TUNING FORK: SHOPFRONT
PROPOSED SCORE 19 NOVEMBER

CURVES
STRAIGHTS
HERDING
KNEADING
PIANO
SKIMMING

I-BEAMS

COLUMNS
CORRIDOR

WALL
RODS LEANING
CARPET
CURTAIN

RUN TAPES
RODS CRAWLING
ZIGZAG

FORESTS
PICK-UP STICKS
WALKING VERTICAL DOORS
HI-LO STILLNESS

WAVES
ROD CREATURE
COLUMNS ON DOORS

TILTING / SHIFTING
SINGLE ROD TUNING / DOUBLE ROD TUNING

HEADS
TUNING FORK: SHOPFRONT - PROPOSED STRUCTURE 21 NOV

CURVES
STRAIGHTS
HERDING
KNEADING
PIANO
SKIMMING

I-BEAMS
COLUMNS

CORRIDOR
toward horizontal

WALL
RODS LEANING
CARPET
COLUMNNS
CURTAIN

RUN TAPES
RODS CRAWLING
ZIGZAG
FORESTS
PICK-UP STICKS
WALKING VERTICAL DOORS
HI-LO STILLNESS

WAVES
to & fro

ROD CREATURE
COLUMNS ON DOORS

TILTING/SHIFITING

SINGLE ROD TUNING
DOUBLE ROD TUNING

STRAIGHTS
HEADS
<table>
<thead>
<tr>
<th>ACTION</th>
<th>NOTES (for JK)</th>
</tr>
</thead>
<tbody>
<tr>
<td>JC - BOTH - JK</td>
<td></td>
</tr>
</tbody>
</table>

**HOUR 1 – RODS**

- CURVES
- STRAIGHTS
- HERDING
- KNEADING
- PIANO
- SKIMMING
- I-BEAMS
- COLUMNS
- CORRIDOR

<table>
<thead>
<tr>
<th>ACTION</th>
<th>NOTES (for JK)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>find new stops and resistances</td>
</tr>
<tr>
<td></td>
<td>hold longer, nearnesses</td>
</tr>
<tr>
<td></td>
<td>ac off</td>
</tr>
<tr>
<td></td>
<td>once, ac on</td>
</tr>
<tr>
<td></td>
<td>suspend mvmt of columns to horiz.</td>
</tr>
</tbody>
</table>

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**HOUR 2 – COLUMNS & MEASURES**

- WALL
- CARPET
- RODS LEANING & COLUMNS
- CURTAIN
- RUN TAPES
- ZIGZAG
- FORESTS
- PICK-UP STICKS

<table>
<thead>
<tr>
<th>ACTION</th>
<th>NOTES (for JK)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>remove columns to window position</td>
</tr>
<tr>
<td></td>
<td>set curtain &amp; wall with measures</td>
</tr>
<tr>
<td></td>
<td>separate, &amp; together – long wavering</td>
</tr>
<tr>
<td></td>
<td>feed all rods onto JC</td>
</tr>
</tbody>
</table>

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- WALKING VERTICAL DOORS
- HI-LO STILLNESS

<table>
<thead>
<tr>
<th>ACTION</th>
<th>NOTES (for JK)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>stack doors east-west</td>
</tr>
<tr>
<td></td>
<td>stay as long as possible</td>
</tr>
</tbody>
</table>

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**HOUR 3 – DOORS, COLUMNS & TUNING**

- WAVES
- TILTING
- ROD CREATURE
- SHIFITING

<table>
<thead>
<tr>
<th>ACTION</th>
<th>NOTES (for JK)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>stack doors north-south, to &amp; fro</td>
</tr>
<tr>
<td></td>
<td>help JC put rods into clothes</td>
</tr>
<tr>
<td></td>
<td>move doors w columns on floor</td>
</tr>
</tbody>
</table>

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- SINGLE ROD TUNING
- DOUBLE ROD TUNING
- STRAIGHTS
- HEADS

<table>
<thead>
<tr>
<th>ACTION</th>
<th>NOTES (for JK)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>take rods from legs</td>
</tr>
<tr>
<td></td>
<td>arms out - to far wall</td>
</tr>
<tr>
<td></td>
<td>rods on columns, on &amp; btwn I-beams</td>
</tr>
<tr>
<td></td>
<td>rocking, turning, twisting &amp; dead still</td>
</tr>
</tbody>
</table>