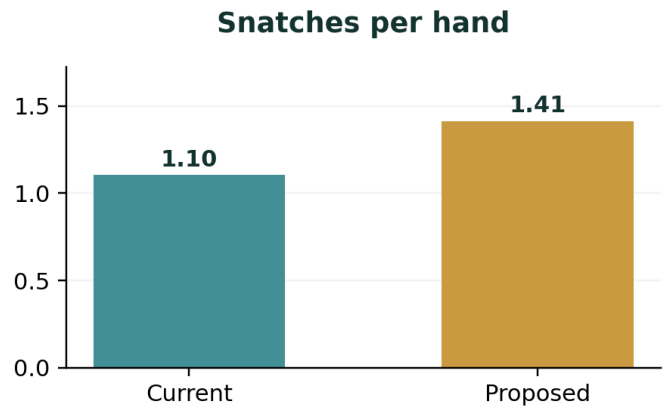
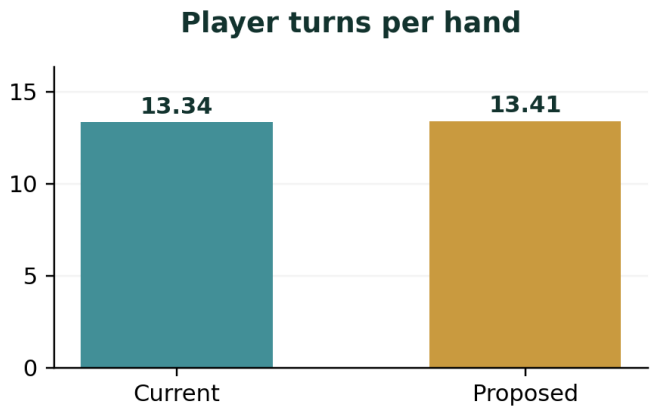
STARTER EXPOSURE / BEGINNING VS. END OF NEXT TURN

More snatches. Similar hand length.

Moving exposure to the end of the creator's next turn increased snatches by **28.0%**. Average hand length changed by only **0.07 player turns**. Snatches increased in all six test groups.





RESULTS PER COMPLETED HAND

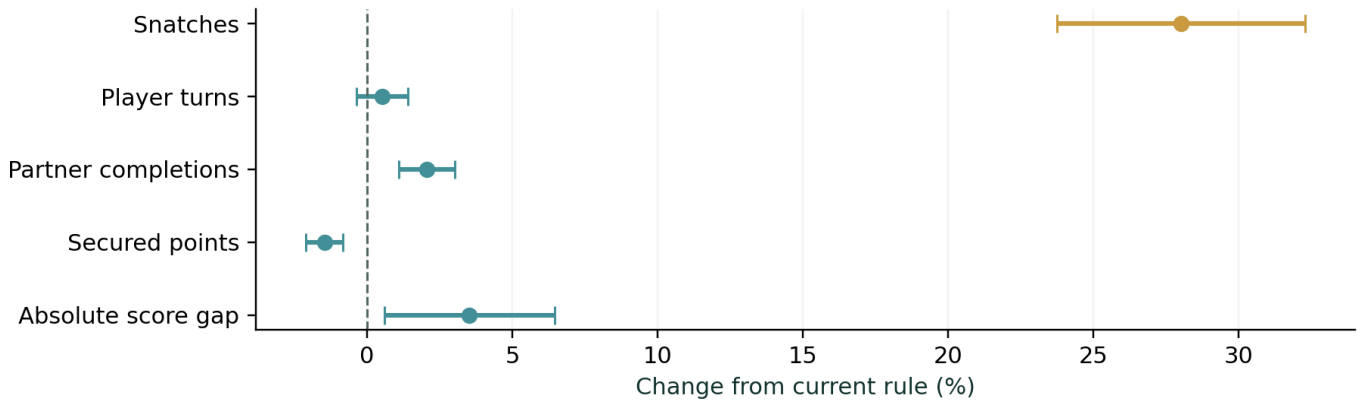
Measure	Current	Proposed	Change
Snatches	1.10	1.41	+28.0%
Player turns	13.34	13.41	+0.5%
Partner completions	4.87	4.97	+2.1%
Creator completions	0.57	0.09	-83.6%
Bonus moves awarded	9.58	9.45	-1.4%
Secured points, both teams	211.76	208.64	-1.5%
Absolute team score gap	92.56	95.82	+3.5%

Basis: 1,800 matched initial-deal pairs (3,600 hands), nine starting cards per player. All-Bob and mixed bot tables tested under Flexible, Fixed, and Permanent Joker rules; 300 pairs per group.

Rule tested: the creator cannot complete their own starter while it remains protected. Exposure occurs when that creator finishes their next turn. A new starter made during that turn keeps its own full protection period.

An opponent gets first access.

The proposed timing removes the creator's first exposed opportunity. The next opponent can act first once the starter becomes exposed. The partner still receives one normal protected turn, rather than an additional protected turn.



Dots show average percentage changes; bars show approximate 95% paired intervals. The player-turn interval crosses zero, so this test does not establish a directional change in hand length.

COMPLETION CHECK

All **3,600 hands finished**; none reached the 24,000-bot-step cap. Timing checks covered entry and exit of the creator's next turn, newly laid starters, and the partner's final turn.

WHAT WAS CONTROLLED

Source: current game engine, version 164. Each pair began with the same seeded deal, dealer and seats. All-Bob tables used four Bob bots; mixed tables seated Bob, Runner, Setter and Tactician. Other rules and bot strategies were held constant. Later reshuffles can diverge after play branches.

METHOD AND LIMITS

Means weight the six groups equally. Overall intervals cluster paired differences by the 300 shared seeds across groups; they are approximate normal intervals. These estimate variation within the tested bot model, not human behavior. Bots obeyed the revised legality but were not strategically retuned for the new timing.

INTERPRETATION

Snatches rose 28.0%, partner completions rose 2.1%, and secured points fell 1.5%. The average absolute team score gap rose 3.5%; this does not identify an advantage for a particular seat or team. Hand length measures turns, not elapsed human time.

Recommendation: worth a tester trial if the goal is more snatching. No rule was changed in the live game, and this report has not been added to the app.