

**pχ2 practiceboard<sup>1</sup> how to :**

requirements: a pair of scissors or a knife; some glue or some clear sticky tape; some beans or seeds or other small things as tokens; a dice (download .obj from [www.nolanoswalddennis.com/hedra!](http://www.nolanoswalddennis.com/hedra!))

**directions:**

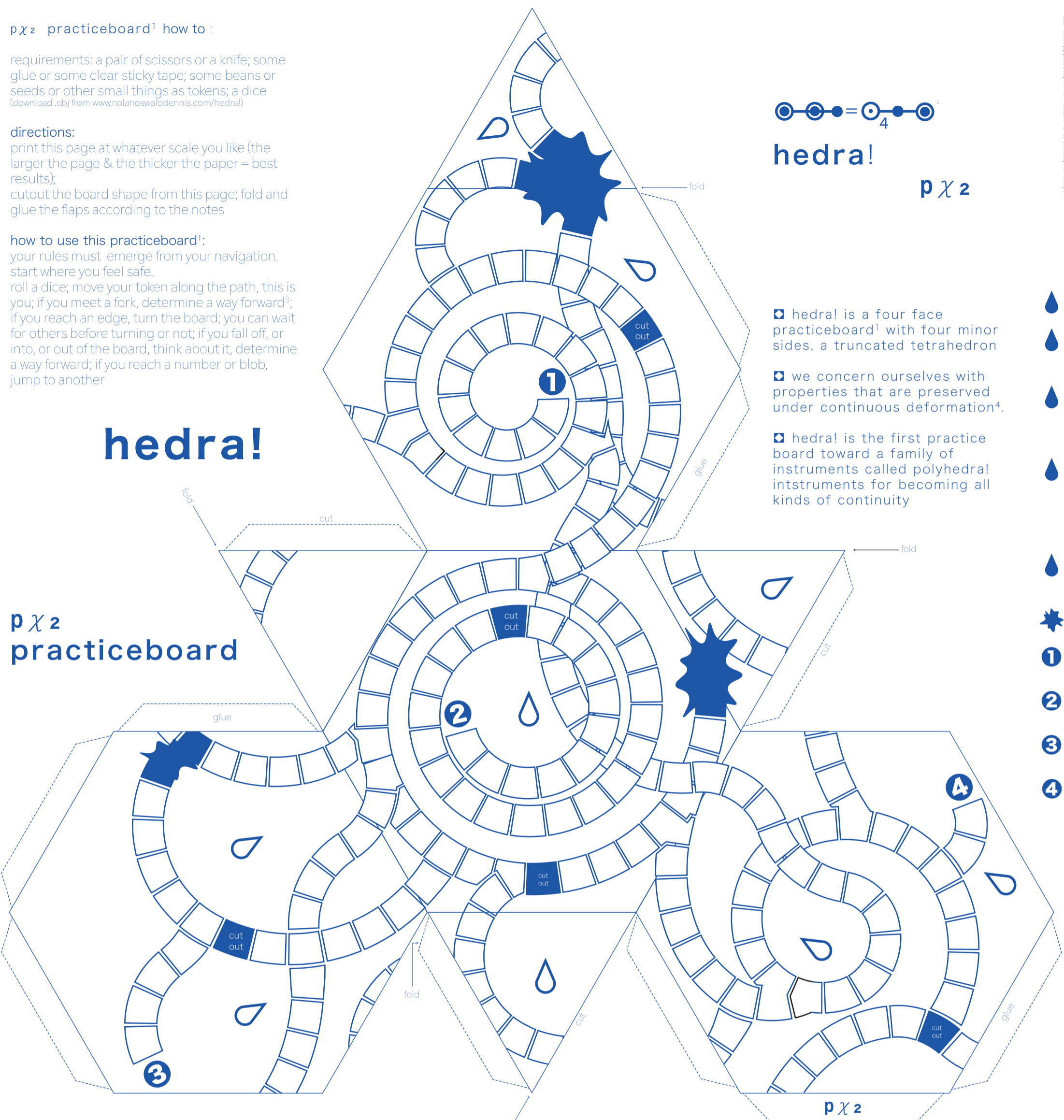
print this page at whatever scale you like (the larger the page & the thicker the paper = best results);  
cutout the board shape from this page; fold and glue the flaps according to the notes

**how to use this practiceboard<sup>1</sup>:**

your rules must emerge from your navigation.  
start where you feel safe.  
roll a dice; move your token along the path, this is you; if you meet a fork, determine a way forward<sup>3</sup>;  
if you reach an edge, turn the board; you can wait for others before turning or not; if you fall off, or into, or out of the board, think about it, determine a way forward; if you reach a number or blob, jump to another

# hedra!

## pχ2 practiceboard



### hedra!

**pχ2**

- ▣ hedra! is a four face practiceboard<sup>1</sup> with four minor sides, a truncated tetrahedron
- ▣ we concern ourselves with properties that are preserved under continuous deformation<sup>4</sup>.
- ▣ hedra! is the first practice board toward a family of instruments called polyhedra! instruments for becoming all kinds of continuity



> wherein:  
a practice for connectedness,  
or pretending a structure linking disparate points in space and time is what we desire

> therein:  
the conditions for an instrument, or instrumentation for such a practice emerge  
[Parameters]  
It would be good if this instrument could have the following 4 qualities in sets of 4:

<To be>  
1. a place where here becomes nowhere,  
2. an indexical mirror,  
3. A model for disarranging

continuity,  
4. a mountain in reverse  
<To have>  
1. A long memory.  
2. Capacities which survive continuous deformation.  
3. A part of itself which is not itself.  
4. Holes everywhere  
<To Know>  
1. The end is also an edge  
2. The universe is nothing but edges  
3. How to fall and how to catch, and how to be caught;  
4. how to reevaluate and let go.

<To share>  
1. A long time.  
2. A relationship where none is possible;  
3. A little bit of everything;

4. All possible faces;  
[Some caveats]\_in 4, minor sets of 4  
<Time>  
1. There is no single time: there is a duration for every trajectory; and time passes at different rhythms according to place and according to speed;  
2. the difference between past and future does not exist in the elementary equations of the world;  
3. the notion of the present does not work;  
4. We are still waiting for a comprehensive theory of waiting.  
<Space>  
1. orientation is merely a contingent aspect that

appears when we look at things and neglect the details;  
2. the world is made up of networks of kisses, not of stones;  
3. The difference between things and events is that things persist in time, events persist only in our collective memory;  
4. Where there is no place, we will have to make a place.  
<Practice>  
1. It is too early, or too late;  
2. Late is never a bad start (in africa my beginning and africa my ending);  
3. There was once a field, which began to vibrate, oscillation became pattern, became crease, became fold, became point, became line, became knot, became weave,

became wave, became signal, became secret, became practice;  
4. Hold tight and let go often.  
<Rules>  
1. Your rules emerge from your navigation and your interaction;  
2. Start where you feel safe;  
3. If your path forks, determine a way forward;  
4. If you reach an edge, bend, twist, turn, fall, de-form, transform and change everything

**pχ2**

# hedra!