standing Headlock Defense	23
9	Clinch (Aggressive Opponent)	6	30	Punch Block Series (Stage 5)	24
10	Punch Block Series (Stages 1-4) - Guard Monster - Punch Block Series	7 - Game 9	31	Hook Sweep	25
11	Trap & Roll Escape (Punch Block Var.) - Shark Bite - Trap & Roll Escape (Punch Block Var.)	1 - Game 2	32	Rear Takedown	26
12	Straight Armlock - side variation	8	33	Haymaker Punch Defense	27
13	Rules of Engagement / Rep. previous techniques / Bully Battle	-	34	Take the Back (Guard)	28
14	Elevator Sweep	9	35	Guillotine Defense	29
15	Elbow Escape	10	36	Elbow Escape	30
16	Positional Control (Side Mount) - Crocodile Control - Side Mount Control	11 - Game 6	37	Standing Armlock	31
17	Body Fold Takedown	12	38	Twisting Arm Control	32
18	Clinch (Conservative Opponent)	13	39	Double Underhook Guard Pass	33
19	Headlock Counters	14	40	Rear Naked Choke (Mata Leão)	5A
20	Double Leg Takedown - Tackle the Giant - Double Leg Takedown	15 - Game 5	41	Triangle Choke	10A
21	Headlock Escape 1 from Side	16	42	Rules of Engagement / Rep. previous techniques / Bully Battle	-