

Vital Point: is a pressure sensitive point on the surface of the human body. They allow you to use pain to influence the actions and reactions of an opponent.

When fighting, these things matter:

- 1. Size
- 2. Power
- 3. Speed
- 4. Aggression

However, by practicing and understanding vital point strikes, your power can be 3-5X more effective.

Vital Points follow NERVES, PLEXUSES, and BLOOD VESSELS.

Lethal Points: damage Central Nervous System and Cardiovascular System. Fatal consequences occur usually due to secondary hemorrhages.

Paralyzing Points: cause temporary paralysis of an area of the body or incapacitating trauma.

Tactical Points: reduce your opponent's capacity or stamina, or to force them to react in a way advantageous for you.

Pain Tolerance: the measure of the amount of pain a person can endure before breaking down emotionally or physically giving up.

Factors that affect it:

- Biology (red/blonde/brunette)
- o Culture
- \circ Environment
- Physical Condition (fever/illness/dehydration)
- Mental Condition ("mind over matter" vs. Anxiety)

The #1 rule: once engaged in a fight, strike the most vulnerable targets in the shortest time to cause maximum damage to the opponent.

Physical Manifestations of Fear:

- Face: Fixed stare, eyebrows up or down, clenched teeth, squinting, dilated pupils, tight lips.
- Posture: clenched fists, raised arms, hunched shoulders, tense, expanded chest.
- Increased sweating
- Increased respiratory rate
- Pale face or arms (blood diverted to vital organs, brain and spinal cord)
- Dry mouth (decreased saliva)



Weapons:

- 1. Hands
 - a. Fingers: Poke or pinch
 - b. Closed hand punch, open, or cupped
 - c. Knuckles
- 2. Elbows
 - a. All directions: up, down, rear, lateral
- 3. Knee
- 4. Foot
 - a. Heel
 - b. Ball
 - c. Dorsum
 - d. Side
- 5. Head Butt

12 Vital Plexuses

- 1. Anterior
 - a. Temporal
 - b. Cervical
 - c. Brachial
 - d. Cardiac
 - e. Celiac (Solar) hit when they inspire
 - f. Superior Hypogastric
 - g. Pelvic
 - h. Patella

2. Posterior

- a. Pulmonary
- b. Sub-trapezial
- c. Lumbar
- d. Sacral



Vital Points

- 1. Spirit Court (mid forehead frontal nerve)
- 2. White bone orifice (tip of nose)
- 3. Philtrum (upper lip)
- 4. Sauce Receptacle (tip of chin)
- 5. Great Bone Orifice (cheek bone, facial and infraorbital nerves)
- 6. Eyeball
- 7. Temple
- 8. Eardrum (and auricle)
- 9. Brain Door (Brain-brainstem junction)
- 10. Wind Mansion (C1-C2 junction)
- 11. Adam's Apple (Thyroid cartilage)
- 12. Celestial Chimney (Trachea/ "dolphin")
- 13. Groin
- 14. Floating Rib
- 15. Kidneys
- 16. Four Rivers (between the ulna and radius 5cm below the olecranon on medial side)
- 17. Crooked Pond (brachio-radialis nerve)
- 18. Fish Border (on hand at the base of the thumb)
- 19. Lumbar Pain Point (dorsum of the hand L/R ulnar/radial nerve)
- 20. Sea of Blood (Inner Thigh)
- 21. Patella
- 22. Anterior Tibia (Shin)
- 23. Achilles Tendon
- 24. Sunken Valley (Anterior Foot)



















