10/6 ~11am

Roll with Gen 4? Get access to earlier gens too, plus this was the first generation to include the Physical/Special split, which could make strategies more interesting. If that is too much of a concern, then we could roll it back.

Format: OU/Ubers/Anything Goes (no hax)

Found a smogon forum with old teams archived. Will probably make a great resource: <https://www.smogon.com/rmt/archive/dpp>

**Team 1: “The OG” (Revolutionizing the Metagame in Late 2007)**

1. [Roserade](https://pokemon.fandom.com/wiki/Roserade?so=search)
   1. Item: [Focus Sash](https://pokemon.fandom.com/wiki/Focus_Sash?so=search)
   2. Ability: [Natural Cure](https://pokemon.fandom.com/wiki/Natural_Cure?so=search)
   3. EVs: 4 Def / 252 Spd / 252 SpAtk
   4. Timid nature (+Spd, -Atk)
   5. Moves
      1. [Grass Knot](https://pokemon.fandom.com/wiki/Grass_Knot)
      2. [HP Fire](https://pokemon.fandom.com/wiki/Hidden_Power?so=search)
      3. [Sleep Powder](https://pokemon.fandom.com/wiki/Sleep_Powder?so=search)
      4. [Toxic Spikes](https://pokemon.fandom.com/wiki/Sleep_Powder?so=search)
   6. Notes: “I ended up sticking with Hidden Power Fire as the main move, to deter stall from setting up after allowing a Pokemon to absorb sleep. I also settled on Sleep Powder + Toxic Spikes over Grass Whistle + Spikes because Sleep Powder’s accuracy was much more appealing and 1 layer of Toxic Spikes is just a little worse than 1 layer of Spikes for the initial switch in.”
2. [Swampert](https://pokemon.fandom.com/wiki/Swampert?so=search) 
   1. Item: [Leftovers](https://pokemon.fandom.com/wiki/Leftovers?so=search)
   2. Ability: [Torrent](https://pokemon.fandom.com/wiki/Torrent?so=search)
   3. EVs: 240 HP / 216 Def / 52 SpDef
   4. Relaxed Nature (+Def, -Spd)
   5. Moves
      1. [Ice Beam](https://pokemon.fandom.com/wiki/Ice_Beam?so=search)
      2. [Stealth Rock](https://pokemon.fandom.com/wiki/Stealth_Rock?so=search)
      3. [Earthquake](https://pokemon.fandom.com/wiki/Earthquake?so=search)
      4. [Hydro Pump](https://pokemon.fandom.com/wiki/Hydro_Pump?so=search)
   6. Notes: “I stuck with Hydro Pump to help me deal more damage to Skarmory again. The EVs help me survive a +2 Outrage from neutral attack nature Garchomp and 2 Life Orb Shadow Balls from Gengar, even after a Stealth Rock damage.”
3. [Gengar](https://pokemon.fandom.com/wiki/Gengar?so=search)
   1. Item: [Choice Scarf](https://pokemon.fandom.com/wiki/Choice_Scarf?so=search)
   2. Ability: [Levitate](https://pokemon.fandom.com/wiki/Levitate?so=search)
   3. EVs: 4 Def / 252 Spd / 252 SpAtk
   4. Timid Nature (+Spd, -Atk)
   5. Moves
      1. [Shadow Ball](https://pokemon.fandom.com/wiki/Shadow_Ball?so=search)
      2. [Focus Blast](https://pokemon.fandom.com/wiki/Focus_Blast?so=search)
      3. [Thunderbolt](https://pokemon.fandom.com/wiki/Thunderbolt?so=search)
      4. [HP Ice](https://pokemon.fandom.com/wiki/Hidden_Power?so=search)
   6. Notes: HP Ice is important against Garchomp and Dragon Dancing Salamence.
4. [Lucario](https://pokemon.fandom.com/wiki/Lucario?so=search)
   1. Item: [Life Orb](https://pokemon.fandom.com/wiki/Life_Orb?so=search)
   2. Ability: [Inner Focus](https://pokemon.fandom.com/wiki/Inner_Focus?so=search)
   3. EVs: 4 HP / 252 Atk / 252 Spd
   4. Adamant Nature (+Atk, -SpAtk)
   5. Moves
      1. [Swords Dance](https://pokemon.fandom.com/wiki/Swords_Dance?so=search)
      2. [Close Combat](https://pokemon.fandom.com/wiki/Close_Combat?so=search)
      3. [Bullet Punch](https://pokemon.fandom.com/wiki/Bullet_Punch?so=search)
      4. [Extreme Speed](https://pokemon.fandom.com/wiki/Extreme_Speed?so=search)
   6. Notes: “The main point of this team.” Bullet Punch was picked over Crunch here to help against Aerodactyl and Gengar.
5. [Infernape](https://pokemon.fandom.com/wiki/Infernape?so=search)
   1. Item: [Choice Scarf](https://pokemon.fandom.com/wiki/Choice_Scarf?so=search)
   2. Ability: [Blaze](https://pokemon.fandom.com/wiki/Blaze?so=search)
   3. EVs: 156 Atk / 232 Spd / 120 SpAtk
   4. Naive Nature (+Spd, -SpDef)
   5. Moves
      1. [Close Combat](https://pokemon.fandom.com/wiki/Close_Combat?so=search)
      2. [Fire Blast](https://pokemon.fandom.com/wiki/Fire_Blast?so=search)
      3. [Thunder Punch](https://pokemon.fandom.com/wiki/Thunder_Punch?so=search)
      4. [HP Ice](https://pokemon.fandom.com/wiki/Hidden_Power?so=search)
   6. Notes: Outspeed Adamant Choice Scarf Dugtrio and Dragon Dancing Salamence / Gyarados and all Choice Scarf Garchomp. Can ohko 4 hp / 0 spdef Garchomp after SR + 1 Toxic Spike.
6. [Salamence](https://pokemon.fandom.com/wiki/Salamence?so=search)
   1. Item: [Life Orb](https://pokemon.fandom.com/wiki/Life_Orb?so=search)
   2. Ability: [Intimidate](https://pokemon.fandom.com/wiki/Intimidate?so=search)
   3. EVs: 76 Atk / 180 Spd / 252 SpAtk
   4. Rash Nature (+SpAtk, -SpDef)
   5. Moves
      1. [Draco Meteor](https://pokemon.fandom.com/wiki/Draco_Meteor?so=search)
      2. [Fire Blast](https://pokemon.fandom.com/wiki/Fire_Blast?so=search)
      3. [Brick Break](https://pokemon.fandom.com/wiki/Brick_Break?so=search)
      4. [Roost](https://pokemon.fandom.com/wiki/Roost?so=search)

**Team 2: “Stall Team”**

1. Hippowdon
   1. Item: Leftovers
   2. Ability: Sand Stream
   3. EVs: 252 HP / 24 Atk / 192 Def / 40 SpD
   4. Impish Nature (+Def, -SpA)
   5. Moves
      1. Stealth Rock
      2. Slack Off
      3. Earthquake
      4. Ice Fang / Roar
2. Skarmory
   1. Item: Shed Shell
   2. Ability: Keen Eye
   3. EVs: 252 HP / 200 Def / 40 SpD / 16 Spe
   4. Impish Nature (+Def, -SpA)
   5. Moves
      1. Whirlwind
      2. Spikes
      3. Roost
      4. Brave Bird
3. Tentacruel
   1. Item: Leftovers
   2. Ability: Liquid Ooze
   3. EVs: 252 HP / 120 Def / 136 SpD
   4. Calm Nature (+SpD, -Atk)
   5. Moves
      1. Toxic Spikes
      2. Rapid Spin
      3. Surf
      4. HP Electric / Knock Off
4. Blissey
   1. Item: Leftovers
   2. Ability: Natural Cure
   3. EVs: 252 Def / 40 SpA / 216 SpD
   4. Calm Nature (+SpD, -Atk)
   5. Moves
      1. Wish
      2. Protect
      3. Flamethrower
      4. Toxic
5. Celebi
   1. Item: Leftovers
   2. Ability: Natural Cure
   3. EVs: 252 HP / 216 Def / 8 SpD / 32 Spe
   4. Bold Nature (+Def, -Atk)
   5. Moves
      1. Recover
      2. Perish Song
      3. Grass Knot
      4. U-turn
6. Spiritomb
   1. Item: Leftovers
   2. Ability: Pressure
   3. EVs: 252 HP / 100 Def / 156 SpD
   4. Calm Nature (+SpD, -Atk)
   5. Moves
      1. Shadow Ball
      2. Rest
      3. Sleep Talk
      4. HP Fighting

**Team 3: “Teacher’s Out”**

1. Garchomp
   1. Item: Salac Berry
   2. Ability: Sand Veil
   3. EVs: 252 Atk / 4 SpD / 252 Spe
   4. Jolly Nature
   5. Moves
      1. Substitute
      2. Swords Dance
      3. Dragon Claw
      4. Earthquake
2. Gengar
   1. Item: Black Sludge
   2. Ability: Levitate
   3. EVs: 4 Def / 252 SpA / 252 Spe
   4. Timid Nature
   5. Moves
      1. Substitute
      2. Pain Split
      3. Shadow Ball
      4. Focus Blast
3. Togekiss
   1. Item: Leftovers
   2. Ability: Serene Grace
   3. EVs: 252 HP / 188 Def / 68 SpD
   4. Bold Nature
   5. Moves
      1. Substitute
      2. Nasty Plot
      3. Body Slam
      4. Air Slash
4. Breloom
   1. Item: Toxic Orb
   2. Ability: Poison Heal
   3. EVs: 252 HP / 48 Atk / 208 Def
   4. Adamant Nature
   5. Moves:
      1. Substitute
      2. Spore
      3. Leech Seed
      4. Focus Punch
5. Machamp
   1. Item: Leftovers
   2. Ability: No Guard
   3. EVs: 128 HP / 252 Atk / 128 Spe
   4. Adamant Nature
   5. Moves
      1. Substitute
      2. Dynamic Punch
      3. Payback
      4. Stone Edge
6. Jirachi
   1. Item: Leftovers
   2. Ability: Serene Grace
   3. EVs: 252 HP / 80 SpA / 176 Spe
   4. Timid Nature
   5. Moves:
      1. Substitute
      2. Calm Mind
      3. Thunderbolt
      4. Psychic