



The PvP Manifesto

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An extensive analysis of Hypixel PvP

By Wefle

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Objective

I write this document intending to provide an esoteric overview of technical improvement in the PvP community and conscious refinement of pre-existing mechanics. By documenting mechanics (new and old) comprehensively and analytically, those interested may utilize this project to improve their gameplay and experience. This document is not designed for everyone - it is for those who are curious about what they do not know and those who seek to actively raise their bar and hone their technique(s). By viewing this message, you have shown your interest - I hope this project provides insight in areas that are useful to you.

Precursor

The patience and practice required for one to perform at the highest levels of Minecraft PvP is unlike any other video game. Before one can truly improve and reach the upper echelon of players, we must first make ourselves keenly aware of the future of the game, and take this into account when honing our skills. Minecraft is a very client sided game - ping, FPS, refresh rate, and mod based customizations all play a large part in shaping your player identity. You must know every counter to yourself, and play against it when applicable. To others, you must remain unpredictable at all times and flexible to whichever strategy you are presented with.

I propose we have comprehended and put into practice merely 50%-60% of what is truly possible in this game. In a community which can be classified as the 1% of regular Minecraft players, further being the best of these professionals is a title very few can say they have accomplished. In the future, there should be no flawless combat interactions with other experts. Fights between players should be block fights or trades - both of which require the precision of only a single hit to win. Within the last year, the average skill level of players has grown exponentially - with the decline of Hypixel, the dedicated community has brought itself to focus and we are now seeing a more intensive competitive format being born.

Years ago, W-Tapping would have been enough to start a combo against any player. Now, we must try our knowledge against others in an effort to find what works. We must utilize all PvP mechanics in different ways or be swept under the rug by those who can visualize it all.

Disclaimer

My research has been conducted on my own ping (50ms-90ms) and the strategies, sequences, and high tier mechanics may not function the same or at all for other ping ranges. While I recommend all users to read the document and become encouraged to explore the game further, not all information will be exactly relevant unless a user shares the same (or similar) ping range to myself.

Software

Regarding Minecraft specific software, one should invest in ExitLag - currently Hypixel is difficult to play without this program. ExitLag optimizes your connection (by using more efficient “routes”) to Hypixel and gives you more fluent hit registration and a better user experience. For me, ExitLag is required at peak times of day. Prior to purchasing ExitLag, I played in the evening because my ping would only be stable then. Without ExitLag my ping is usually around 30ms-40ms higher than it is otherwise - despite having stable and reliable internet. Do not use StopTheLag or Rago Optimizer.

Generally speaking, the better your computer is, the better you can potentially become at Minecraft. Higher refresh rate and FPS allows you to react quicker and play to your inputs more precisely. Although having a worse computer will not deter the average player, having a high end setup can help you improve faster than otherwise.

Effective Practice Introduction // Improvement Servers

I do not believe in training for Minecraft, nor putting any specific practice techniques into daily routine. Neither doing aim drills, using BedwarsPractice regularly, nor bridge practice will have you improve more at any notable rate. These routines are simply not realistic or required to reach the highest level of Minecraft players. As mentioned earlier, the game is much different than others like CS:GO, VALORANT, Fortnite, or League of Legends - so thus, common aim practice will not be as effective. Granted, if a user is coming to Minecraft with no prior aiming experience (or does not have great control over their mouse), aim training may be advantageous to build basic habits and give these individuals a good baseline for what acceptable aim can be. Otherwise if one has above average aim, it is enough to pause on until it is required to have great tracking.

YouTube tutorials detailing PvP techniques are also useless to you if you possess a basic understanding of standard PvP. 90% of YouTube creators do not understand the complications of the combat, and thus do not provide any useful information other than showing you their keystrokes. This can be useful to some people, but others will have difficulty understanding when and where to use these techniques - information which is seldom explained by these videos. Most tutorials don't even explain how ping affects the game - and year (or more) old tutorials simply do not take into account recent developments of mechanics. I spent hours and hours watching Wqlff videos and rewinding to look at his keystrokes - it has never yielded me any notable results.

In substitution, practice these strategies in your own way against good players - your goal should be to slowly implement this knowledge into your gameplay subconsciously. Ideally, you should strive to get to the point where you can beat most skilled players on autopilot. From here, fight players you struggle against consistently and learn counters. No human has the capacity, training, or skill to actively and optimally implement every game mechanic in every scenario as a focus. While perfection of the game like this is not feasible in the present, this does not mean we can't achieve a similar result with subconscious knowledge of the game. Minecraft as we know currently, is a game where practice is placed above all other aspects. This is contrary to my previously mentioned statement of training being redundant to Minecraft - practice is not equal to training. Practice is playing what you want to get better at passively with intent to improve in the moment - training is practice in the essence of preparation and not in the moment. Though it should go without saying,

How do you practice effectively, then? Certainly not on other servers. If your goal is to become great at Hypixel Bedwars or Hypixel combat, then playing on Minemen Club will not help you. I advise playing sumo/boxing on Minemen Club only to practice core mechanics - though after you have reached the range of "proficient" in these areas, doing this will become redundant. As it may be obvious to some, I suggest Dewier's Housing/Bridge Fighting to practice. I don't play Bedwars much anymore, though I do play Bridge Fighting and practice my pvp skills and technique. Will I ever play in any large pvp tournaments? Likely not - though I practice because I enjoy it!

Prodigy // Opinion

Prodigy is a Discord server that teaches players how to PvP and play Ranked Bedwars better. In this server, many free resources are offered. Prodigy also offers paid coaching from high tier players - I believe paid coaching isn't an efficient use of money for the Minecraft format. A game like Minecraft requires mechanical precision on a level that cannot be verbally transferred accurately between players. Though this manifesto aims to do this, there is so much I

cannot put into words that goes into decision making when fighting. Plus, this is a free document giving information to the best of my abilities - you don't have to pay for this knowledge.

The Prodigy team has been very kind to showcase this document on their server. Thank you!

If your goal is to get better at Ranked Bedwars specifically, then you may want to invest into VOD reviews rather than paid coaching. VOD reviewers can tell you about your past mistakes in real time, and help shape new ways of thinking about specific circumstances. Most Ranked Bedwars players PvP at the same or similar level - leaving gamesense as one of the other most important factors separating high tier players from low tier ones. This is not to say that the server does not have any value - if you are unfamiliar with the key aspects highlighted in the server then it may be in your best interest to explore the server to find the information you need to know. This document aims to go in-depth into mechanics and topics that aren't otherwise discussed (in a holistic way) in the community at this time. Join Prodigy [here](#).

Mentorium // Opinion

Mentorium is a smaller Discord server focusing on VOD reviews and coaching by community players. As mentioned in the above section, I don't believe paying for coaching is a worthwhile idea. As we will explore later in this document, practice and learning by your own ping and skills will give much more results than paying someone else to teach you. It is likely that a coach would also be a different ping range than yourself, and mechanics/strategies that work for them may not function the same for you. I would recommend coaching services for those brand new to the game and who aren't familiar with mid tier mechanics (only if the pricing is reasonable), but coaching becomes redundant for players with the pre-existing knowledge of these strategies and is not worth paying money to hear something you already know. I classify coaching under general mechanical knowledge and VOD reviews under gamesense and problem solving - I used to do VOD reviews for a server named Hypixel Academy where I first met browee - through a VOD review actually. I find having a recorded video of yourself explaining ideas and strategies based on one's gameplay to be the most optimal way of learning gamesense besides practicing the game yourself. If you find gamesense to be an issue or would like to learn more, VOD reviews from highly skilled players may be your best bet - otherwise, learn your own way and certainly don't pay others to tell you how. I guarantee this document has more knowledge about pvp and mindset than what is offered anywhere for a premium price - and it's free! 😊

Determining Legitimacy (Theoretically)

While determining whether or not a player is legitimate will not help you improve at any different rate otherwise, it is a nice thing to know. We can (at a specific level) accurately determine if a player is cheating using a series of graphs and concepts. I have not yet created a specific system to visualize this process, but the following showcases my preliminary ideas and conceptualization. The idea is comparing a player's hits to their knockback. Certain ping ranges have thresholds of what is and isn't possible. I.e, a 200ms player cannot first hit a low ping player if they too are first hitting.

There is a line that I have in my mind that I refer to when fighting a player. With this knowledge, I have been able to accurately determine whether or not a player is legitimate with very precise accuracy. This line (and what the feel of knockback and reach compared to it) can't be worded yet. Though at some point if a player's knockback doesn't match their hits (and vice versa), then that player is cheating. Usually, this is tellable via ping - if a player takes 150ms player kb but has 40ms hits, then something is clearly wrong. Commonly, this will be the velocity jump reset module or slight reach if these two ideas do not line up. These assessments aren't made after a couple fights - I fight the player extensively before deciding what I think of them. Certain players of course may have their settings a little higher than others, so it may be easier to assess them depending on how blatant they feel. Since this method can't effectively be put into words, my suggestion is to practice until you can tell at high precision - though be careful about throwing baseless accusations out - it may be hurtful to other players' reputation.

Further explaining my process, I pay attention to players' hits and their knockback. If I feel a player is faintly closet cheating, usually it's because their second or third hit doesn't match their knockback and vice versa. Typically normal velocity will affect these two hits - anything further than that is uncommon unless blatant and first hit knockback is difficult to classify due to it being the first hit. As briefly mentioned earlier, determining whether or not a player is legit will not help you improve faster - though, I would recommend paying attention to this section so that you do not develop unrealistic expectations of what you should and shouldn't be able to do when fighting cheating players.

Another idea to determine legitimacy is paying attention to what mechanics a player is using in their fight and comparing it to their results. For example if a player is always clicking and getting far hits, they're likely low ping and autoclicking. This may be difficult to tell for normal players, though developing this mental context to assess these things may prove useful in telling if a player is legitimate or not.

Advanced Mechanics Explained

Though many “advanced mechanics” are well known, some are lesser explained and are performed improperly - and the results do not occur as intended. This section aims to delineate such tactics on a more advanced level. I’ve labeled each mechanic by a “pickup” and “mastery” rating.

Pickup:

Refers to difficulty for a player who has not used the mechanic before, but is knowledgeable of the according “prerequisite mechanics” - i.e, hit selecting can be referred to as a prerequisite to midtrading (1-10).

1 - very easy to learn

10 - difficult to learn and use at an above average level

Mastery:

Refers to difficulty for a player seeking to master the mechanic (1-10).

1 - easy to master

10 - exceptionally difficult

Hit Selecting // Explanation

P4/M5

A couple years ago I created a hit selecting tutorial designed around The Bridge on a friend’s channel - this video is a VERY brief overview, but serves as a visual representation of what happens when you hit select - you can see the video [here](#). It’s important to note that hit selecting after a longer time and holding w for your first hit tends to be more effective on high ping players (known as deep selecting), whilst w tapping for your first hit tends to be more effective against low to mid range ping players. Of course, one solution does not fit all players and you must experiment appropriately as mentioned earlier. Hit select chaining also works well against high ping players (despite using the quarter select function and timing). More about this later..

It’s also very important to mention that most good players will counter a hit select relatively easy - ergo, holding w for their first two hits. This negates the effects of the hit select only if you do not midtrade. This counter may also be known in some instances as “zest tapping” which will be explained soon. It’s likely that the opponent will w-tap on the third hit if they hold for the first two - if you are hit selecting up until the third hit, you are at a disadvantage. To counter the counter of hit selecting, one must implement strafing into their movement patterns. If sequences between players were performed both head on all the time, Minecraft would be a

much less diverse game in the way combat is performed - because of strafing, the concept of aim and tracking is added as a required skill. High precision mechanical aim is not always needed, however it certainly helps. If you lack the ability to track your opponent even if they walk through you, predicting where they will be can act as a good substitute. For example if a player is high ping, you may expect them to walk through you. Less skilled high ping players will not counterstrafe while doing this, while higher skilled players may switch their direction of movement directly after walking through you. Consider the skill level of your opponent and pay attention to their past moves - this will help you predict where they may pop out of after walking through you.

Hit selecting (currently) can be divided into a couple different categories. Saying you “hit select” someone doesn’t give enough information to let someone know the timing. I personally divide my hit selects into 3 (or 5 in specific circumstances) categories. Any more is excessive as the specific timing isn’t something that we can put into sequence recognition, nor does it make any notable difference to divide a 3 into 9 or 12.

Parry

- Hit selecting within ~0.1 - ~0.25 seconds after you are hit. This gives the illusion of trading on the same hit, but may prove useful against some players. Parrying is likely to be a counter to a player only if no others prove effective, and thus is not mentioned much on the Master Counter sheet. A perfect parry counters every player, but is near impossible to have complete precision/control over this type of hit select. This is a perfect counter due to the precise nature of the user’s first hit - though is incredibly difficult to chain because of this same nature - your window of success is the same amount of time offsetting your opponent’s first hit and yours.

Quarter Select

- Refers to “25%” of the time compared to a Deep Select. Hit selecting within ~0.5 - ~1 second(s) after being hit. Quarter selects counter most players of low to mid range ping (with a countering sequence) but will prove mostly ineffective against high ping. Quarter selecting plays off of the normal “hit selecting” and is sometimes called “light hit selecting” - though I find the term “light” to be quite subjective and is referred to as “Quarter select” in this document due to the timing parallel with the mechanic itself instead of what someone determines to be “light”.

Deep Select

- Hit selecting 1+ seconds after being hit. Anything longer than 1 second after the initial hit should be paired with some sort of exaggerated strafe to be effective - if this does not happen, then the player will double hit when you are trying to hit select them. This is most effective against hit ping players and players who try to hit select a lot (though

should be paired with a strafe of any extent in both cases). Deep selecting has no direct time frame of effectiveness - anything longer than a 1+ second offset of hits can be considered “deep” due to the extravagant nature of the timing.

Different/more explanation can be found above the Master Counter sheet

The other 2 types of hit selecting can be placed between Quarter and Deep selecting - i.e, different intervals for more precision. However, I have not named these nor are they relevant in normal conversation as of yet. Hopefully in the future we can educate players to use these terms to describe their playstyles better :)

Briefly revisiting the initial sequence of keys after being hit (as demonstrated on the Master Counter sheet) - on minemen club and any servers other than Hypixel, it is usually best to w tap on the first hit of the opponent. On Hypixel, holding w for the first hit will usually yield better results. However, this always is different for every player and may change depending on their playstyle.

Midtrading

P5/M8

Midtrading is easily one of the most powerful mechanics that has been discovered in Minecraft thus far - in its simplest explanation, midtrading is hit selection on every hit. Very few opponents will require more than 3 midtrades in a row, but eventually I predict this will be necessary against all good players. To beat any player, two perfect midtrades will often (but not always) deal the required amount of knockback UNLESS the opponent is higher than ~130ms. This will cause their knockback to be delayed from your w taps. To effectively midtrade against this ping, offset your hits and w taps accordingly. Zest tapping/triple hitting often counters players who don't seem to be countered by double hit selects.

Midtrading is difficult to learn and unfortunately cannot be explained efficiently over text - however, practicing hit selecting on every hit will vastly improve your performance. It truly is a night and day difference once mastered.

Countering someone who relentlessly midtrades can be difficult for average players, though an easy way to think of it is to randomize the timing of your hits. Midtrading relies on timings in itself, so drastically changing when you hit on the second or third is usually enough to break the midtrade - i.e, first hit on the third midtrade sequence instead of quarter select - as many players do. If the concept of midtrading is still a little fuzzy to you after practicing, I would suggest looking at the midtrading section in the Prodigy Discord server for beginner's context

Zest Tapping // Triple Hit Sequence

P3/M4

Want to play Minecraft pvp in easy mode? Great! Zest tap everyone. Zest tapping is the most reliable combo starter on Hypixel and plays off the counter of hit selecting. To zest tap, hold w for the first two hits then release on the third. Doing this while slightly strafing allows you to keep a combo. You may click consistently for the first 2 hits, but the third hit must be timed or you will usually lose the combo. I will be referring to “zest tapping” as “triple hit(ting)” for the remainder of this document, as this is not a new concept and previously went unnamed - however, “zest tap” sounds dumb. Demorph is creator! 🙏

Like midtrading, it takes practice for good execution - however it is very satisfying to combo using this method. Triple hit comboing requires you to take care when you are holding w and not - against different players, you may need to delay by some amount the triple hit sequence. For example, it may be easier to start the triple hit sequence immediately in a trade against low to mid-range ping players. Against high ping, this rarely will work and may require you to have reach advantage before proving effective.

While “offsetting” any sequence may seem daunting at first, an easier way to think of it (in the context of triple hitting) is to w tap either once or twice before attempting a triple hit. W tapping three or more times is redundant and ineffective when setting up the appropriate spacing for a triple hit sequence because the opponent will likely be too far out of range. If regular triple hitting and offsetting is proving ineffective against an opponent, consider walking through them and starting the sequence. This will commonly work against high ping or otherwise unaware players.

A (usually) foolproof plan is to w tap after the first hit then start the sequence and combo to your heart’s content - this is a strategy Dewier implements, though his specific three-hit sequence performs differently in a regular game. This sequence doesn’t work on everybody for everybody, so experimentation is key when sourcing when and where to use the triple hit sequence. Also, this mechanic is much easier on low ping.

Jump Resetting

P5/M4

Since this strategy is pretty well known, I will be omitting some context and focus a little more on practical usage in this document. Ideally, you should either jump reset on every 2nd hit (against players who DO NOT midtrade OR have a consistent hit sequence). Or, for any musicians reading, jump reset on weak beats. Logically speaking, players are more likely to hit

each other at the same time for the first hit than they are on the second, third, or fourth - because of this, the second and third hits are usually when players become further away from each other when trading - players don't usually make it past the fourth hit due to damage or sub optimal midtrades.

However, jump resetting in trades can be very hard (and sometimes borderline unrealistic). I would recommend only attempting to jump rest in trades when you are very keenly aware of your opponent's hit sequence and you are confident you can match it - as any faulty timing will send you out of the trade very easily. Because it is very unlikely for someone to jump reset with complete accuracy, it's often very easy to see when someone is using the auto jump reset module. Even using this module has its disadvantages - by taking less (and not normal) knockback, the player is unable to start as many combos as a result of them usually being in range of their opponent - this is why you don't usually see people auto jump resetting doing combos.

So what is a practical use of jump resetting? The answer is situational. Jump resetting should mostly be used defensively as a way to disrupt an opponent's combo and - for scarcity of another term - save your life. Usually jump resetting timed to your opponent's third or fourth hit will do this, but jump resetting on the second hit may be detrimental to you as you may still be in a trade. Minemen club sumo players like to do this when they're just about to be hit off the platform (around the last 1-2 blocks). The same ideology can be used in Hypixel as well - more effectively, mind you.

Sidestep

P10/M9

I have never seen someone perform this technique on me, though it is incredibly powerful if used correctly. Sidestepping bridges upon the concept of jump resetting - your velocity is reduced when jumping because you move the fastest when you jump. This also applies to the A and D strafe keys on the keyboard. On the second received hit of a trade, slightly hold either strafe key within a few milliseconds after being hit. This will effectively "bounce" you to another location. Combined with aiming, you can use this to "bounce" through your opponent and cause them to miss their next hit(s). If performed correctly, this will make a player look like they're bhopping - though this is not realistic practically as since this plays off the same idea as jump resetting, any offset of your opponents hits will leave you vulnerable.

Sidestepping negates your knockback in the same way jump resetting does, but is superior since there is more movement involved. Sidestepping is also unpredictable for your opponent as the type of instantaneous side movement isn't normally seen and can be mistaken

for velocity. As mentioned earlier, it's impractical to use this all the time but can prove game changing if used sparingly.

Another positive of sidestepping plays off the unpredictability factor - if you suddenly fly to another area of your opponent's screen, they will likely try and flick to you to regain control of the trade. Fortunately, the player performing the sidestep would realistically still be on their downtime knockback and would not move if hit. Timing the second hit after the sidestep to be at the very end of your downtime would maximize the value from sidestepping, though I think the Minecraft community is very far off from being able to perform something like this reliably.

Blockhitting

P2/M5

I originally had not planned to include any mention of blockhitting in this document, though recently I have been experimenting with this method of sprint resetting and have found it to be quite effective in certain scenarios. Obviously, blockhitting will be most effective in close combat (trade fights) as it allows you to reduce the damage taken - though its effectiveness goes beyond this.

Blockhitting acts as a secondary option to sprint resetting - which closely resembles s-tapping. S-tapping is effective over w-tapping in some areas as it allows for an instantaneous sprint reset (contrary to w-tapping, where there will always be delay between keystrokes - i.e, it is objectively faster to s tap than it is to w tap, because it takes longer to release a key and press it again than it is to tap a key once). Blockhitting acts the same way, while reducing damage as well as providing a near instantaneous sprint reset. Second, it is easier to blockhit than it is to s tap - unless the way you use your WASD keys is weird, you will naturally be restricted from one key. I.e, if you s-tap you will not be able to strafe in both directions whilst doing so.

Here's another thing about blockhitting that isn't commonly known - blockhitting resets your hitreg momentarily. Normally, if you hold w and click without timing on an opponent, around the 3rd or 4th hit you'll get hitreg. Even one blockhit around this time will reset your hitreg and allow you to get hits you otherwise wouldn't be able to. Using this right before your opponent leaves a trade (either by their error or your effort), will give you an extra hit which may be helpful in starting a combo. Besides starting a combo, blockhitting can be effective in replacement of a w tap, though may not always be a better choice than w tapping in some scenarios.

Blockhitting will also prove to be more effective for high ping players - contrary to what I've mentioned here already. This is because on high ping, minimal error is detrimental. Limiting

the amount of time that you aren't holding w or reducing knockback in some way is very important to winning trades. For some higher ping ranges, spam blockhitting may even be effective - see [Roviy](#) for an example.

W Tap // Alternative timing

W taps can also be used to reduce knockback instead of giving - you can W tap directly after your hit registers on an opponent and right before you hit the ground from a trade. Both deal knockback (as w tapping would) but reduce more knockback than normal due to having higher velocity on timings where you otherwise wouldn't thanks to this mechanic.

S-Tapping

P5/M7

Metro boomin' make it boom! Sorry, just really like Metro Boomin! Metroooooo!
S-tapping is an effective alternative to w-tapping, though may not work the same as you will be moving forward more than you will w tapping (due to less sprint reset time). Although this is a VERY minimal difference, sometimes this will cause you to be hit earlier or later (depending on ping) as your movement is offset. I personally only use s tapping in trades on very rare occasions, instead choosing to first hit using s tapping.

This method does not always work against all players, but is effective sometimes on very low ping and very high ping players - usually has little effect on any ping range in between. Using the S key, release w right before you enter the opponent's 3 block hit range, bouncing yourself out of the area and back in.

This is a very quick movement and S should be tapped for around a quarter second - for exactly the same time that w is released. Any error in this movement or timing (i.e, if your opponent hits you while you are not holding w) you will likely miss the hit - or at the very least, trade. Having control over your ping allows for easier recovery if you mess up, but may be harder for <40ms players and ineffective for anything above 80ms.

I made a cool drawing to illustrate this concept. (Left box is you and right box is the opponent - the line represents the 3 block hit range). The opponent should be hit an instance before you do the maneuver, or during - not after. This method is perhaps the most efficient way to “Prime hit” someone on low ping.



EU Counter

P5/M8

This strategy is a direct and unopposable counter to high ping players (~150ms+). A main problem players experience when fighting high ping players is that they get hits they shouldn't due to their delay - if one can position themselves where this delay is ineffective for high ping players, this may act as a counter. High ping players are more susceptible to a hit select than low ping players are, so walking through this player or strafing in a way that obscures vision is a good idea - though if the high ping player has good aim it may be difficult to pull this off effectively. Because of this, we do not need to walk through them at all - we can counter high ping players while looking directly at them.

Before I break down this method, it's first important to mention that this mechanic (similarly to other high tier ones) is not as reliable in all circumstances when compared to something like hit selecting or midtrading. As Minecraft grows, eventually the game will become mind games versus your opponent - these high tier mechanics provide a direct counter to a player, but only for those who know exactly when to use them. For example, sidestepping may only be useful for 1 in 5 trades, the first hit s-tap method may only work a handful of times before the opponent realizes what's happening - and so on.

Contrary to my last paragraph, this IS something you can use in a majority of fights - though you need very precise accuracy and timing for it to be efficient. Once an opponent is aware of you doing this, it will be incredibly easy for them to counter you - hence the niche use of this mechanic. The strategy works by completely stopping right before your opponent hits you (usually at the 3 block range) and only pressing/holding W as close to before your opponent hits you as possible. This bridges off of jump resetting because your velocity is directly tied to your

knockback reduction and (like jump resetting) you are moving fastest here. This hard counters high ping players because you are further away from them (around 3-2.5 blocks) than you would be if you hit selected normally. This takes away the advantage from high ping players.

Alternatively (and this sometimes will work better) you can release W fully for the second hit instead of the first. This has a little more functionality against low ping players rather than high as they are generally more responsible with their hits. Hold W for the first hit select, but release and time your W tap and hit against their second. This is very hard to learn and very hard to master, but is a very valid way of dealing with high ping players. Unless they hit select very hard! In that case, walk through them!

Hit Select Chain

P6/M6

Midtrading (and by extension double hit selecting) usually works off of timing based on your opponent's hit sequence. I.e, most average skill players will click one input after the next so their hits will always be consistently time-able (i.e, time midtrades 0.5 seconds apart with a 0.25 first hit offset to perfectly midtrade an opponent). If the timing of your opponent's hit is consistent, you may be able to "chain" a hit select. Usually this will last for 3 or 4 trades - sometimes more. If your opponent stays in this and repeats their same sequence, eventually you will gain the upper hand and send them out of the trade, winning the fight. This is a fairly simple mechanic that may have some obscure uses against players who repeat their strategy.

Jumping in Combos

Some people are keen to note that I jump in combos - I am usually asked why, and now I will explain. While I don't pair jumping with any specific sequence, it is used to level aim with a different area on the opponent's hitbox. This gives the user the opportunity to level their hitbox with their opponents - effectively allowing for hits with more reach if the user is moving faster (which they are, because at this point the opponent would be in the air from a two-hit, and the user is moving at a higher velocity because of jumping).

Perfect Midtrade

P8/M10

This is a foolproof strategy to counter (nearly) every player and it has two parts. This requires precise timing and understanding of how your and your opponent's ping behave. In its

simplest explanation, time every hit in context to your opponents while w tapping. You may either W tap on your own hit, or W tap when you are hit. Either way, your hits against your opponent's should be parries - see glossary for explanation of what a parry is. If your hits are timed well (cannot be done with consistent clicks), this counters everyone. Of course, (like many high tier mechanics) this is easy to disrupt if your opponent offsets their hits. Fortunately, this still functions as midtrading if the hits are around quarter select timing from your opponent's hit, so there is some leeway.

Functionally speaking, W tapping on your own hits will yield better results - this is because since you're hitting only after your opponent does, you will always be holding w with a charged sprint hit whenever your opponent hits you. The only way to counter this concept is to offset hits or force the user to hit first - walking through or offsetting hits heavily are both valid counters to less-skilled players performing this tactic.

Determining Skill

It is unreasonable for a player to expect to counter an opponent immediately. I strongly dislike the notion of a player being degraded after losing one fight. The perpetrator(s) of these incitements are (for lack of a better comparison) a fish in a sea of other aquatic animals which they feel inferior to. As detailed more below, one fight cannot determine which player is better - two cannot - nor three - I recommend 10+ fights to truly evaluate a player to a reliable extent. To truly determine the skill level of a player, we may assess their playstyle using the concepts below. I incorporate elements of these ideas into my Premium Manager fights.

Number Of Fights

- At the very least, 10 fights should be conducted to determine counterability (2-3 fights for each instance of combat probability - 1 or 2 left over for other circumstances)

Reuse Techniques

- Repeatedly use many techniques in order to determine if a player adapts accordingly.

Determine a counter to the player

- Utilizing your knowledge of a player's ping, develop (over the course of a few fights) a counter. Repeatedly use this counter against the player and determine if they can adapt.

Acknowledge Ping

- Acknowledge your opponent's ping and what is/isn't possible. For example, a high ping player (200ms+) physically cannot prime hit and achieve first hit results - nor can a low ping player hit select and have the same control as a high ping player can.

Skill Definition // Scale

I understand the importance of others to classify players in tiers or groups of skill - though I would like to propose a fairer (and more reliable) way to objectively tell how good a player truly is. To define a player's skill level, we may place their playstyle into the following table. While every player has their own strategies and techniques to use while playing, knowledge and implementation of key mechanics can allow us to gauge how skilled a player is. Realistically speaking, I believe most Ranked Bedwars players fall under the 6-7 range and PUGS/Premium players being around 8. I've encountered very few players who I deem to perform on the 9th stage (unfortunately most of which have turned out to be cheating), and only two players on 10 - though I cannot speak to their legitimacy.

	Synopsis	Likely ping
1	Player has no knowledge of basic PvP techniques, little tracking skill, and little to no movement variation	Any
2	Player is familiar with the concept of w tapping, basic tracking skills, and normal strafing patterns	Any
3	Player subconsciously w taps normatively and intentionally seeks out new strategies and improvements to their gameplay (learning mentality)	Any
4	Player is sufficient in w tapping and hit selecting, average tracking skills, and (normally) 1-1-2 strafe patterns	Any
5	Natural bridge between stage 4 and stage 6	Any
6	Player is experienced with w tapping, hit selecting, and is (likely) learning mid trading in combat. Has above average tracking skills, and utilizes strafe patterns in hit selects	10ms-200ms
7	Player understands on an average level how ping affects combat and is aware of what will and won't work on specific players.	10ms-150ms
8	Player understands and has developed different movement patterns to fight players of varying skill and ping. This player hit selects with reliable success and randomizes their play to counter opponents.	10ms-150ms
9	Player actively uses w tapping, hit selecting, and mid trading to pace the fight and hold opposition in desired position. Actively switches playstyle to counter players and is able to identify when required to play mind games to catch the opponent off guard. Actively demonstrates expertise in spacing, sequencing, and adaptability.	30ms-100ms

10	The perceived “perfect” player by all extensions of what is currently possible. Exceptional w tap, hit select, and mid trade timing/execution. Precise aim and utilizing truly unpredictable strafe patterns into sequencing. Can identify when they are being countered and are aware of which sequence they must in response, is able to recapture pace of fight accordingly by countering the counter, and is in full control over the fight when applicable.	50ms-90ms
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Perfection in Gameplay

Perfection in Strategy

What is the “perfect” strategy? What is the best way to play? The most optimal way to play against any player is to repeatedly use perfect midtrading then first hit whenever you’re at a disadvantage to reset the trade position for both players. There you go. That’s the most optimal way to fight players. Of course you need a good sense of timing and incredible reaction time, but parrying midtrade hits is the best way to reduce knockback and win fights.

This strategy will not be useful for most players as the game hasn’t really progressed to a point where combat is this close between players. As mentioned in the very beginning of this document, I speculate that comboing will be very unlikely against the best players in the coming years. Though, this is very far off from the current and there will likely be more innovations in the coming years that will change combat further.

This idea of the “perfect strategy” is theoretical in nature - this is what I consider to be the “best overall” strategy and I do not mean to infer that this is the CURRENT best strategy - but soon it will be.

The Perfect Ping

100 ping has been considered for a while to be the best ping for a long time - though I propose a different narrative. Based on my extensive analysis of pvp on 50ms-90ms ping, this appears to be the best range for specifically bridge fighting. In terms of damage reduction and strategic playstyles which don’t rely on close combat (i.e. bedwars clutches, RBW, etc) mid range ping is usually favorable. The real advantages of 50ms-90ms compared to 100ms+ comes from the versatility in strategy. High ping players physically cannot first hit a low ping player if both are attempting to do so - this naturally restricts high ping capabilities to reactionary strategies. This means that high ping players cannot control the pace of combat - they MUST play according to their opponents sequences. Lower ping players (in this context, 50ms-90ms)

are not restricted to hit selecting and may derive their strategies from a number of different mechanics.

Hit selecting works notably better on low-low mid range pings (50ms-90ms) compared to low ping (20ms-~40ms). 50ms specifically allows the user to first hit with reliable success, while still having control over strategies that use timing in their strategies. While timing is the baseline to strategies like perfect midtrading, EU counter, midtrading, and sidestepping, it is still very possible to react to your opponents hits and still use these strategies (though, to notably less success than perfect timing). If one's ping is too low, these strategies must be timed instead of being based on reactions - therefore limiting the usage and effectiveness of them.

100ms has very good knockback reduction capabilities - the ping can be considered a middle ground between the best benefits of both ping ranges. 100ms has similar responsiveness to the server as a low ping player would, and also has the knockback reduction present in high ping players as a result of delayed packets - without them feeling as delayed client side. To summarize the idea, low ping has more capabilities for innovation of strategies due to it generally being more responsive than any other ping range - it has the possibility to pull important assets from all ping ranges, and generally is the lowest ping range before there are diminishing returns ("frail" nature of knockback present in very low ping players, easy to first hit, little time to react, etc).

Until players begin to incorporate more advanced mechanics and strategies into their gameplay (which likely won't happen for a while - even after releasing this document) 100ms will continue to be the best ping due to its comparatively medium position on the ping range scale. Eventually, I propose that players will likely need to be around the 50ms-90ms ping range to have a chance at competitive viability - in the context of pure pvp that is.

Perfection in Mentality

While (objectively) there is no perfect mentality, one can adapt certain values from many areas and craft a mindset that promotes improvement in skills/personality and logical rationality.

This level of consciousness is beneficial when competing in a game like Minecraft - separating oneself from negative parts of the game while allowing for room to improve techniques and grow. This has profound benefits that aren't restricted to gaming, but will likely provide unique advantages applicable in everyday life.

Conclusion // Closing Thoughts

Though I expect few people to have read (and even fewer to comprehend) all the parts of this document, I thank everyone who has opened this project. I consider this document to be the magnum opus of my contributions to the pvp community and I very much hope the information shared here shapes the way the game is played in the coming years. This document serves as a guide, a manual, and a hypothesis about how to play the game on the top level. I have never thought of myself to be the best housing player, nor do I think that it is reasonable for there to be a sole best player - though I am honored and thankful to be considered so.

The Minecraft community (collectively) has brought me exponential personal fulfillment and I express the utmost gratitude for those who I have worked with over the years. I haven't had an easy life thus far and having the opportunity to be a part of this game in a meaningful way helps me keep going - thank you.

Special thanks to:

xorshi, MattTek, Browee, SkillUp, oDynamical, Nick_616, Trolling, natt, Eris, iB4NANA_, Dark, Pactel, JokerTwisty, the greatest, Kryul, aestheticallysad/the Prodigy team, EliasV, Grin, Adrián, Deeper, and you.

Until next time,

- Wefle



Optimization // Hardware

Optimization // Hardware

Staying Safe

I don't use what is promoted in optimization servers (Hone, Rago, etc). Since I have a very good computer, I've custom tuned my settings to how I visually want my game to look. I do this so that when I play Minecraft, it's something I enjoy looking at as well as play.

I don't use any system optimizers anymore - I've used Hone (back when it was known as ctrl) but since upgrading my PC I no longer need software optimizations. While Hone is a trustworthy program, I cannot say the same for other newer programs promising game changing optimization - hence why I'll never directly promote a program I do not trust myself. Not to say that these programs are malicious, though their sophistication is far more than what I understand (i.e, I don't know what exactly these programs do to someone's PC). As I become more conscious of my digital footprint and personal files being mixed with the internet, I no longer take risks when it comes to my computer - this means not running files or programs I don't completely trust - I suggest anyone to adopt the same philosophy.

Any major optimizations (external from Minecraft) that I am aware of I do manually - i.e, disabling gamebar, high performance power settings, typical things. I use ExitLag only because it is purely a network optimizer via routing - similar to how Cloudflare WARP works. Do not use StopTheLag.

Hardware

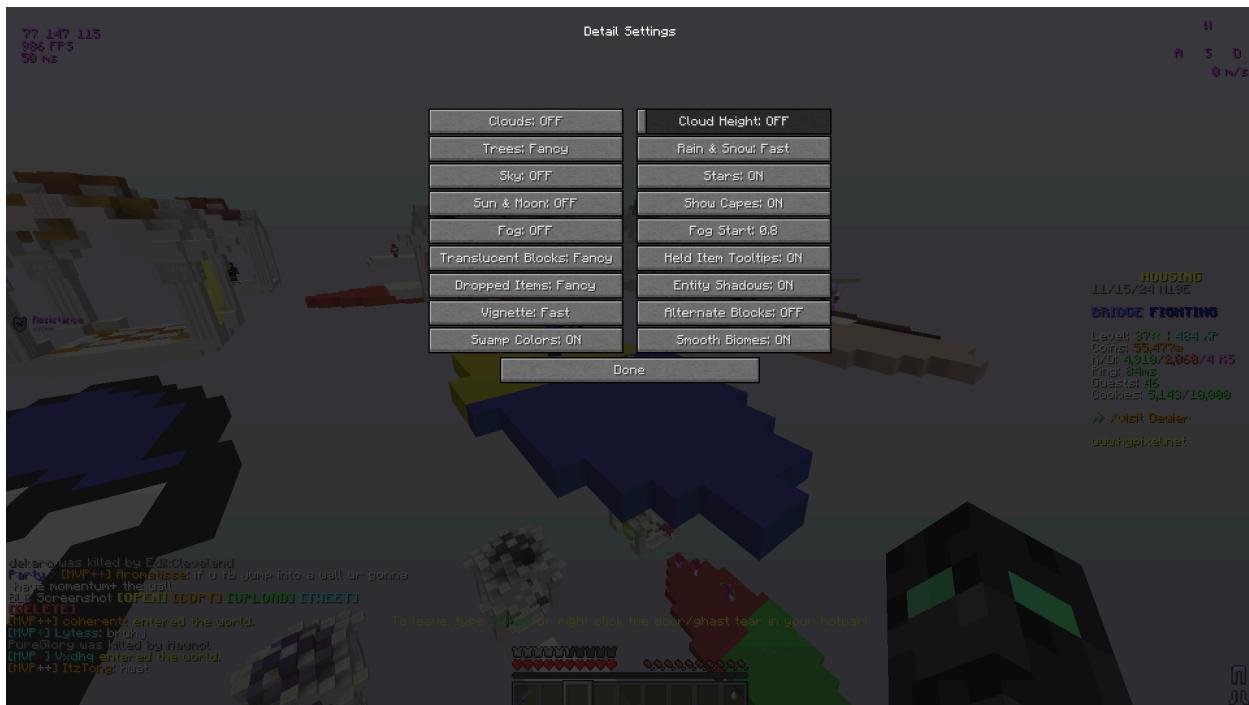
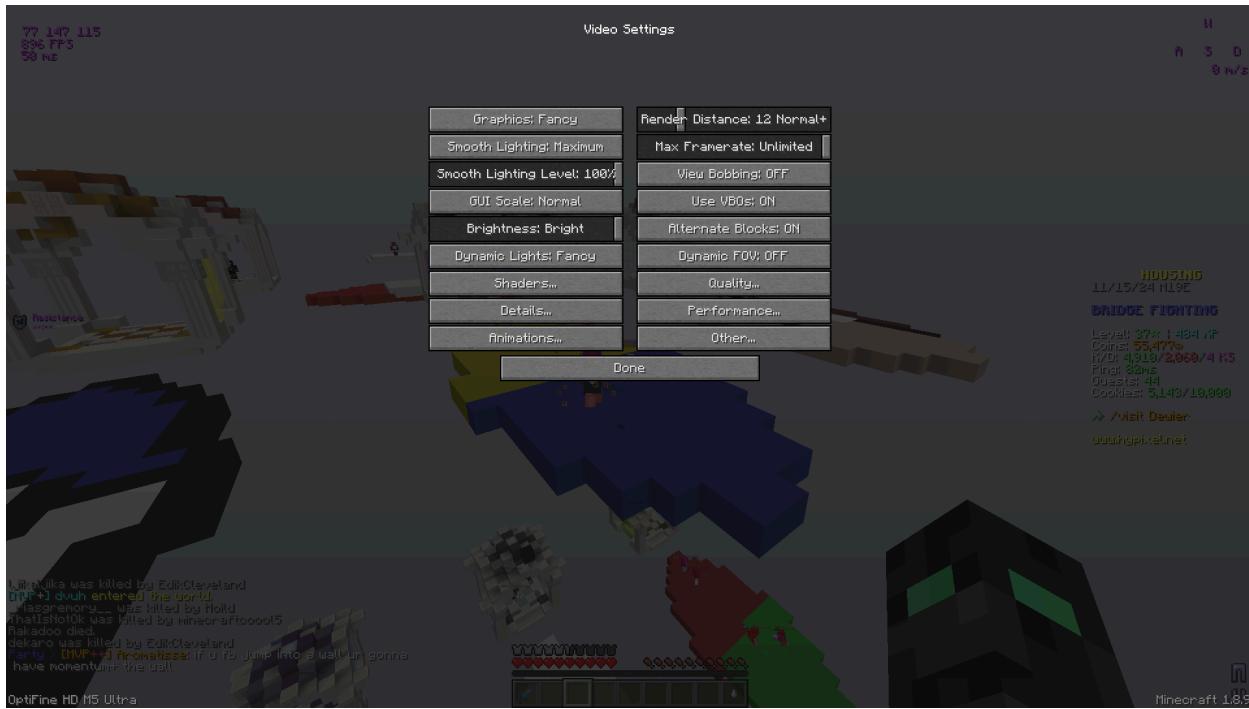
You don't need good hardware to play Minecraft or be good at it. I know plenty of players who are very good at the game while only using a 60hz monitor and normal clicking. While having good hardware can improve the ease of playability, it's never necessary. However if you were to use anything from this list, your first priority should be upgrading your computer to run at least 200-300 stable FPS on Minecraft and at least a 144hz monitor. I consider this the bare minimum for any competitive activities.

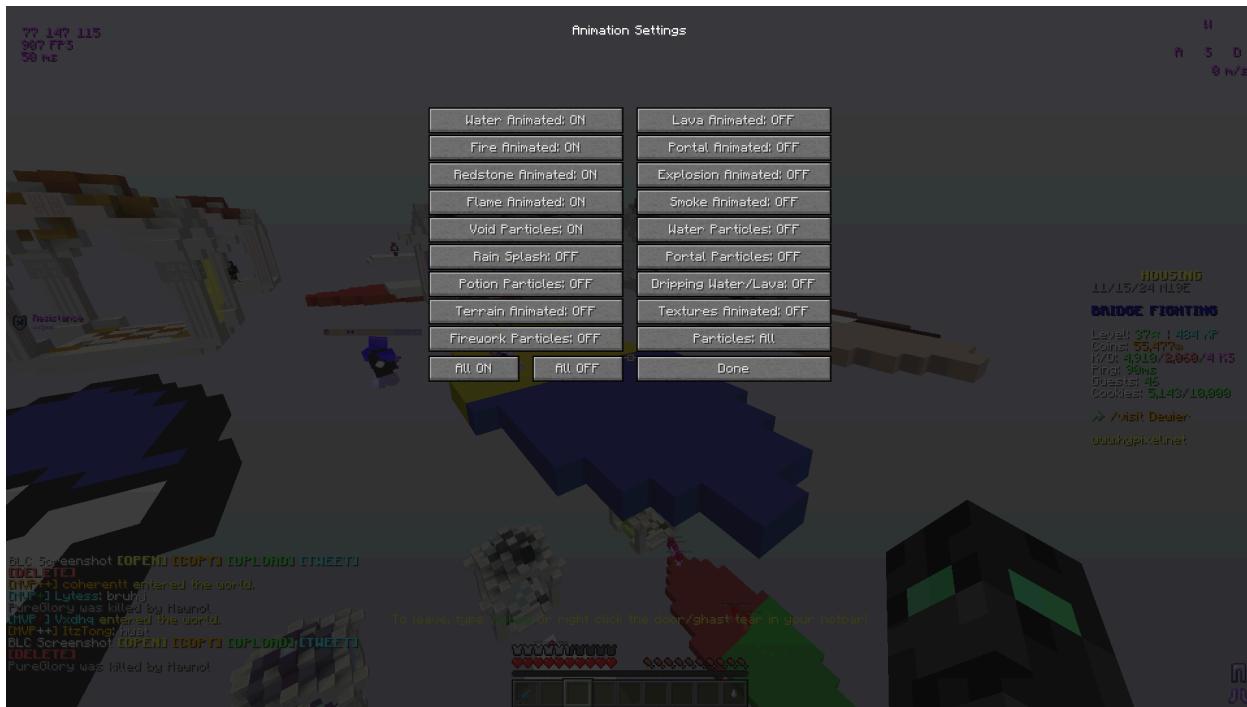
Optimization

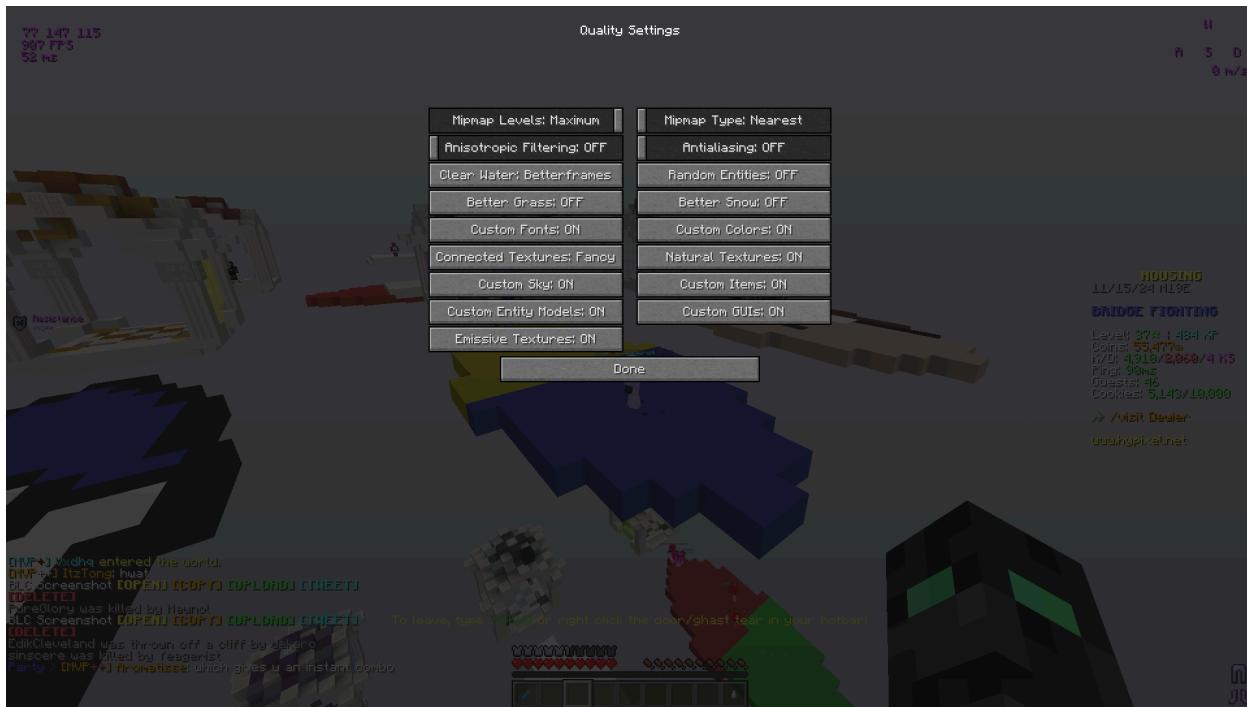
Here is a video showing some very useful manual system optimizations that can help increase FPS - [link](#). Although the video mentions registries and other in depth customizations, I would stay away from these as changing registries is often very high risk for minimal reward - i.e, the information of changes in registries are often seldom documented and don't really change

much in terms of performance. Other general PC optimizations can be found in either the [Hone](#) Discord or [Prodigy](#). I would only trust Hone to make *automated* optimizations on your computer.

Game Settings











Mindset Overview

Personal Introduction // Mindset Overview

Agreed to by many, the Minecraft competitive community is seen to be one of the most toxic and unforgiving communities online. Hate is abundant and intellectual theft is commonplace. If one wishes to compete at the highest level, they must stay willingly separated from these toxic ideologies and pursue a more objective “true” and “mature” playstyle/lifestyle. Playing while under the influence of any negative mental states (hunger, anger, etc) has an obvious detraction from one’s performance. Staying impartial (or, preferably optimistic) has profound benefits on in-game performance.

Compare this concept to mainstream news - one does not want to watch “good” “happy” or “light-hearted” news stories unless it directly pertains to them or captures interest in a topic they are informed of. “Good” news (in the vast majority of cases) carries no questions - it is designed to make you feel content and happy, rather than invoke emotion from you. Humans (biologically speaking) are curious creatures - we take interest in negative things. Negativity sells - whether this be by drawing questions, emotions, memories or money from you. Anger (and hate by extension) is a wasted emotion for most people.

We must channel our anger elsewhere than our current task or our performance shall suffer as a result. Anger clouds our mind and distracts us from what is truly important - often focusing us on negative or less important aspects in our current situation. In each instance of combat, pay attention to your practice. Allowing your subconscious to fight for you leads to bad habits unless regulated. Stay focused, sharp, and impartial when playing and you will improve exponentially compared to before.

Aside from positivity towards (and in) the game, you must retain a healthy mindset towards you and those around you. One truly is who they are around. For example if one spends a lot of time with drug users, statistically, they may become a product of their environment. If one is close to a group of dominant individuals with very opinionated political views, then they too shall adopt these concepts into their everyday life. We truly are who we spend the most time with - sometimes you may choose to cut out or remove people from your life in pursuit of a happier existence (of course, doing so politely and in means to cause as little disturbance as possible). Weigh your activities and ensure they bring you joy and happiness. Video games are supposed to be fun - double check that they are still doing this. If you no longer enjoy a game as you once did, (or develop a love-hate relationship with it) perhaps it may be time to find something else. All is fine in moderation - however, if something is doing more harm than good to your personality, you need to act.

I, for one, have been playing Minecraft for over eleven and a half years. During this time, I've ensured to keep my knowledge of the game fresh, and always explore different areas of the game to keep myself interested. This includes the following;

- Server Development (Pocket Edition - now Bedrock)
- Server Development (Java)
- Automation Tools (OQ Minebot, Baritone, etc)
- Resource Pack Creation
- Modding
- YouTube/Media creation
- Live Streaming
- Graphic design/thumbnails
- Management in relation to Minecraft
- Redstone/building
- Automated Crop farming (Classic SkyBlock)
- 1.8.9 Combat
- 1.9+ Combat

Minecraft was the only game I had consistently played up until a few years ago when I started playing VALORANT with some friends. In my childhood, I was not allowed to play games with violent weapons or obscene topics - so this Minecraft interest wasn't predominantly of my own choice at first. With this now consistent love for the game, I (as long as I can comprehend) have ensured to learn as much about the game as I can. This is for both my own enjoyment of learning new things, but also for the fact that mastery of some of these skills transfers well to real life opportunities. For example, I am sufficient with backend operations as thanks to my server development years. Learning photoshop and editing skills for Minecraft videos has helped me create my successful YouTube brand. Running Minecraft servers has allowed me to encompass the demeanor of professionalism and competency into daily life. The purpose of mentioning this is to explain how one should go about improving in Minecraft - learn vigorously and intentionally. Play this game because you want to, not because you feel like you have to.

As some are aware, I played Ranked Bedwars in late 2019 to 2020. I've seen the community evolve from small lobby 1 private game events to the thriving business it is today. During this time (despite my interest in Minecraft combined with a competitive format), I rarely played RBW. This is simply because I enjoy PvP based combat rather than the Ranked Bedwars format. I deliberately chose to distance myself from the community after unseated and sktchi abandoned the project as I understood that pursuing it at a high level would only leave me with dissatisfaction and hatred for the game. Thankfully around 2023 I picked up Dewier's Housing again (which revitalized my enjoyment for straight combat) and I am currently working with the

staff and PM team. This has brought me much more personal fulfillment, satisfaction and joy than playing Ranked Bedwars ever had (or would have).

At the end of the day, your happiness is all that matters. Do not participate in something if you don't like it and seek other options if available. For me, I picked up Dead By Daylight as a substitute for Minecraft. I love every moment I play Dead By Daylight and have amassed around 800 hours in it over the last year. If Minecraft is bringing you dissatisfaction, perhaps you may want to explore other games to play. Your happiness is more important than ego, or being told what you should and shouldn't do.



Master Counter Sheet

Hypixel Bridge Fighting Housing Master Counter Sheet

(Mid-late 2024)

I have started looking into counters for most active Bridge Fighting players. These counters will work if you're a player between 50-90 ping and burst clicking for all hits. Every legit player has a counter - if you are ever unable to gain the upper hand against someone (to the extent of what is possible), that user is likely cheating. On the contrary, closet cheaters are also counterable to an extent. A closet cheater can be reliably classified as a cheater if their reach is high and they rely on first hitting - or if their velocity is less than 80%-85% - anything lower than this range usually isn't counterable by using normal techniques or sequences.

Sequence

H = Hold W for one hit (utilize this key for the X marking)

W = W Tap for one hit

M = Mid trade for one hit

J = Jump reset in parry to a hit (timed unless otherwise specified)

Prime Hit/First Hit

Prime hit utilizes your ping to hit a player before it appears to be possible. First hitting refers to hitting the opponent at soon as your ping allows it, and prime hit can only be timed. In realistic scenarios, prime hitting can be a sole counter to high ping players and very low ping players - though it will usually be countered if repeated in close unison. See S Tap section in the main document for more information of applicable ways to prime hit someone.

Parry

Parry refers to a very short hit select which takes place nearly less than a second after you are hit. It's unlikely for this method of hit selecting to be used reliably, and primarily works on players who otherwise have no direct counter. It is safe to assume someone who is countered by a parry only is cheating - or at the very least spoofing their internet in some way.

Quarter Select/Deep Select

Refers to the time elapsed after the opponent hits you for a hit select - quarter (as the name implies) has you hit merely a quarter second after being hit. Deep selects work by hitting around a second after. Quarter select has its effectiveness of 10ms-150ms players and deep select for anyone higher or that midtrades consistently on low ping.

Likely Legit Suspicious Potentially Cheating Cheating (Confirmed) Alt

- These “legitimacy ratings” are subjective to me and based on what I deem possible/not possible against my ping - by no means should anything besides red be considered factual. Anyone highlighted in red (meaning cheating) has been verified by either my own investigation or by another reputable source. Of course I have suspicions of some players - that is reflected here.

	Prime Hit	First Hit	Parry	Quarter Select	Deep Select	Sequence
Secunds/secondslol	X	X				H W H W
CDTago3				X	X	W H W H
Trqder	X					W H H W
XOXOCOLT	X	X				W M M H
Leap12345				X	X	W M H H
Wqffy					X	W W H W
feein				X	X	H W M M H H W H
BedNukings				X		H W H H
Mldnicht		X		X	X	H M H H
Lawings/plantini			X	X		H W M M
Lordbrandog (low ping)				X	X	W M M W
memies	X	X		X		W H M M
AdamZaidan	X			X	X	W M M H
KingSpicearo	X				X	H W H H
EIClick	X			X	X	W M M H
veltroh				X		H M M W
SrKul	X	X		X	X	H W H H
Vafflee	X			X	X	W H W H

	Prime Hit	First Hit	Parry	Quarter Select	Deep Select	Sequence
Viseq					X	H W H H
WowieSeagull	X			X	X	H/W M H H
ermdani	X			X		W H W H
vAshxr				X	X	W M H W
Deplify	X			X	X	H W H H
Peelsz	X				X	W H H W
browee			X	X		H M M H
Demorph	X		X			W M H H W M M H
TheRaptorKing			X	X	X	H M M W W M W H
exacters	X			X	X	H M M H
SunMonarch				X		H W H H
notraxzy/BWCS					X	W M H H
WiktorIsInsane				X	X	W M H W
BloodyCold				X		W M H W
mnah	X					W H H W
OGStained				X	X	H H W H
Pactel (low ping)	X	X		X	X	H M M H
Felonist			X	X		W H W H
Hawndl				X		H M M H
Panther		X	X			H H W H
threatbands (high ping)					X	W M M W
Pactel (mid ping)					X	W M H H

	Prime Hit	First Hit	Parry	Quarter Select	Deep Select	Sequence
swuab			X			H H/J W H/J
M0DYY	X			X		H H W H
BR0XI		X		X		W H H W
gezu/Aromatisse			X	X	X	
BWCS (alternate)		X				W W W H
nQQx				X	X	H M W H
imgracen			X	X		H M M H
Cocoapuffs4 (richgeek)			X	X		M M W H
parels		X				W H H W
Malthos	X		X			W H M M
Yeagerist		X				W H W H
Dewier			X	X		W H W W
Primordialing	X	X				W W H W
Aquafull					X	H H W H
hulien				X	X	W M H W
mixedopinions		X	X	X		W H H W H M W H
TongV	X				X	H W H W



Glossary

Glossary

Upper Hand

Refers to getting 3 consecutive hits on a player. Informs you that the player is likely counterable unless circumstance arose via server lag, and that a combo is possible with correct sequencing.

Trade Fight

A fight in which both opponents predominantly trade/midtrade for most of the fight. Winner is usually decided by health or by void due to incorrect sequencing.

Combat Probability

The chances of one player immediately countering another of equal ping on first fight ($\frac{1}{6}$ or 20% chance in today's term). This usually happens when two players are not aware of each others' playstyle and each has a preferred firsthand strategy that happens to counter the other's.

Prime hit & First hit

Prime hit utilizes your ping to hit a player before it appears to be possible. First hitting refers to hitting the opponent at soon as your ping allows it, and prime hit can only be timed. In realistic scenarios, prime hitting can be a sole counter to high ping players and very low ping players - though it will usually be countered if repeated in close unison.

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Parry refers to a very short hit select which takes place nearly less than a second after you are hit. It's unlikely for this method of hit selecting to be used reliably, and primarily works on players who otherwise have no direct counter. It is (in most cases) safe to assume someone who is countered by a parry only is cheating - or at the very least spoofing their internet in some way to prevent them from being countered in any other way.

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Contact

Contact Information // Social Media

[YouTube](#)

[YouTube 2](#)

[YouTube 3](#)

[Twitter](#)

[Discord](#) // @unskye (273840028411625473)

[Twitch](#)

FAQ

FAQ:



Changelog

Changelog:

November 14 2024

- Added contact section
- Added changelog page
- Added FAQ

November 15th 2024

- Added entries to Master Counter Sheet
- Reorganized title page
- Added in-game settings
- Removed personality section

November 17th 2024

- Added Yeagerist, Dewier, Primordialing, hulien, and Aquafull to Master Counter Sheet

January 2nd 2024

- Added mixedopinions to Master Counter Sheet

July 18th 2025

- Moved Personal Introduction // Mindset Overview into a dedicated category