

DRAGON SOCIETY INTERNATIONAL

Players to the Game

1. Absorption of attack
 - Go with the flow
2. Accumulating points
3. Alarm Points
4. Anatomy/Physiology
5. Angles of attack (15*, 30*, 45*, 90*)
6. Aroma Therapy
7. Associated points
8. Body Positioning
9. Body Type
10. Branch Meridians
11. Breath
12. Broken Rhythm
13. Color Protection
14. Combining Points
15. Connecting Points
16. Constructive Cycle
17. Cross body motor reflexes
18. Damming of meridian
19. Dan Tien Lower burner
20. Deep vs. Superficial energy
21. Dermatome
22. Destructive cycle
23. Direction of meridian flow
24. Diurnal cycle (Midday/Midnight cycle)
25. Eight meeting points
26. Energetics
27. Entry points
28. Exit points
29. Extraordinary Vessels (8)
30. Feng Shui
31. Five Elements
32. Flow of Movement (Remy Presas)
33. Focus
34. Four seas points
35. Horary points
36. Husband/Wife Law
37. Inanimate objects assistance
38. Inherence of a second strike
39. Intention
40. Intersection of meridians
41. Kidney1
42. Maintain 45 degree body angle
43. Mechanical alignment: footwork placement
44. Meridians
45. Mother Son Relationship
46. Muscle tearing
47. Neural Responses
48. Opening the gates (blocking)
49. Perineum
50. Planes of Attack
51. Point location accuracy
52. Power Zone
53. Proper grab/latch technique (rub/hit/push)
54. QiQong blocking (iron shirt)
55. QiQong for borrowing
56. QiQong for projection
57. QiQong for storage
58. Quadrant theory
59. Quickness/personal speed
60. Range/Distance/Spacing from opponent
61. Reversal of flow in the meridian
62. Reversing the cycle
63. Sealing the air gates
64. Sealing the blood gates
65. Season of attack
66. Sedation points
67. Shan Zhong middle burner
68. Shifting gates (blocking)
69. Sinews
70. Small Circle Technique (Prof. Wally Jay)
71. Special Meeting Points
72. Sound intonation
73. Source points
74. Strength power
75. Strike selection max vehicle to deliver
76. Structural damage
77. Supercharging the meridian
78. Systemic Cycle
79. Temperature (cold/warm/hot)
80. TCM Theory
81. Three Meridian Cycles
82. Three Strike shut down (pt collapse)
83. Tienmu upper burner
84. Time of attack
85. Tongue on the roof of mouth
86. Tonificationn points
87. Uprooting
88. Vibration
89. Visualization
90. Vitality
91. Waveforms: diagonal, horizontal, spiral and vertical
92. Window of the sky points
93. Weapon First
94. Yin/Yang reactive movements
95. Yin Yang Theory