



Iaido Curriculum at Two Rivers Aikikai through the Kiyokaze Iaido Federation

Iaido is the traditional art of drawing, cutting and sheathing the Japanese sword.
Practice is centered on Muso Shinden Ryu with the study of additional series.
Translations of forms are not literal. They are aids for understanding the situation.

Muso Shinden Ryu Iaido series:

Shoden - first level

1. Shohato - first draw to front
2. Sato - draw to left
3. Uto - draw to right
4. Atarito - draw behind
5. Inyoshintai - back and forth version 1
6. Ryuto - leading blade
7. Junto - follow the sword
8. Gyakuto - reverse blade
9. Seichuto - pouncing blade
10. Koranto - tiger follows
11. Kaete Inyoshintai - back and forth version 2
12. Batto - draw, threaten and cut down

Chuden - middle level

1. Yokogumo - cloudbank
 2. Tora Issoku - a tiger's steps
 3. Inazuma - a bolt of lightning
 4. Ukigumo - a floating cloud
 5. Yama Oroshi - wind down a mountain
 6. Iwanami - wave hitting rocks
 7. Uroko Gaeshi - a dragon turns
 8. Nami Gaeshi - a wave turns back
 9. Taki Otoshi - waterfall
 10. Nuki Uchi - draw and cut down
- Order for inline exercise: 1, 2, 3, 7, 8, 4, 5, 6, 9.

Okuden - upper level ~ Kugeza - sitting set

1. Kasumi - haze or fog
2. Sunegakoi - block the shin
3. Tosume - through the narrow door
4. Towaki - to the side of the door
5. Shiho Giri - cuts in 4 directions
6. Tanashita - out from under the porch
7. Ryojume - out of the narrow door
8. Torabashiri - tiger's run

Okuden - upper level ~ Tachi Waza - standing

1. Yukitsure - go together side by side
2. Turedashi - go together in line
3. Somakuri - turn five opponents away
4. Sodome - quick cuts from above or below
5. Shinobu - sword of the night
6. Yukichigai - passing by
7. Sodesurikaeshi - pull the sleeve & push through
8. Moniri - through the gate
9. Kabesoi - through the crowd
10. Uke Nagashi - block and lead
11. Ittomagoi - goodbye

Additional Series:

Toyama Ryu -

1. Mae no Teki - enemy to the front
2. Migi no Teki - enemy to the right
3. Hidari no Teki - enemy to the left
4. Ushiro no Teki - enemy behind
5. Chokusen no Teki - enemies close in front
6. Ushiro Mae no Teki - enemies to rear and front
7. Migi Hidari Mae no Teki - enemies to rt, lt, front
8. Ittoryodan - big downward strike

Shindo Munen Ryu - set of 10 - the forms are referred to by numbers 1 through 10.

Shindo Munen Ryu - set of 20 - the forms are referred to by numbers 1 through 20.

Seite Iai - Iaido Federation Set

1. Maegiri - cuts to front
2. Zengogiri - one after the other
3. Kiriage - cutting up
4. Shihogiri - cuts in 4 directions
5. Kissakigaeshi - cut with the tip of the sword

Seite Iai - Kendo Federation Set

1. Mae - front
2. Ushiro - behind
3. Ukenagashi - block and lead
4. Tsuka Ate - hit with the hilt
5. Kesa Giri - diagonal cut
6. Morote Tsuki - two handed thrust
7. Sampogiri - taking a walk
8. Ganmen Ate - hit the face
9. Soete Tsuki - blade and hand together
10. Shiho Giri - cuts in 4 directions
11. So Giri - quick cuts in a line
12. Nuki Uchi - draw and cut down

Keishi Ryu - Formal Set

1. Maegoshi - passing in front
2. Musogaeshi - emptiness returns
3. Mawarigake - turning to the left
4. Migi no Teki - enemy to the right
5. Shiho - cuts in 4 directions

Eishin Ryu - **Batto no Kata** ~ initial set

1. Junto - natural movements
2. Tsuigekito - pursue
3. Shato - inclined cuts
4. Shihoto - 4 cuts
5. Zantotsuto - sudden strikes

Eishin Ryu - **Oku no Kata** ~ the heart of the set

1. Zenteki Gyakuto - reverse cut up in front
2. Tatekito - a crowd of enemies
3. Koteki Gyakuto - reverse cut up behind
4. Koteki Nuki Uchi - draw and cut down behind

Eishin Ryu - **Bangai** ~ secret set

1. Hayanami - quick wave
2. Rai Den - thunder connects
3. Jin Rai - human thunder
4. Shiho Giri - 4 cuts

Hosoda Ryu -

1. Iwanami - waves hitting rocks
2. Ukifune Gaeshi - floating boat bumps back
3. Noarashi Gaeshi - wind in the field returns
4. Utsusemi - emptiness
5. Matsukaze - wind in the pines
6. Zangetsu Hidari - morning moon to the left
7. Zangetsu Migi - morning moon to the right
8. Do To Gaeshi - big wave turns back
9. Rai To Gaeshi - thunder turns back
10. Yo To - active blade moves forward
11. In To - passive blade moves back
12. Inazuma Gaeshi - lightning turns back

Counting:

1. Ipponme - first
2. Nihonme - second
3. Sanbonme - third
4. Yonhonme - fourth
5. Gohonme - fifth
6. Ropponme - sixth
7. Nanahonme - seventh
8. Happonme - eighth
9. Kyuhonme - ninth
10. Jupponme - tenth
11. Juipponme - eleventh
12. Junihonme - twelfth