

SF5 Cammy Setups and Stuff

Playlist of Cammy videos:

https://www.youtube.com/playlist?list=PLP4iwbTL_yVg1t4JkD3Vy8GFJLsV4Doxv

Patch Changes:

v.1.02

<http://www.capcom-unity.com/haunts/blog/2016/03/10/new-character-alex-and-sfv-update-detail>
[S](#)

Frames for jumps have received one extra frame. This document has now be readjusted to include that change.

Cammy Frame Data:

<https://docs.google.com/spreadsheets/d/1976rt8B91PqVCeYJAmcnW1uwVJ0H03QJtV-dJC5ohL8/edit#gid=1087915786>

Links to other notes:

<http://pastebin.com/SAa0FzSv> (Juicebox)

<https://www.youtube.com/watch?v=R8qKvd4EwL8&app=desktop> (proximity OS?)

http://www.twitlonger.com/show/n_1soi024?new_post=true Daigo vs Karin notes

<https://www.evernote.com/shard/s142/sh/1cbdf6c7-f0d2-439a-8f69-c483da769b4a/eb6d559db7c8140acbbbe823c2fca054> (WydD)

http://www.twitlonger.com/show/n_1sofaot Daigo's Skills of a FG player

<https://docs.google.com/document/d/1ghFTWfIPRB98BVKwdXbJ7jCQji96gm0zJl6WYPbvEdU/edit#heading=h.qen5dc1m0ip4> SECRET DISCORD TECH

<https://docs.google.com/document/d/1UIbIDQG4ZPzry9lprN3mWuNrlz0aXLBkuytYkmdGQq8/edit> Unfinished Cammy Document (Rikir)

Important Reversals By Character:

R.Mika: 2nd Frame Armor Reversal

Nash: V-Trigger, 2nd Frame Invul (difficult to punish after the super flash)

Zangief: 1 Frame Reversal Invul Super

Laura: EX Bolt Charge (mid-late armor frames)

Birdie: EX ? (loses to meaty throws)

Dhalsim: Teleport not throw invul

Vega: No reversal

M.Bison: No Reversal

FANG: EX Dash, is throwable

Chun Li: EX Spinning Bird Kick (5 Frame)

Rashid: EX Spining Mixer (8 Frame)

Karin: EX Ressenha (5 Frame)

Ryu/Ken: 4 Frame DPs

Cammy: ALL DPS (3-6 Frames depending)

Necalli: 7 Frame DPs

Vulnerability frames after V-Trigger:

Necalli - 4 frames

Ryu - 4 frames...

Ken - 21 frames

Cammy - 8 frames

Chun Li - 4 frames

M. Bison - 10 frames

Laura - 4 frames

Alex - 5 frames

Rashid - stuff him within 14 frames

Karin - 4 frames

Vega - stuff him within 9 frames

Birdie - 33 frames

Zangief - stuff him within 18 frames

F.A.N.G - 2 frames

R. Mika - 6 or 10 frames (careful with Nadeshiko)

Dhalsim - stuff him within 12 frames

Nash - cannot be punish post flash except by anti-air

Notes:

Perfect Hooligan Cancels:

-Normally when you cancel hooligan into her throw whiff Cammy will pause in the air and change to a much slower air momentum. This can cause Cammy to stay in the air longer than normal then if she just let the hooligan animation play out. To cancel hooligan so that you land with the least recovery you must input the throw when she is just about to hit the ground. This will nullify most of Cammy's "oops I missed animation" as she will land and cancel out most of it.

General Knockdown Oki:

1. You can easily get a meaty after any of these knockdowns regardless of tech (just adjust your timing).

-Spiral Arrow

-Cannon Strike Knockdowns (Air to air or EX)

-Corner Throws

-cr.HK

-Razor's Edge

-Hooligan Grabs

-Super Arts

2. Any Knockdown > Axle Spin Knuckle (Vskill)

- Sort of gimmicky cross up. It can bait some reversals by causing them to miss (since Cammy spins behind them) but will lose to any kind of mashing in most cases.
- On hit you get a combo, on block you get +2.

3. After throws (Including Hooligan) and Super Arts, your opponent cannot back tech. only neutral and no tech are allowed.

All Techs:

HK Spiral Arrow - <https://www.youtube.com/watch?v=FGGZ8c-k9qg&feature=youtu.be>

HK Spiral Arrow > Dash up LP > Brief Downback input > Neutral Jump j.HP

- Safejumps 6 frame DPs and can make some faster DPs whiff (ex.Cammy LK DP)
- The downback input will let you block DPs/Mashing if they back tech.
- LP is recommended because you will catch Neutral tech mash with it. If you use s.MK you will meaty back techs while still having the option to beat no tech if they do that instead.
- You will LOSE to neutral tech DP.

Neutral:

1. TC > Hooligan

- Staple vortex, control cross up with MP and HP versions and same side with LP version.
- Divekick back to the same side for more mixups
- Razor's edge will auto-correct but is still -2 on block.
- Generally not DP-safe.
- To make it DP safe you must do HP Hooligan and then get a perfect hooligan whiff cancel and then block the DP. (5 Frame DP OK)
- Possible to make DP whiff sometimes by cannon striking early and switching sides.
- TC > Hooligan EX Dive kick > cr.MP/LP is a cross up that looks like a dropped combo.
- TC > Hooligan EX Razor's Edge > Hit's in front and is ridiculously + and can be combo'd off of on hit.

2. TC > Spiral Arrow LK/MK > Cross up j.LK

- Sets up cross up.
- Can cross up some reversals.

3. TC > EX Hooligan CS > Neutral j.HP

- Can safejump 7 frame reversals

4. EX Cannon Strike (TK or regular are fine) > Neutral Jump j.HP

- This can safejump some reversals but has a lot of trouble with 5 frame or faster.
- You can for sure neutral empty jump and land c.LP/c.LK to meaty.

5. DP

- You get no oki midscreen :'/
- Corner, you get to walk up and perform any meaty of choice.
- You can cross up j.LK in the corner which can cross up some DPs.

6. Spiral Arrow

- Anywhere you get to walk up and get any meaty of choice.
- Midscreen after HK Spiral Arrow, tap back and then jump forward j.LK for cross up.
- Midscreen after EX Spiral Arrow, jump forward j.LK for cross up.
- You can cross up j.LK in the corner which can cross up some DPs.
- HP Hooligan to cross to the other side.
- ... > Dash Up Throw (meaty)
- ... > s.LK > Throw (Meaty, harder to time)

7. Throw Oki:

>Midscreen Backthrow

- MK Spiral Arrow can meaty vs neutral tech but is unsafe on block.
- Dash up c.MK is your best option without taking a major risk but its not a real meaty.
- Alternatively you can tap forward a bit and then LK Spiral Arrow to get a safe spiral arrow, but this also isn't a real meaty.

>Midscreen Forwardthrow

- LK Spiral Arrow can meaty vs neutral tech but is unsafe on block.

>Corner Forward Throw vs Neutral Tech

- Slight Delay s.HP/walk a bit s.MP are good

8. Post CA > Spiral Arrow LK/MK > c.LP meaty OR

- ... > Dash Up Twice > s.MP Meaty
- ... > Jab Whiff > Spin Knuckle Meaty (a little inconsistent)

9. CC c.HK > Dash Up c.LP whiff > neutral jump + whatever button

- Safejump vs 5 Frame DPs
- (Must find new setup for 4 frame DPs)

Back:

1. TC > Hooligan

- HP Hooligans become a little more ambiguous, throw whiff will put you in front now or behind. (no meaties though unless you perfect hooligan cancel.
- MP Hooligan is the easiest to control cross up Divekick with.
- Otherwise same oki.
- All Razor's Edges become plus now
- TC > Hooligan EX Dive Kick whiff > cr.MP becomes a disgusting 50/50 meaty.
- TC > Hooligan EX Razor's Edge will whiff and become punishable.

2. TC > LK Spiral Arrow > Jump Forward j.LK

- 3 Frame Safejump (and cross up vs Neutral tech)

No Tech:

1. TC > Hooligan

- Same as other techs but you have to delay everything slightly.
- In most cases you will miss but you still get to land and do a regular meaty.
- Don't use EX Meter for mixup since you will never get a good mixup with it.

2.. HK DP > Dash Up > Tap Down > Cross Up j.LK

- 4 Frame Safejump and Cross Up Meaty.

3. Throw Oki:

Midscreen Forward Throw...

> Dash Up LP > Cross Up j.LK

- Not a real meaty or safejump.

> LK Spiral Arrow whiff > Meaty

Midscreen Back Throw > MK Spiral Arrow > Meaty

Corner Forward Throw > Walk forward s.MP Whiff > Hooligan Mixup

4. Regular c.HK > Tap Forward s.MP whiff > Neutral j.HP

- Safejump vs 6 Frame DP

5. Post CA > Same Oki as Neutral Tech but if your opponent decided to not tech then you still get a meaty by walking up > s.MP/Whatever meaty.

Mixups/Resets/etc:

-s.LK has VERY little knock back. From point blank you can do s.LK and you will still be in range for a throw. s.LK > Throw without any walking is really good tick throw.

-s.LK and s.LP both hit crouching opponents which is a first for Cammy (I think)

-Good way to bait throw techs is just to use Hooligan Grab. ex. s.LP > Hooligan > Grab to bait their tech attempt like a god. But otherwise just frame trapping is easier.

-j.LK can be used to fuzzy and even instant overhead Birdie.

-To setup a cross up, you can make your opponent block two normals which will push you back into cross up range.

-Some characters are so wide you can basically cross up anytime (Zangief, Birdie)

-Cancelling c.MK > EX Hooligan Cannon Strike can be a good way to reset pressure.

-Some block string > EX TK Cannon Strike can also reset pressure and bait throws.

Cammy Fuzzy:

https://twitter.com/AI_Rikir/status/703422894534078465

Cammy Instant Overhead (Birdie):

https://twitter.com/AI_Rikir/status/703673714999562240