

AIRRAID JUGGLING CLUB PASSING FLASH CARDS

By Tom Hamill

Legend and codes:

Use siteswap notation: Self single = 3, Self double = 4, Self triple = 5

Note: Odd numbers in site swap automatically assume club changes hands:

3 = right hand throw, left hand catch, **5** = left hand throw, right hand catch.

Note: Even numbers in site swap automatically assume the club returns to the throwing hand:

4 = right hand double straight up - caught in the same right hand

Passes denoted by a "p" following the site swap number: **3p** = right hand single, **5p** = left hand triple

An "x" indicates that the pass is crossing or an even numbered self goes to the opposite hand:

4x = right hand double self to the left hand, **3xp** = left hand crossing single to partner's left hand

Shuffle has a site swap value = 1, but will be denoted here with either \rightarrow or \leftarrow . The direction of the arrow is from the viewpoint of the person doing the shuffle. So \leftarrow is a right hand to left hand shuffle. A hold has a site swap value of 2, but will be denoted below as "Hold" to help highlight them.



Left Hand



Right Hand

Print 2 sided on 8.5" x 11" paper and cut. Each card is 4 1/4" x 2 3/4".

Why Not

Not Why
Helper
5-Club exercise

Not Why

Carat^

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v3

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Not Why - exercise

Designed to help with the 4, 3p, ← sequence.
When running well, replace Hold, Hold with 3,
1

J1: Hold 4 3p → Hold Hold 4
3p ← Hold...

J2: 4 3xp ← Hold Hold 4 3xp
→ Hold Hold...

Carat^

Unbalanced 6-Club Pattern. Juggler 1 doing
Pass, Pass, Self - 4xp, 4xp, 3; Juggler 2 doing
Pass, Shuffle, Pass - 3p, 1, 3p (or 3p, ←, 3p).
Both jugglers start with 3 clubs and quick-
start together.

J1: 4xp 4xp 3 4xp 4xp 3...

J2: 3p 3p ← 3p 3p →...

Why Not

6-Club pattern - Both Jugglers start with 3
clubs each, 2 in right hand, 1 in left.
The site swap is technically 3.5p, 3, 3.5p, 4,
1. J1 throws a little earlier than J2.

J1: 3p 4 ← 3p 3 3p 4 → 3p 3...

J2: 3xp 3 3xp 4 ← 3xp 3 3xp 4 →...

Not Why

6-Club pattern - Both Juggler start with 3
clubs each, 2 in right hand, 1 in left.
Site swap is technically 4, 3.5p, 1, 3.5p, 3. J2
starts about ½ beat earlier than J1.

J1: 3p 4 3p → 3 3p 4 3p
← 3...

J2: 4 3xp ← 3 3xp 4 3xp →
3 3xp...

Fake 3-Count
(Precursor pattern to Nizer's Nightmare)

Carat 2

**Nizer's
Nightmare**

Carat 3

Slick 7

Tall Carat

Palm Tree

**7 Club
Tall Carat**

Carat 2

Using the 4, 3p substitute from the Fake 3-Count pattern for the second 4xp in Carat, the following site swap should work: J2 is doing the same sequence as in regular Carat.

J1: 4xp 4 3p 4xp 4 3p...

J2: 3p 3p ← 3p 3p →...

Carat 3

In this pattern, the self passes in regular Carat are swapped between J1 and J2. This turns the pattern from an unbalanced pattern to a balanced pattern.

J1: 4xp 4xp ← 4xp 4xp → ...

J2: 3p 3p 3 3p 3p 3...

Tall Carat

Unbalanced 6-Club Carat pattern where J2 still does single pass, shuffle, single pass, but J1 now does triple pass, shuffle, triple pass (5p, 1, 5p). J1 starts with 2 clubs in the left hand.

J1: 5p 5p → 5p 5p ←...

J2: 3p 3p ← 3p 3p →...

7 Club Tall Carat

Unbalanced pattern with J1 doing Tall Carat 5p, 5p, 1 and J2 does 5p, 3, 5p. J2 should start with 4 clubs.

J1: 5p → 5p 5p ← 5p...

J2: 5p 3 5p 5p 3 5p...

(Might have to make some adjustments to get the pattern started)

Fake 3-Count

6-Club pattern - foundational basis is 6-club, 4-count passing in which a single club is passed back and forth as a right handed double. Fake 3-count takes this pattern and substitutes a 4, 3p sequence for the right handed double. So from regular 4-count:

J1: (3p 3 3 3 3p 3 3 3) 3p Hold
3 3 4 3p 3 3...

J2: (3p 3 3 3 3p 3 3 3) 4 3p
3 3 3p Hold 3 3...

Nizer's Nightmare

6-Club pattern - sped up version of Fake 3-Count except in 2-Count. Can be thought of as a Fake PPS. So from regular 2-Count:

J1: (3p 3 3p 3) 3p Hold 4 3p...

J2: (3p 3 3p 3) 4 3p 3p Hold...

Slick 7

Unbalanced 7-club pattern in 3-Count. J2 starts with 4 clubs and the first throw is from the left hand.

J1: 4 4 3p 4 4 3p...

J2: 4xp 3 3 4xp 3 3...

Palm Tree

Unbalanced 7-Club Pattern. J1 is doing 4, 4xp, 3, 4, 4; J2 is doing straight 5 count, except all passes are crossing doubles. J2 starts with a slow start.

J1: 4 4xp 3 4 4 4 4xp 3 4 4

J2: 3 3 4xp 3 3 3 3 4xp 3 3

Once started; J1 only needs to pay attention to the incoming pass, then send it back. J2 should juggle just a little faster than a normal pace.

French
3-Count

Jim's Jam

Frost
Frenzy

Jim's Jelly

Equally
Slick

Most Fitting

Catchy
Name

7-Club, 4 v 3
Fast Slow

Jim's Jam

6-Club pattern in which the right hand feeds all the hands in the pattern, then the left hand feeds all the hands. Special notation - 3x = self single to the same hand that threw it, also known as a Hop.

J1: 3x 3p 3 3xp 3 3x 3p 3 3xp 3

J2: 3x 3p 3 3xp 3 3x 3p 3 3xp 3

Jim's Jelly (Shorter version of Jim's Jam)

6-Club pattern - removes the regular pass from Jim's Jam which end up forcing 3 right hand throws followed by 3 left hand throws. Throw sequence: Hop, Cross, Self (Hurry)

J1: 3x 3xp 3 3x 3xp 3

J2: 3x 3xp 3 3x 3xp 3

Most Fitting

6-Club, unbalanced 5-count pattern. J1 is passing straight triples while J2 is passing diagonal doubles.

J1: 4 5p ← 3 3 4 5p → 3 3

J2: 3 4xp 3 → 3 3 4xp 3 ← 3

7-Club, 4 v 3 Fast Slow

7-Club pattern where J1 is passing in 4-count triples (feeding both hands of J2), and J2 is passing in 3-count doubles (all passes to J1's left hand). J1 starts with 4 clubs.

J1: 5p 3 3 3 5xp 3 3 3

J2: 4p 3 3 4xp 3 3

French 3-Count

7-Club, 5-Count passing pattern. Throw sequence is 4, 4, 3p, 3, 3. J2 starts with 4 clubs, and will get the pattern started with a 3p to J1. This 3p is not part of the throw sequence - it's just to get the pattern started.

J1: 4 4 3p 3 3 4 4 3p 3 3...

J2: (3p) 3 4 4 3xp 3 3 4 4
3xp 3...

Frost's Frenzy

7-Club pattern similar to 6-Club Carat. J1 does pass, pass, self - J2 does pass, hold, pass.

To start: J2 does Pass, Self, Pass, Pass, Hold. The first 2 throws are there to get the pattern started.

J1: 4p 3 4p 4p 3 4p 4p

J2: 4p 3 4p 4p Hold 4p 4p Hold

Equally Slick (Mini-Palm Tree)

6-Club, 5-count pattern. J1 is doing straight 5 count expect all throws are diagonal doubles. J2 is doing a variant of Palm Tree.

J1: 3 3 4xp 3 3 3 3 4xp 3 3

J2: 4 4xp ← 4 ← 4 4xp → 4 →

Catchy Name

6-Club, unbalanced 5-count pattern. J1 is doing straight 5 count expect all throws are diagonal doubles. J2 is doing diagonal doubles with selfs and shuffles.

J1: 3 3 4xp 3 3 3 3 4xp 3 3

J2: 3 4xp 3 → 3 3 4xp 3 ← 3

7-Club, 2 v 3 Fast Slow

7-Club pattern where J1 is passing in 2-count floaty doubles (feeding both hands of J2), and J2 is passing in 3-count doubles (all passes to J1's left hand). J2 starts with 4 clubs.

J1: 4xp 3 4p 3 Note: First Pass is crossing

J2: 4p 3 3 4xp 3 3

7-Club, 2 v 3
Fast Slow

**DON'T
PANIC**

S a l v a t i o n L i e s W i t h i n

<http://juggler.bz>