

For **BROODWORK: Marking Time**
Big Parade's Four Rules

A FIND YOUR LANDMARKS

(Stairs, Historic Sites, Churro trucks - what excites you)

- 1) Find them on foot. Exploring on foot is the ultimate goal.
- 2) Be systematic. Use maps to create grids. Explore within your grid.
- 3) List and categorize. What are you finding? Are there categories? Keep diaries and logs; patterns will emerge that you didn't expect.
- 4) Develop taxonomy. If you're looking for churro trucks, how do you identify? Simple sequential numbering? By location? By quality or name? Your naming conventions will change as you expand your search.
- 5) Decide on your research strategy. Will you use maps? Google Street View? Experience? Start alone.

B CREATE THE ROUTE

String together what you've identified above. Here are some basic rules:

- 1) Never double back on your route. The idea is to create a loop, even if it is a loop that crosses over itself. (i.e. don't walk the same street twice, but it is okay to cross a street you've already traversed at a perpendicular.)
- 2) Incorporate geographic elements like hills and trees and parks. Incorporate those into your walks in an aesthetic way. You don't want a series of meaningless lines between interesting points. Make the whole thing work.
- 3) Incorporate civic elements. Use buses and trains, for example.
- 4) Decide on transport modes. Use your bike or roller skates or skateboard or whatever to expand your range.
- 5) Stay within your boundaries (Item two, above.) Your goal is to make a compact efficient route that covers a lot of distance.
- 6) No shortcuts. If you've got ten churro trucks in a one-mile square area, you have to include them all. You can only remove objects on the fringes.
- 7) Map it. Use Google Maps, hand made maps, or other resources to chart your progress; but accept that the route always changes.
- 8) Be flexible. Sometimes, you have to break the rules. Come up with a new rule if the old rule doesn't work. In other words, when the rules don't work, don't simply abandon the rules. Solve the problem with a new aesthetic.

C EVOLVE THE ROUTE

- 1) The route evolves internally. If you discover a new churro truck in the middle of your boundaries it requires you to rethink the entire walk, if you want to connect everything. Do it.
- 2) Acquire new territory. Once you've completed (see below) your first bounded area, go to the next. Create a similar route. Then join the two together. The easiest way is to simply make them bump up against each other. More interesting is to make one big area out of the two. You almost have to start from scratch.
- 3) Collaborate. Publish your routes, publish your rules, and ask for advice and improvements.
- 4) Don't collaborate. Your rules may feel very arbitrary - even silly - to others. But they're yours. You are the final judge of your own aesthetic.

D REMEMBER YOU ARE NEVER DONE EVERYTHING ALWAYS EVOLVES