

Okay, let's look at troubleshooting the Seoi snap. First problem, my opponent gets to my sleep, to my lapel. I will never hit a successful snap, well not never, but it's unlikely I'll hit a successful snap if he's connected to my torso. So if I turn my opponent and I come in here, he's connected to me. So when I try for the move now, nothing really happens. Okay, I need to be able to rotate his arm under his body. So as I take him forwards, I need to be able to pull up. So it's a rotation like so. I chop wood and bring up. So it's like a sword play and drawing. Okay, so first things first, get his hands off your lapel. Okay, if I see a guy come in here and grip my whole thing, take the hands off. Now I get my hand on. Second problem, we bring him into a throwing position, but his hand is too low. I have not brought his forearm higher than my head. So as a result, when I go under him, there's no real power. He just walks around my body and nothing happens. Solution, from here, when I go down, he goes up. So I take everything like so. Okay, as I take his arm up, I just drop to my knee and we get a good snap. Third common problem, the lead leg. If his lead leg is forward, it provides support. It provides a base of support. So when I bring his head forward, it's a base of support. Hard to throw him forwards now. So I attempt Ko-Uchi-Gari to get him stepping backwards. Now that he's stepping backwards, it's very easy for us to bring the hand high and as a result, a nice knee drop into the move. So once again, he's got a forward lead. From here, Ko-Uchi-Gari. Now from this position, I move away from my training partner, dragging, and Seoi Snap. Okay, third problem, directionality. Sorry, fourth problem. I snap the grip off. If I pull my training partner and he's squared up, if my movement goes in this direction, it pulls his right leg forward and gives him a base of support that I can't throw. So the direction is out here. I move across his body and that's where the knee drop puts him down. Go forward and across. So once again, he grips, I grip. I square him up. I'm not naive. I don't go this way and bring his leg forward. Now when I drop, base of support. Rather, I go this way. So when I drop, I take him forward. So once again, he grips. I grip. Now from here, I start motion and as a result, we get a good throw down to the mat. Now we'll demonstrate the same thing with a double knee drop. Second main version of the throw. I move across my training partner's body. Now from here, down to two knees and throw him. Troubleshooting the Seoi Snap.