

Metadata: <https://www.youtube.com/watch?v=nGpAcl79frk>

Another check is a guillotine just as a from the perfect position. It's kind of annoying to do, actually. So the attack he wants to do is kind of like this and those things or even with the arm. Yeah, you do it more. Also, this is a more common attack when you do it from the turtle and then you fall back. Yeah, but idea is that if the neck is open, definitely go. They can grab and this kind of annoying. But again, everything, all the elbows and stuff, everything is good. I do this. So it's later. We will talk about grabbing the wrist, but that's a position. He's not very comfortable. He needs space. So if you would shrink a little bit, so this now becomes more like a arm. Yeah, and you know, if I turn and becomes more like a guard situation. So but now he's always a separated. So if I'm really if I'm really close to him as it should be I'm controlling him. It's kind of annoying for him to go for guillotine and I don't do this. This is I'm playing with fire. It's a little bit annoying. So I turn in. Yeah, and so the guillotine kind of is not that good option. So all those renegade chokes, the gi, the half Nelson, the guillotine, all those attacks will help you to define the shoulder positions, the hunchback and everything. So those are necessary attack and you need to play with them and you need to lose. So you will understand, you know, all those kind of attacks. They will teach you something different about that position like angles. And I think even the half Nelson would be the hardest if somebody is really like getting a position. So this will fix everything. So definitely study that, stay there and we will continue now showing you how to other how to keep the position and how other attacks works. Thank you.