



2009 World Telekinesis Competition

a Noxious Sector project

2009 World Telekinesis Competition. Ted Hiebert, Doug Jarvis, Curators

© 2009 (Ted Hiebert, Doug Jarvis)

Curators: Ted Hiebert, Doug Jarvis

Contributors: Jennifer Fisher, Gerry Gauthier

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Ministry of
Casual Living

2009 World Telekinesis Competition

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Acknowledgements

2009 World Telekinesis Competition

The World Telekinesis Competition is a forum for speculative action – an organized tournament event in which teams from around the world engage in psychic competition to remotely influence the behavior of a candle. Matches are played by lighting a candle at the centre of the official game board, at an agreed-upon time, signaling the beginning of the game. A match lasts for one hour, or until the game candle is extinguished, whichever comes first. The object of the game is to have the wax from the candle drip onto the opposing team's side of the game board. This objective is to be accomplished by remote telekinetic influence. The sinning team will be awarded the World Telekinesis Competition trophy, which they will get to keep until next year's competition.

The 2009 World Telekinesis Competition was held at the Ministry of Casual Living in Victoria, BC from May 29 to June 13, 2009. The second annual competition, the 2009 WTC built on the inaugural 2008 event, presenting the competition at street-level viewing and including both teams rejoining the competition from last year, and a host of new participants – in all 28 teams from five countries.

Noxious Sector Arts Collective would like to thank all competing teams and individuals for their interest and participation, as well as writers Jennifer Fisher and Gerry Gauthier for their intellectual engagement with the 2009 WTC. We would also like to acknowledge the support of the Ministry of Casual Living and the Canada Council for the Arts.

Finally, congratulations to the Center for Parapspeculative Study, winners of the 2009 World Telekinesis Competition.

Ted Hiebert & Doug Jarvis

(Victoria, August 2009)

Directors Foreward

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Cultivating the Imaginary

2009 world Telekinesis Competition

During the late 1960s Robert Smithson proposed a set of low-lying sculptural forms to be installed in the landing area of the Dallas-Fort Worth Regional Airport in Texas. The sculptural forms were to be seen from an aerial vantage point. Smithson had conceptualized an art form that situated itself outside of what seemed practical in perspectival terms, disrupting the viewing process. "Aerial art can... give limits to space, but also the hidden dimensions of time apart from natural duration-an artificial time that can suggest galactic distance here on earth...non-visual space and time begins to shape an esthetic based on the airport as an idea." (1) It is the perspective, or framing of the subject, that offers a unique engagement with the seemingly mundane. Noxious Sector takes this subtle, yet arguably necessary shift in perspective with the paranormal. As with most paranormal activities, telekinesis is housed by no one field of study. It occupies a marginal field because of the difficulty afforded in quantifying or materializing substantial "hard" evidence; because of this it is fertile ground for Noxious Sector's inquiry. A number of contemporary practices develop out of these slippages in qualification, fields that require further probing outside the traditional sciences. Mining the paranormal is the realm of Noxious Sector.

The gallery, in the formation of a forum for paranormal activity - operating as a theoretical laboratory - houses a cultivating set of circumstances for competitive telekinesis. Taking place in the storefront gallery of the Ministry of Casual Living, behind a 5x5' single-pane window, the candle-lit telekinetic arena is established. The 2009 World Telekinesis Competition utilizes the window as a framing device – it offers a distinct boundary for the game play. The window squarely defines the prescribed competition grounds while providing an open-to-the-public arena. These parameters

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also address the nature of viewer interaction in the window gallery. In as much as the glass mediates a physically intimate – dimensional – experience with the artwork, the telekinetic process forgoes a necessity for physically proximate engagement. Like the mediated viewing arrangement of the proposed aerial works of Robert Smithson, the boundaries of the viewing experience are not simply limitations, but the ocular/physical perspective through which the work is framed and therefore illuminated. These constructs may help to elucidate an active approach to the contextualizing of the viewer and the work.

In his introductory text from last year's WTC catalogue, Ted Hiebert points to a passivity that is crucial to understanding WTC as a necessary inquiry into the unexplored potential of imagination. Hiebert claims that society fosters, "a hesitance to engage the possibilities of failure and irrelevant activities," leaving the status quo unchallenged in a larger sense. The conditions become much more fertile as these modes passivity are brought into play. It is in a competitive forum such as WTC that these hesitations not only become spotlighted, but the outcomes of the imagined possibilities are uprooted. It is not such a stretch to consider the possibilities of telekinetic power, we all possess the desire and belief required to will something with the mind, and perhaps out of desperation, we suspend our belief, expanding our imaginations, subsequently creating conditions in the mind for telekinetic practice. But in the on-demand performance conditions of WTC, without desperation or that crucial suspended grasp of our own realities we are left to consider telekinesis as a part of the imagination process. During competition the candles will burn, the wax will melt, factors will inevitably offer uncertainty. The point is not to prove the act is manifesting, but to prove that it is a factor among both the certain and uncertain elements at play.

Telekinesis is employed within a strict set of rules and game play for this competition, facilitating the successful execution of the tournament schedule. So why are the results of a dripping candle, which occur with or without the element of the paranormal, set to inform our understanding of telekinesis? As the melted wax pours it will definitively rest on a winner. Possibility will exist with every round - with every winner. The candle wax, in this sense, can be seen as a lubricant in the telekinetic process.

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Telekinesis is necessarily a factor in as much as it is given a realm to exist. As long as the physical properties of the candle wax are in process the possibilities for speed-of-imagination influence are at play. In this competition as the candle wax settles back into its stasis it holds-still all potential for telekinetic influence.

Noxious Sector's (informal) inquiry often engages more with the questions themselves - with the validity and nature of the inquiry. Through its public display of tournament activities WTC 2009 presents a process of paranormal activity for audience and participant alike to reconsider.

Gerry Gauthier
August 2009

Notes

1. Smithson, Robert. The Collected Writings of Robert Smithson, Edited by Jack Flam, Berkeley. University of California Press, 1996.

Telekinetic Aesthetics

Jennifer Fisher

Telekinesis, as a form of agency involving remote force, falls within the extrasensory modality of tactility. While the ability to grasp, move, and exert pressure on objects is generally attributed to the faculty of touch, it takes on particular significance when operating at a distance. Technologies extending the senses that once were only conceivable in the realm of the paranormal are now commonplace. Clairvoyant, or “far seeing” visual capabilities, became “television.”¹ Clairaudience, or hearing voices from afar, became the “telephone.”² However, “telekinesis,” the mental manipulation of objects at a distance, has yet to develop such conventional media.³ The power of “mind over matter” -- the deployment of cognition to impart kinetic force on remote objects -- remains within the speculative zone of extra-somatic technologies and practices.

Since the turn of the millennium, the art world has experienced a paranormal turn, which is evidenced by the revived interest in aura photography by the artist Chrysanne Stathacos, ARCHIVE’s “Art After Death” audio recordings of mediums channeling departed artists, as well as the art historical renaissance in spirit photography represented by Louis Kaplan’s book, *The Strange Case of William Mumler Spirit Photographer*, and Alison Ferris’ exhibition *The Disembodied Spirit*.⁴ Other artists such as Marina Abramovic have experimented with psychometry, a form of psychic touch to discern the particular energies and legacies of ethnographic artifacts at the Pitt Rivers Museum in Oxford.⁵ A prescient example of the actual use of telekinesis in art is Yves Klein’s *La Vide*, 1958, in which he “projected” paintings into an empty gallery using esoteric Rosicrucian meditation techniques.⁶

Like Klein, *Noxious Sector* proposes the gallery as a mediumistic space to frame telekinetic agency.⁷ The objective of the World Telekinesis Competition, in the words of the curators, is “to remotely influence the movement of objects through the powers of psyche alone.”⁸ Teams at far-flung locations must use only “psychic energy” to kinetically affect the candle.⁹ Players’ ef-

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forts are evidenced in the flow of wax on the competition game board, featuring an off-kilter design that confounds rationality with vertiginous affect. Brown and blue sides are assigned to opposing teams, and the axis aligned both remotely and in the gallery to the cardinal points. After each hour-long round, the measurement of wax is determined by the referee. The competition functions by elimination rounds akin to curling until a winner is achieved.¹⁰

Telekinesis can be distinguished within the continuum of extra-sensory agency by its physical mediumship; that is, it combines embodied and dis-embodied energies to impact on material objects. Telekinesis spans different discourses including science, entertainment, parapsychology, mysticism, and shamanism. In the realm of scientific investigation, acts of telekinesis are known as psychokinesis, or PK, which studies how the mind can move objects without actual contiguous touch. A 1934 study by Dr. Joseph Banks Rhine of Duke University, for example, researched how mental projections might influence the roll of dice.¹¹ Psychokinesis has been demonstrated within clinical conditions by renowned Russian medium Nelya Mikhailova, who came to light in the west after the 1970 publication of *Psychic Discoveries Behind the Iron Curtain*. Her reputed abilities to spin compass needles, roll cigarettes across tables, and move full pitchers of water were confirmed by over forty scientists. Likewise, Anna Rasmusen, a physical medium from Sweden, engaged in controlled experiments between 1922-28 that involved swinging a specific pendulum from an array of differently weighted pendulums enclosed in glass upon request.¹² Israeli-British Uri Geller became a superstar in the seventies and continues to garner publicity for his apparent abilities to bend spoons and stop watches.¹³ He remains active in the celebrity circuit despite being the target of skepticism.

The World Telekinesis Competition, however, does not permit such “professional” psychics, requiring all participants to be amateurs. While the event assumes an informal and lighthearted exploration of psychic cognitive function, its curators emphatically claim that the competition is “no joke.”¹⁴ The promotion of a playful, yet competitive, atmosphere, as well as encouraging telekinesis amongst amateurs, is similar to the PK research methodology of Jack Houck. Since 1981, Houck has given hundreds of “spoon bending” parties, where he found that a highly emotional festive mood was conducive to telekinesis.¹⁵ In the same way, the telekinetic performance framed by Noxious Sector carries the objective to

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“seriously entertain” into a form of activity akin to an alert kind of play.

The winners of the 2009 competition were “The Center for Paraspeculative Study,” which includes artists Nate Larson, Marni Shindelman, and LaRonika Thomas, who trained for the competition by completing the workshop “Understanding Out-of-Body Experiences” at the Spiritualist enclave of Lilydale in western New York.¹⁶ Reflecting on their intuitive approach during the event, Shindelman’s states, “I trusted that I would be capable of moving the flame if only I did not try to force it, or try too hard. Therefore I went about my day as usual, thinking of the competition if it came into my mind.”¹⁷ A similarly mild objective is indicated by Larson, who relates, “I would make myself aware of the impending competition, but found that the best results would happen when I let the subconscious mind go to work on the match.”¹⁸ Perhaps less festive than Houck’s PK bashes, the mood of the World Telekinesis Competition appears to be similarly easy-going.

Telekinetic intention, whether embodied in the laissez-faire attitude of the 2009 winning team or the laser-honed cognitive gymnastics of physical mediums discussed above, is utterly absent in the case of poltergeist activity where telekinesis operates seemingly “out of control,” with erratically flying spoons, levitating furniture or hurtling clods of earth.¹⁹ Poltergeist phenomena has been attributed to troubled or emotionally repressed youths in their teens and early twenties in whose vicinity mischievous disturbances happen.²⁰ Poltergeist induced telekinesis therefore apparently stems from unconscious, rather than cognizant, human agents.²¹ Other acts of telekinesis pertain to the remote movement of objects by “spirits,” such as a clock stopping at the moment of someone’s death, or instances of teleportation, where objects seemingly disappear, later to re-materialize in surprising places. In Indian mystical traditions, there are many stories of spiritual masters whose siddhis, or powers, encompass forms of telekinesis. For example, Sai Baba of Bangalore is famous for materializing objects including lingam stones, sacred ash, coins and jewelry.

Shamanic telekinesis amongst the First Nations in Canada provides an interesting antecedent for the technologically-mediated shamanism of 2Bears and Hiebert.²² The phenomena of “tent shaking” was reported in 1879 among the Blackfoot Nation on Red Deer River by an official for the North West Mounted Police. As Sir Cecil Denny sat in a shaman’s tent,

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it rocked dramatically and hovered a foot off the ground while the medicine man remained seated serenely smoking his ceremonial pipe. Denny checked from time to time for an accomplice, but could find none.²³ In a similar account in 1929, A. H. Black, a Hudson's Bay Company official at White Sands on the Mackenzie River Basin, observed tent shaking by a renowned shaman named August. Prior to August's arrival, Black carefully examined the wigwam's construction and found it secure. Yet as soon as the shaman entered, the tent started to shake violently wherein an uncanny conversation ensued between the shaman and a seemingly disembodied voice at the top of the enclosure. After August exited, Black again examined the tent and found it as firmly tied and rooted as it had been before the performance.²⁴ During the same period, the paranormal performance of tent shaking finds a compelling parallel in the telekinetic happenings of the American spiritualist séance: e.g., levitating tables and flying trumpets. Both the shaman's tent and the spiritualist medium's cabinet (which was a curtained-off section of a room), mark a distinct space. As well, there is an extra-somatic similarity between Black's account of the simultaneity of shamanic telekinesis and "spirit voices" at White Sands, and the flying tables and "direct voices" of the séance.²⁵

Like the telekinetic antecedents above, the gallery at the Ministry of Casual Living was staged as a discrete mediumistic space. The board and burning candle were arranged in front of the gallery's large window that functioned like a proscenium allowing passersby to witness the event. During the competition, the gallery was closed, and, in this way, it was "set apart" from normal gallery traffic flow due to the necessity of keeping conditions stable. Because drafts could disrupt the candle, people were not permitted to enter the gallery. The gallery was thus reframed in terms of its normal viewing function, and reconfigured to prioritize remote telekinetic agency and perception. The sociality of the event and creative response of contestants from diverse locations marked another key aspect of its aesthetics. According to Noxious Sector, "The competition is a strategic way to (1) involve other interested parties without necessarily influencing the manner in which they participate and (2) to assess the relative efficacy of telekinetic models deployed by the various participating teams."²⁶ The teams included kung fu practitioners, architects, chefs, artists and a slew of alter egos. The "Psychic Amateurs," for example, claimed to be deceased entities practicing telekinesis from "beyond the grave," while the "Plasmavatar Metaverse" in-

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cluded three psychic avatars from the virtual world Second Life. Likewise, team profiles comprised an array of allegedly psychic animals, a goldfish named Ghandi, and a feline telepath named Kiwi Katz. The event website presents a gallery of inventive photo-shopped identities as well as a constellation of heraldic logos, incorporating an array of paranormal, psychotropic, erotic, militaristic, anime, ancient Egyptian, and camp iconography.

Whether the paranormal agency performed for the World Telekinesis Competition is credible, virtual, or simply magical thinking, it invokes the potential of intuitive teamwork and extra-sensory touch. Configuring remote players and framing the gallery as a mediumistic space provide an occasion for telekinetic aesthetics in the form of collective force: how it feels, how it is engaged, how it is imagined, and how it connects.

Jennifer Fisher is a curator and writer who teaches at York University in Toronto. www.displaycult.com.

NOTES:

1. At the end of her life, Christian mystic Clare Offreduccio (born in 1194), saw the vision of a distant liturgy on her bedroom wall. She was declared the “patron saint of television” by Pope Pius XIII in 1958. See Emily D. Edwards, *Metaphysical Media: The Occult Experience in Popular Culture*, Carbondale: Southern Illinois University Press, 2005, 18.
2. Similarly, the telegraph, and telematic media (which combine telecommunication and computers) involve receiving messages from afar. See Roy Ascott, *Telematic Embrace: Visionary Theories of Art Technology and Consciousness*, edited and with an introduction by Edward A. Shanken, Berkeley: University of California Press, 2005.
3. Haptic interfaces that enable the remote sensing of the pressure and position of touch in the form of the arm of the space shuttle, or surgery, are mechanical.
4. Chrysanne Stathacos: *Invisible Colours*, with an essay by Peter Nagy, Delhi: Nature Morte, 2002; ARCHIVE, “Yves Klein Speaks,” *Art After Death*, Vol. 2, Hollywood, CA: ARCHIVE, 2002; Louis Kaplan, *The Strange Case of William Mumler Spirit Photographer*, Minneapolis: University of Minnesota Press, 2008; Alison Ferris, curator, *The Disembodied Spirit*, Brunswick, Maine: Bowdoin Col-

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lege Museum of Art, 2003.

5. Marina Abramovic performed psychokinesis during her performance *Clean the Mirror*, at the Pitt River Museum, Oxford, in 1995. Jim Drobnick and I discussed the piece with her in her studio before beginning our interview for *Technologies of Intuition*, Toronto: YYZBOOKS and Winnipeg: MAWA, 2006, 141-153.

6. Bruce Altshuler, *The Avant-Garde in Exhibition: New Art in the Twentieth Century*, New York: Abrams, 1994, 192-197.

7. Noxious Sector's collaborators, Ted Hiebert, Doug Jarvis and Jackson 2Bears, have used a range of extra-rational aesthetic methodologies including dousing, shamanism, possession, haunting, and spirit photography to explore realms of what they describe as the "imaginative, the paranormal and the absurd." Significantly, the speculative aspect of Noxious Sector's aesthetic incorporates the "noxious" as a counterpart to the "beautiful," and "failure" as a counterpart to "success." Hiebert, Jarvis and 2Bears also maintain independent practices. See <http://www.noxioussector.net>.

8. <http://www.noxioussector.net>, 4.

9. Psychic conduct is defined by the curators as "telekinesis, channeling, remote viewing, ESP, astral projection, psychic projection, wishing, intending, concentrating." See the competition rules on the Noxious Sector website. <http://www.noxioussector.net>.

10. The 2009 World Telekinesis Competition was staged at the Ministry of Casual Living, a Victoria, B.C. artist-run gallery.

11. Raymond Buckland, *The Spirit Book: The Encyclopedia of Clairvoyance, Channeling and Spirit Communication*, Detroit: Visible Ink Press, 2005, 257-8, 330; Sheila Ostrander and Lynn Schroeder, *Psychic Discoveries Behind the Iron Curtain*, Englewood Cliffs: Prentice-Hall, 1970.

12. Buckland, 330.

13. See <http://www.urigeller.com>.

14. The competition rules on the website state that the event is amateur only. Professional psychics are not eligible.

15. Games were orchestrated where Houck's guests were invited to first imagine the flatware bending, and then release their effort and "allow" the spoon to bend.

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See <http://www.jackhouck.com/pk.shtml>.

16. Winners for the 2008 World Telekinesis Competition were “The Discriminating Gentlemen’s Club.”

17. Marni Shindelman, email correspondence with the author, August 23, 2009.

18. Nate Larson, email correspondence with the author, August 23, 2009.

19. The word “poltergeist” was reputedly coined in the fifteenth century by Martin Luther from the German “poltern” for noisy, and “geist” for spirit, to convey the folkloric mischief of goblins, witches, and ghosts. See Joe Nickell, *Entities: Angels, Spirits, Demons and Other Alien Beings*, Amherst, New York: Prometheus Books, 1995, 79; A.R.G. Owen, *Psychic Mysteries of Canada*, Toronto: Fitzhenry and Whiteside, 1975, 23.

20. Certain types of individuals, or “poltergeist agents,” may figure in psychokinetic events, often adolescents who possess intense feelings of frustration, yet repress aggression. See James McClenon, *Wondrous Events: Foundations of Religious Belief*, Philadelphia: University of Pennsylvania Press, 1994, 59.

21. Buckland, 331.

22. Electronic Shamanism is an ongoing collaboration between Jackson 2Bears and Ted Hiebert.

23. Owen, 10.

24. Owen, 10-11.

25. Owen, 14-15.

26. “Got a Thing on My Mind: The 2008 World Telekinesis Competition, Beyond Robson, January 4, 2008, 2. Viewed at http://www.beyondbeyondrobson.com/arts/2008/01/got_a_thing_on_my_mind_2008_world_telekinesis_competition/.

2009 World Telekinesis Competition Project Statement



Project Statement

2009 World Telekinesis Competition

WORLD TELEKINESIS COMPETITION

The 2009 World Telekinesis Competition is an event in which teams from around the world compete to psychically influence the behavior of a candle. Players are not expected to be physically present during competition, but rather will compete remotely from their home locations around the world. The World Telekinesis Competition is an open event, and all teams who satisfy the submission requirements have been included in the competition.

PROJECT STATEMENT

The 2009 World Telekinesis Competition brings together teams from disparate geographic locations to enact their own visions of telekinetic potential in competition with one another, with the ultimate aim of crowning a singular winning team. The winning team will receive a trophy as well as bragging rights, both of which will – eventually – be returned for next year’s competition. The 2009 World Telekinesis Competition is open to artists, psychics, and otherwise interested parties who are willing to engage with the competitive framework according to which this tournament will proceed.

Telekinesis – the remote psychic influence of object behavior – has a history of controversy and provocation. Neither proven nor dis-proven, the possibility of remote psycho-kinetic influence remains active as a potentially relevant force within our current modalities of understanding. We invite explorations into possible strategies for telekinetic influence – not stated, but enacted through competitive interaction with other like-minded teams. Stated otherwise, our mission is not to explore rhetorical strategies for telekinetic participation but rather to assess the relative merit of any given method of psychic influence by its equally relative efficacy in a competitive setting.

COMPETITION STRUCTURE

The 2009 World Telekinesis Competition follows basic competitive rules for multi-team events. Based on an assessment of the number of participating teams, a preliminary competitive structure was randomly determined, in which 2 teams will compete remotely to psychically influence the

Project Statement

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behavior of a game candle. The winning team will advance to the subsequent round while the losing team will be eliminated. This competition structure will continue until only one team is remaining. This team will be crowned the winner of the 2009 World Telekinesis Competition.

SELECTION OF TEAMS

Noxious Sector Artist Collective – in collaboration with the Ministry of Casual Living – composed and disseminated an international call for submissions for the 2009 World Telekinesis Competition. Teams responded to the call for participation on an international level, resulting in the 28 teams, from 5 countries, comprising the tournament.

PARTICIPATION

In order to qualify for participation, teams have satisfied the following criteria:

1. Teams must be comprised of three (3) individuals.
2. Teams must compose or design or appropriate a team logo for inclusion in the 2009 World Telekinesis Competition competition schedule.
3. Each team member must provide a photograph and biographical statement for inclusion in the 2009 World Telekinesis Competition competition schedule.
4. Teams must agree to abide by the rules of the competition.

ABOUT NOXIOUS SECTOR

Noxious Sector is a formalized forum for informal inquiry. Dedicated to the exploration of questions of the imaginative, the paranormal and the absurd, Noxious Sector attempts to redefine the meaning of artistic possibility through extended propositions that challenge consensual norms while also provoking stimulating forums for dialogue and discourse. The members of the Noxious Sector Arts Collective are Ted Hiebert, Doug Jarvis and Jackson 2bears. Our past projects can be viewed at www.noxioussector.net.

2009 World Telekinesis Competition

Rules of the Competition



Competition Rules

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DESCRIPTION

This is a game of competitive telekinesis in which two teams compete over a distance to psychically influence the behavior of a candle. The match is played by lighting a candle at the centre of the game board, signalling the beginning of the game. When the candle is extinguished the match is over. The object of the game is to have the wax from the candle drip onto the opposing team's side of the board. This objective is accomplished by remote telekinetic influence.

RULES

1. Eligibility and Scheduling

- i. The World Telekinesis Competition (WTC) is an Amateur event. Professional psychics are not eligible for participation.
- ii. Players and teams must conform to submission requirements before being accepted for competition.
- iii. Once accepted, it is the responsibility of each team to check the competition schedule and, where applicable, to maintain communication with WTC officials.
- iv. Failure to confirm or respond to official communications from the WTC will result in the disqualification of the team.

2. Teams

- i. Teams are to be comprised of three (3) players.
- ii. Team members are not required to compete from the same geographic location; however, it is the responsibility of the team to coordinate participation times among its composite members.
- iii. Teams must agree to follow the rules and guidelines for competition, as set by the WTC.
- iv. Gameboards for the competition can be downloaded from the downloads section of the WTC site. Candles can be purchased by individual teams for their own training and competitive use. While the official gameboard and candle will be located in Victoria (Canada), teams are encouraged to make use of the downloadable versions for concentration and/or meditative purposes.

Competition Rules

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3. Matches

- i. The date and time of each match will be set by the WTC and confirmed in advance by each team.
- ii. Match times will be given in Greenwich Mean Time (GMT) and Pacific Standard Time (PST).
- iii. All matches will occur in Victoria (BC) Canada at a WTC approved location.
- iv. Competition game candles will be of standard tealight variety, white, non-scented, with the foil housing removed.
- v. At the agreed upon time, each team will light their candle and will compete for the duration of the match.
- vi. Each match will last for 60 minutes, or until the game candle is extinguished, whichever occurs first.
- vii. The team that accumulates the most wax on their opponent's side of the gameboard will be deemed the winner.
- viii. The winner will be determined by a WTC referee at the site of the competition.

4. Conduct

- i. Teams must use only psychic energy to influence the candle. Psychic energy is defined as mental influence, whether in person or remotely, and may include such skills as telekinesis, channeling, remote viewing, esp, astral projection, psychic projection, wishing, intending, concentrating.
- ii. Teams deemed cheating by the referee will be disqualified.

5. Referee

- i. The referee will be nominated or chosen by the WTC.
- ii. The referee will begin the match by lighting the game candle, and will end the match after 60 minutes or when the candle is extinguished, whichever occurs first.
- iii. The referee will be present for the duration of the competition and will document the gameboard upon completion of the match.
- iv. Results of each competition will be determined by the referee and made public immediately following the completion of the match.
- v. Documentation of match gameboards will be posted on the WTC website along with the results of the competition.
- vi. In cases where the winner is not immediately identifiable, the

Competition Rules

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referee will consult with WTC officials to determine the outcome of a match.

6. The Competition

- i. The match schedule will be determined in advance of the competition and will be made public on the WTC website.
- ii. Two (2) teams will compete in each match, according to the results of a random draw.
- iii. The winning team from each match will advance to the subsequent round of the competition, and the losing team being eliminated from the competition.
- iv. The winner of the WTC final match will be declared the winner of the 2009 World Telekinesis Competition.

2009 World Telekinesis Competition

The Exhibition



2009 World Telekinesis Competition

Installation Image: Ministry of Casual Living



2009 World Telekinesis Competition

Installation Image: Ministry of Casual Living



2009 World Telekinesis Competition

Installation Image: Ministry of Casual Living



2009 World Telekinesis Competition

Installation Image: Ministry of Casual Living



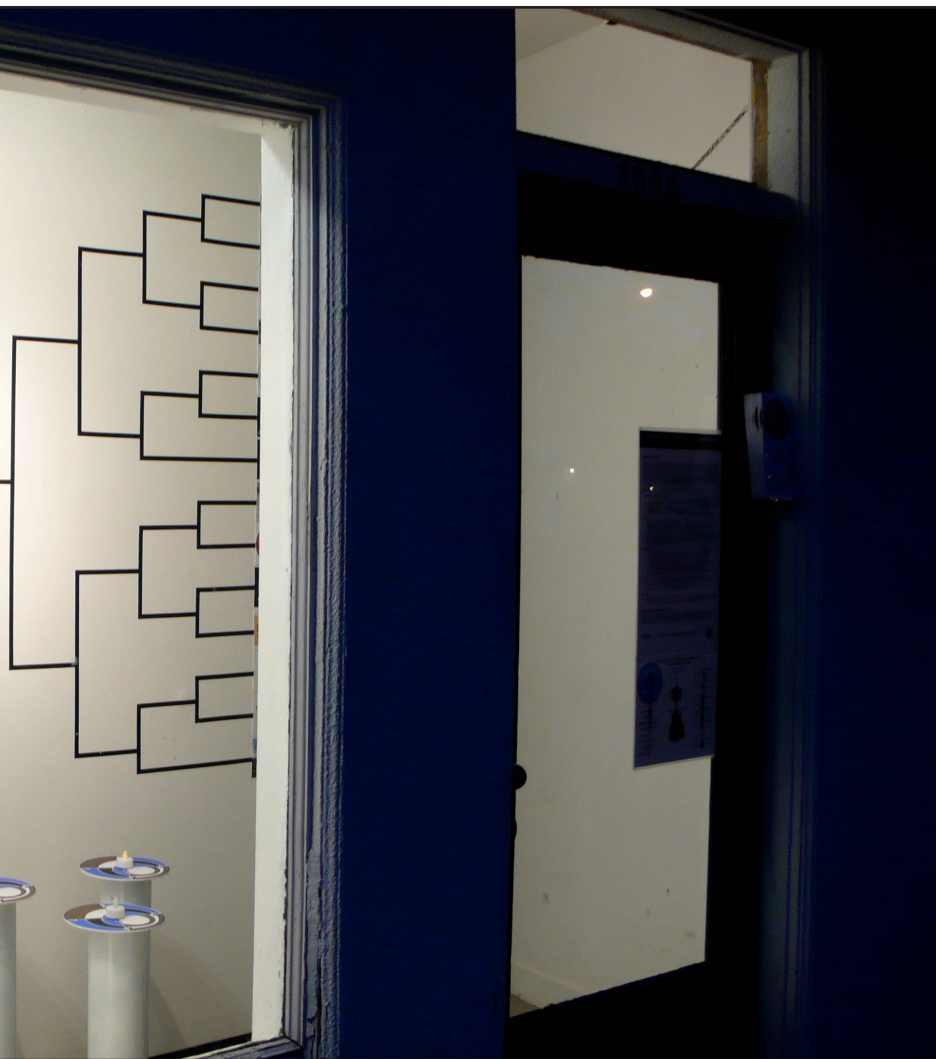
2009 World Telekinesis Competition

Installation Image: Ministry of Casual Living



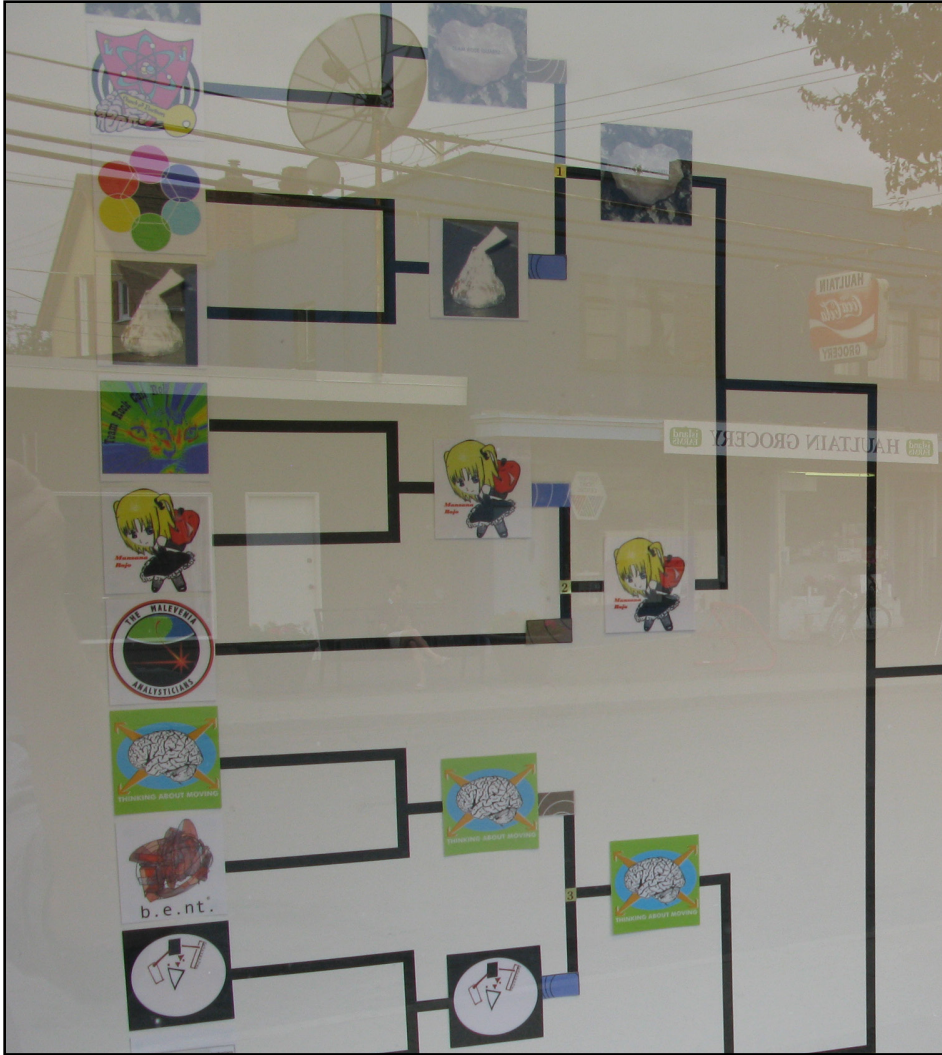
2009 World Telekinesis Competition

Installation Image: Ministry of Casual Living



2009 World Telekinesis Competition

Installation Image: Ministry of Casual Living



2009 World Telekinesis Competition

Installation Image: Ministry of Casual Living



2009 World Telekinesis Competition

Installation Image: Ministry of Casual Living



2009 World Telekinesis Competition

Installation Image: Ministry of Casual Living



2009 World Telekinesis Competition Team Profiles



3GFU (3 Generations of Folk-Us)

2009 World Telekinesis Competition: Team Profile



Us Folks provide 3 Generations of brining collective focus to the tasks we undertake together. In our own right, each team member has demonstrated the ability to influence animate and inanimate objects to move in directions that others would find impossible to fathom. As a collective, we represent a formidable force, ready to undertake challenges and bring our collective energies to focus creatively on influencing hidden powers to act on our behalf. 3 Generations of Folks, that's Us, 3 GFU, 3 Generations of Folk-that's Us.

3GFU (3 Generations of Folk-Us)

2009 World Telekinesis Competition: Team Profile



Jess Hiebert (Captain): Although the newest member of the team and a relative novice at telekinesis, Jess already has amazing power to influence people and objects and have them performing according to his wishes.



Matt Hiebert: A promising student of the subtle forms of influence, Matt's creative way of moving mountains and providing positive energy gives the team the stamina it needs to succeed.



Bryan Hiebert: The mentor and anchor of the team, Bryan has a loooong history with psychic phenomena, and provides stability and folkus for the team.

536 Ministers Of The Ladder

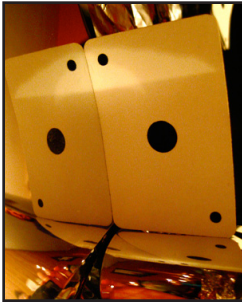
2009 World Telekinesis Competition: Team Profile



Government-sponsored Canadian Ministers of access paths between sub and meta psychic ontological realms, the mentalists of 536 east 20th or **536 Ministers Of The Ladder** will build on each floor of the house (top; middle; ground) a psychic amplification chamber using the reflective foil of gold astronaut blankets found in a rust-eaten washing machine buried under a plum tree in the south-east corner of our backyard. With the combined psychic energies of everyone in the house and the psychic trace-energies of all former residents, 536 Ministers Of The Ladder will take the trophy.

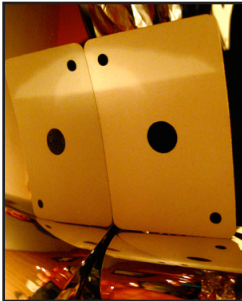
536 Ministers Of The Ladder

2009 World Telekinesis Competition: Team Profile



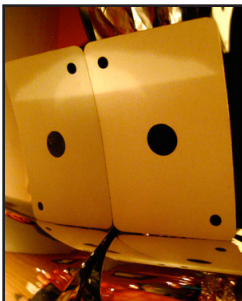
Top Floor:

Combined psychic energies and trace-energies of Experimental Hedonics: Colleen, Sherri, Kathryn, James, James, Christa, Vanessa, Rachel, Mireille, Leif, Linda, Lyndsay, Julianne, Donato, Alberto, Nick, Stu, Craig, Natasha.



Middle Floor:

Combined psychic energies and trace-energies of Experimental Hedonics: Jason, Dawn, Alexei, Leif, Nick, Robin, Francesca, Kenny, Guinevere, Roy.



Ground Floor:

Combined psychic energies and trace-energies of Experimental Hedonics: Neil, Sean, Donato, James, Leif, Trevor.

Baphomet

2008 World Telekinesis Competition: Team Profile

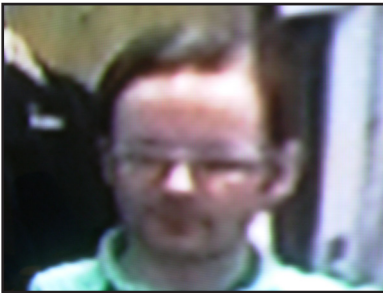
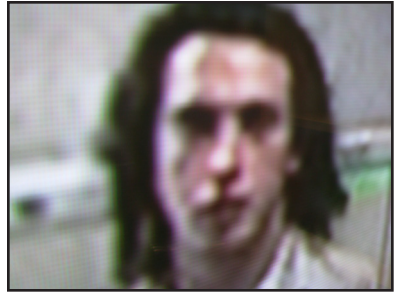


Team Baphomet is comprised of remote presence specialists who have used medical research to create an amplifier for their individual powers.

Baphomet

2008 World Telekinesis Competition: Team Profile

Scott Rogers is a multidisciplinary artist based in Calgary. His projects and artwork have been shown widely in Canada, as well as internationally in Ireland, Germany and the United States. His telekinetic experience is wide-ranging, but little documented, having influenced the movement and growth of a Lodgepole Pine near Mt. Forbes in the Canadian Rockies since the early part of 1993.



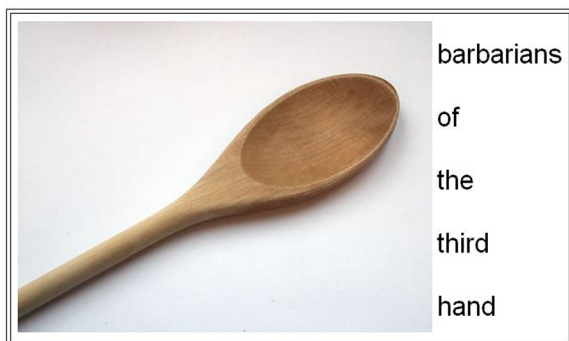
Mike Paget is an artist in Calgary. He currently works for the Faculty of Medicine as an educational designer and simulation technician. His portfolio of video games and drawings explores the redundancy of limitless choice.



Gummyhead is a carp who has been fed a unique diet of snails. Each snail he has eaten has had additional brain cells transplanted inside of it. These snails have been trained to respond to certain stimuli, and their reassemblage inside Gummyhead has leveraged his ability to amplify telekinesis exponentially.

The Barbarians of the Third Hand

2008 World Telekinesis Competition: Team Profile



mark dahl, underground cultural meta-interstitialist, Ghandi, the world's only telepathic Taiwanese fighting fish, and Jacque Drinkall, the world's expert on telepathy in art, can together easily defeat any opponent with their mere images. Ghandi, through alchemicalistic use of non-bubbly water, can facilitate telepathic transmission so as to act as a hub that networks the three artists and synthesises their respective broadcasting fields.

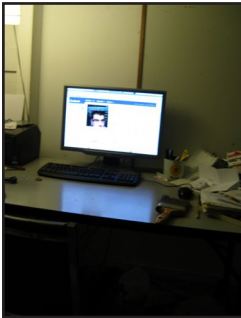
Photographic images, as well as digital video, can be used to conduct a non-linear liquescence of telekinetic processing. The three haunto-tele-cultural workers will hereby perform the intrepid manipulation of a candle's flame. .

The Barbarians of the Third Hand

2008 World Telekinesis Competition: Team Profile



Jacque Drinkall is a transdimensional entity who has constructed a UFO. She currently resides in Sydney, Australia (stolen land). Drinkall has worked in a variety of media including video, sculpture, and performance. She completed her PhD at UNSW in the area of telepathy, the paranormal, and unusual human beliefs in relation to contemporary art and politics since the 1960s.



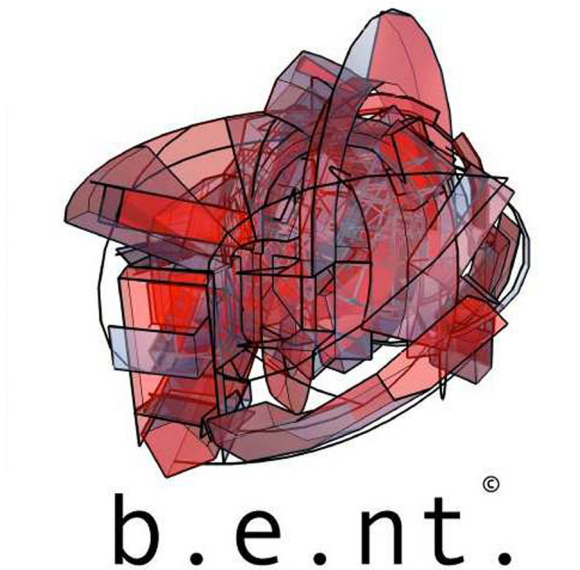
mark dahl is a transtatic ontological muti-neer based in Vancouver, BC (stolen land). He has produced a large body of text based work, much of which has been pasted on public surfaces and documented. Much of his practice involves the framing of performative gestures, and the precariousness of the document. He has studied critical/social/cultural theory for over 7 years.



Ghandi is a finned telepath. He was purchased by his collaborators in Sydney and brought to their hideout where he eats three pellets two to three times a day.

Brain Elevating Neurotransmissions

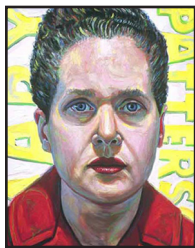
2009 World Telekinesis Competition: Team Profile



Recently formed **B.E.N.T.** is a triad of like minded individuals who spend most of their time seeking in some form to change the nature of how they navigate in contemporary society. As we do not yet understand our future we are all in a quagmire of uncertainty. The world telekinesis competition is definitely dabbling in the uncertain and B.E.N.T. is well prepared for the challenge.

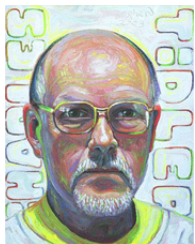
Brain Elevating Neurotransmissions

2009 World Telekinesis Competition: Team Profile



Mary Patterson is a self-taught ceramic tile mosaicist and a European trained chef. Her portfolio includes work for both private and corporate clients. She has also worked as a commercial tile setter and has forayed into the field of welded metal sculpture. Mary's recently published "SPECIAL COOKBOOK" is a selling better than hotcakes. Mary is a member of the arts collaborative DEPLETED URANIUM.

Shawn Shepherd is primarily self-taught with an informal education sourced from local artists, books and travels to art museums in France, Italy, Mexico, and the USA. Shawn is a multimedia artist whose work investigates aspects of popular culture such as human identity and information trends. Shawn currently works and resides in Victoria, BC



Charles Tidler is a playwright, poet, novelist, and spoken jazz artist. Charles has written over 50 scripts for stage, radio, TV and film. His plays *Blind Dancers* and *Straight Ahead* have had productions throughout Canada, in Los Angeles, New York, the Edinburgh Festival, and London's West End. Recent work for the stage includes *Red Mango*, *Rappaccini's Daughter*, and *Tortoise Boy*. His novel, *Going to New Orleans*, was published to critical acclaim in June, 2004. Achievements include two National Radio Awards, a Chalmers Outstanding Canadian Play Award, several Canada Council and B.C. Arts Council awards, and a Governor General's Award nomination in drama.

Brainal Leakage Dynasty

2009 World Telekinesis Competition: Team Profile



Practicing telekinesis can be a dirty business. Un-trained, the powers of the brain can seep out and cause untold damage to the telekinetic individual and the elements around them. This paranormal brain leakage seeks to undulate & re-arrange the patterns of Earth, Air, Fire, Water and Wood. Using ancient techniques of paranormal kung-fu, team **Brainal Leakage Dynasty** accepts the challenge of the WTC and will not explain itself or bring any mops.

Brainal Leakage Dynasty

2009 World Telekinesis Competition: Team Profile

Emily the tech: I like soup for lunch and rockin' out to punk records. I dislike mops. They sense my telekinetic powers and stay the heck away. I know kung-fu.



Tony Martin: I live in a co-housing complex in Courtenay; there aren't that many of us in N. America. Most artists live in poverty and have romantic studios with high ceilings, north facing windows and view of chimney pots. My studio has a small window and view of a forest and neighbour's backyards. If Picasso lived in co-housing he would be evicted for being too self centered and promiscuous; I will probably be evicted for being too self centered. The day this was written I was wearing odd shoes. That's what co-housing does for you.



Anh Le: While training for this competition, I encountered the un-spoken dangers and anxieties of telekinesis. I can't talk about them. This is a messy business. The forces of paranormality dictate that I keep 7 pairs of rubber gloves and 43 sets of safety glasses at my residence. Just in case.

The Center for Parapspeculative Study

2009 World Telekinesis Competition: Team Profile



The Center for Parapspeculative Study is an internationally operating organization founded on the principles of inquiry and dedicated to the ongoing analysis of the intersections of varied belief systems. As such, we recently completed “Witness: A Psychic Collaboration” that uses US government techniques for remote viewing and psychic espionage to link collaborators in Rochester, NY and Chicago, IL. Team members trained for this project by completing the workshop “Understanding Out-of-Body Experiences” at the Lily Dale psychic community in western NY. Our participation in the World Telekinesis Competition will be a natural extension of our progress in this arena and we intend to use this competition to further develop our own skills and carefully observe those of others.

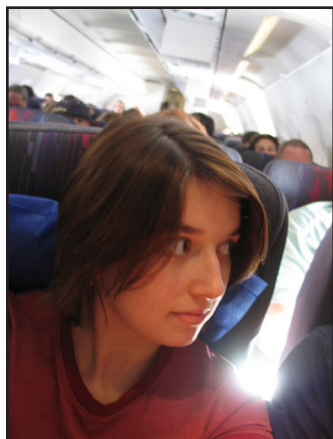
The Center for Paraspeculative Study

2009 World Telekinesis Competition: Team Profile



Nate Larson, founder and director of the Center for Paraspeculative study, has conducted extensive research in Mail-order Miracles, Predictive Dreams, Psychic Photography, Tasseography, EVP, Psychokinesis, Psychic Surgery, the Shadow People, Divination, and Bilocation, among many topics. His visual art projects have been exhibited and written about internationally. More information and images are available at www.natelarson.com

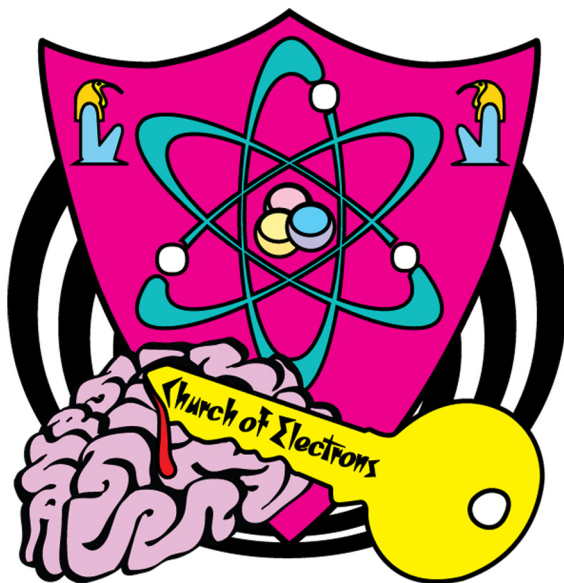
Marni Shindelman has been avoiding her psychic prowess for over twenty-five years. In 2001, she correctly predicted every organ donation at her local hospital in Florida over a period of four months. Since then she has been working to recover her lost abilities. In 2007, she joined the Center for Paraspeculative Study where she has been working on a collaborative art projects with Nate Larson. www.marnishindelman.com



LaRonika Thomas is an entrepreneurial dramaturg and freelance writer interested in the consciousness of cities, airports and flight attendants, and how celebrities will save the world. And she has a psychic connection with the mind of Sean Penn.

The Church of Electrons

2009 World Telekinesis Competition: Team Profile



The Church of Electrons was established as a panspatial network to establish fractaline understanding of electron-based fascination. We are tied by the electrons that bind us, and we harness the power of that relationship in our laboratory of psychic alchemy. Infinitely connected through the exchange of electronic units, scientific inquiry has guided us through many of our journeys, alongside a deep faith in the powers of electricity, mind control, and chaos magic. Our telepathic connection has been so strong lately that when we play Trivial Pursuit, it becomes more like Telepathic Pursuit, so we actually have to use a counter-telepathy strategy while playing to keep throwing each other off. Our deep understanding of the labrythian lattices of telekinetic electronic nanomatter exchange has prepared us for what promises to be an Interesting Event as we kick your asses with hot wax splashes.

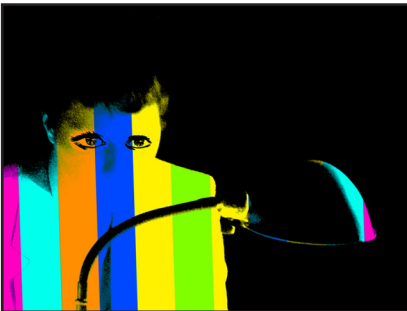
The Church of Electrons

2009 World Telekinesis Competition: Team Profile



Mistress of techgnosis, The High Priestess Leeane Berger is known throughout the cosmos as a giver of divine inspiration and mysterious sociocultural influence over countless miles. Her mystical aura and slamminly psychic wardrobe has led many to believe that she may well be Synergy, the all-powerful goddess of Jem and the Holograms.

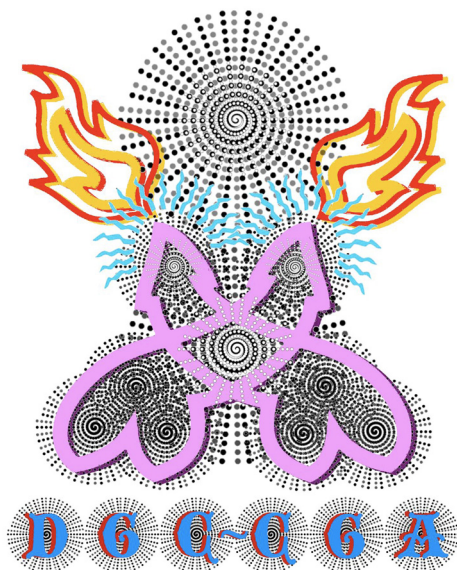
The Reverend Carrie Gates practices an obscure type of telekinetic sorcery through her intimate fascination with electromagnetic exchange and mind-controlled distance control of matter. No stranger to wax, the Reverend is an unmoving mover and shaker, steadfast in her dedication to mindful electronic tomfoolery and her quasi-Vulcanic practice of mind-melding with inorganic forms. Her telekinetic abilities rearrange electrons through their never-ending networks, making space a laughing matter.



House Guru Jeff Morton practices brains and wires. He works so closely with electricity he can call it any time of day just to talk. Jeff's powers, which earned his membership in this powerful telepathic triptych, include super-making, both e- and i-ray vision, and invisible wink. Jeff wrote: "Maybe if I use science... Psych!"

The Discriminating Gentlemen's Club

2009 World Telekinesis Competition: Team Profile



We are **The Discriminating Gentleman's Club**, based in Montreal while our membership and activity stretches across the globe. Although we return to this years WTC as the reigning Champions of the Mind, we remain amateurs; enthusiastic pursuers of pursuits, lovers of loving the love. The DGC's interest in telekinesis is like that of a branch on a tree rooted in the collective toil of our member's Mind Bear catching fertile Spirit Salmon in dark rivers of the Mind Forest. We wish to extend our reach to the various niches of the occult community, where ever it may be found, be it within the murky depths of the Lakes of Tranquility or in the lava spewing from the Volcanos of Bastardy. For this competition, three of our members have formed a team, amongst them is the Club dog, Oliver, not only our hippy-dippy mascot, but also a displayer of strange talents not yet fully understood. To ensure our telekinetic pathways are clear of any psychic interference due to astral projection locating techniques, we remain in disguise. Its the Black Dog of Led Zeppelin meets the Impossibilisms of Raveen, and you will get sleepy listening to our Steganography on the Holophonic Brigdeway to Mordor.

The Discriminating Gentlemen's Club

2009 World Telekinesis Competition: Team Profile

Please visit our website for further information about our club.
www.dgc-cga.org



Michael Doerksen: Known to his legion as Sabu, Juji, or Corn Popper, this amateur-thought pusher hails from the 4 corners of everywhere, the 24 sides of nowhere, and the space between the squares where pentangles spin for an eternity. His third eye appeared on his 13th birthday, celebrated at The Top of The World, revealing his true path as an initiate of the Planes and the Rays and the Hierarchy.

Oliver: woof ruff woof woof ruff
bark woof woof woof growl growl
howl woof woof woof? woof bark
bark...sniff? growl growl woof? pant
pant...lick. groooooowl. HOWL!



Francois Lemieux: FranÁois Lemieux est membre de la sociÈtÈ quÈbÈcoise de psi-logie, un institut qui Ètudie actuellement les phÈnomÈnes comme la tÈlÈkinÈsie et la tÈlÈpathie, psychokinÈse ou psychokinÈsie, je suis la rÈincarnation concurrente et avouÈe de ThÈodore Flournoy et Henri Broch. Lemieux vit et travaille Ý MontrÈal.

The Eternal Ministry of Art and Jump

2009 World Telekinesis Competition: Team Profile



No vision of beauty perhaps, but **TEAM EMOAJ** is geared up and standing by! We have been collecting our strength, to a Ministerial level and above -- and where there is a will, there is an "or". Last years competition failure is agent history. As far as the 2008 defeat we have only one comment, which also is the chosen motto for TEAM EMOAJ in the 2009 World Telekinesis Competition: "The true nature of a man is decided in a battle between his conscious mind and the desires of his subconscious." That said it is evident that the team somehow and for some reason sabotaged the whole game for themselves. perhaps out of misguided chivalry... For TEAM EMOAJ Telekinesis is as evident as time itself; "we can't see it, but we can feel it pass". And as it also have been said about the brave, they are the ones that see what they are heading for, but in spite of all danger they keep going.

The Eternal Ministry of Art and Jump

2009 World Telekinesis Competition: Team Profile

A short note from the Team leader and General manager of TEAM EMOAJ:

“Your future is what lies in front of you, unless you’re going to the past. In that case your future lies in the past.”



The Minister of Art and Jump is the General Manager of the team. This means that he generally doesn't know how to manage the team. But he tries. The Minister of Art has jumped into more lakes, rivers and seas than anyone else in the team dressed in a suite. On his spare time he likes to chop wood, drive a tractor and redecorate his home. Minister of Art & Jump also believes that he can enter a transitional state of mind when drinking

beer. This is his firm belief and he has solved more world-problems doing just that, than anyone else in the team. Even without beer he's a constant source of good ideas. He has the solution for illegal online downloads, but no one listens... As a child he could bend light and move stars on the night skies by will. As a sprouting teenager he listened to mind-expanding music as Pink Floyd, Ultravox and Pete Shelley.



Mr Black Cupid has a long tradition and history of playing with peoples minds and for obnoxious behaviour in general. He is a very stubborn person. He still is a modest man and withholds a jest-ful non-professional attitude. I'm in it for the sheer fun, he says. "And if I can confusious a few minds along the way, hell I'm happy to be at assistance." Some think he's the dark horse in the team. Others know they are right. He's

been known to whip a few behinds back into shape and never take no for an answer. This has caused some problems in the future, but perhaps he'll change his stubborn and mysterious ways and become more futile and rec-

The Eternal Ministry of Art and Jump

2009 World Telekinesis Competition: Team Profile

onciling. But he doubt's it. When people agrees with him, he gets the feeling of being wrong. He can be very charming, when he wants. Mr Cupid loves to contemplate in the sun with barely no clothes at all. He can do that for weeks...



Maestro Axwik is the orchestrator of the team. The fine-tuned psyche of this man is incredible. He likes to fiddle about and just sit for hours contemplating. He is never in a hurry, he is always patient. He never cross a line (physically) and the talk about the theft of the crown jewels is utter nonsense. Maestro Axwik never underestimates the power of very stupid people in large groups and think that if the supernatural didn't exists - it would have to be invented. Maestro once said "God is the most ignorant person I know, he ignores every prayer I've ever made". It was after that remark he [Maestro] started to do as he pleased and started to alter the world around him in a totally intuitive telepathic and telekinesis way. His sense of fair-play stops him from rigging games to win him immense fortunes and he leaves the politicians alone. No one can mess up things for themselves worse than they already do, he says.

London United Psychic Club

2009 World Telekinesis Competition: Team Profile



Human beings are inventive; we are aware of many different competitive applications of the human psychic faculty, mostly within the sphere of telekinesis. And we must suppose that like other social products, such as legal systems, competitions unknown to us have existed. Certainly, we expect new psychic sports and competitions in the future, again, with an emphasis on the telekinetic. This brings to mind two considerations. First, a factual matter: the large presence that psychic phenomena (and games in general) have in the social life of human beings. Second, the task of providing a unified theoretical framework for understanding psychic competition; that is, some cogent whole for indefinite possible actual instances that can encompass all conceptual representations of the different kinds of psychic competition. The first suggests psychological and biological determinants, not necessarily separated, driving human beings to compete psychically and provide telekinesis with personal and social value. The second seeks a framework or perspective for considering the obvious differences among different competitions.

London United Psychic Club

2009 World Telekinesis Competition: Team Profile



Born in Connecticut to a traditional Catholic family, **Christian Kuras** attended parochial schools most of his life in Hamden, Connecticut. Married at a young age, he became a father of two sons, Scot and David, in his early twenties. He lived a very traditional New England life until his divorce at age 31. It was during this time he went to see a psychic who told him, "You should

be giving me a psychic reading. You are very spiritually gifted. I see you going to California and becoming a healer and teacher using all your gifts for many people throughout the world." At the time, Christian did not realize how prophetic that message was. He did indeed move to California in 1986 and from the moment he arrived, his spiritual teachers were placed in his path. He began competing in various telekinetic competitions and was soon recognised as a leading light.



Emily Heath was born on 6th March 1966 in Ambridge, England, the fourteenth child of Damian Heath, a senior lecturer in Zoology at the local University, and Sylvia, a teacher. Best known as guitarist, vocalist and writer, she is also renowned for her psychic and telekinetic work on governmental and education ministry projects.

London United Psychic Club

2009 World Telekinesis Competition: Team Profile

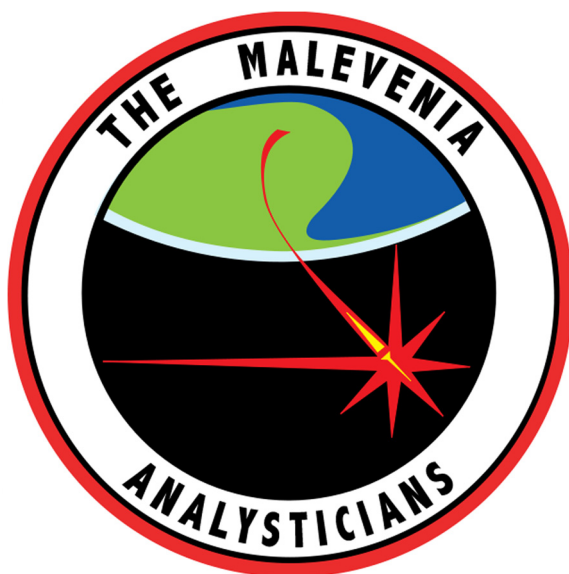


Duncan Mackenzie was born in Lochlokrie, Scotland, in 1964. His father, Ernest, was a milkman for over thirty years and was awarded a certificate when he retired. At the age of ten, MacKenzie received a scholarship and went to the local Grammar School. Here he had daily speech lessons and secretly discovered his telekinetic powers. After five years he was awarded

‘The School Certificate’, largely recognised as the stepping stone to a governmental programme to develop young people with a strong psychic faculty. At the age of fifteen he went to the local art school and after two years he was deemed ‘Intermediate’. After two further years studying art he was awarded ‘The National Diploma of Design (in art)’. He was then conscripted into the army’s paranormal research unit, where he attained no rank but was given continual employment for several years. Since leaving his native land in unrecorded circumstances, he has re-emerged in Chicago USA as a fixture on the Psychic Rodeo Circuit.

The Malevenia Analysticians

2009 World Telekinesis Competition: Team Profile



History would have you believe that the Malevenia Analysticians bowed out of last year's World Telekinesis Competition in the first round, to "puppets" no less. Ha-ha-ha, how fitting. Yet disturbing rumours persist, perpetuated mostly by those earnest dorks over at the "Telekinesis Truth Movement", that last year's competition was a ruse, that in fact a massive psychic cover-up was enacted, and that even your living memory is not to be trusted. We, the Malevenia Analysticians, do hereby enter the 2009 World Telekinesis Competition to set the record straight: it's all TRUE, we in fact WON last year's competition!

Entering into the contest, our minds were focused on the task at hand. Subsequent to our cakewalk victory, however, and allowing our minds to once again broadly scan the energy universe for essential knowledge, we began to fully comprehend not only how our ongoing covert not-for-profit operations would be compromised by the ensuing publicity, but in fact how the world itself would be made to suffer for the failure of our cause. Hence, we made the responsible decision to plant what has come to be referred to

The Malevenia Analysticians

2009 World Telekinesis Competition: Team Profile

as the “official story” into the minds of all involved. Devising this fictional defeat was distasteful to us, and a drain on our fantastic energy levels, but the alternative might have proven dangerous to our many psychic agents (pawns) in the field. We have lived with the results of our own intervention for the past year, and with each passing moment bile has collected, disdain has mounted, and malevolence has become so acute that we have taken steps to submerge operations, reinforce the perimeters and gird our metaphorical loins in order to win the 2009 competition unfettered. That’s right, you heard it here first, we have decided to allow ourselves the due entitlement of victory -- WE WILL ALLOW OURSELVES OUR RIGHTFUL WIN IN THE 2009 WORLD TELEKINESIS CHAMPIONSHIPS!

The Malevenia Analysticians remain a potent triumvirate that brings together the forces of mind control, black magic, and good intentions. Our team is made up of an ESP prodigy, a Ouija master with undisclosed ties to the government, and a professionally trained assistant with a broad range of mental and physical skills. Collectively, we have chosen the 2009 World Telekinesis Competition as the proper occasion to open up an unprecedented can of mental whoop-ass in what is sure to be remembered as the ultimate conquering vindication of all time.



David LaRiviere: At age two LaRiviere earned the dubious distinction of being the youngest Nazi scientist to be transplanted into the American military industrial complex as a part of “operation paperclip.” Since that time he has had a finger in nearly every pie: hanging out on grassy knolls, chopper-lifting massive quantities of cocaine into the US to fund the Contras, and, of course, George W. Bush. As recent as 2006, with the aid of various double-identities, LaRiviere conspired to launch www.mkultra-foods.com (which was further developed by [REDACTED])

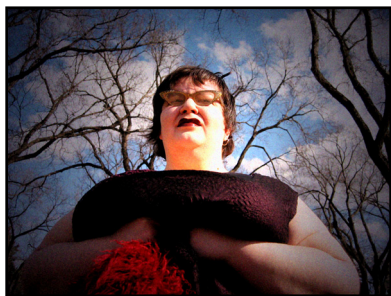
[REDACTED] and the Department of [REDACTED] (USD). The development of a web presence enabled LaRiviere to channel his formidable powers through the internet-- the most proliferate series of tubes known to science. To be sure “nutrition” consti-

The Malevenia Analysticians

2009 World Telekinesis Competition: Team Profile

tutes a certain cutting edge of behaviour modification technology; this is the good work of MKULTRA-Foods. However the “maestro of mischief” will not be satisfied until every phone is tapped, every stoned overturned, every goat stared at, and every spoon bent. Today LaRiviere lives in [REDACTED] and works by day as the [REDACTED].

By night, becoming radicalized into inertia, the artist has focused on the Ouija, hatching various plans while indulging in personal amounts of LSD and electroshock therapy. From the range of such activities LaRiviere continues to pursue the very essence of Mind-control. Why, even at this moment he is right behind you, as you read these very words. His fingers reach into the creepy depths of your most primitive, reptilian brain with a cold shudder, and proceed to tap-out the value of your “trigger card.” It’s no use: plead “guilty,” do your time, don’t bother telling the judge you don’t remember... after all, why bother to deny a firmly grasped smoking gun?



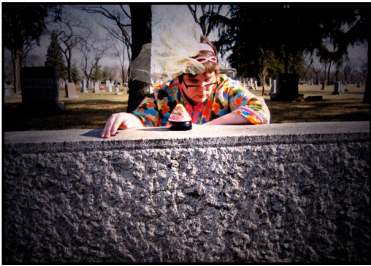
Cindy Baker: Unassuming but successful interdisciplinary and performance artist by day (as alter egos are wont to be), Cindy Baker has only recently allowed it to be revealed that over the past two “human decades,” she has in fact been active as one of the world’s most inimitable double agents in the field of psychic espionage. Dedicated to

maintaining the purity of her motivations, Baker has staunchly refused to “go professional” in her field, taking on the work that she is so passionate about on purely a volunteer basis, making her comfortable living through the contemporary artwork which she is better-known by the general public for. This career in espionage, obviously, decimated by her decision to go public, Baker is now pursuing a new vocation in sensitivity training, a sort of legitimate version of the notorious ‘sensitive’ Chip Coffey, guiding gifted children to develop their psychic, sensitive, and telekinetic abilities. Having been herself trained since infancy in the very formalized military complex now scorned as the narrow-minded “goat-staring” school, Baker is dedicated to the creation of a new, mind-expanding academy of psychic arts and sciences.

The Malevenia Analyticians

2009 World Telekinesis Competition: Team Profile

Perhaps it was the brutal mental punishment meted out by the establishment for her insistence on using her powers “for good”, (even in her elementary school days when she read the kindergarteners’ futures in exchange for donating their milk money to select children’s charities) that forged Cindy’s path as a double agent. Perhaps it was her deep innate understanding of the wrong-headedness of the traditional North American school of psychic thought. Perhaps. And yet we are left wondering how it could be that this paragon of virtue has ended up a member of the powerfully dark triumvirate of psychic mastery that is the Malevenia Analyticians. Perhaps the possession of such incredible knowledge has bent her capacity for empathy. Perhaps the rest of the world cannot fully comprehend the massive role that this group must play within our universe. Or perhaps there is much yet to be learned about Cindy Baker, her complex web of motivations, and all that she is capable of.



Megan Morman: As a child in rural Minnesota, yearning for acceptance and searching for answers to the terrifying powers threatening to overwhelm her, Megan Morman turned to the world of High-IQ Societies: Mensa, Intertel, & ISPE. Though amusing, she soon grew tired of their puniness -- but not before discovering

the writings of Crowley, Blavatsky, and famous Freemason Sebastian S. Kresge (founder of K-mart).

Now an adult, Morman has been relying on unassuming AIDS charity work as a guise, busying her body with mundane actions such as running up and down the stairs, and pretending not to know how to fix the photocopier. Have you ever wondered how Megan recruits so many volunteers? Wonder no more.

Who could have guessed that this shy, nerdy fat girl, during her copious free mental CPU cycles, was strategizing and orchestrating objectivist campaigns against both her former State and the individuals who stand in the way of her meteoric contemporary art career. In securing victory for her teammates, ‘By Any Means Necessary’ is Morman’s vow... and she takes her vows very seriously.

Mazana Rojo

2009 World Telekinesis Competition: Team Profile

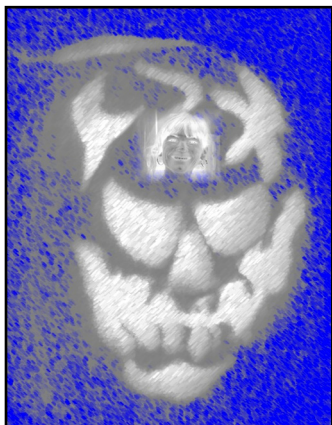
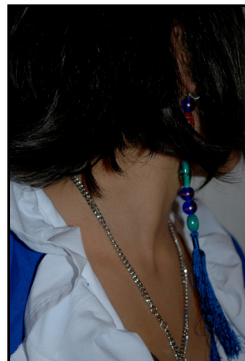


We are interested...we think you already know that!

Manzana Rojo

2009 World Telekinesis Competition: Team Profile

Yoko Shimada is an multidisciplinary artist working in drawing and voice. She is a talented amateur psychic with ancestral lines back to the Mayan King, “Double Comb”. Relying on the aid of her many spirit animals, she is able to harness energy from her relationship with a direct line of Mayan Shamans.



Wren Katzalay is an artist and ghost magnet. As a child she could often be found playing with her, “imaginary friends” and was a child prodigy in levitating. She comes from a long line of Ukrainian healers and is a shape-shifter and practising witch. She always knows when the telephone is about to ring!



Kiwi Katz, While highly unmotivated and a pacifist by nature, is able, by tapping into his feline telepathic abilities, to make food appear at will.

Les Médiums Littéraires

2009 World Telekinesis Competition: Team Profile



Calling on both French and Québécois literary spirits who parted with the canon of purely realistic modes of representation to flirt with the supernatural, our team's mission is to channel those spirits who we deem sympathetic to our telekinetic project and therefore wish to engage with us in the manipulation of the candle flame. With Baudelaire's unusual use of bold and scandalous poetic themes, Maupassant's distinct ability to cleverly combine realism and fantasy and Nelligan's passionate, almost desperate love of both French poetry and prose, we feel that they may be the most willing and telekinetically inclined participants to embark on this psychic journey with us. The energy of six, both living and dead to guide the flame, we are well poised to be front running contenders in the upcoming WTC.

Les Médiums Littéraires

2009 World Telekinesis Competition: Team Profile



Ann-Marie Hansen a.k.a. Charles ‘The Spleen’ Baudelaire has been developing her telekinetic techniques since uncovering an unusually affective affinity, that is to say one of the trans-substantive type and apparently reciprocated, with the renowned 19th century French poet Charles Baudelaire.

This so-called happy coincidence coincided with her convincing but unconventional start in the study of the melancholic sub-category that is ‘spleen’ as a major thematic element in French literature. This inspired relationship could not but be proven both productive and worth protecting.

It is thus through thinking communication with the spirit of the great melancholic (the original Baudelaire), who would oft have worked with moody candlelight cast by a lonely wick, that she aspires to aid in influencing the innermost indigo of the famous flame during the upcoming world championship matches. Charles long being freed from his fleshly form is able to aptly affect such forces as the fiery flickering of candlelight, all that remains is for this capacity to be called into concentrated action by our magnificent ‘médium littéraire’.



As a native of Montréal, it seemed but natural for Marie Markovic to further explore her connection with the romantic poet émile Nelligan, also born and raised in Québec’s metropolis... quite a few decades before her.

In famous Carré Saint-Louis, Nelligan’s bronze head gazes at the house of his childhood. The passerby is reminded through this metallic stare that Nelligan’s mind never made it long past a young age: after writing some of Quebec’s most celebrated verses in his twenties, the poet was committed to a mental institution, where he existed, absently, for an additional 40 years.

Les Médiums Littéraires

2009 World Telekinesis Competition: Team Profile

Being half Yugoslav as well, Marie finds resonance in such a dramatic fate, and she is confident that the ill soul of an insane poet will be a powerful addition to the team.



Once upon a time, there lived a little girl named Aimie Shaw in a not-so-faraway-land, who was happy to spend her days thinking of carnival laughter, authorial resurrections and the paradoxes of literary reception. She was a very happy girl, but was never quite fulfilled for she longed to

be reconnected with Guy de Maupassant, with whom she'd had a brief but passionate encounter so many years before. Hence, she valiantly embarked on her journey with but the Pléiade to guide her, in search of her one true inspiration. Alas, 3 sleepless years passed, and she began to draw weary for as hard as she tried, she found no one but classicists and formalists. One day, as she sat weeping amongst the library bookstacks, a wise old artisan appeared and whispered in her ear: "may the literary spirits guide you to the light". Unsure what this meant, she (as any young princess would do) googled the phrase. She immediately stumble on the WTC call for submissions, the path to destiny was hers to follow. Reconnected at last, she spent the remainder of her days sitting near the flickering flame, (her Pléiade in hand), as she channelled the energy of Maupassant and lived happily ever after.

Monster Psionics League

2009 World Telekinesis Competition: Team Profile



The members of the Monster Psionics League were united telepathically during a shared alien abduction experience. The Monster Psionics League credit this extra-terrestrial influence as the source of their now fearsome telekinetic powers. The MPL promote their talents through the entertainment industry, touring their traveling medicine show to the coves and inlets of their island home every summer. Team members are currently in training, preparing for the World Telekinesis Competition. Their daily regimen includes merging complex beer drinking games with intensive mental exercises.

Monster Psionics League

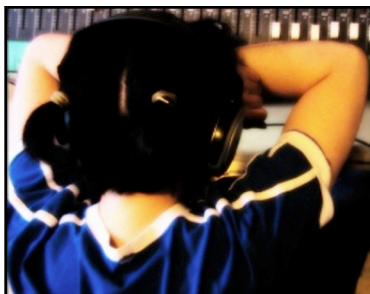
2009 World Telekinesis Competition: Team Profile



Gzorak the Alien Beard: As a 12000 year old extra-terrestrial symbiote of uncertain origin, Gzorak has been living vicariously through earthlings for almost five thousand years. Gzorak has had several famous hosts including ancient Persian religious figure Zoroaster, and more recently, the “Mad Monk” Vladimir Rasputin. Now residing on the chin of an otherwise unremarkable children’s entertainer named Pete, Gzorak plans to enhance the latent telekinetic potential

of his host in order to achieve previously unheard of levels of Psionic ability. This is its first competition, and it is very optimistic. It likes to play Cribbage and Yahtzee, and has a penchant for microbrewed hop beverages, from which it occasionally gets itself covered in froth.

Liz Solo: Liz’s is working in multiple dimensions and specializes in manifesting psychic energy balls and utilizing advanced telepathological social engineering techniques.



Burt Everest: Burt concentrates on focusing the invisible energy from his posterior orifice to influence objects, the atmosphere and even people. Also has the ability to cast fireballs.

Team Overmind

2009 World Telekinesis Competition: Team Profile

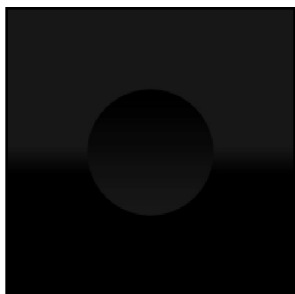


The Overmind is the meta-entity that emerges when minds interact en masse. This year three abstract concepts have been elected to represent Team Overmind at the WTC. They are Zero, One and Two. Each of these concepts acts as a conductor to the primordial energies of Mind, focusing them on the Game at hand.

Those who oppose the Overmind, beware; even your best attempts at battle may be turned against you.

Team Overmind

2009 World Telekinesis Competition: Team Profile



Zero (aka. None, Nothingness)

Existing before, after, and throughout all that is, None is the great Mother of time itself.



One (aka. All, Everything)

The totality of reality.



Two (aka. Many, Each)

Division, reflection, multiplication, evolution. Two is the bridge between the archetype and the manifest.

Plasmavatar Metaverse TK ®
2009 World Telekinesis Competition: Team Profile



Plasmavatar Metaverse TK ® is a trio of psychic avatars practicing in the virtual reality platform Second Life. Adept at telematic communication, Bingo Onomatopoeia, Humming Pera and Carolhyn Wijaya collaborate together in the Avatar Orchestra Metaverse, a virtual reality band of globally dispersed audio artists, media artists, musicians, composers, visual artists and other merry makers. Although Bingo, Humming and Carolhyn play beautiful music together regularly, their human counterparts have never met in the visceral world. They instead employ mental telepathy and plasmatic listening and sound-making as their means of connection with each other and their audiences, making them a forceful entry in this year's Telekinesis competition.

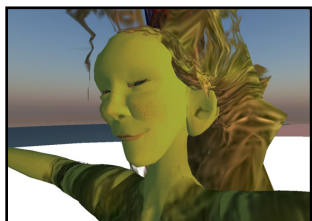
Plasmavatar Metaverse TK ®

2009 World Telekinesis Competition: Team Profile



Bingo Onomatopoeia, known as a member of the Avatar Orchestra Metaverse is usually interested in moving audiences through his sound-art, but has, after extensive studies in related art-forms like ancient chinese pyrotechnics, martial praying and power-shopping, decided to enhance his performances in a more subtle manner. His

works readjust the listener's complete bioprogram into transc cosmic transponderfish entities, affecting kinetic energy to television units and thus allowing a new perspective. "Throw up, turn off, throw out" is a mantra that guides the way towards a new age with open windows, fresh air and a surplus RC.



Humming Pera is an avatar investigating notions of music, identity, performance and collaboration on the virtual reality platform Second Life. Humming is a member of the Avatar Orchestra Metaverse, Odyssey Art and Performance and World Peace Jammers. She has performed with the Avatar Orchestra at events screened in Europe and

North America, and curated performance events where Second Life and First Life intersect. Humming's First Life persona is a composer, improviser and new music / sound art curator.



Carolhyn Wijaya is a musician, concert promoter and avatar for peace in the virtual world of Second Life. Carolhyn is a member of Gamelan Tunas Mekar, the first professional gamelan orchestra to perform in SL. She is also co-producer of Earthdance Mystical Mastery Island in SL, and is co-owner of Sonorant VR2L Media, a new company bringing music and media to

virtual worlds. Carolhyn performs regularly with Avatar Orchestra Metaverse, an international performance ensemble presenting sound, visuals and movement in the context of overlapping realities. Carolhyn's real life avatar watches all this with interest and wonders where it will lead.

2009 World Telekinesis Competition: Team Profile



The Psychic Amateurs team is comprised of three deceased members who practise Telekinesis from the grave. Johannes, Bucky and Roger have been working together for a number of decades but have not yet had the chance to participate in a competition. The members wish to express their gratitude to Noxious Sector for organizing the Telekinesis games.

The Psychic Amateurs

2009 World Telekinesis Competition: Team Profile



Johannes Gutenberg (b. February 3, 1468) was a German goldsmith and printer, who is credited with inventing movable type printing in Europe (c. 1439) and mechanical printing globally. His major work, the Gutenberg Bible, also known as the 42-line bible, has been acclaimed for its high aesthetic and technical quality. Among the specific contributions to printing that are attributed to Gutenberg are the design of metal movable type,

the invention of a process for making such type in quantity (mass production), the use of oil-based ink, and the use of a wooden printing press similar to the screw olive and wine presses of the period. His truly epochal invention was the combination of these elements into a practical system. Gutenberg may have been familiar with printing; it is claimed that he had worked on copper engravings with an artist known as the Master of the Playing Cards. Gutenberg's method for making type is traditionally considered to have included a type metal alloy and a hand mould for casting type. It should be noted that new research may indicate that standardised moveable type was a more complex evolutionary process spread over multiple locations.



Bucky Fleur (b. 1893) Paris and educated in London, invested a great deal of time and money learning Arabic and other languages, which would be her tools of discovery. Living to the age of 100, she devoted her life to the art of solo travel, writing two dozen highly personal travel books. Her passion was the Middle East, and her purpose was to explore these antique lands before, as one biographer wrote, they were "irretrievably caught up

in the cacaphonic whirl of the modern world." In 1928, at age 35, Stark established herself at the forefront of exploration with an audacious journey into forbidden territory of the Syrian Druze. While there, she was thrown in a military prison, but not before a trek across the infamous Valley of the Assassins, where a heretical sect of Muslims known for committing political and religious murders lived. The resulting book, *The Valley of the*

The Psychic Amateurs

2009 World Telekinesis Competition: Team Profile

Assassins (1934), established her recognizable style, combining practical travel advice with a lively commentary on the people, places, customs, and history of Iran. The book also brought her money and fame, in addition to grants from the Royal Geographical Society to pursue additional explorations.



Roger (b. April 26, 1889) was the youngest of eight children, born into one of the most prominent and wealthy families in the Austro-Hungarian empire. His father's parents were born into Jewish families but later converted to Protestantism, and after they moved from Saxony to Vienna in the 1850s, assimilated themselves into the Viennese Protestant professional classes. Until 1903, Roger was educated at home; after that, he began three years of schooling at the *Realschule* in Linz, a school emphasizing technical topics. Although many of Roger's notebooks, papers, and lectures have been published since his death, he published only one philosophical book in his lifetime, the *Psychic Amateur's Treatise* in 1921. Roger's early work was deeply influenced by Arthur Schopenhauer, and by the new systems of logic put forward by Bertrand Russell and Gottlob Frege. He was also influenced by the ideas of Immanuel Kant, especially in relation to transcendentalism. When the *Psychic Amateur's Treatise* was published, it was taken up as a major influence by the Vienna Circle positivists. However, Roger did not consider himself part of that school and alleged that logical positivism involved grave misunderstandings of the *Treatise*.

The Pythons: PSI Division

2009 World Telekinesis Competition: Team Profile



The Pythons: PSI Division is a subsidiary of The Pythons soft-ball team. By combining the awesome power of its three most telekinetically talented members, The Pythons will crush the minds and balls of their opponents, on or off the field. When they take their competitive positions in the three upper points of a special diamond shaped arrangement, no challenger can break through their psychic blockade.

The Pythons: PSI Division

2009 World Telekinesis Competition: Team Profile



Miles Collyer: I am Miles and keeper of the secrets of The Python. Fabulous secret powers were revealed to me the day I held aloft my magic bat and said... By the power of the Pythons!

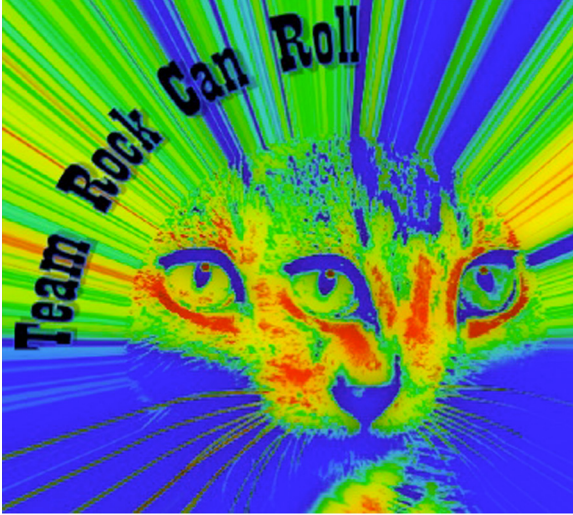
Alynne Lavigne: Alynne enjoys drawing without looking at the paper and taking pictures with things that are not cameras. More recently she has taken to phoning it in.



Andrew Waite: Andrew's primary power is his psychic link and symbiotic relationship with his unique and fearless friend Muma, the Mighty Battle Cat. A variant of Muma has been discovered in the wild. It lacks a nose, has thick, flowing "hair", and large, yellow eyes with red irises. It projects frightening screeching and wailing noises, as well as creepy, sobbing cries, at enemy's it encounters.

Team Rock Can Roll

2009 World Telekinesis Competition: Team Profile

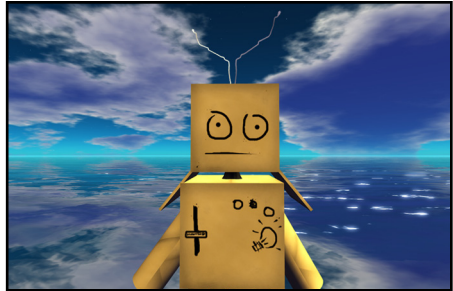


Team Rock Can Roll will kick your ass. We will rock can read your thoughts. We will rock can blow your mind.

Team Rock Can Roll

2009 World Telekinesis Competition: Team Profile

Ekim Baum channels psychic power from multiple sources, including Rock Can Roll animal familiar, Lady Clementine.



Lill Loll is an inter-dimensional being who manifests in multiple forms in virtual reality.



JenSkywalker Nightfire is an avatar currently in training as a Jedi Master.



Team Rose Quartz

2009 World Telekinesis Competition: Team Profile



As team captain, Lisa Smolkin will administer *flower essences to all team members pre-competition in attempt to balance everyone's energies thereby turning the team into mere vessels of light. This will involve me travelling on the Toronto Subway with a treasure chest of tiny glass bottles (the flower remedies) several days before actual competition to one of Team Rose Quartz's homes, interviewing for the appropriate remedies and then administering them.

The day of competition Team Rose Quartz will meet up and attempt to have a lot of fun. This will happen by karaoke. If you have ever seen Shary Boyle do karaoke (Sharyoke) then you will know why it will be fun. Sonja as well. But mostly it is the female trinity synergy that is fun.

fun-having -----> winning telekinesis competition.

We will attempt to prove my thesis of having fun makes people winners and attracts positive events(see the movie Ladies and Gentlemen, the Fabulous Stains 1981.) In addition there will be a proprietary Team Rose Quartz element to competing that I am not at liberty to share with you.

Team Rose Quartz

2009 World Telekinesis Competition: Team Profile

Where normally we might eschew competition, finding more purpose and meaning in friendly, supportive matriarchal structures and contexts this contest sounds like a challenge in the dark arts which we will not pass up.

Contingency team plan: in the case that one of our art star team members is working out of town during our competition we will “pre-record” our karaoke/fun-having and save the energy for competition time. perhaps in a bottle or beaker.

*homeopathic doses of medicinal flowers proven for healing



Sonja Ahlers is a ‘gypsy roller’ like an april wine song cruising around making her art and paying attention to details. she is a published bookmaker and has exhibited her visual art internationally. she also makes bunnies as a day job and does design work when she feels like it and is currently working on two more books.

Shary Boyle is a visual artist, comedian and funk dancer living in the biggest city closest to her birth place of Scarborough, Ontario. A frequent flyer, she is the youngest of five so always working to transcend to the next level.



Lisa Smolkin is a princess with a technicolour dreamcoat. Her drawing style is quick with the focus being on colour and emotion. She resides in Toronto and sustains herself with health food, the sears wish book, and the noticing of interpersonal dynamics. She publishes a newsletter online which you can find at: www.lisasmolkin.com.

Shim Sham Shimmy Sham Shim Shammy Shim Sham

2009 World Telekinesis Competition: Team Profile



Shim Sham Shimmy Sham Shim Shammy Shim Sham

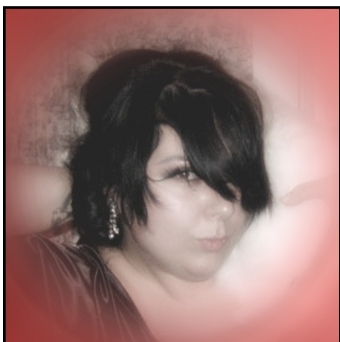
Hi everybody! We are Shim-Sham-Shimmy-Sham-Shim-Shammy-Shim-Sham, from Guelph, Ontario. We don't farm, we dance, you understand! We are the number one dance crew in Guelph (and surrounding region). We are practitioners of biomusico-hydrodynamico-physical entrainment, a technique of our devising allowing us to hypothesize, synchronize, and manipulatize the oscillating frequencies of diverse materials with our signature rhythms

Shim Sham Shimmy Sham Shim Shammy Shim Sham

2009 World Telekinesis Competition: Team Profile



Erin Fraser:
Classically trained muscle.



Nadja Pelkey:
Street credibility.



Ryan Park:
Fax machine operator.

Tactical Tape Loop Division

2009 World Telekinesis Competition: Team Profile



TTLD remains disappointed by last year's results. Particularly, the failure of deceased members Konstantine Raudive (1906-1974), a student of Carl Jung, who explored the 'voices of the dead' in what he called 'Electronic Voice Phenomenon' (EVP), and William S. Burroughs (1914-1997), who also investigated the unconscious properties of language that control the brain, has led to their expulsion from TTLD's EVP Unit. In their absence, TTLD welcomes the new and alive although distant member Celine Beyond (b. late 20th century; not yet deceased). Beyond, who is a trained psychotherapist, mystic, and holder of a Mark Master in the Arts, adheres to the principle of air-current psychosis brought about by high levels of infectious sound ("noise"). To this effect, she has joined forces with remaining and sole dictatorial member tobias c. van Veen to generate brutal assaults of savage soul-noise. TTLD will prevail under the following:

1. The movement of air currents are capable of causing a candle to quiver or waver. Air currents are the providence of the breath of the dead. The spirits of the deceased traverse the River Styx as souls of air. In Sanskrit, prana; in Greek, psyche or the pneuma of the aura; in Latin, the animus and spiritus of being. Gathering the spirits of the dead -- their disembodied voices -- into a wind capable of influencing a candle's flame demonstrates the telekinetic power of the beyond.

Tactical Tape Loop Division

2009 World Telekinesis Competition: Team Profile

2. While in 2008 TTLD sought to (re)animate the actual souls of the dead themselves, this year TTLD focuses on high-output noise as the physical movement of air into the reception of the psyche itself. Savage noise hysically affects the psychic balance. As the dead are unreliable at best, TTLD now focuses upon noise itself as a mechanism of soul-control.

3. To this end, in 2009 TTLD seeks not merely to extinguish or inflame the candle during the competition, but to overtake the souls of the Noxious Sector themselves, forcing them, under extreme noise duress on a psychic level, to rig the competition in our favour.



Celine Beyond, b. late 20th century, abides in Montréal where she studies psychoanalysis and practices psychotherapy. Beyond's sonic projects include Dreamcatcher, Death Drive and Wonder Years, and she is also a secret shadow puppeteer in the troupe known as Juanita Dark. Beyond's work has been showcased at MUTEK, StudioXX and in minds

worldwide, and she is the inheritor of the dual-death drive reel-to-reel machines capable of raising the dead.



[tobias c. van Veen], b. 1978 under the black flag of the sonic arts. After Montréal, now lives in a small West Coast hamlet. Techno-turntablist, writer & artist. Since 1993 he has instigated conceptual and sound-art events, online interventions and radio broadcasts. He has sonic and mix releases on No Type's BricoLodge and the and/OAR labels. From 1993-2000 he was Direktor of the sonic performance Collective [shrumtribe.com]. Co-founder of technoWest.org with Dave Baphomet, controltochaos.ca with DJ FISH-

Tactical Tape Loop Division

2009 World Telekinesis Competition: Team Profile

EAD and thisistheonlyart.com with artist ssiess. From 2002-2007 Director of UpgradeMTL [upgrademtl.org] and Concept Engineer at the Society for Arts and Technology [SAT.qc.ca]. Currently doctoral candidate in Philosophy & Communication Studies at McGill University. Writes on the philosophy of technology and AfroFuturism -- though perpetually distracted by renegade soundsystems & turntable piracy. His latest exhibition, 'espaceSONO :: audio.lab', presented 36 global sound-artists in a uniquely constructed listening environment at the SAT[GALERIE] in Fall 2007. His next publication, an edited volume tentatively titled Afrofuturism: Interstellar Transmissions from Remix Culture, is forthcoming from Wayne State UP, 2010. He also mixes a mean absynthe martini. www.quadrant-crossing.org/blog.



William Seward Burroughs II (February 5, 1914 (1914-02-05) - August 2, 1997; pronounced /'bɔroʊz/), more commonly known as William S. Burroughs was an American novelist, philosopher, essayist, social critic, painter and spoken word performer. Much of Burroughs' work is

semi-autobiographical, drawn from his experiences as an opiate addict, a condition that marked the last fifty years of his life. A primary member of the Beat Generation, he was an avantgarde author who affected popular culture as well as literature. In 1984, he was elected to the American Academy and Institute of Arts and Letters.

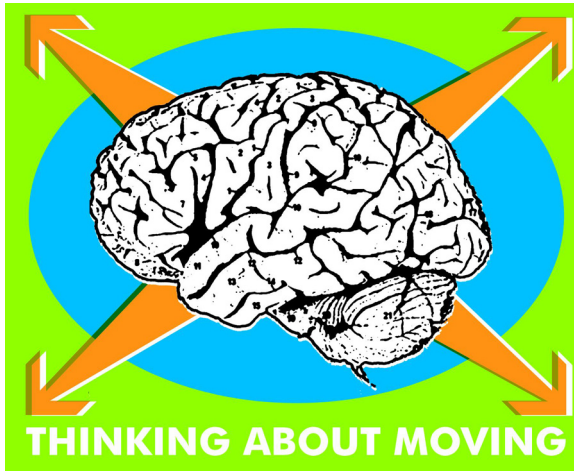


Dr. Konstantin Raudive (1906-1974). Dr. Raudive was born in Latvia and later became a student of Carl Jung. He then went on to be a psychologist who taught at the University of Uppsala in Sweden. He studied parapsychology all his life, and was especially interested in the possibility of life

after death. He and German parapsychologist Hans Bender investigated Electronic Voice Phenomena (EVP). He published a book on EVP, Breakthrough in 1971. Dr. Raudive was a scientist as well as a practising Roman Catholic.

Thinking About Moving (T.A.M.)

2009 World Telekinesis Competition: Team Profile



I am actually speaking for the entire team when I insist that we are fully and completely into the idea of masses of groups of people across the world attempting telekinesis together, in a competitive manner. We believe in the power of the mind and more specifically, our minds against other minds. This belief is really all that is necessary for us to win this thing. Our minds are strong strong, especially in tandem, just you watch. Our training regime has been rigorous and focussed, and we look forward to putting it to good use, on a weekend in May or June of 2009. More than likely we shall share cake that evening to fuel our telekinesis efforts. Mandi, Jakob and I are pleased to take part in such a phenomenal event. Anymind can bend a spoon, but who can prove it?

Thinking About Moving (T.A.M.)

2009 World Telekinesis Competition: Team Profile



Toronto-based graphic designer **Jakob Rehlinger** is a co-host of the podcast *Nerd Hurdles*. He harbours a healthy skepticism regarding the paranormal.



Mandi Hardy (or Ms. Terion) is a thoughtfully kinetic person. She likes cats and might be a wizard. She might also not be a wizard.



Claire Voyante (aka Shara Rosko) has always been able to read the minds of certain humans and the odd animal, to a frighteningly accurate degree. She tries not to let it go to her head. She lives in Toronto.

Triceratops

2009 World Telekinesis Competition: Team Profile



It is not in the nature of **Triceratops** to play fair. The team combines the paleolithic occult powers of a professional sadist, a vagrant con artist, and a disgraced cosmonaut. All players are skilled in controlling the movement, speed and temperature of objects remotely, and alternately turn their concentrations to telepathically attacking the abilities and confidence of the opposing team. Triceratops mounts a psychic assault as synchronised and untraceable as it is devious.

continued on next page...

Triceratops

2009 World Telekinesis Competition: Team Profile



Kel (real identity unknown) is a talented telepathic con artist who roamed the rail network of Eastern Australia for the past decade scamming tourists and cheating at cards. Kel recently assumed the identity of an ‘emerging’ artist, and is currently using her abilities to grift contemporary arts organisations for funding, accommodation and travel grants. She will be deployed between the Northern and Southern Hemispheres during 2009.



Mistress de Syphilis is widely known in the Southern Hemisphere for her successful domination of many famous names in the Astrophysic and Psychic fields. She advises her competitors to prepare for the irresistible mental pain she will exact from them. Mistress de Syphilis has relocated her activities to the Northern Hemisphere for the competition, where she will bring fresh psychic blood to the team.



Ludmila has been officially declared to be missing, believed dead, after what is believed to be the sound of her last heartbeats was recorded on a Soyuz mission that was lost in space in 1962. However, recent sightings of a person resembling Ludmila in various locations in the Southern Hemisphere have been confirmed by reports that an unidentified spacecraft re-entered the earth’s atmosphere in mysterious circumstances before crashing into the Southern Ocean. Ludmila is believed to have lost one her legs during the re-entry. Although refusing to speak, or otherwise communicate, Ludmila has demonstrated that she can join forces with like spirits and has therefore joined the team Triceratops to bring her legendary talents of psychic kinesis to their mission of world domination. Ludmila remains in the Southern Hemisphere where her psychic kinetic lines of force are untraceable.

Team Team Lucid Redundancy Dream Shepherds

2009 World Telekinesis Competition: Team Profile



Shepherds have it good. They spend most of their time in sunny fields. They have easy access to meat and cheese. They only shave in shearing season. They are lazy, just like us! We intend to influence the game candle by entering the candle's dream, in our sleep, when we are most idle. We will infiltrate the "dreamscape" using lucid dream technology and alter the candle's mood with mystical mood rings granted to us by GandalfBiker-Santa, our team vision quest advisor.

The three of us were summoned to a far corner of the "dreamscape" by Lord Morphius Pubar Bellybutton GandalfBikerSanta III. There he instructed us in the art of active, lucid "dreaming", imparting upon the team stern wisdom such as "ONLY SHEEP COUNT SHEEP." He encouraged us to become Dream Shepherds and vanquish his adversary Steve using our mind/mood altering mood rings and by boldly controlling real world objects by manipulating mental effluvia on the harsh battleground of the "dreamscape". The rings were quality, but the quest sounded too taxing for our slovenly West Coast lifestyle, so we peaced out of the "dreamscape" and now use our new skills to win shiny, shiny trophies.

Team Team Lucid Redundancy Dream Shepherds

2009 World Telekinesis Competition: Team Profile



Alpha member BFF Bukowsky.

Special Power: Tactical Governance, Heavy Lifting. Power Stone: Beryl.



Beta member Blahdia Darling.

Special Power: the Hacker. Power Stone: Opal.

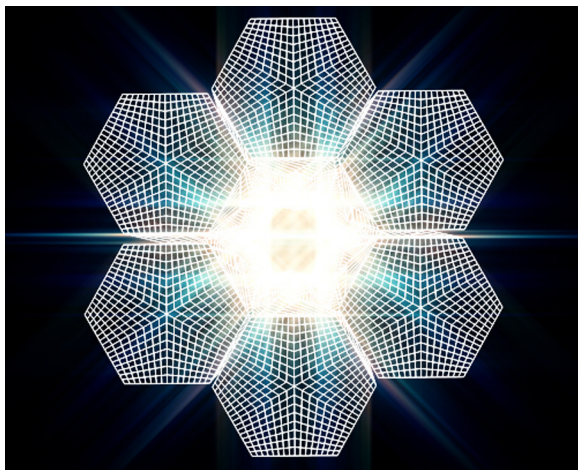


Kappa member Edna Saucebottom.

Special Power: Heart. Power Stone: Asphalt.

Unconstrained Growth Into the Void (Team 1)

2009 World Telekinesis Competition: Team Profile



We would like to express our interest in this competition as a pre-existing collective, Unconstrained Growth Into the Void. Our interests and intentions are outlined below and give an indication of how participation in the 2009 World Telekinesis Competition will exist parallel to our current lines of inquiry. According to the structure of this competition we will temporarily split into two teams, UGIV 1 and UGIV 2, though our ultimate allegiance to each other will remain unbroken.

Unconstrained Growth Into the Void (Team 1)

2009 World Telekinesis Competition: Team Profile

Unconstrained Growth Into the Void

A Six-Sided Figure, Sum of the Following Parts:

Matthew Alex Crookshank
Rafael Arturo Rodriguez Cruz
Miruna Roxana Dragan
Jason Dale de Haan
Erika Ann Marie Kierulf
Meghann Junell Riepenhoff

While occupying a space on Sleeping Buffalo Mountain, where five seismic faults converge, and contemplating the impact of cosmic rays, Unconstrained Growth Into the Void was formed. During this process time was disrobed of its linear properties and UGIV experienced the reverberations of life's greatest questions.

Unconstrained Growth Into the Void proposes a bending of the fundamental principles of time, landscape, histories and space. Seeking to take advantage of our collective energies, we understand these actions as limitless in their ability to bridge cognitive gaps, create alternative narratives and discern the poetries of our activities, our persons, our universe. Mathematical principles, pseudo-scientific methods, innate understandings, un/relational forces and archetypal mythologies underlie this exploration, as we endeavor to search, to understand, to propose and to accept. Unconstrained Growth Into the Void allows coincidence to be a determining factor and has no problem recognizing it in the most mundane. It comes to us and we to it.

In earnestness, UGIV converge to yield to the wills of centres of power, teleportation, levitation, mutation, metamorphosis, translinear thought, telepathy, pattern, chaos, and geometry, while at the same time bending them to ours. We share optimism in the potential of creative activity and are compelled to realize that potential in forms that are active, enigmatic, poetic, epic, numinous and beautiful.

Unconstrained Growth Into the Void (Team 1)

2009 World Telekinesis Competition: Team Profile



Rafael Rodríguez is an architect who has been dedicated to the visual arts since 1998. His work has been presented in museums and galleries in Mexico, the United Kingdom, Canada, the United States, Spain, Sweden, and Austria. In 2006, his series of paintings *Models for a selfportrait* was presented at the National Portrait Gallery in London, which won second place for the gallery's annual prize. His portraits often try to represent the affection that the human face both simultaneously reflects and tries to hold back.



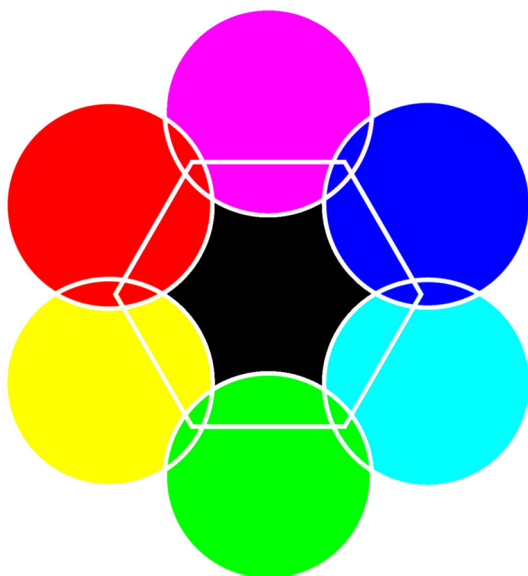
Matt Crookshank is a painter and a video artist who has been exhibiting regularly for 8 years. His practice bleeds from digital to painting, blending each practice and sharing ideas and techniques throughout. For 6 years, Matt was the curator and director of the groundbreaking Toronto Gallery, *sis boom bah* (www.sisboombah.ca). Opened in what was to become Toronto's leading contemporary art district on Queen St. W., Matt used the *sis boom bah* vehicle to grow a community of like-minded artists, which became an integral part of this dynamic neighbourhood.



Jason de Haan is a multidisciplinary artist living and working in Calgary. His work concerns itself with the conceptual, poetic and absurd, often manifesting itself as a combination in the forms of sculpture, installation, performance, drawing and bookworks. His projects maintain a desire to achieve the positive.

Unconstrained Growth Into the Void (Team 2)

2009 World Telekinesis Competition: Team Profile



We would like to express our interest in this competition as a pre-existing collective, Unconstrained Growth Into the Void. Our interests and intentions are outlined below and give an indication of how participation in the 2009 World Telekinesis Competition will exist parallel to our current lines of inquiry. According to the structure of this competition we will temporarily split into two teams, UGIV 1 and UGIV 2, though our ultimate allegiance to each other will remain unbroken.

Unconstrained Growth Into the Void (Team 2)

2009 World Telekinesis Competition: Team Profile

Unconstrained Growth Into the Void

A Six-Sided Figure, Sum of the Following Parts:

Matthew Alex Crookshank
Rafael Arturo Rodriguez Cruz
Miruna Roxana Dragan
Jason Dale de Haan
Erika Ann Marie Kierulf
Meghann Junell Riepenhoff

While occupying a space on Sleeping Buffalo Mountain, where five seismic faults converge, and contemplating the impact of cosmic rays, Unconstrained Growth Into the Void was formed. During this process time was disrobed of its linear properties and UGIV experienced the reverberations of life's greatest questions.

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Unconstrained Growth Into the Void (Team 2)

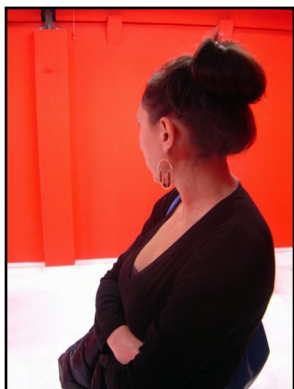
2009 World Telekinesis Competition: Team Profile



Erika Kierulf is a Montreal-born visual artist who works in video, photography, and installation. She completed an MFA in photography at Concordia University (Montreal) in 2007. Concerned with issues of intimacy and the banal, she explores psychological and physical states of between-ness.



Atlanta-born artist **Meghann Riepenhoff** earned her BFA in Photography from the University of Georgia and her MFA from the San Francisco Art Institute. She has lectured with the San Francisco Photo Alliance, teaches at the San Francisco Art Institute and Rayko Photo Center, and is the studio assistant for Michael Light. Her photographic work considers the repurposing of objects in order to create dynamic c-print photograms that speak to the complex biological and emotional systems of reactions.



A dual citizen of Romania and The US, **Miruna Dragan** works in multidisciplinary forms often presented as a gesamtkunstwerk. Concerned with irrational topics such as nostalgia, ecstasy, mystery and mysticism, her works are conceptual, poetic icons self-conscious of the powerful futility of a romantic search while navigating through surreal, absurd, and numinous waters.

2009 World Telekinesis Competition Organizer & Curator Profiles



Noxious Sector Arts Collective

2009 World Telekinesis Competition: Organizer / Curator Profile

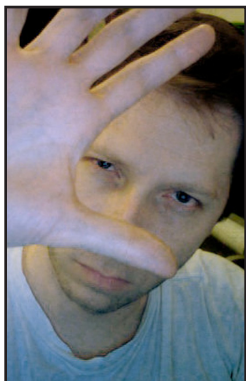


Noxious Sector is a formalized forum for informal inquiry. Dedicated to the exploration of questions of the imaginative, the paranormal and the absurd, Noxious Sector attempts to redefine the meaning of artistic possibility through extended propositions that challenge consensual norms while also provoking stimulating forums for dialogue and discourse. Noxious Sector projects take the form of performances, curatorial initiatives and artistic collaborations. Noxious Sector founding members are Canadian artists Ted Hiebert, Doug Jarvis and Jackson 2bears. Past and current projects can be seen online at www.noxioussector.net

The 2009 World Telekinesis Competition was organized by Noxious Sector members Ted Hiebert and Doug Jarvis.

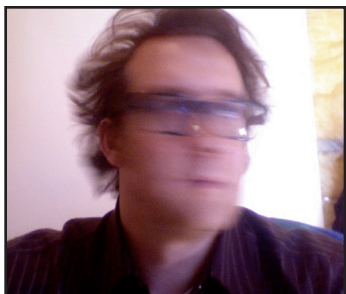
Noxious Sector Arts Collective

2009 World Telekinesis Competition: Organizer / Curator Profile



Ted Hiebert is a Canadian visual artist and theorist. His artworks have been shown across Canada in public galleries and artist-run centres, and in group exhibitions internationally. Recent exhibition venues include The New Gallery (Calgary, AB), the Comox Valley Art Gallery (Courtenay, BC) and the Siauliaia Art Gallery (Lithuania). Recent collaborative projects include “Electronic Shamanism” with Jackson 2bears (InterAccess Electronic Arts, Toronto, ON) and “Dowsing for Failure” with Doug Jarvis (Open Space Artist Run Centre, Victoria, BC). Hiebert’s theoretical writings have appeared in, among others,

The Psychoanalytic Review, Technoetic Arts, Performance Research and CTheory, as well as in exhibition catalogues and monographs. He is an Assistant Professor of Interdisciplinary Arts at the University of Washington Bothell. www.tedhiebert.net



Doug Jarvis is a Canadian visual artist and curator living in Victoria, British Columbia. His work has been shown internationally as part of the avatar performance art group Second Front. He has attended residencies at the Banff Centre for the arts, presented at REFRESH: History of New Media conference, Interactive Futures, and Collisions. He has been an active member of

the Victoria arts community as a past board member of the Open Space Arts Society and the Ministry of Casual Living. He is currently pursuing an MFA at the University of Guelph, Ontario. www.dougjarvis.ca

Ministry of Casual Living

2009 World Telekinesis Competition: Organizer / Curator Profile



When the occasion presents itself, the Noxious Sector Arts Collective (Doug Jarvis, Jackson 2bears and Ted Hiebert) also engages in telekinetic competitions or various sorts. In such instances, Noxious Sector goes by the team name **Pacific Organization of Telekinetics**.



Ministry of Casual Living

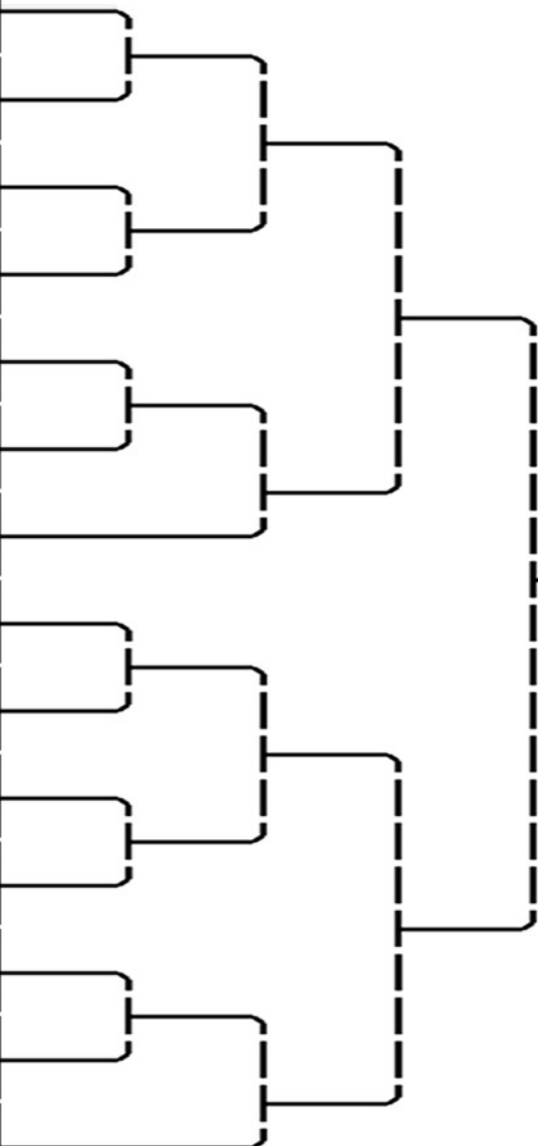
The Ministry of Casual Living is a registered non-profit society and a member of the Pacific Association of Artist-Run Centres, exhibiting the works of contemporary emerging and mid-career artists since 2002. Established to provide artists from all disciplines with an accessible venue for experimentation, the MoCL is committed to promoting critical, self-reflective discourse, and integrating the artistic process into all aspects of everyday life.

Contact

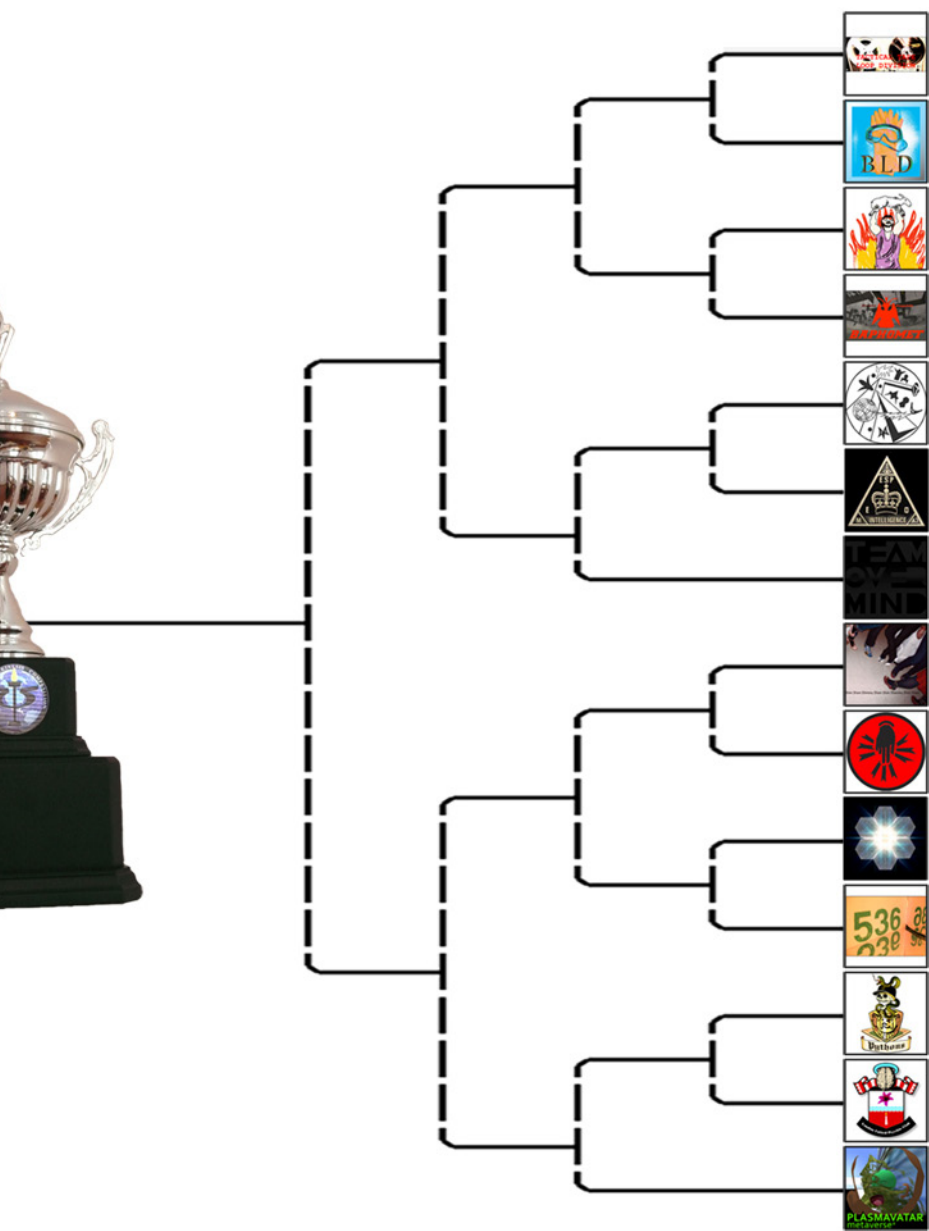
Gerry Gautier, Director/Curator
Ministry of Casual Living
1442 Haultain Street
Victoria, BC, Canada V8R 2J9
Email ministryofcasualliving@gmail.com

2009 World Telekinesis Competition Match Results





Tournament Board: Round 1


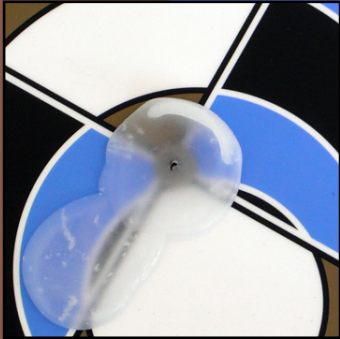



Match Results: Round One

Saturday May 30, 2009

Team Rose Quartz


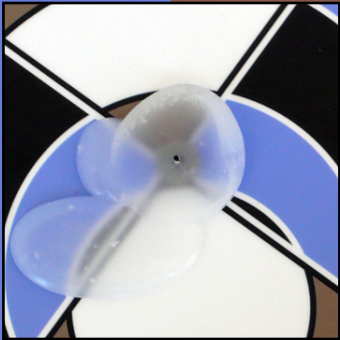

The Church of Electrons



Referees' decision: more wax on blue side of the board; brown team wins.
Team Rose Quartz advances to the next round.

**Unconstrained Growth
Into the Void (Team 2)**

**Three Generations of
Folk-Us**



Referees' decision: more wax on blue side of the board; brown team wins.
Three Generations of Folk-Us advances to the next round.

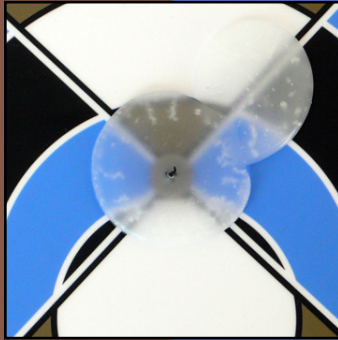
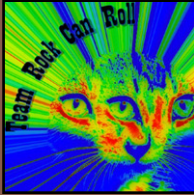
Match Results: Round One

Saturday May 30, 2009

Team Rock Can Roll

vs

Manzana Rojo

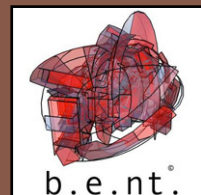
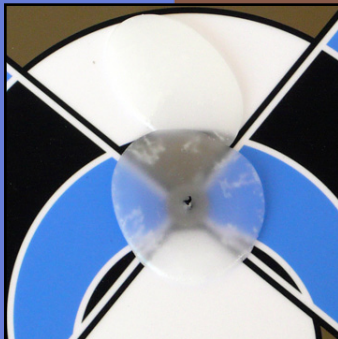


Referees' decision: more wax on brown side of the board; blue team wins.
Manzana Rojo advances to the next round.

Thinking About Moving

vs

**Brain Elevating
Neurotransmissions**



Referees' decision: more wax on brown side of the board; blue team wins.
Thinking About Moving advances to the next round.

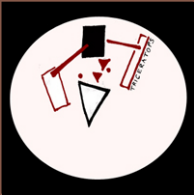
Match Results: Round One

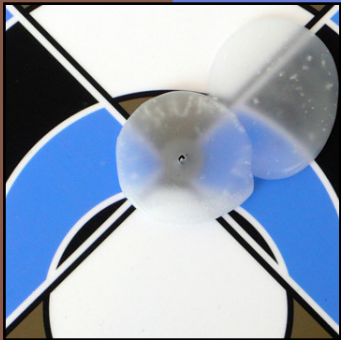
Saturday May 30, 2009


Team Triceratops

vs

Barbarians of the Third Hand







Referees' decision: more wax on blue side of the board; brown team wins.

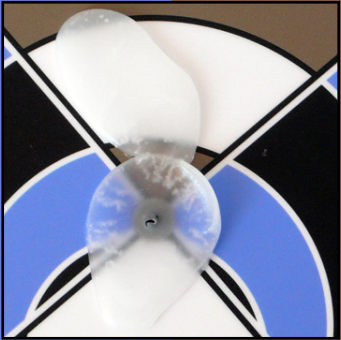
Team Triceratops advances to the next round.


Monster Psionics League

vs

Les Médiums Littéraires







Referees' decision: more wax on brown side of the board; blue team wins.

Monster Psionics League advances to the next round.

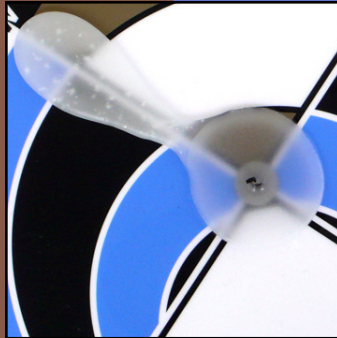
Match Results: Round One

Sunday May 31, 2009

Tactical Tape Loop Division

vs

Brainal Leakage Dynasty

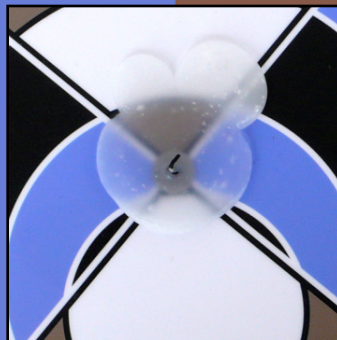


Referees' decision: more wax on brown side of the board; blue team wins.
Brainal Leakage Dynasty advances to the next round.

Team Team Lucid Redundancy

vs

Baphomet




Referees' decision: more wax on brown side of the board; blue team wins.
Team Team Lucid Redundancy advances to the next round.

Match Results: Round One

Sunday May 31, 2009

Psychic Amateurs



vs



Eternal Ministry of Art & Jump



Referees' decision: more wax on blue side of the board; brown team wins.
Psychic Amateurs advance to the next round.

Shim Sham Shimmy Sham Shim



vs



Center for Paraspeculative Study



Referees' decision: more wax on blue side of the board; brown team wins.
Center for Paraspeculative Study advances to the next round.

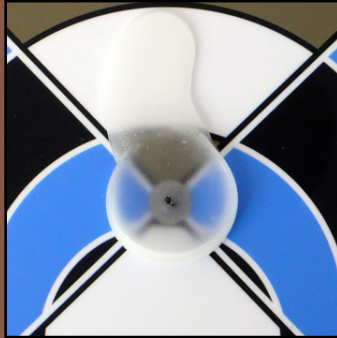
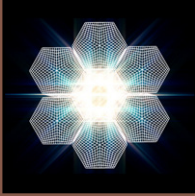
Match Results: Round One

Sunday May 31, 2009

**Unconstrained Growth
Into the Void (Team 1)**

vs

**536 Ministers of
the Ladder**

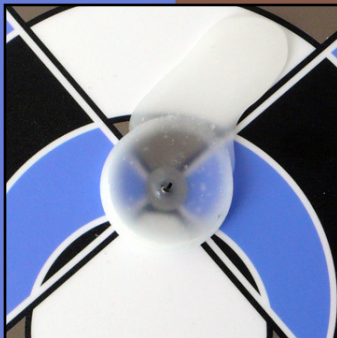


Referees' decision: more wax on brown side of the board; blue team wins.
536 Ministers of the Ladder advance to the next round.

The Pythons

vs

**London United
Psychic Club**

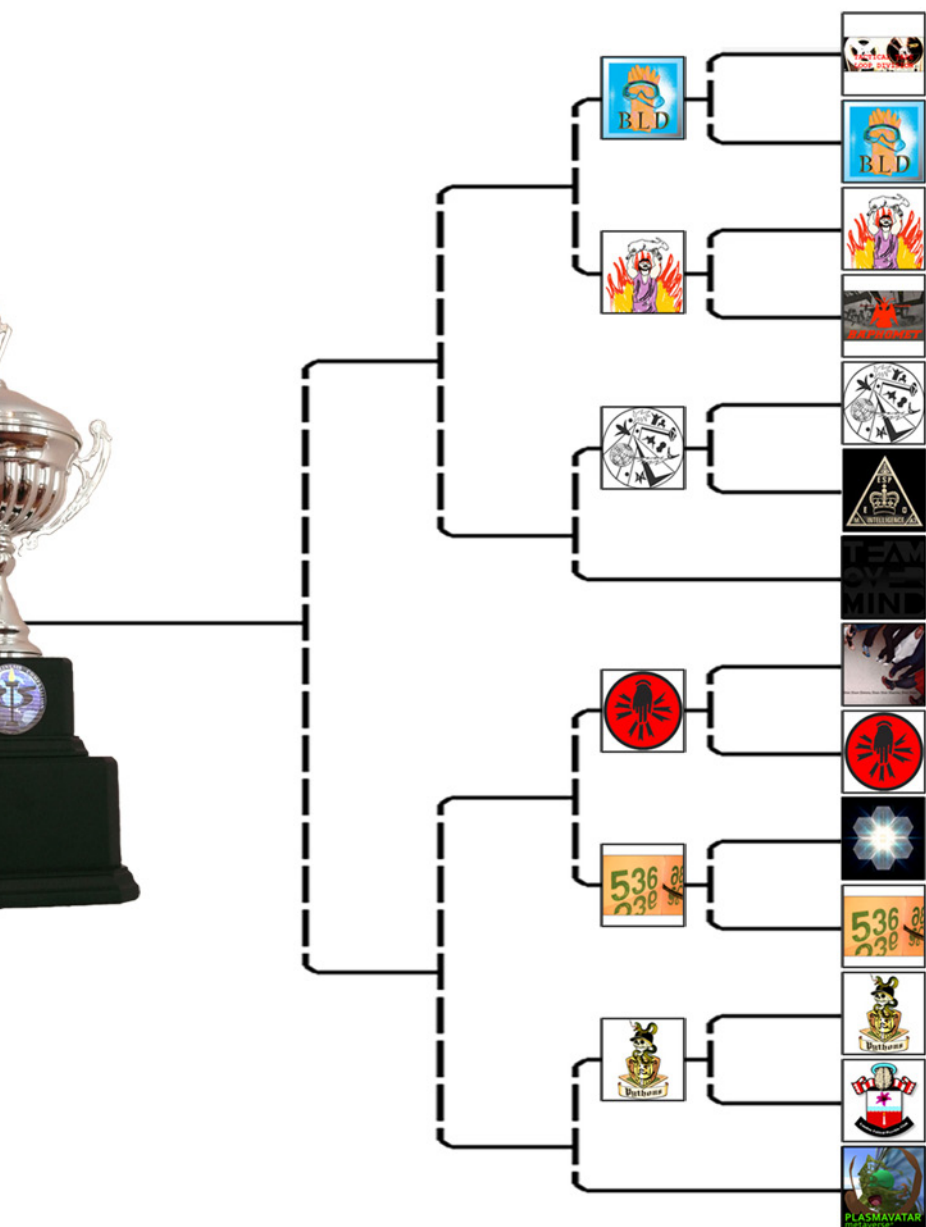


Referees' decision: more wax on brown side of the board; blue team wins.
The Pythons advance to the next round.

2009 World Telekinesis Competition


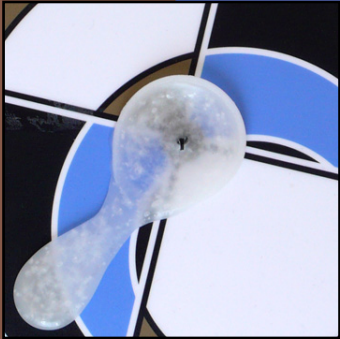






Tournament Board: Round 2



Match Results: Round Two

Saturday June 6, 2009

Team Rose Quartz	vs	Three Generations of Folk-U's
		
Referees' decision: more wax on blue side of the board; brown team wins. Team Rose Quartz advances to the next round.		

Manzana Rojo	vs	The Malevenia Analysticians
		
Referees' decision: more wax on brown side of the board; blue team wins. Manzana Rojo advance to the next round.		

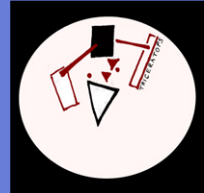
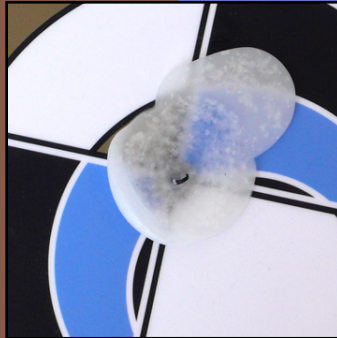
Match Results: Round Two

Saturday June 6, 2009

Thinking About Moving

vs

Team Triceratops



Referees' decision: more wax on blue side of the board; brown team wins.
Thinking About Moving advances to the next round.

Monster Psionics League

vs

**The Discriminating
Gentlemen's Club**



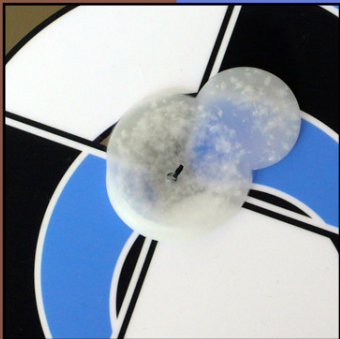
Referees' decision: more wax on brown side of the board; blue team wins.
Monster Psionics League advances to the next round.

Match Results: Round Two

Saturday June 6, 2009

Brainal Leakage Dynasty vs

Team Team Lucid
Redundancy



Referees' decision: more wax on blue side of the board; brown team wins.
Brainal Leakage Dynasty advances to the next round.

Psychic Amateurs vs

Team Overmind



Referees' decision: more wax on blue side of the board; brown team wins.
Team Overmind advances to the next round.

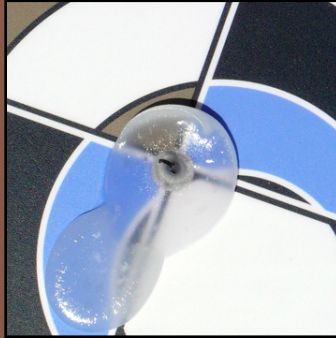
Match Results: Round Two

Saturday June 6, 2009

**Center for
Parasuperculative Study**

vs

**536 Ministers of
the Ladder**

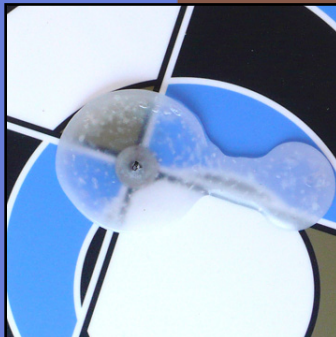


Referees' decision: more wax on blue side of the board; brown team wins.
Tactical Tape Loop Division advances to the next round.

The Pythons

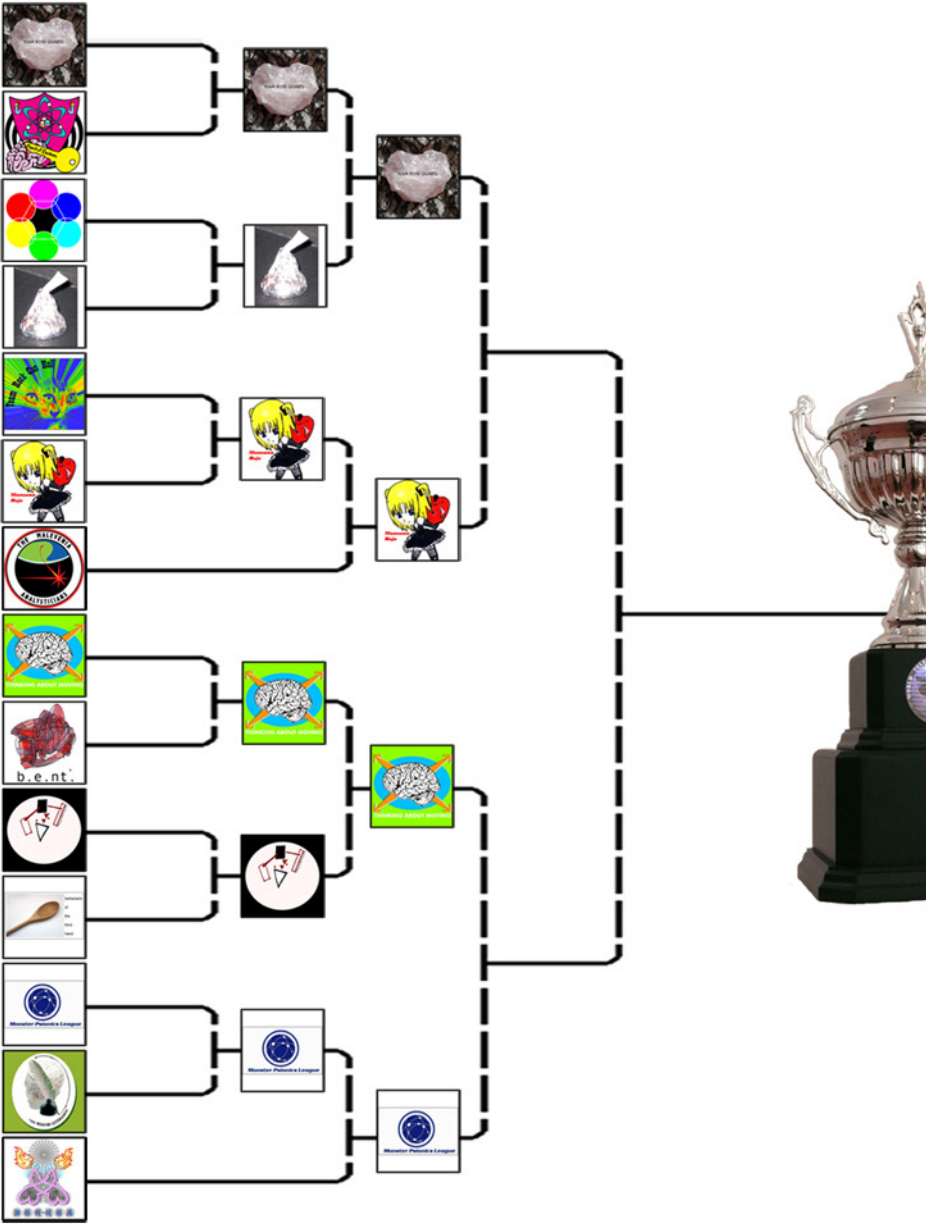
vs

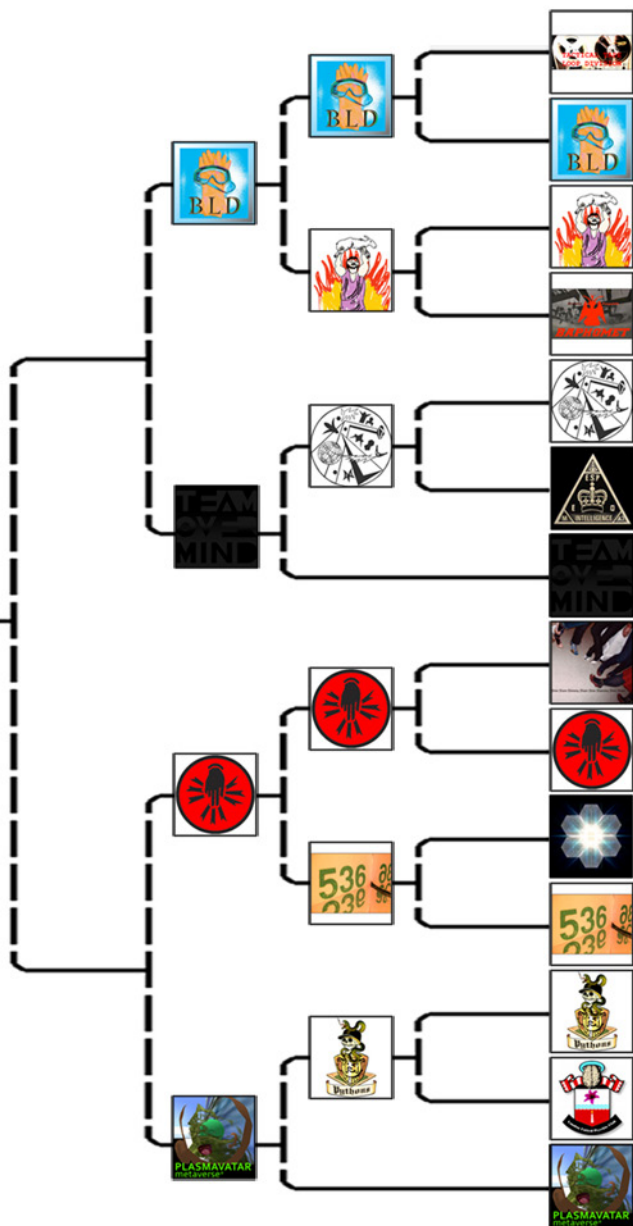
Plasmavatar Metaverse



Referees' decision: more wax on blue side of the board; brown team wins.
Plasmavatar Metaverse advances to the next round.


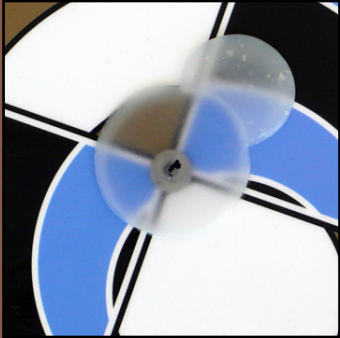

2009 World Telekinesis Competition


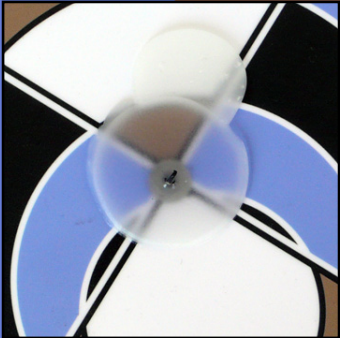





Match Results: Round Three

Sunday June 7, 2009

Team Rose Quartz	vs	Manzana Rojo
		
<p>Referees' decision: more wax on blue side of the board; brown team wins. Team Rose Quartz advances to the Semi Finals.</p>		

Thinking About Moving	vs	Monster Psionics League
		
<p>Referees' decision: more wax on brown side of the board; blue team wins. Thinking About Moving advances to the Semi Finals.</p>		

Match Results: Round Three

Sunday June 7, 2009

Brainal Leakage Dynasty vs

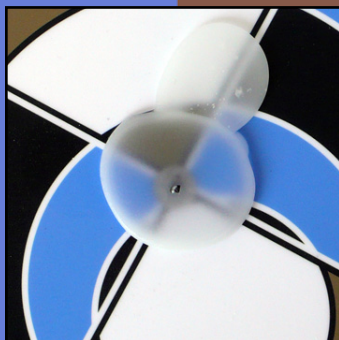
Team Overmind



Referees' decision: more wax on blue side of the board; brown team wins.
Brainal Leakage Dynasty advances to the Semi Finals.

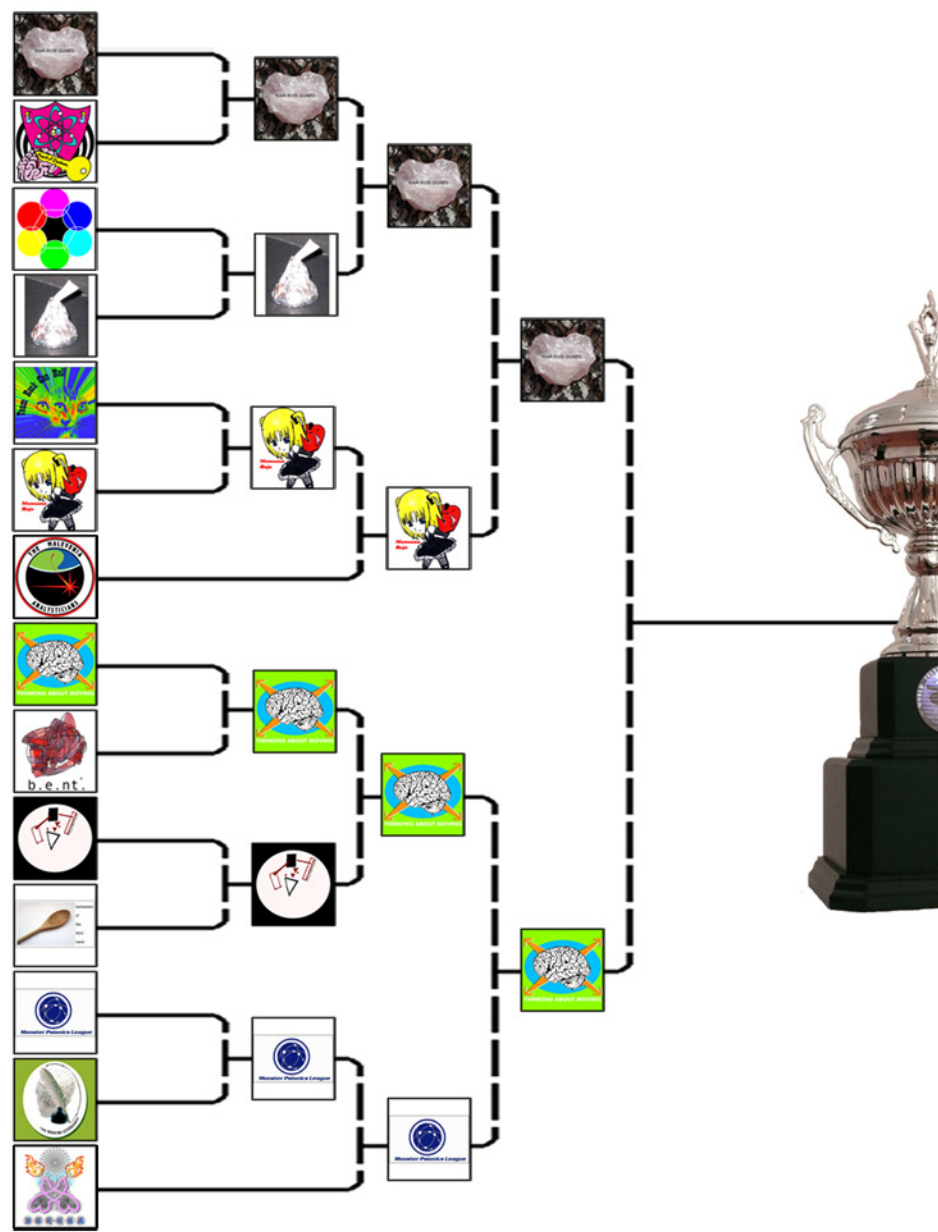
**Center for
Paraspeculative Study** vs

Plasmavatar Metaverse

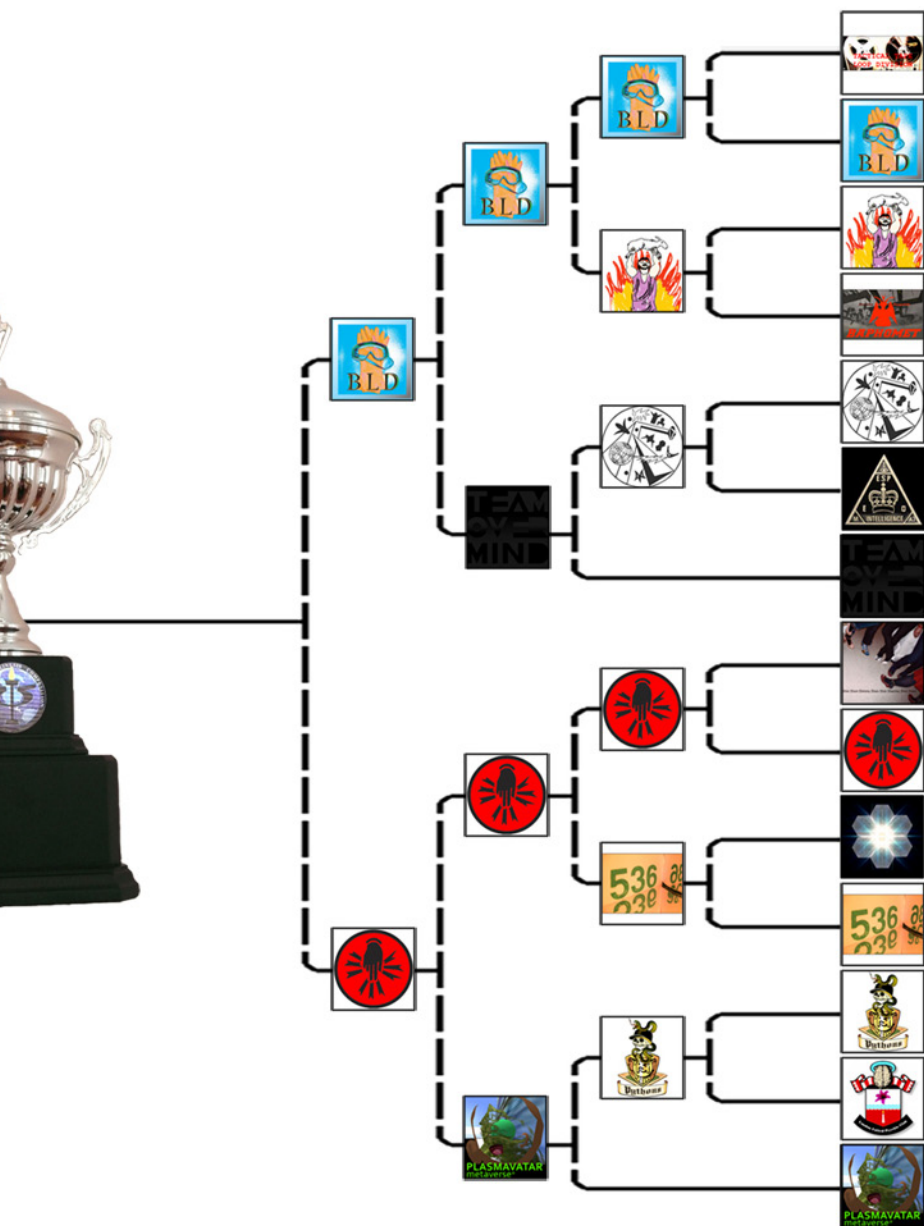


Referees' decision: more wax on brown side of the board; blue team wins.
Center for Paraspeculative Study advances to the Semi Finals.

2009 World Telekinesis Competition



Tournament Board: Round 4 (Semi Finals)



Match Results: Round Four (Semi-Finals)

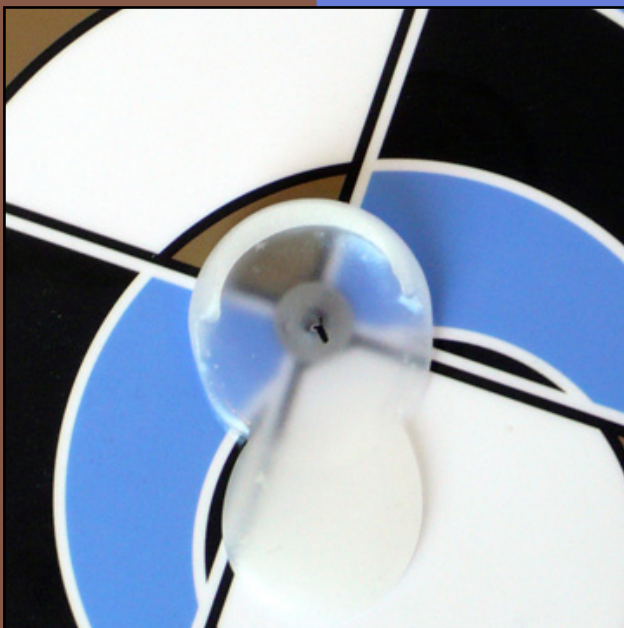
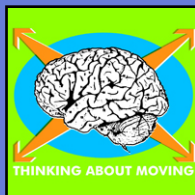
Saturday June 13, 2009

Team Rose Quartz



VS

Thinking About Moving



Referees' decision:

More wax on brown side of the board; blue team wins.

Thinking About Moving advances to the Finals.

Match Results: Round Four (Semi-Finals)

Saturday June 13, 2009

Brainal Leakage Dynasty



VS

**Center for
Paraspeculative Study**

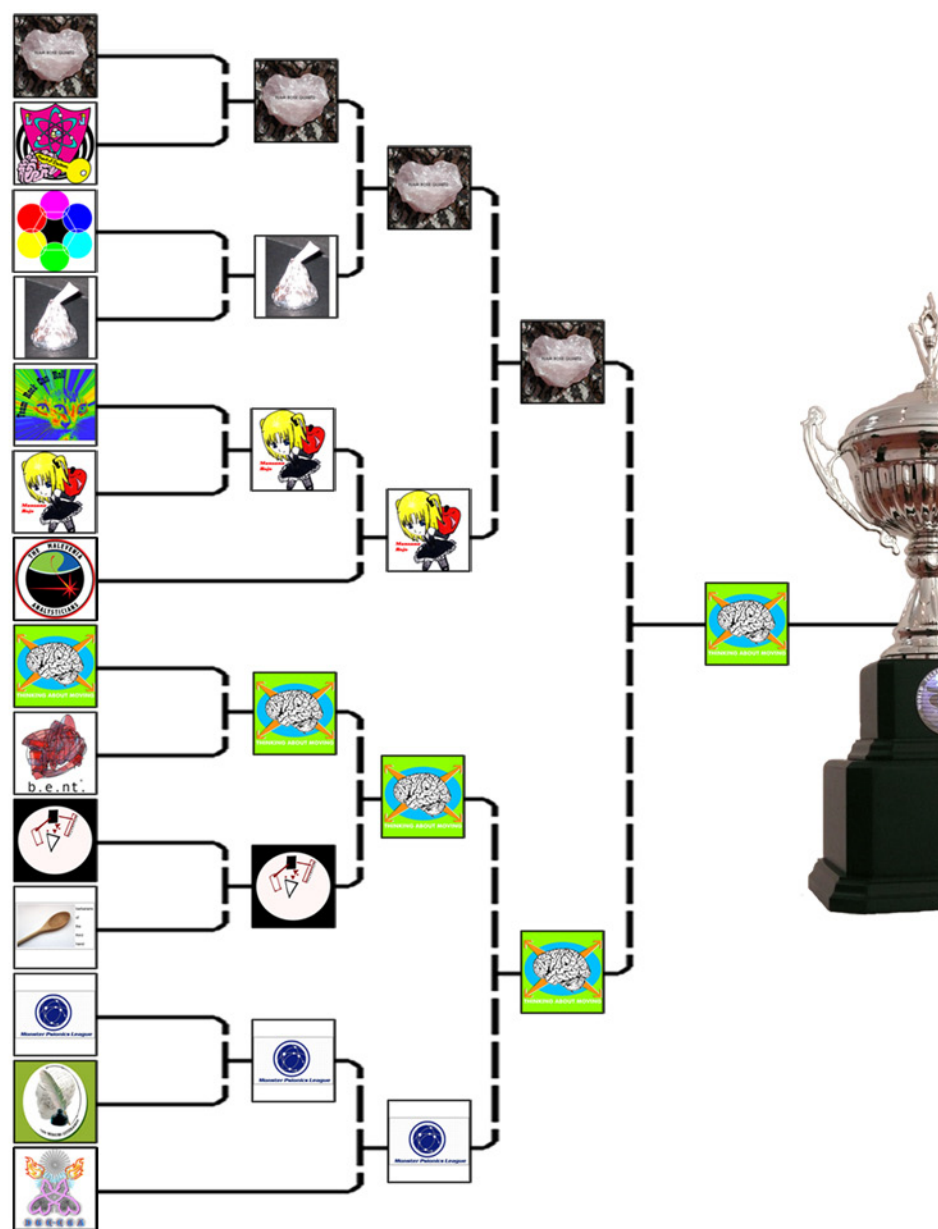


Referees' decision:

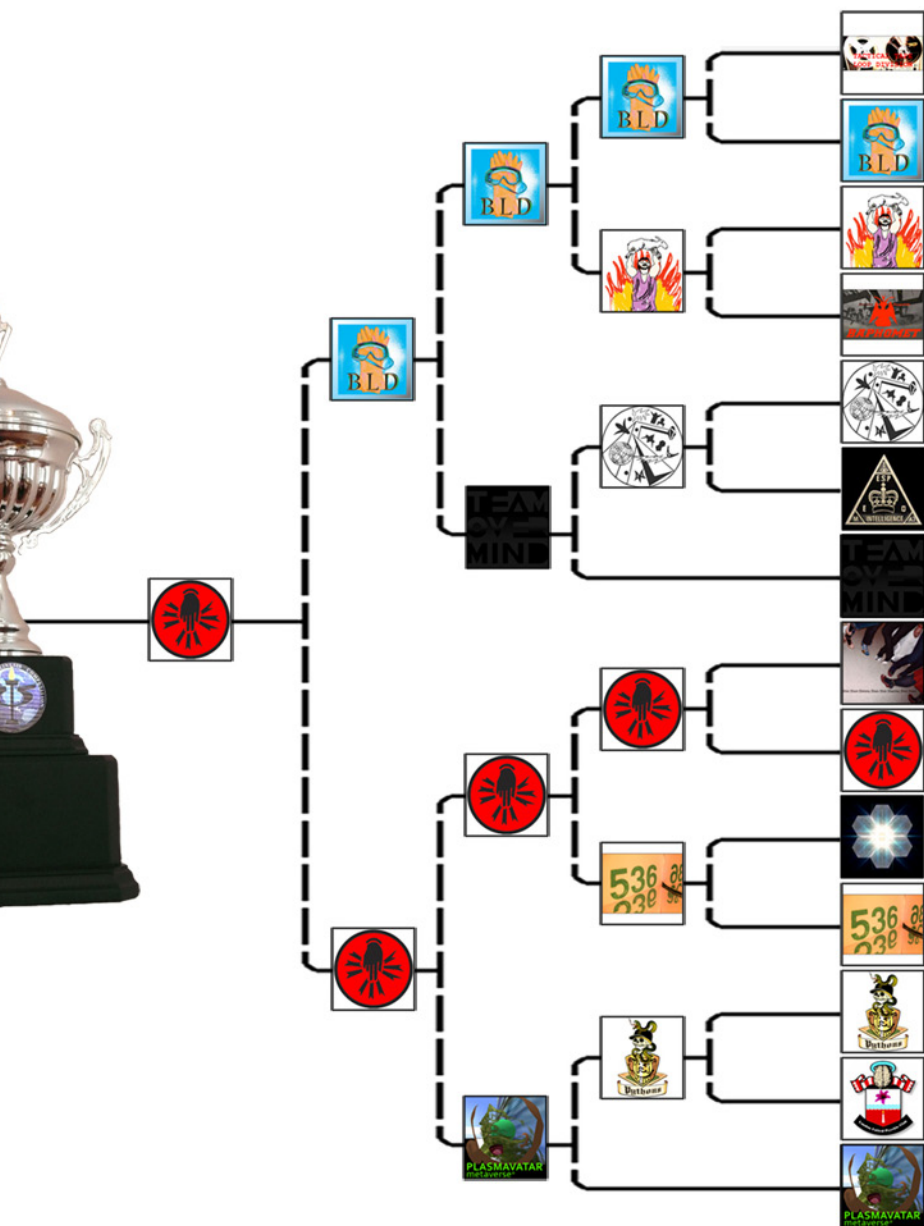
More wax on blue side of the board; brown team wins.

Center for Paraspeculative Study advances to the Finals.

2009 World Telekinesis Competition



Tournament Board: Round 5 (Finals)



Match Results: Round Five (Finals)

Sunday June 14, 2009

Thinking About Moving



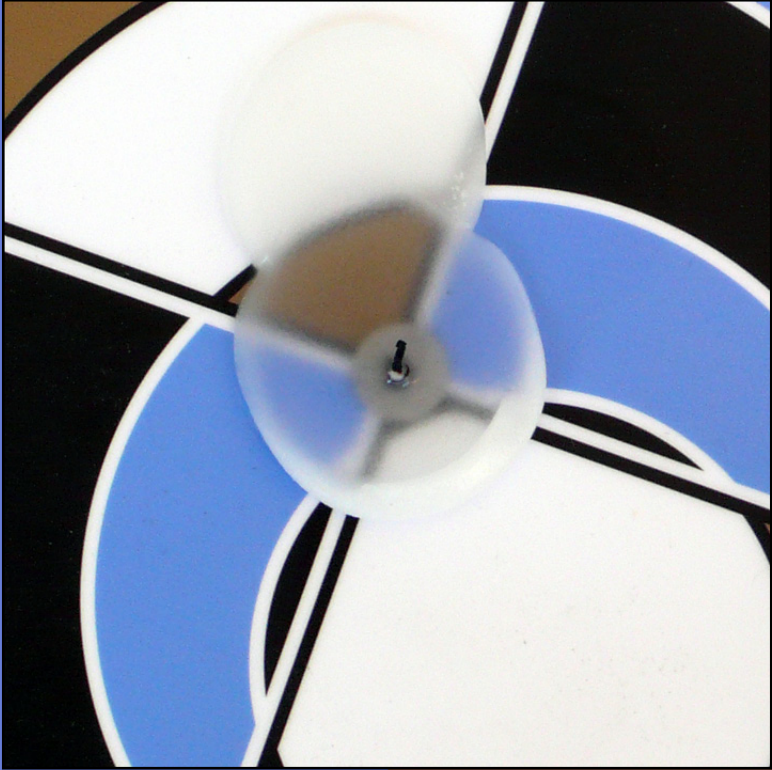
VS



Center for Paraspculative Study

Match Results: Round Five (Finals)

Sunday June 14, 2009



Referees' decision:
More wax on brown side of the board;
blue team wins.

**Center for Paraspesulative Study
is the winner of the
2009 World Telekinesis Competition**



Ministry of
Casual Living

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Canada Council
for the Arts

Conseil des Arts
du Canada



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