

<p>Using the following stenographics: 1: run a single card 2: run two cards, etc. [2]: run 2 cards as a block [3]: run 3 cards as a block, etc. -: run a random size packet (instead of [n]) =: shuffle off *: run a single card injogging it #: throw remainder (as a block)</p> <p>Intro Note .</p>	<p>So, the above is a set of 10 keys that allows to express most situations.</p> <p>As a way to test its consistency, let us ask if we could feed this notation into an imaginary robot and have it execute just what we expected. The answer may be negative, or positive or in between at 90%.</p>	<p>Sample: Hold deck in left hand standard grip. Separate the deck by undercutting half if the deck into right hand. Have spectator return his or her card onto the left hand nile Overhand shuffle first</p>	<p>We can add intuition by thinking of the jog as either a 'stop'-jog or as a 'start'-jog. In most situations we use the jog to 'stop' some (top stock) secret arrangement (eg. adding three cards onto a selection), or, we use the jog to 'start' a (bottom stock) arrangement. Sample:</p> <p style="text-align: center;">(U +) * = U #</p>	<p>1. Control a selection to top</p>
<p style="text-align: center;">(U +) * = U #</p>	<p>2. Control a selection to 3rd from top</p>	<p style="text-align: center;">(U + 2) * = U #</p>	<p>3. Transfer btm to top</p>	<p style="text-align: center;">U = 1</p>
<p>4. Transfer top card to inf-2</p>	<p style="text-align: center;">M =</p>	<p>5. Transfer top card to inf-2 while transferring inf-2 to top (exchanging top and inf-2)</p>	<p style="text-align: center;">M = 1</p>	<p>6. Control 2 selections, returned individually, to top and btm</p>
<p style="text-align: center;">(U +) * = (U +) * = U #</p>	<p>7. Controlling a selection to inf-2 while also transferring top to btm</p>	<p style="text-align: center;">(O +) * = U # M =</p>		