

Metadata: <https://www.youtube.com/watch?v=7be6L0alFug>

So now I'm going to look at a couple of things that I want to avoid in the guillotine, okay. I like the chin strap and the reinforcement grip because it hides my hands really well when he's trying to fight my hands. I can get a really tight guillotine if I start to pull my arms across and I get my partner's neck and my forearm here. For example, if I'm here I get a super tight guillotine if I'm making a grip and pulling across here. This I can achieve a lot of pressure right here but I'm also exposing my wrist and my hand with a lot of space here where he can grab and defend. If I'm here squeezing he can use his arms to defend here and now I don't have much of a chance to finish, okay. When I get the chin strap what happens is my hands are hidden here especially when I'm closing my elbow and circling back. If he's trying to fight my hands it's very tough for him to come inside here. The pressure is right against his neck in this area where there is nothing to grab, okay. Another thing I also want to avoid is flat on my back if I'm ever in my guard, okay. I always want to avoid doing something in a guillotine flat on my back here. You see how he has his head on the floor right here like this. I can't let him have his head and have some posture here so if he's forcing his neck up a little bit and I'm flat it's going to be super hard for me to guillotine him here, okay. No matter how strong I am I have to be in a position where I'm at an angle and I'm able to break his posture down. So notice how strong his posture is right here, okay. This is something I want to avoid and he's going to achieve that if I'm flat on my back whether it be closed guard or this open guard right here. If I'm flat with my head back looking like this this is not the place that I can finish a guillotine, okay. I always need to make angles and I need to keep him compressed. I really want him to be compressed and turned in here. Notice how his head and his posture is here and my guillotine is going to be right across the neck. Right here he can't achieve his posture back. He can't really do a whole lot. If I mix this with an angle I start to rotate him at a very very uncomfortable angle, okay. So when I get here with the guillotine I don't want him to achieve any kind of posture no matter what. Yeah I know he's making his neck tall right here but if he keeps his neck stiff and I'm trying to come back this is hard. I want to create some angle here. Notice where he is. He's turned in his neck is getting short and my arm is pressing right against the center of his throat.