Cloudcord Practice Session #2 - Ledge Trapping

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Cloud excels at ledge trapping and this is where you can net a lot of your kills. Clouds tools allow him to keep an immense amount of pressure on opponents trying to get back onto the stage from the ledge. You don't necessarily *need* to be travelling off stage to close stocks but it's a good mixup if they're used to you staying on stage; it's situational.

1. What should Cloud players should be doing when the opponent's on the ledge?
2. How to read the opponents options?

Best options:

- Standing with your back to the ledge with *just* enough space that your attacks are spaced
- From this stance, there's a lot of pressure on the opponent as Cloud can react to potentially any type of get up:
    - Get up attack will just be out of range, depending on the character (some may hit so be aware). Jump can be covered with b-air/n-air/climhazzard. Roll covered by down smash. It's purely reactionary. So the best option could be argued to be bair.
- If the opponent performs a neutral get up and shields your b-air, you have the following options...
    - Opponent rolls or oos aerial: D-smash or dash away a bit and y f-tilt, CS, or f-smash.
    - Opponent full hop jump: Depending on opponent and spacing, you can use another b-air, n-air, jump CS, up-air, or up-smash.

Situational options:

- If you notice your opponent is hanging on the ledge for too long they will run out of invincibility. *This is dependent on much time they spent in the air off stage + damage. Hitting the opponent offstage while they are offstage will reset the count.*
    - 60-120 frames (1-2 seconds) at 0%.
    - Damage caps out at 111% and reduces invulnerability to 23-60 frames depending on time spent in the air.
    - An opponent cannot act after grabbing the ledge for 19 frames.
    - Therefore, at higher percents, they only have anywhere from 4-36 frames of invulnerability.
    - D-tilt, dash attack, limit blade beam, and d-air are all workable in this situation.
- If you notice your opponent is hanging on the ledge for too long, ledge trump with reverse up+b off stage and follow up with n-air or b-air.
- If you notice your opponent likes to neutral get up and shield...
    - Grab and forward throw

    - Roll behind, grab, d-throw to set up a 50-50 with b-air or airdodge bait.
    - D-air strong or sour spot due to its long lasting hitbox.
- If your opponent has a tether grab they like to use after neutral get up + shield...
    - Spot dodge??
    - Close b-air to n-air
    - B-air to b-air?
    - B-air to d-air?

Reading your opponent can be rather difficult, especially if they're aware of their get up options and are great at mixing it up, so you need to do the same! You can experiment with moving around in an area near the ledge, shown in the highlighted peach area:



For example, the opponent decides to roll in, so you can dash back first and cover that option if you're expecting it. Examples are:

- Turnaround f-tilt
- Turnaround f-smash
- Bair
- Climhazzard

Depending on the %, some of these options are more favourable than others e.g. if they're at high %s you're probably going to opt for f-smash, however, it's more unsafe than the others. Forward tilt and bair are the safest, can kill, can set up for another ledge trapping situation (2:44-3:00). This is the true aim!

Empty hopping around the ledge can also bait get up attacks or neutral get up into shield, which you can easily react to if you don't commit to anything. Grab and f-tilt are great in this scenario. Cloud's ledge trapping doesn't require you to always be fast in reacting to options. You can actually wait in scenarios to force certain behaviours. Try experimenting with mixing up your timing with punishing their get up options.

If they get too familiar with your ledge trapping, now's the time to be a little more aggressive! Drop down nair while they're recovering is a great tool when they're not expecting it, along with LCS should you have Limit, although that's more predictable. Instant ledge trumping with b-reversed climhazzard into nair/bair/dair is also a great tool for finishing off opponents.

Be aware that using b-air near the ledge repeatedly may cause you to drift closer to the stage whether you are using c-stick. To alleviate this, be sure to hold the opposite direction on your control stick.

- *Esuna#9821 & PrinceOfThieves#5021*