

Intermediate Player: Deflect, Parry & Punch Analysis (From beginning thru pull-down before shin scrape)

Respectfully Presented to LaoMa for Corrections (Ver. 11)

S e c.	Begins After...	Wu Xing, Wu Bu (Below Waist)	Bagua, Bamen (Above Waist)
1	Left, hug knee (palm strike) zuǒ gōngbù stance to W	1. Retreat to lóng gōngbù... 2. Turn bamboo NW... 3. [START DPP] Bring LF back empty beside RF while maintaining hip alignment to NW. 4. Shift weight to LF while turning to align hips W into xūbù ...	1. ...while touching Invisible Opponent's (IO's) right elbow with left hand (LH) and L wrist with RH fingers. 2. ...while maintaining arm/spine alignment and using hip turn to redirect IO's momentum N. 3. Release IO's right arm and circle hands up to touch IO's left elbow with RH and L wrist with LH fingers. 4. ...to redirect IO's momentum S while rotating IO's locked left elbow and pulling IO down.
2	Turn body, throw body, chop (punch) yòu gōngbù stance to SE	1. [START DPP] Rotate slight orchid S then reverse back to center (SE) before retreating to lóng gōngbù... 2. Turn bamboo to align hips E while sliding RF into xūbù...	1. ...while circling hands up and over arm to touch IO's left elbow with RH and L wrist with LH fingers and maintaining arm/spine alignment 2. ...while rotating IO's locked left elbow as you pull IO down.
3	(1st) Turn around, white snake flicks tongue (palm up thrust) yòu gōngbù stance to NW	1. [START DPP] Rotate slight orchid N then reverse back to center (NW) before retreating to lóng gōngbù... 2. Turn bamboo to align hips W while sliding RF into xūbù...	1. ...while circling hands up and over arm to touch IO's left elbow with RH and L wrist with LH fingers and maintaining arm/spine alignment 2. ...while rotating IO's locked left elbow as you pull IO down.

3	(2nd) Turn around, right, push foot (RF push-kick) in zuǒ dúlibù to W	<ol style="list-style-type: none"> 1. If unable to maintain balance to begin from raised RF, drop RF into xūbù... 2. [START DPP] Rotate slight orchid NW then reverse back to center (W)... 3. Drop (or slide) RF into xūbù while maintaining hip & shoulder alignment to W... 	<ol style="list-style-type: none"> 1. ...while circling hands vertical to center RH high 2. ...while circling hands up and over arm to touch IO's left elbow with RH and L wrist with LH fingers and maintaining arm/spine alignment 3. ...while rotating IO's locked left elbow as you pull IO down.
4	(none)		
5	Turn body, throw body, chop (punch) In yòu gōngbù stance to SE	<ol style="list-style-type: none"> 1. [START DPP] Rotate slight orchid S then reverse back to center (SE) before retreating to lóng gōngbù... 2. Turn bamboo to align hips E while sliding RF into xūbù... 	<ol style="list-style-type: none"> 1. ...while circling hands up and over arm to touch IO's left elbow with RH and L wrist with LH fingers and maintaining arm/spine alignment 2. ...while rotating IO's locked left elbow as you pull IO down.
6	Bend bow, shoot tiger yòu pūbù stance to W	<ol style="list-style-type: none"> 1. Turn hips to NW... 2. Turn hips to N shifting weight 100% to RF... 3. Step LF back empty to S... 4. [START DPP] Rotate slight orchid NE, then reverse back to center (N) 5. Retreat to lóng gōngbù... 6. Turn bamboo to align hips W... 	<ol style="list-style-type: none"> 1. ...to drive LH back of wrist palm up N to block IO's R arm down, and circle RH toward waist 2. ...to rotate LH palm down touching IO's R arm 3. ...while blocking IO's L arm strike, RH palm up N 4. ...while circling hands up and over arm to touch IO's left elbow with RH and L wrist with LH fingers and maintaining arm/spine alignment 5. ...while rotating IO's locked left elbow as you prepare to redirect IO. 6. ...while redirecting IO S and down

yòu : right; zuǒ : left; hǔ : forward; lóng : back

- DPP occurs 6 times in the form—on **average**, once per section. (But not in all 6 sections: twice in 3rd; none in 4th)
- Half of these DPPs (3/6) **start** in yòu gōngbù stance; but only 2 of 3 (2nd and 5th) start facing same **direction** (SE)
- Half of these DPPs (3/6) **begin** each in a different stance (zuǒ gōngbù; zuǒ dúlibù; yòu pūbù), but all **begin** facing the same **direction** (W)