

Ryu Checklist

1. Understanding Ryu
 - a. Normals
 - b. Command normals
 - c. Specials, EX moves
 - d. Super, Ultras
 - e. Forward dash, backdash
 - f. Focus attack
 - g. Basic combos, bnbs
 - h. Basic setups
2. Basic hitbox knowledge (“cr.MK lowers hitbox”)
3. Advanced hitbox knowledge (“cr.MK vs cr.LK”)
4. Basic frame data (“this is punishable!”)
5. Advanced frame data (“this is 0 on block”)
6. Defense
 - a. Tech throws
 - b. Not panicking
 - c. Smart use of backdash
7. Offense
 - a. Frame traps
 - b. Counterhit setups
 - c. Tick throw setups
 - d. Knock down game
 - i. Master crossup/noncrossup
8. Spacing
 - a. Maximum f.HP range
 - b. Maximum cr.MK range
 - c. Maximum Sweep range
9. Reactions
 - a. Antiair
 - i. Shoryuken LP
 - ii. Shoryuken HP
 - iii. cr.HP
 - iv. cr.MP
 - v. Air to air jf.MP
 - b. Conversion to Ultra 1
 - i. Off LP DP
 - ii. Off antiair DP fadc
 - iii. Off EX hadouken (corner)
 - iv. Off EX tatsu (corner)
 - c. Reaction to different juggles:
 - i. Raw LP shoryuken (grounded) midscreen → Super

- ii. Light tatsu in corner → EX DP
- iii. LP DP (and you don't want ultra) → EX hadouken
- iv. jf.MP (and you don't want ultra) → mp shoryuken

10. Midrange game

- a. Using normals
 - i. Poking
 - ii. Counter poking
- b. Watching spacing
- c. Watching opponent
 - i. Watching charge
- d. Forward dash (as a footsie)

11. Execution

- a. BNB: cr.lk cr.lp cr.hp, tatsu
- b. BNB: cr.lk. cr.lp cr.mk, hadouken
- c. BNB: f.HP, cr HP, HP tatsu, meaty jab
- d. shoryu fadc u1

12. Basic matchup knowledge

- a. vs shoto
- b. vs grappler
- c. vs turtle/charge
- d. vs rushdown
- e. vs other

13. Safe Jumps

- a. sweep, hold up forward, jf.HK
- b. forward throw, walk back (wait) jf mk
- c. backwards throw, walk forward, jf mk

14. Option selects

- a. cr.lp, sweep
- b. crouch tech
- c. safejump OS

15. Finishing touches

- a. Minimize mistakes
- b. Maximize every punish
- c. Master matchups

What NOT to do

- 1. Autopilot
 - a. Mash backdash
 - b. Spam DP
 - c. Spam focus
- 2. Random ultra
- 3. Let your opponent jump at you when you're not knocked down
- 4. Forget what you've practiced.

