

Mel's Dream [Blast, weaving posts]

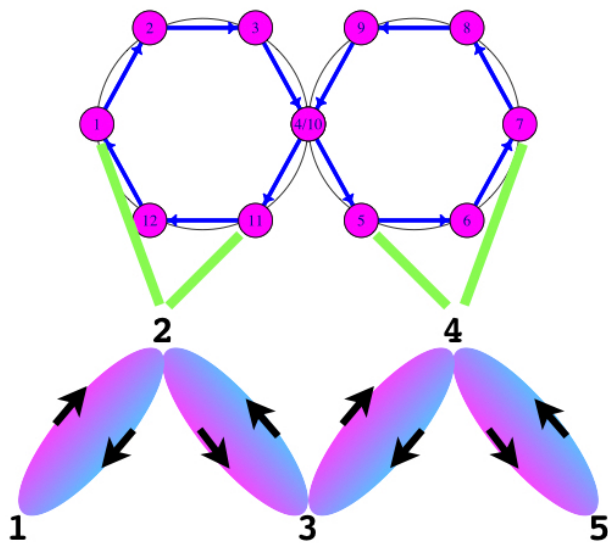
Positions/Passes								
	Blast					Weave		
4-count beat	A	B	C	D	E	F	G	H
1	1	2	3	4	5	1	5	9
2	2	1	4	3	5	3	7	11
3	3	1	5	2	4	5	9	1
4	4	2	5	1	3	7	11	3
5	5	3	4	1	2	9	1	5
6	5	4	3	2	1	11	3	7
7	4	5	2	3	1	1	5	9
8	3	5	1	4	2	3	7	11
9	2	4	1	5	3	5	9	1
10	1	3	2	5	4	7	11	3
11	1	2	3	4	5	9	1	5
12	2	1	4	3	5	11	3	7
13	3	1	5	2	4	1	5	9
14	4	2	5	1	3	3	7	11
15	5	3	4	1	2	5	9	1
16	5	4	3	2	1	7	11	3
17	4	5	2	3	1	9	1	5
18	3	5	1	4	2	11	3	7
19	2	4	1	5	3	1	5	9
20	1	3	2	5	4	3	7	11
21	1	2	3	4	5	5	9	1
22	2	1	4	3	5	7	11	3
23	3	1	5	2	4	9	1	5
24	4	2	5	1	3	11	3	7
25	5	3	4	1	2	1	5	9
26	5	4	3	2	1	3	7	11
27	4	5	2	3	1	5	9	1
28	3	5	1	4	2	7	11	3
29	2	4	1	5	3	9	1	5
30	1	3	2	5	4	11	3	7
31=1	1	2	3	4	5	1	5	9

Naturalized version

Three weavers (F,G,H) set up opposite 5 blasters (A-E), and pass (green) only when in spots (1,5,7,11) of the weave or (2,4) of the blast. Table entries show the position of each juggler over time (rows).

The rows count time in 4-count (i.e., passing beats for the blast). Weavers do 2 passes on 4 count followed by an 8-count. Blasters are basically 4-counters with lots of phantoms!

Directions of movement are indicated by (blue and black) arrows.



In this *natural* version, each weaver passes in sequence to the blasters, and likewise each blaster passes in sequence to the three weavers. For example, A passes to H/F/G, and then repeats, and weaver F passes B/E/A/D/C repeat.