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## General Strategy

a back throw, I immediately whiff a cr.mp then instantly do a j.lk. It's a safe jump against reversals w/ After I land / 4 frames or more (haven't tested it on Adon though). You can go high (j.lk), low (cr.lk), throw, delayed ex dive kick to punish crouch techs/throws, etc. It's a real bitch to deal with and it really opens up windows for frame traps, which leads to sufficient damage and good positioning for oki if you decide to end the frame trap combo w/ HK (2 hits)/EX SA.

In AE, if you time the cr.mp perfectly, you end up ambiguously crossing up w/ j.lk against certain characters (e.g. Hakan). It's so well hidden that it's almost funny when people get hit.

Against shotos w/ 3 frame reversals, I just do what Sako did in Super; backthrow > walk up and do a meaty dive kick the moment you're able to when you jump. Luckily, this tactic was not affected by the TKCS nerf so it still works. Reversal DP's whiff and it's a free meaty that leaves you at frame advantage. **(Kouryuu)**

Cammy's throw range is pretty short, so you want to stay in as much as possible. EX dive if you have the meter is probably the best frame trap move she has. If they're crouching and you see them crouch tech it's a free ultra. Otherwise you can land fierce, fierce -> spiral arrow or whatever combo you like.

If you don't have meter, you need to look at Cammy's frame advantage on jab. I think it's +4 on block and +6 on hit. Cammy has a few moves that are right around 4 frame range. Close stand MP and close stand HP are both 4 frame startup and are +6 on hit, I think stand HP on counterhit gives you +9? Basically all day to combo where close stand strong doesn't give as much.

If you're fighting an opponent who techs even later, slow crouch techs, or trying to option select with a slow startup move, go for low fierce. It's 6 frame startup (2 frame window if you time it perfectly) and +7 on hit. If you land a counter hit you can go for ultra. Otherwise easy link to low forward or if you're too far away, stand RH is your best option.

As a Cammy player, try to focus on the wake up game. When you land a combo or score a knockdown, DO NOT LET THEM OUT. Her footsies aren't the best, try to make the most use after a knockdown. 2- hit drills put you at a pretty good location. You can jump dive kick (some angles will cross up, test them), empty jump low short, or dash up meaty low short/jab or something, meaty, throw, ex dive, idk be creative. The point is to not let them get up for free.

So here's my style of Cammy:

Round starts, play footsies. Cr. mk -> spiral arrow is a great way to land the knockdown. **Feel free to guess jump all the time**, but remember to dive kick to make your guess jumps safe if you guess wrong. Some characters have far standing moves that can punish the dive kicks, so be careful about that. I'm in footsies move until I can either force my way in through a dive kick, knockdown, or stand jab pressure.

After the first knockdown go for some left/right mixups. If you can crossup dive kick or fake crossup dive kick give that a try. If they block your mixup, (and don't sweat if they do) see if you can pick their brain. Look for any habits you can pick up on. If they like to crouch tech a lot, mash, or stand tech. Learn how patient they are. Learn where you need to be for them to panic and press buttons.

After that you should have an idea of how they play. Use the correct frame traps and dive kicks and you should be fine.

(Steinmania)

## Combos, Ticks, Frame Traps, and Gimmicks

The whole concept of Frame Trapping is simple learning the rhythm and pacing of your opponent. This is why it's ESSENTIAL to do Frame Traps in Round 1. In Round 1, you tend to do your Frame Traps as fast as possible. Crouch Jab into Close Strong, for example. If the opponent blocks it, then you start slowing the timing down. Crouch Jab, take a tiny step, Close Strong. If they still block it, you now have two options: go for instant throw or delay the Frame Trap even more. If they tech the Throw, then go for the second option. Etc. etc. On some opponents, I have to literally walk in their face for a good half a second in order to get the Frame Trap (because some players tend to tech

Throws VERY late). Other opponents are super trigger happy and throw instantly if they detect any pause. In those cases, sometimes it's even better to Frame Trap with Crouch Jab into Crouch Jab.

Basically, the idea is to read rhythms. Instead of walking at the opponent for half a second, you can throw out a much slower move. Crouch Jab, Crouch Fierce. That mimics the same delay as walking at them for half a second. So honestly, it's better to not think of sequences as Frame Traps. Just know which buttons are best USED to trigger them: moves with 4 startup frames or less: Crouch Jab, Close Strong, and Close Fierce. Also, it's important that you can combo out of these moves if you land a Counter Hit. But even that rule isn't great, as I mentioned Crouch Fierce, which has 7 frame start-up. So again, it's all very dependent on your opponent when it comes to connecting Frame Traps. (James Chen)

- Cr.jab, Cr.jab walk forward a little close st.Fierce
- Cr.strong, St. Strong(three frame gap but spaces you from throws)
- Then most of the others are the ones that i saw james chen use like cr.jab,cr.jab walk forward close st.mp
- Cl. Stand strong walk forward Cl. Stand Strong. (Cactuarlover)

li

AE2012 Combo Thread:

<http://shoryuken.com/forum/index.php?threads/ae-2012-cammys-optimized-combos-alioune.150342/>

## Safe Jumps and Okizeme

### **Notes from Alioune:**

Spiral HK into early hk strike (aim the other side) , if no quickrise delay a bit early strike

1 hk strike crossup soon fei ryu evil ryu ken dan sakura oni yun(block crossup only) juri abel viper (loses to reversals) hakan blanka

2 mk strike crossup no quickrise fei dan oni yun juri viper (loses to reversals) dic yang

2 lk strike crossup no quickrise ryu evil ryu ken

2 mk strike a bit later no quickrise sakura

^ Note: This is off 2 hit AE 2012 Spiral Arrow Knockdown.

# Option Selects

## Option Select Combos for People with Terrible Execution

by Teyah

Here I present some creative ways to perform 1 & 2 frame links that effectively almost turn them into 4 frame links. But in doing so, only 2 of the frames will get you the combo you want, while the other 2 will result in a 'failsafe' combo... which is still better than no combo at all, or worse yet, a -17 on block at pointblank range, un-FADC'able Spiral Arrow. Shoutouts to Capcom!

### How it Works

Basically you want to take a normal move that has enough frame advantage on hit to be able to link two sets of normals: (1) jabs, and (2) everything else. You then do the combo as usual, timing the tighter link (2) first and then waiting a frame or two, then timing the more lenient link (1) later. So far I've found this to be most useful with the following combos:

(Note: One ~ is equal to one frame. In all of the below combos you can do the last normal either 1 or 2 frames late. I usually aim for 1.5)

### Combos with OS Combos

#### **1) close mp/hp, far hp xx hk Spiral Arrow**

The buff new double fierce and medium-fierce combo that Cammy gains in AE is a 1 frame link! Normally you would plink the far hp with hp+mp~lp to get an extra frame to time the link. But here, you can get an extra 3 frames by not only plinking, but also adding in a failsafe by rearranging the plink order as:

#### **close mp/hp, far hp~mp~~lp xx hk Spiral Arrow**

What this does is it gives you a the standard plink on hp (you can use mk instead of mp if you want to avoid accidental far mp), but uses a delayed lp to combo, should you press the hp~mp too early. Similarly...

#### **2) crouch lk, crouch lp, far hp xx hk Spiral Arrow**

This is arguably Cammy's most important new combo gained in AE, since it gives 2 hit hk arrow and crossup/unblockable Cannon Strike mixup afterwards. The downside being that it is a 1 frame link on the far hp, which can be solved similar to combo 1) above, by doing:

**crouch lk, crouch lp, far hp~mp~~lp xx hk Spiral Arrow**

### **3) close mp, crouch mp xx Spiral Arrow**

The SSF4 standard close mp combo is already a generous 2 frame link, but people with bad execution like me would still drop this combo on occasion in SSF4. So I started doing a late cr.lk to cover myself:

**close mp, crouch mp~lp~~lk xx Spiral Arrow**

Since cr.lk has enough range to hit after close mp in almost all cases, this is a safe alternative to getting early cr.mp (whiff) into raw Spiral Arrow. In the case of a cr.lk whiff, you won't get arrow either.

## **Matchups**

### **Akuma**

Akuma wants to stay patient and zone until he gets a knockdown. If he gets a sweep, he has a couple of safe jump setups from that. Also, if he has super, a lot of your special moves as well as sweep(well barely no one uses sweep but yeah) is punishable by super/u1. Make sure you find bad distances to punish him for zoning you out. Be patient and don't get antsy. The openings will come.

Universally for all characters with a generally fast focus attack, you have to be careful when you strike from midrange as a means to get in. You'll get hit with the focus, into a combo. With Akuma specifically you're going to eat a st. hp xx lk tatsu, cr. hk. Then you're forced into a guessing situation.

Cammy stuns Akuma in approximately two combos and a mixup afterwards. As always the bigger the combo, the faster the stun will come. So be able to put the hurt on Akuma at any opportunity. This is why most Akumas try and play defensively, not because of Cammy's damage(all be it high), but because of the fact that she can stun Akuma quickly off of one knockdown and a bad guess. Combo wise, remember that close st. hp usually whiffs on a crouching Akuma, so keep that in mind when doing combos on a crouching Akuma.

Alioune put a video up on his youtube like a good while ago about an OS that you can do vs. Akuma to catch his teleport in both directions. This OS is after any sa knockdown, do a meaty strike OS spinning backfist. It's supposed to catch both ways. But if you're having trouble with

that, what I do is on wake up I whiff a normal, usually a light normal. Then watch what he does. If he teleports, then punish accordingly. Granted, this usually kills any mixups you'd like to do(I'm not saying that you CAN'T mixup but you are very limited as to what you can do), but it's a safe way to deal with teleports...at least for me anyway.

Finally, if you see a far st. hk, the second hit whiffs on you if you're ducking. Punish this with a combo to turn the tides in your favor. And watch yourself when you're midrange as his sweep is very fast. (CoosCoos)

## **Boxer**

First thing is that most if not all dash punches that are not spaced(and even some that are spaced) can be punished by at the very least far st. lp xx hk sa. However, if your execution is pretty good, then you can punish these punches with far st. lp, cr. mk xx hk sa. This gives you an extra bit of damage in this situation plus the oki that you would need to get the job done. You can also try and focus the upper and the straight, but most boxers will lead their dash punches with the dash smash punch(charge b, df k). And so it is better for Cammy to block them unless she knows that there a specific range that they are going to do the upper or straight.

Whiff punish far st. hp, far. st. hk, and sometimes far st. mk with your far st. hk. These pokes will be used mid range most of the time. Be wary of far st. mk as it is a great whiff punisher when super is stocked, as it can be canceled into super for around 420ish damage for a whiff punish. Also, if you read a sweep and you have focus out, then absorb the sweep, dash up and punish.

When he is on the offense up close, as always look for throws, but also, look for overheads. Overheads can be thrown or interrupted with something. The safest thing to do is to throw them though. Common frame traps/throw counters that boxers will use are: cr. lp, wait close st. mp/close st. hk, cr. lp, walk forward cr. lp, and cr. lp, walk back cr. mp xx straight.

TAP can also be thrown, but it can be scary to try at first, and most decent boxers can at least space it right. So if you can see it fast enough, then try and spike it on reaction. Also, EX dashes from half screen can be thrown, and must be thrown. You can also do a normal xx spike as well.

Also remember that cr. lk in boxer's wake up makes his headbutt miss you. It usually loses to ex dash punch though. Another trick you can do on his wake up, is that if you know when he has a meter on his wake up and you think he is going to dash punch, or hell any reversal...after an hk sa knockdown, do a delayed crossup j. lk. If you time it right, the dash punch and headbutt will usually go the other way, and the beauty of it is that regarding the dash punch, it absorbs the armor leaving you with a free punish.

Finally, try not to go for too many strikes when you are about a third of the screen away. You'll get swatted out of the air by jump back hp by boxer. It's good sometimes, but just don't let him catch on. (CoosCoos)

## Chun-Li

Chun:

- walk chun to the corner. She dies in the corner.
- always stand outside her sweep. Walk, neutral stand. Repeat.
- far hk ur best whiff punish. Every time u see whiffed crhk punish with far hk.
- at this range mp kikoukens are ultra and ex arrow punishable. This is ur chance to pressure and get in. U have time to buffer. Don't immediately ultra. Her kikouken should fully comes out for u1 to go thru.
- crhp her neutral jump split kick. At any range. Or simply spike. Chun is easy to aa since she's so floaty.
- learn ur safe jumps. Any combo that ends with sweep like cr.lp cr.hp cr.hk then small pause jump hk os far hk beats back dash. Same can be done from sako sweep combo.
- more on safe jumps. Back throw or hooligan, walk, whiff far lk, jump lk safe from wakeup ex sbk.
- more on safe jumps. Mid screen if u land cr.lp, close mp, far lp, cr.lk, ex arrow. Followup jump hp is safe invisible to ex sbk. U land inside the animation of ex sbk. Funny. Mega punish followup. U can os far hk to hit her back dash too.
- punish poorly spaced and whiffed hazanshus. Close ones react with spike. Fa dash forward cr.lp into any combo u want.

Cr mk buffer arrow is good poke too. Cr. Hp too to hit her far hk as counter poke. 2 lights, ex legs is only safe at point blank. the last hits whiff a crouching cammy.

-3 lights, ex legs is highly punishable. from raw ultra. cr.mk mk arrow. raw arrow. far hk.. etc. because the last hits whiff crouching cammy. free ultra.

favorite block strings:

crouch light light far mp mp kikouken. this is not safe as it sets you up for perfect Ultra thru kikouken range or ex arrow. also. you can mp spin knuckle would punish her kikouken.  
(Diana Prince)/(Bebop)

## Cody

To be honest, the one thing Codys are looking for is for Cammys to Jump. Try your best to Jump as little as possible in this match, using Focus Attacks to absorb and Dash through Rocks. Once you get in on him, start pressuring him with far Stand Jab.

But honestly, the key is to avoid Jumping whenever possible. Throw them in sparingly, so they remain a "surprise" and he's not ready to Ruffian Kick you out of the air. - James

Chen

## C. Viper

I believe this MU's all about momentum and either making sure Cammy has the momentum and control throughout the match and Viper doesn't. You either knock her down/put her on the defensive with Cammy's pressure game, or you make sure you keep her out somewhat and don't let her get started with your groundgame. It's possible for Viper can gain momentum through any slight mistake or good read due to her high damage and stun output, so you can lose very quickly at once. Try and reduce the amount of risks you'd normally take, but also try to stand your ground and know when to take risks....if that makes any sense lol.

**General Information:** Special-wise, Viper's main zoning tool is her **Seismo Hammer**(ground pound.) Viper can chain multiple Seismos on connection(block or hit) which does a good amount of chip and pushes you quite far back. Must be blocked low.

For **Thunder Knuckles**, they're relatively quick armor breakers which move her a fair amount of distance. L Thunder Knuckles goes low, which can move under highs but can be lept over, M Thunder Knuckle's a bit faster, but can lose to lows and H Thunder Knuckle is Viper's main anti-air and one of her reversals. Thunder Knuckles can also be feinted(more on this later.) Viper's L&M Thunder Knuckles leave her at a small disadvantage on block(something like -1 or -2.) H Thunder Knuckles are very punishable on block without being FADC'd.

Finally, **Burning Kicks**. Burning Kicks are commonly used for offence and ambiguous mix-ups, but can be used to deal with tick throw attempts, as Burning Kicks can't be ground grabbed(they can be aithrown.) Grounded versions leave Viper with a disadvantage on block, aerial versions can leave her at an advantage on block.

**Cammy's ground game vs Viper's:** Cammy \*probably\* has the edge in the groundgame, in terms of poking range and speed, but Viper's not free on the ground either, despite having slow normals compared to Cammy. Plus Viper has fast walkspeed to boot.

Of course, Cammy has cr.mk, which is faster than all of Viper's main pokes like cr.mk, cr.hp and so on. But Viper can hop over Cammy's cr.mk with her f.mp overhead, which can leap over grounded normals.

From afar, you've got far st.hk. Though normally, far st.hk is kinda susceptible to FAs, Viper's FA is pure junk lol, so you don't have to worry about that. What you do have to worry about is whiffing it. If the Viper's groundgame is on point, Viper can whiff punish with her sweep, which, while slow, has a lot of range and Cammy's far st.hk is laggy when whiffed. Or Viper might feel like throwing out some EX Seismos, which could randomly tag your far.st.hk. Both situations can be pretty bad 'cause Viper can super jump cancel(SJC) from EX Seismo into Burning Kick/FADC>sweep or Ultra and if she whiff punishes far st.hk with sweep, she gets a knockdown situation.

Viper's normals like cr.hp and sweep are laggy on whiff(cr.hp is more commonly used and usually buffered into a special like EX Seismo) so if she whiffs it right in front of you, try and whiff punish it. Again, Cammy probably does have the edge against Viper normal-wise since Cammy has a better cr.mk, a nice long range poke in far st.hk, 3-frame normals and so on, but I feel Viper's groundgame is safer and yields more reward for her compared to Cammy's, since Viper can score a good combo plus an untechable knockdown/ultra combo off a whiff punish like cr.hp>EX Seismo into whatever really.

**Cammy vs Seismos:** Cammy can avoid/punish Seismos with Hooligan/Ultra as well as jump to avoid Seismos but keep in mind Viper can feint Seismos to bait you out. Seismos won't reach the very end of the screen, keep that in mind too.

If Viper makes you block a Seismo and then follows up with an EX Seismo, you can't jump because the combination of the blockstun of regular Seismo followed up with the much faster EX Seismo during blockstun makes it impossible to do so.

A decent way of dealing with Seismos is to FA through them. This can disrupt Viper's next Seismo follow-up, since Seismo has a pre-determined set distance depending on the strength used. For example, if Viper does a Seismo from midscreen, Viper has to input a medium strength Seismo if she wants to connect with a regular Seismo follow-up at that range. If Cammy FAs the first Seismo and dashes forward, the Seismo will miss and she'll be open to punishment(if that makes any sense.) However, Viper can prevent this by feinting the next Seismo, doing an EX Seismo which is much faster, or super jump cancelling the Seismo into L or M Thunder Knuckle, which'll break your FA.

## Deejay

Yeah you don't want to cross Dee Jay up when he has EX. EX up kick will beat everything due to the angle that it travels and the fact that it starts up in 4 frames. So as Lollaff said, you have to resort to meaties until he stops reversing. You can get away with a cross up lk off of a hk spiral arrow knockdown when he doesn't have meter, but you have to delay your jump slightly as such that if he tries a lk up kick, it will get stuffed for an air reset, leaving you right next to him. There is a safe jump on Dee Jay from a back throw, though ( think it's back throw, whiff cr. lk, jump hk)

Also be careful when going for low meaties, as some Dee Jays will reversal with EX machine gun or dread kicks to avoid the meaty low. Should they wake up with EX machine gun, then that means they get either EX dread kick, or worst case scenario dash u2.

I use close st. mp or lk spike to deal with the bazooka knee. Close st. hp is unreliable and hk spike will fly over him sometimes.

All dread kicks can be punished on block with far st. mp xx hk sa. Remember this and don't let them get away with chipping with dread kicks for free. Combo wise, for punishment off of a blocked dread kick, you can do close st. hp/cr. hp, far st. hp xx hk sa if your execution is good. Close st. mp, cr. hp, far st. mp xx hk sa works too, but sometimes the far st. mp will whiff at certain distances. Just make sure that you're as close as possible when attempting that combo.

And as always vs a charge character, be patient, don't jump or strike from a bad distance(which is important for Dee Jay since he has anti airs for days), and look for a good distance to ex arrow through his booms. ((safejump))Backthrow or Hooligan throw, whiff cr. mp, meaty j. hk (CoosCoos)

## Gen

This match is in Gen's favor. He's got some solid anti-air normals as well as his LK/EX upkicks. If his bnb (low short, low jab, target combo, hk up kicks) ends in a hard knockdown + easy safe jump for Cammy. If you notice the Gen doing this a lot to you, consider U2. His pokes have good range, and his focus attack's range is better than Cammy's low forward. Be careful at the long range. If he has super, don't press buttons.

As a Cammy player, unless you're right on top of him you should be walking in and out of his cr. mp range, looking to counter poke, anti-air or stuff his pokes. Most of Gen's normals moves him forward, they're pretty easy to stuff. Gen's low short/crouch tech is pretty slow, so going for the frame trap/throw/ex dive kick is the way to really do damage. Combo wise, Gen's the worst character ever. None of the fancy Alioune/Sako combos work on him. Fierce, Fierce feels inconsistent, cr. hp, cr. mk doesn't always give you the 2 hit spiral arrow and st. hp, cr. mp whiffs. My typical combo vs Gen is st. hp, cr. mk or cr. mp, cr. mp.

Dive kicks on his wake up can be ultra'd and super'd. Go for crossup short, go for empty jumps. His backdash can be option selected with ultra. Haven't tested Spiral Arrow.

## Honda

Safejumps on Honda:

back throw > walk slightly back > jump hp/hk OS HK DP (beats all his options on wakeup)

back throw > whiff cr.mp > jump hp/hk OS HK DP (beats all his options on wakeup)

sweep > slight pause > jump hp/hk OS HK DP (beats all his options on wakeup)

after any combo ending with MK SA > jump hp/hk OS HK DP (beats all his options on wakeup)

Tips:

- Use far hk a lot in the mid-ranged game. It beats a ton of Honda's ground buttons and a lot of the times, the Honda player will start either trying to focus the far hk (because far hk is huge focus bait; be careful with abusing it because it's a free level 2 focus for your opponent) or jumping in if they anticipate the far hk and getting a full jump-in combo. Use far hk sparingly and bait the jump-ins so you can cr.hp/hk dp them.
- Delayed strikes are the best against Honda because they beat out his headbutts if timed correctly. Delayed EX CS stuffs all his headbutts (even ex headbutt) if done correctly.
- Empty jump cr.lk is a very powerful tool against Honda because his fastest reversal is ex headbutt (at 8 frames startup) so you can block in time if he decides to wakeup reversal with anything.
- Reversal Super punishes all his headbutts on block (even ex headbutt). HP headbutt is -16 on block so if you have U1, punish with reversal U1 and if you don't have U1, punish with HK SA. MP headbutt is -13 so you can also punish that with reversal U1. However you CANNOT punish LP/EX headbutt with reversal U1.
- Butt drop is a very annoying move with Honda because they're all -2 except for HK butt drop which is -3. Honda players will either try to do another butt drop/ex headbutt to hit your punish attempt or ochio if you're caught there trying to block. I usually focus their butt drops on the second hit where he's falling down and get a crumple. If you have good reactions, you can

punish any whiffed butt drop with U1.

- Always try to recognize if the Honda player has charge or not. If the Honda player doesn't have charge, then that's cue to jump-in and mix it up between delayed strikes and regular jump-ins (especially if he doesn't have meter).
- Also try to recognize if the Honda player has 2+ bars of meter because they will sometimes try to fadc their hp hands and ochio afterwards. If you know they'll ochio after a hands fadc, neutral jump and punish hard. If the Honda player is smart, they'll try to neutral jump hp to catch your neutral jump so be sure not to be too predictable.
- Don't make your blockstrings into ex cs too obvious. If the Honda player recognizes when you're going to jump ex cs in your string, he'll just reversal ex headbutt during the gap. Try to bait the ex headbutt a lot because Honda players need that move to get Cammy off of them.
- The most important tip is just to be patient. Cammy does a lot more damage than Honda does and he has a much harder time anti-airing her than the other way around. If Honda has full super meter, then he will definitely be trying to hit confirm cr.lp hp hands into super. If I notice a Honda has full super meter, then I will try to bait an ex headbutt/ex butt drop because taking damage from those moves is infinitely better than taking damage from a hitconfirm into super (which does around 50% to Cammy).(DaFeetLee)

Something that I think all of you haven't mentioned is the significance of lp headbutt. While he does have other anti airs to deal in other situations, this is the anti air used for obvious jumps or strikes. It has upper body invincibility again, but most Honda players don't utilize it properly. What this does is it gives him a good meterless anti air, which knocks you back across the screen, and gives him some breathing room should he have a life lead. Other anti airs sans jump back hp leave you somewhere around mid range where you can get back and dance around to find an opening in footsies. Another thing is that, if he has super, lp headbutt xx super does around 500 damage. This means you cannot jump when he has charge and super stocked.

I often feel like that Honda players get away with murder. What I mean is that if the Honda player is not precise with his traps, chip patterns, ochio setups, and other things, they whiff. I feel like that players all over don't punish these whiffs hard enough. I feel like whiff punishing is important in this matchup(I know that it is important in general, but in this matchup it gets magnified), as all of Honda's special moves have a great chance of whiffing easily if they are not spaced correctly to hit the opponent. From that standpoint, Cammy has some good ways to punish Honda for those whiffs, if you really think about it.

Honda gets (cr. lp xx hp hands) x2 on Cammy. It does a little bit more damage than finishing with far st. hk. It's a more dangerous combo with super, since it is an easy hit confirm into super. At least it isn't as bad as some of the combos he gets vs. some of the cast(cr. lp xx hp hands, cr. mk xx ex headbutt on Chun for example).

I feel like the Honda/Cammy matchup is even. The keys to me in the match are can you make Honda be more precise with his special move placement by punishing his whiffed specials as

hard as you can, and also the ability to take over the midrange game by using her far st. normals to make Honda think outside of the box when approaching you(which has been already mentioned).(CoosCoos)

#### **How to deal with crossup wall dive bullshit:**

Gen's crossup wall dive (getting hit leads to ultra or another setup) can be crouched. The problem though is he can pick from 3 options. Crossup, Overhead or nothing. Simply crouching only covers 2 of the options. The best way to beat this tactic is to on wake up, mash corners. If you see him go for the overhead wall dive, Cannon Spike. Otherwise you crouch under the crossup or he doesn't do anything and you don't do anything.

- Steinmania

## **Ryu**

- cr.mk > hadoken is not a true blockstring. If you have U1, buffer it during the cr.mk and if you see the fireball, press all three kicks.
  - You can also fadc forwards inbetween the cr.mk and hadoken and grab Ryu. This can be punished with ex hadoken though so be careful while doing this.
  - From far range, avoid fireballs with LK cannon strike to build meter safely.
  - Mid range, you should learn how to weave around and buffer cr.mk with HK SA to punish whiffed cr.mks and cr.hks from Ryu. You can also use s.hk.
  - After an ex cs on block, if you know the Ryu player likes to mash dp afterwards, do a chained series of lights to push him out and make him whiff the dp and punish hard. Or, after the chained lights, if he decides to neutral jump, you can walk up and antiair him with cl.hp.
  - Autocorrect dp against cross up tatsu attempts
  - Punish whiffed tatsus with s.hk
  - Punish bad sweeps (cr.hk from Ryu is -14 on block at point blank) with cr.mk > HK SA or U1
  - Don't needlessly jump at a competent Ryu player. Learn to slowly make your way in and once you're in cr.mk/cr.hk range, you can either jump if you have a good read on a fireball and get a full damage combo or go for jump ex cs to catch him pressing a button during footsies.
- Remember to convert accordingly depending on if he's standing or crouching.
- As a general tip, always stay away from the corner, especially against Ryu because that's where his combos become more damaging, especially when he has meter and U1 stocked. His cr.mk > ex hadoken leads into U1 and he can do any combo into ex tatsu that leads into U1. Ryu also has a setup in the corner after a forward throw where he whiffs far hk and can either go for j.rh (cross up) or j.lk (fake cross up). Remember, if he goes for j.lk early as a jump in, it'll be a fake cross up and if he does it later in the jump in, it'll be an actual cross up. (dafaetlee)

## **Sagat**

Pretty much in a nutshell Sagat can't really fight Cammy midrange. Most smart Sagats will want to avoid this range as much as possible. He may try to get away with a far st. mk or a random tiger knee, but yeah they want to get out of that range.

One key thing about fighting Sagat in general is that you want to block all tiger knees high. This will always ensure that Sagat has the most frame disadvantage as possible making for bigger punishes. Also, be sure to whiff punish all tiger knees that whiff as well. And trust me, there will be times that they will whiff.

Other notable things to whiff punish is the f + hk attack. Be quick to punish it, or you will eat a TU for your trouble.

Also remember that you can't jump from half screen to 3/4 screen to go over fireballs to close in space sometimes. He'll usually be looking for it and you'll either eat a f + hk x2 or a kara upper.

If you can get him to the corner, he'll have a tough time as with every character. So perhaps you should focus on pushing him there and then dance around waiting for an opening. (CoosCoos) I play patient build up, simply making use of Cammy's fast walk speed and FA dash to move forward. Once I get just outside of his cr mk range (anti sagat zone) its really difficult for them to get out because Sagat footsies are generally weak. Once their zoning and fireball has been shut down, typical Sagats will either switch to Tiger Knee to escape or wait for a jump-in and counter fwd HK. This is where I start pushing aggressively but I almost never go for any cross up set ups or jump ins because I want to keep Sagat in the corner and revolve my game around the anti-Sagat zone. I go for simple punish like cr HK then safe jump pressure, cr mk/cr mp > SA.

I think you got hit by too many random ex low tigers because your walks are too long. Try inching forward while blocking instead. Once you get into the anti sagat zone, you can pretty much read Sagat like a book.

Generally, I nv jump at all against Sagat. (WL)

## **T.Hawk**

The hawks that like to get in by whiffing condor spire then mex. throw you, I just react to the spire with a dp (I think everything else gets beat by the spire). As for condor dives...its a toss up. if I read a jump (from half screen usually), I try to get out h.cannon spike to hit them before they do anything. if I'm too slow on the reaction, its a gamble and I just hope I block the condor dive so I can punish with U1/h.spiral arrow. Never FA a jump in and try not to back dash, some hawk players can easily react and hit that dive to punish. (backtolifting)