

Juggler's World

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Variations for numbers jugglers

By Jeff Walker San Francisco, CA

The following is an explanation of a method for inventing four and five ball patterns with unusual timing. It involves making a double column of symbols for throws and catches (a column for each hand), and connecting the throw symbols to catch symbols to create the notation for a juggling pattern.

The five ball cascade is shown in figure one, and the four ball fountain in figure two. You can tell how high a throw will be by noting how many throws will leave the hand to which the ball is thrown before the ball is caught. In the diagrams, a number is included in some arrows to tell the height of the throw. e.g.. 5 means the height of throws in a five ball cascade. Unless otherwise indicated, start, with three balls in the right hand.

Figure three is an easy one. Throw from the right and left hands simultaneously, the right hand throwing at 4-heights to the left hand and the left hand throwing a self at 6-height. Then throw a high self with the right and a low across throw with the left, etc. The result is a low three ball cascade with two self tosses on the sides.

Figure four is also synchronous. With the right hand, throw at 6-height to the left hand, while the left hand throws a self at 4-height, then switch sides. This is a high three ball cascade with two low selfs on the sides.

Figure five is an alternating five ball pattern, a six ball fountain with two balls being replaced by one small throw back and forth. Start with a 6height self, then a very small across throw from the left, and another 6-height right self, then switch sides.

Figure six illustrates another alternating pattern, in which a three-and-two pattern switches right to left

every third throw. Converted to four balls it becomes figure seven, which starts with two balls in each hand.

Figure eight is a four ball shower that switches direction with every throw. Three balls form a high cascade and the fourth is thrown straight across back and forth.

Lastly, figure nine describes a pretty easy five ball pattern with a multiplex throw from the right hand. Start with three in the right hand but make the left hand self throw first. then the multiplex throw from the right, then the across throw from the left.

The right hand waits until the left hand makes another self throw. Use outside throws for everything in this pattern.

Two ball backhander introduces 'The Monte'

By Lou Carroll Brooklyn, NY

I employ an unusual juggling variation I call the Two-Ball Monte. (What's in a name?) There are a number of two ball novelty maneuvers, and this is one of a series of several backhand variations I do.

Two balls are held in the hand (fig. 1) palm up.

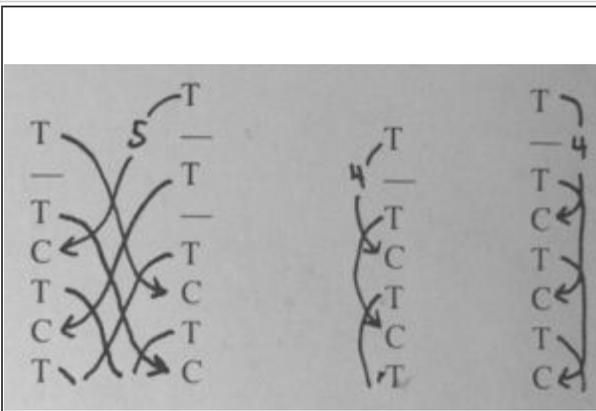
They are tossed into the air at a normal juggling height (fig. 2). When they come down, one is caught in a clawing position (fig. 3) and the hand continues downward to snare the second ball on the back of the hand. Done properly, both catches appear to have been made in one swoop (fig. 4).

It's good to develop dexterity in backhand catching of a single ball before trying the complete trick. In figure three, note that the first, fourth and fifth fingers are free of the first catch in order to trap the second ball on the back of the hand. In as much as I have seen several jugglers master some backhand catches, it is not impossible to learn. Perseverance!

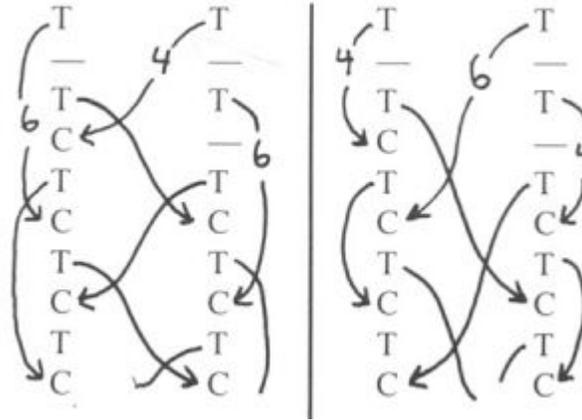
Not satisfied with the basic move, I have furthered it by tossing the two balls over either shoulder and under my leg. An added exhilarating effect is to have a member of the audience toss the two balls for you to catch.

I find lacrosse balls too big to use in backhand juggling. For me, the sponge rubber "pinky" balls work best. The outside surface is rougher, permitting a surer grasp.

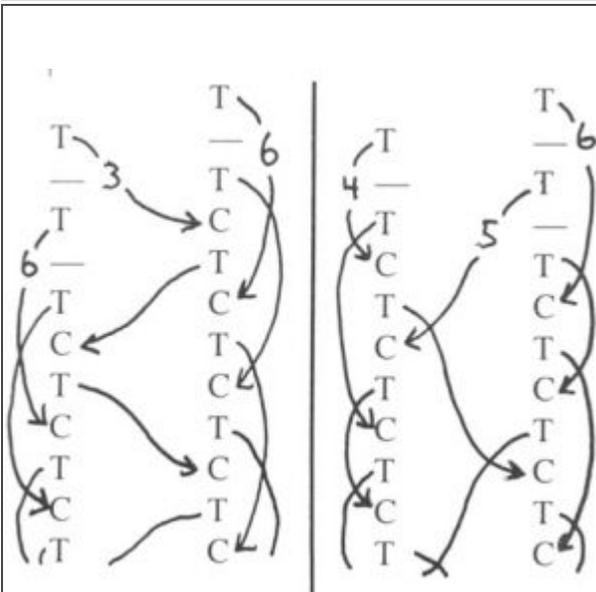
Jugglers looking for new worlds to conquer should investigate the Two-Ball Monte!



Figures 1 & 2



Figures 3 & 4



Figures 5 & 6

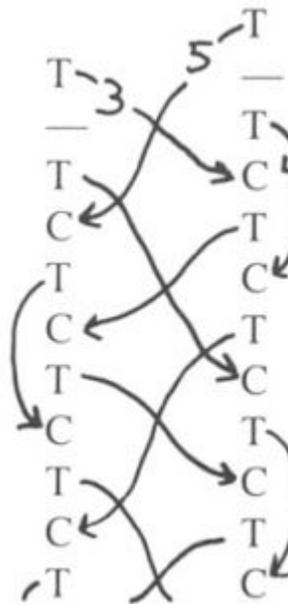
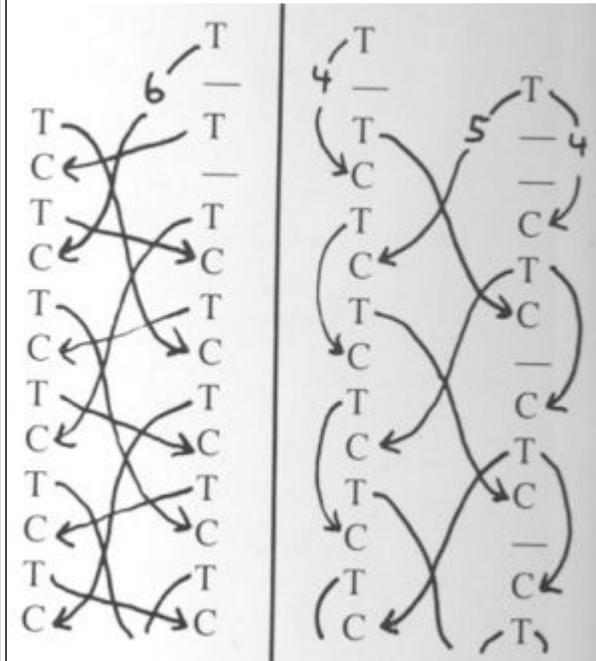
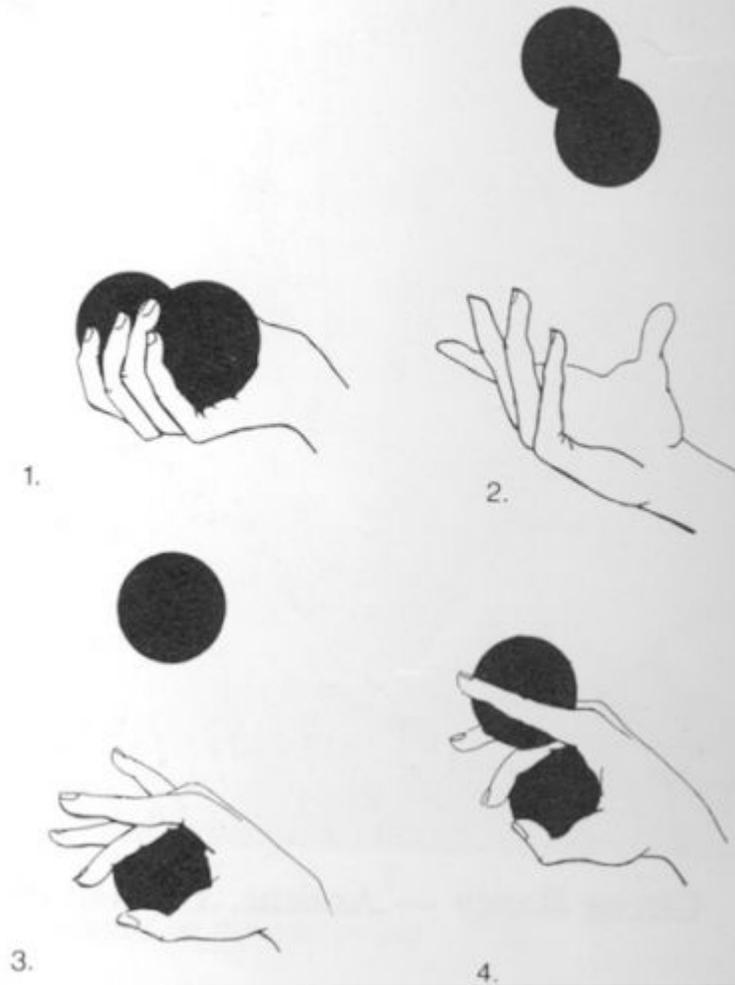


Figure 7



Figures 8 & 9



'The Monte'