

Metadata: <https://www.youtube.com/watch?v=TX68uJsGlic>

One of the main principles we've been going over and over again is that to prevent him from being able to get to a finishing position with a guillotine, I want to keep his hips far away from my hips. If he can't connect his hips to me, it's going to be really hard for him to finish a guillotine. It doesn't come without cost. I give him some other opportunity. So let's say whether this could be standing or on the knees in the front headlock, we'll demonstrate it from the front headlock. But either way, he has the front headlock, head and arm, and I'm blocking the hips to keep his hips away so he can't slide in and attack a guillotine. So I'm forcing his hips away. So what this does is it keeps his hips away so he can't slide in guillotine me, makes it easy for me to hop over his guard if he tries because he has to start from far away. But I'm now putting my head and arm close together so head and arm chokes become more available. So I know that though, okay? So I know he might switch to anacondas, darts, mostly the anaconda from straight on. If he gets out to an angle, it could be a darts. But anytime I bring my head and arm close together, I'm in danger for head and arm chokes, okay? So that is one downside of blocking the hips. So I have to be ready for his attacks with anacondas, darts, and other front chokes.