DEFENCE DRILLS



end choosing a drill and doing it for 15 mins ur session.

Note: this guide is a work in progress - please test and Creator: Nobleflame

Lav				
Drill 1		(%)		
Level	Move	Counterplay	Notes	Confidence Not confident
	b+2,3,4	low parry 3	junkyard	
	b+2,1	(-15) launch (-12) punish h,h,m		
	1,1,1 1 1,1,2	[h h h] duck and launch		
	2 1,2,2,2	[h h m h] duck and launch		
	3 1,2,2,1+	2 (-13) punish [h h m m]		
	4 3,3 5 3,4	(-14) punish [m h] duck and launch		
		[III II] dack dila idalicii		
Drill 2				Confidence
Level	3+4,4	Counterplay [m m h] duck and launch	Notes	Not confident
	df+4,3	(-14) punish [m m]		
	df+3+4	(-15) low block launch		
	1 d+3,4 2 d+3+4,	(-15) launch [m m] 3 (-14) punish [l m]		
	3 db+4,4	(-37) low block launch		
	4 b+2,1	(-15) launch [m m]		
	5 uf+3+4	(-24) low block launch		
		ınd Slide		Confidence
Level	Move	Counterplay [m h] duck and launch	Notes	Not confident
	ws1,2 ws2	[m h] duck and launch (-18) launch		
	ws4,3	(-14) punish; SSL 3 [m m]		
	1 ws3+4	(-21) launch	allata	
	2 df,d,df. 3 f+2+3	low block float punish 1 break	slide "I'm a [fuckin] dragon"	
	4			
	5			



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Move Counterplay No	Journet (h h m)
11,5 (c15) bunch (h h m)	Journet (h h m)
2 5.1 (-1.15) pounds (m m) 4 1-64-4, 4 580 order (m sh hard baunch 5 date 4 (-1.44) 580 order (m sh hard baunch 5 date 5 date 4 (-1.41) pounds (m m) 6 dr4.4 (-1.31) owe punds (m l) 6 dr4.2 (-1.31) owe punds (m l) 6 dr4.2 (-1.31) owe punds (m l) 6 dr4.3 (-1.31) owe punds (m l) 6 dr4.4 (-1.31) owe punds (m l) 6 dr4.5 (-1.31) owe punds (m l) 6 dr4.6 (-1.31) owe punds (m l) 6 dr4.6 (-1.32) owe punds (m l) 6 dr4.6 (-1.32) pounds (m l) 6 dr4.6 (-1.32) pounds (m l) 6 dr4.6 (-1.32) pounds (m l) 6 dr4.6 (-1.32) owe punds (m l) 7 dr4.6 (-1.32) ow	pursish (in m) located (in m) stance for m) located (in m) located (in m) stance for m) st
2 5.1 (-1.15) pounds (m m) 4 1-64-4, 4 580 order (m sh hard baunch 5 date 4 (-1.44) 580 order (m sh hard baunch 5 date 5 date 4 (-1.41) pounds (m m) 6 dr4.4 (-1.31) owe punds (m l) 6 dr4.2 (-1.31) owe punds (m l) 6 dr4.2 (-1.31) owe punds (m l) 6 dr4.3 (-1.31) owe punds (m l) 6 dr4.4 (-1.31) owe punds (m l) 6 dr4.5 (-1.31) owe punds (m l) 6 dr4.6 (-1.31) owe punds (m l) 6 dr4.6 (-1.32) owe punds (m l) 6 dr4.6 (-1.32) pounds (m l) 6 dr4.6 (-1.32) pounds (m l) 6 dr4.6 (-1.32) pounds (m l) 6 dr4.6 (-1.32) owe punds (m l) 7 dr4.6 (-1.32) ow	pursish (in m) located (in m) stance for m) located (in m) located (in m) stance for m) st
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2 5.1 (-1.15) pounds (m m) 4 1-64-4, 4 580 order (m sh hard baunch 5 dat-4 (-2.15) low black and baunch 2 2 (-1.15) which (m sh hard baunch 5 dat-4 (-2.15) we shadk and baunch 6 dat-6 (-2.15) which (m sh hard baunch 6 dat-6 (-2.15) which (m sh hard baunch 6 dat-6 (-2.15) which (m sh hard baunch 6 dat-6 (-2.15) baunch (m s	pursish (in m) located (in m) stance for m) located (in m) located (in m) stance for m) st
4 (+34-3,5 a) SSR other first his and baunch stock (-24) low block and bunch stock (-24) low block (-24) low (-24) low block (ofter first hit and launch snake e nterplay Notes punish [m] lose punish [m] lose punish [m] losunch [m h m] lounch [m] punish hop kick ond launch [m h] love vanish [l]
5 db+4 (28) low block and bounch sec. 2	Iterplay Notes punish [m] lounch [m in m] lounch [m in m] lounch [m in m] lounch [m] motherh punish [m] hep kiel lounch [m] hep kiel
2 Move Counterplay No dr42 (-11) parish (m) dr42 (-11) parish (m) dr42 (-12) dr42 (-12) dr42 (-12) dr42 (-12) dr41 dr41 (-12) dr41 dr4	Interplay Notes punish (m) low punish (m i) low punish (m i) low punish (m ii) lounch (m h m) lounch (m) motterher hop kick cand lounch (m h) hop kick low bounish (ii)
Move Counterplay No df+2 (-11) punish (m) df+4,4 (-13) low punish (m df+2,24 (-17) lounch (m h m) df+3,44 (-21) lounch (m) m m df+3,44 (-21) lounch (m) m m df+3,44 (-21) lounch (m) m df+4 df+4 (-21) lounch (m h) df+4 df+4 (-21) lounch (m h) df+4 df+4 (-21) low punish (m) df+4 df+	punish [m]
Move Counterplay No df+2 (-11) punish (m) df+4,4 (-13) low punish (m df+2,24 (-17) lounch (m h m) df+3,44 (-21) lounch (m) m m df+3,44 (-21) lounch (m) m m df+3,44 (-21) lounch (m) m df+4 df+4 (-21) lounch (m h) df+4 df+4 (-21) lounch (m h) df+4 df+4 (-21) low punish (m) df+4 df+	punish [m]
df+2 (-11) punish [m] df+4.4 (-13) low punish [m] d+2.2,4 (-17) lounch [m h m] 1 d+3+4 (-21) lounch [m] ma 2 uf+3 (-13) punish hop 3 uf+3+4,3 duck and lounch [m h] 4 ff+4 (-12) low punish [M]	punish [m]
df+4,4 (-13) low punish [m I] d+2,2,4 (-17) lounch [m h m] 1 d+3+4 (-21) lounch [m] mo 2 uf+3 (-13) punish hop 3 uf+3+4,5 duck and lounch [m h] 4 ff+4 (-12) low punish [II]	low punish [m I]
df+4,4 (-13) low punish [m] d+2,2,4 (-17) lounch [m h m] 1 d+5+4 (-21) lounch [m] ms 2 uf+5 (-13) punish hoj 3 uf+5+4,3 duck and lounch [m h] 4 ff+4 (-12) low punish II (-12) low punish II (-12) low punish II (-12) low punish III (-12) low punish III (-13) low punish III (-14) low	low punish [m I]
1 d+3+4 (-21) launch [m] ma 2 uf+3 (-13) punish ho; 3 uf+3+4,3 duck and launch [m h] 4 ff+4 (-12) low punish [1]	launch [m] matterh punish hop kick and launch [m h]
2 uf+3 (-13) punish hos 3 uf+3+4,3 duck and launch [m h] 4 ff+4 (-12) low punish [1]	punish hop kick c and launch [m h]
3 uf+3+4,3 duck and launch [m h] 4 ff+4 (-12) low punish [1]	and launch [m h]
4 ff+4 (-12) low punish []]	low punish [1]
4 TH4 (-12) low punish [I] 5 ws1,2,3 (-14) low block punish 3 [m h l]	low punish [I] low block punish 3 [m h l]
5 WS1,2,5 (-14) IOW Block punish 3 [m h l]	low block punish a [m h l]

Notes Not confident note: difficult - 120 frame -10 or faster job Confident Notes Not confic ruzzy gaara low; stanta when crouch throw consecutif grab
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note difficult - i20 frame -10 or faster job Confident Notes Not confic PUZZY gaara low; stans when couch throw cromes out
-10 or faster jab Confiden Notes Not confiden Puzzy guara law, stana when crouch throw comes out
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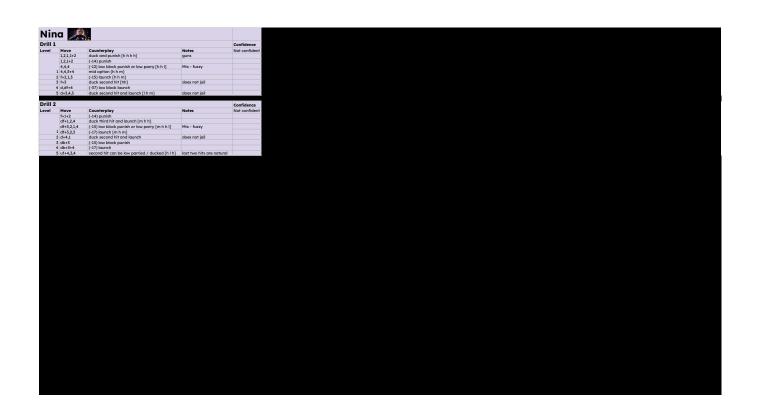
Counterplay duck and launch (c13) punish or duck lounch duck and launch (c10) punish (c24) launch duck, best ground punish (S8R punish (S8
Counterplay Motes (±3) purish or dack lounch (±3) purish or dack lounch (±4) purish (±4) purish (±4) purish (±4) purish (±4) bursh dack, best ground purish SSR purish 2 break 1± 2 break 1 break 1 break 1 break 1 break (±4) purish (±6) purish (±7) purish (±7) purish (±7) purish (±8) purish (±8
duck and lounch (c13) purish or duck lounch (c14) purish or duck (c10) purish (c24) purish (c24) purish (c34) purish (c34) purish (c35)
(±15) punish or duck lounch duck and lounch duck and lounch duck and lounch duck duck and lounch duck, best ground punish (±24) lounch duck duck duck duck duck duck duck duck
(<10) punish (<10) punish (<21) bush (<21) bush (<22) bush (<22) bush (<22) bush (<23) bush (<24) bush (<24) bush (<25) b
(c10) purish (c24) busuch (c24) purish (c24)
(24) Journal duck, best ground punish SSR punish Counterplay Notes 1±2 break Tijlinoon Twister Tijlinoo
duck, best ground punish SSR punish SSR punish 1-2 break 1-2 break 1 b
SSR punish Counterplay Notes 11-2 breek Shining wizord 2 breek Tiplicon Twister 4 breek Tiplicon Twister 5 breek Tiplicon Twister 6 breek 12 breek denit filtrow (1.0) punish (1.0) punish (1.0) punish (1.0) punish
Counterplay Notes 1+2 Dreck shining wizard 2 breck lijuona Viviter 1 breck giant swing can SSR mix with shining wizar (-10) punish (-10) punish (-12) punish
1+2 break shining wizard 2 break ∏jiuona Pivister 1 break glant swing can SSR mix with shining wiza (-10) punish (-12) punish (-12) punish
1+2 break shining wizard 2 break ∏jiuona Pivister 1 break glant swing can SSR mix with shining wiza (-10) punish (-12) punish (-12) punish
2 break Tjisuona Twister 1 break giant swing can SSR mix with shining wize (-10) punish title (-12) punish
1 break giant swing can SSR mix with shining wize (-10) punish (-12) punish
can SSR mix with shining wize lile 1 break: 1+2 break: 2 break (-10) punish (-12) punish
lle 1 break: 1+2 break: 2 break chain throw (-10) punish (-12) punish
(-10) punish (-12) punish
(-12) punish
(-14) punish or low parry if you don't react. SS

Move Counterplay Notes No. b1-2,3,4 low porry second hit thorize reactions No. b1-2,4 (19) bunch and [in h] shoulder shoulder b1-2,4 (19) bunch and [in h] shoulder shoulder b1-2,4 (19) bunch and [in h] Mix sole dege s4 (3,0) bw block not launch Mix sole dege s4 (3,0) bw block launch Mix sole dege s(1,1) 2, punish [in] Mix sole sole sole sole sole sole sole sole	Fen	g 🎒			
Note Counterplay Notes No.	Drill 1	9	A CONTRACTOR OF THE CONTRACTOR		Confidence
15-2,3.4 low parry second hit tonin reactions		Move	Counterplay	Notes	Not confid
bit 2 (49) Bunch district (16) Bunch district		b+2,3,4	low parry second hit	train reactions	
duck and launch (im h)		b+1+2	(-19) launch		
db4 (-25) low block and bunch sincke edge sid-13 -3(3) low block and bunch side side side side side side side side		db+1,4	duck and launch [m h]		
solf+3 don't react gcf+1 (-4.16) tow block tourch gcf ± 3 (-12) punish (m)		1 db+4	(-26) low block and launch	snake edge	
def 1 (-14) low block founch Mix get \$\frac{1}{2}\$ cquarish (m) Counterplay 1,22 (-25) gunsh h h h or duck founch 1,512 Sh.1 be 2 3-4,3 (-26) low block founch 1-2,1,2 (-49) bunch (m m m) db (-2,1) (-41) low block pounds in recedion db (-2,2,2) (11) librick second on recedion second hill is (-16)		2 554		Mix	
gcf ≠ 3 (-12) punish (m) Counterplay Notes Not			don't react		
Move Counterplay Notes	- 4	4 qcf+1	(-14) low block launch	Mix	
Notes Note	5	5 qcf * 3	(-12) punish [m]		
Notes Note	Drill 2				
1.2.2 (-13) punish h h h or duck lounch 1.1-2 St.1-2 con be charged - SSL beats both 2-4,3 (-26) low block lounch 1.2-1,2 (-14) low block pornish cf. (21) low block pornish cf. (22) condising the state of the stat			Counterplay	Notes	Confidence Not confident
SSL 1+2	Levei	122	(-13) punish h h h or duck launch		Noi confident
3-4,3 (-26) low block lounch			SSL 1+2	can be charged - SSL beats both	
d2 (-12) low block punish db+2,2,2 [I I m] block second on reaction second hit is (-16) b+1 (-12) punish		3-4.3	(-26) low block launch	3	
db+2,2,2 [I I m] block second on reaction second hit is (-16) b+1 (-12) punish	1	1 f+2,1,2	(-19) launch [m m m]		
b+1 (-12) punish		2 d2	(-12) low block punish		
b+1 (-12) punish uf+2 (-10) punish	3	3 db+2,2,2	[I I m] block second on reaction	second hit is (-16)	
ur+2 (-10) punisn	4	\$ b+1	(-12) punish		
		uT+Z	(-10) punisn		

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Drill 1		- A		Confidence
	Move	Counterplay	Notes	Not confident
ever	1,1,2	(-17) launch	Notes	NOI CONTIDENT
	1,1,2	(-14) duck and launch [h h m h]		
	1,2,5,9	(-10) punish		
	1+2 1 db2	(-10) punish (-16) low block launch		
	2 2-1	(-14) punish [m m]		
- 4	z z-1 3 b+2+1	(-14) punish [m]		
	0 D+2+1 4 uf+1+2	1+2 break	armour Mix	
	d,db,b,f+2		MIX	
3	0 (0,00,0,1+2	2 break		
rill 2				Confidence
		Counterplay	Notes	Not confiden
	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	t cd+4,1 uf+1+2	(-23) low block launch 1+2 break	hellsweep	
_ 5	ul+1+Z	172 předk		

	ve 🧥			
Drill 1				Confidence
Level	Move 1+2	Counterplay (-12) punish	Notes Sonic fang	Not confident
	1,2,1,2	(-12) punish (-10) punish [h h h m]	Sonic tang Mix	
	1,2,1,d+2	(-12) low block punish	Pilk	
1	1,2,1,0+2	(-11) punish OR punch parry third hit [h h m]		
2	2 db+2	(-12) low block punish		
3	5 db+1+2	(-13) punish		
4	b+1,2	duck and punish [h h]	Mix - fuzzy guard	
5	5 b+1,2-1	[h m] don't react		
_				
Drill 2				Confidence
Level	Move	Counterplay	Notes	Not confident
	b+1,d2,1	low parry last hit (h l m)		
	b+2 uf+2	(-13) punish [m]	Mix Note: uf+2 from PKB	
1	uf+2 uf+3,2	(-14) punish [m] [l h] low block first hit, duck and launch high	(ducking) stance is -15	
	qcf+2	(-18) low block launch	(ducking) sidilee is -15	
3	5 ws1,1	duck and launch second hit [m h]	Mix - fuzzy guard - NOTE	
	ws1,2	(-13) punish	difficult!	
5	5 b sway 1+2	1+2 break	strongest at the wall	

/ duck s,3 ducks f tool Cc Nc Nc Cc Nc Cc Nc Cc move
t,3 duck: f tool tion se 1,4
4,3 ducks f tool tion se 1,4
4,3 ducks f tool tion se 1,4
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Drill 1				Confidence	
Level		Counterplay	Notes	Not confident	
		(-12) punish [h m m]			
	1+2	(-13) punish [m m]	4-12		
	f+1,1 f+1,2,1	duck second hit and launch [m h] duck second hit and launch [m h m]	ducking covers both		
2	hcf df+1	(-37) low block launch	CAICIGIONS		
3	f+2	(-12) punish			
4	df+2	(-14) punish			
5	b+3,2,2	duck second hit and launch [m h h]			
- tu -					
Drill 2 Level	Move	Counterplay	Notes	Confidence Not confident	
Level	2.3	(-13) punish [h m]	Notes	Not confident	
		(-12) punish	armour		
	df+1,1	(-11) punish [m m]			
1	df+1,2,1,2	duck and launch [m h h hh]	highs jail - hold duck		
	db+2 df+3.2	(-18) low block launch duck and launch [m h]			
		(-23) launch punish		_	
	ff+1+2,1+2	(-19) low block launch [m l]	can mix with ff+1+2,2 [m m]		
		and whiff drill		Confidence	
Comand dash 2.2		Counterplay - KBD first 2, SSR second 2	Notes	Not confident	
2,2; dash	2,2	- When df2 appears, SSR and whiff	Set first move frequency to 2		
dash 2; di	f2; block	punish	Movement / whiff training		
	dash 2; df2; block				
dash2,2; d df2: block	dash 2,2; dash 2;				

ounterplay uck and punish (h h m h) 120 punish uck and punish (h h m h) 120 punish w. 130 punish (m h) w. 130 punish (m h) 130 punish (m h) 130 punish (m h) 130 punish (m h) 130 punish (h h h) 130 punish (h h h h) 130 punish (m m) 130 punish (m h)
uck and punish (h h m h) 12 punish book tow and punish (h h) W 14) low block lowen Leck and punish (m h) 14) low block lowen Leck and punish (m h) 15) low block lowen Leck the last shi, punish (mm hhhh) 20) lowen 17) lowen (h h m h) 12) punish 15) low block lowen 15) punish (m m) 15) low block lowen 15) punish (m m) 15) and punish (m m) 150 and punish (m m)
uck and punish (h h m h) 12 punish book tow and punish (h h) W 14) low block lowen Leck and punish (m h) 14) low block lowen Leck and punish (m h) 15) low block lowen Leck the last shi, punish (mm hhhh) 20) lowen 17) lowen (h h m h) 12) punish 15) low block lowen 15) punish (m m) 15) low block lowen 15) punish (m m) 15) and punish (m m) 150 and punish (m m)
12 punish Wit Wit Wit Wit Wit Wit Wit Wi
lock low and punish [I h] W. 1/4) low block lounch uck and punish [m h] uck and punish [m h] 2/0) lounch [11 m] 2/0) lounch [11 m] 2/0) lounch [11 m] 2/1) lounch [h h m h] 1/2) punish 1/2) lounch [1 m] 1/2) punish 1/2) p
We block bound no business (11) We block bound no business (12) block the business (13) block bl
Wt. 4) low block lounch uck and punish [m h] uck ned punish [m h] 20) lounch [11 m) ounterplay 17) lounch [h h m h] 120 punish 15) low block lounch 15) low block lounch 15) low block lounch 15) low block lounch 15) punish uck and punish [m h] uck and punish [m h]
14) low block baunch uck che punish [mh] uck the lost hit, punish [mm hhhhh] ounterplay 17) launch [h h m h] 12p punish 15) low block baunch 13p punish [mm] 13p punish [mm] 13p punish [mm] 13p punish [mm]
uck and punish [m h] uck the last hit, punish imm hhhh] 20) launch [l I I m) ounterplay 17) launch [h h m h] 12) punish 13) punish 15) low block launch 13) punish [m m] 13) punish [m h] uck and punish [m h] uck and punish [m h]
uck the last hit, punish [mm hhhh] 20) launch [I I I m] wunterplay 17) launch [h h m h] 12) punish 15) low block launch 13) punish [m m] 13) punish [m h] uck and punish [m h]
ounterplay 17) (aunch [h h m h] 12) punish 15) (low block launch 15) punish [m m] 15) punish [m h] uck and punish [m h] uck and punish [m h]
ounterplay 17) launch (h h m h) 12) punish 15) low block launch 13) punish (m m) 13) punish (m m) uck and punish (m h) uck and punish (h m h)
17) launch [h h m h] 12) punish 15) low block launch 15) punish [m m] 15) punish [m h] uck and punish [m h] uck and punish [h m h]
17) launch [h h m h] 12) punish 15) low block launch 15) punish [m m] 15) punish [m h] uck and punish [m h] uck and punish [h m h]
17) launch [h h m h] 12) punish 15) low block launch 15) punish [m m] 15) punish [m h] uck and punish [m h] uck and punish [h m h]
15) low block launch 13) punish [m m] 13) punish uck and punish [m h] uck and punish [m h]
13) punish [m m] 13) punish uck and punish [m h] uck and punish [h m h]
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(29) low block lounch (14) low block punish (15) punish duck and shunch free whift punish when spin stops (20) low short belicopter (20) low short belicopter (20) low short belicopter (21) punish (21) punish (m m) (21) punish (21) punish (22) punish (22) punish (23) punish (24) punish (24) punish (25) punish (27) punish (27) punish (27) punish (27) punish (27) punish (27) punish (28) low same (28) low same (29) low same (29) low same (21) punish (21) punish (21) punish (22) punish (23) low same (24) low same (25) low same (25) low same (26) low same (27) low same (27) low same (28) low same (28) low same (29) low same (27) l	Notes string ends in crouch poison breath Catherine wheel helicopter	Confide Not cont
(24) (reced low block) bush (25) low block bush (26) low block bush (27) low block bush (28) purish (29) purish (29) purish (217) bush (218) purish (219) bush (210)	string ends in crouch poison breath Catherine wheel helicopter Notes Mix - fuzzy the mid option	Confidenc Not confid
(±1) low block punish (±1) punish dusk and launch time whift punish when spin stops (±1) haucch SSR and launch Counterplay 1. duck second hir and punish [m h m-] (±1) punish (±1) punish (±2) punish (±2) punish (±2) punish (±3) punish (±3) punish (±3) punish (±4) punish (±5) punish (±1) punish (±1) punish (±1) punish (±2) punish (±3) punish	poison breath Catherine wheel helicopter Notes Mix - fuzzy the mid option	Confidence Not confiden
(±1) low block punish (±1) punish dusk and launch time whift punish when spin stops (±1) haucch SSR and launch Counterplay 1. duck second hir and punish [m h m-] (±1) punish (±1) punish (±2) punish (±2) punish (±2) punish (±3) punish (±3) punish (±3) punish (±4) punish (±5) punish (±1) punish (±1) punish (±1) punish (±2) punish (±3) punish	Catherine wheel helicopter Notes Mix - fuzzy the mid option	Not confider ption
(-15) punish duck and shunch free white punish when spin stops (Catherine wheel helicopter Notes Mix - fuzzy the mid option	Not confide ption
duck and baunch time whiff punish when spin stops (±1) loanch SSR and baunch Countreplay Countr	Catherine wheel helicopter Notes Mix - fuzzy the mid option	Not confide ption
time whiff punish when spin stops (c17) leazen's (sit and bunch helicopter Counterplay 1, ducks excord hit and punish (m h m-) (-13) punish (m m) (-13) punish (m m) (-12) punish (-12) punish (-12) punish (-12) punish (-13) punish (-13) punish (-14) punish (-15) punish (-15) punish (-15) punish (-16) punish (-18) punish	Catherine wheel helicopter Notes Mix - fuzzy the mid option	Not confide ption
(c17) Jourch SSR and Jourch Counterpary (c13) punish (m h m-) (c13) punish (m h m-) (c13) punish (m h m-) (c13) punish (c13) punish (c12) punish (c12) punish (c12) punish (c13) punish	Notes Mix - fuzzy the mid option	Not confider ption
Counterplay Counterplay (-13) punish [m m] (-17) punish (-17) punish (-17) punish (-18) punish (-19) punish (-19) punish (-19) punish (-19) punish (-19) punish	Notes Mix - fuzzy the mid option	Not confide ption
Counterplay 1.1 duck second hit and punish (m h m) 4 (23) penish (m m) 5 block lost bow and we punish (21) punish (21) punish (21) punish (23) punish (24) punish (25) punish (26) punish	Notes Mix - fuzzy the mid option	Not confide ption
1.1 duck second hit and punish (m h m-) Mix - fuzzy the m (-13) punish (m m) (-13) punish block last low and ws punish (-12) punish (-12) punish (-13) punish (-13) punish (-13) punish (-14) punish (-15) punish (-1	Notes Mix - fuzzy the mid option	Not confide ption
1.1 duck second hit and punish (m h m-) Mix - fuzzy the m (-13) punish (m m) (-13) punish block last low and ws punish (-12) punish (-12) punish (-13) punish (-13) punish (-13) punish (-14) punish (-15) punish (-1	Notes Mix - fuzzy the mid option	Not confident ption
1.1 duck second hit and punish (m h m-) Mix - fuzzy the m (-13) punish (m m) (-13) punish block last low and ws punish (-12) punish (-12) punish (-13) punish (-13) punish (-13) punish (-14) punish (-15) punish (-1	Mix - fuzzy the mid option	ural
1.1 duck second hit and punish (m h m-) Mix - fuzzy the m (-13) punish (m m) (-13) punish block last low and ws punish (-12) punish (-12) punish (-13) punish (-13) punish (-13) punish (-14) punish (-15) punish (-1		ural
(-13) punish first two lows are (-12) punish (-17) lounch (-13) punish unblockabile's way usually used at 18	first two lows are natural	
block last low and ws punish first two lows are (-12) punish (-13) punish (-13) punish unblockable! swo usually used at 18	first two lows are natural	
(-12) punish (-17) launch (-15) punish unblockable! swa usually used at 18	first two lows are natural	
(-17) launch (-13) punish unblockable! swa usually used at ti		
(-13) punish unblockable! swo usually used at the		
unblockable! swo usually used at ti		
usually used at ti		
low crush (hop kick) usually used at the you can bd	unblockable! sword sweep -	reep -
low crush (nop kick) you can bd	usually used at the wall so	all so
	you can ba	

Confidence Notes Not confide \$558 catches oil options Confidence Notes Not confide Confidence Notes Not confide Res his is (17) has evasive properties Med (difficual) high, mid, out
SSR catches oil options Confidence Note Ontride Fort his is (-17) Ios evolute properties Not (difficed) hish, mid.
Confidence Not confide first his is (-17) has evasive properties Mix [difficult] high, mid,
Confidence Not confide first his is (-17) has evasive properties Mix [difficult] high, mid,
Confidence Not confide first his is (-17) has evasive properties Mix [difficult] high, mid,
Confidence Not confide first his is (-17) has evasive properties Mix [difficult] high, mid,
Confidence Not confide first his is (-17) has evasive properties Mix [difficult] high, mid,
Confidence Not confide first his is (-17) has evasive properties Mix [difficult] high, mid,
Confidence Not confide first his is (-17) has evasive properties Mix [difficult] high, mid,
Confidence Not confide first his is (-17) has evasive properties Mix [difficult] high, mid,
Notes Not confide first his is (-17) has evasive properties Mix (difficult) high, mid,
first his is (-17) has evasive properties Mix [difficult] high, mid,
has evasive properties Mix [difficult] high, mid,
has evasive properties Mix [difficult] high, mid,
has evasive properties Mix [difficult] high, mid,
has evasive properties Mix [difficult] high, mid,
Mix [difficult] high, mid,
low

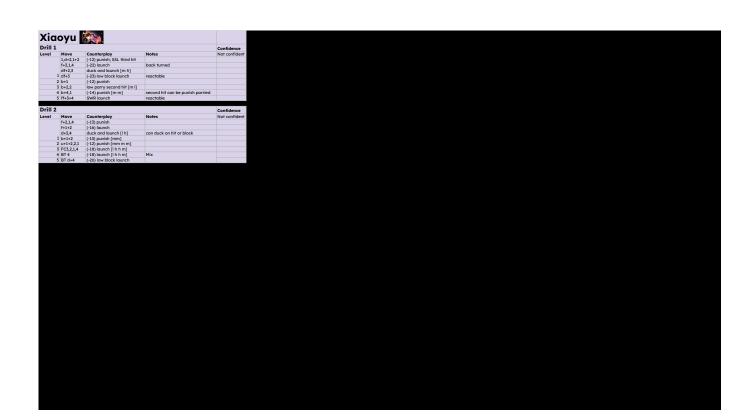
Lar	S			
Lui:	5			
Drill 1				Confidence
Level	Move 1,4	Counterplay low parry second hit	Notes Mix - fuzzy the low parry	Not confident
	1,1,1	don't react [m m m]	Mix - tuzzy tne low parry	
	uf+3	(-26) launch		
1	d+1+2	(-20) low block launch		
	f+2,4	duck and launch	Mix	
	f+2,3 SEN3	down jab - interupt stance		
4	f+2,3 SEN4	down jab + duck, launch high	absorb the armour	
5	f+1+4	(-18 launch)		
Drill 2				Confidence
	Move	Counterplay	Notes	Not confident
	f+1+2 fb+2,1	(-13) punish (-18) launch		
	tb+2,1 db+4	(-26) low block launch	i21 - difficult to react to	
1	db+1,3 d ws4	down jab to beat options LE	limited entry stance	
2	db+1,3 SSL f1+2	(-13) punish	catches down jab	
3	f+1,2,3	(-12) punish	can go into DEN	
	db+1+2	(-13) punish		
5	d+3,4	duck and launch [m h]	no mid extension	

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Drill :	1			Confidence
	Move	Counterplay	Notes	Not confident
	1,1,3,3	Counterplay low block 3rd hit and launch [h h l h]		
	1,2,f+3	(-8) don't react [h h m]		
	4,4,3 1 df+3,4	(-14) punish / launch (-12) punish	(forces crouch)	
	2 d+4.4	(-13) punish second hit [I h]	jails / can launch if low is blocked	
	3 b+3	(-19) launch	,,	
	4 wr3	SSL and launch		
	5 RFF d+3+4	(-11) low block punish	right foot forward	
Drill 2	2			Confidence
	Move	Counterplay	Notes	Not confident
	2,f+3	(-8) don't react (h m)	Mix - note, 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 2 db+4,4	(-14) punish duck second hit and launch [I h]	jails can duck even if low hits	
	3 b+1	(-14) punish	cui duck even ii low niis	
	4	(,,		
	5			

Leo Drill 1				
Drill 1	.) 171			Confidence
				Slightly
		Counterplay	Notes	confident
	b+3	duck on reaction and launch [h] low parry third hit [m h l]		
	h+2.4	duck and launch second hit [m h]		
1 c	lf+2	(-13) punish [m]		
2 F	C df+3	(-17) low block launch [I]	Mix	
3 1	VS4,1+2 I+2	(-12) punish [m m] block - don't react	Mix	
		(-12) duck on reaction and punish	PIIX	
		(,		
Drill 2				Confidence
Level N	1ove	Counterplay	Notes	Not confident
1	,2,1,1	(-13) punish [h h h m]	Option select by ducking / low blocking third hitor	
1	,2,1,4	duck and launch before third hit [h h h h] (-13) low block punish [h h l]	before	
		(-12) punish	armour	
	+1+2	(-14) punish		
3 E	+3,1b	launch on raction to KNK	Leo cancels into KNK	
4 E	+3,1d +1+2	(-10) either don't react or find character response (-24) launch [m]	Leo canceis into BOK	
		(21)122121(11)		

(12 parish) [h h m] duck and his him m h] duck and launch (140 years) (140 yea	Counterplay (-12 points) (h h m) duck inset hit (h m m h) dusk and kunch low porny subsequent lows even on hit (-13) evalue. Hest punishment (-20) outerplay (Tue				
(12 parish) [h h m] duck and his him m h] duck and launch (140 years) (140 yea	(-12 points) (h h m) duck can the lim m h) duck can disunch lose for mile and the lose of	Juli				
(12 parish) [h h m] duck and his him m h] duck and launch (140 years) (140 yea	(-12 points) (h h m) duck can the lim m h) duck can disunch lose for mile and the lose of	Drill 1				Confidence
duck and Jourch (45) pursh [m] (149) recisive. The strength of the strength	duck and dounch (439 parmit of pure flows even on hit (439 parmit of pure flows even on hit (439 parmit of pure flows even on hit (439 possible. Este pusishment (439 possible. Este pusishment (430 parmit (h m m) (435 parmit (h h h) (435 parmit (h h h) (435 parmit (h h h) (435 parmit (h m m) (435 parmit (h m m mm)	Level		Counterplay	Notes	Not confident
duck and Jourch (45) pursh [m] (149) recisive. The strength of the strength	duck and dounch (439 parmit of pure flows even on hit (439 parmit of pure flows even on hit (439 parmit of pure flows even on hit (439 possible. Este pusishment (439 possible. Este pusishment (430 parmit (h m m) (435 parmit (h h h) (435 parmit (h h h) (435 parmit (h h h) (435 parmit (h m m) (435 parmit (h m m mm)		1,2,4 2,1,4,3	(-12 punish) [h h m]		
(14b) punish (m) (w) porry subsequent lows even on hit (149) evaluse. Test punishment (249) evaluse. Test punishment (240) abunch it m m) practice job flooding. Mn (mm mm) Counterplay (125) own (h it h m) (25) low block lounch (it h it i) (25) low block lounch (it h it i) (25) low block lounch (it h it i) (25) low plock lounch (it i) (25) low block lounch (it i) (25) punish (it i) (25) punish (it i) (26) punish (in m) (27) punish (in m) (28) punish (in) (29) punish (in) (215) punish (in) (215) punish (in) (215) punish (in) (215) bunch (in m mm)	(-4.9) punish [m] if blocked, can hop kick (-4.7) punish [m] if blocked, can hop kick (-4.7) punish [m] practice jet brothing Jan (mm mm) Counterplay Note: (-4.9) auant (h h h m) 2,4 is faster than 2,614 (-4.9) auant (h h h m) 4,2 is faster than 2,614 (-4.9) auant (h h h m) 4,2 is faster than 2,614 (-4.9) auant (h h h m) 4,2 is faster than 2,614 (-4.9) auant (h h m) 4,2 is faster than 2,614 (-4.9) auant (h h m) 4,2 is faster than 2,614 (-4.9) auant (h h m) 4,2 is faster than 2,614 (-4.9) auant (h m) 4,2 is faster than 2,614 (-4.9) auant (h m) 4,2 is 3,3 is 35 frames; low pury fined hif (h m i) 25 frames (-4.9) auant (h m) 4,2 is 25 f		f+2+3	duck and launch		
Top party subsequent lows even on hit (15) excised, can he (15) evails. Fine Injustment (20) lounch in m m)	low perry subsequent lows even on hit if blocked, can hop locks (19) evolute the punishment (20) lounch (h m m) Counterplay (20) lounch (h h m) Counterplay (40) lounch (h h h m) (40) lounch (h h m m) (40) lounch (h h m m) (40) lounch (h m m mm) (41) lounch (h m m mm) (42) lounch (m) (43) lounch (m) (44) lounch (m) (45) lounch (m) (m) (45) lounch (m) (m) (46) lounch (m) (m) m mm)		df+4			
(249) existive. Test punishment (220) burnch [in m in m) Extensions b5 > 2 (200 burnch [in m in m) protectice bit Rooting Jun [mm mm] Counterplay (125) burnch [in h in] 2,4 is foster than (235) own block burnch [in h in] 1,0 in m in to low (446) 1,0 in m in m) 1,0 in m in	(-17) evolve. Test punishment (-20) aumch (7) mm 3 Jun (mm mm) Counterplay (-13) aumch (7) h m 3 (-13) aumch (7) h m 1 (-13) aumch (7) h m 1 (-13) aumch (7) h m 1 (-14) punish (7) h m 7 (-14) punish (7) h	2	db+4,4,4	low parry subsequent lows even on hit	if blocked, can hop kick	
(20) busuch (h m m) prorrictie jab filosoft (13) unuch (h h m) (23) low block launch (h h h) to low (44) (12) low block launch (h h h) to low (44) (12) low block him m) (12) low block launch (h h h) (12) low him (h m m) (12) low block him m) (12) low block launch (h m m) (12) low block launch (h h m) (12) low block launch (h h m) (12) low block and lounch last hit (12) lounch (m m mm)	2 (20) busch (h m m) profice joh floring Jun (mm mm) Counterplay (15) sunch (h h h) 24 is faster than 2,644 (25) low block banch (h h h) 1 (444) (25) low block banch (h h h) 1 (444) (25) sunch (h m m) 1 (45) sunch (b h h) 1 (b m) 25 frames (21) panish (h m m) 25 frames (22) panish (h m) 1 (24) panish (h m) 1 (24) panish (h m) 1 (24) panish (m) 1 (24)		b3	(-19) evasive. Test punishment	Extensions b3 > 2[m] > 4[l]	
Counterplay (-15) bunch (h h m 2,4 is faster than (-25) ow block bunch (h h l 1 to low (d+4) (-15) bunch (h m 1 to low (d+4) (-15) bunch h m 1 to low (d+4) (-15) bunch h m 25 fames 3 for (-15) bunch (m m mm) (-15) bunch (m m mm)	Counterplay (-15) sumch (1 h h m) (-2) is faster than 2,614 (-23) one block banch (1 h h i) (-24) point (1 h m) (-25) minh (1 h m) (-25) minh (1 h m) (-25) minh (2 h m) (-26) minh (1 h m) (-27) minh (2 h m) (-28) minh (2 h m) (-29) minh (2 h m) (-29) minh (2 h m) (-20) min		ws1,4,1+2	(-20) launch [h m m]	() ()	
(-15) (sunch (1 h m)	(-15) lounch (h h m) 2,4 is faster than 2,64+ for the final 2,64 is faster than 2,64+ for low (4-6) and final 1,64 is low (4-6) and for fourty guard (hold off for option, 5,1 is 35 frames; low parry final hir h m (-12) punish (m) duck and lounch bat hir (-15) lounch (m m mmm)	5	fc3+4,3	practice jab floating Jun [mm mm]		
(-15) (sunch (1 h m)	(-15) lounch (h h m) 2,4 is faster than 2,64+ for the final 2,64 is faster than 2,64+ for low (4-6) and final 1,64 is low (4-6) and for fourty guard (hold off for option, 5,1 is 35 frames; low parry final hir h m (-12) punish (m) duck and lounch bat hir (-15) lounch (m m mmm)					
(-15) (sunch (1 h m)	(-15) lounch (h h m) 2,4 is faster than 2,64+ for the final 2,64 is faster than 2,64+ for low (4-6) and final 1,64 is low (4-6) and for fourty guard (hold off for option, 5,1 is 35 frames; low parry final hir h m (-12) punish (m) duck and lounch bat hir (-15) lounch (m m mmm)	Drill 2				Confidence
(-23) low block launch [i h h i] to low (d+4) (-13) punish [i h m m] option 3,1 is 35 fr low parry final hir [i h m i] (-12) punish [m] duck and launch last hir (-15) launch [m m mmm]	4 (23) low block lounch (1 h h I) to low (644) (-15) punish [1 h m m] fuzzy guard (hold df for option, 3, 1 is 35 frames; low parry final hit [1 h m I] (-12) punish [m] duck and lounch lost hit (-15) lounch [m m mmm]		Move	Counterplay		Not confident
(-13) punish [l h m m] option. 3,1 is 35 fr low parry final hit [l h m l] 25 frames (-12) punish [m] duck and lounch lost hit (-15) lounch [m m mmm]	(-15) punish [I h m m] fuzzy guard (hold aff for option, 3,1 is 35 frames; low parry final hit [I h m I] (-12) punish [m] duck and launch last hit 2 (-15) sunch [m m mmm]		1+4,2,4	(-15) launch [l h h m]	2,4 is faster than 2,d+4 - react	
(-15) punish (i h m m) option. 3,1 is 35 fr low parry final hit [i h m i] 25 frames (-12) punish (m) duck and launch last hit (-15) launch (m m mmm)	(-13) punish (h m m) option. 3,1 is 33 frames; low parry final hit (h m I) 25 frames (-12) punish (m) duck and lounch lost hit duck and lounch (m m mm)		1+4,2,d+4	(-25) low block launch [I h h I]	to low (d+4)	
low parry final hit [I h m I] 25 frames (-12) punish [m] duck and launch last hit (-15) launch [m m mmm]	low parry final hit [I h m I] 25 frames (-12) punish [m] duck and launch last hit duck and launch last mann]		1+4,3,1	(-13) punish [l h m m]	option 3.1 is 33 frames: 3.4 is	
(-12) punish [m] duck and launch last hit (-15) launch [m m mmm]	(-12) punish [m] duck and launch last hit *2 (-15) launch [m m mmm]		1+4,3,4		25 frames	
(-15) launch [m m mmm]	+2 (-15) launch [m m mmm]		1+4,3,4			
(-15) launch [m m mmm]	+2 (-15) launch [m m mmm]	3	1+2 d+4,4	duck and launch last hit		
react with hop kick seedble low (anly	react with hop bids secable low (only -10 on		db+1,1,1+2	(-15) launch [m m mmm]		
			d+1	react with hop kick	seeable low (only -10 on hit)	

Counterplay (c.14) purish (h) low parry the low (h) louks and found. (c.14) on block and sound. (c.14) on block to abound. (c.14) on block to abound. (c.15) counts for second 4 (c.15) lounds (c.15) lounds (c.15) lounds (c.25) low block purish (c.25) low block purish (c.15) low block purish (c.15) low block purish (c.15) low block purish (c.15) low block purish
(:14) punish (h 1) lov porry the low (h h) duck and bunch (:45) low block bunch (:45) low block bunch (:45) punish block punish (:45) punish after second 4 (:15) lounch Counterplay (:15) punish (:20) low block punish duck and fluoric fin h h) duck and fluoric fin h h) (:45) punish
[h h) duck and launch (-14) low block launch 1.1 duck second hir and launch (-14) push back punish 3. job punish after second 4 (-15) launch Counterplay (-15) punish (-20) low block punish duck and launch [m h h] (-12) low block punish (-14) punish (-14) punish
[h h) duck and launch (-14) low block launch 1.1 duck second hir and launch (-14) push back punish 3. job punish after second 4 (-15) launch Counterplay (-15) punish (-20) low block punish duck and launch [m h h] (-12) low block punish (-14) punish (-14) punish
1. duck second hit and lounch (14) push back punish)3 job punish after second 4 (-15) lounch Counterplay (-13) punish (-20) low block punish duck and lounch (m h h) (-12) low block punish (-14) punish
3 jab punish after second 4 (-15) launch Counterplay (-13) punish (-20) low block punish duck and launch [m h h] (-12) low block punish (-14) punish
Counterplay (-13) punish (-20) low block punish duck and launch [m h h] (-12) low block punish (-14) punish
(-13) punish (-20) low block punish duck and launch [m h h] (-12) low block punish (-14) punish
(-13) punish (-20) low block punish duck and launch [m h h] (-12) low block punish (-14) punish
(-20) low block punish duck and launch [m h h] (-12) low block punish (-14) punish
(-12) low block punish (-14) punish
(-14) punish
3+4 (-23) low block punish (-15) launch
(-15) launch [h i] low parry the low
. , . , ,





Drill 1 Level Move df+4, d+3,4 - 1 3+4 - 2 1+2,4 3 db+1 4 df+2 5 d+3 Drill 2 Level Move 2,1,3	.1 (-12) pu duck ar 4 (-18) lox - df+3,3 (-23) lox ,4 interrup +2,1+2 (-16) lox (-12) pu (-13) lox	nish ald launch unch w block launch of after last hir w block launch in the last hir w block bunch inish w block punish	Mix 5+4 = scarecrow stance snake edge (-15) if she stays in neutral; but (-13) if she goes into stance	Confidence Not confident
df+4, d+3,4 3+4 - 1 3+4 - 2 1+2,4 3 db+1- 4 df+2 5 d+3 Drill 2	.1 (-12) pu duck ar 4 (-18) lox - df+3,3 (-23) lox ,4 interrup +2,1+2 (-16) lox (-12) pu (-13) lox	nish ald launch unch w block launch of after last hir w block launch in the last hir w block bunch inish w block punish	Mix 3+4 = scarecrow stance snake edge (-15) if she stays in neutral: but (-13) if she	Not confident
d+3,4 3+4 - 1 3+4 - 2 1+2,4 3 db+1 4 df+2 5 d+3 Drill 2 evel Move	duck ar -4 (-18) lax -4 (-18) lax -4 (-18) lax -4 (-18) lax -4 (-18) lax -4 (-18) lax -4 (-16) lax -4 (-16) lax -4 (-12) pu -4 (-13) lax -4 (-14) lax -4 (-15)	ud launch unch w block launch of offer last hit w block launch nish w block punish	3+4 = scarecrow stance snake edge (-15) if she stays in neutral: but (-13) if she	
3+4 - 1 3+4 - 2 1+2,4 3 db+1 4 df+2 5 d+3 Drill 2 Level Move	-4 (-18) lox (-25) iox (-25) iox (-25) iox (-25) iox (-16) iox (-12) pu (-13) lox (-13) lox	unch v block launch of after last hif v block launch nish w block punish	3+4 = scarecrow stance snake edge (-15) if she stays in neutral: but (-13) if she	
1 3+4 - 2 1+2,4 3 db+1- 4 df+2 5 d+3 Drill 2	df+3,3 (-25) lov ,4 interrup +2,1+2 (-16) lov (-12) pu (-15) lov	w block lounch of after lost hit w block lounch nish w block punish	3+4 = scarecrow stance snake edge (-15) if she stays in neutral: but (-13) if she	
2 1+2,4 3 db+1- 4 df+2 5 d+3 Drill 2	1,4 interrup +2,1+2 (-16) lox (-12) pu (-13) lox	ot after last hit w block launch nrish w block punish	snake edge (-15) if she stays in neutral: but (-13) if she	
3 db+1- 4 df+2 5 d+3 Drill 2	+2,1+2 (-16) lov (-12) pu (-13) lov	w block launch nish w block punish	(-15) if she stays in neutral: but (-13) if she	
4 df+2 5 d+3 Drill 2	(-12) pu	inish w block punish	(-15) if she stays in neutral: but (-13) if she	
Drill 2	(-13) lov	w block punish	neutral: but (-13) if she	
Drill 2	Counte	·	goes into stance	
evel Move	Counte			
evel Move	Counte	roles:		Confidence
	(-17) lov		Notes	Not confident
		w block launch last hit (h m l)		
1+2,4			can SSL third hit	
f+2,3, 1 df+1,	,4 (-18) pu	ish back - adjust punishment [m h m] inish [m m m]	can SSL third hit Mix	
2 df+1,		nd launch second hit	T IIA	
3 df+2	(-12) pu	ınish		
4 df+3,			Mix	
5 df+3,	d+4 (-14) lov	w block launch / punish		

sna	heen 🏽			
Drill 1				Confidence
Level	Move	Counterplay		Not confident
	db+2,1	duck and launch [m h]		
	uf+4	(-13) punish	hop kick	
	f+2,3	(-12) punish	Mix	
1	f+2,4	low parry second hit		
2	b+4	(-15) launch	steel pedal	
			ensure your character is blocking during this	
2	df+3+4 > df+1,2	duck and launch second hit [m h]	mix - press "option + 1" during opponent	
	dfallad v dfall l	(-13) punish [m m]	move input. Fuzzy.	
- 7	d,df,df+3	low block and float punish	slide	
-	u,ui,ui+3	low block dild flodi pullist	side	
Drill 2				Confidence
	Move	Counterplay	Notes	Not confident
	1,2,2	(-11) punish [h h m]	Mix - note, you can duck the third hit of	NOT COMINGENT
	1,2,4	(-13) punish [h h m]	1.2.3: however, when mixed with the others it	
	1,2,3	don't react (h h h)	is not advisable. Practise punishing the mid	
	4,1	don't react (h h)	Mix - note, you can duck both 4,1 and 4,3 - is	
	4,1	don't react (h h)	it worth the risk?	
	4,4	(-13) punish [h m]	II WOULD TOK.	
- 4	db+4	(-13) punish [h]		
		(-12) punish [m]		

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rill 1		X (0.5), 24		
rel	Move	Counterplay	Notes	Cor
	uf+4	(-13) punish	hop kick	
	3,2	duck and launch [m h] (-15) low block launch	heat engager	
	db+3 1 df+1,2	(-15) low block launch (-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 df+1	Counterplay	Notes	Not confident
	df+1 df+3,1	(-13) punish (-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			

Vic	tor 🎆			
Drill 1	101			
Drill 1		Counterplay	Notes	Confidence Not confident
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	1			
	2			
	4			
	5			
Drill 2				Confidence
Level		Counterplay	Notes	Not confident
	1			
	2 3			
	4			
	5			

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	Move	Counterplay	Notes	Confid Not co
vel	Piove	Counterplay	Notes	Noi comid
1				
2				
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Drill 2				Confidence
Level	Move	Counterplay	Notes	Not confident
1 2				
3				
4 5				

rill 1	ly 🌉			Confidence
.evel	Move	Counterplay	Notes	Not confider
	1			
Drill 2				Confidence
Level	Move	Counterplay	Notes	Not confident

rill 1	ia 🧥			
	Move	Counterplay	Notes	0
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rill 2				Confidence
	Move	Counterplay	Notes	Not confident
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2				
4				
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lisa 🌉			Confidence
vel Move	Counterplay	Notes	Not confider
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3 4			
5			
rill 2			Confidence
vel Move	Counterplay	Notes	Not confident
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Orill 1	ırs 🎆	A C		Confidence
evel .		Counterplay	Notes	Not confident
	1			
	3			
Drill 2				Confidence
Level	Move	Counterplay	Notes	Not confident
	1			
	2			
	3 4			
	5			