**10th gup (White)**

1. Bouncing, switch, switch
2. Roundhouse, roundhouse.
3. Push kick, roundhouse.

**9th gup (Yellow)**

1. Bouncing, check, roundhouse, step, Roundhouse
2. Back leg side kick to create distance, roundhouse
3. Roundhouse, skip side kick

**8th gup (Green)**

1. Slide forward kihop, Roundhouse, out to in axe kick
2. Slide forward kihop, Roundhouse, in to out axe kick
3. Jump forward Roundhouse, ax kick chase, hard reverse punch

**7th gup (Purple)**

1. Roundhouse, pull leg back behind you, same leg back kick
2. Roundhouse, step forward, back kick
3. Timed back kick counter

**6th gup (Blue)**

1. Check. Opponent freezes or backs up. Quick round, Roundhouse, back turn round
2. Check. Same as before. Quick round. Round, tornado

**5th gup (High Blue)**

1. Closed stance quick round, switch offline, double round, tornado
2. Open stance round, switch offline, double, back kick

**4th gup (Brown)**

1. Push kick fake slide in, Roundhouse, back leg hook
2. Push kick fake slide in, Roundhouse, quick hook

**3rd gup (High Brown)**

1. Round, high round, step forward spin hook
2. Round, high round, running step back, spin hook kick counter

**2nd gup (Red)**

1. Roundhouse, back kick, step forward tornado, spin hook kick
2. Skip double roundhouse, front leg tornado, spin hook kick

**1st gup (all combos)**