

変・The Tilting Attack

Lesson 25b — Part B of the Axis Graft. Closing the Hen gap: when the dodge and the strike are the same motion.

PART B — CONTINUING LESSON 25

The gap, and the move that fills it

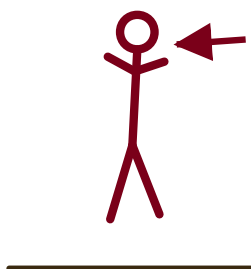
Part A (Lesson 25) ended on a confession: of Taïdo's five Sotai, Fei Kune Do is strong on **Nen** (coil) and **Ten** (aerial), but **thin on Hen as an attack** — we only ever tilted the axis to load or slip, never to hit. Then we went looking in the Taïdo vault, and Taïdo — of course — had already solved it.

The technique: 変体海老蹴り *hentai-ebi-geri* — the “transformed-body shrimp-kick.” **Hentai** (変体) = change the body by **tilting/dropping the axis**; **ebi-geri** (海老蹴) = the shrimp kick, where the body **folds like a shrimp** to fire a low leg. Put together: you **drop off the line and kick from the drop — in one motion**.

Sourced, not invented: it appears in **three** named Taïdo hokei — Enmei no Hokei (move 37), Tensei no Hokei (move 19), and Jinsei no Hokei (move 13) — always the same shape: from *chūdan-gamae* → *hentai-ebi-geri* → pull back to *gamae*.

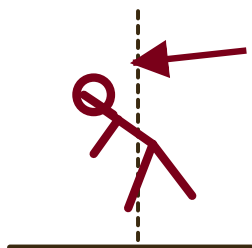
Hen (evade) ≡ Hen (attack) — the two were never separate

hentai-ebi-geri — the four beats



1 · THE LINE

Guard in chūdan-gamae. The opponent's strike **comes in on a line** (crimson) — aimed where your head is.



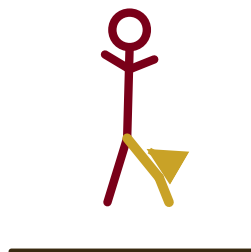
2 · 変 HENTAI

Drop and tilt the whole axis off vertical (dashed = where you were). The line sails **over** empty space. You didn't block — you **moved the target**.



3 · 海老 EBI-GERI

The same drop folds you like a shrimp and **fires a low kick** along the axis you just tilted. **The dodge IS the strike**.



4 · RECOVER

Snap the kicking leg back and rise to gamae — **already loaded**. Straight into the next sotai (swing-through, L24).

Why this is the missing piece. Every evasion we had — Ting (L23), the Xu-Bu lean (L22b) — treated dodging and hitting as **two beats**: sense/slip, then counter. Hen collapses them into **one**. The drop that takes your head off the line is the same drop that loads the kick — so the opponent's committed strike **is** the opening, and there is no gap between defence and offence for them to read. This is L23's “the line braided with the circle,” now at the level of the **whole body**: their straight line in, our tilt-circle out, arriving together.

Doorways: entering and leaving the tilt

You already own the entrance. The **Xu-Bu battery** and the **Compasso torso-drop** are already Hen loads (Part A) — so the tilt costs you nothing new to reach. Two real Taido footwork steps (unsoku) set the angle:

Unsoku (real Taido footwork)	What it does	Sets up
Kō-soku	Changes the angle of the body — pull the front foot in and swing the other forward on a hyperbolic plane , first foot as the axis.	The off-line angle the Hen drops into.
Ten-soku	Switches the stance to oppose the opponent's body — move the near foot first, gather, re-plant.	The re-facing after the kick, to swing-through.

In / Out	Fei Kune Do ↔ Hen
ENTER	Xu-Bu load / Compasso drop → hentai-ebi-geri . The lean you used to charge a strike now becomes the strike.
EXIT	hentai-ebi-geri → rise into a coil (Nen) or roll out (Ten) . Recover loaded — the shrimp unfolds straight into the next sotai.

Drill — Feed the Line. Partner throws a slow committed chūdan/jōdan strike on a fixed line. You do **nothing but Hen**: drop & tilt so it misses by an inch — no hands. Once the drop is honest, **add the ebi-geri on the way down**. Last, add Kō-soku first so you drop on an angle, not straight back. Slow, then to tempo. If you're blocking, you're not yet trusting the tilt.

The Biu Si tie (L23). Getting off the line is the survival instinct of the escort in tiger country — you can't trade blows with a tiger, you have to **not be where it strikes**, and make your not-being-there cost it. Hen is the 360° survival dodge with teeth.

All five Sotai, now weaponised

With Hen filled, Fei Kune Do can now **attack on every one of Taido's five axes** — the graft from Part A is complete:

Sotai	Fei Kune Do attack on that axis
旋 Sen	spinning entries off the shuffle Axle Spin
運 Un	the Shoyuken (rising) & the Un-Shoyuken→Ten combo (Part A)
変 Hen	hentai-ebi-geri — the tilting attack (this lesson)
捻 Nen	the chán coil / fa-jin strike
転 Ten	the Au / Gumbi aerial, weaponised as a Ten-kick

Fei Kune Do reading. Part A said Taido handed us five studs and four were already on our bricks. Part B **snapped the fifth stud in** — and it turned out Taido had the exact brick pre-moulded (hentai-ebi-geri). We didn't invent; we **recognised**. That's synthesis: the gap in one system was a finished part in another, and the map (the five Sotai) is what let us see it. Now the spiral attacks at every scale and on every axis.

“The lowest tilt is the hardest to see. When the step back from the blade is the same step that lands the kick, you have stopped defending and started **answering**. 変 — the body that changes is the body that cannot be hit.”