

## **X2: Jumm / Jeet (Restrain & Slice)**

### **Illustration 5**

This hand and all the rest control both the Other's hands in some way. This is very important when working this close together. Visual processing is neither sensitive enough nor fast enough for the complex responses needed.

With Jumm / Jeet, integrating the second hand starts off simple—just be there. Translate Jumm as “pillow”, and place your hand like you would put your head down on the pillow at night. Place it with weight instead of force, and you will close off the Other's direct access with that hand. Now he has to know how to get around or displace your hand. Toss him a puzzle to solve—buy time by making him think!

The untrained response to a restrained hand is to struggle against the restraint (life lesson in there). That keeps the Other's hand, and also some of his attention or mental resources, engaged. As I said in the Introduction, Wing Chun is first a thinking art. GM Wang's point is that this is not something vague or mystical, but very concrete.

The cognitive engineering of memory and decision is just as important as the biomechanical engineering of bones and muscles. Overloading his “software” with a puzzle is a valid pathway to ultimately “pulling his plug” with a hit.



Illustration 5: Jumm / Jeet.