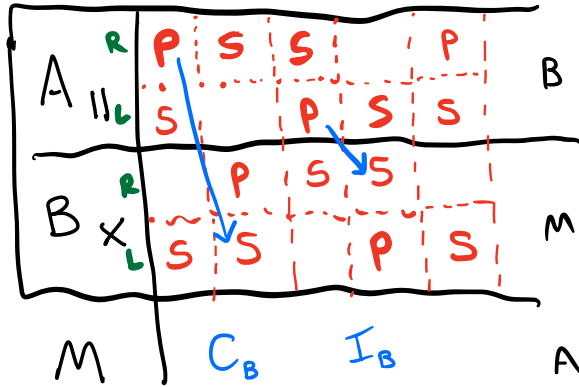


PATTERN 1: Tech Yea (AKA Techno-About, intercepted pass)

CI₂

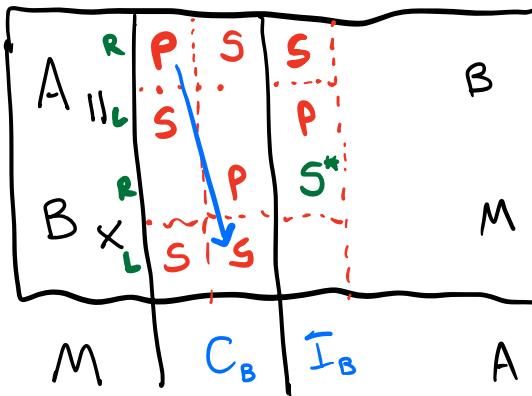


Notes

* Carry feels very slow, time for a flip and spin

PATTERN 2: Tech No (AKA Techno-About, intercepted self)

CI₁

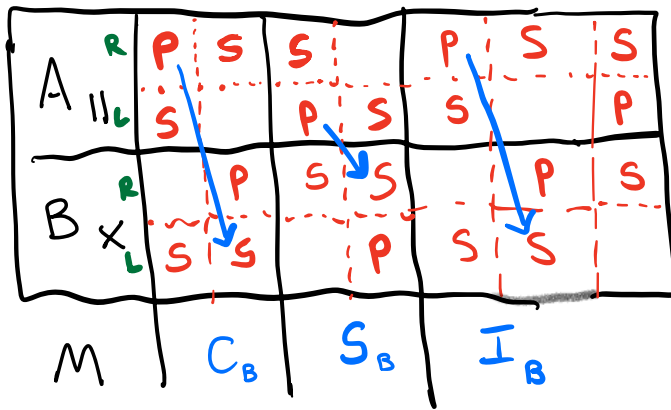


Notes

- S* gets intercepted
- helps to make S* low and incoming pass after S* lofty
- we drop back S* in this pattern

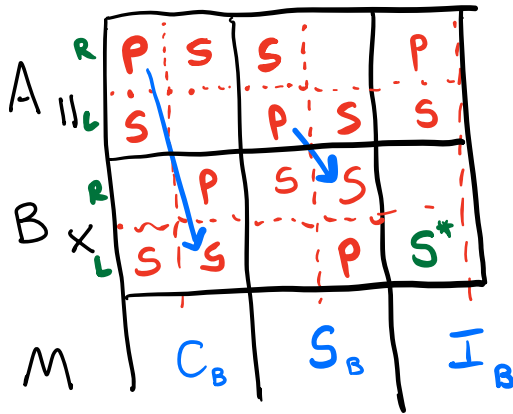
PATTERN 3: New Technico

CSI₂



PATTERN 4: Techniquerque

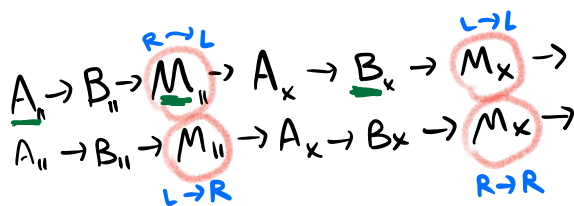
CSI₁



Notes

- S* is intercepted

In each of the above patterns, each juggler has 4 types of carried passes, as in siteswap-about patterns:



Sequence for M denoting carry type, M starts on R->L carry in diagram