

The skill aspect of this game is staying on your toboggan, overtaking your opponent without a collision, which as I have already mentioned is extremely painful if executed incorrectly and then finally after you fall off finding your toboggan, which is often easier said than done due to the depth of the snow. Strength and weight play an important part, inasmuch that the heavier you are the faster you go, but weight often goes with height, and tall and heavy is not a good combination, as your knees end up under your chin,

this combined with the ridiculous layers of life preserving clothing required in sub-zero temperatures, one could reach the opinion that beached whales wrapped in duvets would have as much skill.

## Finally luck - an essential!

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Hardy complicates the idea of the surface or façade by deliberately leaving behind traces of the construction process. Most of the sets seem to have been stuck together with expanding foam which drips out of wall and ceiling joints like excess glue, however I wonder if its presence is more about the fact that it looks like glue than its actual sticking properties and so in apparently revealing her methods the artist is in fact adding another layer of deception. My favourite piece in this exhibition is *Small Space*, here the perspective changes and we find ourselves looking up into an Artex universe with a smattering of stuck on stars and at its centre a silver ceiling fan playing the part of a 2001 space station. Here as in many of her photographs Hardy shows us the charm and exoticism

of everyday objects when isolated or multiplied and what fun can be had in creating a stuck together world for us explore.

Rosemary Shirley



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A racing toboggan isn't your bog standard go-cart on skies. It has two rear skies and a front ski that is steered by the use of a steering wheel. Braking is achieved by a metal 'paddle' digging into the snow but this isn't used much. Quite simply you start at the top of the mountain and race down, trying not to fall off or collide with your opponents, the latter being the most painful. To add tension and drama to this dangerous sport Norwegians often race at night, either by the light of the moon or by the main beam of a following snow scooter lighting the way, (but only for the slowest!).

Toboggan racing in Norway is not for the faint hearted, it's a combination of bobsleigh and go-carting, with few rules. In fact, come to think of it there is a distinct lack of rules, which is an alien concept to someone brought up on complicated board games and trained from birth in the etiquette of taking turns and sharing.

A game is a contest played according to rules and decided by a combination of skill, strength and luck, the proportion of each required depends on the game. The game I am about to describe has few rules, little skill, a bit of strength and a lot of luck.

by Melanie Rose

## To Begin to Toboggan.....

Noriko Suzuki-Bosco

ok throw the dice  
throw it properly  
don't just drop it  
throw it like this  
one  
you can move one  
no you can't go again  
it's all right  
you might get six next time  
ok my turn  
oh I got six  
one, two, three, four, five, six  
oh I can climb up the ladder  
it's only a game  
you might get the ladder next  
try and get five next time  
then you can climb up the ladder  
too  
you never know  
I might get snake next  
then I will have to come whizzing  
down  
oh come on now  
don't get upset  
it's only a game  
look it's your turn again  
ok?  
three  
that's ok  
maybe next time you will go up  
the ladder  
my turn now  
look I got one  
see you are catching up with 6  
already

NO LOSING