

Index

Waltz, 35
Waltz plus one, 35
Wanderwaschbär, 36
Wankle Engine, 60
Weave, 39
Weave (13 clubs), 47
Why not, 8
Why not (5 club), 6
Why not (7 clubs), 16
Why not feed, 27
Why Not Triangle, 28
Why not zaps, 9
Why Rei, 19
Why-Not-About, 55
Wrong one, 61
Wust, 60

Y you follow me, 68

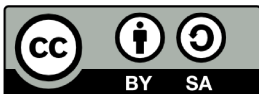
Zap Opus I, *see* Baby dragon
Zap Opus II, *see* Holy grail
Zig zag, 61
Zippy, 63

Passing Pattern Anthology

Markus Walter

April 22, 2024

- Last one, 62
 Lazy 96677, 58
 Lazy 972, 58
 Lazy 97892, 58
 Leipziger Allerlei, 66
- Magermix, 49
 Maja, 17
 Manège à trois, 56
 Martin's 1-count, 10
 Martin's pass pass self, *see* Mild Madness
 Martins Madness, 28
 Martins Mildness, 27
 Maybe, 8
 Maybe (7clubs), 16
 Maybe not, 11
 Mild Madness, 10
 MinuEd, 54
 Moonwalk, 62
 Muckabout, 67
 Mute Dolby, 21
 Mutiny, 35
- Nestor, 5
 No More Why, 16
 Not likely, 11
 Not Pass pass self (7 clubs), 18
 Not Why, 8
 Not Why (5 club), 6
 Not Why (7 clubs), 16
- Odd scots, 20
 Oddz Godz, 17
 Odnom, 12
- Panto, 60
 Parsnip, 3
 pass pass self (6 clubs), 7
 Pass pass self (7 clubs), 18
 Pass pass self (8 clubs), 23
 Persil Mega Pearls, 25
 Phoenician Quickstep, 57
 Phoenician Waltz, 54
 Pirouettes go crazy, 60
 Pistons, 42
 Placebo, *see* Gute Nacht
 Popcorn (5-count, with heffs), 15
 Popcorn (5-count, with triple), 15
 Popcorn (7-count), 16
 Postmen, 60
 pps-Bruno, 36
 Pulsar (2-count), 28
 Pulsar (pass pass self), 28
 Puppies, 68
- Quasar, 28
- Reverse spotlight, 11
 Reverse weave, 39
 Right one, 62
 Ronjabout, 57
 Rotating λ , 44
 Rotating Y, 42
 Rotator, 38
 Roundabout, 53
 Roundabout (6-count, variant 1), 53
 Roundabout (6-count, variant 2), 53
- Saibca, 62
 Scrambled V, 59
 Scratch 8, 23
 Scratch your head, 17
 Scratch your nose, 17
 Seattle shuffle, 44
 Self centered, 12
 Shakshuka, 63
 Shakshuka – dancing, 64
 Shamrock, *see* Kleeblatt
 Shooting star, 38
 Shorty, 57
 Skip, 6
 Skip feed, 26
 Skip/Hop feed, 26
 Spotlight, 10
 Sticky triangle, 38
 Suwecide Bunny, 56
 Swing, 23
 synchronous 1-count (6 clubs), 7
- Techno, 17
 That's y, 24
 That's y (9 clubs), 25
 Theseus, 5
 Three, 59
 Three leaf clover, 38
 Tiddo's Changeover, 53
 Toast, 59
 Torture Chamber, 31
 Typewriter, 30
 Typewriter of Doom, 46
- Ultimates high-low (9 clubs), 25
 Unscrambled B, 59
 Unscrambled LB, 61
 Urban terror feed, *see* Typewriter
- Variation on Three, 62
 Vegemite Toast, 62
 Vitoria, 20
 Vitoria (8 clubs), 24
- Walking feed, 35
 Walking line feed, 37



- Casbia, 59
- Cascia, 61
- Catch the carrot, 56
- Champi, 54
- Champix, 57
- Chippy Zippy, 67
- Chocolate bar, 7
- Chop about, 54
- Chopped Dolby, 54
- Chopped up B, 61
- Chopped Up V, 60
- Chopsticks, 54
- Circular 3-count, 29
- Civil war feed, 27
- Coral A, 20
- Coral B, 20
- Countdown, 8
- Cubs, 68
- Cyclone, 45

- Dark side of 2-count, 17
- Das Gedicht, 23
- Dash 3, 19
- Dolby 5.1, 53
- Dolby 5.2, 53
- Dolby 7.1, 57
- Dolby Söround, 54
- Dosado, 43
- Double banana, 20
- Double dresser drawer weave, 44
- Double Weave, 48
- Dragon, 9
- Dresser drawer weave, 42
- Dresser drawer weave (13 clubs), 47
- Dropabout, 63
- Drunken sailor, 26
- Dumb ways to die, 63

- Eiliger Wanderwaschbär, 58
- Enhanced Interogation, 31
- Extremely dumb ways to die, 66

- Fallen angels, 64
- Fast Waltz, 35
- Feast (2-count), 31
- Feast (3-count), 31
- feeder change in asynchronous heffs, 37
- First zap, 4
- Five Count Popcornabout, 57
- Flipalot, 4
- Flying trapeze, 42
- French 3-count, 15
- French 3-count triangle, 29
- Frost's frenzy, 18
- Funky bookends, 19
- Funky bookfriends, 19

- Fünfer-Kleeblatt, 30

- Gasteiz, 20
- Gentle Romble, 61
- Glass elevator, 4
- Golden Fleece, 18
- Gorilla, 29
- Gorilla synchronous, 29
- Gorilla weave, 41
- Gorilla weave (13 clubs), 48
- Großes Chaos, 22
- Guillotine, 55
- Gute Nacht, 21
- Götterball, 69
- Göttinger Opernball, 67

- Halt mal kurz, 63
- Hammy, 11
- Hasty hiking racoon, *see* Eiliger Wanderwaschbär
- Havana Feed, 42
- Heffalot, 5
- High-low (8 clubs), 23
- Hiking racoon, *see* Wanderwaschbär
- Holy grail, 18
- Hop, 4
- Hop-About, 53

- Inselhopping, 37
- Interlocking weaves, 40
- Inverse Argonaut, 5
- Inverted bookends, 7
- Inverted parsnip, 3
- It's a good one (13 clubs), 47
- It's a good one (countdown weave), 40
- It's possible, 31
- Ivy, 59

- Jason, 9
- Jenzig, 29
- Jim's 1-count, 10
- Jim's 2-count, 10
- Jim's 3-count, 10
- Jim's 7-club 2-count, *see* Oddz Godz
- Jim's bookends, *see* Brainstorm
- Jim's-3-count-about, *see* Catch the carrot
- Jonix, 14

- Karamazov shuffle, 45
- Kennedy, 58
- Killer bunny, 4
- Kittens, 67
- Kleeblatt, 26
- Kraken, 3

- La Vache Qui Rit, 27

Contents

Introduction	v
1. Notation	v
2. How to use	v
3. Points of interest	vi
4. Causal diagrams	vii
5. Notes on dynamic patterns	vii
6. Notes on manipulator patterns	vii
7. Siteswaps	viii
8. Passing pattern families and further comments	viii
I. Static Patterns	1
1. 2 jugglers	3
1.1. 4 clubs	3
1.1.1. Zaps	3
1.1.2. Various	3
1.2. 5 clubs	3
1.2.1. Basics	3
1.2.2. Various	3
1.2.3. Zaps	4
1.2.4. Why not family	6
1.2.5. Asymmetric patterns	6
1.3. 6 clubs	7
1.3.1. Basics	7
1.3.2. Why not family	8
1.3.3. Zaps	9
1.3.4. Non-default rhythm	10
1.3.5. Various	11
1.3.6. Asymmetric patterns	14
1.4. 7 clubs	15
1.4.1. Basics	15
1.4.2. Popcorns	15
1.4.3. Why not family	16
1.4.4. Non-default rhythm	17
1.4.5. Zaps	17
1.4.6. Asymmetric patterns	18
1.4.7. Various	19
1.5. 8 clubs	22
1.5.1. Basics	22
1.5.2. Asymmetric patterns	22
1.5.3. Non-default rhythm	23
1.5.4. Various	23
1.6. 9 clubs	25
1.6.1. Basics	25
1.6.2. Asymmetric patterns	25
1.6.3. Various	25
2. 3 jugglers	26
2.1. 5 clubs	26
2.1.1. Various	26
2.2. 7 clubs	26
2.2.1. Feeds	26

2.2.2. Various	26
2.3. 8 clubs	27
2.3.1. Various circular patterns	27
2.4. 9 clubs	27
2.4.1. Basic feeds	27
2.4.2. Feeds	27
2.4.3. Pulsars	28
2.4.4. Various circular patterns	28
2.5. 10 clubs	29
2.5.1. Various feeds	29
2.5.2. Various circular patterns	29
3. 4 jugglers	29
3.1. 12 clubs	30
3.1.1. Various	30
4. 5 jugglers	30
4.1. 10 clubs	30
4.1.1. Various	30
4.2. 15 clubs	31
4.2.1. Various	31
5. 6 jugglers	31
5.1. 18 clubs	31
5.1.1. Various	31
6. n jugglers	31
6.1. $3n$ clubs	31
6.1.1. Feasts	31
II. Walking Patterns	33
7. 2 jugglers	35
7.1. 3 clubs	35
7.1.1. Various	35
7.2. 4 clubs	35
7.2.1. Various	35
8. 3 jugglers	35
8.1. 6 clubs	35
8.1.1. Various	35
8.2. 9 clubs	35
8.2.1. Various	35
8.3. 10 clubs	37
8.3.1. Various	37
9. 4 jugglers	38
9.1. 11 clubs	38
9.1.1. Various	38
9.2. 12 clubs	38
9.2.1. Various	38
9.3. 13 clubs	47
9.3.1. Various	47

Index

1-count (5 clubs), 3	996426, 14
1-count (6 clubs), 7	7772255, 5
1-count (7 clubs), 15	7777266, <i>see</i> async Mild Madness
1-count (8 clubs), 22	9647772, 13
1-count (9 clubs), 25	9788827, 21
1-count Bruno, 36	9797226, 12
1-count reverse spotlight, 11	9799224, 12
1-count spotlight, 11	9964966, <i>see</i> async Jim's 2-count, 7 clubs
10 club runaround, 37	9968827, 21
10-club Bruno, 38	9968897, 24
2-count (6 clubs), 7	7747746677466, <i>see</i> async Brainstorm
2-count (7 clubs), 15	
2-count (8 clubs), 22	
2-count (9 clubs), 25	
2-count/4-count feed, 27	
3-count (6 clubs), 7	
3-count (7 clubs), 15	
4-count (6 clubs), 7	
4-count (7 clubs), 15	
45678-about, <i>see</i> Suwecide Bunny	
5 person Shamrock, <i>see</i> Fünfer-Kleeblatt	
6789a, 24	
756-About, 55	
777-About, 56	
89a, 25	
966-About, 56	
552, 3	
663, 4	
774, <i>see</i> async Jim's 1-count	
789, 23	
825, <i>see</i> Inverse Argonaut	
852, <i>see</i> Argonaut	
855, <i>see</i> Jason	
885, <i>see</i> Golden Fleece	
972, 12	
45678, 9	
56662, 4	
56789, 17	
75666, 9	
75756, 9	
77466, <i>see</i> async Jim's 2-count	
77772, <i>see</i> async Martin's 1-count	
97522, 6	
99688, 21	
556668, 14	
558444, 6	
772686, 14	
778824, 14	
966777, 18	
972486, 14	
974778, 19	
978888, 22	
	Aidan, <i>see</i> Pirouettes go crazy
	Ambidextrous Bruno, 36
	Ambled Aidan, 65
	Ambled B, 65
	Ambled Casbia, 65
	Ambled Chopped Up V, 65
	Ambled Ivy, 64
	Ambled Three, 64
	Ambled Toast, 64
	Ambled V, 64
	Ambled Wust, 65
	Animal crossing, 69
	Anna-Maria, 61
	Argonaut, 5
	Ariel Ultra, 22
	Around the Ambled World, 65
	Around the World, 60
	Aspirin, 19
	async Brainstorm, 13
	async Jim's 1-count, 13
	async Jim's 2-count, 13
	async Jim's 2-count, 7 clubs, 21
	async Martin's 1-count, 12
	async Mild Madness, 13
	asynchronous heffs, 29
	Baby dragon, 9
	Baby Mix, 46
	Bamboozled Panto, 46
	Benzene ring, 43
	Blinky, 11
	Blinky (8 clubs), 23
	Bookends, 7
	Bookends-About, 55
	Box of Gloom, 30
	Brainstorm, 10
	Bruno's Nightmare, 35
	Buddy check, 62
	Call me, 23
	Cambled V, 66

10.5 jugglers	48
10.1. 15 clubs	48
10.1.1. Various	48
11.6 jugglers	48
11.1. 18 clubs	49
11.1.1. Various	49
III. Manipulator Patterns	51
12.3 jugglers	53
12.1. 5+1 clubs	53
12.1.1. Exchange patterns	53
12.2. 6 clubs	53
12.2.1. Exchange patterns	53
12.3. 6+1 clubs	53
12.3.1. Roundabout family	53
12.3.2. Various	54
12.3.3. Exchange patterns	54
12.4. 7+1 clubs	56
12.4.1. Exchange patterns	56
12.4.2. Various	57
13.4 jugglers	57
13.1. 6+2 clubs	58
13.1.1. Various	58
13.1.2. Lazy patterns	58
13.2. 7+2 clubs	58
13.2.1. Lazy patterns	58
13.3. 9+0 clubs	58
13.3.1. Exchange patterns	58
13.4. 9+1 clubs	59
13.4.1. Scrambled-V family	59
13.4.2. Exchange patterns	63
13.4.3. Various	63
13.5. 10+1 clubs	64
13.5.1. Ambled-V family	64
13.6. 11+1 clubs	66
13.6.1. Exchange patterns	66
14.5 jugglers	66
14.1. 6+1 clubs	66
14.1.1. Various	66
14.2. 6+3 clubs	67
14.2.1. Various	67
14.3. 9+2 clubs	67
14.3.1. Various	67
14.4. 12+1 clubs	67
14.4.1. Various	67
15.6 jugglers	68
15.1. 12+2 clubs	68
15.1.1. Various	68

small dot on a right hand club) on beat zero. Now *B* has one club in the right hand and two clubs in the left hand. She starts with the left hand, but $3/2$ beats later than the first juggler which is *A* (denoted by the fraction next to the starting hand indication dot). The club in *B*'s right hand is magic (indicated by the striped pattern), that is it always does the same throw and can be color-coded.

Afterwards there is most of the time either a causal diagram or for dynamic patterns (where the jugglers move around) a table. Both are explained below.

3. Points of interest

sequence The sequence of throws each juggler has to perform. This does not indicate how to start the pattern.

global This is the global four-handed siteswap of the pattern. This is used for static asynchronous patterns.

local This is the local siteswap of the pattern accompanying a global siteswap. Subscripts indicate the starting positions of the different jugglers. So than in A_7B_65 the juggler *A* starts with a 7 while *B* starts with a 6.

préchac This is the préchac notation of the pattern. This is used for static synchronous patterns. Subscripts indicate the starting positions of the different jugglers. So than in A_4pB_3 the juggler *A* starts with a $4p$ while *B* starts with a 3.

type If not already indicated by the name of the pattern or the section this gives the family this pattern belongs to. They are explained in section 8.

start How to start this pattern. If no explicit starting diagram is given, there exists one for the general type of passing pattern this pattern belongs to or one covering the entire section and here you find the information building one for this specific pattern. If we have $A: L1+\frac{1}{2}/R2$ then this says, that juggler *A* has one club in her left hand and two clubs in her right hand. Furthermore she starts with the left hand (since it comes first) and half a beat later (that's the $+\frac{1}{2}$). More than one start can be given.

throws This specifies how the throws should be thrown. Which spin and whether passes should be crossing or straight. If nothing is said passes are straight with a single spin.

preparation Here are references to patterns which are similar but easier and hence can be used for preparation.

symbols Explains the meanings of additional symbols like asterisk which appear as superscripts or subscripts.

color coding Groups the clubs so that all clubs of one color have the same throws happening to them. This is done by associating colors (or in mathematicians terms numbers) to each throw of the sequence of the pattern.

For example the instruction $p_1 s_2 z_3 p_3 s_2 p_1$ tells you that there are three colors (say red, green, and blue). The first and last pass are done by a red club, the selfs are done by green clubs and the zip together with the following pass are done by the blue clubs.

interface Patterns with equal interface are compatible and may be juggled against each other. The interface describes on which beats what happens. If nothing special happens (e.g. a self) a \bullet is notated. If a pass is caught by oneself this is marked with an O . If a pass lands with the partner this is marked by an X . And if the preceding two coincide they fuse to an \otimes . For asynchronous patterns the indications alternate between persons (so there can never be a \otimes). Furthermore for many asynchronous

no.	program	reaction
2	$p^2 p^2 z h p p^2 z (s) p^2 s s^2 p p^2 s^2 z$	$p^2 p^2 s s^2 p p^2 s^2 () z p^2 s s^2 p p^2 s^2$

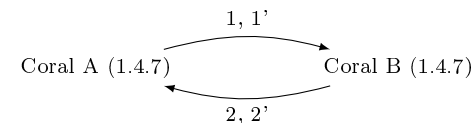
19.7. Various

19.7.1. Jonix

Switching sides in Jonix (1.3.6) can be done as follows.

no.	program	reaction
1	$p p z () s p p$	$s p p () z p p$
2	$s p p () p p z$	$z p p () s p p$

19.7.2. Coral A and B

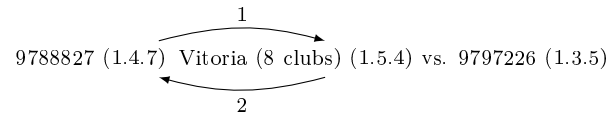


no.	program	reaction
1	$p^2 p^2 s (p p) p^2 p^2 z$	$z p p^2 () s p p^2$
1'	$p^2 z p (h) p^2 s p$	$s p^2 p^2 () z p^2 p^2$
2	$p^2 p^2 z () s p^2 p^2$	$s p p^2 () z p p^2$

no.	program	reaction
1	$p^0 p p^2 () s^2 p p^2$	$p^0 p p^2 () z p p^2$
2	$s^2 p p^2 () p^0 p p^2$	$z p p^2 () p^0 p p^2$

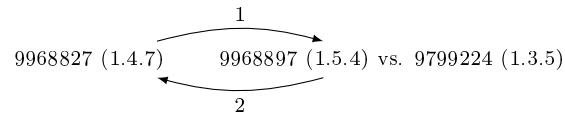
19.6. Period seven patterns (7 clubs)

19.6.1. Variant A



no.	program	reaction
1	$s^2 z p^2 s^2 s^2 p p (h) p^2 p^2 z s p p z$	$z p^2 s^2 s^2 p p s^2 () p^2 p^2 s^2 s^2 p p s^2$
2	$p^2 p^2 z s p p z (s) p^2 s^2 s^2 p p s^2 z$	$p^2 p^2 s^2 s^2 p p s^2 () z p^2 s^2 s^2 p p s^2$

19.6.2. Variant B



no.	program	reaction
1	$s^2 z p^2 s s^2 p p^2 (h) p^2 p^2 z h p p^2 z$	$z p^2 s s^2 p p^2 s^2 () p^2 p^2 s s^2 p p^2 s^2$

patterns the interface consists of two repeating halves where the second half switches the roles (i.e. O and X swap); in these cases the second half is omitted and replaced by \bowtie (meaning $O X \bullet X O \bullet$ equals $O X \bullet \bowtie$). However if an asynchronous pattern does not specify \bowtie it will be asymmetric with the two jugglers doing different things so that the correct halves of two patterns with this interface have to be joined to give another working pattern. Note that the interface may be rotated in relation to the other presentations of the pattern.

transition Specifically for manipulator patterns this gives the information to which position each juggler transitions after one round of the pattern.

This is especially useful for practice as this information can simply be read backwards as instruction for how to turn back one round.

hint Gives hints how to juggle or understand the pattern. For example mnemonics to remember the actions.

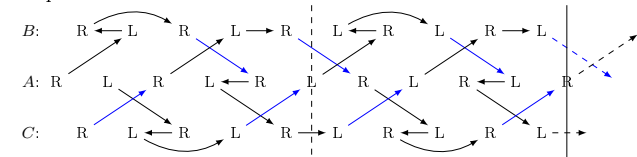
remark Gives miscellaneous information pertaining to the pattern.

4. Causal diagrams

These represent the throws of all jugglers by arrows; one row for each juggler. In the rows the hands are listed as R and L. An arrow starts, where a club is thrown. However it does not end where the club lands. Instead it ends where the hand is freed.

A different way to think about this is, that every hand is holding a club and never releasing it. The passed clubs are now bounced off the hands – never being grabbed, instead being hit like baseballs. Then the causal diagrams give the actual paths of the clubs in the air.

Here is an example.



Note that crossing passes are blue. Furthermore hurries, where one hand throws twice are marked red (not shown). Arrows representing empty hands are dotted.

5. Notes on dynamic patterns

Moving patterns are mostly described by using tables like the following. However some static patterns are also described with these tables (but then of course no change of position happens).

$$\begin{matrix} A: & p_B & - & p_C & - & p_B & - & \rightarrow & B \\ B: & p_A & - & - & - & p_A & - & \rightarrow & C \\ C: & - & - & p_A & - & - & - & \rightarrow & A \end{matrix}$$

Each row describes one juggler, named at the start of the row. Then the throws each juggler performs are listed. Finally the transition for each juggler is indicated with an arrow. In this case A becomes B, B becomes C and C becomes A after six beats. The corresponding walking paths are given in the starting diagram.

6. Notes on manipulator patterns

Manipulator patterns are described quite similar to walking patterns, but their tables additionally include manipulation instructions like the following.

$$\begin{matrix} A: & \dot{p}_B & - & - & - & \dot{p}_B & - & - & \rightarrow & B \\ B: & p_A & - & \dot{s} & - & p_A & \dot{s} & \dot{s} & - & \rightarrow & A \\ M: & m_B^A & m_B^B & i_B^A & c_B^B & \rightarrow & M \end{matrix}$$

First note, that selves if uninteresting are replaced by underscores for readability and second note that the manipulator line contains blanks, which most of the time are used to prepare the next move or are otherwise spent waiting. Furthermore we give some general hints on manipulator patterns.

- Interactions are generally with opposite hands. A club which is thrown by a right hand is by default taken with the left hand. A club is put into a left hand by default from a right hand.
- A consequence of this is that by default most manipulations are followed by a zip.
- Intercepts are generally done on a pelf (i. e. a non-rotating floaty self), although preferences vary.
- If a pattern requires, that the first throw has to be manipulated and this throw is from a hand with more than one club the general protocol is that the manipulator holds this club instead at the beginning.
An alternative is to do a round of the unmanipulated base pattern.

Finally one technical detail about the manipulator notation. Let Anne be juggler M and Ben be juggler Y . The intercept i_Y^X by manipulator M immediately switches the roles of M and Y . So that after the intercept Anne is juggler Y and Ben is juggler M . This is accompanied by a relabeling of clubs. All clubs Anne has are relabeled to belong to position Y , whereas one of Ben's clubs is relabeled to belong to the manipulator position M . Almost always this causes Ben to still hold a second club still owned by Y which he then has to carry.

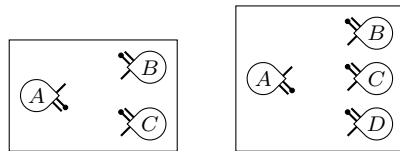
7. Siteswaps

A four-handed siteswap assumes that the four hands throw in regular beats. So that the sequence right hand of A , right hand of B , left hand of A , left hand of B repeats infinitely with beats being equally spaced in time. A number now says in how many beats a club is thrown again. This means a 4 is a hold, since the next throw will be by the same hand with nothing else to do for the hand in between.

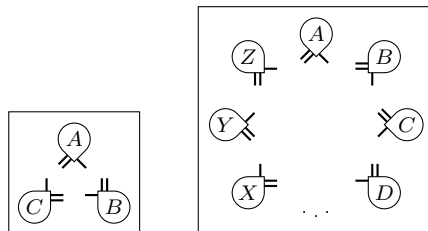
8. Passing pattern families and further comments

- **Feed:** A feed is a multi-person pattern, where one person is the feeder and everybody else is feedee. Every feedee passes to the feeder. The feeder alternates between the feedees with her passes.

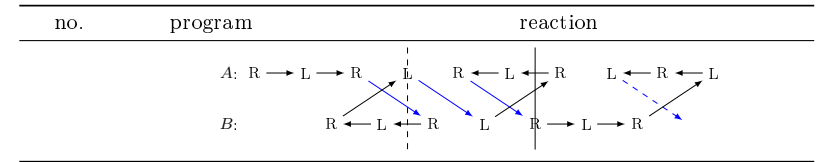
We give the general starting diagram for feeds with three and four persons as these are the most common ones; more feedees can be added in the obvious manner.



- **Circular patterns:** A circular pattern is pretty much self-describing. The general starting diagram is as follows (with three jugglers on the left and in general with n jugglers on the right).

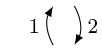


- **Feast:** A feast is a special circular pattern. Each juggler switches partner with each pass (including herself – meaning, that some of the passes are converted to self).

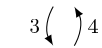


19.4. Period three patterns (6 clubs)

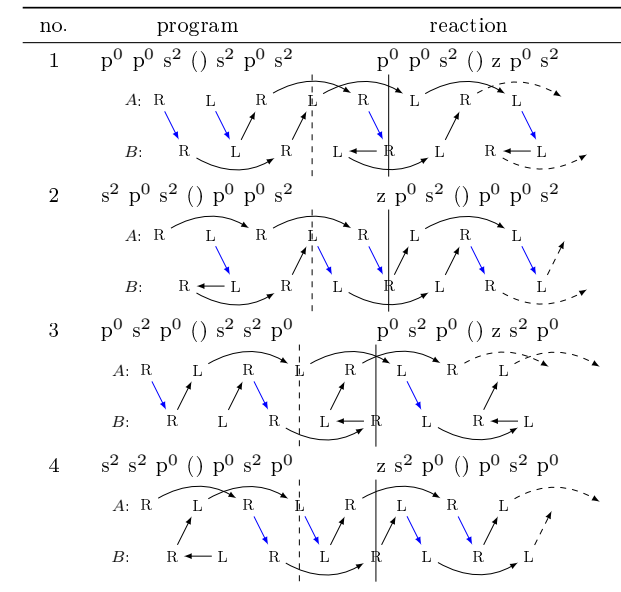
Golden Fleece (1.4.5) vs. Argonaut (1.2.3)



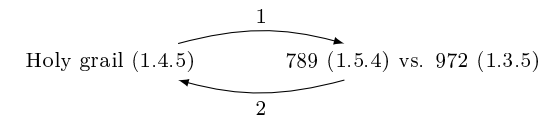
Jason (1.3.3)



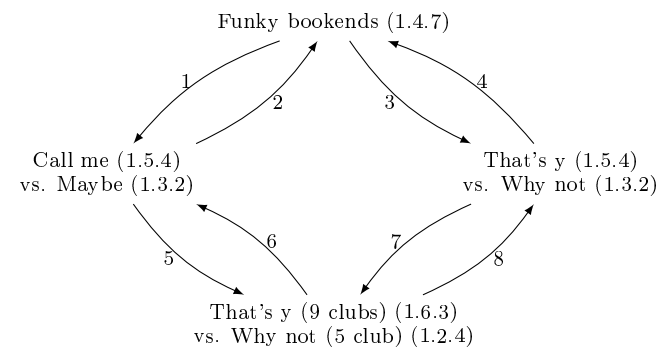
Golden Fleece (1.4.5) vs. Inverse Argonaut (1.2.3)



19.5. Period three patterns (7 clubs)



19.2. Period five patterns (7 clubs)



no.	program	reaction
1	$p s^2 p p s () s^3 s^3 p p s$	$p s^2 p p s () z s^2 p p s$
2	$s^3 s^3 p p s () p s^2 p p s$	$z s^2 p p s () p s^2 p p s$
3	$p p s p s^2 () s^3 p s^2 p s^2$	$p p s p s^2 () z p s p s^2$
4	$s^3 p s^2 p s^2 () p p s p s^2$	$z p s p s^2 () p p s p s^2$
5	$p p s s^3 s^3 () s^3 p s^2 s^3 s^3$	$p p s z s^2 () z p s z s^2$
6	$s^3 p s^2 s^3 s^3 () p p s s^3 s^3$	$z p s z s^2 () p p s z s^2$
7	$p s^2 s^3 p s^2 () s^3 s^3 s^3 p s^2$	$p s^2 z p s () z s^2 z p s$

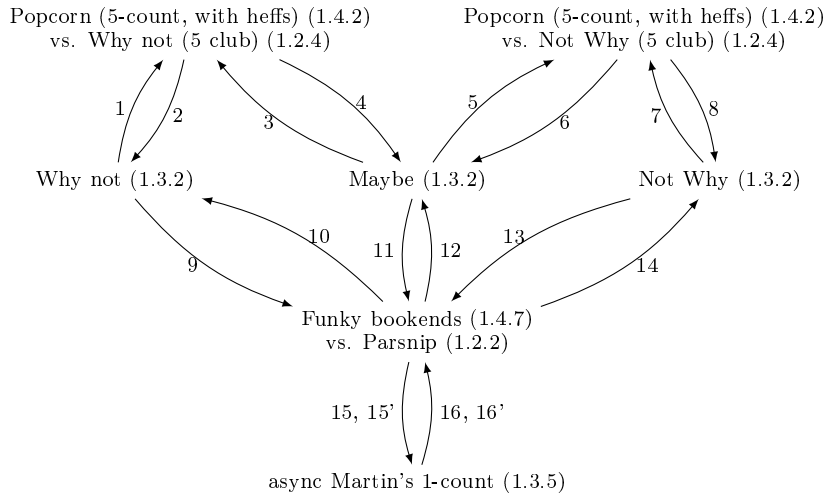
no.	program	reaction
13	$s^2 p z s p (s) p p z p z$ A: R \leftarrow L \rightarrow R \leftarrow L \rightarrow R \leftarrow L \rightarrow R B: R \rightarrow L \leftarrow R \rightarrow L \leftarrow R \rightarrow L \leftarrow R	$z s p s^2 p () p s p s^2 p$ A: R \leftarrow L \rightarrow R \leftarrow L \rightarrow R \leftarrow L \rightarrow R \leftarrow L \rightarrow R B: R \rightarrow L \leftarrow R \rightarrow L \leftarrow R \rightarrow L \leftarrow R \rightarrow L \leftarrow R
14	$p z p z p (h) p s^2 p z s$ A: R \leftarrow L \rightarrow R \leftarrow L \rightarrow R \leftarrow L \rightarrow R B: R \rightarrow L \leftarrow R \rightarrow L \leftarrow R \rightarrow L \leftarrow R	$p s p s^2 p () z s p s^2 p$ A: R \leftarrow L \rightarrow R \leftarrow L \rightarrow R \leftarrow L \rightarrow R B: R \rightarrow L \leftarrow R \rightarrow L \leftarrow R \rightarrow L \leftarrow R
15	$s^2 p p s p () p p p z p$ A: R \leftarrow L \rightarrow R \leftarrow L \rightarrow R \leftarrow L \rightarrow R B: R \rightarrow L \leftarrow R \rightarrow L \leftarrow R \rightarrow L \leftarrow R	$z p p z p () p p p z p$ A: R \leftarrow L \rightarrow R \leftarrow L \rightarrow R \leftarrow L \rightarrow R B: R \rightarrow L \leftarrow R \rightarrow L \leftarrow R \rightarrow L \leftarrow R
15'	$s p s^2 p p () p p z p p$ A: R \leftarrow L \rightarrow R \leftarrow L \rightarrow R \leftarrow L \rightarrow R B: R \rightarrow L \leftarrow R \rightarrow L \leftarrow R \rightarrow L \leftarrow R	$z p z p p () p p z p p$ A: R \leftarrow L \rightarrow R \leftarrow L \rightarrow R \leftarrow L \rightarrow R B: R \rightarrow L \leftarrow R \rightarrow L \leftarrow R \rightarrow L \leftarrow R
16	$p p p z p () s^2 p p s p$ A: R \leftarrow L \rightarrow R \leftarrow L \rightarrow R \leftarrow L \rightarrow R B: R \rightarrow L \leftarrow R \rightarrow L \leftarrow R \rightarrow L \leftarrow R	$p p p z p () z p p z p$ A: R \leftarrow L \rightarrow R \leftarrow L \rightarrow R \leftarrow L \rightarrow R B: R \rightarrow L \leftarrow R \rightarrow L \leftarrow R \rightarrow L \leftarrow R
16'	$p p z p p () s p s^2 p p$ A: R \leftarrow L \rightarrow R \leftarrow L \rightarrow R \leftarrow L \rightarrow R B: R \rightarrow L \leftarrow R \rightarrow L \leftarrow R \rightarrow L \leftarrow R	$p p z p p () z p z p p$ A: R \leftarrow L \rightarrow R \leftarrow L \rightarrow R \leftarrow L \rightarrow R B: R \rightarrow L \leftarrow R \rightarrow L \leftarrow R \rightarrow L \leftarrow R

Part I. Static Patterns

19. Programming

This chapter contains ways to change some passing pattern while juggling them in an uncoordinated fashion. That is one juggler can initiate an unannounced transition into another pattern. This is often referred to as hijacking. The basic mechanism is to throw at a hand which would otherwise receive a zip or omit a throw forcing a zip. The programmed partner should in general not need to think about the programming, but do the right things intuitively. We will present either a single programming opportunity or a diagram with multiple opportunities. The actual programming instructions will be given as a sequence of throws. The transition sequence is presented in brackets, before it is one cycle of the original pattern and afterwards comes one cycle of the new pattern. Additionally the reaction by the partner will be listed but should normally not be needed. In the causal diagrams the start of the transition is marked with a dashed line and the end with a solid line.

19.1. Period five patterns (6 clubs)



no.	program	reaction
1	$p s^2 z p s () s s^2 s^2 p s$	$p s^2 z p s () z s^2 z p s$
2	$s s^2 s^2 p s () p s^2 z p s$	$z s^2 z p s () p s^2 z p s$
3	$p p s z s^2 () s^2 p s s s^2$	$p p s z s^2 () z p s z s^2$

1. 2 jugglers

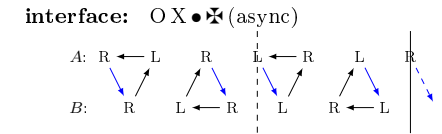
The general starting diagram for this section looks as follows (of course number of clubs and such has to be adjusted to the particular pattern).



1.1. 4 clubs

1.1.1. Zaps

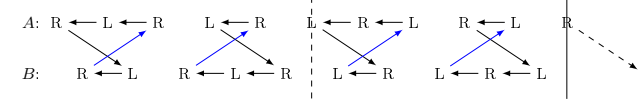
552
 sequence: $p^0 z p^0$
 global: 552
 local: $A52B5$
 start: $A: R1/L1; B: R1+\frac{1}{2}/L1$
 throws: A crossing; B straight



1.1.2. Various

Inverted parsnip
 sequence: $p z z p z$
 global: 77222
 local: $A722B72$

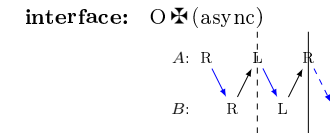
start: $A: R1/L1; B: R1+\frac{1}{2}/L1$
 throws: A straight singles; B crossing singles
 interface: $O X \bullet \bullet \bullet \times$ (async)



1.2. 5 clubs

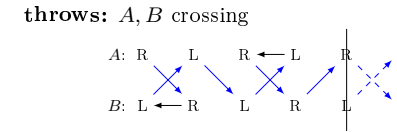
1.2.1. Basics

1-count (5 clubs)
 sequence: p^0
 global: 5
 local: $AB5$
 start: $A: R2/L1; B: R1+\frac{1}{2}/L1$
 throws: A crossing; B straight



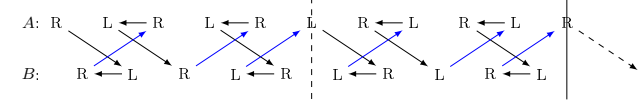
1.2.2. Various

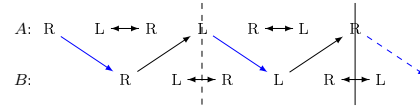
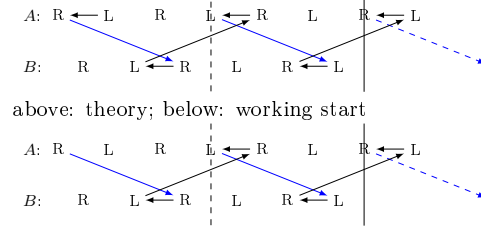
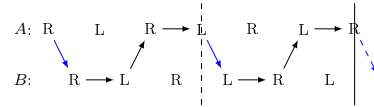
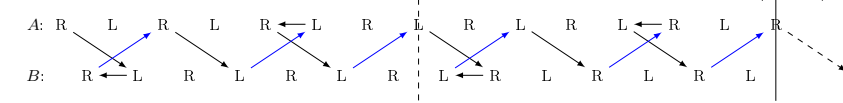
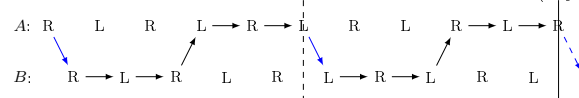
Kraken
 sequence: $p p p z$
 préchac: $A3p3pB3p1$



Parsnip
 sequence: $p p z p z$
 global: 77722
 local: $A772B72$

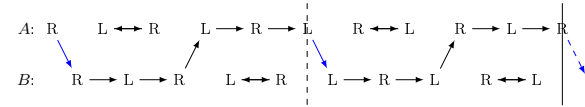
start: $A: R2/L1; B: R1+\frac{1}{2}/L1$
 throws: A crossing; B straight
 interface: $O X O \bullet \bullet \times$ (async)



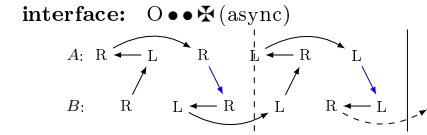
Hop**sequence:** p s z**global:** 726**local:** A_B762 **start:** $A: R2/L1; B: R1+\frac{3}{2}/L1$ **throws:** A crossing; B straight**Killer bunny****sequence:** p^0 h s**global:** 456**local:** $A54_B6$ **start:** $A: R2/L1; B: R1+\frac{3}{2}/L1$ **throws:** A crossing; B straight**Glass elevator****sequence:** p^2 z h**global:** 942**local:** $A92_B4$ **start:** $A: R2/L1; B: R1+\frac{1}{2}/L1$; A converts the first zip into a hold**throws:** A crossing doubles; B straight doubles**interface:** $O \bullet \bullet \times$ (async)**interface:** $O \bullet \bullet \times$ (async)**interface:** $O \bullet \bullet \times$ (async)**start:** $A: R2/L1; B: R1+\frac{1}{2}/L1$
throws: A straight singles; B crossing singles
interface: $O X \bullet \bullet O \bullet \bullet \times$ (async)**Flupalot****sequence:** p h p h p z h**global:** 7742744**local:** $A7474_B724$ **663****sequence:** s s p^{-1} **global:** 663**local:** $A66_B3$ **start:** $A: R1/L1; B: R2+\frac{1}{2}/L1$ **throws:** A straight; B crossing**remark:** Be careful not to fall into 64645.**1.2.3. Zaps****First zap****sequence:** s s p^0 h h**global:** 64645**local:** $A544_B66$ **start:** $A: R2/L1; B: R1+\frac{1}{2}/L1$
throws: A crossing; B straight
interface: $O \bullet \bullet \bullet \times$ (async)**start:** $A: R2/L1; B: R1+\frac{1}{2}/L1$
throws: A crossing; B straight
interface: $O \bullet \bullet \bullet \times$ (async)**18. Interfaces**

Here we list patterns which are compatible with each other.

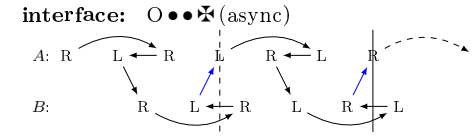
- Heffalot (1.2.3), Popcorn (7-count) (1.4.2)
- First zap (1.2.3), 56662 (1.2.3), Why not (5 club) (1.2.4), Not Why (5 club) (1.2.4), Popcorn (5-count, with triple) (1.4.2), Popcorn (5-count, with heffs) (1.4.2), That's y (9 clubs) (1.6.3)
- Hop (1.2.2), Killer bunny (1.2.2), Glass elevator (1.2.2), 663 (1.2.2), Argonaut (1.2.3), Inverse Argonaut (1.2.3), 3-count (7 clubs) (1.4.1), French 3-count (1.4.2), Golden Fleece (1.4.5), Odd scots (1.4.7), 89a (1.6.3)
- Maybe (1.3.2), Maybe not (1.3.5), Call me (1.5.4)
- No More Why (1.4.3), 9788827 (1.4.7)
- 1-count (5 clubs) (1.2.1), 1-count (7 clubs) (1.4.1), Holy grail (1.4.5), 1-count (9 clubs) (1.6.1)
- Skip (1.2.5), 558444 (1.2.5), 556668 (1.3.6), 972486 (1.3.6), 778824 (1.3.6), 772686 (1.3.6), 996426 (1.3.6), 978888 (1.5.2)
- Inverted parsnip (1.1.2), Why not (1.3.2), Not Why (1.3.2), 75666 (1.3.3), 45678 (1.3.3), Why not zaps (1.3.3), Not likely (1.3.5), async Jim's 2-count (1.3.5), 99688 (1.4.7), That's y (1.5.4), 6789a (1.5.4)
- Flupalot (1.2.2), Why not (7 clubs) (1.4.3), Not Why (7 clubs) (1.4.3), Aspirin (1.4.7), 9968827 (1.4.7), async Jim's 2-count, 7 clubs (1.4.7), Gute Nacht (1.4.7)
- 552 (1.1.1), Baby dragon (1.3.3), Dragon (1.3.3), Jason (1.3.3), 972 (1.3.5), async Jim's 1-count (1.3.5), Coral A (1.4.7), Coral B (1.4.7), Pass pass self (8 clubs) (1.5.4), 789 (1.5.4)
- 9799224 (1.3.5), 9968897 (1.5.4)
- Vitoria (1.4.7), Gasteiz (1.4.7)
- Parsnip (1.2.2), 97522 (1.2.3), 56789 (1.4.5), Funky bookends (1.4.7), Funky bookfriends (1.4.7)
- Jonix (1.3.6), 966777 (1.4.6), 974778 (1.4.6)
- Odnom (1.3.5), 9797226 (1.3.5), async Mild Madness (1.3.5), 9647772 (1.3.5), Das Gedicht (1.5.4), Vitoria (8 clubs) (1.5.4)
- 75756 (1.3.3), async Martin's 1-count (1.3.5)
- 1-count (6 clubs) (1.3.1), 1-count (8 clubs) (1.5.1), High-low (8 clubs) (1.5.4), (1.5.4), Ultimates high-low (9 clubs) (1.6.3)
- 2-count (6 clubs) (1.3.1), 2-count (8 clubs) (1.5.1)
- Pass pass self (7 clubs) (1.4.6), Not Pass pass self (7 clubs) (1.4.6), Frost's frenzy (1.4.6)
- 2-count (7 clubs) (1.4.1), 2-count (9 clubs) (1.6.1)



Argonaut
 sequence: $s^2 z p^0$
 global: 852
 local: A^82_B5
 start: $A: R1/L1; B: R2+\frac{1}{2}/L1$
 throws: A crossing; B straight

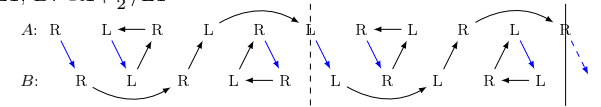


Inverse Argonaut
 sequence: $s^2 p^0 z$
 global: 825
 local: A_B852
 start: $A: R2/L1; B: R1+\frac{3}{2}/L1$
 throws: A straight; B crossing



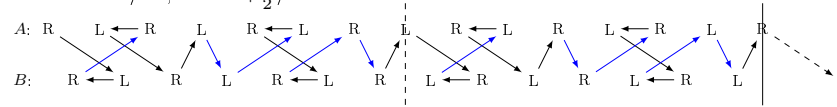
Nestor
 sequence: $p^0 p^0 p^0 z s^2$
 global: 58552
 local: A^552_B85
 start: $A: R2/L1; B: R1+\frac{1}{2}/L1$

throws: A crossing; B straight
 color coding: $p_1^0 p_1^0 p_1^0 z_2 s_2^0$; 1 pass; 2 heff
 interface: $O X \bullet X \bullet \times$ (async)



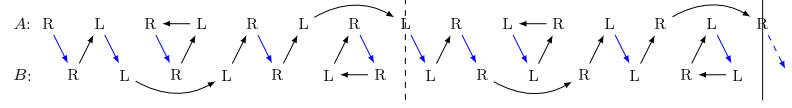
7772255
 sequence: $p p z p^0 p z p^0$
 global: 7772255
 local: A^7725_B725
 start: $A: R2/L1; B: R1+\frac{1}{2}/L1$

throws: A crossing zaps, straight singles; B straight zaps, crossing singles
 interface: $O X O X O \bullet \bullet \times$ (async)



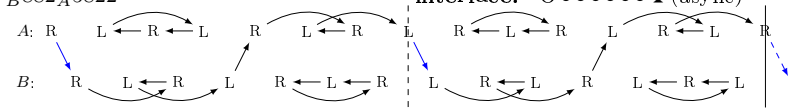
Theseus
 sequence: $p^0 p^0 p^0 z p^0 s^2 p^0$
 global: 5558552
 local: A^5552_B585

start: $A: R2/L1; B: R1+\frac{1}{2}/L1$
 throws: A crossing; B straight
 interface: $O X O \bullet O X \bullet \times$ (async)



Heffalot
 sequence: $s^2 s^2 z p^0 s^2 z z$
 global: 8882225
 local: B^882_A5822

start: $A: R2/L1; B: R1+\frac{1}{2}/L1$
 throws: A crossing; B straight
 interface: $O \bullet \bullet \bullet \bullet \bullet \times$ (async)



97522

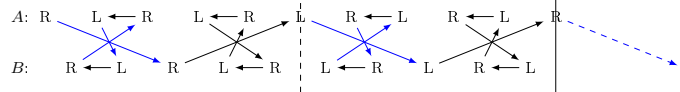
sequence: $p^2 p^0 z p z$

global: 97522

local: $A952_B72$

start: $A: R2/L1; B: R1+\frac{1}{2}/L1$

throws: A crossing zaps, straight singles, crossing doubles; B straight zaps, crossing singles, straight doubles
 interface: $O X O \bullet \bullet \times$ (async)



1.2.4. Why not family

Why not (5 club)

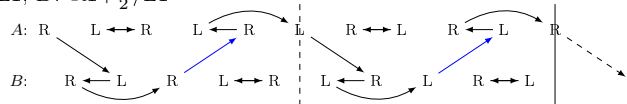
sequence: $p s z s^2 z$

global: 78622

local: $A762_B82$

start: $A: R2/L1; B: R1+\frac{1}{2}/L1$

throws: A straight; B crossing
 color coding: $p_1 s_1 z_2 s_2^2 z_1$; 1 pass; 2 heff
 interface: $O \bullet \bullet \bullet \bullet \times$ (async)



Not Why (5 club)

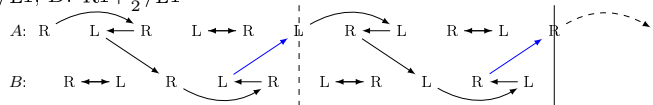
sequence: $p z s z s^2$

global: 86722

local: $A872_B62$

start: $A: R2/L1; B: R1+\frac{1}{2}/L1$

throws: A straight; B crossing
 color coding: $p_1 z_1 s_1 z_2 s_2^2$; 1 pass; 2 heff
 interface: $O \bullet \bullet \bullet \bullet \times$ (async)



1.2.5. Asymmetric patterns

Skip

sequence: $A: p z z / B: p s s$

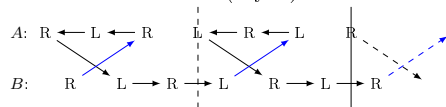
global: 772626

local: $A: 722 / B: 766$

start: $A: R1/L1; B: R2+\frac{1}{2}/L1$

throws: A straight; B crossing

interface: $O X \bullet \bullet \bullet \bullet$ (async)



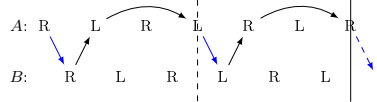
558444

sequence: $A: p^0 s^2 h / B: p^0 h h$

global: 558444

local: $A: 584 / B: 544$

start: $A: R2/L1; B: R1+\frac{1}{2}/L1$
 throws: A crossing zaps; B straight zaps
 interface: $O X \bullet \bullet \bullet \bullet$ (async)



Part IV.

Additional Topics

1.3. 6 clubs

1.3.1. Basics

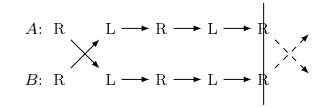
4-count (6 clubs)

sequence: p s s s

préchac: $AB3p333$

start: A: R2/L1; B: R2/L1

interface: $\otimes \bullet \bullet \bullet$ (sync)



3-count (6 clubs)

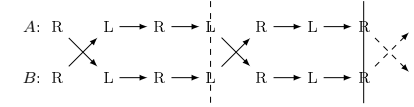
sequence: p s s

préchac: $AB3p33$

start: A: R2/L1; B: R2/L1

color coding: p₁ s₂ s₂; 1 pass; 2 self

interface: $\otimes \bullet \bullet$ (sync)



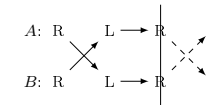
2-count (6 clubs)

sequence: p s

préchac: $AB3p3$

start: A: R2/L1; B: R2/L1

interface: $\otimes \bullet$ (sync)



1-count (6 clubs)

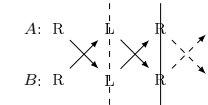
sequence: p

préchac: $AB3p$

start: A: R2/L1; B: R2/L1

remark: Switch to synchronous 1-count (6 clubs) (1.3.1) by throwing a double.

interface: \otimes (sync)

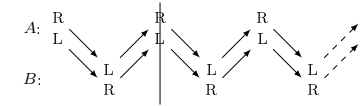


synchronous 1-count (6 clubs)

sequence: p+p

start: A: R2/L2; B: R1/L1

remark: Switch to 1-count (6 clubs) (1.3.1) by throwing a double.



pass pass self (6 clubs)

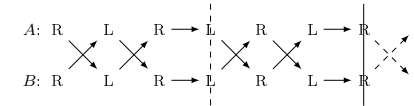
sequence: p p s

préchac: $AB3p3p3$

start: A: R2/L1; B: R2/L1

color coding: p₁ p₁ s₂; 1 pass; 2 self

interface: $\otimes \otimes \bullet$ (sync)



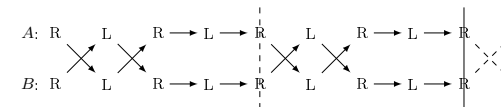
Chocolate bar

sequence: p p s s

préchac: $AB3p3p33$

start: A: R2/L1; B: R2/L1

interface: $\otimes \otimes \bullet \bullet$ (sync)



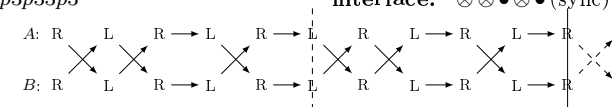
Bookends

sequence: p p s p s

préchac: $AB3p3p33p3$

start: A: R2/L1; B: R2/L1

interface: $\otimes \otimes \bullet \otimes \bullet$ (sync)



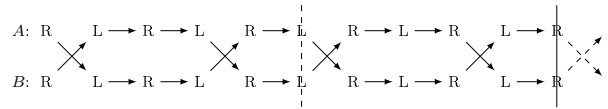
Inverted bookends

sequence: p s s p s

préchac: $AB3p333p3$

start: A: R2/L1; B: R2/L1

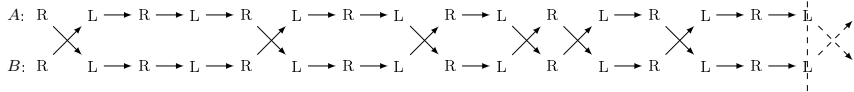
interface: $\otimes \otimes \bullet \bullet \bullet$ (sync)



Countdown

sequence: p s s s p s s p s p p s p s s
préchac: $_{AB}3p3333p333p33p33p33$

start: A: R2/L1; B: R2/L1
interface: $\otimes \otimes \otimes \otimes \otimes \otimes \bullet \bullet \bullet \otimes \bullet \bullet \otimes \bullet$ (sync)

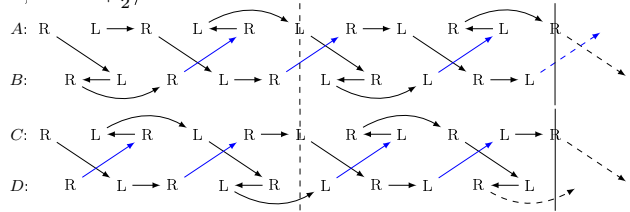


1.3.2. Why not family

Why not

sequence: p s p s² z
global: 78627
local: $_{AD}76_C7_B82$
start: A: R2/L2; B: R1+ $\frac{1}{2}$ /L1
start: C: R2/L1; D: R2+ $\frac{1}{2}$ /L1

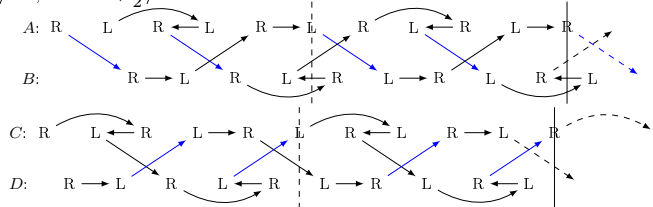
remark: Commonly the A/B start is used since it has no offset for A, however this causes an imbalance of starting clubs.
throws: A, C straight; B, D crossing
interface: $O X \bullet \bullet \bullet \otimes$ (async)



Not Why

sequence: p s² p z s
global: 72867
local: $_{A7C872BD}6$
start: A: R2/L2; B: R1+ $\frac{3}{2}$ /L1
start: C: R2/L1; D: R2+ $\frac{1}{2}$ /L1

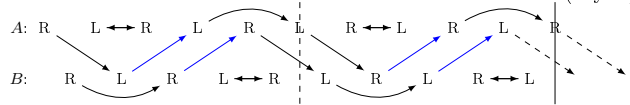
remark: No start is really satisfactory. For a third variant B can do heff zip instead of wait self.
throws: A, C crossing; B, D straight
interface: $O X \bullet \bullet \bullet \otimes$ (async)



Maybe

sequence: p p s z s²
global: 78672
local: $_{A762_B}87$

start: A: R2/L1; B: R2+ $\frac{1}{2}$ /L1
throws: A straight; B crossing
interface: $O \bullet O \bullet \bullet \otimes$ (async)



16. 7 jugglers

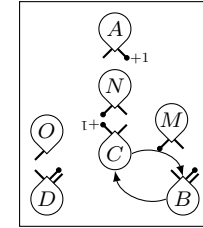
16.1. 12+3 clubs

16.1.1. Various

Animal crossing

remark: The combination of Kittens (14.4.1), Cubs (14.4.1) and Puppies (14.4.1).

symbols: asterisk: walk; plus: turn 120° counter-clockwise
transition: $A \rightarrow O \rightarrow B \rightarrow N \rightarrow C \rightarrow D \rightarrow M \rightarrow A$



A:	\ddot{p}_B	-	p_C	-	\dot{p}_D	-	p_B	\ddot{s}	\ddot{p}_C	-	$\rightarrow B$
B:	\dot{p}_A^*	-	\dot{s}	-	-	-	\dot{p}_A	-	\dot{s}	\ddot{s}^+	$\rightarrow C$
C:	\dot{s}	-	\dot{p}_A^*	-	-	-	-	-	p_A	-	$\rightarrow D$
D:	\dot{s}	-	\dot{s}	-	\dot{p}_A	-	\dot{s}	-	\dot{s}	\ddot{s}	$\rightarrow A$
M:	c_B^A	m_B^B		m_D^D				i_D^D			$\rightarrow M$
N:	c_C^C	m_C^A		m_D^A				i_D^B			$\rightarrow N$
O:	m_D^D	m_D^D		m_A^A				i_A^B		c_C^A	$\rightarrow O$

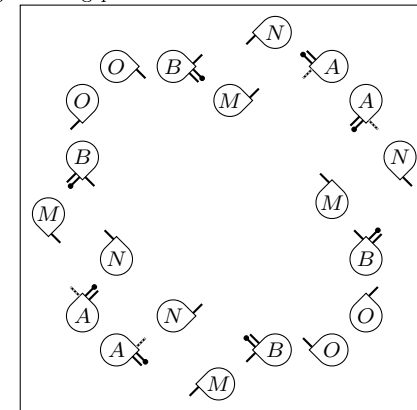
17. 20 jugglers

17.1. 24+12 clubs

17.1.1. Various

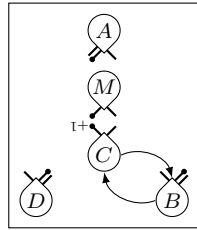
Götterball

mark: A combination of four times Göttinger Opernball (14.2.1). Each passer switches pattern right before doing the intercept. Half the passers are rotating clockwise and the other half counter-clockwise through the big pattern.



Cubs

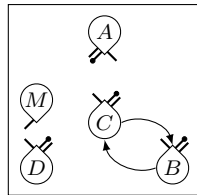
remark: Based on Havana Feed (9.2.1).
symbols: asterisk: walk; plus: turn 120° counter-clockwise
transition: $A \rightarrow B \rightarrow M \rightarrow C \rightarrow D \rightarrow A$



A: $p_B - p_C - \dot{p}_D - p_B - p_C - \rightarrow B$
 B: $p_A^* - - - - p_A - \dot{s} \dot{s}^+ \rightarrow C$
 C: $\dot{s} - \dot{p}_A^* - - - - p_A - \rightarrow D$
 D: $- - - - p_A - - - - \rightarrow A$
 M: $c_C^C m_A^C m_D^A i_B^B \rightarrow M$

Puppies

remark: Based on Havana Feed (9.2.1).
symbols: asterisk: walk; plus: turn 120° counter-clockwise
transition: $A \rightarrow M \rightarrow B \rightarrow C \rightarrow D \rightarrow A$



A: $p_B - p_C - p_D - p_B \dot{s} \dot{p}_C - \rightarrow B$
 B: $p_A^* - - - - p_A - - - s^+ \rightarrow C$
 C: $- - p_A^* - - - - p_A - \rightarrow D$
 D: $\dot{s} - \dot{s} - \dot{p}_A - - - - \rightarrow A$
 M: $m_D^D m_D^D m_A^D i_A^B c_C^A \rightarrow M$

15. 6 jugglers

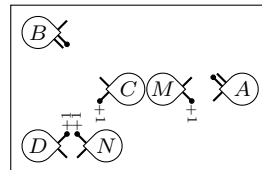
15.1. 12+2 clubs

15.1.1. Various

Y you follow me

remark: On beat 2 as well as on beat 4/5 the manipulators are exchanging virtual clubs by satisfying the gap left by the other manipulator.

symbols: asterisk: place on shoulder
transition: $A \rightarrow D \rightarrow N \rightarrow B \rightarrow C \rightarrow M \rightarrow A$



A: $p_B - \dot{s} \dot{s} \dot{p}_B - - - p_B - - - \rightarrow A$
 B: $p_C - - - \dot{p}_C - - - \dot{s} \dot{s} \dot{p}_C - - - \rightarrow B$
 C: $\dot{p}_D - - - p_D - - - p_D - \dot{s} \dot{s} \rightarrow C$
 D: $\dot{p}_A - - - p_A - - - p_A - \dot{s} \dot{s} \rightarrow D$
 M: $c_A^C i_A^A c_C^{A*} m_D^C i_D^D \rightarrow N$
 N: $c_D^D m_B^B i_B^B c_C^B i_C^C \rightarrow M$

1.3.3. Zaps

75666

sequence: $p s s p^0 s$

global: 75666

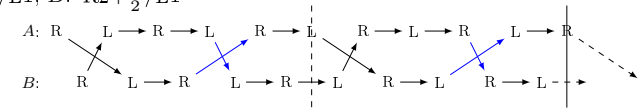
local: $A766_B56$

start: A: $R2/L1$; B: $R2+\frac{1}{2}/L1$

throws: A straight singles, crossing zaps; B

crossing singles, straight zaps

interface: $O X \bullet \bullet \bullet \times$ (async)



75756

sequence: $p p s p^0 p^0$

global: 75756

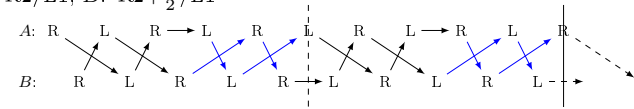
local: $A776_B55$

start: A: $R2/L1$; B: $R2+\frac{1}{2}/L1$

throws: A crossing zaps, straight singles; B

straight zaps, crossing singles

interface: $O X O X \bullet \bullet \times$ (async)



45678

sequence: $p h s s^2 p^0$

global: 45678

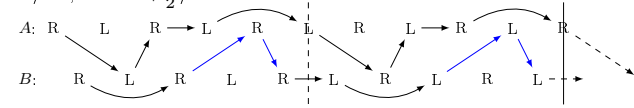
local: $A746_B85$

start: A: $R2/L1$; B: $R2+\frac{1}{2}/L1$

throws: A crossing zaps, straight singles; B

straight zaps, crossing singles

interface: $O X \bullet \bullet \bullet \times$ (async)



Baby dragon

sequence: $p^0 p s$

global: 756

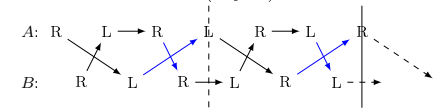
local: $A76_B5$

start: A: $R2/L1$; B: $R2+\frac{1}{2}/L1$

interface: $O X \bullet \times$ (async)

throws: A crossing zaps, straight singles; B

straight zaps, crossing singles



Dragon

sequence: $p^2 p^0 h$

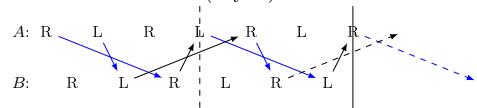
global: 945

local: $A95_B4$

start: A: $R2/L2$; B: $R1+\frac{1}{2}/L1$

interface: $O X \bullet \times$ (async)

throws: A straight; B crossing



Why not zaps

sequence: $s^2 p^0 s p^0 s$

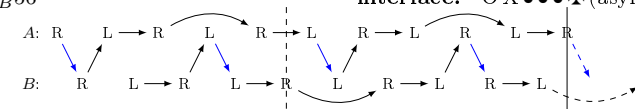
global: 85566

local: $A856_B56$

start: A: $R2/L1$; B: $R1+\frac{1}{2}/L2$

throws: A crossing; B straight

interface: $O X \bullet \bullet \bullet \times$ (async)



Jason

sequence: $s^2 p^0 p^0$

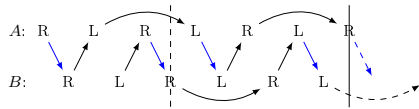
global: 855

local: $A85_B5$

start: A: $R2/L1$; B: $R1+\frac{1}{2}/L2$

throws: A crossing; B straight

interface: $O X \bullet \times$ (async)



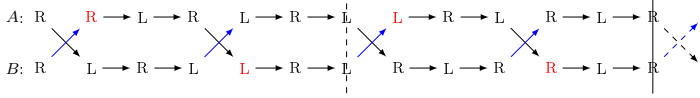
1.3.4. Non-default rhythm

Jim's 3-count

sequence: p s s

start: A: R2/L1; B: R2/L1

throws: A straight; B crossing
color coding: p1 s2 s2; 1 pass; 2 self

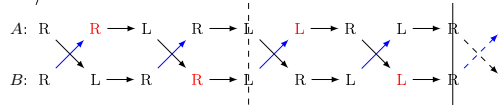


Jim's 2-count

sequence: p s

start: A: R2/L1; B: R2/L1

throws: A straight; B crossing

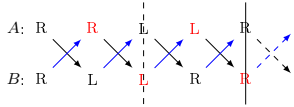


Jim's 1-count

sequence: p

start: A: R2/L1; B: R2/L1

throws: A straight; B crossing

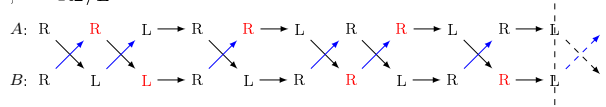


Brainstorm

sequence: p p s p s

start: A: R2/L1; B: R2/L1

throws: A straight; B crossing



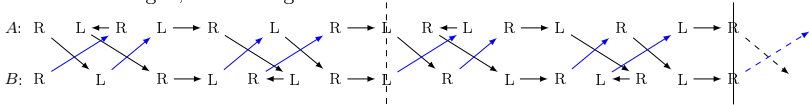
Mild Madness

sequence: p p z s p p s

start: A: R2/L1; B: R2/L1

throws: A straight; B crossing

remark: The combination p z can be contracted severely.



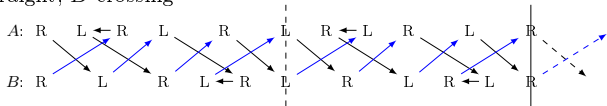
Martin's 1-count

sequence: p p p p z

start: A: R2/L1; B: R2/L1

throws: A straight; B crossing

remark: The combination p z can be contracted severely.



Spotlight

sequence: p p z s p p s

start: A: R2/L1; B: R2/L1

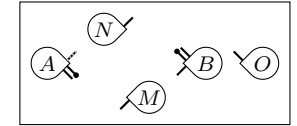
14.2. 6+3 clubs

14.2.1. Various

Göttinger Openball

remark: A combination of three times Phoenician Waltz (12.3.2).

A: $\dot{p}_B \ddot{p}_B - \rightarrow B$
 B: $\dot{p}_A \ddot{p}_A - \rightarrow A$
 M: $m_A^B \rightarrow N$
 N: $m_B^A \rightarrow O$
 O: $i_B^A c_A^B \rightarrow M$



transition: A → B → M → N → O → A

14.3. 9+2 clubs

14.3.1. Various

Muckabout

remark: This is a 3-count feast 6.1.1 combined with two 6-count roundabouts 12.3.1

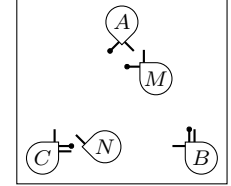
hint: It helps to think of the two different manipulations in terms of inside and outside instead of left and right as the latter are rather confusing.

hint: To improve the timing it's advisable to always do a pirouette on the intercept.

remark: It would be more natural to start the pattern on a pass, but the density of actions does not allow for this.

A: $-\dot{p}_B - - p_C - \rightarrow C$
 B: $-\dot{p}_A - - \dot{s} \dot{s} - \rightarrow A$
 C: $\dot{s} \dot{s} \dot{s} - \dot{p}_A - \rightarrow B$
 M: $c_A^A m_B^A i_B^B \rightarrow M$
 N: $i_C^C c_C^C m_A^C \rightarrow N$

transition: A → C → N → B → M → A

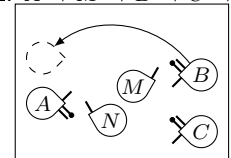


Chippy Zippy

A: $\dot{p}_C^{\dagger} p_B - p_C \ddot{p}_B - \dot{p}_C - \rightarrow B$
 B: $-\dot{p}_A - - p_A s^* \dot{s} - \rightarrow C$
 C: $\dot{p}_A - - \dot{s} \dot{p}_A - - p_A - \rightarrow A$
 M: $m_A^B i_C^C c_B^A m_B^B \rightarrow M$
 N: $m_C^A i_C^C c_{A+}^C m_C^A \rightarrow N$

symbols: dagger: chop; asterisk: B starts walking; plus: carry to the person who was M and just intercepted A

transition: A → M → B → C → N → A



14.4. 12+1 clubs

14.4.1. Various

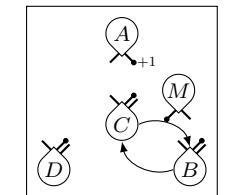
Kittens

remark: Based on Havana Feed (9.2.1).

symbols: asterisk: walk; plus: turn 120° counter-clockwise

transition: A → B → C → D → M → A

A: $\ddot{p}_B - p_C - p_D - p_B - p_C - \rightarrow B$
 B: $p_A^* - \dot{s} - - p_A - - s^{\dagger} \rightarrow C$
 C: $- - p_A^* - - - p_A - \rightarrow D$
 D: $- - - - p_A - \dot{s} - \dot{s} \rightarrow A$
 M: $c_B^A m_B^B m_D^D i_D^D \rightarrow M$



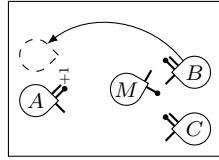
Cambled V

remark: Variant of Ambled V (13.5.1) with crossing passes.

$$\begin{aligned} A: & \dot{p}_B p_C^2 - p_B^2 - p_C^2 \rightarrow B \\ B: & p_A^2 - \dot{s} - p_A^2 - \rightarrow C \\ C: & - - p_A^2 - \dot{s} \dot{s} \rightarrow A \\ M: & c_B^A m_B^B i_C^C \rightarrow M \end{aligned}$$

transition: $A \rightarrow B \rightarrow C \rightarrow M \rightarrow A$
throws: All double passes are cross, the single pass (which is not thrown) is straight.

remark: Note that there is no time travel as all right hands are synchronous.

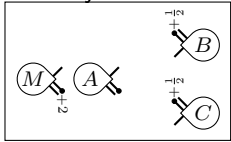


13.6. 11+1 clubs

13.6.1. Exchange patterns

See 12.3.3 for introductory explanations.

Extremely dumb ways to die



start: The club of the first intercept of the manipulator is already in the hands of the manipulator.

throws: A crossing; B, C straight

$$\begin{aligned} A: & p_B^2 \dot{p}_C^+ - p_B^2 - p_C^2 - p_C^2 - p_B^2 - p_C^2 - p_B^2 - p_C^2 - p_B^2 - p_C^2 \rightarrow A \\ B: & - p_A^2 - p_A^2 - \dot{s} - p_A^2 - p_A^2 - \dot{s}^* - \dot{p}_A^2 - p_A^2 - p_A^2 \rightarrow B \\ C: & - - p_A^2 - p_A^2 - \dot{s} - p_A^2 - p_A^2 - \dot{s} - p_A^2 - p_A^2 - \dot{s} - p_A^2 - p_A^2 \rightarrow C \\ M: & i_C^A (c+i)_C^{A\dagger} c_C^C i_B^B c_A^B \rightarrow M \end{aligned}$$

symbols: asterisk: pop (i.e. straight up, negligible spin) outside the self; plus: this pass is not thrown, but carried (meaning that this should have both a single and a double dot annotation); dagger: the carried pass is intercepted, meaning that it is simply held on to

remark: A variation of Dumb ways to die (13.4.2)

transition: ???

14. 5 jugglers

14.1. 6+1 clubs

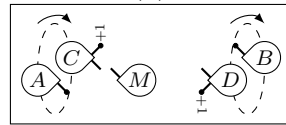
14.1.1. Various

Leipziger Allerlei

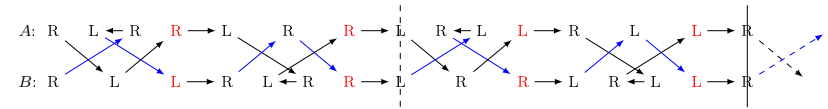
remark: A combination of Roundabout (12.3.1) with two Waltz (7.1.1). A and C as well as B and D perform a Waltz. Only A, B and M switch places; C and D always remain in their roles.

remark: The intercept is unorthodox and happens without any clubs changing hands. The new manipulator (formerly B) flips both clubs in her hands.

$$\begin{aligned} A: & \dot{p}_B - p_C \rightarrow B \\ B: & p_A - \dot{s} \dot{p}_D \rightarrow A \\ C: & - p_A p_D - \rightarrow D \\ D: & - \dot{p}_B p_C - \rightarrow C \\ M: & m_B^A m_B^D i_{(B)} c_D^B \rightarrow M \end{aligned}$$



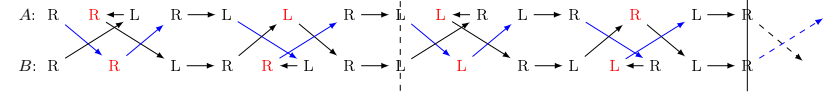
transition: ???



Reverse spotlight

sequence: p p z s p p s

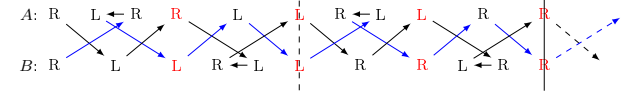
start: $A: R2/L1; B: R2/L1$



1-count spotlight

sequence: p p z p p

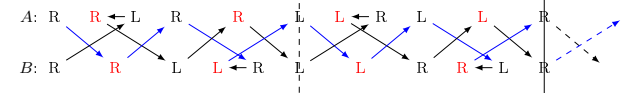
start: $A: R2/L1; B: R2/L1$



1-count reverse spotlight

sequence: p p z p p

start: $A: R2/L1; B: R2/L1$

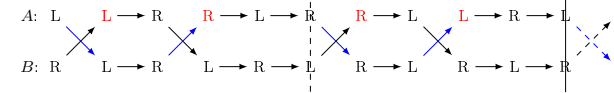


Hammy

sequence: p s p s s

remark: A is harder than B

start: $A: L2/R1; B: R2/L1$

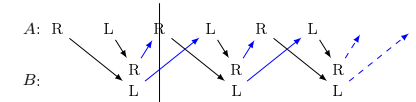


Blinky

sequence: $A: p p^0 / B: p^0 + p$

start: $A: R2/L2; B: R1 + \frac{3}{2} / L1$

throws: A straight; B crossing



1.3.5. Various

Not likely

sequence: p p² s z s

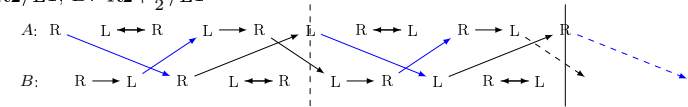
global: 96672

local: 7_A96_B6

start: $A: R2/L1; B: R2 + \frac{1}{2} / L1$

throws: A straight singles, crossing doubles; B crossing singles, straight doubles

interface: O X ●●●✕ (async)



Maybe not

sequence: p² s p s z

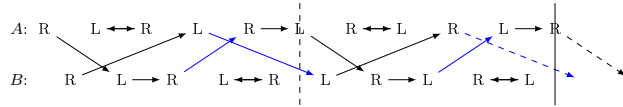
global: 79662

local: 8_B96_A762

start: $A: R2/L1; B: R2 + \frac{1}{2} / L1$

throws: A straight singles, crossing doubles; B crossing singles, straight doubles

interface: O●O●●●✕ (async)



Self centered

sequence: p s p s² p z p s² z

global: 778827726

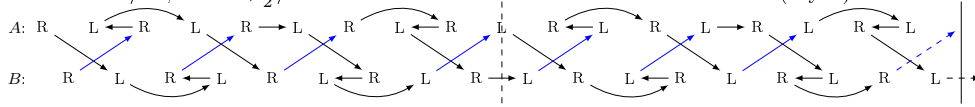
local: 76_B7872_A782

start: A: R2/L1; B: R2+1/2/L1

throws: A straight; B crossing

remark: A combination of Why not (1.3.2) and Not Why (1.3.2) into one pattern.

interface: O X ●●● O X ●●● ✘ (async)



Odnom

sequence: p p p² h p z s

global: 9647772

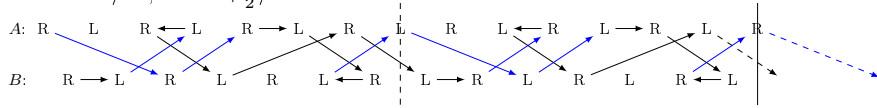
local: A9472_B677

start: A: R2/L1; B: R2+1/2/L1

throws: A straight singles, crossing doubles;

B crossing singles, straight doubles

interface: O X O X ●●● ✘ (async)



async Martin's 1-count

sequence: p p p p z

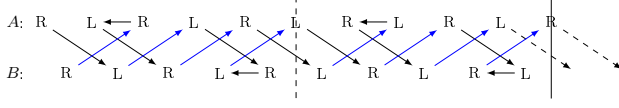
global: 77772

local: B77_A772

start: A: R2/L1; B: R2/L1

throws: A straight; B crossing

interface: O X O X ●●● ✘ (async)



972

sequence: p p² z

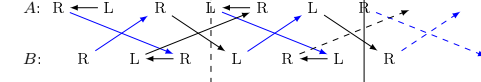
global: 972

local: A92_B7

start: A: R1/L2; B: R2+1/2/L1

B crossing singles, straight doubles

interface: O X ●●● ✘ (async)



Ambled Aidan

symbols: asterisk: this is an i_A^B that has wrapped around; plus: C actually throws the pass and the takeout happens by M standing next to A and catching it

start: The first intercept is omitted.

$$A: p_B^2 - p_C^2 - p_B^2 - p_C^2 \rightarrow B$$

$$B: \dot{s} \ddot{p}_A^2 - - - \ddot{p}_A^2 - \rightarrow C$$

$$C: - s^2 - \dot{p}_A^+ - - - \rightarrow A$$

$$M: i_B^{C*} \quad c_A^B \quad m_A^{C+} \quad \rightarrow M$$

Ambled B

$$A: \ddot{p}_B^2 - p_C^2 - p_B^2 - p_C^2 \rightarrow B$$

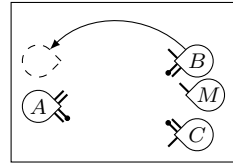
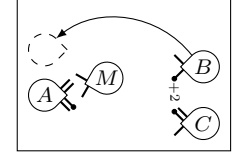
$$B: - p_A^2 - \dot{s} \dot{s} - \ddot{p}_A^2 - \rightarrow C$$

$$C: - s^2 \quad p_A^2 - - - \rightarrow A$$

$$M: \quad i_A^B \quad c_B^A \quad m_A^B \quad \rightarrow M$$

transition: A → B → M → C → A

transition: A → B → M → C → A



Ambled Chopped Up V

symbols: asterisk: C throws a low chop and A does the substitute by throwing a zap at A

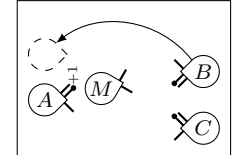
$$A: \ddot{p}_B^2 - p_C^2 - p_B^2 - p_C^2 \rightarrow B$$

$$B: - p_A^2 - - - \ddot{p}_A^2 - \rightarrow C$$

$$C: - s^2 \quad \dot{p}_A^{2*} - \dot{s} \dot{s} \rightarrow A$$

$$M: \quad c_B^A \quad m_A^{C*} \quad i_C^C \rightarrow M$$

transition: A → B → C → M → A



Ambled Wust

symbols: asterisk: this is a wrapped c_A^B ; plus: the high crossing self has to happen early so the m_C^C is possible

start: The first carry is omitted.

$$A: p_B^2 - p_C^2 - p_B^2 - p_C^2 \rightarrow B$$

$$B: - p_A^2 - \dot{s} \dot{s} \ddot{p}_A^2 s^{2+} \rightarrow C$$

$$C: \dot{s} - p_A^2 - - - \rightarrow A$$

$$M: c_B^{C*} \quad m_C^C \quad i_B^B \quad \rightarrow M$$

Around the Ambled World

symbols: asterisk: this is a wrapped i_A^A ; plus: B and M do zaps

$$A: p_B^2 \dot{s} \ddot{p}_C^2 - p_B^2 - \ddot{p}_C^2 \rightarrow B$$

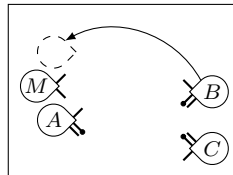
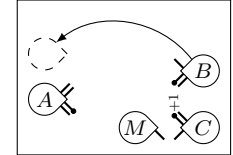
$$B: - p_A^2 - - - \ddot{p}_A^{2+} - \rightarrow C$$

$$C: - s^2 \quad p_A^2 - - - \rightarrow A$$

$$M: \quad i_A^{B*} \quad c_A^A \quad m_A^{B+} \quad \rightarrow M$$

transition: A → M → B → C → A

transition: A → B → M → C → A



Ambled Casbia

symbols: asterisk: this is a wrapped i_A^B ; plus: B throws a zap at M and M first does c_A^B by throwing a zap at A then m_B^B

start: The first intercept is omitted.

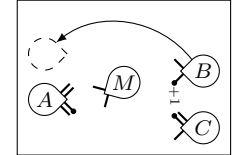
$$A: p_B^2 - p_C^2 - p_B^2 - p_C^2 \rightarrow B$$

$$B: \dot{s} \ddot{p}_A^2 - \dot{s}^+ - \ddot{p}_A^2 - \rightarrow C$$

$$C: - s^2 \quad p_A^2 - - - \rightarrow A$$

$$M: i_B^{C*} \quad + \quad \rightarrow M$$

transition: A → B → M → C → A



9799224

sequence: p² p² z h p p² z

global: 9799224

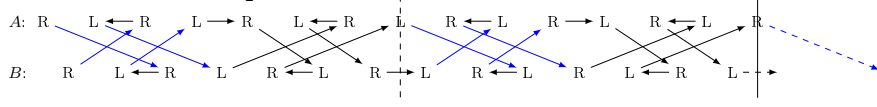
local: A9924_B792

start: A: R2/L1; B: R2+1/2/L1

throws: A straight singles, crossing doubles;

B crossing singles, straight doubles

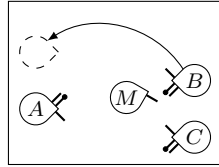
interface: O X ● X O ●●● ✘ (async)



Shakshuka – dancing

A: $p_B p_C - p_B - p_C \dot{p}_B - p_C - \rightarrow B$
 B: $p_A - - \dot{p}_A - - p_A - - \dot{s} \rightarrow C$
 C: $- p_A - - - \dot{p}_A - - \dot{p}_A - \rightarrow A$
 M: $m_A^B \quad i_C^A \quad c_B^A \quad m_B^B \rightarrow M$

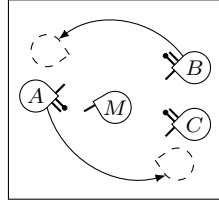
remark: Switching hands, i.e. starting right-handed gives a nice (nicer?) variant.
transition: $A \rightarrow M \rightarrow B \rightarrow C \rightarrow A$



Fallen angels

A: $p_B \dot{p}_C^* - - p_C s^+ \rightarrow C$
 B: $p_A s^+ - \dot{p}_C - - \rightarrow A$
 C: $- p_A - p_B \dot{p}_A - \rightarrow B$
 M: $m_C^A \quad i_C^B \quad c_A^C \rightarrow M$

transition: $A \rightarrow C \rightarrow M \rightarrow B \rightarrow A$
symbols: asterisk: pass is a chop, plus: walk
remark: Walk after a right handed pass to the feeder.



13.5. 10+1 clubs

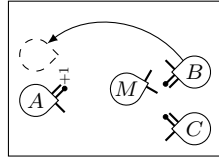
13.5.1. Ambled-V family

Based on 10 club runaround (8.3.1). For additional hints see there.

Ambled V

start: The first substitute of M is replaced by a carry.

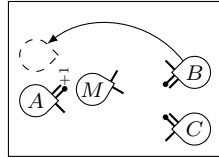
A: $\dot{p}_B^2 - p_C^2 - p_B^2 - p_C^2 \rightarrow B$
 B: $- p_A^2 - - \dot{s} - p_A^2 - \rightarrow C$
 C: $- s^2 - p_A^2 - \dot{s} \dot{s} \rightarrow A$
 M: $m_B^A \quad m_B^B \quad i_C^C \rightarrow M$
transition: $A \rightarrow B \rightarrow C \rightarrow M \rightarrow A$



Ambled Toast

start: The first substitute of M is replaced by a carry.

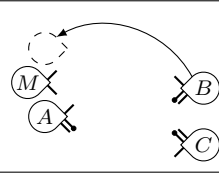
A: $\dot{p}_B^2 - \dot{p}_C^2 - p_B^2 - p_C^2 \rightarrow B$
 B: $- p_A^2 - - - p_A^2 - \rightarrow C$
 C: $- s^2 - p_A^2 \dot{s} \dot{s} - \rightarrow A$
 M: $m_B^A \quad i_C^A \quad c_C^C \rightarrow M$
transition: $A \rightarrow B \rightarrow C \rightarrow M \rightarrow A$



Ambled Ivy

symbols: asterisk: this is a wrapped i_C^A

A: $p_B^2 \dot{s} \dot{p}_C^2 - p_B^2 - \dot{p}_C^2 \rightarrow B$
 B: $- p_A^2 - - - p_A^2 - \rightarrow C$
 C: $- s^2 - p_A^2 - \dot{s} - \rightarrow A$
 M: $i_A^{B*} \quad c_A^C \quad m_C^C \rightarrow M$
transition: $A \rightarrow M \rightarrow B \rightarrow C \rightarrow A$



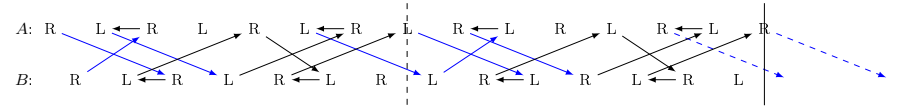
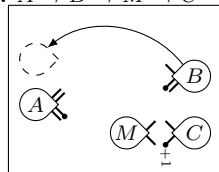
Ambled Three

remark: Note the different time zone transition for C for smoother manipulation.

symbols: asterisk: For an easier variation A does \dot{p}_B^1 and the intercept happens one beat earlier (before the substitution is completed).

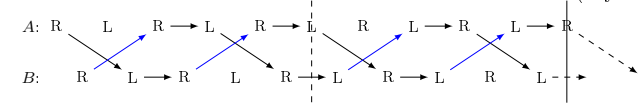
A: $p_B^2 - p_C^2 - \dot{p}_B^2 - p_C^2 \rightarrow B$
 B: $- p_A^2 - - - p_A^2 \dot{s} \rightarrow C$
 C: $\dot{s} - p_A^3 - - - \rightarrow A$
 M: $c_C^C \quad m_A^C \quad i_B^{A*} \rightarrow M$

transition: $A \rightarrow B \rightarrow M \rightarrow C \rightarrow A$



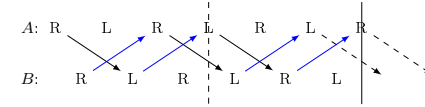
async Jim's 2-count
sequence: p s p h s
global: 77466
local: $B76_A746$

start: A: R2/L1; B: $R2+\frac{1}{2}/L1$
throws: A straight singles; B crossing singles
interface: O X ● ● ● ✖ (async)



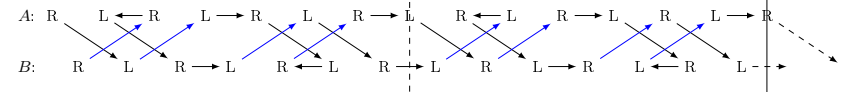
async Jim's 1-count
sequence: p p h
global: 774
local: $B7_A74$

start: A: R2/L1; B: $R2+\frac{1}{2}/L1$
throws: A straight singles; B crossing singles
interface: O X ● ✖ (async)



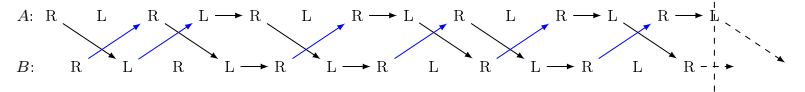
async Mild Madness
sequence: p p s p p z s
global: 7777266
local: $B776_A7726$

start: A: R2/L1; B: $R2+\frac{1}{2}/L1$
throws: A straight singles; B crossing singles
interface: O X O X ● ● ● ✖ (async)



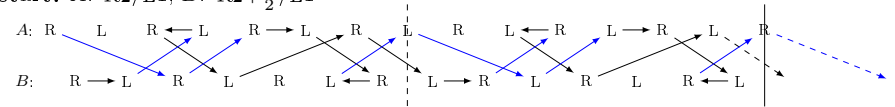
async Brainstorm
sequence: p p h s p s p h p s p h s
global: 7747746677466
local: $B774676_A7476746$

start: A: R2/L1; B: $R2+\frac{1}{2}/L1$
throws: A straight singles; B crossing singles
interface: O X ● X O ● ● ● O X ● ● ● ✖ (async)



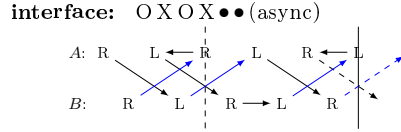
9647772
sequence: p^2 h p z s p p
global: 9647772
local: $A9472_B677$
start: A: R2/L1; B: $R2+\frac{1}{2}/L1$

throws: A straight singles, crossing doubles; B crossing singles, straight doubles
interface: O X O X ● ● ● ✖ (async)



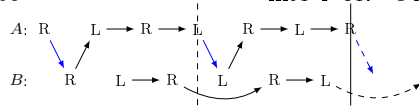
1.3.6. Asymmetric patterns

Jonix
sequence: A: p p z / B: p p s
global: 777726
local: A772/B776
start: A: R2/L1; B: R2+1/2/L1
throws: A straight; B crossing



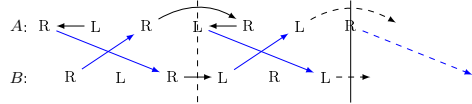
556668
sequence: A: p⁰ s s / B: p⁰ s s²
global: 556668
local: A: 566 / B: 568

start: A: R2/L1; B: R1+1/2/L2
throws: A crossing zaps; B straight zaps
interface: O X ●●●● (async)



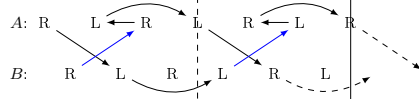
972486
sequence: A: p² z s² / B: p h s
global: 972486
local: A: 928 / B: 746

start: A: R1/L2; B: R2+1/2/L1
throws: A straight singles, crossing doubles;
 B crossing singles, straight doubles
interface: O X ●●●● (async)



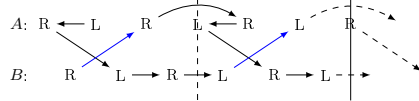
778824
sequence: A: p s² z / B: p s² h
global: 778824
local: A: 782 / B: 784

start: A: R2/L1; B: R2+1/2/L1
throws: A straight singles; B crossing singles
interface: O X ●●●● (async)



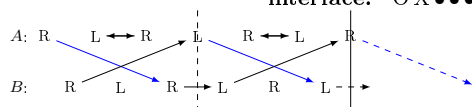
772686
sequence: A: p z s² / B: p s s
global: 772686
local: A: 728 / B: 766

start: A: R1/L2; B: R2+1/2/L1
throws: A straight singles; B crossing singles
interface: O X ●●●● (async)



996426
sequence: A: p² s z / B: p² h s
global: 996426
local: A: 962 / B: 946

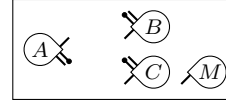
start: A: R2/L1; B: R2+1/2/L1
throws: A crossing doubles; B straight doubles
interface: O X ●●●● (async)



13.4.2. Exchange patterns

See 12.3.3 for introductory explanations.

Dumb ways to die



symbols: asterisk: pop (i.e. straight up, negligible spin) outside the selfs

$$\begin{aligned}
 A: & p_B \dot{p}_C - p_B p_C - p_C \dot{p}_B - p_C \ddot{p}_B - \rightarrow A \\
 B: & p_A - - p_A - - \dot{s}^* \dot{p}_A - - p_A - \rightarrow B \\
 C: & - p_A \dot{s} - p_A - p_A - p_A - - \dot{p}_A - \rightarrow C \\
 M: & i_C^A c_C^C \quad i_B^B c_A^B \quad i_A^C c_B^A \rightarrow M
 \end{aligned}$$

remark: The base pattern is Civil war feed (2.4.2).

remark: After exiting the manipulation on the feedee side you start with a right handed 2-count.

transition: A → M → C → B → A

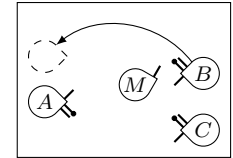
13.4.3. Various

Zippy

symbols: asterisk: B starts walking

$$\begin{aligned}
 A: & p_C p_B - p_C \dot{p}_B - p_C - \rightarrow B \\
 B: & - \dot{p}_A - - p_A s^* \dot{s} - \rightarrow C \\
 C: & p_A - - \dot{p}_A - - p_A - \rightarrow A \\
 M: & m_A^B \quad i_C^A c_A^A m_B^B \rightarrow M
 \end{aligned}$$

transition: A → M → B → C → A



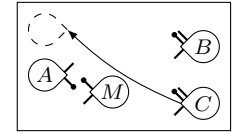
Halt mal kurz

symbols: asterisk: C starts walking; dagger: carry as in Dolby Surround (12.3.1); plus: late takeout without zip beforehand (i.e. catch the handle in mid-flight cross-handed)

remark: Throughout one cycle the manipulator spins always in the same direction.

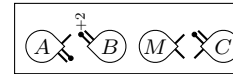
transition: A → C → B → M → A

$$\begin{aligned}
 A: & p_B - \dot{p}_C - \dot{p}_B - - p_C - \dot{s} - \rightarrow C \\
 B: & p_A - - p_A - - p_A - - \dot{s} \dot{s} \rightarrow A \\
 C: & - p_A - - \dot{p}_A - - p_A^* - \rightarrow B \\
 M: & c_A^A \dagger m_C^A \quad m_B^{A+} \quad i_B^B \rightarrow M
 \end{aligned}$$



Dropabout

symbols: asterisk: pass is a dropback; plus: self replaced by a zip and then a hold with two clubs in the right hand



hint: There are exactly three consecutive long

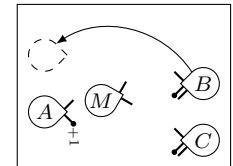
Shakshuka

$$\begin{aligned}
 A: & \dot{p}_B p_C - p_B \dot{s} \dot{p}_C p_B - p_C - \rightarrow B \\
 B: & p_A - - p_A - - p_A - - \rightarrow C \\
 C: & - p_A - - \dot{p}_A - - p_A - \rightarrow A \\
 M: & m_B^A \quad m_A^B i_A^A c_C^A m_C^A \rightarrow M \\
 \text{transition: } & A \rightarrow M \rightarrow B \rightarrow C \rightarrow A
 \end{aligned}$$

throws.

$$\begin{aligned}
 A: & p_B - - \dot{p}_C - - - p_C - - - \rightarrow C \\
 B: & \dot{p}_C s^+ - - p_A^* - - - p_A - \dot{s} \dot{s} \rightarrow B \\
 C: & p_A - \dot{s} - p_B \dot{s} \dot{s} - \dot{p}_B - - - \rightarrow A \\
 M: & c_B^B m_C^C \quad i_C^A c_C^C m_B^B \quad i_B^B \rightarrow M
 \end{aligned}$$

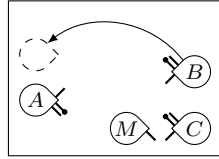
transition: A → C → B → M → A



Moonwalk

A: $p_B - p_C - p_B \rightarrow B$
 B: $p_A - - - p_A \rightarrow C$
 C: $\dot{s} \dot{s} \dot{p}_A - - \rightarrow A$
 M: $i_C^C c_A^C m_A^B \rightarrow M$

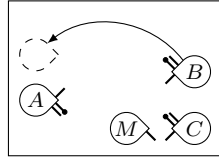
transition: $A \rightarrow B \rightarrow C \rightarrow M \rightarrow A$



Variation on Three

A: $p_B - p_C - p_B \rightarrow B$
 B: $p_A - - - p_A \rightarrow C$
 C: $\dot{s} \dot{s} \dot{p}_A - - \rightarrow A$
 M: $i_C^C c_A^C m_B^A \rightarrow M$

transition: $A \rightarrow B \rightarrow C \rightarrow M \rightarrow A$

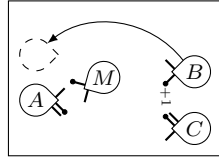


Buddy check

start: The first substitute of M is replaced by a carry.

A: $p_B - p_C \dot{s} \dot{p}_B - \rightarrow B$
 B: $p_A - - - p_A \rightarrow C$
 C: $- - \dot{p}_A - - \rightarrow A$
 M: $m_A^B i_A^C c_B^A \rightarrow M$

transition: $A \rightarrow M \rightarrow B \rightarrow C \rightarrow A$

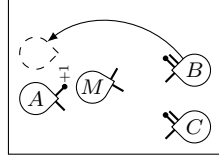


Last one

start: The first substitute of M is replaced by a carry.

A: $\dot{p}_B - p_C - p_B - \rightarrow B$
 B: $p_A - \dot{s} \dot{s} \dot{p}_A - \rightarrow C$
 C: $- - p_A - - \rightarrow A$
 M: $m_B^A i_B^B c_A^B \rightarrow M$

transition: $A \rightarrow B \rightarrow M \rightarrow C \rightarrow A$

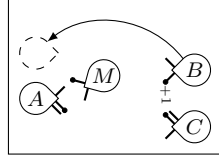


Saibca

start: The first substitute of M is replaced by a carry.

A: $p_B - p_C - p_B - \rightarrow B$
 B: $p_A - \dot{s} \dot{s} \dot{p}_A - \rightarrow C$
 C: $- - p_A - - \rightarrow A$
 M: $m_A^B i_B^B c_A^B \rightarrow M$

transition: $A \rightarrow B \rightarrow M \rightarrow C \rightarrow A$

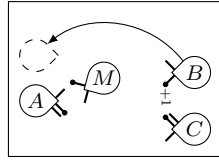


Vegemite Toast

start: The first substitute of M is replaced by a carry.

A: $p_B - p_C - p_B - \rightarrow B$
 B: $p_A - - - p_A \rightarrow C$
 C: $- - p_A \dot{s} \dot{s} - \rightarrow A$
 M: $m_A^B i_C^A c_C^C \rightarrow M$

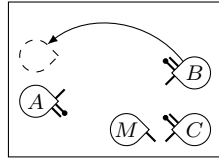
transition: $A \rightarrow B \rightarrow C \rightarrow M \rightarrow A$



Right one

A: $p_B - p_C - p_B - \rightarrow B$
 B: $p_A - - - p_A \rightarrow C$
 C: $\dot{s} - p_A \dot{s} \dot{s} - \rightarrow A$
 M: $m_C^C i_C^A c_C^C \rightarrow M$

transition: $A \rightarrow B \rightarrow C \rightarrow M \rightarrow A$

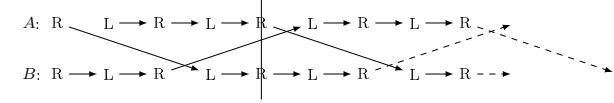


1.4. 7 clubs

1.4.1. Basics

4-count (7 clubs)
 sequence: $p^3 s s s$
 préchac: $A^5 p_3 B^3$

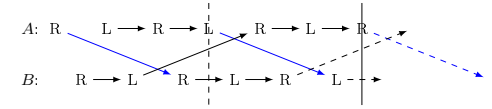
start: A: R2/L2; B: R2/L1
interface: $O \bullet X \bullet$ (sync)



3-count (7 clubs)
 sequence: $p^2 s s$
 global: 966
 local: $A^9 B^6$

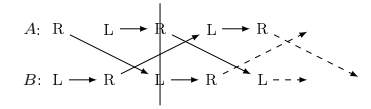
start: A: R2/L2; B: $R2+\frac{1}{2}/L1$
throws: A crossing, B straight

interface: $O \bullet \bullet X$ (async)



2-count (7 clubs)
 sequence: $p^2 s$

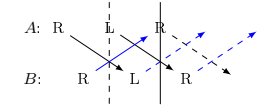
préchac: $A^4 p_B^3$
start: A: R2/L2; B: L2/R1
throws: A, B straight (singles or doubles)
interface: $O X$ (sync)



1-count (7 clubs)
 sequence: p

global: 7
 local: $A^7 B$
start: A: R2/L2; B: $R2+1/L1$
throws: A straight, B crossing

interface: $O X$ (async)

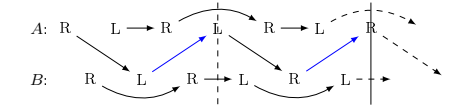


1.4.2. Poppers

French 3-count

sequence: $p s s^2$
 global: 786
 local: $A^7 B^8$
start: A: R2/L2; B: $R2+\frac{1}{2}/L1$
throws: A straight; B crossing

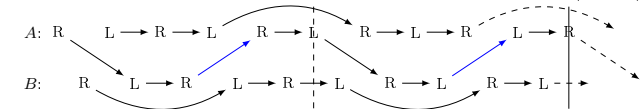
interface: $O \bullet \bullet X$ (async)



Popcorn (5-count, with triple)

sequence: $p s s s^3 s$
 global: $7a666$
 local: $A^7 66 B a 6$

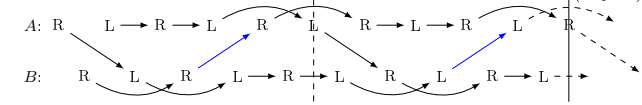
start: A: R2/L2; B: $R2+\frac{1}{2}/L1$
throws: A straight; B crossing
interface: $O \bullet \bullet \bullet X$ (async)



Popcorn (5-count, with heffs)

sequence: $p s s s^2 s^2$
 global: 78686
 local: $A^7 66 B 88$

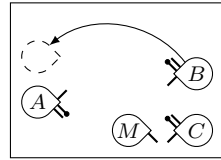
start: A: R2/L2; B: $R2+\frac{1}{2}/L1$
throws: A straight; B crossing
interface: $O \bullet \bullet \bullet X$ (async)



Wust

A: $p_B - p_C - p_B - \rightarrow B$
 B: $p_A - \dot{s} - \dot{s} - p_A - \rightarrow C$
 C: $\dot{s} - p_A - - - \rightarrow A$
 M: $m_C^C - i_B^B - c_A^B \rightarrow M$

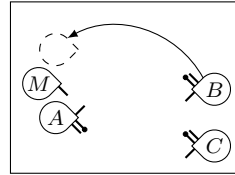
transition: $A \rightarrow B \rightarrow M \rightarrow C \rightarrow A$



Around the World

A: $p_B \ddot{s} - p_C - p_B - \rightarrow B$
 B: $p_A - - - p_A - \rightarrow C$
 C: $- - p_A - - - \rightarrow A$
 M: $i_A^B - c_C^A - m_A^B \rightarrow M$

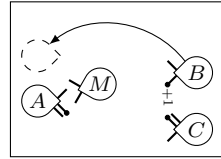
transition: $A \rightarrow M \rightarrow B \rightarrow C \rightarrow A$



Pirouettes go crazy

A: $p_B - p_C - p_B \ddot{s} \rightarrow B$
 B: $p_A - - - p_A - \rightarrow C$
 C: $- - p_A - - - \rightarrow A$
 M: $c_A^B - m_C^A - i_B^A \rightarrow M$

transition: $A \rightarrow M \rightarrow B \rightarrow C \rightarrow A$

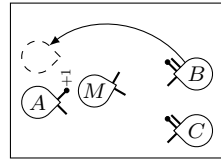


Chopped Up V

symbols: astrisk: pass is a chop

A: $\dot{p}_B - p_C - p_B - \rightarrow B$
 B: $p_A - - - p_A - \rightarrow C$
 C: $- - \dot{p}_A - \dot{s} - \dot{s} \rightarrow A$
 M: $c_B^A - m_C^A - i_C^B \rightarrow M$

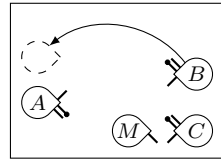
transition: $A \rightarrow B \rightarrow C \rightarrow M \rightarrow A$



Panto

A: $p_B - p_C \ddot{s} - p_B - \rightarrow B$
 B: $p_A - - - p_A - \rightarrow C$
 C: $\dot{s} - p_A - - - \rightarrow A$
 M: $m_C^C - i_A^C - c_B^A \rightarrow M$

transition: $A \rightarrow M \rightarrow B \rightarrow C \rightarrow A$



Postmen

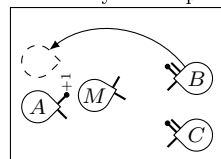
symbols: asterisk: chop

A: $\dot{p}_B - \dot{p}_C^* - p_B - \rightarrow B$
 B: $p_A - - - p_A - \rightarrow C$
 C: $- - p_A - - \dot{s} - \dot{s} \rightarrow A$
 M: $c_B^A - m_C^A - i_C^B \rightarrow M$

transition: $A \rightarrow B \rightarrow C \rightarrow M \rightarrow A$

hint: It's helpful to throw to the outside since otherwise the manipulator

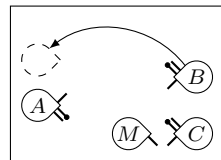
tends to be in the way of C's pass.



Wankle Engine

A: $p_B - p_C - p_B - \rightarrow B$
 B: $p_A - - - p_A - \rightarrow C$
 C: $\dot{s} - \dot{s} - p_A - - \dot{s} - \rightarrow A$
 M: $i_C^C - c_A^C - m_C^C \rightarrow M$

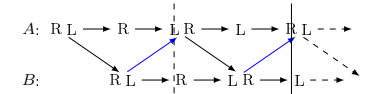
transition: $A \rightarrow B \rightarrow C \rightarrow M \rightarrow A$



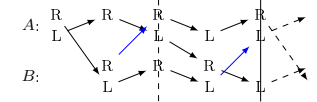
1.4.4. Non-default rhythm

Techno

sequence: p+s s
start: A: R2/L2; B: R2+1/L1
throws: A straight; B crossing
remark: A distorted variant of 3-count (7 clubs) (1.4.1).



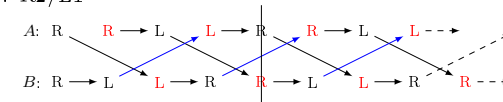
Or even more distorted.



Oddz Godz

sequence: p² s
start: A: R3/L1; B: R2/L1

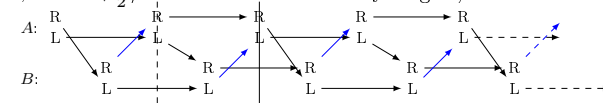
throws: A straight; B crossing



Scratch your head

sequence: p+s s+p
start: A: R2/L2; B: R2+1/2/L1

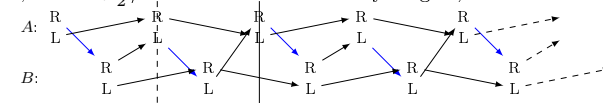
throws: A straight; B crossing; passes are floaty singles, selfs are double heffs



Scratch your nose

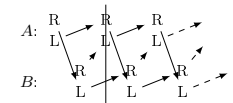
sequence: p+s s+p
start: A: R2/L2; B: R2+1/2/L1

throws: A crossing; B straight; passes are floaty singles, selfs are doubles



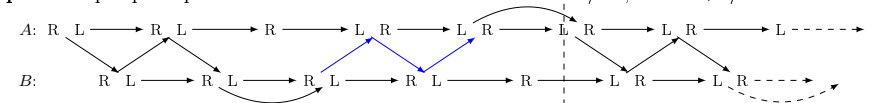
Dark side of 2-count

sequence: p+s²
start: A: R2/L2; B: R2+1/L1
throws: A, B straight single passes, crossing double selfs
remark: A 2-count with hands rotated by 90°.



Maja

sequence: p s p s s p s s² s
start: A: R2/L2; B: R2+1/L1

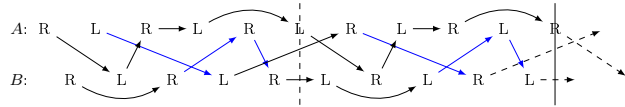


1.4.5. Zaps

56789

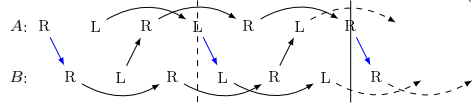
sequence: p⁰ p¹ p² s s²
global: 56789
local: 5_A796_B8
start: A: R2/L2; B: R2+1/2/L1

throws: A crossing doubles and zaps, straight singles; B straight doubles and zaps, crossing singles
interface: O X O ● ● ✘ (async)



Golden Fleece
 sequence: $s^2 s^2 p^0$
 global: 885
 local: $A885$

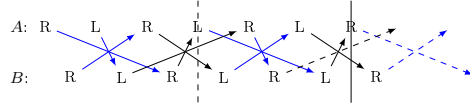
start: A: R2/L2; B: R1+ $\frac{1}{2}$ /L2
 throws: A crossing; B straight
 interface: $O \bullet \bullet \times$ (async)



Holy grail
 sequence: $p^0 p p^2$
 global: 975
 local: $A95B7$

start: A: R2/L2; B: R2+ $\frac{1}{2}$ /L1
 throws: A crossing doubles and zaps, straight singles; B crossing singles, straight doubles and

zaps
 interface: $O \times$ (async)

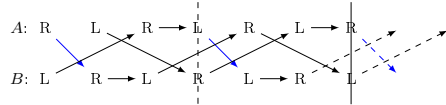


1.4.6. Asymmetric patterns

Pass pass self (7 clubs)

sequence: A: $p p^2 s$ / B: $p^2 p^2 s$
 préchac: A: $3p4p$ / B: $4p4p3$
 start: A: R2/L2; B: L2/R1
 throws: A crossing singles, straight doubles; B straight doubles
 remark: also works with floaty singles and

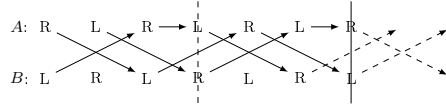
zaps
 interface: $\otimes X O$ (sync)



Not Pass pass self (7 clubs)

sequence: A: $p p^2 s$ / B: $p p^2 s^2$
 préchac: A: $3p4p3$ / B: $3p4p4$
 start: A: R2/L2; B: L2/R1
 throws: straight singles, crossing doubles
 interface: $\otimes X O$ (sync)

interface: $\otimes X O$ (sync)



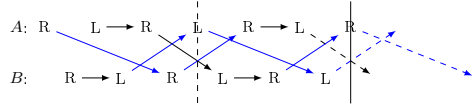
Frost's frenzy

sequence: A: $p p s$ / B: $p h p$
 préchac: A: $4p4p3$ / B: $4p24p$
 start: A: R2/L2; B: L2/R1
 throws: singles (which technically would be doubles)

966777

sequence: A: $p p^2 s$ / B: $p p s$
 global: 966777
 local: A: 796 / B: 776

start: A: R2/L2; B: R2+ $\frac{1}{2}$ /L1
 throws: A straight singles, crossing doubles; B crossing singles, straight doubles
 interface: $O X O X \bullet \bullet$ (async)



$$\begin{array}{l}
 A: p_B + p_C \quad p_B \quad \dots p_B + \dots p_C \quad p_C \quad p_C^+ \quad s \rightarrow B \\
 B: p_A s \quad \dot{p}_A s \quad p_A^* \quad s \quad s \quad s \rightarrow C \\
 C: p_A s \quad s \quad s \quad p_A \quad s \quad p_A p_A \quad s \rightarrow A \\
 M: i_A^B \quad c_B^A + c_C^A \quad \rightarrow M
 \end{array}$$

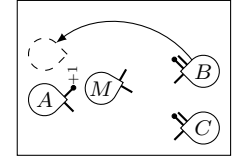
13.4. 9+1 clubs

13.4.1. Scrambled-V family

Based on Walking feed (8.2.1).

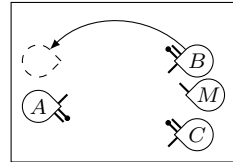
Scrambled V

$$\begin{array}{l}
 A: \dot{p}_B - p_C - p_B - \rightarrow B \\
 B: p_A - \dot{s} - p_A - \rightarrow C \\
 C: - - p_A - \dot{s} \dot{s} \rightarrow A \\
 M: c_B^A m_B^B \quad i_C^C \rightarrow M \\
 \text{transition: } A \rightarrow B \rightarrow C \rightarrow M \rightarrow A
 \end{array}$$



Unscrambled B

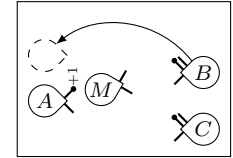
$$\begin{array}{l}
 A: \dot{p}_B - p_C - p_B - \rightarrow B \\
 B: p_A - \dot{s} - p_A - \rightarrow C \\
 C: - - p_A - - - \rightarrow A \\
 M: i_B^A \quad c_B^B m_A^B \rightarrow M \\
 \text{transition: } A \rightarrow B \rightarrow M \rightarrow C \rightarrow A
 \end{array}$$



Toast

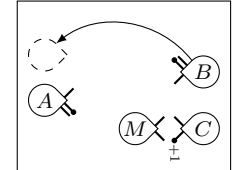
start: The first substitute of M is replaced by a carry.

$$\begin{array}{l}
 A: \dot{p}_B - p_C - p_B - \rightarrow B \\
 B: p_A - - - p_A - \rightarrow C \\
 C: - - p_A \dot{s} \dot{s} \rightarrow A \\
 M: m_B^A \quad i_C^A \quad c_C^C \rightarrow M \\
 \text{transition: } A \rightarrow B \rightarrow C \rightarrow M \rightarrow A
 \end{array}$$



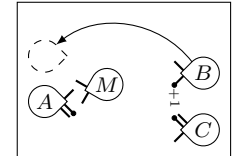
Three

$$\begin{array}{l}
 A: p_B - p_C - \dot{p}_B - \rightarrow B \\
 B: p_A - - - p_A \dot{s} \rightarrow C \\
 C: \dot{s} - \dot{p}_A - - - \rightarrow A \\
 M: c_C^C m_A^C \quad i_B^A \rightarrow M \\
 \text{transition: } A \rightarrow B \rightarrow M \rightarrow C \rightarrow A
 \end{array}$$



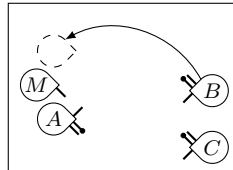
Casbia

$$\begin{array}{l}
 A: p_B - p_C - p_B \dot{s} \rightarrow B \\
 B: \dot{p}_A - \dot{s} - p_A - \rightarrow C \\
 C: - - p_A - - - \rightarrow A \\
 M: c_B^A m_B^B \quad i_B^A \rightarrow M \\
 \text{transition: } A \rightarrow M \rightarrow B \rightarrow C \rightarrow A
 \end{array}$$



Ivy

$$\begin{array}{l}
 A: p_B \dot{s} \dot{p}_C - p_B - \rightarrow B \\
 B: \dot{p}_A - - - p_A - \rightarrow C \\
 C: - - p_A - \dot{s} - \rightarrow A \\
 M: i_A^B \quad c_C^A m_C^C \rightarrow M \\
 \text{transition: } A \rightarrow M \rightarrow B \rightarrow C \rightarrow A
 \end{array}$$

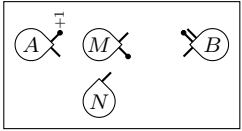


13. 4 jugglers

13.1. 6+2 clubs

13.1.1. Various

Kennedy

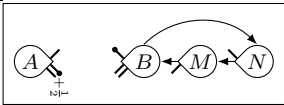


start: to avoid congestion N waits outside and skips the first two actions

symbols: asterisk: pass is a chop; plus: on

13.1.2. Lazy patterns

Lazy 972



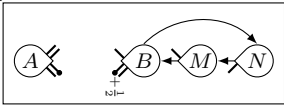
start: B starts with the p^2 at the end of the line below.

throws: A throws crossing singles and straight doubles; B throws crossing doubles (her

13.2. 7+2 clubs

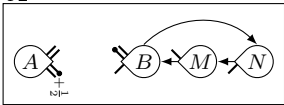
13.2.1. Lazy patterns

Lazy 96677



throws: A throws crossing singles and straight doubles; B throws straight singles (her crossing doubles are not thrown but carried).

Lazy 97892



start: B starts with the last p^2 on the line below.

throws: A throws crossing singles and straight doubles; B throws straight singles and crossing

13.3. 9+0 clubs

13.3.1. Exchange patterns

Eiliger Wanderwaschbär

sequence: $A: p_B + p_C \ p_B \ p_B + p_C \ p_C \ p_C \ s /$

$B: p_A \ s \ p_A \ s \ p_A \ s \ s \ s / C: p_A \ s \ s \ s \ p_A \ s \ p_A$

p_A

symbols: asterisk: B starts walking, plus: cross pass

remark: exchange version of Wanderwaschbär (8.2.1)

becoming manipulator M (formerly B) one typically does a 270° turn

$$A: \dot{p}_B - \dot{s} - \dot{p}_B^* \quad \quad \quad \rightarrow B$$

$$B: \dot{p}_A - \dot{s} - p_A \quad \ddot{s} \quad \ddot{s} \quad \quad \rightarrow A$$

$$M: m_B^A \quad m_B^B \quad i_B^A \quad c_N^{B+} \rightarrow N$$

$$N: m_A^B \quad m_A^A \quad m_A^B \quad m_B^M \rightarrow M$$

transition: $A \rightarrow B \rightarrow N \rightarrow M \rightarrow A$

hint: Each person only ever is a juggler on either the left or the right side.

straight singles are not thrown but carried).

remark: The carry is done cross-handed.

remark: You carried to the hand your last pass went not to.

$$A: \dot{p} \quad p^2 \quad z \quad \rightarrow A$$

$$B: z \quad \ddot{p} \quad p^2 \rightarrow B$$

$$M: \quad \quad i_B^A \quad \rightarrow N$$

$$N: c_A^B \quad \rightarrow M$$

remark: The carry is done cross-handed.

remark: You carried to the hand your last pass went to.

$$A: \dot{p}^2 \quad s \quad p \quad s \quad p \rightarrow A$$

$$B: s \quad p \quad \ddot{p}^2 \quad s \quad p \rightarrow B$$

$$M: \quad \quad i_B^A \quad \rightarrow N$$

$$N: c_A^B \quad \rightarrow M$$

doubles.

remark: The carry is done cross-handed.

remark: You carried to the hand your last pass went to.

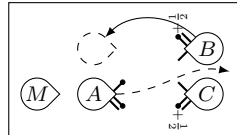
$$A: \dot{p}^2 \quad p^2 \quad s^2 \quad z \quad p \rightarrow A$$

$$B: z \quad p \quad \ddot{p}^2 \quad p^2 \quad s^2 \rightarrow B$$

$$M: \quad \quad i_B^A \quad \rightarrow N$$

$$N: c_A^B \quad \rightarrow M$$

transition: $A \rightarrow M \rightarrow B \rightarrow C \rightarrow A$



974778

sequence: $A: p \ p^2 \ h / B: p \ p \ s^2$

global: 974778

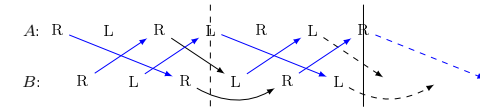
local: $A: 794 / B: 778$

start: $A: R2/L1; B: R2+\frac{1}{2}/L2$

throws: A straight singles, crossing doubles;

B crossing singles, straight doubles

interface: $O \ X \ O \ X \bullet \bullet$ (async)



Why Rei

sequence: $A: p^2 \ s \ p^2 \ s^2 \ z / B: p^2 \ s \ p^2 \ s \ s$

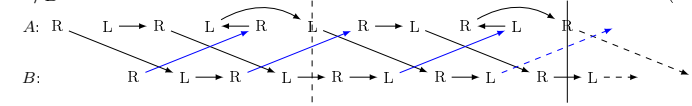
global: 9669968926

local: $A96982/B96966$

start: $A: R2/L2; B: R2+\frac{3}{2}/L1$

throws: A straight; B crossing

interface: $O \ X \bullet \bullet \ O \bullet \bullet \ X \bullet \bullet$ (async)



Dash 3

sequence: $A: p^2 \ p^2 \ s \ p^2 \ s / B: p^2 \ p^2 \ z \ p^2 \ z$

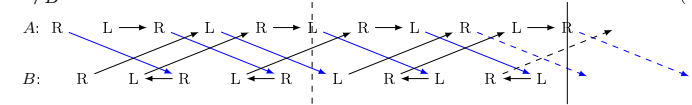
global: 9969929962

local: $A96996/B99292$

start: $A: R2/L2; B: R2+\frac{1}{2}/L1$

throws: A crossing; B straight

interface: $O \ X \bullet \ X \ O \bullet \ O \ X \bullet \bullet$ (async)



1.4.7. Various

Funky bookends

sequence: $p \ p \ s \ p \ s^2$

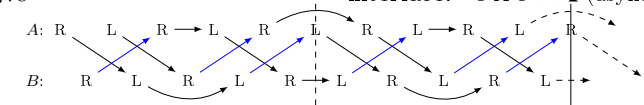
global: 77786

local: $A776_B78$

start: $A: R2/L2; B: R2+\frac{1}{2}/L1$

throws: A straight; B crossing

interface: $O \ X \ O \bullet \bullet \ X$ (async)



Funky bookfriends

sequence: $p^2 \ s \ p \ s \ p$

global: 96677

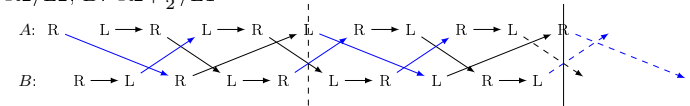
local: $A967_B67$

start: $A: R2/L2; B: R2+\frac{1}{2}/L1$

throws: A straight singles, crossing doubles;

B crossing singles, straight doubles

interface: $O \ X \ O \bullet \bullet \ X$ (async)



Aspirin

sequence: $p \ s \ p \ s \ p^2 \ s \ s^2$

global: 7966786

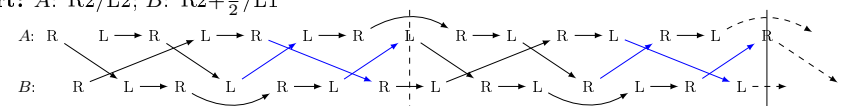
local: $A7676_B968$

start: $A: R2/L2; B: R2+\frac{1}{2}/L1$

throws: A straight singles, crossing doubles;

B crossing singles, straight doubles

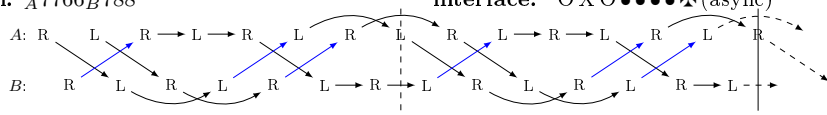
interface: $O \ X \bullet \bullet \ O \bullet \bullet \ X$ (async)



Vitoria

sequence: p p s s p s² s²
 global: 7778686
 local: $A7766_B788$

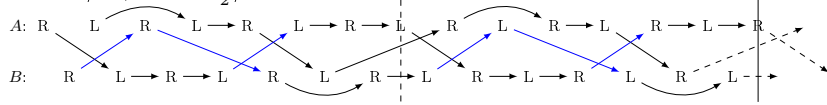
start: A: R2/L2; B: R2+1/2/L1
 throws: A straight; B crossing
 interface: O X O ●●●●✱ (async)



Gasteiz

sequence: p s s p s² p² s
 global: 7786966
 local: $A7896_B766$
 start: A: R2/L2; B: R2+1/2/L1

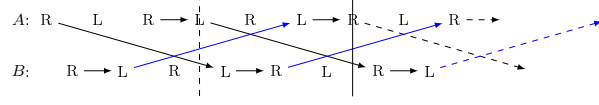
throws: A straight singles, crossing doubles;
 B crossing singles, straight doubles
 interface: O X O ●●●●✱ (async)



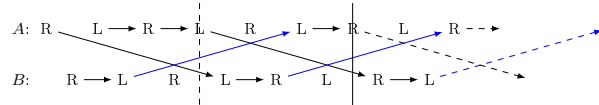
Odd scots

sequence: p³ h s
 global: b64
 local: A^4_B6
 start: A: R2/L2; B: R2+1/2/L1; A converts

the first hold into a self (so she does not have to start with three clubs in one hand)
 throws: A straight; B crossing
 interface: O ●●✱ (async)



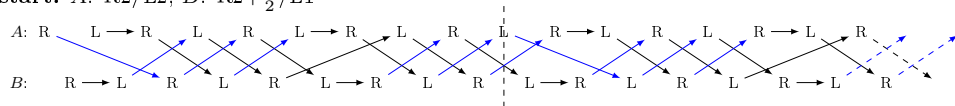
above: theory; below: working start



Double banana

sequence: p² s p p p s p p p
 global: 966777777
 local: $A96777_B6777$
 start: A: R2/L2; B: R2+1/2/L1

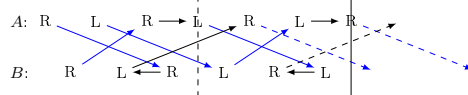
throws: A straight singles, crossing doubles;
 B crossing singles, straight doubles
 interface: O X O X O X O ●●●✱ (async)



Coral A

sequence: A: p² p² s / B: p p² z
 global: 979962
 local: $A996_B792$
 start: A: R2/L2; B: R2+1/2/L1

interface: O X ●●✱ (async)

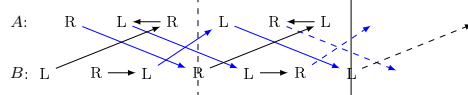


throws: A crossing; B: crossing singles, straight doubles

Coral B

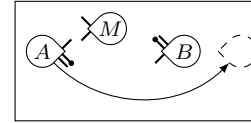
sequence: A: p² p² z / B: p p² s
 global: 979926
 local: $A992_B796$
 start: A: R2+1/2/L1; B: L2/R2

interface: O X ●●✱ (async)



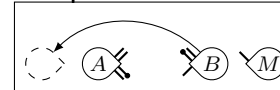
throws: A crossing; B: crossing singles, straight doubles

Shorty



A: p² ṡ* ṡ ṡ ṡ ṗ → B
 B: s s² s² p → A
 M: c_A^{B+} i_A^A → M

transition: A → M → B → A
 throws: Left hand side straight singles and crossing doubles; right hand side crossing singles
Five Count Popcornabout



throws: Left hand side straight; right hand side straight crossing.
 remark: Walking: from left to right evading;

12.4.2. Various

Dolby 7.1

start: A: R2/L2; B: R2/L1; M: R1/L0
 preparation: Dolby 5.1 (12.3.1) and Mute Dolby (1.4.7)
 throws: straight singles and crossing doubles
 symbols: asterisk: pop (i.e. straight up, negligible spin)

Ronjabout

start: A: R2/L2; B: L2/R1; M: R1/L0
 transition: A → B → M → A

Champix

start: A: R2/L2; B: R2/L1; M: R1/L0
 symbols: asterisk: pass is a chop
 throws: p² is a crossed double pass

Phoenician Quickstep

start: A: R2/L2; B: R2/L1; M: R0/L1
 A: ṗ_B ṗ_B² - ṗ_B ṗ_B² - ṗ_B ṗ_B² - → B
 B: s² p_A p_A² s² p_A p_A² ṗ_A² - → A
 M: m_B^A m_B^A i_B^A c_A^B → M

transition: A → B → M → A
 remark: Base pattern is Not Pass pass self (7 clubs) (1.4.6).

gles and straight doubles.
 remark: Walking: from left to right evading; from right to left reverting.
 symbols: asterisk: pop (i.e. straight up, negligible spin), plus: wrapped around c_B^A
 remark: The carry is done cross-handed.
 hint: The carry goes to the opposite hand of where the last pass went. The first throw after exiting the manipulation is a self with the intercepted club.
 remark: The base pattern is 779668686.

from right to left reverting???

remark: The carry is done cross-handed.
 A: ṗ - ṡ - ṡ³ - p - - → B
 B: s³ - ṡ - ṗ - - - s³ - - → A
 M: i_B^A c_A^B → M
 transition: A → B → M → A

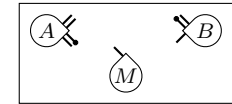
ligible spin)

A: ṗ_B s² s² p_B² → B
 B: p_A² ṡ* ṡ ṡ - → A
 M: m_A^A i_B^B c_B^B → M
 transition: A → B → M → A

A: ṗ_B² - s³ - p_B² - s³ - p_B² → B
 B: - p_A² - ṡ - p_A² ṡ ṡ - → A
 M: m_B^A m_B^B i_B^A c_B^B → M

transition: A → B → M → A
 A: p_B p_B^{*} s² p_B p_B² - → B
 B: p_A² p_A² - s² ṗ_A s² → A
 M: m_B^A m_B^A i_B^A c_A^B → M

remark: The takeouts are very late and caught in the middle between the passers.



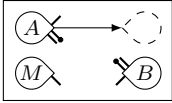
Catch the carrot



A: $\dot{p}_B \dot{s}^* \ddot{s} \rightarrow B$
 B: $\dot{p}_A \quad \quad \rightarrow A$
 M: $c_A^B i_A^A \rightarrow M$

symbols: asterisk: pop
throws: left side of the pattern has crossing passes, right side has straight passes
remark: The intercepted clubs stay the same, thus they can be color-coded (guiding the walking).
transition: $A \rightarrow M \rightarrow B \rightarrow A$

Suicide Bunny



start: A starts with p.
throws: Left hand side straight singles and crossing zaps; right hand side crossing singles and straight zaps.
remark: The intercept is done by placing the

held club in the intercepting hand. Note that due to A locally having only two clubs in that moment there is no carry.
remark: The base pattern is 45678 (1.3.3).
remark: The heffs are always on the inside.
transition: $A \rightarrow M \rightarrow B \rightarrow A$

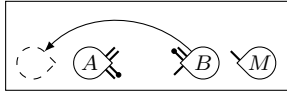
A: $\dot{h} \quad s \quad s^2 \rightarrow B$
 B: $p^0 \quad p \rightarrow A$
 M: $i_A^A \rightarrow M$

12.4. 7+1 clubs

12.4.1. Exchange patterns

See 12.3.3 for introductory explanations.

Manège à trois

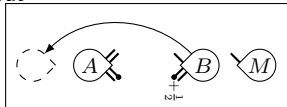


A: $\dot{p} \quad s \quad s^2 \quad p \quad s \rightarrow B$
 B: $s^2 \quad \dot{p} \quad s \quad s^2 \rightarrow A$
 M: $i_B^A \quad c_A^B \rightarrow M$

remark: The carry is done cross-handed.
remark: The base pattern is French 3-count (1.4.2).
start: If the first heff by B feels uncomfortable try doing one additional round of the base pattern at the start (that is three additional throws in total).
remark: The first throw after exiting the manipulation is to where the new manipulator is *not* moving. After becoming manipulator you move to where the first throw went.

transition: $A \rightarrow B \rightarrow M \rightarrow A$
throws: Left hand side straight; right hand side crossing.
remark: Walking: from left to right evading; from right to left reverting.

966-About

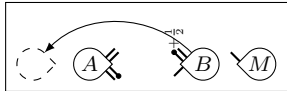


throws: Left hand side straight; right hand side crossing.
remark: Walking: from left to right evading; from right to left reverting.

remark: The carry is done cross-handed.
remark: The base pattern is 3-count (7 clubs) (1.4.1).
 A: $\dot{p}^2 \quad s \quad s \quad p^2 \quad s \quad s \quad p^2 \quad s \rightarrow B$
 B: $s \quad p^2 \quad \dot{s} \quad \dot{s} \quad \dot{p}^2 \quad s \quad s \rightarrow A$
 M: $i_B^A \quad c_A^B \rightarrow M$

transition: $A \rightarrow B \rightarrow M \rightarrow A$

777-About



throws: Left hand side straight; right hand side crossing.
remark: Walking: from left to right evading; from right to left reverting.
start: An arguably more comfortable start is

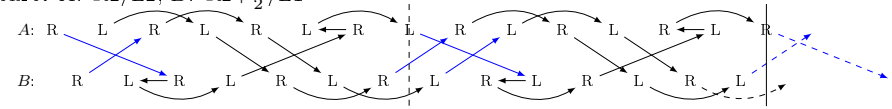
doing four additional throws in the beginning.
remark: The carry is done cross-handed.
remark: The base pattern is 1-count (7 clubs) (1.4.1).

A: $\dot{p} \quad p \quad p \quad p \quad p \rightarrow B$
 B: $p \quad \dot{p} \quad p \quad p \rightarrow A$
 M: $i_B^A \quad c_A^B \rightarrow M$
transition: $A \rightarrow B \rightarrow M \rightarrow A$

9788827

sequence: $p^2 s^2 s^2 p p s^2 z$
global: 9788827
local: $A9887_B782$
start: A: $R2/L2$; B: $R2+\frac{1}{2}/L1$

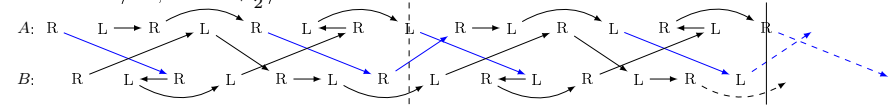
throws: A straight singles, crossing doubles;
 B crossing singles, straight doubles
interface: $O \bullet O X \bullet \bullet \bullet \times$ (async)



9968827

sequence: $p^2 s s^2 p p^2 s^2 z$
global: 9968827
local: $A9687_B982$
start: A: $R2/L2$; B: $R2+\frac{1}{2}/L1$

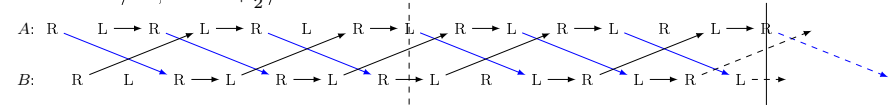
throws: A straight singles, crossing doubles;
 B crossing singles, straight doubles
interface: $O X \bullet \bullet O \bullet \bullet \times$ (async)



async Jim's 2-count, 7 clubs

sequence: $p^2 s p^2 s p^2 h s$
global: 9964966
local: $A9696_B946$
start: A: $R2/L2$; B: $R2+\frac{1}{2}/L1$

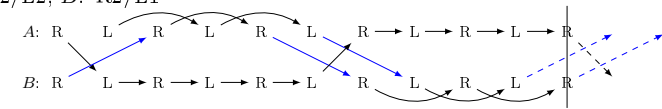
throws: A crossing doubles; B straight doubles
interface: $O X \bullet \bullet O \bullet \bullet \times$ (async)



Mute Dolby

sequence: $p s^2 s^2 s^2 p^2 p^2 s s s s$
préchac: $A3p4444pB4p3333$
start: A: $R2/L2$; B: $R2/L1$

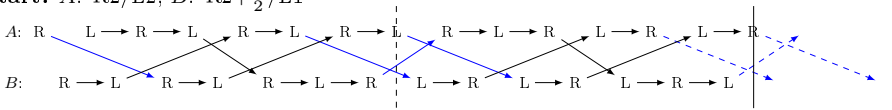
throws: straight singles and crossing doubles
interface: $\otimes O \bullet \bullet \otimes X \bullet \bullet \bullet$ (sync)



Gute Nacht

sequence: $p^2 s s s p s p^2 s$
global: 9669667
local: $A9667_B696$
start: A: $R2/L2$; B: $R2+\frac{1}{2}/L1$

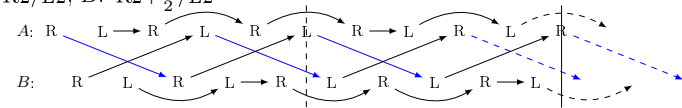
throws: A straight singles, crossing doubles;
 B crossing singles, straight doubles
interface: $O X \bullet \bullet O \bullet \bullet \times$ (async)



99688

sequence: $p^2 s s^2 p^2 s^2$
global: 99688
local: $A968_B98$
start: A: $R2/L2$; B: $R2+\frac{1}{2}/L2$

throws: A crossing doubles; B straight doubles
interface: $O X \bullet \bullet \bullet \times$ (async)



Großes Chaos

sequence: $p^2 s s^2 p p p^2 s^2 z p$

global: 996882777

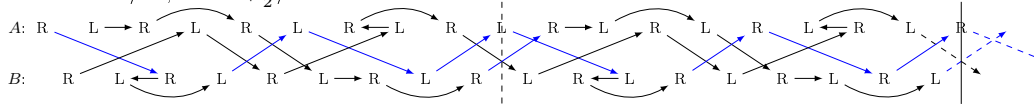
local: $A96877_B9827$

start: $A: R2/L2; B: R2+\frac{1}{2}/L1$

throws: A straight singles, crossing doubles;

B crossing singles, straight doubles

interface: $O X O \bullet \bullet X O \bullet \bullet \star$ (async)



1.5. 8 clubs

1.5.1. Basics

2-count (8 clubs)

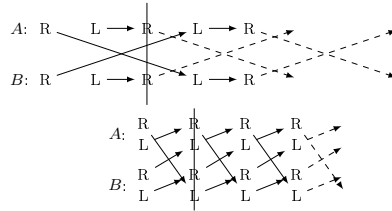
sequence: $p^3 s$

préchac: $AB5p3$

start: $A: R2/L2; B: R2/L2$

throws: A, B straight (commonly doubles, alternatively triples for a relaxed rhythm or singles for a challenge in which case the second causal diagram applies)

interface: $\otimes \bullet$ (sync)



1-count (8 clubs)

sequence: p^2

préchac: $AB4p$

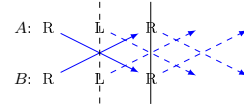
start: $A: R2/L2; B: R2/L2$

throws: A, B crossing

remark: Throws start on the inside and target outside. Careful aiming is required to avoid collisions.

collisions.

interface: \otimes (sync)



1.5.2. Asymmetric patterns

978888

sequence: $A: p^2 s^2 s^2 / B: p s^2 s^2$

global: 978888

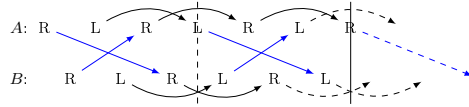
local: $A: 988 / B: 788$

start: $A: R2/L2; B: R2+\frac{1}{2}/L2$

throws: A straight singles, crossing doubles;

B crossing singles, straight doubles

interface: $O X \bullet \bullet \bullet \bullet$ (async)



Ariel Ultra

sequence: $A: p^2 p^2 p^2 p^2 s / B: p^2 p^2 p^2 p^2$

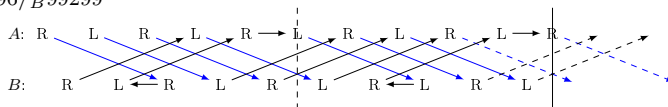
global: 9999929969

local: $A99996/B99299$

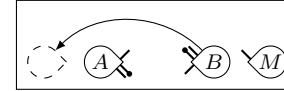
start: $A: R3/L2; B: R2+\frac{1}{2}/L1$

throws: A crossing; B straight

interface: $O X O X O X \bullet X O \bullet$ (async)



756-About



$A: \dot{p} s p^0 p \rightarrow B$

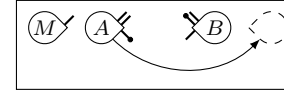
$B: p^0 \dot{p} s p^0 \rightarrow A$

$M: i_B^A c_A^B \rightarrow M$

transition: $A \rightarrow B \rightarrow M \rightarrow A$

throws: Left hand side does straight singles and crossing zaps; right hand side does crossing singles and straight zaps.

Guillotine



$A: p^2 z \ddot{p} p^2 z \rightarrow B$

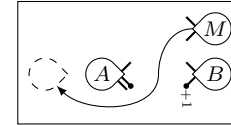
$B: \dot{p} p^2 z p \rightarrow A$

$M: i_B^A c_A^B \rightarrow M$

transition: $A \rightarrow M \rightarrow B \rightarrow A$

throws: Left hand side does straight singles and crossing doubles; right hand side does cross-

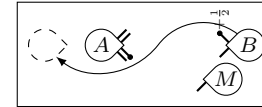
Bookends-About



remark: The carry is *not* done cross-handed.

remark: The base pattern is Bookends (1.3.1).

Why-Not-About



throws: Left hand side straight; right hand side crossing.

remark: Walking: from left to right evading; from right to left reverting.

remark: The carry is as in Dolby Söround

$A: \dot{p}^* s \dot{p} s^2 z p s p \rightarrow B$

$B: s^2 z p \dot{s} p s^2 z \rightarrow A$

$M: m_B^{A+} i_B^A c_B^B \rightarrow M$

remark: Walking: from left to right evading; from right to left reverting.

remark: The carry is done cross-handed.

remark: The base pattern is Baby dragon (1.3.3).

hint: The carry is to the same hand as the zap directly before it. The first pass after exiting manipulation is a zap with the club that was just intercepted. It goes to the opposite side of where the new manipulator carries.

ing singles and straight doubles.

remark: Walking: from left to right evading; from right to left reverting.

remark: The carry is done cross-handed.

hint: The first pass after exiting manipulation is not done from the hand where the next club arrives (because of the following zip). Also it goes to the hand where the new manipulator carries to.

remark: The base pattern is 972 (1.3.5).

hint: The first throw after exiting manipulation is a pass with the substituted club.

symbols: asterisk: self is a pop

$A: p p s p \dot{s}^* \rightarrow B$

$B: \dot{p} p s \dot{p} s \rightarrow A$

$M: c_A^B s_A^B i_A^A \rightarrow M$

transition: $A \rightarrow M \rightarrow B \rightarrow A$

(12.3.1).

remark: The base pattern is Why not (1.3.2).

symbols: asterisk: thrown as a zap to the manipulator; plus: substitute is caught with the inside hand with no zip afterwards

remark: After the intercept the first action is a pass that flies right behind the pass the intercepted juggler just threw.

transition: $A \rightarrow B \rightarrow M \rightarrow A$

Dolby Söround

start: A: R2/L1; B: R2/L1; M: R1/L0
symbols: asterisk: To avoid standing in the way of the simultaneous pass a special move is required. The new manipulator turns facing away from the new passer thus taking a position outside of the pattern. The carry is then

done cross-handed (e.g. right to right).

$$\begin{aligned} A: & \dot{p}_B - - - p_B - - \rightarrow B \\ B: & p_A - \dot{s} \dot{s} p_A - - \rightarrow A \\ M: & m_B^A \quad i_B^C c_B^* \rightarrow M \end{aligned}$$

transition: A → B → M → A

Chop about

start: A: R2/L1; B: R2/L1; M: R1/L0
symbols: asterisk: pass is a chop
remark: For the best flow as manipulator al-

ways turn clockwise.

transition: A → M → B → A

$$\begin{aligned} A: & \dot{p}_B^* - \dot{s} - p_B - \dot{s} - p_B \dot{s} \dot{s} - \rightarrow B \\ B: & p_A - - - \dot{p}_A^* - - - \dot{p}_A - - - \rightarrow A \\ M: & m_B^A \quad m_A^A \quad m_A^B \quad m_A^A \quad i_A^B \quad c_A^A \rightarrow M \end{aligned}$$

Chopped Dolby

start: A: R2/L1; B: R2/L1; M: R1/L0
symbols: asterisk: pass is a chop; plus: carry as in Dolby Söround (12.3.1) but turn around the inside shoulder

remark: For the best flow as manipulator always turn in the same direction during one stint.

transition: A → M → B → A

$$\begin{aligned} A: & \dot{p}_B^* - \dot{s} - p_B - \dot{s} \dot{s} p_B - - \rightarrow B \\ B: & p_A - - - \dot{p}_A^* - - - p_A - - - \rightarrow A \\ M: & m_B^A \quad m_A^A \quad m_A^B \quad i_A^A \quad c_A^+ \rightarrow M \end{aligned}$$

12.3.2. Various

Champi

start: A: L2/R1; B: L2/R1; M: R1/L0
symbols: asterisk: pass is a chop
transition: A → B → M → A

$$\begin{aligned} A: & p_B \dot{p}_B^* - \dot{p}_B p_B - \rightarrow B \\ B: & p_A p_A \dot{s}^+ \dot{p}_A p_A - p_A p_A \dot{s} \rightarrow A \\ M: & m_B^A \quad i_B^C c_A^B \rightarrow M \end{aligned}$$

MinuEd

start: A: R2/L1; B: R2/L1; M: R1/L0
remark: M has it easier if she catches the takeout on beat 2 at the handle.
symbols: asterisk: Take out very early with the same hand (e.g. right-right) as thrown and hand in from below with the other hand, this

means no zip before this takeout; plus: pop (i.e. straight up, negligible spin)

$$\begin{aligned} A: & p_B \dot{p}_B - p_B p_B - \dot{p}_B p_B - \rightarrow B \\ B: & p_A p_A \dot{s}^+ \dot{p}_A p_A - p_A p_A \dot{s} \rightarrow A \\ M: & m_B^A \quad i_B^C c_A^B \quad m_B^A \quad m_B^* \rightarrow M \end{aligned}$$

transition: A → B → M → A

Chopsticks

start: A: R2/L1; B: R2/L1; M: R1/L0
symbols: asterisk: pass is a chop
remark: It's customary to do two zips in between the substitutes.

$$\begin{aligned} A: & \dot{p}_B^* - - \dot{p}_B^* - - p_B - - \rightarrow B \\ B: & p_A - - - p_A - - \dot{s} \dot{p}_A - - \rightarrow A \\ M: & m_B^A \quad m_B^A \quad i_B^C c_A^B \rightarrow M \end{aligned}$$

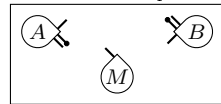
transition: A → B → M → A

Phoenician Waltz

start: A: R2/L1; B: R2/L1; M: R0/L1

in the middle between the passers.

$$\begin{aligned} A: & \dot{p}_B p_B - \dot{p}_B p_B - \dot{p}_B p_B - \rightarrow B \\ B: & p_A p_A - p_A p_A - p_A p_A - \rightarrow A \\ M: & m_B^A \quad m_B^A \quad i_B^C c_A^B \rightarrow M \end{aligned}$$



transition: A → B → M → A
remark: The takeouts are very late and caught

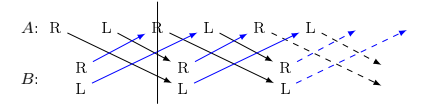
12.3.3. Exchange patterns

Note about walking directions: After becoming manipulator one has to walk to the other side of the pattern. This can either happen by walking away from no-longer-manipulator (here called **evading**) or by going back into direction the no-longer-manipulator came from (here called **reverting**).

1.5.3. Non-default rhythm

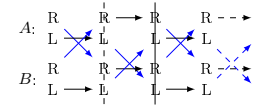
Blinky (8 clubs)

sequence: A: p² p / B: p+p²
start: A: R2/L2; B: R2+½/L2
throws: A straight; B crossing



Scratch 8

sequence: p+s
start: A: R2/L2; B: R2/L2
throws: crossing single passes, single heffs

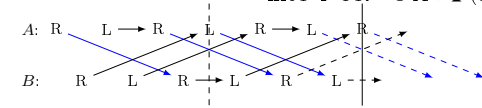


1.5.4. Various

Pass pass self (8 clubs)

sequence: p² p² s
global: 996
local: B_{9A}96

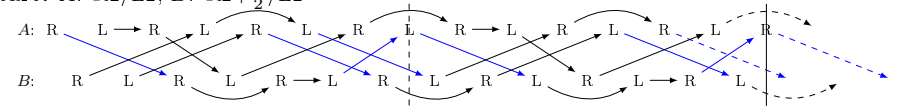
start: A: R2/L2; B: R2+½/L2
throws: A crossing; B straight
interface: O X ● ✖ (async)



Das Gedicht

sequence: p² s p s² p² p² s²
global: 9969788
local: A_{9678B}998
start: A: R2/L2; B: R2+½/L2

throws: A straight singles, crossing doubles; B crossing singles, straight doubles
interface: O X O X ● ● ● ✖ (async)

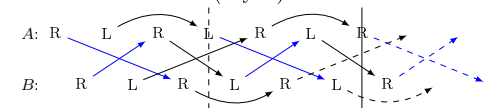


789

sequence: p p² s²
global: 789
local: A_{98B}7
start: A: R2/L2; B: R2+½/L2

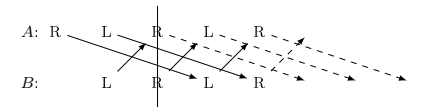
interface: O X ● ✖ (async)

throws: A crossing doubles, straight singles; B crossing singles, straight doubles



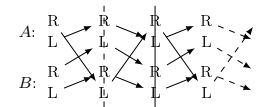
High-low (8 clubs)

sequence: A: p³ / B: p
préchac: A: 5p / B: 3p
start: A: R2/L2; B: L2+1/R2
throws: A straight doubles; B straight singles
interface: ⊗ (sync)



Swing

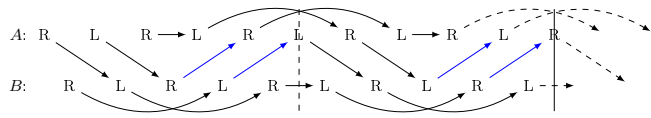
sequence: p+s+p
start: A: R2/L2; B: R2/L2
throws: A, B straight singles



Call me

sequence: p p s s³ s³
global: 7a7a6
local: A_{776Baa}

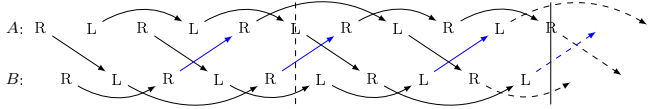
start: A: R3/L2; B: R2+½/L1
throws: A straight; B crossing
interface: O ● O ● ● ✖ (async)



That's y

sequence: $p s^2 p s^2 s^3$
global: 788a7
local: $A787_B8a$

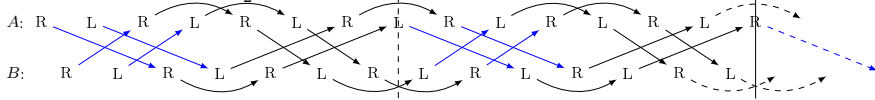
start: A: R3/L2; B: $R2+\frac{1}{2}/L1$
throws: A straight; B crossing
interface: $\circ X \bullet \bullet \bullet \times$ (async)



Vitoria (8 clubs)

sequence: $p^2 p^2 s^2 s^2 p p p^2$
global: 9797888
local: $A9988_B778$
start: A: R2/L2; B: $R2+\frac{1}{2}/L2$

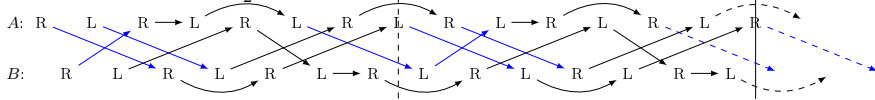
throws: A straight singles, crossing doubles;
 B crossing singles, straight doubles
interface: $\circ X \circ X \bullet \bullet \bullet \times$ (async)



9968897

sequence: $p^2 p^2 s s^2 p p^2 s^2$
global: 9799688
local: $A9968_B798$
start: A: R2/L2; B: $R2+\frac{1}{2}/L2$

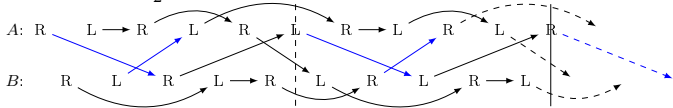
throws: A straight singles, crossing doubles;
 B crossing singles, straight doubles
interface: $\circ X \bullet X \circ \bullet \bullet \times$ (async)



6789a

sequence: $p^2 s s^2 s^3 p$
global: 6789a
local: $A968_Ba7$
start: A: R2/L2; B: $R2+\frac{1}{2}/L2$

throws: A straight singles, crossing doubles;
 B crossing singles, straight doubles
interface: $\circ X \bullet \bullet \bullet \times$ (async)



sequence: p^2

préchac: 4p

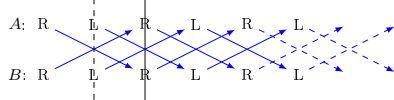
start: A: R2/L2; B: R2/L2

throws: A crossing doubles; B crossing dou-

bles

hint: Typically the clubs pass each other so that they are closer to the thrower.

interface: \otimes (sync)



Often the positions are rotated by 180° or mirrored after one cycle. This should be pretty obvious in most cases and is not annotated specifically.

12. 3 jugglers

The general starting diagram for two passers and one manipulator is the following.

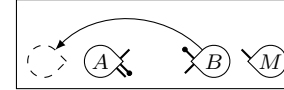


12.1. 5+1 clubs

12.1.1. Exchange patterns

See 12.3.3 for introductory explanations.

Hop-About



A: $\dot{p} s z p s \rightarrow B$
 B: $z \ddot{p} s z \rightarrow A$
 M: $i_B^A c_A^B \rightarrow M$

transition: $A \rightarrow B \rightarrow M \rightarrow A$

throws: Left hand side straight; right hand side crossing.

start: The initial zip is omitted (or for better timing replaced by a flip).

remark: Walking: from left to right evading; from right to left reverting.

remark: The carry is done cross-handed.

remark: The base pattern is Hop (1.2.2).

12.2. 6 clubs

12.2.1. Exchange patterns

Tiddo's Changeover

préchac: base pattern is 4p 4p 4 0 3 3p 3p 3

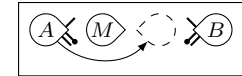
A: $p_B^2 p_B^2 \ddot{s}^2 \ddot{o} \rightarrow B$
 B: $- \dot{p}_A p_A - \rightarrow A$
 M: $c_B^A i_A^B \rightarrow M$

transition: $A \rightarrow M \rightarrow B \rightarrow A$

start: The first carry is omitted.

remark: The carry is done cross-handed.

throws: p^2 are straight singles and p are crossing zaps.



12.3. 6+1 clubs

12.3.1. Roundabout family

Roundabout

start: A: R2/L1; B: R2/L1; M: R1/L0

transition: $A \rightarrow B \rightarrow M \rightarrow A$

A: $\dot{p}_B - - \dot{p}_B - - - \rightarrow B$
 B: $p_A - \dot{s} - \dot{s} - \dot{s} - \rightarrow A$
 M: $m_B^A m_B^B i_B^A c_B^B \rightarrow M$

Roundabout (6-count, variant 1)

start: A: R2/L1; B: R2/L1; M: R1/L0

transition: $A \rightarrow B \rightarrow M \rightarrow A$

A: $\dot{p}_B - - \dot{s} - \dot{s} - \rightarrow B$
 B: $p_A - \dot{s} - \dot{s} - \dot{s} - \rightarrow A$
 M: $m_B^A i_B^B c_B^B \rightarrow M$

Roundabout (6-count, variant 2)

start: A: R1+1/L1; B: R2/L1; M: R1/L1

transition: $A \rightarrow B \rightarrow M \rightarrow A$

A: $\ddot{p}_B - - - \dot{s} - \dot{s} - \rightarrow B$
 B: $p_A - \dot{s} - \dot{s} - \dot{s} - \rightarrow A$
 M: $c_B^A m_B^B i_B^B \rightarrow M$

Dolby 5.1

start: A: R2/L1; B: R2/L1; M: R1/L0

symbols: asterisk: pop (i. e. straight up, negligible spin)

transition: $A \rightarrow B \rightarrow M \rightarrow A$

A: $\dot{p}_B - - - p_B \rightarrow B$
 B: $p_A \dot{s}^* \dot{s} \dot{s} \dot{s} p_A \rightarrow A$
 M: $m_B^A i_B^B c_B^B \rightarrow M$

Dolby 5.2

start: A: R2/L1; B: R2/L1; M: R1/L0

symbols: asterisk: pop (i. e. straight up, negligible spin)

transition: $A \rightarrow B \rightarrow M \rightarrow A$

A: $\dot{p}_B - - - p_B \rightarrow B$
 B: $p_A \dot{s}^* \dot{s} \dot{s} \dot{s} p_A \rightarrow A$
 M: $m_B^A i_B^B c_B^B \rightarrow M$

1.6. 9 clubs

1.6.1. Basics

2-count (9 clubs)

sequence: $p^4 s$

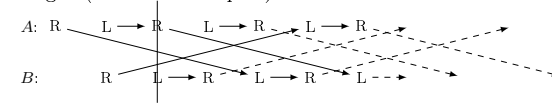
préchac: $AB6p3$

start: A: R2/L3; B: R2+1/L2

throws: A, B straight (doubles or triples)

remark: With doubles the rhythm contracts and the self is close to simultaneous to the pass.

interface: O X (sync)



1-count (9 clubs)

sequence: p^2

global: 9

local: AB^9

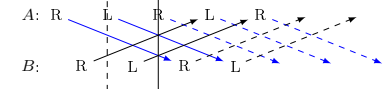
start: A: R3/L2; B: R2+1/2/L2

throws: A crossing, B straight

hints: To avoid collisions the crossing passer

may throw a bit higher.

interface: O X (async)



1.6.2. Asymmetric patterns

Persil Mega Pearls

sequence: A: $p^3 p^3 p^3 s p^3 p^3 s$ / B: $p^3 p^3$

$p^3 z p^3 p^3 z$

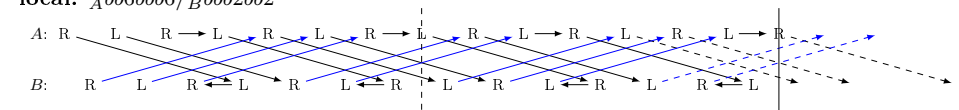
global: $bbbb6bb2bbbb62$

local: $A^b b b b b b 6 / B^b b b 2 b b 2$

start: A: R3/L2; B: R2+1/2/L2

throws: A straight; B crossing

interface: O X O X • X O • O X O X • • (async)



1.6.3. Various

Ultimates high-low (9 clubs)

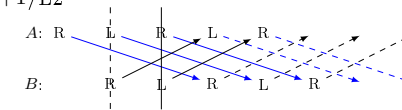
sequence: A: p^3 / B: p^2

préchac: $A^5 p x / B^4 p$

start: A: R3/L2; B: R2+1/L2

throws: A crossing doubles, B straight singles

interface: ⊗ (sync)



That's y (9 clubs)

sequence: $p s^2 s^3 s^3 s^3$

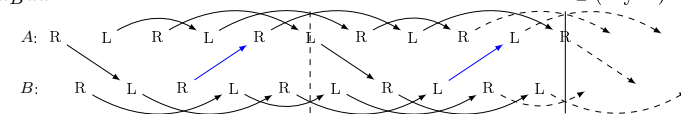
global: $7a8aa$

local: $A^7 8 a B a a$

start: A: R2/L2; B: R3+1/2/L1

throws: A straight; B crossing

interface: O • • • • X (async)



89a

sequence: $s^3 p^2 s^2$

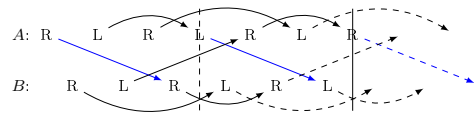
global: 89a

local: $A^9 8 B a$

start: A: R3/L2; B: R2+1/2/L2

throws: A crossing doubles; B straight doubles

interface: O • • • X (async)



2. 3 jugglers

2.1. 5 clubs

2.1.1. Various

Kleeblatt

A: $p_B p_C p_B \rightarrow C$
 B: $s \rightarrow A$
 C: $z^* p_A^+ \rightarrow B$

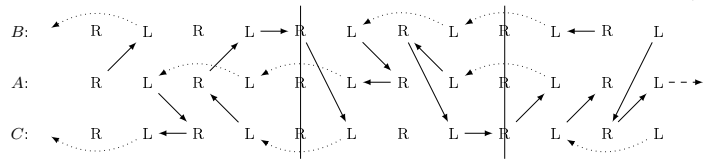
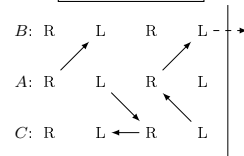
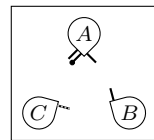
symbols: asterisk: grab the club at the body, for aesthetic bonus this can be done above the head; plus: directly put into the hand of A, so that A grabs the handle, do not throw

throws: A passes zaps

sequence: p p p s z p

remark: The club C initially holds is magic.

remark: First a causal diagram without empty hands annotated then a complete longer one.



2.2. 7 clubs

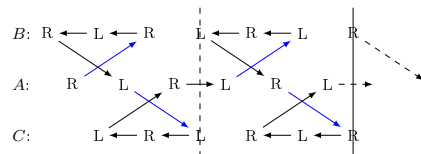
2.2.1. Feeds

Skip feed

sequence: A: $p_B p_C s / B, C: p_A z z$

start: A: $R2+\frac{1}{2}/L1$; B: $R1/L1$; C: $L1+1/R1$

throws: A crossing; B, C straight

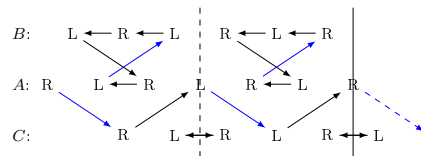


Skip/Hop feed

sequence: A: $p_C p_B z / B: p_A z z / C: p_A s z$

start: A: $R2/L1$; B: $L1+\frac{1}{2}/R1$; C: $R1+\frac{3}{2}/L1$

throws: A crossing; B, C straight



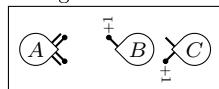
2.2.2. Various

Drunken sailor

sequence: A: $p_B+p_C p_C+p_B / B: p_A z / C:$ **throws:** all straight

p_A

remark: A split version of 6 club 1-count. B and C have to sway from one side to the other.



Part III.

Manipulator Patterns

2.3. 8 clubs

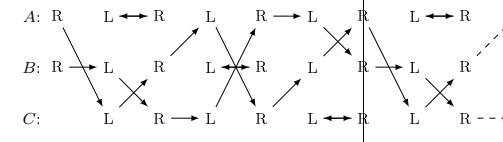
2.3.1. Various circular patterns

La Vache Qui Rit

sequence: p p s z p s

start: A: R2/L1; B: R2/L1; C: L1+1/R1

color coding: p₁ p₁ s₂ z₃ p₃ s₂; 1 outside passes; 2 selfs; 3 zip, inside pass



2.4. 9 clubs

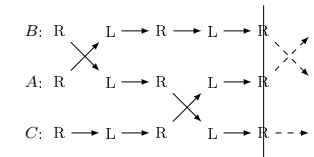
2.4.1. Basic feeds

2-count/4-count feed

sequence: A: p_B s p_C s / B, C: p_A s s s

préçac: A₃p₃ / B₃p₃C₃33

start: A: R2/L1; B: R2/L1; C: R2/L1



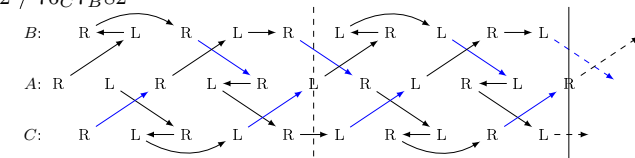
Why not feed

sequence: A: p_B p_C p_B p_C z / B, C: p_A s p_A s² z

préçac: A⁷7772 / 76_C7_B82

start: A: R2/L2; B: R1+1/2/L1; C: R2+1/2/L1

throws: A straight; B, C crossing



2.4.2. Feeds

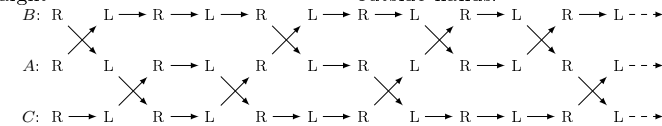
Civil war feed

sequence: A: p p s / B, C: p_A s s

start: A: R2/L1; B: R2/L1; C: R2/L1

throws: straight

remark: The feeder does first four passes to the inside hands and then four passes to the outside hands.

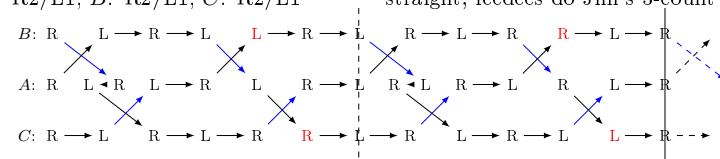


Martins Mildness

sequence: A: p_B p_C z s p_B p_C s / B, C: p_A s s

start: A: R2/L1; B: R2/L1; C: R2/L1

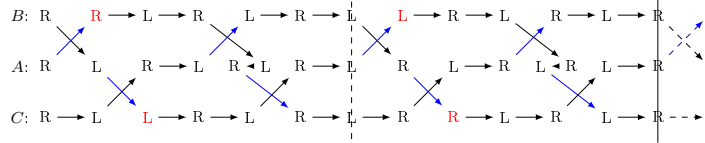
throws: A straight; B, C crossing
remark: Feeder does Mild Madness (1.3.4) straight, feedees do Jim's 3-count (1.3.4).



Martins Madness

sequence: $A: p_B p_C s p_B p_C z s / B, C: p_A s s$
start: $A: R2/L1; B: R2/L1; C: R2/L1$

throws: A crossing; B, C straight
remark: Feeder does Mild Madness (1.3.4) crossing, feedees do Jim's 3-count (1.3.4).



2.4.3. Pulsars

Pulsar (2-count)

sequence: $p s p s p s s s p s s s p s p s s s p s$ **préchac:** $A3p33p33p333B3p3333p33p33C33p3333p3$
start: $A: R2/L1; B: R2/L1; C: R2/L1$

$A: p_B - p_C - p_B - - - p_C - - - p_C - p_B - - - p_B - - - p_C - \rightarrow A$
 $B: p_A - - - p_A - p_C - - - p_C - - - p_A - p_C - p_A - p_C - - - \rightarrow B$
 $C: - - p_A - - - p_B - p_A - p_B - p_A - - - p_B - - - p_B - p_A - \rightarrow C$

Pulsar (pass pass self)

sequence: $p p s p s s p s s p p s s p s s p s$ **start:** $A: R2/L1; B: R2/L1; C: R2/L1$
préchac: $A3p3p33p33B3p333p3p3C33p333p3$

$A: p_B p_C - p_B - - p_C - - p_C p_B - - p_B - - p_C - \rightarrow A$
 $B: p_A - - p_A p_C - - p_C - - p_A - p_C p_A - p_C - - \rightarrow B$
 $C: - p_A - - p_B - p_A p_B - p_A - - p_B - - p_B p_A - \rightarrow C$

2.4.4. Various circular patterns

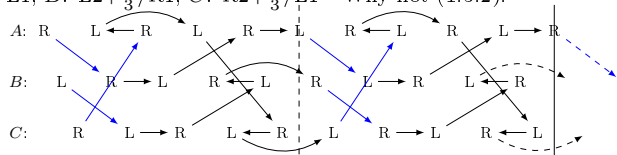
Quasar

sequence: $p s p s s p s s s p s s p s p$ **start:** $A: R2/L1; B: R2/L1; C: R2/L1$
préchac: $A3p33p33B3p3333p3C333p33p$ **remark:** Everybody does Countdown (1.3.1).

$A: p_B - p_C - - p_C - - - p_B - - p_B - p_C \rightarrow A$
 $B: p_A - - - p_C - - p_C - p_A p_C - p_A - - \rightarrow B$
 $C: - - p_A - p_B p_A - p_B - - p_B - - - p_A \rightarrow C$

Why Not Triangle

sequence: $p s p s^2 z$ **remark:** A six-handed version of three times Why not (1.3.2).
start: $A: R2/L1; B: L2 + \frac{1}{3}/R1; C: R2 + \frac{2}{3}/L1$



11. 6 jugglers

11.1. 18 clubs

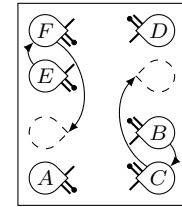
11.1.1. Various

Magermix

remark: Two meta-jugglers are passing six passers in a 2-count.

remark: A, B, C and D, E, F are each doing a Bruno's Nightmare (8.2.1). Every two Brunos on the passes marked with a plus the displayed exchange happens. The passes marked with an asterisk are the normal Bruno walk-acrosses.

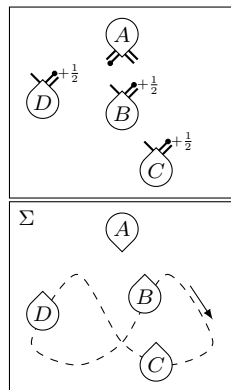
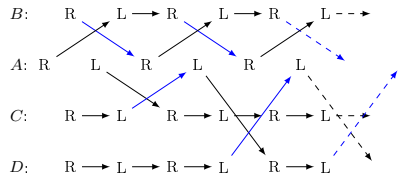
remark: After one cycle positions are mirrored.



$A: p_C - p_B - p_C - p_B - - - p_B^* - \rightarrow B$
 $B: - - p_A - - - p_A - p_F - p_A - \rightarrow C$
 $C: p_A - - - p_A^+ - - - p_E - - - \rightarrow D$
 $D: p_F - p_E - p_F - p_E - - - p_E^* - \rightarrow E$
 $E: - - p_D - - - p_D - p_C - p_D - \rightarrow F$
 $F: p_D - - - p_D^+ - - - p_B - - - \rightarrow A$

Gorilla weave (13 clubs)

sequence: $A: p_B p_C p_B p_D p_B p_D / B, C, D:$
 $p_A s p_A s p_A s s s s$
 remark: Variation of Gorilla weave (9.2.1) with an additional club. The passes are singles, straight for A and crossing for everybody else. The choreography does not change.



10. 5 jugglers

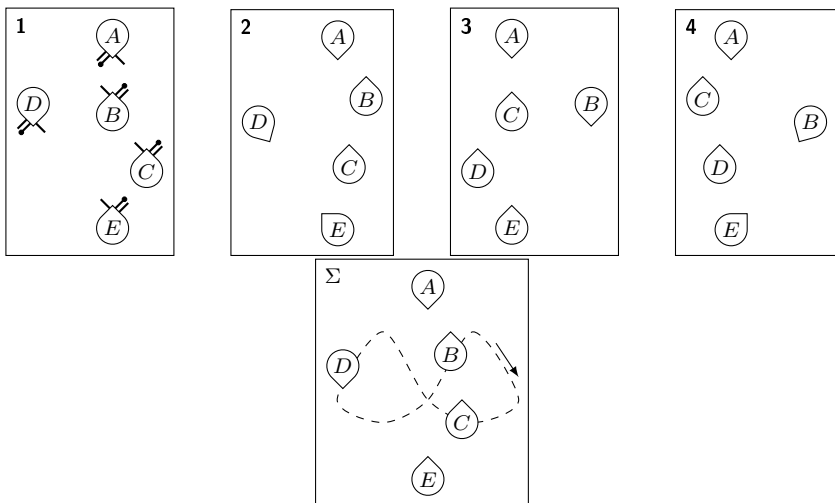
10.1. 15 clubs

10.1.1. Various

Double Weave
 sequence: $A, E: p_B s s s p_C s s s p_D s s s /$
 $B, C, D: p_A s s s s s p_E s s s s s$
 remark: Variation of Weave (9.2.1), instead of walking backwards the feedies pass to the new feeder walking forwards. The numbered

diagrams correspond to the passes of A and E.

- A: $p_B - - - p_C - - - \rightarrow A$
- B: $p_A - - - - - p_E \rightarrow C$
- C: $- - - - - p_A - - - \rightarrow D$
- D: $- - - p_E - - - - \rightarrow B$
- E: $- - - p_D - - - - - p_B \rightarrow E$

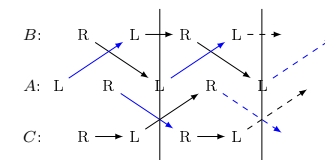


2.5. 10 clubs

2.5.1. Various feeds

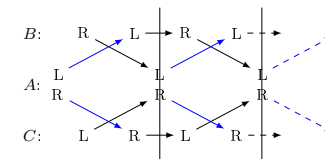
Gorilla

sequence: $A: p p / B, C: p s$
 start: $A: L2/R2; B: R2/L1; C: R2/L1$



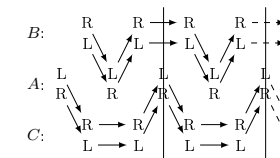
Gorilla synchronous

sequence: $A: p+p / B, C: p s$
 start: $A: R2/L2; B: R2/L1; C: L2/R1$



asynchronous heffs

sequence: $A: p+p / B, C: p+p s^2+s^2$
 start: $A: R2/L2; B: R2/L2; C: R1/L1$
 throws: passes are straight floaty singles and selves are heffs

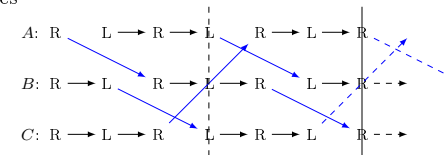


2.5.2. Various circular patterns

Circular 3-count

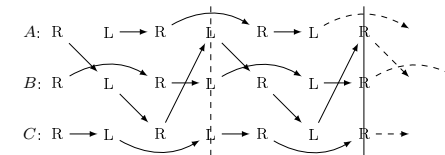
sequence: $p^2 s s$
 start: $A: R2/L2; B: R2/L1; C: R2/L1$
 throws: crossing singles

remark: This is 2-count (7 clubs) (1.4.1) distributed to three passers



French 3-count triangle

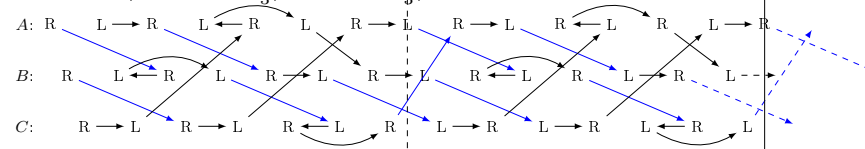
sequence: $p s s^2$
 start: $A: R2/L2; B: R2/L1; C: R2/L1$
 preparation: La Vache Qui Rit (2.3.1)



Jenzig

sequence: $A, C: p s p^2 s p^2 s^2 z; B: p^2 s p^2 s p^2 s^2 z$
 remark: Nearly a Why not (7 clubs) (1.4.3) triangle.

start: $A: R2/L2; B: R2+\frac{1}{3}/L1; C: R2+\frac{2}{3}/L1$



3. 4 jugglers

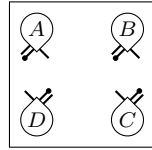
3.1. 12 clubs

3.1.1. Various

Box of Gloom

sequence: p p s

A: $p_D p_C - \rightarrow A$
 B: $p_C - p_D \rightarrow B$
 C: $p_B p_A - \rightarrow C$
 D: $p_A - p_B \rightarrow D$



A: $p_B p_C p_D \rightarrow A$
 B: $p_A - - \rightarrow B$
 C: $- p_A - \rightarrow C$
 D: $- - p_A \rightarrow D$

Typewriter

sequence: A: $p_B p_C p_D / B, C, D: p_A s s s$
 préchac: $A3p / B3pD3C3$

4. 5 jugglers

4.1. 10 clubs

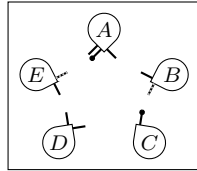
4.1.1. Various

Fünfer-Kleeblatt

A: $p_B p_C p_B z p_B^+ s \rightarrow A$
 B: $p_C^+ s p_C p_D p_C z \rightarrow B$
 C: $p_D z p_D^+ s p_D p_E \rightarrow C$
 D: $s p_E p_A p_E z p_E^+ \rightarrow D$
 E: $z p_A^+ s p_A p_B p_A \rightarrow E$

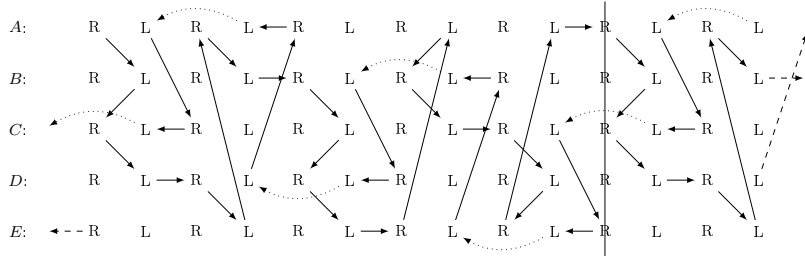
sequence: p p p z p s

remark: The clubs initially in the left hand of B and E are magic.



symbols: plus: directly put into the hand, so that the receiver grabs the handle, do not throw

start: The first zip by E is omitted.



9.3. 13 clubs

9.3.1. Various

Weave (13 clubs)

sequence: A: $p_B^2 s p_D^2 s p_C^2 s / B, C, D: p_A^2 s s s s s$

remark: Variation of Weave (9.2.1) with an additional club. The passes can be straight doubles or singles. The choreography does not change.

A: $p_B^2 - p_D^2 - p_C^2 - p_B^2 - \rightarrow A$
 B: $- p_A^2 - - - - p_A^2 \rightarrow C$
 C: $- - - - p_A^2 - - \rightarrow D$
 D: $- - - p_A^2 - - - \rightarrow B$

Dresser drawer weave (13 clubs)

sequence: A: $p_B^2 s p_C^2 s p_D^2 s / B, C, D: p_A^2 s s s s s$

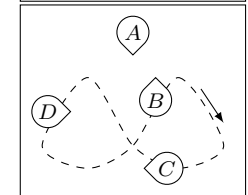
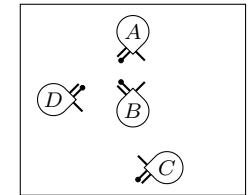
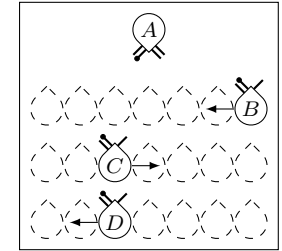
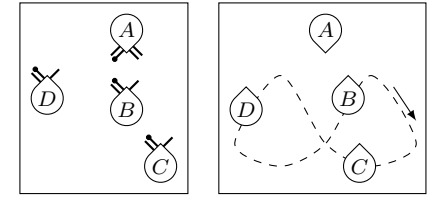
remark: Variation of Dresser drawer weave (9.2.1) with an additional club. The passes can be straight doubles or singles. The choreography does not change.

A: $p_B^2 - p_C^2 - p_D^2 - \rightarrow A$
 B: $- p_A^2 - - - \rightarrow B$
 C: $- - - p_A^2 - - \rightarrow C$
 D: $- - - - p_A^2 \rightarrow D$

It's a good one (13 clubs)

remark: Variation of It's a good one (count-down weave) (9.2.1) with an additional club. The passes with the feeder can be straight doubles or floaty singles. The choreography does not change.

A: $p_B^2 - p_B^2 - p_C^2 - p_C^2 - \rightarrow A$
 B: $- p_A^2 - p_A^2 - - p_D - \rightarrow C$
 C: $- - p_D - - - p_A^2 - p_A^2 \rightarrow D$
 D: $- - p_C - - - p_B - \rightarrow B$



Baby Mix

remark: Variation of Cyclone (9.2.1) with double the speed.

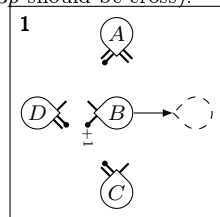
A: $p_D p_C p_B p_C p_B - p_D - \rightarrow C$
 B: $p_C - p_A - p_A p_D p_C p_D \rightarrow D$
 C: $p_B p_A p_D p_A p_D - p_B - \rightarrow A$
 D: $p_A - p_C - p_C p_B p_A p_B \rightarrow B$

Bamboozled Panto

remark: Variation of Panto (13.4.1) with two more clubs. The positions are permuted here for ease of use; the permutation is (bamboozled – original): $A - A; B - M; C - B; D - C$.

remark: The gaps (first beat of B and second beat of D) make the handedness work and could be replaced by hurried holds.

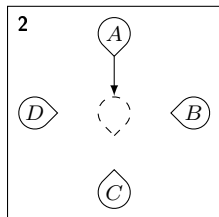
remark: Technically D 's first pass is to the wrong hand (actually going from D 's right to B 's left, where $3p$ should be cross).



remark: After one cycle positions are rotated by 90° .

symbols: asterisk: walk forward, plus: walk backward, L: left hand throw, R: right hand throw

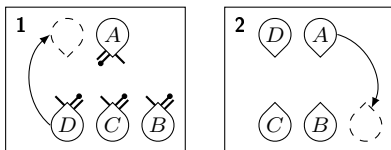
A: $p_C^2 - p_D^2 - p_C^2 h^* h^R \rightarrow B$
 B: $s^L p_D^0 h^+ h - p_D^2 \rightarrow C$
 C: $- p_A^2 - - - p_B^2 - \rightarrow D$
 D: $p_B^R s^L p_B^2 - - - \rightarrow A$



Typewriter of Doom

remark: A combination of Typewriter (3.1.1) and Box of Gloom (3.1.1).

symbols: asterisk: walk



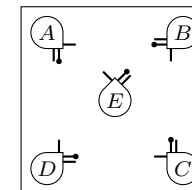
A: $p_B p_C p_D p_B p_C p_D p_B p_C - p_B p_C - p_B p_C^* - - \rightarrow B$
 B: $p_A - - p_A - - p_A - p_D p_A - p_D p_A - p_D - \rightarrow C$
 C: $- p_A - - p_A - - p_A - p_D p_A - p_D p_A - p_D \rightarrow D$
 D: $- - p_A - - p_A^* - - p_B p_C - p_B p_C - p_B p_C \rightarrow A$

4.2. 15 clubs

4.2.1. Various

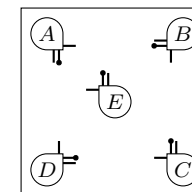
Torture Chamber

A: $p_D - p_E - p_B - p_E - \rightarrow A$
 B: $p_E - p_C - p_E - p_A - \rightarrow B$
 C: $- - p_B - - - p_B - \rightarrow C$
 D: $p_A - - - p_A - - - \rightarrow D$
 E: $p_B - p_A - p_D - p_C - \rightarrow E$



Enhanced Interrogation

A: $p_E p_B - p_B p_D - \rightarrow A$
 B: $p_C p_E - p_A p_E - \rightarrow B$
 C: $p_B - - p_B - - \rightarrow C$
 D: $- p_A - - p_A - \rightarrow D$
 E: $p_A p_D - p_C p_B - \rightarrow E$



5. 6 jugglers

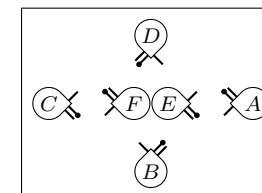
5.1. 18 clubs

5.1.1. Various

It's possible

remark: B and D should move a little to make the lives of E and F easier.

A: $- - p_E - - - p_E - \rightarrow A$
 B: $p_F - - - p_E - - - \rightarrow B$
 C: $- - p_F - - - p_F - \rightarrow C$
 D: $p_E - - - p_F - - - \rightarrow D$
 E: $p_D - p_A - p_B - p_A - \rightarrow E$
 F: $p_B - p_C - p_D - p_C - \rightarrow F$



6. n jugglers

6.1. 3n clubs

6.1.1. Feasts

For brevity feasts are presented with three jugglers (where sensible).

Feast (2-count)

sequence: $p s p s s s$
préchac: $A3p3B3p3C33$
start: A: R2/L1; B: R2/L1; C: R2/L1

A: $p_B - p_C - - - \rightarrow A$
 B: $p_A - - - p_C - \rightarrow B$
 C: $- - p_A - p_B - \rightarrow C$

Feast (3-count)

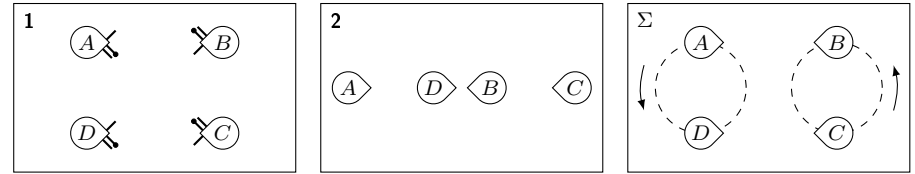
sequence: $p s s p s s s s s$
préchac: $A3p33B3p33C333$
start: A: R2/L1; B: R2/L1; C: R2/L1

A: $p_B - - p_C - - - - \rightarrow A$
 B: $p_A - - - - p_C - - - \rightarrow B$
 C: $- - - p_A - - p_B - - - \rightarrow C$

Karamazov shuffle

remark: The numbered diagrams correspond to the passes.

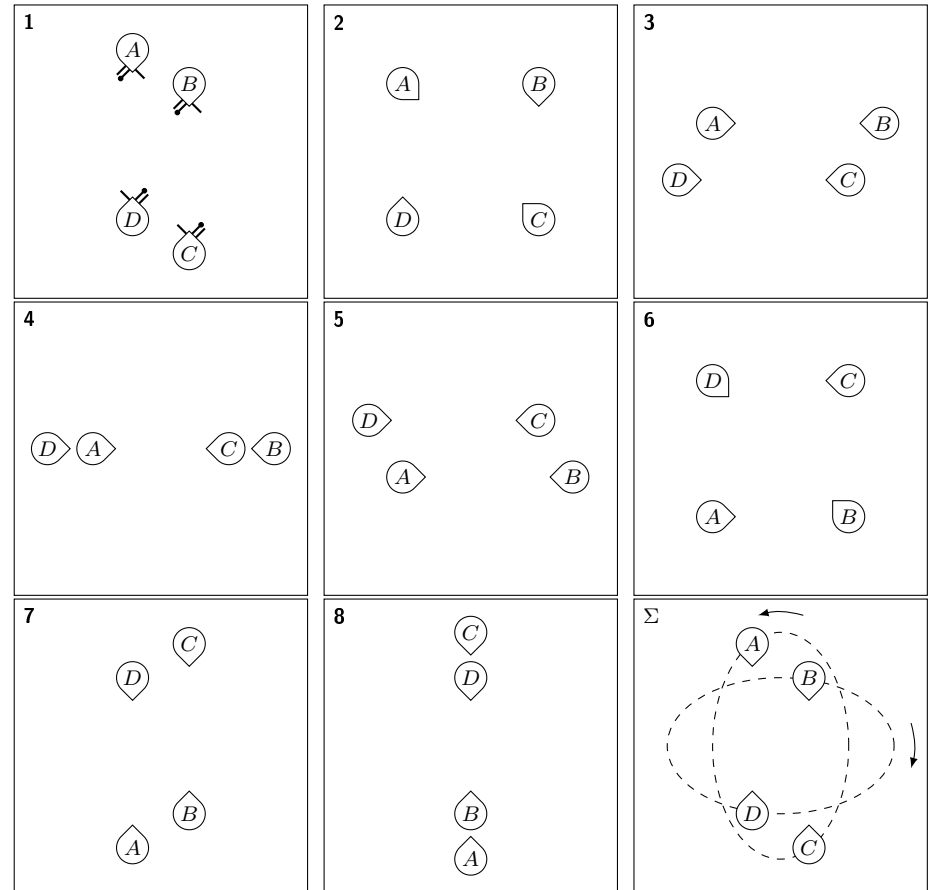
A: $p_B - - - \rightarrow D$
 B: $p_A - p_D \rightarrow C$
 C: $p_D - - - \rightarrow B$
 D: $p_C - p_B \rightarrow A$



Cyclone

remark: The numbered diagrams correspond to the passes.

A: $p_D - p_C - p_B - p_C - p_B - - - p_D - - - \rightarrow C$
 B: $p_C - - - p_A - - - p_A - p_D - p_C - p_D \rightarrow D$
 C: $p_B - p_A - p_D - p_A - p_D - - - p_B - - - \rightarrow A$
 D: $p_A - - - p_C - - - p_C - p_B - p_A - p_B \rightarrow B$

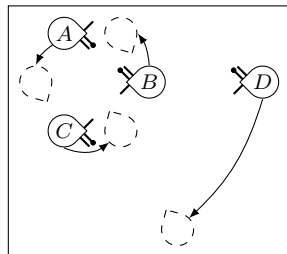


Rotating λ

sequence: p s s s

remark: after each pass the formation rotates by 60°

A: $p_B \text{ ---} \rightarrow C$
 B: $p_C \text{ ---} \rightarrow B$
 C: $p_D \text{ ---} \rightarrow A$
 D: $p_A \text{ ---} \rightarrow D$

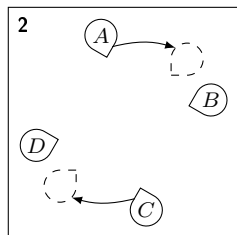
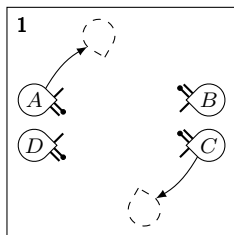


Seattle shuffle

sequence: A, C: p s s s / B, D: p s p s s s p

symbols: asterisk: walk

A: $p_B^* \text{ - - - } p_C^* \text{ - - -} \rightarrow B$
 B: $p_A \text{ - } p_D \text{ - - - } p_D \text{ -} \rightarrow C$
 C: $p_C^* \text{ - - - } p_A^* \text{ - - -} \rightarrow D$
 D: $p_D \text{ - } p_B \text{ - - - } p_B \text{ -} \rightarrow A$

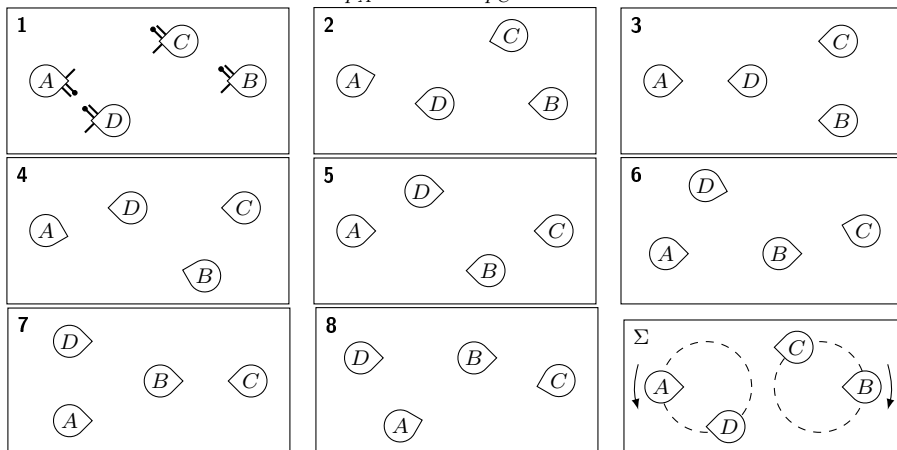


Double dresser drawer weave

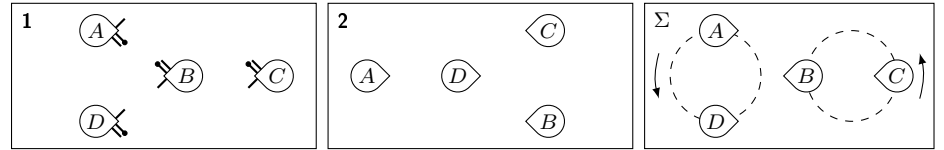
remark: Variation of Dresser drawer weave o'clock.

(9.2.1) where the feeder changes. Feeders do not move, feedies pass at 6, 12 and 3 or 9 to the passes. **remark:** The numbered diagrams correspond to the passes.

A: $p_B \text{ - } p_C \text{ - } p_D \text{ - } p_B \text{ - } p_C \text{ - - - - } p_C \text{ -} \rightarrow D$
 B: $p_A \text{ - - - - } p_A \text{ - - - - } p_C \text{ - - -} \rightarrow C$
 C: $- \text{ - } p_A \text{ - - - - } p_A \text{ - } p_D \text{ - } p_B \text{ - } p_A \text{ -} \rightarrow B$
 D: $- \text{ - - } p_A \text{ - - - - } p_C \text{ - - - -} \rightarrow A$



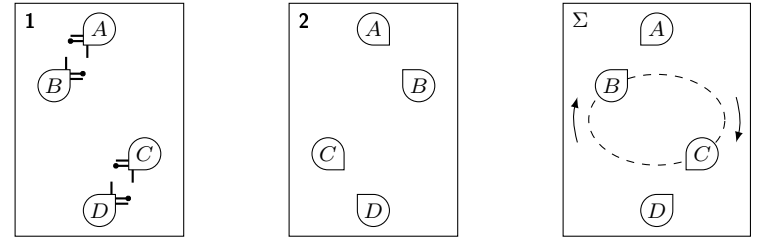
Part II. Walking Patterns



Benzene ring

remark: The numbered diagrams correspond to the passes.

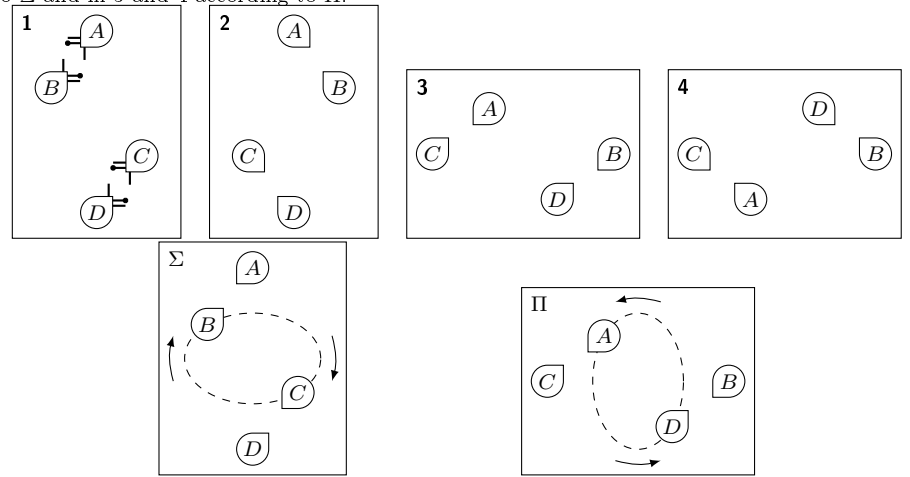
A: $p_B \dashrightarrow p_B \dashrightarrow A$
 B: $p_A \dashrightarrow p_A \dashrightarrow C$
 C: $p_D \dashrightarrow p_D \dashrightarrow B$
 D: $p_C \dashrightarrow p_C \dashrightarrow D$



Dosado

remark: A variation of Benzene ring (9.2.1).
remark: The numbered diagrams correspond to the passes. Movement in 1 and 2 according to Σ and in 3 and 4 according to Π.

A: $p_B \dashrightarrow p_B \dashrightarrow p_C \dashrightarrow p_C \dashrightarrow D$
 B: $p_A \dashrightarrow p_A \dashrightarrow p_D \dashrightarrow p_D \dashrightarrow C$
 C: $p_D \dashrightarrow p_D \dashrightarrow p_A \dashrightarrow p_A \dashrightarrow B$
 D: $p_C \dashrightarrow p_C \dashrightarrow p_B \dashrightarrow p_B \dashrightarrow A$



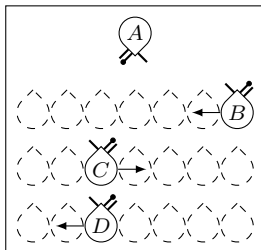
Dresser drawer weave

sequence: $A: p_B s p_C s p_D s / B, C, D: p_A s s s s s$

remark: The feeder does a sweep feed (left, middle, right, middle, ...); the feedies pass in the center and on the outermost positions.

symbols: asterisk: walk one position continuing in the same direction, except on the outermost positions where direction is reversed.

$A: p_B - p_C - p_D - \rightarrow A$
 $B: p_A^* - s^* - s^* - \rightarrow B$
 $C: s^* - p_A^* - s^* - \rightarrow C$
 $D: s^* - s^* - p_A^* - \rightarrow D$

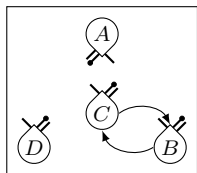


Havana Feed

sequence: $A: p_B s p_C s p_D s / B, C, D: p_A s s s s s$

remark: After one cycle positions are rotated by 120°.

symbols: asterisk: walk; plus: turn 120° counter-clockwise



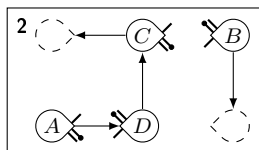
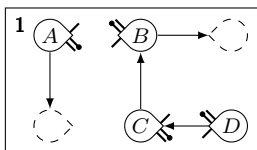
$A: p_B - p_C - p_D - p_B - p_C - \rightarrow B$
 $B: p_A^* - - - - p_A - - - s^+ \rightarrow C$
 $C: - - p_A^* - - - - p_A - \rightarrow D$
 $D: - - - - p_A - - - - \rightarrow A$

Pistons

remark: The numbered diagrams correspond to the passes.

remark: A, C walk counter-clockwise and B, D walk clockwise around their respective squares

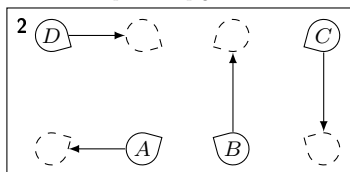
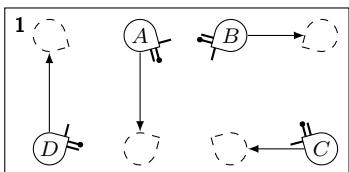
$A: p_B - - - p_D - - - \rightarrow C$
 $B: p_A - - - p_C - - - \rightarrow D$
 $C: p_D - - - p_B - - - \rightarrow A$
 $D: p_C - - - p_A - - - \rightarrow B$



Flying trapeze

remark: The numbered diagrams correspond to the passes.

$A: p_C - - - p_B - - - \rightarrow D$
 $B: p_D - - - p_A - - - \rightarrow C$
 $C: p_A - - - p_D - - - \rightarrow B$
 $D: p_B - - - p_C - - - \rightarrow A$



Rotating Y

sequence: $p s$

symbols: asterisk: each passer moves one position (a quarter circle)

$A: p_B - p_B^* - p_B - p_B^* - \rightarrow D$
 $B: p_D - p_D^* - p_D - p_D^* - \rightarrow C$
 $C: p_A - p_A^* - p_A - p_A^* - \rightarrow B$
 $D: p_C - p_C^* - p_C - p_C^* - \rightarrow A$

7. 2 jugglers

7.1. 3 clubs

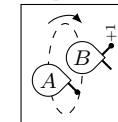
7.1.1. Various

Waltz

remark: This pattern is a cascade split over two jugglers. The intention is, that the clubs behave as if only one juggler juggles them.

remark: The first throw of A is performed in front of B; to facilitate this B raises his right arm a little bit.

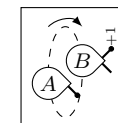
$A: - - - \rightarrow B$
 $B: - p_A - \rightarrow A$



Fast Waltz

remark: A variation of Waltz (7.1.1).

$A: - \rightarrow B$
 $B: p_A \rightarrow A$



7.2. 4 clubs

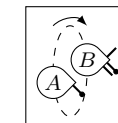
7.2.1. Various

Waltz plus one

remark: A variation of Waltz (7.1.1).

remark: The first throw of A is parallel and shift the left to the throw of B. It is rather tricky.

$A: - - - \rightarrow B$
 $B: - - p_A - p_A \rightarrow A$



8. 3 jugglers

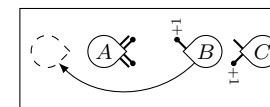
8.1. 6 clubs

8.1.1. Various

Mutiny

remark: A dynamic version of Drunken sailor (2.2.2).

remark: B omits a pass and walks with two clubs in her hands. A has to continue throwing all the clubs he has.



8.2. 9 clubs

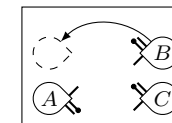
8.2.1. Various

Walking feed

sequence: $A: p_B s p_C s / B, C: p_A s s s s$

préchac: $A3p3 / B3p3C33$

$A: p_B - p_C - p_B - \rightarrow B$
 $B: p_A - - - p_A - \rightarrow C$
 $C: - - p_A - - - \rightarrow A$



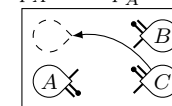
Bruno's Nightmare

remark: A meta-juggler is juggling three passers in a cascade.

remark: After one cycle positions are mirrored.

symbols: asterisk: C walks on this pass

$A: p_C - p_B - p_C - \rightarrow C$
 $B: - - p_A - - - \rightarrow A$
 $C: p_A - - - p_A^* - \rightarrow B$

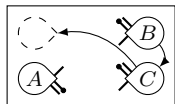


Ambidextrous Bruno

remark: 3-count variation of Bruno's Nightmare (8.2.1).

symbols: asterisk: C walks

A: $p_C - - p_B - - p_C - - \rightarrow C$
 B: $- - - p_A - - - \rightarrow A$
 C: $p_A - - - - - p_A^* - - \rightarrow B$

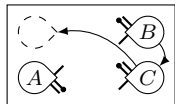


pps-Bruno

remark: pass-pass-self variation of Bruno's Nightmare (8.2.1).

symbols: asterisk: C walks

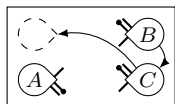
A: $p_C p_B - p_C p_B \rightarrow C$
 B: $- p_A - - p_A \rightarrow A$
 C: $p_A - s^* p_A - \rightarrow B$



1-count Bruno

remark: 1-count variation of Bruno's Nightmare (8.2.1).

A: $p_C p_B p_C \rightarrow C$
 B: $- p_A - \rightarrow A$
 C: $p_A - p_A \rightarrow B$



Wanderwaschbär

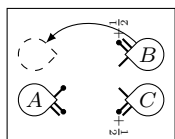
sequence: A: $p_B + p_C p_B p_B + p_C p_C p_C s /$ hands.

B: $p_A s p_A s p_A s s s s /$ C: $p_A s s s p_A s p_A$

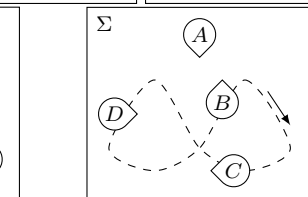
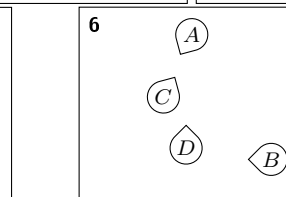
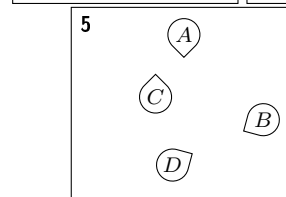
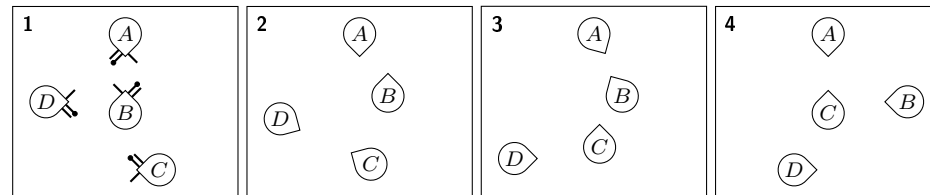
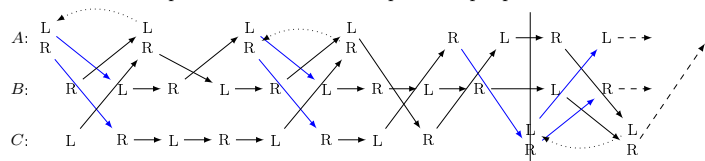
p_A

symbols: asterisk: B starts walking, plus: cross pass

throws: All feeder passes go to the inside



A: $p_B + p_C p_B p_B + p_C p_C p_C s \rightarrow B$
 B: $p_A s p_A s p_A s s s s \rightarrow C$
 C: $p_A s p_A s p_A s p_A p_A \rightarrow A$



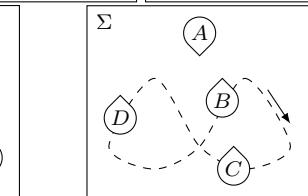
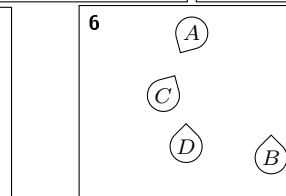
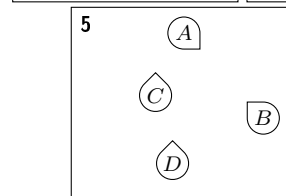
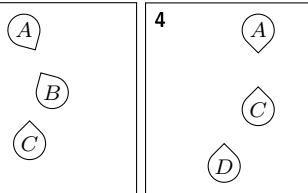
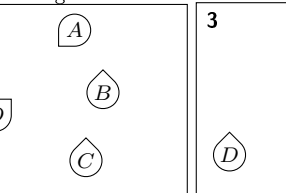
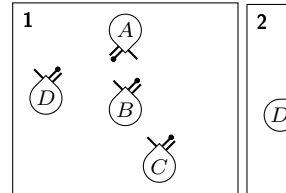
Gorilla weave

sequence: A: $p_B p_C p_B p_D p_B p_D /$ B, C, D: spond to the passes.

$p_A s p_A s p_A s s s s$

remark: Variation of Weave (9.2.1). A passes with each hand three times consecutively to each feedie. The numbered diagrams corre-

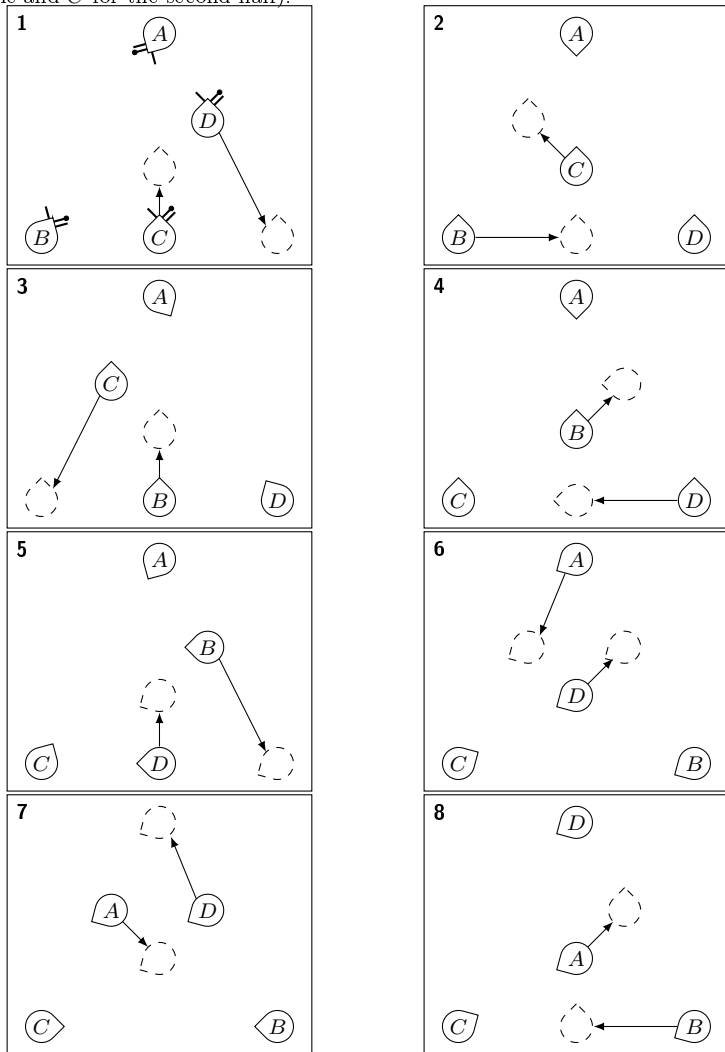
A: $p_B p_D p_B p_C p_B p_C \rightarrow A$
 B: $p_A - p_A - p_A - \rightarrow C$
 C: $- p_A - - - - \rightarrow D$
 D: $- - - p_A - p_A \rightarrow B$



Interlocking weaves

remark: Variation of Weave (9.2.1) and Reverse weave (9.2.1) combined by a feeder change. The numbered diagrams correspond to the passes of the feeder (A for the first half of the cycle and C for the second half).

A: $p_B - p_C - p_D - p_B - p_C - \dots - p_C \rightarrow D$
 B: $p_A - \dots - p_A - \dots - \dots \rightarrow C$
 C: $\dots - p_A - \dots - p_A - p_D - p_B - p_A \rightarrow B$
 D: $\dots - p_A - \dots - p_A - \dots - \dots \rightarrow A$



It's a good one (countdown weave)

remark: Variation of Weave (9.2.1). A does a sweep feed (left, middle, right, middle, ...); the feedies do a countdown from 4-count to 2-count. The numbered diagrams correspond

to the passes.

A: $p_B - p_B - p_C - p_C \rightarrow A$
 B: $p_A - p_A - \dots - p_D - \dots \rightarrow C$
 C: $\dots - p_D - \dots - p_A - p_A \rightarrow D$
 D: $\dots - p_C - \dots - p_B - \dots \rightarrow B$

8.3. 10 clubs

8.3.1. Various

Walking line feed

sequence: A: $p_C^3 s p_B s / B: p_A s s s / C:$

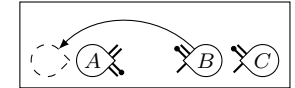
$p_A^3 s s s$

préchac: $A^5 p_3 p_3 p_3 / B^3 p_3 p_3 / C^5 p_3 p_3$

remark: After one cycle positions are mirrored.

remark: Everything becomes way less stressful if B starts walking early and the last pass from A to B is short and aimed at B's path.

symbols: asterisk: B starts walking
 A: $p_C^3 - p_B - p_C^3 - p_B - p_C^3 \rightarrow B$
 B: $\dots - p_A - \dots - s^* p_A - \dots \rightarrow C$
 C: $\dots - p_A^3 - \dots - p_A^3 - \dots \rightarrow A$



10 club runaround

sequence: A: $p_B^2 s p_C^2 s / B, C: p_A^2 s s s$

remark: After one cycle positions are rotated by 180°.

symbols: asterisk: double crossing self from the left hand, there follows a gap (basically a hold) and then pass from the right hand

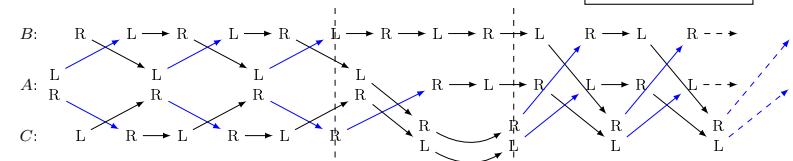
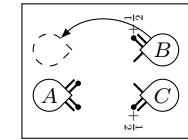
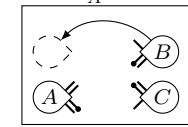
start: B can start one beat later with a pass from the right hand; C typically starts one beat later with a normal self from the right hand

Inselhopping

remark: Feeder change in Gorilla synchronous (2.5.1), recommended approach is that C counts down and then throws a double

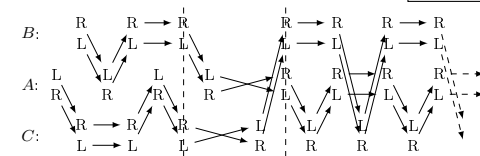
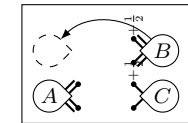
(instead of the double self)

A: $p_B^2 - p_C^2 - p_B^2 - p_C^2 \rightarrow B$
 B: $\dots - p_A^2 - \dots - p_A^2 - \dots \rightarrow C$
 C: $\dots - s^{2*} p_A^2 - \dots - \dots \rightarrow A$



feeder change in asynchronous heffs

remark: See asynchronous heffs (2.5.1), recommended approach is that C counts down



10-club Bruno

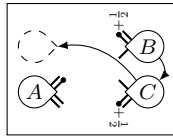
remark: Variation of Bruno's Nightmare (8.2.1).

throws: A throws straight to B and crossing to C, B crossing and C straight; all passes are doubles.

symbols: asterisk: C starts walking (due to the double passes C does not need to wait like in basic Bruno); plus: these six selfs take a total of six and a half beats (as indicated by the additional gap during the switch from C to B)

remark: After one segment, positions are mirrored including hands (right/left).

remark: Passing straight/crossing stays constant for each pair of persons. You always pass straight during the walking part



A: p_C^2 - - - p_B^2 - - - p_C^2 - - - p_B^2 - - - $\rightarrow C$
 B: - - - p_A^2 - - - $\rightarrow A$
 C: - p_A^{2*} - - - p_A^2 - s^+ $\rightarrow B$

9. 4 jugglers

9.1. 11 clubs

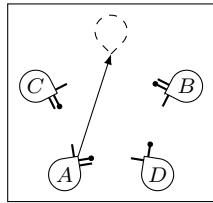
9.1.1. Various

Shooting star

remark: After one cycle positions are rotated by 144°.

symbol: asterisk: walk

A: $p_B^* h h h \rightarrow D$
 B: $p_C \text{ ---} \rightarrow C$
 C: $p_D \text{ ---} \rightarrow B$
 D: $h \text{ ---} \rightarrow A$



9.2. 12 clubs

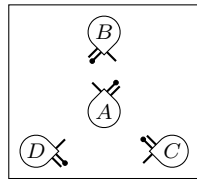
9.2.1. Various

Rotator

remark: After one cycle positions are rotated by 120°.

symbols: asterisk: turn clockwise 120°

A: $p_B^* \text{ ---} \rightarrow A$
 B: $p_A \text{ ---} \rightarrow D$
 C: $p_D \text{ ---} \rightarrow B$
 D: $p_C \text{ ---} \rightarrow C$

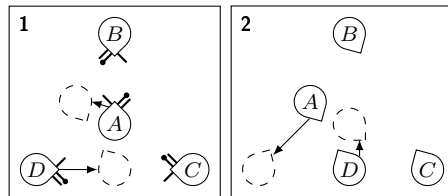


Three leaf clover

remark: After one cycle positions are rotated by 120°.

symbols: asterisk: walk

A: $p_B^* \text{ ---} p_D^* \text{ ---} \rightarrow C$
 B: $p_A \text{ ---} p_C \text{ ---} \rightarrow D$
 C: $p_D \text{ ---} p_B \text{ ---} \rightarrow B$
 D: $p_C^* \text{ ---} p_A^* \text{ ---} \rightarrow A$

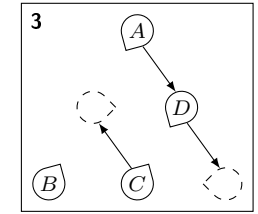
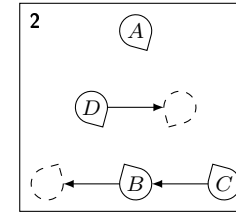
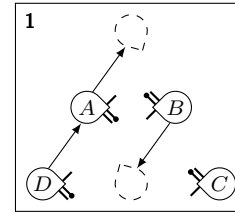


Sticky triangle

symbols: asterisk: walk

remark: Corners pass to corners; midpoints pass to midpoints. You move away from a corner after throwing two passes from there.

A: $p_B^* \text{ ---} p_C \text{ ---} p_B^* \text{ ---} \rightarrow B$
 B: $p_A^* \text{ ---} p_D^* \text{ ---} p_A^* \text{ ---} \rightarrow D$
 C: $p_D \text{ ---} p_A^* \text{ ---} p_D^* \text{ ---} \rightarrow A$
 D: $p_C^* \text{ ---} p_B^* \text{ ---} p_C^* \text{ ---} \rightarrow C$



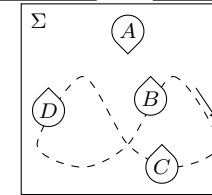
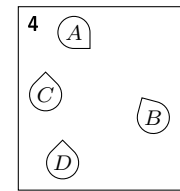
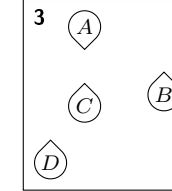
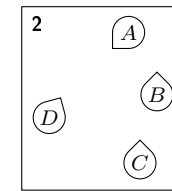
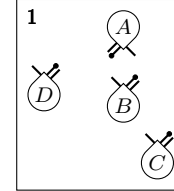
Weave

sequence: A: $p_B s p_D s p_C s / B, C, D: p_A$ backwards.

s s s s s

remark: The numbered diagrams correspond to the passes of A. The feedies pass while walking through the middle and while walking

A: $p_B - p_D - p_C - p_B \rightarrow A$
 B: $p_A \text{ ---} \text{ ---} - p_A \rightarrow C$
 C: $\text{ ---} \text{ ---} - p_A \text{ ---} \rightarrow D$
 D: $\text{ ---} - p_A \text{ ---} \text{ ---} \rightarrow B$



Reverse weave

sequence: A: $p_B s p_C s p_D s / B, C, D: p_A$ diagrams correspond to the passes of A.

s s s s s

remark: A variation of Weave (9.2.1). The feedies pass while walking through the middle and while walking forwards. The numbered

A: $p_B - p_C - p_D - p_B \rightarrow A$
 B: $p_A \text{ ---} \text{ ---} - p_A \rightarrow D$
 C: $\text{ ---} - p_A \text{ ---} \text{ ---} \rightarrow B$
 D: $\text{ ---} \text{ ---} - p_A \text{ ---} \rightarrow C$

