

Mel's Dream [Blast, weaving posts]

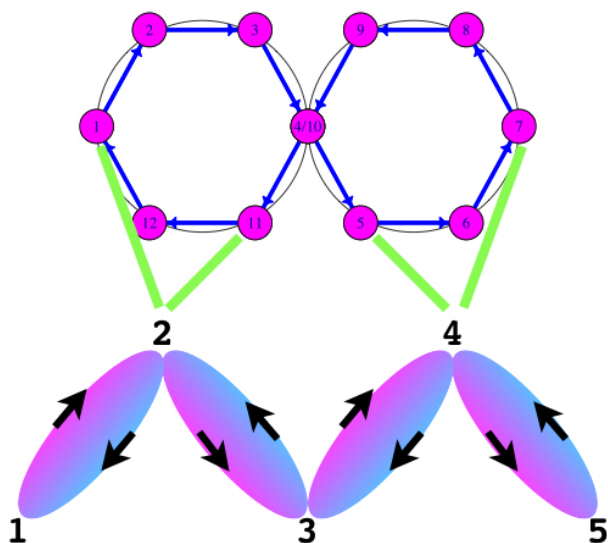
Positions/Passes

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

Mel's original version

Note the different starting configuration (weaver's timing shifted by one row), which can be figured by noting that blaster in position 5 is sticking, and the weaver coming into that side passes just once and then goes into 8 count.

By contrast to the natural version, in Mel's original, each weaver (blaster) passes twice in a row to the opposite blaster (weaver).



In the natural version the center weaver (G) moves towards the sticker side and passes twice; in the original version the weaver G moves passes once towards the sticker side.