

























# Doubles OU Draft Power Rankings 2025

Written by Logice and Schister

Larp, Mock, Kiss								
<i>Lemurro, charmdi, Feyy, Strifesada</i>								
Draft 1			Draft 2			Draft 3		
	Ogerpon-Wellspring	20		Iron Hands	20		Ogerpon-Hearthflame	20
	Chi-Yu	19		Diancie	18		Ursaluna-Bloodmoon	18
	Deoxys-Speed	15		Zarude	13		Roaring Moon	19
	Manaphy	15		Meloetta	11		Tinkaton	12
	Carbink	2		Palafin-Hero	10		Hoopa	8
	Scizor	12		Spectrier	15		Qwilfish	5
	Tauros-Paldea	6		Morgrem	2		Flamigo	7
	Pikachu	1		Alomomola	1		Slowpoke	1

By Logice and Schister

1. These drafts are well rounded with strong offensive cores and good defensive type synergies. Draft 1 has strong speed control with deoxys speed and redirection with wellspring that allows for setup from manaphy, boosted by chi yu. Good budget options with carbink and pikachu that can patch up trick room matchups and provide fake out support. Draft 2 puts coaching offense from meloetta to use boosting zarude, hands, diancie, and palafin. Screens from morgrem can support the hyper offensive aspect of this team even further and spectrier rounds the team out with a strong special attacker. This team is however lacking speed control outside of trick room, so it could potentially be outpaced. Draft 3 is well balanced with a tailroom structure centered around hearthflame and bloodmoon breaking through common defensive cores. Hoopa-normal provides tremendous power as a trick room setter and flamigo and qwilfish provide decent utility like wide guard and toxic spikes with good damage and defensive typings. Overall these teams have extremely strong offensive cores with very clear visions of how they will support themselves and a number of unorthodox picks not picked up on by the rest of the drafts in the tournament.

























deadass or larp								
<i>eragon, shadekirby321, jello1231, LakeSerperior</i>								
Draft 1			Draft 2			Draft 3		
	Roaring Moon	19		Iron Hands	20		Tornadus	19
	Manaphy	15		Ogerpon-Hearthflame	20		Landorus	19
	Volcarona	15		Hydreigon	12		Arcanine-Hisui	15
	Tinkaton	12		Suicune	13		Keldeo	11
	Moltres-Galar	13		Iron Valiant	13		Wo-Chien	8
	Raichu	7		Munkidori	8		Florges	7
	Chesnaught	6		Perrserker	3		Typhlosion-Hisui	7
	Dugtrio	3		Girafarig	1		Raichu-Alola	4

Written by Schister

2. A triple Tailwind Balance draft, these three teams thread the line of having crushing offensive presence with solid defensive backbones excellently. Team 1 has an incredible number of paths to choose from with Moltres manaphy volcarona and roaring moon all being capable of playing supportive or offensive/setup roles, with Tinkaton compressing fake out and rocks access into a tidy package. With so many different setup options and outstanding type cores (FWG and fantasy) it will be difficult to predict what exactly team 1 will bring each week. Draft 2 tries to go for raw powerhouse damage in hands/hearthflame with coaching support from iron valiant, though it lacks some of the overwhelming threat power/immediate setup pressure the other two drafts here have, and may struggle a bit as a result. Draft 3 Is a classic genies core with an incredibly potent FWG core containing great power in Keldeo and Hisuian arcanine and a solid fairy option in florges. Draft 3 overall looks to be one of the very best in the tournament, having absurd damage potential off every one of its pieces without compromising its defensive profiling and only really missing redirection as the major concession. Overall this team boasts two of the scariest drafts in the tournament in slots 1 and 3, with a decent but comparatively weak team in slot 2.

























## The Weather Channel

*Fangame10, LuBiStar20, xhys, WowieKazowee*

Draft 1			Draft 2			Draft 3		
	Ninetales-Alola	16		Raging Bolt	20		Archaludon	20
	Sinistcha	18		Whimsicott	19		Sinistcha	18
	Ursaluna	17		Chi-Yu	19		Palafin-Hero	10
	Kyurem	18		Slither Wing	9		Pelipper	14
	Milotic	11		Orthworm	6		Overqwil	9
	Torracat	7		Ninetales	12		Sneasel-Hisui	6
	Lapras	2		Alcremie	3		Alcremie	3
	Ampharos	1		Leafeon	2		Kingdra	10

Written by Schister

3. If there were bonus points for theming this team would be in 1st place. The Weather Channel managed to craft 3 solid weather drafts with only a few notable weaknesses on each team. Draft 1 Is classic Fanroom terror, a team which famously has issues hitting the ice type ironically enough, but otherwise balances immense power with incredible defensive support. Draft 2 cas the classic sun core of Whimsicott Bolt Chi yu, Three pokemon which support each other quite well but come at a price. Orthrowm and slither wing provide some much needed ground switchins but this draft may have dipped a little too hard into sun by drafting ninetales last, leaving the team with few ways to dispatch bulky fire teras and very reliant on keeping the weather up, though that shouldn't be a large issue. Finally the rain draft runs the classic arch core opts for with palafinand kingdra as water attackers. Sneasel and alcremie offer some fun options to boost palafin and overqwil helps dispatch grass types for the team, this team has everything a rain team could want. Combined these teams form an incredibly powerful trio that is incredibly difficult to counter in lineups and has outstanding potential as a whole.

























Weeb Duckwitches								
Akaru Kokuyo, SMB, Ann								
Draft 1			Draft 2			Draft 3		
	Tornadus	19		Archaludon	20		Iron Hands	20
	Gholdengo	19		Sinistcha	18		Mew	20
	Regidrago	16		Landorus-Therian	18		Moltres-Galar	13
	Magmar	10		Politoed	13		Metagross	14
	Azumarill	13		Overqwil	9		Manaphy	15
	Meowscarada	11		Corviknight	10		Toedsruel	6
	Luxio	1		Charjabug	1		Impidimp	1
	Girafarig	1		Girafarig	1		Pyroar	1

Written by Schister

4. Weeb Duckwitches employs the classic strategy of drafting to only bring the top 6 pokemon, forming 3 very distinct but very potent teams with minor weaknesses. Draft 1 is a classic drago-dengo core, substituting hearthflame for Magmar and completing a deadly Fire-Water-Grass core with Azumarill and Meowscarada for strong physical damage and a good speed ceiling. This team has all the basic necessities of a strong drago core but may have issues dealing with Tera Steels with a weaker fire like Magmar and no ground type, but otherwise looks incredibly dangerous for anyone to play against. Draft 2 is a mostly standard rain team, with classics such as sinistcha and overqwil and landorus-therian adding some spice with sandsear potential. This team may have issues dealing with sun and snow, however, boasting only the mighty politoed as an ice/fire resistance and generally being a little slow to get going with 3 dedicated support pokemon for Archaludon and no good manual setter to assist in keeping weather control. Draft 3 flexes the versatility of mew and the raw stat power of hands manaphy moltres and metagross. Toedsruel is a great pick here, providing solid coverage, effective redirection and additional trick room access for this bulky team, and mew enables any one of the other 4 major pokemon on the team to become dangerous win conditions. However this draft has a very low speed ceiling, and is vulnerable to opposing disruption tools like taunt and encore shutting down the supports as a result. Overall Weeb duckwitches has one of the scariest teams in the tournament in their slot one, having only one minor but manageable weakness, and two other solid drafts with mild susceptibilities to being disrupted by faster teams.

## Mawile Mafia Without Hopeless

*Loglce, StreetCredCookie, Perplexer, Acexdiscostu93*

























Draft 1			Draft 2			Draft 3		
	Raging Bolt	20		Mew	20		Ogerpon-Wellspring	20
	Ogerpon-Cornerstone	18		Kyurem	18		Diancie	18
	Incineroar	17		Ninetales-Alola	16		Gothitelle	15
	Ribombee	9		Pecharunt	14		Volcarona	15
	Okidogi	13		Cinderace	10		Scrafty	12
	Arboliva	7		Wo-Chien	8		Mismagius	6
	Bruxish	5		Stantler	3		Sandaconda	3
	Bastiodon	1		Gothita	1		Ampharos	1

Written by Schister

5. Mawile Mafia boasts 3 very bulky teams with multiple wincons and extensive healing support on each. Draft 2 in particular exercises this strategy well, having multiple pollen puff users, extensive disruption access from ninetales and mew, obnoxious levels of chip from pecharunt and wo chien and great cleaning coverage between Kyurem and Cinderace. Draft 2 is extremely flexible with its move slots on most of its pokemon and should pose a great challenge for most teams to overcome. Draft 3 Should be similarly difficult to best, with Diancie and Volcarona acting as juxtaposed wincons and Wellspring bridging the shared water weakness very nicely. Scrafty is an excellent support pick for volcarona with greatly appreciated Fake out/Intimidate and Gothitelle similarly provides diancie with heal pulse and trick room support to form a very solid if slightly linear structure. Team 1 intends to support the raging bolt but may have missed the mark, having to compromise itself with picking less stable support pieces like cornerstone and ribombee. The team lacks consistent speed control, either tailwind or trick room, and furthermore lacks much speed or damage mitigation at all outside of incineroar. Draft 1 ends up looking much weaker than the other two here, which have much stronger identities and much better tools at their disposal.

## The Boomers

























*fespy, zee, idyll*

Draft 1			Draft 2			Draft 3		
	Chien-Pao	20		Ogerpon-Wellspring	20		Rillaboom	19
	Latos	13		Heatran	15		Spectrier	15
	Palafin-Hero	10		Baxcalibur	15		Salamence	13
	Iron Treads	13		Iron Jugulis	13		Weezing-Galar	8
	Toxicroak	5		Mesprit	8		Empoleon	8
	Magmar	10		Thwackey	5		Magmortar	8
	Luxray	3		Hitmontop	9		Terrakion	12
	Dragonite	16		Galvantula	5		Regigigas	7

Written by Schister

6. Boomers bring some unorthodox but solid and even fairly proven drafts to the table, balancing offensive type synergies with raw power picks. Paonite in draft one with some solid midrange picks, iron treads notably bringing the ability to spin rocks away for paonite and Palafin having monstrous damage potential late game. Latios and magmar provide tailwind and follow me utility respectively, with toxicroak providing fake out access to round out all the basic tools the team may need to succeed. However, with Palafin's inherent initial momentum sink and the general difficulty of pivoting around a team so frail with few pivot moves, it may be difficult for this draft to find its footing in battle. Zee's slot in draft 2 makes a return from a respectable 2024 season, with only hitmontop and Galvantula being variant from its previous incarnation. This team has excellent access to every tool it could want with multiple forms of hazards, good redirection multiple setup wincons multiple good fake out users and overall great flexibility in which pokemon it can slot, perhaps at a slight cost to overall power compared to some of the higher drafts but a very minor issue to have. Draft 3 presents a very clear intention to set up Spectrier for success with Grassy seed access and toxic spikes support with basic redirection and tailwind access. Outside of this, however, this draft lacks immediate pressure outside of the very awkward regigigas and perhaps offensive item terrakion, and Salamence being the only speed control, much slower than prankster or booster users could lend to this team quickly being overrun by more immediately threatening cores.



Doubles Cheeked Up								
TheHelixFossil1, adamew, DJS								
Draft 1			Draft 2			Draft 3		
	Ogerpon-Hearthflame	20		Chien-Pao	20		Ogerpon-Wellspring	20
	Iron Crown	17		Gouging Fire	18		Raging Bolt	20
	Indeedy-F	17		Ogerpon-Cornerstone	18		Pelipper	14
	Sneasler	16		Articuno-Galar	7		Overqwil	9
	Mandibuzz	5		Azumarill	13		Basculegion	12
	Florges	7		Magnezone	5		Bronzong	11
	Koffing	1		Mudsdale	7		Clodsire	3
	Regigigas	7		Morgrem	2		Cacturne	1

























Written by Schister

7. Doubles Cheeked up brings a few classic VGC draft cores to DOU, forming strong offensive cores with a few notable limitations cause by the format shift.

Draft 1 is a classic symbiosis psyspam core, aiming to support iron crown as a win condition as much as possible. Sneasler provides a secondary fast threat and much appreciated powerful fighting coverage, a role usually reserved for urshifu in this core's VGC counterpart, but the absence of the powerful dark coverage brought by urshifu will surely be felt by this team, with the two main threats now strangely weak to defensive psychic teras. Koffing regigigas also has little to offer on a core primarily focused around abusing abilities. Team 2 is a strong Paoging fire core, with garticuno discouraging tailwind and providing much appreciated special damage and speed control and Azumarill providing powerful water and fairy damage. However the team is extremely weak to stealth rocks with no way to remove them and Magnezone/Mudsdale seem like awkward 6th picks. Bolt rain makes up team 3, notably having tailroom access off bronzong and pelipper. Bolt provides powerful electric and dragon coverage that this team sorely needs, hitting opposing water and dragon types, and Pelipper and Overqwil attempt to cover grass types for the team. In 6v6, the bolt may become overwhelmed trying to answer too many things and Pelipper and overqwil have low BST for dealing with grass types, so the team may struggle into these types more than some of the other rain drafts here, but nonetheless has great attacking power at its disposal.

## kool 33 waw ftc

























*crow crumbs, hedja, Treble Clefable*

Draft 1			Draft 2			Draft 3		
	Chien-Pao	20		Tornadus	19		Raging Bolt	20
	Diancie	18		Ogerpon-Hearthflame	20		Ninetales-Alola	16
	Dragonite	16		Regidrago	16		Landorus-Therian	18
	Bronzong	11		Glimmora	17		Blastoise	8
	Sneasel-Hisui	6		Gallade	10		Greninja	9
	Gastrodon	10		Granbull	6		Moltres	8
	Morgrem	2		Tinkatuff	1		Tinkatuff	1
	Typhlosion-Hisui	7		Hattrem	1		Hitmontop	9

Written by Schister

8. Rounding out the top half of our PRs, we have a very interesting collection of Tailwind HO, Pao trick room and snow bulky offense. Draft 1 sees paonite joining forces with diancie, a combination that has recently picked up in popularity in standard 6v6 play. Gastrodon provides water redirection for diancie and typhlosion can break down steel types for the main core, and the team overall has decent but limited tools to take on anti-phys offense tools like iron defense and wisp and tera steel, a decent draft. Regidrago in slot 2 finds some of its favorite partners in hearthflame and tornadus, but from there the synergy of the team is less obvious. Glimmer provides poison damage to hit fairies rather than the usual steel damage and punishes fake out with smart switch ins and Gallade provides additional coverage against steel types with powerful sacred swords while also giving regidrago a trick room mode to round out the team's toolkit quite decently. Overall draft 2 finds unique ways to patch regidrago's weaknesses, but may pay for being relatively fragile without a solid steel type to fall back on. Draft 3 is a classic bolt snow core with greninja as the resident blizzard spammer. Landorus Blastoise and moltres all provide the team good tools at decent value, and Tinkatuff and hitmontop provide much needed rock resistances/rapid spin for the team. The team lacks redirection, however, leaving bolt susceptible to encore users if it opts to play set up, and in general the team is very limited with its options into rock damage. Overall decent drafts with clear visions, but also a few clear limitations.
























The red pandas								
Terekusai, Test Bots, ihbst, grayblood								
Draft 1			Draft 2			Draft 3		
	Ogerpon-Hearthflame	20		Gholdengo	19		Chien-Pao	20
	Landorus	19		Ogerpon-Cornerstone	18		Gouging Fire	18
	Hydreigon	12		Roaring Moon	19		Bisharp	8
	Primarina	15		Tauros-Paldea-Aqua	10		Keldeo	11
	Glimmet	2		Perrserker	3		Dragonite	16
	Scraggy	2		Enamorus-Therian	13		Arboliva	7
	Jolteon	6		Misdreavus	4		Toxicroak	5
	Metagross	14		Delphox	4		Gliscor	5

Written by Logice

9. These teams are very interesting. We had a hard time placing them because I feel like some of them have a lot of potential, but there are a fair amount of picks that don't really make a lot of sense. Most of these picks happen with draft 1. Hearth Lando was such a good start and has amazing offensive synergy. Going hydreigon after that was not a great pick in my opinion. Hearth Lando needs very good speed control, and you lack that on this team. After primarina, the rest of these picks don't offer very much. Draft two is probably my favorite of the 3 teams. The offensive core is amazing, Tauros provides intim to assist ghold with getting up plots, and enam helps to assist the team in trick room. Overall a very solid draft. Draft 3 is a basic take on pao offense. I think it struggles into any form of hazards, but otherwise is a solid draft. Coaching croak/keldeo and croak fake out support helps a fair amount.

## MISTUH WORLWIDE

*Entry Hazardous, Lebomboclats, Lux2821*

















Draft 1			Draft 2			Draft 3		
	Iron Hands	20		Ogerpon-Wellspring	20		Indeedy-F	17
	Rillaboom	19		Landorus	19		Dondozo	11
	Ursaluna-Bloodmoon	18		Gouging Fire	18		Iron Crown	17
	Illumise	13		Comfey	12		Abomasnow	7
	Meloetta	11		Metagross	14		Fletchinder	3
	Grafaiai	5		Squawkabilly	2		Stantler	3
	Polychageist	2		Venomoth	4		Baxcalibur	15
	Dewgong	2		Impidimp	1		Tatsugiri	17

Written by Logice

10. All three of these drafts rank around the middle of the line. Team 1 is a bit slow to truly abuse illumise, but coaching meloetta + iron hands should be able to cheese through some matchups. The team would've really appreciated something faster than bloodmoon in the third slot to abuse tailwind modes more easily. Team 2 on the other hand strings together some faster end mons with middling speed control. Comfey gets overwhelmed fairly easily and may not be able to get speed control up easily. However, healing support for setup gouging and wellspring is appreciated. Team 3 is a bit fishy, psyspam dozoguri is fine and you should be able to click and win some games, but the snow + baxcalibur is a weird fit. It feels like this team is just trying to do too much, although hard to prep for.

## chilly boys+

*AKhant, ipetbigfoot, gephicka*













Draft 1			Draft 2			Draft 3		
	Raging Bolt	20		Mew	20		Iron Hands	20
	Sinistcha	18		Diancie	18		Gholdengo	19
	Incineroar	17		Ninetales-Alola	16		Roaring Moon	19
	Keldeo	11		Great Tusk	16		Brute Bonnet	12
	Tornadus-Therian	13		Magmortar	8		Blastoise	8
	Morgrem	2		Jolteon	6		Slowking-Galar	10
	Registeel	7		Alomomola	1		Sentret	1
	Glimmet	2		Articuno	5		Alomomola	1

Written by Logice

11. These drafts are just alright? I understand the thought process behind them, but they really start to fall off after the first 3 picks of each draft. Out of the 3, draft 2 is probably the most usable, but it may struggle with breaking bulky waters and steels. Team 1 struggles from two support high tiers in Sinistcha and incineroar. Because of this the team seems to lack top tier offensive threats, as well as a true fairy answer to assist raging bolt. Team 3 is fairly balanced, I like the top 3 mons here and then it starts to get questionable. Bonnet + Moon is okay since Ghold helps to handle fairies (and fightings to a degree) but iron hands seems like a nightmare for this team to face in a mirror.

## The Drizzlers

*Hespacito, JustAratho, Expos*

























Draft 1			Draft 2			Draft 3		
	Archaludon	20		Chien-Pao	20		Rillaboom	19
	Pelipper	14		Dragonite	16		Landorus	19
	Sneasler	16		Volcarona	15		Primarina	15
	Amoonguss	16		Okidogi	13		Incineroar	17
	Thundurus-Therian	13		Rotom-Wash	13		Hydrapple	8
	Floatzel	4		Bisharp	8		Perrserker	3
	Crawdaunt	4		Clodsire	3		Lycanroc-Dusk	7
	Cinccino	3		Polychageist	2		Morgrem	2

Written by Logice

12. Aside from draft 1, I think these teams are not greatly planned. Team 1 is a cool take on arch rain (one of the only arch drafts without Sinistcha) bringing in Sneasler and Amoonguss. Sneasler rain helps arch with breaking fairies/steels more easily and frees up moves for it to run more unconventional coverage (like snarl/tblast). Team 2 has an extremely strong top 4, however after that I don't really understand the thought process behind the picks. I do not think rotom wash offers much support for this team, you have wisp, you have a water resist. I would have probably spent these points elsewhere. Bisharp is a good pickup for anti-intimidate, but you already have this with Okidogi. Team 3 is fairly balanced but suffers from no speed control, which feels like a death sentence in this format.

## Going Undeateed

*sebtct, mewizard113, zygarde12*

























Draft 1			Draft 2			Draft 3		
	Ogerpon-Wellspring	20		Raging Bolt	20		Archaludon	20
	Tornadus	19		Chi-Yu	19		Sinistcha	18
	Gholdengo	19		Whimsicott	19		Maushold	15
	Scrafty	12		Landorus-Therian	18		Barraskewda	8
	Pachirisu	7		Sneasel	4		Braviary-Hisui	6
	Barraskewda	8		Hattrem	1		Alcremie	3
	Alcremie	3		Ariados	1		Raichu	7
	Arbok	2		Blastoise	8		Politoed	13

Written by Logice

13. This is another set of teams where the first 3-4 picks make a lot of sense, and then it just completely falls apart. Draft 1 started off so strong with waterpon, torn, ghold, and scrafty and then a string of very unnecessary picks occurred. I think that these points could've been better spent on other mons that help you fill more applicable roles. You don't need a second follow me user, barra's speed tier is nice but you already have an offensive water. Team 2 is probably my favorite of your 3 drafts. The top 4 is just so strong, and its hard to counter. I think that stoise was a good pickup here, and I don't really have a lot of complaints with this one. Lastly draft 3 suffers from a lot of passive picks. Braviary + Politoed could've been combined into politoed, raichu is fine I guess? And we have another barraskewda. (why are you guys obsessed with this fish). I genuinely don't know how this draft beats raging bolt, a ground/fairy (thats not alcremie) would've been very beneficial.

## raging they bolt

yuki, iiFWM, takuaa

Draft 1			Draft 2			Draft 3		
	Iron Hands	20		Gholdengo	19		Chien-Pao	20
	Rillaboom	19		Rillaboom	19		Gouging Fire	18
	Heatran	15		Palafin-Hero	10		Azumarill	13
	Drifblim	7		Talonflame	13		Articuno-Galar	7
	Hoopa-Unbound	15		Kommo-o	14		Raikou	11
	Fezandipiti	8		Bellibolt	5		Iron Treads	13
	Lapras	2		Furret	3		Arboliva	7
	Ambipom	4		Uxie	7		Ariados	1
























Written by Logice

14. The first two teams here feel a bit lacking in firepower. G-terrain hoopa is an interesting concept and I think this can work, though a bit unconventional. The team really wants to lean more into trick room, so I don't know if drifblim will really be abusing grassy seed a whole lot, making me wonder why it's really on this team. Draft 2 feels like DLC 1 DOU. Rilla-Ghold is good, but I think that after that the team could've been improved a lot. Draft 3 is honestly very very good. I think that everything meshes well together. Treads is a good fit, arboliva helps to give recovery for azumarill and gouging. Raikou probably fills a more support role here, which is perfectly fine. Garti helps to deter intim and provides much needed speed control. Overall, I think that the first two teams are a bit hard to pilot and will struggle in a lot of matchups, leading to this team's lower ranking.



# The Tinted Lenses

*Ultimathash, Hduser, Viperino+1997*

























Draft 1			Draft 2			Draft 3		
	Archaludon	20		Tornadus	19		Diancie	18
	Landorus	19		Landorus	19		Incineroar	17
	Amoonguss	16		Dondozo	11		Cresselia	16
	Pelipper	14		Tatsugiri	17		Amoonguss	16
	Poliwrath	4		Ting-Lu	15		Scizor	12
	Scream Tail	15		Typhlosion-Hisui	7		Vikavolt	7
	Calyrex	1		Noctowl	1		Trevenant	3
	Cacturne	1		Phanpy	1		Venonat	1

Written by Logice

15. The top 4 on draft 1 are pretty solid, I think they are pretty standard on rain. The only pick I really don't get on this team is the scream tail, it offers great utility, but outside of the twave annoyance I don't think it really fits this team. A thundurus is around the same range points wise and would've fit this draft much nicer in my opinion. Draft 2 feels like 3 modes just thrown together. Double genie dozoguri is fine, but I don't think ting lu or h-typh really fit the dynamic of this team. Grabbing something that can punish waters and grasses for dozo would've fit much better in these slots. Draft 3 is uhhhh i don't even know. No idea what you are really going for with this but cook ig... Overall drafts one and 2 aren't bad, just too dysfunctional for me to really rate them any higher and draft 3 really drags it down.

## The Pillar Men

*debole perdente, Manbastrike15, pain2007*

Draft 1			Draft 2			Draft 3		
	Torkoal	16		Indeedge-F	17		Indeedge-F	17
	Farigiraf	14		Hatterene	13		Ogerpon-Cornerstone	18
	Gouging Fire	18		Torkoal	16		Palafin-Hero	10
	Lilligant-Hisui	12		Ursaluna	17		Murkrow	11
	Ditto	5		Brute Bonnet	12		Ditto	5
	Tauros-Paldea-Blaze	9		Gallade	10		Tauros-Paldea-Blaze	9
	Toxapex	4		Rabsca	4		Iron Crown	17
	Venusaur	11		Rampardos	1		Dugtrio	3

Written by Logice

16. These drafts are all very redundant, 2 torkoal sun teams are fairly easy to prep for/counter. The first team starts okay, however, it has a lack of high tier threats and I can't say that the mid tiers really make up for it. You might be able to cheese some wins with sleep powder shenanigans but seems very unlikely. Team 2 is basically hugoroom and is the best draft of the three. I think that you took psyterrair really early and there is a general lack of high tiers, but not as bad as the first draft. The third draft really doesn't make much sense, you have palafin and murkrow on psyterrair that like to click priority moves. Just very antisynergic.