KNOTS of MAY

Donnelt's extra notes on Knots of May

10 Athlit Gardens
Church Crookham
Aldershot Hants

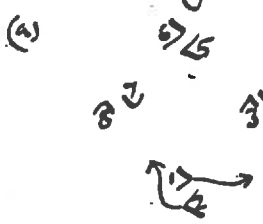
Dear Anne
As I promised on Sunday I have checked back on what I intended in the two knots that caused difficulty & have set down detailed notes.

2ND KNOT

The problem I believe we had on Sunday the chain was not continued long enough & that we did not recognise that as people dropped out of the chain, those that were left in did not necessarily have an actual person to pass.

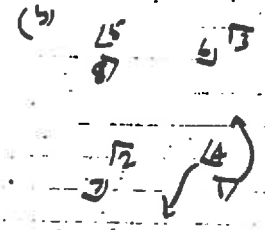
The chain goes

(a)



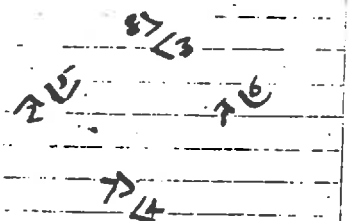
1st change by right shoulder

(b)



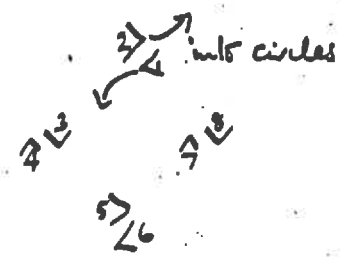
2nd change by left

(c)



and so on to get to

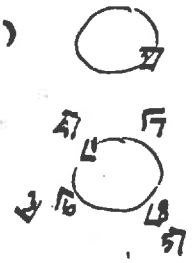
(e)



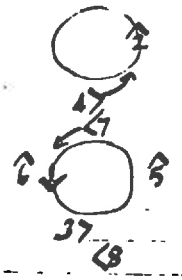
into circles

5th change by right & start the two circles.

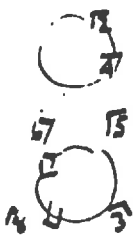
(f)



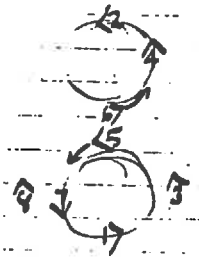
(g)



(h)



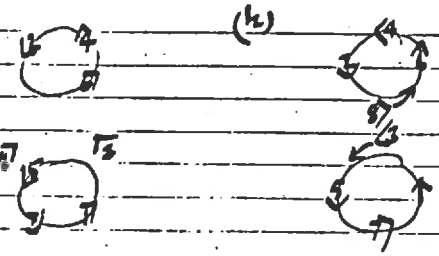
(i)



This is the position we were in and called that No 8 was wrong just because No 3 appeared here in the proper place.

(2)

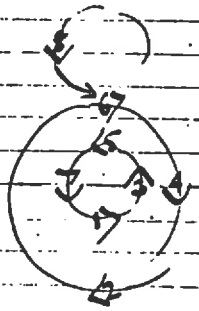
(j) (k)



Note that after (k) there are dancers who are not passing any one in the chain because the persons they would have passed have gone into the inner & outer circles

The important point is that the two circles move at the same rate of rotation as the chain. To get it both right all dancers still in the chain must continue to sway their garlands.
The movement goes from (a) to (l) = 12 times 4 steps = 48 steps not the 32 steps we tried on Sunday

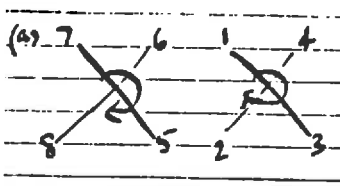
We agreed that the two circles should do one complete independent circuit before forming the outer circle

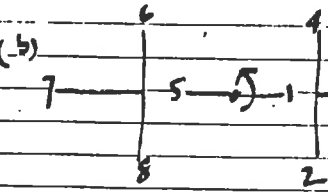


To avoid No 8 slipping across to get alongside No 7 the inner and outer circles need to go round 1½ times

3RD KNOT

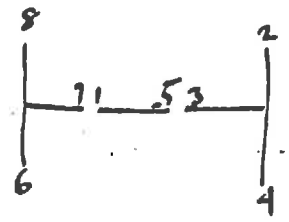
The problem is one of timing the rotations. If the rotations are all at the same speed it does not work. Thus:



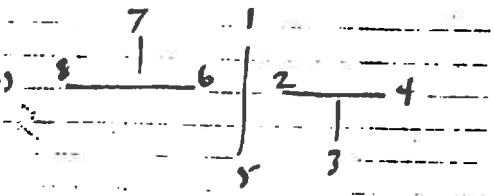


(3)

to (c)



and no 5 (d)

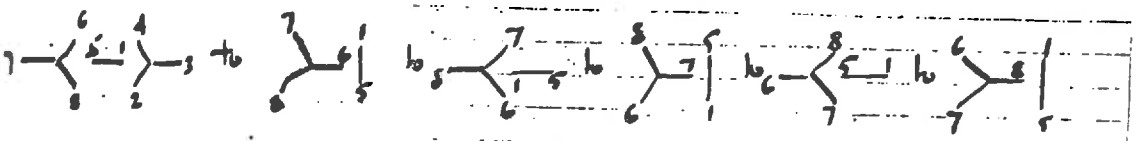


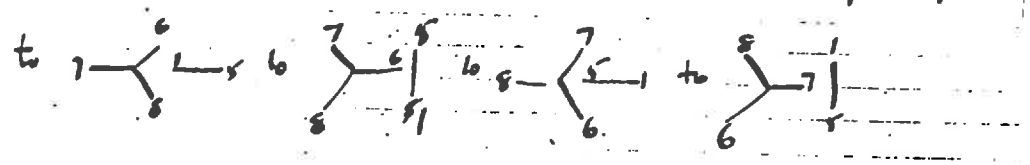
that is they will clash, it will not look symmetrical and 3 and 7 will never get into the proper position relative to 1 & 5.

The cogs need to mesh. There are 3 possibilities

a) the middle pair mesh every gap, that is rotate faster than the 3 hundred & start
b) the middle pair mesh every other gap, but this looks to near collisions all the time
c) actually rotate incorrectly to mesh alternating every one or two places. This looks getting in wrong order at the change which is what happened on Sunday

Thus I recommend,

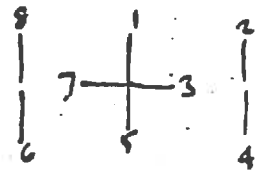




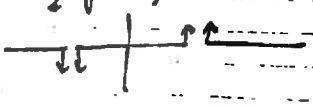
where is the desired position for forming the central star!

1 & 5 will turn round 2¼ as No 7 will turn 1½ times

That leaves the set like



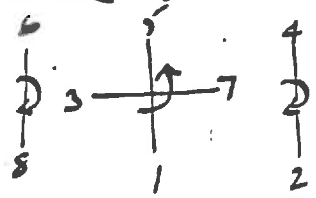
The rotation is not a mesh but a ~~rotating~~ pumping in the same direction



Note that the 3 have to change from —| to —< and the 2 from > to —|— at same time

Now in the final rotation again the groups have to rotate at same stage at different speeds to eventually match up.

Rotate to



2 and 6 finish up with 1 and 5 easily but 4 and 8 need to get a move on to catch up their partner

Best wishes

Roy