SNATCH rummy

HAND SIZE / 9 CARDS VS 10 CARDS

One more card. More action, longer hands.

BOTTOM LINE

Ten-card starting hands lengthened play modestly and increased meaningful card activity without widening the score spread. The result supports a human playtest, not an automatic rules change.

+0.62

turns per hand (95% CI +0.55 to +0.69)

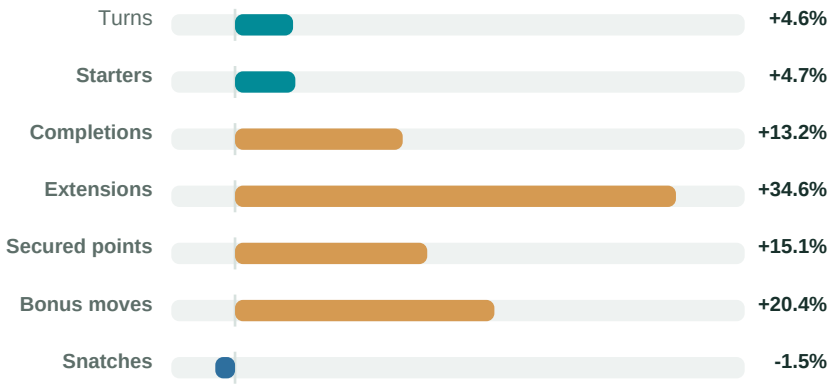
+35%

extensions per hand - more action, not dead time

NO

meaningful increase in hand or match point spread

HOW TEN CARDS CHANGED PLAY



WHAT THE EXTRA CARD DID

- **More combinations**
  Completions rose 13% and extensions rose 35%.
- **More scoring**
  Secured points rose 15%; average team totals rose about 80 points per match.
- **Same confrontation**
  Snatches stayed essentially unchanged at about 1.85 per hand.

GAME-DESIGN JUDGMENT

Ten cards is a promising way to make Snatch Rummy feel fuller. Unlike the four-card and five-card run caps, it lengthened play while increasing extensions and completions rather than suppressing them.

Practical interpretation

The median hand increased from 13 to 14 turns. That is not a dramatic increase in turns, but the 10-card game contained substantially more scoring actions and bonus activity, so the experienced increase may be greater than the turn count alone suggests.

Recommended next step

Run a bounded human trial with 10-card starting hands and pay particular attention to pace, reshuffling, table congestion, and whether the extra activity feels strategic or merely busy. Keep nine cards as the live default until that trial is judged.

A promising change worth testing with people

PRIMARY RESULTS

Measure	9 cards	10 cards	Paired effect
Turns per hand	13.60	14.22	**+0.62**
Median turns per hand	13	14	**+1 turn**
Completions per hand	5.58	6.31	**+13.2%**
Extensions per hand	2.41	3.25	**+34.6%**
Secured points per hand	252.0	290.0	**+15.1%**
Snatches per hand	1.87	1.84	**-1.5%**
Absolute hand spread	65.50	66.07	**+0.56 pts**
Absolute match spread	132.38	136.42	**+4.04 pts**

PAIRED UNCERTAINTY

Outcome	Effect	95% confidence interval	Evidence
Turns per hand	+0.62	+0.55 to +0.69	**Clear increase**
Absolute hand spread	+0.56	-1.12 to +2.24	**No clear change**
Absolute match spread	+4.04	-2.78 to +10.86	**No clear change**
Snatches per hand	-0.03	-0.07 to +0.01	**No clear change**

RESHUFFLING TRADEOFF

A discard-pile reshuffle occurred in 1,169 of 6,144 ten-card hands (19.0%), compared with 47 of 6,144 nine-card hands (0.8%).

Only 1.1% of ten-card hands exceeded 20 turns. The longest reached 56 turns and recycled repeatedly.

COMPLETION CHECK

- 6 of 6 balanced partnership blocks complete
- 1,536 paired four-hand matches per condition
- 6,144 hands per condition
- Identical seeded deck order within each pair
- Only initial hand size changed: 9 versus 10

METHOD AND INTERPRETATION

Four bot styles (Bob, Tactician, Runner and Setter) were distributed across six ordered partnership blocks. Dealers rotated through all seats and partner order was counterbalanced. Each condition used the same random seed for each hand, then dealt either nine or ten cards to each player. All matches used Fixed Jokers, Negative Jokers Off, End-of-Next-Turn exposure, Snatcharama Last Lap and four hands per match. Source commit: b908979062667d05219943ff648676314d21fc45.