*Guidelines for Public Play*

Engage in our own play in small to large groups. DO NOT PULL OBSERVERS IN.

Play with each other, with objects, with buildings!

HAVE A LOT OF FUN!

Consider being a SHEPHERD: notice when an observer seems really interested, and gently

invite them into the play, or go with them into the play.

If playing HARM, do so with DISCREPANCY.

AVOID:

Fake physical fighting

Shouting very loudly

Throwing real objects

Shootings; Suicides; Medical Emergencies

Possibilities:

***a) The family/wedding photo:*** The group stands as if for a photo; interested

passersby are asked to take a photo of the group, either with a real cellphone, or better, with a mimed camera. Then once they take the photo, they are invited to join the group and be in the next photo.

***b) The thing in the sky:*** The group looks up and points at one end of the sky and then moves their hands quickly to the other side, making sounds, as if a strange object has flown by. Interested passersby are invited to join the play.

***c) The metal detector:*** Two playors stand stiffly across from each other in the middle of the main path for passersby. When a person passes between them, they simultaneously shout “beep” for the first three times, and then “eeehhhh” on the fourth. Interested passersby are invited to join in, standing next to the playors.

***d) Fake quarrel:*** Two people stage a lovers’ quarrel, in which they make all sorts of claims of infidelity and betrayal. Interested passersby are invited to help calm the couple down.

***e) The celebrity:*** Passing people or cars are reacted to as if they were a famous person, playors shouting and clapping, or acting like paparazzi.

***f) Crossing guards:*** The group holds hands and stands in a line across an intersection on the red light, as if they were protecting people crossing the street. When the light turns green, they wave the traffic through. Interested people are invited to join in.

***g) Holding up the building:*** The group leans against a building as if it will fall down if they do not. Shepherds can express fear that the building is leaning and enlist the support of passersby.

***h) Removing the unremovable:*** The group attempts to pull up a street light or flagpole or cement structure, as if it is possible. Passersby are enlisted for support.

***i) Frozen relationships:*** On cue a number of pairs freeze in a dramatic pose. The shepherd then is the first person to notice and react with surprise. The shepherd enlists interested people to take a photo, or get into the photo, with the frozen pair.

***j) Tickets:*** The group stands at a boundary and asks people passing by for their ticket, showing mimed tickets in their hands to signal the play. Interested parties will offer mimed tickets to the playors, and then can be enlisted to join in taking tickets from others.

***k) The marriage proposal:*** One playor kneels and asks another to marry them. Interested people can be approached and proposed marriage to, slowly expanding the number of people proposing marriage.

***l) Fantastic food:*** If there is a street vendor, playors approach and act as if they are getting food (in mime) and then pretend to eat the food and exclaim how amazing it is. Interested parties can be invited to approach the vendor, who often will cooperate by pretending to hand out food.

***m) We need a doctor:*** One playor pretends to have an illness and sits on the ground with others tending to them. Interested people can be invited to offer mimed medications or bandages.

***n) Acts of Incredible Courage or Agility:***  Playors pretend they are walking a tightrope even though they are walking across a pavement; pretend to be doing a high dive off of a one-foot-high wall; act as if they were swinging through a jungle forest on a vine from one side of the street/plaza to the other; doing a fake pole vault; carrying a huge (mimed) pane of glass across the street. Other playors applaud. Interested parties are then invited to join in the activity.