

Balancing Channels >>>				Anatomical Channel	Branching Channel	Int/Ext Pair	Clock Opposite	Clock Neighbor
Needling Instructions >>>				opposite side & limb	either side, opposite limb	opposite side, same limb	either side, opposite limb	opposite side, opposite limb
Afflicted Channel	Six Channel	Location	Time of Day	same six channel (<u>yin to yin</u> & <u>yang to yang</u>), hand to foot pairing	hand to foot pairing, yin to yang pairing, tai yin = tai yang, yang ming = jue yin, shao yin = shao yang	matches internal external yin to yang pairs on <u>hand to hand</u> & <u>foot to foot</u>	12 hour pairing, yin to yang and hand to foot	<u>yin to yin</u> & <u>yang to yang</u> pairing, hand to foot pairing
LU	TAIYIN	Hand	3 to 5	SP	BL	LI	BL	LV
LI	YANGMING	Hand	5 to 7	ST	LV	LU	KI	ST
ST		Foot	7 to 9	LI	PC	SP	PC	LI
SP	TAIYIN	Foot	9 to 11	LU	SI	ST	SJ	HT
HT	SHAOYIN	Hand	11 to 1	KI	GB	SI	GB	SP
SI	TAIYANG	Hand	1 to 3	BL	SP	HT	LV	BL
BL		Foot	3 to 5	SI	LU	KI	LU	SI
KI	SHAOYIN	Foot	5 to 7	HT	SJ	BL	LI	PC
PC	JUEYIN	Hand	7 to 9	LV	ST	SJ	ST	KI
SJ	SHAOYANG	Hand	9 to 11	GB	KI	PC	SP	GB
GB		Foot	11 to 1	SJ	HT	LV	HT	SJ
LV	JUEYIN	Foot	1 to 3	PC	LI	GB	SI	LU

Six Channel	Diseased Channel	Location	Balancing Channels		
			3	4	5
TAIYIN	LU	Hand		SP, BL, LI, LV	
YANGMING	LI	Hand		ST, KI, LU, LV	
	ST	Foot	LI, PC, SP		
TAIYIN	SP	Foot			LU, SI, ST, SJ, HT
SHAOYIN	HT	Hand		KI, GB, SI, SP	
TAIYANG	SI	Hand		BL, LV, HT, SP	
	BL	Foot	SI, LU, KI		
SHAOYIN	KI	Foot			HT, SJ, BL, LI, PC
JUEYIN	PC	Hand		LV, ST, SJ, KI	
SHAOYANG	SJ	Hand		GB, SP, PC, KI	
	GB	Foot	SJ, HT, LV		
JUEYIN	LV	Foot			PC, LI, GB, SI, LU

Balancing Channels >>>		Anatomical Channel	Clock Neighbor	Branching Channel	Clock Opposite
Needling Instructions >>>		opposite side, opposite limb		either side, opposite limb	
Diseased Channel	Location	<u>Yin to Yin</u> & <u>Yang to Yang</u> Tai Yang to Tai Yang etc. &/or Adjacent hour pairing		<u>Yin to Yang</u> Tai Yin to Tai Yang, Yang Ming to Jue Yin, Shao Yin to Shao Yang &/or 12-hour pairing	
LU	Hand Yin	SP	LV	BL	
HT		KI	SP	GB	
PC		LV	KI	ST	
LI	Hand Yang	ST		LV	KI
SI		BL		SP	LV
SJ		GB		KI	SP
ST	Foot Yang	LI		PC	
BL		SI		LU	
GB		SJ		HT	
SP	Foot Yin	LU	HT	SI	SJ
KI		HT	PC	SJ	LI
LV		PC	LU	LI	SI

Image Correspondence: Relationship between body parts

Level 1:

- Whole arm or leg, pivot points: Arm = elbow, Leg = knee, Torso = navel, Head = eye.
- **Treat across the body** for pain = arms to legs etc.,
- Treat torso (body and head) with arms or legs
- Pivot points = elbows treat knees and knees treat elbows
- Mirroring: foot can treat shoulder or hand; hand can treat foot or hip.
- Treating torso (remember top of torso = top of head) a) knee = navel, so foot at pelvis or top of head or b) elbow = navel, so hand at pelvis or top of head. Therefore, foot or hand can treat LBP, sacrum, pelvis, butt, headaches, eyes, ears etc...

Image Correspondence: Relationship between body parts

Level 2:

- Uses only the lower half of the arm or leg to treat entire opposite limb
- Cut arms and legs at pivot points (elbows and knees) and use a new pivot point half-way down the forearm or calf so in the model a) elbow treats hip or foot, hand treats hip or foot and the new pivot point treats the knee, b) knee treats shoulder or hand, foot treats shoulder or hand and pivot point treats elbow.
- Remember that the jing well to he sea points, luo, xi cleft and yuan source are all distal to knees and elbows
- Note: Can also use Level 2 on the upper half of arm or leg to treat entire opposite limb, 98% of time answer will be on the lower limb
- Note: Any major joint can treat any major joint on opposite side of body

Image Correspondence: Relationship between body parts

Treating the Torso 1

- Treating the head go to arms and legs on opposite side of body of the pain,
- Eyes are the pivot point of the head = elbow and knee for Level 1 hip or foot treats upper head or chin, shoulder or hands treat upper head or chin
- Eyes are the pivot point = middle forearm or calf for Level 2

Treating the Torso 2

- Ren treats Du and vice versa
- Upper treats lower and vice versa
- Upper treats upper and lower treats lower
- So lower Ren points treat both cervical and lumbar pain

Channel Correspondence: Relationship between channel systems

- Where is the pain? Have client show you = establishes affected channel(s). Remember for most people, pain is an area, not just a single specific location
- What meridians are involved?
- Where will I go to treat the pain
 - Anatomical location (Level 1 or 2 image correspondence)
 - Balancing channel(s)
- Needle your treatment point(s), have client do ROM ask: “Has it changed?”
- Use Dao Ma to increase effectiveness and power.
- **Guide points** augment and enhance effectiveness of treatment = distal on the afflicted channel on same side as pain

Tissue Correspondence: Relationship between organs and tissues

- Bones = KI
 - Muscles = SP
 - Tendons and Ligaments = LV
 - Vessels = HT
 - Skin = LU
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- To activate associated/affected tissues, needle to the right depth. e.g: To activate KI on a LV point, needle to the bone. Put another way, needling to the bone activates the tissues penetrated and touched, plus the corresponding yin organ.