

GALLERY COPY

The Bat Is Simply an Advanced Pear

The sculptural pieces are made using DIY materials such as Bungees, House Paint, Sports Court Tapes. The sculptural processes that I use in materials like Jesmonite come together in a multi layered way with the DIY.

“During my short series of residencies in Sway Village during 2024 I got to know the Table Tennis group who met on Friday Mornings, and the Youth Club on Friday. An intergenerational point of research that reflected Sway. These Youth include those that met spontaneously in self-arranged socials and would gather at the Ping Pong Table whilst also using the Basketball net outside the Club. Some of the Table Tennis Group were also attendees at the Community Hub where I would also visit and enjoy tea and biscuits and hear stories of their

childhood Games and Play such as ‘Fivesies, Skipping in the street and Conkers’

The aesthetic is framed by Sports and Playgrounds, Sports Courts and Fields. The colours are vibrant, and the patterns are geometric. Seeping through the palette are designs associated with Gaming, both virtual Games and Board Games. (also, traditional War Gaming)

“Both groups (Youth - Youth Club and the Seniors - Table Tennis) had rules. The Table Tennis group followed the rules of Table Tennis. They also had their own ‘code’ or ‘agreed way of meeting and playing. The group developed with the slogan ‘Fellowship, Fun, Fitness’ It was well known in the group that if you became overly competitive or let’s say overly sporty to the extent of loosing your sense of Fellowship and Fun - you joined another group or played as a Sports Person somewhere else. Humour infiltrated all Play and negotiating of Rules. “You have the Upper Hand” “Your taller than me but I’m the Boss” “Two handed bat holding is illegal” “Follow the Line”

The Neon colours are high vis. And taken from 'Health and Safety' Signage, Road Signs and Construction site as well as other sites. Overall, the artworks display a situation where Games are played, however where Rules are navigated and also negotiated, some are absurd and some logical. It is confusing unless you engage, participate and play. Play allows the reimagining of rules into new Games, empowering individuals to shape their own Game in a relational aesthetic.

“The Youth Club had rules defined by Adults who supervised the Group. “No Vaping” “No Bullying” whilst during the meetings “No running in the Kitchen” It became clear however that the Youth also had their own agreed way of meeting. In an open field of learning to trust, test boundaries, push and pull, go towards and pull away. Teams were created, Games invented.

Both groups however, that of the Seniors and the Youth seemed to be on opposite sides of the net. It became apparent during conversations that groups had taken territories. An Us and Them.”