
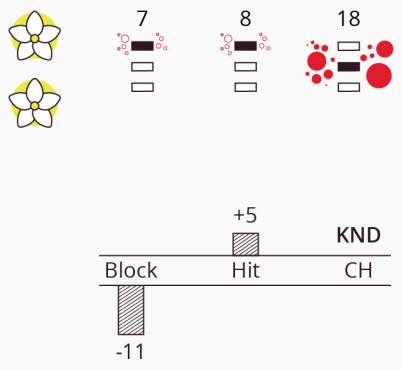

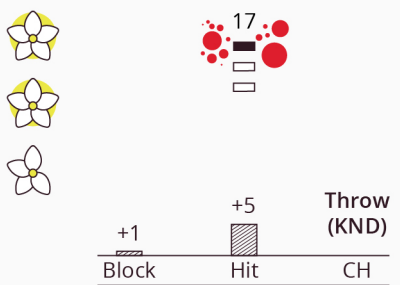


1, 2, 3 




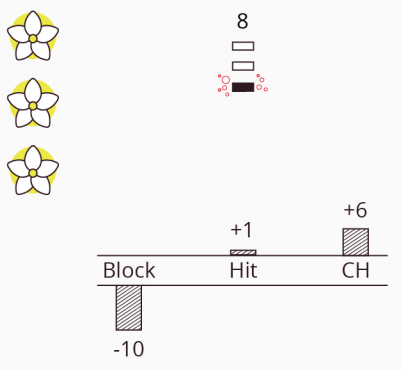
Near Fast Highs

b+2 




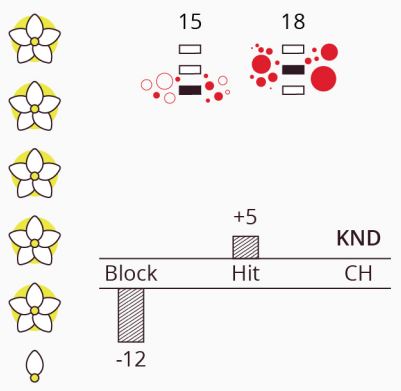
Near Fast Highs

d+4 




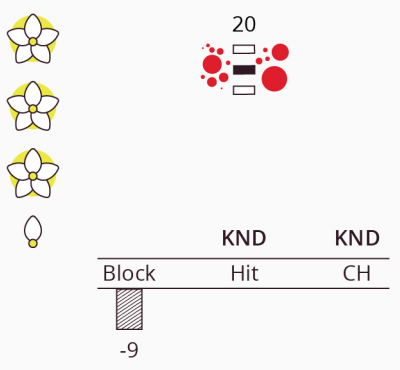
Near Lows

d/f+3, 2 




Near Lows

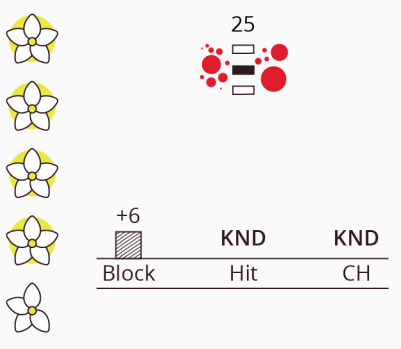
f, f+4 




Homing Tail spin

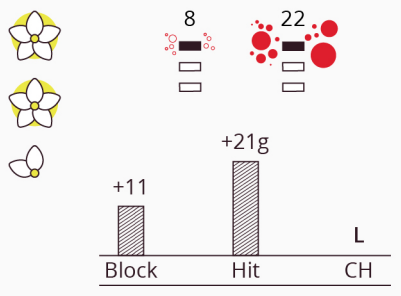
Range (keep out)

f, f+3 




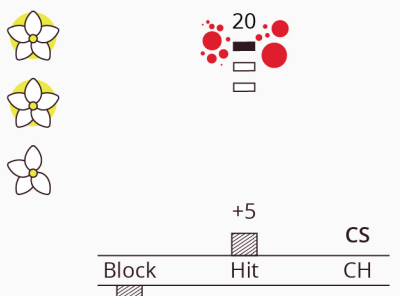
Range (keep out)

2, 4 (to SWS) 




Punish Standing
Near High Transitions

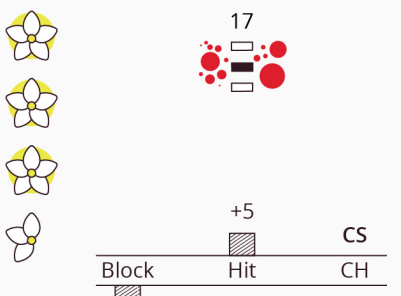
SWS 1 




Floor break

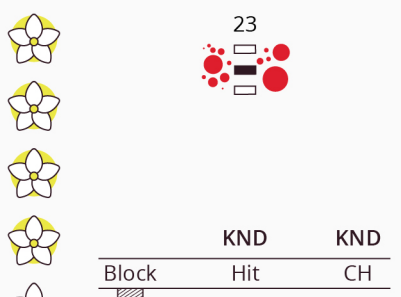
Wall Combo Ender
Uninterruptible

SWS 2 




Mix-Up (with SWS 3)
Safe Mids

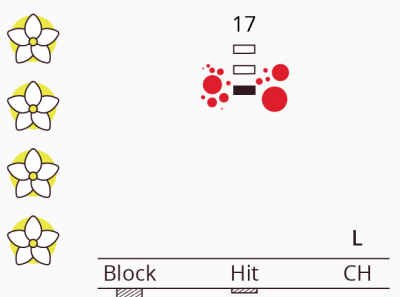
SWS 4 



Wall bounce


Wall Combo Ender

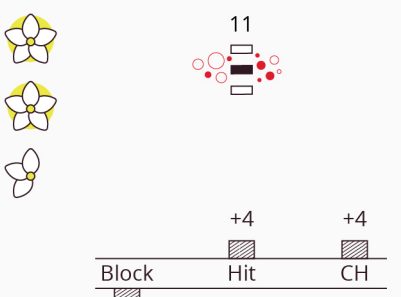
SWS 3 



Homing

Mix-Up (with SWS 2)

3, 2, f (to CD) 



Near Mid Transitions

