SNATCH RUMMY

Runs through the Ace

SIMULATION | OCTOBER 18, 2026

Current: Ace can be low or high, but cannot bridge King to 2.
Test: same-suit Q-K-A-2-3 is legal; ranks cannot repeat; maximum 13 cards.

200 matched pairs / 400 simulated hands

50 deals in each of four settings: Last Lap or Snatcharama, negative Jokers off or on.
One Bob, Tactician, Runner and Setter; seats and starting dealer rotate.

Metric	Current	Wrap	Change
Turns per hand	13.70	13.56	-0.14
Snatches per hand	1.52	1.46	-0.07
Reshuffles per hand	0.01	0.00	-0.01
Secured run points	99.67	108.45	+8.78
Secured set points	139.38	129.15	-10.22
Absolute hand score margin	65.22	65.65	+0.42

All values are means per completed hand. Scores are signed secured card points; the margin includes hand penalties and go-out bonus. These are hand outcomes, not four-hand match scores.

Completion and coverage

Finished: 400 of 400 hands. Failed/incomplete: 0.
Each setting contains 50 current-rule hands and 50 wrap-rule hands.
Validator checked every circular start and length from 3 to 13 cards, including each possible fixed-Joker position.

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Pace and scoring

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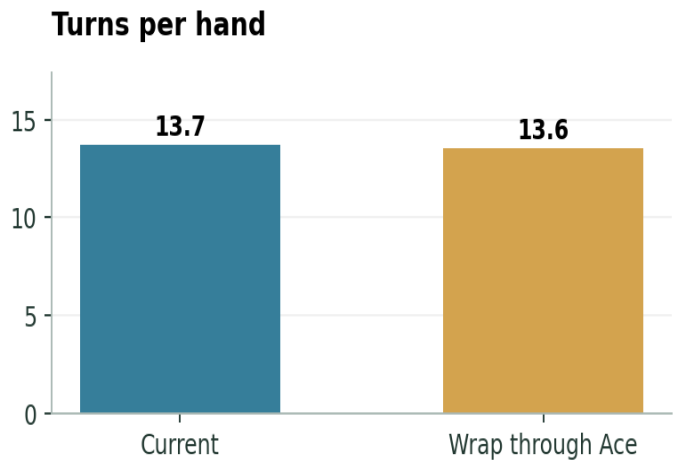
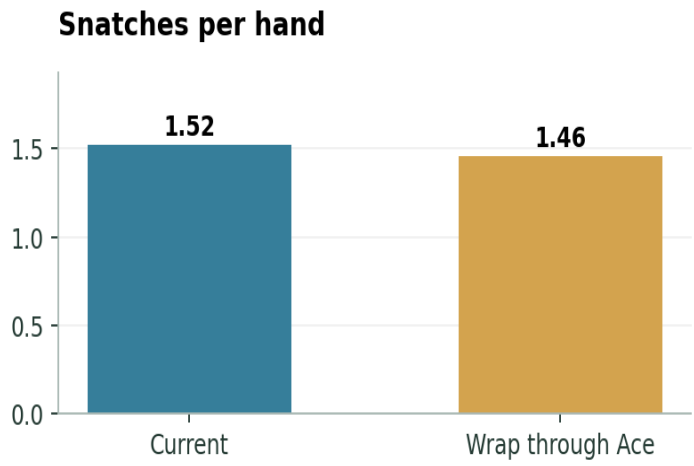
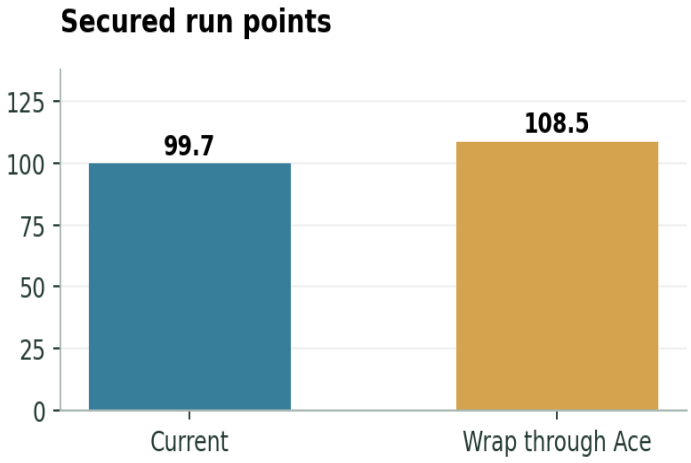
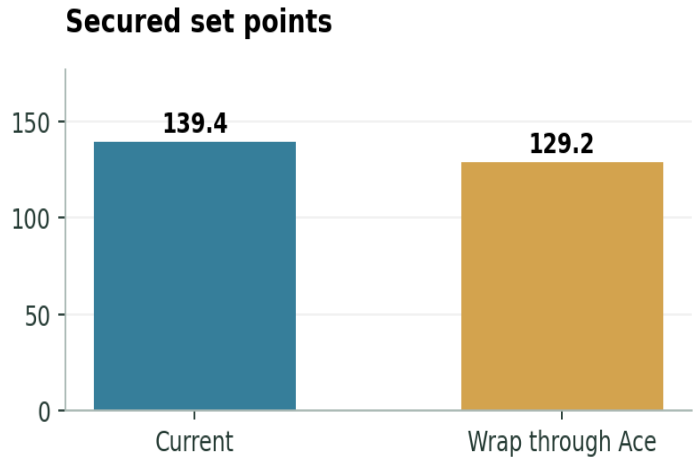




Equal weighting across all four settings; 200 paired comparisons.





Run and set figures count secured card points, before penalties or bonuses.

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Balance, settings and interpretation

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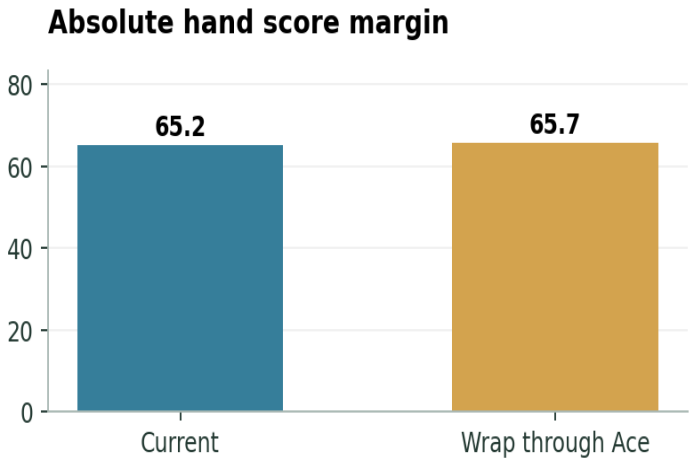

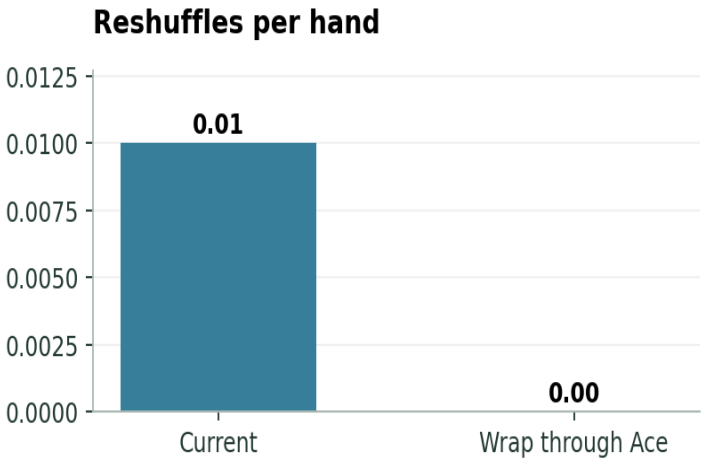

Setting detail: wrap minus current

Final turns / negatives	Turns	Run pts	Margin	Snatches
Last Lap / Off	-0.02	+8.30	-0.90	-0.04
Last Lap / On	-0.26	+8.00	-2.80	+0.00
Snatcharama / Off	-0.02	+8.50	+4.40	-0.02
Snatcharama / On	-0.26	+10.30	+1.00	-0.20

Interpretation

Wrapping changed hand length by -0.14 turns and secured run points by +8.78.
The absolute score margin changed by +0.42 points on average.
Paired 95% interval for turns: -0.50 to +0.23; run points: +2.67 to +15.12.
This is a preliminary bot test, not evidence of player preference or human balance.

Method and limits

Engine source: version 504. Simulation-only circular run validator; live source untouched.
Identical initial hands, stock and discard within each pair; seeded later random choices.
50 seed families reused across settings; intervals bootstrap those seed families 5,000 times.
All bots use the revised legality checks but were not retrained or tuned for wrapping.
At most one Joker per combination; existing identity, scoring and swap rules retained.
Cap: 200 bot batches (up to 24,000 actions) per hand. Figures exclude incomplete pairs.

Raw results and reproducible Node.js simulation source are attached to this PDF.