

Now, we're looking at Urige-eschi, one of the most effective transitions from standing to floor in Jiu-Jitsu. A very useful move, relatively simple to hit. We're looking at the standard method, which puts us generally in a supine position. Now, if I have one criticism of Urige-eschi, it's this. It's a little bit predictable. Once you get that grip, especially if you've hit this move a couple of times, your opponents kind of know what's coming next. So this is a common occurrence. You're wrestling a guy who's a stud. This guy's good. Okay? Maybe he's seen you hit this move in the past, and he knows what you're trying to do. From the kenki-otsu situation, he gets his grip, you go in, you get yours, and you're starting to play from here. So right now, warning bells are going off in Giancarlo's head. He's thinking, ah, Dano's going for Urige-eschi again. Okay? From this position, it gets even more obvious when I get this grip. Now, here's a common problem. Sometimes you hit the rotation, and the guy moves out and drops to two knees, so he doesn't go to his back. Okay? Remember, in the previous move, we threw him to his back. We caught him by surprise. We threw him to his back. Now, this time, I come down into my squat, I hit my roll, and he shifts his weight out to the side, we roll through, and we end up in a situation like this. Okay? Remember, in jiu-jitsu, you can still score from here. It doesn't matter that he didn't go to his back. In judo, this is not a score at all. But for us, we come up in a situation like this. We're in a position now where we can start holding onto that arm. I take my body above his, and I extend his arm, and I pull him over to his back using that same Urige-eschi grip. When he tries to recover from here, good luck. You've got that arm in position. So if there's one problem with Urige-eschi, it's predictability. The good news is, even when he anticipates it, he's still got a good move in there. So we come out. He gets his grip. I go inside the wrist, two-on-one lapel feed, making sure I grip right inside. I keep his hand down. Now, from here, I go over the top. I'm in a good position to attack. I come through. I lower my level. I hit my explosive turn, but he steps out, and as a result, we end up here, okay? Didn't get a conventional score. I take his arm up. I step around his body, and I just pull on the kimono to end up in a good pin, okay? It's a great way to recover against a skilled opponent. Ken Kiyoshi's situation. He comes in, gets his grip. I go in. I get my own grip. From here, I draw the arm over the top. My elbow's in good position. I'm faking legs. From here, he's like, ah, I know what he wants. He wants litigation. He's faking it. Now, I step in. I go for my rotation. I try to whip him through, and he comes out like so, okay? I can go straight to attack here, or I can use the extended arm to run to the other side. Which one you choose is up to you, but don't get intimidated because your opponent doesn't go to his back. You still can score. Remember, this is jiu-jitsu, not judo. Just because he's on his hands and knees doesn't mean he can't score. You get behind him, get the same two points you would have got if you took him down to his back. One more time. We've got a good guy in front of us. He knows what litigation is. This is from his first day at the Rodeo. We come in. He gets his grip. It's Ken Kiyoshi. I bring it inside the wrist. I lock it up. I start bringing his hand down. We're in a position now where we can work. I go in. I get my grip. I take my outside step. I make my level change, and from here, I try to take him down. I pin, lump, and move behind. I can go in either direction. Either way, you get behind his elbows on hands and knees. You score two points the same way you would if you threw him on his back.