

**LIVE EVENT**  
COORDINATE THE MOTION OF THESE  
ANTS. CALL YOUR PERFORMANCE A  
BALLET. NAME YOUR CHOREOGRAPHY.

**BUBBLE MUSIC: BLOW BUBBLES INTO A  
MICROPHONE FOR A SHORT TIME. TURN  
MIC UPSIDE DOWN AND AS SLOWLY AS  
POSSIBLE DUNK INTO REMAINING  
BUBBLE SOLUTION.**

**DESIGNATION EVENT #1**  
DESIGNATE THE SPACE ABOVE YOU AS A  
NO FLY ZONE. BE VIGILANT IN  
ENFORCEMENT.

**MUSIC EVENT #1**  
DIGESTIVE PIECE: LISTEN TO YOUR  
LOVER MASTICATE.

**DESIGNATION EVENT #2**  
CLAIM A SECTION OF SPACE AS YOUR  
OWN AND REFUSE TO ALLOW ANYONE  
TO ENTER WITHOUT PERMISSION.

**COMBINATION PIECE:**  
COMBINE THESE OBJECTS INTO ONE.

**REPORTING PIECE**  
FACE THE CORNER. IMAGINE THE  
WORLD TO THE LEFT AND IMAGINE THE  
WORLD TO THE RIGHT. CONTINUE  
IMAGINING IN BOTH DIRECTIONS UNTIL  
THE TWO IMAGINARY WORLDS COLLIDE  
INTO THE ONE WORLD DIRECTLY BEHIND  
YOU. TELL US WHAT THAT WORLD IS  
LIKE IN AS MUCH DETAIL AS POSSIBLE.

**SEPARATION PIECE: MAKE THIS OBJECT  
SEPERATED.**

**ENEMY PIECE: BLOW BUBBLES AT YOUR ENEMY.**

**TWO MARRIED PEOPLE ENTER FROM OPPOSITE SIDES, EACH CARRYING THE OTHER PERSON'S SPOUSE. BOTH COUPLES ACKNOWLEDGE THEIR OTHER 1/2 WHILE THE CARRIERS CONTINUE WALKING W/O PAUSING.**

**DEMOLISH A STRUCTURE AND SAVE ALL THE PARTS. HOLD AN AUCTION ON THE HOTTEST DAY OF SUMMER SELLING THE PARTS ADVERTISING THEM AS RELICS.**

**DESIGNATE AN AREA IS SET ASIDE. DELIVERY OF OBJECT TO THE AREA IS ARRANGED.**

**G. BRECHT, FLUXUS PO BOX 180 NY 13, NY**

**A HOLY SANCTUARY.  
SELL WATER, CALL IT SPECIAL WATER AND CHARGE 5 DOLLARS A BOTTLE OR AS MUCH AS YOU CAN GET. DONATE PROCEEDS TO THE GARAGE STAFF.**

**HUGS ORDERED BY SUBSCRIPTION FROM LIST (SEE REVERSE)**

**CHANGE PIECE #1**

**UN-DO  
RE-DO**

**TALK TO THE WALL FOR A WHILE.  
SEE IF YOU ARE COMPATABLE.**

**APPEAR ATTRACTIVE FOR 15 SECONDS  
(TIME ACCORDING TO THE FLUXYOU  
CLOCK)**

**MIMIC EVENT #3  
MIRRORS REFLECTING SUNLIGHT IN A  
DARKENED ROOM**

**ENGAGE YOURSELF IN A MEANINGLESS  
TASK.  
GIVE PEOPLE MONEY OR OBJECTS OF  
GREAT SENTIMENTAL VALUE TO  
HELP/WATCH**

**MIMIC EVENT #4  
THE FEEL OF RUBBING SATIN ON VELVET**

**MIMIC EVENT #1  
THE SOUND OF BUTTERFLIES**

**MIMIC EVENT #1  
BREATHLESSNESS DUE TO FEAR.**

**MIMIC EVENT #2  
BALLOON DEFLATING**

**MUSIC EVENT #2  
GUITAR SOLO: TUNE A GUITAR, WHEN IT  
IS IN TUNE PUT IT DOWN. EXIT IN A  
CUSTOMARY WAY.**

**MUSIC EVENT #3**

**PUT A MICROPHONE ON YOUR THROAT AND DRINK A BEER. THE PIECE IS OVER WHEN YOU REMOVE THE BEER FROM YOUR LIPS OR YOU DECIDE IT IS OVER. BOW AND WAVE EXIT IN AN CUSTOMARY WAY**

**MUSIC FOR THE DEAF**

**ATTACH A MICROPHONE RECORDING DEVICE TO A BLIND PERSON'S WALKING STICK. SPIN HIM OR HER IN CIRCLES FOR A WHILE AND RELEASE HIM IN A ROOM FULL OF OBSTACLES. TAKE THE RECORDING AND ADAPT IT FOR THE DRUMS. PLAY THE ADAPTATION FOR THE PERFORMER.**

**MUSIC PIECE #4**

**EAT CARROTS AND PICKLES. BRUSH TEETH, GARGLE, SPIT.**

**CHANGE PIECE #2**

**EXIT  
ENTER**

**MUSIC FOR THE BLIND**

**TAKE TWO THINGS KNOWN TO BE RED AND PLAY THEM. TAKE TWO THINGS KNOWN TO BE GREEN AND PLAY THEM. TAKE TWO THINGS KNOWN TO BE YELLOW AND PLAY THEM. TAKE TWO THINGS KNOWN TO BE BLUE AND PLAY THEM.**

**CHANGE PIECE #3**

**CHOOSE A SUBJECT  
GET FAR  
GET NEAR**

**ESCAPE**

**EXERCISE  
WALK  
SQUAT  
LUNGE**

**FOLLOW YOURSELF AROUND**

**SPEECH EXERCISE  
SAY ALOUD:**

**AAAAAAHHHHHHH  
GRRRRRAH GRRRAH GRRRAH  
GRRRRRAAAARRRARRRAAAAR  
(WITH FALCETO) YEEEEEEEEP**

**PLAY THE REPEATER GAME  
WITH YOURSELF**

**MODES OF BEING**

**THERE  
NOT THERE  
SOMEWHERE ELSE**

**I DON'T UNDERSTAND WHAT  
YOU ARE SAYING. PLEASE  
REPEAT ALOUD AND EXPLAIN.**

**WAYS OF LIVING**

**SHORTLY  
TALL-LY**

**Flux Dance Move #1**

**Eat a Banana**

**Flux Dance Move #2**

**Downward Dog**

**Directions: stretch shoulders  
by bending putting hands on  
ground and pushing rear up.**

**Flux Dance Move #3**

**Drink a Beer with my Grandma**

**Flux Dance Move #4**

**Comb your hair**

**Let it blow freely in a breeze**

**Flux Dance Move #5**

**Massage your dance partner**

**Flux Dance Move #6**

**Fall over**

**Stand up**

**Repeat ad infinitum**

**Flux Dance Move # 7**

**Squint, relax**

**Flux Dance Move #8**

**Go about your daily business.  
Maintain vocal silence throughout  
the duration of the dance.**

**Event**

**Fear**

**Ways to an Attack**

**Swing and Miss  
Swing and Contact  
Don't Swing  
Remain Swinging Until Stopped**

**Return this card by midnight to Justin or Peter for a reward.**

**Word Event**

**Fire**

**If lost or stolen proceeded with caution**

**Clock Event #1**

**Click in time with Flux Clock while rotating at a speed of 1 revolution per 12 clicks.**

**Flux Dance Move # 9**

**Use the Toilet**

**Clock Event #2**

**Count to 10**