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Look at `dem articles and ideas!

ROTW



Fuk Magicians

Meta-Language



Cardistry Jail



Is Cardistry Real?

Yoyo over there on your side of the pancake. Biz the Jizz here, bringing you another issue of this fabulous and tasty magazine.

First up we got an interview with the PaperBeats team. Who them? Who that? OWW SNAP! They like a young DYNAMITE Crew (if you don't know who the "DYNAMITE Crew" was, you gotta check yourself homey). They got potential, here me out. Don't go about underestimating them. I layed my eyes on their hands and I felt something. Then, right after I jerked off a bit, I came back and rewatched their videos – the feeling was still there. So hear'em out on what they got to say – it ain't much, but they got a dope idea for the organizers of the next Cardistry Con and check out the tutorials they've filmed for this issue – DOPE..

Running up after that is the engineer, the handsome, the multi-talented, juggler, cardist, chart-maker, kick-ass-mothafucker : you know who it is already – *Matthew Beauuuuuuuuuudouin* (damn right I stylized his name. I also imagined yelling his name on a wrestling stage). He's got an article for us that is sure ready to make you think, make you doubt, make you react and shout: IS CARDISTRY REAL? Well, you'll just have to find out for yourself, by reading the damn thing!

Chandler Lim on the beat, presenting us with a different pair of feet. One that can take us on a different path, make our mind understand different math. He's talkin of that Meta Language bit, some of you might understand some of you might ask for more than just one sit. Nonetheless, take a good breath of air and sit your ass down let's hear this brotha's prayr.

Runner up – YUYA HOSHI. Who dropped a sweet move called "Hangnail" for this issue. I wanted this bad boy in the magazine cause this move of his can be taken in some bad boy ways if some of ya'll get your hands and practice the cut. He gon' tell us his creative process as well, spit some real for the community, and who knows? Maybe inspire a bunch of sweet-hearts lie you.

Lewis letting me interview him – such a pleasure. Ya'll know him, so stop fanboying and stand up. You know the drill – while we're reading the magazine, no drinking, no ass-slapping, no fanny-packing and especially no De'Vo Zombie killing. Class is dismissed. Now start reading this chick of an Issue and show me some love later on Insta.

Peace.

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Being one of the first cardistry groups here in the Philippines, we'd one to connect with other groups from other countries. The Philippines has been on the map back in the xcm days. But we've sorta faded away. One of our main goals is to bring the Philippines back to the cardistry scene. And here we are.

Members:

Theo Acosta
RC Lopez
Lance Maderal
David Sta. Ines
Cristouffer Villanueva

We'd like to collaborate with:
Fontaine, Al, di.



1. What do you think you would have done with your free time if you weren't doing cardistry?

If we were not doing cardistry in our free time, some of us would probably be playing computer games like dota and some of us would be working and studying our ass off. Our lives wouldn't have a lot of spice.

2. Imagine Real-Life Robots doing cardistry. How do you think they would perform? Would they be better than us? Why?

I think robots can't do much with their mechanical hands. They will never be better than us because we are the ones who control them. And besides, they may process information at a fast rate but they will not have the same creativity as us.

4. If you could implement something, may it be an activity or a scene, an activity or some quirky thing, what would you implement at the next Cardistry Con?

If we could implement something at the next Con, it will be a 1-minute live cardistry battle using a brand new deck, fresh from the box.

Rules/Mechanics of the activity:

After they open the deck, the time will start
(the contestants have no time to break in the deck)

Every contestants already has 52 points.

Each cards that drop will be deducted from their points.

Contestants will be eliminated until only one remains



@paper_beats



Idea #2: The Cardistry Mirror

8 views 0 comments Edited: 7 hours ago

Scene

A mirror shop.

Sketch

A normal person walks in front of different mirrors only to discover himself to be holding different object in each one. He is holding a pen in one mirror and we see him spinning it, manipulating it in different ways. As he walks from mirror to mirror, the individual watches himself manipulate objects in ways he has never dreamed possible.

The sequence shows both the person in reality and the one in the mirror (but not all of the time). Better to show snippets of both and through cinema to make it clear that it is the mirror we are watching when there are performances.

Then you get to the cardistry mirror.

You can make this very funny by showing the person from the mirror first and then showing how the one from reality is actually moving.

Or you can take this down the serious road and when we see the person in reality he really is performing cardistry moves but without any deck in his hand. *Air-Cardistry*.

Ending

The shop owner asks him if he wants to buy a mirror. The character looks at the owner, then back at the mirror.

During the credits scene (which roll down on the right) we see the individual sitting on a chair and practicing in front of the mirror, but he got cards in his hands. The person in the reflection of the mirror is the one with no hands. Like this, the watcher has been transported on the other side of the mirror by the end of the video.

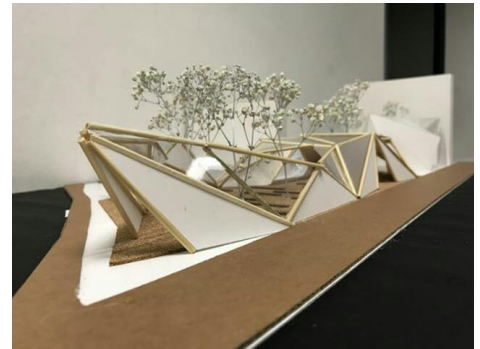
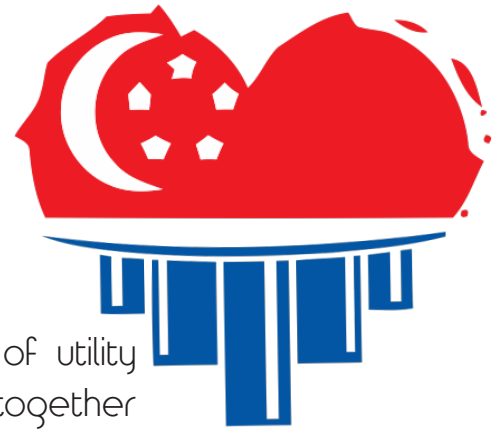
HOW CARDISTRY INFLUENCES THE MIND

Chandler Jim

If I were to ask anyone how would cardistry influence a cardist in general, they would most likely say "Oh! You would definitely be good with your hands (◡‿◡)" or "Oh! You must have really good multi-tasking skills!". However, I believe that cardistry can not only benefit us in terms of being cool and 'good with our hands' but it could also benefit our lifestyle.

Be it whether you are a cardist who creates your own original material or you are one who enjoys learning moves from other cardists, I am sure there are many aspects in which cardistry can influence the way you think and/or perceive things. **For example**, if you are someone who enjoys learning and perfecting moves to the finest details, you would naturally be able to pick up habits or traits such as attention to small minute details or the patience you have to set aside time everyday to sit down and try to nail that one move and apply it to other aspects of your life such as work or your day to day activities. **Or in another case**, if you are a creator of original moves, try to think of creating moves as a puzzle or a problem and you completing or finding that perfect closer to your concept as a solution. After this, you could take this trait of being persistent of finding that perfect 'solution' to your 'problem' and apply it to your real life challenges. YES, I KNOW, it sounds weird. But hear me out, it works to a certain extent. Here's a little story below of how it kinda worked for me.

Currently I am an architecture student studying in Singapore and every annual year of my school term I would be thrown 2-3 major projects in which they give us a site and brief us to come up with a design proposal for it. In my most recent project, believe it or not, I was literally inspired by the concept of combo moves in cardistry. Combo moves are a string of utility moves such as "Pincho", "Legolove" or "Trigger" being strung together seamlessly so that they create a longer sequence of a move. So, while coming up for a concept for my proposal, I was fidgeting around with some combo moves and thought 'Isn't each utility move in a combo a building block for a combo? And technically we can come up with different combos if we rearrange these blocks in a different sequence each



time'. From there, I realized I could literally take that concept and apply it to my proposal. So, to cut the long story short, this idea of combos and utility moves inspired me to design a modular structure that is made of 3 different basic blocks that can be rearranged into different formations to form different spaces and adapt to whatever site it is on.



In conclusion, yes, I know that my story isn't about me applying habits I've learnt from cardistry to my school work and more of me getting inspired by cardistry. But I hope that it goes to show that cardistry can play a much larger role in your life and be so much more than just a hobby that makes you look cool or just for you to pass time.

Hope you have learnt something from reading my article and thanks for reading!



***Latest Video: Chandler & Kenneth
for cardvolution***



@chandler_lim



Idea #29: Cardistry Practice App.

7 views 0 comments Edited: 2 days ago

Concept

An app/game that helps you practice.

Ideas

You know that Rubik Cube app where you place your hands down to start the count and place your hands once more when you've finished making the cube? This app can be developed around that concept, but instead of the cube, you must perform certain moves that appear on the screen.

These moves can either be *Type Moves* (fan, one handed cut, 3 packet cut), *Specific Moves* which come along with the app (Jackson 5, Skater Cut, Phobos Deimos) or *Repertoire Moves* (these are moves you have created).

Once a category is chosen, you must complete each flourish that is shown on screen in the shortest time possible. The question comes: "What if you do not want to perform these flourishes as fast as possible?". Regarding *Specific Moves*, each move comes with a good time frame that the creator has been seen performing his move. Regarding the other types, you can choose at the beginning of the app what you are aiming to get out of the app: a faster performance speed, less cards dropped on the floor - and once you've chosen one of the goals, you can track your progress that is aimed towards that.

If choosing "dropping less cards", after every flourish you will be asked how many cards you have dropped on the floor. The information will be registered along with the speed of your performance and after a few weeks you will be able to read your progress on a chart (who doesn't love charts, aye?).

Creative process

Yuya Hoshi

My creation starts from finding a new and cool opener. My basic thought about how to create good moves is that "a new move is made from a new opener and a cool move is made from a cool opener." My one of many approaches to make an idea original is to differentiate it at the part of splitting the packets. So, first, I try various grips without being conscious of what kind of move I want to make at this stage. For example, I came up with the opener of "Hangnail" when I was looking for a ridiculous way to split a packet without figuring out what I wanted.

The next thing I do is to think about a concept or main part of the move by trying many transitions. As for 4 packets cuts, the moment when 4 packets become 3 or fewer packets can be the main part. So, I'm very conscious of how to put two packets into one when working on the main part (for example, by spinning, tossing, sliding and so on).

My thought about how to close the cut is that it should be finished simply. It makes the objective clear to do so. In the case of "Hangnail", the rest packets don't do anything after the main part, just close the cut.

These are my basic creative process I adopt recently. I actually created "Hangnail" in accordance to this process. But it takes so long time for me to complete one move. In fact, a few months were needed to come up with the main part of "Hangnail" after finding the opener. So, I think it is very important not to be hasty, as well as learn many moves in the creation of card flourishes.



My name is Yuya Hoshi, I'm 21 years old and I've been doing cardistry for around two and a half years. I live near Tokyo in Japan.

I am a senior in collage, majoring in jurisprudence.

My style is highly influenced by Patrick's and Iroha's style. I also really love Anthony Chanut's moves. His first Handshields playing cards trailer video made me get more involved in cardistry.

I'm still inexperienced as one of cardists, but I want to state my creative process here to share my thoughts with the community, referring to my favorite move "Hangnail".



@yuya.hs



Idea #23: Starring into the camera / Fuk Magicians

6 views 0 comments Edited: 7 hours ago

Concept: We see tens of cardists just starring into the camera.

Why

No voiceover. Just 3 seconds of every cardist that can film themselves staring into the camera. And as they do so, the viewer stares back at them.

At the end, the last person fades out into text, "*Magicians. We're watching you.*"

Time: 1 minute

Cardistry is Real

Matthew Beaudouin



*Dude, you should learn
Sybil too!*

If you're anything like me, you started Cardistry alone, on your bed, cross legged watching a YouTube video by Chris Ramsey, The Virts, Jaspas, Zach Mueller, Dan and Dave or perhaps even De'Vo. If you're lucky, you might have convinced a friend that learning the Charlier cut is cool, and that they should

totally learn Sybil too. In the "early days", the online Cardistry community lived on forums. Those are inherently good at keeping a tight knit community active because they allow individuals to recognize each other by their username, exchange videos, and keep up to date with the latest news. All of these people motivated each other, pushing the boundaries of what's possible to impress one another. However, forums have a fatal flaw, a single point of failure.

If the person running the forum loses interest (or happens to be kind of insane), it's a death sentence for the forum. The community eventually moved to Instagram, which somehow ended up being kind of a perfect platform. It's

**"If you're
lucky..."**

decentralized, which makes it a lot harder for the community to die out. More importantly, it's designed to share short videos which are perfect for individual cuts or combos. It's also very easy to gauge your popularity – how many followers do you have? How many views and likes do your posts get? Though it's important to keep in mind

“...*why* do we keep doing Cardistry?”

next thing. So why do we keep doing Cardistry? I believe that it's because somehow, a group of people across the internet are also interested in this same pointless thing. We're social animals, so the affirmation that what we're doing is valuable to someone else adds the necessary amount of extrinsic motivation to keep us moving forward when we might have given up long ago. Cardistry might be pointless, but the fact that others find value in it makes Cardistry real.

It's not without its flaws, but it works well as an online community.

When it comes to keeping cardists engaged in the art, we have a problem. Like **Patrick Varnavas** said in his Cardistry Touch Portrait video, Cardistry is pointless. On one level, that doesn't bother me; a lot of things people do are pointless. However, the problem is that it is very hard to maintain interest in something this pointless. Eventually, your intrinsic motivation runs out, and you move onto the

next thing. So why do we keep doing Cardistry? I believe that it's because somehow, a group of people across the internet are also interested in this same pointless thing. We're social animals, so the affirmation that what we're doing is valuable to someone else adds the necessary amount of extrinsic motivation to keep us moving forward when we might have given up long ago. Cardistry might be pointless, but the fact that others find value in it makes Cardistry real.



FIG. 35.



“I’m guessing that they dressed up as a goat between practice sessions to go on murdering sprees...”

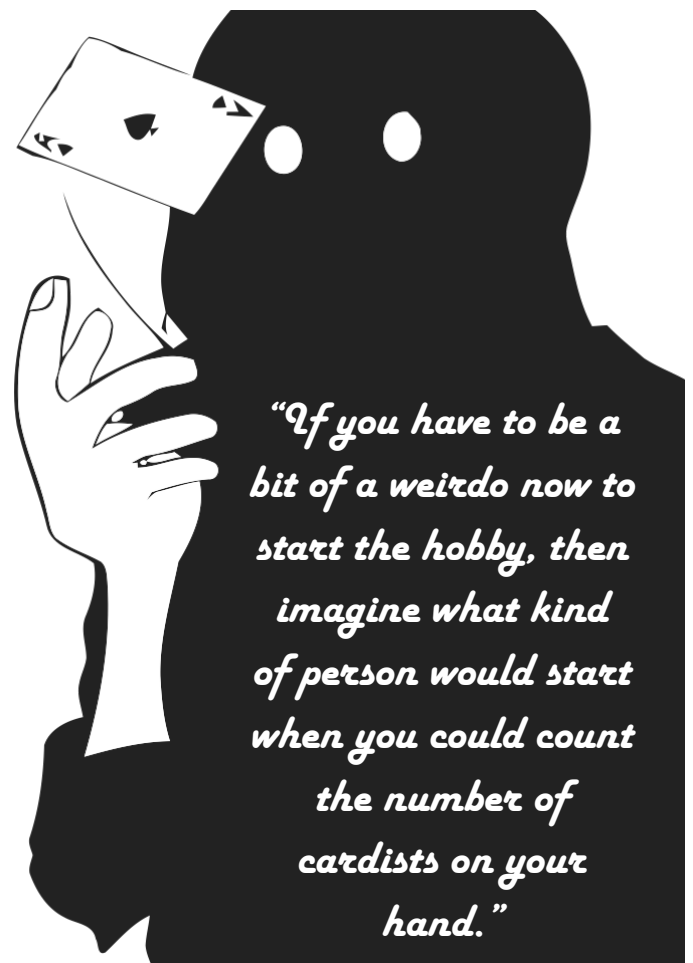
The mere existence of the community keeps the question at bay: “why I am doing this?”

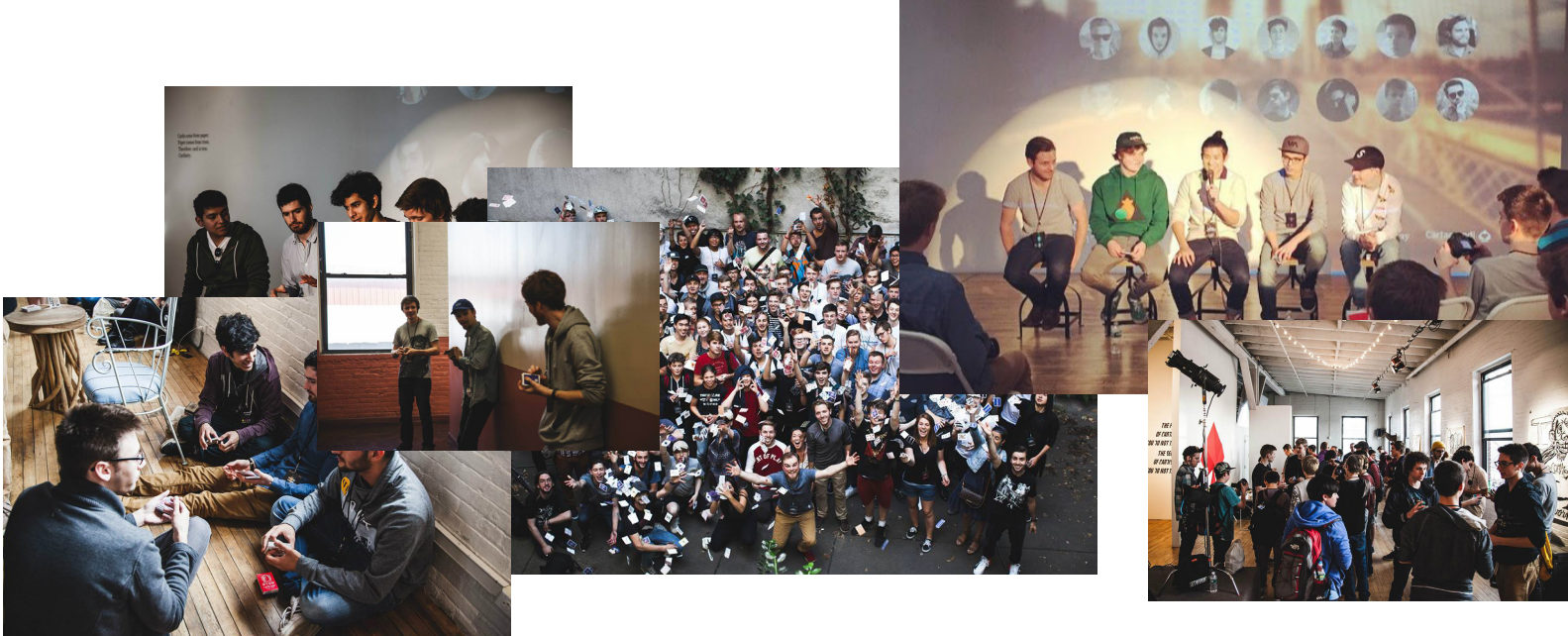
It takes a very particular kind of person to really get into Cardistry. It’s not necessarily fun until you become competent, and I think that most begin-

ners power through because the community effectively shows Cardistry as an unending source of potential, both to learn moves but also to create your own. Which begs the question: if this is true now, how did the first cardists start the art-form? I’m not talking about magicians who integrated manipulations into their routine, I mean people who specialized in card manipulation. If you have to be a bit of a weirdo now to start the hobby, then imagine what kind of person would start when you could count the number of cardists on your hand. Or when you’re literally the only person, in the world, doing it. I have this theory that as more people get into Cardistry, the average insanity of every cardist becomes diluted. De’Vo’s vibe can be summarized by his video **Death Before Me**, but he’s not much compared to Brian

Tudor who said “Create your own fucking moves, get off my balls” in DVD aimed at teaching his material. Now I don’t know much about some of the first “cardists” such as Jerry Cestkowski or Alexander Popov, but if my theory is correct, I’m guessing that they dressed up as a goat between practice sessions to go on murdering sprees. But that’s just an educated guess.

Social media is a useful mechanism to remind you that others care about Cardistry. However, while the drive to get your post featured on BCA may keep pushing you for a





while, it isn't enough. Getting a comment on your post doesn't completely feel like a human interaction. Which is why Cardistry Con 2015 changed everything. I barely attended, and it completely changed the place Cardistry took in my life. Chris Hestnes, a Cardistry veteran, wrote an article in [whoshuffleslikethat](#) about how the convention rekindled a love for Cardistry which he thought was lost. Although, while social media will connect you with others around the world, nothing makes Cardistry feel real like meeting another cardist; because despite Cardistry being pointless, we can still talk about it for hours on end, day after day. That's the magic of Cardistry Con



; not the videos, merchandise, or talks. It's that you can meet your heroes in flesh, talk to your friends from across the globe in person, and realize that they are actually real.

Sadly, we aren't all lucky enough to make it to Cardistry Con. Thankfully, it's not the only way to make Cardistry feel real. If all you need is to meet other cardists, then organize a local jam! Believe it or not, there are more of us than you might think. I thought that Boston had no cardists until I actually got around to setting up a jam. I expected two to three people, and about ten showed up. Granted, having a fairly large number of followers on Instagram makes it a lot

easier, but it isn't required. Montreal and Seattle have thriving communities led by motivated individuals who don't have a large internet following. They organize jams, make videos, and sometimes even small contests to keep local cardists engaged. I believe that's the future of Cardistry. As the community grows, Cardistry Con won't be sufficient to satisfy everyone's desire to make Cardistry real, and it will be up to local communities to fill that gap. It's already happening with the Cardistry Con of China and Mexico's AMCM. See if your nearest large city has an Instagram or Facebook page, and try to contact the people in charge directly. You can



find people (and put yourself on) the World Cardistry Map, or this Instagram post from The Virts. If those don't exist, make one! Make sure it's easily accessible, and eventually others will stumble upon it. Although I've been focusing on connecting people IRL, there are other ways to make Cardistry feel real. Cardistry Touch's posters and My Shuffles app also helps accomplish this by virtue of being a product that isn't cards or a tutorial. Do you study Computer Science? You could make a webapp to improve an aspect of every cardist's life and have a huge impact on the community. Graphic Design? Instead of designing the millionth deck of cards, you could

focus on making graphics to illustrate Cardistry to laymen. There is so much that we could do to anchor Cardistry in the real world. We should overcome our reliance on the main Cardistry brands, to keep the community alive and growing, not because the companies aren't doing it well (they are), but because it won't scale as the community grows in size. It might be more comfortable to wait for someone else to grow the Cardistry scene for you, but you're signing yourself up for disappointment if you just expect someone else to set up a jam right outside your house. You can contribute to the cardistry community in so many more ways than by simply



doing Cardistry or making cards. The size of our community suggests that you have a significant opportunity to change a portion of people's lives. Granted, perhaps only a small portion, but if you're reading this, it's a portion of their that you care about. Contributing to the community will make Cardistry take a larger role in your life, and as people interact with your contribution, will in turn will make it feel more real than ever. And hey, you might just have fun in the process.



@mattbeaudouin



@Matt Beaudouin



Idea #44: Cardistry Jail

4116 views 27 comments Edited: a day ago

Concept

In this universe, every artist that has wronged the Art System is sentenced to a personalized jail especially made for his type of art.

Script

OUTSIDE OF JAIL CARDI

A yellow bus is approaching the facility. Inmates are approaching the fences in order to greet the newcomers.

MACK

Fresh cards. Fresh cards. Fresh cards.

Every inmate starts chanting.

The bus opens and boys are seen exiting the vehicle. Camera cuts back and forth between the newcomers and a group of inmates.

BOBO

laughing

Hey, take a look at that one. He's still got his deck in his hands.

JIM

Bets people, bets.

ROCKO

I got my money on the tough one. He's gonna last the most, for sure.

Big block sporting a BLOC Playing Card Company tee. We can see in his hands a deck of Bloc cards.

BOBO

The fatty. Four card cases.

JIM

Four? Owww, you're going to lose this one.

ROCKO

Five on the fatty as well.

JIM

On the fatty? You guys must've lost your minds.

BOBO

Reminds me of myself. To passionate to let them get to his head.

One of the newcomers trips and falls to the ground, spreading black NOC playing cards all over the floor. The guards pick him up and shove him back in line.

TIM

Poor guy. Must be a magician. What's he doin here?

BOBO

Probably a cardist that's recently turned into a magician. Most likely tried to hide his true passion so they wouldn't send him here. I've heard others trying to do this.

The camera pans away into the sun, making the entire image white.

INSIDE OF THE JAIL, 11AM

The bus opens and boys are seen exiting the vehicle. Camera cuts back and forth between the newcomers and a group of inmates.

CUT AWAY FROM a light inside one of the cells and SLOWLY PAN from left to right revealing empty prison cells. We see pin up girls sporting decks of cards stuck to the walls of some of the cells. The camera follows a rat from one of the rooms and brings the viewer into the cafeteria.

Everything is made out of cards. The chairs, the tables, the inmates clothes, the spoons, the forks, the plates - everything.

The newcomers are entering the cafeteria after being assigned to their cells. They're wearing different clothes than all the other inmates in the cafeteria.

Our attention shifts to the group of inmates that we've previously seen talk. All of them are eating their food with their hands.

BOBO

It's no point trying to use those. Just be happy ...
someone's food melts through the paper plates

BOBO

...that doesn't happen

Bobo is talking to one of the freshman. It's the fat one.

ROCKO

Five on the fatty as well.

BOBO

What's your name boy?

FAT GUY

Fat John. But people call me Skinny Fat on Instagram.

The guys start laughing. Fat John isn't phased one bit by this.

ROCKO

We got a touch guy here. What did they get you for?

SKINNY FAT

Teaching other people's moves.

TIM

That's a harsh one. How much did you get?

SKINNY FAT

Not enough. I wanted to come here.

The gang looks at each other.

SKINNY FAT

The boss send me over to get to you guys. He wants you for a video.

That gang starts laughing. A guard passes by and hits the table with a deck of cards. Everyone resumes eating.

JIM

What sort of bullshit are you talking boy? Who's your god, boss?

ROCKO

whispering

Idiot.

SKINNY FAT

Can't say, but he needs you today.

Here's the location and the time.

Be there. I hope to god you're still as good as they say you are.

Skinny Fat picks up his plate and moves to a different table.

Bobo picks up the letter. It reads "*Cell 11, 11PM*".

BOBO

Hmmm...

ROCKO

It's a prank. The guard will just beat us.

TIM

I dunno. He seemed too confident.

A small fellow holding a paper approaches the table and sits down next to the gang. The guys greet him.

SMALL GUY

Hey guys. I heard about you.

You're the famous Wrecking Crew, right?

You mind if I get an autograph from all ya'll?

Tim chuckles and takes away the piece of paper from the kid. The five guys pass the paper from one another then pass it back to the kid, but he's nowhere to be seen anymore.

MACK

What in the hell?

Tim takes a look at the piece of paper in his hand. It says something on the back. "I can get you out of this prison. Cell 11, 11PM".

FADE OUT as all the fellows look at each other.

CELL 11, 11PM

The Five guys enter the cell. The door closes behind the inmates, startling them. From a dark corner of the cell, an individual dressed in all yellow walks towards the guys.

Jaspas

Thank you for coming.

My name is Lewis, I'm currently 19 years old and I've been doing cardistry since around 2011. I'm American, but I've moved around a lot - I lived in Amsterdam for ten years (not consecutively) and Hong Kong for three. I currently live in Los Angeles where I'm studying business at the University of Southern California. I love-live music of all genres and have been to hundreds of concerts over the last few years. I also really love film; my favorite is Fantastic Mr. Fox.



1. What do you think you would have done with your free time if you weren't doing cardistry?

Had I never started doing cardistry, I would likely be a much better magician than I currently am. I've always loved magic, and still do, but with more of a passion for cardistry I find it difficult to give magic the time and attention it really needs. Other than that, I'm sure I would have devoted a lot more time to music. Over the last year I started learning how to produce and mix, but had I not been doing cardistry I'm sure I would have started years ago. Lately I've been mixing a lot though, I'm definitely trying to start DJing at parties and such over the next few months.

2. Imagine Real-Life Robots doing cardistry. How do you think they would perform? Would they be better than us? Why?

While I'm sure someone could program a robot to create some unbelievable flourishes and execute them perfectly every time, I think that would kind of defeat the point. When someone performs a complex flourish or even a simpler one really well, I think we like it, as cardists, not only because it looks amazing but because we can appreciate the time and effort put into practicing and perfecting the flourish and its performance. There would be no reason to appreciate the robot's performance for anything other than looking cool, if anything it would be more astounding that someone was able to program it to do that.

3. Let's say you could create objects just like in Fortnite (google it if you do not know the game), but through the use of cardistry moves. Based on the inventory of moves you have right now, what do you think you could build with them?

I spent way too much time thinking about this question to not answer, but I honestly have no clue. Maybe a nice couch or something because my moves are, for the most part, soft and comfy. I don't know.

4. If you could implement something, may it be an activity or a scene or some quirky thing, what would you implement at the next Cardistry Con?

If this would be possible at the venue, I think it would be sick to have a designated room for video screenings. They implemented the "Cardistry Film Festival" idea at the last con, with several videos screened back to back at the main stage, and I think this would be a good way to develop that idea. The room could be used to premier videos throughout the day during any free time. It would also give more people the opportunity to release videos at the convention, which is a milestone for any cardist, and would probably make the viewing experience slightly better.

5. The Cardistry Movie. Tell me what do you see it to be about, how would you see cardistry being implemented and so on.

Similar to what Mads said in his interview, as of right now I think cardistry would be better as part of a larger story than the actual focus of a film, simply because the general public doesn't really know what it is. Alternatively, an exhaustive and well-crafted documentary on the art or a cardist would be amazing.

6. With the Cardistry Con Championship undergoing as of this month, what would you do to spicen things up?

My plan for, if I made it, was to do every round uncut, including the final. One of the rounds was going to be entirely one handed.

9. How do you see the cardistry community making it so we could have cardists that create flourishes and perform full time? Just like the skate community has.

As of right now, I don't think the community has the infrastructure or size to make it really feasible to have full time cardists, or at least more than just a handful, but I think that will change relatively soon, maybe even within the next three to five years. I think the most practical way of doing so, similar to what I understand of the skate industry, would be through brand sponsorships, or perhaps brands having cardists representatives. For example, cardists whose job it is to flourish exclusively for a particular brand and represent them through deck trailers, performance videos, etc. One thing we have that the skate community doesn't have is the ability to create and thereby sell tutorials for one's material, like in magic.

10. If you would make enough money out of flourishing to support yourself, how would you push the art forward?

Literature, for sure. I would love to devote some serious time to developing cardistry theory. One of my goals is to write a book, but that's a long way away.

11. Do you have a question you would like to ask the community?

Something I've been thinking about lately the relationship between performance videos and cardistry itself. How integral are they to what we do? I wonder what the next step is in the presentation of cardistry, if there will be one at all. Are performance videos always going to be the principal medium through which we present our material? Are they the best medium? How, if at all, does cardistry change if performance videos are less of a focus? I don't want to sound like I'm hating on performance videos, I'm just thinking out loud.



@lewiscaldwell

If you enjoyed this issue of the
Magazine, good for you.
I love you too.

