| Waza Characteristics | Considerations |
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| Reactive or Pre-emptive (Sen-no-sen, go-no-sen) | It is always safer to pre-empt an attacking move - either by simple strike or 'pulling' the attack you want. Pre-emptive carries greater legal implications. The rule - 'Action beats Reaction' |
| Keep it Simple, Stupid! Complex or Gross Motor Function | Simple techniques will always work better under stress. It is impossible to execute complex waza in situations of great stress, fear or shock. The body reverts to gross motor function. |
| Correct ma-ai (combat distance) | Does the waza place you in the correct range to defeat the aggressor? Remember that most of the fight will be at very close range! |
| Speed of completion | Depending on severity of situation, select the waza that finishes the attack fastest. |
| End Game | Does the waza leave the opponent unable to continue the attack? This is an important consideration. |
| Body shift (Tai \& Ashi sabaki) | Does the waza take you to the position of advantage where you can best control \& defeat the attacker whilst minimizing the danger to you? General rules - never step backwards, go $45^{\circ}$ |
| Unbalance the attacker | Does the waza take away some of the assailant's power by unbalancing him? |
| Take the mind - Distraction techniques | Have you distracted, by strike, kick, sound, etc., as a pre-emptive device? |
| Predictability | The most effective waza have predictable results upon the aggressor, either by finishing the encounter or by forcing a reaction which brings his body into the correct position to take the finishing waza. |
| Vital Points (Kyusho - vulnerable Areas of the human body) | Every human body has areas which are more susceptible to attack than others, not to select waza which utilizes this fact is foolhardy and unacceptable. Rule - Always use the vulnerable areas. |
| Waza is trained instinctive/reflexive | Humans have built-in reflexes which can be used in a positive manner (to train a reflexive defense reaction) or negatively (a reaction forced from the attacker - flinch reflex etc.) |
| Maintains initiative | There is no "Ichi - Ni" type of counter - all blows, kicks, throws etc. flow into one continuous technique until the attack is defeated, thus retaining the initiative and forestalling further attacks. |
| Simultaneous defense \& counter | The simplest \& most effective defenses combine blocking and/or escaping with the counter attack. |
| Fail-Safe | Even if the unexpected happens, the waza places you in a position from which you can keep the initiative and flow into a follow-up technique without compromising the situation. |
| Realistic Attack \& Defence | The whole scenario must be based only upon what actually happens in common acts of violence, and the reaction of the assailant to the waza must also be realistic. (i.e. - a hard blow to the face moves the head in the direction of the force etc.) |
| Use of Bodyweight | The waza maximizes the use of the defender's body weight to impart greater power to the defensive technique. Rule - Always apply body weight to technique if possible. |
| Defends against MOST LIKELY form of attack | The 'rule' is - Always train the techniques which defend against the most common forms of assault. |
| Both hands are working | Rule- Hands only do 2 things in combat - protect you \& hurt him! Make sure that at all times the hands are correctly engaged - that means no silly 'hikite' withdrawing to the hip, for example. |

