

天地人 · The Three-Zone War

Lesson 26 — mined from Taido's Ten-Chi-Jin hokei (Kyohan Vol 3). A coordinate system for the body's weapons.

PART I — THE FRAMEWORK

Heaven, Earth, and Man

Most striking arts hand you a pile of weapons — jab, cross, hook, knee, kick, elbow — and leave you to sort them in the moment. Taido's three highest “-sei” hokei do something cleaner: they **zone the body** into a three-part coordinate system, each zone owning one weapon and one range.

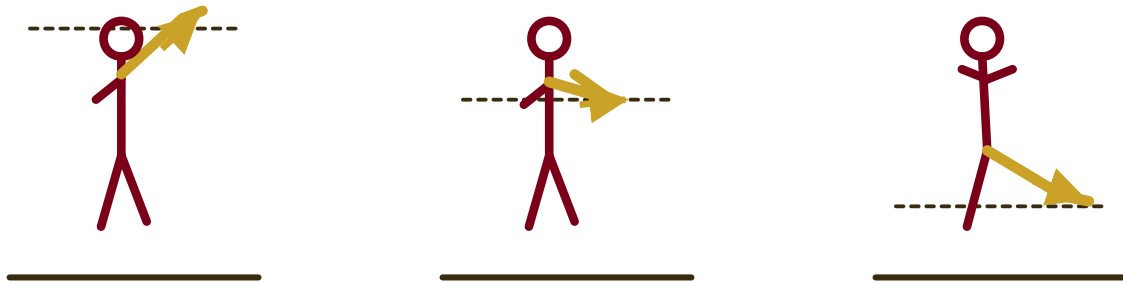
天 Ten (Heaven) = Hands · the high line, longest reach.

人 Jin (Man) = Elbows · the close line, shortest & hardest.

地 Chi (Earth) = Feet · the low line, heaviest weapon.

The classic East-Asian cosmological triad — Heaven above, Earth below, Man between — turned into a **fighting map**. The forms: Tensei · Chisei · Jinsei no Hokei. Timing throughout is **go-no-sen** (counter after) with **sen-no-sen** (counter together).

Range collapses top → bottom: Heaven (hand) → Earth (foot) → Man (elbow) — the closer he gets, the shorter & harder your answer



天 TEN · Heaven
Hands — the high line. Longest reach, first contact.

人 JIN · Man
Elbows — the close/mid line. Shortest, hardest, when distance dies.

地 CHI · Earth
Feet — the low line. Heaviest weapon, longest leg reach.

The insight Fei Kune Do gains: a coordinate system. We had all these weapons; we didn't have the **axes** to file them on. Ten-Chi-Jin says every tool lives at a **height × range** address. Lose the hand range? Drop a zone — the elbow (Jin) is waiting at the address where the hand fails. This is why Jin is “Man”, the middle: the elbow is the weapon of **the range nobody wants**, and it's the one most fighters never mapped.

Three zones, three ready-made tables

You love a lookup table (the Whip Rule, L22; the two-rotation generator, L23). Taido hands you **three**, pre-built — one per zone. Steal them wholesale.

天 Ten — Hands · Uke go tai (the five hand blocks)

#	Block	Covers
1	Chūdan soto-uke	mid, outside-in sweep
2	Chūdan uchi-uke	mid, inside-out sweep
3	Chūdan torite-uke	mid, grab/hook parry
4	Gedan harai-uke	low, downward sweep
5	Jōdan age-uke	high, rising cover

地 Chi — Feet · five kick directions + five foot-defense blocks

Kicks classified by direction	Blocks vs foot techniques
front · side · oblique/slanted · back · midair	Jōdan morote-hasami-tome · Gedan morote-osae-tome · Shōtei-harai-uchi · Uraken-tome · Senagashi-uke

Note the fifth kick direction: 空中 midair. Even Taido's foot table reserves a slot for the aerial — the Chi zone reaches into the Ten zone via a jump (the Ten-sotai kick, L25). The zones aren't sealed boxes; they're **addresses you can travel between**.

人 Jin — Elbows · Gohō-ate (the five elbow strikes)

#	Elbow strike	Vector
1	Mae-age-ate	forward & upward (uppercut elbow)
2	Yoko-ate	sideways (horizontal)
3	Mawashi-ate	round / hooking
4	Ushiro-ate	rear / backward
5	Shita-ate	downward (dropping elbow)

Look what the elbow table is. Five vectors — forward-up, side, round, rear, down — is the **same generator** as L23's two-rotation punch, just at **elbow radius**. Straight/hook/uppercut/overhand were one engine detuned four ways; the gohō-ate are that engine run on the short lever. **The elbow is a fist with the radius deleted** — same circle, tighter, harder, unbreakable.

Wiring the zones into what we already do

Zone	Fei Kune Do already fights here	What the graft adds
天 Ten	the Shoyuken, the 1·1·2 boxing socket (L22b)	the 5-block defensive lookup for the high line
人 Jin	the coil / close fa-jin (L23)	the elbow — our thinnest zone — with 5 ready vectors
地 Chi	TKD kicks, the Foot of God (L23), the Bêncão (L23)	directional classification + the midair address (Ten-kick)

Drill — Drop-a-Zone. Partner pressures your hand range (Ten). The instant they smother it, **drop to Jin** — fire a gohō-ate elbow from the exact spot the hand died. Then, if they duck under, **drop to Chi** — a low kick. One target, three zones, top to bottom. You're not choosing weapons; you're **reading the address** and letting the zone answer.

The spiral was right — proof from the vault

Mining Vol 2 turned up something bigger than any single technique. Taido's five Sotai forms (Sentai, Untai, Hentai, Nentai, Tentai) are each built to a rule:

Every hokei incorporates parts of the previously-studied forms and some techniques from the next form that will be studied at the next level.

Read that again with Fei Kune Do eyes. A curriculum where each unit **reviews the past and pre-loads the future** — where lessons are **fractal**, each one containing an echo of the last and a seed of the next — is exactly the method we've been running: the flywheel fractal to the Power Cycle (L23), the “living repo” that versions the flow (L22b), the canon where every lesson links backward and forward.

Fei Kune Do reading. We didn't borrow the spiral from Taido — and Taido didn't borrow it from us. Two systems, decades and an ocean apart, **independently arrived at the same shape**, because it's the true shape of how a body learns. Ten-Chi-Jin gave us a coordinate system for space; the spiral curriculum gave us a coordinate system for time. The map keeps turning out to be real. Systems are LEGO — and the instruction booklet, it turns out, everyone writes the same way.

“Heaven is the hand you throw first, Earth the foot that ends it, Man the elbow for when there is no room left to be anything but honest. Learn the three and there is no range you are naked in. 天地人。”