(All Seasons)

**(Doubles Grass and Shaking Grass are meant to be counted as a separate encounter)**

Route 19 (4)

**Grass:**

20% Pidgey, 20% Rattata, 10% Sentret,

10% Hoothoot, 10% Geodude, 10% Caterpie,

5% Starly, 5% Taillow, 4% Geodude,

4% Geodude, 1% Shinx, 1% Poochyena

**Shaking Grass:**

20% Voltorb, 20% Zubat, 10% Shuppet,

10% Chikorita, 10% Geodude, 10% Totodile,

5% Torchic, 5% Croagunk, 4% Aron,

4% Electrike, 1% Ducklett, 1% Starly

Route 20 (6)

**Grass**:

20% Starly, 20% Shinx, 10% Machop,

10% Seel, 10% Makuhita, 10% Dwebble,

5% Bidoof, 5% Rattata, 4% Magby, 4% Elekid,

1% Weedle, 1% Wurmple

**Shaking Grass:**

20% Audino, 20% Lickitung, 10% Aipom,

10% Hoothoot, 10% Patrat, 10% Meowth,

5% Ponyta, 5% Blitzle 4% Vullaby,

4% Sigilyph, 1% Gligar, 1% Kangaskhan

**Doubles Grass**:

20% Timburr, 20% Combee, 10% Omanyte,

10% Kabuto, 10% Rhyhorn, 10% Nosepass,

5% Roggenrola, 5% Bonsly, 4% Corsola,

4% Anorith, 1% Lileep, 1% Ferroseed

Floccesy Ranch (7)

**Grass**:

20% Mareep, 20% Mienfoo, 10% Bonsly,

10% Poliwag, 10% Mankey, 10% Hoppip,

5% Marill 5% Aron, 4% Riolu, 4% Ralts,

1% Budew, 1% Phanpy

Outer Virbank Complex (11)

**Grass**:

20% Elekid, 20% Magnemite, 10% Snorunt,

10% Sandshrew, 10% Poliwag, 10% Phanpy,

5% Diglett, 5% Slugma, 4% Spoink,

4% Trapinch, 1% Magby, 1% Cacnea

**Shaking Grass**:

20% Murkrow, 20% Sneasel, 10% Houndour,

10% Sableye, 10% Sandile, 10% Spinarak,

5% Purrloin, 5% Absol, 4% Poochyena,

4% Spiritomb, 1% Pawniard, 1% Deino

Inner Virbank Complex (11)

**Grass**:

20% Magby 20% Pawniard, 10% Swinub,

10% Wooper, 10% Marill, 10% Phanpy,

5% Numel, 5% Chimchar, 4% Girafarig,

4% Piplup, 1% Elekid, 1% Turtwig

**Shaking Grass**:

20% Gastly, 20% Misdreavus, 10% Duskull,

10% Sableye, 10% Cyndaquil, 10% Corsola,

5% Litwick, 5% Yamask, 4% Natu,

4%, Golett 1% Spiritomb, 1% Cubone

Castelia Sewers (18)

**Grass**:

20% Ekans, 20% Ekans, 10% Dwebble,

10% Zubat, 10% Dustox, 10% Beedrill,

5% Wooper, 5% Croagunk, 4% Gligar,

4% Magby, 1% Qwilfish, 1% Qwilfish

Castelia City (20)

(Entrance in Castelia Sewers)

**Grass**:

20% Bulbasaur, 20% Staravia, 10% Tranquil,

10% Doduo, 10% Taillow, 10% Skiploom,

5% Treecko, 5% Sewaddle, 4% Ekans,

4% Cacnea, 1% Dratini, 1% Pidgey

**Shaking Grass:**

20% Shellder, 20% Krabby, 10% Aipom,

10% Butterfree, 10% Mudkip, 10% Slugma,

5% Venonat, 5% Seviper, 4% Pidgeotto,

4% Sigilyph, 1% Shroomish, 1% Tyrogue

**Doubles Grass:**

20% Monferno, 20% Charmeleon, 10% Magby,

10% Pansear, 10% Litwick, 10% Cyndaquil,

5% Growlithe, 5% Vulpix, 4% Heatmor,

4% Combusken, 1% Mankey, 1% Eevee

Route 4 (22)

**Grass**:

20% Sandile, 20% Grotle, 10% Phanpy,

10% Numel, 10% Gible, 10% Trapinch,

5% Drilbur, 5% Cubone, 4% Wooper,

4% Cacnea, 1% Larvitar, 1% Diglett

Desert Resort (Entrance) (23)

**Grass**:

20% Marshtomp, 20% Onix, 10% Golett,

10% Aerodactyl, 10% Dwebble, 10% Aron,

5% Solrock, 5% Lunatone, 4% Wooper,

4% Minccino, 1% Lileep, 1% Anorith

Desert Resort (Inner Desert) (23)

**Grass**:

20% Dwebble, 20% Numel, 10% Phanpy,

10% Maractus 10% Sigilyph, 10% Paras,

5% Meditite, 5% Bronzor, 4% Drilbur,

4% Ferroseed, 1% Makuhita, 1% Stunfisk,

Route 5 (25)

**Grass**:

20% Makuhita, 20% Luxio, 10% Gloom,

10% Shroomish, 10% Snover, 10% Lileep,

5% Misdreavus, 5% Charmeleon, 4% Seel,

4% Marshtomp, 1% Skorupi, 1% Sandile

**Shaking Grass:**

20% Drowzee, 20% Baltoy, 10% Psyduck,

10% Exeggcute, 10% Spiritomb, 10% Solosis,

5% Spoink, 5% Meditite, 4% Kirlia,

4% Sigilyph, 1% Munna, 1% Chingling

**Doubles Grass**:

20% Skiploom, 20% Ivysaur, 10% Treecko,

10% Grotle, 10% Lombre, 10% Nuzleaf,

5% Roselia, 5% Bonsly, 4% Carnivine,

4% Dustox, 1% Bayleef, 1% Cherubi

Route 16 (25)

**Grass**:

20% Heracross, 20% Combusken, 10% Onix,

10% Kirlia, 10% Beedrill, 10% Riolu,

5% Skitty, 5% Seviper, 4% Liepard,

4% Elekid, 1% Swablu, 1% Staravia

**Shaking Grass:**

20% Audino, 20% Audino, 10% Marill,

10% Clefairy, 10% Snubbull, 10% Ponyta,

5% Togetic, 5% Kirlia, 4% Bayleef,

4% Emolga, 1% Cottonee, 1% Absol

**Doubles Grass**:

20% Nidorino, 20% Quagsire, 10% Dustox,

10% Golbat, 10% Beedrill, 10% Nidorina,

5% Whirlipede, 5% Croagunk, 4% Seviper,

4% Ekans, 1% Trubbish, 1% Foongus

Lostlorn Forest (26)

**Grass**:

20% Pinsir, 20% Paras, 10% Scyther,

10% Ledian, 10% Venonat, 10% Dwebble,

5% Dustox, 5% Kricketune, 4% Combee,

4% Yanma, 1% Illumise, 1% Volbeat

**Shaking Grass:**

20% Volbeat, 20% Illumise, 10% Spearow,

10% Joltik, 10% Swadloon, 10% Petilil,

5% Tangela, 5% Sunkern, 4% Weepinbel,

4% Emolga, 1% Krokorok, 1% Vespiquen

**Doubles Grass**:

20% Foongus, 20% Ferroseed, 10% Shelmet,

10% Kabuto, 10% Karrablast, 10% Nosepass,

5% Noctowl, 5% Bonsly, 4% Carnivine,

4% Anorith, 1% Larvesta, 1% Tropius

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