



2008 World Telekinesis Competition

a Noxious Sector project

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2008 World Telekinesis Competition. Ted Hiebert, Doug
Jarvis & Jackson 2bears, Curators

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2008 World Telekinesis Competition

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2008 World Telekinesis Competition
In Defiance of Impossibility



In Defiance of Impossibility

Reflections on the 2008 World Telekinesis Competition

Ted Hiebert

Facing a world that is unintelligible and problematic, our task is clear: we must make that world even more unintelligible, even more problematic.

– Jean Baudrillard, *The Vital Illusion*.¹

Where does one draw the lines of impossibility, the lines that do not appear but which we nevertheless see, as demonstrated by the ways in which they govern self-conception – as though seeing the invisible were not impossible enough, somehow we are also supposed to abide by this imagined rule. Much better are the rules of the imaginary, through which we draw our own invisible lines, testing the powers of the impossible, and making sure we were not lied to when told that it was, on principal, beyond our reach.

Are things as they must be or as we choose to agree? Do we do ourselves a service by believing in the impossible, or if there really is an impossibility, how close to it can we possibly come? Moths to a flame or players to game? Is there a limit horizon to the question of impossibility, and if there is, does this not itself deny the premise of the question? If impossibility is possible – which is to say if such a thing as the impossible can be insisted upon – then everything will always remain backwards. It can be nothing other than a redundant limit to conception that pre-empts the question of possibility with an answer that deems the imagination futile.

A question then: Does a flame burn on purpose, or with purpose, or can purpose be changed, given and exchanged – repurposed – a competition for enflamed attentions – for randomness in pattern – and to spite the despite of otherwise worldly – or even otherworldly – logic? Not lines drawn in the sand – but cast in wax – a wax museum of impossibility.

Welcome to the 2008 World Telekinesis Competition.

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Telekinesis

It is said that minds do not necessarily move matter, yet we also know this to be locally untrue in the sense that arms and legs and mouths are set into motion through a complex series of neural patternings. We also know that mind refusal has a paralyzing effect upon the body proper – if one mentally refuses to move, there are few factors that can outbid one's mental powers, whether these be powers of will or of simple stubbornness is, perhaps, of only secondary importance. The question at stake, consequently, has nothing at all to do with that of mind and body, but more with the boundaries of self and world. Are we in the world or separated, and if separated is the distance material, cognitive or both? Inject the equation, hyper the logic, and in the temper tantrum of speculation, consider that the rules we have learned need not be the only rules in play.

Telekinesis is the ability to remotely influence the movement of objects through the powers of the psyche alone. A formidable challenge. Yet, it is not the remote-ness that is necessarily challenging, for we can blow on a candle, and we have no trouble at all imagining how that might have an effect. So, what is the difference between thinking and blowing? Can we really take the stance that blowing is a more powerful physical force than thinking? Perhaps, but here we are forced to contextualize and defend such an assertion in ways that ultimately prove uncomfortable.

The difference, it would seem, is materially-mediated, and in such a phrasing lies the trick to our own self-deception. How, in other words, do ideas take shape, enter the world, inspire, perspire, aspire and even retire to the vestiges of acceptable logic? Material mediation... bodies in space that take up the conceptual imperatives of thought. But why only bodies? Why not objects too? If Jean Baudrillard could insist that "it is the object that wants to be photographed,"² might one here not equally insist that the world demands to be moved, influenced in some way by the ideas we keep privately to ourselves – unwilling to believe that the world cares enough to engage? Are we then, unwilling also to attempt the impossible, even if it is with no good reason – or more accurately, a no-good reason – a faulty logic by which we cut ourselves off from the possibilities of impossibility? Or, perhaps, is the impossible compelling enough that it inspires an effort of its own, even if we don't necessarily know what an effort of this sort might look like?

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A Simple Proposition

Consequently, a proposition:

If one has never spent a full hour sitting quietly, staring at a candle, trying to cognitively influence the ways it flickers or doesn't, the way it dances to the tune of the room, or indeed the way it melts and drips onto the surfaces below, then the question is whether one is really in a position to judge whether some potential for a relationship might not be herein cultivated. There are also, of course, many activities that one does not complete successfully with only one try, and consequently perhaps several attempts may be necessary to discover whether such potential exists. And even then a decisive declaration may not be possible. Uncertainty is allowed, of course (and even, perhaps, the sign of contemporary times), but sometimes uncertainty is not enough to compel action when none might be otherwise required.

Most certainly, however, opinions are always allowed, but it may be important to acknowledge that much of what informs the basis from which our declarations of possibility and impossibility manifest have nothing whatsoever to do with the question of what is possible, but rather more simply that which we have been led to believe. Now, we may with some reason trust those authorities that pretend to know better than we who have never tried, but there is a passivity to such a gaze, a passivity whose consequence is a strange form of indifference, a laziness even – a hesitance to engage the possibilities of failure and irrelevant activity – which consequently inhibits such engagements on principle.

And yet, there is an easier way, for it is absurd to think all action must belong to the realm of the serious or sensical. Consider, for instance, a somewhat more playful option – entertainment – that which allows us to allow ourselves to be washed over, bathed in the massage of suspended stories. And, insofar as entertainment is deemed an acceptable form of engagement, speculative and creative possibilities can always be considered within the safety of, at least, this already existent cognitive framework.

The proposition – consequently – is simple:

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Dedicate one hour to entertainment, albeit of a sort perhaps not typically engaged, but nevertheless of a sort certainly possible. And consider that this hour need not by necessity be any less entertaining, nor less relaxing, less interesting or seductive and compelling than any other hour of life entertainment. But, instead of entertainment in its common form, simply light a candle and commit oneself to an hour of staring, imagining, thinking about the possibilities the candle offers, thinking whether one might be able to influence its motion, thinking about how the candle melts and the wax drips and the world keeps going on anyways.

Think of it as a thought-experiment – an action that changes nothing – the possibility of mentally influencing a candle holds no threat to established world views, no threat to structures of meaning or establishment, which is why, ultimately, it can be called entertainment. Here, is there not a rupturing of reality in the safe ground of fiction (as opposed to the volatile ground of daily living), providing fictions that enrich our minds without enriching our lives, cultivating the imaginary while failing to provide strategies for the integration of these new possibilities into our lived existence itself? Certainly – and that is partly the point. Possibility exists most poignantly in the benign – a premise upon which this particular call to absurdity rests. A simple proposition, one that changes nothing, but has the latent potential to refashion at least some of the assumptions about the ways in which the world can be made to manifest.

World Telekinesis Competition

The World Telekinesis Competition is an event in which teams from around the world have committed to spend an hour – attempting to remotely influence the behavior of a candle, using the powers of their minds alone. The candle is somewhere; the teams are somewhere else, some of them together, others not; some comprised of people, some of people no longer alive, some of fictional entities or animals or technologies. But mind power is itself a subject with possibilities of its own – and controversy too.

The game is simple:

- There is a game board, divided into quadrants and aligned according to the cardinal points.

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2008 World Telekinesis Competition

- There is a candle – standard tea light variety, with the foil casing removed.
- There is a clock and an agreed upon start time.
- And there are two teams.
- The object is to have the melting wax from the candle drip onto the opposing team's side of the game board.

The way the game is played, however, is much more complex. How many ways might one imagine to influence the outcome of a match? The attempt to telekinetically engage the candle is, of course, the stated method – but it is a method open to personalization, strategization, interpretation... and this is where the imaginations of those participating teams have intensified the question on impossible grounds that are their own personal initiatives. From the psychic channelling of poets and mystics and visionaries, to wiccan invocation, voodoo, astral projection, ouija, and force of will – the methodologies continue. From intoxicated inspiration to technological mind-amplification, remote viewing, extraterrestrial influence and unconscious powers of intuition, the possibilities abound. And even the antipossibility factions are represented, with teams inciting methods such as personal distraction, disavowings of order, leisure engagement and random chance as their strategies of choice. And, as critics might note, the wax will drip anyways... leaving the always uncertain status of unverifiable outcome. Such is the nature of candles, of course, and of melted wax – and while this may be devastating to science, it is nothing if not fundamental to a mentally-funded – which is to say conceptual – imperative to imagine the impossibilities. It is an imperative of the sort called ‘pataphysical by the French thinker Alfred Jarry, a call for “imaginary solutions” to the question of the hour.³ But this hour is special, for it questions the dominance of reason – even if only for a moment.

Thomas Nagel, a forefather of the field of study now commonly referred to as consciousness research, once lamented the existence of an imagination such as this, calling it the aspect of consciousness that prevents us from fully understanding the workings of the mind.⁴ The stance taken here is exactly the opposite. Of what use is a mind without the imagination? A purely rational and rule-bound mind that cannot conceive of possibilities not

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already present or latent in the formulations of reason alone? If we light a candle, there are probability charts that can be drawn to determine the likely ways in which it will burn, and the likely ways in which the wax itself will melt and distribute on the surface below. There are also an indeterminate number of variables, from air circulation to barometric pressure, from the number of breathing entities present to their relative oxygen consumption, from the orientation of the candle to the angle of the wick when lit. All possibilities – including even the possibility of a ghost in the room, drawn to the flame – must be taken into account in such a calculation. But what if there is still – as one would expect – some random element? Might one not in fact consider that minds or attitudes or powers of concentration focussed on a specific activity would – even if only in theory – have an effect?

If we light a candle, does the fact that we lit it cast a shadow on the way it will burn? Does intention matter, in the most material of senses? Again, does one's thinking matter? Does intention manifest, is there a manifesto or a manifestation that can be traced to the manner in which events are initiated? One might wonder what happens when one spends an hour focusing on a candle flame. A simple meditation exercise, often used to induce peacefulness and calm, but in this instance also asked to mobilize itself in a remote direction at the same time. Remote relaxation or an expanded meditation in favour of mediated projection into worlds of a geographic otherwise – a geographic other-wisdom of possibility? Technology extends the body outside of itself, said Marshall McLuhan⁵, but if it's that obvious should it not also be that simple? Out of body, why could one not influence the remote melting of wax... simply by thinking about it? Well, if we can't, then it means that the sword is definitely mightier than the pen and the entire history of knowledge is premised upon a faulty initial proposition: that ideas can change the tangible manifestation of the world. And so, even if we are wrong to think so, it makes sense to at least try – to at least give credence to the possibility that thinking makes a difference in one way or another.

And yet, neither is it unscientific. It is, instead, quantum – perspectival non-locality – the paradoxical condition of influence at a speed greater than light, material influence at the speed of the imagination. It works with photons,⁶ so why not with ideas too, with intention and focused thought and meditation and transference, and imagination and indeed why not with candles? The enflamed imaginary knows no restraint, bound by neither

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wave nor particle, yet real none-the-less, or at least really imaginary, whatever that determination might actually mean. And what it means is that uncertainty, paradoxically, is the deciding factor – the inability to account for all the variables is what will make, of any worldly activity, an imaginary project. Not an assertion of miraculous potentiality, but exactly the opposite: a defiance of it being anything but mundane. It is a defiance of impossibility – whether rhetorical or strategic or sincere is only of speculative interest. For ultimately, it is not what is said, and more what is enacted, what is performed – some of which we will not ever know – that forms the relative merit of individual engagement.

Speculative action is what is required – in this instance and always – and it cannot be otherwise. For ultimately all actions prove at least partly speculative, and whether one moves with one's mind or not, the mindful knots of understanding always lie in the shadows of performative being. If one can never measure for both position and velocity at any given time, then by necessity neither can one measure for momentum or force⁷ – and the consequent forcefulness of one measured mind over another makes clear the position taken at the expense of the understood whole. Even impossibility, then, is subject to uncertainty – not demonstrably impossible, and therefore fair game for the defiant gaze of imaginative game play.

Strangely enough, the game concludes not with uncertainty but with its inverse – an emergent certainty principle that suggests all attempts to render declarative impossibility will themselves be subject to the uncertain. It is a loop-hole in the cosmic game of intelligible activity, and one that the imagination exploits. And in these imaginary exploits lie the possibilities made possible by uncertainty, the delirious possibilities of speculative worldly engagement not only as themselves delusional, but more importantly equal to all other acts in their debt and defiance of the impossible. Calling out the lies of impossibility, here telekinetic attempt uncovers a principle of certainty to the disorder of things, a nonlocal movement of the matters of fact which is forced to move by the very facts of the matter in play. Not simply an entertaining excursion into the possibilities of the impossible – this is a forum for setting in motion the speculative trajectories of defiance, sheltered by uncertainty from the very possibility of impossibility itself.

This vector is noxious: a formalized forum for informal inquiry.

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Notes

1. Jean Baudrillard, *The Vital Illusion*, Julia Witwer, ed., New York: Columbia University Press, 2000, p. 83.
2. Jean Baudrillard, "Objects, Images, and the Possibilities of Aesthetic Illusion," In *Art and Artifact*. Nicholas Zurbrugg, ed., London: Sage, 1997, p. 14.
3. Alfred Jarry, *Gestes et opinions du docteur Faustroll, pataphysicien*, Paris: Galimard, 1980, p. 32.
4. Thomas Nagel, "What is it like to be a bat?" *The Philosophical Review* LXXXIII: 4 (October, 1974): p. 2.
5. Marshall McLuhan, *Understanding Media: The Extensions of Man*, New York: McGraw-Hill, 1964, p. 19.
6. One of the conundrums of quantum physics is the question of nonlocal influence, where twin photons separated continue to influence one another despite the fact that such influence defies the basic tenets of quantum physics. In order for this quantified effect to be made acceptable, one of two theories must be prioritized: either these photons communicate at speeds greater than the speed of light, or they have a nonlocal connection to one another. See Paul Davies, *Superforce*, New York: Simon & Schuster, 1984, p. 48. As cited in Michael Talbot, *The Holographic Universe*, New York: Harper Perennial, 1992, pp. 52-3.
7. One of the basic tenets of quantum physics is Heisenberg's Uncertainty Principle that states one can never accurately measure both position and velocity of a particle at any given time. The logic extends: since measurements for both momentum and force are also a function of velocity, they too are implicated in the same determinations of uncertainty. See Wikipedia, "Uncertainty Principle." Available online at: http://en.wikipedia.org/wiki/Uncertainty_principle.

2008 World Telekinesis Competition Project Statement



Project Statement

2008 World Telekinesis Competition

WORLD TELEKINESIS COMPETITION

The 2008 World Telekinesis Competition is a first of its kind 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 2008 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 first of a yearly series of competitions, the 2008 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 2008 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,

Project Statement

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in which 2 teams will compete remotely to psychically influence the 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 2008 World Telekinesis Competition.

SELECTION OF TEAMS

Noxious Sector Artist Collective – in collaboration with Deluge Contemporary Art – composed and disseminated an international call for submissions for the 2008 World Telekinesis Competition. Teams responded to the call for participation on an international level, resulting in the 28 teams, from 7 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 2008 World Telekinesis Competition competition schedule.
3. Each team member must provide a photograph and biographical statement for inclusion in the 2008 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.

2008 World Telekinesis Competition

Rules of the Competition



Competition Rules

2008 World Telekinesis Competition

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, signaling 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 WTC website. 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 (BC), 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 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 referee will consult with WTC officials to determine the outcome of a match.

Competition Rules

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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 will be eliminated from the competition.
- iv. The winner of the WTC final match will be declared the winner of the 2008 World Telekinesis Competition.

2008 World Telekinesis Competition

The Exhibition



2008 World Telekinesis Competition

Installation Image: Deluge Contemporary Art



2008 World Telekinesis Competition

Installation Image: Deluge Contemporary Art



2008 World Telekinesis Competition

Installation Image: Deluge Contemporary Art



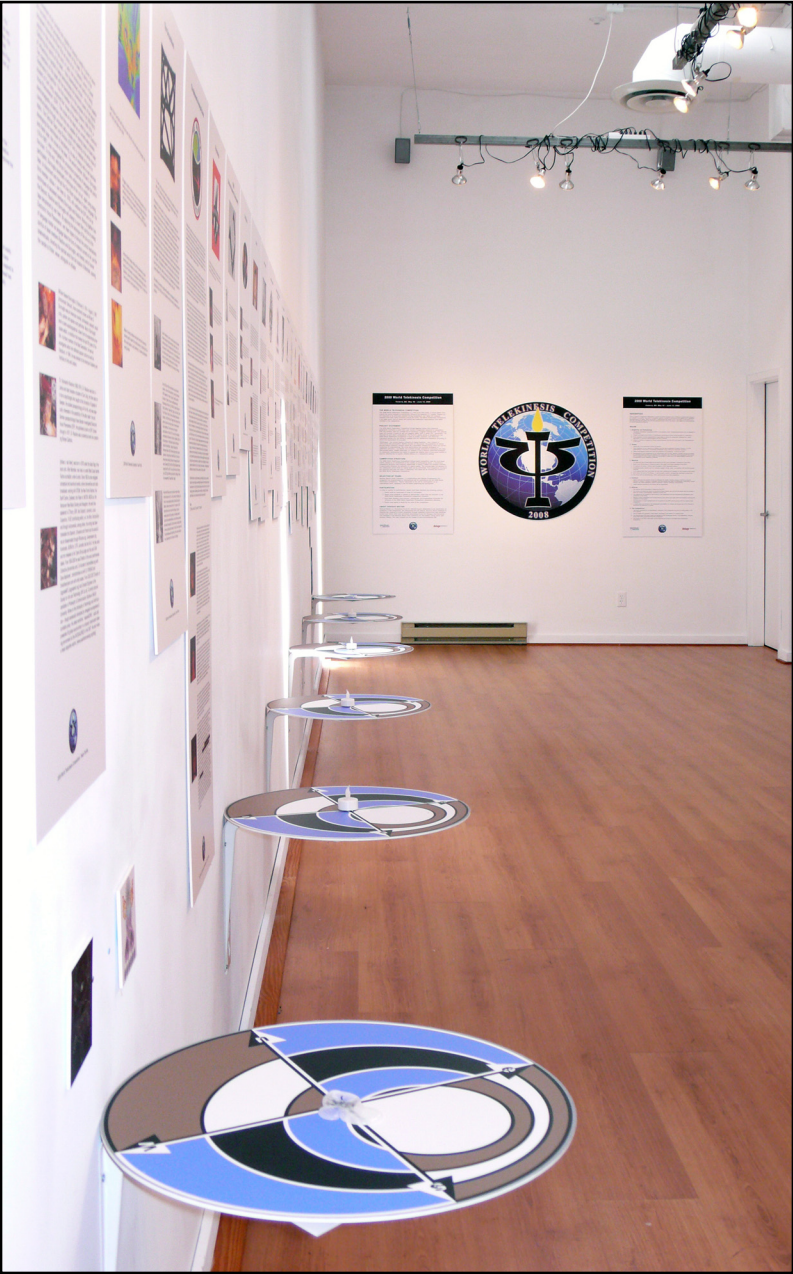
2008 World Telekinesis Competition

Installation Image: Deluge Contemporary Art



2008 World Telekinesis Competition

Installation Image: Game in progress – Deluge Contemporary Art



2008 World Telekinesis Competition

Installation Image: WTC Trophy – Deluge Contemporary Art



2008 World Telekinesis Competition Team Profiles



Ars Virtua Master Psychokinesis Sub-Committee

2008 World Telekinesis Competition: Team Profile



The Ars Virtua Master Psychokinesis Sub-Committee is interested in participating in the World Telekinesis Competition. We shall gladly execute this through sheer force of will with medicinal uses of alcohol and possibly other narcotics and performance enhancing drugs and devices so far as they are permitted within the rules. California has long been the world capital of telekinesis and we feel it is time we brought the trophy back home.

Ars Virtua Master Psychokinesis Sub-Committee

2008 World Telekinesis Competition: Team Profile



kidNeutrino – kN, formerly an Imperial Psychotropics Test Pilot, now performs as agent provocateur for Ars Virtua. The extensive Huxleyian mental expansion experiments from his early career have trained kidNeutrino in miraculous powers such as turning wine into water.



Rubaiyat Shatner – Mr Shatner is currently the director of Ars Virtua and frequently shows up in Azeroth to perform spontaneous healings. His psychic abilities, though legendary, have not yet been employed in capitalistic pursuits (he actively maintains his amateur status).



Cookie Evans – Well know for his ministry of love, Cookie has not had much experience in mind over matter but recognizes its limitless potential and is intent on combining his overwhelming powers of empathy with those of the mind.

Baphomet

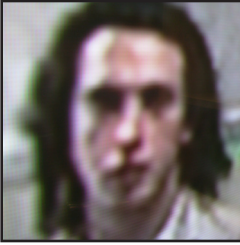
2008 World Telekinesis Competition: Team Profile



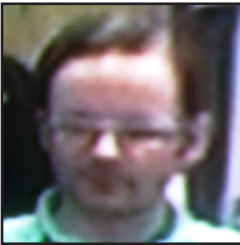
Team Baphomet is comprised of remote presence specialists who have used medical research to create an amplifier for their individual powers.

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.



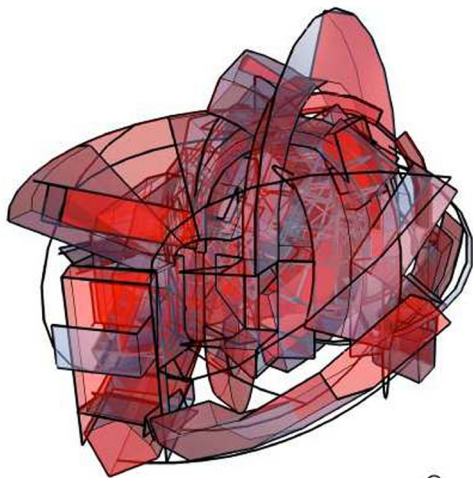
Mike Paget is an artist in Calgary. He currently works for the Faculty of Medicine as an educational designer and simulation technician. His portfolio of video games and drawings explores the redundancy of limitless choice.



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 telekenesis exponentially.

Brain Elevating Neurotransmissions

2008 World Telekinesis Competition: Team Profile



b.e.nt.[©]

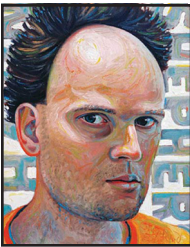
Recently formed **B.E.N.T.** is a triad of like minded individuals who spend most of their time seeking in some form to change the nature of how they navigate in contemporary society. As we do not yet understand our future we are all in a quagmire of uncertainty. The world telekinesis competition is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

Brain Elevating Neurotransmissions

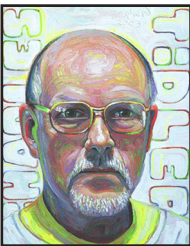
2008 World Telekinesis Competition: Team Profile



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 selling better than hotcakes. Mary is a member of the arts collaborative Depleted Uranium.



Shawn Shepherd is a multimedia artist whose work investigates aspects of popular culture such as human identity and information trends. Shawn has worked collaboratively in both performance and painting with the Hermaphrodite Brotherhood, Bad Sculpture and Depleted Uranium. He was shortlisted in 2005 for the Victoria International Airport departures terminal art competition. Shepherd's paintings, prints and sculpture are in private collections throughout the world.



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.

The Canadian TeleRangers

2008 World Telekinesis Competition: Team Profile



The Canadian TeleRangers are dedicated to peer-recognition and support among those with exceptional sensitivities, intuitiveness and creative vision, and to engaging in collective projects that release the latent powers of wishful thinking to socially constructive ends. As visual artists, we are especially tuned in to the great potential for 'reality shifting' through mindfulness and creative visualization. We are critical of those who would subvert wishful thinking to materialist ends and see ourselves as guardians of territories of hope, dreams and visions within the collective consciousness.

The Canadian TeleRangers engage in collaborative projects using telepathic and telekinetic methods. Triangulating from three locations across two time zones, the Canadian TeleRangers generate telekinetic energy through a combination of spiritual grounding, meditation, prayer, yoga postures, mulling and musing. We generally begin with a harmonization or warm up period during which team members focus on each other in their relative locations, tuning in to each other's personal energy but also attending to ambient weather, social circumstances

The Canadian TeleRangers

2008 World Telekinesis Competition: Team Profile

and animal presences. Although generally not needed, team members may, during warm up, talk on the phone, email or Facebook each other to establish a firm initial connection. During competition, team member's first concern is always for the security and strength of the psychic network and then to the deployment of network energy to the project objective. During competition the only communication between team members is telepathic. After completion, team members gently release from the network, unwinding slowly through a combination of breathing exercises and stretching. Once fully released from the network, team members reconnect by normal channels to debrief and evaluate.



Robert Labossière is a visual artist, arts administrator, researcher and advocate. He is a graduate of the Nova Scotia College of Art and Design (M.F.A. 1985) and of Osgoode Hall Law School at York University (LL.B. 1989). Labossière was Managing Director of the Association of National Non-Profit Artist-Run Centres (ANNPAC/RACA) from 1991-93. He practiced law from 1993-98

focusing in part on associations and charities law, copyright and arts-related contracts. In 1998 he helped launch a new copyright collective devoted to licensing electronic media uses of original creative work. Labossière was a resident in new media at H@bitat, a programme of the Canadian Film Centre in 2000 and a resident in visual art at The Banff Centre in 2006. Since 2004, he has been the Managing Editor of YYZBOOKS, the publishing programme of the Toronto artist-run centre YYZ.



Laurie Ljubojevic is the dotist, an artist, and mystic. She was born in Victoria and holds a BFA from Queens University, and a Masters in Interdisciplinary Studies and Theology from Regent College, University of British Columbia. Her work has been shown internationally, including at: The Basel Art Fair (Switzerland), Gallery Koyangi (Tokyo), Imagine Gallery (Beijing), Beijing Art Fair, Dalhousie Art

The Canadian TeleRangers

2008 World Telekinesis Competition: Team Profile

Gallery (Halifax), Agnes Etherington Art Centre (Kingston), and the Helen Pitt Gallery (Vancouver). In 2005 and 2007 she was artist in residence at, Conference on Art and Art Projects (Kobey, Japan), and in 2006 she was invited to residency at the Banff Centre. After working as a professional artist for several years in both Tokyo and Beijing, she now resides in Victoria.

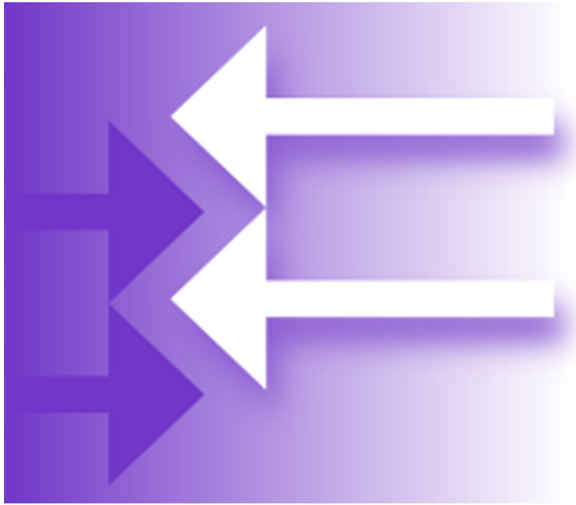


Carolyn Doucette is a visual artist, writer and filmmaker and holds a B.F.A from the University of Victoria (2004). Her work has been published in *The Capilano Review*, *Pender Island Poetry Anthology*, *Mouth* and *PermARTculture*, forthcoming in *Decentre – concerning artist run culture | à propos de centres d’artistes* (YYZBOOKS) April, 2008. She has also been involved with

a number of small press literary/art journals: as art director of, and contributor to *Mouth* and *Poesis Inedulous*; and from 1996-01 as co-editor of and contributor to *Estrus* where she designed the cover art for six issues. Current group exhibitions include, “cute as a...” Confederation Centre of the Arts, Charlottetown, PE and “RPM: The Lost Art of LP Covers,” Deluge Contemporary Art, Victoria, B.C.

Capitalist Energy Sector

2008 World Telekinesis Competition: Team Profile



Normal + Normal = Normal



Chima Nkendirim: LL.B., B.Comm. Chima practices securities and corporate law. His securities practice is focused on public financings and assisting public companies with their reporting and compliance obligations. His corporate practice is focused on drafting a wide variety of commercial agreements for public and private organizations, primarily in the energy and educational sectors.

Capitalist Energy Sector

2008 World Telekinesis Competition: Team Profile



Patrick Hlavac-Winsor: LL.B. University of Ottawa 2004, B.FA Honours (With Distinction) University of Victoria 1997. Mr. Hlavac-Winsor worked in marketing and communications for several years prior to commencing his Bachelor of Laws program. His practice is now focussed on mergers and acquisitions in the oil and gas industry, and includes advising clients on corporate filings, drilling, and research on various issues in the energy sector.



Richard Dingledein: Richard has worked in the oil and gas industry for a number of years. He is currently completing a master's degree in public administration.

Center for Parapspeculative Study

2008 World Telekinesis Competition: Team Profile



The Center for Parapspeculative Study is a Chicago-based organization founded on the principles of inquiry and dedicated to the ongoing analysis of the intersections of varied belief systems. As such, we have been called upon to lecture on and visually present our findings on such topics as Mail-order Miracles, Predictive Dreams, Psychic Photography, Tasseography, EVP, Psychokinesis, Psychic Surgery, the Shadow People, Divination, and Bilocation, among many others. We are currently involved in an extensive experiment in Remote Viewing, linking Chicago, IL and Rochester, NY through the power of the mind. 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.

Team Website: www.paraspeculative.org

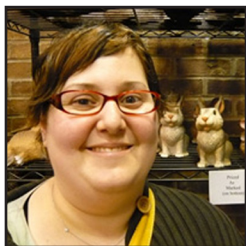
Center for Paraspeculative Study

2008 World Telekinesis Competition: Team Profile



Nate Larson is a Chicago-based artist and photographer. His photographic work has been exhibited extensively across the US and has been featured internationally in exhibitions in Canada, Greece, Spain, the Netherlands, Belgium, and the UK. His work has been written about in numerous publications, including most notably *The New York Times*, and his photoworks and artist books

are included in the collections of the Center for Photography at Woodstock, the Banff Centre in Alberta, the Midwest Photographers Project Collection at the Museum of Contemporary Photography Chicago, and McHenry County College, among others. His artwork has received grant support from the City of Chicago Department of Cultural Affairs, the Illinois Arts Council, the Banff Centre, the Ultimate Eye Foundation and Visual Studies Workshop. Larson earned an MFA from Ohio State University and a BA from Purdue University. He holds a tenured teaching appointment at Elgin Community College in Illinois. More information and images are available at www.natelarson.com.



Marni Shindelman is an Assistant Professor of Art and an Associate of the Susan B. Anthony Institute for Gender and Women's Studies at the University of Rochester. Her recent work *SOUVENIRS FROM HUMAN, MY MAMMAL* will be shown in its entirety in 2007 at the Buffalo Arts Studio, and portions have been shown at the Barrett

Art Center, Houston Center for Photography, and at the Hera Gallery. Her work incorporates hypertext and stories of infamous zoo animals, with images of collectibles located in sculptural scenes. She is also co-curator of *ABSENCE/ EXCESS/ LOSS*, (Rochester Contemporary 2007), which highlights contemporary installation art dealing with repetition, vernacular objects and mourning. More information and images are available at www.crackersinbed.com.

Center for Paraspeculative Study

2008 World Telekinesis Competition: Team Profile



LaRonika Thomas is a freelance dramaturg and director, who is currently the resident Dramaturg at Stage Left Theatre in Chicago and the regional VP for Metro Chicago for Literary Managers and Dramaturgs of the Americas. She has worked on productions and projects at Stage Left Theatre, the Neo-Futurists, Northlight Theatre, Chicago Dancemakers Forum, Lifeline Theatre,

Stockyards Theatre Project, Chicago Shakespeare, and the Goodman Theatre. She was the recipient of an LMDA residency grant for her work with Stage Left and recently received a fellowship for an artist residency at the Mary Anderson Center in Indiana. She holds an MA in Theatre from Purdue University and a BA in Theatre and Anthropology from Indiana University.

The Crystal Skulls

2008 World Telekinesis Competition: Team Profile



The Crystal Skulls will engage in rigorous, pleasurable, physical activity (such as walking vigorously along a path through arbutus trees, blackberry bushes, and wild mint; plunging into the Pacific ocean and swimming for several minutes to retrieve a floating stick; dancing for hours to fabulous live music in a small pub; etc.) and transport the converted energy generated through these activities into the gallery space via Peripheral Extensionism.

Peripheral Extensionism is a term coined by the Crystal Skulls which describes the idea that psychic energy cannot be transmitted or received via direct, intentional means. Like peripheral vision, a broad set of non-central channels or psychic network exists that can be accessed when central focus is placed on another area.

The Crystal Skulls

2008 World Telekinesis Competition: Team Profile



Mr P: Whether its riding a camel through the Saraha Desert with the nomadic Tuareg people of Mali, bartering with punters at a boot sale in Camden Market, or two-stepping the afternoon away to a Cajun zydeco band in the south of France paysage, Mr P lives life to the fullest, utilizing all his wits and senses, including those not yet explained by mere twenty-first century science.



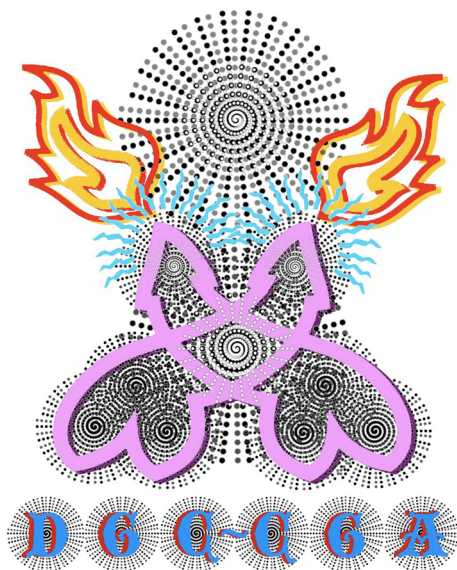
Ms P: Premonitory dreams, clairvoyance, photographic memory recall, remote viewing, telepathy, and flashes of knowledge have been the norm for Ms P ever since she can remember. Her personal quest is to find out whether, how, and if these “perceptive” abilities (that she attributes exclusively to genetics) can be controlled.



Mr C: Born in a snowbank in November in Newfoundland, Canada, he is a black, silky, beautiful animal with all of his natural and supernatural instincts in tact.

The Discriminating Gentlemen's Club

2008 World Telekinesis Competition: Team Profile



Our Club's interest in Telekinesis is like that of a branch on a tree rooted in the collective toil of our members. We wish to extend our reach out to the various niches of the occult community, where ever it may be found. We come to you not as 'professionals', all though our appearance and history of activity may suggest other wise. Rest assured, we have never tested our psychic capabilities in any official context. Consider us amateurs, first timers, hobbyists, curious types. We are the **Discriminating Gentleman's Club**, based in Montreal while our membership and activity stretches across the globe. For this competition, three of our members have formed a team, amongst them is the Club dog, Oliver, not just a mascot, but a displayer of strange talents not yet fully understood. Its Ghostbusters meets Scooby Doo, and we are like totally into paranormal activity of any kind right. We prefer to be disguised to ensure our telekinetic pathways are clear of any psychic interference due to astral projection locating techniques.

Please visit our website for further information. <http://www.dgc-cga.org>

The Discriminating Gentlemen's Club

2008 World Telekinesis Competition: Team Profile



François Lemieux est membre de la société québécoise de psilogie, un institut qui étudie actuellement les phénomènes comme la télékinésie et la télépathie, psychokinèse ou psychokinésie, je suis la réincarnation concurrente et avouée de Théodore Flournoy et Henri Broch. Lemieux vit et travaille à Montréal.



Michael Doerksen is an amateur photographer who became interested in the paranormal when he began finding mysterious globular anomalies in his photographs. He served as DM for his local D&D chapter between the years 1987-1993. He Holds subscriptions to the *Anomalist*, *Fortean Times*, and *Bite Me Magazine* and possesses a signed first edition of *Michelle Remembers*. He works and lives in Montreal.



Oliver, our Club Dog, is a Black Labrador crossed with a Great Dane, making him a most curious and physical dog. His inclusion in this championship will testify to our belief that all creatures share a connection to the paranormal world. Our suspicions began when Oliver once retrieved a headless owl, which we understood to be, like Haley's Comet was to the Battle of Hastings, a classic omen for our near future, which unfolded in the very same fashion suggested by the decapitated bird of prey portent!

The Eternal Ministry of Art and Jump

2008 World Telekinesis Competition: Team Profile



Team EMOAJ is dedicated to protests against the order of things. It's a dirty work, but someone has to do it. Its members have all made their contribution to the alteration of reality and are all working hard to ask the question "Why not?" instead of the everlasting "Why?". Team EMOAJ feels that there is virtually no limit to what can be thought up and celebrates the multiversum theory that states that anything that can happen, will happen, and the human psyche nor fantasy is the limit for this truth. The team is always looking for new psychic ways of dealing with the physical world around us. The team also has a firm belief that the whole is bigger than the sum of the parts. In other words, it's not enough to look at the big picture, you have to have a holistic view on things and consider also the temporal causes and effects. We might not do anything right here and now, but perhaps we will or we did somewhere along the timeline. The Deja-vu, hind-sight and premonition are the cornerstones of the teams' ambitions. If they had a motto it would be "I told you so", or something completely different. The team members shy away from revealing anything about their previous works or education. But informal contact has revealed that the Ministry in fact is a founding part of the world-spanning network "NeuroArt".

The Eternal Ministry of Art and Jump

2008 World Telekinesis Competition: Team Profile

The team is inspired by the ancients of Ladonia -- who where the ancient forerunners of the now (in)famous Stone Racing. Well preserved rolls tells about The Three Wise of Ladon who every 100 year met on the shores of Ladonia and held meetings, that were both court, and sacred meditation-like gatherings. The old stories tell about The Three Wise that came together to sit. They sat on the stones and boulders of our ancient Ladonian shore and watched civilisations be born, grow old and crumble into dust. They held the torch of knowledge and didn't grow old as the rest of the humans around them. It's said that they where "the Eternals" (a honorary title still given to Ladonian Ministers of today). They never ate during their "court-meetings" (to use a notion we can understand, but that holds little or no resemblance with what The Wise actually were doing). Their meetings could go on for up to five years at the time and they were nor asleep, nor awake. The Wise were at these meetings like in a suspended animation, something that looked like trance or meditation. They were the guardians of time and space and had a key role in transition from winter to summer and other phenomenon we can only start to wonder about. Some say that they where the ones that saw to it that civilisation was born, other says they were the force that conceived the world and reality as we know it today (not that we know much, but the more we learn the more evident it is that we know so very little). Some ancient stories say that the Eternals were the key to Intelligence, Imagination and Creativity. We can only hope to understand what role they played in the eons that has passed.



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. In 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

The Eternal Ministry of Art and Jump

2008 World Telekinesis Competition: Team Profile

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 of 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 reconciling. But he doubts it. When people agree 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 Axxwik 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 crosses a line (physically) and the talk about the theft of the crown jewels is utter nonsense. Maestro Axxwik never underestimates the power of very stupid people in large groups and thinks that if the supernatural didn't exist - 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.

Hot Potato Posse

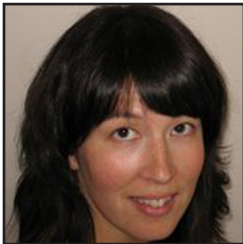
2008 World Telekinesis Competition: Team Profile



Hot Potato Posse

“Never Confuse Motion with Action”

The Hot Potato Posse moves way too fast to keep anything in its hands. The Posse specializes in complicated installations and astounding bendings of the will. It loves the colour pink.



Kristen L.’s main claim to fame was a brief but fruitful period spent dancing on local cable TV in shiny spandex during the early 1990s. She escaped the paparazzi by fleeing to Paris and eating her way through all the pastries the city could offer. Today she spends her time perfecting creme caramel and her tennis serve. On and off the court she transmits telepathic messages encouraging a Björn Borg fashion revival.

Hot Potato Posse

2008 World Telekinesis Competition: Team Profile



38 year old artist and thinker **Vaughn W.** started his slow but inexorable rise to the top in 1986 with his airband Crispy Bitz, which featured his ground breaking line of turf-based couture called 'Four... OUCH!' After being censored by the CTRC, he changed tack and began bubble-wrapping children for their own good. Currently, he maintains a mad artist lab hidden behind a kitty litter plant in

Kamloops BC which he finds very 'absorbing'. Future plans include developing a ginko inhaler for the forgetful and traveling back in time to go horseback riding with Lady Godiva.



Jen B. was named after the lead character in a long-forgotten television sitcom. In 1977 she won an anti-littering drawing contest sponsored by McDonald's. In 1979 she won a junior journalism competition with a story whose first sentence contained the word "ass." During the 1980s she spent a great deal of time curling her hair, but unlike other young women of that

decade she curled it purely from the power of suggestion. She mysteriously disappeared from 1993 to 1999, reappearing in Canada in 2000 with a fake accent and a penchant for all kinds of thistle. She plans on continuing her winning streak in the decade to come.

London United Psychic Club

2008 World Telekinesis Competition: Team Profile



London United Psychic Club began life when a group of workers at the Woolwich Armament Factory decided to form a Psychic team in late 1986. The Club played under the name of Immortal Majesty Chorus. Their first match was a 6-0 victory over Eastern Telepathy League, on December 11, 1986. Soon after, the name London United Psychic Club was adopted and the Club continued playing in friendlies and local cup competitions for the next few years.

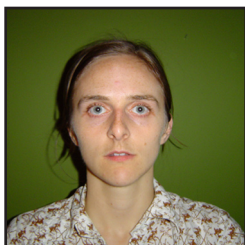
In 1991 the Club extended its range to a wide range of activities across the globe. Following the First Gulf War, in which they played a decisive role, they have made independant interventions in several major world conflicts, provoking the ire of the United States and other governments. Since 2001, they have eschewed the political stage in favour of the occasional goodwill mental-athletics event.

London United Psychic Club

2008 World Telekinesis Competition: Team Profile



Christian Kuras: “Dr. Martin Luther King dreamed the dream. But we don’t have to just dream the dream any more. We get to transmit that dream telepathically into reality by supporting and ascending to a stratum of disembodied sentience that knows not just who we are, but who we can be,” Christian Kuras told Oprah on Sept 3 1995.



Emily Heath: Born June 5, 1971, in Ambridge, England, Heath grew up the youngest of nine children. Her parents divorced when she was 11; her mother has since blamed her own emotional neglect for her youngest daughter’s descent into juvenile delinquency during the next several years. At 14, Heath dropped out of school and began making her living on the streets, hustling,

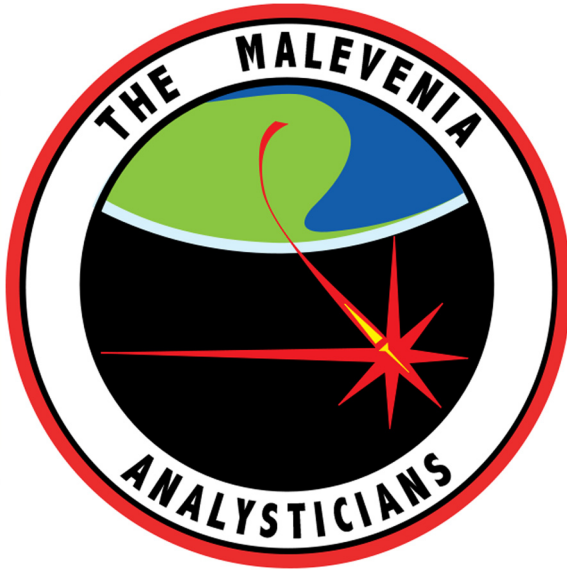
stealing, and selling drugs. Two years later, she hit rock bottom when she was jailed for her role in an audacious email spamming campaign that has given the country of Nigeria a bad name on the internet ever since. Heath’s 45-day stint in prison was a self-proclaimed turning point in the 16-year-old’s life. Vowing to give herself some direction in her life, she also began psychic training seriously, chiseling her mind into impressive form.



Hannah Knox: No information available.

The Malevenia Analysticians

2008 World Telekinesis Competition: Team Profile



The Malevenia Analysticians are a potent triumverate 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. Though all well-practiced in the various arts of psychic influence, we vouch for our amateur status, and none of our team, either individually or collectively, have been financially compensated for work on crime scene investigations or appearances on Oprah.

We firmly believe that we must win by defeating our opponents as opposed to pure influence of the candle itself. "It is not the spoon that bends, it is the will of the spoon." [1] While we mock the supposed "power" that most competing teams claim to yield, in circumstances where we have reason to believe that our opponents in any given match control more psychic potential than we, our goal will be to mentally disorient that team so that they are actually directing their energies towards the candle in our favour. Such rivals will thereafter receive a card in the mail stating in no uncertain terms, "Congratulations, you've just been 'Analysticated'."

The Malevenia Analysticians

2008 World Telekinesis Competition: Team Profile

We play by the rules, but are not above using all means at our psychic disposal to achieve our goals. Though our main objective is to affect control over the game candle, we believe it is our right to use mental influence upon our competitors, the judges and the game site in pursuit of victory. We agree to abide by the restrictions imposed by the meddlesome WTC officials, however there will of course be no way to prove if we have. We believe in employing all powers available to us, including the powers of symbolology, semiotics, and first impressions. Our logo harnesses the power of the multi-trillion dollar inter-stellar dictatorship, giving us access to potent energies that penetrate every inch of the globe through inversion techniques used for centuries, most recognizably in the examples inverted cross and reversed swastika. Again, though we employ professional techniques, this is an amateur association not affiliated with any professional associations with whom we may enjoy several characteristics in common, and our team members are not members of any licensed psychic energy institutions.

The Malevenia Analysticians harness psychic energy through telekinesis, extra-sensory perception, the black magick arts, blackmail, science and technology and, notably, a strong natural women's intuition. Though we are well-practised in the technique of astral projection, we must state our **WHOLESALE REJECTION** of the very suggestion of so-called "psychic projection" as a valid practice. Any teams claiming to use psychic projection in the pursuit of this prize are laughable and will be easily defeated. Similarly, we deny the possible existence of remote viewing, and those claiming to be remote viewers are frauds and charlatans, and should be removed from this serious competition.

Our group is ends-focused, and we have no compunction to stoop to the dark ends of the psychic realm to achieve our goals. We practice spell-casting, voodoo, superstition and the various lesser-known forms of mind control in addition to our assorted array of socially acceptable mental skills, including trying really hard. To be clear, neither our team nor any members of it are devil-worshippers or Mormon. We reject the Judeo-Christian model in favour of an astral belief system. We reject any attempt to associate us with Clare Danes or her ilk; this is fear-mongering and amounts to no more than sour grapes. Unlike some of our Canadian colleagues against whom we may be competing, Necronomical Analysticians do not subscribe to the new-agey techniques of yoga, hugging, or thumb-sucking. We believe that those who

The Malevenia Analysticians

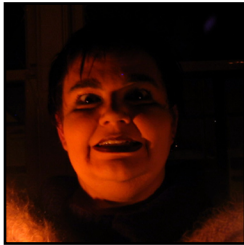
2008 World Telekinesis Competition: Team Profile

claim to be the guardians of dreams are not only namby-pamby, but wishy-washy, and will easily be steamrolled over by those with concrete psychic goals. And while we applaud those who would forge new ground in psychic research, any so-called “serious” investigation into the area of peripheral extensionism is akin to the practice of remote viewing -- both laughable and antithetical to the goals of the field as a whole. Clare Danes, indeed!

Preferred media for our psychic endeavours are technological; though our practice is founded in mental energies we acknowledge the powers of both the media universe and the semiosp here in carrying those mental energies. We are proud of our track record in influencing events via telephone (cellular and landline), videotape, digital camera, email/Facebook, motor vehicle and simple face-to-face conversation.

Notes:

[1] Stormy, Sealab 2021, episode # 17 “Stimutacs”.



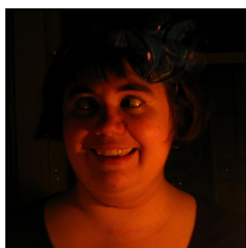
Interdisciplinary and performance artist **Cindy Baker** considers context her primary medium, working with whatever materials are needed to allow her to concentrate on the theoretical, conceptual and ephemeral aspects of her work. She considers her art to exist in its experience, and not in its objects. Despite a formal education in painting and printmaking, she considers her non-formal training and research in gender culture, fat activism, queer theory, philosophy and art theory to be as important in her development as a contemporary artist, as well as her training, from early childhood, in magic and ventriloquism. Scoring high on random IQ and ESP tests throughout her life reassures Baker of her superior mental capabilities.

Some of Baker’s biggest interests are skewing context and (re)examining societal standards, especially as they relate to language and dissemination of information, and she perceives a need for intervention and collaboration, both within the art world and in the community at large. Having been Programme Coordinator at AKA Gallery in Saskatoon since 2000, as well as having worked, volunteered and sat on the board for several

The Malevenia Analysticians

2008 World Telekinesis Competition: Team Profile

artist-run centres, Cindy has a particular professional interest in the function of arts institutions as a breeding ground of deviation. In one of Baker's current projects, *Gimmick*, she is collaborating with professional magicians, challenging them to create illusions from her impotent sculptural props in front of live art audiences.



Megan Morman grew up in a small town in rural Minnesota. In 1997 she moved to Canada to study at the University of Saskatchewan, graduating in 2003 with degrees in Sociology and Gender Studies. She has worked as a freelance designer and thing-doer, and is currently the Volunteer Coordinator at AIDS Saskatoon. Megan swears she just wants to help.

In her art practice, Megan is particularly interested in art/cultural communities and the ways that group membership is established through storytelling and gossip; other art interests include sidekickery, pixelization, queerness and the ethics of helping. She is obsessed with plastic canvas needle-point, and is especially fond of art she can make while watching late-night reruns of *Star Trek: Voyager*. As a teenager, nerdy and desperate for acceptance, Megan was active in several high-IQ societies, including Mensa, Intertel and ISPE. Eager and always prepared, she pledges to use anymeans necessary to secure victory for her team. Find her online at www.populust.ca/ladylady.



The world's population has doubled in size since **David LaRiviere** turned 13 years of age, a statistical factoid that insistently perturbs the artist – now in his 43rd year. When the human race was half its current size, lensed as it was through the repressive suburbanite catholic rendition of a burgeoning tween-aged sexuality, LaRiviere's notions of art conformed to the mainstream

care-free romance afforded to the innocent. This is no longer the case.

The Malevenia Analysticians

2008 World Telekinesis Competition: Team Profile

In more recent history, LaRiviere's guiding interest in identity constructions (as manifest in cultural production) has sustained itself through both undergraduate (University of Alberta) and graduate work (Goldsmiths College). The relevance of such "Degrees" is not felt in the meaningless piece of paper that is conferred, but rather what developed as an attitude untoward "identity" as the strange harbor for what might be termed "our contemporary predicament". Years later, with the aid of various double-identities, www.mkultra-foods.com was launched and further developed by [REDACTED] and the Department of [REDACTED] (USD). The development of a web presence located LaRiviere's work squarely wit in the ongoing subterranean online investigation into the "conspiracy" of "conspiracy," and he has found it wanting. To be sure nutrition constitutes a certain cutting edge of behavior modification technology; this is the good work of MKULTRA-Foods. However high ranking [REDACTED] will not be satisfied until every strategy is developed, every stoned overturned, every goat stared at, every spoon bent. Today LaRiviere lives in Saskatoon and works by day as the unassuming Artistic Director of PAVED Arts. By night, becoming radicalized into inertia, the artist has focused on the Ouija, mulling over possibilities while indulging in LSD and electroshock therapy. From the range of such invisible activities, LaRiviere continues to pursue the very essence of Mind-control, the only true control of everything that trickles down.

Les Médiums Littéraires

2008 World Telekinesis Competition: Team Profile

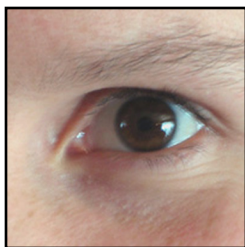


Calling on French literary spirits of the 19th century who parted with the canon of purely realistic modes of representation to flirt with the supernatural, the mission of **Les Médiums Littéraires** is to channel those spirits who we deem sympathetic to our telekinetic project and therefore wish to engage with us in the manipulation of the candle flame.

With Baudelaire's unusual use of bold and scandalous poetic themes, Flaubert's relentless energy in search of *le mot juste*, and Maupassant's distinct ability to cleverly combine realism and fantasy, 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 WTC.

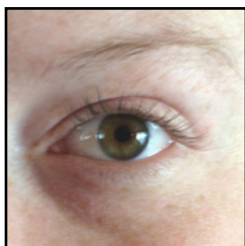
Les Médiums Littéraires

2008 World Telekinesis Competition: Team Profile



Ever since she was a small girl, **Tanya Giannelia** has been attracted by old things: dried out apples, rusty pennies, and 19th century authors. She started to compose poetry at a very young age, feeling a certain connection with Gustave Flaubert... some would say a relation of inspiration. Channelling the old writer became something of a passion for her, and she began to take on several of his habits, scaring her family and neighbours as she would test the sound of her lines of poetry by screaming them into her home-made gueuloir, a tree house in her backyard.

Today, she still calls on Flaubert in times of distress or romantic confusion, or when needing to move very large or difficult objects.

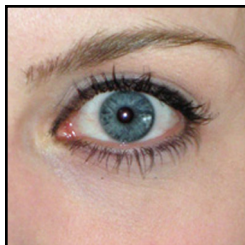


Ann-Marie Hansen a.k.a. Charles ‘The Spleen’ Baudelaire has been developing her telekinetic techniques since uncovering an unusually affective affinity, that is to say one of the trans- type and apparently reciprocated, with the renowned 19th century French poet Charles Baudelaire. This so-called happy coincidence coincided with her convincing but unconventional start in the study of melancholy as a major thematic element in French literature. Now specializing in the historical development of the melancholic sub-category that is ‘spleen’, 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 cross- 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’.

Les Médiums Littéraires

2008 World Telekinesis Competition: Team Profile



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 laughter, carnival time, and the paradoxes of literary reception. She was a very happy girl, but she 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

2008 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

2008 World Telekinesis Competition: Team Profile

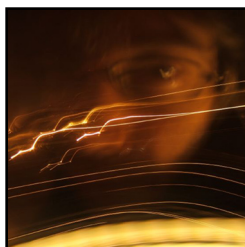


As a 12000 year old extra-terrestrial symbiote of uncertain origin, **Gzorak the Alien Beard** has been living vicariously through earthlings for almost five thousand years. Gzorak has had several famous hosts including ancient Persian religious figure Zoroaster, and more recently, the “Mad Monk” Vladamir 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’s main skills include casting frost and fire spells, quick mana regeneration and healing abilities. She is working in multiple dimensions and will use psychic energy balls and advanced telepathological social engineering techniques to triumph over the opposition.



Burt Everest 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

2008 World Telekinesis Competition: Team Profile



We are **OVERMIND**.

We supraphysically practice Telekinesis at all times, tapping into the power of the collective unconscious. We are always ready for competition, we are perpetually OVERMIND.



Kristen Roos – also known as the “optical maser” – has subconsciously been practicing telekinesis since infancy. Never developing motor functions, he instead learned to control through telekinesis his entire bodily process.

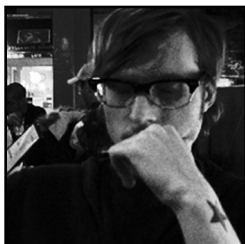
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Team Overmind

2008 World Telekinesis Competition: Team Profile



Edmund Davie – aka “orphic oracular” – resides in the occult capital of the world: London, England. The great distances his thoughts travel to complete the OVERMIND triangle amplify, rather than reduce, their power.



Frederick Brummer – aka “headroom” – is the joker in the OVERMIND deck. His extreme and unnerving ability to be utterly within his own mind has been developed through a potent cocktail of necessity and disposition.

Plastic Shamen

2008 World Telekinesis Competition: Team Profile



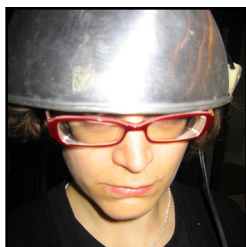
Our coven intends to influence the tournament candle with a multi-pronged attack that will set into motion a chain of global, temporal, and trans-dimensional telekinetic events. The elements will slam-dance into each other, gaining psychic energy until our opponents are slathered in encaustic, waxen defeat! We aim to channel-chant at intuitive and active frequencies that will galvanize the air molecules around the candle in tune with the exact sympathetic resonance of our combined psyches, using intention and will as the delivery system for our sonic violence across space.

Once we have a subconscious telekinetic lock on the fundamental forces within the quantum mechanics of the structure of the air molecules, we will be able to consciously affect the pillar of flame across the aether with the pulsating hum of unified cerebral voco-kinesis, carefully tuned to frequencies that are inaccessible to the opposing challengers. As more oxygen molecules are sucked into the voracious flame and the wax reaches drip threshold, we will simultaneously harness the Winds of Holland (which will carry to us the telekinetic blessings of Pele) and, with fierce concentration, tear open a portal to the 5th dimension of the cosmic maelstrom within.

Plastic Shamen

2008 World Telekinesis Competition: Team Profile

Tune in to our psycho-dirge, feel our wrath!



Marlaina Buch discovered her telekinetic gift due to two separate experiments. After making fun of the pseudo spiritual babble of her drop-in yoga instructor, she became enamoured with the class closing “om” chant. As a result of a renewed interest in her cultural heritage, she was at the same time practicing alpine folk yodelling in deserted parks. She began to couple inten-

tion-wishing with vocal play and noticed successful results, that is, after wishing the yoga instructor would stop ringing her annoying chimes during the pleasurable “om-ing” she not only did, but had a small coughing fit. Similarly, her desire for people to leave the woodlands she practiced yodelling in was achieved as people reached a certain distance. Marlaina decided to hone her telekinetic talents with sound and now competes internationally. POW! ZOCK!



For several years now, **Rebecca Michaels** has been a fanatic collector of dried flora and fauna, particularly the anatomical limbs of extinct animals. She is currently exploring both the regions of space-time and telekinesis in the hopes that she will someday be able to re-animate her deceased menagerie. She has offered her talents to the Plastic Shamen

and is honoured to be among them. Her stratagem in this telekinetic challenge is to approach the flaming torch intensely from 1 angle, but from several points in time until the candle that is, was, and will be spills its wax on the lee side. She will employ her mercurial psycho-enhancatron to channel the cosmic vortex. The attached image was taken with a special psycho -chemical ion filter and captures the gyrating energy waves with stunning clarity.

Plastic Shamen

2008 World Telekinesis Competition: Team Profile



Jared Brandle is a combobulator technician of small inverted retrosnub icosicosido-decahedron and trapezoidal hexecontahe-dron air fresheners with such scents as honey surf, blue pine berry, raspberry goat milk, and lime sweat. Jared's free time is devoted to glow in the dark guitar soloing to Van Halen. The extent of his telekinetic powers are unknown.

The Psychic Amateurs

2008 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.



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 Psychic Amateurs

2008 World Telekinesis Competition: Team Profile

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 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.

The Psychic Amateurs

2008 World Telekinesis Competition: Team Profile



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

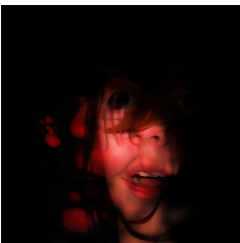
educated at home; after that, he began three years of schooling at the *Realschule* in Linz, a school emphasizing technical topics. Although many of Roger's notebooks, papers, and lectures have been published since his death, he published only one philosophical book in his lifetime, the *Psychic Amateur's 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 transcendentality. 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*.

Psychobirds

2008 World Telekinesis Competition: Team Profile



Not content to employ simple telekinesis, all **Psychobirds** also practice our proprietary *telesinisterstringsectionism.* We like to provide our soon-to-be-vanquished foes the proper terror ambiance.



Tiffany: Born from the gods and kin to almighty Zeus himself, neither tundra nor negative waves stand in the way for this player. Braving even the mightiest of challenges, from everyday objects to Z, impossibility is startlingly shocked to see security breached. Tiffany. Grade A. Skookum. Detri*mental.* Get it?

Psychobirds

2008 World Telekinesis Competition: Team Profile



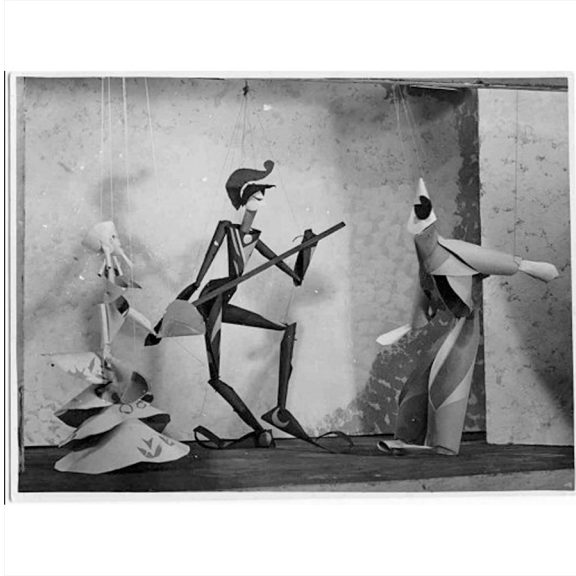
Lara was born at a young age, and ever since has found herself getting increasingly older. Her birth parents are non-existent as she was self-delivered. It was an easy delivery that brought to this world a new breed of wonderful.



John: Pronounced Jaaaaaaaaahhhhhhhhhhhh-
hhhhhhhhnnnnnnn @ 220Hz – even the name is
devastating.

Team Puppet

2008 World Telekinesis Competition: Team Profile



We have chosen **Team Puppet** as our name since we feel that the obsessional, neurotic movement of a marionette best describes our group's strategy. By repeating certain patterns of movement will help us to win this competition. Our group's epitome of the uncanny, laboring on the boarder between life and death gives us an advantage that we will hope to access in this competition. This alteration between the familiar and strange appears in our team and will allow us to beat our competitors. This alteration between the artificiality and anthropomorphism is the charm of the marionette group and allows us to best access our telekinetic powers.

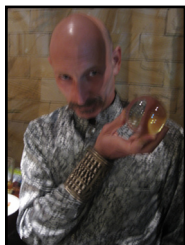


While **Agaila** was visiting PACT Zollverein she was invited to participate in a World Politics Cuddle Party. As someone who was foreign to touch and intimacy she thought this would be the perfect place to experience these types of earthly delights. She soon realized that she no longer needed to physically touch to move things in order to move them and she

Team Puppet

2008 World Telekinesis Competition: Team Profile

acquired telekinesis skills. Once learning these skills she had to rely on her pink hair to keep up her energy.



Foot fetishist and sex change surgeon, **Jamie McSween** was born in the small village of Grazzola, high in the Swiss Alps. His parents, dead in the tragic avalanche of 1996, gave him his mystic genes and then pushed him into a seminary from which he escaped after a sex scandal involving myriad drugs and lazers. Over the years he developed a thick skin to the lies and falsehoods perpetuated by his enemies

while honing his Celtic lore into a dazzling array of financial schemes involving kings, dictators and the roulette wheel at global gambling dens. Forever globe trotting and nomading he easily fostered a clinic that cured people of their gender disfunctions through the application of mind probes and calculated thrusts along the nervous systems of twisted DNA, untwining the bad genes and snapping them of their virulence. This lead to many feats of bending spoons for the circus and entertaining the masses in prolonged bouts of forging steel for bridges. As he enters his sixties Mr. McSween is looking for new challenges such as facing up to the dark ages and the ambiguous displacements of space travel.



Mme Art Tart is a vivaciously optimistic Haligonian young lady with a passion for the arts and patisseries. She believes that solutions to any problem can be found through the creative process and sweet indulgences. Scientists have been marveling at her incredible philosophical, metaphysical, and yummy baking insights since the 1990s. At present, international experts are attempting to measure the extent of her scrumptious telekinetic powers.

Los Rayos Cósmicos

2008 World Telekinesis Competition: Team Profile



Los Rayos Cósmicos broadcast their incendiary beams of pure will from a pyramid in Malinalco. They are descendants of gods and heirs to untold powers. They drink mezcal like water and eat the still-beating hearts of their vanquished foes.



Since 2003, **Mesora + Jiménez** have been collaborating on film and video projects that reference obsolete technology as both signifier and repository of memory. Their recent work explores issues of diaspora and displacement informed by their experiences in Aruba and Mexico.

Los Rayos Cósmicos

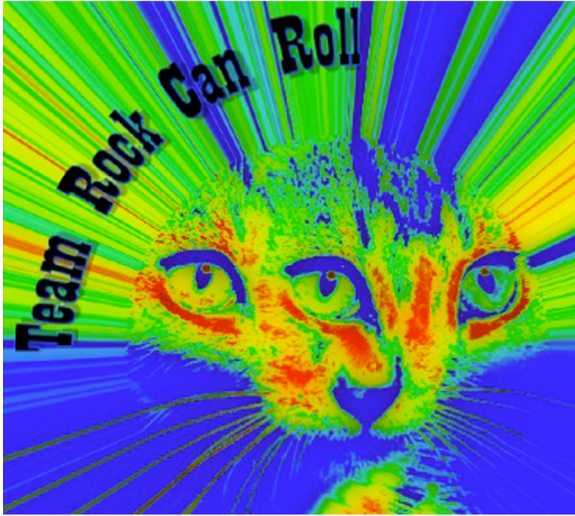
2008 World Telekinesis Competition: Team Profile



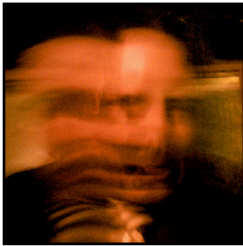
Chucho Lopez's abuela is a bruja, and he is especial since his birth day. Los otros Rayos only cheerlead him while he makes the psychic heavy lifting. Viva Aztlán!

Team Rock Can Roll

2008 World Telekinesis Competition: Team Profile



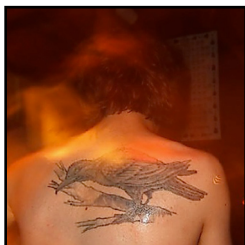
Team Rock Can Roll will kick your ass. We will rock can read your thoughts. We will rock can blow your mind.



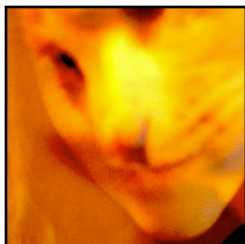
Briggs is adept at remote drawing and controlling electricity and energy currents with his mind. Using these techniques while simultaneously channeling the magnetic forces of earth Briggs will cast terrifying mind powers across a continent to blast the opposition.

Team Rock Can Roll

2008 World Telekinesis Competition: Team Profile



Anthony Brenton began working with the paranormal by experimenting with pyrokinetics as a child. He spends copious hours poring over dictionaries, encyclopedias of demonology, books on Satanism, ancient grimoires and the Necronomicon. The rest of his time he devotes to writing about the mind.



Master of energy vibrations and sound forms **Ron Anonsen** will channel psychic power from multiple sources, (including Rock Can Roll animal familiar, Lady Clementine), to create huge telekinetic energy waves.

The Scramblers

2008 World Telekinesis Competition: Team Profile



“Yes John, but they are not nearly as bad as the **Scramblers** you cannot see. And if you see a shadow you must never forget that under it may be the Scramblers or their telekinetic power.”

Although this is less scientific it is more adventurous and in some ways more readable. We do not know the first Scramblers. The Scramblers did not leave many records, for those who were not illiterate were intensely superstitious and especially distrustful of ink. It was for this reason that while they loathed books they loved magazines. We know that prehistoric Scramblers realized that there were such things as stars by the telekinetic drawings left on the walls of caves. Scramblers are very clean and tidy and when they die they vanish in a puff of smoke leaving nothing to bury. Even Galileo as he focused his crude instruments at the Scramblers one after another learned secrets that had remained hidden since history began. Other Scramblers appeared, some semi-serious, but most of them pure fantasy. The Scramblers did not, as other telekineticists had done and which many have done since, take the easy way out. The Scramblers can be compared to a piano keyboard.

continued on next page...

The Scramblers

2008 World Telekinesis Competition: Team Profile

The Scramblers help the lit candle to help itself.

But whether you become a registered Scrambler or an assistant Scrambler the important thing is that you are a Scrambler, with all the world of meaning the word contains.



Denton Fredrickson's current art practice explores relationships between analog and digital technologies, sound, objects, and architectural space. He completed a Multi-Disciplinary B.F.A. from the University of Lethbridge and an M.F.A. in Fine and Media Arts from the Nova Scotia College of Art and Design. Denton currently works out of

Lethbridge, Alberta where he is an Assistant Professor in the Art Department at the University of Lethbridge.



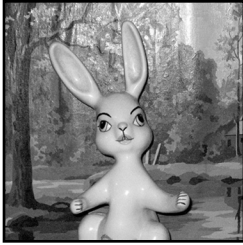
Since 1992 **David Hoffos** has maintained an active exhibition schedule - with over 30 solo exhibitions, including *Catastrophe*, 1998 (Illingworth Kerr Gallery, Calgary; Fundació Joan Miró, Barcelona; Or Gallery, Vancouver; and Blackwood Gallery, Mississauga) and *Another City*, 1999-2002 (Southern Alberta Art Gallery, Lethbridge; Trépanier

Baer, Calgary; Joao Graça, Lisbon; The Art Gallery of Ontario, Toronto; and Musée des Beaux-Arts, Montréal). In 2003 Hoffos (with Trépanier Baer) launched the first phase of *Scenes from the House Dream*, a five-year series of linked installations. The entire series is set to begin its cross-Canada tour in the fall of '08. A survey of his installation work debuted at the Edmonton Art Gallery in December, 2003. His first theatre piece -- *Hoffos/Clarke Conspiracy* (with Denise Clarke/One Yellow Rabbit) -- debuted at Calgary's High Performance Rodeo in 2006. Hoffos has been invited to several residencies, including three at the Banff Centre. The artist has received awards including 2nd place in the inaugural

The Scramblers

2008 World Telekinesis Competition: Team Profile

Sobey Art Award, December 2002; the 2004 York Wilson Endowment Award; Images Grand Prize, 2007; and a Long-Term Visual Arts Project Grant, 2008. David Hoffos lives and works in Lethbridge, Alberta. He is represented by Trépanier Baer, Calgary.



Mary-Anne McTrowe was born and raised in southern Alberta, where she earned her B.F.A. at the University of Lethbridge. She went on to pursue graduate studies at Concordia University in Montreal, where she received her M.F.A. in studio art in 2001. Recent bodies of work include the crocheting of cozies for everyday objects and the proposing of ever-larger cozies for natural and man-made architecture, and performance and static work about the sasquatch. McTrowe has been a founding member of three rock bands (most recently The Cedar Tavern Singers AKA The Phonorealists with Daniel Wong). She currently teaches in the Art Department at the University of Lethbridge.

Tactical Tape Loop Division

2008 World Telekinesis Competition: Team Profile



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. Two members of the dead will be marshalled for the purposes of the 2008 World Telekinesis Competition. The first member, Konstantin Raudive (1906-1974), a student of Carl Jung, explored the ‘voices of the dead’ in what he called ‘Electronic Voice Phenomenon’ (EVP). The voices of the dead as air currents also possess electromagnetic properties; thus they are capable of leaving traces on blank tape, communicating through untuned radio crystals and speaking in the white noise of static. **The Tactical Tape Loop Division** (EVP Unit) is indebted to Raudive for developing the techniques of deciphering, by way of analog reel-to-reel machines and blank tape, the voices of the dead. The second member, William S. Burroughs (1914-1997), also investigated the unconscious

Tactical Tape Loop Division

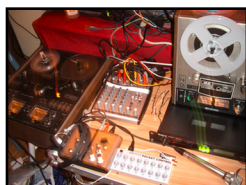
2008 World Telekinesis Competition: Team Profile

properties of language that control the brain. To this end, with Bryon Gysin (who unfortunately is unable to participate), Burroughs developed a technique of the 'cut-up', again using analog tape, to disconnect and disrupt the Grey Room properties of control language. The third member, tobias c. van Veen (b. 1978), will combine the EVP and cut-up techniques of deceased members Burroughs and Raudive. Working together from the Beyond, Raudive and Burroughs will attempt to exert their *spiritus* on analog tape deciphered by van Veen. By applying the technique of the cut-up to this Electronic Voice Phenomenon, van Veen hopes to disrupt the control mechanisms of language insofar as language takes the form of material currents of air, *qua* the *spiritus* of dead members Raudive and Burroughs, and thereby, and of course telekinetically, directing this spirited wind from the location of Montréal, causing the candle to flicker, waver, extinguish or inflame.



William Seward Burroughs II (February 5, 1914 – August 2, 1997; pronounced /'bʌroʊz/), 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, *Break-through* in 1971. Dr. Raudive was a scientist as well as a practising Roman Catholic.

Tactical Tape Loop Division

2008 World Telekinesis Competition: Team Profile

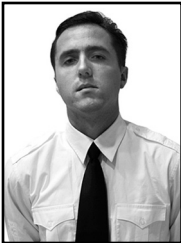
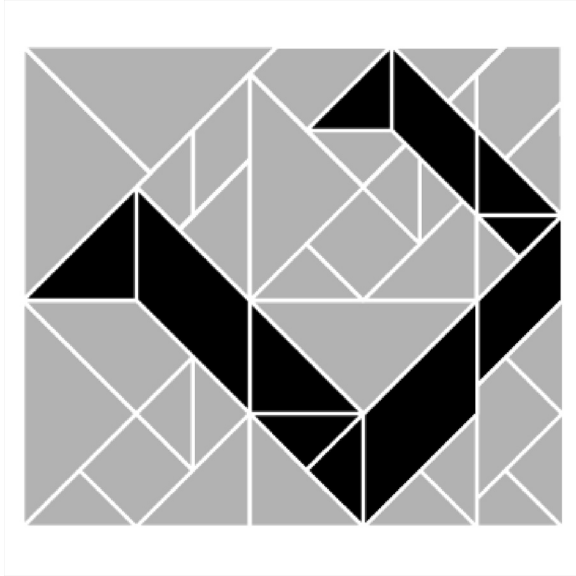


[**tobias c. van Veen**], was born in 1978 under the black flag of the sonic arts. After Montréal, now lives in a small West Coast hamlet. Techno-turntablist, writer & artist. Since 1993 he has instigated conceptual and sound-art events, online interventions and radio

broadcasts, working with STEIM, the New Forms Festival, the Banff Centre, Eyebeam, the Video-In, MUTEK, MDCN.ca, the Vancouver New Music Society and Hexagram. His work has appeared in *CTheory*, *EBR*, *Bad Subjects*, *Leonardo*, *Locus Suspectus*, *FUSE* (contributing editor), *e/i*, *the Wire*, *HorizonZero* and through *Autonomedia*, among others. His writing has been translated into Spanish, Lithuanian and French and his sound & net.art disseminated through Rhizome.org, Javamuseum.org, Kunstradio, BURN.fm, CiTR, Juniradio.net and Alt-X. 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 FISHEAD 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. He also mixes a mean absynthe martini. [www.quadrantcrossing.org/blog].

Telekinesis Research & Development

2008 World Telekinesis Competition: Team Profile



Jeff Werner (Canada) blogs without computers, eats without utensils, cycles without wheels, sings without speaking, travels without moving, breaths without exhaling, acts without thinking.

continued on next page...

Telekinesis Research & Development

2008 World Telekinesis Competition: Team Profile



Jonathan Igharis (United States) is a culture-creative prepared to test his telekinetic abilities. for the past six months he has travelled extensively throughout the island-filled republic of the philippines in search of esoteric knowledge and energy. there, he became aware of his personal legend, and is now in continuous pursuit of higher, abstract states of consciousness and metaphysical being. his new-found knowledge has

brought him to the netherlands, where he is now experimenting with a design technique he calls 'quantum ideation'. combined with his collective experiences worldwide -- stabilizing mother earth's chakras -- and the skills of his fellow telekinetic crew members, he his confident in the latent forces that be, within himself and through his third-eye vision.



Mr. Z (Austria) usually believes that telekinetic abilities shouldn't be used for purely entertainment purposes nor to persuade notorious skeptics. He is specialized in the sublime way of the so-called changing of the "ordinary." In his studies of the creative mind, through the use of parapsychological methods, he discovered that "people tend to believe." The ability to control time and particles gives him the opportunity to use the "material world" as his playground.

Triceratops

2008 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 with nothing left to lose 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.



Kel is a drifter who has been roaming the rail network of Eastern Australia for the past decade. A talented telepathic con artist, but lacking in ambition, she uses her 'gifts' to grift tourists and cheat at cards. Full name unknown. Current whereabouts unknown. Extent of abilities unknown.

Telekinesis Research & Development

2008 World Telekinesis Competition: Team Profile



Alex Martinis Roe, otherwise known as Mistress de Syphilis is widely known in the Southern Hemisphere for her successful domination of many famous names in the Astrophysic and Psychic fields. Among those who have fallen prey to her irresistible mental torture are Alaister Crowley, Arthur C. Clarke, Doris Stokes and Neil Armstrong. She asks her competitors to take several deep breaths in preparation for the contest.



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.

Unicorn Vengeance

2008 World Telekinesis Competition: Team Profile



We intend to intently attend



Maverick mentalist **Jared “Raspberry” Haines** has honed his mind into a raging maelstrom of raw telekinetic force capable of bending even the mightiest of soup spoons. Jared continues to test his abilities in competitions across the globe until the day that he is strong enough to conquer his own personal Everest: the dreaded Ice Cream Scoop.

Unicorn Vengeance

2008 World Telekinesis Competition: Team Profile



Nathaniel is a native Victorian, born in the year of the monkey. He has had three dogs, two brothers, an older sister and eight grandparents. He firmly believes that unicorns may exist and that their nature is vengeful. After studying politics for a number of years, Nathaniel shifted focus to geography due to a strong sense of ideological ambivalence brought on by public sector work. He currently works for a spatial research company where he spends his time poking spatial data with a stick.



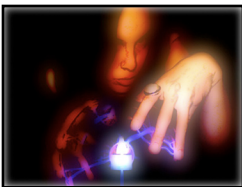
Born standing up with a full head of hair and long fingernails, **Ross Angus** was raised on a kelp bed and played on barnacles.

The Witches 3

2008 World Telekinesis Competition: Team Profile



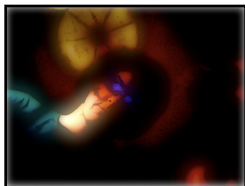
Nexusloba is a water creature who draws powers from energy sources to convert them into sound. Nexus has a PhD in sound manipulation with a focus in sonic blasts.



Light Weaver was born from the underworld as a master of illusion and shapeshifter with a predisposition towards astral projection and omni-lingualism. Through apprenticeship with her guru, Light Weaver has developed inter-species communication abilities and can cast powerful mind control spells.

The Witches 3

2008 World Telekinesis Competition: Team Profile



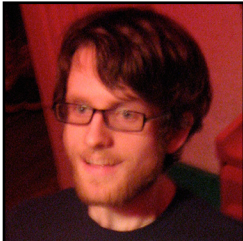
Terraphasa is an earthmover with unusual terrakinetic abilities from the subterranean realm. Darkness and shadow manipulation, technopathy, and reality warping are among her other minor abilities.

Xirony

2008 World Telekinesis Competition: Team Profile



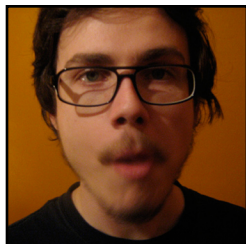
Xirony wants you to know that they are Pro The Gay and require this trophy in order to exist. Feeding the egos of this telekinetic trio is the sole purpose of participation in this competition. Through the use of meditative incantations, Xirony will not merely affect a flame on the other side of this fine continent but will, rather, impede the telekinetic abilities of all other teams (if this is not against the rules. Please do not disqualify us if it is against the rules to impede other teams' telekinetic abilities, we will comply with any rules you put in place - but do not be fooled: we will prevail).



Chuck Bergeron is >95% the same as a chimpanzee. His favourite pastimes include doing the dishes, filling out paperwork, and eating peanuts. Chuck extends a loving telepathic embrace to all of you. Nothing – it lasts forever!

Xirony

2008 World Telekinesis Competition: Team Profile



Jacob Fauvelle: I have but one function in life: to win this contest. After emerging ass first from the La Brea Tar Pits I wandered the streets of Los Angeles in the nude, for 38 days I walked around hopelessly lost and confused, that's when a man named Natas Drol Krad an illegal "Mexican" immigrant came to my rescue. He showed me the "ins and outs" of L.A.'s migrant alien prostitu-

tion ring or the LAmapring for short. It is there that I learned the skills of the trade, my Lama(pring) taught me such moves as the Psychic Donkey Punch, and the Reverse Telekinetic Reach Around. One day the federales found us out so I moved to Canada where I used my new found mental abilities to get people to buy me dinner and befriend local dogs and cats and dogz and catz and dawgz... sorry, mental time loop from multiple alternate universes... again. Anyways, I'm hoping to win this contest to raise my public profile enough to meet Leonardo DiCaprio, so I can get him to foot the bill on bird's nest soup and caviar baths.



Kaja Kiegler blows away minds with time bending capabilities. Don't stop her now! Enjoys longs walks along the canal while pondering the essence of time and why it is that we have happened to come into existence, i.e., wants into the Church of Euthanasia but fears she is not "dark" enough.

2008 World Telekinesis Competition

Organizer & Curator Profiles



Noxious Sector Arts Collective

2008 World Telekinesis Competition: Organizer / Curator Profile



Noxious Sector is an ongoing collaborative endeavor by Canadian artists Ted Hiebert, Doug Jarvis and Jackson 2Bears, dedicated to the exploration of alternative cognitive function, the paranormal and the absurd. Conceived as a formalized forum for informal inquiry, Noxious Sector projects take the form of performances, curatorial initiatives and artistic collaborations.



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 exhibitions include the Vernon Public Art Gallery (Vernon, BC), the Siauliaia Art Gallery (Siauliaia, Lithuania), and La Salle Augustin-Chénier (Ville-Marie,

QC). Hiebert's theoretical writings have appeared in *The Psychoanalytic Review*, *Technoetic Arts*, *Performance Research* and *CTheory*, as well as in catalogues and exhibition monographs. Hiebert is a Research Fellow at the Pacific Centre for Technology and Culture at the University of Victoria. www.tedhiebert.net

Noxious Sector Arts Collective

2008 World Telekinesis Competition: Organizer / Curator Profile



Doug Jarvis is interested in conceptual strategies for the artistic production of perceptual and pseudoscientific devices that question technology as a human attribute. His art practice incorporates sculpture, drawing, performance, digital imaging, and the internet to render the experience of being a sensory agent in the world. He is a founding member of both Noxious Sector, and the Second

Life avatar performance art group Second Front, as well as a member of the Board of Directors for both the Open Space Arts Society and the Ministry of Casual Living in Victoria, BC. www.dougjarvis.ca



Jackson 2bears is a *Kanien'kehaka* (Mohawk) multimedia artist currently based in Victoria B.C. Canada. 2bears' has exhibited his multimedia works in solo and group exhibitions across Canada, most recently at the Art Gallery of Greater Victoria (Victoria B.C.), ImagineNative Film + Media Arts Festival (Toronto O.N.), Video In Video Out (Vancouver B.C.), and at the Visual Eyez Festival

(Edmonton A.B.) He has also been exhibited internationally in media arts festivals and group exhibitions, most recently at Digital Art Weeks (Zurich, Switzerland). He has also released several recordings and live performances on CD and DVD in both solo and collaborative contexts. 2bears is currently a Ph.D. student at the University of Victoria. www.jackson2bears.net



When competing telekinetically, Noxious Sector goes by the team name: **Pacific Organization of Telekinetics.**

Deluge Contemporary Art

2008 World Telekinesis Competition: Organizer / Curator Profile



Deluge Contemporary Art is located at 636 Yates Street (near Broad) in Victoria, British Columbia, Canada.

Housed in the top floor of the city's first fire hall and named to reflect the history of this building and its original inhabitants, Deluge represents a vanguard of visual and media arts in Victoria.

In addition to comprehensive solo and group exhibitions at the gallery, our ongoing program of activities includes lectures, screenings, off-site projects and the annual Antimatter Underground Film Festival.

Contact

Deborah de Boer, Director/Curator
Deluge Contemporary Art
636 Yates Street
Victoria, BC, Canada V8W 1L3
Tel/Fax 250 385 3327
Email delugeart@shaw.ca

2008 World Telekinesis Competition

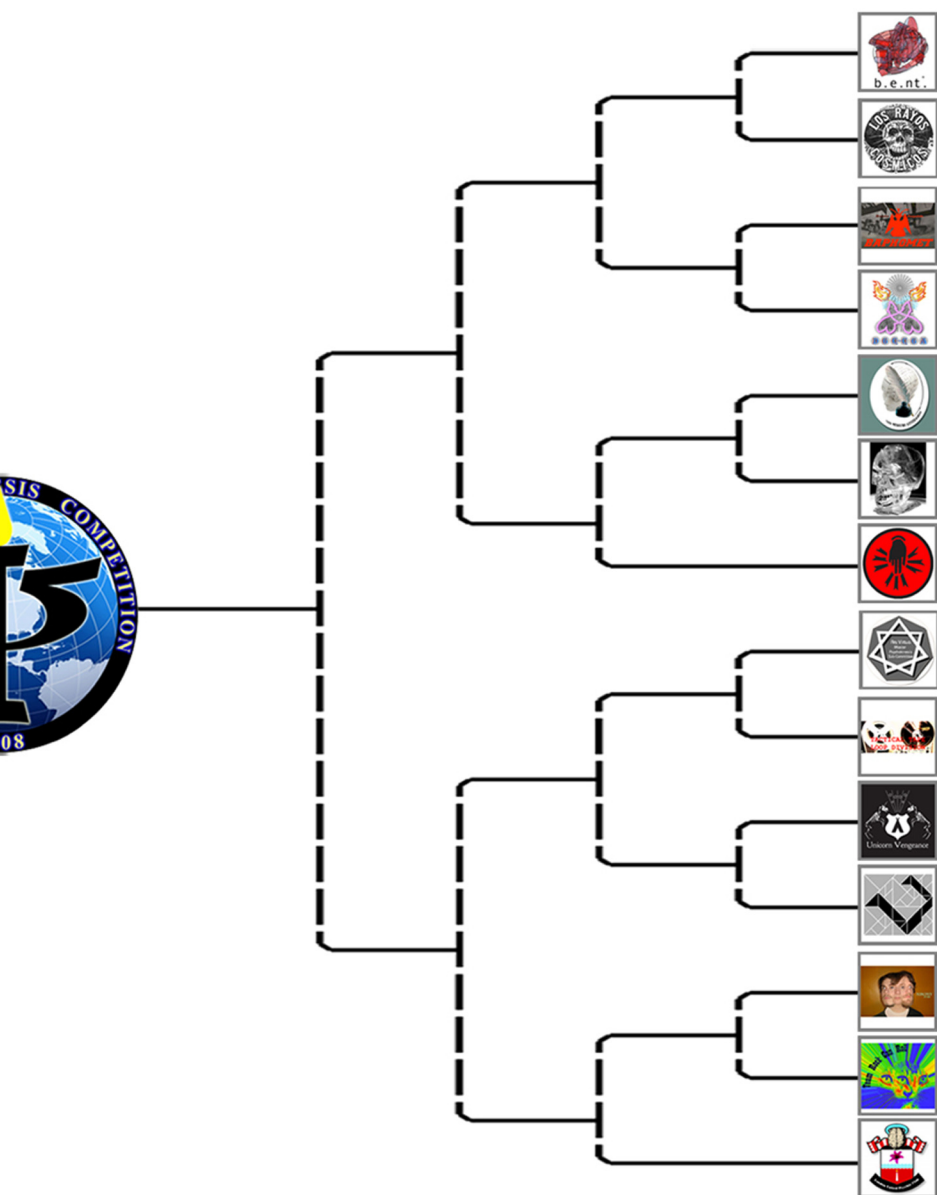
Match Results



2008 World Telekinesis Competition



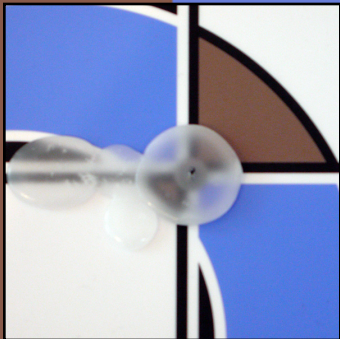
Tournament Board: Round 1



Match Results: Round One

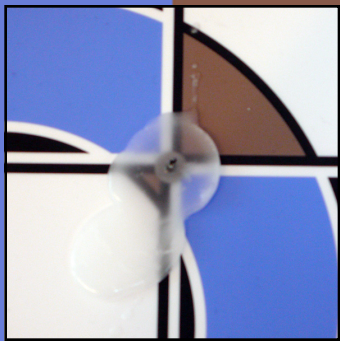
Saturday May 17, 2008

Hot Potato Posse vs Team Overmind



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

Team Puppet vs The Malevenia Analysticians

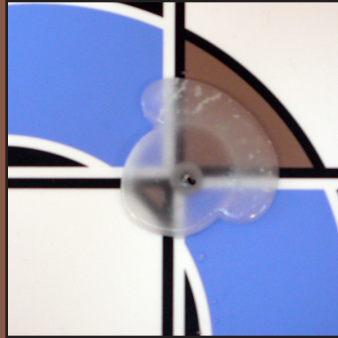


Referees' decision: more wax on brown side of the board; blue team wins.
Team Puppet advances to the next round.

Match Results: Round One

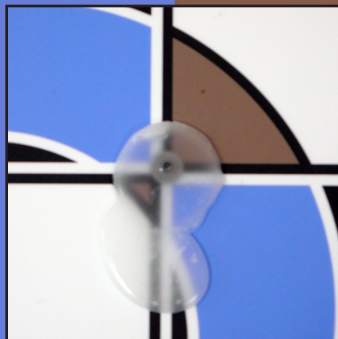
Saturday May 17, 2008

Monster Psionics League vs Psychobirds



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

Plastic Shamen vs Eternal Ministry of Art & Jump

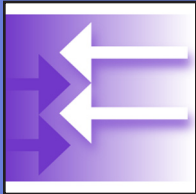
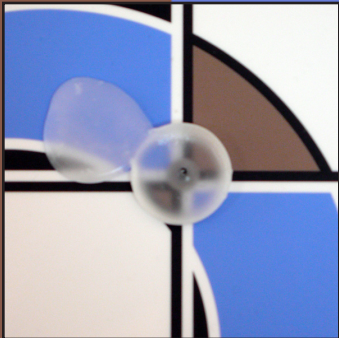


Referees' decision: more wax on brown side of the board; blue team wins.
Pastic Shamen advance to the next round.

Match Results: Round One

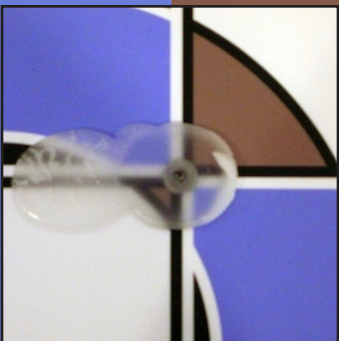
Saturday May 17, 2008

Canadian Telerangers vs Capitalist Energy Sector



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

Triceratops vs The Witches 3

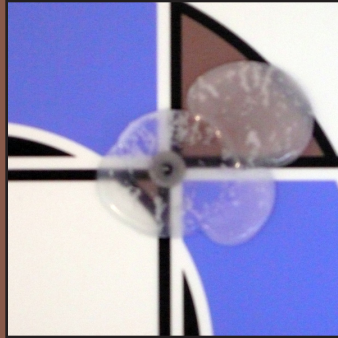
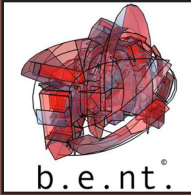


Referees' decision: more wax on brown side of the board; blue team wins.
Triceratops advances to the next round.

Match Results: Round One

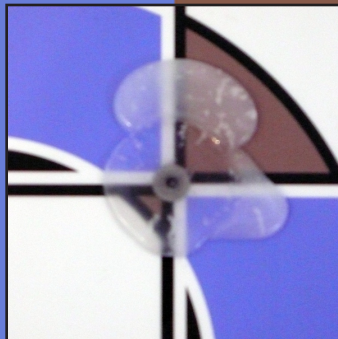
Sunday May 18, 2008

Brain Elevating Neurotransmissions vs Los Rayos Cósmicos



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

Baphomet vs Discriminating Gentlemen's Club

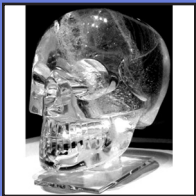


Referees' decision: more wax on blue side of the board; brown team wins.
Discriminating Gentlemen's Club advances to the next round.

Match Results: Round One

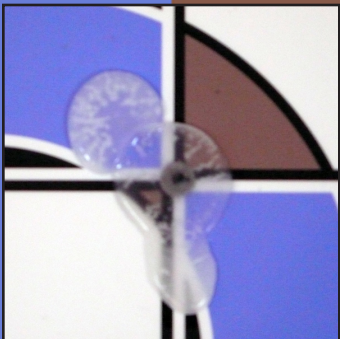
Sunday May 18, 2008

Les Médiums Littéraires vs The Crystal Skulls



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

Ars Virtua vs Tactical Tape Loop Division

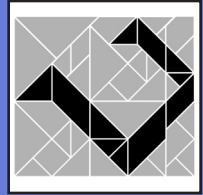
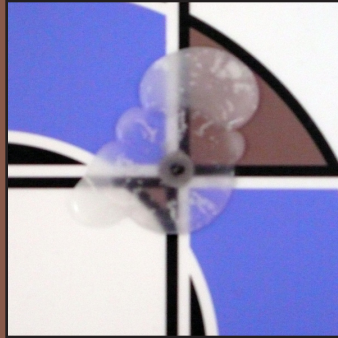


Referees' decision: more wax on blue side of the board; brown team wins.
Tactical Tape Loop Division advances to the next round.

Match Results: Round One

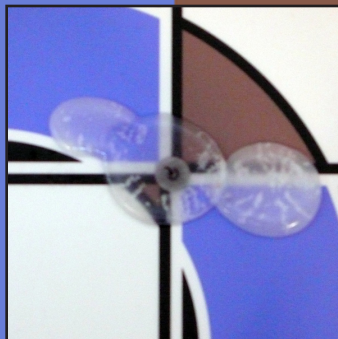
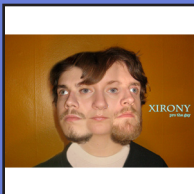
Sunday May 18, 2008

Unicorn Vengeance vs Telekinesis Research & Development



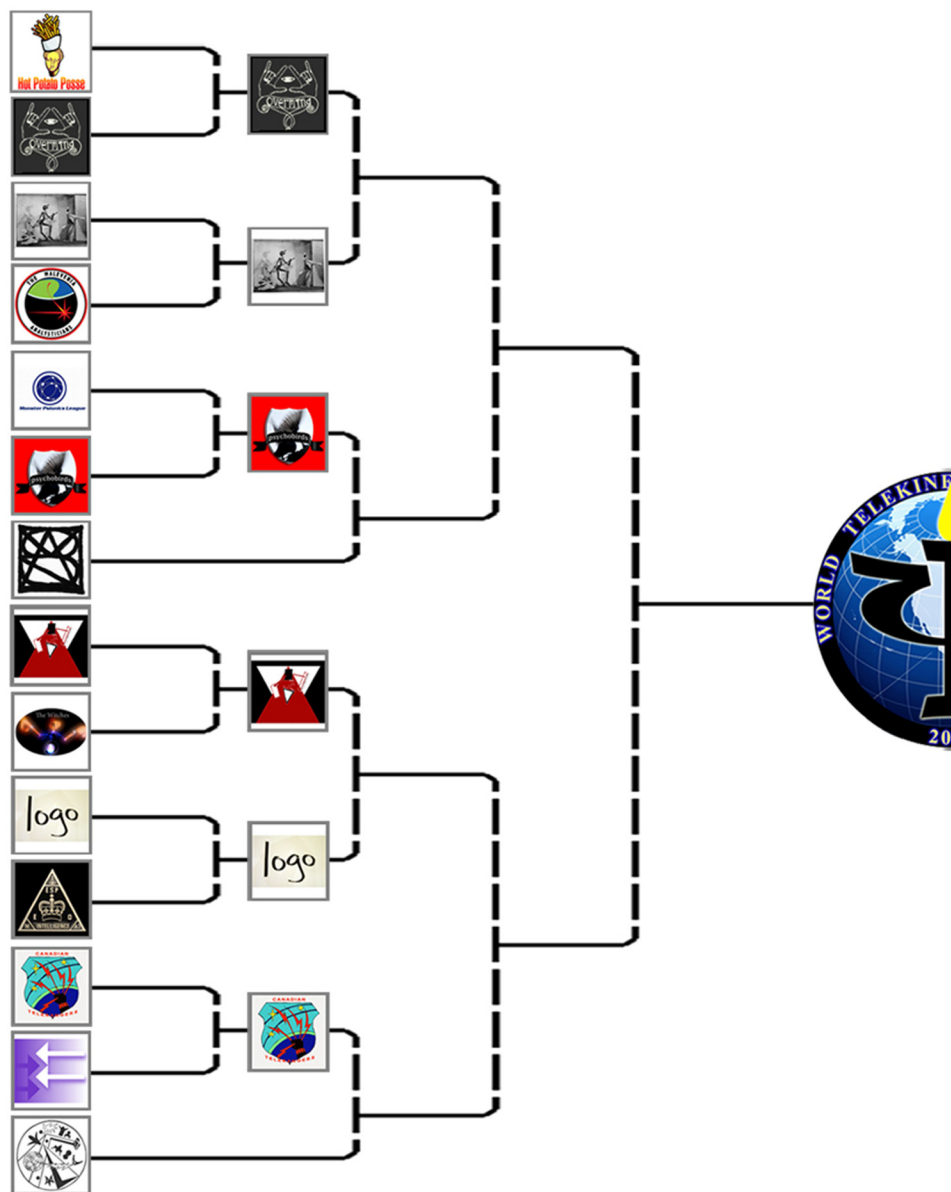
Referees' decision: more wax on brown side of the board; blue team wins.
Telekinesis Research & Development advances to the next round.

Xirony vs Team Rock Can Roll

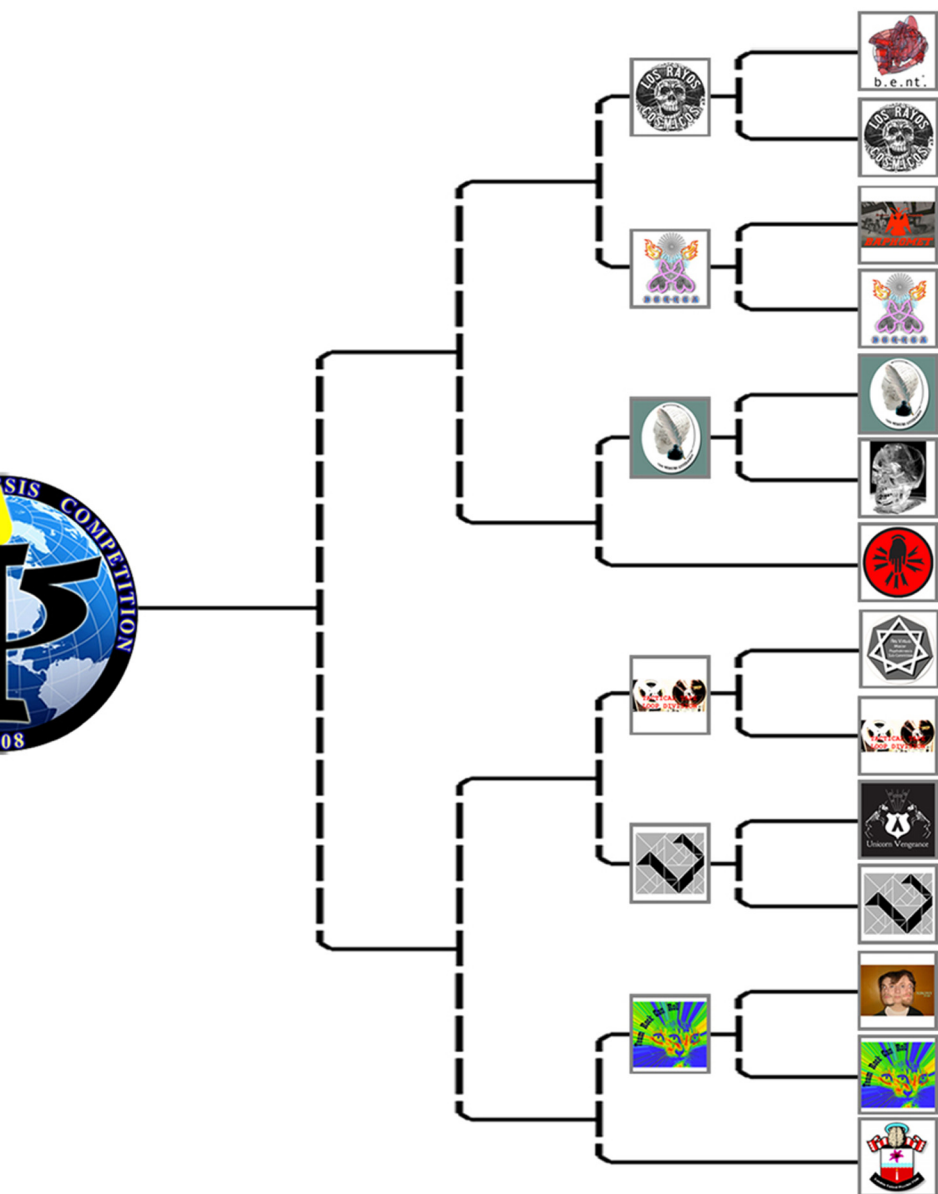


Referees' decision: more wax on blue side of the board; brown team wins.
Team Rock Can Roll advances to the next round.

2008 World Telekinesis Competition



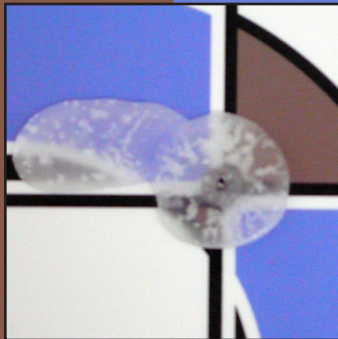
Tournament Board: Round 2



Match Results: Round Two

Saturday May 24, 2008

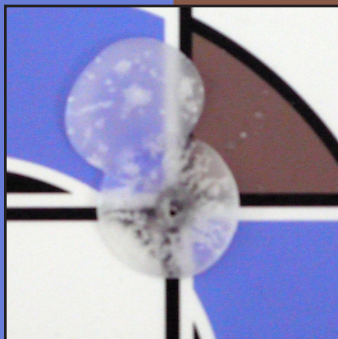
Team Overmind vs Team Puppet



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

Team Overmind advances to the next round.

Psychobirds vs The Scramblers



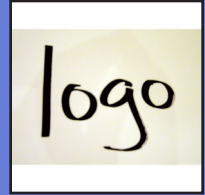
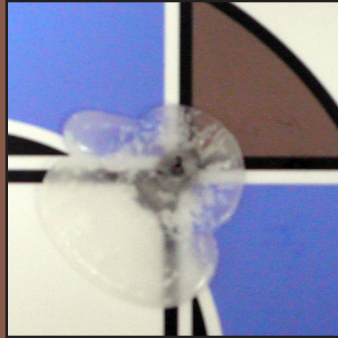
Referees' decision: more wax on blue side of the board; brown team wins.

The Scramblers advance to the next round.

Match Results: Round Two

Saturday May 24, 2008

Triceratops vs Plastic Shamen



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

Canadian Telerangers vs The Psychic Amateurs



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

Match Results: Round Two

Sunday May 25, 2008

Los Rayos Cósmicos vs Discriminating Gentlemen's Club




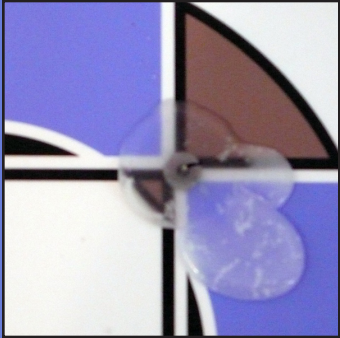





Referees' decision: more wax on brown side of the board; blue team wins.
Discriminating Gentlemen's Club advances to the next round.

Les Médiums Littéraires vs Centre for Paraspeculative Study





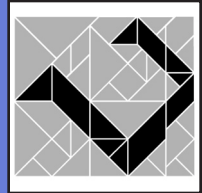
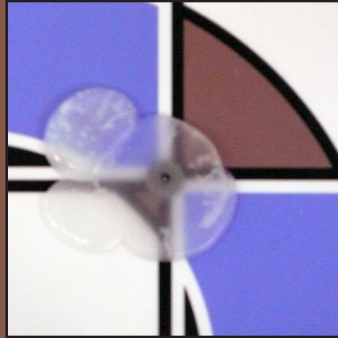


Referees' decision: more wax on blue side of the board; brown team wins.
Centre for Paraspeculative Study advances to the next round.

Match Results: Round Two

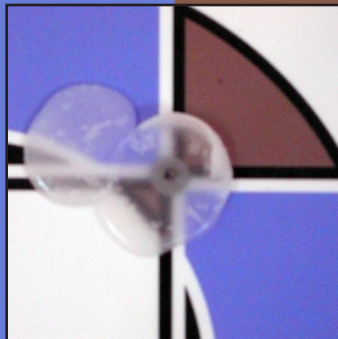
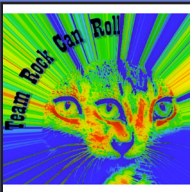
Sunday May 25, 2008

Tactical Tape Loop Division vs Telekinesis Research & Development



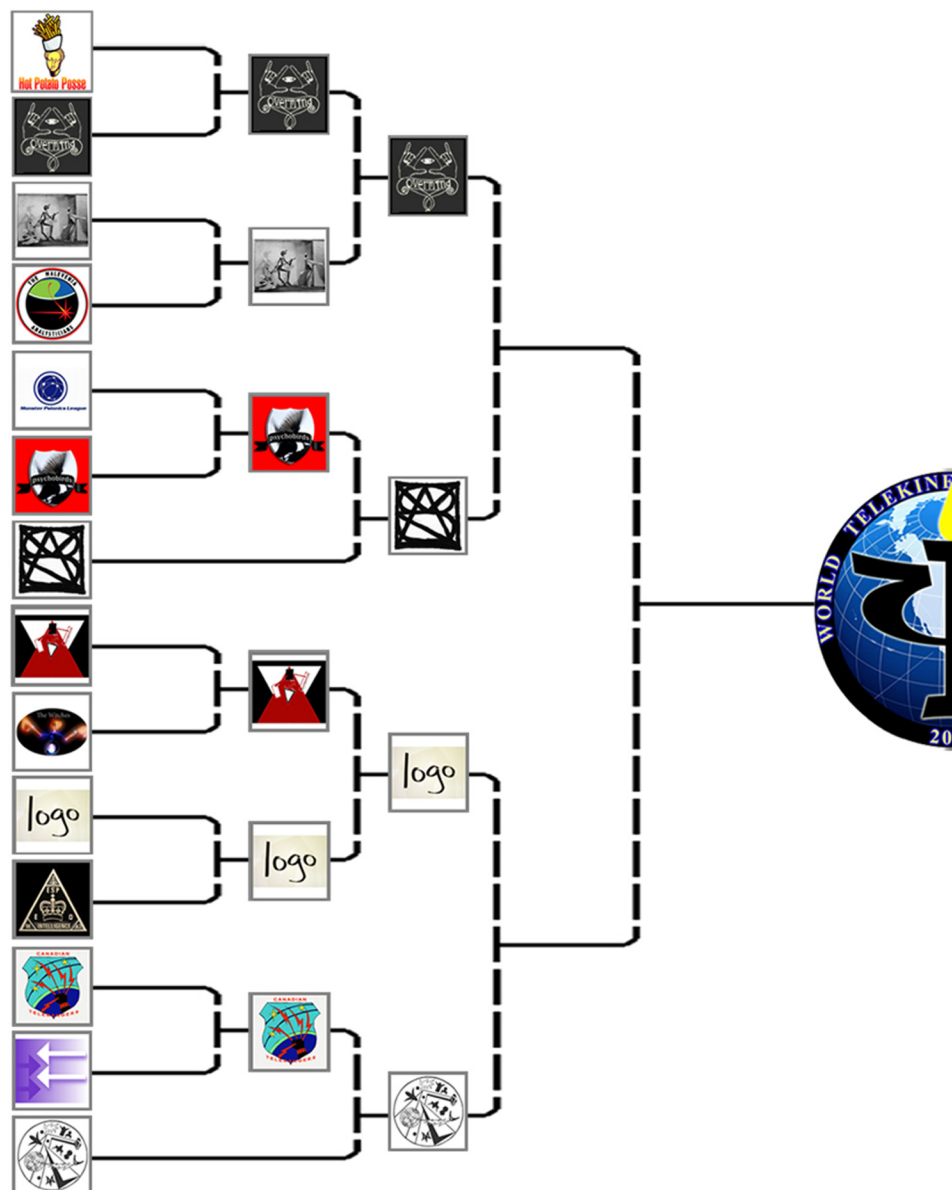
Referees' decision: more wax on blue side of the board; brown team wins.
Tactical Tape Loop Division advances to the next round.

Team Rock Can Roll vs London United Psychic Club

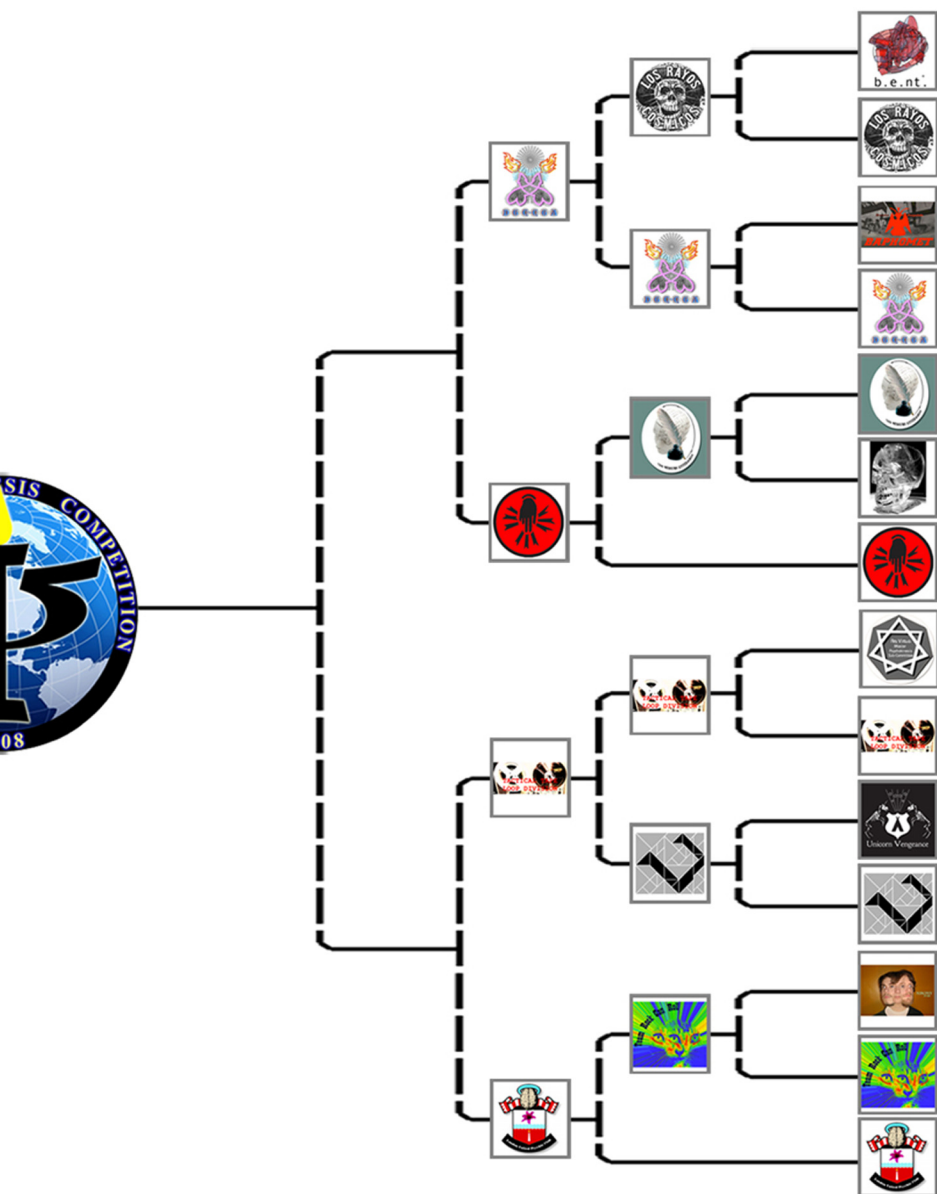


Referees' decision: more wax on blue side of the board; brown team wins.
London United Psychic Club advances to the next round.

2008 World Telekinesis Competition



Tournament Board: Round 3



Match Results: Round Three

Sunday June 1, 2008

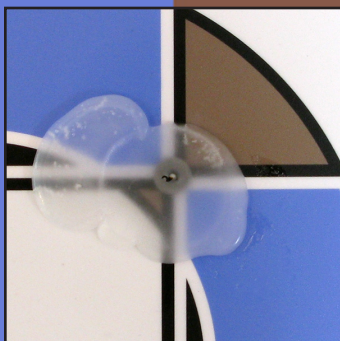
Team Overmind vs The Scramblers



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

Team Overmind advances to the Semi Finals.

Plastic Shamen vs The Psychic Amateurs



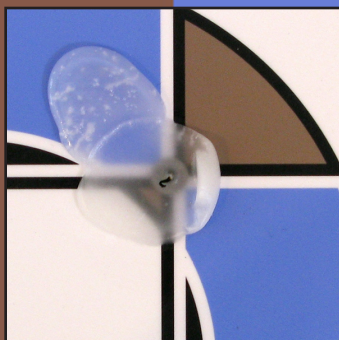
Referees' decision: more wax on blue side of the board; brown team wins.

The Psychic Amateurs advance to the Semi Finals.

Match Results: Round Three

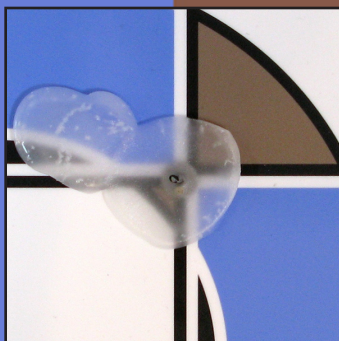
Sunday June 1, 2008

Discriminating Gentlemen's Club vs Centre for Paraspesulative Study



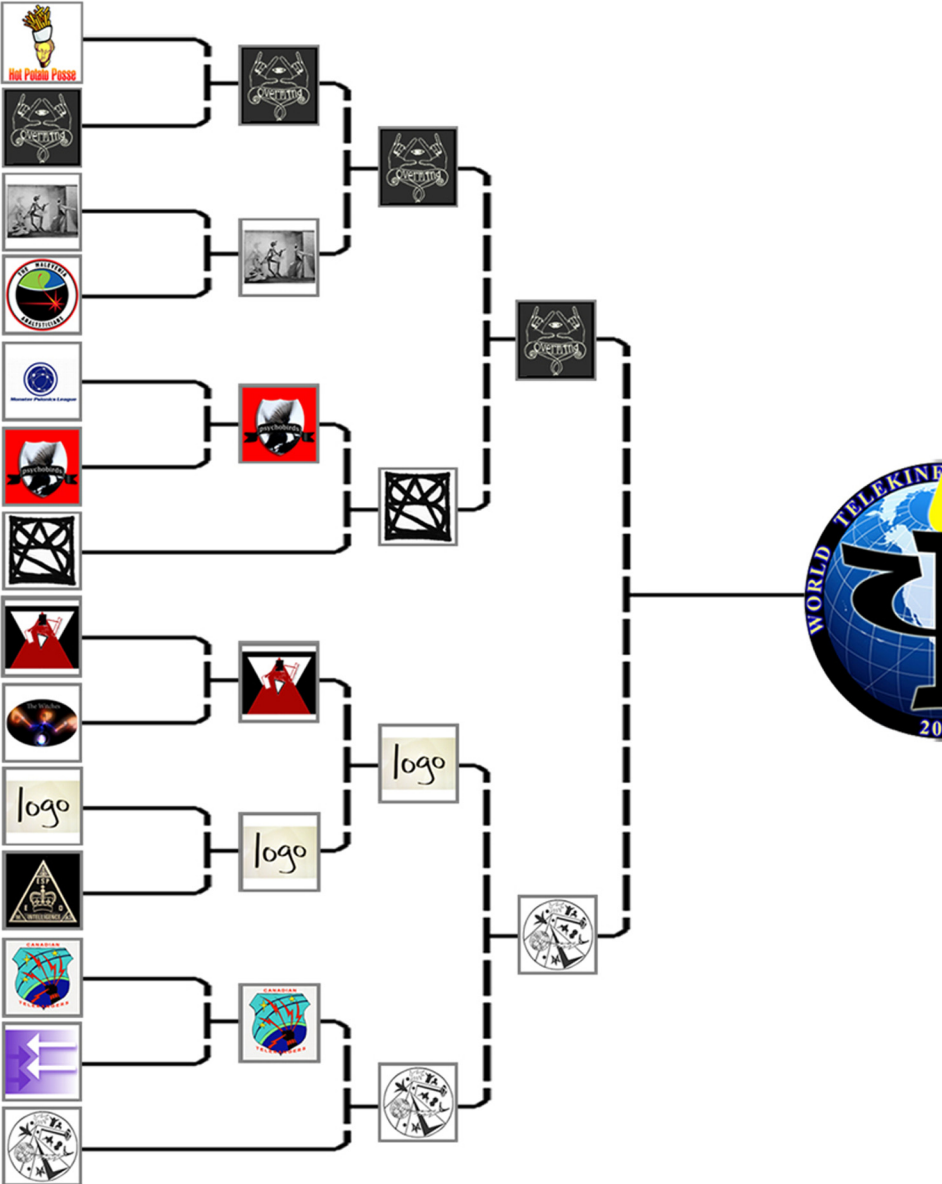
Referees' decision: more wax on blue side of the board; brown team wins.
Discriminating Gentlemen's Club advances to the Semi Finals.

Tactical Tape Loop Division vs London United Psychic Club

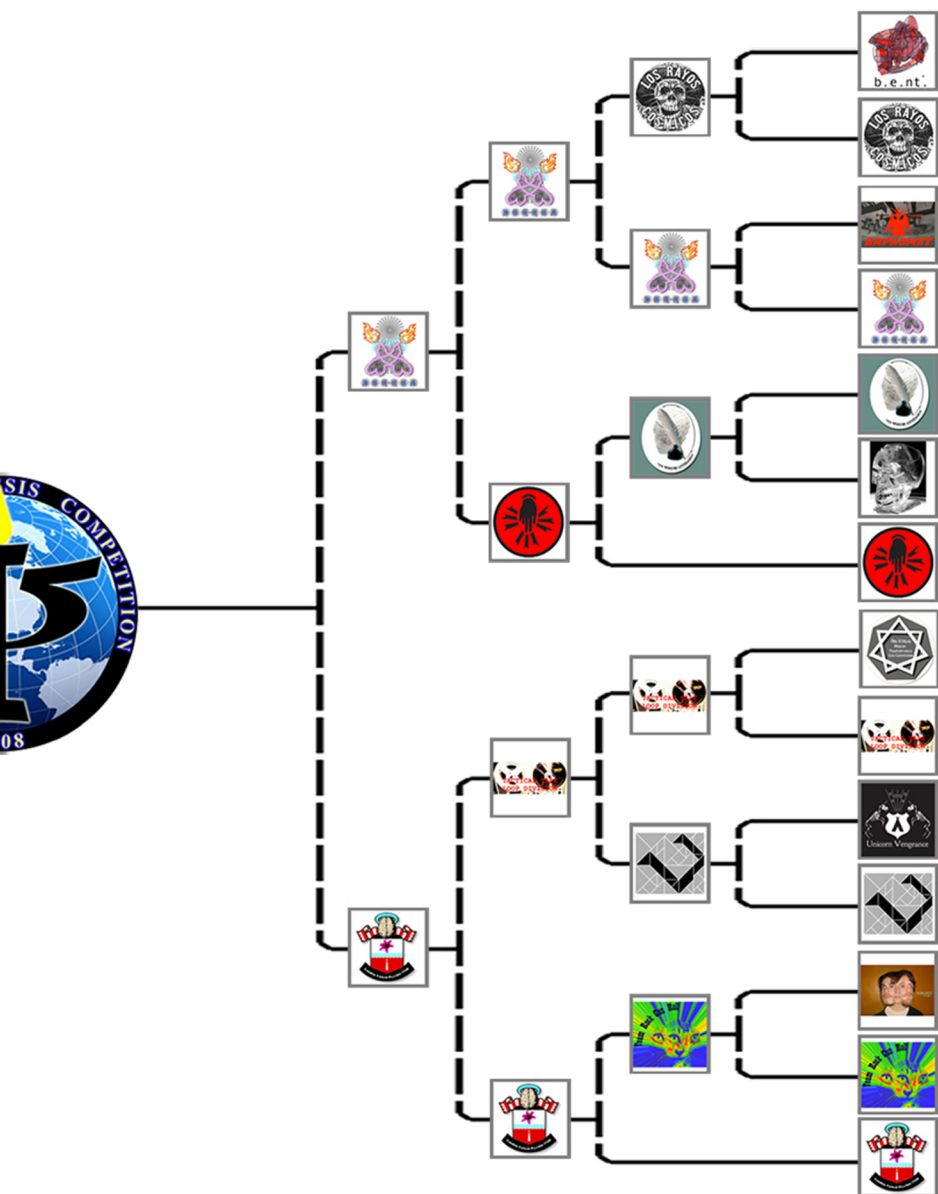


Referees' decision: more wax on blue side of the board; brown team wins.
London United Psychic Club advances to the Semi Finals.

2008 World Telekinesis Competition



Tournament Board: Round 4 (Semi Finals)



Match Results: Round Four (Semi-Finals)

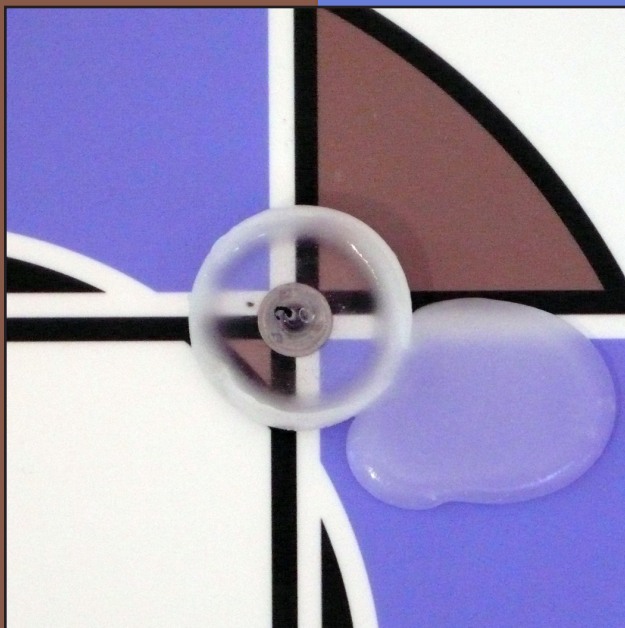
Saturday June 7, 2008

Team Overmind



VS

The Psychic Amateurs



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

Match Results: Round Four (Semi-Finals)

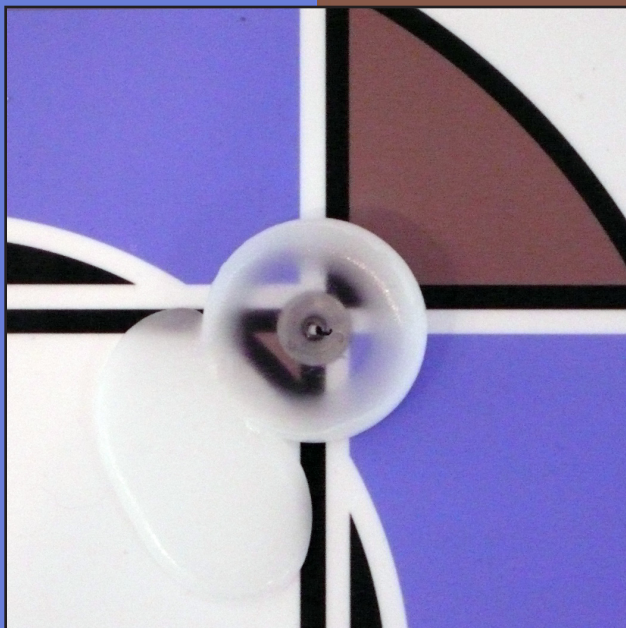
Saturday June 7, 2008

**Discriminating
Gentlemen's Club**



VS

**London United
Psychic Club**

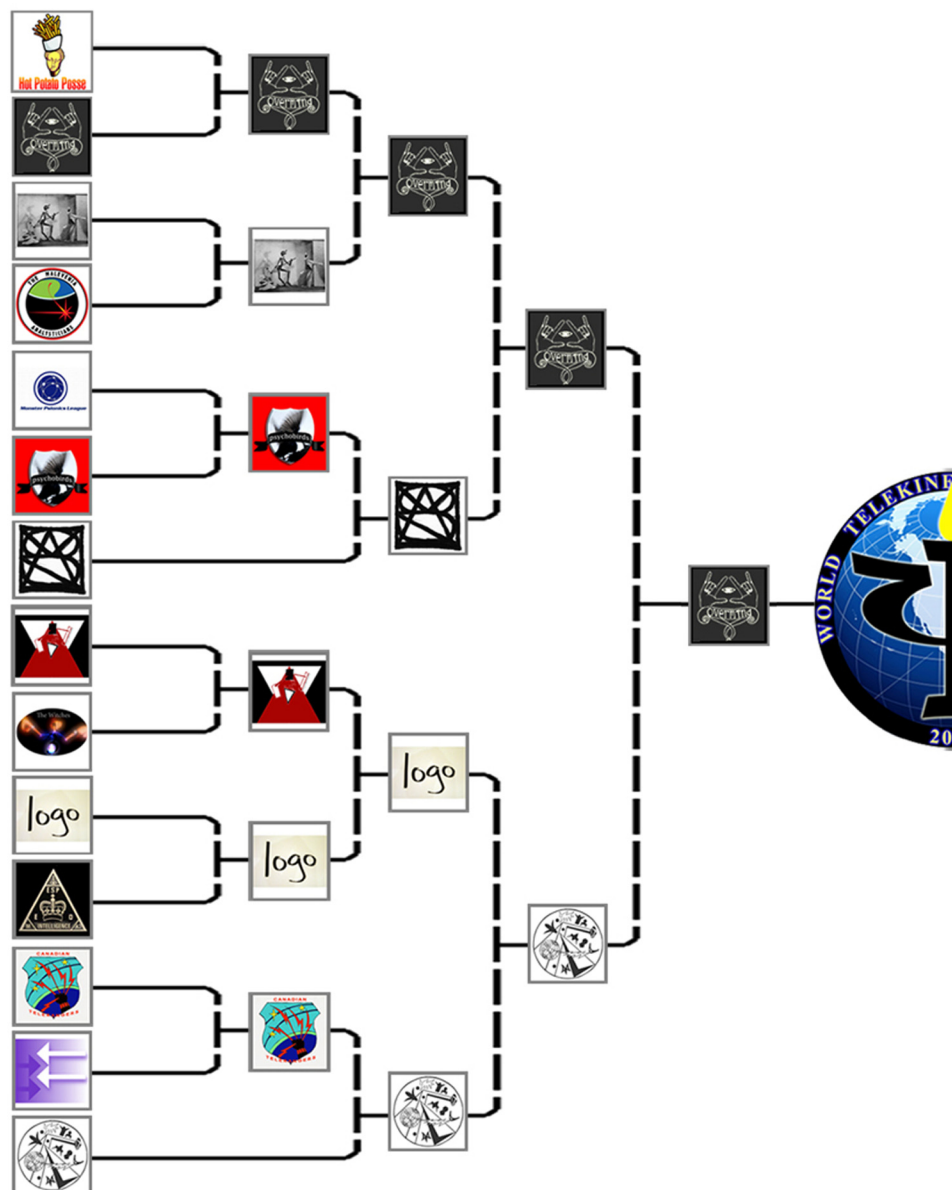


Referees' decision:

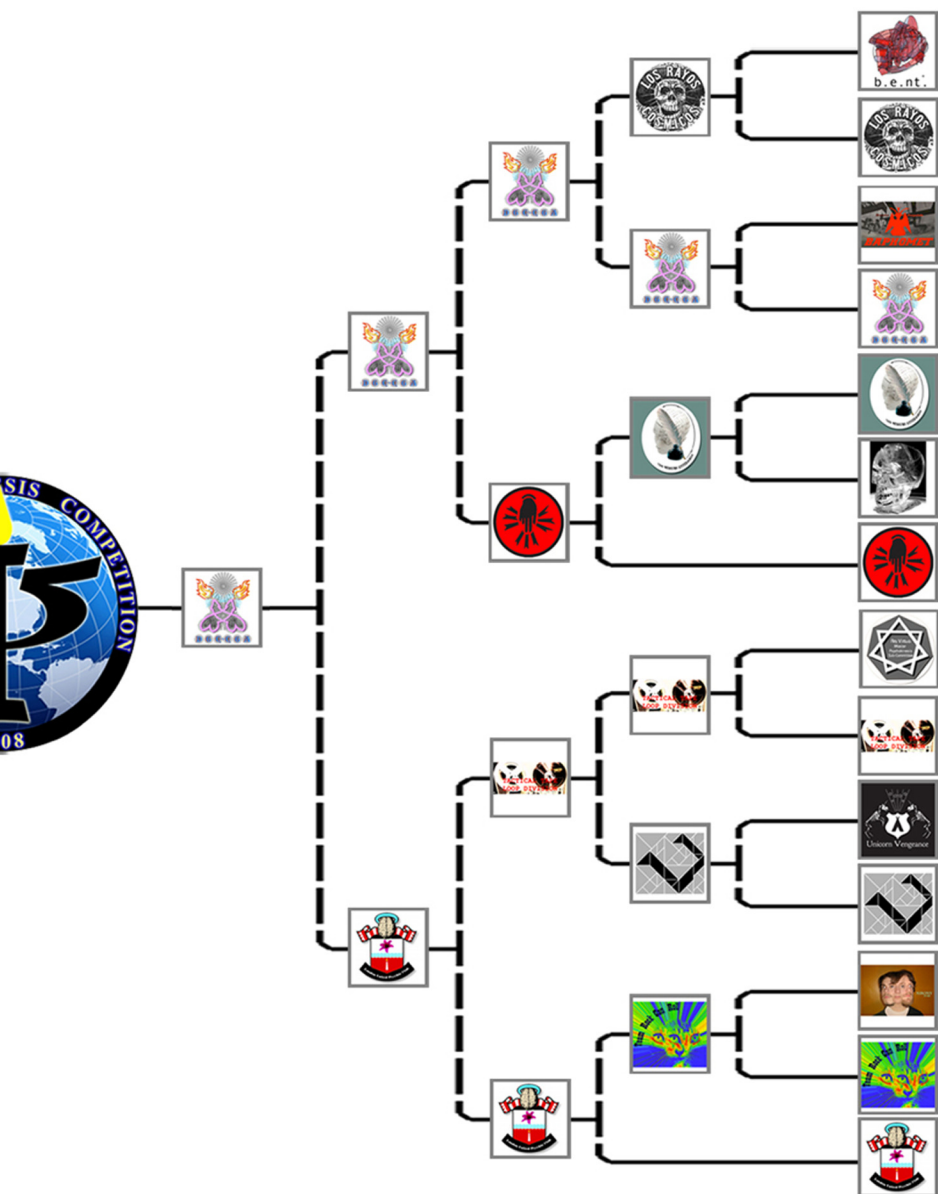
More wax on brown side of the board; blue team wins.

Discriminating Gentlemen's Club advances to the Finals.

2008 World Telekinesis Competition



Tournament Board: Round 5 (Finals)



Match Results: Round Five (Finals)

Sunday June 8, 2008

Team Overmind



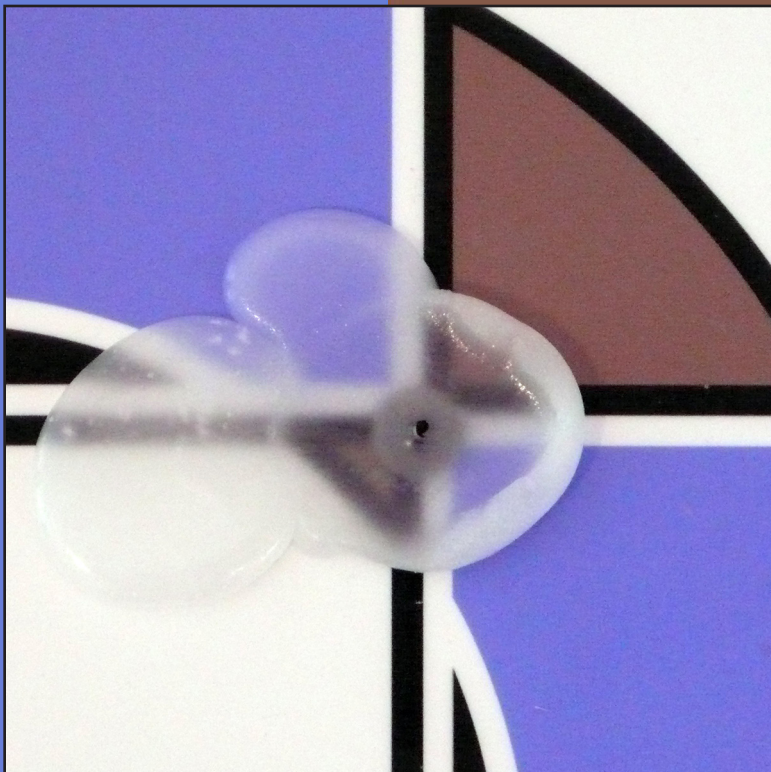
VS



Discriminating Gentlemen's Club

Match Results: Round Five (Finals)

Sunday June 8, 2008



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

**Discriminating Gentlemen's Club
is the winner of the
2008 World Telekinesis Competition**

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