





**SITESWAP CARDS**

DEFINITIONS

Cards are colour-coded according to number of objects

0 - empty hand	a = 10
1 - quick pass across from one hand to another	b = 11
2 - held ball or very small throw to the same hand	c = 12
3 - throw to the other hand, as in the 3 object cascade	d = 13
4 - throw to the same hand, as in the 4-object fountain	e = 14
5 - throw to the other hand, as in the 5-object cascade	

Notice all odd throws cross and all even throws return to the same hand.

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**GENERAL GUIDELINES**

The numbers in **BLUE** before the siteswaps are the entry sequence from ground state and the numbers after, again in **BLUE**, are the exit sequence. Siteswaps with the same entry and exit sequence can be strung together with no transition.

An asterisk (\*) after a string of numbers means **repeat sequence**, starting on the other side.

**Synchronous**

Since there are 2 throws at the same time, the throws are represented in brackets, e.g. (6,4). Only even numbers are valid. To distinguish between crossing throws and same hand throws, an "x" is added to the crossing throws, e.g. (4x, 6x).

**Multiplex**

Multiplex means to throw two or more balls from the same hand at the same time. Multiplex throws are indicated by the numbers in square brackets, e.g. [54]

For more information, see [www.gandinijuggling.com](http://www.gandinijuggling.com) & [www.mediaticircus.biz](http://www.mediaticircus.biz)

Layout and Design: Beinn Muir & Marylis Ramos

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