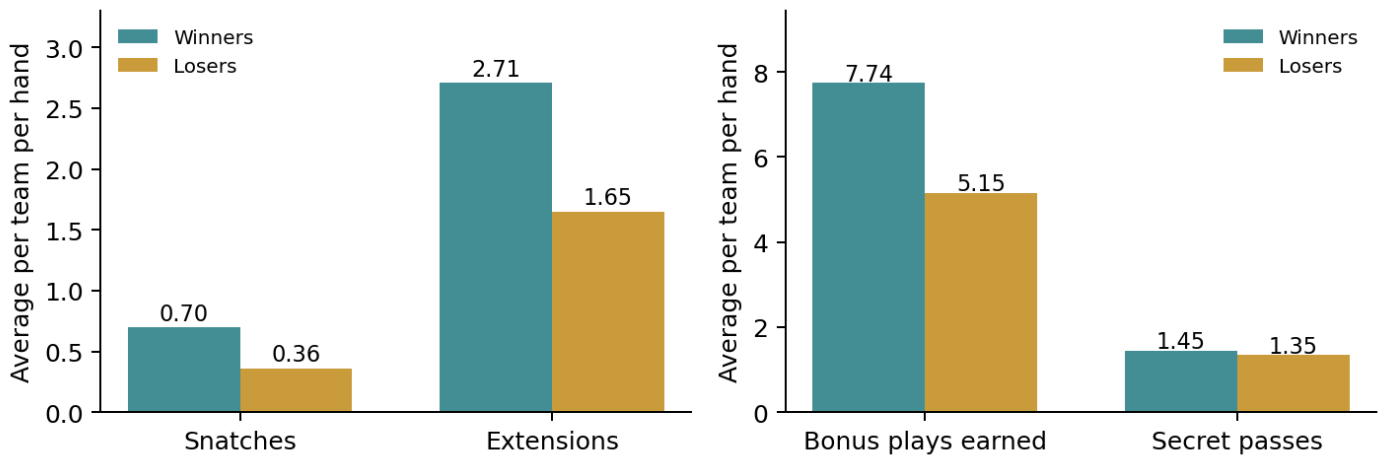




## What makes a winning hand?

Winning is about what you secure and what you leave behind. We compared the two teams in simulated hands played by four identical Bob bots.



### WINNERS AND LOSERS: THE SCORE BUILDING BLOCKS

| Measure                       | Winners | Losers |
|-------------------------------|---------|--------|
| Secured card points           | 149.0   | 97.6   |
| Cards left in hands (penalty) | 8.6     | 38.6   |
| Protected starters (penalty)  | 3.9     | 1.5    |
| Going-out bonus               | 18.4    | 1.6    |

**The team that went out won 92.1% of 985 decisive hands with a going-out team.**

Going out is a strong signal in this sample. It also earns 20 points and limits further play to the partner's final turn. It does not guarantee the higher score.

## Five decisions to think about.

Use these as questions at the table. The simulation describes winning hands; the rules explain why these decisions can matter.

### 1. Start with a plan for completion

A starter is not secured points yet. Think about whether your partner can finish it before exposure, and what an opponent could use to claim it.

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### 2. Look for a snatch before building more

Claiming an exposed starter secures its cards for your team and earns a bonus play. Compare that immediate opportunity with a new starter that may remain unfinished.

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### 3. Use extensions to keep the turn moving

An extension secures additional cards and earns a bonus play. After each one, reassess the table: the next opportunity may be a completion, snatch, or another extension.

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### 4. Pass a card with a purpose

A secret pass can set up your partner. Bob looks for a card that completes its own protected starter, which the partner can play. This study does not measure human passing skill.

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### 5. Count the cost of staying in

Going out earns 20 points. But the final score also includes secured cards, hand penalties, and protected-starter penalties. Check the whole score picture, not just hand size.

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## METHODS AND LIMITS

Methods: 991 completed hands; 9 unfinished at the safety limit; 6 ties excluded from winner/loser comparisons. Four identical Bob bots, nine-card starting hands, rotating dealer, current online engine (Version 93). Seed 20261001 controls shuffles and random bot choices. One hand per fresh room; no match-level analysis.

These are associations, not strategy experiments. Better cards or a favorable table can produce both more plays and a win. Secret passes and starter timing need targeted tests before making stronger recommendations.