

# Miraidon Teambuilding Timeline

## From my perspective

**April 16**

all times EDT (GMT-4)



I create my restricted newsletter and send it to Rajan.



**11:16 PM**

It seems like your Indy interests are Caly-S and Miraidon And those are the two I'm working on right now too



**Rough Draft**



It looked cool, but I didn't want to just take his team without thinking through it. I was mainly considering Calyrex-Shadow and Terapagos.

**April 20**



Rajan is totally over Miraidon / Dondozo.

**April 22**

I'd like to introduce Evan in this story!

What's good?



You may recognize him from the Pokémon official broadcasts, where he's a commentator. Evan has been playing competitive Pokémon basically since the very beginning, and gave up competing to commentate in 2013. He hasn't competed actively in VGC until recently, so before this point, we hadn't really *worked* together.

Evan wasn't able to go to Indianapolis Regionals due to a prior commitment, but was exploring the new format. He faced a Dragon Cheer Iron Jugulis + Miraidon Team on the ladder and built it for himself.



**Rough Draft**



This was the first draft that Evan made- I don't think it was a 1-to-1 rip, but more so just putting elements together smartly himself.

**April 23**



**2:24 PM**

miraidon is fun i wanna play around with it but it may just end up only being "fun"



**Rough Draft**



The goal here was to use Acid Spray with Tera Ground Iron Moth and Discharge. The issue was that Acid Spray is weak to Clear Amulet and Covert Cloak, so it didn't work out in the long run, but it was cool.



**Rough Draft**



Earlier that day, I decided to give Miraidon a try too. This team was pretty stream of consciousness from me. I focused on a fast mode with Miraidon + Sash Bundle, and then had a TR mode with Umbreon, Iron Hands, and Farigiraf.



We were mostly using Life Orb or Magnet Miraidon without thinking too specifically about our goals for its damage output.

**April 24**



**Rough Draft**



I realized that I had Koraidon issues, but still needed help with Calyrex-Shadow and Calyrex-Ice, so I added Light Clay Tera Ghost max Defense Chi-Yu. It was actually pretty awesome.



**10:25 PM**

A thought I had while on a night hike tonight was what if miraidon and bloodmoon ursa Miraidon fixes bloodmoon's Amoonguss problem



Evan would like to point out here this comment was specifically after being on a night hike to see the pink moon.



**On the night hike, looking at the pink moon**

Huh. What a good moon. Wait. You know what ELSE is a good moon?



Farigiraf protects Miraidon from priority attacks and Fake Out. I liked the theory.

April 26



5:52 PM  
I like miraidon again btw  
Mon has such goofy calcs



Rajan was thinking about Miraidon again.

I mentioned that me and Evan had been chatting about Farigiraf + Bloodmoon, and he confirmed that that was what he had been considering as well.

At this point, he walked me through the strengths of Tera-Electric Choice Specs Miraidon and showed me why it was much better than alternative sets. I was pretty convinced, and we aligned on a possible direction for the team.

In particular, I liked that Farigiraf + Bloodmoon were strong into Calyrex-Shadow, and could make Astral Barrage feel totally useless. Farigiraf protecting Miraidon with Armor Tail was an added bonus.



Where we aligned (General concept)



April 27



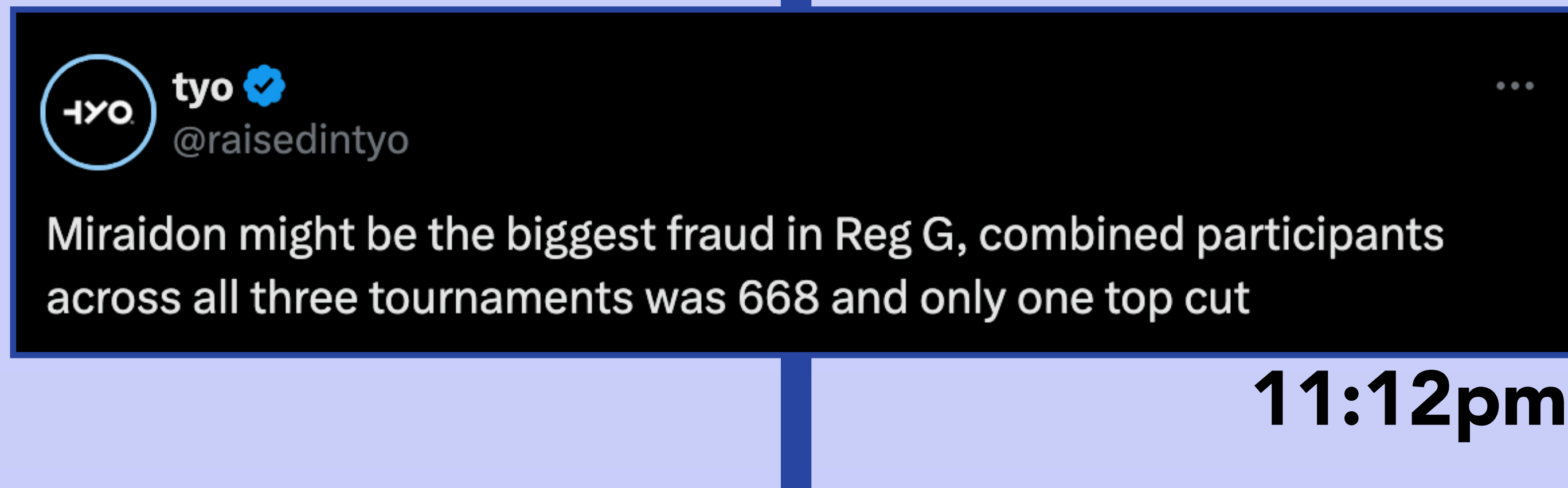
We had no idea what to do with the last two slots. From my point of view, this was a strong direction, as it gave more ammunition against Calyrex-Ice and let the team compete more at faster speed tiers.



At this point, both Rajan and I were on board with other teams for Regionals. I was still stuck on choosing one of Calyrex-Shadow and Terapagos, and Rajan told me that he was considering Kyogre. Miraidon was an idea that we were tossing around for fun, mostly.

Although in hindsight this seems silly knowing the result of the Regional, this was actually a really calculated and practical decision from both of us, in my opinion. We wanted to be using something that was strong and set the pace of the metagame.

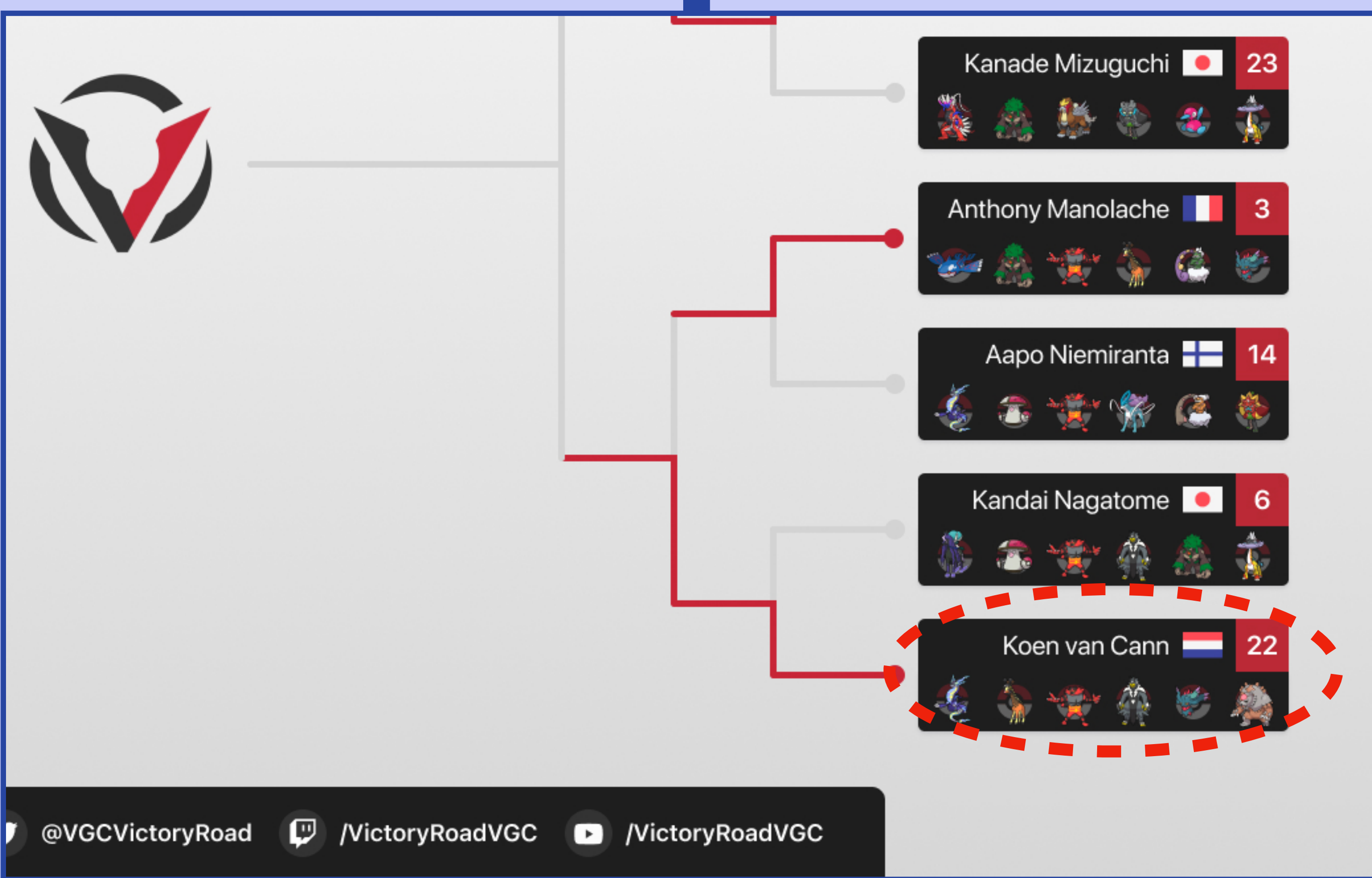
Unrelatedly, that same day, Nikhil Reddy (Ty) declared Miraidon the biggest fraud in Regulation G.



11:12pm

April 28

Sunday 6 Days Out



A player named Koonky placed Top 4 with a Miraidon Farigiraf Bloodmoon team.

Their Miraidon ended up being Tera Fairy Dazzling Gloom. We didn't build off of this team very much, but it was interesting that it developed in parallel.

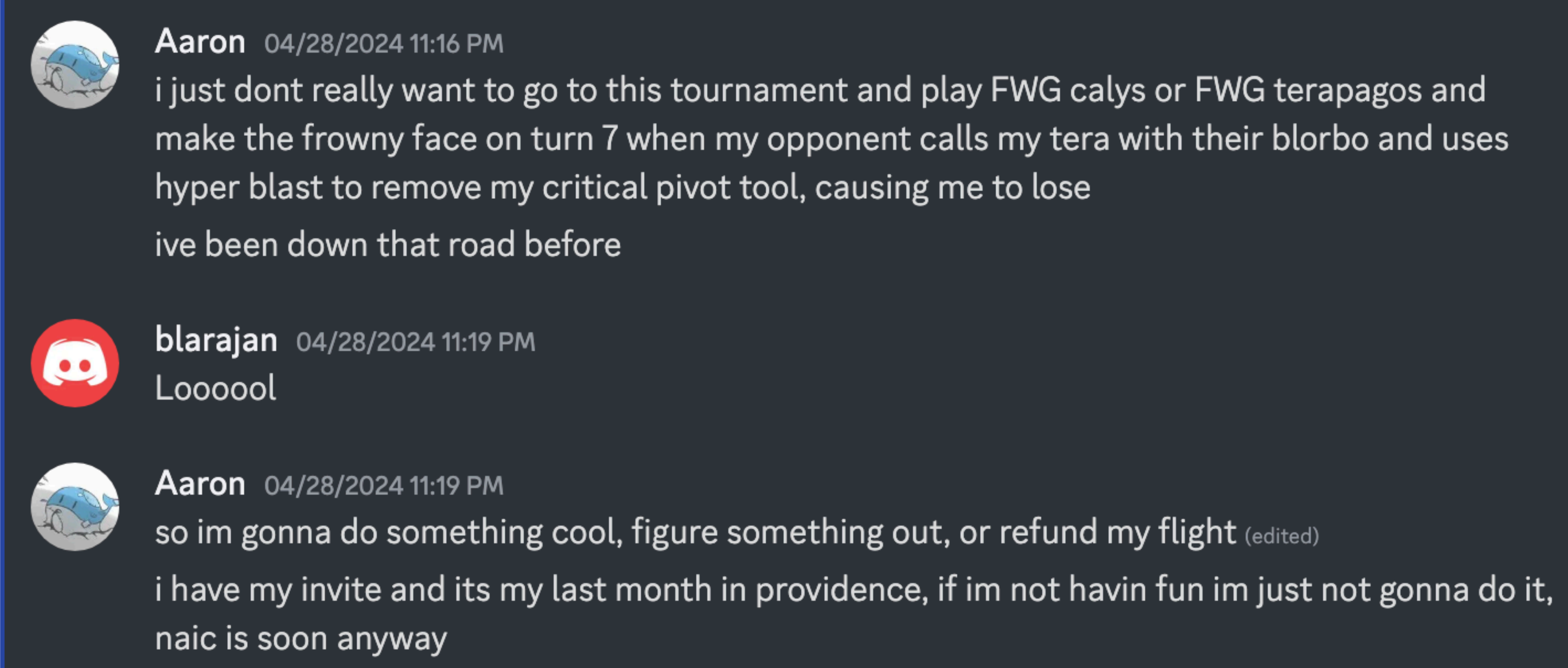
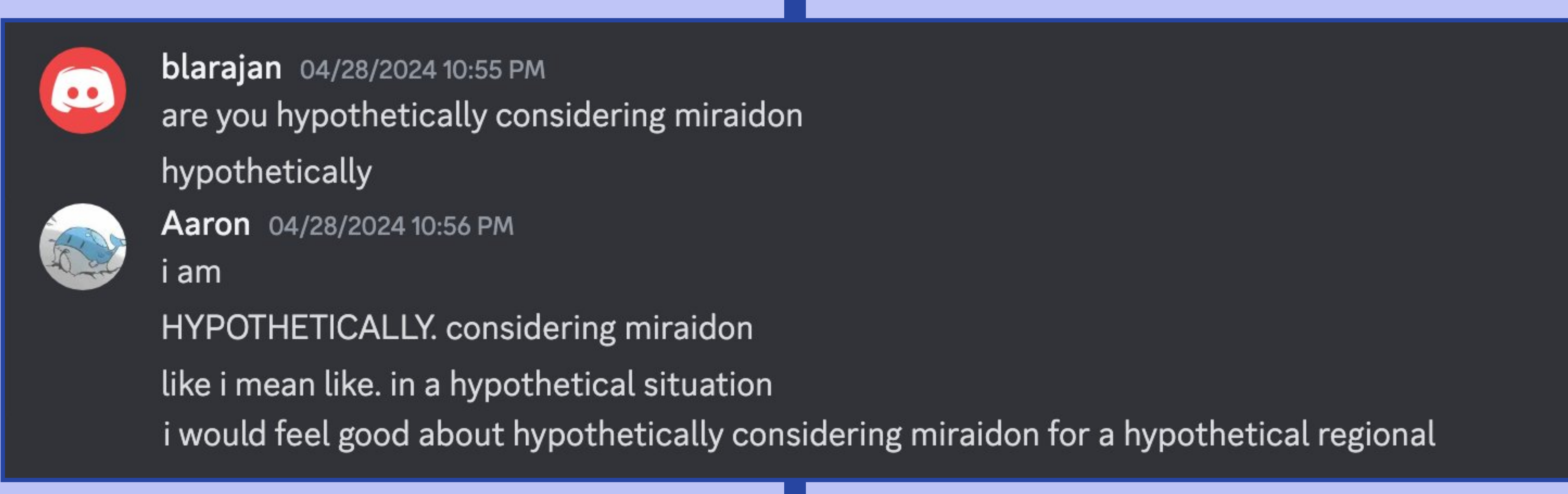


That day, I had an inhouse tournament with my friends, and I used a Terapagos team. It was some of the best practice possible, and I took the tournament seriously.

I got absolutely rocked, though, and finished 2-4, which isn't a bad score in practice. What was bad was that each of them simply put Amoonguss in front of my Terapagos and beat me with little extra effort required.

It felt really, really bad. This was the moment that I knew that I didn't want to play Terapagos at all at the event.

I needed to commit to a team. I started thinking about Miraidon again out of desperation.



Both Calyrex-Shadow and Terapagos compositions had fundamental flaws that were staring me in the face.

At this point, I was upset about the amount of time that I had invested into understanding the metagame in contrast to how bad I was feeling about picking a team.

Bowing out of the tournament seemed like a good call; I could refund my flight and have a weekend at home.

Miraidon was an "at least I'll have fun" team. What was wrong with going to the tournament with something crazy and trying to ball out?

Rajan kindly entertained me and told me he would help me build the team so that I wouldn't cancel my flight.



Rajan sweetly put this team together to address some of my concerns about Miraidon and move the archetype further. (He was still using Kyogre for himself)



I spoke to Alex, who also loved Miraidon and had been streaming with it. He used a Trick Room / midspeed composition, where Urshifu's Focus Sash and Ogerpon Cornerstone's Sturdy ability added survivability.



I went to bed that night deciding to go all in on Miraidon no matter what. My team's "point of view" would be enabling Choice Specs Miraidon to do as much damage as possible while pivoting with Volt Switch.



There were a few sticking points in my mind: first, how to beat Tera-Grass Calyrex-Ice next to Amoonguss. Second, how to challenge teams with Pokémon that were faster than Miraidon; such as Calyrex-Shadow or Flutter Mane with Koraidon. But it was a start!!!



April 29 Monday 5 Days Out



I woke up feeling much better about my decision to pick Miraidon after putting some thought into what it could be capable of. I still needed to work out what partners would round out the team.



I was most concerned with having modes of 4 that felt strong and flexible with all of the core 3 mons. This meant that I needed a mon, X, that could do:  
1) Miraidon / X lead  
Farigiraf / Bloodmoon back  
2) Miraidon / Farigiraf lead  
X / Bloodmoon back  
3) X / Farigiraf lead  
Miraidon / Bloodmoon back



Rajan, on the other hand, was concerned with finding Pokémon that felt strong to Volt Switch into, pieces to help stabilize the team, and mons that could take advantage of "chip damage", where chip damage is Miraidon one-shotting all their Pokémon.



And I'm Wolfe Glick, and I think they should run Incineroar because it's just the strongest freaking Pokémon in the game.



Wolfe gives me advice on my teams often. In this case, he made a pretty good point.



This is a team with the goal of using Pelipper to give us more of an edge against Calyrex-Ice teams.



Nikhil published this team. Rajan and I definitely took a look at this version, and I think Rajan would have used something like it, but I was committed to Farigiraf and Bloodmoon at that point, as I liked their matchup against Calyrex-Shadow.



Later that night, I realized the parallels between this team and the team that I used to win Dallas Regionals in 2020—  
Miraidon, like G-Max Charizard, dished out damage;  
Whimsicott set Tailwind and supported it;  
Conkeldurr could attack in Tailwind or Trick Room;  
and Jellicent set Trick Room.  
This made me very happy.



**April  
30**

**Tuesday  
4 Days Out**



**Aaron**

This is the point in teambuilding where our teams diverged, and they never really reached the same place again outside of the core idea.



**Aaron**



**Evan**



**Aaron**

After a little bit of deliberation, I decided that I needed to take Wolfe's advice and commit to Assault Vest Incineroar as my 5th Pokémon. I appreciated the additional pivot, and U-Turn dealt surprisingly useful damage into Grassy-types that slowed Miraidon. Urshifu-Dark was intended to help against Calyrex-Ice, but I wasn't committed to it yet.

Evan wasn't going to the Regional, so he helped me by playing ladder games and giving feedback.



**Rajan**



While Rajan saw the strength in Incineroar, he was much more drawn to Iron Hands– it was another strong Discharge target, it took advantage of Electric Terrain, and perhaps most importantly, it was much more useful into Terapagos, which the other Pokémon could struggle with.

Ogerpon Hearthflame helped deal more damage in Tailwind, and added utility to both Miraidon and Bloodmoon with Follow Me.



**Aaron**

Given that we essentially had two versions of the team, we spent the rest of Tuesday heavily testing each core and trying to figure out the strengths and weaknesses of our own approach, in order to lock down the last members. This involved practice best of 3s with friends as well as discussion of the games.

Rajan was busy with work, so I challenged our practice partners to a best of 3 with both my version and then his version, and we compared how they went.

**May  
1**

**Wednesday  
3 Days Out**



**Aaron**

Urshifu didn't feel right as a 6th member. It was kind of slapped on. But nothing else was really speaking to me, anyway.

And to be honest, in my opinion the 6th slot had a lot it needed to do. There were many positions that were weak for our team–

- Calyrex-Shadow, Kyogre, or Terapagos could put us in awkward positions
- Calyrex-Ice in particular was an issue
- Choice Specs Flutter Mane was favored in many scenarios
- Even Zamazenta (at this point totally rogue) could be good into us

I knew that there would be no perfect 6th Pokémon to help with all of these issues, and that choosing any one thing would help into some of them and make the others potentially even more pronounced weaknesses. So as I was trying to pay attention in Japanese class, my mind turned to what the Pokémon might be that could solve all of my problems.



**Aaron**

I find that for my biggest teambuilding breakthroughs, I remember exactly where I am when I have the "a-ha!" moment. I was walking back from my Japanese class when I realized that the last Pokémon could and should be Choice Scarf Ditto.



Gabriel Agati ran this at Worlds 2019, and it is one of my favorite teams that I have ever played, due to the Xerneas setup assisted by the pivoting nature of Mega Kangashan, Incineroar, Tapu Koko, and Ditto (frequently copying opposing Incineroar or Kangaskhan).

I knew as soon as I considered Ditto that there was a strong similarity between Miraidon and Tapu Koko in these contexts, and the more I thought about it, the more I wanted to use it, in large part due to my love for Gabriel's team.

I felt amazing for the first time in the process.



When I told Adi on his podcast about the Ditto reasoning, he mentioned what Cedric Bernier had said in a prior video of his.



**Early Format Teambuilding Advice from 3 Regional Champions (2021)**

See how feasible it is for you to emulate a team or playstyle that you used in past years, and get some comfort in... This can really help you learn a new format very quickly.

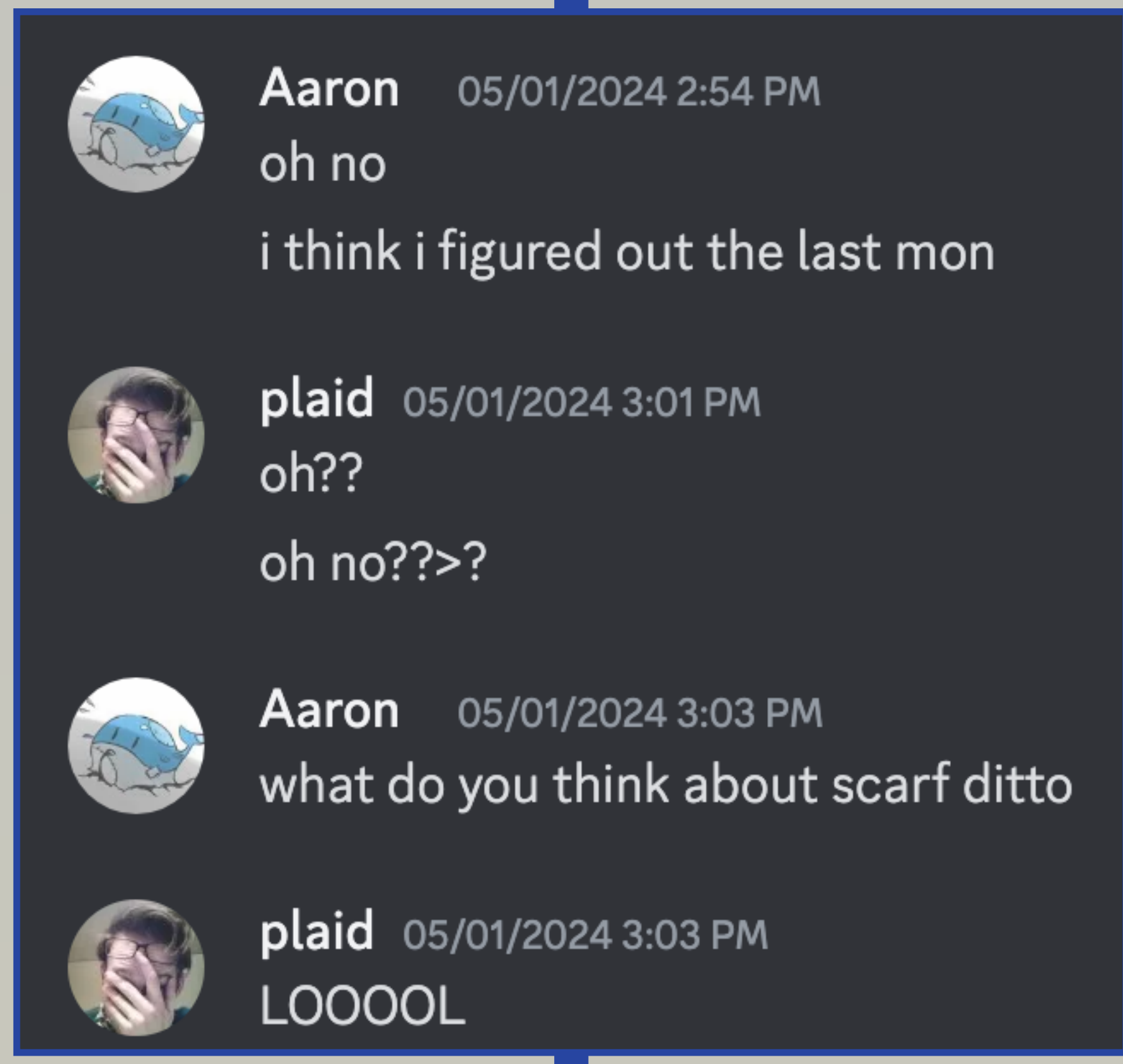


This is what I was doing subconsciously.

Ditto can do, well, anything. It needs a Choice Scarf or some other form of personal speed control so that it isn't risking a Speed tie every turn it's on the field. But with a Choice Scarf, you can make use of a wide variety of board positions. If an opponent ever has a good turn with Calyrex-Shadow, your next turn can be even better when you copy it and Astral Barrage them in return.

Ditto is a real double-edged sword, though. It's situational, full of wonky mechanics, and it copies your opponents' Pokémon, which might not be trained how you expect. If you position Ditto poorly, you can lose quickly and embarrassingly.

I knew that it wouldn't be easy to defend my decision to Rajan and Wolfe. Which is why I went to Evan first.



Evan was on board. I think Wolfe and Rajan both saw quickly in our conversations

- 1) the logic behind Ditto
- 2) the flaws in the logic behind Ditto
- 3) that I would not budge from Ditto

and kind of let me do my thing.



**May 2**  
Thursday  
2 Days Out



However, this meant that I was now done finding the 6th Pokémon of my team and Rajan had to scramble to finalize his.



Rajan was ready to commit to Iron Hands and Ogerpon-Hearthflame, but mentioned that something felt off.

I found it hard to say what that could be, other than that U-Turn from Incineroar was much stronger than Iron Hands' Volt Switch into annoying Grass-type Pokémon.

The rest of the free time was taken by practice best of 3s with friends where I piloted my 6 and Rajan's 6.

We worked on optimizations that would benefit both of us. For example, we determined that Whimsicott's best 4th move was Protect for Encore synergy.

Big things left to decide on were:  
 Timid vs. Modest Bloodmoon  
 Farigiraf's moveset  
 and Farigiraf's Tera type.



**Aaron**



I maneuvered to Triple Incineroar positioning on ladder and was hopeful that I could do it again at the Regional but no such luck.



**Aaron**

At this point in the process was when I started to consider complex EV spreads—only after I knew the 6 Pokémon that I wanted to bring for sure.

Making and using complex EV spreads is not a strength of mine, so I asked my friend Jake Magier for help.



**Jake**  
@jackofspadesman

Jake loves designing spreads and often helps me with my teams (I am very grateful). I have a loose list of what I want the Pokémon to do, and he checks for factors I may not have considered.

Three of the Pokémon (Miraidon, Ursaluna, and Ditto) were going to use 252/252 spreads by design, so he focused on Incineroar, Farigiraf, and even optimizing Focus Sash Whimsicott.



**Rajan**

Rajan did not use Jake's spreads but told him at the event that the spreads were useful for helping him figure out what he wanted to design for himself.

**May 3**

**Friday**  
1 Day Out



**Aaron**

I woke up and decided that I preferred Timid Bloodmoon because I didn't have games with Modest versus Calyrex-Shadow.

However, Wolfe pointed out to me that I had missed several KOs in the ladder replays that I sent him, and that Modest would likely be much stronger. Evan agreed with that take, and upon reflection I realized that I actually preferred Modest.



**Rajan**

Rajan, on the other hand, was totally committed to Timid Bloodmoon. Rajan also woke up and decided that Tera Ground Farigiraf was correct, and that it would be useful to allow Helping Hand Discharges, and Tera Blast could beat up Raging Bolt in a pinch. It seemed funny, so I just locked it and started training my Pokémon.



**Rajan**

**Rajan's Team at 10:45AM**



As any of his crew will happily tell you, Rajan loves to make all of his team adjustments on the last day before the Regional. I hate doing this.

I also have no experience making significant day-before decisions, so I wasn't even sure how to help with his process. But he decided that he wanted Assault Vest Incineroar, and was just deciding on the last slot.

**Rajan's Team at 3:14 PM**



**6th Pokémon under consideration at 10:39PM**

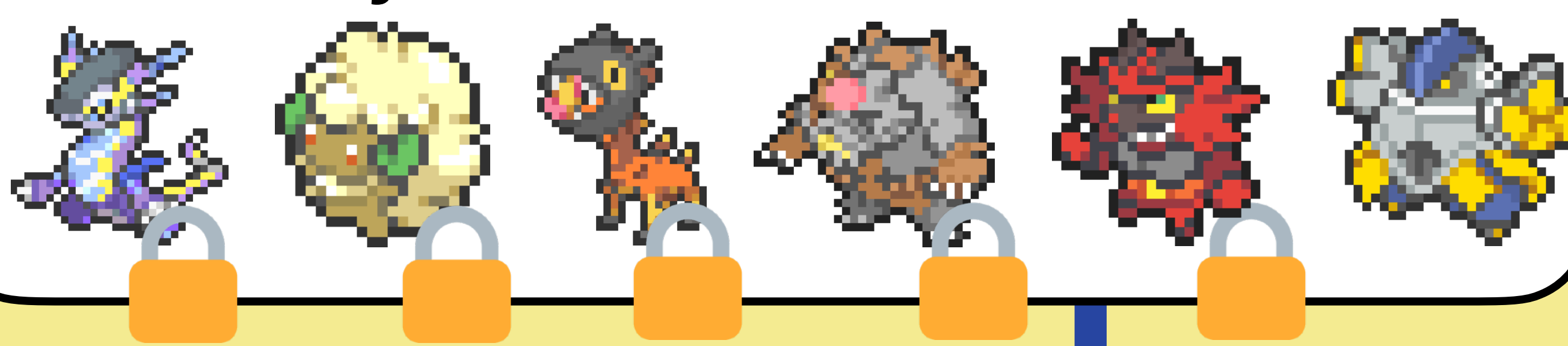


Just happy to be here

**May 4th**

**Saturday**  
Literally the day of the Regional

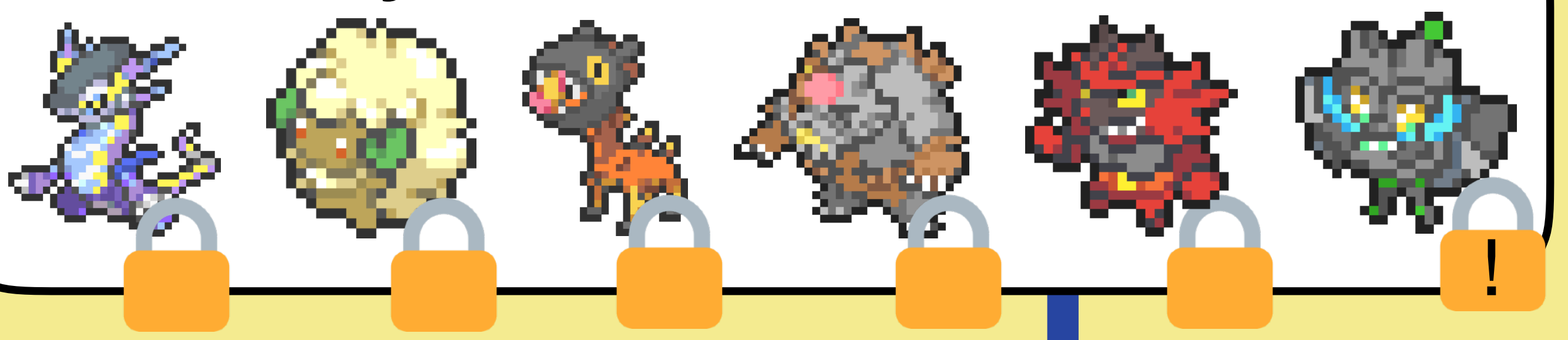
**Rajan's Team at 12:47 AM**





Aaron

Rajan's Team at 1:21 AM



7:45AM

I wake up and see all his messages and then go to the venue.

Final differences between the two teams



the same spread

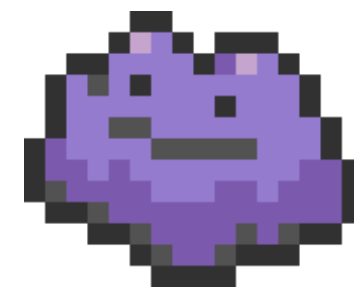


4HP / 252 SpA / 252 Spe  
(I ran out of EV reducing berries and got mad)

Physically bulky, with some special bulk

Modest 252 SpA / 252 Spe

Physically bulky, with some special bulk



Survives Tera-Water  
Urshifu-Rapid-Strike  
Surging Strikes in rain

Much more physically bulky

Timid 252 SpA / 252 Spe

Survives Urshifu-Rapid-Strike  
Surging Strikes

