

## Double band Rain by Politoad with an A

<https://pokepast.es/80112bce2aa0cb7d>

### Team synergy:

Interesting choice to pack spikes + spin and both Celebi and Blissey with an otherwise very offensive CB Medi. I think it's too ambitious, and you're lacking in other departments to accomplish this. Having a sort of mixed breaking with Medi and Kingdra is interesting, but I would argue less effective than trying to overload either physical or special.

I think you compromise too much to have the above, and while this team is very strong into certain things, it gives up some glaring weaknesses.

5/10

### Competitive Viability:

Forre + 5 grounded is classically very weak to spikes, despite bringing spin. Very dire matchup to Skarm + Gar imo.

Lacking in Tar switchins, while dug can revenge DD Tar with the correct sequence, I think this struggles with any physical tar long term.

Same as above for Metagross.

I think especially the worst will be any Aero spikes, don't see what this team does in that matchup.

Will struggle to break Blissey for Kingdra, if not misplayed by the opponent.

Some very strong matchups, but far too many weaknesses.

3/10

### Creativity:

Won't take too long here, I think for the reasons discussed at the start this team is very original, but unfortunately in the gimmick territory.

5/10

Explanation:

I think while reading this post I can clearly see where the builder is going.

The building process here suffers from not having a clear direction of team style, somewhat taking parts from Specoff, Physoff, and fat. The overall combination makes less sense than any of the individual pieces.

With a clearer direction in mind, and some added metagame considerations this could be refined in the builder's vision.

4/10

Adaptability:

This team clearly has a very divided set of matchups.

Some opposing teams will give you an easy time, and some I think will be nigh unwinnable.

If you don't want to fish, not very flexible.

3/10

Total: 20/50

Lacking some metagame knowledge and standard ADV ou teambuilding structure.

If you really wanted to keep Kingdra, try something like this double trap with dra to clear weather for curselax

<https://pokepast.es/7bf8d5f1ed41dd18>

Rain Rain go Reighning by Omniweeb

<https://pokepast.es/e021edc5738de41c>

Team Synergy:

I like the start of this with Heracross to take advantage of Medi trading with a lot in the lead slot.

The addition of Claydol is nice to help in the spikes matchup.

Here's where it falls in the trap of combining team styles, Kingdra doesn't really do much for you here and you have no other way of beating Blissey except blowing up Gengar.

Jolteon in almost exclusively and offensive spikes mon, and I think both Jolt and Gar would be much more at home on an aggressive spikes team.

4/10

Competitive Viability:

Despite having spin will still struggle with Skarmory.

Lacking in Mixmence switches.

Don't see how this breaks standard builds, will have to time a good boom on bliss to have any chance of Kingdra doing anything.

I don't think Medi + Hera packs enough of a punch along to carry this.

4/10

Originality:

Very original, but in gimmick territory.

5/10

Explanation:

I like the nod to Jolteon speed tying Aero, but I don't agree with the chosen countermeasure. Good to recognize a massive threat to the team, but it's still basically just as much of a threat even with Jolt.

Good ideas, don't think this is the execution.

5/10

Flexibility:

Not very good, but I can see this winning certain matchups.

3/10

Total: 21/50

Some weird magdol for hera might be a better try

<https://pokepast.es/6eeb46bd054afb55>

Sylveon hrt

<https://pokepast.es/0080b38caa032460>

Team Synergy:

Very interesting overall. Not sure exactly what Medicham is doing on this team, with no attackers behind it that would need Mence / Zap / Meta / Pert chipped.

Likewise I don't see mixmence making too much progress with no spikes, although a much more splash able addition.

I like spin for Registeel / Suicune / Celebi, although I still see this struggling to beat Skarm Gar as you don't have many ways of killing gar if they choose to conserve it.

6/10

Viability:

Good consideration for many metagame threats, clear effort shown to check fighters gar etc.

With Suicune not being rest, I believe this is too weak to fire type attacks.

Hinging a bit too hard on Steel and Bi to be at high health, could get very dicey into physical attackers mainly lategame Meta and Tar.

6/10

Originality:

I quite like this, although Registeel seems to be the flavour of the month again.

Don't agree with some of the set choices here, but undoubtably original.

7/10

Explanation:

Quite clear the builder had an idea in mind and stuck to it.

Don't agree with some of the conclusions here, with sand up (and there being no weather clear here) sub Suicune doesn't beat Blissey very cleanly at all if played well by the opponent. You get to about +3 w/ sub up at 25% HP if you cm on bliss coming in, and you don't threaten a 2HKO from this position.

Same with Medicham, and while it does indeed to massive damage to a lot of teams, there's nothing in the back that takes advantage of these holes, as you're never actually going to remove tar or bliss.

4/10

Adaptability:

Quite linear gameplay here, either Medicham or Suicune puts you so far ahead you can't lose, or you just get outlasted. I don't think this has consistent breaking power vs a variety of structures.

4/10

Total: 27/50

Maybe something like this for medi to try and get even more value, I like the idea w/ twave

<https://pokepast.es/25f404bf2d353e97>

Triple Trapper by Forte

<https://pokepast.es/aef2f2d61002a81f>

Synergy:

Clear cut synergy in trapping for Snorlax and Suicune. Very linear removal of barriers to them setting up.

I like the addition of BP lead Medi, forces many strict paths from the opp (especially tar lead), and you can get some free value or traps off.

9/10

Viability:

While I'm not personally a fan of all in on lax type stuff, it clearly works and has a place. Tried and true, although I don't this ever will rival the metagame status of spikes teams.

8/10

Originality:

The basic team structure is pretty well known, which helps with innovations like this. I quite like Medi and Doom here, but it makes it truly reliant on the sweep working out.

6/10

Explanation:

Clearly thought-out process, solid ideas all around.

7/10

Adaptability:

The gameplan while solid, is very linear. Not much room for adaptation.

For example, if skarm mag or skarm dug get a double I don't see how this matchup can get turned around if the opponent plays well. Minority of cases for sure, but the wiggle room is taken out by being so all in on the sweepers.

4/10

Total: 34/50



Medi ZapDug by Celdanami

<https://pokepast.es/66116f083446fbba>

Synergy:

Weather clear for sub salac is a classic, I find it interesting to use a pretty novel set there.

Zap Dug for a special sweeper is always fine, bonus points for integrating the weather clear there.

My issue with the above is that both sides of this coin are kind of opposed, where I don't see how having Medicham here specifically is better than Zap Dug with more special threats.

That is, I see you removing one of tar and bliss vs standard spikes, and not being consistent with getting both. Also, if the opp doesn't give up mence for free I see it being a big issue.

8/10

Viability:

A few dire matchups like aero spikes, dd mence, overall does a fine job of getting it done.

6/10

Originality:

Most of the team is in pretty standard zap dug territory, the additions of medi and meta are novel, but I think a bit out of place.

5/10

Explanation:

Not much to comment on, but what was said is pretty accurate.

2/10

Adaptability:

Not very good, either this gets the sequence it wants and cooks tar bliss, so it really goes down hill. Not much that can save you in bad matchups.

4/10

Total: 25/50

Triple Band by Tomotaco69

<https://pokepast.es/39fb61fb36964284>

Synergy:

Good starting idea to overload physical defenses, Houdini is nice on these kinds of teams.

I think after that and aero, you're getting too greedy with brute forcing it.

Medi could easily be setup here, and I would argue that's probably better.

With something this offensive, needs to be committed to winning quickly or losing, and while suicune is a fantastic pokemon I don't think it's what needs to be here.

5/10

Viability:

Lacking in any manner of zapdos switch in. Gar is very free against this as well.

Quite reliant on t1 boom landing on skarm.

Very vulnerable to ddmence, with it being difficult to to keep suicune healthy enough considering the lack of defensive backbone.

Probably need a real rock resist.

4/10

Originality:

Houdini tar aero I like, medi could even possibly fit but I think the choices here, while novel aren't the best at making the team consistent.

5/10

Explanation:

Appreciate the Suicune glaze, but this isn't the team for the goat.

4/10

Adaptability:

Very reliant on meta to remove skarm, otherwise it's hard for tar and aero to actually chip the rock resist for each other fast enough.

Rest Suicune is better here to set up, and helps in more matchups.

Vs stall you simply need to flinch the shit out of them I guess.

4/10

Total: 22/50

Ludicolo Medicham by Dark Catman

<https://pokepast.es/ed23bad94a35f358>

Synergy:

Typical good synergies of dug + weather clear, skarm + gar.

Very hard to fit that in together, and the sacrifice is clear with no rock resist or fire switch in.

Again I think it's a bit difficult to assume you can trap both tar and bliss, so either you play with sand up or with ludicolo walled by blissey.

Rest zap is a nice idea here for some offensive presence from your special check.

5/10

Viability:

Will struggle into spikes aero, mag offense, probably even matchups it should be good into like tar bliss.

Don't think you have enough breaking power to be worth the free turns dugtrio will give up.

5/10

Creativity:

I am liking seeing how many ways we can clear weather for Medi. But the issue here is that you're not beating skarm that easily.

Points for ludicolo, but you're in a weird spot of mixing a few styles.

4/10

Explanation:

Good focus on a clear goal, but I think if you want to reversal sweep enemy skarm needs to be dealt with.

One suggestion would be to forego skarm gar and really focus on making it offensive, as realistically Ludicolo isn't the best way to clear weather if that's all its going to do.

6/10

Adaptability:

I'm seeing a pattern here, and it might be on me for picking Medicham as the mon of choice.

Very strong matchups where this works out well, but lacking in options in the dire matchups.

3/10

Total: 23/50

Cmspam Camel by Earth Traveler

<https://pokepast.es/be9c6bdc11ff9f47>

Synergy:

No clue what Medicham is doing on this team I won't lie. The kinds of pokemon (save zapdos) it does big damage to early game aren't problems for special offense.

Interesting to see Cmers on specoff packing ways to beat bliss instead of using dugtrio, so I like that. My issue with rest Suicune here is it gets a bit too slow for the type of team you're attempting to use.

Sub Cm rachi is broken +5 points.

Gar should probably drop wisp here, fine on specoff though.

One big issue it no consideration for the things that normally cook special offense (aero, ddmmence, snorlax).

4/10 (9/10 for the best rachi set)

Viability:

Not looking ideal into the above, and I can see this struggling to regular skarm bliss stuff more than in should.

Undoubtedly the cmers get a lot of wins though, but not the ideal support.

Lacking a rock resist (No cm rachi doesn't count)

5/10

Originality:

Very different from the other things we've seen, especially using the camel here.

A bit too far on the gimmick end of the spectrum for my liking.

5/10

Explanation:

Clear why some choices were made, but needs more thought to counter very pressing threats.

4/10

Adaptability:

Going to give this higher marks than I maybe should, because rachi and Suicune can beat almost anything if things go well.

Ice punch freeze can save you in some bad matchups, but that being your out while good isn't promising in the builder.

5/10

Total: 23/50