

Pre medicham:

Water: wins:29 losses:39 mirrors:3
Normal: wins:22 losses:13 mirrors:1
Fire: wins:9 losses:9
Psychic wins:24 losses:27 mirrors:2
Ground wins:23 losses:34 mirrors:7
Rock wins:4 losses:8
Dragon: wins:11 losses:10 mirrors:1
Fighting: wins:11 losses:14
Fairy: wins:34 losses:37 mirrors:3
Poison: wins:18 losses:17 mirrors:2
Electric: wins:19 losses:21
Steel: wins:46 losses:26 mirrors:3
Ice: wins:3 losses:5
Dark: wins:3 losses:9
Grass: wins:10 losses:8
Ghost: wins:3 losses:6
Flying: wins:34 losses:24 mirrors:2
Bug: wins:9 losses:11

Includes rounds 1-5 of the monotype open, losers finals and finals of the monotype winter seasonal.

Post medicham:

Ghost: wins:2 losses:1
Flying: wins:4 losses:10
Poison: wins:4 losses:2
Fire: wins:0 losses:2
Grass: wins:3 losses:1
Fairy: wins:3 losses:6 mirrors:1
Ice: wins:0 losses:2
Psychic: wins:8 losses:5 mirrors:2
Steel: wins:3 losses:2 mirrors:1
Bug: wins:1 losses:2
Normal: wins:2 losses:4
Water: wins:10 losses:2
Dark: wins:2 losses:1
Electric: wins:2 losses:1
Dragon: wins:1 losses:1
Ground: wins:3 losses:5
Rock: wins:0 losses:1

Includes: mpl week 1, farm league round 1, and semifinals of the monotype open.

Before medicham**Number of times used out of 653 games**

Water: 71
Normal: 36
Fire: 18
Psychic: 53
Ground: 64
Rock: 12
Dragon: 22
Fighting: 25
Fairy: 74
Poison: 37
Electric: 40
Steel: 75
Ice: 8
Dark: 12
Grass: 18
Ghost: 9
Flying: 60
Bug: 20

After medicham**Number of times used out of 100 games**

Ghost: 3
Flying: 14
Poison: 6
Fire: 2
Grass: 4
Fairy: 10
Ice: 2
Psychic: 15
Steel: 6
Bug: 3
Normal: 6
Water: 12
Dark: 3
Electric: 3
Dragon: 2
Ground: 8
Rock: 1

Before medicham

Win percentage in tournament

Water: 41%
Normal: 61%
Fire: 50%
Psychic: 45%
Ground: 35%
Rock: 33%
Dragon: 50%
Fighting: 44%
Fairy: 46%
Poison: 48%
Electric: 47%
Steel: 61%
Ice: 37%
Dark: 25%
Grass: 55%
Ghost: 33%
Flying: 56%
Bug: 45%

After medicham

Win percentage in tournament

Ghost: 66%
Flying: 29%
Poison: 66%
Fire: 0%
Grass: 75%
Fairy: 30%
Ice: 0%
Psychic: 53%
Steel: 50%
Bug: 33%
Normal: 33%
Water: 83%
Dark: 66%
Electric: 66%
Dragon: 50%
Ground: 37%
Rock: 0%