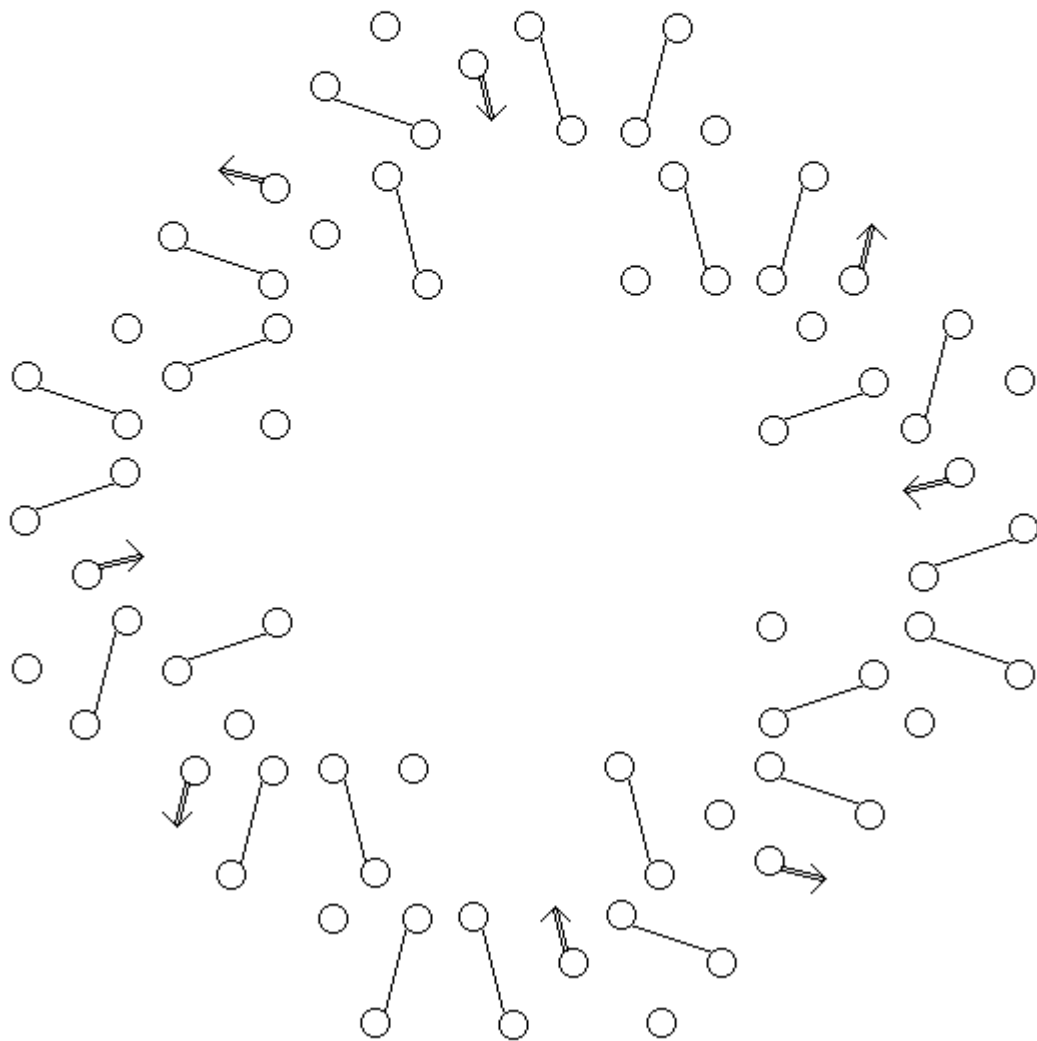


How to steal from your friends

club stealing patterns for 3 to 6 people



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This guide attempts to explain takeout patterns for three to six people. It contains the classic patterns: roundabout, scrambled v, chopabout, Dolby s'round, three count roundabout and shooting star with roundabout. These classic patterns inspired the rest of the patterns in this guide, including the five person scrambled v variations and ambidextrous takeout patterns.

Terminology

Manipulator: Person performing takeout moves on someone else's juggling/passing pattern.

Stealing: Removing a club from someone else's pattern i.e. catching the club before they do!

Replacing/placing: Putting a club into someone else's pattern.

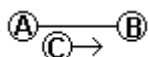
Zip/hand across: Passing a club from one hand to the other by bringing your hands together.

Pelf: This is a cross between a pass and a self. When you know that someone's going to steal a club you throw it without spin to make it easier to catch. If it's a self that's stolen, throw it so that the club remains vertical with the handle pointing downwards. If it's a pass that's stolen, throw it as a flat i.e. the club remains horizontal.

Modules

All these modules are described in their right handed versions. In ambidextrous patterns they are also performed left handed.

Substituting a pass:



Clare stands between Anne and Ben holding a club by the body in her right hand. Anne and Ben are passing and Anne is to Clare's right and Ben is to Clare's left. On a right hand pass Clare reaches to her right with her left hand and steals Anne's pass. On the next beat Clare turns to her left and places her right hand club into Ben's left hand. This is usually done from below. On the next beat Clare does a zip, so that she ends up as she started, holding a club in her right hand.

There are two ways for Clare to steal Anne's pass:

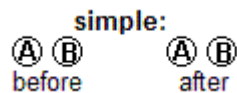
- If she does an early steal, she grabs the club by the body just as Anne is about to release it. So there is a moment when they are both holding the club. Also Anne should do a pelf to help Clare catch the club.
- If Clare does a late steal, she waits for the club to do a quarter turn and catches it by the handle.

There are several ways for Clare to do her zip:

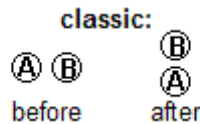
- If she's holding the club by the body and her next move is to place it into someone's pattern, then she grabs the club by the body with her other hand.
- If she's holding the club by the body and her next move with that club is a self or a pass, then she turns the club around as she zips it and grabs it by the handle with her other hand.
- If she's holding the club by the handle and her next move is to place it into someone's pattern, then she turns the club around as she zips it and grabs it by the body.
- If she's holding the club by the handle and her next move with that club is a self or a pass, then she grabs the club by the handle with the other hand.

Substituting a self:

There are two versions of this move, the simple and the classic versions.



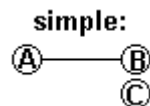
Ben stands facing Anne holding a club by the body in his right hand. Anne is juggling a cascade. Ben steals a right hand self with his left hand. On the next beat Ben places his right hand club into Anne's left hand from above and then does a zip. Ben ends up holding one club in his right hand.



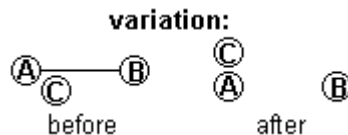
Ben stands facing Anne holding a club by the body in his right hand. Anne is juggling a cascade. Ben steals a right hand self with his left hand, turns clockwise and moves forward so that he ends up standing on Anne's left. On the next beat Ben places his right hand club into Anne's left hand from the side and then does a zip. Ben ends up holding one club in his right hand.

Intercepting a pass:

There are two variations of this move.

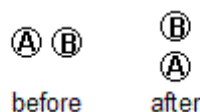


Clare stands on Ben's left holding a club by the handle in her right hand. Anne and Ben are passing. On a right hand pass Anne passes to Clare instead of Ben, but Ben still passes to Anne. Ben and Clare both end up holding two clubs, one in each hand.



Clare stands in front of Anne holding a club by the handle in her right hand. Anne and Ben are passing. On a right hand pass Clare steals Anne's pass with her left hand. This is a late steal, so she ends up holding a club by the handle in each hand. She then turns anticlockwise and moves backwards so that she ends up standing on Anne's left. Ben also ends up holding two clubs, one in each hand.

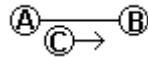
Intercepting a self:



Ben stands facing Anne holding a club by the body in his right hand. Anne is juggling a cascade. Ben steals a right hand self with his left hand. As he does this he turns clockwise and moves forward so that he ends up standing on Anne's left. Anne and Ben both end up holding two clubs, one in each hand.

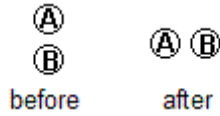
In some patterns Ben intercepts the self with the wrong hand. So he steals then club with his left hand and doesn't do a zip.

Carrying a pass:



Anne and Clare are standing next to each other facing Ben. Anne and Clare each hold two clubs, Ben has three. The next beat is a left hand beat. Ben does a self. Clare flips both her clubs so she's holding them by the body and walks towards Ben. On the next beat Ben passes to Anne. On the next beat Anne and Ben do left hand selfs and Clare places her right hand club into Ben's left hand from below and does a zip. Clare ends up holding a club in her right hand.

Carrying a self:

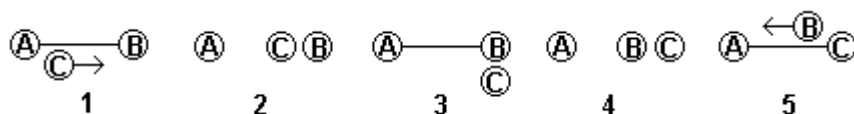


Anne and Ben are standing next to each other. They both hold two clubs. The next beat is a left hand beat. Ben flips both his clubs so he's holding them by the body. On the next beat Ben walks in front of Anne. On the next beat Anne does a left hand self and Ben places his right hand club into Anne's left hand from below and does a zip. Ben ends up holding a club in his right hand.

In some patterns Ben carries the self with the wrong hand. So he places his left hand club into Anne's pattern and doesn't do a zip.

Three person patterns

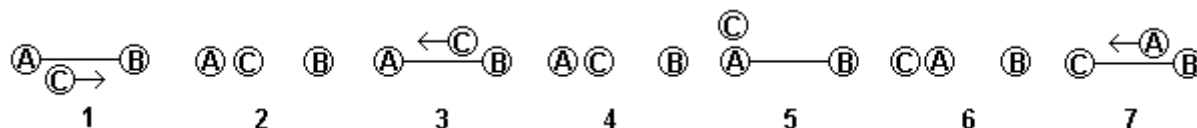
Roundabout



These diagrams show right hand beats. Anne and Ben are passing four count, Clare starts as the manipulator. In figure 1 Clare substitutes a pass from Anne to Ben. In figure 2 Clare substitutes a self in Ben's pattern. In figure 3 Clare intercepts a pass from Anne. In figure 4 Ben carries a self to Clare. Now Ben becomes the manipulator. In figure 5 Ben substitutes a pass from Clare to Anne. This is essentially the same as figure 1. In this pattern you can do the simple or classic versions of substituting the self.

Chopabout

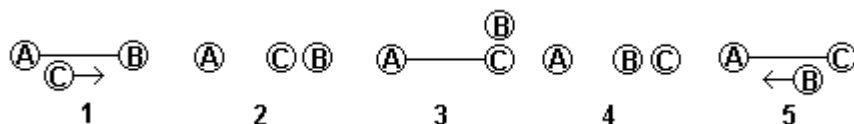
In the chopabout substituting the pass is done in a very different way. At the start Clare is the manipulator and she stands facing Anne. When she is about to steal the pass she holds her left hand up by her shoulder with the palm facing Anne. Anne throws the pass as a chop and Clare catches it in the middle of the club with the handle pointing upwards. Clare places her left hand club into Ben's pattern by reaching behind her with her right hand – she's still facing Anne.



These diagrams show right hand beats. Anne and Ben are passing four count, Clare starts as the manipulator. In figure 1 Clare substitutes a pass from Anne to Ben. In figure 2 Clare substitutes a self in Anne's pattern. Here she does the simple version of substituting the self. Clare then turns to face Ben so that she can substitute the pass from Ben to Anne (figure 3). In figure 4 Clare substitutes the self in Anne's pattern. This time she does the classic version of substituting the self. In figure 5 Clare intercepts the pass from Ben. In figure 6 Anne steps forward with her left foot, turns clockwise to face Clare and carries a self to Clare with the wrong hand. Now Anne becomes the new manipulator. Anne continues turning clockwise so that she can substitute the pass from Ben to Clare (figure 7). This is essentially the same as figure 1.

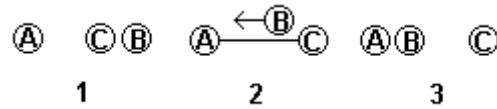
A lot of people start this pattern with the substituted pass in figure 3.

Dolby S'oround



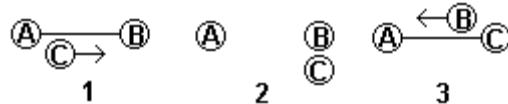
This is an ambidextrous takeout pattern. The passes alternate between four count and three count. The first four diagrams show right hand beats but figure 5 shows the left hand beat immediately following figure 4. Anne and Ben start passing four count, Clare starts as the manipulator. In figure 1 Clare substitutes a pass from Anne to Ben. In figure 2 Clare intercepts a self in Ben's pattern. In figure 3 Anne passes with Clare. Clare only has two clubs but she still passes to Anne. This is because Ben carries a self to Clare with the wrong hand. In figure 4 Anne and Clare do selfs and Ben steps in front of Clare. Ben becomes the new manipulator. In figure 5 Ben substitutes a left hand pass from Clare to Anne. This is essentially the same as figure 1, but the pattern is now left handed.

Simplified roundabout #1



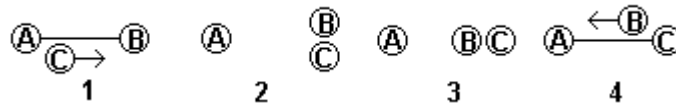
These diagrams show right hand beats. Anne and Ben are passing four count, Clare starts as the manipulator. In figure 1 Clare intercepts a self in Ben's pattern. Then Ben becomes the new manipulator. In figure 2 Ben carries a pass to Anne. In figure 3 Ben intercepts a self in Anne's pattern. This is essentially the same as figure 1.

Simplified roundabout #2



These diagrams show right hand beats. Anne and Ben are passing four count, Clare starts as the manipulator. In figure 1 Clare intercepts a pass from Anne. This is always a late steal in this pattern. Clare then walks to stand next to Ben. In figure 2 Ben carries a self to Clare. Then Ben becomes the new manipulator. In figure 3 Ben intercepts a pass from Clare. This is essentially the same as figure 1.

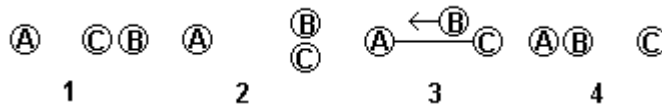
Six count roundabout #1



These diagrams show right hand beats. Anne and Ben are passing six count, Clare starts as the manipulator. In figure 1 Clare substitutes a pass from Anne. In figure 2 Clare intercepts a self in Ben's pattern. In figure 3 Ben carries a self to Clare. Then Ben becomes the new manipulator. In figure 4 Ben substitutes a pass from Clare. This is essentially the same as figure 1.

Colour coding: Anne and Ben start with a red and a yellow club in their right hand and a green club in their left hand. Clare starts with a red club. The passes are always red clubs and the manipulator always substitutes a red pass and intercepts a green self.

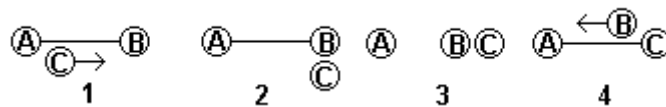
Six count roundabout #2



These diagrams show right hand beats. Anne and Ben are passing six count, Clare starts as the manipulator. In figure 1 Clare substitutes a self in Ben's pattern. In figure 2 Clare intercepts a self in Ben's pattern. Then Ben becomes the new manipulator. In figure 3 Ben carries a pass to Anne. In figure 4 Ben substitutes a self in Anne's pattern. This is essentially the same as figure 1.

Colour coding: Anne and Ben start with a yellow and a green club in their right hand and a red club in their left hand. Clare starts with a yellow club. The passes are always red clubs and the manipulator always substitutes a yellow self and intercepts a green self.

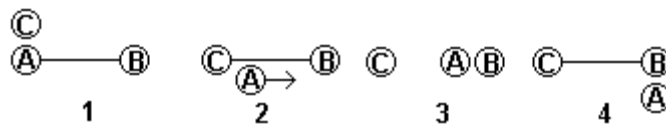
Two count, four count roundabout #1



These diagrams show right hand beats. Anne and Ben alternate passing two count and four count, Clare starts as the manipulator. In figure 1 Clare substitutes a pass from Anne. In figure 2 Clare intercepts a pass from Anne. In figure 3 Ben carries a self to Clare. Then Ben becomes the new manipulator. In figure 4 Ben substitutes a pass from Clare. This is essentially the same as figure 1.

Colour coding: Anne and Ben start with a red and a yellow club in their right hand and a green club in their left hand. Clare starts with a red club. The two count passes are always red clubs, the four count passes are always yellow clubs and the manipulator always substitutes a red pass and intercepts a green pass.

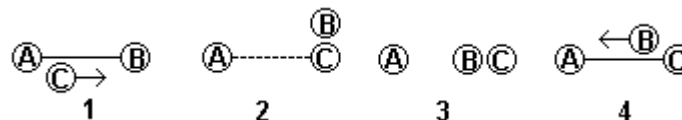
Two count, four count roundabout #2



These diagrams show right hand beats. Anne and Ben alternate passing two count and four count. In figure 1 Clare intercepts a pass from Ben. In figure 2 Anne carries a pass to Ben. In figure 3 Anne substitutes a self in Ben's pattern. In figure 4 Anne intercepts a pass from Clare. This is essentially the same as figure 1.

Colour coding: Anne and Ben start with a red and a yellow club in their right hand and a green club in their left hand. Clare starts with a green club. The two count passes are always red clubs, the four count passes are always yellow clubs and the manipulator always intercepts a red pass and intercepts a green self.

Three count roundabout #1



These diagrams show right hand beats. Anne and Ben pass three count, Clare starts as the manipulator. In figure 1 Clare substitutes a pass from Anne to Ben, but doesn't do the zip at the end. In figure 2 Clare intercepts a self from Ben with the wrong hand. On the left hand beat Clare passes with Anne. In figure 3 Ben carries a self to Clare with the wrong hand. Then Ben becomes the new manipulator. In figure 4 Ben substitutes a pass from Clare to Anne. This is essentially the same as figure 1.

There is a variation of this roundabout. The only difference is that in figure 3 Ben carries a self to Clare i.e. he doesn't use the wrong hand!

Colour coding: Anne and Ben start with a red and a yellow club in their right hand and a green club in their left hand. Clare starts with a red club. The passes are always red clubs and the manipulator always substitutes a red pass and intercepts a yellow self. N.B. This colour coding only works for the three count roundabout variation.

Three count roundabout #2



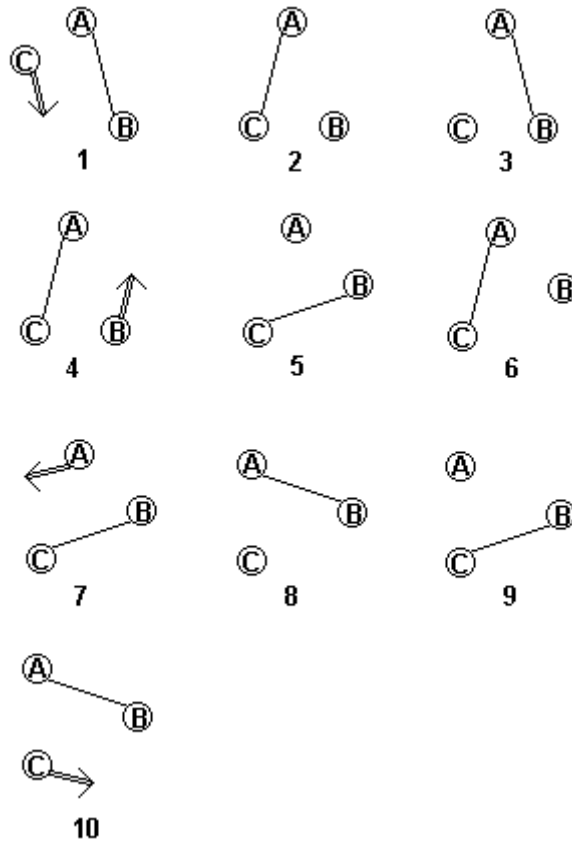
These diagrams show right hand beats. Anne and Ben pass three count, Clare starts as the manipulator. In figure 1 Clare substitutes a self in Ben's pattern. On the left hand beat Anne passes with Ben. In figure 2 Clare intercepts a self from Ben. In figure 3 Ben becomes the new manipulator and he carries a pass to Clare. In figure 4 Ben substitutes a self in Anne's pattern. This is essentially the same as figure 1.

Colour coding: Anne and Ben start with a yellow and a green club in their right hand and a red club in their left hand. Clare starts with a yellow club. The passes are always red clubs and the manipulator always carries a red pass, substitutes a yellow self and intercepts a green self.

Scrambled v variations

Two count runaround (base pattern)

The scrambled v variations are four person takeout patterns based on a three person two count runaround feed with a manipulator. This section describes the three person runaround base pattern.



The diagrams show right hand beats. Anne starts feeding on two count, Ben and Clare pass on four count. Anne is the feeder for three passes. Her first pass is with Ben in figure 1. Anne's second pass is with Clare in figure 2. Anne's third pass is with Ben in figure 3. After this pass Ben walks across the pattern juggling four count and stands beside Anne. Clare becomes the new feeder. Her first pass is with Anne in figure 4. Clare's second pass as the feeder is with Ben in figure 5. Clare's third pass as the feeder is with Anne in figure 6. After this pass Anne walks across the pattern juggling four count and stands beside Clare. Ben becomes the new feeder. His first pass is with Clare in figure 7. Ben's second pass as the feeder is with Anne in figure 8. Ben's third pass as the feeder is with Clare in figure 9. After this pass Clare walks across the pattern juggling four count and stands beside Ben. Anne becomes the new feeder and the pattern repeats.

Here are the passes for this pattern:

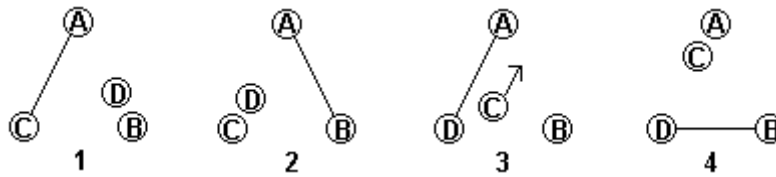
A:pspspspspspspspsps

B:psspspspspspspsps

C:sspspspspspspsps

Colour coding: Anne, Ben and Clare start with a red and yellow club in their right hand and a green club in their left hand. You always run across the pattern when you're a feedee and you pass a green club. Also your first pass as a feeder is always a red club.

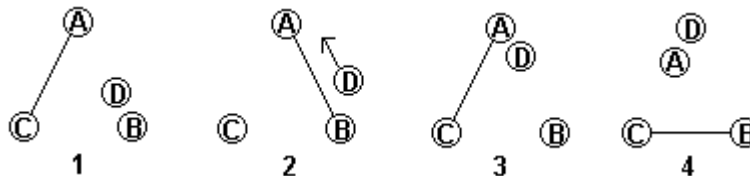
Scrambled v



At the start Anne, Ben and Clare are doing the two count runaround and Daniel is the manipulator. Daniel starts holding a club by the body in his right hand. In figure 1 Anne passes with Clare. It's Anne's second pass as the feeder. Here Anne passes with Clare while Daniel substitutes a self in Ben's pattern. In figure 2 Anne passes with Ben while Daniel intercepts a self in Clare's pattern. In figure 3 Clare becomes the new manipulator. Daniel intercepts a pass from Anne while Clare carries a pass to Anne. This is Daniel's first pass as the new feeder. Also Ben walks across the pattern juggling four count (this is not shown in order to simplify the diagram). In figure 4 Daniel makes his second pass as the new feeder and passes with Ben while Clare substitutes a self in Anne's pattern. This is essentially the same as figure 1.

Colour coding: Same as the two count runaround except Daniel starts with a yellow club.

Unscrambled b



At the start Anne, Ben and Clare are doing the two count runaround and Daniel is the manipulator. Daniel starts holding a club by the body in his right hand. In figure 1 Anne passes with Clare. It's Anne's second pass as the feeder. In figure 2 Daniel substitutes a pass from Ben to Anne. In figure 3 Clare becomes the new feeder and Daniel intercepts a pass from Clare. Also Ben walks across the pattern juggling four count. In figure 4 Anne becomes the new manipulator. Anne carries a self to Daniel while Clare passes with Ben. Figure 4 is essentially the same as figure 1.

Colour coding: Same as the two count runaround except Daniel starts with a green club.

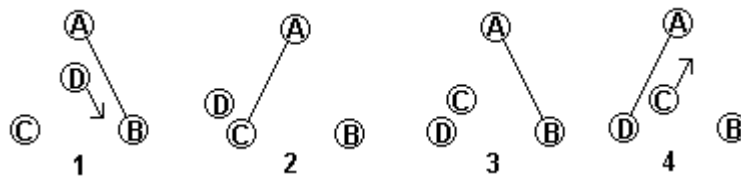
You can think of the unscrambled b as a two count, four count roundabout #1 in the two count runaround pattern. Here are the passes for the two count runaround pattern with the first pass of each two count, four count roundabout highlighted as capitals:

A: pspspsssPssspssps

B: ssPssspsspspspsps

C: pssspspspsspsPsss

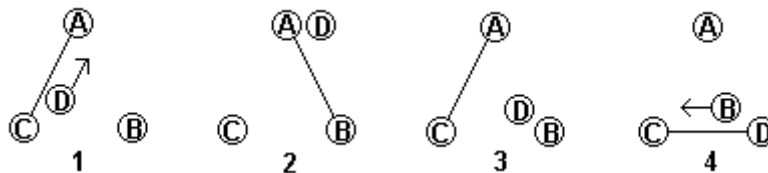
Toast



At the start Anne, Ben and Clare are doing the two count runaround and Daniel is the manipulator. Daniel starts holding a club by the body in his right hand. Figure 1 shows Anne's first pass as the feeder. Daniel substitutes this pass from Anne to Ben. In figure 2 Daniel intercepts a pass from Anne to Clare. In figure 3 Clare becomes the new manipulator. Clare carries a self to Daniel while Anne passes with Ben. After this pass Ben walks across the pattern juggling four count. In figure 4 Clare substitutes a pass from Daniel to Anne. This is essentially the same as figure 1.

Colour coding: Same as the two count runaround except Daniel starts with a red club.

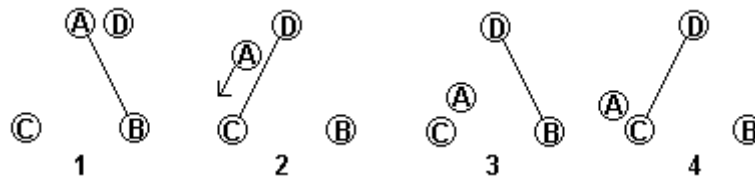
Scrambled three



At the start Anne, Ben and Clare are doing the two count runaround and Daniel is the manipulator. Daniel starts holding a club by the body in his right hand. Figure 1 shows Anne's second pass as the feeder. Daniel substitutes this pass from Clare to Anne. In figure 2 Daniel intercepts a pass from Anne to Ben. Here Daniel does the variation of intercepting a pass (see page 2). In figure 3 Ben becomes the new manipulator. Ben walks across the pattern with two clubs and carries the self to Daniel. Also Clare becomes the new feeder and passes with Anne. In figure 4 Ben substitutes the pass from Daniel to Clare. This is essentially the same as figure 1.

Colour coding: Same as the two count runaround except Daniel starts with a yellow club.

Scrambled ivy



At the start Anne, Ben and Clare are doing the two count runaround and Daniel is the manipulator. Daniel starts holding a club by the body in his right hand. Figure 1 shows Anne's first pass as the feeder. Daniel intercepts the pass from Ben to Anne. In figure 2 Anne becomes the new manipulator. Anne carries the pass to Clare. In figure 3 Daniel passes with Ben while Anne substitutes the self in Clare's pattern. After this Ben walks across the pattern juggling four count. In figure 4 Clare becomes the new feeder and passes to Daniel. Anne intercepts the pass from Daniel. This is essentially the same as figure 1.

Colour coding: Same as the two count runaround except Daniel starts with a yellow club.

You can think of the scrambled ivy as a two count, four count roundabout #2 in the two count runaround pattern. Here are the passes for the two count runaround pattern with the first pass (carried by the manipulator) of each two count, four count roundabout highlighted as capitals:

A:psPspsspspspsps

B:pssspsspspspsPps

C:sspsspsPpspspsps

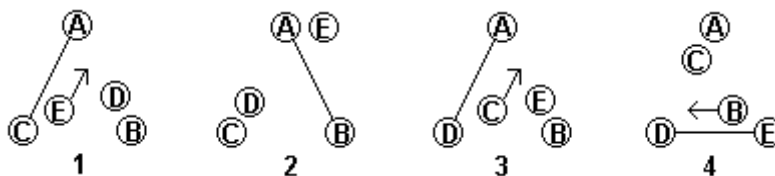
Switching between patterns

There are points in all these scrambled v variations where the manipulator can decide to switch from one pattern to another.

In the scrambled v when the manipulator has substituted a self in one feedee's pattern they could decide to substitute a pass from that feedee in order to switch to the unscrambled b. Alternatively after the manipulator has carried a pass to one feedee they could intercept a pass for the other feedee in order to switch to toast. These switching points work both ways. So in these examples the manipulator could switch from the unscrambled b to the scrambled v, or from toast to the scrambled v. There may be many more of these switching points. N.B. The colour codings will not work if you decide to switch between scrambled v variations!

Scrambled v combinations

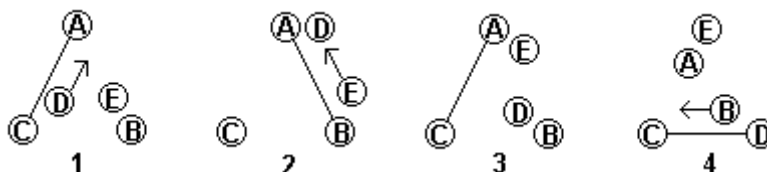
Scrambled three v



At the start Anne, Ben and Clare are doing the two count runaround and Daniel is a manipulator doing the scrambled v and Emma is a manipulator doing scrambled three. Figure 1 shows Anne's second pass as the feeder. Anne passes to Clare, Daniel substitutes a self in Ben's pattern while Emma substitutes the pass from Clare to Anne. In figure 2 Daniel intercepts a self in Clare's pattern while Emma intercepts a pass from Anne to Ben. Here Emma does the variation of intercepting a pass (see page 2). In figure 3 Daniel becomes the new feeder, Clare becomes the new scrambled v manipulator and Ben becomes the new scrambled three manipulator. Clare carries his first pass to Anne while Ben walks across the pattern with two clubs carrying a self to Emma. In figure 4 Daniel passes to Emma, Clare substitutes a self in Anne's pattern while Ben substitutes a pass from Emma to Daniel. This is essentially the same as figure 1.

Colour coding: Same as the two count runaround except Daniel and Emma start with a yellow club.

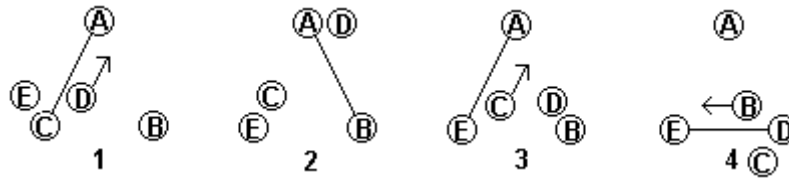
Scrambled three b



At the start Anne, Ben and Clare are doing the two count runaround and Daniel is a manipulator doing the scrambled three and Emma is a manipulator doing unscrambled b. Figure 1 shows Anne's second pass as the feeder. Anne passes to Clare and Daniel substitutes a pass from Clare to Anne. In figure 2 Emma substitutes a pass from Ben to Anne while Daniel intercepts a pass from Anne to Ben. Here Daniel does the variation of intercepting a pass (see page 2). In figure 3 Clare becomes the new feeder and Ben becomes the new scrambled three manipulator. Emma intercepts Clare's pass to Anne while Ben walks across the pattern with two clubs carrying a self to Daniel. In figure 4 Anne becomes the new unscrambled b manipulator. Clare passes to Daniel, Ben substitutes a pass from Daniel to Clare while Anne carries a self to Emma. This is essentially the same as figure 1.

Colour coding: Same as the two count runaround except Daniel starts with a yellow club and Emma starts with a green club.

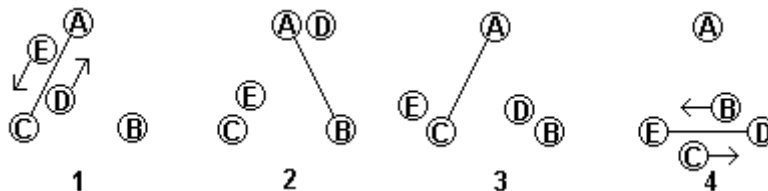
Scrambled three on toast



At the start Anne, Ben and Clare are doing the two count runaround and Daniel is a manipulator doing the scrambled three and Emma is a manipulator doing toast. Figure 1 shows Anne's second pass as the feeder. Daniel substitutes a pass from Clare to Anne and Emma intercepts a pass from Anne to Clare. In figure 2 Clare becomes the new toast manipulator. Clare carries a self to Emma while Daniel intercepts a pass from Anne to Ben. Here Daniel does the variation of intercepting a pass (see page 2). In figure 3 Emma becomes the new feeder and Ben becomes the new scrambled three manipulator. Clare substitutes the pass from Emma to Anne while Ben walks across the pattern with two clubs carrying a self to Daniel. In figure 4 Ben substitutes a pass from Daniel to Emma while Clare intercepts a pass from Emma. This is essentially the same as figure 1.

Colour coding: Same as the two count runaround except Daniel starts with a yellow club and Emma starts with a red club.

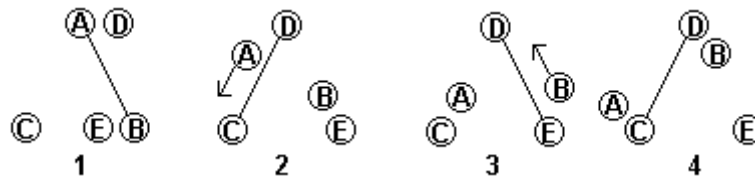
Scrambled three with ivy



At the start Anne, Ben and Clare are doing the two count runaround and Daniel is a manipulator doing the scrambled three and Emma is a manipulator doing scrambled ivy. Figure 1 shows Anne's second pass as the feeder. Daniel substitutes a pass from Clare to Anne and Emma substitutes a pass from Anne to Clare. In figure 2 Emma substitutes a self in Clare's pattern while Daniel intercepts a pass from Anne to Ben. Here Daniel does the variation of intercepting a pass (see page 2). In figure 3 Clare becomes the new feeder and Ben becomes the new scrambled three manipulator. Clare passes to Anne, Emma intercepts the pass from Anne to Clare while Ben walks across the pattern with two clubs carrying a self to Daniel. In figure 4 Clare becomes the new scrambled ivy manipulator. Ben substitutes a pass from Daniel to Emma while Clare substitutes a pass from Emma to Daniel. This is essentially the same as figure 1.

Colour coding: Same as the two count runaround except Daniel and Emma start with a yellow club.

Unscrambled b with ivy



At the start Anne, Ben and Clare are doing the two count runaround and Daniel is a manipulator doing the scrambled ivy and Emma is a manipulator doing unscrambled b. Figure 1 shows Anne's first pass as the feeder. Daniel intercepts a pass from Ben to Anne while Emma intercepts the pass from Anne to Ben. In figure 2 Anne becomes the new scrambled ivy manipulator while Ben becomes the new unscrambled b manipulator. Anne carries the pass from Daniel to Clare while Ben carries a self to Emma. In figure 3 Anne substitutes a self in Clare's pattern while Ben substitutes a pass from Emma to Daniel. After this pass Emma walks across the pattern juggling four count. In figure 4 Clare becomes the new feeder. Anne intercepts Daniel's pass to Clare while Ben intercepts Clare's pass to Daniel. This is essentially the same as figure 1.

Colour coding: Same as the two count runaround except Daniel starts with a yellow club and Emma starts with a green club.

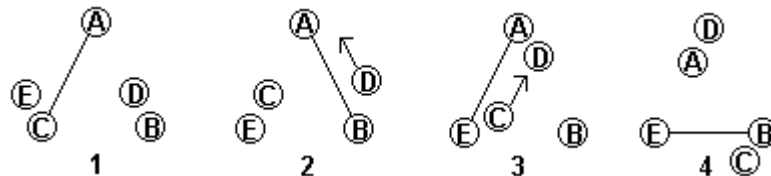
You can think of the unscrambled b with ivy as two manipulators doing two count, four count roundabouts #1 and #2 in the two count runaround pattern. Here are the passes for the two count runaround pattern with the first pass (carried by the manipulator) of each two count, four count roundabout highlighted as capitals:

A:psPspspsssPssps

B:psssPsspspsPps

C:sspspsPspssps

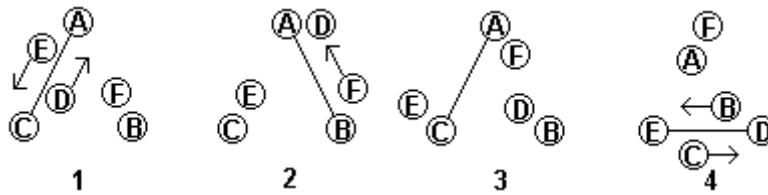
Unscrambled b on toast



At the start Anne, Ben and Clare are doing the two count runaround and Daniel is a manipulator doing the unscrambled b and Emma is a manipulator doing toast. Figure 1 shows Anne's second pass as the feeder. Emma intercepts Anne's pass to Clare. In figure 2 Clare becomes the new toast manipulator. Clare carries a self to Emma while Daniel substitutes a pass from Ben to Anne. After this Ben walks across the pattern juggling four count. In figure 3 Emma becomes the new feeder. Clare substitutes a pass from Emma to Anne, but Daniel intercepts this pass! In figure 4 Anne becomes the new unscrambled b manipulator. Anne carries a self to Daniel while Emma intercepts a pass from Emma to Ben. Figure 4 is essentially the same as figure 1.

Colour coding: Same as the two count runaround except Daniel starts with a green club and Emma starts with a red club.

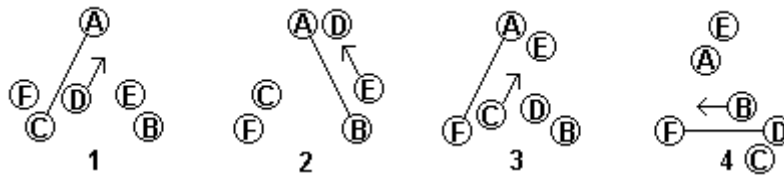
Scrambled three b with ivy



At the start Anne, Ben and Clare are doing the two count runaround and Daniel is a manipulator doing the scrambled three, Emma is a manipulator doing scrambled ivy and Frank is a manipulator doing unscrambled b. Figure 1 shows Anne's second pass as the feeder. Daniel substitutes a pass from Clare to Anne and Emma substitutes a pass from Anne to Clare. In figure 2 Emma substitutes a self in Clare's pattern, Frank substitutes a pass from Ben to Anne while Daniel intercepts a pass from Anne to Ben. Here Daniel does the variation of intercepting a pass (see page 2). In figure 3 Clare becomes the new feeder and Ben becomes the new scrambled three manipulator. Emma intercepts Anne's pass to Clare, Frank intercepts Clare's pass to Anne while Ben walks across the pattern with two clubs carrying a self to Daniel. In figure 4 Anne becomes the new unscrambled b manipulator and Clare becomes the new scrambled ivy manipulator. Clare substitutes a pass from Emma to Daniel, Ben substitutes a pass from Daniel to Emma while Anne carries a self to Frank. This is essentially the same as figure 1.

Colour coding: Same as the two count runaround except Daniel and Emma start with a yellow club and Frank starts with a green club.

Scrambled three b on toast



At the start Anne, Ben and Clare are doing the two count runaround and Daniel is a manipulator doing the scrambled three, Emma is a manipulator doing unscrambled b and Frank is a manipulator doing toast. Figure 1 shows Anne's second pass as the feeder. Anne passes to Clare, Daniel substitutes a pass from Clare to Anne and Frank intercepts Anne's pass to Clare. In figure 2 Clare becomes the new toast manipulator. Clare carries a self to Frank, Emma substitutes a pass from Ben to Anne while Daniel intercepts a pass from Anne to Ben. Here Daniel does the variation of intercepting a pass (see page 2). In figure 3 Frank becomes the new feeder and Ben becomes the new scrambled three manipulator. Clare substitutes a pass from Frank to Anne, Emma intercepts this pass to Anne while Ben walks across the pattern with two clubs carrying a self to Daniel. In figure 4 Anne becomes the new unscrambled b manipulator. Frank passes to Daniel, Ben substitutes a pass from Daniel to Frank, Clare intercepts Frank's pass to Daniel, while Anne carries a self to Emma. This is essentially the same as figure 1.

Colour coding: Same as the two count runaround except Daniel starts with a yellow club, Emma starts with a green club and Frank starts with a red club.

Other right handed patterns

Simplified muckabout

This is a five person pattern based on a three person two count feast with two manipulators doing a simplified roundabout. Here are the passes for the two count feast with the first pass of each simplified roundabout highlighted as a capital:

A:Pspsss

B:psssPs

C:ssPsp

The manipulators can do either of the simplified roundabouts or you could have one manipulator doing simplified roundabout #1 and one manipulator doing simplified roundabout #2. There's also a four person pattern with only one manipulator.

Right handed muckabout

This is a five person pattern based on a three person passing pattern with two manipulators doing a six count roundabout. The passing pattern was specially worked out for this takeout pattern, it's not a pattern that three people would typically pass. Here are the passes for the pattern with the first pass of each six count roundabout highlighted as a capital:

A:PspsssssPsspsssss

B:psssssPspsssssPss

C:ssPsspssssssPspss

The manipulators can do either of the six count roundabouts or you could have one manipulator doing six count roundabout #1 and one manipulator doing six count roundabout #2. There are also four person patterns with only one manipulator.

Messabout #1

This is a five person pattern based on a three person pulsar with two manipulators doing a roundabout. The pulsar is a type of revolving two count feed. Each person has two passes as the feeder and then the feed revolves. The first feeder passes to their right, then their left. The second feeder passes to their left, then their right. The next feeder passes to their right, then their left. And so the pattern continues. Here are the passes for the pattern with the first pass of each roundabout highlighted as a capital:

A:PspsspssssPspsspssss

B:psspssssPspsspssssPspsp

C:ssPspsspssssPspssps

There are also four person patterns with only one manipulator.

Messabout #2

This is a five person pattern based on an ambidextrous three person pulsar with two manipulators doing a three count roundabout. The pulsar is a type of revolving feed and in this pattern the feeder does pass self pass. Each person has two passes as the feeder and then the feed revolves. The first feeder passes to their right, then their left. The second feeder passes to their left, then their right. The next feeder passes to their right, then their left. And so the pattern continues. Here are the passes for the pattern with the first pass of each roundabout highlighted as a capital:

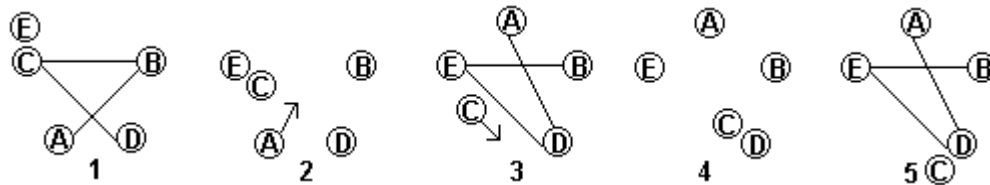
A:PspsspssPpsppsspss

B:psspssPspsspssPpsp

C:ssPpsppsspssPspssp

The manipulators can do either of the three count roundabouts or you could have one manipulator doing three count roundabout #1 and one manipulator doing three count roundabout #2. There are also four person patterns with only one manipulator.

Shooting star with roundabout



Anne, Ben, Clare and Daniel are doing a shooting star with ten clubs. In this version of the shooting star you run across the pattern when you have one club. everyone passes on four count and Anne passes to Ben, Ben passes to Clare and Clare passes to Daniel. Emma is a manipulator doing the roundabout inside the pattern. In figure 1 Emma starts with one club in her right hand, Anne and Daniel both start with two clubs, one in each hand and Ben and Clare both start with three clubs. Anne passes to Ben, Ben passes to Clare, but Emma intercepts this pass and Clare passes to Daniel. In figure 2 Anne has only one club so she runs across the pattern and Clare carries a self to Emma. In figure 3 Clare becomes the new manipulator. Ben passes to Emma, Emma passes to Daniel, but Emma substitutes this pass to Daniel and Daniel passes to Anne. In figure 4 Clare substitutes a self in Daniel's pattern. In figure 5 Ben passes to Emma, Emma passes to Daniel, but Clare intercepts this pass and Daniel passes to Anne. This is essentially the same as figure 1.

Ambidextrous patterns

Muckabout

This is a five person pattern based on a three person three count feast with two manipulators doing a six count roundabout. Here are the passes for the three count feast with the first pass of each six count roundabout highlighted as a capital:

A:PsspsssssPsspsssss

B:psssssPsspsssssPss

C:sssPsspsssssPsspss

The manipulators can do either of the six count roundabouts. There are also four person patterns with only one manipulator. In these patterns the manipulator always does a right handed roundabout or a left handed roundabout.

Colour coding: similar to the six count roundabouts.

Muckabout variation

This is a five person pattern based on a three person passing pattern with two manipulators doing a six count roundabout. The passing pattern was specially worked out for this takeout pattern, it's not a pattern that three people would typically pass. Here are the passes for the pattern with the first pass of each six count roundabout highlighted as a capital:

A:PpsssssPsssspsssss

B:psssssPpsssssPssss

C:sPsssspsssssPpssss

The manipulators can do either of the six count roundabouts. There are also four person patterns with only one manipulator. In these patterns the manipulator always does a right handed roundabout or a left handed roundabout.

Colour coding: similar to the six count roundabouts.

Walkabout #1

This is a five person pattern based on a three person pass self pass feast with two manipulators doing a two count, four count roundabout #1. Here are the passes for the pass self pass feast with the first pass of each roundabout highlighted as a capital:

A:PspsspssPspsspss

B:pspspsPspsspssPsp

C:sssPspsspssPspssp

There are also four person patterns with only one manipulator. In these patterns the manipulator always does a right handed roundabout or a left handed roundabout.

Colour coding: similar to the two count, four count roundabout #1.

Walkabout #2

This is a five person pattern based on a three person pass self pass feast with two manipulators doing a two count, four count roundabout #2. Here are the passes for the pass self pass feast with the first pass of each roundabout highlighted as a capital:

A:PpspspspsPpspspsps

B:psspspsPpspspspsPps

C:spsPpspspspsPpspsps

There are also four person patterns with only one manipulator. In these patterns the manipulator always does a right handed roundabout or a left handed roundabout.

Colour coding: similar to the two count, four count roundabout #2.

Ambidextrous messabout #1 (three count roundabouts)

This is a five person pattern based on an ambidextrous three person pulsar with two manipulators doing a three count roundabout. The pulsar is a type of revolving feed and in this pattern the feeder does pass pass self. Each person has two passes as the feeder and then the feed revolves. The first feeder passes to their right, then their left. The second feeder passes to their left, then their right. The next feeder passes to their right, then their left. And so the pattern continues. Here are the passes for the pattern with the first pass of each roundabout highlighted as a capital:

A:PpsspsPspsspspsps

B:psspsPspsspsPspss

C:sPspsspspsPssps

The manipulators can do either of the three count roundabouts. There are also four person patterns with only one manipulator. In these patterns the manipulator always does a right handed roundabout or a left handed roundabout.

Colour coding: similar to the three count roundabouts.

Combination pattern #1

This is a five person pattern based on a three person passing pattern with two manipulators. The passing pattern was specially worked out for this takeout pattern, it's not a pattern that three people would typically pass. The manipulators alternate doing a six count roundabout, the two count, four count roundabout #1 and a three count roundabout. Here are the passes for the pattern with the first pass of each roundabout highlighted as a capital:

A:PpssssPsssspsps

B:pspspsPpspspsPssps

C:sPsspspspsPssps

The manipulators can do either of the three or six count roundabouts. There are also four person patterns with only one manipulator. In these patterns the manipulator always does a right handed roundabout or a left handed roundabout.

Colour coding: similar to the three roundabout colour codings.

Combination pattern #2

This is a five person pattern based on a three person passing pattern with two manipulators. The passing pattern was specially worked out for this takeout pattern, it's not a pattern that three people would typically pass. The manipulators alternate doing a six count roundabout, the two count, four count roundabout #1 and a three count roundabout. Here are the passes for the pattern with the first pass of each roundabout highlighted as a capital:

A:PpsssssPpspspsssss

B:psspssPpsspssPspss

C:sPspsspspsssPpsps

The manipulators can do either of the three or six count roundabouts. There are also four person patterns with only one manipulator. In these patterns the manipulator always does a right handed roundabout or a left handed roundabout.

Colour coding: similar to the three roundabout colour codings.

Combination pattern #3

This is a five person pattern based on a three person passing pattern with two manipulators. The passing pattern was specially worked out for this takeout pattern, it's not a pattern that three people would typically pass. The manipulators alternate doing a six count roundabout, the two count, four count roundabout #2 and a three count roundabout. Here are the passes for the pattern with the first pass of each roundabout highlighted as a capital:

A:PpsssssPpspspsssss

B:psspsPpsspsPssps

C:sPsspspspsPssps

The manipulators can do either of the three or six count roundabouts. There are also four person patterns with only one manipulator. In these patterns the manipulator always does a right handed roundabout or a left handed roundabout.

Colour coding: similar to the three roundabout colour codings.

Combination pattern #4

This is a five person pattern based on a three person passing pattern with two manipulators. The passing pattern was specially worked out for this takeout pattern, it's not a pattern that three people would typically pass. The manipulators alternate doing a six count roundabout, the two count, four count roundabout #2 and a three count roundabout. Here are the passes for the pattern with the first pass of each roundabout highlighted as a capital:

A:PpsssssPsspspsssss

B:psspssPpsspssPssps

C:sPspsspspsPssps

The manipulators can do either of the three or six count roundabouts. There are also four person patterns with only one manipulator. In these patterns the manipulator always does a right handed roundabout or a left handed roundabout.

Colour coding: similar to the three roundabout colour codings.

Ambidextrous messabout #2 (four count roundabout)

This is a five person pattern based on a three person passing pattern with two manipulators doing a four count roundabout. The passing pattern was specially worked out for this takeout pattern, it's not a pattern that three people would typically pass. Here are the passes for the pattern with the first pass of each roundabout highlighted as a capital:

A:PpssspsssPssppsspspsps

B:pssspsssPpssspsssPssppss

C:sPssppsspspspsPpsspsps

Ambidextrous messabout #3 (four count roundabout)

This is a five person pattern based on a three person passing pattern with two manipulators doing a four count roundabout. The passing pattern was specially worked out for this takeout pattern, it's not a pattern that three people would typically pass. Here are the passes for the pattern with the first pass of each roundabout highlighted as a capital:

A:PsspsspspsPpssppsspsps

B:pssspsssPsspsspspsPpsps

C:sssPssppsspspsPsspssps

Appendix

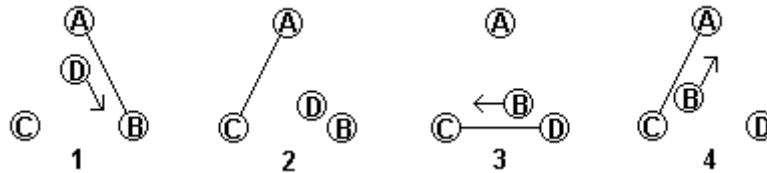
Redundant modules

Here are a couple of modules which have not been used to describe the patterns so far, but are included here for completeness.

Programmed self: Anne and Ben both have two clubs. Ben is holding his clubs by the body and offers his right hand club to Anne's left hand. Anne does a left hand self so that she can grab the club.

Programmed pass: Anne and Ben both have two clubs. Ben is holding his clubs by the body and offers his right hand club to Anne's left hand. Anne does a left hand pass so that she can grab the club.

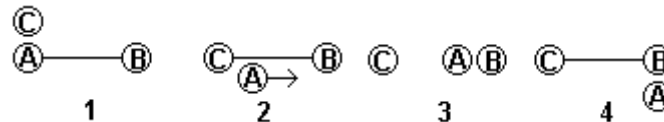
Scrambled three variation



At the start Anne, Ben and Clare are doing the two count runaround and Daniel is the manipulator. Daniel starts holding a club by the body in his right hand. Figure 1 shows Anne's third pass as the feeder. Daniel substitutes this pass from Anne to Ben. In figure 2 Daniel intercepts a self in Ben's pattern as Ben walks across the pattern. Also Clare becomes the new feeder and passes with Anne. In figure 3 Ben becomes the new manipulator and carries the pass from Daniel to Clare. In figure 4 Ben substitutes the pass from Clare to Anne. This is essentially the same as figure 1.

Colour coding: Same as the two count runaround except Daniel starts with a green club.

Two count, four count roundabout #2 variation



These diagrams show right hand beats. Anne and Ben alternate passing two count and four count. In figure 1 Clare and Anne each start with two clubs and Clare intercepts a pass from Ben, while Anne passes to Ben and does a handacross. In figure 2 Anne substitutes a pass to Ben. In figure 3 Anne intercepts a self in Ben's pattern. In figure 4 Anne intercepts a pass from Clare. This is essentially the same as figure 1.

Colour coding: Ben starts with a red and a yellow club in his right hand and a green club in his left hand. Anne starts with a red club in her right hand and a yellow club in her left hand. Clare starts with a yellow club in her right hand and a green club in her left hand. The two count passes are always red clubs, the four count passes are always yellow clubs and the manipulator always intercepts a red pass, substitutes a yellow pass and intercepts a green self.