## (3-6 year olds) 12.45pm – 1.45pm (7-12 year olds) 2pm-3pm



### CHAPTER 3: RESPECT

Respect for ourselves guides our morals, respect for others guides our manners. Respect isn't asked for, it's earned.

# 21 JUNE 2025

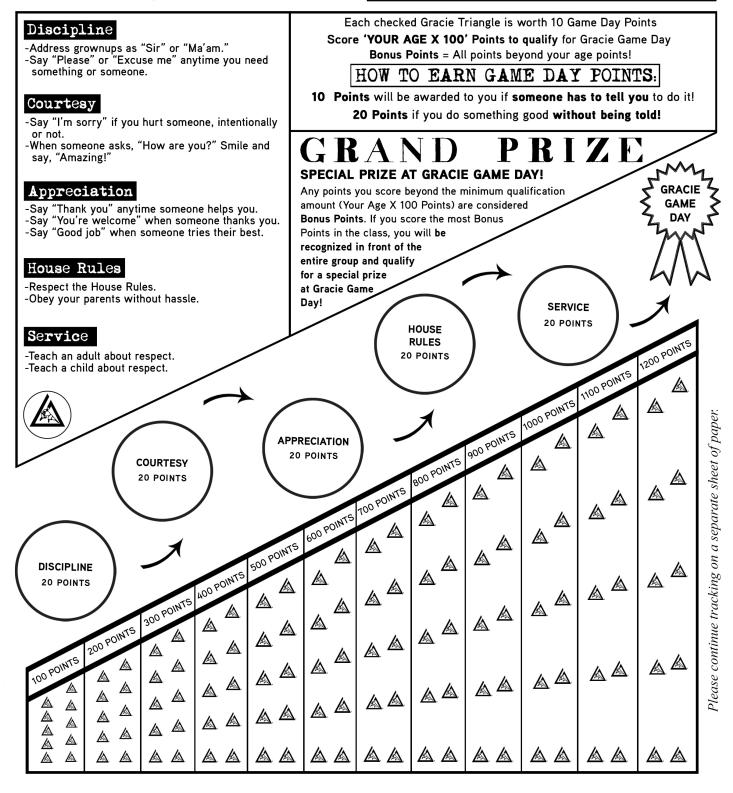
PARENT SIGNATURE:

STUDENT NAME:

TOTAL POINTS:

TOTAL BONUS POINTS:

YOUR AGE X 100 = MINIMUM POINTS REQUIRED TO QUALIFY FOR GRACIE GAME DAY!



#### **HOW IT WORKS**

The greatest value in martial arts training is not in learning how to fight, but rather in developing the best of your character and sharing it with others. To ensure that your child cultivates the highest level of discipline, integrity, and honor on their jiu-jitsu journeys, we have implemented the Gracie Character Development Program. The 12-month program is comprised of six chapters. During each jiu-jitsu class we spend a few minutes discussing the featured character trait and point out the simple things they can do to "activate the trait" in their daily lives.

| CHARACTER DEVELOPMENT CHAPTERS |           |         |             |           |           |
|--------------------------------|-----------|---------|-------------|-----------|-----------|
| Responsibility                 | Health    | Respect | Citizenship | Manners   | Caring    |
| Jan - Feb                      | Mar - Apr | May-Jun | Jul - Aug   | Sep - Oct | Nov - Dec |

#### **Gracie Game Day!**

Every two months, we host an ultra-fun party called Gracie Game Day to reward the kids who've shown significant progress in developing the featured character trait. If your child meets the Minimum Point Requirement (MPR = Student's age multiplied by 100), and attends Gracie Game Day, they will qualify to receive a special gi patch signifying their successful completion of the Character Development Chapter. We will send this patch to your house in the mail, so that you can sew it onto their gi! The best part about this program is that your child's patch eligibility is based entirely on your approval and verification of their at-home character development progress, so don't be surprised if your child is overly excited about making their bed and doing their chores!

#### **Parent Point Tracking**

Track your child's points on the other side of this sheet. Each time you cross out a triangle, it signifies 10 points. If your child surpasses the 1200-point mark, continue tracking their points on a separate sheet of paper. Obedience is critical. Anytime you ask your child to do something, and they obey you without any hassle, award them 10 points. The only thing better than an obedient child is one who behaves properly without being told. Any time your child completes one of the character development tasks on their own, award them 20 points. All points scored beyond the minimum qualification amount (AGE X

100) are considered bonus points. Add the regular points and the bonus points before turning in the tracking sheet at Gracie Game Day. The child who acquires the most bonus points will win be recognized at Gracie Game Day!

#### **Success Tips**

Every child is different, so it is very important that you work with your child to help them succeed. But, do not award points so easily that your child stops trying to earn them. The sample behaviors we give your child will help them understand the character trait, but you can reward them for things they do that are not on the list. Discuss the featured character trait with your child, and give them ideas on things they can do to earn points every day!

#### **Collect All 6 Patches**

Each time your child attends Gracie Game Day and reaches the Minimum Point Requirement, they will earn the corresponding Character Patch to be sewn on their gi as indicated below. Altogether there are six patches (one for each chapter), and each patch comes in four colors: white, bronze, silver, and gold, so that each time your child repeats a chapter they qualify to upgrade the patch color. Eventually, through hard work and dedication, your child will have the chance to earn gold patches in all six chapters of the Gracie Character Development Program!

