SNATCH RUMMY

Four bots. One baseline.

Bob / Tactician / Setter / Runner — current production engine

1,728 complete matches / 6,912 hands / all 12 current rule combinations.
Direct tests: same-profile partners against each other. Mixed tests: all seat permutations.
Match credit counts a win as 1 and a tie as 0.5. All figures are descriptive.

DIRECT TEAM MATCHUPS

Row team match credit (%) against column team. Two identical bots per team.

	Bob	Tactician	Setter	Runner
Bob	-	52.1%	57.3%	51.0%
Tactician	47.9%	-	45.5%	52.1%
Setter	42.7%	54.5%	-	42.4%
Runner	49.0%	47.9%	57.6%	-

MIXED TABLES: BALANCED PARTNERSHIPS

Bot	Match credit	Secured/hand	Left/hand	Went out	Swaps/hand
Bob	59.0%	60.1	11.3	25.5%	0.28
Tactician	47.0%	54.0	7.6	24.5%	0.23
Setter	48.3%	55.6	8.0	24.9%	0.22
Runner	45.7%	54.7	7.8	25.0%	0.22

Secured/hand is individual card-point attribution, not an independent team score.
Left/hand is the average point penalty remaining in that bot's hand.
Going out is a behavior measure: it is not necessarily the best team outcome.

Highest mixed-table credit: Bob (59.0%).
Gold team credit across this balanced design: 44.4%.
Use this baseline to compare later versions; do not infer human difficulty from it.

SNATCH RUMMY

Rules change the comparison.

Equal weight per rule combination; no preferred host setup assumed

MIXED-TABLE MATCH CREDIT BY RULE (%)

Joker	Exposure	Final turns	Bob	Tactician	Setter	Runner
Flexible	Start	Partner	70.1	45.1	46.5	38.2
Flexible	Start	Last Lap	59.0	45.1	46.5	49.3
Flexible	End	Partner	54.2	48.6	51.4	45.8
Flexible	End	Last Lap	56.2	52.1	46.5	45.1
Fixed	Start	Partner	53.5	46.5	46.5	53.5
Fixed	Start	Last Lap	55.6	48.6	50.0	45.8
Fixed	End	Partner	52.8	50.0	58.3	38.9
Fixed	End	Last Lap	50.0	50.0	55.6	44.4
Permanent	Start	Partner	68.1	44.4	47.2	40.3
Permanent	Start	Last Lap	58.3	47.2	41.7	52.8
Permanent	End	Partner	68.1	40.3	45.8	45.8
Permanent	End	Last Lap	62.5	45.8	43.1	48.6

HOW MUCH DID DIRECT RESULTS VARY WITH THE RULES?

Bob vs Tactician: 33.3% to 66.7% row-team credit

Bob vs Setter: 33.3% to 75.0% row-team credit

Bob vs Runner: 25.0% to 66.7% row-team credit

Tactician vs Setter: 25.0% to 58.3% row-team credit

Tactician vs Runner: 33.3% to 75.0% row-team credit

Setter vs Runner: 25.0% to 58.3% row-team credit

METHOD & LIMITS

Production v242, commit cf33526f7adc6c7155b6555756beb7065592a91c.

864 mixed matches: 24 seat permutations x 3 seeds x 12 rule configurations.

864 direct matches: 6 pairings x 2 team colors x 6 seeds x 12 configurations.

Nine-card starting hands; every match rotates dealer positions 0 through 3.

RNG resets per match. Initial deals match; play/comments can change later RNG draws.

Seeds are reused across rules and seats. Results are correlated, not 1,728 independent trials.

Only 3 mixed and 6 direct seed streams: treat rankings as provisional, not statistical proof.

Every hand finished; 54 unique cards, one Joker per combination and scores reconciled.

Archive includes engine snapshot, runner, raw results, CSVs and this report.