

<p>Legend</p> <p>●</p> <p>Pause</p>	<p>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>U: undercut (ie. Initialize by taking the lower half of deck, at jog if there is one) O: overcut (ie. Initialize by taking the top half of deck) +: return a selection (to receiver pile) M: milk</p> <p>Intro Note</p>	<p>Comments</p> <p>●</p> <p>Pause</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>Note</p>
<p>Either way, robots aside, it may help you streamline and manage your overhand sequences. Always revert to traditional words if needed, anything goes.</p> <p>It may also inspire you to think of a different, more powerful, notation.</p> <p>Note</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 pile. Overhand shuffle first card, injogging it. Shuffle off. Cut the half below the injog to top:</p> <p>$U + * =$ $U \#$</p> <p>S1 Note</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>$(U +) * =$ $U \#$</p> <p>S2 Note</p>	<p>The brackets help remember which half of the deck (below or above the jog) matters, and also how to 'pronounce' the jog.</p> <p>Note</p>	<p>1. Control a selection to top</p> <p>Generic Section</p>
<p>$(U +) * =$ $U \#$</p> <p>O1 Overhand Sequence</p>	<p>2. Control a selection to 3rd from top</p> <p>Generic Section</p>	<p>$(U + 2) * =$ $U \#$</p> <p>O2 Overhand Sequence</p>	<p>3. Transfer btm to top</p> <p>Generic Section</p>	<p>$U = 1$</p> <p>O3 Overhand Sequence</p>
<p>4. Transfer top card to inf-2</p> <p>Generic Section</p>	<p>$M =$</p> <p>O4 Overhand Sequence</p>	<p>5. Transfer top card to inf-2 while transferring inf-2 to top (exchanging top and inf-2)</p> <p>Generic Section</p>	<p>$M = 1$</p> <p>O5 Overhand Sequence</p>	<p>6. Control 2 selections, returned individually, to top and btm</p> <p>Generic Section</p>
<p>$(U +) * =$ $(U +) * =$ $U \#$</p> <p>O6 Overhand Sequence</p>	<p>7. Controlling a selection to inf-2 while also transferring top to btm</p> <p>Generic Section</p>	<p>$(O +) * =$ $U \#$ $M =$</p> <p>O7 Overhand Sequence</p>		