

DEFENCE DRILLS



Instructions:

1. input all of the moves from the desired drill into the Defence setting of Practice mode*
2. set the desired timings (action intervals) for each move to come out
3. prioritise moves by setting action frequency above "1", set "0" to disable a move
4. react to each move and punish or defend

* It's a great idea to input the moves yourself - this will build familiarity

Goals of the project:

- to build knowledge of various popular moves
- to practice punishment (frames, duck, side step, throw breaks)
- to improve animation recognition
- to improve muscle memory

Limitations:

- this is not a replacement for playing real people.
- watch your replays to identify weaknesses
- none of these drills are exhaustive - this was never the aim.
- this is an ever-evolving project - please submit feedback on reddit or to nobleflame99@gmail.com

I recommend choosing a drill and doing it for 15 mins before your session.

Note: this guide is a work in progress - please test and feedback on [r/low5odiumTEKKEN](https://www.reddit.com/r/low5odiumTEKKEN) or nobleflame99@gmail.com

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The guide is in read only mode - create a copy / download to edit.

Sources / resources / contributors:

- <https://www.youtube.com/watch?v=7uFV3ZP7W00Yw> - <https://www.youtube.com/watch?v=7uFV3ZP7W00Yw>
- Pencil YT: <https://www.youtube.com/watch?v=7uFV3ZP7W00Yw>
- PHDX YT: <https://www.youtube.com/watch?v=7uFV3ZP7W00Yw>
- <https://www.youtube.com/watch?v=7uFV3ZP7W00Yw>
- u/SHRETT07 - advice on JIN and drills generally
- u/Tankie25p3n3y - King drills

Jin



Drill 1

Level	Move	Counterplay	Notes	Confidence
	2,1, [delay] 4	SWR after 2,1	Don't react to 2,1, [delay] 4	Somewhat confident
	2,1,4-4	(-13) block low launch	-train reaction to low.	
	1,2,1	(-16) launch	Mix	
	1 1,2,3	[m] don't react		
	2 wavu. CDI	(-13) punish	Mix	
	3 wavu. EWHF	[H] (-4) SSR, duck		
	4 1,3,4	(-13) block low punish		
	5 d2	(-14) block low launch		

Drill 2

Level	Move	Counterplay	Notes	Confidence
	qcb+1+3	1 break		Not confident
	df+2+5	2 break		
	uf+1+2	1+2 break		
	1 3,1,f [zen] u+1	(-16) launch	Mix	
	2 3,1,f [zen] 2	[H] duck launch		
	3 df+1,4	[m h] duck launch		
	4 F+4	SSR punish		
	5 d+3+4	(-19) launch		

Drill 3 zen mix ups

Level	Move	Counterplay	Notes	Confidence
	zen+4	SSR when dive kick starts	Many of Jin's moves can go into zen. Mix by recording different moves into zen into zen option.	Not confident
	zen+3+4	duck or step		
	zen+2	duck		
	1 zen+1+2	(-14) low block launch		
	2 zen+1	(-16) launch		
	3 zen+1,2	(-13) punish		
	4 Wavu. cd9,2	Low block launch (-31)	Mix fuzzy	
	5 Wavu. ff+3	[m] SSR		

Kazuya



Drill 1				Confidence
Level	Move	Counterplay	Notes	Not confident
	df+2	(-12) punish		
	ws+2	(-18) launch		
	1,1,2	(-17) launch		
1	df+1,4	(m h) duck launch		
2	df+1,2	(m h) duck launch		
3	df+1,df2	(m m)		
4	wavu . cd4,1	(-23) low block launch		
5	wavu . ff3	Safe	Mix with HS	

Drill 2				Confidence
Level	Move	Counterplay	Notes	Not confident
	1,2,4,3	low parry 4, block punish 4		
	f+3	(-13) punish		
	df+2	(-14) low block launch		
1	b+2,4,1	(m h m) (-14) punish		
2	f+2	(m) - step to left or right		
3	Wavu . cd4,1	(-23) low block launch	Mix together - practise	
4	Wavu . ff3	(m) SSL	SWL	
5	Wavu . EWGF	(h) SSL		

Paul



Drill 1				Confidence
Level	Move	Counterplay	Notes	Not confident
	1,2,3,1	[h h m h] duck launch (-22) launch	Either duck or launch	
	1,4	(-13) [h f] low block punish		
	2,3	[h h] duck launch		
1	1+2	(-13) m punish	without charge	
2	f+1+4	(-14) punish		
3	d+1,2	(-17) launch	without charge	
4	d+1,4,2	[m m] (-14) on 2 (-31) on 4 launch		
5	d+4, 2, 1+2	(-17) low block launch	demoman	

Drill 2				Confidence
Level	Move	Counterplay	Notes	Not confident
	d+1+2	(-17) launch		
	dbx+1+2	(-14) punish		
	b+4	(-12) low block punish		
1	uf+3,4	(-13) [m m] punish		
2	ffr+2,1	[m h] duck launch		
3	ffr+2,2	(-19) low block launch		
4	qcf+2	(-17 pushback) long range punish	death fist	
5	qcf+3	(-14) low block launch		

Bryan



Drill 1			Confidence
Level	Move	Counterplay	Notes
	1,2,3	(c-12) [h h] - low block punish or hop kick	
	1,2,4	[h h h] duck and launch	
	1,4,2,1,2	[h h h h] duck 3rd hit and launch	first 2 hit jail
1	1,4,3,3	[h h m h] duck last hit and launch	
2	3,3,2	[m h h] duck and launch	
3	4,3,4	(c-12) [h m m] punish	can be held (-10)
4	1+2,1	[m h] duck and launch	
5	1+2,2	(c-14) [m m] punish	

Drill 2			Confidence
Level	Move	Counterplay	Notes
	3+4	(c-13) [m] punish or SSR	
	f+2+2	[h] duck and launch	armour
	df-3	(c-26) low block and launch	snoke edge
1	d+2,3	(c-10) punish [m m]	
2	dc+3+4,2	(c-12) punish [1 m]	
3	b+2,1,2	[h h h] duck and launch	
4	b+2,4	[h m] SSR 2nd hit	
5	ub+2,3,3,3	(c-15) launch [m m m m]	

Lili**Drill 1**

Level	Move	Counterplay	Notes	Confidence
	1,1,3	(-15) launch [h h m]		Not confident
	1,2,3	(-15) low punish [h h l]		
	2,3	(-13) low punish [h l]		
1	2,4	duck and launch [h h]		
2	3,1	(-15) punish [m m]		
3	f+2,3	(-15) launch [h m]		
4	f+3+4,3,4	SSR after first hit and launch		
5	db+4	(-24) low block and launch	snake edge	

Drill 2

Level	Move	Counterplay	Notes	Confidence
	df+2	(-11) punish [m]		Not confident
	df+4,4	(-13) low punish [m l]		
	d+2,2,4	(-17) launch [m h m]		
1	d+3+4	(-21) launch [m]	matterhorn	
2	uf+3	(-13) punish	hop kick	
3	uf+3+4,3	duck and launch [m h]		
4	ff+4	(-12) low punish [l]		
5	ws1,2,3	(-44) low block punish 3 [m h l]		

Dragunov

Drill 1				
Level	Move	Counterplay	Notes	Confidence
	2,1,4	low parry last hit		Not confident
	1+2	(-14) punish		
	db+3	(-26) low block launch		
1	b+4,3	duck and launch [m h]		
2	b+4,2,1	duck last hit punish		
3	db+3+4	duck and launch	note: difficult - 120 frame	
4	df+2	(-12) punish [m]		
5	d+3,2,1+2	interrupt third hit with jab	-10 or faster jab	

Drill 2				
Level	Move	Counterplay	Notes	Confidence
	f1+4	1 break		Not confident
	f2+3	2 break		
	uf1+2	1+2 break		
1	db+3	(-26) low block launch	Fuzzy gutara low; stana when crouch throw	
2	db+3, 1+2	remaining standing	runme hit	
3	df 1,4	m h duck and launch		
4	uf+3+4	duck and punish	grab	
5				

King



Drill 1				Confidence
Level	Move	Counterplay	Notes	Not confident
	f+2,1	duck and lounch		
	b+1,2	(-13) punish or duck lounch		
	df+2,1	duck and lounch		
1	df+1,2	(-10) punish		
2	b+3	(-10) punish		
3	df+1+2	(-34) lounch		
4	df+3+4	duck, best ground punish		
5	1,2,1	SSR punish		

Drill 2				Confidence
Level	Move	Counterplay	Notes	Not confident
	wr+4	1+2 break	shining wizard	
	f,hcf+2	2 break	Tijuna's Twister	
	f,hcf+1	1 break	giant swing	
1	wr3	can SSR	mix with shining wizard	
2	rolling death cradle	1 break: 1+2 break; 2 break	chain throw	
3	CD1+2 / ws1+2	(-10) punish		
4	CD1 / FC, df+1	(-12) punish		
5	db+3 > f,hcf+1	(-14) punish or low parry	if you don't react, SSR throw	

Feng



Level	Move	Counterplay	Notes	Confidence
	b+2,3,4	low parry second hit	train reactions	Not confident
	b+1+2	(-19) launch	shoulder	
	db+1,4	duck and launch [m h]		
1	db+4	(-26) low block and launch	snake edge	
2	ss4	(-31) low block and launch	Mix	
3	ssdf+3	don't react		
4	qcf+1	(-14) low block launch	Mix	
5	qcf # 3	(-12) punish [m]		

Level	Move	Counterplay	Notes	Confidence
	1,2,2	(-13) punish h h h or duck launch		Not confident
	3,1+2	SSL 1+2	can be charged - SSL beats both	
	3-4,3	(-26) low block launch		
1	H+2,1,2	(-19) launch [m m m]		
2	oz	(-13) low block punish		
3	db+2,2,2	[1 m] block second on reaction	second hit is (-16)	
4	b+1	(-12) punish		
5	uf+2	(-10) punish		

Reina



Drill 1				Confidence
Level	Move	Counterplay	Notes	Not confident
	1,1,2	(-17) launch		
	1,2,3,4	(-14) duck and launch [h h m h]		
	1+2	(-20) punish		
1	db2	(-16) low block launch		
2	2-1	(-14) punish [m m]		
3	b+2+1	(-13) punish [m]	armour	
4	uf+1+2	1+2 break	Mix	
5	d,db,b,+2	2 break		

Drill 2				Confidence
Level	Move	Counterplay	Notes	Not confident
	3,2	duck and launch [m h]	Fuzzy duck high	
	3,4	(-14) punish [m m]		
	3+4,4	(-14) punish [m m m]		
1	ws4,4	(-17) launch		
2	ss4	(-12) low block punish	difficult to react to	
3	df+2	(-12) punish [m]		
4	cd+4,1	(-23) low block launch	hellsweep	
5	uf+1+2	1+2 break		

Steve



Drill 1			Confidence
Level	Move	Counterplay	Notes
	1+2	(c12) punish	Sonic fang
	1,2,1,2	(c10) punish [h h h m]	Mix
	1,2,1,4+2	(c12) low block punish	
1	2,1,2	(c11) punish OR punch parry third hit [h h m]	
2	db+2	(c12) low block punish	
3	db+1+2	(c13) punish	
4	b+1,2	duck and punish [h h]	Mix - fuzzy guard
5	b+1,2-1	[h m] don't react	

Drill 2			Confidence
Level	Move	Counterplay	Notes
	b+1,df1	low parry 2nd hit [h l m]	
	b+2	(c13) punish [m]	
	uf+2	(c14) punish [m]	Mix Note: uf+2 from PKB (ducking) stance is -15
1	uf+3,2	[13] low block first hit, duck and launch high	
2	qcf+2	(c18) low block launch	
3	wst,1	duck and launch second hit [m h]	Mix - fuzzy guard - NOTE
4	wst,2	(c13) punish	difficult
5	b sway 1+2	1+2 break	strongest of the wall

Asuka



Drill 1				
Level	Move	Counterplay	Notes	Confidence
	1,1	second hit can be punch parried [h m]		Not confident
	1,2,4	(-12) punish		
	2,3	(-19) launch [h m]		
1	1+4,2,4	duck and launch third hit [sm h h m]	Mix - OS low block / duck	
2	1+4,2,d4	(-23) low block launch	third hit - note, 1+4,3	
3	1+4,3	[sm m]	attempts to catch ducks	
4	f+1,4	(-26) low block launch		
5	f+2	(-18) launch (m)	Asuka's main whiff tool	

Drill 2				
Level	Move	Counterplay	Notes	Confidence
	f+2	[h] SS or duck and launch		Not confident
	df+1,2	duck and launch [m h]	caution: mid variation	
	df+3+4	(-26) low block launch		
1	db1,2	duck and launch 2 [m h]	Mix - most won't use 1,4	
2	db1,4	(-15) launch [m m]	since it's launch	
3	db+4,4,4	can low parry after blocking one low		
4	d1+2	(-18) low block launch		
5	ba+3	(-19) launch (m)	Asuka's main panic move	

Nina



Drill 1				
Level	Move	Counterplay	Notes	Confidence
	1,2,1+2	duck and punish [h h h h]	guns	Not confident
	1,2+2	(-14) punish		
	4,4,4	(-12) low block punish or low parry [h h l]	Mix - fuzzy	
1	4,4,3+4	mid option [h h m]		
2	f+2,1,3	(-15) launch [h h m]		
3	f+3	duck second hit [m]	does not jail	
4	d,df+4	(-37) low block launch		
5	d+3,4,3	duck second hit and launch [l h m]	does not jail	

Drill 2				
Level	Move	Counterplay	Notes	Confidence
	f+1,2	(-14) punish		
	df+1,2,4	duck third hit and launch [m h h]		
	df+3,2,1,4	(-15) low block punish or low parry [m h h l]	Mix - fuzzy	
1	df+3,2,5	(-17) launch [m h m]		
2	d+4,1	duck second hit and launch	does not jail	
3	db+3	(-15) low block punish		
4	db+3+4	(-17) launch		
5	uf+4,3,4	second hit can be low parried / ducked [h h]	last two hits are natural	

Jack 8



Drill 1				Confidence
Level	Move	Counterplay	Notes	Not confident
	2,1,2	(-12) punish [h m m]		
	1+2	(-13) punish [m m]		
	f+1,1	duck second hit and launch [m h]	ducking covers both extensions	
1	f+1,2,1	duck second hit and launch [m h m]		
2	het df+1	(-37) low block launch		
3	f+2	(-13) punish		
4	df+2	(-14) punish		
5	b+3,2,2	duck second hit and launch [m h h]		

Drill 2				Confidence
Level	Move	Counterplay	Notes	Not confident
	2,3	(-13) punish [h m]		
	f+1,2	(-13) punish	armour	
	df+1,1	(-13) punish [m m]		
1	df+1,2,1,2	duck and launch [m h h hh]	highs jail - hold duck	
2	df+2	(-18) low block launch		
3	df+3,2	duck and launch [m h]		
4	df+3+4	(-28) launch punish		
5	f+2,1+2	(-29) low block launch [m l]	can mix with f+1+2,2 [m m]	

PhIX's movement and whiff drill				Confidence
Command	Counterplay	Notes	Not confident	
dash 2,2; dash 2,2; dash 2,2; dash 2,2	- KBD first 2, SSR second 2	Set first move frequency to 2		
dash 2; df2; block	- When df2 appears, SSR and whiff punish	Movement / whiff training		
dash2,2; dash 2; df2; block				
dash2,2; dash 2,2; dash 2; df2; block				

Lee



Drill 1				Confidence
Level	Move	Counterplay	Notes	Not confident
	1,2,2,3	duck and punish [h h m h]		
	1,2,4	(-12) punish		
	b+3,3	block low and punish [l h]		
	1 wr5,4	SWL	evasive moves that go left can beat these options - e.g. Jin uf+2	
	2 fc,df+4	(-14) low block launch		
	3 df+4,4	duck and punish [m h]		
	4 f+3,3,4	duck the last hit, punish [mm hhhh]		
	5 d,4,4,4,4	(-20) launch [l l m]	can low parry additional hits	

Drill 2				Confidence
Level	Move	Counterplay	Notes	Not confident
	1,3,3,3	(-17) launch [h h m h]	can also duck and punish	
	2,1,2	(-13) punish		
	2,1,4	(-15) low block launch		
	1 ws2,3	(-13) punish [m m]		
	2 ub+4	(-13) punish		
	3 f+4,1	duck and punish [m h]	can duck even on first hit	
	4 b+1,1,2	duck and punish [h m h]		
	5 d,db+4	(-17) launch		

Yoshimitsu



Drill 1				Confidence
Level	Move	Counterplay	Notes	Not confident
	3,2,1+2	(-14) (forced low block) launch	string ends in crouch	
	fc,df+4	(-26) low block launch		
	uf+2	(-16) low block punish		
1	4-3	(-13) punish		
2	db+1+2	duck and launch	poison breath	
3	ub+1+3,1	time whiff punish when spin stops	Catherine wheel	
4	f,d,df+1	(-17) launch		
5	uf+1+5,d	SR and launch	helicopter	

Drill 2				Confidence
Level	Move	Counterplay	Notes	Not confident
	uf+3+4,1,4,1	duck second hit and punish (m h m-)	Mix - fuzzy the mid option	
	uf+3+4,2+4	(-13) punish (m m)		
	F+4	(-13) punish		
1	db+3,3,3,4	block last low and vs punish	first two lows are natural	
2	df+1,2,1	(-12) punish		
3	b+2,1	(-17) launch		
4	uf+3	(-13) punish		
5	fc,df+1	low crush (hop kick)	unblockable sword sweep - usually used at the wall so you can bd	

Devil Jin



Drill 1				
Level	Move	Counterplay	Notes	Confidence
	1,1,2	(-17) lounch [h h m]		Not confident
	1,2,2	(-12) punish [h h h]		
	1,2,3,4	SSR third hit [h h m m]		
1	df+1,2	duck and lounch [m h]		
2	df+4,4	(-15) lounch		
3	db+2	(-15) low block punish		
4	df+1+4	(-15) lounch		
5	bf+2,1,2	SSR third hit [m m m]	SSR catches all options	

Drill 2				
Level	Move	Counterplay	Notes	Confidence
	2,2	(-13) punish		Not confident
	1+2	(-12) punish		
	1+3,4	(-22) lounch		
1	bf+1+2,2	(-31) lounch	first his is (-17)	
2	b+3	(-18) lounch	has evasive properties	
3	wavu. CD2	don't react - electrici h	Mix [difficult] high, mid,	
4	wavu. vs2	(-12) punish m	low	
5	wavu. CD4, 1+2	(-23) low block lounch HS		

Lars



Drill 1

Level	Move	Counterplay	Notes	Confidence
	1,4	low parry second hit	Mix - fuzzy the low parry	Not confident
	1,1,1	don't react (m m m)		
	uf+5	(-20) launch		
1	d+1+2	(-20) low block launch		
2	f+2,4	duck and launch	Mix	
3	f+2,3 SEN3	down job - interrupt stance		
4	f+2,3 SEN4	down job + duck, launch high	absorb the armour	
5	f+1+4	(-18) launch		

Drill 2

Level	Move	Counterplay	Notes	Confidence
	f+1+2	(-13) punish		Not confident
	f+2,1	(-18) launch		
	db+4	(-26) low block launch	i21 - difficult to react to	
1	db+1,3 d ws4	down job to beat options LE	limited entry stance	
2	db+1,3 SS: f+2	(-13) punish	catches down job	
3	f+1,2,3	(-12) punish	can go into DEN	
4	db+1+2	(-13) punish		
5	d+3,4	duck and launch (m h)	no mid extension	

Hwoarang



Drill 1				Confidence
Level	Move	Counterplay	Notes	Not confident
	1,1,3,3	low block 3rd hit and launch [h h l h]		
	1,2,f+3	(-8) don't react [h h m]		
	4,4,3	(-14) punish / launch	(forces crouch)	
1	df+3,4	(-12) punish		
2	d+4,4	(-12) punish second hit [l h]	jails / can launch if low is blocked	
3	b+3	(-19) launch		
4	w+3	SSL and launch		
5	RFF d+3+4	(-11) low block punish	right foot forward	

Drill 2				Confidence
Level	Move	Counterplay	Notes	Not confident
	2,f+3	(-8) don't react [h m]	Mix - nape, high is slower than the	
	2,f+4	duck and launch [h h]	mid - fuzzy	
	f+3-3	(-16) launch	push back	
1	df+3+4	(-14) punish	jails	
2	db+4,4	duck second hit and launch [l h]	can duck even if low hits	
3	b+1	(-14) punish		
4				
5				

Leo



Drill 1

Level	Move	Counterplay	Notes	Confidence
	db+3	duck on reaction and launch [h]		Slightly confident
	f+4,5,4	low parry third hit [m h]		
	db+2,4	duck and launch second hit [m h]		
1	df+2	(c15) punish [m]		
2	PC df+3	(c17) low block launch [l]	Mix	
3	WS4,1+2	(c12) punish [m m]	Mix	
4	dx+2	block - don't react		
5	df+2+5	(c12) duck on reaction and punish		

Drill 2

Level	Move	Counterplay	Notes	Confidence
	1,2,1,1	(c15) punish [h h h m]	Option select by ducking	Not confident
	1,2,1,4	duck and launch before third hit [h h h h]	/ low blocking third hit or before	
	1,2,4	(c15) low block punish [h h l]		
1	1+2	(c12) punish	armour	
2	f+1+2	(c14) punish		
3	b+3,1b	launch on reaction to KNK	Leo cancels into KNK	
4	b+3,1d	(c10) either don't react or find character response	Leo cancels into BOK	
5	b+1+2	(c24) launch [m]		

Jun



Drill 1			Confidence
Level	Move	Counterplay	Notes
	1,2,4	(-12) punish [h h m]	
	2,1,4,3	duck last hit [h m m h]	
	1+2,3	duck and launch	
	1 df+4	(-14) punish [m]	
	2 db+4,4,4	low parry subsequent lows even on hit	if blocked, can hop kick
	3 b3	(-9) evasive. Test punishment	Extensions b3 > 2[m] > 4[]
	4 ws1,4,1+2	(-20) launch [h m m]	
	5 fc3+4,3	practice jab floating Jun [mm mm]	

Drill 2			Confidence
Level	Move	Counterplay	Notes
	1+4,2,4	(-15) launch [] h h m]	2,4 is faster than 2,d+4 - react to low (d+4)
	1+4,2,d+4	(-25) low block launch [] h h []	Fuzzy guard (hold df for low)
	1+4,3,1	(-13) punish [] h m m]	opiateh 3,1 is 33 frames, 3,4 is 25 frames
	1+4,3,4	low parry final hit [] h m []	
	2 1+2	(-12) punish [m]	
	3 d+4,4	duck and launch last hit	
	4 db+1,1,1+2	(-15) launch [m m mmm]	
	5 d+1	react with hop kick	seeable low (only -10 on hit)

Raven



Drill 1

Level	Move	Counterplay	Notes	Confidence
	f+1+2	(c14) punish		Not confident
	2,3	(h1) low parry the low	On reaction	
	2,4	(h1) duck and launch		
1	db+4	(c14) low block launch	at distance (c15)	
2	db+2,1,1	duck second hit and launch	third hit (blue clone) is -14 punish	
3	dcf+4	(c14) push back punish	experiment with punishment	
4	df+4,4,3	jab punish after second 4	use 10 frame punish, will also float 3	
5	b+1+2	(c15) launch		

Drill 2

Level	Move	Counterplay	Notes	Confidence
	BT 3+2	(c13) punish	Mix	Not confident
	BT 3+4	(c20) low block punish		
	3,5,4	duck and launch (m h h)	first two hits jabs	
1	db+3	(c12) low block punish	slow start up	
2	ff+5	(c14) punish		
3	F C df+3+4	(c23) low block punish	hellsweep	
4	uf+4,4	(c15) launch		
5	2,3	(h1) low parry the low	keep training this from drill 1	

Xiaoyu



Drill 1				Confidence
Level	Move	Counterplay	Notes	Not confident
	1,d+2,1+2	(-12) punish; SSL third hit		
	f+3,1,4	(-22) launch	back turned	
	df+2,3	duck and launch [m h]		
1	df+3	(-23) low block launch	reactable	
2	b+1	(-12) punish		
3	Dv+2,2	low parry second hit [m l]		
4	b+4,1	(-14) punish [m m]	second hit can be punish parried	
5	ff+3+4	SWR launch	reactable	

Drill 2				Confidence
Level	Move	Counterplay	Notes	Not confident
	f+2,1,4	(-13) punish		
	f+1+2	(-16) launch		
	df+3,4	duck and launch [l h]	can duck on hit or block	
1	b+1+2	(-13) punish [mm]		
2	dv+1+2,1,1	(-12) punish [mm m m]		
3	fcc2,1,4	(-18) launch [l h h m]		
4	BT 4	(-18) launch [l h h m]	Mix	
5	BT d+4	(-26) low block launch		

Azucena



Drill 1			
Level	Move	Counterplay	Notes
	db+5+4	(-16) launch	depends on range
	w4,1,3	duck second hit and punish	
	w2	(-13) punish	
1	d+1+2	duck on reaction	
2	df+1,1,1	duck 3rd high [m h b] - 10f punish	Mix
3	df+1,1,1-2	stand in time to take m [m h m] - 10f punish	
4	2,1,2	duck and launch [h m h]	
5	db+1+2	(-21) launch	

Drill 2			
Level	Move	Counterplay	Notes
	ff+3	(-14) punish	
	f+4,4	(-12) punish - depends on range	Mix fuzzy duck first option
	f+4,4-3	block	
1	f+4,4 b BT 1,2	offer BT duck second hit and launch	
2	f+4,4 b BT 1+2	offer BT 10f punish - depends on range	
3	3,3,2	(-12) punish	
4	db+3+4	(-16) launch	
5			

Zafina



Drill 1			Confidence	
Level	Move	Counterplay	Notes	Not confident
	df+4,1	(-12) punish		
	df+4	duck and launch		
	3+4 - 4	(-18) launch	Mix	
1	3+4 - df+3,3	(-25) low block launch	3+4 = scarecrow stance	
2	1+2,4,4	interrupt after last hit		
3	df+1+2,1+2	(-16) low block launch	snake edge	
4	df+2	(-12) punish		
5	df+3	(-15) low block punish	(-15) if she stays in neutral, but (-13) if she goes into stance	

Drill 2			Confidence	
Level	Move	Counterplay	Notes	Not confident
	2,1,2	(-17) low block launch last hit (h m l)		
	1+2,4,4	(-13) punish (m m m)	can SSL third hit	
	f+2,3,4	(-18) push back - adjust punishment (m h m)	can SSL third hit	
1	df+1,2,1	(-15) punish (m m m)	Mix	
2	df+1,4	duck and launch second hit		
3	df+2	(-12) punish		
4	df+3,4	duck and launch second hit	Mix	
5	df+3,df+4	(-14) low block launch / punish		

Shaheen



Drill 1				Confidence
Level	Move	Counterplay	Notes	Not confident
	df+2,1	duck and launch (m h)		
	df+4	(c-13) punish	hop kick	
	f+2,3	(c-12) punish	Mix	
1	f+2,4	low parry second hit		
2	b+4	(c-13) launch	steel pedal	
3	df+3+4 + df+1,2	duck and launch second hit (m h)	ensure your character is blocking during this mix - press 'option + 1' during opponent move input. Fuzzy.	
4	df+3+4 + df+1,3	(c-13) punish (m m)		
5	d,df,df+3	low block and floor punish	slide	

Drill 2				Confidence
Level	Move	Counterplay	Notes	Not confident
	1,2,2	(c-11) punish (h h m)	Mix - note, you can duck the third hit of 1,2,3, however, when mixed with the others it is not advisable. Practice punishing the mid recovery.	
	1,2,4	(c-13) punish (h h m)		
	1,2,3	don't react (h h h)		
1	4,1	don't react (h h)	Mix - note, you can duck both 4,1 and 4,3 - is it worth the risk?	
2	4,3	don't react (h h)		
3	4,4	(c-13) punish (h m)		
4	df+4	(c-13) punish (h)		
5	f+3	(c-12) punish (m)		

Claudio



Drill 1				Confidence
Level	Move	Counterplay	Notes	Not confident
	uf+4	(-13) punish	hop kick	
	3,2	duck and launch (m h)	heat engager	
	df+3	(-15) low block launch		
1	df+1,2	(-15) launch		
2	1,3	low parry second hit		
3	1+2	(-14) punish		
4	4,3	duck and launch second hit		
5	d+1,2	SSL second hit and launch	Turn on opponent heat	

Drill 2				Confidence
Level	Move	Counterplay	Notes	Not confident
	df+1	(-13) punish		
	df+3,1	(-12) punish		
	b+1+2	(-13) punish		
1	ws 1,2	SSL second hit		
2	1,2,1	(-13) punish		
3	ws 2	(-14) punish		
4				
5				

Victor



Drill 1				Confidence
Level	Move	Counterplay	Notes	Not confident
1				
2				
3				
4				
5				

Drill 2				Confidence
Level	Move	Counterplay	Notes	Not confident
1				
2				
3				
4				
5				

Leroy



Drill 1

Level	Move	Counterplay	Notes	Confidence
				Not confident
1				
2				
3				
4				
5				

Drill 2

Level	Move	Counterplay	Notes	Confidence
				Not confident
1				
2				
3				
4				
5				

Eddy



Drill 1

Level	Move	Counterplay	Notes	Confidence
				Not confident
1				
2				
3				
4				
5				

Drill 2

Level	Move	Counterplay	Notes	Confidence
				Not confident
1				
2				
3				
4				
5				

Lidia



Drill 1

Level	Move	Counterplay	Notes	Confidence
				Not confident
1				
2				
3				
4				
5				

Drill 2

Level	Move	Counterplay	Notes	Confidence
				Not confident
1				
2				
3				
4				
5				

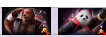
Alisa



Drill 1				Confidence
Level	Move	Counterplay	Notes	Not confident
1				
2				
3				
4				
5				

Drill 2				Confidence
Level	Move	Counterplay	Notes	Not confident
1				
2				
3				
4				
5				

Bears



Drill 1				Confidence
Level	Move	Counterplay	Notes	Not confident
1				
2				
3				
4				
5				

Drill 2				Confidence
Level	Move	Counterplay	Notes	Not confident
1				
2				
3				
4				
5				