

Turntables

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1 Preface

This article covers a concept of changing positions within a 3 person / 9 clubs feed. It will use a well-known notation to write down which position every juggler occupies at a given moment, and extend it in order to help you to see easily

- (A) where you're going to be when the jugglers change position and / or role as well as
- (B) where you have been before they did so

We will explain why it is much better to know and use (B) to learn a moving pattern, and consequently give you all the information you need to find your position in this pattern in a very simple way (see chapter 6). We will also provide a set of tables in which you can add your and your mates names and figure out quickly where you have to stand to start the pattern if you want to enter the current (or in fact any) position (see chapter 9)

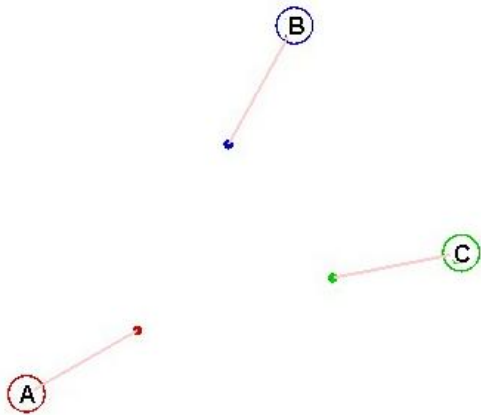
If you are already familiar with scrambled v patterns you might want to dive right into chapter 5 which explains the concept of the turntables and directly jump forward to chapter 9 from there. To understand the whole idea, you may have to read chapter 7 and 8 as well.

This idea was developed at the NJF 2017 by Wolfgang aka. joepass with help from Tiddo and Uwe. Also, many thanks to Daniela for proofreading and corrections.

2 Basic pattern: feed with 3 jugglers and 9 clubs

In the normal feed the jugglers roles are these:

- A: Feeder
- B: Feedee on the left side of A
- C: Feedee on the right side of A

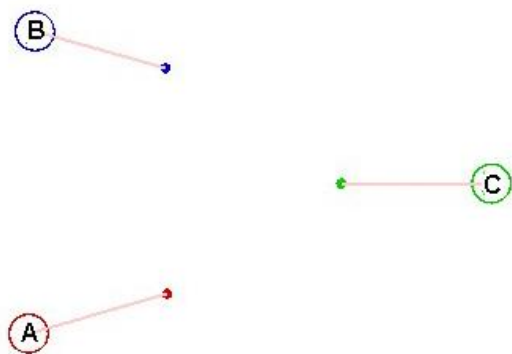


Passing order is:

- 1: A - B
- 2: A - C
- 3: A - B

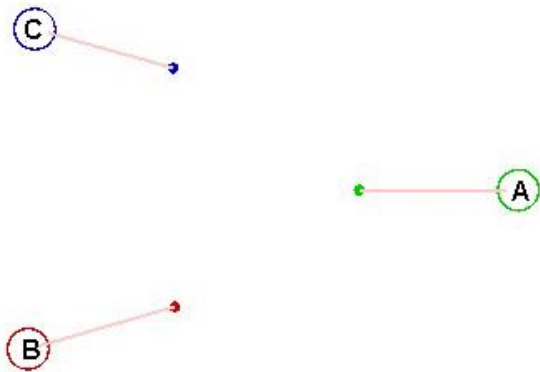
3 Walking in the feed

On beat 4 B walks to the left side of A with a four-count. Consequently, C becomes the new feeder and the new order is



4 Relabeling the jugglers

To make the system universal we now have to change all the letters fit to the role the jugglers have taken. So, the person who has earlier been C is the new feeder now, the one who has been A stands to his left side and the one who has been B stands to his right side. But as we talk about roles here rather than about persons, C is not longer C, he now is the feeder, and the feeder is A, and former A becomes B and former B becomes C. We call this relabeling the jugglers, and the relabeled positions are



The relabeling happens in this order:

A => B

B => C

C => A

This means the juggler that has been A in the first pattern is now B, the one who has been B is C and C is A.

And on the next step we get:

A => B => C

B => C => A

C => A => B

Obviously with the next step the whole thing starts over again.

We stop drawing pictures or using colors for the jugglers from now on. You got the idea, right? So we can start to look at the concept on a more abstract level now.

5 Rotating through the whole pattern (the first turntable)

Rotating through the pattern leads us to this table:

Name	step	1	2	3
Tiddo		A	B	C
Wolfgang		B	C	A
Uwe		C	A	B

We place the names of the jugglers in the left column. This way you can see what every juggler does in every step of the pattern.

The table has to be read like this:

On step 1

Tiddo is the feeder, Wolfgang is B, who stands left to him, and Uwe is C on his right side.

On step 2

Uwe is A, hence the feeder, Tiddo is B and stands left to Uwe, Wolfgang is C and stands right of Uwe .

On step 3

Wolfgang is the feeder, Uwe is B and stands to his left and Tiddo is C and stands to his right.

As said before, step 4 is the same as step one.

Now we know all we need to see what will happen next as well as what has happened before for every step, and every juggler can easily switch to the desired position, both forward and backward.

We call this table the turntable for this pattern.

6 Why to rotate backward

Learning a runaround pattern can be done in two ways:

1. You learn the piece following the one you already have learned (rotating forward)
2. You learn the one that is right before the one you have learned (rotating backward)

Let's take a closer look on which of those possibilities makes more sense.

Imagine you just go on and learn the next piece, i.e. **rotate forward** through the pattern. In this case you learn a part of the runaround that you didn't do before and you end up running into a part of the pattern that you don't know either. Thus, you learn something new and you know that at the end of the piece you will have to stop, you can't possibly continue.

When you **rotate backward** and start with the part of pattern that is right before the one you already can do, you also have to learn something new - but you end up with something you already did before. This will feel much more comfortable and you don't have to stop. Learning the pattern will work much more relaxed this way.

The only problem is: You don't know which position you have to be in first in order to end up in the position you want to be in later. This is quite annoying, but the turntables give you all the information you need to find this position.

7 Adding a Manipulator

Things are getting more interesting when you put a manipulator (M) into the pattern. In the [scrambled V variations](#), the manipulator enters the pattern as a fourth person, does some manipulation and replaces one of the other jugglers, who will by that turn into the next manipulator. This replacement happens at the moment when M intercepts a throw to a juggler, no matter if the throw is a pass or a self. The new manipulator then starts with a carry, handing a club to the juggler that has only 2 clubs as he didn't receive a club because of the intercept that just happened. Obviously, M can intercept a throw to any of the three jugglers. Here are examples for every intercept that cover all 3 lists you can get. They show the role of every juggler when they start on beat 1 and the role that they have on beat 4, which is beat 1 for the next step.

This way you can see the role you start the current part of the pattern with and also which role you're going to have in next part.

In the **Scrambled V** (cB sB iC), **M intercepts a self from C** on beat 3, thus takes C's position and role - and C changes to M.

A => A
B => B
C => M
M => C

On beat 4 B moves to the other side and the relabeling happens according to chapter 4.

A => A => B
B => B => C
C => M => M
M => C => A

For a second example we look at **Gentle Romble** (iB cB sC). Here **M intercepts a pass to B** on beat 1 and changes role and position with B.

A => A
B => M
C => C
M => B

On beat 4 B moves to the other side and the relabeling happens according to chapter 4.

A => A => B
B => M => M
C => C => A
M => B => C

Example 3 is **Panto** (sC iA cB). **M intercepts a pass to A** on beat 2 and switches to A who consequently becomes M:

A => M
 B => B
 C => C
 M => A

On beat 4 B moves to the other side and the relabeling happens according to chapter 4.

A => M => M
 B => B => C
 C => C => A
 M => A => B

We take another look at the table for the **Scrambled V**:

A => A => B
 B => B => C
 C => M => M
 M => C => A

The blue letters have been helpful to understand what happens within the interception, but now that this is clear we don't need them any longer, so we drop them. Here is what every juggler turns into:

A => B
 B => C
 C => M
 M => A

Here's the complete list of the possible replacements:

iC	iB	iA
A => B B => C C => M M => A	A => B B => M M => C C => A	A => M M => B B => C C => A

As a final step we change the order of the jugglers: M is always notated in the bottom line:

iC	iB	iA
A => B B => C C => M M => A	A => B B => M C => A M => C	A => M B => C C => A M => B

8 The turntable for the Scrambled V

As we know, at the end of the first step roles change in the Scrambled V like this

A => B

B => C

C => M

M => A

After the second step roles change to

A => B => C

B => C => M

C => M => A

M => A => B

And with the last one we get

A => B => C => M

B => C => M => A

C => M => A => B

M => A => B => C

Now we know everything we need. To make it just look nicer and easier to read, we put the whole thing in a single table with our names in the left column. Now we can see which role each of us has in any step of the runaround:

iC Name	step	1	2	3	4
Tiddo		A	B	C	M
Wolfgang		B	C	M	A
Uwe		C	M	A	B
Manni		M	A	B	C

In the upper left field of the table we notate which juggler was replaced by M with the interception. In the Scrambled V this is iC.

9 The 3 turntables (not only) for the scrambled V collection

Knowing the three different possibilities to replace a juggler, it is now easy to generate the 3 possible turntables. I removed the names from the examples above. Every juggler can put his own name in one of the rows and everyone can see what to do within every step.

If you look at the [list of the scrambled v variations](#) now, you can see in the description column which juggler is replaced by M. Now choose the appropriate table by comparing the intercept throw of the description with the entry in the upper left field of the turntable.

iA Name	step	1	2	3	4
		A	M	B	C
		B	C	A	M
		C	A	M	B
		M	B	C	A

wolfgang westerboer, westwolf@gmx.de

iB Name		1	2	3	4
		A	B	M	C
		B	M	C	A
		C	A	B	M
		M	C	A	B

wolfgang westerboer, westwolf@gmx.de

iC Name		1	2	3	4
		A	B	C	M
		B	C	M	A
		C	M	A	B
		M	A	B	C

wolfgang westerboer, westwolf@gmx.de

As long as you label the jugglers in the proper order, the turntables can be used for other patterns as well. For example, in Zippy M replaces A and Turntable iA can be used for this pattern.

10 Workshop proposal

When you do a workshop on scrambled v patterns, zippy, bookabout, minuEd etc:

- Carry a number of copies of all 3 turntables with you.
- Select one variation, get 4 people together, practice and show the workshop attendees what they will learn.
- Teach them the first step.
- Explain to the people how to read and use the turntables and make them write the name of all of the jugglers in the table.
- Tell them to use the table in order to rotate one step backwards, and explain why.
- ... std. workshop stuff follows.