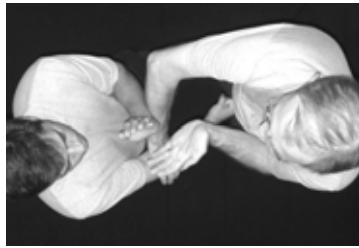


Gum / Da**Map Point #Y3**

Step 1: Our Bong sinks to Gum, freeing our left hand.



Step 2a: Hit inside.



Step 2b: Hit outside.



Illustration 17: Gum / Da, in ChiSao.

Gum is what happens when a Bong drives downward. Like a Jeet, the hand is now exerting force at two points, in two different directions. Like the Biu in the

previous example (Heun-Lop / Da) the Gum removes the other's load from the hand we will hit with.

Think of it like a hunter's "dead-fall" trap, a rock braced up on a stick. If it is well-centered, the Other's punch (the stick) is actually precariously balanced, and the punch/bong structure wants to topple one way or the other. In this case, the Bong (the rock) topples inward, taking the "stick" with it.

Two final positions are shown, depending on how the Other's Wu falls under the pressure of the Bong becoming the Gum. Quite simply (in Principle), go to the more open side.

*"You must show me where you want to be hit!
I want to make you happy!"*

—Wang Kiu (Q- 19)

FanSao (continuing Hand) offers options to keep hitting from either of the positions shown.