

# ANYTHING

CAN BE A HAND!

"WHILE I MAY LOOK GROTESQUE I'M ACTUALLY

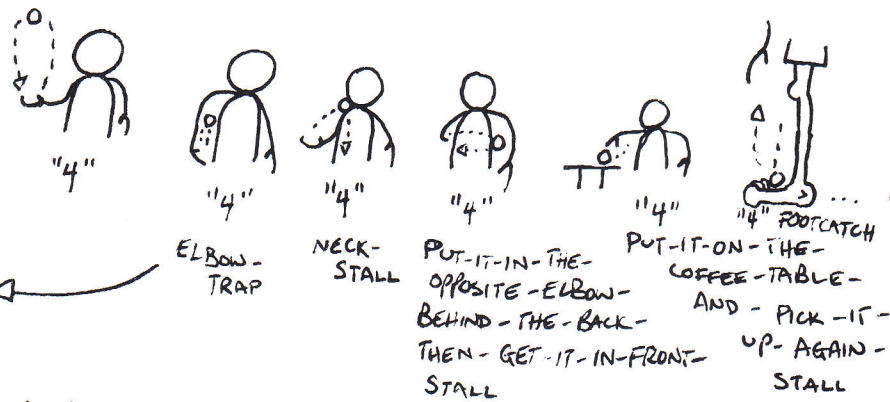
PRETTY EXCITED ABOUT THE POSSIBILITIES!"



1. SITESWAP NOTATION TELLS US ABOUT THE NUMBER OF BEATS IT TAKES FOR A THROWN BALL TO BE CAUGHT.
  - ex. 5 → CAUGHT 5 BEATS AFTER BEING THROWN.
  - 3 → CAUGHT 3 BEATS AFTER BEING THROWN.
  - 1 → CAUGHT 1 BEAT AFTER BEING THROWN.

2. THERE'S NO RULE THAT SAYS THAT BALLS HAVE TO GO IN THE AIR WHEN LEAVING THE HAND - ONLY THAT THEY RETURN TO A HAND "X" BEATS LATER.

↳ So...

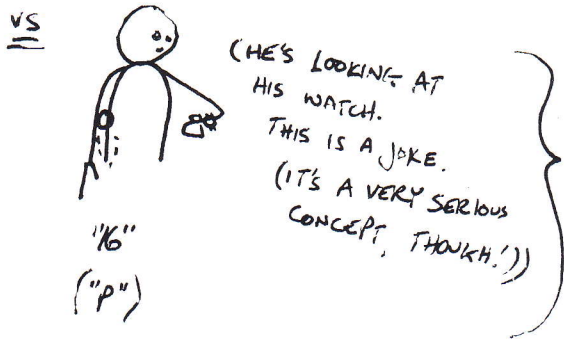


★ IN SHORT: REMEMBER! SITESWAP VALUE DOES NOT MEAN THROW HEIGHT!!!

↳ IF YOU ONLY EVER LEARN ONE THING IN YOUR LIFETIME, THIS SHOULD BE IT. YOU'LL LIVE A RICHER LIFE AS A RESULT. TRUST ME.

THIS IS, IMO, THE EASIEST STALL TO EARN. WORK ON THIS ONE FIRST!

3. THE LONGER A BALL STAYS TRAPPED OR PLACED, THE "HIGHER" THE THROW.



THIS MEANS THAT WE CAN MAKE OLD PATTERNS LOOK NEW! THEY'RE NOW DENSER, MORE COMPACT, MORE DYNAMIC, AND (SOME WOULD ARGUE) FRESHER!

4. PATTERNS TO TRY →

- TRAPS/PLACEMENTS/STALLS DENOTED WITH "!"
- EXPERIMENT WITH ELBOWTRAPS, FOOTCATCHES... PUT THE BALL ANYWHERE!

3B

- 4! 41
- 4! 23
- 4! 1
- 4! 2! 3
- 4! 4! 1
- 4! 2! 3
- (4x!, 2)
- 5! 1
- 5! 31
- (4x, 4)
- (8!, 2x) (4!, 2x)\*
- ~~6! 33~~ 6! 33

**NOTE:** SINCE YOU'RE NOT RELYING ON GRAVITY TO BRING THE BALLS BACK TO YOUR HAND, THIS IS VERY FORGIVING - DON'T JUST PICK A SITESWAP AND CHOOSE A THROW TO STALL - MAKE STUFF UP ON THE FLY!!

QUESTIONS? COMMENTS? LOVE - LETTERS? THOMAS@GMAIL.COM