Azwel
Beating Azwel's stance transitions

In order to be able to interrupt <u>all</u> of Azwel his stance transition options with one move, your move has to be:
- Faster than BoB A (at i12 this is his fastest option)
- Or be a high crush that is fast enough to beat BoB B (at i20 his fastest non-high)
- A mid because BoB B, ToW stance, ToW 6K and CoE 4K crush highs
- A mid because CoE b6 crushes lows (but only with his front leg)
- A move with sufficient range because CoE transition moves him away from you
- A horizontal because CoE A, ToW.2_8K and CoE.2_8K evade verticals

Summary:
You need a mid horizontal with sufficient range that is fast enough to beat BoB A
Or
A high crushing mid horizontal with sufficient range that is fast enough to be BoB B

Note on sidestep > duck:
You will have to adjust when you sidestep depending on the move he is using to transition into stance
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2A_FC A

2A.K_FC A.K
- interrupt w/i12 mid/low
- interrupt w/i20 mid/low high crush

2A.6K_FC A.6K
- interrupt w/i22 mid/low horizontal
- interrupt w/i24 mid/low horizontal high crush

2A.4K_FC A.4K
- interrupt w/i24 mid horizontal w/sufficient range
- interrupt w/i26 mid horizontal high crush w/sufficient range

2A.K_FC A.K/2A.6K_FC A.6K/2A.4K_FC A.4K
- interrupt w/i12 mid horizontal w/sufficient range
- interrupt w/i28 mid horizontal high crush w/sufficient range
- sidestep right > duck (loses to BoB A.B)
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B.B

B.B.K
- interrupt w/i18
- interrupt w/i22 mid/low
- interrupt w/i30 mid/low high crush

B.B.6K
- interrupt w/i32 mid/low horizontal
- interrupt w/i34 mid/low horizontal high crush

B.B.4K
- interrupt w/i34 mid horizontal w/sufficient range
- interrupt w/i36 mid horizontal high crush w/sufficient range

B.B.K/B.B.6K/B.B.4K
- interrupt w/i22 mid horizontal w/sufficient range
- interrupt w/i30 mid horizontal high crush w/sufficient range
- sidestep right > duck (loses to BoB A.B)

B.B.B/B.B.K/B.B.6K/B.B.4K
- interrupt w/i18 mid horizontal w/sufficient range
- sidestep right > duck (loses to BoB A.B)

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2B.B

2B.B.K
- interrupt w/i12
- interrupt w/i16 mid/low
- interrupt w/i24 mid/low high crush

2B.B.6K
- interrupt w/i26 mid/low horizontal
- interrupt w/i28 mid/low horizontal high crush

2B.B.4K
- interrupt w/i28 mid horizontal w/sufficient range
- interrupt w/i30 mid horizontal high crush w/sufficient range

2B.B.K/2B.B.6K/2B.B.4K
- interrupt w/i16 mid horizontal w/sufficient range
- interrupt w/i24 mid horizontal high crush w/sufficient range
- sidestep right > duck (loses to BoB A.B)

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FC A+B

FC A+B.K
- interrupt w/i22
- interrupt w/i26 mid/low
- interrupt w/i34 mid/low high crush

FC A+B.6K
- interrupt w/i36 mid/low horizontal
- interrupt w/i38 mid/low horizontal high crush

FC A+B.4K
- interrupt w/i38 mid horizontal w/sufficient range
- interrupt w/i40 mid horizontal high crush w/sufficient range

FC A+B.K/FC A+B.6K/FC A+B.4K
- interrupt w/i26 mid horizontal w/sufficient range
- interrupt w/i34 mid horizontal high crush w/sufficient range
- sidestep right > duck (loses to BoB A.B)

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22_88A

22_88A.K
- interrupt w/i18 mid/low high crush

22_88A.6K
- interrupt w/i20 mid/low horizontal
- interrupt w/i22 mid/low horizontal high crush

22_88A.4K
- interrupt w/i22 mid horizontal w/sufficient range
- interrupt w/i24 mid horizontal high crush w/sufficient range

22_88A.K/22_88A.6K/22_88A.4K
- interrupt w/i18 mid horizontal high crush w/sufficient range
- sidestep right > duck (loses to BoB A.A and BoB A.B)

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22_88B

22_88B.K
- Nothing to interrupt all

22_88B.6K
- interrupt w/i14 mid/low horizontal
- interrupt w/i16 mid/low horizontal high crush

22_88B.4K
- interrupt w/i16 mid horizontal w/sufficient range
- interrupt w/i18 mid horizontal high crush w/sufficient range

22_88B.6K/22_88B.4K
- interrupt w/i14 mid horizontal w/sufficient range
- interrupt w/i16 mid horizontal high crush w/sufficient range

22_88B.K/22_88B.6K/22_88B.4K
- sidestep right > duck (loses to BoB A.A, BoB A.B and BoB K)

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BoB A.A

BoB A.A.K
- interrupt w/i12 mid/low
- interrupt w/i20 mid/low high crush

BoB A.A.6K
- interrupt w/i22 mid/low horizontal
- interrupt w/i24 mid/low horizontal high crush

BoB A.A.4K
- interrupt w/i24 mid horizontal w/sufficient range
- interrupt w/i26 mid horizontal high crush w/sufficient range

BoB A.A.K/BoB A.A.6K/BoB A.A.4K
- interrupt w/i12 mid horizontal w/sufficient range
- interrupt w/i20 mid horizontal high crush w/sufficient range
- sidestep right > duck (loses to BoB A.B)

BoB A.A.B/BoB A.A.K/BoB A.A.6K/BoB A.A.4K
- sidestep right > duck (loses to BoB A.A.A and BoB A.A.K BoB A.B)

Extra notes on the Xianghua moves I used in the video:

2A.4K_FC A.4K
- interrupt w/i24 mid horizontal w/sufficient range
- interrupt w/i26 mid horizontal high crush w/sufficient range - **44A or WR A.A**

44A
- loses to CoE 6B (only tip range + delayed)

WR A.A
- loses to CoE 6B (tip range & mid range + delayed), CoE 4K (mid range + delayed)

2A.K_FC A.K/2A.6K_FC A.6K/2A.4K_FC A.4K
- interrupt w/i12 mid horizontal w/sufficient range
- interrupt w/i20 mid horizontal high crush w/sufficient range - **44A or WR A.A**

44A
- loses to BoB B, CoE 6B (only tip range + delayed)

WR A.A
- loses to CoE 6B (tip range & mid range + delayed), CoE 4K (mid range + delayed)

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B.B.4K
- interrupt w/i34 mid horizontal w/sufficient range
- interrupt w/i36 mid horizontal high crush w/sufficient range - **4A**

4A
- loses to CoE 6B (tip range + delayed)

B.B.K/B.B.6K/B.B.4K
- interrupt w/i22 mid horizontal w/sufficient range
- interrupt w/i30 mid horizontal high crush w/sufficient range - **44A**

44A
- loses to B.B.B, CoE A.B (tip range), CoE B.B (tip range + delayed), CoE b6 (tip range), CoE 4K (tip range + delayed)

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2B.B.K/2B.B.6K/2B.B.4K
- interrupt w/i16 mid horizontal w/sufficient range
- interrupt w/i24 mid horizontal high crush w/sufficient range - **44A**

44A
- loses to CoE A.B (tip range + delayed), CoE B.B (tip range + delayed), CoE b6 (tip range), CoE 4K (tip range + delayed)

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FC A+B.K/FC A+B.6K/FC A+B.4K
- interrupt w/i26 mid horizontal w/sufficient range - **4A**
- interrupt w/i34 mid horizontal high crush w/sufficient range

4A
- clashes with BoB A

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22_88A.6K
- interrupt w/i20 mid/low horizontal
- interrupt w/i22 mid/low horizontal high crush - **44A**

44A
- trades with ToW 6K but in your favour

22_88A.4K
- interrupt w/i22 mid horizontal w/sufficient range
- interrupt w/i24 mid horizontal high crush w/sufficient range - **44A**

44A
- loses to tip range CoE B (tip range + delayed)

22_88A.K/22_88A.6K/22_88A.4K
- interrupt w/i18 mid horizontal high crush w/sufficient range - **2A**

2A
- loses to CoE B.B (delayed), CoE b6, CoE 4K (very specific distance only)

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22_88B.4K
- interrupt w/i16 mid horizontal w/sufficient range
- interrupt w/i18 mid horizontal high crush w/sufficient range - **66A.B**

66A.B
- loses to CoE 4K

22_88B.6K/22_88B.4K
- interrupt w/i14 mid horizontal w/sufficient range
- interrupt w/i16 mid horizontal high crush w/sufficient range - **66K**

66K
- Trades with BoB B, loses to all BoB A, BoB K, CoE A.B (tip range), CoE B.B (delayed + tip range), CoE b6 (tip range), some CoE 2_8K options

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BoB A.A.4K
- interrupt w/i24 mid horizontal w/sufficient range
- interrupt w/i26 mid horizontal high crush w/sufficient range - **44A**

44A
- CoE A.B (tip range + delayed), CoE b6 (tip range + delayed), CoE 4K (tip range + delayed)

BoB A.A.K/BoB A.A.6K/BoB A.A.4K
- interrupt w/i12 mid horizontal w/sufficient range
- interrupt w/i20 mid horizontal high crush w/sufficient range - **44A**

44A
- loses to BoB B, CoE A.B (tip range + delayed), CoE b6 (tip range + delayed), CoE 4K (tip range + delayed)