

	Pattern Name	Rhythm	Qualifying Length
Basic Patterns	4-Count (Every Others)	PSSS	12 passes
	2-Count (Solids)	PS	12 passes
	3-Count (Tick Tock, Waltz)	PSS	12 passes
	3-3-10	3 x 6-count, 3 x 4-count, 10 x 2-count	2 cycles of entire pattern
	PPSS (Chocolate Bar)	PPSS	8 cycles (16 passes)
	Jim's 3 Count	PSS. One person crosses, the other tramlines. Involves "hurries"	12 passes
	PPS	PPS	8 cycles (16 passes)
Intermediate Patterns	1-Count Asynch (Ultimates)	P (every throw is a pass)	12 passes
	1-Count Synch	Every throw is pass, throw from both hands at once.	8 cycles (16 passes)
	7-Club Two Count	Every right throw is a double-spin pass	14 passes
	Tick Tock Don't Stop	4 x 3-count, 2 x PPS, 8 x 1-count 2 x PPS	2 cycles of entire pattern
	Count Down from 4	1 x 4-count, 1 x 3-count, 1 x 2-count, 1 x 1-count, 1 x 2-count, 1 x 3-count	4 cycles of entire pattern (equals twice on each side)
	7-Club Singles (2-Count)	Every right throw is a single-spin pass	14 passes
	7-Club 4-Count	PSSS (Every second right throw is a double-spin pass.)	14 passes
Advanced Patterns	7-Club 3-Count	PSS	14 passes
	7-Club 6-Count Popcorn	Triple-self S double-pass SSS Second passer starts out of sync.	12 passes (from each passer)
	Mild Madness	Passer 1: PPZSPPS (Tramlines) Passer 2: PPSPPZS (Crossing)	4 cycles of entire pattern (16 passes)
	Martin's 1-Count	Passer 1: PPZPP (Tramlines) Passer 1: PPPPZ (Crossing)	4 cycles of entire pattern (16 passes)
	Why not?	Site swap: 413.5p33.5p Double-Self ZPSP One person is tramlines, the other crossing? I dunno; ask around!	4 cycles of the entire pattern (8 passes each)
	Jim's 1-Count	Ultimates, but one person crosses, the other tramlines. Involves "hurries"	12 passes
	8-Clubs 2-Count	By this stage, you should be able to figure it out!	16 passes

SJC 10 Passing Challenge

Instructions

- Get a competitor form.
 - One form per individual competitor.
- Fill in your name. Don't forget this!
- Check out the Passing Pattern description sheet to see what each pattern means and how long you need to do it to qualify.
- Grab another juggler and write their name down on your sheet under "Name of Partner".
 - See how many of the passing patterns you can manage with them.
 - For each one you achieve, put a tick in the box corresponding to the pattern name.
- Grab another juggler and do it again. Rinse. Repeat.
- Leave your form in the container provided when you are not juggling.
 - Make doubly sure it is there by the due date.
- Feel free to put ticks in grey boxes if you understand what they mean, so you can work out your score.
 - If you don't get it, ignore them - the judges will do it for you.
- Don't cheat. On-The-Spot skill checks may be imposed by the judges.

Due Date: TUESDAY, 2PM - Note the time!

Tips for Winning

- You get extra points for involving as many jugglers as possible.
 - It doesn't matter if they are even taking part in the competition! You still get points for passing with them.
 - You could win by just passing 4-count with enough people!
- You get extra points for be able to do the harder skills.
- You get extra points for achieving different patterns. Try as many as you can!