

貳拾參 · Slower on Purpose

Chapter 23 — structure outranks speed. Three witnesses who never met: a pose estimator, a torpedo pilot, and a competitor with a broken foot.

Chapter 23 — the chapter that argues you should stop trying to be fast. Three witnesses, none of whom could see the other two, all land on the same claim: **speed is an attribute, control is an architecture** — and only one of them survives injury and age.

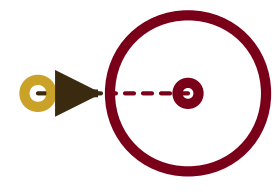
Part I · The witness with a broken foot

A Taido competitor, Amir, explains a tactic he has used repeatedly for wazari and ippon. Its opening premise is the interesting part: **assume the opponent is faster than you**. Not "if". Assume it.

He then demonstrates it in real competition **on a broken foot** — by his own description "both slow and very cautious" — and it still works. His conclusion is the thesis of this chapter, stated plainly:

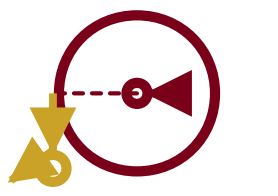
"It doesn't depend on speed. It depends on being smart and being in control."

He is explicit about what makes it possible: "as long as you can control the distance using **unsoku and unin**." Footwork and axis. The 2D system and the 3D one, named together, by a competitor, in a tactical context — not as doctrine.



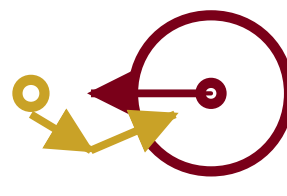
1 · 限度間合 gendo maai

Gold is you. The circle is his reach. One step outside is not enough — a faster opponent closes it. Stand where he needs **several** steps.



2 · Cut the angle

He closes anyway. Move while he is still travelling forward, and change height as you go. You end up back outside his reach, having spent almost nothing.



3 · The mistake you farmed

Frustrated, he attacks from **outside** his own range. Now you have time. Improve position, then hit — he is overcommitted and cannot answer the angle.

Part II · The drill — 限度間合 Gendo Maai Trap

Read the three panels above as one loop, repeated until it pays:

1. **Take the far distance.** Not one step outside his range — several. If he can cross the gap in a single committed step, the gap is not a gap.
2. **Trade steps.** He advances, you withdraw. You are not retreating; you are holding a measurement.

3. **When he closes, cut the angle** — timed so he is still moving forward. Add an **elevation change**, up or down. You are briefly inside his reach and this is the price of the loop; height makes you a worse target while you pay it.
4. **Throw something that will not land.** A low tsuki as you drop, a kick as you cut. **It is bait, not offence.** Expecting it to score is how the drill is misunderstood.
5. **Collect the mistake.** Frustration makes him attack **from too far away**. That is the whole point of the loop — you are farming a specific error, not waiting for luck. Improve position first, then attack.

How to know it is working: your opponent gets angry before he gets tired. If he is calmly walking you down, your distance is too short — you have given him a one-step gap and called it a plan.

Part III • Why footwork is not a warm-up

The Taido curriculum teaches unsoku happo — eight steps — feet first, upper body second, in two separate lessons. It would be easy to read that as a system taught in pieces. It is not. The instructor is explicit that part one is the **foundation**, not the whole, and part two layers the hands onto it: elbows on the inside, the elbow line changing before the feet do.

Note what is fixed and what is free there. High guard or low guard — "I don't care, as long as the elbows are on the inside." **The constraint is on structure, not on style.** That is the same move this book keeps making: fix the architecture, leave the decoration to the practitioner.

And the Gendo Maai Trap is what the footwork is for. Unsoku is not a warm-up you get through before the real training. It is the control system. The elevation change in step 3 is the 3D layer arriving at precisely the moment the 2D layer must enter danger — which is the coupling the books insist on, showing up in a competitor's mouth as ordinary tactical advice.

Part IV • The other two witnesses

The machine. Chapter 21 pointed a pose estimator at my own driving side kick. It found the pelvis peaking **200 ms after** the thigh — the kick thrown from the knee, the mass of the body never arriving. A structural fault, invisible to feel, that no amount of speed would have fixed.

The founder. Taido's creator, Seiken Shukumine, was conscripted at eighteen into the kamikaze corps and trained to pilot a Kaiten human-torpedo — specifically to thread it between the anti-torpedo nets the Americans deployed. Working that problem as a karate master, he concluded the same approach would make karate flexible in three dimensions. He survived the war, found his own teacher killed and Okinawa destroyed, spent **two years in seclusion**, and rebuilt the art around movement in a volume rather than on a plane.

A third voice, a Korean-stylist analysing Taido from outside, arrives at the same joint from the opposite direction: karate insists on an **upright torso** during kicks, which locks the pelvis out of the technique; taekwondo dropped that rule and the kicks became higher, easier **and stronger**, because the hip's weight finally entered. His diagnosis — "the main thing is not how you use your body, but how you **prepared it**".

Part V · What this is worth

None of these three could see the other two. A pose estimator, a torpedo pilot, and a competitor with a broken foot are not in conversation. **The convergence is the evidence.**

What that buys, honestly: the direction of the claim is now corroborated from outside any single observation — structure outranks speed, and the pelvis is where it is usually lost. What it does not buy: numbers. Chapter 21's thresholds remain unvalidated, and nothing here changes that. **Three witnesses agreeing on a direction is not the same as a measurement.**

The practical consequence is small and annoying: when a technique fails, the first question is not "faster?" but "**what is out of position, and what did I prepare?**" Speed is the attribute you will lose first. Build the thing that stays.

習 · Drill card

Attribute: distance control & seigyo · **Partner:** required, and he should be faster than you ·
Rounds: 3 × 2 min

- Set gendo maai. Have your partner try to reach you; adjust until he needs 2–3 steps.
- Trade steps only. **No attacks for a full round** — learn the measurement first.
- Add angle-cutting on his close. Still no attacks.
- Add the elevation change. Now add the bait strike — one that is meant to miss.
- Count how many exchanges before he attacks from outside range. **That count is your score** — lower is better, and it should fall week over week.
- Then swap: let him run the trap on you, so you learn what being farmed feels like.

Sources: Taido Lessons (Unsoku Happa pt 1 & 2, Gendo Maai Trap, Nentai Hangetsu Ate) · a Korean-style master's analysis of Taido · Taido Kyohan (seigyo, unsoku/unshin) · Practice Book Ch21 (formcheck, 2026-08-16).