Note: This document has calculations for the p7s cases in which you do 1 simul move to skip 2 simul moves, which is different from doing 1 single move to save single moves or ticks

This document has calculations for all the memoed moves in the 7 obvious p6s cases. I (and Josh and Caleb) think this is easier than adding and subtracting numbers from normal memo. I may make an updated p6s vid with this idea instead of changing memo. Thanks especially to sqAree, as well Lexi, Carter Thomas, and Volodymyr for helping develop this.
-TetraWaffle (2022LEEB02)

notes:
I have started calling what is in this document "pseudo 6 simul" or p6s, since there are earlier versions of pseudo 7 simul that aren't 6 simul moves.

- The "Execution" part only shows 3 or 4 moves, which is because the last 2 or 3 are just the last 3 moves in Tommy 7 simul
- Some moves involve applying already calculated numbers to clocks, I think this is easier than doing a new calc with 6 or more clocks
- None of these cases have harder \ calculations than normal Tommy. The calculations are easier than they might look.
- Moves with a * next to them are not required if you use 5 letter memo Tommy 7s
- These specific slash memos have been chosen so that the first part always needs to be negated (this is why the left hand move of slash is always inside of parentheses.)

These first 2 cases only use 4 numbers:

L shape — c = d = r
m1: dr to r + U to L
m2: U to L
m3: -(C to U + D + l to ul)
m4: dr to d + u + R to DR + L to UL

Execution:
UR: m1, m2
DR: intuitive
\: m3, m4

Fall — c = d U = L
m1: r to d
m2: r to dr
m3: -(C to U + D + l to ul + r to d)
m4: dr to d + u + R to DR + L to UL

Execution:
ul: m1, m2
DR: intuitive

\: m3, m4

These next 2 involve ce skips in the middle column:

Line — c = u = d
m1: dr to r + U to L
m2: R to D + l to ul
m3: r to d
*m4: apply m2 to U, then do U to L
m5: -(C to L + R) or L to C - R
m6: dr to r + ul to l + c + U to UL + D to DR

Execution:
UR: m1, m2
R: m3, m4
DR: intuitive
\: m5, m6

Ankh — c = d C = D
m1: DR to R + u to l
m2: r to dr + L to U
m3: apply m1 to r, then do r to d
*m4: U to L
m5: -(DR to R + L + u to ul)
m6: dr to r + l + U to UL

Execution:
ul: m1, m2
R: m3, m4
DR: intuitive
\: m5, m6

These next 2 have the same slash calcs:

Hook — c = d u = l
m1: dr to r + U to L
m2: R to D
m3: r to d
*m4: apply m2 to U, then do U to L
m5: -(C to L + R + u to ul)
m6: dr to r + l + U to UL + D to DR

Execution:

Note: This document has calculations for the p7s cases in which you do 1 simul move to skip 2 simul moves, which is different from doing 1 single move to save single moves or ticks

UR: m1, m2
R: m3, m4
DR: intuitive
\: m5, m6

Yah — c = d D = R
m1: u to l
m2: r to dr + L to U
m3: apply m1 to r, then do r to d
*m4: U to L
m5: -(C to L + R + u to ul)
m6: dr to r + l + U to UL + D to DR

Execution:
ul: m1, m2
R: m3, m4
DR: intuitive
\: m5, m6

This last case isn't as good as the rest, because it has 2 d moves even though it has a ce skip (it also has mid pin transitions). You can decide for yourself whether to prioritize 1 d move or 6 simul, depending on the scramble or preference.
The case is also better with mirror Zhang p6s

Mirror Yah — c = r U = L
m1: d to c
m2: d to dr
m3: -(C to U + D + l to ul)
m4: dr to d + u + R to DR + L to UL

Execution:
U: m1 (bottom/down), m2 (top/up)
DR: intuitive
\: m3, m4

There are ways of doing this case that might be better but idk if it's worth it tbh

Non-Obvious p6s cases (WIP)
The cases for these pinsets aren't obvious, and so the way they work is that you do regular Tommy memo first to check if you have the case that allows you to do p6s, such as the 5th number you memo (m5) equaling the opposite of the 6th number (-m6). Then, do the new calculations, which may involve numbers from the original Tommy memo. The new memo will be written as n1, n2, n3 etc.

Note: This document has calculations for the p7s cases in which you do 1 simul move to skip 2 simul moves, which is different from doing 1 single move to save single moves or ticks

These first two skip the slash move.

Slashless 1 — c = d, m5 = -(m6)
UR R DR UL L ur
n1: dr to r + U to L OR -m2
n2: C to L + D + l to ul OR -(m2 + m5) OR n1 + m6
n3: m3 from Tommy memo (r to d)
*n4: apply m2 to U, then do U to L

Execution:
UR: n1, n2
R: n3, n4
DR: intuitive

Slashless 2 (incomplete) — d = r, m5 = -(m6)

Slashless 2: d = r, m5 = -(m6)
dl UR DR UL L ur

n1: m1 or d to c
n2: -(l to ul + C to U + D)
n3: Apply n2 + U to L to r and do dr to r
*n4: U to L

Execution:
dl: n1, n2
UR: n3, n4,
DR: intuitive

thanks to Eddie Artze

Slashless 3 — m2 = -(m5) = m6
UR R DR UL L ur
n1: d to c
n2: d to c + r to dr + L to U
n3: apply m1 to d, then do r to d
*n4: m4 from Tommy memo (U to L)

Execution:
U (down pins, up pins): n1, n2
R: n3, n4
DR: intuitive

Note: This document has calculations for the p7s cases in which you do 1 simul move to skip 2 simul moves, which is different from doing 1 single move to save single moves or ticks

These other 2 cases require calculations that you wouldn't normally do, however they are very similar to the normal calculations.

Fake Line — c = d, m2 = R to D + l to ul + u to c
n1: u to c
n2: r to dr + L to U
n3: trace
*n4: U to L
n5: -(C to U + R + r to dr)
n6: dr to r + d + R to DR + U to UL

Execution:
ul: n1, n2
R: n3, n4
DR: intuitive
\: n5, n6

Fake Ankh — c = d, m2 = D to C + R to DR + u to l
n1: dr to r + U to L
n2: C to D
n3: r to d
*n4: apply m2 to U, U to L
n5: -(L + l to ul)
n6: l + L to UL

Execution:
UR: n1, n2
R: n3, n4
DR: Intuitive
\: n5, n6

Tilt Pinsets:
These pinsets aren't really the same as the other ones here because they involve 2 or more non-zhang moves, but I think they're pretty useful, since the cases they make 6 simul are 13 movers with both zhang and mirror zhang, and they are also easy enough to learn. However, in this document I'm only going to put right tilt because left tilt is closer to being like mirror zhang p6s.

Right tilt — c = r C = U
m1: d to dr + UL to U
m2: d to c
m3: -(l to ul + D),
m4: R to UR + L to UL + ur to u + d

Note: This document has calculations for the p7s cases in which you do 1 simul move to skip 2 simul moves, which is different from doing 1 single move to save single moves or ticks

Execution:
(left, right)
dr: m1, m2
/: m3, m4
UR: block around UL