

Snap.

By Rachel Lewindon

For 4 Players and 4 Decks of Cards

Playing Instructions

Four players seated at a square or round table. Players 1 and 3 and 2 and 4 sit opposite each other.

Standard 52 card deck per player (ensure Jokers are removed)

Link to Notation Play through <https://youtu.be/UTtq9TaPlSM>

Notation Key:



- Strike Cards on short edge (portrait)



- Shuffle each hand together



- Strike cards on inner corner



- Slur = rotate cards (no re-strike)



- Strike Cards on long edge (landscape)



- Knock other hand on top of deck in a cross



- Brackets indicate action in air (ie. Knock cards in air)



- Scrape Cards along table left or right in direction of tail



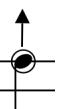
- "Fake Shuffle" (Thumb flip through cards in air)



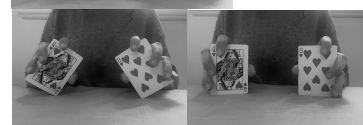
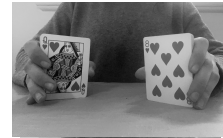
- Tap Deck



- Draw card



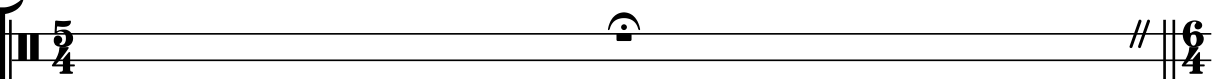
- Deal card face down (Arrow dictates direction)

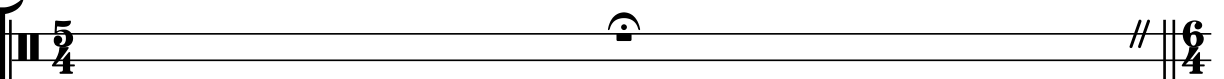


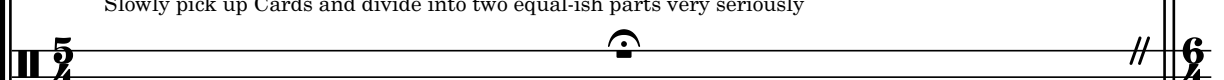
Snap.

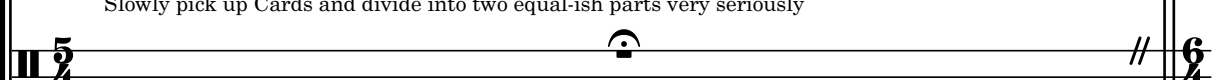
Rachel Lewindon

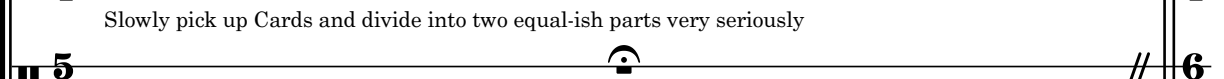
Slowly pick up Cards and divide into two equal-ish parts very seriously

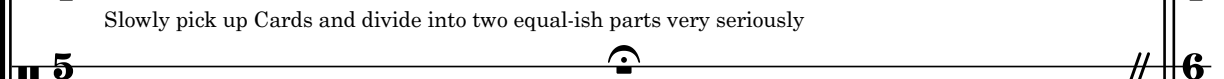
Player 1 RH 

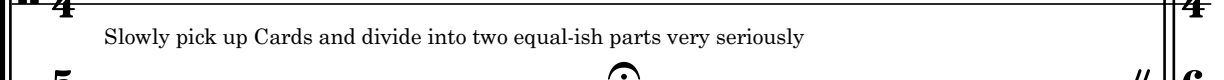
Player 1 LH 

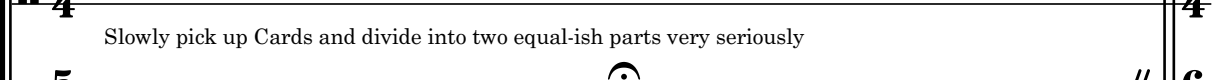
Player 2 RH 

Player 2 LH 

Player 3 RH 

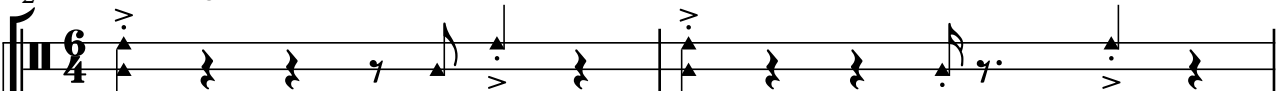
Player 3 LH 

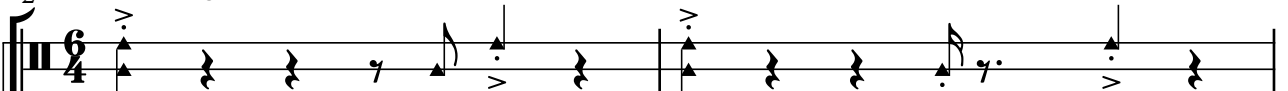
Player 4 RH 

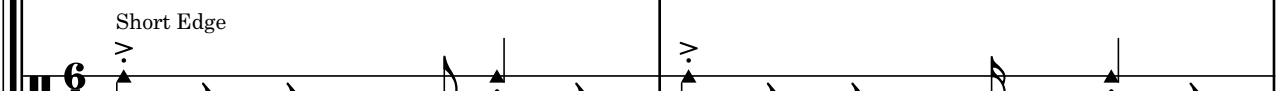
Player 4 LH 

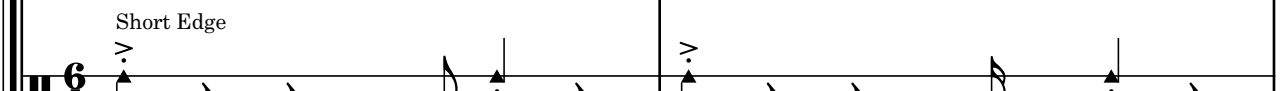
A Allegretto ♩ = 112

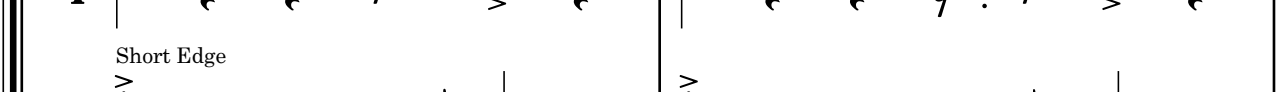
2 Short Edge

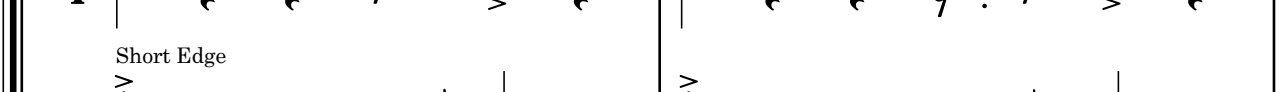
P.1.RH 

P.1.LH 

P.2.RH 

P.2.LH 

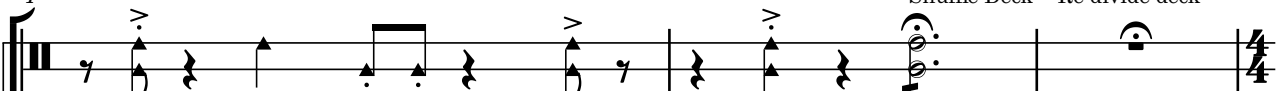
P.3.RH 

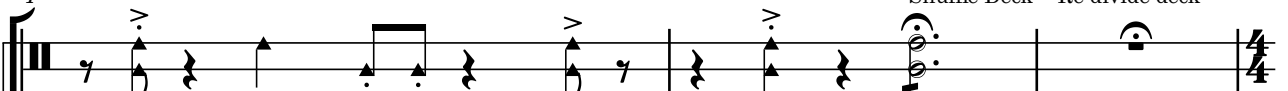
P.3.LH 

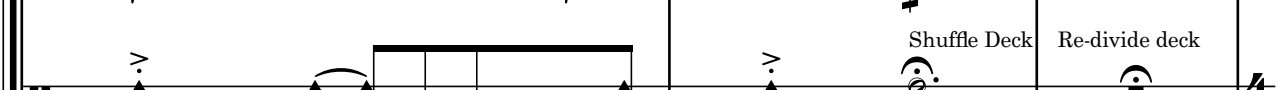
P.4.RH 

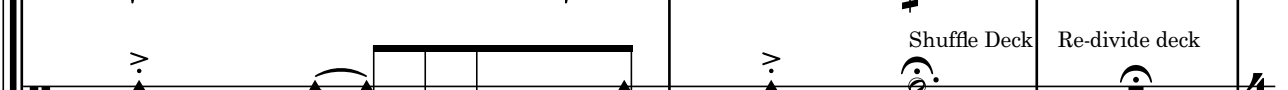
P.4.LH 

4

P.1.RH 

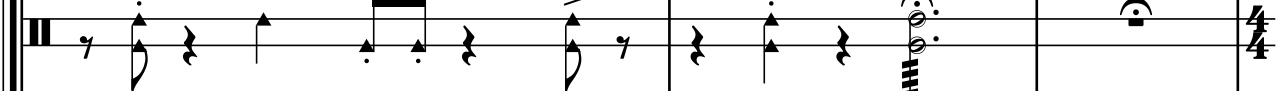
P.1.LH 

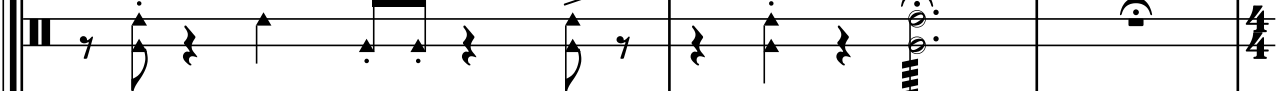
P.2.RH 

P.2.LH 

P.3.RH 

P.3.LH 

P.4.RH 

P.4.LH 

Shuffle Deck Re-divide deck

Shuffle Deck Re-divide deck

Shuffle Deck Re-divide deck

Shuffle Deck Re-divide deck

2

P.1.RH
P.1.LH

P.2.RH
P.2.LH

P.3.RH
P.3.LH

P.4.RH
P.4.LH

7

f *p* *f* *p sub.*

11

f *mp* *p*

15

f *dim.* *p* *mf*

Shuffle Deck Re-divide deck

Shuffle Deck Re-divide deck

Shuffle Deck Re-divide deck

Shuffle Deck Re-divide deck

B

20 Rotate Cards Inwards

P.1.RH
P.1.LH

f

P.2.RH
P.2.LH

Rotate Cards Inwards

f

mf

P.3.RH
P.3.LH

Rotate Cards Inwards

f

mp

P.4.RH
P.4.LH

Rotate Cards Inwards

f

23

P.1.RH
P.1.LH

P.2.RH
P.2.LH

P.3.RH
P.3.LH

mf

P.4.RH
P.4.LH

25

P.1.RH
P.1.LH

mf

P.2.RH
P.2.LH

mf

P.3.RH
P.3.LH

mf

P.4.RH
P.4.LH

mf

28

P.1.RH
P.1.LH

P.2.RH
P.2.LH

P.3.RH
P.3.LH

P.4.RH
P.4.LH

p sub.

p sub.

p sub.

p sub.

3

3

3

3

30

C

P.1.RH
P.1.LH

P.2.RH
P.2.LH

P.3.RH
P.3.LH

P.4.RH
P.4.LH

f

f

f

f

mp

mp

32

P.1.RH
P.1.LH

P.2.RH
P.2.LH

P.3.RH
P.3.LH

P.4.RH
P.4.LH

mf

mp

mf

mp

p

p

34 D ♩. = ♩

P.1.RH
P.1.LH

P.2.RH
P.2.LH

P.3.RH
P.3.LH

P.4.RH
P.4.LH

f *mf* *mp*

38

P.1.RH
P.1.LH

P.2.RH
P.2.LH

P.3.RH
P.3.LH

P.4.RH
P.4.LH

f *mp* *f* *mf*

41

P.1.RH
P.1.LH

P.2.RH
P.2.LH

P.3.RH
P.3.LH

P.4.RH
P.4.LH

f *mp*

44

P.1.RH
P.1.LH

p *cresc.* *f*

P.2.RH
P.2.LH

p cresc. *f*

P.3.RH
P.3.LH

f

P.4.RH
P.4.LH

f *mp* 5

47

P.1.RH
P.1.LH

mp

P.2.RH
P.2.LH

mp

P.3.RH
P.3.LH

mp

P.4.RH
P.4.LH

mp

Septuplet Quaver = Quaver

Septuplet Quaver = Quaver

Septuplet Quaver = Quaver

Septuplet Quaver = Quaver

49 $\text{♩} = 166$ **E**

P.1.RH
P.1.LH

P.2.RH
P.2.LH

P.3.RH
P.3.LH

P.4.RH
P.4.LH

52

P.1.RH
P.1.LH

P.2.RH
P.2.LH

P.3.RH
P.3.LH

P.4.RH
P.4.LH

54

P.1.RH
P.1.LH

P.2.RH
P.2.LH

P.3.RH
P.3.LH

P.4.RH
P.4.LH

56

P.1.RH
P.1.LH

P.2.RH
P.2.LH

P.3.RH
P.3.LH

P.4.RH
P.4.LH

59

P.1.RH
P.1.LH

P.2.RH
P.2.LH

P.3.RH
P.3.LH

P.4.RH
P.4.LH

mp

pp

f

pp

f

mp

62

P.1.RH
P.1.LH

P.2.RH
P.2.LH

P.3.RH
P.3.LH

P.4.RH
P.4.LH

f

pp

p

pp

64

P.1.RH
P.1.LH

P.2.RH
P.2.LH

P.3.RH
P.3.LH

P.4.RH
P.4.LH

66

P.1.RH
P.1.LH

P.2.RH
P.2.LH

P.3.RH
P.3.LH

P.4.RH
P.4.LH

70

P.1.RH
P.1.LH

P.2.RH
P.2.LH

P.3.RH
P.3.LH

P.4.RH
P.4.LH

ONE PILE

ONE PILE

ONE PILE

ONE PILE

2. Dealing

$\text{♩} = 131$

Player 1 RH
Player 1 LH

Player 2 RH
Player 2 LH

Player 3 RH
Player 3 LH

Player 4 RH
Player 4 LH

5

P.1.RH
P.1.LH

P.2.RH
P.2.LH

P.3.RH
P.3.LH

P.4.RH
P.4.LH

10

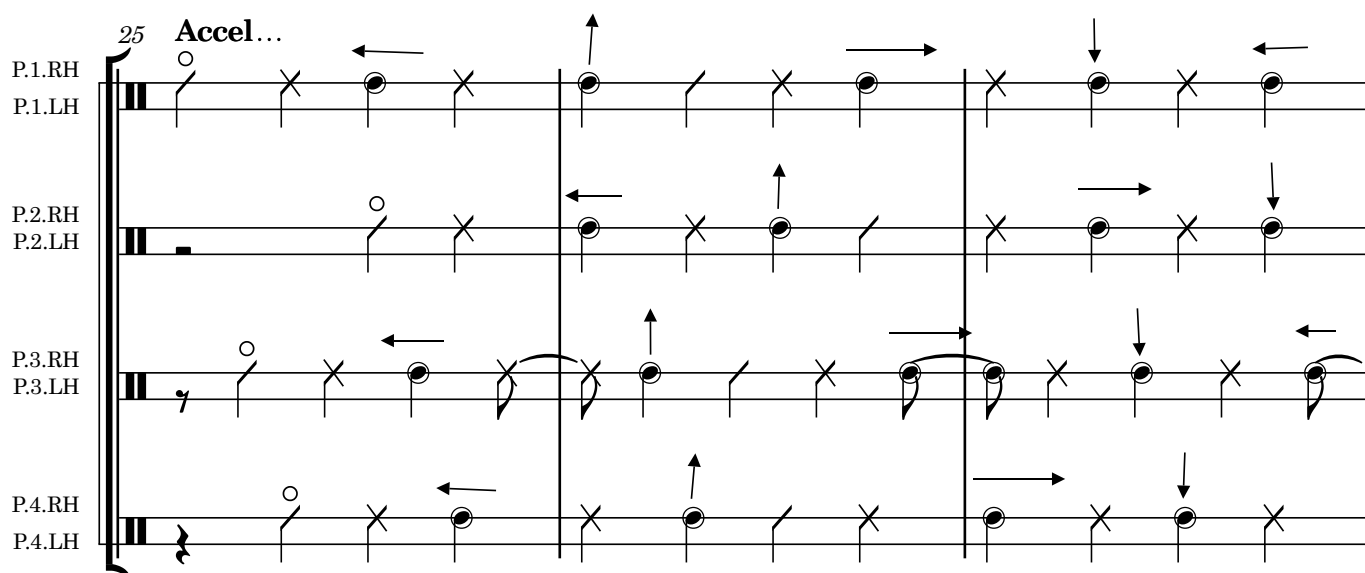
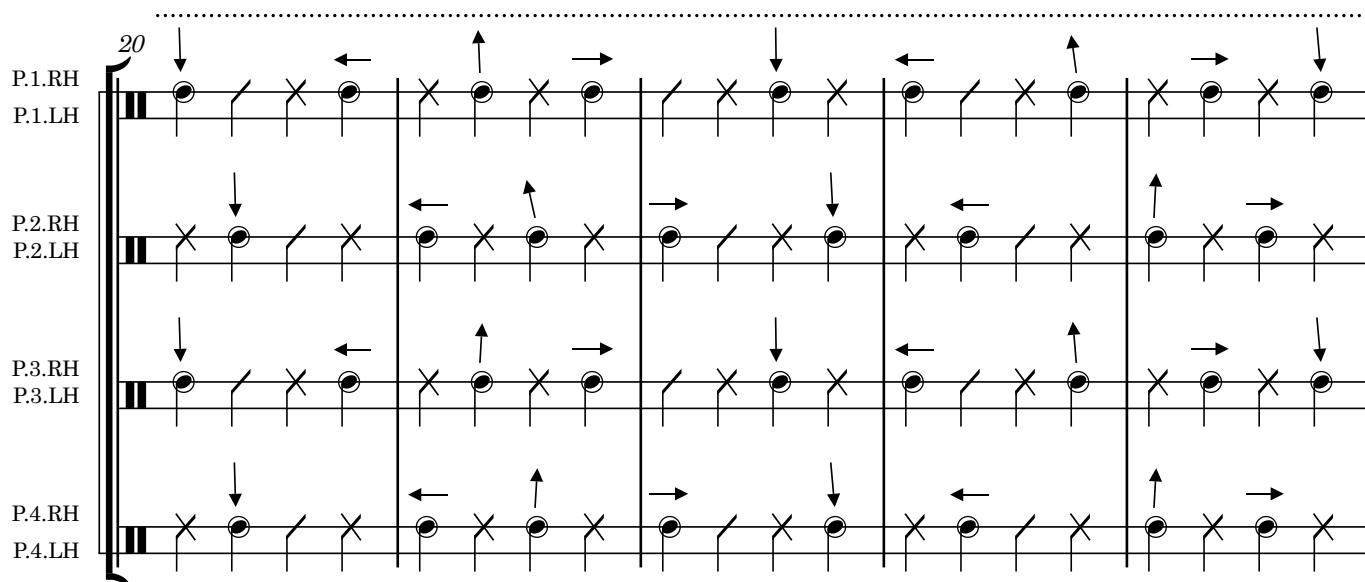
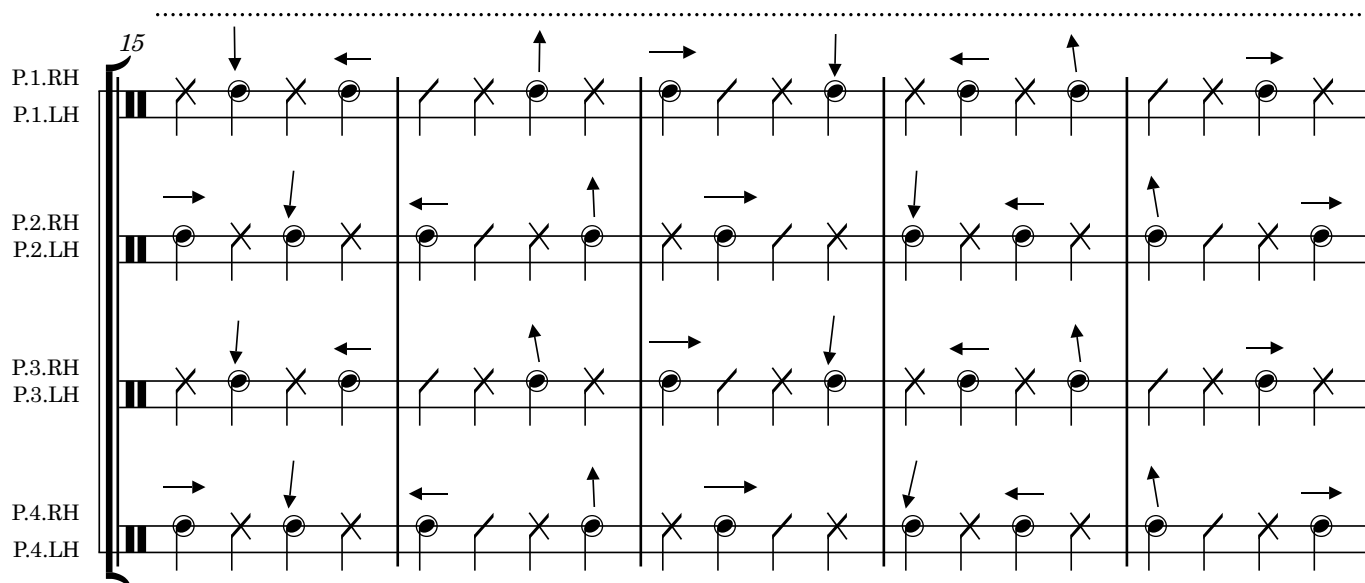
P.1.RH
P.1.LH

P.2.RH
P.2.LH

P.3.RH
P.3.LH

P.4.RH
P.4.LH

poco accel.....



28 CHAOS

P.1.RH
P.1.LH
P.2.RH
P.2.LH
P.3.RH
P.3.LH
P.4.RH
P.4.LH

31 END

P.1.RH
P.1.LH
P.2.RH
P.2.LH
P.3.RH
P.3.LH
P.4.RH
P.4.LH

Collect Cards

Play Snap with Player 2. Act normal, l augh etc as if nothing happened...

Play Snap with Player 1. Act normal, l augh etc as if nothing happened...

Play Snap with Player 4. Act normal, l augh etc as if nothing happened...

Play Snap with Player 3. Act normal, l augh etc as if nothing happened...