**Land of Green Ginger Away Day Notes**

**19 October 2016 Afternoon session**

**Round the table discussion re: next year’s ideas**

*Joshua Sofaer*

Keep with idea of nose – the nose produced in people something weird but also understandable. Make a leap into a more imaginative space.

‘Begin your own tradition’

Akira Kurosawa ‘Dreams’ film

Route 1 idea: Take over another shop in North Point Shopping Centre and build the stuff to make the Mikoshi… getting ready for the Green Ginger nose parade – moving version

Route 2 idea: Shrine in NPSC – static version

Emotional: touching people’s noses, gift, etc. Nose shrine could somehow hold sadness, but in a comical way.

How do we make a clear connection with nose and scent?

*Periplum*

Build a seventh alley. Collaborate with other people? Large scale or small scale? Appear and disappear? Do it at midnight, which will be challenging for that area. Fire alley? Make six alleys with the seventh alley being truly magical. Stepped away from horse and carriage idea.

Two emails: someone who wants to pay for 7 Alleys to continue, and another one who wants to start as a charity.

Explore other imagery and characters.

Also interested in linking with other projects via the carriage e.g. the Visitor takes a ride on the carriage. Realisation that this is part of something much bigger – more opportunities to explore this.

Another interesting crossover: tiny people in the bottles?

Great that it served as an invitation to the public – community asked to be a part of something

Use of bells.

Would like to go in the air somehow…. An alleyway upside down above you.

*Dominic Wilcox*

Wants to listen to other people’s stories and get feedback from the other artists. His pilot was the most satisfying project he’s ever done, because it brought together so many different ideas he’s had in the past: improvisation, knowing that ‘normal people’ have a sense of humour. How humour and creativity are the same thing. Anyone with wit and humour is creative even if they don’t identify themselves as such. This project brought out that creativity. Whether what he does next is lost and found, or continue to create things where even Dominic doesn’t know what they are, putting them out in the public realm, and then something else happens… It could be a centre for Lost & Found Oddities headquarters… it could be about things that are found out about the city that creates a treasure hunt. Wants to extend lost and found idea… but there is also this sense of tapping people’s creativity is what he really wants to explore. Dominic is the catalyst for tapping this creativity.

*Aswarm* have 3 ideas:

1. Bus stop worm hole linking you to other places e.g. bus stop in Freetown linked up with a bus stop in Hull. Have events around this e.g. poets connecting with one another. Bev Rd concentration of Eastern European communities, so maybe have a bus stop connection in Poland or something.
2. Phone box and power of your voice – how could your voice change the environment somehow. Speak into a phone and the tone of your voice triggers something to happen like turn the fountain on or something. Test the power of your voice by seeing what can change because of it on the street. Call box = rewiring idea of your voices.
3. British Extraction Co. building, which is directly across from the bus stop on Beverley Rd via Fountain Road. Could we extract the power of people’s voices via this building, concentrating these voices and making somehow that much more powerful. Distil the essence of people’s voices into a nectar that you could maybe drink... magic of taking someone into a space that they are not normally allowed to enter. Can we get access to this building? Is it going to eat up the budget making it accessible enough? By taking part, people who record their voices in the phone boxes receive a golden ticket, which takes you on a bus to the building, like Willy Wonka. The phone boxes appear and disappear so that’s like a treasure hunt in itself, e.g. turning up at a roundabout in Bilton Grange.

*Lone Twin*

City-wide thing across the city? Touring thing too demanding? Might not be successful rolled out to a bunch of different places. Some kind of reporting back in more of a public way – what was the experience of the host, etc. Will the Visitor return? Or was that moment enough? Was it more of a catalyst than anything else? You become a Visitor in your own neighbourhood… temporary robust space in which people go into. Or more of a group of people who come together to generate material, ambitions, etc. that is then carried out in their area. Swarm/chorus who could work with LT to do some sort of mass participation. Storytelling aspect of the Visitor gets translated in a grand moment of oration. Mobilisation of people.

Land of Green Ginger: what is the kind of distinctive thing in a moment like the above that makes it ‘LOGG’? Is it in all of us? The people are doing their Land of Green Ginger in their community.

Bringing more Visitors to Longhill? Show a different side to Longhill – that’s how Land of Green Ginger could arise.

They already have access to a network of competent hosts

*Davy McGuire*

Little people and rubbish. Creating a metropolis. Using real people in that metropolis. People could sign up to be in this little world. Also Hull Fair!!

**Things/themes that came out of the above discussions:**

Weird and understandable

Begin your own tradition

The Mikoshi

Nose Flute Orchestra

Nose shrine

Build 7th alley

Midnight in the 7th Alley

Carriage of Green Ginger

Bottles – more story line in

Nominations to be participants

Capture creativity and show it

Collectors and museum of oddities

Bus stop wormholes – international

Voice activated events – street lights, fountains

Magic bus, wonka ticket, underground city/world

Visit the visitor’s place

Mobilise a chorus – 100 then swarms

LOGG comes out of us – we start behaving

HULL FAYRE

**Structure/narrative**

How do we capture the public’s imagination/reactions? Will that be the content of the book in the end? Are they the curators and presenters of the oddities, will they be the people filmed as the tiny people? How many people populate a chapter? Start thinking about the project in this way… record of what happened in Hull throughout the year.

Suggestion (Joseph Campbell’s Hero structure):

EVERY DAY

CALL TO ADVENTURE - Heralding moment ‘the land of green ginger has arrived’. Tea chest.

Thor’s opinion is that this is problematic because it sets up a moment that might create an anticlimactic moment that could set up the other projects to fail, or at least doesn’t help the slow burn style projects. Could we emphasise the movement of the tea chest rather than the arrival? Also ritual of it arriving and involving the people who are in on the secret. Also a character/narrator who could go along with the tea chest (coachman and/or writer!!)

CROSS THE THRESHOLD

ADVENTURES/TESTS – April to October

THE BOON/GIFT

THE RETURN – the book

RECROSS THE THRESHOLD/THE END.

Some other kind of legacy, like the pavement coming up to reveal the page of a book underneath the streets of Hull… revealing a world underneath. Something really mythical of something having already, and always, been there.

Could go back to the original idea of the heralding project being the discovery of an object within the groundworks

**Ways in which to transition from one project to another, while tying them together**

*Each of these ideas comes from the group via a post-it note exercise*

Road signs turn

7th Alley appears in various ways around city as the heralding moment e.g. various scale (?)

Horse and carriage ride away and reappear

Miniature bus ticket to next location

A giant billboard; an image builds up; last taste…

Small world/blue/object of next happening in bottles transporting to it…

All audience members get torn page, with clue to next…. / beginning of next chapter

Golden nose temple that tiny people are at

A shrinking machine is invented and used

Bottles 🡪 little people

Rediffusion sonic bus stop on entrance to alley / or carriage picks up from bus stop

Digital metropolis encompassing all other LOGG happenings and neighbourhoods

Magic bus stop 🡪 carriage

Scale – the littler in the alley -> little people. 7 alleys (bottles reflect characters).

Visitor comes through the alley; people Noses parade is in the alley objects on shop…

Office of Oddities ‘roadshow’; product testing in Longhill café

Invite little people to Longhill

Host something ‘nose’ making in Longhill

Little versions of community members; giving their story (tour)

Problem collectors in bus stops that are solved through invention (?)

Horse carriage journeys = ‘magic bus’ that picks up bus-waiters unsuspecting

Rediffuse neighbourhoods to Longhill ‘switchboard’

Visitor has a kit bag of ‘objects’ for its world (illicit an action)

Nose related inventions; little people sniff things and capture in bottes collected by Visitor

A visitor solves people’s problems through invention

Tiny people fix people’s broken stuff

Bottles and nominations for participants

The nose flute orchestra on the 18 seat carriage

Rediffusion a golden ticket donation at the nose shrine

Mysterious objects employed in the nose shrine rituals

Little people appear at bag of chips discarded at bus stop; little people appear across city like tagging

Secret underground network: real yet slightly fantastical; Rerediffusion & Dominic’s butcher who actually does underground robotics

**Ways in which to herald the Land of Green Ginger**

*Each of these ideas comes from the group via a post-it note exercise*

Giant paper plane made out of page of book leaves (?) – is thrown and carries symbol of next thing

Bury something and dig something up

A procession: playing nose flutes, wielding oddities, bearing little people

Sound of GG everywhere – shops, tannoys, carriages. Bells?

Coachman from LOGG street as narrator/writer

What if it exploded up from the ground creating a portal in each place?

Burst up from ground, like how cicadas live underground years then appear \*image of a tea chest bursting from the ground\* husk of chrysalis

Person crawls up through the ground travels on carriage into air

Projection on pavement so you can see under Hull a new world – LOGG

An artefact, or series of artefacts (archaeological finds) which later can be pieced together

Giant dog ear book; lift up corner of pavement / ground; reveal pages of book or circuit board – Brazil pipes

Dog-ear legacy: herald = lift up pavement; turn up page corner. Legacy = fold into giant dog-ear \*image of turned up pavement\*

Secret garden/portaloo to sunflower field

A machine that writes the story on the road/landscape

What if it leaked out the side of a disused building (loads of empties in Hull buildings)?

A giant book: the narrator steps out. S/he is writing the story of the land of green ginger

A giant Kindle (are books passé?)

A giant arrow \*image of giant arrow pointing to ground\*

A hole in the ground, big enough to jump in (like rabbit hole)

A magic carpet; s/he flies in

Horse & carriage at night leaves suit case/book

Olympic torch & watch fires light torch beacon

Something like an Olympic torch that is carried throughout the city by everyday people

Live demolition revealing another building / structure

Just out of sight – sound/voices/horses? Smells

A doorway on a frame in another dimension \*image of a door\*

Red balloon + small boy

Text in UV paint

Something that grows over the year. Anyone can add to it.

Ship emerging through earth’s crust

Smells/tastes of green ginger – green jellies

Wizard on carriage from another time tells story in areas in a neighbourhood sound scape of (unidentifiable word!)

A van

Horns burst up through ground; trumpet fanfare \*image of horn bursting through ground making heralding sound\*

Orange barriers stop traffic – broken pavement and music

Person arrives on crane

Airdrop of torn pages

A bat signals emerging from underground \*image of a pipe poking out of the ground\*

A giant flying object drops a magical package to a location

Lightning – colour – (green)

A clarion call

**Clues that could be incorporated into each project to connect to one another**

*Each of these ideas comes from the group via a post-it note exercise*

Little people live in the visitor’s fur

A trail of snot that you follow like Hansel and Gretel

The visitor becomes Avon lady but for the developed inventions

Chorus above distributing items of clothing to a motorcycle carrier – who turns up at next thing (nearly indistinguishable writing so this could all be bollocks!)

Sign changed on horses and carriage to next ‘destination’

Voice triggers e.g. street lights leading to new area. Or series of beacon like watch fires…

Odd inventions put inside bottles and sent away for suggestions

Discovering found objects has all been made by tiny people – walk in and see them making

Make something to take. Fortune cookies.

Set packed up into t-chest with next destinations marked on it, then flown out

Bus stop wormhole opens with next neighbourhood – could be existing bus-stop – or on that appears out of context -> but in next context

A message to ‘follow your nose’ followed by a pungent gingery smell

The nose collector sends the visitor to collect smells in his huge snout.

The nose flute orchestra performs the little people theme tune

Rediffusion advertises created products / communicates them to masses

A trail of malted fur

7 Alleys / LOGG street sign with clue to location (road sign subversion)

Using the book motif – the little of the next chapter is revealed

Fire / torch stays lit

The nose shrine has an oracle that makes a prediction or offers a clue or sends people somewhere

Little people collect for inventor

Horse & cart being full of scent / vapour -> step in and smell

Tiny people making ropes out of horse hair – they discover huge horse

Invitation to something… class/product focus group/carriage ride/search for 7th alley

Trails of golden tickets are cast in the air as the Mikoshi progresses

Little people use cotton buds to pick people’s noses

Rediffusion hack to 7th Alley – appears in bus stops all over Hull

Sound played in alley

Sound for a day; music boxes

Tiny people living in a huge tower block – sound comes from inside and we discover is phone box

Fun party; food left behind

Re-rediffusion being reborn in 7th alley

A fight breaks out. Broken noses in 7th Alley

Smell/message in a bottle -> clue

Sound of alleys way into a bottle -> voices washed up

A chorus speaks directions from here to another place – extinguishing lights

Departing extraction factory get given bottle of vocal nectar (e.g. Green mint ginger schnapps) dripping from silo and bottled for you to take away with you – also contains messages or link to bottles…

Smoke/fog (bottles)

Dominic’s objects fairground rides for little people

**20th October Morning Session**

**Heralding**

Discovery of an artefact is quite small. We need to explode that out, which is why Katy and Simon keep coming back to the idea of the crate (formerly known as tea chest)

Does the create need to have a dramatic entrance? It only needs to mark the start and finish of the process.

Where does it come from? The Land of Green Ginger!

Keeping the secret, and revealed by the community?

Device for you to see something differently e.g. Alice in Wonderland takes a pill to shrink to get through a door. Functional reason for the thing is the narrative intro.

Tone to be set with each reveal, but it’s not necessarily a moment. It needs to appear there unannounced then exist there. We need to gradually create a rumour mill *before* the crate arrives. Do we do that via a brand, a symbol, an artefact that’s found?

* A gentle preparation for things e.g. Rerediffusion guys with Dominic’s helmet putting up ‘LOGG’ signs, etc.
* Unpacking things from the past to carry the preceding narrative (i.e. artefact)

**Story structure**

Co-conspiracy = call to adventure e.g. Obi Wan Kenobi saying to Luke ‘we need you’

Adventure

* What emotional engagement do we want people to have> Of Hull, of them. E.g. Joshua’s holding of sorrow.
* What is the route? Linking it to a real place and transforming it magically could be the hook in.
* 7 Alleys = twisting reality just enough so that it’s still familiar
* Can do reality but not outside of what you’re familiar with
* E.g. your voice is power. How do you use your voice/ how do you listen?
* Huge quality of listening in most of the 2016 projects. How do we make that magical?

The boon

* What changes your community forever? Legacy? Lasting impression? I.e. memory / changing space / narrative / physical e.g. bottle, nose, etc. that will keep them connected
* Are they happy to see us go? Once the climax has happened, how do we prepare them to accept that?
* The book – can we get 4000 volunteers to deliver books in crates ringing bells??

**Afternoon Session**

**Story structure, cont’d per project** *– artists had an hour to brainstorm a basic plot of their project narrative, based on Joseph Campbell’s story structure*

*Joshua*

* Every day
	+ People of Bransholme
	+ North Point Shopping Centre
	+ Empty shops
	+ Life as usual
	+ Point of contact for community and shoppers [….]
	+ In the shop next to ‘Nose to See You’ something is happening behind closed doors and brown paper
* Call to adventure
	+ ‘…we’d kind of forgotten about that shop being fitted out until…’
	+ The arrival of the crate
	+ A ceremony… \*image of crate with nose on it\*
	+ The Green Ginger nose guardian has been waiting for (a) the keys, or (b) the light, or (c) the golden nose. Finally, it has arrived. The (not-)shrine doors can open… \*image of figure in nose costume\*
* Cross the threshold ~curious~
	+ Through the door you glimpse a wonderment… a cabinet of curiosities… a mystery…. Something unknown… odd but in a good way.
	+ Nose to See You noses… the noses of people of Bransholme (with names?) adorn the walls.
	+ Ginger nose cookies… ginger tea \*image of nose\*
	+ The Nose guardian welcomes you in…
* Adventures
	+ You can share a secret.
	+ You can make a wish (wishing nose)
	+ You can sit and chat
	+ The space will hold your sorrow or nurture your dream.
	+ Someone (the nose guardian) will listen. You can sit and relax.
	+ You can get involved in activities like learning the nose flute or having your nose cast
	+ Smells / breathe: discussion… bring smells
* The boon / gift
	+ Your secret held. Your dream nurtured.
	+ Souvenirs: the nose of Green Ginger limited edition false nose. Talismans / Milagros (cost?). A nose flute. A nose cookie cutter (make them at home!)
* The return
	+ 3 months (?) later: a ritual … the keys, (or light or golden nose) are returned to the crate.
	+ A bonfire… the (not-) shrine is burnt
	+ The nose is cast into the sea, or taken by horse and carriage in a procession
* Re-cross the threshold / The end
	+ The shop returns to its former self. What happened?
	+ The shop re-opens 6 months later… free land of green ginger books are given out to the people of Bransholme… \*image of book with nose on cover\*
* Problem: I don’t want it to be ‘religious’ or be perceived as a temple or a shrine… I don’t want to ‘offend’ religion… but… I want to build a temple and for it to function as a temple… erm… help!

*Periplum*

* Every day
	+ Preston Road
	+ 7 Alleys FB
	+ Continuing engagement
	+ Co-conspirators: community groups / participants. Elects 1st drop/nomination
* Call to adventure
	+ 7 Alleys carriage re-appears
	+ Drops off smaller crates around neighbourhood, which has music and voices inside, which are contained within bottles?
	+ Carriage takes characters -> Rediffusion? Noses?
	+ Road signs change / reality subverted
	+ Big crate arrives containing music / interviews voices about 7 alleys. Violin plays. Multiple bottles delivered containing invitations to midnight in the 7th Alley
* Crossing the threshold
	+ Bottle participants call the number
	+ Co-conspirators spread the word using the Rediffusion network
	+ Nominated people get into carriage
* Adventure
	+ Journey to the 7th Alley
	+ Journey through the 7th Alley
	+ 7 Alleys, series of ‘tests’/interventions
* The boon/gift

*Davy*

* Every day: bingo hall, Anlaby Road, Brownies
* Call to adventure
	+ Tiny footprints
	+ For one month before the launch, play music, have fireworks, smoke and lights coming from bingo hall
	+ Small graffiti tags
	+ Clothes being sent through letter boxes and placed around the area
	+ Perhaps sound like building site – tiny people making and preparing bingo hall
* Cross the threshold
	+ One day, Bingo Hall will open (after month’s build up)
	+ Doesn’t need much announcement as the building is already such an important and intriguing place with locals
	+ If it’s open the locals will come in and spread word quickly
* Adventure
	+ Using local rubbish to make houses / objects – possibly branded and related to area
	+ Make miniature versions of local businesses, maybe 4/5. Work with them
	+ How are tiny people using stuff we throw away – magic element
	+ Magic in the bingo hall space
	+ Possibly use automation
* Gift
	+ Making people of Hull into starts of the art – that can be shown in future shows as well
	+ Recreating businesses too
	+ Allowing people to go into the bingo hall – to reminisce about the past
* Prepare for the end: possibly countdown clock inside bingo hall
* The end
	+ A big firework display projected in the bingo hall
	+ Builds up and then goes dark tiny people run away

*Aswarm*

* Every day… [on Bev Road]
	+ People using bus stop. People work in businesses there. KFC and Aldi users. Bus drivers. Groups that meet on Bev Road [HERIB + mental health support units / youth club]. People occupying public space
	+ Signpost 🡪 roadworks – working tent ‘RereDiffusion Working here’
* Call to Adventure…
	+ K6: From overnight works tent a phone box appears out of the ground. The phone rings and a couple of flickers on public space. Step inside the phone box. A Tiny Re-Rediffusion guide demonstrates how to give your voice. Your voice changes the built environment [including bus stops/buses/RTD/street signs/ & strange happenings] [bicycles with green smoke / old lady shopping trolley etc.]
	+ Beacons
	+ Your voice is captured in a bottle capsule and sets off an alarm once charged (we see battery charging lights). A receipt / ticket is generated once your voice is caught.
* Cross the Threshold
	+ Now we know it’s time because we have collected enough voices (critical mass)
	+ The crate arrives: it is full of the voices we have collected
	+ The crate pulsates and hums and vibrates with voices like beehives
	+ People with tickets load onto the LOGG Land Train. Arrive and journey with the crate from Stepney Station.
* Adventures
	+ Journey from Stepney to Wilmington Station on LOGG [accompanied by sonic journey into different realm]
	+ Arrival at Extraction Factory. Exploration of hive voice and distillation process (temple/chapel-esque immersive sonic environment)
* Boon/Gift
	+ Access to inaccessible space
	+ Bearing witness to extraordinary process which is normally secret
	+ You get to try the distilled power of Hull’s voice MAGIC ELIXIR and get to take vial / bottle away with you.
	+ New ownership over public voice
	+ Confidence in power of own voice and pride in Hull’s voice.
* The Return
	+ Transported back bearing elixir to Bev Road on voice-powered bus (Stage Coach): sonic journey takes back from LOGG to ‘normality sounds’
	+ Prepared the ritual of leaving
	+ Completion of cycle
* Re-crossing the threshold: Elixir on the mantel piece transports you back

*Dominic*

* Every day: unusual objects found in second hand shops
	+ Announced in newspapers the discovery of oddities in library, garage, under pavement, back alleys
	+ The opening of a building to gather and document these objects
	+ Research team setup to work out connections between objects
* Call to Adventure
	+ A strange object with various connector pieces has been dug up. Looks like part of another thing. Or is it a central Hub that things connect into? \*image of a strange looking object…\*
* Cross the threshold
	+ Unusual objects are found and analysed. The public are asked for ideas as to what they are. The strange visual look entices a response. \*Image of underground connecting tunnels underneath houses
* Adventures
	+ The strange objects are discovered to connect together in multiple ways
	+ The public are invited to create and combine these things to make sculptures / things each day.
	+ Attempts to work out what these things are. Best suggestions taken forward for production runs.
* The Gift
	+ \*image of a rocket ship pieced together with many different objects, which is located on the roof of the Office of Oddities Research Centre, where suggested uses were tested out. Another image of a ‘shrinking device’

*Lone Twin*

* Every day
	+ The Longhill Estate – redbrick houses, trees, the shops, speed bumps, more trees, dog walkers, people waiting at bus stops, children playing on grass verges, a quiet hum of traffic.
* Call to adventure
	+ Posters, stickers and newspaper adverts announce and advocates spread the word that something going to happen at 8pm on Tuesday (twenty synchronized massive green fireworks are set off and fill the sky).
	+ A large crate publicly and visibly arrives in front of the parade shops, delivered on the back of a truck.
* Cross the threshold
	+ The following evening twenty members of the community (of a mixed demographic and wearing a distinctive green) stand by the crate, singing a song about rivers; at one part in the song, 6 voices are amplified through small hand held re-diffusion speakers, some of the words spoken are in different languages.
* Adventures
	+ A few days later, forty members of the community wearing green move around the estate in small groups and begin to polish, repaint and attend to all of the street signs on the estate – they have a small text about the rivers that the streets are named after.
	+ A few days later, one hundred members of the community appear as a projection on a screen installed on waste ground where a pub used to stand – they are filmed outside their house wearing green; look into camera and announce their name and the names of neighbours, friends, relatives.
	+ The following weekend, a night walk led and populated by two hundred members of the community – they carry bright lights that reveal otherwise invisible UV text and images that tell the story of a couple who grew up in these streets, met, fell in love, and transformed into fish.
	+ The following week, four hundred members of the community stand side by side in a green line that snakes across the estate – each person has a word that they speak as an audience member passes them by – a four-hundred-word text delivered in different voices amidst a cacophony of sound, the final person stamps your hand with a green circle, a full stop.
* The boon/gift
	+ Time passes…
	+ A window cleaner hums the rivers song, Barbara is greeted on the street by name by someone she hasn’t met before, a family uses a UV pen light to re-read the text on the corner of their street, diners in a café on Holderness Road notice each have a green dot on their hand and remember what was said to them in Longhill the night before.
* The return
	+ The next day, the crate is painted with green arrows, so many that eventually they are obliterated and the crate is completely covered – everyone helps. It is publicly loaded onto a truck and drives away.
* Re-cross the threshold/The end
	+ Spotlights light five members of the community ‘perform’ a tableau – an image replicated by little people inside the Carlton Theatre - blackout.

**Practical: Talking Through Timescales**

Bring the group back together in December and February

Hull 2017 will retain control of production, marketing, M&E, comms, etc.

*Periplum*

Want to do earlier rather than later to fit in with the darker nights. Also they have greater connections with community groups and want to take advantage of that energy. If that doesn’t work then September/October would be the next option, but late April / early May would be better.

*Aswarm*

September/October for darkness. Navigating council requires more lead in time, so they’d like to use the time between now and May/June to technically test things then Sept/Oct to make things happen in situ. Also, Chloe’s baby is due in February!

*Lone Twin*

May – July, with engagement beginning in May and presentations/moments happening in June/July. Gary imagines things happening during hazy summery evenings. It needs to end by 20 July when schools break for hols.

*Dominic* doesn’t know! Obviously the more time he has the more he can make. He doesn’t have any other big projects lined up for 2017.

*Joshua*

August – September – October OR July – August – September. Ideally he’d like 6-8 weeks in a shop. Note: BTO is at NPSC in Feb, May and Oct. He’s definitely unavailable until the end of May.

*Davy*

Hull Fair time. Needs lots of tech work at his computer and also access to big building. Filming people would need to happen very early in advance, maybe June.

**DONM: 30 November**