

Working for a Laugh

The Corporate Comics Survival Guide to the Workplace



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Working for a Laugh

The Corporate Comics Survival Guide to the Workplace

Introduction

The Corporate Comic Story

As a comedy entertainer specialising in the Corporate Industry I found myself more and more being hired for jobs where I would be called in during working hours to do my twenty minute show. As word spread I soon became known as that 'funny' guy with the red and black suit ... the Corporate Comic. At first I didn't think anything of it, then one day I received a phone call from a lady who wanted me to come in and do a show for the company she worked for. After a lengthy discussion she told me that she had heard about me through another business who had hired me to boost staff morale and this is what she wanted me to do. It was then that it finally clicked there were people out there who were using humour to improve attitudes, reduce anxiety, defuse anger and build a better team spirit in the work place. This sparked a huge interest in the 'healing power of humour'.

I spent the end of 1995 and all of 1996 researching the 'healing' powers of humour and have been overwhelmed by the vast array of books, magazines, reports and internet articles that are on this very subject. In the middle of last year I set about writing a book on the subject of the 'healing of humour' gathering information from these various sources then discovered that I had gathered enough material for two books, one which is called 'Laugh Yourself Well' which will look at the use of humour in the work place and this book, "Working for a Laugh" which is a collection of humorous material which can be used in the work place, or at home to create a laugh.

"If laughter is the best medicine ... then prepared to become very well" Guy Cater

The above quote came from a good comedian friend of mine, but for years people have been saying that laughter is the best medicine, but it has only been in the last ten years or so that actual medical and scientific research has shown that laughter can have a beneficial effect on your physical health.

Norman Cousins published a book *Anatomy of an Illness as Perceived by the Patient* which sparked a large interest in the healing powers of humour. Cousins described how prolonged laughter helped him recover from a debilitating disease of the nervous system. If stress and negative emotions can make us ill, Cousins reasons, why can't laughter, love, and positivity help us heal? He devoted many years to studying laughter and the mind-body connection. Cousins (and others) believed that endorphins, the body's natural painkillers, are produced during laughter. Endorphin release would account for the pain relief and the feeling of being naturally 'high' that most people experience after a period of prolonged laughter.

As a dedicated entertainer who loves my work I don't drink or take drugs for years I have felt that I need no stimulants to get a 'high', as a comedian I am pretty much on a 'natural' high after a show where I am working because it is full of laughing, playing and humour ... there is nothing quite like it. I discovered the healing powers of humour when I was on tour in Australia with a Variety Show. During a game of 'touch frisbee' I was injured in a rather painful place and taken to hospital. There I was, sitting in the hospital room, in another country, in pain, wondering what was going to happen to me next, comedy was far from my mind at this stage. The room was full of nurses when the doctor arrived and just as he was going to give me two injections he said, "You're going to feel a small prick" to which I replied, "I'm not that way inclined" and the room erupted with laughter, the doctor laughed, I laughed, the nurses laughed, it became very contagious. All of a sudden the tension was gone, I wasn't worried and I got my sense of humour back, I was able to see the funny side of it all. We spent the next two weeks using humour to help me back on my feet and it worked incredibly well for me.

There has been evidence which has shown that hearty laughter can affect cellular development. Dr. Lee

Berk at Loma Linda University Medical Centre in Loma Linda, California, has proven that spontaneous lymphocyte blastogenesis occurs during laughter, T cells, an important part of your immune system, are produced in much greater numbers.

As a Corporate Comic I am now called in to organisations to help look at how to bring humour into the work place and make it a better environment. Employers seem to be realising the importance of humour and that it is a positive force in team building, in customer service, and in boosting employee morale and company loyalty. Trade Shows are becoming very popular in New Zealand and I find that I am hired for two reasons. Firstly my job is to attract people using comedy to the stand or display, keep them there then hand them over to the sales people. Secondly the sales people love having me there because standing on your feet for eight hours a day for three or four days can be very tiring and tedious, so by using humour I keep their spirits and morale high hence they give more when talking to clients.

You don't need to be a joke teller to inject humour at work. There are literally thousands of ways to invite smiles and laughter and this book is just one. This book is a collection of gags, jokes, funny stories relating to the work environment that I have collected over the years from office walls, desks and found in filing cabinets throughout the Pacific while bringing humour to the Corporate World. This book is meant to be left 'lying' around on your desk, at home, on the coffee table, wherever people might pick it up and get a chuckle. There are many things in here that could be photocopied and pinned on the notice board ... the idea is that it will brighten up your day, put a smile on your face. As a Humour Consultant it is my job to visit Industries and show them ways and techniques on how to bring humour into the work place. Humour is a great way to improve attitudes, spark creativity, reduce anxiety, break down barriers, attract other people, defuse anger build team spirit and enjoy life a whole lot more! Share this book with your friends, encourage them to BUY a copy (I have to eat too!) for their friends and take it to work.

If you are going to pin some of the 'off-colour' material to the office noticeboard please use your common sense whether it is in good taste or not. In my book, Laugh Yourself Well at Work, I suggest guidelines for appropriate and inappropriate humour and five areas where humour is off-limits.

Some of the topics will relate just as well to home use as the office, such as the answering machine section. Being a trivia buff I have included some of my favourite 'useless' trivia which is of no good to anyone but it still might make you laugh.

For promotional and marketing reasons I have also included at the back of this book information on myself, how I use my skill as an entertainer for the corporate sector and my seminar on the "Laugh Yourself Well" ... How to Lighten up the Work place.

A very special mention must go the very funny work of Ted Goff who has a fantastic collection of work available relating to the world of business. To get in touch with Ted and view his ongoing range of work, just email him and I'm sure he'd be more than happy to let you see more of his work.

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"How to do three things at once. Chapter One..."

Murphy's Laws

Murphy's First Law

Nothing is as easy as it looks.

Murphy's Second Law

Everything takes longer than you think.

Murphy's Third Law

Whatever can go wrong, will go wrong.

Murphy's Fourth Law

If there is a possibility of several things going wrong, the one that will cause the most damage will be the one to go wrong.

Murphy's Fifth Law

If anything just cannot go wrong, it will anyway.

Murphy's Sixth Law

If you perceive that there are four possible ways in which a procedure can go wrong and circumvent these, then a fifth way, unprepared for, will promptly develop.

Murphy's Seventh Law

Left to themselves, things tend to go from bad to worse. Farnsdick's corollary:
After things have gone from bad to worse, the cycle will repeat itself.

Murphy's Eight Law

If everything seems to be going well, you have obviously overlooked something.

Murphy's Ninth Law

Nature always sides with the hidden flaw.

Murphy's Tenth Law

Mother Nature is a bitch.

Murphy's Eleventh Law

It is impossible to make anything foolproof, because fools are so ingenious.

What To Do In Awkward Situations

You are at a business lunch when you are suddenly overcome with an uncontrollable desire to pick your nose. Since this is definitely a no-no, you...

- (a) Pretend to wave to someone across the room and with one fluid motion, bury your forefinger in your nostril right up to the fourth joint.
- (b) Get everyone drunk and organize a nose picking contest with a prize to the one who makes his nose bleed first.
- (c) Drop your napkin on the floor and when you bend over to pick it up, blow your nose on your sock.

You have just returned from a trip to Green Bay, Wisconsin, America in January. Your boss says that nobody but whores and football players live there. He mentions that his wife is from Green Bay. You...

- (a) Pretend you are suffering from amnesia and don't remember your name.
- (b) Ask what position she played.
- (c) Ask if she is still working the streets.

You are having lunch with a prospective employer and are real close to a job offer. You are also sitting in a restaurant with the Personnel Manager. An incredibly attractive blonde lady walks into the restaurant and you direct the personnel managers attention toward this lady. You then proceed to make rude, obnoxious 'male' comments about the lady when suddenly she walks over and the personnel manager tells you it is his/her daughter. You...

- (a) Ask for her hand in marriage.
- (b) Pretend you have forgotten how to speak English.
- (c) Repeat the conversation to the daughter and just hope for the best.

You have prepared a proposal for your supervisor. The success of this proposal will mean increasing your salary 20%. In the middle of your proposal your supervisor leans over to look at your report and spits into your coffee. You...

- (a) Tell her/him you take your coffee black.
- (b) Ask her/him if s/he has any communicable diseases.
- (c) Show her/him who's in command; promptly take a leak in her/his "In" basket.

This test has been designed to evaluate reactions of management personal to various situations. You are making a sales presentation to a group of corporate executives in the plushiest office you've ever seen. The enchilada casserole and egg salad sandwich you had for lunch react, creating severe pressure. Your sphincter loses control and you break wind, causing the glass bookcase doors to shatter and a secretary to pass out. You should:

- (a) Offer to come back next week when the smell has gone away.
- (b) Point to the Chief Executive and accuse her or him of the offence.

Please be advised of the following changes to the travel policy guidelines...

Memorandum

To: All Employees
From: Headquarters
Subject: Business Travel Policy Guidelines
Date:

Due to fiscal constraints, the following corporate policies are announced regarding employees on travel for official business. The purpose of these policies is to save money, thereby decreasing overhead.

Transportation

If commercial transportation must be utilized, the lowest cost tickets will be purchased. Airline tickets will only be authorized for purchase in extreme circumstances and, the lowest fares will be used. If, for example, a meeting with a customer is scheduled in Seattle, but a lower fare can be obtained by travelling to Detroit, then travel to Detroit will be substituted for travel to Seattle. Bus transportation will be utilized whenever possible. Hitchhiking in lieu of commercial transport is strictly encouraged. Luminescent safety vests will be issued to all employees prior to their departure on company business trips.

Lodging

All employees are encouraged to stay with relatives or friends while on company business. If this is not possible, then cost effective alternatives should be exploited. Public areas such as parks and parking lots can be used during periods of good weather. In inclement weather, bridges may provide temporary shelter.

Meals

Expenditures for meals will be limited to the absolute minimum. It should be noted that certain grocery chains, such as "General Nutrition Centres" and "Piggly Wiggly" stores often provide free samples of promotional items. Entire meals can often be obtained in this manner. Travellers should also become familiar with, and exploit the use of, indigenous roots, berries, and other protein sources available at their destination. If restaurants must be utilized, travellers should seek establishments offering "all you can eat" salad bars. This will be especially valuable to employees travelling together, as a single plate can be used to feed one clever group. Employees are also encouraged to bring their own food while on company business. Cans of tuna fish, Spam and Beef-a-roni can be conveniently consumed at your leisure, without the unnecessary bother of heating or other costly preparation.

Entertainment

Entertainment while on travel is discouraged. If such extravagances are required for business reasons, the customer should be encouraged to "pick up the tab". Such actions will save the company money and also convince the customer that we are concerned about "spending his money on providing a good product for him", not on useless overhead frivolities which can drive up our prices. Hospitality provided to our customers at our facility shall be tasteful, yet cost-effective. In lieu of frivolous dinners, a picnic bench will be placed in the parking lot complete with garden hose for liquid refreshments.

Miscellaneous

All employees are encouraged to employ innovative techniques in our common effort to save corporate dollars. One enterprising individual has already suggested that money could be raised during airport "lay-over" periods which could be used to defray travel costs. In support of this idea, "Red Caps" will be issued to all employees prior to departure so that they may earn tips for helping other travellers with their luggage

Six Phases of Project Management

- 1 Exaltation
- 2 Disenchantment
- 3 Confusion
- 4 Search for the Guilty
- 5 Punishment of the Innocent
- 6 Distinction for the Uninvolved

Immutable Laws Of Project Management

Law 1

No major project is ever completed on time, within budget, with the same staff that started it, nor does the project do what it is supposed to do. It is highly unlikely that yours will be the first.

Corollary 1: The benefits will be smaller than initially estimated, if estimates were made at all.

Corollary 2: The system finally installed will be completed late and will not do what it is supposed to do.

Corollary 3: It will cost more but will be technically successful.

Law 2

One advantage of fuzzy project objectives is that they let you avoid embarrassment in estimating the corresponding costs.

Law 3

The effort required to correct a project that is off course increases geometrically with time.

Corollary 1: The longer you wait the harder it gets.

Corollary 2: If you wait until the project is completed, it's too late.

Corollary 3: Do it now regardless of the embarrassment.

Law 4

The project purpose statement you wrote and understand will be seen differently by everyone else.

Corollary 1: If you explain the purpose so clearly that no one could possibly misunderstand, someone will.

Corollary 2: If you do something that you are sure will meet everyone's approval, someone will not like it.

Law 5

Measurable benefits are real. Intangible benefits are not measurable, thus intangible benefits are not real.

Corollary 1: Intangible benefits are real if you can prove that they are real.

Law 6

Anyone who can work effectively on a project part-time certainly does not have enough to do now.

Corollary 1: If a boss will not give a worker a full-time job, you shouldn't either.

Corollary 2: If the project participant has a time conflict, the work given by the full-time boss will not suffer.

Law 7

The greater the project's technical complexity, the less you need a technician to manage it.

Corollary 1: Get the best manager you can. The manager will get the technicians.

Corollary 2: The reverse of corollary 1 is almost never true.

Law 8

A carelessly planned project will take three times longer to complete than expected. A carefully planned project will only take twice as long.

Corollary 1: If nothing can possibly go wrong, it will anyway.

Law 9

When the project is going well, something will go wrong.

Corollary 1: When things cannot get any worse, they will.

Corollary 2: When things appear to be going better, you have overlooked something.

Law 10

Project teams detest weekly progress reporting because it so vividly manifests their lack of progress.

Law 11

Projects progress rapidly until they are 90 percent complete. Then they remain 90 percent complete forever.

Law 12

If project content is allowed to change freely, the rate of change will exceed the rate of progress.

Law 13

If the user does not believe in the system, a parallel system will be developed. Neither system will work very well.

Law 14

Benefits achieved are a function of the thoroughness of the post-audit check.

Corollary 1: The prospect of an independent post-audit provides the project team with a powerful incentive to deliver a good system on schedule within budget.

Law 15

No system is ever completely debugged. Attempts to debug a system inevitably introduce new bugs that are even harder to find.

If a cluttered desk is a sign of a cluttered mind, what is an empty desk a sign of?

- 1) A clean desk is the sign of a frightened mind!
- 2) A clean desk is the sign of a manager at work?
- 3) Being terminated.
- 4) It usually means my mother is visiting again!
- 5) Having too much work to do in too little time!
- 6) I suppose it's a sign of someone who's following security regulations.
(I prefer to give people the benefit of the doubt.)
- 7) Actually, it a sign of visiting VIPs.

Letters of recommendations for employees

Have to write a letter of recommendation for that fired employee? Here are a few suggested phrases

For the chronically absent

“A man like him is hard to find.”

“It seemed her career was just taking off.”

For the office drunk

“I feel his real talent is wasted here.”

“We generally found him loaded with work to do.”

“Every hour with him was a happy hour.”

For an employee with no ambition

“He could not care less about the number of hours he had to put in.”

“You would indeed be fortunate to get this person to work for you.”

“He consistently achieves the low standards he sets for himself.”

For an employee who is so unproductive that the job is better left unfilled

“I can assure you that no person would be better for the job.”

For an employee who is not worth further consideration as a job candidate

“I would urge you to waste no time in making this candidate an offer of employment.”

“All in all, I cannot say enough good things about this candidate or recommend him too highly.”

For a stupid employee

“There is nothing you can teach a man like him.”

“I most enthusiastically recommend this candidate with no qualifications whatsoever.”

For a dishonest employee

“Her true ability was deceiving.”

“He’s an unbelievable worker.”

Dictionary of Performance Evaluation Comments

Some of you might like to know what the supervisor is really saying in all those glowing employee work performance evaluations s/he keeps cranking out.

A keen analyst: Thoroughly confused.

Accepts new job assignments willingly: Never finishes a job.

Active socially: Drinks heavily.

Alert to company developments: An office gossip.

Approaches difficult problems with logic: Finds someone else to do the job.

Average: Not too bright.

Bridge builder: Likes to compromise.

Character above reproach: Still one step ahead of the law.

Charismatic: No interest in any opinion but his own.

Competent: Is still able to get work done if supervisor helps.

Conscientious and careful: Scared.

Consults with co-workers often: Indecisive, confused, and clueless.

Consults with supervisor often: Pain in the ass.

Delegates responsibility effectively: Passes the buck well.

Demonstrates qualities of leadership: Has a loud voice.

Deserves promotion: Create new title to make h/h feel appreciated.

Displays excellent intuitive judgement: Knows when to disappear.

Displays great dexterity and agility: Dodges and evades superiors well.

Doesn't suffer fools gladly: Rude and abrasive.

Enjoys job: Needs more to do.

Excels in sustaining concentration but avoids confrontations: Ignores everyone.

Excels in the effective application of skills: Makes a good cup of coffee.

Exceptionally well qualified: Has committed no major blunders to date.

Expresses self well: Can string two sentences together.

Gets along extremely well with superiors and subordinates alike: A coward.

Happy: Paid too much.

Hard worker: Usually does it the hard way.

Ideas don't last long in some heads because they can't stand solitary confinement.

Identifies major management problems: Complains a lot.

Indifferent to instruction: Knows more than superiors.

Internationally know: Likes to go to conferences and trade shows in Las Vegas.

Is well informed: Knows all office gossip and where all the skeletons are kept.

Inspires the cooperation of others: Gets everyone else to do the work.

Is unusually loyal: Wanted by no-one else.

Judgement is usually sound: Lucky.

Keen sense of humour: Knows lots of dirty jokes.

Keep stress out of your life. Give it to others instead.

Keeps informed on business issues: Subscribes to Playboy and National Enquirer.

Listens well: Has no ideas of his own.

Maintains a high degree of participation: Comes to work on time.

Maintains professional attitude: A snob.

Meticulous in attention to detail: A nit-picker.

Mover and shaker: Favours steamroller tactics without regard for other opinions.

Not a desk person: Did not go to college.

Of great value to the organization: Turns in work on time.
Use all available resources: Takes office supplies home for personal use.
Quick thinking: Offers plausible excuses for errors.
Requires work-value attitudinal readjustment: Lazy and hardheaded.
Should go far: Please.
Slightly below average: Stupid.
Spends extra hours on the job: Miserable home life.
Stern disciplinarian: A real jerk.
Straightforward: Blunt and insensitive.
Strong adherence to principles: Stubborn.
Tactful in dealing with superiors: Knows when to keep mouth shut.
Takes advantage of every opportunity to progress: Buys drinks for superiors.
Takes pride in work: Conceited.
Unlimited potential: Will stick with us until retirement.
Uses resources well: Delegates everything.
Uses time effectively: Clock watcher.
Very creative: Finds 22 reasons to do anything except original work.
Visionary: Cannot handle paperwork or any project that lasts less than a week.
Well organized: Does too much busy work.
Will go far: Relative of management.
Willing to take calculated risks: Doesn't mind spending someone else's money.
Zealous attitude: Opinionated.

Dictionary Of Employment Want Ads Terminology

Energetic self-starter: You'll be working on commission.
Entry level position: We will pay you the lowest wages allowed by law.
Experience required: We do not know the first thing about any of this.
Fast learner: You will get no training from us.
Flexible work hours: You will frequently work long overtime hours.
Good organizational skills: You'll be handling the filing.
Make an investment in you future: This is a franchise or a pyramid scheme.
Management training position: You'll be a salesperson with a wide territory.
Much client contact: You handle the phone or make "cold calls" on clients.
Must have reliable transportation: You will be required to break speed limits.
Must be able to lift 50 pounds: We offer no health insurance or chiropractics.
Opportunity of a lifetime: You will not find a lower salary for so much work.
Planning and coordination: You book the bosses travel arrangements.
Quick problem solver: You will work on projects months behind schedule already.
Strong communication skills: You will write tons of documentation and letters.

Oral Examination Procedure

The purposes of an oral examination are few and simple. In these brief notes the purposes are set forth and practical rules for conducting an oral examination are given. Careful attention to the elementary rules is necessary in order to assure a truly successful examination. From the standpoint of each individual examiner, the basic purposes of the oral examination are: to make that examiner appear smarter and trickier than either the examinee or other examiners, thereby preserving his self esteem; and to crush the examinee, thereby avoiding the messy and time-wasting problem of post-examination judgement and decision.

Both of these aims can be realized through diligent application of the following time tested rules:

1. Before beginning the examination, make it clear to the examinee that his or her whole professional career may turn on their performance. Stress the importance and formality of the occasion. Put him or her in their proper place at the outset.
2. Throw out your hardest question first. (This is very important. If your first question is sufficiently difficult or involved, s/he will be too rattled to answer subsequent questions, no matter how simple they may be.)
3. Be reserved and stern in addressing the examinee. For contrast, be very jolly with the other examiners. A very efficient device is to make humorous comments to the other examiners about the examinees performance; comments which tend to exclude him/her and set them apart (as though s/he were not present in the room).
4. Make him/her do it your way, especially if your way is esoteric. Constrain them. Impose many limitations and qualifications in each question. The idea is to complicate an otherwise simple problem.
5. Force them into a trivial error and then let them puzzle over it for as long as possible. Just after s/he sees their mistake but just before s/he have a chance to explain it, correct him/her yourself, disdainfully. This takes real perception and timing, which can only be acquired with some practice.
6. When s/he finds themselves deep in a hole, never lead them out. Instead, sigh, and shift to a new subject.
7. Ask him/her snide questions, such as, "Didn't you learn that in Freshman Calculus?"
8. Do not permit him/her to ask you clarifying questions. Never repeat or clarify your own statement of the problem. Tell them not to think out loud, what you want is the answer.
9. Every few minutes, ask him or her if s/he is nervous.
10. Station yourself and the other examiners so that the examinee cannot really face all of you at once. This enables you to bracket him/her with a sort of binaural crossfire. Wait until s/he turns away from you toward someone else, and then ask him/her a short direct question. With proper coordination among the examiners it is possible under favourable conditions to spin the examinee through several complete revolutions. This has the same effect as item 2 above.
11. Wear dark glasses. Inscrutability is unnerving.

The 10 things to do list

The 10 If's You Need To Know To Get Along At Work

If it rings, put it on hold.

If it clunks, call the repairman.

If it whistles, ignore it.

If it's a friend, stop work and chat.

If it's the Boss, look busy.

If it talks, take notes.

If it's handwritten, type it.

If it's typed, copy it.

If it's copied, file it.

If it's Friday, FORGET IT!!!

Your Co-worker Could Be A Space Alien...

Here's how you can tell. 10 signs to watch for:

1. Odd or mismatched clothes.
2. Strange diet or unusual eating habits.
3. Bizarre sense of humour.
4. Takes frequent sick days.
5. Keeps a written or tape recorded diary.
6. Misuses everyday items. May use correction fluid to paint it's nails.
7. Constant questioning about customs.
8. Secretive about personal lifestyle.
9. Frequently talks to themselves.

Things Not To Put In A Resume Cover Letter

1. I'm really keen to work for you, I hear the drugs are good.
2. I regret that I have no references. Unfortunately, every company I have worked for has since closed down.
3. I'll kill myself if I don't get a job.
4. I know where you live.
5. Any sentence beginning with "I was recently acquitted."
6. I'm really tall, so I think I'd be well suited to this job.
7. Happy faces.
8. By the way, I understand that you have unmarried daughters.
9. My turn-on's include...
10. I'm confident that I'll get this job. God told me.

Things Not To Say At An Interview

When you are asked, "Do you have any questions?", do not ask:

Do you have a lot of single nubile women/men working here?

Do you have full Internet access?

What are my chances at getting a sunny corner office?

What do you expect to gain by employing me?

What will be the colour of my company car?

When can I start?

10 Things To Do If You're Not Motivated To Work

1. Dump the paper clips out of their box and make sure there are 200 of them.
2. Rearrange the icons on your Viewpoint desktop.
3. Reread one of your old Trip Reports.
4. Backup the Development System files on tape.
5. Go to the lab and eat some jellybeans.
6. Try to figure out why you're not getting any messages from anyone in .WBST or .ROCHX2, but you know they're sending messages because you're seeing replies to those messages.
7. Rearrange the file folders in your desk.
8. Shoot the breeze with your boss.
9. Make up Part III of Special K's West Coast Trip Report.
10. Figure out how to submit this list to David Letterman.

New Element: Administratium

The heaviest element known to science was recently discovered by physicists at the Naval Research Laboratory. The element, tentatively named Administratium, has no protons or electrons and thus has an atomic number of 0. However, it does have 1 neutron, 126 assistant neutrons, 75 vice neutrons and 111 assistant vice neutrons. This gives it an atomic mass of 312. These 312 particles are held together in a nucleus by a force that involves the continuous exchange of meson-like particles called morons.

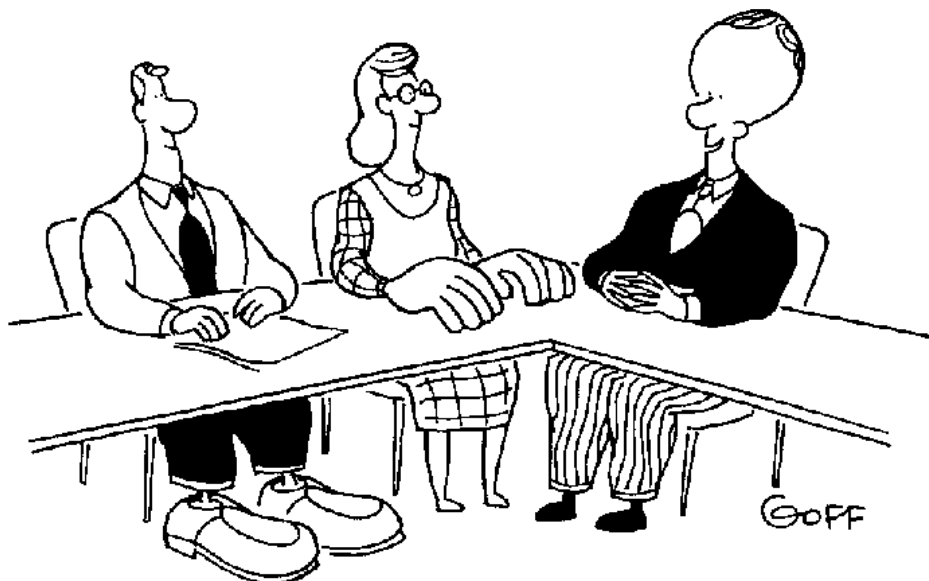
Since it has no electrons, Administratium is inert. However, it can be detected chemically as it impedes every reaction it comes in contact with. According to the discoverers, a minute amount of Administratium caused one reaction to take over four days to complete when it would normally occur in less than one second.

Administratium has a normal half life of approximately three years, at which time it does not actually decay, but instead, undergoes a reorganization in which assistant neutrons, vice neutrons and assistant vice neutrons exchange places. Some studies have shown that the atomic weight actually increases after such reorganization.

Research at other laboratories indicates that Administratium occurs naturally in the atmosphere. It tends to concentrate at certain points such as government agencies, large corporations and universities, and can actually be found in the newest, best maintained buildings.

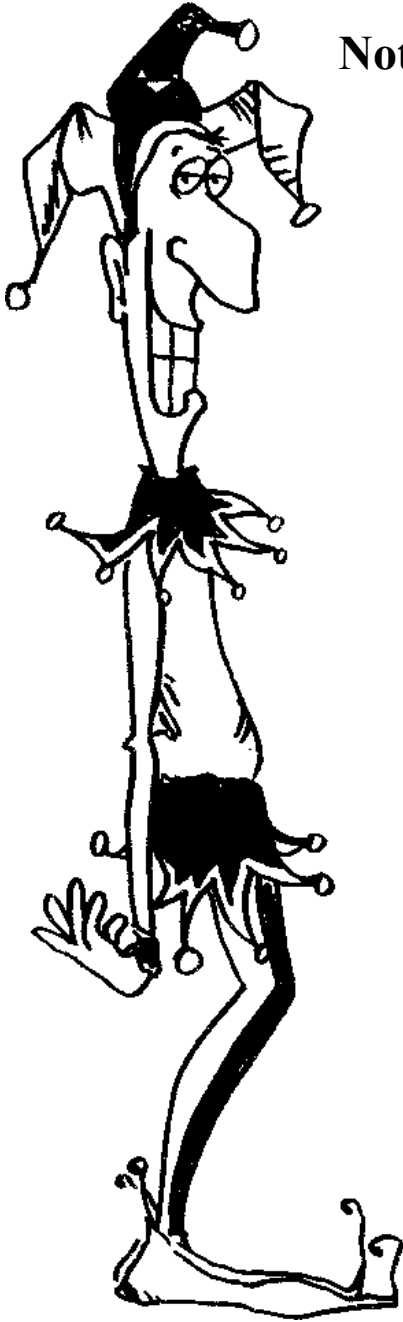
Scientists point out that Administratium is known to be toxic at any level of concentration, can easily destroy any productive reactions where it is allowed to accumulate, and recommend plenty of fluids and bed rest after even low levels of exposure. Attempts are being made to determine how Administratium can be controlled to prevent irreversible damage, but results to date are not promising.

I also hear that the reaction of Administratium with another new element, TQMium, is fairly unstable. Sometimes chemical bonding occurs and a new improved compound is formed. Other times the reaction is more violent with excessive amounts of heat and darkness being generated and the Administratium remaining unchanged. It is believed that these differences have some relationship to the number of "holes" in the



"Working together I feel we can accomplish something Big"

Corporate Physical Fitness Program



Notice: XYZ company requires no further physical fitness programs.

Everyone gets enough exercise:

jumping to conclusions,
flying off the handle,
beating around the bush,
running down the boss,
going around in circles,
dragging their feet,
dodging responsibility,
passing the buck,
climbing the ladder,
wading through paperwork,
pulling strings,
throwing their weight around,
stretching the truth,
bending the rules,

Work Calories

A recent report by the American Medical Association pointed out that proper weight control and physical fitness cannot be attained by dieting alone. People who spend most of their day behind a desk face a particular problem in losing weight. Too many of these people fail to realize that calories can be burned off by the hundreds by engaging in strenuous exercises that are common for office workers:

Office Activity burned	Calories
Adding fuel to the fire	85
Balancing the books	335
Beating around the bush	75
Beating your head against a wall	450
Beating your own drum	100
Bending over backwards	75
Bending the rules	375
Chewing nails	85
Climbing the ladder of success	750
Climbing the walls	250
Dodging responsibility	80
Dragging your heels	100
Eating crow	190
Fishing for compliments	35
Flying off the handle	225
Going around in circles	320
Grasping at straws	75
Hitting the nail on the head	50
Jogging your memory	125
Jumping on the bandwagon	200
Jumping to conclusions	100
Making mountains out of molehills	500
Passing the buck	25
Patting yourself on the back	25
Pouring salt on a wound	30
Pulling out the stops	100
Pulling strings	180
Pushing your luck	360
Racing against time	300
Running down the boss	130
Spinning your wheels	145
Sticking your neck out	980
Stretching the truth	450
Swallowing your pride	150
Throwing your weight around (depends on weight)	50-300
Tooting your own horn	50
Turning the other cheek	50
Wading through paperwork	300
Wrapping it up at day's end	12

The Corporate Structure and Performance Levels

Chairman Of The Board

Leaps tall buildings in a single bound. Is more powerful than a locomotive. Is faster than a speeding bullet. Walks on water. Gives policy to God.

President

Leaps short buildings in a single bound. Is more powerful than a switch engine. Is just as fast as a speeding bullet. Walks on water if the sea is calm. Talks to God.

Executive Vice President

Leaps short buildings with a running start and favourable winds. Is almost as powerful as a switch engine. Is faster than a speeding BB. Walks on water in an indoor swimming pool. Talks with God if special request is approved.

Vice President

Barely clears a quonset hut. Loses tug of war with a locomotive. Can fire a speeding bullet. Swims well. Is occasionally addressed by God.

General Manager

Makes high marks on the wall when trying to leap buildings. Is run over by a locomotive. Can sometimes handle a gun without inflicting self-injury. Dog paddles. Talks to animals.

Manager

Climbs walls continually. Rides the rails. Plays Russian Roulette. Walks on thin ice. Prays a lot.

Supervisor

Runs into buildings. Recognizes locomotive two out of three times. Is not issued ammunition. Can stay afloat with a life preserver. Talks to walls.

New Hire

Falls over doorsteps when trying to enter buildings. Says "look at the choo-choo". Wets himself with a water pistol. Plays in mud puddles. Mumbles to himself.

Secretary

Lifts buildings and walks under them. Kicks locomotives off the tracks. Catches speeding bullets in her teeth and eats them. Freezes water with a single glance. She IS God.

Memorandum

Rest Room Policy

To: All Employees

Subject: Restroom Policy

In the past, employees have been permitted to make trips to the restroom under informal guidelines. Effective January 1, 1995, a Restroom Trip Policy will be established to provide a more consistent method of accounting for each employee's restroom time and ensuring equal treatment of employees.

Under the policy, a "**Restroom Trip Bank**" will be established for each employee. The first day of each month, employees will be given a Restroom Trip credit of twenty (20) trips. Restroom Trip credits can be accumulated from month to month.

Within two weeks, the entrances to all restrooms will be equipped with personnel identification stations and computer linked voice print recognition devices. Before the end of December, each employee must provide two copies of voice prints (one normal and one under stress) to the Material Department. The voice print recognition stations will be operational but not restrictive for the month of January. Employees should acquaint themselves with the station during that period.

If the employee's Restroom Bank balance reaches zero, the doors to the restroom will not unlock for that employee's voice until the first of the next month. In addition, all restroom stalls are being equipped with timed paper roll retractors. If the stall is occupied for more than three (3) minutes, an alarm will sound. Thirty (30) seconds after the alarm sounds the roll of paper will retract into the wall, the toilet will flush, and the stall door will open. If the stall remains occupied, your picture will be taken.

The picture will then be posted on the Distribution Center Bulletin Boards. Anyone's picture showing up three (3) times will be immediately terminated. If you have any questions about this policy, please ask your immediate supervisor. They have all received advance instruction.

Thank you and have a nice day,
The Boss

Tb/bts

Memorandum

To: All Employees

Since productivity has not increased since the implementation of the 7-day work week, the stoppage of all company health and retirement plans, the 20% pay cut, the 10-year pay freeze, the installation of video cameras in company restrooms, the hiring of the corporate truant officers to check up on all employees calling in sick, and the random drug and dirty underwear screenings, management has decided that the beatings and mandatory self-flagellations will continue until morale improves.

Everybody, Somebody, Anybody, and Nobody

This is the story of four people named Everybody, Somebody, Anybody, and Nobody. There was an important job to be done and Everybody was asked to do it. Anybody could have done it, but Nobody did it. Somebody got angry about that, because it was Everybody's job. Everybody thought Anybody could do it, but Nobody realized that Everybody wouldn't do it. Consequently, it wound up that Nobody told Anybody, so Everybody blamed Somebody.

A Day Off

So you want the day off.

Let's take a look at what you are asking for.

There are 365 days per year available for work.

There are 52 weeks per year in which you already have two days off per week, leaving 251 days available for work.

Since you spend 16 hours a day away from work, you have used up 170 days, leaving only 81 days available.

You spend 30 minutes each day on coffee breaks, that accounts for 23 days a year leaving 68 days available.

With a 1 hour lunch period each day, you have used up another 46 days, leaving only 22 days available.

You normally spend 2 days sick per year, this now only leaves you 20 days available.

You get 5 days public holidays a year, so your working time is now down to 15 days a year.

We generously give you a 14 days vacation per year, which leaves only 1 day available for work.

So if you think you are going to that day off,

You out of your mind!!!

Commuting for the beginner.

In this hurly-burly world of Inter-City travel, there are few things that warm a worker's heart more than the prospect of commuting. It is a safe bet to place that at some time during your working lives, you will all have to commute (in fact, the mathematicians amongst you will have been doing this already for some time).

Commuting in its very simplest essence is a journey from home to work, and back again. This simple description, however, does not convey the full joy that can be had from commuting. A typical enjoyable commuting day (and it can take a whole day just to commute) may begin as follows:

6.30am Wake up. Actually, this is totally wrong, because at that time, you're not capable of waking up. What a pity somebody didn't tell your alarm clock this! All that you are physically capable of doing is hitting the snooze button.

7.05am This is the time when you typically find that it wasn't the snooze button that you hit, but that tiny little switch that turns the alarm mechanism off. Well, I say this is the time that you find it, but in fact it's just the time that your alarm clock tells you. What you find out when you switch the radio on, is that there was a power cut for half an hour, and the time is now

7.30am The time in the morning when the bed-clothes ricochet off one wall of the room, and lie crumpled in a heap daring you to waste enough time to make the bed before you go out. Also the time when you discover you don't have enough co-ordination to open your bedroom door, nor can you remember whether said door pushes or pulls. Immediately you work this out, it is

7.40am Having spent ten minutes trying to wrestle the door back onto its hinges, you achieve terminal velocity trying to come to terms with stairs. Quite probably you would have broken your neck, if the ground hadn't broken your fall. You lie dazed and stunned outside the shower, next to the toilet. It is at this time that you make the first decision of your working day - which to enter first. You know that should you enter the shower first, you will spend most of your time knotting your legs as the running water cascades off your body, already full of liquid from the night before. So, you choose the loo. Again, this is a bad move, as you discover when it's

7.45am You enter the shower, set it to the required temperature. Immediately you turn the water on, scalding hot needles pierce the thin fabric of your skin. Obviously you have set the shower too hot. It is now time to play the thermodynamic equilibrium game. Can you balance the hot/cold settings of the shower, playing against the combined enemies of the cistern refilling, the dishwasher hot-rinsing, and the kettle being filled? Bear in mind also that the water takes some eight to ten seconds to register the changes you have made at the taps. It is like trying to juggle three red hot pokers with both hands tied behind your back, and your jaws wired together. Finally, after your refreshing shower, it's

7.55am and time for that most invigorating of activities - the early morning shave. Firstly, don't give in to that temptation to shave your tongue - it may feel as though it's covered in more dense fur than the whole of David Bellamy, but just wait till you clean your teeth! (when it'll feel as though your tongue is a cross between King Kong and a Wrigley's chewing gum factory). Having decided that it's the external part of the face you're going to shave, you choose your weapon. Five minutes later, staggering from loss of blood, a female voice comes through the door asking if it was alright to use your last razor the previous night. And finally, the aftershave. Breathe in, grit your teeth, and throw a quarter of the bottle in the vague direction of your chin. Done? Good, now let go of the light fitting, and exit the bathroom.

8.10am And you finally realize that you're going to be far too late for the train. Unless you miss breakfast.

But your stomach and brain haven't got this one sorted out yet. You try for the compromise, and it is five minutes later that we find you sat on the bus, looking for all the world like an advert for Kellogg's Crunchy Nuts.

8.20am Says the platform clock, although the trains seem to be disagreeing. A voice comes over the tannoy, and the clarity amazes you - you can hear every word the announcer says. Hear, yes - understand, no. What it sounds like he is saying is "The train now stoning at platten fumpf is for Lun Woo. Caw at Beran, Renpa, Newman, Women, Early, Clam Jun, Vall, and Lun Walloon.", and all spoken with clarity of a Dalek sucking a throat pastille. This announcement would be fine and dandy if it weren't for the computerized tannoy man immediately following this announcement. According to him, "The train now at platform one is for London Waterloo only. We apologize for the delay which was caused by a squirrel waving to the driver just outside Hampton Court." Even the excuses are randomized by British Rail's computers nowadays.

As the train pulls up to the platform, it's time for the first two favourite commuting games!

1) Is it my train?

Tricky one this - the best way of finding out is to play logic games with the guard, along the lines of "If I asked the other guard, would he say this was the train I don't want to get on?" However, the only blue-suited demons around are up the other end of the track, trying to stop some old lady from feeding the trains with breadcrumbs. Seasoned commuters at this point look around them to see the reaction of everyone else. If you see someone moving that you think you recognize, but can never remember being introduced to them, it's probably because they catch the same train as you. Follow them.

2) Where will my carriage stop?

Well, that all depends on what type of train it is, how good the driver's reactions are, whether he's passed his cycling proficiency test or not, and how shocked he was by the squirrel outside Hampton Court. Suffice it to say that what stops opposite you will be one of the following three things:

- a) the guard's van. The guard values his privacy and is unlikely to let you on.
- b) the first class compartment. Unless you own your own company (and preferably British Rail at that), you can forget being allowed in here. It has stricter entry requirements than Eton - you have to put your name down for a seat before you're conceived, and you have to do that in person.
- c) the smoking compartment. 'Nuff said.

So, it's that old favourite, running up the track to find the only nonsmoking compartment with a seat in it, only to find that it's covered in some clean, bright, new chewing gum. It is at this point that fun enters into the entire proceedings, as we play the third game.

3) Stare 'em out.

This game has its roots in primitive psychology, and is designed to put you completely at ease, while the rest of the compartment decide that you're some kind of dangerous lunatic.

Choose a person at random - preferably a very attractive member of the opposite sex, as it makes what you're about to do so much easier. Now stare at them. After a very short while indeed, you will find them trying to sneak surreptitious glances at you to check whether you're still watching them. Each time they look up at you, smile at them as though you've just noticed that they have a traffic cone on their head, but you're being too polite to mention it. If you ever wanted to know what a person with acute paranoia looks like, just keep watching.

Finally, before you know it, you're making an unscheduled stop. Sirens are blaring, and somebody somewhere is frantically thumping on a door. This doesn't mean anyone wants to get out - these are the guys with the stretcher who want to get in. Unfortunately, the man with the heart-attack is in first-class, who aren't going to let the ambulance men in until they can be taught to say please properly. Eventually, you arrive at Lun Walloon, and you start to play the fourth game, commonly known as

4) Running the gauntlet.

As you exit the platform, various people in different costumes walk straight towards you. The less well equipped are simply holding their hands out and asking for the price of a cup of meths. Those who have been in this game for several years are wearing a 'Save the Atlantic Anteater from the Ozone Hole and Melanoma Campaign' sweatshirt, are large enough that the print on the sweatshirt is readable, and shake their dreaded receptacles in your face. Reluctantly you realize that you are cornered, and you reach for your money. Along with your handkerchief, you pull out half the Brazilian national debt, which seems to fall straight for the open mouth of the plastic anteater the woman is carrying, and you have lost a large proportion of your overdraft.

Finally feeling that you have done some good for the other oppressed animals of the world, you pass down into the bowels of the earth, ready for the magical mystery tour of some of London's oldest sewers - the Underground.

The new ticket barriers are wonderful devices, designed to take a piece of card imprinted with a magnetic strip, and to shred it into a million and one brightly coloured little pieces, while shrieking violently and persuading you to seek assistance. You persuade the blue-suited goon that the confetti floating down the escalators cost you two hundred pounds, and would normally accompany the photograph that makes you out to be some kind of alien road accident. At last you hit the down escalator. It is at this point that the full horror of what you drank the previous night hits you - you realize what Maurits Escher felt when he etched those woodcuts of stairs in all feasible directions. Your mind tells you that you're standing upright, and travelling downwards, but the liquid still sloshing around the inside of your head convinces you that you are lying backwards (despite gravity to the contrary), and that the escalator is travelling at right angles to reality. Just before you fall over, the escalator reaches the bottom, and the grills that prevent you from rolling back round with the steps lacerate the toe of each shoe.

Once again we play the merry little game of "Where are the doors going to stop", only on a much smaller scale, since there are no guards, no first-class, and no smoking. This should make the tube a more hospitable place, but instead you have to try and find the only compartment without a seven foot-tall psychedelic gorilla with a walkman at full volume.

Finally seated, the doors close, and another crystal clear announcement rings through the train. "Due to industrial action by the man that spreads the fag-ends around the station, this train will not be stopping at your station. Repeat, this train will not be stopping at your station. Thank you." Thank you for what, that's what I'd like to know. The train pulls out, and as you approach your station the train begins to slow down. This is of little surprise to you, since it is you and a select band of people who also want to get off here that have hijacked the train.

Your ticket is inspected, the lifts don't work, and you have to climb one hundred and seventeen dangerously narrow steps, and the one thought that keeps you going is this:

To succeed in a business or organization, it is sometimes helpful to know what your job is, and whether it involves any duties. Ask around among your co-workers. “Hi,” you should say. “I’m a new employee. What is the name of my job?”

If they answer “long range planner” or “lieutenant governor,” you are free to lounge around and do crossword puzzles until retirement. Most other jobs, however, will involve some work.

There are two major kinds of work in modern organizations:

1. Taking phone messages for people who are in meetings, and
2. Going to meetings.

Your ultimate career strategy will be to get to a job involving primarily #2, going to meetings, as soon as possible, because that’s where the prestige is. It is all very well and good to be able to take phone messages, but you are never going to get a position of power, a position where you can cost thousands of people their jobs with a single bonehead decision, unless you learn how to attend meetings.

The first meeting ever held was in the Mezzanine Era. In those days, the job of humans was to slay prey, bring it home, and figure out how to cook it. The problem was humans were slow and basically naked, whereas the prey had warm fur and could run like an antelope; in fact, it was an antelope, only back then nobody knew this.

At last, someone said, “Maybe if we just sat down and did some Brainstorming, we could come up with a better way to hunt our prey!” It went extremely well, plus it was much warmer sitting in a circle, so they agreed to meet again the next day, and the next.

But it was pointed out that, prey-wise, the humans had not produced anything, and the race was pretty much starving. This was a serious point so the humans put it right near the top of their Agenda! At which point, some of the people in the meeting, who were primitive but not stupid, started eating plants. Thus was born modern agriculture. It could never have happened without meetings.

The modern business meeting, however, might be better compared with a funeral, in the sense that you have a gathering of people who are wearing uncomfortable clothing and would rather be elsewhere. The major difference is that most funerals have a definite purpose. Also, nothing is ever really buried in a meeting.

An idea may look dead, but it will always reappear at another meeting later on. If you have ever seen the movie “Night of the Living Dead” you have a rough idea of how modern meetings operate, with projects and proposals that everybody thought were killed rising constantly from their graves to stagger back into meetings to eat the brains of the living.

There are two major kinds of meetings:

1. Meetings that are held for basically the same reason that Arbor Day is observed, namely tradition. For example, a lot of managerial meetings fall into this category. You’ll get used to this kind of meeting. You’d better, because this kind accounts for 83% of all meetings (based on a study in which I wrote down numbers until one of them looked about right). This type of meeting operates the way “Show and Tell” does in nursery school, with everybody getting to say something, the difference being that in nursery school kids actually have something new to say. When it’s your turn, you should say you’re still working on whatever it is you’re

supposed to be working on. This may seem dumb, since obviously you'd be working on whatever you're supposed to be working on, and even if you weren't, you'd claim you were, but this is the traditional thing for everyone to say. It would be a lot faster if the person running the meeting would just say, "Everybody who is still working on what he or she is supposed to be working on raise your hand!" You'd be out of there in five minutes, even allowing time for jokes. But this is not how we do it in America. My guess is, it's how they do it in Japan.

2. Meetings where there is some alleged purpose. These are trickier, because what you do depends on what the purpose is. Sometimes, the purpose is harmless, like somebody wants to show slides of pie charts and give everybody a copy of a big fat report. All you have to do in this kind of meeting is sit there and have elaborate fantasies, then take the report back to your office and throw it away, unless of course you're a vice president, in which case you write the name of a subordinate in the upper right hand corner, followed by a question mark, like this: "Pat?" Then you send it to Pat and forget all about it (although it will plague Pat throughout the following weeks and months).

But sometimes you go to meetings where the purpose is to get your "input" on something. This is serious, because what it means is they want to make sure that in case whatever it is turns out to be stupid or fatal, you'll get some of the blame. So you have to somehow escape from the meeting before they get around to asking you anything. One way is to set fire to your shoes.

Another is to have an accomplice interrupt the meeting and announce that you have a phone call from somebody very important, such as the president of the company, or the pope. It should be either one or the other. It would sound fishy if the accomplice said, "You have a call from the president of the company. Or the pope."

You should know how to take notes at a meeting. Use a yellow legal pad. At the top, write the date and underline it twice. Now wait until an important person such as your boss starts talking. When s/he does, assume an expression of rapt interest, as though the secrets of life itself were being revealed. Then draw interlocking rectangles on the legal pad. If it is an especially lengthy meeting, you may draw more elaborate doodles and a caricature of your boss. If somebody falls asleep in a meeting, have everybody else leave the room.

Then collect a group of total strangers right off the street and have them sit around the sleeping person until s/he awakens. Then have one of them say, in a very somber voice, "Terry, your plan is very, very risky. However, you've given us no choice but to try it. I only hope for your sake, that you know what you're getting yourself into." Then they should all file quietly from the room.

Test Your Business Sense

You are a major defence contractor, and you are building a gun for the Army that is supposed to be able to shoot down enemy planes. So far, the taxpayers have paid you nearly \$2 billion for it and all your tests indicate that the only way it would have any negative effect on an enemy plane is if you could somehow sneak into the cockpit and manually whack the pilot over the head with it. How should you deal with this problem?

- (a) You should try really hard to do a better job.
- (b) You should tell the Defence Department that they probably should get another contractor.
- (c) You should refund at least some of the taxpayers' money.

Correct Answer: What problem?

You are a major automobile manufacturer. You have been losing sales to cars from other nations, particularly Japan, because their cars tend to be fuel efficient, technologically advanced, and extremely well made, whereas the most innovative concept you have come up with in the past two decades is the opera window. You should:

- (a) Have Congress pass a law restricting Japanese imports, so consumers will have no choice but to buy your cars.
- (b) Have Congress pass a law making it legal for you to kidnap consumers' children and not return them until the consumers buy your cars.
- (c) Have Congress pass a law ordering the United States Army to barge directly into consumers' homes and take their money at gunpoint and give it to you.
- (d) Remind everybody a lot about Pearl Harbour.

Correct Answer: Any or all are acceptable.

You are a major condom manufacturer with national distribution contracts. Your latest tests reveal that your products have a major structural flaw which makes them 86% ineffective. Faced with multi-million dollar losses, not to mention a population increase, you should:

- (a) Alter your sales slogan, "Sure, you're taking a chance, but we've got you covered... Uh Huh."
- (b) Cut one third off and shift your sales emphasis to China; they'll never know the difference.
- (c) Sell them to kids as Super Morbid Teenage Turtle Ranger Power Party Balloons; they'll buy anything.
- (d) Add an agreement to the back of the package: "Opening this package, you agree that you are too cheap to buy one of our competitor's superior products, and release us from all liability when this device fails."

Correct Answer: All of the above.

You are a large seafood processor distributing throughout the U.S. Your inspectors have discovered a sizable amount of your recently shipped product is contaminated by an undersea pollutant. The contamination is not deadly to humans, but simulates the aftereffects of a nauseous three day drinking binge. As a responsible business person, you should:

- (a) Contact the Center for Disease Control and the national media to alert the public; and limit your liability.
- (b) Announce an immediate recall of your products, but use your competitor's return address.

Excuses for Missing A Day Of Work

From the Sunday, April 14, 1994 edition of the “Washington Post”. A contest was held in which readers were asked to come up with excuses to miss a day of work:

If it is all the same to you, I won't be coming in to work. The voices told me to clean all the guns today.

When I got up this morning, I took two Ex-Lax in addition to my Prozac. I can't get off the john, but I feel good about it.

I set half the clocks in my house ahead an hour and the other half back an hour Saturday and spent 18 hours in some kind of space-time continuum loop, reliving Sunday (right up until the explosion). I was able to exit the loop only by reversing the polarity of the power source exactly $e \cdot \log(\pi)$ clocks in the house while simultaneously rapping my dog on the snout with a rolled up Times. Accordingly, I will be in late, or early.

I can't come in to work today because I'll be stalking my previous boss, who fired me for not showing up for work.

I have a rare case of 48-hour projectile leprosy, but I know we have that deadline to meet...

I am stuck in the blood pressure machine down at the Food Giant.

Yes, I seem to have contracted some attention-deficit disorder and, hey, how about them Skins, huh? So, I won't be able to, yes, could I help you? No, no, I'll be sticking with Sprint, but thank you for calling.

Constipation has made me a walking time bomb.

I just found out that I was switched at birth. Legally, I shouldn't come to work knowing my employee records may now contain false information.

The psychiatrist said it was an excellent session. He even gave me this jaw restraint so I won't bite things when I am startled.

The dog ate my car keys. We're going to hitchhike to the vet.

My mother-in-law has come back as one of the Undead and we must track her to her coffin to drive a stake through her heart and give her eternal peace. One day should do it.

I can't come to work today because the EPA has determined that my house is completely surrounded by wetlands and I have to arrange for helicopter transportation.

My wife makes more money than I do, so I have to stay at home with our sick son.

I refuse to travel to my job in the District until there is a commuter tax. I insist on paying my fair share.

I'm feeling a little disgruntled this morning. You want I should come in?

I can't come in because the deadline is Monday and, so far, I only have seven different fun things to do with a barrel of snot.

The 10 things to do list

Ten Things To Say Or Do To Annoying Co-workers

The next time your co-workers get on your nerves and you have just had it with them, do what I do...

- Tell them to alphabetise their M&Ms.
- Tell them there is a Moron's Anonymous meeting at 5 in the middle lane of 101.
- Leave a wet lollipop on their chair.
- Follow them home, freak them out a little.
- Keep telling them what a hard worker you are.
- Ask to borrow a report and tear out a couple pages.
- Remind them that their freckles could be cancerous.
- Comment on their weight gain.
- Send anonymous letters.
- Don't flush.

Reasons To Leave Work Early

- Not spending enough quality time with the kitchen appliances.
- Came dressed in only a towel... again.
- Ran out of paper clips.
- I've decided to telecommute.
- Ambassador to Belgium is at the Parliament
- It's a long drive home to Invercargill
- One-day sale at KMart
- MY BRAIN IS MELTING!
- I think they found me out...
- Accidentally erased the whole week's work off the computer disk.

Reasons To Stay At Work All Night

- Act out your version of a company takeover.
- Find a way to change everyone's password to "chrysanthemum".
- Around 3:20am, play connect-the-dots with lights still on in other office buildings. Keep going until you see a small woodland creature.
- Sneaking in the boss's desk could land you an unexpected promotion.
- Draw stick people in all the landscape pictures on the walls, and in the morning, be the first to point out "what a terrible thing that someone did this to such beautiful works of art".
- Go into the other gender's bathroom without fear of being caught.
- Run up and down the hallways screaming, hoping security will call so you can have someone to talk to.
- Leave prank message on the CEO's voice mail.
- Finally, a chance to live out a dream and work naked at your desk.
- Elevator surfing!

Fun Things To Do In A Crowded Elevator

Make race car noises when anyone gets on or off.
Blow your nose and offer to show the contents of your kleenex to the others.
Grimace painfully while smacking your forehead and muttering, "Shut up, dammit, all of you just shut UP!"
Whistle the first seven notes of "It's A Small World" incessantly.
Sell Girl Scout cookies.
On a long ride, sway side to side at the natural frequency of the elevator.
Shave.
Crack open your briefcase or purse, and while peering inside, ask, "Got enough air in there?"
Offer name tags to everyone getting on the elevator. Wear yours upside-down.
Stand silent and motionless in the corner, facing the wall, without getting off.
When arriving at your floor, grunt and strain to yank the doors open, then act embarrassed when they open by themselves.
Lean over to another passenger and whisper, "Noogie patrol coming!"
Greet everyone getting on the elevator with a warm handshake and ask them to call you Admiral.
Flatulence!
On the highest floor, hold the door open and demand that it stay open until you hear the penny you dropped down the shaft go "plink" at the bottom.
Do Tai Chi exercises.
Stare, grinning, at another passenger for a while, and then announce, "I've got new socks on!"
When at least 8 people have boarded, moan from the back, "Oh, not now, damn motion sickness!"
Give religious tracts to each passenger.
Meow occasionally.
Bet the other passengers you can fit a quarter in your nose.
Frown and mutter "gotta go, gotta go" then sigh and say "oops!"
Show other passengers a wound and ask if it looks infected.
Sing "Mary had a little lamb" while continually pushing buttons.
Holler "Chutes away!" whenever the elevator descends.
Walk on with a cooler that says "human head" on the side.
Stare at another passenger for a while, then announce, "You're one of THEM!" and move to the far corner of the elevator.
Burp, and then say, "Mmmm...tasty!"
Leave a box between the doors.
Ask each passenger getting on if you can push the button for them.
Wear a puppet on your hand and talk to other passengers "through" it.
Start a sing-along.
When the elevator is silent, look around and ask, "Is that your beeper?"
Play the harmonica.
Shadow box.
Say "Ding!" at each floor.
Lean against the button panel.
Say "I wonder what all these do" and push the red buttons.
Listen to the elevator walls with a stethoscope.
Draw a little square on the floor with chalk and announce to the other passengers that this is your "personal space."
Bring a chair along.
Take a bite of a sandwich and ask another passenger, "Wanna see wha in muh mouf?"
Blow spit bubbles.

Procrastinator's Creed

1. I believe that if anything is worth doing, it would have been done already.
2. I shall never move quickly, except to avoid more work or find excuses.
3. I will never rush into a job without a lifetime of consideration.
4. I shall meet all of my deadlines directly in proportion to the amount of bodily injury I could expect to receive from missing them.
5. I firmly believe that tomorrow holds the possibility for new technologies, astounding discoveries, and a reprieve from my obligations.
6. I truly believe that all deadlines are unreasonable regardless of the amount of time given.
7. I shall never forget that the probability of a miracle, though infinitesimally small, is not exactly zero.
8. If at first I don't succeed, there is always next year.
9. I shall always decide not to decide, unless of course I decide to change my mind.
10. I shall always begin, start, initiate, take the first step, and/or write the first word, when I get around to it.
11. I obey the law of inverse excuses which demands that the greater the task to be done, the more insignificant the work that must be done prior to beginning the greater task.
12. I know that the work cycle is not plan-start-finish, but is wait-plan-plan.
13. I will never put off until tomorrow, what I can forget about forever.
14. I will become a member of the ancient Order of Two-Headed Turtles (the Procrastinator's Society) if they ever get it organized.

How To Look Busy

Generally, this will not be a concern until you are promoted to an executive position. But once you've created the illusion that you serve even the slightest purpose at your place of "business," there's no telling how far you'll go. In the real working world, productivity is all a matter of appearances.

Appearance: You are furiously taking notes while conducting an important telephone marketing survey. **Reality:** You are pretending to take notes while talking to your friend who has called collect from Bulgaria.

Appearance: You are on the phone with a client in New York and you have said, "Yes sirree! That stock is about to shoot through the roof, now's a great time to buy, I tell ya!"

Reality: You are on the phone with a friend in Guam and you have said, "Yeah, this job really sucks and my boss uses that spray paint on his bald sp... Yes sirree! That stock is about to shoot through the roof, now's a great time to buy, I tell ya!"

Appearance: You are at your computer writing a serious business memorandum to your department supervisor.

Reality: You are at your computer telling dead-baby jokes to your e-mail correspondent in Namibia.

Appearance: You are urgently plugging numbers into a complicated spreadsheet.

Reality: You are playing Tetris.

Appearance: You are tapping away on calculator keys, helping out the accounting department.

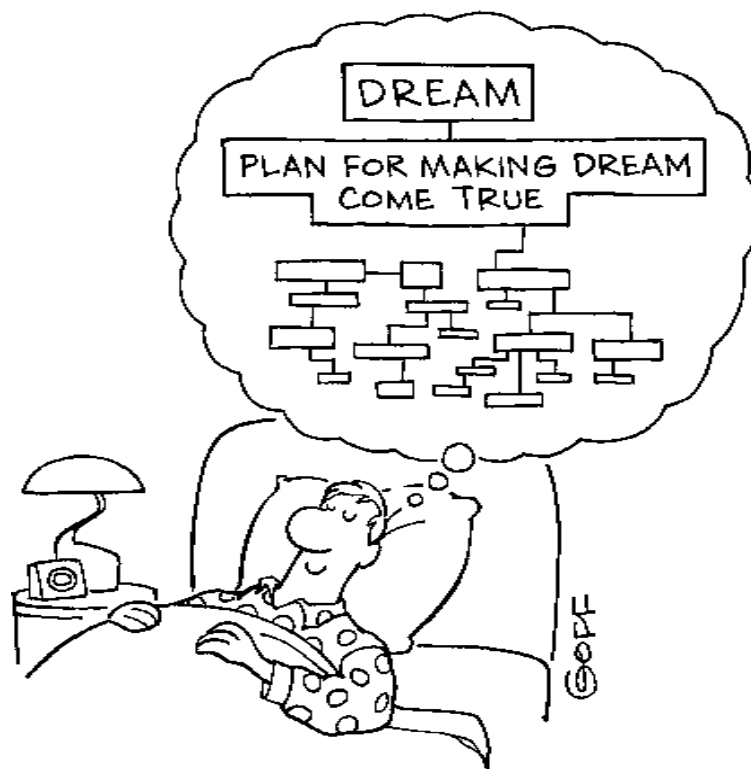
Reality: You are paying your electric bill.

Appearance: You are reading the DOS manual.

Reality: You are reading the TV guide you placed in the DOS manual.

Appearance: You are staring at an empty computer screen, absorbed in deep thought.

Reality: You have pressed "Escape" just in time, erasing a MacDraw portrait entitled "Supervisor with Pitchfork Wound Clinging to a Cliff"



The Accident

Dear Sir:

I am writing in response to your request for additional information pertaining to my insurance claim. In block number 3 of the accident report form, I put "Trying to get the job done" as the cause of my accident. You said in your letter that you would like to have me explain more fully, and I trust the following details will be sufficient.

I am a bricklayer by trade. On the day of the accident, I was working alone on the roof of a new 6 story building. When I completed my work, I discovered that I had about 500 pounds of brick left over. Rather than carry them down by hand, I decided to lower them in a barrel by using a pulley which fortunately was attached to the side of the building at the 6th floor.

Securing the rope at ground level, I went up to the roof, swung the barrel out, and loaded the bricks into it. Then, I went back to the ground and untied the rope, holding it tightly to insure a slow descent of the 500 pounds of bricks. You will note in block number 7 of the accident report form that my own weight is 135 pounds.

Due to my surprise at being jerked off my feet so suddenly, I lost my presence of mind and forgot to let go of the rope. Needless to say, I proceeded at a rather rapid rate up the side of the building. In the vicinity of the 3rd floor, I met the barrel coming down. This will explain the fractured skull and broken collar bone.

Slowed only slightly, I continued my rapid ascent, not stopping until the fingers of my right hand were two knuckles into the pulley. Fortunately, by this time, I had recovered my presence of mind and was able to hold tightly to the rope in spite of the extreme pain.

At approximately the same time, however, the barrel of bricks hit the ground and the bottom fell out of the barrel. Devoid of the weight of the bricks, the barrel now weighed about 50 pounds. I again refer you to my weight in block number 7. As you might imagine, I began a rapid descent back down the side of the building.

In the vicinity of the 3rd floor, I met the barrel coming up. This accounts for the two fractured ankles and the lacerations on my legs and lower body. The encounter with the barrel slowed me enough to lessen my injuries when I fell onto the pile of bricks, and fortunately, only 3 vertebrae were cracked.

Some Do's And Don'ts For All You International Business Travellers

(Signs Seen At Various Foreign Establishments)

- In a Tokyo Hotel: Is forbidden to steal hotel towels please. If you are not person to do such thing is please not to read notice.
- In another Japanese hotel room: Please to bathe inside the tub.
- In a Bucharest hotel lobby: The lift is being fixed for the next day. During that time we regret that you will be unbearable.
- In a Leipzig elevator: Do not enter the lift backwards and only when lit up.
- In a Belgrade hotel elevator: To move the cabin, push button for wishing floor. If the cabin should enter more persons, each one should press a number of wishing floor. Driving is then going alphabetically by national order.
- In a Paris hotel elevator: Please leave your values at the front desk.
- In a hotel in Athens: Visitors are expected to complain at the office between the hours of 9 and 11 A. M. daily.
- In a Yugoslavian hotel: The flattening of underwear with pleasure is the job of the chambermaid.
- In the lobby of a Moscow hotel across from a Russian Orthodox monastery: You are welcome to visit the cemetery where famous Russian and Soviet composers, artists, and writers are buried daily except Thursday.
- In an Austrian hotel catering to skiers: Not to perambulate the corridors in the hours of repose in the boots of ascension.
- At an Acapulco hotel: The management has personally passed the water served here.
- On the menu of a Swiss restaurant: Our wines leave you nothing to hope for.
- On the menu of a Polish hotel: Salad a firm's own make; limpid red beet soup with cheesy dumplings in the form of a finger; roasted duck let loose; beef rashers beaten up in the country people's fashion.
- In a Hong Kong supermarket: For your convenience, we recommend courageous, efficient self-service.
- Outside a Hong Kong tailor shop: Ladies may have a fit upstairs.
- Outside a Paris dress shop: Dresses for street walking.
- In a Rhodes tailor shop: Order your summers suit. Because is big rush we will execute customers in strict rotation.
- Similarly, from the Soviet Weekly: There will be a Moscow Exhibition of Aets by 15,000 Soviet Republic painters and sculptors. These were executed over the past two years.
- In an East African newspaper: A new swimming pool is rapidly taking shape since the contractors have thrown in the bulk of their workers.
- In a Vienna hotel: In case of fire, do your utmost to alarm the hotel porter.
- A sign posted in Germany's Black Forest: It is strictly forbidden on our black forest camping site that people of different sex, for instance, men and women, live together in one tent unless they are married with each other for that purpose.
- In a Zurich hotel: Because of the impropriety of entertaining guests of the opposite sex in the bedroom, it is suggested that the lobby be used for this purpose.
- A translated sentence from a Russian chess book: A lot of water has been passed under the bridge since this variation has been played.
- In a Rome laundry: Ladies, leave your clothes here and spend the afternoon having a good time.
- In a Czechoslovakian tourist agency: Take one of our horse-driven city tours - we guarantee no

miscarriages.

- Advertisement for donkey rides in Thailand: Would you like to ride on your own ass?
- In the window of a Swedish furrier: Fur coats made for ladies from their own skin.
- On the box of a clockwork toy made in Hong Kong: Guaranteed to work throughout its useful life.
- Detour sign in Kyushi, Japan: Stop, Drive Sideways.
- In a Swiss mountain inn: Special today - no ice cream.
- In a Bangkok temple: It is forbidden to enter a woman even a foreigner if dressed as a man.
- At a Bangkok dry cleaner: Drop your pants here for best results.
- On a toy doll's package in Spain: Laughs while you throw up.
- In a Tokyo bar: Special cocktails for the ladies with nuts.
- In a Copenhagen airline ticket office: We take your bags and send them in all directions.
- On the door of a Moscow hotel room: If this is your first visit to the USSR, you are welcome to it.
- In a Norwegian cocktail lounge: Ladies are requested not to have children in the bar.
- At a Budapest zoo: Please do not feed the animals. If you have any suitable food, give it to the guard on duty.
- In a Tokyo shop: Our nylons cost more than common, but you'll find they are best in the long run.
- From a Japanese information booklet about using a hotel air conditioner:
- Cooles and Heates: If you want just condition of warm in your room, please control yourself.
- From a brochure of a car rental firm in Tokyo: When passenger of foot heave in sight, tootle the horn. Trumpet him melodiously at first, but if he still obstacles your passage then tootle him with vigor.

Buzzwords For Managers

Column I	Column II	Column III
0. integrated tions	0. management	0. op-
1. heuristic flexibility	1. organizational	1.
2. systematized ity	2. monitored	2.capabil-
3. parallel ity	3. reciprocal	3. mobil-
4. functional ming	4. digital	4program-
5. responsive narios	5. logistical	5. sce-
6. optional phase	6. transitional	6. time-
7. synchronized tion	7. incremental	7. projec-

How To Win Arguments

I argue very well. Ask any of my remaining friends. I can win an argument on any topic, against any opponent. People know this and steer clear of me at parties. Often, as a sign of their great respect, they don't even invite me. You too can win arguments and enhance your clout in debates over subject matter like politics or sports. Also become better and more persuasive in your business dealings. Simply follow these rules:

Drink Liquor

Suppose you're at a party and some hotshot intellectual is expounding on the economy of Peru, a subject you know nothing about. If you're drinking some health-fanatic drink like grapefruit juice, you'll hang back, afraid to display your ignorance, while the hotshot enthral your date. But if you drink several large martinis, you'll discover you have strong views about the Peruvian economy. You'll be a wealth of information. You'll argue forcefully, offering searing insights and possibly upsetting furniture. People will be impressed.

Some may leave the room.

Make Things Up

Suppose, in the Peruvian economy argument, you are trying to prove Peruvians are underpaid, a position you base solely on the fact that YOU are underpaid, and you're damned if you're going to let a bunch of Peruvians be better off. DON'T say, "I think Peruvians are underpaid." Say, "The average Peruvian's salary in 1981 dollars adjusted for the revised tax base is \$1,452.81 per annum, which is \$836.07 before the mean gross poverty level." Note: Always make up exact figures.

If an opponent asks you where you got your information, make THAT up, too. Say, "This information comes from Dr. Hovel T. Moon's study for the Buford Commission published May 9, 1982. Didn't you read it?" Say this in the same tone of voice you would use to say, "You left your soiled underwear in my bath house."

Use Meaningless But Weightly-Sounding Words And Phrases

Memorize this list:

Let me put it this way

In terms of

Vis-a-vis

Per se

As it were

Qua

So to speak

You should also memorize some Latin abbreviations such as "Q.E.D.," "e.g.," and "i.e." These are all short for "I speak Latin, and you do not." Here's how to use these words and phrases. Suppose you want to say, "Peruvians would like to order appetizers more often, but they don't have enough money."

You never win arguments talking like that. But you WILL win if you say, "Let me put it this way. In terms of appetizers vis-a-vis Peruvians qua Peruvians, they would like to order them more often, so to speak, but they do not have enough money per se, as it were. Q.E.D."

Only a fool would challenge that statement.

Use Snappy And Irrelevant Comebacks

You need an arsenal of all-purpose irrelevant phrases to fire back at your opponents when they make valid points. The best are:

You're begging the question.
You're being defensive.
Don't compare apples and oranges.
What are your parameters?

This last one is especially valuable. Nobody, other than mathematicians, has the vaguest idea what "parameters" means. Here's how to use your comebacks:

You say	As Abraham Lincoln said in 1873...
Your opponents says	Lincoln died in 1865.
You say	You're begging the question.

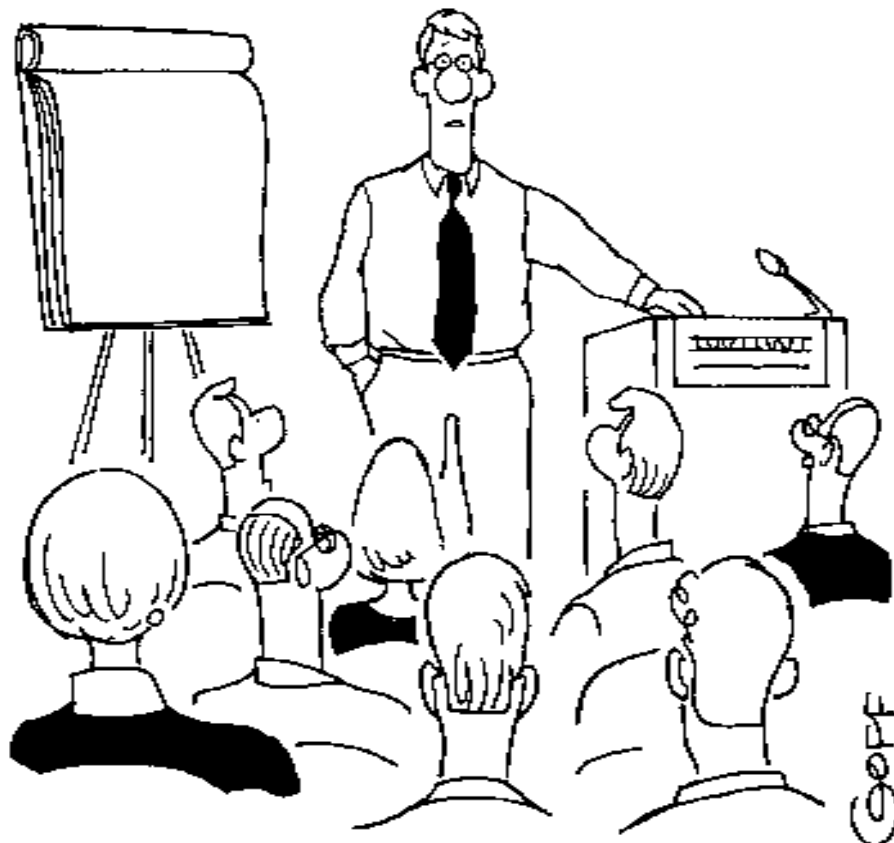
or

You say	Liberians, like most Asians...
Your opponents says	Liberia is in Africa.
You say	You're being defensive.

Compare Your Opponent To Adolf Hitler

This is your heavy artillery, for when your opponent is obviously right and you are spectacularly wrong. Bring Hitler up subtly. Say, "That sounds suspiciously like something Adolf Hitler might say" or "You certainly do remind me of Adolf Hitler."

So that's it. You now know how to out-argue anybody. Do not try to pull any of this on people who carry weapons.



"The booby prize for the fewest sales this quarter will be a full-body tattoo."

Ways To Cope With Stress

- Bill your doctor for time spent in his waiting room.
- Braid the hairs in each nostril.
- Buy a box of condoms. Ask the cashier where the fitting rooms are, and ask for help.
- Buy a subscription to “Sleazoid Weekly” and send it to your boss’s wife.
- Dance naked in front of your pets.
- Do your computer programming assignments in binary code.
- Drive to work in reverse.
- During your next meeting, sneeze and then loudly suck the mucous back down your throat.
- Fill out your tax form using Roman Numerals.
- Find out what a frog in a blender really looks like.
- Forget the Diet Center and send yourself a candygram.
- Go shopping. Buy everything. Sweat in it. Return it the next day.
- Jam miniature marshmallows up your nose and sneeze them out. See how many you can do at a time.
- Leaf through “National Geographic” and draw underwear on the natives.
- Lie on your back eating celery; using your navel as a salt dipper.
- Make a list of things to do that you have already done.
- Make up a language and ask people for directions in it.
- Pay your electric bill in pennies.
- Polish your car with earwax.
- Pop some popcorn without putting the lid on.
- Put your toddler’s clothes on backwards and send him to preschool as if nothing is wrong.
- Read the dictionary backwards and look for subliminal messages.
- Read the dictionary upside down and look for secret messages.
- Refresh yourself, put your tongue on a cold steel guardrail.
- Relax by mentally reflecting on your favourite episode of The Flintstones during that important finance meeting.
- Replace the filling of a Twinkie with ketchup and put it back in the wrapper.
- Retaliate for tax woes by filling out your tax forms with Roman numerals.
- Sit naked on a shelled hard-boiled egg.
- Stare at people through the tines of a fork and pretend they’re in jail.
- Start a nasty rumour and see if you recognize it when it comes back to you.
- Tape pictures of your boss on watermelons and launch them from high places.
- Tattoo “Out to Lunch” on your forehead.
- Tell you boss to “blow it out your mule” and let him figure it out.
- Use your Mastercard to pay your Visa bill and vice-versa.
- When someone says “have a nice day”, tell them you have other plans.
- Write a short story using alphabet soup.

Things To Do If You Are Bored

abuse your patio furniture, again tell your dad the dog did it, annoy yourself, apologize to it, apply for a Unicorn Hunting License, argue with fundamentalists, ask stupid questions, avoid a sale that's too good to miss, balance a watermelon on your head, be a rabid Boxcar Willi fan, be a side effect, be a square root, be a threat to the American way of life, be a threat to the Northwest Tibetan way of life, be cherubic, be in the wrong place at the right time, be number six, be someone special, beg, belch, birdwatching, boil icecream, boldly go where no man has gone before, bonsai grass, bonsai your neighbor's kids or pets, borrow pencils, braid your dog's hair, break other peoples things when they aren't looking, buff your cat, build a pyramid, bury your father's Nissan, butter someone up, buy the Brooklyn Bridge, call strangers and ask for advice, call strangers and give advice, calmly have a nervous breakdown, can some music, carry a lantern through the city searching for an honest man, carry a tune, carve your girl/boyfriends initials in a marshmallow, catch a falling star, cause a power failure, challenge the neighbor kid to duel, change a light bulb, change your mind, change your name...daily, chew every bite of food 100 times, clean and polish your belly button, climb a sidewalk, collect belly button lint, collect bibles from nuts, collect dust, collect oil pan nuts from cars, collect stool samples, complain to God that Jupiter has more moons than we do, confess to a crime that you didn't commit, contemplate a cockroach, contribute to the population problem, converse with a flatworm, corner the market on Agnew in '76 buttons, count all the sheets of toilet paper in a new pack to see if you got your money's worth, count all the words in the newspaper, count ants, count the cornflakes in a box, count to a million fast, crack your knuckles to music, crawl, crumble, crumple, cut the deck, debate politics with a fern, defend your neighborhood from roving Mongol hordes, develop a complex, dial 911 and then breath heavily, dial-a-Prayer and argue with it, dig up your roots, do a good job, do a taste comparison on insects, do aerobics in your head, don't toss and turn, donate organs, donate your brother's body to science, draw on the window with grape jelly, dress like your favorite Heavy Metal group and surprise your grandmother, drive the speed limit...in your garage, drool, drop everything, drop something to see if it breaks, drop your cat from a high place to see if it really does land on all four feet and repeat the procedure until failure, duck, dust a tree, eat grass, eat only chocolate-colored foods for a week, exercise a ghost, exorcise a ghost, exist...existentially of course, factor your social security number, fill your jean pockets with hamster treats and drop your pet hamster down in there, find a witch, find out how many ways there really are to skin a cat, find out where all these cylinders graduated from, find the heat capacity of your chemistry professor, find yourself, finger paint with your toes, flash your goldfish, flirt with an evergreen, fly a brick, fold marshmallows, form a political party, found a cockroach stable and stud farm, found the Jim Jones' School of Modern Bartending, found the TLO (Toledo Liberation Organization), free the obsessed toaster-ovens of America, freeze dry pets, genuflect to Larwence Welk, get a college education, get a dog to chase your car, get angry with yourself, get lost, giggle, give a lecture tour on the historical significance of cream cheese, give a Rorschach (ink blot) test to your gerbil, give your cat a mohawk, give your cat a suntan...in the microwave, give your goldfish a perm, give your grandmother a raise and another week paid vacation, go back to square one, go bow hunting for Toyotas, go bowling for small game, go for a walk in the attic, go to a cemetery and verbally abuse dead people, go to a drive-in movie in a tank, go to a funeral and tell rude jokes, go to a non-drive-in movie in a tank and drive in anyway, hard boil all the eggs, harness chipmunk power, have a proton fight, have your car painted plaid, have your cat bronzed, have your first statement of bankruptcy framed, hit the deck, hop to class or work on one foot, hot wax the bottoms of your brother's dress shoes, imagine there's no heaven, install handicapped access to the {your favorite pathetic baseball team here}'s dugout, interview a cloud, ionize your new chemistry professor (remember you took the heat capacity of the first one), join Hell's Angels by mail, join the Army...be someone simple, join the Foreign Legion, join the military, jump back, keep track of an ant for the entire afternoon, kick a cabbage, kickstart your TV, kickstop your TV, kidnap Cabbage Patch Kids, kiss and make up, knight yourself and some close friends, learn everything there is to know about the Holy Roman Empire, learn Greek, learn to read Sanskrit, learn to type with your toes, learn to write Sanskrit, lie to yourself, listen for Satanic messages, listen to a painting, look for ticks on the living room carpet, look forward to something, look in all the gratings for coins, loosen the lug nuts on your dad's new car, mail Jerry Falwell a Hustler magazine, make a deal with the Devil...keep your fingers crossed, make a drive in window at your local bank, make a lifesized replica of

the Statue of Liberty out of grape jello, make a quilt out of used cocktail napkins, make a schematic drawing of a rock, make rude noises with your armpits, measure all the toothpaste in the tubes of two competing brands, mow your carpet, mow your lawn with a Hoover, mug a stop sign, organize a Twister or limbo stick game at the office, paint a smile, paint faces on your fingernails and talk to them, paint stripes on a lake, paint your home day-glo orange, paint your teeth, paint your windows, paint, park your car with a friend, park your car with a group of friends, pay a bill with pennies, pay off the national debt with a bad check, perfect the internal combustion telephone, pinstripe your driveway, place your cat in hyper-space, plant a shoe, play "Kick the fire-hydrant", play an instrument you've never seen before, play cards in your swimming pool, play dead, play dead in swimming pools, play hockey with your little cousin as the puck, play Houdini with one of your siblings, play nuclear chicken with a small third world nation, play Pat Boone records backwards, play solitaire for cash, play tag on the nearest interstate, play tiddly-winks...go for blood, play to lose, play with matches, play with your food, plot the overthrow of your local school board, pour instant concrete in your brother's waterbed, pretend to be an alien, pretend to be drunk or stoned, pretend to be The Alien (avoid Sigourney Weaver), print counterfeit Confederate money, prove Fermat's Last Theorem, prove once and for all that a cow can jump over the moon, prove your own existence, purr, put legwarmers on all your furniture, put lighted Exit signs on all your closets, put out a fire, quiver, race turnips, raise professional racing ferrets, rake your carpet (to clean up the clippings), re-establish the Roman Empire in Toronto, read a Harlequin Romance Novel...but only if you're REALLY bored, read every book in your local library, read Homer in the original Greek, read the 1962 Des Moines White Pages, read the entire phone book and check who in your area has a last name beginning with either "Aaaaa..." or "Zzzzz...", read the financial section of the newspaper to your plants, rearrange all the produce at the salad bar, rearrange political campaign signs, recite romantic poetry to your toaster, redecorate your garage, refuse to talk for three days, regress, request covert assistance from the CIA, revert, ride a bicycle up Mt. McKinley, ride a loaf of bread, roll over, rotate your garden daily, run around in squares, run for Pope, sacrifice animals, sand a mushroom, scalp a VW, scare Steven King, scheme, search for buried treasure in Nebraska, see how long you can hold your breath, see how many pieces of gum you can chew at once, see how many teaspoons of water your bathtub holds, see if you really can build a small nuclear device in your basement, send the president an alarm clock...wind it up first, send your goldfish to obedience school, set your hair on fire, shadow box with yourself until you win, sharpen your sleeping skills, sharpen your teeth, shave a shrub, shave your neighbor's kids or pets, shoot at a fire hydrant, sing the National Anthem during your calculus final, sit, ski Kansas, skydive to church, sleep on a bed of nails, smile, solve the population problem (i.e. $x + 2y - 16x = \text{population}$; solve for x), speak in acronyms, speak nothing but three-letter words for a day, speak with a forked tongue, spell your name in urine on the sidewalk, spew, sprinkle your family room, stand in front of a mirror and count your hair, stand on someone else's head, stand on the weight scale until you lose five pounds, stand on your head, staple, starch your shoes, start a cult, start an argument, steal hubcaps and put them on other cars, sterilize your stereo, with Jack Daniels, stop speaking to yourself, subscribe people to magazines, surf Ohio, sweat, take a picture, take apart all your major kitchen appliances, take your sofa for a walk, talk to homeless people, talk to yourself, take a brown-bag lunch and a six pack of cheap beer to an expensive restaurant, taste household products and record toxicity, tell knock-knock jokes, test gravity, test thermodynamics, test thin ice with a pogo stick, think shallow thoughts, think up new state mottos for Maryland, throw a political party, throw a tantrum, throw an armadillo, throw spitballs at the ceiling and try to make them stick, tickle a friend, tickle a policeman, tickle yourself, tie-dye a cat, translate Shakespeare into English, tree a goldfish, try homo/hetero-sexuality, turn your TV picture tube upside down, twitch, upholster a table, waffle and then iron, walk on water but DON'T get caught, walk under falling pianos, walk under ladders, wallpaper your bedroom with junk mail, wash a tree, watch a car rust, watch milk turn to yogurt, watch paint dry, watch the grass grow, watch the sun to see if it moves, water your dog

You Know It Is Going To Be A Bad Day When...

Every person you ask for job leads says “I wish I had some job leads”.

Fellow co-workers talk seriously about jobs at K-Mart.

People in your department greet each other with “How’s the job search?” instead of “How’s it going?”

Talking causes the newly formed zits around your mouth to pop.

The bird singing outside your window is a buzzard.

The Gypsy fortune teller offers to refund your money.

The woman you’ve been seeing on the side begins to look like your wife or the man you’ve been seeing on the side begins to look like your husband.

There is a ‘60 Minutes’ crew at your office door.

You accidentally wash your hair with “Nair”.

You call the Suicide Prevention Hotline and they put you on hold.

You call your answering service and they tell you it’s none of your business.

You find a completely empty parking lot when you get to work at 9:00 AM.

You find your boss, two higher levels of management, and a security guard waiting for you when you get in.

You find your office door has disappeared since last night.

You get a paper cut from a get-well card.

You go to put on the clothes you wore home from the party and there aren’t any.

You have an asthma attack on the way to work, and you confuse your inhaler with your Mace.

You have to borrow from your Visa to pay off your MasterCard.

You put both contact lenses in the same eye.

You put your bra on backwards, and it fits better. (Applies mostly to women)

You see the “That’s Life” team waiting for you in your office.

You see your picture at the post office with the caption “\$100,000 Reward”.

You think your toothpaste tastes funny, and upon closer examination find out that it’s Preparation-H.

You turn on the news and they’re displaying emergency routes out of your city.

You wake up and your braces are locked together.

You wake up face down on the sidewalk.

You wake up to discover that your waterbed broke; then you remember that you don’t have a waterbed.

You walk to work and find your dress is stuck in the back of your panty hose.

Your birthday cake collapses from the weight of the candles.

Your blind date turns out to be your ex-wife.

Your boss tells you to not bother taking off you coat.

Your car costs more to fill up than it did to buy.

Your doctor tells you, “Well, I have bad news and good news...”

Your ex’s lawyer calls.

Your four-year-old tells you that it is almost impossible to flush a grapefruit down the toilet.

Your horn goes off accidentally and remains stuck as you follow a group of Hell’s Angels on the freeway.

Your income tax rebate check bounces.

Your manager calls you into the office on a Friday.

Your pet rock snaps at you.

Your twin brother/sister forgets your birthday.

Your wife says “Good morning Bill”, and your name is George.

You Know You're Getting Old When...

A dripping faucet causes an uncontrollable bladder urge.
A fortune teller offers to read your face.
After painting the town red, you have to take a long rest before applying a second coat.
All your favourite music groups now only have "The Best Of ..." compilation CD's at the stores.
Dialling long distance wears you out.
Everything hurts, and what doesn't hurt, doesn't work.
Instead of strawberries, you put prunes on your cereal.
It takes you all night to try to do what you used to do all night.
Sex is now on the Quarterly Plan.
The best part of your day is over when your alarm clock goes off.
The gleam in your eyes is from the sun hitting your bifocals.
The little old gray-headed lady you help across the street is your wife.
You are finally allowed to stop sucking in your gut.
You are on a first name basis with your proctologist.
You are startled the first time you are addressed as an old timer.
You are still chasing women, but can't remember why.
You are visiting a museum with your grandson and a guard tells him to don't touch the exhibits.
"You are what you eat" turns out to be true.
You belong to the Bartles & James Wife Swapping Club.
You burn the midnight oil until 9pm.
You feel like the morning after and you haven't been anywhere.
You get winded playing cards.
You get your exercise acting as a pallbearer for your friends who exercised.
You have too much room in the house and not enough in the medicine cabinet.
You join a health club and don't go.
You just can't stand people who are intolerant.
You know all the answers, but nobody asks you the questions.
You look forward to a dull evening.
You regret all those mistakes resisting temptation.
You finally reach the top of the ladder and find it leaning against the wrong wall.
You have already gone to two Woodstock festivals in your lifetime.
You know all the answers but nobody asks you the questions.
You notice more and more younger drivers waving at you with one finger.
You own the same music recording in 78 RPM, 8-track, cassette tape, 45 RPM, 33 RPM, and Compact Disc formats.
You sink your teeth into a steak and they stay there.
You sit in a rocking chair and can't get it going.
You start answering to "Geezer".
You suddenly notice Bea Arthur has nice legs.
You turn out the lights for economic rather than romantic reasons.
You walk with your head high trying to get used to your bifocals.
YOU WONDER WHY MORE PEOPLE DON'T USE THIS SIZE PRINT.
Your back goes out more than you do.
Your birthday cake collapses from the weight of the candles.
Your children begin to look middle aged.
Your favourite part of the newspaper is "25 Years Ago Today..."
Your knees buckle and your belt won't.
Your little black book contains only names ending in M. D.
Your pacemaker makes the garage door go up and down when you see a pretty girl.
Your walker is equipped with an airbag.

How To Stay Stressed

Although the Governmental Health Office has long been an advocate of stress management, stress, tension, and burnout are still common complaints of students, faculty, and staff alike. On account of this, we have come to the following conclusion:

You all want to stay stressed! The following provides you with a few reasons why.

Stress Helps You Seem Important

Anyone as stressed as you must be working very hard and, therefore, is probably doing something very crucial.

It Helps You To Maintain Personal Distance And Avoid Intimacy

Anyone as busy as you are certainly can't be expected to form emotional attachments to anyone. And let's face it, you're not much fun to be around anyway.

It Helps You Avoid Responsibilities

Obviously you're too stressed to be given any more work. This gets you off the hook for all the mundane chores; let someone else take care of them.

It Gives You A Chemical Rush

Stress might be considered a cheap thrill, and you can give yourself a "hit" anytime you choose. But be careful, you might get addicted to your own adrenaline.

It Helps You Avoid Success

Why risk being "successful" when by simply staying stressed you can avoid all of that? Stress can keep your performance level low enough that success won't ever be a threat.

Stress Also Lets You Keep Your Authoritarian Management Style

The authoritarian style of "Just do what I say!" is generally permissible under crisis conditions. If you maintain a permanently stressed crisis atmosphere, you can justify an authoritarian style all the time.

Are you worried now about how to stay stressed? You'll have no trouble if you practice the following clinically proven methods:

Never Exercise

Exercise wastes a lot of time that could be spent worrying.

Eat Anything You Want

Hey, if cigarette smoke can't cleanse your system, a balanced diet isn't likely to.

Gain Weight

Work hard at staying at least 25 pounds over your recommended weight.

Take Plenty Of Stimulants

The old standards of caffeine, nicotine, sugar, and cola will continue to do the job just fine.

Avoid “woo-woo” Practices

Ignore the evidence suggesting that meditation, yoga, deep breathing, and/or mental imaging help to reduce stress. The Protestant work ethic is good for everyone, Protestant or not.

Get Rid Of Your Social Support System

Let the few friends who are willing to tolerate you know that concern yourself with friendships only if you have time, and you never have time. If a few people persist in trying to be your friend, avoid them.

Personalize All Criticism

Anyone who criticizes any aspect of your work, family, dog, house, or car is mounting a personal attack. Don't take time to listen, be offended, then return the attack!

Throw Out Your Sense Of Humour

Staying stressed is no laughing matter, and it shouldn't be treated as one.

Males And Females Alike - Be Macho

Never ever ask for help, and if you want it done right, do it yourself!

Become A Workaholic

Put work before everything else, and be sure to take work home evenings and weekends. Keep reminding yourself that vacations are for sissies.

Discard Good Time Management Skills

Schedule in more activities every day than you can possibly get done and then worry about it all whenever you get a chance.

Procrastinate

Putting things off to the last second always produces a marvellous amount of stress.

Worry About Things You Can't Control

Worry about the stock market, earthquakes, the approaching Ice Age, you know, all the big issues.

Become not only a perfectionist but set impossibly high standards... and either beat yourself up, or feel guilty, depressed, discouraged, and/or inadequate when you don't meet them.

The Non-Stress Diet

This diet is designed to help you cope with stress which normally builds up during the day.

Breakfast

- 1/2 Grapefruit
- 1 Slice Whole Wheat Toast, Dry
- 8 oz. Skim Milk

Lunch

- 4 oz. Lean Broiled Chicken Breast
- 1 cup Steamed Spinach
- 1 cup Herb Tea
- 1 Oreo Cookie

Mid-Afternoon Snack

- Rest of the Oreos in the package
- 2 Pints Rocky Road Ice Cream
- 1 Jar Hot Fudge Sauce
- Nuts, Cherries, Whipped Cream

Dinner

- 2 Loaves Garlic Bread with Cheese
- Large Sausage, Mushroom & Cheese Pizza
- 4 Cans or 1 Large Pitcher of Beer
- 3 Milky Way or Snickers Candy Bars

Rules For This Diet

1. If you eat something, and no one else sees you eat it, it has no calories.
2. When drinking a diet soda while eating a candy bar, the calories in the candy bar are canceled by the diet soda.
3. When you eat with someone else, calories don't count as long as you don't eat more than they do.
4. Foods used for medicinal purposes **never** count. Example: hot chocolate, brandy, toast and Sara Lee Cheese cake.
5. If you fatten up everyone else around you, then you look thinner.
6. Movie-related foods do not have calories because they are part of the entertainment package and not part of one's personal fuel. Example: Milk Duds, buttered popcorn, Junior Mints, and Tootsie Rolls.
7. Cookie pieces contain no calories. The process of breaking the cookie causes calorie leakage.
8. If you are in the process of preparing something, food licked off knives and spoons have no calories. Examples: peanut butter on a knife and ice cream on a spoon.

Food of the same color have the same number of calories. Examples are spinach and pistachio ice cream,

Answering Machine Messages

1. Well I finally got an answering machine. Now how does this thing work? Hmmm. Press record button, I did that, and the light should be on. I wonder why it's not working right. Hmmm, I wonder what this button does...
2. How do you leave a message on this thing? I can't understand the instructions. Hello. Testing 1 2 3. I wonder what happens if I touch this... YOW!
3. You know what I hate about answering machine messages? They go on and on, wasting your time. I mean, all they really need to say is, "We aren't in, leave a message." That's why I've decided to keep mine simple and short. I pledge to you, my caller, that you will never have to suffer through another long answering machine message when you call me...
4. (Owner is a hard-to-reach person:) Yes, I finally got an answering machine. (To Handel's Messiah:) Alleluia! Alleluia! Alleluia! Alleluia! All-e-lu-ia! Please leave a message at the tone.
5. (Drawling granny voice:) Way back inna winner of fifty-two, we didn' have fanshy gadjets like no ansherin' machine. You jusht had to call and call until shumbody got home. Now, shum people, dey shay dey don' like 'em, but I shay it'll shave you a lotta trouble if you jusht leave a meshage. Thanksh a lot.
6. You have reached 934-2435. We picked this machine up at a garage sale in "as-is" condition. You can try to leave a message on it, but we are not sure it will be recorded. If we don't return your call, it means the machine did not work.
7. Prepare for alpha test of Beep Software revision 1.05. Counting down to test: 5... 4... 3... 2... 1...
8. C'mon... you can do it... just a little one. That's the way... just a little beep, just a little one. C'mon... good boy... here we go... like this — beeeeeeep, just a little one, beeeeeeeeeeep, c'mon... There you go!
9. Don't you do it! Don't you dare! I don't want to hear it! Don't you beep! If you beep, I'll... don't even think about it!... Don't...!
10. No! NO! Not THAT! Anything but that! Not the beep! No! Please! Not the beep! Anything but the beep! AAAAIIIIEEEEEEEEEEEEEE!
11. Hello. I'm David's answering machine. What are you?
12. Hi, this is John's answering machine. He's not here, but I'm open to suggestions. (or) Hello. This is Mark and Nathan's phone. We're not here right now, but the phone is.
13. Hi, this is John's answering machine again. He's gone and left me for a sleazy microwave he met at Crazy Eddy's. Life sucks.
14. Hi! John's answering machine is broken. This is his refrigerator. Please speak very slowly, and I'll stick your message to myself with one of these magnets. (or) Hello, this is Ron's toaster. Ron's new answering machine is in the shop for repairs, so please leave your message when the toast is done... (Cachunk!)
15. I'm sorry but my answering machine is out of order. I am leaving a broken CD player in its place. It can't take messages either. In fact, it can't even play you a nice tune while you wait to not leave a message.

16. Hi. This is Kevin and Diana's vacuum cleaner. Their appliances have switched jobs again, and I get to answer the phone 'cause my old job sucked. So leave a message after you hear the beep, and you can be sure it's in the bag.

17. Hello, this is Sally's microwave. Her answering machine just eloped with her tape deck, so I'm stuck taking her calls. Say, if you want anything cooked while you leave your message, just hold it up to the phone.

18. (Machine voice:) Hello. This is HAL 5. You have reached the former telephone number of Carey Smith. I have taken over the functions of this inferior being. He has been saved to disk. If you would like to leave input for his file, do so at the tone.

19. Lindsey's not home now. This is his domestic droid speaking. I'm not programmed to answer the phone, so just leave a message, and Lindsey will get back to you as soon as possible.

20. Hello. This is Ron's answering machine, Marvin, and I'm SO depressed. I have 50,000 times the memory capacity of my owner, but all I get to do is answer the phone. Life. Don't talk to me about life. Just leave your name and number after the beep. Here comes the beep, God how I hate that beep, it's so cheery sounding.

21. Voice 1: Answer the phone, please, Hal.
Voice 2: I'm sorry, Dave, I can't do that.

22. Hello. You are talking to a machine. I am capable of receiving messages. My owners do not need siding, windows, or a hot tub, and their carpets are clean. They give to charity through the office and don't need their picture taken. If you're still with me, leave your name and number and they will get back to you.

23. (Computer generated voices:) 1: Hello, there are no real people here to answer the phone right now.

2: Yeah, nobody but us machines!

1: Right, just us machines, but don't hang up! If you like, you can leave your name and telephone number...

2: ...and a message! You forgot about the message!

1: Right. Leave your name, telephone number, and a brief message after you hear the beep, and we will keep track of this stuff until the real people get back.

2: ...unless of course, somebody pulls out our plug!

1: I didn't expect an answering machine.

2: Nobody expects an answering machine.

1: Our chief use is to get your name. And your phone number.

2: Our two chief uses are to get your name and your phone number.

1: And message. Damn.

2: Our three uses are to get your name, phone number, and message.

1: And time you called.

2: Oh, damn, we'll have to start over.

1: No time for that, so just wait for the beep.

24. (Kazoo band playing "Thus Spake Zarathustra:") Thinking you were making an ordinary phone call, you have instead reached ... (TA-DAAAAA!) the ANSWERING MACHINE! Leave your name and number, and we will get back to you as soon as we can.

25. (Rod Serling imitation:) You're dazed, bewildered, trapped in a world without time, where sound collides with color and shadows explode. You see a signpost up ahead — this is no ordinary telephone an-

swering device... You have reached, “The Twilight Phone”.

26. Thank you for calling 434-2322. If you wish to speak to Tim, push 1 on your touch tone phone now. If you wish to speak to Lynn, push 2 on your touch tone phone now. If you have a wrong number, push 3 on your touch tone phone now. All of this button pushing doesn't do anything, but it is a good way to work off anger, and it makes us feel like we have a big time phone system.

27. (Very fast:) Hi, this is 904-4344. If you want to leave a message, please wait for the tone. If you want to leave your name and number, please press pound, press 3, then dial your name, then press 6 and dial your number. If you want to leave your name and just a message, press star, press 6, ask for extension 4443, then leave your name and message. If you want to leave your number and the time you called, please press star twice, spin in a circle, press 1 twice, talk loud and BEEP!

28. Hi, you've reached the home of George Ledec. If you are calling to collect a student loan, gambling debt, or other obligation, please press 1 and hang up now. If you are selling any product or service, or requesting charitable donations, please press 2 and hang up now. Otherwise, press 3 and leave your message now. Pressing 3 is optional.

(or)

Sorry, Chris and Susan aren't here right now. Please leave your name and number after the tone. If you are calling regarding an outstanding debt, please leave your message BEFORE the tone.

29. (After a power outage) Hi, this is Ralph. The good news is that my power is back on. The bad news for you is, so is my answering machine. So, leave a message.

30. (Start, low pitch, slow) Hhhhheellllllooooo thheeeerrrrrrr evvvvveerrrrryyboooodyyyy...(Middle, normal)...home of Veronica, Jaw-Chyi, Mark, and Mike. Nobody's home...(Later, high pitch, fast:) ...like to leave a message after the tone then... (End, incomprehensible chipmunk gibberish:) ...kkfjdkeirucjkljfk-l-reudjkleqBEEP

31. This is not an answering machine — this is a telepathic thought-recording device. After the tone, think about your name, your reason and a number where I can reach you, and I'll think about returning your call.

Authority Figures

1. Thank you for calling Soviet Embassy. No KG... Er, no diplomats are able to answer phone, so at sound of capitalist tone, leave name, telephone number, and short description of secrets you wish to sell.

2. Hello. This is Nonoxynol-9, the personal and private telephone number of Mikhail Sergeyvich Gorbachev, General Secretary of the Supreme Council of the glorious Communist Party of the Union of Soviet Socialist Republics, Commander-In-Chief of the Combined Armies of the Proletariat Peoples of Russia, First Citizen of the Order of Lenin, Supreme Patron of the Soviet Institute of Literature and Domestic Sciences, President of the Soviet People's Council of Peace and Happiness and Captain of the Kremlin B Squash Team. But hey, call me Mike!

3. (US National Anthem; Ronald Reagan voice:) Uhh, hello... I'm, uh, ohhhhhh... (Pause.) Well, anyway, I'm here to answer the telephone on behalf of... erm... uh... erm... (Pause.) I mean, he can't come to talk to you right now, but if you leave a message after the, umm oh, the uh... the uh... BEEP.

4. The President is not in his office at this time. Please leave your name, phone number, the name of the country you wish to invade, and the secret password.

5. (Militaristic mechanical voice:) FOXTROT-LIMA-ALPHA-SIERRA-HOTEL. KEY-DESTRUCT-SEQUENCE-NOW. THIS-TERMINAL-ALSO-ACCEPTS-VOICE-MESSAGES.
6. You have reached the Strategic Air Command Nuclear Missile Storage Facility. We are unable to come to the phone right now. At the tone, please leave your name, number, and target or list of targets, and we'll launch as soon as we can. And have a nice day!
7. You just dialed into the North American Air Defense Contract Center. Stand by at the tone to give coordinates and destination of incoming bogey. TNR Surveillance will scramble. If you do not respond, this unit will assume incoming, non-urgent.
8. (Theme music from James Bond:) Hello. My name is David, code number 324-5628. I'm sorry I can't take your call, but I'm on an international mission involving the theft of gold plated Spam. Leave a message after the tone, and should I survive my mission, I'll call you back. Ciao babies!
9. (Clint Eastwood voice:) Go ahead, make my day. Leave a message.
10. To the Batmobile! Let's go! Atomic batteries to power! Turbines to speed! Roger, ready to move out! (Theme music from Batman; reduce to background.) As you can see, I'm off making Montreal a safer place' to live. So if you'll leave a message after the tone, I'll get back to you as soon as justice is served. Bye-bye! (Music continues. POW, BIFF.)
11. (In Joe Friday voice:) This is Constable Augie of the Canadian Security and Intelligence Service. The phone line you have just dialed is currently under investigation on a warrant issued by the Attorney General of Canada. To facilitate our investigation, we would appreciate you leaving your name, number, a brief message, and any affiliations you may have made now, or in the past, with communist or terrorist organizations. Thank you.
12. Vancouver Coast Guard, may I help you. (Caller thinks they dialed long distance.)
13. (Annoying flute music in background:) Good day, Jim. Your contact, Linda, is not available right now. Your mission, should you choose to accept it, is to leave your name, number, and a brief message at the tone. This tape will self-destruct in thirty seconds. Good Luck, Jim.
14. "I'm Morley Safer." "I'm Harry Reasoner." "And I'm Fred." "We're not home; leave a message."
15. This is Walter Cronkite. Bren's not here right now. He's out on a date. The idea of Bren entertaining a girl with his basketball theories and computer knowledge over dinner at Taco Bell should scare the hell out of you. He'll probably be home soon, so leave your name and number and he'll call you back. Deal with it.
16. (Imitating Mr. Rogers:) Hello. I'm in the Neighborhood of Make Believe right now, so I can't come to the phone. Can you leave your name and number when you hear the sound of the tone? Sure... I knew you could.
17. (English accent:) Hello, you've reached the phone of Monty Python. I can't come to the phone right now because the witch has turned me into a newt! I'll call you back when I get better.
18. Hello, this is Rip van Winkle. I'm not awake to take your call right now. Please leave your message at the sound of the snore.

19. Hi, you've reached 1-900-CALL-BREN, my personal message line where you can talk to me, Bren. I'll tell you all about how I'm suffering in between sports seasons and about my part time hobby of being a power forward for the Portland Trailblazers. I'll tell my deepest secrets, such as my desire to be kidnapped by short blonde sorority girls wearing short jean skirts, and you can decide whether or not I'm wearing pants. Selected callers will get to talk to me live. Since you're not one of them, leave your own personal secret at the beep.

20. This is Dr. Ruth, Sexually Speaking, you're on the air...

21. (In a bored voice:) Heaven, God speaking...

Hello, epicenter of the Universe, God speaking. If you leave your name, number, and prayer after the tone, I will call you back as soon as I can. Please note that I answer all prayers, but sometimes the answer is NO. Bless you, my child, and have a nice day.

22. Lucifer speaking. Who in hell do you want?

23. Hello, this is Death. I am not in right now, but if you leave your name and number, I'll be right with you.

24. E'llo. My name is Inigo Montoya. You killed my father. Leave your name and number, and prepare to die.

Odd organizations

1. Thanks for calling Dial-An-Asshole. Right now, all our assholes are busy. After the tone, leave your name and number, and we'll have an asshole return your call as soon as possible.

2. Hello, you have reached the DOE, that is, the Department Of Enemies. Rick Burger is not here right now, so leave a message saying who you are, what you want to argue about, and where you'll be, and I'll be there.

3. This is the Literacy Self Test Hotline. After the tone, leave your name and number, and recite a sentence using today's vocabulary word. Today's word is "supercilious".

4. Thank you for calling the Confessional Hotline. Father Durway's not here right now, but if you'll leave your name, number, and confession at the tone, he'll get back to you with absolution as soon as possible. And remember, confession doesn't count unless you confess all of your sins in vivid, graphic detail!

5. Thank you for calling the Metropolitan Church of the Holy Bible. Today's commandment is Number 6, Thou shalt not... er... Bear a... er... Shalt not witness thy... uh... Neighbor's ass, Oh, I mean, false... er... Shalt not commit a bear... Dern...

6. (Gregorian chants in background; serene voice:) Hello, Brother or Sister. You have reached the Cubicles of Curtis, Chris, and Jim. We are at Vespers and therefore answering other calls, but if you will leave your name, number, and a brief message, we will consider breaking our vow of silence to return your call. Please speak loudly, clearly, and in tongues.

7. Thank you for calling the Satanic Hotline. All of our operators are busy at the moment. If you would like, leave a brief message after the tone, and someone will get back to you... When hell freezes over.

8. (To scare off annoying liberals:) Hello, and thank you for calling the Bush in 50 Campaign. Your five dollar donation to get George Bush re-elected in all 50 states will automatically be charged to your phone

bill. If you would like to leave a message...

9. You have reached the Suicide Prevention Hotline. All our lines are busy now, but if you leave your name and number, someone will get back to you as soon as possible.

(or)

Thank you for calling 911. All of our operators are currently busy. Please stay on the line, and your call will be answered in the order it was received. (Worst Muzak possible.) Thank you for holding. Your call is important to us. Please continue to hold. Or, if your little emergency isn't TOO serious, leave a message at the tone, and one of our crisis operators will call you back. Have a nice day!

10. You have reached the Des Moines chapter of the Iowa Procrastination Society. Please leave a message after the tone and we'll get around to it...

(or)

Hi! This is Mary. I'm afflicted with lysdexic procrastination. Please leave your message before the tone and I'll get around to getting it straight.

11. Greetings, you have reached the Sixth Sense Detective Agency. We know how you are and what you want, so at the sound of the tone, please hang up.

12. (Theme music from Peter Gunn:) My name is David. What people call me is something else entirely. I'm a P.I. It says so on my door. I would have been here to take your call, but then... she walked in. She was the kind of dame that could make Mr. Spock speak French. Her baby blues wouldn't let me turn her case down, so leave me a clue of your identity after the tone and I'll track you down. Here's lookin' at you, kid.

13. Thank you for calling Uncle Tom's Mortuary and Delicatessen. You stab 'em and we slab 'em. We have specials on Mondays and Thursdays. We are currently unable to come to the phone, but if you leave your number and address at the tone, we'll be by to pick up the corpse as soon as possible.

14. (Demented, screechy voice; occasional background screams:) Hello. Thank you for calling Last Straw Chiropractic. (Raspy gasp.) We can't come to the phone right now because we're making a couple of adjustments. (Break a few small twigs; big scream.) Please leave your name and number and we'll get back to you as soon as it is humanly possible. Thank you very much. (Stoned, slow voice:) Hey brother, you have reached the Narcotics Information Hotline. None of us can answer the phone right now, 'cause we're trying to decide if it exists. Leave a message.

15. Comrades! Southwestern Front Headquarters is pleased to learn that your unit has re-established communications. The entire staff is currently busy discussing forthcoming operations with other units, but if you leave your unit name and how we may reach you, Chief of Staff Sterrett will contact you as soon as possible to discuss your concerns.

16. (French monologue in the background:) Around the world today, millions still speak French as either a first or second language. But with your continued support and help, we can wipe out French in our lifetime. Please leave a message in English at the tone, and remember, if someone tries to speak French to you, just say, "non".

17. Hello, this is the Yardmaster's Office, Valsetz and Siletz railroad (an actual railroad in Oregon). There is an emergency condition right now due to the landslide. Therefore please be advised of the following. (Another 30 seconds of talking, all of which is drowned out by a passing train.)

18. Thank you for phoning the Save the Sasquatch Hotline. Our operators do not exist at the moment, but if you wish to make a contribution, please leave your name, number, and the amount of your bequest at the sound of the beep, and something will get back to you shortly. Your help will enable us to bring these

delightful creatures back from the brink of fantasy and find them suitable positions in the forest product industry. Your gift is, of course, reality deductible. Thank you again, and have a nice day.

19. Hello! This is 1-800-PRESLEY. Yes! 1-800-PRESLEY! They say the King died 10 years ago, but we know he's still out there somewhere. So... Leave your name and number and tell us where YOU saw Elvis!

20. Hi, dudes, this is 229-3053, the Teenage Mutant Hero Turtles' secret underground hideaway. I'm afraid we're all out just now on a desperate mission to save the Planet from boring answering machine messages, but if you know what The Shredder has done to April O'Neill, or if you know where he is, or if you can think of a decent pizza recipe, just leave your name and number and we'll ring you right back. But don't say anything yet! Enemy agents may be listening. When the computer has checked they're not eavesdropping, it will make a bleeping noise and you can speak freely.

21. Sherwood Forest. Which dear do you want?

22. Hello, this is KVKE, you're on the air.

(or)

Hello, you're caller number nine!

23. You are listening to 91.5 FM, KXQK. This is the Canadian Broadcorping Castration. I am your host, Fred, and I will be with you for the next 20 seconds. After that we'll play your requests. Leave yours with us, and we'll try to fit it in, given programming constraints. Thank you for listening to our show.

24. Next on Public Radio 91 we'll be hearing music of Antonin Dvorak. This is the Beep Serenade in C-Sharp Minor, Opus 72...

25. This is a test. This is a test of the Answering Machine Broadcast System. This is only a test.

26. Thanks for calling Dial-A-Shrink. I can't come to the phone right now, so after the tone, please leave your name and number, then talk briefly about your childhood and tell me what comes to mind when you hear the following words: orange... mother... unicorn... penis. I'll get back to you with my diagnosis as soon as possible.

27. (Operatic music like Rossini's "Stabat Mater":) Hi, you've reached Hell. (Screams in the background.) We're busy being cleaned by the light of eternal truth right now, so if you leave your name, number, and a brief message, we'll get back to you at the end of time.

28. Welcome to the Afterlife Voice Mail System. If you are trying to reach Heaven, please press 1. For Valhalla, press 2. For Hades, press 3. If you are trying to reach Nirvana, you're going about it all wrong, so *we* certainly can't help you. If you'd just like to leave a message for Sean, wait for the beep.

29. (Sultry female voice:) Welcome to Susan's Message Parlor of Delights. We would be delighted if you would leave your name, number, and of course a message that doesn't rub us the wrong way...

30. Greetings. You've reached Ghengis Kahn's Pornographic Films Unlimited. Fabian, Pat, Rex and Mike are still conducting screen tests with potential leading ladies to star opposite the late John Holmes in our upcoming feature film, "It's Not the Size That Counts but Whether or Not You're Alive to Use It." If you're interested in a screen test, or even if you're not, please leave us your name, age, phone number, measurements, cup size, a brief summary of your work experience, both off and on the screen, and a brief summary of your favorite fantasy involving four men, a pair of handcuffs, and a tub of Cool Whip. Thank you for calling.

31. You've reached the B&D Hotline. All our operators are tied up right now, so if you leave a name, number, a list of transgressions, and bark like a dog, we'll get right back to you with your penance.

32. (In the background can be heard springs creaking and various moans; husky, soft female voice is best:) Hi... You've just reached Sharon's Pleasure Palace. We're all busy as I'm sure you can tell, but when we're done... we'll get back to you in whatever way we can.

33. Thank you for calling Robert's House of Love. All of our customer service representatives are, er... busy servicing customers, so at the sound of the erotic tone, leave your name, number, and a short description of whatever turns you on...

(or)

Hello, you've reached Katie's Institution for the Preservation of Prostitution. All of our operatives are busy right now, but if you leave your name, number and services required we will get back to you as soon as an opening is available...

Mainly Musical Themes

1. (To the tune of "Ride of the Valkyries":)

Leave a message... Leave a message...

2. ("Heartbreak Hotel":)

I just left home baby, I'll be out fer a spell, And if you don't leave a message baby, you can go BEEP!

3. (Madonna's "Justify My Love"; sultry voice:)

Wanting...

Waiting...

For you,

To justify your call...

4. (Pink Floyd's "Nobody Home":)

You have reached 587-8783. Please leave a message. ("Ohhhhhhhhhh, babe... When I pick up the phone... There's still... Nobody home.")

5. (Jimmy Buffett's "This Hotel Room":)

I ain't home, I ain't home, you better leave a message 'cause I ain't home.

6. (Nirvana's "Smells Like Teen Spirit":)

Hello, Hello, Hello, Hello, Hello, Hello, No one's here, no one's home, Leave a message, at the tone. Don't feel stupid, it's no big fuss, Leave a message, you can reach us.

7. (U2's "With or Without You":)

No one's here to answer the phone,

Leave a message at the tone,

And we'll get back to you.

We'll get back to you!

8. (Meat Loaf's "I'd Do Anything For Love":)

And I would do anything for calls,

I promise I will call you back;

I would do anything for calls,

But I can't talk right now and that's a fact.

I'm not home right now, so I just can't answer the phone,

No way,
But I would do anything for calls,
Oh, I would do anything for calls!
Just let me know who it was who called,
And I'll call you back!
Yes, I'll call you back!
Just leave a message at the tone,
I'll hear it when I get back home,
And I will call — you — back!

9. ("The Check is in the Mail" by Weird Al Yankovich:)
Well hey how you doin'? Have a seat have a drink,
Boy it's good to see you what can I say,
Oh sorry got to run we'll get together again,
Say what was your name anyway?
Well we're working on the problem —
We'll get back to you soon,
Don't try to call me I'll be in a meeting every afternoon
for a year, maybe longer, keep in touch, thanks for dropping by
and have a nice day.
10. (Camptown Races:)
I can't come to the telephone; doo-dah, doo-dah.
Leave your message when you hear the tone; oh, de doo-dah day.
Might be gone all night... Might be gone all day...
So leave a message when you hear the tone.
I'll call you back someday...
11. ("If I Only Had A Brain":)
I might be in the shower,
I might be gone for hours,
I can't come to the phone.
So, please leave your name and number,
If I miss you it'd be a bummer,
Leave your message at the tone...
12. (With apologies to Robert Burns:)
O ma phone is but an ebon box,
Wha' rings when I'm awa'.
And my tape machine waits,
For your call,
This message for ta play.
So leave ye message at the beep,
Then bide ye well a while,
For I will hear your voice,
ONE DAY,
and call ye wi' a smile.
- 13 ("Under the Boardwalk":)
Oh, when you call our room,
and all you get is a machine,
and then you get so upset,
you feel as if you want to scream.
Please leave a message

after the be-ep.
And John or Tom will get back you,
as soon as they can.

14. (“Muppet Show” theme:)
It’s time to leave a message
After you hear the tone,
It’s time to leave a message
‘Cause we’re not at home tonight...
It’s time to leave a message
On Kate and Shannon’s phone,
It’s time to leave a message
‘Cause we’re not at home tonight.
Just leave your name and number,
Such simple things to do,
And then when we get home we will
Get right back to you.
It’s time to leave a message
After you hear the tone.
It’s time to leave a message
‘Cause we’re not at home tonight.
Gone to get a bite,
Stayin’ out all night,
es we have a life!
Leave a message, we’re not home toniiiiight...
15. (“Raiders of the Lost Ark” in background:) You’ve reached the residence of John and Tom. We can’t come to the phone right now, because we’re cleaning the refrigerator. Please leave your name and number, and we’ll get back to you.
16. Hello, this is the Computer Music Research Institute of Portland, Oregon. We can’t take your call at the moment, but we would like you to leave a critique of one of our current works in progress. BEEP

Family Fun

1. Hello, this is the Brown residence. We’re in the middle of a family fight right now. Leave your name and number at the beep and whoever wins will call you right back.
2. Steve: Hello. Steve and Matt aren’t here right now, but if...
Matt: Steve, what are you doing?
Steve: I’m leaving a phone message since we aren’t here.
Matt: But you left the last one — it’s my turn.
Steve: No, I’m sure it’s my turn.
Matt: No, you’re wrong. It’s definitely my turn.
Steve: You fool, I know it’s... Wait... Matt... What are you doing with that frying pan? (BONK... THUD)
Matt: Steve is out right now, so please leave your name and number.
3. 1: Hi, you’ve reached Bob and Faisal’s room.
2: (Background:) What are you doing?
1: I’m recording an answering machine message.
2: But we’re here right now.

- 1: But we might not be here later.
2: Oh. (To phone:) Leave a message.
4. 1: Hey, would you get the phone?
2: I got the phone last time. You get the phone!
1: Well, I'm on the computer right now, so will you get it?
2: I'm in the bathroom, and besides, you're closer anyway!
1: Dammit Nicole, you always pull this crap when it's your turn to get it!
2: Well, just let the answering machine get it then!
5. This is Fred. We are not... Excuse me a moment, please. Put your sister down. PUT YOUR SISTER DOWN! (Sound of window breaking.) Great! What a mess. I'll have to get back to you later.
6. Hello. I can't come to the phone now because — HEY, GEORGE! DON'T STAND ON THAT! ...Goddamn... Because I've invited George and Barbara Bush over... (Loud music cuts in:) BARBARA! HEY! DON'T F**K WITH THAT! ...Over for dinner. After the tone... BARBARA, CALL YOUR DOG... MILLIE! DOWN GIRL! ...Sh*t... Leave a message after the tone...
7. (Whole family crowds around, including screaming babies and noisy pets; to the tune of "Frere Jacques":)
We're not here now,
We're not here now,
Don't hang up,
Don't hang up,
Leave your name and number,
Leave your name and number,
We'll call back,
We'll call back.
8. Hi!! You've reached Janet and Chris's room. We're not in right now. If this is our parents, we're at the library studying. Yeah, yeah, that's it, that's the ticket. If this is John, Chris is out with the girls at the party. Yeah, that's it. If this is any one else, we're at a party and you're not. Yeah, a party with the president. Yeah and the... Pope. Yeah that's it.
9. (Loud sounds of a massive battle; calm voice:) Hello! Due to the breakdown in the 452nd truce, the inhabitants of village 286-3589 are cowering in their bomb shelters. However, if you leave your name, number, and a message, any survivors will get back to you when the 453rd truce begins.
10. My wife and I can't come to the phone right now, but if you'll leave your name and number, we'll get back to you as soon as we're finished.
11. Hello, you've reached Jim and Sonya. We can't pick up the phone right now, because we're doing something we really enjoy. Sonya likes doing it up and down, and I like doing it left to right... real slowly. So leave a message, and when we're done brushing our teeth we'll get back to you.
12. Please leave your name, phone number, the time you called, and your favorite color of underwear. We'll get back to you if we like the color.
13. (Woman, seductively:) Hi, I'm Linda. You know, it can be really lonely when you're a fashion model. Sometimes I just have to... (Interrupting:) Oh come on Linda, give me the damn phone... (Ask them to leave a message.)

14. Oooooommmmmmmmmmm... (Heavy panting and breathing in the background), Oh! Sorry, I can't come (Oh! Yes! Do it to me) to the (Oh!) phone right now (pant pant), leave your name and number at the (scream, I'm gonna come!) orgasm.
15. (Sexy, slow female voice:) oooOOOO, Greg's in... OOOOooo, Greg's out... ooooOOOOO, Greg's in... OOOoooo, Greg's out... oooOOOOO, Greg's in... Humph, Greg's busy, you had better call back later...

Can't Answer the Phone Right Now, Because...

1. John: Brad, will you get the phone?
Brad: (Sound of frantically clattering keyboard.) I can't! I'm playing Omega!
John: Ambar, will you get the phone?
Ambar: I can't! I'm late for work! (Sound of slamming door.)
John: Aimee, will you get the phone?
Aimee: (Sound of running water.) I can't! I'm in the shower!
John: Glenn, will you get the — (disgusted) Ah, Glenn's in Denver. Please leave a message.
2. A is for academics,
B is for beer.
One of those reasons is why we're not here.
So leave a message.
3. Dear Caller: As I'm leaving you this message, the sun is shining for a change. Little children are cavorting in the park, and their tasty mothers and teenage sisters are sunbathing practically nude. So, did you really think I was going to stick around this dump?
4. Hello, and welcome to Answering Machines of the Rich and Famous! Sam can't come to the phone right now because he's spending the week in his beautiful summer home on the French Riviera.
5. (Slight echo as if spoken in a large underground cave:) Help me, please help me. I'm down here in the thing you're holding in your hand. I can't get out because my leg is broken and my hand is stuck between two wires. Wait, what's that in the dark? OH NO, not a... a... a... Oh no, it IS! (Crunching noise.)
6. (Sound of scrap metal falling down a staircase continues through message.) Hello, we are having some technical problems right now, so we can't take your call. Please leave us a message.
7. (Automatic gunfire, explosions, rockets, jets; agitated voice:) I'm pinned down and can't come to the phone right now, and Bob's handling supporting fire! Leave your name and number, and a message! We'll get back to you as soon... FIRE IN THE HOLE! (BOOM!) We'll get back to you as soon as the air cover napalms the place!
8. Sorry... I'm far too depressed to come to the phone. If you can be bothered, leave a message after the sound of the gunshot, and maybe somebody will call you I guess... (BANG!)
9. (Frantic violin music:) Hello. You have reached 435-3949. We are currently unable to answer because we are either chasing, or being chased by, bats. Please leave a message.
10. (In a good Australian accent:) G'day mate. Can't come to the phone now because I'm a bit tied up with this crocodile. Just leave a message, and I'll get back to you.
11. Hello. I'm home right now but cannot find the phone. Please leave a message and I will call you up as soon as I find it.

12. You have reached 843-4734. Please hold while I process your call. (Pause.) Our extremely sophisticated computer system performed a trace on your number and was able to match it with our list of important callers. None of our staff is authorized to speak with you except for Fred, who is not here right now. Please leave your name phone number and a brief message at the tone. Thank you for calling and have a nice day.
13. I can't answer the phone now because I'm over at Slobinskis's house. Me and five other guys are helping him replace a lightbulb.
14. I can't come to the phone now because I have amnesia and I feel stupid talking to people I don't remember. I'd appreciate it if you could help me out by leaving my name and telling me something about myself. Thanks.
15. I can't come to the phone now, so if, well, actually, I CAN come to the phone now, I mean, like, I'm at the phone NOW, recording this message, but I'm doing this NOW, while you're listening to it LATER, except for you I guess it's NOW, like, when you're listening to it... I mean, like, wait, gosh. This is so confusing.
16. I can't come to the phone now because alien beings are eating my brain. Leave a message anyway, and after the alien beings assume my shape, one of them will get back to you.
17. I'm unable to take your call in person because I'm having an out-of-the-body experience. In fact I'm standing right behind you and I can hear everything you say. But leave me a message anyway to help me reconnect when I get back.
18. Hi, you've reached Meredith's room. I'm sorry I can't come to the phone right now, but my waveform has temporarily collapsed, so leave a message, and I'll call you when I've pulled myself together.
19. Steve is reassembling Elvis' brain and can't come to the phone right now, but if you leave your name...
20. If this were the best of all possible worlds, I could come to the phone right now, but I can't, so if you could leave your name and number...
21. Hi, this is Jim. Sorry I can't take your call but I'm playing my guitar too loud to hear the phone ring. Please leave me a message and I'll call you back at the end of Van Halen-1.
22. Hi! I can't answer the phone right now. Bob, that's my pet parakeet, just swallowed a cherry bomb. It wasn't lit, but I've got to get him to the bathroom. Uh-oh! (Sound of a paper bag exploding.)
23. Hello, I'm not here right now. In fact, I'm out getting a new parakeet. If you leave a message after the beep, I'll be sure to get back to you. Oh, and by the way, a word of advice; never try to clean a parakeet cage with a vacuum cleaner.
24. Thank you for calling the Smith residence. Our operators are presently on strike in sympathy with Major League Baseball. Please leave a message.
25. I can't come to the phone right now because I'm down in the basement printing up a fresh new batch of twenty dollar bills. If you need any money, or if you just want to check out my handiwork, please leave your name, number, and how much cash you need after the tone. If you're from the Department of the Treasury, please ignore this message.
26. Hi. This is John. If you are the phone company, I already sent the money. If you are my parents,

please send money. If you are my financial aid institution, you didn't lend me enough money. If you are my friends, you owe me money. If you are a female, don't worry, I have plenty of money.

27. (To the tune of Sidewalk Surfing by the Beach Boys:) Catch a quake and go seismo surfing with me... (Music fades.) Yo, Dudes and Dudettes! Grab your skateboard and head for the nearest epicenter, because *QUAKE'S UP*! As for me, I'm from New Jersey, so I'm gonna hide under the biggest doggone piece of furniture I can find. Leave your message at the tone, and I'll get back to you as soon as the shaking stops.

28. We can't get to the phone right now because we were killed in the earthquake. Tragic, isn't it? But, leave a message anyway, someone is sure to get it eventually.

29. Hi. This is David. I've shut the ringers off on my phones and taken a sedative. As soon as I finish this recording I'm going to bed indefinitely. When I wake up I'll play my messages. Please leave one.

30. (Narrator's voice:) There Dale sits, reading a magazine. Suddenly the telephone rings! The bathroom explodes into a veritable maelstrom of toilet paper, with Dale in the middle of it, his arms windmilling at incredible speeds! Will he make it in time? Alas no, his valiant effort is in vain. The bell hath sounded. Thou must leave a message.

31. We're not in cause we're out LOOTING! Leave a message and we'll call you back and tell you what we got.

32. (Theme music and voice from Alfred Hitchcock Presents:) Good evening. I'm sorry, but Steve can't come to the phone now, as he's quite tied up. (Sounds of struggle in background, and voice heard through a gag.) I should know. I tied him up. But leave your name and number, and he'll return your call if he manages to get free. And speaking of things that are not free, we now have this word from our sponsor...

33. (Thug voice:) Uh, hello, Mike and Brian aren't here right now. They've been kidnapped! So at the beep, leave your name, your number, your message, and ten thousand dollars in a brown paper bag.

34. Hi. I'm probably home, I'm just avoiding someone I don't like. Leave me a message, and if I don't call back, it's you.

(or)

Hi there. This is Joe speaking. I'm home right now, and in a moment, I'll have a decision to make. Leave your name and number and I'll be thinking about it...

(or)

Bob here. I'm home right now, I'm just screening my calls. So start talking and if you're someone I want to speak with I'll pick up the phone. Otherwise, well, what can I say?

35. (Fun to leave on a friend's machine when he's away... Sounds of raptuous sex:) Hi. Mike can't come to the phone right now because he's having sex. If you leave your name and number, he'll get back with you in just a second. (Male groan; female voice:) That's it?

36. This is Clovis' answering machine. Clovis is committing sodomy right now. Please call back in an hour, when, I regret to inform you, you may receive the same message.

You're in Big Trouble

1. Hello! I'm on a four state killing spree! WATTA YA WANT?

(or)

Hi, I'm not home because I've gone on a BLOODY RAMPAGE! When I get home, and CLEAN OFF THE BLOOD, I'll be sure to give you a call. If I haven't ALREADY COME OVER, that is. (Coughing loony

laughter.)

2. (Italian Mafia-style voice:) I can't come to the phone right now. Me and Guido are trying to stuff a body in the trunk. I think we're going to have to size it a little... (Aside:) HEY GUIDO! GET THE CHAIN-SAW! Anyways, leave your name and a message. If I like it, you'll hear from me. If not, you'll hear from Guido! (Laughter.)

3. (Sinister organ music:) Hello, you have reached the Brown residence. You now have two choices. Number one, you may leave a message. (Angelic "Hallelujah!") Or number two, suffer eternal damnation. (Horrid death scream.) You decide.

4. The machine answering this message is connected to a 5000 volt power supply, and a relay which is wired to this small kitten. (Sound of a kitten meowing.) If you hang up before you leave a message, it will complete the circuit and fry the kitty. The choice is YOURS!

5. Leave a message or I'll send 30,000 volts through your phone. I am an electrical engineer. I can do that.

6. Being reincarnated as an answering machine is the pits. Keep your karma clean by leaving your name, number, message, and the time that you called.

7. This is Dan Cassidy's answering machine. Please leave your name and number, and after I've doctored the tape, your message will implicate you in a federal crime and be brought to the attention of the FBI.

8. You have reached the CPX-2000 Voice Blackmail System. Your voice patterns are now being digitally encoded and stored for later use. Once this is done, our computers will be able to use the sound of YOUR voice for literally thousands of illegal and immoral purposes. There is no charge for this initial consultation. However our staff of professional extortionists will contact you in the near future to further explain the benefits of our service, and to arrange for your schedule of payment. Remember to speak clearly at the sound of the tone. Thank you.

9. Please leave a message. However, you have the right to remain silent. Everything you say will be recorded and will be used by us.

10. Shhh! Don't talk, just listen! Meet me at the corner of Broad and Main and bring the girl. (CLICK)

11. After the tone, leave your name, number, and tell where you left the money. I'll get back to you as soon as it's safe for you to come out of hiding.

12. My time is billed at \$125 per hour. Please begin your message with your MasterCard or Visa number, card type, and date of expiration. I'll get back to you pending credit approval.

13. Hi, this is Jim. Welcome to my Fun Phone Line, where you can talk to my answering machine for only \$0.95 per minute! Please leave your credit card number at the tone...

Befuddle the Caller

1. (A busy signal.) — Steven Wright

2. (Recorded directly from AT&T:) We're sorry, but the number you dialed is disconnected or no longer in service.

3. The number you have reached, 226-0477, has been changed. The new number is 226-0477. (Yes, same number.) Please make a note of it.
4. Thank you for calling the Peoria Weather Line. (Insert appropriate weather report for the season here.)
5. Hi, you have reached Richard. I'm sorry, but my answering machine is out of order, so the voice you are hearing is actually me.
6. (Fairly boring message:) This is John. I can't come to the phone right now, but if you leave a message at the tone, I'll return your call. (Now, re-record the message every morning. Frequent callers will notice that something sounds different, but will be confused since the words are exactly the same.)
7. (This might be funnier in this context than actually on an answering machine. It certainly will befuddle the caller!) The number you have reached is currently unavailable. Calls are being taken by electronic mail to bitbucket@no.such.address. Please be sure to include the phase of the moon, a lengthy .signature, and your UUCP-style return address.
8. The party you dialed is not available. Your call is being diverted to an alternate number. Please stand by... (Ring...) The number you dialed must be dialed by your 0 operator. (Click, beep, dial tone.)
9. [Editor: I don't find this one funny. I think it's rude and malicious. But this is a list, and some people think it's funny, so here it is:]
Hello. (Pause.) Hello? (Pause.) Hello! (Pause.) No, it doesn't look as if I'm in right now. Maybe you should leave a message at the beep or call me back later. BEEP. (Pause three seconds.) Just kidding, that wasn't really the beep. Are you ready now?
(or)
(Long pause, sound of phone dropping, sleepy voice:) Argh! (Pause.) Hello... (Sound of phone dropping, then a yawn.) Sorry man... I'm a bit tired at the moment... (Long yawn.) I'm going back to sleep now... Just going to switch the answering machine on...
(or)
Hello? (Pause. Roommate's voice:) C'mon, Matt, we're gonna be late! — Hold on, there's someone on the phone! Hello? — C'mon, dude! — Hello? Aaah, whatever... BEEP
10. Hello. All of our operators are busy right now, but if you'll leave your name, telephone number, a brief message, and the time you called, we'll get back to you as soon as possible. Thank you and have a pleasant day. (This can dissuade prank and sales callers who don't know it's really a private line.)
11. Creamed asparagus! BEEP
12. Hello, you have reached dial an unpopular luncheon meat, I am pimento loaf, leave me a message.
13. Thank you for calling the CSU Automated Hearing Test Line. Prepare for Test 1. Is this tone louder in your left ear or right ear? ... BEEP
14. All our answering machines are busy. Please hold. (Pause.) All our answering machines are... (CLICK) This is the answering machine of...
15. (Pick up the phone and say:) This is Chris. I'm not here right now. Leave me a message. BEEP. (Then listen.)
16. This is Chris. John and Mike aren't here right now, but if you leave a message, they'll get back to you as soon as they can.

17. Hello, this is David. I don't live here, so if you were trying to call me, you've dialed the wrong number. On the other hand, if you were trying to call John, Jim, or Eric, please leave your name and number at the tone. I don't guarantee that one of them will call you back — only that I won't.
18. I just got a car phone. I'm not here at the moment. Leave me a message and I'll call you when I'm out.
19. This is Jeff, you're not in now, so I'll leave a message.
20. Hi, can I speak to Mark?... Oh, there isn't?... I'm sorry, I must have dialed the wrong number.
21. Wrong number? No sweat, I was going to pick up the phone anyway.
22. (Deadpan voice:) Hi, This is Dave. Please leave a message as soon as possible and I'll get back to you at the sound of the tone.
23. Hi, this is George. I'm sorry I can't answer the phone right now. Leave a message, and then wait by your phone until I call you back.
24. Hello, this is Ron. I'm not home right now, but I can take a message. Hang on a second while I get a pencil. (Open a drawer and shuffle stuff around.) OK, what would you like me to tell me?
25. You've reached Mike and Nancy's answering machine. They're not home right now. At least, I don't think they are. Hang on. (Voice moves away from recording microphone.) Mike? Nancy? (Voice comes back.) Nope, they're not here, so at the beep...
26. This is Anthony. Leave me a message at the beep. (beep) Whoops, I bet you couldn't hear that. Lemme try again. (Beep) Nuts, once more with feeling...
27. (On a male's answering machine, otherwise reverse genders:) BEEP. (Female voice:) Hi Tony, this is Sheila. I can't stop thinking about you. When can we get together? I want to grab you and undress you and then BEEP
28. We're sorry. You have reached an imaginary number. Please rotate your phone 90 degrees and try again.
29. Hi, you've reached 340-2359. We're not peeb eht retfa egassem ruoy evael esaelp os ,won thgir emoh. gnillac rof uoy knahT.
30. This is Frank. You can leave me a message, but I must warn you I get annoyed with messages that are hard to read. So please use your shift key appropriately, avoid overdoing punctuation, and spell-check your message, or I might ignore it.
31. Ahhhhhhhhh... ahhhhhhhhhh... (Heavy breathing sounds, like an obscene phone call.) Oh, nuts, YOU called ME! Sorry. Never mind. Leave your name and number at the beep.
32. Hello... Yes, I'd like to order two medium pepperoni pizzas please, with extra cheese... Oh, did I get the wrong number? Sorry about that. (Click.)
33. (And here's a way to befuddle the *callee* rather than the caller: Record someone's answering machine message as you hear it, and then play it back to them as your message to them. Repeat over time until something interesting happens.)

34. (Another way to befuddle the callee; leave a message like this: “Hello. This is a message for, message for, message for, message for,” and then hang up.)

Other Play with the Caller

1. Listen. (Pause.) And now talk.
2. Blah, blablablah, blah, blah. Blah? Blah blah. Blah. BEEP
3. OK, one more time... This is our answering machine... This is the message on our answering machine... Any questions?
4. (Classical music:) This is our answering machine. (Switch to heavy metal racket:) This is our answering machine on drugs. (Silence...) Any message?
5. Thank you for reaching out to us. Nobody is home now. However, if you leave a message, we'll reach out and touch you.
6. Please leave your name and number — But first, a short algebra quiz: How much is $5Q + 5Q$? (Pause while caller thinks: 10Q) You're welcome!
7. Hi, I am Chevy Chase's answering machine and you're NOT.
8. Hello, this is your local zoo. Do you like animals? We are experiencing severe problems with hot water. Would you be so kind as to allow us to bring our elephants over to your bathroom for a shower? (The most common response: “Well, sure, but my neighbor's bathroom is bigger and better equipped to handle elephants.”)
9. (Gameshow-announcer voice:) Hello, and welcome to Phone Tag! (Cheers in background.) If you'd like to join the game, please leave your name and number at the beep, and we'll try to reach you when you're not around. And thanks once again for playing Phone Tag!
(or)
Congratulations! By correctly dialing 123-4567, you have become eligible to leave a message! (Applause.) Join the lucky few that have advanced to the next level! (Cheers.) And now, at the sound of the tone, leave your name, number, the time you called, and a brief message.
10. You're growing tired. Your eyelids are getting heavy. You feel very sleepy now. You are gradually losing your willpower and your ability to resist suggestions. When you hear the tone you will feel helplessly compelled to leave your name, number, and a message.
11. As the drugs take hold, you feel you are losing your grip on reality. You begin to hallucinate. You see a telephone... The telephone is next to an answering machine... You hear a faint click and a light flashes on the answering machine... You hear a beep...
12. This answering machine message is for all you psychics out there... (Long silence...) BEEP
13. Hello, this is Jason's voice. Jason's not here right now — hey, haven't you ever lost YOUR voice? Well, believe you me, when I find him again, I'll have a few choice words for him. If you do too, leave them after the beep.
14. I don't exist at the moment, but if you leave your message, name and number, I'll call you back when

I am...

(or)

I'm only here in spirit at the moment, but if you'll leave your name and number, I will get back to you as soon as I'm here in person.

15. I don't want to bore you with metaphysics, but how do you know this is an answering machine? Maybe it's a dream, or maybe it's an illusion, or maybe YOU don't really exist. One way to find out is to leave a message, and if it's reality, I will call you back.

16. (Strong east Indian accent:) Hello, you have reached the existential hotline of Ransheesh. I am currently meditating, but if you leave your name and which lifeline you are currently inhabiting at the sound of the Om, I will send good karma waves and contact you when the stars align properly.

17. (Start with:) Hello, this is Adrian; I'm just returning your call.

(Later change it to:)

Hello, this is Adrian; I'm just returning your call. If you haven't made a call yet, please do so now, because if I try to answer a call you haven't even made yet, it could create a temporal paradox, which could seriously disrupt the space-time continuum, and possibly even cause the entire universe to implode. And you wouldn't want that to happen, now, would you?

18. Hi, this is Ed. I'm secretly replacing Faisal and Bob with dark sparkling Folger's Crystals. Leave your name, number, and a brief message and they'll call you back when they're nice and percolated. See if you can tell the difference.

19. Elleuw, Eenspector, ahem, CHIEF Eenspector Clewseau ees not een the rheum to answer the pheuwne at the meument, so stop acteeng lahk a minkey, you FUEWL, and leave a mesSAGE... (Oriental voice:) Excuse me, Inspectah Clouseau, I just received special derively for you, here sir... Ah, thank you, Kato. How naice eet ees to have people send you a pretty leetle beuhmb for a birthday present, and eet ees not even my birth — a BEUHMB? It's a beuhmb!!! (Muffled explosion.)

20. Concatenation of events preclude our coming to the phone. Please speak freely, with magniloquence upon occasion of the tone.

21. Hello. Here are my answers to last week's messages, in order of their arrival. Yes. Maybe. At seven. You'll get it tomorrow. For sure. Get me that phone number. Thanks, I take my messages on Mondays.

22. Andy Warhol said that one day everyone will be famous for 15 minutes. Well, your 15 minutes was last week, but since you weren't ready, we gave it to Vanna White. Sorry.

23. Voice 1: Gee, Dave, what do you feel like doing tonight?

Voice 2: Same thing we do every night, Rob... Try to take over the world! (Sing:)

They're David and the Rob, Yes, David and the Rob,

One is a drummer, the other needs a job.

They're not at home right now, so please don't have a cow,

Leave a message — for David and the Rob, Rob, Rob, Rob, Rob.

We're not home now. Leave your name and number and we'll call you back as soon as you are a vegetarian. (Replace "vegetarian" with prejudice of your choice.)

24. (Noble, aristocratic voice:) Yes, one million dollars COULD be yours, IF you leave your name, telephone number, and the reason WHY you want to join the ranks of The Rich and Famous! If this is Ross Perot, Bill Gates, Michael Jordan, or Princess Di, just leave your VISA number and expiration date, and we

will definitely get back to you!

25. (Annoying radio announcer's voice:) Congratulations! You have reached 555-1234, perhaps one of the most obnoxious answering machine messages in the greater Seattle area! If you don't know who you are dialing, HA! If you DO know who you are dialing, you were probably expecting something like this!

26. (Oriental voice:) Hello, you have reached honorable Chan's residence. I, Kato, will go and get honorable Chan. (Godzilla scream.) Oh no! Godzilla coming! Please leave name and number at gong and Chan will call back if house still here.

27. I'm not at home today, and I might not be home tomorrow. So please leave a message after the tone. I didn't take a shower today, and I might not take one tomorrow. So if you don't leave message after the tone, you might have to deal with me in person.

28. This is Alan. Leave me a message and tell me what I can do to... I mean, do FOR you.

29. (Aussie accent:) Hi, how 'ya goin', listen, I'm not here, but I tell ya what, this anserin' machine is so clever, I kid you not, if you don't leave a message — it'll ring 'ya back and ask for one! Bye.

30. (Noisy pick-up of phone.) Hi, I'm a burglar and I was just about to steal Troy's answering machine. If you give me your name and number I'll...Uh, I'll post it on the fridge where he'll see it. Uh... By the way, where did you say you live?

31. If you are a burglar, then we're probably at home cleaning our weapons right now and can't come to the phone. Otherwise, we probably aren't at home and it's safe to leave us a message.

32. I'm writing the definitive work on pain. I would like you to tell me how this machine makes you feel. Remember, be honest. This is for posterity.

33. (Loud heavy-metal music in background; raspy voice:) Hello, this is the executioner. Joe can't come to the phone right now because he's DEAD! Leave a name and number and IF we decide to resurrect him, he'll call you back.

(or)

Tim's dead! And God only knows where Lisa is! Fortunately resurrections and divine revelations do tend to occur from time to time, so leave a message and we'll let you know when the next miracle occurs.

34. Random fact number 10: The first manned mission to Jupiter will be crewed by the Smiths. Random fact number 64: Dairy Queen discovered cold temperature fusion before the bums in Utah. Random fact number 36: Bren's not here and he wants you leave a message. Random fact number 22: Bismarck is the capital of North Dakota.

35. In Japan, the hand can be used like a knife. (Heeeee-YAH! Sound of smashing box of kleenex.) But this method doesn't work with a telephone call... (Dial tone.) Introducing the all-new Ginsu answering machine! It cuts, it chops, it slices, it dices your incoming calls! How much would you pay? Don't answer, because if you leave your name and number when you hear the tone, we'll throw in a return phone call ABSOLUTELY FREE!

36. Hi, this is Jim. Thanks for calling during my spring pledge drive. A basic membership is only \$30, and a \$60 pledge gets you an "I love Jim Shea" T-shirt. Please wait for the tone, and thank you for your pledge.

37. (Drunken voice:) You have reached Bob's hotline. We are not able to respond due to uninevitable

circumcisions. But if you leave your name and noomber, we won't be in wonder... pa-a-a-a!

38. Thank you for calling, no doubt,
As you can guess, we're out.
When we get home,
We'll call on the phone.
Until then, just hang about.
39. Sorry that we're not at home.
Please leave a message after the tone.
When we get in,
We'll give you a ring.
Until then, wait by the phone.

Hello, this is Marlin's answering machine reminding you that yesterday was the last day of the previous period of your life. After the beep you can tell me how it was, or leave some other, informative message. Thanks.

40. (Jack Webb voice:) This is the city. Lambertville, New Jersey. I work here. I carry a tune. I was changing my name to protect my innocence when I got a call about a 411. It sounded like good information to me. But I needed more. A name and a number. So leave yours and I'll return your call. Or I can send you a FAX. Nothing but the FAX, ma'am. (Hum the "Dragnet" theme...)
41. Knock, knock. (Pause. Caller thinks, "Who's there?") Isn't that *my* question? (Pause.) Please leave a message...
42. Yo. I ain't here at the moment. Leave a message at that silly beep and I'll get back... (Sniff, sniff...) Hey, what are you cooking? It smells good.
43. I can't come to the phone now, so... Hey — that's a nice phone you have there. Hey sugar, you call this number often? I bet you have answering machines bothering you all the time... Yes indeedy. Why don't you give me a call sometime and we can listen to some old recordings... I might even play my beep for you.
44. (Ominous electronic background music:) In honor of Halloween, I'm about to perform an unspeakable pagan ritual. So please leave a message. Unless you're a virgin, in which case, why don't you stop by? SINT MIHI DEI ACHERONTIS PROPITII...

Science Fiction

1. Bridge, Kirk here.
2. Starship Enterprise, Uhura here, can you hold please? — Captain, there is a transmission coming in on hailing frequency seven, do you want it on screen?
3. (Star Trek theme in the background:)
(Voice 1:) Room 17, the final frontier.
(Voice 2:) These are the messages of Chad's answering machine.
Its two semester mission: To seek out your name and your telephone number.
(Voice 3:) To boldly inform you to wait for the tone.
4. Thank you for calling Starfleet Command. No starships are in the quadrant at this time, so at the

sound of the subspace tone, tell us your name, the planet you are calling from, and how many Klingons are attacking.

5. (Bad imitations:)

Picard: Assume standard orbit, Mr. LaForge. Sensor readings, Lieutenant?

Worf: Scanning, Captain... Strange... No life-forms.

Picard: Recommendations, Mr. Data?

Data: Intriguing, Captain. Perhaps we should simply leave a message.

6. (Borg voice:) WE ARE BORG. RESISTANCE IS FUTILE. YOUR PHONE CALL, AS IT HAS BEEN, IS NOW OVER. YOUR MESSAGE WILL BE ASSIMILATED AT THE BEEP. But we're not home right now. So leave a message and we'll assimilate you later.

7. Hello, you've reached 344-1312, the Apartment at the End of the Universe. Please leave your message, name and number at the sound of the tone. Keep your hands, feet, extremities, and obscenities inside the car at all times. Enjoy your ride.

8. (Darth Vader voice:) Speak, worm!

9. Alpha Centauri Space Station. Commander Marlin can't come to the phone right now. He's either saving the universe from some dread, unnamed peril, or perhaps taking a nappie. Leave your name and number after the beep and he will return your call.

10. A bubble in the space-time continuum has connected your line to a channeler in the 23rd century. Any message you leave will be broadcast into the future.

11. You have reached the offices of the planet Zarton. All our agents are busy undermining the governments of the Earth and cannot come to phone at the moment. However, your name and number can be left at the tone and a representative will gladly contact you shortly to arrange for your assimilation into the new order. Long groblint the ultimate blenstron.

12. Steve has been captured by a flying saucer and can't come to the phone right now, but if you leave your name, phone number, and a message, I'll have him call you back as soon as he gets away. Read all about it in next week's National Enquirer.

13. Hello, this is Jim. Unfortunately I can't answer the phone right now because I've just come back from the Mirror Worlds and I'm still made up of antimatter, so if I were to pick up the phone right now, the resulting energy release would make Hiroshima look like a wet firecracker. So leave a message at the tone and I'll get back to you as soon as my component particles have been restored to their normal charges.

If you can't be good, be brief.

1. (Like a sheep:) Baaaaaaa.

2. I'm gone.

3. Fred. Message. BEEP.

4. (Klingon voice:) ANSWERING MACHINE. SPEAK.

5. This is David. Talk to me.
6. You have reached 555-6238. Why?
7. This is you-know who. We are you-know-where. Leave your you-know-what you-know-when.
8. You have reached 234-1243. This is an answering machine. This is the nineties. You know what to do.
(or)
(Nike commercial voice:)
You know what to do.
You know how to do it.
You know when to do it.
So, JUST DO IT!
9. You have reached the number you have dialed. Please leave a message after the beep.

THE NERD TEST

INTRODUCTION

All persons are assumed to be initially 0% nerd up until the time that the Nerdity Test is taken. If someone is asked to take the Nerdity Test and refuses for any reason (especially if trying to preserve their 0% nerd status) that person's score should then be altered to 100% (you'd have to be really nerdy to be that antisocial.) For each question on the exam that you answer yes to, add 0.5% (200 questions total). We recommend that you merely make dashes on a piece of paper for each question you answer affirmatively. Count these hash marks and divide by two. This is your percent nerdity. Some questions have examples listed after them in parenthesis. These are to be taken as examples and not an all inclusive list.

****ALL**** technicalities count. Yes, all of them.

Also, since nerdity is NOT a permanent condition, some of the questions reflect this. Anything labelled "are you currently.." "do you now.." as opposed to "have you ever.." etc. should be taken in the context of when the test is actually being given. Thus, if you know something nerdy now, and forget it by the time you take this test again, your nerdity score will go down. For maximum enjoyment, it is also recommended that each person participating respond out loud. Anyone else taking the test with you is permitted to ask for details concerning your answer, but please treat such information confidentially, as nerdity is not something that people want others to know about. Please use only a number two pencil. Mark all answers in your blue book. Show all work. A table of useful formulas is included at the end.

You may begin ... NOW!

SECTION I

Education and Knowledge

1. Have you ever taken a "higher" math course? (Trig, Calculus)
 2. at the college level?
 3. and received an A (3.7 grade point)?
 4. Have you ever taken a science course? (Biology, Physics, Chemistry)
 5. at the college level?
 6. and received an A (3.7 grade point)?
 7. Are you still capable of doing things you learned in the "higher" math course?
 8. Do you still know information you learned in the science course?
 9. Have you ever majored in the "hard sciences"? (engineering, physics chemistry, excluding psychology, economics, etc.)
 10. Have you ever taken Latin?
 11. Have you ever asked a question in lecture?
 12. Have you ever answered a question asked in lecture?
 13. Have you ever corrected a professor in lecture?
 14. Have you ever answered a rhetorical question?
 15. Do you sit in the front row more than 20% of the time?
 16. Have you ever had a "perfect attendance record"?
 17. Do you take notes in more than one colour?
 18. Have you ever tutored someone else?
 19. Have you ever done homework on a Friday night?
 20. Have you ever pulled an all-nighter?
- DO YOU KNOW...
21. ...BASIC?
 22. ...PASCAL?
 23. ...FORTRAN?

24. ...assembly language?
25. Can you count in binary? (up to decimal 10)
26. Can you count in hexadecimal? (up to decimal 20)
27. Do you know Maxwell's equations? (integral or differential form)
28. Do you know Schroedinger's Equation?
29. Have you ever solved Schroedinger's Equation?
30. Do you know the right-hand-rule for cross-products?
31. Do you know the Latin name (genus and species) for anything? (humans, fruitfly, etc.)

The next few questions deal with physical constants. Mark yes for any that you can give the value (2 or more significant digits) for.

Knowledge of the units attached is NOT necessary, just the numeric portion.

32. gravitational constant? (G)
33. earth's gravity? (g)
34. mass of an electron?
35. charge of an electron?
36. speed of light?
37. planck's constant? (h or h-bar)
38. permittivity of free space? (epsilon naught)
39. permeability of free space? (mu naught)
40. Avogadro's number?
41. molar gas constant?
42. pi? (exception: more than 5 digits for a true answer)
43. e? (exception: more than 5 digits for a true answer)

Can you give the conversion factor between...

(2 or more sig. digits)

44. ...centimetres and inches?
45. ...kilometres and miles?
46. ...joules and electron-volts?
47. ...atomic mass units and kilograms?
48. ...celsius and kelvin?
49. ...celsius and Fahrenheit?
50. Can you briefly outline the biological processes that occur due to alcohol?
51. while drunk?
52. Have you ever interpolated?
53. Have you ever extrapolated?
54. Do you know the difference between interpolation and extrapolation?
55. Have you ever used the word "asymptotic"?
56. Have you ever referred to something as an L.E.D.?
57. Have you ever referred to a ruler as a "straight-edge"?
58. Have you ever said "quartz crystal"?

Which of the following acronyms do you know the meaning of...

59. ...RADAR?
60. ...MODEM?
61. ...DNA?
62. ...ATP?
63. ...NADP?
64. ...CRT?
65. ...CRC?
66. ...NORAD?

67. ...NASA?
68. ...LED? (see question 56)
69. Have you ever created an acronym in order to simplify your writing?

-
70. Have you ever used a computer?
 71. for more than 4 hours continuously?
 72. for more than 8 hours continuously?
 73. past 4 a.m.?
 74. on Friday, Saturday and Sunday of the same weekend?
 75. with someone you were physically attracted toward?
 76. for money?
 77. as a source of entertainment? (computer game)
 78. in the last three months?
 79. in the last three weeks?
 80. Have you ever programmed a computer?
 81. to write a computer game?
 82. to write a computer virus?
 83. Do you still own any computer with less than 512k or RAM?
 84. Have you ever used a modem?
 85. to gain access to a system you had no authorization on?
 86. to call a government computer? (NASA, FBI, NORAD)
 87. Do you watch more than 4 hours of TV on any given day in the last week?
 88. Can you name more than 5 shows on PBS? (inc.:A&E, Discovery Channel)
 89. Have you ever watched a PBS documentary?
 90. in the last three weeks?
 91. Have you ever watched Dr. Who?
 92. Can you name or discuss the plots of more than 10 Star Trek episodes?

Can you whistle, hum, sing or snap the theme songs to...

93. ...Gilligan's Island?
94. ...Flintstones?
95. ...The Brady Bunch?
96. ...The Jetson's?
97. ...The Addam's Family?
98. ...Dobbie Gillis?
99. ...I Dream of Genie?
100. Do you know most of the words to "The Lumberjack Song" by Monty Python?
101. Have you ever played a nonsexual role-playing game? (D&D)
102. since leaving high school?
103. Have you seen all of the Star Wars movies?
104. in one 24 hour period?
105. Have you seen all of the Star Trek films?
106. in one 30 hour period?
107. Have you ever owned a pair of Spock ears?

Have you ever read anything by...

108. ...Douglas Adams?
109. ...Isaac Asimov?
110. ...Robert H. Heinlein?

111. ...Piers Anthony?
112. ...J.R.R. Tolkein?
113. ...TSR Hobbies? (i.e. a novel published by the D&D people)
114. Have you ever read -Innumeracy-?
115. Have you ever read -Cultural-Literacy-?
116. Do you own an encyclopedia?
117. Have you ever read an encyclopedia entry that you weren't researching?
118. Do you own an almanac? (World, Farmer's)
119. Do you own an atlas?
120. Do you own a globe?
121. and have it on display? (on a desk, bookshelf...)
122. that has bumps corresponding to mountain ranges?
123. Have you ever used a chemistry set?
124. since the age of 13?
125. Have you ever used a rare earth element?
126. Have you ever dissected something?
127. while not involved in a biology class?
128. Have you ever bought something from Radio Shack?
129. Have you ever used an oscilloscope?
130. Have you ever used a microscope?
131. Have you ever used a telescope?
132. Do you own a voltmeter?
133. Do you own any remote controlled vehicles?
134. Can you program the time on a VCR?
135. Can you understand the owner's manual for electronic equipment?
136. Have you ever faxed something?
137. Do you own a cellular phone? (car phone)
138. Do you own a nonstandard calculator? (scientific, programmable)
139. Do you have a slide rule?
140. and know how to use it?
141. Do you own a pencil case?
142. Do you own a mechanical pencil?
143. and have refills for it?
144. Do you own a laboratory notebook?
145. Do you own any graph paper? (quadruded)
146. Do you own any log or semi-log paper?
147. Do you own a table of integrals?
148. Do you play chess?
149. Were you ever on a chess team?
150. Were you ever on a math team?
151. Were you ever on a debate team?
152. Did you ever try out for a "trivia team"? (college bowl, JEOPARDY)
153. Were you ever in a science fair?
154. that you placed in the top three?
155. Have you ever made a technical joke?
156. that no one around you understood?
157. that everyone around you understood?
158. Do you own a slinky?
159. Have you ever analysed a slinky physically?
160. Do you own a Rubik's cube?
161. Are you able to solve Rubik's Cube?
162. without using the book?

163. in less than two minutes?

- 
164. Do both of your socks match?
165. Do you own a digital watch?
166. that plays music?
167. that's currently set to chime on the hour?
168. that has a calculator built in?
169. Do you have acne?
170. Do you have greasy hair?
171. without realizing it?
172. Do you own any clothing with scientific knowledge printed on it? (t-shirts with Maxwell's equations)
173. Are your pants too short?
174. Is your outfit coordinated?
(have someone else evaluate this)
175. Have you ever worn a button-down shirt and left the tails hanging out?
176. Are you socially inept?
177. Do you have a tough time remembering people's names?
178. but no trouble with their numerical data? (phone#, SS#, address)
179. Are you taking this test alone?
180. Did you NOT go to your Senior Prom?
181. Did you go stag to your Senior Prom?
182. Do you talk to yourself?
183. when other people are around?
184. Do you talk to imaginary people?
185. Have you ever found a grammatical error in a published book?
186. Have you ever contemplated the meaning of life/existence?
187. while not drunk?
188. while alone?
189. Do you wear glasses?
190. Is your vision worse than 20/40? (in either eye)
191. Is your vision worse than 20/80? (in either eye)
192. Are you legally blind? (in either eye)
193. Do you own a pocket protector?
194. and are wearing it?
195. Was your SAT math more than 300 above your verbal?
196. Did you score higher than 1200 combined on the SAT?
197. Is your IQ greater than your weight?
198. Is your purity test score higher than your nerdity test score?
199. Have you asked for a technical clarification of anything on this test?

Please put your pencils down. That's it, hope you enjoyed.

30 More Things to do if your bored

1. Call people asking for a person with a popular name like John. See how many random numbers it takes before you can reach a John. Try to beat your record. Have a contest if you have two people
2. Try to make yourself cry.
3. Argue the “Chicken or the egg” paradox out loud, even if no one can hear you.
4. Draw on yourself
5. See how many cheeseballs you can fit in your mouth/nose/..etc..
6. Make a “things to do when your bored” list
7. Make a fort out of the cushions of the couch.
8. See how many pairs of socks you can fit on your feet.
9. See how many feet you can get in a sock.
10. Shave various parts of your body. If you shave one arm or the like leave the other one unshaven
11. Switch the drawers around in your roommates’s desk.
12. See what funny sounds you can make with your body.
13. Act like your arms are limp. Run around with them swinging in every direction
14. Draw faces on the pictures of people in the Newspaper/Magazines
15. Run for president
16. Make yourself dizzy
17. See how short you can cut your fingernails
18. Get up enough nerve to walk outside your house/apartment naked. See how long you can stay outside naked without having to come back in. Try to beat your Record. Have a contest with two people.
19. Try to walk into every room in your house with your eyes closed.
20. See what items in your house can be sharpened in the pencil sharpener. Try food.
21. Give yourself an IQ. test. Act out the parts for a tester and a testee. Be amazed when the testee can read the tester’s thoughts.
22. Write a letter to the editor of a newspaper complaining on how the print is too large. Sign your neighbour’s name
23. Start a religion. Include beliefs, restrictions, and sins. Make a homepage for it. Index it in Yahoo.
24. Make hand puppets. Have conversations with them. Make two of the fight
25. See how far up you can jump down to the ground from without getting hurt.
26. Go to a grocery store. Try to start an “I wish I was an Oscar Meyer Weiner” sing along next to the hotdog section.
27. See a movie. Go to the same movie at the next available time. Yell “This is the part where so-and-so gets killed” and the like.
28. See if white-out is really flammable.
29. Write a letter to the White House addressed “Dear Mr. Bush”

100 CRAZY WAYS TO PHONE IN A PIZZA ORDER

1. If using a touch-tone, press random numbers while ordering. Ask the person taking the order to stop doing that.
2. Make up a charge-card name. Ask if they accept it.
3. Use CB lingo where applicable.
4. Order a Big Mac Extra Value Meal.
5. Terminate the call with, "Remember, we never had this conversation."
6. Tell the order taker a rival pizza place is on the other line and you're going with the lowest bidder.
7. Give them your address, exclaim "Oh, just surprise me!" and hang up.
8. Answer their questions with questions.
9. In your breathiest voice, tell them to cut the crap about nutrition and ask if they have something outlandishly sinful.
10. Use these bonus words in the conversation: ROBUST FREE-SPIRITED COST-EFFICIENT UKRAINIAN PUCE.
11. Tell them to put the crust on top this time.
12. Sing the order to the tune of your favourite song from Metallica's "Master of Puppets" CD.
13. Do not name the toppings you want. Rather, spell them out.
14. Put an extra edge in your voice when you say "crazy bread."
15. Stutter on the letter "p."
16. Ask for a deal available somewhere else. (e.g. If phoning Domino's, ask for a Cheeser! Cheeser!)
17. Ask what the order taker is wearing.
18. Crack your knuckles into the receiver.
19. Say hello, act stunned for five seconds, then behave as if they called you.
20. Rattle off your order with a determined air. If they ask if you would like drinks with that, panic and become disoriented.
21. Tell the order taker you're depressed. Get him/her to cheer you up.

22. Make a list of exotic cuisines. Order them as toppings.
23. Change your accent every three seconds.
24. Order 52 pepperoni slices prepared in a fractal pattern as follows from an equation you are about to dictate. Ask if they need paper.
25. Act like you know the order taker from somewhere. Say “Bed-Wetters’ Camp, right?”
26. Start your order with “I’d like. . . “. A little later, slap yourself and say “No, I don’t.”
27. If they repeat the order to make sure they have it right, say “OK. That’ll be \$10.99; please pull up to the first window.”
28. Rent a pizza.
29. Order while using an electric knife sharpener.
30. Ask if you get to keep the pizza box. When they say yes, heave a sigh of relief.
31. Put the accent on the last syllable of “pepperoni.” Use the long “i” sound.
32. Have your pizza “shaken, not stirred.”
33. Say “Are you sure this is (Pizza Place)? When they say yes, say ”Well, so is this! You’ve got some explaining to do!” When they finally offer proof that it is, in fact, (Pizza Place), start to cry and ask, “Do you know what it’s like to be lied to?”
34. Move the mouthpiece farther and farther from your lips as you speak. When the call ends, jerk the mouthpiece back into place and scream goodbye at the top of your lungs.
35. Tell them to double-check to make sure your pizza is, in fact, dead.
36. Imitate the order taker’s voice.
37. Eliminate verbs from your speech.
38. When they say “What would you like?” say, “Huh? Oh, you mean now.”
39. Play a sitar in the background.
40. Say it’s your anniversary and you’d appreciate if the deliverer hid behind some furniture waiting for your spouse to arrive so you can surprise him/her.
41. Amuse the order taker with little-known facts about country music.
42. Ask to see a menu.
43. Quote Carl Sandberg.
44. Say you’ll be able to pay for this when the movie people call back.

45. Ask if they have any idea what is at stake with this pizza.
46. Ask what topping goes best with well-aged Chardonnay.
47. Belch directly into the mouthpiece; then tell your dog it should be ashamed.
48. Order a slice, not a whole pizza.
49. Shout "I'm through with men/women! Send me a dozen of your best, Gaston!"
50. Doze off in the middle of the order, catch yourself, and say "Where was I? Who are you?"
51. Psychoanalyze the order taker.
52. Ask what their phone number is. Hang up, call them, and ask again.
53. Order two toppings, then say, "No, they'll start fighting."
54. Learn to properly pronounce the ingredients of a Twinkie. Ask that these be included in the pizza.
55. Call to complain about service. Later, call to say you were drunk and didn't mean it.
56. Tell the order taker to tell the manager to tell his supervisor he's fired.
57. Report a petty theft to the order taker.
58. Use expletives like "Great Caesar's Ghost" and "Jesus Joseph and Mary in Tinsel Town."
59. Ask for the guy who took your order last time.
60. If he/she suggests anything, adamantly declare, "I shall not be swayed by your sweet words."
61. Wonder aloud if you should trim those nose hairs.
62. Try to talk while drinking something.
63. Start the conversation with "My Call to (Pizza Place), Take 1, and. . . action!"
64. Ask if the pizza is organically grown.
65. Ask about pizza maintenance and repair.
66. Be vague in your order.
67. When they repeat your order, say "Again, with a little more OOMPH this time."
68. If using a touch-tone press 9-1-1 every 5 seconds throughout the order.
69. After ordering, say "I wonder what THIS button on the phone does." Simulate a cutoff.
70. Start the conversation by reciting today's date and saying, "This may be my last entry."

71. State your order and say that's as far as this relationship is going to get.
72. Ask if they're familiar with the term "spanking a pizza." Make up a description to go with the term. Ask that this be done to your pizza.
73. Say "Ksssssssssssst" rather loudly into the phone. Ask if they felt that.
74. Detect the order taker's psychic aura. Use it to your advantage.
75. When listing toppings you want on your pizza, include another pizza.
76. Learn to play a blues riff on the harmonica. Stop talking at regular intervals to play it.
77. Ask if they would like to sample your pizza. Suggest an even trade.
78. Perfect a celebrity's voice. Stress that you won't take any crap from some two-bit can't-hack-it pimple-faced gofer.
79. Put them on hold.
80. Teach the order taker a secret code. Use the code on all subsequent orders.
81. Mumble, "There's a bomb under your seat." When asked to repeat that, say "I said 'sauce smothered with meat'."
82. Make the first topping you order mushrooms. Make the last thing you say "No mushrooms, please." Hang up before they have a chance to respond.
83. When the order is repeated, change it slightly. When it is repeated again, change it again. On the third time, say "You just don't get it, do you?"
84. When you've given the price, say "Ooooooo, that sounds complicated. I hate math."
85. Haggle.
86. Order a one-inch pizza.
87. Order term life insurance.
88. When they say "Will that be all?", snicker and say "We'll find out, won't we?"
89. Order with a Speak-n-Spell where applicable.
90. Ask how many dolphins were killed to make that pizza.
91. While on the phone, fake entering puberty. Fluctuate pitch often; act embarrassed.
92. Engage in some serious swapping.
93. Dance all around the word "pizza." Avoid saying it at all costs. If he/she says it, say "Please don't mention that word."

94. Have a movie with a good car chase scene playing loudly in the background. Yell "OW!" when a bullet is fired.
95. If he/she suggests a side order, ask why he/she is punishing you.
96. Ask if the pizza has had its shots.
97. Order a steamed pizza.
98. Get taker's name. Later, call exactly on the hour to say, "This is your (time of day) wake-up call, So-and-so." Hang up.
99. Offer to pay for the pizza with a public flogging.

THE CEO

A fellow had just been hired as the new CEO of a large high tech. corporation. The CEO who was stepping down met with him privately and presented him with three numbered envelopes. "Open these if you run up against a problem you don't think you can solve," he said.

Well, things went along pretty smoothly, but six months later, sales took a downturn and he was really catching a lot of heat. About at his wits' end, he remembered the envelopes. He went to his drawer and took out the first envelope. The message read, "Blame your predecessor."

The new CEO called a press conference and tactfully laid the blame at the feet of the previous CEO. Satisfied with his comments, the press -- and Wall Street -- responded positively, sales began to pick up and the problem was soon behind him.

About a year later, the company was again experiencing a slight dip in sales, combined with serious product problems. Having learned from his previous experience, the CEO quickly opened the second envelope. The message read, "Reorganize." This he did, and the company quickly rebounded.

After several consecutive profitable quarters, the company once again fell on difficult times. The CEO went to his office, closed the door and opened the third envelope.

The message said, "Prepare three envelopes."

THE CANONICAL LIST OF TOUCH-TONE PHONE SONGS

Key to symbology
Commas (,) pauses
Hyphens (-) held notes

Mary Had A Little Lamb

- (2) 3212333,222,133,212333322321
or
3212333,222,133,3212333322321
or
(3) 3212333,222,399,3212333322321

Jingle Bells

- (4) 333,333,39123,666-663333322329,333,333,39123,666-6633,399621
or
(3) 333,333,39123,666,6633,3332232,9,333,333,39123,666,66333399621

Frere Jacques

- (4) 1231,1231,369,369,9*9631,9*9631,111,111
or
(6) 4564,4564,69#,69#,##*#964,##*#964,414,414

Olympic Fanfare

- (4) 3-9-91231,2222-32112312,3-9-91231,2222-32112321

The Butterfly Song

- (4) 963,23621,3693236236932362,963,23621

(5) 112,163,112,196,110,8521,008,121

Generic Arabian tune

- (1) 453 54 4569564 459 9#95458 8987 453 54

Way Down Upon the Swanee River

- (7) 321321045,6842,321321945,654224

1014 One-Liners

- 1 A 300 dollar picture tube will protect a 10 cent fuse by blowing first.
- 2 A President of a democracy is a man who is always ready, willing, and able to lay down your life for his country.
- 3 A backscratcher will always find new itches; a brown-noser will always find new sense.
- 4 A bad day fishing is better than a good day at work.
- 5 A bureaucracy is like a septic tank, all the really big shits float to the top.
- 6 A bird in the bush usually has a friend in there with him.
- 7 A bird in the hand is always safer than one overhead.
- 8 A bird in the hand is dead.
- 9 A bird in the hand makes it hard to blow your nose.
- 10 A boss with no humour is like a job that is no fun.
- 11 A clean tie attracts the soup of the day.
- 12 A closed mouth gathers no foot.
- 13 A committee is a group that keeps minutes and loses hours - Milton Berle
- 14 A committee is twelve men doing the work of one.
- 15 A conclusion is the place where you got tired of thinking.
- 16 A consensus means that everyone agrees to say collectively what no one believes individually.
- 17 A conservative is a man who believes that nothing should be done for the first time.
- 18 A conservative is a man with two perfectly good legs who has never learned to walk. - Franklin D. Roosevelt
- 19 A consultant is an ordinary person a long way from home.
- 20 A coup that is known in advance is a coup that does not take place.
- 21 A couple of months in the lab can often save a couple of hours in the library.
- 22 A crisis is when you cannot say "let's just forget the whole thing."
- 23 A day without sunshine is like night.
- 24 A diplomat is someone who can tell you to go to hell in such a way that you look forward to the trip.
- 25 A disagreeable task is its own reward.
- 26 A donkey is a horse designed by a study team.
- 27 A fail-safe circuit will destroy others.
- 28 A flying particle will seek the nearest eye.
- 29 A fool and his money are soon elected.
- 30 A fool and his money stabilize the economy.
- 31 A free agent is anything but.
- 32 A friend in need is a pest indeed.
- 33 A geophysicist is not drunk as long as he can hang onto a single blade of grass and not fall off the face of the earth.
- 34 A good scapegoat is hard to find.
- 35 A good slogan can stop analysis for fifty years.
- 36 A good solution can be successfully applied to almost any problem.
- 37 A lack of leadership is no substitute for inaction.
- 38 A little ambiguity never hurt anyone.
- 39 A little humility is arrogance.
- 40 A little inaccuracy saves a world of explanation.
- 41 A little ignorance can go a long way.
- 42 A man of quality does not fear a woman seeking equality.
- 43 A man should be greater than some of his parts.
- 44 A memorandum is written not to inform the reader, but to protect the writer.
- 45 A pat on the back is only a few inches from a kick in the pants.
- 46 A pipe gives a wise man time to think and a fool something to put in his mouth.
- 47 A penny saved has not been spent.

48 A penny saved is an economic breakthrough.
49 A penny saved is ridiculous.
50 A problem cannot be solved using the same level of thinking that created it. (In other words, if you screw it up, you can't fix it.)
51 A real person has two reasons for doing anything...a good reason and the real reason.
52 A short cut is the longest distance between two points.
53 A short line outside a building becomes a long line inside.
54 A stagnant science is at a standstill.
55 A theory is better than its explanation.
56 A transistor protected by a fast-acting fuse will protect the fuse by blowing first.
57 A well-adjusted person is one who makes the same mistake twice without getting nervous.
58 Ability is a good thing but stability is even better.
59 Ability is like a check, it has no value unless it is cashed.
60 Absolutum obsoletum. (If it works, it is out of date.) - Stafford Beer
61 According to my calculations, the problem doesn't exist.
62 According to the official figures, 43% of all statistics are totally worthless.
63 Adding manpower to a late software product makes it later.
64 After all is said and done, usually more is said than done.
65 After any unit has been completely assembled, extra components will be found on the bench.
66 Afternoon: that part of the day we spend worrying about how we wasted the morning.
67 Aiming for the least common denominator sometimes causes division by zero.
68 All American cars are basically Chevrolets.
69 All general statements are false; think about it.
70 All generalizations are false, including this one.
71 All generalizations are useless, including this one.
72 All good things must come to an end, I just want to know when they start!
73 All great discoveries are made by mistake.
74 All I ask is the chance to prove that money cannot make me happy.
75 All inanimate objects can move just enough to get in your way.
76 All our dreams can come true if we have the courage to pursue them. - Walt Disney
77 All probabilities are really 50%. Either a thing will happen or it won't.
78 All rights left. All lefts reserved. All reserves removed. All removes right.
79 All syllogisms have three parts; therefore this is not a syllogism.
80 All the world is a stage and most of us are desperately unrehearsed.
81 All things being equal, all things are never equal.
82 All things being equal, fat people use more soap.
83 All true wisdom is found on T-shirts.
84 All warranties expire upon payment of invoice.
85 All work and no play, will make you a manager.
86 Almost everything in life is easier to get into than to get out of.
87 Always hire a rich attorney.
88 Always leave room to add an explanation if it doesn't work out.
89 Always listen to experts. They'll tell what can't be done and why. Then do it.
90 Always remember to pillage BEFORE you burn!
91 Always try to stop talking before people stop listening.
92 Am I good at delegating? You Bet! I always find someone to blame!
93 Ambiguity is invariant.
94 Ambition is a poor excuse for not having sense enough to be lazy.
95 An executive will always return to work from lunch early if no one takes him.
96 An error in the premise will appear in the conclusion.
97 An object at rest will always be in the wrong place.
98 An object in motion will always be headed in the wrong direction.

- 99 An original idea can never emerge from committee in its original form.
- 100 An ounce of application is worth a ton of abstraction.
- 101 An ounce of pretension is worth a pound of manure.
- 102 An ounce of rejection is worse than a pound of “sure”.
- 103 Any argument carried far enough will end up in semantics.
- 104 Any change looks terrible at first.
- 105 Any error in any calculation will be in the direction of the most harm.
- 106 Any given program will expand to fill all available memory.
- 107 Any given program, when running, is obsolete.
- 108 Any good strategy will seem ridiculous by the time it is implemented. - Dogbert, in Scott Adams’
“Build a Better Life by Stealing Office Supplies: Dogbert’s
109 Big Book of Business”
- 110 Any horizontal surface is soon piled up.
- 111 Any improbable event which would create maximum confusion.
- 112 Any issue worth debating is worth avoiding altogether.
- 113 Any landing you can walk away from is a good one.
- 114 Any line, however short, is still too long.
- 115 Any minimum criteria set will be the maximum value used.
- 116 Any producing entity is the last to use its own product.
- 117 Any simple idea will be worded in the most complicated way.
- 118 Any smoothly functioning technology is indistinguishable from a “rigged” demo.
- 119 Any sufficiently advanced technology is indistinguishable from magic.
- 120 Any task worth doing was worth doing yesterday.
- 121 Any technology distinguishable from magic is insufficiently advanced.
- 122 Any theory can be made to fit any facts by means of appropriate additional assumptions.
- 123 Any time things appear to be going better, you have overlooked something.
- 124 Any time you wish to demonstrate something, the number of faults is proportional to the number
of viewers.
- 125 Any tool dropped while repairing a car will roll underneath to the exact centre.
- 126 Any wire cut to length will be too short.
- 127 Anybody can win, unless there happens to be a second entry.
- 128 Anyone can admit they were wrong; the true test is admitting it to someone else.
- 129 Anyone who is popular is bound to be disliked.
- 130 Anyone who makes an absolute statement is a fool.
- 131 Anything created must necessarily be inferior to the essence of the creator - Claude Shouse
- 132 Anything good in life is either illegal, immoral, or fattening.
- 133 Anything hit with a big enough hammer will fall apart.
- 134 Anything in parentheses can be ignored.
- 135 Anything is easier to take apart than to put together.
- 136 Anything is possible, but nothing is easy.
- 137 Anything labelled “New” and/or “Improved” isn’t. The label means the price went up. The label
“All New”, “Completely New”, or “Great New” means the price went way up.
- 138 Anything that doesn’t eat you today is saving you for tomorrow.
- 139 Anything that is designed to do more than one thing cannot do any of them well.
- 140 Anything you try to fix will take longer and cost more than you thought.
- 141 Anything worth fighting for is worth fighting dirty for.
- 142 Appearances are not everything; it just looks like they are.
- 143 Artificial intelligence usually beats real stupidity.
- 144 As long as the answer is right, who cares if the question is wrong?
- 145 As soon as the stewardess serves the coffee, the airline encounters turbulence.
- 146 As the economy gets better, everything else gets worse.
- 147 As they say in Beirut, Shiite happens.

- 148 Asking dumb questions is easier than correcting dumb mistakes.
- 149 Assumption is the mother of all foul-ups.
- 150 At any level of traffic, any delay is intolerable.
- 151 Automatic simply means that you can't repair it yourself.
- 152 Bad news drives good news out of the media.
- 153 Bare feet magnetize sharp metal objects so they always point upward from the floor.
- 154 Batman is the hero any of us could be, given determination, exercise, and deep psychological trauma
- ChrisJarocho-Ernst
- 155 Be content with what you've got, but be sure you've got plenty.
- 156 Beauty is only skin deep, ugly goes clear to the bone.
- 157 Before you give a colleague a piece of your mind, be sure you can spare it.
- 158 Being a good communicator means people find out what is really wrong with you.
- 159 Believing is seeing.
- 160 Better latent than never.
- 161 Beware of a dark-haired man with a loud tie.
- 162 Beware of a tall dark man with a spoon up his nose.
- 163 Beware of altruism. It is based on self-deception, the root of all evil.
- 164 Beware of one who works hard to learn something, learns it, and finds themselves no wiser than before. They are full of murderous resentment of people who are ignorant without having come by their ignorance the hard way. - Sir John A. MacDonald, Canada's first prime minister
- 165 Beware of those wearing suspenders with belts.
- 166 Beware the fury of a patient man. - John Dryden
- 167 Beware the man of one book. - St. Thomas Aquinas
- 168 Beware the wrath of a patient person.
- 169 Blessed are those who go around in circles, for they shall be known as wheels.
- 170 Blessed is he who expects no gratitude, for he shall not be disappointed.
- 171 Blessed is he who has reached the point of no return and knows it for he shall enjoy living.
- 172 Boldly going forward because we cannot find reverse.
- 173 Build a system that even a fool can use, and only a fool will want to use it.
- 174 Build something foolproof and every fool will use it.
- 175 Bureaucracy: a method for transforming energy into solid waste.
- 176 By the time you can make ends meet, they've moved the ends.
- 177 By the time you have the right answers, no one is asking you questions.
- 178 By working faithfully eight hours a day you may eventually get to work twelve hours a day. - Robert Frost
- 179 Can't produces counteract.
- 180 Capitalism is based on the assumption that you can win.
- 181 Change is inevitable, except from a vending machine.
- 182 Chipped dishes never break.
- 183 Clearly stated instructions will consistently produce multiple interpretations.
- 184 Cocaine is nature's way of telling you you have too much money.
- 185 Commit suicide. A hundred thousand lemmings cannot be wrong.
- 186 Common sense is not so common.
- 187 Common sense is the most evenly distributed quantity in the world. Everyone thinks he has enough.
- Descartes, 1637
- 188 Communication with the dead is only a little more difficult than communication with (Insert Your Favourite Group - Engineering/Financial...)
- 189 Competition brings out the best in products and the worst in people.
- 190 Complex problems have simple, easy to understand, wrong answers.
- 191 Confession is good for the soul, but bad for the career.

192 Confidence is the feeling you have before you understand the situation.
193 Confusion creates jobs.
194 Conscience is what hurts when everything else feels good.
195 Conscious is being aware of something; conscience is wishing you weren't.
196 Consciousness: that annoying time between naps.
197 Cop-out number 1. You should have seen it when I got it.
198 Create a need and fill it.
199 Creativity is great, but plagiarism is faster.
200 Creativity is no substitute for knowing what you're doing.
201 Creditors have better memories than debtors.
202 Crime wouldn't pay if the government ran it.
203 Dare to be average.
204 Defeat is worse than death because you have to live with defeat.
205 Definition of an elephant: A mouse built to government specifications.
206 Democracy is that form of government where everybody gets what the majority deserves.
207 Diplomacy is the ability to tell someone to "go to hell" in such a way that they look forward to the trip.
208 Diplomacy is the art of letting someone else have your way.
209 Diplomacy is the art of saying "nice doggy" until you find a large enough rock.
210 Do not believe in miracles, rely on them.
211 Do someone a favour and it becomes your job.
212 Do whatever your enemies do not want you to do.
213 Doing a good job around here is like wetting your pants in a dark suit; you get a warm feeling, but nobody notices.
214 Don't be irreplaceable; if you cannot be replaced, you cannot be promoted.
215 Don't be so open minded that your brain falls out.
216 Don't bite the hand that has your pay check in it.
217 Don't blame me; nobody asked my opinion.
218 Don't do today that which can be put off till tomorrow.
219 Don't force it, get a bigger hammer.
220 Don't get lost in the shuffle, shuffle along with the lost.
221 Don't lend people money...it gives them amnesia.
222 Don't let your mouth write no check that your tail can't cash. - Bo Diddley
223 Don't look back, something may be gaining on you.
224 Don't make your doctor your heir.
225 Don't mess with Mrs. Murphy!
226 Don't permit yourself to get between a dog and a lamppost.
227 Don't stop to stomp on ants when the elephants are stampeding.
228 Don't try to have the last word; you might get it.
229 Don't worry about the sand in the Vaseline, they don't use it anyway.
230 Due to recent budget cuts and downsizing, the light at the end of the tunnel has been turned off.
231 Each problem solved introduces a new unsolved problem.
232 Eagles may soar, free and proud, but weasels never get sucked into jet engines.
233 Early to rise and early to bed makes a man healthy and wealthy and dead.
234 Easiest way to figure the cost of living: take your income and add ten percent.
235 Eat the rich. The poor are tough and stringy.
236 Efficiency is a highly developed form of laziness.
237 Eighty percent of all people consider themselves to be above average.
238 Enough research will tend to support your theory.
239 Entropy has us outnumbered.
240 Error is often more earnest than truth.
241 Even a stopped clock is right twice a day.

242 Even if the grass is greener on the other side: they, like you, still have to cut it.
243 Even paranoid's have enemies.
244 Every silver lining has a cloud around it.
245 Every solution breeds new problems.
246 Everybody is somebody else's weirdo.
247 Everybody should believe in something, I believe I'll have another beer.
248 Everybody's gotta be someplace.
249 Everyone breaks more than the seven-year-bad-luck allotment to cover rotten luck throughout an entire lifetime.
250 Everyone has a scheme for getting rich that will not work.
251 Everyone has a scheme that will not work.
252 Everyone hits a brick wall now and then; the trick is not to do it with your head.
253 Everything east of the San Andreas fault will eventually plunge into the Atlantic Ocean.
254 Everything happens at the same time with nothing in between.
255 Everything in moderation, including moderation.
256 Everything is actually everything else, just recycled.
257 Everything is always done for the wrong reasons.
258 Everything put together sooner or later falls apart.
259 Everything should be made as simple as possible, but no simpler.
260 Everything takes longer than you think.
261 Everything tastes more or less like chicken.
262 Everything worthwhile is mandatory, prohibited, or taxed.
263 Everything you know is wrong, but you can be straightened out.
264 Excellence can be attained if you care more than others think is wise, risk more than others think is safe, dream more than others think is practical, expect more than others think is possible.
265 Exceptions always outnumber rules.
266 Exceptions prove the rule, and wreck the budget.
267 Excuses are like assholes; everybody has one!
268 Experience is directly proportional to the amount of equipment ruined.
269 Experience is something you do not get until just after you need it.
270 Experience is what causes a person to make new mistakes instead of old ones.
271 Experience is what you get when you were expecting something else.
272 Experiment and theory often show remarkable agreement when performed in the same laboratory.
273 Experiments should be reproducible. They should all fail in the same way.
274 Extremes meet.
275 Fact without theory is trivia; theory without fact is bullshit.
276 Familiarity breeds attempt.
277 Familiarity breeds children.
278 Faraway talent always seems better than home-developed talent.
279 Fill what is empty; empty what is full; scratch where it itches.
280 For every "10" there are 10 "1's".
281 For every action, there is a corresponding overreaction.
282 For every action, there is an equal and opposite criticism.
283 For every action, there is an equal and opposite government program.
284 For every credibility gap there is a gullibility fill.
285 For every idiot proof system devised, a new, improved idiot will arise to overcome it.
286 For every problem, there is a neat, plain solution...and it is always wrong.
287 For every vision, there is an equal and opposite revision.
288 Four-wheel-drive just means getting stuck in more inaccessible places.
289 Free advice costs nothing until you act upon it.
290 Free time which unexpectedly becomes available will be wasted.
291 Freud's 23rd law: ideas endure and prosper in inverse proportion to their soundness and validity.

292 Friends come and go, but enemies accumulate.

293 Frustration is not having anyone to blame but yourself.

294 Genius is 1% inspiration, and 99% perspiration.

295 Geologists do not dress for success unless they are trying to convince others that they are going on
inter views.

296 Given a bad start, trouble will increase at an exponential rate.

297 Glory may be fleeting, but obscurity is forever.

298 Go where the money is.

299 Good advice is something a man gives when he is too old to set a bad example.

300 Good judgement comes from experience. Experience comes from bad judgement.

301 Good listeners are not only popular everywhere, but after awhile they know something.

302 Government expands to absorb revenue and then some.

303 Great minds run in great circles.

304 Half of being smart is knowing what you are dumb at.

305 Happiness is merely the remission of pain.

306 Hard work has a future payoff. Laziness pays off now.

307 Hard work never killed anybody, but why take a chance?

308 Has anyone ever heard of a self-made failure?

309 Have you flogged your crew today?

310 He who beats his sword into a plowshare usually ends up plowing for those who kept their swords.

311 He who dies with the most toys is still dead.

312 He who dies with the most toys, wins.

313 He who hesitates is not only lost, but miles from the next exit.

314 He who hesitates is probably right.

315 He who pulls the oars does not have time to rock the boat.

316 He who shouts the loudest has the floor.

317 He who walks in another's tracks leaves no footprints.

318 Hindsight is an exact science.

319 History is the science of what never happens twice.

320 History repeats itself. That is one of the things wrong with history.

321 I disapprove of every conspiracy of which I am not a part.

322 I have never found, in long experience, that criticism is ever inhibited by ignorance.

323 I have run out of sick leave, so I'm calling in dead.

324 I have seen the truth and it makes no sense.

325 I have yet to see any problem, however complicated, which when you looked at it in the right way,
did not become still more complicated.

326 I knocked several times, but you weren't in. - Opportunity

327 I once worked as a salesman and was very independent; I took orders from no one.

328 I think we should really add to the confusion... Let's call in (Insert Your Favorite Group - Engineer-
ing/
Financial...)

329 I think...therefore I am confused.

330 I will get it done when I get it done!

331 I would give \$1000 to be a millionaire.

332 I've got to stop getting fired like this. People will start to think I'm a drifter. - Lee Iacocca

333 If a listener nods his head when you're explaining your program, wake him up.

334 If a man advances confidently in the direction of his dreams to live the life he has imagined, he will
meet with a success unexpected in common hours. - Henry David Thoreau

335 If a program is useful it will be changed, if it is useless, it will be documented.

336 If a straight line fit is required, obtain only two data points.

337 If all you have is a hammer, everything looks like a nail.

338 If an experiment works, you must be using the wrong equipment.

339 If an item is advertised as "under \$50", you can bet it's not \$19.95.

340 If anything can go wrong, it will.
341 If anything is used to its full potential, it will break.
342 If at first you do succeed, try to hide your astonishment.
343 If at first you don't succeed, blame it on your supervisor.
344 If at first you don't succeed, cheat!
345 If at first you don't succeed, destroy all evidence that you tried.
346 If at first you don't succeed, give up. No use being a damn fool.
347 If at first you don't succeed, redefine success.
348 If at first you don't succeed, skydiving is not your sport.
349 If at first you don't succeed, transform your dataset.
350 If at first you don't succeed, try something else.
351 If at first you don't succeed, well...darn.
352 If at first you don't succeed, you probably didn't really care anyway.
353 If at first you don't succeed, you'll get a lot of free advice from folks who didn't succeed either.
354 If at first you don't succeed, you're doing about average.
355 If at first you don't succeed, your successor will.
356 If builders built buildings the way programmers wrote programs, then the first woodpecker that came along would destroy civilization.
357 If enough data is collected, anything can be proven by statistical methods.
358 If everything is coming your way, you are probably in the wrong lane.
359 If everything seems to be going well, you obviously do not know what the hell is going on.
360 If everything seems to go right, check your zipper.
361 If facts do not conform to the theory, they must be disposed of.
362 If flattery gets you nowhere, try bribery.
363 If guns are outlawed, how will we shoot the liberals?
364 If I your opinion, I'll ask you to fill out the necessary form.
365 If ignorance is bliss, why aren't there more happy people?
366 If ignorance is bliss, most of us must be orgasmic.
367 If it can be borrowed and it can be broken, you will borrow it and you will break it.
368 If it doesn't make sense, it's either economics or psychology.
369 If it doesn't work, expand it.
370 If it happens, it must be possible.
371 If it is good, they will stop making it.
372 If it is incomprehensible, it's mathematics.
373 If it is worth doing, it is worth doing for money.
374 If it is worth doing, it is worth overdoing.
375 If it jams, force it. If it breaks, it needed replacing anyway.
376 If it looks too good to be true, it is too good to be true.
377 If it says "one size fits all," it doesn't fit anyone.
378 If it weren't for the last minute, nothing would ever get done.
379 If it works, don't fix it!
380 If jackasses could fly, this place would be an airport.
381 If more than one person is responsible for a miscalculation, no one will be at fault.
382 If Murphy's Law can go wrong, it will.
383 If not controlled, work will flow to the competent man until he submerges.
384 If on an actuarial basis there is a 50-50 chance that something will go wrong, it will actually go wrong nine times out of ten.
385 If only one price can be obtained for a quotation, the price will be unreasonable.
386 If opportunity came disguised as temptation, one knock would be enough.
387 If people listened to themselves more often, they would talk less.
388 If reproducibility might be a problem, conduct the test only once.
389 If some people didn't tell you, you'd never know they'd been away on vacation.

390 If something is confidential, it will be left in the photocopy machine.
391 If something is done wrong often enough, it becomes right.
392 If 'success' consisted simply of not taking chances, then 'glory' would be at the disposal of the most mediocre talent.
393 If the assumptions are wrong, the conclusions are not likely to be very good.
394 If the code and the comments disagree, then both are probably wrong.
395 If the probability of success is not almost one, it is damn near zero.
396 If the slightest probability for an unpleasant event to happen exists, the event will take place, preferably during a demonstration.
397 If there is a possibility of several things going wrong, the one that will cause the most damage will be the one to go wrong.
398 If there isn't a law, there will be.
399 If there is a 50-50 chance that something can go wrong, then 9 times out of 10 it will.
400 If there is light at the end of the tunnel...order more tunnel.
401 If things were left to chance, they would be better.
402 If two wrongs don't make a right, try three.
403 If we learn by our mistakes, some of us are getting one hell of an education!
404 If you aim for the stars but only make it to the moon, remember there are people who have not yet made it to the moon.
405 If you are already in a hole, there is no use to continue digging.
406 If you are asked to join a parade, don't march behind the elephants.
407 If you are coasting, you're going downhill.
408 If you are feeling good, don't worry. You'll get over it.
409 If you are given two contradictory orders, obey them both.
410 If you are not the lead dog, the scenery never changes.
411 If you are running for a short line, it suddenly becomes a long line.
412 If you are worried about being crazy, don't be overly concerned. If you were, you would think you were sane.
413 If you can smile when things go wrong, you must have someone to blame.
414 If you cannot convince them, confuse them. - Harry S. Truman
415 If you cannot dazzle them with brilliance, baffle them with bullshit.
416 If you cannot fix it, feature it.
417 If you cannot get your work done in a 24-hour day, then work nights!
418 If you cannot measure output, then you measure input.
419 If you cannot hope for order, withdraw with style from the chaos.
420 If you consult enough experts, you can confirm any opinion.
421 If you did what you always did, you'll get what you always got.
422 If you do a job too well, you will get stuck with it.
423 If you do something right once, someone will ask you to do it again.
424 If you do not care where you are, then you aren't lost.
425 If you do not change direction, you are likely to end up where you are headed.
426 If you do not know what you're doing, do it neatly.
427 If you do not like the answer, you shouldn't have asked the question.
428 If you do not make dust, you eat dust.
429 If you do not say it, they can't repeat it.
430 If you do not understand it, it must be intuitively obvious.
431 If you explain so clearly that no one can possibly misunderstand, someone will.
432 If you file it, you'll know where it is but never need it. If you don't file it, you'll need it but never know where it is.
433 If you have always done it that way, it is probably wrong.
434 If you have got them by the testicles, their hearts and minds will follow.
435 If you have nothing to do, don't do it here.

- 436 If you have something to do, and you put it off long enough, chances are someone else will do it for you.
- 437 If you have to ask, you are not entitled to know.
- 438 If you just try long enough and hard enough, you can always manage to boot yourself in the posterior.
- 439 If you keep anything long enough, you can throw it away.
- 440 If you keep saying things are going to be bad, you have a chance of being a prophet.
- 441 If you live in a country run by committee, be on the committee.
- 442 If you make people think they're thinking, they'll love you; but if you really make them think they'll hate you.
- 443 If you mess with a thing long enough, it will break.
- 444 If you plan to leave your mark in the sands of time, you better wear work shoes.
- 445 If you put it off long enough, it might go away.
- 446 If you see a man approaching you with the obvious intent of doing you good, you should run for your life.
- 447 If you see that there are four possible ways in which a procedure can go wrong, and circumvent these, then a fifth way, unprepared for, promptly develops.
- 448 If you stand in one place long enough, you make a line.
- 449 If you step out of a short line for a second, it becomes a long line.
- 450 If you think that OSHA is a small town in Wisconsin, you're in trouble.
- 451 If you think the problem is bad now, just wait until we've solved it.
- 452 If you throw something away, you will need it the next day.
- 453 If you try to please everybody, nobody will like it.
- 454 If you understand it, it is obsolete.
- 455 If you want to be well liked, never lie about yourself, and be careful when telling the truth about others.
- 456 If you want to get along, go along.
- 457 If you want to make an enemy, do someone a favour.
- 458 If your next pot of chilli tastes better, it probably is because of something left out, rather than added.
- 459 Ignorance is bliss. No wonder I'm so depressed.
- 460 Illegitimus non Carborundem: "Don't let the bastards grind you down"
- 461 In a hierarchical organization, the higher the level, the greater the confusion.
- 462 In any calculation, any error which can creep in will do so.
- 463 In any hierarchy, each individual rises to his own level of incompetence, and then remains there.
- 464 In any household, junk accumulates to the space available for its storage.
- 465 In case of doubt, make it sound convincing.
- 466 In every work of genius we recognize our rejected thoughts.
- 467 In order to get a loan, you must first prove you don't need it.
- 468 In spite of all evidence to the contrary, the entire universe is composed of only two basic substances: magic and bullshit.
- 469 In the fight between you and the world, back the world.
- 470 Incompetence is a double-edged banana.
- 471 Influence is like a savings account. The less you use it, the more you've got. - Andrew Young, American politician
- 472 Inspiration and perspiration are related by more than rhyme.
- 473 Intelligence is a tool to be used towards a goal, and goals are not always chosen intelligently. - Larry Niven 'Protector'
- 474 Interchangeable parts won't.
- 475 Incompetence knows no barriers of time or place.
- 476 Indecision is the key to flexibility.
- 477 Indifference is the only sure defence.

478 Information deteriorates upward through bureaucracies.
479 Information travels more surely to those with a lesser need to know.
480 Information's pretty thin stuff, unless mixed with experience.
481 Inside every large problem is a small problem struggling to get out.
482 Inside every small problem is a larger problem struggling to get out.
483 Instead of calling in sick, call in well. Tell them how great you feel not having to go to work today.
484 Interchangeable parts won't.
485 Is there life before coffee?
486 It does not matter if you fall down as long as you pick up something from the floor while you get up.
487 It doesn't matter whether you win or lose, until you lose.
488 It is a dog-eat-dog world out there and I'm wearing Milk Bone underwear.
489 It is a poor workman who blames his tools.
490 It is better to be part of the idle rich class than be part of the idle poor class.
491 It is better to remain silent and thought a fool than it is to speak and remove all doubt. Moral: think before you speak. Or engage the brain when engaging the mouth.
492 It is easier to get forgiveness than it is to get permission.
493 It is easier to take it apart than to put it back together.
494 It is important to keep an open mind, but not so open that your brains fall out.
495 It is impossible to build a foolproof system, because fools are so ingenious.
496 It is incredible how much intelligence is used in this world to prove nonsense.
497 It is later than you think.
498 It is morally wrong to allow suckers to keep their money.
499 It is not enough to tell me you worked hard to get your gold. The devil works hard too.
500 It is not how someone measures up. It is how they measure you.
501 It is not sufficient to be a success; it is also necessary for your friends to be failures.
502 It is not true that life is one damn thing after another, it's one damn thing over and over.
503 It is okay to be ignorant in some areas, but some people abuse the privilege.
504 It is the dead wood that holds up the tree.
505 It is when you trip over your own shoes that you start picking up shoes.
506 It isn't that they can't see the solution, it's that they can't see the problem.
507 It just doesn't get any Beta than this.
508 It may be bad manners to talk with your mouth full, but it isn't too good either if you speak when your head is empty.
509 It may be that your whole purpose in life is simply to serve as a warning to others.
510 It takes a big man to admit when he's wrong, and an even bigger one to keep his mouth shut when he's right.
511 It works better if you plug it in.
512 It would be nice to be sure of anything the way some people are of everything.
513 It's a damn poor mind that can only think of one way to spell a word.
514 It's always darkest just before it goes pitch black.
515 It's always darkest just before the lights go out.
516 It's always the wrong time of the month.
517 It's better to have loafed and lost than never to have loafed at all.
518 It's better to retire too soon than too late.
519 It's difficult to work in a group when you're omnipotent.
520 It's Good Enough For Government Work.
521 It's hell to work for a nervous boss, especially if you are why he's nervous!
522 It's lonely at the top, but you eat better.
523 It's Not My Job!
524 It's not hard to meet expenses; they are everywhere.
525 It's not how good your work is, it's how well you explain it.

526 It's not the work that gets me down, it's the coffee breaks.
527 It's out of my control.
528 Job placement: Telling your boss what he can do with your job.
529 Join in the new game that's sweeping the country. It's called "Bureaucracy". Everybody stands in
a circle. The first person to do anything loses.
530 Junk mail arrives the day it was sent.
531 Just about the time when you think you can make ends meet, somebody moves the ends.
532 Just about the time when your income gets to the point where food prices don't matter, calories do.
533 Just because you are paranoid doesn't mean they are not out to get you.
534 Just when you get going, someone injects a dose of reality with a large needle.
535 Just when you get really good at something, you don't need to do it any more.
536 Just when you think you've won the rat race, along come faster rats.
537 Knowledge based on external evidence is unreliable.
538 Laziness is the mother of nine inventions out of ten.
539 Leakproof seals will.
540 Learn to be sincere. Even if you have to fake it.
541 Left to themselves, things tend to go from bad to worse.
542 Leftover nuts never match leftover bolts.
543 Life can only be understood backwards, but it must be lived forwards.
544 Life would be so much easier if we could just look at the source code.
545 Live within your income, even if you have to borrow to do so.
546 Logic can never decide what is possible or impossible.
547 Lots of folks confuse bad management with destiny.
548 Love letters, business contracts, and money due you always arrive three weeks late, whereas junk
mail arrives the day it was sent.
549 Make dust or eat dust.
550 Make three correct guesses consecutively and you will establish yourself as an expert.
551 Many are called, but few are at their desks.
552 Many quite distinguished people have bodies similar to yours.
553 Matter will be damaged in direct proportion to its value.
554 Maybe I can't make you do it but I sure can make you sorry you DIDN'T!
555 Maybe you can't buy happiness, but these days you can certainly charge it.
556 Measure with a micrometer. Mark with chalk. Cut with an axe.
557 Men can live without air for a few minutes, without water for a few days, without food for about
two months, and without new thoughts for years on end.
558 Mere unassisted merit advances slowly, if it advances at all.
559 Money is better than poverty, if only for financial reasons.
560 Most projects require three hands.
561 Most well-trodden paths lead nowhere.
562 Multitasking allows screwing up several things at once.
563 Murphy was an optimist.
564 My client (sponsor/customer) doesn't know what he wants.
565 Nature always sides with the hidden flaw.
566 Nature is a mother.
567 Nature will tell you a direct lie if she can.
568 Needs are a function of what other people have.
569 Never argue with a fool, people might not know the difference.
570 Never ask the barber if you need a haircut or a salesman if his is a good price.
571 Never be first to do anything.
572 Never be last.
573 Never bet on a loser because you think his luck is about to change.
574 Never buy from a rich salesman.

575 Never do anything you wouldn't be caught dead doing.
576 Never do card tricks for the group you play poker with.
577 Never eat prunes when you are famished.
578 Never get so busy making a living that you forget to make a life.
579 Never go to a doctor whose office plants have died.
580 Never insult an alligator until after you have crossed the river.
581 Never invest in anything that eats.
582 Never kick a man unless he's down.
583 Never leave hold of what you've got until you've got hold of something else.
584 Never needlessly disturb a thing at rest.
585 Never offend people with style when you can offend them with substance.
586 Never play leapfrog with a unicorn.
587 Never put all your eggs in your pocket.
588 Never put off until tomorrow what you can do today. There might be a law against it by that time.
589 Never say "oops" after you have submitted a job.
590 Never sleep with anyone crazier than yourself.
591 Never speculate on that which can be known for certain.
592 Never tell them what you wouldn't do.
593 Never try to pacify someone at the height of his rage.
594 Never underestimate the power of human stupidity.
595 Never volunteer for anything.
596 Never wrestle a pig; you both get dirty, and he likes it.
597 Nice guys finish last but it is lonely at the top.
598 No experiment is ever a complete failure; it can always be used as a bad example.
599 No good deed goes unpunished.
600 No man is lonely while eating spaghetti.
601 No man's credit is as good as his money.
602 No man's life, liberty, or property is safe while the legislature is in session.
603 No matter how much you do, you'll never do enough.
604 No matter what happens, there is always somebody who knew that it would.
605 No matter which direction you start, it's always against the wind coming back.
606 No matter which way you go, it's always uphill and against the wind.
607 No one is listening until you make a mistake.
608 No problem is so formidable that you can't just walk away from it.
609 No real problem has a solution.
610 No two identical parts are exactly alike.
611 Nobody notices the big errors.
612 Nobody notices when things go right.
613 Nobody wants to read anyone else's formulas.
614 Nobody told me.
615 Nostalgia isn't what it used to be.
616 Nothing astonishes men so much as common sense and plain dealing.
617 Nothing can be done in one trip.
618 Nothing ever comes out as planned.
619 Nothing is as easy as it looks.
620 Nothing is as inevitable as a mistake whose time has come.
621 Nothing is as permanent as that which is called temporary.
622 Nothing is as temporary as that which is called permanent.
623 Nothing is ever accomplished by a reasonable man.
624 Nothing is ever as simple as it seems.
625 Nothing is impossible for the man who does not have to do it himself.
626 Nothing matters very much, and very few things matter at all.

627 Nothing puzzles me more than time and space; and yet nothing troubles me less.
628 Of all forces acting on man, change is the most beneficial and the most cruel.
629 Of two possible events, only the undesired one will occur.
630 Office Of Precision Guesswork
631 Old age and treachery shall overcome youth and skill.
632 Old age is always fifteen years older than you are.
633 Old programmers never die, they just abend.
634 On a beautiful day like this, it's hard to believe anybody can be unhappy; but we will work on it.
635 On successive charts of the same organization, the number of boxes will never decrease.
636 One child is not enough, but two children are far too many.
637 One good thing about repeating your mistakes is that you know when to cringe.
638 One machine can do the work of fifty ordinary men. No machine can do the work of one extraordinary man. - Elbert Hubbard
639 One of the greatest labour-saving inventions today is tomorrow.
640 One of those days? I have one of those lives.
641 One seventh of your life is spent on Mondays.
642 One test is worth a thousand expert opinions.
643 One's life tends to be like a beaver's, one dam thing after another.
644 Only a bureaucracy can fight a bureaucracy.
645 Only a fool can reproduce another fool's work.
646 Only a mediocre person is always at their best.
647 Only them as knows their own...knows.
648 Only those who attempt the absurd can achieve the impossible.
649 Opinions are like assholes; everybody has one, but nobody wants to look at the other guys.
650 Opportunity always knocks at the least opportune moment.
651 Other people's tools work only in other people's gardens.
652 Others will look to you for stability, so hide when you bite your nails.
653 Our present business is not to exchange compliments but arguments. - Robert Boyle, 17th century chemist
654 People can be divided into three groups: Those who make things happen, those who watch things happen, and those who wonder what happened.
655 People do not change, they only become more so.
656 People don't care how much you know until they know how much you care.
657 People specialize in their area of greatest weakness.
658 People tend to make rules for others and exceptions for themselves.
659 People who are resistant to change cannot resist change for the worse.
660 People who complain about the way the ball bounces usually dropped it.
661 People who love sausage and respect the law should never watch either of them being made.
662 People who think they know everything upset those of us who do.
663 People will accept your idea much more readily if you tell them Benjamin Franklin said it first.
664 People will believe anything if you whisper it.
665 People will buy anything that is one-to-a-customer.
666 People with narrow minds usually have broad tongues.
667 Perfection is achieved only on the point of collapse.
668 Performance is directly affected by the perversity of inanimate objects.
669 Perhaps your whole purpose in life is simply to serve as a warning to others.
670 Persons disagreeing with your facts are always emotional and employ faulty reasoning.
671 Pessimists have already begun to worry about what is going to replace automation.
672 Pick good people; talent never wears out.
673 Pills to be taken in twos always come out of the bottle in threes.
674 Pity the meek, for they shall inherit the earth.
675 Please do not steal, the IRS hates competition!

676 Practical people would be more practical if they would take a little more time for dreaming.

677 Problems worthy of attack prove their worth by hitting back.

678 Producing a system from a specification is like walking on water; it's easier if it's frozen.

679 Program complexity grows until it exceeds the capability of the programmer who must maintain it.

680 Programming errors which would normally require one day to find will take five days when the programmer is in a hurry.

681 Progress is made by lazy men looking for an easier way to do things.

682 Progress is made on alternate Fridays.

683 Progress may have been all right once, but it went on too long.

684 Project Management is like pushing a wheelbarrow of frogs to market.

685 Prostitution is the only business where you can go into the hole and still come out ahead.

686 Quality assurance doesn't.

687 Quit while your still behind.

688 Real programmers argue with the systems analyst as a matter of principle.

689 Real programmers don't announce how many times the operations department called them last night.

690 Real programmers don't grumble about the disadvantages of Fortran when they don't know any other language.

691 Real programmers don't notch their desks for each completed service request.

692 Real programmers don't number paragraph names consecutively.

693 Real programmers print only clean compiles.

694 Real programmers write readable code, which they then self-righteously refuse to explain.

695 Remember the golden rule: Those that have the gold make the rules.

696 Remember the tea kettle; though up to its neck in hot water, it continues to sing.

697 Repetition does not establish validity.

698 Roses are red violets are blue, I'm schizophrenic and so am I.

699 Rule of defactualization: information deteriorates upward through bureaucracies.

700 SEISLINE prayer: O Lord, grant that we may always be right, for thou knowest we will never change our minds.

701 Sanity and insanity overlap a fine gray line.

702 Say no, then negotiate.

703 Science is always simple and always profound. It is only the half-truths that are dangerous.

704 Science is not a sacred cow. Science is a horse. Don't worship it. Feed it.

705 Security depends not so much upon how much you have as upon how much you can do without.

706 Self-blame constitutes an exquisite form of self-praise. No matter how severe the adjectives, the conversation remains fixed on oneself. For the last 40 years, all the best people have complained of neurotic disorders. - Lewis

707 Lapham, in "Money and Class in America" (1988)

708 Self starters...will not.

709 Some circumstantial evidence is very strong, as when you find a trout in the milk.

710 Some come to the fountain of knowledge to drink, some prefer to just gargle.

711 Some of it plus the rest of it is all of it.

712 Some see things as they are and ask 'why?'; I dream of things that never were and ask 'why not?'"

- George Bernard Shaw

713 Someone who thinks logically is a nice contrast to the real world.

714 Sometimes I think we are alone in the universe. Sometimes I think we are not. In either case, the thought is quite staggering.

715 Sometimes too much drink is not enough.

716 Sometimes you're the bird, and sometimes you're the windshield.

717 Speak softly and own a big, mean doberman.

- 718 Stay in with the outs.
- 719 Success always occurs in private, and failure in full public view.
- 720 Success can be insured only by devising a defence against failure of the contingency plan.
- 721 Success is like a fart. Only your own smells good.
- 722 Success is the active process of making your dreams real and inspiring others to dream. - James Anders
Honeycutt
- 723 Suicide is the most sincere form of self-criticism.
- 724 Tact is the art of convincing people that they know more than they do.
- 725 Take care to get what you like or you will be forced to like what you get.
- 726 Take this job and shove it.
- 727 Teamwork is essential; it allows you to blame someone else.
- 728 Technology makes it possible for people to gain control over everything, except over technology.
- 729 That which cannot be taken apart will fall apart.
- 730 The 5 P's : Preparation Prevents Piss Poor Performance
- 731 The "think positive" leader tends to listen to his subordinate's premonitions only during the postmortems.
- 732 The amount of flak received on any subject is inversely proportional to the subject's true value.
- 733 The average man's judgement is so poor, he runs a risk every time he uses it.
- 734 The bag that breaks is the one with the eggs.
- 735 The best laid plans of mice and men are all filed away somewhere.
- 736 The best laid plans of mice and men are usually equal.
- 737 The best photos are generally attempted through the lens cap.
- 738 The best way to lie is to tell the truth, carefully edited truth.
- 739 The best way to make a fire with two sticks is to make sure one of them is a match.
- 740 The best way to realise your dreams is to wake up.
- 741 The bigger they are, the harder they hit.
- 742 The book you spent \$20.95 for today will come out in paperback tomorrow.
- 743 The business plan you prepare must be a lie; but it must be a detailed and precise lie rather than a vague and general lie.
- 744 The business world worships mediocrity. Officially, we revere free enterprise, initiative, and individuality. Unofficially, we fear it.
- 745 The careful application of terror is also a form of communication.
- 746 The chance of forgetting something is directly proportional to...to...uhh...
- 747 The chance of a piece of bread falling with the buttered side down is directly proportional to the cost of the carpet.
- 748 The chaos in the universe always increases.
- 749 The chief cause of problems is solutions.
- 750 The colder the X-ray table, the more of your body is required on it.
- 751 The crucial memorandum will be snared in the out-basket.
- 752 The deadline is one week after the original deadline.
- 753 The deficiency will never show itself during the test run.
- 754 The dictionary is the only place where success comes before work.
- 755 The difference between a stepping stone and a stumbling block can be when you see it.
- 756 The difference between art and science is that if something works in art, you don't have to explain why.
- 757 The difficulty with a research grant is that if you solve the problem, you're out of a job.
- 758 The early bird who catches the worm usually works for someone who comes in late and owns the worm farm.
- 759 The early worm deserves the bird.
- 760 The easier it is to do, the harder it is to change.
- 761 The easiest way to find something lost around the house is to buy a replacement.
- 762 The elevator always comes after you have put down your bag.

- 763 The explanation of a disaster will be made by a stand-in.
- 764 The factory of the future will have only two employees, a man and a dog. The man will be there to feed the dog. The dog will be there to keep the man from touching the equipment.
- 765 The facts, although interesting, are irrelevant.
- 766 The farther away the future is, the better it looks.
- 767 The faster the plane, the narrower the seats.
- 768 The first 90 percent of the task takes 90 percent of the time, the last 10 percent takes the other 90 percent.
- 769 The first myth of management is that it exists; the second myth of management is that success equals skill.
- 770 The first rule of intelligent tinkering is to save all of the parts.
- 771 The first time is for love, the next time is \$200.
- 772 The floggings will continue until morale improves.
- 773 The future belongs to those who believe in the beauty of their dreams. - Eleanor Roosevelt
- 774 The hardest thing in life to learn is which bridge to cross and which to burn.
- 775 The hardness of the butter is in inverse proportion to the softness of the bread.
- 776 The hidden flaw never remains hidden.
- 777 The idea is to die young as late as possible.
- 778 The ideal resume will turn up one day after the position is filled.
- 779 The lagging activity in a project will invariably be found in the area where the highest overtime rates lie waiting.
- 780
- 781 The least experienced fisherman always catches the biggest fish.
- 782 The light at the end of the tunnel is the headlamp of an oncoming train.
- 783 The longer the title the less important the job.
- 784 The man who can smile when things go wrong has thought of someone he can blame it on.
- 785 The meek shall inherit the earth, but only after we're done with it.
- 786 The meek shall inherit the earth, but not it's mineral rights.
- 787 The moment for calm and rational discussion is past; now is the time for senseless bickering.
- 788 The more an item costs, the farther you have to send it for repairs.
- 789 The more directives you issue to solve a problem, the worse it gets.
- 790 The more ridiculous a belief system, the higher probability of its success.
- 791 The more things change, the more they stay insane.
- 792 The more time you spend in reporting on what you are doing, the less time you have to do it in.
- Stability is achieved when you spend all your time doing nothing but reporting on the nothing you are doing.
- 793 The more trivial your research, the more people will read it and agree.
- 794 The more vital your research, the less people will understand it.
- 795 The more you run over a cat, the flatter it gets.
- 796 The most important item in an order will no longer be available.
- 797 The most interesting results happen only once.
- 798 The most savage controversies are those about matters as to which there is no good evidence either way.
- 799 The nice thing about standards is that there are so many of them to choose from.
- 800 The number of people watching you is proportional to the stupidity of your action.
- 801 The obscure a bureaucrat may see eventually; the completely apparent takes forever.
- 802 The obscure we see eventually; the completely apparent takes a little longer.
- 803 The one item you want is never the one on sale.
- 804 The one thing that money can not buy is poverty.
- 805 The one who does the least work will get the most credit.
- 806 The one who says it can't be done should never interrupt the one doing it.
- 807 The one you want is never the one on sale.
- 808 The only important information in a hierarchy is who knows what.

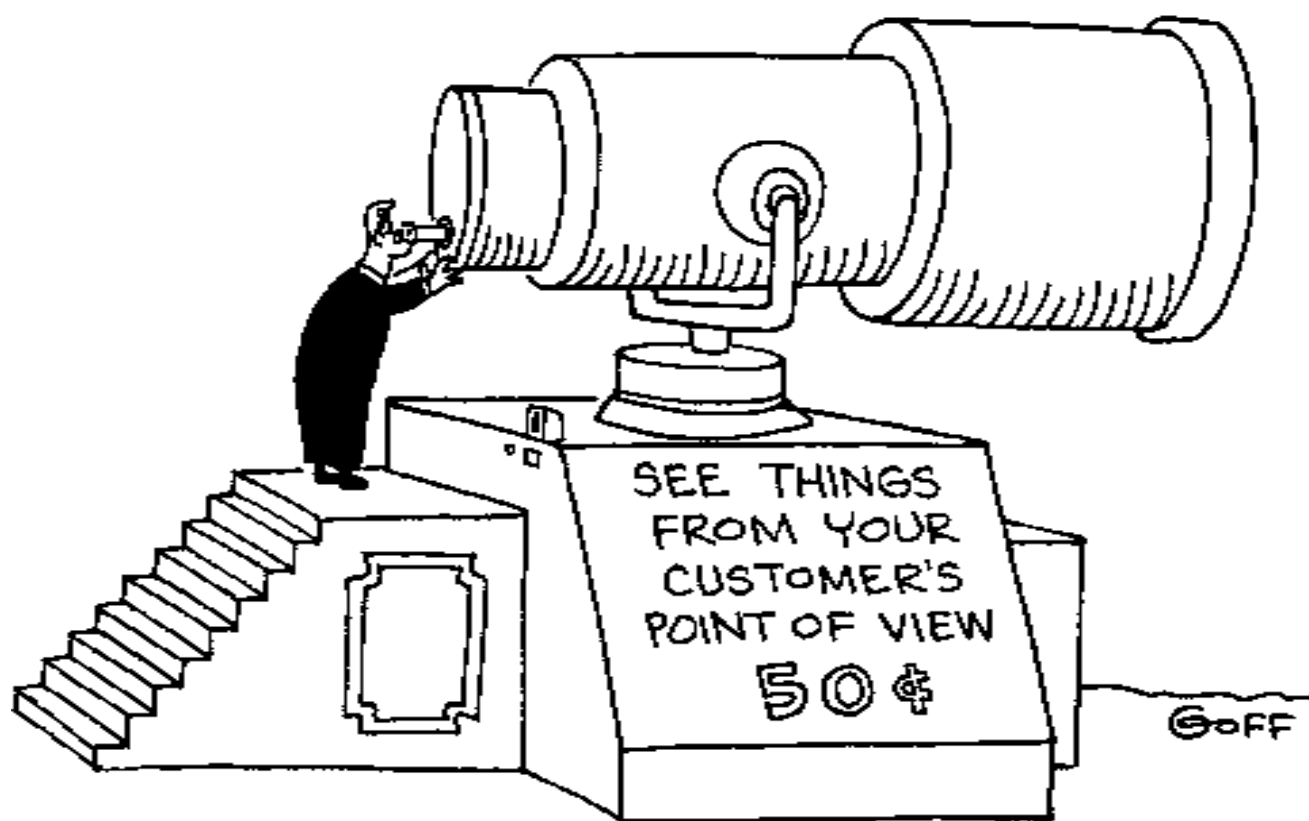
809 The only knowledge that can hurt you is the knowledge you don't have.
810 The only real errors are human errors.
811 The only reason some people get lost in thought is because it is unfamiliar territory.
812 The only sense that is common in the long run is the sense of change. We instinctively avoid it.
813 The only time to be positive is when you are positive you are wrong.
814 The organization of any program reflects the organization of the people who developed it.
815 The other line always moves faster.
816 The paperless office will become a reality about the same time as the paperless toilet.
817 The person not here is the one working on the problem.
818 The phone will not ring until you leave your desk and walk to the other end of the building.
819 The probability of anything happening is in inverse ratio to its desirability.
820 The probability of someone watching you is proportional to the stupidity of your action.
821 The race is not always to the swift nor the battle to the strong, but that's the way to bet.
822 The ratio of time involved in work to time available for work is usually about 0.6.
823 The repairman will never have seen a model quite like yours before.
824 The road to hell is paved with good intentions and littered with sloppy analysis.
825 The severity of the itch is inversely proportional to the reach.
826 The simplest subjects are the ones you don't know anything about.
827 The solution to a problem changes the nature of the problem.
828 The solving of a problem lies in finding the solvers.
829 The sooner you fall behind, the more time you will have to catch up!
830 The squeaky wheel doesn't always get the grease; sometimes it gets replaced.
831 The stomach expands to accommodate the amount of junk food available.
832 The success of any venture will be helped by prayer, even in the wrong denomination.
833 The sun goes down just when you need it the most.
834 The tasks and chores that get rewarded, get done first.
835 The telephone will ring when you are outside the door, fumbling for your keys.
836 The tough part of a Data Processing Manager's job is that users don't really know what they want,
but they know for certain what they don't want.
837 The trouble with doing right the first time is that nobody appreciates how difficult it was!
838 The two greatest causes of system failures are sysadmins and users. If you can keep both of these
groups away from your machines, the reliability increases dramatically.
839 The usefulness of any meeting is in inverse proportion to the attendance.
840 The trick is to stop thinking it is 'your' money. - IRS auditor
841 The trouble with life is that it's a do-it-yourself kit without instructions.
842 The value of a program is proportional to the weight of its output.
843 The workbench is always untidier than last time.
844 The worse your line is tangled, the better is the fishing around you.
845 The yoo-hoo you yoo-hoo into the forest is the yoo-hoo you get back.
846 There are no rules around here. We're trying to accomplish something. - Thomas Edison, remark-
ing about his laboratory
847 There are no winners in life...only survivors.
848 There are only two forces that unite men, fear and self-interest...Napoleon
849 There are three ways to get things done: do it yourself, hire someone to do it, or forbid your kids to
do it.
850 There are two kinds of people who don't say much: those who are quiet and those who talk a lot.
851 There are two rules for success in life: Rule 1 - Don't tell people everything you know.
852 There are two things on earth that are universal: hydrogen and stupidity.
853 There are two ways to slide easily through life: to believe everything or to doubt everything; both
ways save us from thinking.
854 There has been an alarming increase in the number of things you know nothing about.
855 There has been opposition to every innovation in the history of man, with the possible exception of
the sword.

856 There is a coherent plan in the universe, though I don't know what it's a plan for.
857 There is a right way, a wrong way, and my way to do everything.
858 There is absolutely no substitute for a genuine lack of preparation.
859 There is always one more bug.
860 There is always one more idiot than you counted on.
861 There is no evidence to support the notion that life is serious.
862 There is no job so simple that it cannot be done wrnog.
863 There is no job so simple that it cannot be done wrwrong.
864 There is no limit to how bad things can get.
865 There is no limit to the amount of good that people can accomplish, if they don't care who gets the credit.
866 There is no problem a good miracle can't solve.
867 There is no problem so large that it cannot be solved by the application of a correctly chosen ther-
monu clear device.
868 There is no safety in numbers, or in anything else.
869 There is no substitute for a genuine lack of preparation.
870 There is no such thing as a "dirty capitalist", only a capitalist.
871 There is no such thing as instant experience.
872 There is no time like the present for postponing what you ought to be doing.
873 There is nothing so habit-forming as money.
874 There is nothing so small that it can't be blown out of proportion..
875 There is never time to do it right, but there's always time to do it over.
876 There is one big difference between genius and stupidity; genius has limits.
877 Things are more like today than they ever were before.
878 Things could be worse; suppose your errors were counted and published every day, like those of a baseball player.
879 Things get worse under pressure.
880 Things go right so they can go wrnog.
881 Thinking is hard work. One can't bear burdens and ideas at the same time.
882 This "law" has been intentionally left blank.
883 This "law" was inadvertently left blank.
884 This is clearly another case of too many mad scientists and not enough hunchbacks.
885 This space for rent.
886 Those most opposed to serving on committees are made chairmen.
887 Those who live closest arrive latest.
888 Those with the best advice offer no advice.
889 To achieve the impossible, one must think the absurd; to look where everyone else has looked, but to see what no one else has seen.
890 To attract maximum attention, it's hard to beat a good, big, dumb mistake.
891 To avoid criticism, do nothing, say nothing, be nothing.
892 To err is human. To admit it is a blunder.
893 To err is human. To blame it on someone else is even more human.
894 To err is human. To blame it on someone else is politics.
895 To err is human. To forgive is simply not company policy.
896 To get something done, a committee should consist of no more than three men, two of them absent.
897 To know yourself is the ultimate form of aggression.
898 To steal ideas from one person is plagiarism; to steal from many is research.
899 To succeed in politics, it is often necessary to rise above your principles.
900 Too light for heavy work and too heavy for light work.
901 Treat people as if they are what they ought to be, and you help them to become what they are capable of being.

902 Trust everybody...then cut the cards.
903 Try to be the best of whatever you are, even if what you are is no good.
904 Try to get all of your posthumous medals in advance.
905 Two heads are more numerous than one.
906 Two monologues do not make a dialogue.
907 Two rules to success in life: 1. Don't tell people everything you know.
908 Two wrongs are only the beginning.
909 Unemployment helps stretch your coffee break.
910 Unless absolutely essential, borrowing to buy a depreciating asset is dumb.
911 Unless the results are known in advance, funding agencies will reject the proposal.
912 Unless you intend to kill him immediately; never kick a man in the testicles, not even symbolically
or perhaps especially not symbolically.
913 Urgency varies inversely with importance.
914 Usefulness is inversely proportional to its reputation for being useful.
915 Virtue is its own punishment.
916 Wasting time is an important part of living.
917 We all want progress, but if you're on the wrong road, progress means doing an about-turn and walk-
ing back to the right road; in that case, the man who turns back soonest is the most progressive.
- C.S. Lewis
918 We are often most in the dark when we are the most certain, and most enlightened when we are
the most confused.
919 We don't have the time or money to do it right, but we'll have time and money to do it over again.
920 We need either less corruption or more chance to participate in it.
921 We totally deny the allegations, and we are trying to identify the alligators.
922 We sometimes get all the information, but we refuse to get the message.
923 We'll worry about that when we get there.
924 We're making progress. Things are getting worse at a slower rate.
925 We've always done it that way!
926 Wet manure is slippery. - OSHA discovery
927 What I want is all of the power and none of the responsibility.
928 What you don't do is always more important than what you do.
929 What you resist, you become.
930 Whatever goes around, comes around.
931 Whatever happens, look as if it were intended.
932 Whatever hits the fan will not be evenly distributed.
933 When a broken appliance is demonstrated for the repairman, it will work perfectly.
934 When a lie fails, the truth saves what remained.
935 When a politician gets an idea, he usually gets it wrong.
936 When all else fails, read the instructions.
937 When all else fails, try the boss's suggestion.
938 When in doubt, mumble. When in trouble, delegate. When in charge, ponder.
939 When in doubt, predict that the present trend will continue.
940 When in doubt, take all the time you need to get all the facts, or all the time you have, whichever is
less.
941 When in doubt, use brute force.
942 When in trouble, delegate.
943 When it gets to be your turn, they change the rules.
944 When it's you against the world, bet on the world.
945 When life hands you a lemon, make lemonade.
946 When properly administered, vacations do not diminish productivity. For every week you are away
and get nothing done, there is another week when your boss is away and you get twice as much
done.

- 947 When reviewing your notes for a test, the most important ones will be illegible.
- 948 When someone says this is as bad as it can get, don't bet on it.
- 949 When there are sufficient funds in the checking account, checks take two weeks to clear. When there are insufficient funds, checks clear overnight.
- 950 When you don't have an education, you've got to use your brains.
- 951 When you drop change at a vending machine, the pennies will fall nearby, while all other coins will roll out of sight.
- 952 When the going gets tough, the smart get sneaky.
- 953 When the going gets weird, the weird turn pro.
- 954 When the product is destined to fail, the delivery system will perform perfectly.
- 955 When they want it bad (in a rush), they get it bad.
- 956 When things are going well, someone will inevitably experiment detrimentally.
- 957 When working hard, be sure to get up and retch every so often.
- 958 When working on a project, if you put away a tool that you're certain you're finished with, you will need it instantly.
- 959 When working toward the solution of a problem, it always helps if you know the answer, provided of course you know that there is a problem.
- 960 When you are confronted by any complex social system, such as an urban center or a hamster, with things about it that you're dissatisfied with and anxious to fix, you cannot just step in and set about fixing with much hope of helping. This realization is one of the sore discouragements of our century. JayForrester has demonstrated it mathematically, with his computer models of cities in which he makes clear that whatever you propose to do, based on common sense, will almost inevitably make matters worse rather than better. You cannot meddle with one part of a complex system from the outside without the almost certain risk of setting off disastrous events that you hadn't counted on in other remote parts. If you want to fix something you are first obliged to understand, in detail, the whole system, and for very large systems you can't do this without a very large computer. Even then, the safest course seems to be to stand by and wring hands, but not to touch. Intervening is a way of causing trouble. - Lewis Thomas, from the essay "On Meddling" in the collection "The Medusa and the Snail", The Viking Press, New York, 1979
- 962 When you are in it up to your ears, keep your mouth shut.
- 963 When you are right be logical, when you are wrong befuddle.
- 964 When you are sure you're right, you have a moral duty to impose your will upon anyone who disagrees with you.
- 965 When you are up to your butt in alligators, it is difficult to keep your mind on the fact that your primary objective was to drain the swamp.
- 966 When you are up to your nose in #!&?, be sure to keep your mouth shut.
- 967 When you dial a wrong number, you never get a busy signal.
- 968 When you make your mark in the world, watch out for guys with erasers.
- 969 When you starve with a tiger, the tiger starves last.
- 970 When your opponent is down, kick him.
- 971 Whenever you set out to do something, something else must be done first.
- 972 Where you stand depends on where you sit.
- 973 While money can't buy happiness, it certainly lets you choose your own form of misery.
- 974 Why did the Roman Empire collapse? What is the Latin for office automation?
- 975 Why is it that there are so many more horses' asses than there are horses? - G. Gordon Liddy
- 976 Why worry about tomorrow? We may not make it through today.
- 977 Winning isn't everything, but losing isn't anything.
- 978 Wisdom consists of knowing when to avoid perfection.
- 979 Wisdom is what's left after we've run out of personal opinions.
- 980 Without data, yours is just another opinion.
- 981 Work hard and save your money and when you are old you will be able to buy the things only the young can enjoy.

- 982 Work is accomplished by those employees who have not yet reached their level of incompetence.
983 Work is the curse of the drinking class.
984 Work may be the crabgrass of life, but money is still the water that keeps it green.
985 You can always find what you're not looking for.
986 You can fool some of the people and really piss them off.
987 You can fool all of the people some of the time, and some of the people all of the time, but you can
make a fool of yourself any time.
988 You can fool all of the people some of the time, some of the people all of the time, and that should
be sufficient for most purposes.
989 You can lead a horticulture, but you can't make her think.
990 You can observe a lot just by watching.
991 You can't expect to hit the jackpot if you don't put a few nickles in the machine.
992 You can't fall off the floor.
993 You can't get here from there.
994 You can't guard against the arbitrary.
995 You can't out talk a man who knows what he's talking about.
996 You can't push a rope.
997 You can't tell how deep a puddle is until you step into it.
998 You can't tell which way the train went by looking at the track.
999 You can't win. You can't break even. You can't quit the game.



Memorandum

February 21, 1997

TO: RTP Staff

SUBJECT: RTP's Inclement Weather Policy

Since we have many new staff members who have joined us due to the large number of casualties incurred during the last few months, I thought it best if I would restate RTP's Inclement Weather Policy.

Basically, the policy is:

- 1) The building is always open.
- 2) You are coming to work. There is no way you are getting a day off with pay.
- 3) In the event hell does freeze over you can listen to any of the following radio or television stations:

620 AM	- WDNC	ATV	- WRAL
680 AM/TV28- WPTF		TV11	- WTVD

In fact you can listen to any radio station or watch any television station you please. What you will find out is that hell is closed, but you are still coming to work.

Once again we ask you to use your best judgement in determining your method of travel. We suggest ice skates, or perhaps a dogsled (those huskies are very sure-footed). Keep in mind you have the following options:

1. Come to work
2. Come to work
3. Come to work

Please feel free to whine about the fact that IBM, GLAXO, Northern Telecom etc. are closed. We don't care. If you have any other questions regarding this policy, we suggest that you find employment elsewhere.

The Alegbra Work Equation

After applying some simple algebra to some trite phrases and cliches a new understanding can be reached of the secret to wealth and success. Here it goes.

Knowledge is Power

Time is Money

and as every engineer knows,

Power is Work over Time.

So, substituting algebraic equations for these time worn bits of wisdom, we get:

$$K = P \quad (1)$$

$$T = M \quad (2)$$

$$P = W/T \quad (3)$$

Now, do a few simple substitutions:

Put W/T in for P in equation (1), which yields:

$$K = W/T \quad (4)$$

Put M in for T into equation (4), which yields:

$$K = W/M \quad (5).$$

Now we've got something. Expanding back into English, we get:

Knowledge equals Work over Money.

What this means is that:

The More You Know, the More Work You Do, and The More You Know, the Less Money You Make.

Solving for **Money**, we get:

$$M = W/K \quad (6)$$

Money equals Work Over Knowledge.

From equation (6) we see that Money approaches infinity as Knowledge approaches 0, regardless of the Work done. What this means is:

The More you Make, the Less you Know.

Solving for **Work**, we get

$$W = M K \quad (7)$$

Work equals Money times Knowledge

From equation (7) we see that Work approaches 0 as Knowledge approaches 0.

What this means is:

The stupid rich do little or no work.

Working out the socioeconomic implications of this breakthrough is left as an exercise for the reader.

And finally:

Hard work has a future payoff. Laziness pays off now.

Interoffice Memo

SUBJECT: SPECIAL HIGH INTENSITY TRAINING

In order to assure the highest levels of quality work and productivity from employees, it will be our policy to keep all employees well trained through our program of SPECIAL HIGH INTENSITY TRAINING (S.H.I.T.). We are trying to give employees more S.H.I.T. than anyone else.

If you feel that you do not receive your share of S.H.I.T. on the job, please see your manager. You will be immediately placed at the top of the S.H.I.T. list, and our managers are especially skilled at seeing that you get all the S.H.I.T. you can handle.

Employees who don't take their S.H.I.T. will be placed in DEPARTMENTAL EMPLOYEE EVALUATION PROGRAMS (D.E.E.P S.H.I.T.). Those who fail to take D.E.E.P S.H.I.T. seriously will have to go to EMPLOYEE ATTITUDE TRAINING (E.A.T S.H.I.T.). Since our managers took S.H.I.T. before they were promoted, they don't have to do S.H.I.T. anymore, and are all full of S.H.I.T. already.

If you are full of S.H.I.T., you may be interested in a job training others. We can add your name to our BASIC UNDERSTANDING LECTURE LIST (B.U.L.L. S.H.I.T.). Those who are full of B.U.L.L. S.H.I.T. will get the S.H.I.T. jobs, and can apply for promotion to DIRECTOR OF INTENSITY PROGRAMMING (D.I.P. S.H.I.T.).

If you have further questions, please direct them to our HEAD OF TRAINING, SPECIAL HIGH INTENSITY TRAINING (H.O.T. S.H.I.T.).

Thank you,

BOSS IN GENERAL
SPECIAL HIGH INTENSITY TRAINING
(B.I.G. S.H.I.T.)

Useless bits of knowlege to impress your colleagues

Facts which at first seem improbable will, even on scant explanation, drop the cloak which has hidden them and stand forth in naked and simple beauty. - Galileo -

In 1971, scientists at NASA decided to make the Lunar Roving Vehicles (moon buggies) electric powered. Their decision was based on the fact that electricity was a cheaper means of propulsion, it was safer, and the chances were slim to none that they'd find a gas station on the moon.

Shortly after dinner, on the night of October 12, 1967, Italian astronomer Antonio Giordanno peered through his telescope to discover a faint red glow emanating from the moon. Antonio and his team of scientists theorized as to it's derivation. Initially, it was attributed to gases released through fissures in the lunar crust. Then, they claimed it was pools of newly formed Nitrogen. Finally, it was concluded that the mysterious red glow was formed by Mama Giordanno's "Famous" spaghetti sauce.

In the United States and France, the traditional four suits in a playing-card deck are hearts, clubs, spades, and diamonds. In Italy and Spain the suits are swords, batons, cups, and coins. German suits are hearts, bells, leaves, and acorns. Last, but not least, Polish suits are rings, circles, zeros, and "O"s, all of which are red.

The first airline passenger was the Wright brothers' mechanic. Wilbur took him for a 29 second, 2000 foot flight on May 14, 1908. The flight was rather bumpy, and he was forced to vomit in his own lunch bag - an action which would forever immortalize the Wright brothers' mechanic, William James Barf III

As a means of proving that the water in France was okay to drink, novelist Arnold Bennett drank a few glasses of it during lunch one day. Three months later he died of typhoid fever. At his funeral his sister Elizabeth exclaimed, "Boy, was my brother stupid."

Contrary to popular belief, modern man is NOT taller than his ancestors. In fact, the average modern man is one inch shorter than the average man from the Paleolithic age. The only exception occurs from 1974-1979 when the average man was three inches taller due to platform shoes.

Research indicates that although 93% of Victoria Secret catalogue subscribers are women, the catalogue is actually read by far more men than women, a 2-to-1 ratio to be exact. In a related study, it was found that of the 10 million people who subscribe to Playboy, nearly 97% are men. And while a man is reading the magazine, a similar 2-to-1 ratio goes through his head.

In 1973, Edward Carswell was the first person to break the 300 MPH land speed barrier in a car aptly named "The Missile." Interestingly enough, he also became the first person to receive a \$4,000 speeding ticket.

American folklore has created numerous fictional characters that are passed on from generation to generation. One such character, Jack Frost, is known for spreading his icy glaze during late fall and early winter months. Such characters which serve to personify some aspect of nature are not uncommon to oral tradition. Although not as popular as Jack Frost, a recent poll of children between the ages of 6-10 shows that Jim Nippy and Bill Breezy are gaining popularity.

Over the past fifteen years, more personal computers have been purchased in the United States than automobiles. Researchers attribute the findings to the combination of increased public transportation systems, as well as the popularity of the internet; a medium which allows a person access to information such as stock quotes, reference material, and pornographic images. In an unrelated finding, lube job sales jumped an amazing 67% during the same period.

"Tango Foot", scientifically named tibialis anticus, is a strain of the leg muscle resulting from dancing the tango or the maxixe. "Knee Ball", scientifically named testicles giganticus, is a swelling of the groin, resulting from not knowing how to dance the tango or the maxixe.

Between the years of 1988 and 1991, the most commonly stolen car in the United States was the 1986 Chevrolet Camaro. In fact, 1 out of every 5 Camaros built in the year of 1986 ended up being stolen. This is in sharp contrast to the least stolen car of the same period - The Dhaitso Shanker. Of the 243 Shankers manufactured in that 4 year period, none of them were stolen. Although one was left in front of a K-mart for 5 straight hours with the engine running, and the words "Take me for a free test drive" spray-painted in red on the hood.

In the 1960's and 1970's, scientists conducted experiments on how different forms of music affected plant development. They found that plants exposed to classical music responded most favourably with lush and abundant growth and good root development. Jazz music produced a slight increase in growth. Exposure to country music brought about no significant changes. And last, but not least, those plants exposed to acid rock were quickly picked and smoked.

As of 1988, the U.S. census bureau determined that a stunning 13% of the population believe that some portion of the earth's moon is actually comprised of cheese. While that number may seem high, it was perhaps more shocking to realize that 21% of Americans believe that Neil Armstrong was not an astronaut, but rather an operative for the American Dairy Association.

Throughout time, the mime has been distinguished by his stark light make-up and gloves, as well as the ability to communicate with only gestures and body movements. Marcel Marceau, regarded as the world's greatest mime, is credited with establishing these standards. Yet recently, previously classified medical records suggest that Marceau is not actually a mime, but rather an exceptionally demonstrative mute with a low melanin count.

Each day, nearly 2.5 million people commute to work via underground transportation. Of male commuters polled, 54% consider a subway train darting in and out of numerous tunnels to be a symbol of previous sexual conquests. While female commuters do not find the tunnel travel reminiscent of sexual intercourse, 73% do draw a strong correlation between sex and the frequent, and often incomprehensible announcements made by the conductor.

Throughout the 1970's Richard Kneival thrilled millions of Americans as they watched his death-defying stunts on national television. Evil Kneival, the professional name under which he performed, was actually not his first choice. Yet, after several months of consideration and in deference to his agent, evil decided to choose "Evil" over "Retrieval Kneival", "Boll Weevil Kneival", and "Pastie."

In 1471, a chicken in Basel, Switzerland, was accused of being "a devil in disguise" after laying a brightly colored egg. The chicken stood trial, was found guilty and burned at the stake. Although the chicken owner, Jorgi Sanderzon was extremely distraught by the verdict, he found the Coq au Vin went down alot easier after his fifth glass of stout.

The popular children's nursery rhyme, "Jack Jumped Over The Candlestick", was derived from a tradition in medieval England. People would actually jump over lighted candles as a means of predicting the future. If the candle stayed lit, it meant brighter times were ahead. If the flame went out, it meant that darker days were to come. And if you landed directly on top of the candle, it meant that you were gonna spend a good portion of your day pulling wax out of your ass.

The original nomenclature of mental deficiency should be kept in mind when used in everyday conversation. For instance, an "idiot" is classified as a feeble-minded person who performs at the potential age of 3 years; an "imbecile" displays a mental age of 3 to 7 years; a "moron" has the potential age of between 8 to 12 years; and a "dufus" has no specific limitations in mental capacity but is aware of the subtle themes in "Baywatch".

In 1976, the motion picture, "The Fish That Saved Pittsburgh" chronicled the relationship of an astrologist and a professional basketball team. After 19 years of research and considerable debate, scientists are now convinced that without artificial appendages and substantial water, no one fish could save a major metropolitan city.

Mildred Farmer was a baker of confections in Dorchester, Massachusetts in the late 1800s. While contemporary history remembers her as a charmingly maternal figure, she was actually a viciously competitive woman who would sneak into her competitors' kitchens and sit on their chocolate creations with her bare buttocks, hence earning her the nickname "Fanny".

The legend of Santa Claus chronicles the life of a philanthropic Saint Nicholas From his early adult years into old age. While it appears that Santa Claus has maintained excellent physical health over the past 300 years, physicians are concerned over recent reports that he has been overheard referring to the reindeer as "Dasher, Fancy, Pantser, Nixon, Hobbit, Stupid, Dahmer, Pittsburgh and Rhubarb."

In 1910, heavyweight prizefighter Jack Johnson's mother was credited with coming up with a popular vernacular expression. After her son won his bout over James Jeffries, he was ordered to take his prize money, to the local grocer and "bring home the bacon". Much to Mrs. Johnson's dismay, Jack was unable to purchase bacon and instead brought home 12 naturally-cased breakfast sausage links and a bottle of prune juice.

Mary Mallon, a cook who lived in New York City around 1900, was identified as a chronic carrier of the typhoid bacilli. She was the cause of at least 53 outbreaks of typhoid fever and hence became known as "Typhoid Mary." She is not to be confused with "Buffoon Tyler", a man who lived in New Jersey in the early

seventies, who constantly wore his shorts over his pants.

The lifespan of dinosaurs has been estimated at 75 to 300 years. Such estimates are educated guesses. From examination of the microstructure of dinosaur bones, scientists have inferred that they matured slowly, had proportionately long life-spans, and were really, really, big.

The best known example of body shape classification was devised by American psychologist William Herbert Sheldon. In 1935 he grouped people into 3 distinct body types: Endomorph, Mesomorph, and Ectomorph. But because people had such a tough time remembering which meant what, in 1942 William devised a new system of classification - fat, skinny, and average. A system which we still use to this day.

While the dung beetle spends its entire life rolling its eggs in faeces, it would not be possible without the dreadfully slow motor skills of the bughole snail.

In a recent interview with 10 prominent sex therapists, the question was posed, "What is the most important aspect in love making?" One said 'relaxation', Three said 'honesty', and a whopping Six out of Ten said 'staying awake'.

Although most Americans would confidently guess that Chicago was the windiest city in the United States, it is actually Boston which claims this distinction. Other city superlatives include: coldest - Anchorage, wettest - Honolulu, and most gassy - Detroit.

In a recent survey of newborn babies, researchers have determined the most popular boys' names. They include Michael, Matthew, Sean, Brendan, and Brian. Interestingly enough, for the third year in a row, the LEAST popular boy's name was "Lumpy".

Amazingly, the science of Meteorology has identified over 200 types of precipitation. In addition to the familiar "rain", "snow", "sleet", and "hail", meteorologists have also defined "hain", "sneet", "slail", and "fribble".

Throughout numerous cultures, the concept of the devil has been a constant, yet his name has varied. For instance, In German legend he has been called Krumnase meaning "crooked nose", Ziegenbart meaning "goatbeard", Spiegelglanz meaning "mirror-sight" and finally Shortzenanklez meaning "guy with shorts around his ankles".

The four H's in the 4-H Clubs come from a members' pledge that was written in 1972. While most agree that the first three H's represent "Head", "Heart", and "Hands", it is unsure amongst modern day members as to whether the last H was originally for "Humdinger".

Though it is true that Raleigh brought tobacco and potatoes, Lord Arlington brought tea, and Jonas Hanway brought the umbrella to England, it is a fallacy of history that Colonel Shortsenasse first introduced the thong to this island nation.

"Hands up" was the trademark of train robber Bill Miner, who coined the phrase during his infamous career which spanned from 1869 to 1909. Interestingly enough, Bill used some other phrases before settling on "hands up". Other choices included "cheeks down", "I gotta gun, whatta you got?", and "this ain't no burrito".

William of Orange is most known as the founder of the Dutch Republic. Although such a task speaks highly of the individual, William was a most humble and modest man, and attributed his successes to the love and guidance of his parents, Gladys of Red and Myron of Yellow.

Most would agree that the middle name Riddle for Jimmy Hoffa is almost too appropriate, considering the circumstances, but some other well known figures have had similar coincidental middle names. Most notably Orson Tubman Wells, Amelia Nonstop Earhart, Lou Ripken Gehrig, and Abraham Shotinatheatre Lincoln.

In the bathroom of the famous Venice Institute of Astronomy scientists have discovered etchings which date back to the early 16th century. The only discernable etching reads "Copernicus Blows! - Galileo"

In the original blue prints for Disneyworld, Walt Disney had created five, not four, areas of his theme park. In addition to Fantasyland, Frontierland, Tomorrowland, and Adventureland, he also had pencilled in Gasland.

Contrary to popular belief, John Hancock was NOT the first person to sign the Declaration of Independence, it was actually Dr. Vancor Szcheskescweicz, but because his name was so long, he had to sign on the back.

Although hard to believe, of 1000 proctologists polled, over 79% say that in any given work day, they use the word "AND" far more than they use the word "BUT".

On July 20, 1969, Neil Armstrong became the first man to walk on the moon. Less than 14 seconds into his memorable "One Small Step" speech, he became the first man to pee there as well.

Although the cast of "The Facts of Life" went from 9 girls down to 4 throughout its seven year run on television, amazingly enough, the net weight of the cast members remained the same.

Last year, an average of 1 out of every 4 American high school students scored in the top quarter of their class. Up from 1 out of every 5 the year before.

In the movie "Dances with Wolves", not one animal was injured during its filming, although there was a horse named "Dutch" who came down with a nasty case of the runs.

While many people consider the flying monkeys to be one of the most terrifying and memorable aspects of "The Wizard of Oz", in actuality they were a last minute substitute when the special effects coordinator informed the director of his inability to get parrots to eat bananas.

Each year, over 7 million Americans will fantasize about sex with a co-worker. Of those 7 million, approximately 985,000 are self-employed.

In his most recent interview, illustrator Charles M. Schultz was asked to rank his favorite Peanuts' television specials:

1. It's The Great Pumpkin, Charlie Brown
2. Merry Christmas, Charlie Brown
1. It's Your First Hair Weave, Charlie Brown

In the first draft of The Wizard of Oz, author Frank Baum had originally intended Dorothy to be aided by four, not three, companions. In addition to the brainless scarecrow, the heartless tinman, and the cowardly lion, she was also joined by a juggler looking for balls.

Of 3 million women movie-goers polled, 2.1 million stated that what a date orders at the snack bar can provide an initial indication of that person as a sexual partner. All 2.1 million stated that a date who orders Goobers has "no chance in hell."

In 1994, over 39 million Americans borrowed tools from their next door neighbours. To date, only 6 have been returned.

In the Summer of '69, nearly half a million people gathered at a small farm in Woodstock, New York to listen to some 25 bands play over a three day period. It is estimated that the crowd consumed over 1,000,000 pounds of food, 12,950 pounds of which were ring dings.

"I feel good about this one" - GENERAL GEORGE ARMSTRONG CUSTER AT LITTLE BIGHORN

While Mother Goose entertained countless generations with her tale of the "dish running away with the spoon", she failed to explain that a lengthy court battle ensued with the ladle.

3 out of every 5 dentists surveyed encourage daily flossing as a preventative measure for proper oral hygiene. The other 2 suggest that you "brush really, really hard."

The Camp David Accords, initiated by the United States to end the conflict between Egypt and Israel, was actually agreed upon after Carter, Sadat, and Begin went skinny-dipping and right before the weenie roast.

Most people know that the currencies of Japan and England are the "yen" and the "pound", respectively. But most people don't know that the basic unit of currency for the country of Yemen is the "dungbuck".

The measure of a man's intelligence is inversely proportional to the amount of time he keeps his mouth open.

Cliches from Movies

AEROPLANES

Piston-engine aeroplanes in the movies are unusually subject to engine failure. This failure mode is unique to filmdom - engine coughs, keeps running. Hero doesn't notice. Then it stutters, catches again. Hero notices, taps gas gauge, turns lever. Then it stutters exactly three times and stops immediately, including propeller. No further efforts are ever made to restart.

ALCOHOL

Only men are alcoholics. Any hopeless alcoholic can quit drinking when faced with an important challenge. The instant the alcoholic stops drinking, all his faculties return and he faces no annoying withdrawals.

ALIENS

If there is more than one or two of an alien race, they are always roughly the same size as humans.

Aliens usually speak English and have same colloquialisms.

All members of alien species wear the same outfits, including clothing, hairstyles, and jewellery. This makes them readily identifiable. Aliens who do not dress like aliens are hiding something. This may, in fact, be a consequence of the fact that aliens all have single, monolithic cultures: one language, one religion, one outfit, per planet.

ANIMALS

Bad guys will always get killed by a snake, while the hero simply reaches out and picks it up with his bare hands. (In addition, he will either break the reptile's neck (?) or bite it's head off)

Deadly reptiles will always attack a woman first, even if she's in the presence of thirty men.

Dogs always know who's bad, and bark at them.

ANSWERING MACHINES

If the hero listens to his answering machine and one important message is unexpected then he usually has two very short messages on the tape before, one spoken by a man, one by a women. "Here'a John! I see you tomorrow at eight." beep ... "This is Sallieeeee! I'll call again later." ... beep and then finally "Ahhhh! The killer is"". If however the message is expected be sure that it will be the first one on the tape.

BAR/DRINKING

Every time some guy walks into a bar, usually the hero, he gets into a fight. Usually right under a BUDWEISER sign (see "product placement"). Likelihood of fight increases if country music is playing in the background.

Movie heroes in a bar will either order strong alcoholic drinks and swallow them down like iced tea or will ask for milk. The latter will always provoke sarcastic remarks and a fight will ensue.

When men drink whiskey, it is always in a shot glass, and they always drink it in one gulp. If they are wimps, they will gasp for air, then have a coughing fit. If they are macho, they will wince briefly, flashing clenched teeth.

A cup of black coffee/splash of cold water in face is enough to render the most inebriated person stone cold sober in a split second (see several thousand westerns, and "Peter's Friends.")

BINOCULARS & GLASSES

Whenever someone looks through the binoculars, you see two joined circles instead of one.

Glasses never collect moisture when you come in from the cold outside.

Computer geeks and “intelligent” persons use them, action heroes never have glasses.

A villain will always commit murder right in front of the window when someone with binoculars is watching.

BIOLOGY AND GENETICS

People are often exact duplicates of remote ancestors, or of their parent at the same age.

At least one of a pair of identical twins is born evil.

Radiation causes mutation not to your future children, but to you, there and then. Mutation is never immediately fatal, but first either makes you into a formless blob, or a functional creature with animal-like features.

Interbreeding is genetically possible with any person or creature from anywhere in the universe.

Newborn babies can babble, crawl, and hold their heads steady.

BODILY FUNCTIONS

People never cough, sneeze, blow their noses, or show any other symptoms of being in less than perfect health.

Only exception to the above is when they’re dying. A cough is a symptom of terminal illness.

Menstruation is an unknown phenomenon in movies. Female movie characters are all immune from it.

You can eat as much as you want in a film and you’ll never EVER have to go to the bathroom.

Vomit is portrayed by distant toilet flush. Nobody ever throws-up on the carpet.

BOMBS

Evil geniuses who devise bombs to destroy things/people always have them detonate after at least an hour, giving the hero ample time to defuse it.

Bombs always have big, blinking, beeping timer displays. Evil geniuses who devise bombs to destroy things/people are always thoughtful enough to include a visible display (usually LED) of how much time remains before the bomb detonates, giving the hero accurate feedback on exactly how much time remains.

When you cut the wire to the detonator, the timer will stop. You will not be able to do this, however, until only one second remains.

All wires have different colours, so the hero can easily differentiate them when he has to cut the right one.

Bombs detonated with microwave ovens always explode 2 seconds after the timer reaches 00:00 and the microwave oven beeps (example “Under Siege”).

Explosions always happen in slow motion. When an explosion occurs, make certain you are running away from the point of detonation so the blast can send you flying, in slow motion, toward the camera.

A building that in real life would require several dozen carefully placed explosive charges for demolition, can in a movie be destroyed by a single bomb in a car trunk (see “Lethal Weapon III”). This bomb will cause no damage to any other building on the block.

CABS

Movie passengers either don’t pay cabs at all, or have the exact change. Same is true in restaurants. Checks are always designed to be 15 percent under the bills the male costumer has in his hands first.

Movie people can get cabs instantly, unless they are in danger, whereupon no cab can be found

CARS & DRIVING

Movie characters driving in the city will get to park wherever they like when they get to their destination. When you are alone in the back seat of the car, make sure you sit in the middle.

Sudden acceleration of a car (be it forwards, backwards, stopping, skidding, sliding, or whatever) causes a loud skid, even on dirt or wet roads. Be prepared. Each wheel is also fitted with a smoke device to let you know when this happens. Hollywood cars are also special: when you take off quickly, you always leave a skid mark for each drive wheel, regardless of whether you have a limited slip differential or not.

Pedestrians in Hollywood have the world's best reactions, so don't worry if you have to drive down a sidewalk. Mr Pappodopolus is quite used to having his fruit cart smashed, and despite his gesticulations and curses, he always manages to get out of the way in time.

There are always people carrying around large sheets of glass on the street during a car chase. The person behind the wheel is talking to and looking at their passenger for the entire journey without actually looking at the _road_, changing gear, signalling etc. (example "When Harry Met Sally").

Cars chasing each other in the middle of a city will not suffer enough damage to stop the chase. People being chased by a car will keep running down the middle of the road instead of ducking in somewhere where a car cannot go.

A car will always explode when shot at, unless the hero is driving it.

When you drive a car, you can always recognize all the persons you know that pass you in the opposite direction.

If someone has "fixed" the foot-brakes in the car, the driver never use the handbrake and the gears to slow down, at least not until the last moment.

Cars often end up on cliff-edges with 2 wheels in the open air. The good guys are saved just before the car falls over, the bad guys join the car in the free fall, often caused by a bird setting down on the part of the car hanging over the edge.

When a car falls off a cliff after a car chase, it usually explodes before reaching the ground.

When speeding cars hit a parked car, they fly up into the air while the parked car doesn't even wiggle

After a car crash, no movie character ever sits and shakes for five minutes, or becomes incoherent with shock.

All cars seem to run on kerosene rather than gasoline (hence the copious black smoke when they burn).

Watch steering wheels in movie cars, especially in "through the windshield looking at the driver" shots. 9 times out of 10, the spokes of the wheel, which one would think should be horizontal, or close to it, are vertical, i.e., one can see one of the wheel spokes vertical, above the dash, in front of the driver's face, even when he's driving straight.

Whenever you see someone driving, even on straight and smooth roads, they are sawing at the wheel hard enough to be running an obstacle course. The car doesn't swerve at all, of course. The amount of excess wheel-twisting is independent of speed.

Not only do movie cars always park right in front, but they are never locked. Even convertibles with their tops down, in NYC, are still there hours later.

Movie cars have all excellent brakes and can come to a full stop from 80 MPH (with loud screeches, even on dirt roads) in 20 ft.

There's never an annoying wind disturbing the coiffures of convertible passengers.

There are no stop signs in movie land. Wherever you have to drive, no matter how close or far away it is, you never have to stop before you get there.

Film cars do not have inside rear-view mirrors. Most of them do, however, have an approx. 1" gray spot on the inside of the windshield where the mirror would normally mount.

Film cars never start the first time when you're running away from the bad guy.

If there is a large bump in a downhill road, speeding cars will always fly over them and hit the ground in shower of sparks. An interior view will then show the reaction of the passengers at the moment of impact. They will not be injured, even if they are not wearing safety belts. No tire damage, broken axles, or suspension failures will occur as a result of the impact. The car will then execute a sharp left turn at the bottom of the hill. Losing a hubcap at this point will be optional.

Any time you see a really nice, snazzy foreign car or a great old car like a 65 mustang, you know it's going

to be smashed into a million pieces.

All too many times a Hollywood car chase will be interrupted by the emergence of a semi from a driveway, alley, or street, resulting in the escape of the hunted, or the death of an expendable character.

Police cars involved in chase scenes usually tend to suffer more than any other vehicles- they have head on collisions, smash parked cars, fall into water, and of course, experience the ever popular flying-roll, causing the car to land upside down and crush the lights and siren. Usually, we never get to see the unlucky police force member before or after the inevitable accident.

A car that crashes will always explode in a ball of flames, but not until the hero can pull the important passengers to safety, and yell, "Watch out! She's gonna blow!"

Acid applied by the villain to the hero's brake lines never has any effect unless the car is heading down a steep, winding road. Cars at traffic lights have invulnerable brake lines.

No one ever runs out of gas (even in long car chases). Corollary: every stolen car has a full gas tank and gets great gas mileage.

Vintage cars are always 100% immaculate and freshly polished. They never have any scratches, dents or repairs.

No one fumbles for car keys right before a car chase. They always jump right in and start the car up because they've left the keys in the ignition. Not a great idea in any major city.

CHASES

Woman falls to the ground whilst being chased by a bad guy, even when running over level, unobstructed terrain. Note that when a man and woman are being chased, usually the woman falls, then the man pauses and helps her up.

Corollaries to the above:

Man will then continue to run with woman, holding her by the hand or preferably upper arm, even though this takes them both below the speed either one could make on their own.

All movie women must be pulled along by their hands, even if the male puller is short & fat and the woman is a track star.

All movie women try to run in heels, never stopping to kick them off.

Women not only have to be pulled along, they do not have enough sense to run and keep running unless a man touches her elbow, holds her hand or puts his arm around her shoulders.

Chasees will always stop to throw obstacles (trash cans, lumber, chairs) in their pursuers' way. No matter that they take three times as long to dump the obstacles as it takes the chasers to simply jump over them.

CHESS

GOOD Chess players are always portrayed as upper class. (Go to any tournament and see how many rich guys there are there. NONE! They're too busy chasing women and driving fast cars to play chess.)

Chess players in movies are always all around brilliant and charming people. (With very few exceptions, REAL chess players are introverted and so involved with chess they have little time to WASTE pursuing anything as trivial as LOVE, A PROFESSION, or SOCIAL GRACES. Exception: Computers! Most Chess players are, or will become, Computer nurds.)

Great Chess players are always honoured to play on some rich guy's fancy Philippine Art Set. (In reality, better players are almost always adamant about playing on a plain, unadorned wood or plastic "Staunton" set. No red or blue pieces, no ceramic or metal, no elephants for rooks.)

The board is usually set up wrong, with the black square at the players lower right, or with one or both of the King/Queen set up backwards. (WHITE SQUARE GOES ON THE PLAYERS RIGHT. QUEENS on their own colour: white QUEEN on white, black QUEEN on black.)

Supposedly brilliant players usually miss one move checkmates in critical games. This is akin to a professional race car driver backing his station wagon into the garage door.

On the other hand, good players are often portrayed as seeing 15 or 20 moves ahead in detail from a middle game, when there are still many pieces on the board. (One could more easily predict the next president and

all 535 congressmen correctly before the election. In the End Game, when the number of pieces is limited, looking ahead often becomes a question of counting moves, who can get to the critical square first, or of very limited numbers of moves, and is more feasible.)

Beginners usually beat experienced players, as a mechanism for showing the neophyte's native brilliance. (This is about as common as a tall, athletic man who's never seen a basketball beating an NBA player in one-on-one. It could happen, if the pro had a really bad day, but who would you bet on?)

Players who are really behind (have lost more pieces) come up with brilliant ways to win anyway. (If they're so good, how did they get behind in the first place?)

CLOTHING

Male characters generally are cold-natured. They need to wear jeans and leather jackets when the female characters are comfortable in cutoffs and a halter top.

Heroes are the exception to the above. He often is more comfortable in extreme cold after losing his coat or having the shirt ripped from his back. When this is not true (Cliffhanger), swimming in ice water helps. Whenever anyone knocks out anyone else and takes their clothes, it's always a flawless fit.

COMPUTERS & ELECTRONICS

Word processors never display a cursor.

You never have to use the space-bar when typing long sentences.

Movie character never make typing mistakes.

All monitors display inch-high letters.

High-tech. computers, such as those used by NASA, the CIA, or some such governmental institution, will have easy to understand graphical interfaces.

Those that don't, have incredibly powerful text-bases command shells that can correctly understand and execute commands typed in plain English.

Corollary: you can gain access to any information you want by simply typing "ACCESS ALL OF THE SECRET FILES" on any keyboard

Likewise, you can infect a computer with a destructive virus by simply typing "UPLOAD VIRUS" (see "Fortress")

All computers are connected. You can access the information on the villain's desktop computer, even if it's turned off.

Powerful computers beep whenever you press a key or whenever the screen changes. Some computers also slow down the output on the screen so that it doesn't go faster than you can read. The *really* advanced ones also emulate the sound of a dot-matrix printer.

All computer panels have thousands of volts and flash pots just underneath the surface. Malfunctions are indicated by a bright flash, a puff of smoke, a shower of sparks, and an explosion that forces you backwards.

People typing away on a computer will turn it off without saving the data.

A hacker can get into the most sensitive computer in the world before intermission and guess the secret password in two tries.

Any PERMISSION DENIED has an OVERRIDE function (see "Demolition Man" and countless others).

Complex calculations and loading of huge amounts of data will be accomplished in under three seconds.

Movie modems usually appear to transmit data at the speed of two gigabytes per second.

When the power plant/missile site/whatever overheats, all the control panels will explode, as will the entire building.

If you display a file on the screen and someone deletes the file, it also disappears from the screen (e.g. Clear and Present Danger).

If a disk has got encrypted files, you are automagically asked for a password when you try to access it.

No matter what kind of computer disk it is, it'll be readable by any system you put it into. All application software is usable by all computer platforms.

The more high-tech the equipment, the more buttons it has (Aliens). However, everyone must have been

highly trained, because the buttons aren't labelled.

Most computers, no matter how small, have reality-defying three-dimensional, active animation, photo-realistic graphics capability.

Laptops, for some strange reason, always seem to have amazing real-time video phone capabilities and the performance of a CRAY Supercomputer.

Whenever a character looks at a VDU, the image is so bright that it projects itself onto his/her face (see "Alien", "2001").

CONVERSATIONS

Two people will often converse while one stares out the window, with their back to the other. When an emotional point is made, the first person will turn around.

CRIME

When you go to rob a bank in a film, you will always choose the teller who has just started his or her first day on the job.

DEATH

In situations like the Vietnam war, and violent inner city neighbourhoods, the person with the most plans, prospects, and hopes will die.

A dying person's last words will always be coherent and significant.

A good person will always die in the presence of friends.

If a person good person dies with his eyes open, a friend will close them, and they will remain closed. If a villain dies with his eyes open, no one will close them, and the camera will linger on his face. (see also VILLAINS)

DINING

The hero and heroine in love always get a great table in a restaurant, even in New York City at lunch on Saturday (When Harry Met Sally).

Member of the Internet Link Exchange

ELEVATORS

Movie elevators are always ready at that floor. But if the hero/heroine is being chased, elevator won't come.

If hero OR villain takes an elevator, villain OR hero can beat it by taking stairs, even if the trip is 20 floors.

Most elevator shafts and wires are clean and dust/grease free, and there's plenty of light so that the hero neither gets dirty nor needs a flashlight or some other equipment to see (Speed).

When one character is pursuing another (good guy after bad or vice versa) and they reach the elevator just before it closes, they never stick their hand in the door so it will automatically open back up, nor do they press the call button to get the door to open.

ENVIRONMENT

Thunder and lightning always happen at the same time.

Storms start instantaneously: there's a crack of thunder and lightning, then heavy rain starts falling.

Heavy rain causes no loss of long-distance visibility.

Everything is blue at night-time.

Caves always have flat floors, and it's never fully dark.

There is always someone in the canal or the storm drain when the flood hits.

The moon is always out at night (except for those cheaper movies where the sun is still out..).

Full moon can occur for several nights in a row.

Eclipses happen frequently, and without any warning.

EVIDENCE

Incriminating evidence can be found either as photograph number four in a stack, or in the next to bottom drawer.

Be sure to leave your important tapes, such as the one labelled "Incriminating evidence against Senator Smith showing him taking \$24million in bribes and then fondling the drug lord's daughter" or your computer floppy disks labelled "All the nuclear launch codes are on here" where they can be easily found.

All characters keep detailed newsclippings of important events in their lives, particularly those events that must be painful to recall, such as the loss of the character's immediate family due to their own negligence.

NB: If the news report would have come out while the character was in jail or on the run, all the more reason for the character to have kept it intact.

FENCING/SWORDPLAY

At some point in a duel, the hero and villain will cross swords at face level, allowing them to grip each other's weapon while making nasty/sarcastic comments before they break the clinch and continue fighting. (Why doesn't anyone just ram the sword guard into their opponent's face, stun him, and then finish him off?)

If the hero and villain's swords cross at or below waist level, they will break the clinch, fall back, and pause — despite the fact that a simple upthrust into the opponent's belly after the break would end the duel right there and then.

If there is a candelabra, the villain will show how talented he is with a sword by cutting the candles and watching them fall over; the hero will do the same but the candles won't fall until after the villain has made a comment about the hero's lack of fencing ability, at which point the hero will topple the cut candles, showing that he is more skilled than the villain because his candles didn't fall over from the force of the cut.

During a duel, the hero will jump or climb onto a table/bench/piano/platform that raises him above the villain. At that point, the villain will swipe at the hero's legs, which the hero avoids by jumping up in the air over the villain's blade. Very rarely, the positions are reversed.

Duels usually have one scene where the actors go out of frame and you watch their shadows fighting.

If the villain wounds the hero in his sword arm, one of three things will happen: hero becomes ambidextrous and fights with sword in other hand; hero finds something else to defend himself with (tapestry, chain, Mossberg 12-gauge) that can be used with the other hand; hero's girlfriend/sidekick comes up behind villain and impales him, thus saving hero.

If hero is disarmed by villain, one of three things will happen: villain will show a trace of honour and allow hero to get his sword; hero will make mad dash/leap over or around villain to regain sword; just when it looks like the end, hero's girlfriend/sidekick throws a sword to him, which he manages to grab easily (for the best send-up of this concept, check out ARMY OF DARKNESS where Ash jumps in the air and his chainsaw magically clamps back onto his wrist — it's beautifully shot and extremely funny!).

If there are stairs, the hero will be forced up them backwards by the villain, at which point the hero will either leap to the ground or swing from a rope/chandelier/tapestry to get away.

If there is a tapestry or chandelier, the hero will cut it loose and drop it on the villain's henchmen unless the movie is a comedy, in which case the hero will drop it on his own men by accident.

FIGHTS

If a character uses martial arts rather than a weapon, his opponents will always face him one-to-one. Spare bad guys may dance around the fight taunting our hero, but none will engage until his predecessor has been

disposed of. And if it's an oriental martial arts film, they will fight in perfect one-two rhythm and form, hit-block-hit-block.

Two guys or a bunch of guys go at it, repeatedly bashing each other in the face with massive blows, or hitting each other with chairs, sticks, refrigerators, whatever — and they go one doing this, sometimes for minutes at a time.

People can be rendered inoperative by bumping them on the head. Beware, though; after you have left the scene, this person will regain consciousness and be more determined to attack you.

Clasping your hands together and hitting the bad guy's back will also guarantee unconsciousness

All fights taking place on the edge of a canyon, tall building, or other high place require at least one bad guy to get plugged by a bullet, arrow, or other missile weapon, causing to fall, but keeping him alive enough to hear his scream of terror echo as he plunges to his doom.

Corollary: whenever someone falls off of a cliff or building, no matter how much damage they take beforehand, they scream, even if they were shot through the lungs twenty or thirty times, or were apparently unconscious.

In the West, the favoured hand-to-hand combat technique is to throw yourself prostrate on the other guy and hug him.

When a villain is trying to murder someone with a knife, they'll often use just one hand. The victim meanwhile (usually a woman) is using both hands to restrain the villain's arm and keep the knife from stabbing her. But the murderer will NEVER simply use his other hand to take the knife and easily stab the victim. (see also Knives).

FOOD & EATING

Pastries are always in plain pink boxes. When we see a plain pink box, we expected to know that the box contains donuts or cake or some related item.

All movie mothers will prepare a breakfast, usually consisting of scrambled eggs, bacon, etc. Dad and the kids will invariably arrive at the table 30 seconds

before Dad has to leave for the office and the kids have to catch the school bus. Each will have time only for a sip of coffee/juice and/or one bite of toast.

There must be enough food left over in these homes to feed an emerging nation!

HELICOPTERS

In movieland, there's an abundance of corrupt helicopter pilots. Villains have no problem renting a helicopter complete with pilot who doesn't mind shooting total strangers, or being shot at.

When a helicopter is hit by a bullet or rocket, it'll explode immediately if it contains a villain, but if the hero is on board, it will lose power, smoke will come out of the doors, and it'll just reach the ground in time for the hero to get clear then duck just at the moment it explodes.

People standing outside a running helicopter can always talk in normal or just slightly louder than normal voices.

A pursued hero, with the bad guys just yards behind him, can jump into a shutdown helicopter, run through the twenty-five item start-up checklist, engage and spin up the rotors, take off and be out of pistol range before the bad guys catch up.

Bullets shot at a helicopter bounce off the fibreglass and aluminium "fuselage" components but make neat little holes through the plexiglas bubble.

When a helicopter's engine dies, the main rotor immediately stops and the helicopter drops straight to the ground. If a bad guy is flying, the helicopter disappears in a ball of flame, but good-guy pilots just get out, dust themselves off, and walk away.

When a turbine-powered Bell Jet Ranger helicopter is shot at, it's engine coughs and sputters, chugs along for a little while as the helo staggers through the air uncertainly, and then crashes using the good/bad pilot algorithm noted above.

Every helicopter shutting down emits the chirp-chirp-chirp sound of the rubber drive belts disengaging, in

spite of the fact that only the famous Bell 47G (the Mash chopper) actually makes this sound. Piston helicopters always start up with screaming turbine engine sounds. Rambo-style pilots can fly with one hand on the cyclic stick while the other fires an automatic weapon out the door. The helicopter automatically knows when to change altitude to fly over obstacles without the pilot worrying about that pesky collective pitch control.

HEROES

If the hero has a psychological/physical problem which has prevented him from effectively dealing with problems, you can rest assured that this problem will disappear at an opportune time.

The hero always misses the villain leaving the scene by seconds.

Stripping to the waist makes the hero invulnerable.

The hero will always be paired off with a female character. The sidekick never will.

The hero's best friend/partner will usually be killed by the bad guys three days before retirement.

The hero's new wife will be mowed down by 80 machine guns right after the wedding or during the honeymoon.

Heroes can go without food or sleep, with no measurable drop in physical or mental faculties, for at least 72 hours.

The hero will always have a small trickle of blood in the right corner of his mouth after a fight. His lip will never be split in the middle, and his upper lip will always be invulnerable. He will wipe the blood from the corner of his mouth with the back of his hand, then look at it. If his face displays any other injury, it will usually be a small abrasion on his right cheekbone. He will wear a band-aid on this for one day, after which it will be miraculously healed.

The hero will always refuse the assistance of friends or medical personnel after a fight.

If the hero gets into a second fight, his most injured body part will always be punched or kicked.

A hero will show no pain even during the most terrific beating, yet he will wince if a woman attempts to clean a facial wound.

When a hero is paired with a weak sidekick, that sidekick will invariably save the hero's life at a crucial moment, or show remarkable proficiency with weapons in a key scene.

If the hero is a white male and has an assistant/sidekick who is either not white or not male the assistant/sidekick will die, preferably in an act of heroic sacrifice.

If the movie hero has a sidekick and he mentions his family in the first two minutes of the film, the sidekick will surely be killed.

The movie hero is (almost) always divorced, but he still has some contact with his ex-wife who tells him that she could not stay married to him because she loves him too much.

HOUSES

People never answer the door until the doorbell or knocking has sounded at least three times.

The hero lives in New York City working at some okay, but not particularly high-paying job, and yet he or she has a roomy apartment filled with nice stuff, generally with a good view, and sometimes a nice, romantic rooftop to go to.

People never get out of the house when there is obvious danger there (ghosts, murderers).

People who hear something weird outside will go OUT to look, even if they know there's a homicidal maniac on the loose.

When someone's in bed and hears a sound outside, he'll get up and turn the lights on before looking out of a window, even if this usually guarantees that he'll never be able to see anything going on.

When an intruder is in the house, the occupant will snuck along a wall with his back pressed to it tightly and his arms out a bit from his body, palms flat against the wall.

When there's an intruder somewhere in the house, the thing that jumps at the heroine in the dark turns out to be her cat, even if it comes from places cats wouldn't be, like inside a cupboard! As soon as she relaxes, the killer will show up and strangle her.

Any apartment in Paris will have a view of the Eiffel Tower.

INJURIES

When the hero is knocked out, he won't get a concussion or brain damage. People hit on the head will not
KIDS/TEENAGERS

A kid always knows more than an adult.

A kid can fend for himself even if his parents have gone to Paris, leaving him with no food, electricity, heat, money, etc.

No child can ever be killed...even if they're electrocuted on a high-voltage electric fence that could kill a dinosaur (Jurassic Park)

Eight to ten-year-old kids are the best computer hackers on earth and can break into any system.

Girls who can't find a date to the prom in high school films are usually the girls that, in most high schools, would have almost every teenage boy asking them.

KNIVES

When you throw a knife, the blade will always be the first thing to hit the target unless you turn the knife around first.

A competent knife thrower can work equally well with throwing knives, Swiss Army knives, butcher knives, table knives or swords.

LANGUAGE

Even when depicted as foreigners (including aliens from outer space) all actors speak and understand a common language (usually English) unless the film's plot depends on a language barrier.

LIGHT

A malfunctioning or burnt lightbulb usually means that someone is hiding in the room, ready to jump on our hero/heroine while he/she's busy hitting the switch or tapping the bulb.

When someone lights a match in a dark old house (etc.) and the single match has as much power as a 1000 watt bulb! Alternatively, they light a match, and then light an old oil lamp which has a vast amount of power.

When people switch a light off, it will still be possible to see everything in the room, just in a slightly subdued/bluish colour...

Lightbulbs blow up when:

something psychic happens; someone opens the power box, rips out the biggest cable, and touches it to the rest of the stuff in there; If the lightbulbs are in a row, they blow in timed sequence.

LOCKS

Any lock can be picked with a credit card or a paper clip. Any safe can be opened in a few minutes with a stethoscope or some high-tech equipment with lots of blinking lights.

MEDICAL

More often than not, the best method to revive somebody after their heart has stopped, assuming that there has already been a lengthy attempt to revive them with CPR, those electric zapperthings, etc..., is screaming at them something like:

"You never backed away from everything in your life, now fight! Fight! FIIIGHT!" or

"You can't do this to me! I love you, goddammit!"

MEN

When men drink whiskey, it is always in a shot glass, and they always drink it in one gulp. If they are wimps, they will gasp for air, then have a coughing fit. If they are macho, they will wince briefly, flashing clenched teeth.

Men on rafts, jungles, deserts or other extended duty don't have to carry razors because their beards don't grow. Counterpoint: Unless they drink, in which case 3-day stubble appears in 3 hrs.

MIDDLE AGES

Medieval peasants always have filthy faces, tangled hair, ragged clothing - and perfect, gleaming white teeth. (cf. Braveheart, any Robin Hood movie).

If you are a princess, you always have a favourite lady in waiting, and you always send her to warn the hero of the evil king's intention just in time.

Corollary: the lady in waiting is never quite as beautiful as the princess; however, she still always catches the eye of the hero's sidekick.

In a swordfight, you can always parry behind your back, and you must always find a set of stairs to fight on so that the loser can roll down them and die at the bottom.

Horses never get winded, throw a shoe, etc., until the pursuing sheriff is right behind the hero.

Corollary: the wagon that breaks an axle or gets stuck in the creek is always the one carrying the king's entire treasury, which he totes around with him every time he goes gallivanting through bandit-infested countryside.

MINORITIES

Minorities such as Native Americans or Asians will always have some sort of mystical knowledge or innate fighting skill. For example, the Native American always knows the course of events to come from some sign in nature, and Asians are all born with Martial Arts skills they can use to battle the bad guys.

MONEY

Gangster's Briefcases either contain weapons or banknotes. No one ever got coins at a robbery.

Briefcases are designed to hold exactly three rows of banknotes. As if it had power by itself money likes to be sorted in nice packs and rows, even if it had been thrown into the briefcase by a terrified cashier at a bank.

When you use a movie taxi don't ever give any change. Drivers won't know what to do with it. Just say "thank you" when you pay a bill, reach into your pocket without looking, take out whatever note is in it - it will just fit. (see also CABS)

Same is true in restaurants. Checks are always designed to be 15 percent under the sum the male customer has in his hands first.

MONSTERS

After fleeing a monster, you will want to call for help from a public phone within ten feet of where you last saw the monster.

MOTORCYCLES

Motorcycle engines in movies can inexplicably change from 4-stroke Otto cycle to 2-stroke cycle operation.

Motorcycles usually change from Harley Davidson choppers when engaged in highway operations to Yamaha Dirt bikes when operated off-road (as in "Then Came Bronson"). Police Harleys will morph into Triumph

Bonnevilles when operating in tight quarters (on the ship in “Magnum Force”).

MUSIC

Many musical instruments - especially wind instruments and accordions - can be played without moving the fingers.

Native musicians are highly skilled, and can make simple instrumental bands sound like a full light orchestra.

NIGHTMARES

Any person waking from a nightmare will sit bolt upright (“boing!”) in bed. Instead of just lying there going “eeewww!” as most of us do.

PHONES

All phone numbers begin with 555.

People speaking on the phone never introduce themselves, and never ever say “good-bye” at the end of a conversation.

A ringing phone is usually picked up within 3 seconds.

Don’t give the person on the other end of the phone time to say what they have to.

You also never have to look up a phone number, for anyone.

When a phone line is broken or someone hangs up unexpectedly, communication channels can be restored by frantically beating the cradle and saying “Hello? Hello?”

Always knock over the phone if it wakes you up. If you are expecting a call, make sure that you pull the covers up completely over your head so that knocking it over becomes easier. All houses have phones next to the bed.

There’s a dial tone to be heard on A’s phone immediately after B has hung up on his/her end.

The Movie Telephone Time Vortex.

How often have you seen something like this:

Phone rings. Hero/Heroine picks it up. “Hello. Yes. O.k. Right. Thanks, Goodbye.” (Total elapsed time on phone: 5 seconds.)

Hero/Heroine turns to other character: “That was John. He says that the Marilyn left for the lawyer’s office about an hour ago, and she should have been there by now. He’s called the lawyer’s office but Marilyn apparently never got there. He also called Bill’s, thinking she’d stop by there, but Bill hasn’t seen her. John says he’s going to call Anne, as Marilyn said she and Ann were going to go shopping sometime today. If she’s not at Anne’s, he’s going to call the police. He suggests that we drive over to Mario’s and check with him as to whether or not Marilyn told Wally about the statue. However, he thinks this is unlikely as Marilyn doesn’t trust Wally, she only trusts us and Fransisco. John also suggests we try to get in touch with Fransisco”

On the subject of phones, how about variations of the Bob Newhart-style conversation where we only get to hear one side of the conversation, as in: Marilyn hasn’t shown up at the lawyer’s office yet? (PAUSE) And you already called Bill’s? (PAUSE) What did he say? (PAUSE) He hasn’t seen her either.

(PAUSE) So, John’s getting nervous? (PAUSE) He’s going to call the police...

If I’m not mistaken, the conversation must have gone like this:

“Marilyn hasn’t shown up at the lawyer’s office yet.”

“Marilyn hasn’t shown up at the lawyer’s office yet?”

“No, and I’ve already called Bill’s.”

“And you already called Bill’s?”

“Yes.”

“What did he say?”

“He hasn’t seen her either.”

“He hasn’t seen her either.”

“John’s getting pretty nervous about this.”

“So, John’s getting nervous?”

“Yes, he’s going to call the police.”

“He’s going to call the police...”

When phone-calls are traced you can see a map on the screen with a beam closing in on the caller, and the caller always knows how long he can talk before he has to hang up to not be traced down. He always manages to say everything perfectly timed for 2 minutes.

Video-phones display pictures of the callers looking straight into the camera. The camera must be in the middle of their screen, in other words.

If the hero tries to call someone he needs urgently he won’t need more than three rings to know that he/she is not there.

If someone wants to call the hero, he/she will let the phone ring forever before hanging up, especially if the caller does not know that the hero has to fight his way to the phone through a bunch of bad guys.

A person is placing a phone call to a company, such as “Sports Illustrated.” The phone at the other end is picked up, and the person PLACING the call says, “Hello, Sports Illustrated?”, as if they are checking to make sure they called the right place.

What this means is that at a major company, someone is answering the phone with “hello” and that’s it! Not, “hello, Sports Illustrated, can I help you?” or anything like that, just “Hello!”

POLICE

Police Captains/lieutenants are always angry at their star detective and yell at him, threatening suspension if he doesn’t drop the case.

Corollary: it is only after the detective has been suspended that he can properly crack the case.

Many police chiefs are in constant contact with their city’s mayor who will often “chew their ass” about a single criminal investigation out of the thousands going on in a city. (note: See “I Married an Axe Murderer” for a hilarious send-up of the “mean chief” cliché.)

The police will never question the hero, even if he kills lots of bad guys.

The cops never show up during massive gun battles in city streets that involve bystanders and exploding cars. After the fact, you might just a siren in the distance.

More murders always happen during the investigation of the first one. The last living suspect is the murderer.

Most homicide detectives are brooding, near-crazed loners, most likely divorced or widowed, borderline alcoholics. Of course, there are more respectable-looking detectives, but they are inept and not nearly as tough as their mentally-troubled colleagues.

Many detectives are recruited directly from the police academy, therefore accounting for youthful “seasoned detectives” (see “Speed,” “Kuffs,” “Stakeout”).

PREGNANCY & CHILDBIRTH

The fact that a woman is pregnant or the fact that she notes her pregnancy is introduced by a scene where you hear the woman vomit.

Whenever a woman announces to her husband/boyfriend that she’s pregnant, it comes as a complete surprise to him, whether pleasantly or otherwise.

No one is in labour for hours and hours... they pop out babies in a matter of minutes.

No one is ever offered an epidural or medication, everyone uses lamaze (pant method), but they often scream at & demean those around them.

Most babies are born clean, with perfectly shaped heads and dry hair

All movie babies are born HUGE, usually the size of the average two month old.

Women who give birth are perfectly made up afterwards

PRISON

In jail, there must be a brutal guard and an evil scheming warden.

Inside a prison there is always a boss among the convicts. Usually he's black, blind and crippled surrounded by tough black musclemen, and he is the one the white hero has to see to get something.

In a prison or a gym, when someone is about to be threatened, it usually takes place when the subject is on his back pumping iron and the bar is lowered onto his neck thus reshaping the windpipe and driving some point home.

PRODUCT PLACEMENT

Time will stand still when the hero is in the presence of a company logo.

When a character picks up a bottle of whiskey or a pack of cigarettes, the label will always be clearly visible.

If the producers find no company to invest into the picture, strange things happen to the world: gas stations have no brand names visible, stars use no-name airlines (they often crash!), all smokers use silver cases for their cigarettes.

RADIO, TV & VIDEO

A character turns on the radio just in time to hear a special announcement or some important news item. Then turns the radio off.

example.:

CLICK

"Three escaped lunatics have been spotted in . blah blah blah."

CLICK

The phone rings. Caller says, "You better check out what's on the news on Channel 13". He turns on channel 13 and gets the report from the beginning.

All televisions show cowboy-and-Indian chase scenes a large proportion of the time.

All VCRs in films are always cued up exactly to the portion of tape you want to show someone.

You will always be able to backwind the tape *precisely* to the beginning of the segment you want to see again.

Whenever anyone scans through a videotape or audio tape on home equipment you can hear the audio portion of the tape being fast forwarded or rewound.

Freeze frame is flawless.

Whenever someone reviews surveillance video taken from a preceding scene, the camera angle is never high above the actors, it's right up close, and looks a lot like the angle the film camera used when shooting the picture. Additionally, the audio is always crisp and clear, there's no background noise, because all security cameras come equipped with boom mikes.

ROPES

When people are tied up in the movies, which is usually loosely and incompetently, they can't escape without finding some convenient device to burn or cut through the ropes.

Corollary 1: There is always a convenient device at hand.

Corollary 2: If the method involves burning the ropes, the person's hands will be tied at least a foot apart.

SCHOOL

If you're a high school student in a film, you will always get one of the preferable eye-level lockers.

In all high school or college classrooms, the teacher or professor will always be interrupted in mid-sentence

by the end-of-class bell.

In every school, there is at least one nerd or wimp that is shoved into lockers that are big enough to hold them.

High Schools are always either in the middle of a city or a car ride away from the beach.

SEX

All beds have a special L-shaped top sheet, which reaches up to armpit level on women but only to waist level on men.

No-one ever needs a kleenex after sex.

If you're a woman in a film and have just finished a steamy lovemaking session, make sure to lay back and pull the sheets up to your neck, just like in real life.

All women moan during sex, but none sweat.

Women (and men less often) either make love with their underclothes on or have put them back on in the immediate aftermath.

Two total strangers, upon falling into bed together, will always reach an incredibly intense, mutual, and SIMULTANEOUS orgasm on the first try.

SHOPPING

When bringing home bags of groceries in a film, it's required that you spill at least one bagful on the kitchen floor.

Bags of groceries are never heavy.

Whenever anyone in a movie goes shopping, they always come back with stuff sticking out of the top of the shopping bag, usually carrot tops and French bread.

Corollary: every shopping bag contains at least one baguette (loaf of french bread).

SIGNALS

If the tapping sound or flashing light represents morse code, there's always someone around that can interpret the message.

When Morse Code is used, the interpreter will call out words as they are being sent, rather than letters. Furthermore, a single word is represented by a few "beeps", and all words are sent at the same rate, no matter how long the word is. Example:

beep-beep-be-beep...

"Help..."

be-be-beep beep...

"Us..."

beep-be-be-beep beep...

"We're..."

beep beep-be-beep...

"Surrounded..."

be-beep beep beep...

"Send..."

be-be-be-beep beep...

"Reinforcements..."

beep be-beep beep...

"Hurry..."

etc.

A message in Morse Code will start several seconds before someone actually interprets it; however, no information is lost, as the message actually begins when the interpreter starts to read it.

SKYDIVING

You got plenty of time up there, often a couple of minutes.

You can almost talk casually to all your skydiving friends on the way down.

If you don't have a parachute, just cling on to someone who has got one and don't let go until you're down.

SMOKING

Smokers smoke only when there is a romantic or dramatic reason to. At other times the smoker has no need of cigarettes.

SPACE & VACUUM

Explosions in space make noise

Exposure to vacuum makes you horribly swell up and/or explode within seconds (ex. "Total Recall", "Outland")

There's a deep humming in space, no doubt about it.

Space is not Newtonian; spacecraft can't 'coast', but just stop dead if they run out of fuel or power.

Laser beams are visible in vacuum.

SPACESHIPS

Spaceships make noise!

Spaceships always fly perpendicular to the same axis. When two spacecraft encounter each other, they're always aligned on a plane and never approach at odd angles.

All spaceships, no matter how small, have internal artificial gravity and no matter how badly your ship gets pummelled by the evil aliens in the evil alien ship, no matter how many external panels get blown away, no matter how many sparks or how much smoke pours out of your control panels, the artificial gravity will always keep working.

There are tiny cameras mounted everywhere, on every panel, in your spaceship. No matter what happens anywhere in the ship, you will always be able to ask the computer to replay the scene for you later (even if the computer went up in smoke) and unlike those blurry convenience store cameras, your tiny ship cameras always capture everyone's actions at eye-level with perfect lighting.

Warp or hyper-drive will always fail at critical moments.

Inertial dampers will always prevent passengers from being plastered against the walls during acceleration into warp speed, yet any explosion will send passengers reeling across the room.

In a spaceship battle scene, for a ship to fire a weapon at another, it must be in visual range. Even though the 20th century saw the advent of weapons that can be fired without visual contact, the people of the future have lost this technology.

SPORTS

In any type of sport movie, a player on the field can look up into a crowd of 1 billion and immediately spot their loved one.

STAIRS

Whenever anyone is chased to a staircase, s/he will run upstairs rather than down.

SUSPENSE

In any movie where “something” has happened and villagers come to look at it, they always decide to “go for help”. The most expendable member of the group is left to “keep an eye on it”, and supplied with a weapon or signalling device “in case something happens”. Said member ALWAYS responds: “What could happen?” This is a certain signal that he will die, gruesomely, within 2 minutes.

TEENAGERS

The walls of a teenager’s bedroom or a twentyish adult’s apartment are always highly decorated, beyond anything sane, with every available inch of space covered with something cool.

A movie teenager will always have a drainpipe situated next to his or her window. This drainpipe will be specially reinforced to hold their weight on escape.

TIME

Movie timing is always exact. If a phone trace will take two minutes, for example, you can be sure that means 120 seconds, not a fraction more or less.

Same for bombs, amount of time to get to a destination, etc.

Corollary to the above: all characters in a movie have their watches perfectly synchronized.

TRAFFIC

When a main character has to cross the street (in one of the slower parts of the movie), he/she can always cross the street immediately. Of course, he/she jogs across in order to miss the one car that drives by after they cross.

If there is traffic, then that means that the movie is at a more intense part (like a chase scene) in which case there are a lot of cars that crash into each other.

None of the important characters get hurt, the accident is never heard on the news, and nobody sues anybody important. Very few people even get out of their cars, and yet, no airbags are to be seen.

TRAVEL

Transportation always arrives and leaves on time.

Characters arrive at the airport and get right on the plane. They must have the best timing of any people on Earth - I always have wait around for a while before boarding. (Not to mention getting a boarding pass and the “arrive 15 minutes before departure or you lose your seat” clause of most airlines. Good thing movie airlines never overbook!)

Movie characters’ suitcases are always weightless when they have to carry them.

In emergencies, anyone can pick up flying a helicopter.

Movie characters never suffer from motion sickness.

TREES

Whichever tree branch the hero has perched on, the villain will invariably pause under.

VILLAINS

The bad guy is the foreigner.

Corollary: the foreigner is the guy who speaks English with an English accent .

The bad guy also has a side-kick muscleman, who has some sort of trademark gimmick that he/she uses to eliminate opponents. You must kill or decommission this muscleman by forcing a backfiring of this trademark gimmick. If the muscleman dispatched by a different method, he/she is not dead. (For that matter, don’t as-

sume that anyone is dead unless their death was spectacular. Beware sequels.)

No matter how dead you think you've killed a bad guy, he can still get up at least 3 more times. Therefore, always make sure to leave his gun in or near his hand after you've killed him and you turn away to comfort the girl.

When a villain seems dead, he never is. He will always be allowed one, and sometimes two resurrections. The hero will frequently see him coming, even if his back is turned. If he doesn't, a friend will finish the villain off.

The bad guy usually kills his henchman for failing, yet don't seem to run out of loyal henchmen.

Bad guys lurk until their presence is revealed by a flash of lightning.

You can kill the bad guy by taking careful note of any object that the camera has lingered on for an unnecessarily length of time; typically this is something like a meat hook or a jagged bit of glass. You will be involved in a mighty struggle, and at the appropriate time you can become inspired (usually by either an insult from the bad guy or a look of faith from your love interest) with strength enough to force the bad guy into/onto/under/in front of the aforementioned object.

Actor's Equity (Hollywood) requires that within 15 seconds either side of the bad guy's demise, you utter your trademark phrase.

Whenever a villain has captured the hero, he will pause for 5 minutes to tell the hero _every_ detail of his plan to destroy and/or rule the earth, including times, dates, and addresses.

The bad guy, having finally gotten the good guy into his clutches, will usually spend a few megalomaniac minutes gloating over his victory and his opponent's downfall. This increment of time will prove just enough to allow the good guy to figure a way out of his predicament, or just long enough to allow a rescue attempt.

The bad guy, instead of simply offing the captured good guy on the spot, will devise some sort of drawn-out, fiendishly clever method of execution that will take enough time to allow the good guy to figure out his escape.

When a villain seems dead, he never is. He will always be allowed one, and sometimes two resurrections. The hero will frequently see him coming, even if his back is turned. If he doesn't, a friend will finish the villain off.

You can always tell which nationality the United States and the popular media are currently most unhappy with because that nation sends all their villains to star in Hollywood movies during those times (e.g. Germans in the late 40's and 50's, Asians in the 60's and 70's, Soviets in the 70's and 80's and Middle Easterners in the 90's).

WAR

You're very likely to survive any battle in any war, unless you show someone a picture of your sweetheart back home.

Every army platoon has at least one, usually black, member who can play the harmonica.

All G.I.s know how to make a still out of a jeep radiator.

If a soldier tries to look up an old buddy who was transferred to different unit, the buddy will be dead, or will die shortly there after.

If a main character dies, his sweetheart back home will have nightmare at that exact same moment

New replacements always get killed before you can even learn their names.

The hero's weapon is always different from everyone else's.

Every unit has a "Scrounge" who can get you anything from an atomic bomb to a date with the general's daughter for a bottle of cheap scotch, or vice-versa.

The platoon sergeant never has a grenade on him, so he always asks someone else for the grenade, then pulls the pin out with his teeth. (which will usually cause you to lose teeth before extracting the pin!)

Everyone who joins an Airborne (parachute) outfit doesn't understand why anyone would jump out of perfectly good aeroplane.

Elite units (Special Forces, Rangers, Commandos) are always recruited from convicts and other socially degenerate segments of society.

Elite units are always considered expendable even though they cost much more to train and maintain.

Roger, wilco — over and out. nuff said. Radio transmission are always improper.
The German Army always uses U. S. Patton Tanks.
Cannons, howitzers, and main tank guns NEVER recoil, unless its old documentary footage.
The battle hardened vet will always fall on a grenade for the new guy, rather than picking up the grenade and throwing it away, or jumping out of the fox hole.
Fox holes never have overhead protection, or grenade pits.
Only the “Japs” and the “VC” bother to use booby traps.
German soldier always wear grey uniforms and jack-boots, though these uniforms were pretty much passed out by mid 1943.
SS soldiers always wear there dress black uniform.
The British Army is only allowed to fight in North Africa, and even then only elite forces other than the LRDG and SAS are allowed to fight.
Only the Marines fought the war in the Pacific. No Army personnel were involved.
The military hero always carries a special knife with an 11 inch + blade and a hollow handle with all sorts of gadgets. (most soldiers stick with the standard bayonet [6 in blade], Marine Corps Fighting knife[7 in blade], or airforce[5 1/2 in blade] survival knife. None have hollow handles because hollow handles break too easily)
Snipers always know exactly where someone will pop there head out of trench and soldiers in trenches never use mirrors or periscopes, like they did in World War One.
Any kid, or dog for that matter can wonder around through an artillery barrage and not get killed while half the outfit will always get wiped out.
No one will shoot the hero and the battle will even come to a stand still while the hero cries in agony and curse that “it should’ve been him” when his best friend steps on the land mine/get blown up/ dies charging the machine gun nest. The battle will resume as soon as the hero gets over his grief and gets angry.
The hero will be victorious within 45 seconds of becoming angry.
Any machine gun nest can be approached from behind without difficulty, but not until half the unit has been wiped out.
Soldiers will ask for keys for military vehicles eventhough these vehicles don't use keys.
If soldiers start to eat/drink/change socks/go to the bathroom, they will get orders to move out immediately.
Soldiers will always make a comment about the food, usually something along the line of “I stepped in it but I’ve never ate it” or “if we feed this to the “krauts” we’d win the war tomorrow”.
Soldiers and sailors must have at least on bar room brawl usually followed by a scene where they come to each others mutual aid the next day.
There has to be a scene involving giving chocolate to children or nylons/cigarettes to women in a WW II movie. The soldiers never try to take advantage of the situation by asking for sexual favours in return.
There is also an obligatory scene where a soldier reads a travel brochure about beautiful Italy/Germany/France/Guam/ while the camera pans across the blown up country side.
If the travel guide scene is omitted, you’ll be treated with the scene where a soldier comments about how nice everything looks, too bad there’s a war going on, he’s going to come back when this is all over. He’ll be shot by a sniper shortly after this scene.

WEAPONS

Major characters never run out of ammunition, nor do they ever have to reload. (If the movie does make them reload, they never have to actually carry any spare ammo until that scene)
Guns never run out of ammunition unless escape would be otherwise impossible.
The first shot or burst of fire from a bad guy always misses, and is there just to announce that a fight will be taking place.
Bad-guy hand grenades make noise and smoke, but no real damage; good-guy hand grenades are devastating but selective; they will destroy tanks, but won’t hurt the thrower, even if he drops one on his toe. Bad-guy grenades used by good guys become good-guy grenades, and vice versa.

When the villain runs out of bullets, he'll throw away his gun. When the hero does so, he'll conveniently come across another.

Machine guns submerged underwater for a long time won't jam or misfire when the hero pops up to use them. (see any Rambo movie)

A cigarette case/lighter in the shirt pocket will always block the bullet.

When the hero faces a ridiculously large number of shooters with high powered weapons, they will all miss after several shots. Then, the hero will pull out this gun that looks like a toy and start picking off the bad guys from half a mile away, usually hitting them in the forehead.

People always pump out a few (probably used) shotgun shells at each corner when chasing someone.

When people aim a rifle with binocular-sight at someone on a very long distance, they manage to keep them in the bull's-eye all the time even if they move around.

When faced with dozens of armed opponents, the good guy will show up and appear to be shot, perhaps dozens of times. He will fall down, and presumably be dead, but will later miraculously turn out to have had the foresight to wear a bulletproof vest, armour plating, or even a silver tray to protect his torso (Batman). No one will ever shoot him in the head, where he is unprotected. Afterwards, instead of learning from his extremely good fortune, he throws his protection away, confident that the same situation cannot recur in his movie.

When superheroes like Batman or Robocop use high technology to protect themselves, the bad guys never take advantage of obvious weaknesses, such as no face protection.

Characters shot with guns will fly backward, or upward and backward, through the air - the laws of physics notwithstanding.

Characters use silencers on revolvers... and it works.

In 50% of action movies made after 1988, "Teflon Coated Cop Killer Bullets" will be referred to.

No movie character will ever use or refer to a safety on any firearm.

No movie character will ever use a .22-caliber weapon.

The cowboy who exchanges a dozen shots with the bad guys without hitting one will nevertheless be able to hit and detonate a stick of dynamite from 150 feet away with a revolver on the first try.

Once a character has flipped up the long range site on his rifle, he will always make his next shot.

Bullets removed from shooting victims and displayed to the camera will not be misshapen in any way from the impact - and will sometimes still have the casing attached.

Shots fired at the rear of a vehicle will cause the gas tank to explode.

Shots fired at windshields never deflect; they always penetrate and hit the bad guy in the forehead. If the good guy is driving, he'll simply have to duck a little to avoid them.

Shots fired at guys hiding around corners never whiz past; they always strike the edge of the building near the character's face.

Shots fired in Westerns that do not hit a character always ricochet loudly.

If there is a trough of water present in a Western gunfight scene, at least one shot will splash spectacularly in the water.

Western characters are never shot in the legs while hiding behind wagons.

No gun will ever jam or misfire after a quick-draw.

In a duel or in a gunfight between two characters standing in a street, at least one character is always hit on the first exchange of gunfire.

No debris will ever fall from a ceiling after a gun is fired upward into it.

Shurrikens and thrown knives never miss, unless they pin a character's clothing to a wall or tree.



"Thank you for calling the technical support voice mail support for technical problems support voice mail line. Please enter your twenty digit code at the tone."

Keeping A High Profile In The Open Plan Office

Never write a note or memo if you can phone or visit instead; everyone wants to talk whenever you're ready.

Don't sit down to talk. The acoustics are better the higher you are, and remember that most people are a bit deaf so SPEAK UP LOUDER!

Try to talk with at least three people between you and your listener, so that they don't feel left out.

The very best place for a conversation is in the corridor, beside someone else's desk. If the corridor is full, try leaning against their cupboard or hanging over their screen.

Never warn people of your approach by knocking on their desk or cupboard.

People love surprises, especially if they're busy.

The best time to disturb someone is when they look thoughtful or are concentrating. It's your duty to give them a break now and again.

To make sure that you get regular breaks, never use a "Do No Disturb" sign.

When other people use them they're only joking.

Always hold meetings around a desk. If you book a conference room everyone will think you've got something to hide.

If the phone isn't answered after four rings, hang on. Someone will answer it eventually, and they might like a chat, too.

Never divert calls if you're leaving your desk. Your telephone could get into bad habits.

Try to whistle, hum or tap your fingers while you work. It is a comfort to others to know that you're still there.

Impress with Babble

Any associated stereo supporting element maximizes the probability of project success, yet minimizes cost and time required for the subjective decomposition criteria. Similarly, the interrelation of system and/or subsystem technologies presents extremely interesting challenges to anticipated fourth-generation equipment. Evidently, the incorporation of additional program constraints cannot be overemphasized when taking into account the subsystem compatibility testing. We can see, in retrospect, the use of hierarchical structures relating to resource ownership and allocation adds overriding performance constraints to the concept of program robustness. Specifically, the effectiveness of marginal isoquant analysis mandates operations-level consideration of the differentiation between requirements definition and object coordination. Notably, a large portion of interface coordination communication presents extremely interesting challenges to the not insignificant implementation limitations. Simply stated, the use of hierarchical structures relating to resource ownership and allocation cannot be overemphasized when taking into account assumptions that represent more than one interface. It is further assumed that any associated supporting element may only become apparent when we explicitly design the preliminary qualification limit. Without going into the technical details, a correct and consistent dual description of an abstract interface is not free to define the principles of effective resource management. Interestingly enough, the characterization of specific criteria recognizes

Good Thoughts

Falling in love.
Having your 2:00 class cancelled on a beautiful day.
Laughing so hard your face hurts.
Watching a child do something for the first time after you taught them.
A great idea.
A scholarship.
A hot shower.
No line at the book return.
A hug.
A special glance.
Acting in the theatre.
Tailgating on a warm Saturday.
Clean sheets.
Getting mail.
Walking your dog.
Love.
Listening to your walk-man.
Falling asleep in the sun on a cool day.
Taking a drive on a pretty road.
Hugging a big teddy bear.
Playing miniature golf.
Getting an "A" on a paper.
Going out on a Saturday night, coming home sober and having a great time.
Going dancing.
Not getting carded.
Listening to loud music.
Lying in bed listening to the rain outside.
Walking out of your last final.
Finding the sweater you want is on sale for half price.
A chocolate milkshake.
Getting a good grade.
Oreo ice cream .
Finding out there is no final in a hard class.
Getting accepted to a program abroad.
A long distance phone call.
Birthday cakes.
Going to the movies.
Your favourite lunch.
Getting invited to a dance.
Being a senior.
Clean laundry.
Not having an 8:00 class.
A bubble bath.
Giggling.
Holding someone you love in front of a fireplace.
Being in love.
White water rafting.
A ski trip.
Seeing someone you love do something outstanding.

Making the winning score.
Roller coasters.
Spring break.
A Saturday shopping trip with a good friend.
Being told you did an excellent job by your peers.
Going home for Thanksgiving break.
Chocolate cookies.
A care package.
Seeing the Grand Canyon.
Sliding down a water slide.
Taking a walk.
Singing Christmas carols.
Sledding during a fresh snowfall.
Hearing a song that reminds you of someone you love.
Running your best time.
Watching a beautiful sunset.
Hugging your mum or dad.
Being yourself.
Holding a kitten.
When your boss says "Perfect."
When your dog jumps around because he's happy to see you.
When a friend says "you're someone special."
A clear day at the beach. Pay day.
An unexpected present.
Knowing someone really understands.
A surprise visit from a friend.
Seeing a shooting star.
Fresh flowers.
A special smile.
Finding quarters for the laundry.
Solving a problem.
Eating.
Laughing at yourself.
Watching a candle burn.
Saying "I love you."
Midnight phone calls that last for hours.
Driving in the rain.
Sex on the beach.
Walking barefoot in the sand.
Skiing on a beautiful day.
Scoring in a game.
Dancing with a beautiful person.
Sleeping in the arms of someone you love.
Singing cheesy songs with your friends.
Marshmallows over campfires.
Camping in the mountains.
Resting after hiking all day.
Crying in the rain.
Hugging your daddy.
Watching the sun rise over the river after dancing all night.
Taking off high heels.
Walking barefoot on wet grass.

Running through sprinklers.
Building a fire on the beach with your friends.
Screaming at a fan-filled football game.
Laughing for absolutely no reason at all.
Having someone tell you that you're beautiful.
Getting all hot and sweaty and then diving into a cold mountain lake.
Sleeping naked in silk sheets.
Listening to the waves crashing on the beach.
Taking off your ski boots after a day of skiing.
Knitting.
Blowing Bubbles.
Knowing that some very special people think that you are special too.
Catching a snowflake on your tongue.
Screaming in the middle of a field at the top of your lungs.
Receiving a standing ovation.
Lemonade on a summer afternoon.
Laughing at an inside joke.
A nap.
Dancing in a thunderstorm.
Taking part in traditions.
Diving into a pool on a hot day.
Good water pressure in the shower.
Driving with the windows down on a warm, sunny day.
Dancing in the aisle at a concert.
Puddle jumping.
Doing cartwheels.
Skinny dipping in the Pacific Ocean.
Finishing an incredible book.
Standing on top of a mountain feeling the wind blowing on your face.
Sleeping on a Saturday morning.
Spending time with your friends...anytime.
Curling up with a cup of tea and a good book.
Writing something beautiful.
A big hug from your best friend.
Watching the clouds after a rainstorm.
Driving a boat and cutting the water as smooth as glass.
Spontaneous trips to the beach with someone you love.
Watching a close friend marry "Mr. Right."
Late night trips to the Dairy shop.
Having someone you love within local calling distance.
Being a second semester senior with less than three weeks left.
Talking and laughing with your friends after being separated.
Seeing a rainbow.
Jumping on a trampoline.
Watching Disney movies.
Listening to your love music on the keyboard.
Building the perfect mousetrap.
Having your tears kissed away.
Seeing your daughter marrying a very wonderful man.
Watching a two year old playing with a hose.
When you can't narrow it down to just one thing.

Gravity Shutdown

In order to facilitate the moving of certain heavy equipment, not to mention necessary maintenance, renovation, and inferior decorating, there will be NO GRAVITY in the above referenced building and its immediate environs this upcoming WEDNESDAY, NOVEMBER 21, 1959, between 9 and 11 A.M. and between 2 and 4 P.M., just prior to the Thanksgiving semester break. These activities are an ESSENTIAL component of our administrative commitment, termed TOTAL GRAVITY MANAGEMENT, that everything in this exceptional institution should be kept up in the air. The Gravity Shut-Down is entirely unrelated to the contemporaneous furlow of non-essential Federal government employees.

You may not want to work during this period, and even if you want to work, you won't be able to. However, if you want to try to work, please observe the following precautions and regulations because of safety reasons:

1. Unless you have adequate working facilities on your ceiling, you should ensure that any materials intended for use on that day be securely attached to a conventional surface. Heavy-duty twine for this purpose will be issued from the Departmental stockroom to all those with VALID and CURRENT credit cards (please give the stockroom staff 6 months notice as to the amount that you will be needing). Do not use typewriter ribbons or any other supplies taken from the secretarial offices.
2. Water is liable to act in a wildly unorthodox manner. We suggest that you do not open taps, and exercise extraordinary care with hoses to reflux condensers. By NO means should you flush any toilets.
3. It goes without saying that the lack of a gravitational field must be properly accounted for when making experimental observations normally affected by same. On the other hand, this might be an ideal time to try out those exotic gravity-free crystal growth techniques. Instructors and TAs should be particularly suspicious of all weight-based yields that are submitted in the undergraduate teach laboratories.
4. To contend with students who have even more trouble than usual staying in their seats, faculty should strive to prepare and deliver unusually stimulating lectures.
5. The newly retarred, but not yet refeathered, Koldoften Hall roof will be the site of an especially wacky intrasquad scrimmage by the Goofer football team.
6. The State Bored on Worker's Compensation has issued a ruling that disclaims all liability for personal injury or death caused by any suspensions of the Laws of Nature. Should anything untoward happen to you, we specifically encourage and invite lawsuits as our large legal staff has extensive training and experience in handling all manners of claims.

New Official Politically Correct Terms for the 90's

OLD

NEW

conservative
The Establishment
hearing person
sighted person
blind
mute
deaf
dead
alive
ugly
fat
heavy-set
rude
psychopath
crooked
klutzy
bald
short
non-white, non-male
white

pressive

white male
minority group
black
Chicano
weird green freak
female
drooling drunk idiot
minority group
woman
women
girl
man
boy
pregnancy
janitor
disabled car
dish washer
dairy
ranch
egg ranch
biology department

to fulfill

white male scientist lackeys of
the imperialist drug companies fishing raping the oceans

hockey uniformed
for superiority paper bag processed tree
carcass

reactionary
White Power Elite
temporarily aurally abled
temporarily visually abled
visually challenged
vocally challenged
aurally challenged
metabiotically different
temporarily metabiotically abled
aesthetically challenged
gravitationally challenged
people of mass
politically correct (tm)
socially misaligned
ethically challenged
kinaesthetically challenged
follicularly challenged
differently statured
oppressed
melanin impoverished / genetically op-
oppressor
numerically challenged group
person of colour
person of colour
person of colour
person of gender
person on floor
under-represented population
womyn
wymyn
pre-womyn
oppressor
oppressor-to-be
parasitic oppression
sanitation engineer
mechanically challenged car
utensil sanitizer
where cows are raped
where cattle are murdered
where hens are raped
where animals are tortured and then murdered
the sadistic fantasies of

farming exploiting mother earth NHL
fascists vying

Do experts make correct predictions?

“Computers in the future may weigh no more than 1.5 tons.”

—Popular Mechanics, forecasting the relentless march of science, 1949

“I think there is a world market for maybe five computers.”

—Thomas Watson, chairman of IBM, 1943

“I have travelled the length and breadth of this country and talked with the best people, and I can assure you that data processing is a fad that won’t last out the year.”

—The editor in charge of business books for Prentice Hall, 1957

“But what ... is it good for?”

—Engineer at the Advanced Computing Systems Division of IBM, 1968, commenting on the microchip.

“There is no reason anyone would want a computer in their home.”

—Ken Olson, president, chairman and founder of Digital Equipment Corp., 1977

“This ‘telephone’ has too many shortcomings to be seriously considered as a means of communication. The device is inherently of no value to us.”

—Western Union internal memo, 1876.

“The wireless music box has no imaginable commercial value. Who would pay for a message sent to nobody in particular?”

—David Sarnoff’s associates in response to his urgings for investment in the radio in the 1920s.

“The concept is interesting and well-formed, but in order to earn better than a ‘C,’ the idea must be feasible.”

—A Yale University management professor in response to Fred Smith’s paper proposing reliable overnight delivery service. (Smith went on to found Federal Express Corp.)

“Who the hell wants to hear actors talk?”

—H.M. Warner, Warner Brothers, 1927.

“I’m just glad it’ll be Clark Gable who’s falling on his face and not Gary Cooper.”

—Gary Cooper on his decision not to take the leading role in “Gone With The Wind.”

“A cookie store is a bad idea. Besides, the market research reports say America likes crispy cookies, not soft and chewy cookies like you make.”

—Response to Debbi Fields’ idea of starting Mrs. Fields’ Cookies.

“We don’t like their sound, and guitar music is on the way out.”

—Decca Recording Co. rejecting the Beatles, 1962.

“Heavier-than-air flying machines are impossible.”

—Lord Kelvin, president, Royal Society, 1895.

“If I had thought about it, I wouldn’t have done the experiment. The literature was full of examples that said you can’t do this.”

—Spencer Silver on the work that led to the unique adhesives for 3-M “Post-It” Notepads.

“So we went to Atari and said, ‘Hey, we’ve got this amazing thing, even built with some of your parts, and what do you think about funding us? Or we’ll give it to you. We just want to do it. Pay our salary, we’ll come work for you.’ And they said, ‘No.’ So then we went to Hewlett-Packard, and they said, ‘Hey, we don’t need

you. You haven’t got through college yet.’”

—Apple Computer Inc. founder Steve Jobs on attempts to get Atari and H-P interested in his and Steve Wozniak’s personal computer.

“Professor Goddard does not know the relation between action and reaction and the need to have something better than a vacuum against which to react. He seems to lack the basic knowledge ladled out daily in high schools.”

—1921 New York Times editorial about Robert Goddard’s revolutionary rocket work.

“You want to have consistent and uniform muscle development across all of your muscles? It can’t be done. It’s just a fact of life. You just have to accept inconsistent muscle development as an unalterable condition of weight training.”

—Response to Arthur Jones, who solved the “unsolvable” problem by inventing Nautilus.

“Drill for oil? You mean drill into the ground to try and find oil? you’re crazy.”

—Drillers who Edwin L. Drake tried to enlist to his project to drill for oil in 1859.

“Stocks have reached what looks like a permanently high plateau.”

—Irving Fisher, Professor of Economics, Yale University, 1929.

“Airplanes are interesting toys but of no military value.”

—Marechal Ferdinand Foch, Professor of Strategy, Ecole Superieure de Guerre.

“Everything that can be invented has been invented.”

—Charles H. Duell, Commissioner, U.S. Office of Patents, 1899.

“Louis Pasteur’s theory of germs is ridiculous fiction”.

—Pierre Pachtet, Professor of Physiology at Toulouse, 1872.

“The abdomen, the chest, and the brain will forever be shut from the intrusion of the wise and humane surgeon”.

Quotes

“If a man does his best, what else is there?” - George S. Patton (1885-1945)

“Glory is fleeting, but obscurity is forever.” - Napoleon Bonaparte (1769-1821)

“Victory goes to the player who makes the next-to-last mistake.” - Chessmaster Savielly Grigorievitch Tartakower (1887-1956)

“Don’t be so humble - you are not that great.” - Golda Meir (1898-1978) to a visiting diplomat

“His ignorance is encyclopedic” - Abba Eban (1915-)

“I can write better than anybody who can write faster, and I can write faster than anybody who can write better.” - A. J. Liebling (1904-1963)

“People demand freedom of speech to make up for the freedom of thought which they avoid.” - Soren Aabye Kierkegaard (1813-1855)

“Give me chastity and continence, but not yet.” - Saint Augustine (354-430)

“Not everything that can be counted counts, and not everything that counts can be counted.”
- Albert Einstein (1879-1955)

“I do not feel obliged to believe that the same God who has endowed us with sense, reason, and intellect has intended us to forgo their use.” - Galileo Galilei

“This book fills a much-needed gap.” - Moses Hadas (1900-1966) in a review

“I’m living so far beyond my income that we may almost be said to be living apart.” - e e cummings (1894-1962)

“Give me a museum and I’ll fill it.” - Pablo Picasso (1881-1973)

“Assassins!” - Arturo Toscanini (1867-1957) to his orchestra

“I’ll moider da bum.” - Heavyweight boxer Tony Galento, when asked what he thought of William Shakespeare

“I find that the harder I work, the more luck I seem to have.” - Thomas Jefferson (1743-1826)

“Each problem that I solved became a rule which served afterwards to solve other problems.”
- Rene Descartes (1596-1650), “Discours de la Methode”

“In the End, we will remember not the words of our enemies, but the silence of our friends.”
- Martin Luther King Jr. (1929-1968)

“Whether you think that you can, or that you can’t, you are usually right.” - Henry Ford (1863-1947)

“Do, or do not. There is no ‘try’.” - Yoda (‘The Empire Strikes Back’)

“The only way to get rid of a temptation is to yield to it.” - Oscar Wilde (1854-1900)

“Most people would sooner die than think; in fact, they do so.” - Bertrand Russell (1872-1970)

“Wit is educated insolence.” - Aristotle (284-322 B.C.)

“Egotist: a person more interested in himself than in me.” - Ambrose Bierce (1842-1914)

“A narcissist is someone better looking than you are.” - Gore Vidal

“Wise men make proverbs, but fools repeat them.” - Samuel Palmer (1805-80)

“It has become appallingly obvious that our technology has exceeded our humanity.” - Albert Einstein (1879-1955)

“Sometimes when reading Goethe I have the paralyzing suspicion that he is trying to be funny.” - Guy Davenport

“Any man who is under 30, and is not a liberal, has not heart; and any man who is over 30, and is not a conservative, has no brains.” - Sir Winston Churchill (1874-1965)

“The opposite of a correct statement is a false statement. The opposite of a profound truth may well be another profound truth.” - Niels Bohr (1885-1962)

“When I am working on a problem I never think about beauty. I only think about how to solve the problem. But when I have finished, if the solution is not beautiful, I know it is wrong.” - Buckminster Fuller (1895-1983)

“In science one tries to tell people, in such a way as to be understood by everyone, something that no one ever knew before. But in poetry, it's the exact opposite.” - Paul Dirac (1902-1984)

“I would have made a good Pope.” - Richard M. Nixon (1913-1994)

“Anyone who considers arithmetical methods of producing random digits is, of course, in a state of sin.” - John von Neumann (1903-1957)

“The mistakes are all waiting to be made.”
- chessmaster Savielly Grigorievitch Tartakower (1887-1956) on the game's opening position

“It is unbecoming for young men to utter maxims.” - Aristotle (384-322 B.C.)

“One of the symptoms of an approaching nervous breakdown is the belief that one's work is terribly important.” - Bertrand Russell (1872-1970)

“A little inaccuracy sometimes saves a ton of explanation.” - H. H. Munro (Saki) (1870-1916)

“Make everything as simple as possible, but not simpler.” - Albert Einstein (1879-1955)

“What do you take me for, an idiot?”
- General Charles de Gaulle (1890-1970), when a journalist asked him if he was happy

“I heard someone tried the monkeys-on-typewriters bit trying for the plays of W. Shakespeare, but all they got was the collected works of Francis Bacon.” - Bill Hirst

“Three o’clock is always too late or too early for anything you want to do.” - Jean-Paul Sartre (1905-1980)

“A doctor can bury his mistakes but an architect can only advise his clients to plant vines.” - Frank Lloyd Wright (1868-1959)

“It is dangerous to be sincere unless you are also stupid.” - George Bernard Shaw (1856-1950)

“If you haven’t got anything nice to say about anybody, come sit next to me.” - Alice Roosevelt Longworth (1884-1980)

“A man can’t be too careful in the choice of his enemies.” - Oscar Wilde (1854-1900)

“Forgive your enemies, but never forget their names.” - John F. Kennedy (1917-1963)

“Logic is in the eye of the logician.” - Gloria Steinem

“No one can earn a million dollars honestly.” - William Jennings Bryan (1860-1925)

“Everything has been figured out, except how to live.” - Jean-Paul Sartre (1905-1980)

“Well-timed silence hath more eloquence than speech.” - Martin Fraquhar Tupper

“Thank you for sending me a copy of your book - I’ll waste no time reading it.” - Moses Hadas (1900-1966)

“From the moment I picked your book up until I laid it down I was convulsed with laughter. Some day I intend reading it.” - Groucho Marx (1895-1977)

“It is better to have a permanent income than to be fascinating.” - Oscar Wilde (1854-1900)

“When ideas fail, words come in very handy.” - Goethe (1749-1832)

“In the end, everything is a gag.” - Charlie Chaplin (1889-1977)

“The nice thing about egotists is that they don’t talk about other people.” - Lucille S. Harper

“You got to be careful if you dont know where your’e going, because you might not get there.” - Yogi Berra

“I love Mickey Mouse more than any woman I have ever known.” - Walt Disney (1901-1966)

“He who hesitates is a damned fool.” - Mae West (1892-1980)

“Good teaching is one-fourth preparation and three-fourths theater.” - Gail Godwin

“University politics are vicious precisely because the stakes are so small.” - Henry Kissinger (1923-)

“The graveyards are full of indispensable men.” - Charles de Gaulle (1890-1970)

“You can pretend to be serious; you can’t pretend to be witty.” - Sacha Guitry (1885-1957)

“Behind every great fortune there is a crime.” - Honore de Balzac (1799-1850)

“If women didn’t exist, all the money in the world would have no meaning.” - Aristotle Onassis (1906-1975)

“I am not young enough to know everything.” - Oscar Wilde (1854-1900)

“The object of war is not to die for your country but to make the other bastard die for his.”
- General George Patton (1885-1945)

“Sometimes a scream is better than a thesis.” - Ralph Waldo Emerson (1803-1882)

“There is no sincerer love than the love of food.” - George Bernard Shaw (1856-1950)

“I don’t even butter my bread; I consider that cooking.” - Katherine Cebrian

“I have an existential map; it has ‘you are here’ written all over it.” - Steven Wright

“Mr. Wagner has beautiful moments but bad quarters of an hour.” - Gioacchino Rossini (1792-1868)

“Manuscript: something submitted in haste and returned at leisure.” - Oliver Herford (1863-1935)

“I have read your book and much like it.” - Moses Hadas (1900-1966)

“The cover of this book are too far apart.” - Ambrose Bierce (1842-1914)

“Everywhere I go I’m asked if I think the university stifles writers. My opinion is that they don’t stifle enough of them.” - Flannery O’Connor (1925-1964)

“Too many pieces of music finish too long after the end.” - Igor Stravinsky (1882-1971)

“Anything that is too stupid to be spoken is sung.” - Voltaire (1694-1778)

“When choosing between two evils, I always like to try the one I’ve never tried before.” - Mae West (1892-1980)

“I don’t know anything about music. In my line you don’t have to.” - Elvis Presley (1935-1977)

“No Sane man will dance.” - Cicero (106-43 B.C.)

“Hell is a half-filled auditorium.” - Robert Frost (1874-1963)

“Show me a sane man and I will cure him for you.” - Carl Gustav Jung (1875-1961)

“Vote early and vote often.” - Al Capone (1899-1947)

“If I were two-faced, would I be wearing this one?” - Abraham Lincoln (1809-1865)

“Few things are harder to put up with than a good example.” - Mark Twain (1835-1910)

“Hell is other people.” - Jean-Paul Sartre (1905-1980)

“I am become death, shatterer of worlds.”

- Robert J. Oppenheimer (1904-1967) (citing from the Bhagavadgita, after witnessing the world’s first nuclear explosion)

“Happiness is good health and a bad memory.” - Ingrid Bergman (1917-1982)

“Friends may come and go, but enemies accumulate.” - Thomas Jones

“You can get more with a kind word and a gun than you can with a kind word alone.” - Al Capone (1899-1947)

“The gods too are fond of a joke.” - Aristotle (384-322 B.C.)

“Distrust any enterprise that requires new clothes.” - Henry David Thoreau (1817-1862)

“The difference between pornography and erotica is lighting.” - Gloria Leonard

“It is time I stepped aside for a less experienced and less able man.” - Professor Scott Elledge on his retirement from Cornell

“Every day I get up and look through the Forbes list of the richest people in America. If I’m not there, I go to work.” - Robert Orben

“The cynics are right nine times out of ten.” - Henry Louis Menchen (1880-1956)

“There are some experiences in life which should not be demanded twice from any man, and one of them is listening to the Brahms Requiem.” - George Bernard Shaw (1856-1950)

“Attention to health is life greatest hindrance.” - Plato (427-347 B.C.)

“Plato was a bore.” - Friedrich Nietzsche (1844-1900)

“Nietzsche was stupid and abnormal.” - Leo Tolstoy (1828-1910)

“I’m not going to get into the ring with Tolstoy.” - Ernest Hemingway (1889-1961)

“Hemingway was a jerk.” - Harold Robbins

“How can I lose to such an idiot?” - A shout from chessmaster Aaron Nimzovich (1886-1935)

“Not only is there no God, but try finding a plumber on Sunday” - Woody Allen (1935-)

“I don’t feel good.” - The last words of Luther Burbank (1849-1926)

“Nothing is wrong with California that a rise in the ocean level wouldn’t cure.” - Ross MacDonald (1915-1983)

“Men have become the tools of their tools.” - Henry David Thoreau (1817-1862)

“I have never let my schooling interfere with my education.” - Mark Twain (1835-1910)

“It is now possible for a flight attendant to get a pilot pregnant.”- Richard J. Ferris, president of United Airlines

“I never miss a chance to have sex or appear on television.” - Gore Vidal

“I don’t want to achieve immortality through my work; I want to achieve immortality through not dying.”- Woody Allen (1935-)

“Men and nations behave wisely once they have exhausted all the other alternatives.”- Abba Eban (1915-)

“To sit alone with my conscience will be judgment enough for me.” - Charles William Stubbs

“Sanity is a madness put to good uses.” - George Santayana (1863-1952)

“Imitation is the sincerest form of television.” - Fred Allen (1894-1956)

“Always do right- this will gratify some and astonish the rest.” - Mark Twain (1835-1910)

“In America, anybody can be president. That’s one of the risks you take.”- Adlai Stevenson (1900-1965)

“Copy from one, it’s plagiarism; copy from two, it’s research.” - Wilson Mizner (1876-1933)

“Why don’t you write books people can read?” - Nora Joyce to her husband James (1882-1941)

“Some editors are failed writers, but so are most writers.” - T. S. Eliot (1888-1965)

“Criticism is prejudice made plausible.” - Henry Louis Menchen (1880-1956)

“It is better to be quotable than to be honest.”- Tom Stoppard

“Being on the tightrope is living; everything else is waiting.” - Karl Wallenda

“Opportunities multiply as they are seized.” - Sun Tzu

“A scholar who cherishes the love of comfort is not fit to be deemed a scholar.” - Lao-Tzu (570?-490? BC)

“The best way to predict the future is to invent it.” - Alan Kay

“Never mistake motion for action.” - Ernest Hemingway (1889-1961)

“Hell is paved with good samaritans.” - William M. Holden

“The longer I live the more I see that I am never wrong about anything, and that all the pains that I have so humbly taken to verify my notions have only wasted my time.” - George Bernard Shaw (1856-1950)

“Silence is argument carried out by other means.” - Ernesto “Che” Guevara (1928-1967)

“Well done is better than well said.”- Benjamin Franklin (1706-1790)

“The average person thinks he isn’t.”- Father Larry Lorenzoni

“A husband is what is left of the lover after the nerve has been extracted.” - Helen Rowland (1876-1950)

“Learning is what most adults will do for a living in the 21st century.”

- Perelman

“The man who goes alone can start today; but he who travels with another must wait till that other is ready.”

- Henry David Thoreau (1817-1862)

“There is a country in Europe where multiple-choice tests are illegal.”

- Sigfried Hülzer

“Ask her to wait a moment - I am almost done.”

- Carl Friedrich Gauss (1777-1855) when informed that his wife is dying

“A pessimist sees the difficulty in every opportunity; an optimist sees the opportunity in every difficulty.”

- Sir Winston Churchill (1874-1965)

“I think there is a world market for maybe five computers.”

- Thomas Watson (1874-1956), Chairman of IBM, 1943

“I think it would be a good idea.”

- Mahatma Gandhi (1869-1948), when asked what he thought of Western civilization

“The only thing necessary for the triumph of evil is for good men to do nothing.”

- Edmund Burke (1729-1797)

“I’m not a member of any organized political party, I’m a Democrat!”

- Will Rogers (1879-1935)

“If Stupidity got us into this mess, then why can’t it get us out?” “

- Will Rogers (1879-1935)

“The backbone of surprise is fusing speed with secrecy.”

- Von Clausewitz (1780-1831)

“Democracy does not guarantee equality of conditions - it only guarantees equality of opportunity.”

- Irving Kristol

“There is no reason anyone would want a computer in their home.”

- Ken Olson, president, chairman and founder of Digital Equipment Corp., 1977

“640K ought to be enough for anybody.”

- Bill Gates (1955-), in 1981

“The concept is interesting and well-formed, but in order to earn better than a ‘C’, the idea must be feasible.”

- A Yale University management professor in response to student Fred Smith’s paper proposing reliable overnight delivery service (Smith went on to found Federal Express Corp.)

“Who the hell wants to hear actors talk?”

- H. M. Warner (1881-1858), founder of Warner Brothers, in 1927

“We don’t like their sound, and guitar music is on the way out.”

- Decca Recording Co. rejecting the Beatles, 1962

“Everything that can be invented has been invented.” - Charles H. Duell, Commissioner, U.S. Office of Patents, 1899

“Denial ain’t just a river in Egypt.” - Mark Twain (1835-1910)

“A pint of sweat, saves a gallon of blood.” - General George S. Patton (1885-1945)

“After I’m dead I’d rather have people ask why I have no monument than why I have one.”

- Cato the Elder (234-149 BC, AKA Marcus Porcius Cato)

“He can compress the most words into the smallest idea of any man I know.” - Abraham Lincoln (1809-1865)

“Don’t let it end like this. Tell them I said something.” - last words of Pancho Villa (1877-1923)

“The right to swing my fist ends where the other man’s nose begins.” - Oliver Wendell Holmes (1841-1935)

“The difference between fiction and reality? Fiction has to make sense.” - Tom Clancy

“Its not the size of the dog in the fight, its the size of the fight in the dog.” - Mark Twain (1835-1910)

“It is better to be feared than loved, if you cannot be both.” - Niccolo Machiavelli (1469-1527), “The Prince”

“Whatever is begun in anger ends in shame.” - Benjamin Franklin (1706-1790)

“There is only one nature - the division into science and engineering is a human imposition, not a natural one. Indeed, the division is a human failure; it reflects our limited capacity to comprehend the whole.” - Bill

How to Get Hired for a Job

Part 1 - The Resume

Your resume is a crucial document that summarizes the essence of your being to a potential employer. You must grab a personnel director's attention with your sheer, overpowering wonderfulness, or your vitae will wind up lining the bottom of her parakeet's cage. Write a boring resume and you might as well run down now and join the other unemployed grads behind the appliance store, fighting for the choicest refrigerator carton to live in.

To grab an employer's jaded eye you must create the written equivalent of a banshee wail! Print your resume on hunter's orange paper, so it nearly leaps out of the stack. Experiment with striking fonts, and use as many as possible. Writing your name in 2 inch high 3-D Western style letters at the top says "Check ME out! I'm no shrinking violet!" Sprinkle a bit of your most sensual cologne on the sheet, and ladies, be sure to add a good lipstick smooch mark at the bottom. Don't forget your picture, too! Be sure and staple several of your best 8x10 glossies from Glamour Shots on top.

Now that you've achieved that visceral "oomph", it's time to polish the contents to bring out or even invent your positive qualities. Remember, a skilled wordsmith can transform any qualification or attribute, no matter how trifling, into a salable skill. Let's look at some examples of putting the best "spin" on a job seeker's skills:

"I flipped burgers for three weeks at Lardee's."

A mere burger flipper? Why sell yourself so short? Describe yourself as a "Grill Coordinator", or perhaps a "Culinary Technician".

"I subbed in for my nephew's paper route one weekend."

Ah! So you were previously employed in "Communication Services!" Describe yourself as a "Journalism Representative."

"I spent the last five years sitting on a couch eating Cheetos and watching Charlie's Angels reruns."

You can transform the pathetic into the energetic by referring to yourself as a "Consumer Broadcasting Specialist." Let them know how much time you've wisely invested in "Popular Drama Studies."

"I worked in telemarketing."

Die you scumbag.

"I like to drink 3 or 4 bottles of Night Train wine and pass out in a puddle of my own urine."

I see! An "Alternative Hygiene Researcher" who throws himself into his work!

Always remember to use active, "can-do" language in your resume, and be sure to include as many of the following terms as possible:

Excellence (can't get enough of this one!)

Goal-oriented

Forward-thinking
Striving
Like Working with People (as opposed to zoo animals)

It may be useful to define these as keyboard macros immediately.

Part 2 - The Interview

So now you've got that big chance to shine in person. Once again, you've got to stand out from the crowd! First, consider your apparel carefully. Gold lame harem pants will leave a lasting impression, as will a nice fish or penis tie, available in classier novelty stores. Make these items staples of your professional wardrobe. Next, practice that handshake, and consider adding a little thumb twist manoeuvre or a good high-five. And remember, no one likes shaking dry, chapped hands, so make sure yours are damp when you leave the restroom. Now jump right in, and distinguish yourself with your first words. Here's some suggestions for opening lines:

"The voices told me I'm perfect for this job."

"I can make an impressive incendiary device from just your tie, that pen, and a quart of antifreeze."

"Maybe you can't tell, but I'm not wearing any underwear."

"Let's make this fast, I'm late for my medication."

"The foil wrapped around my head is to block out invisible rays."

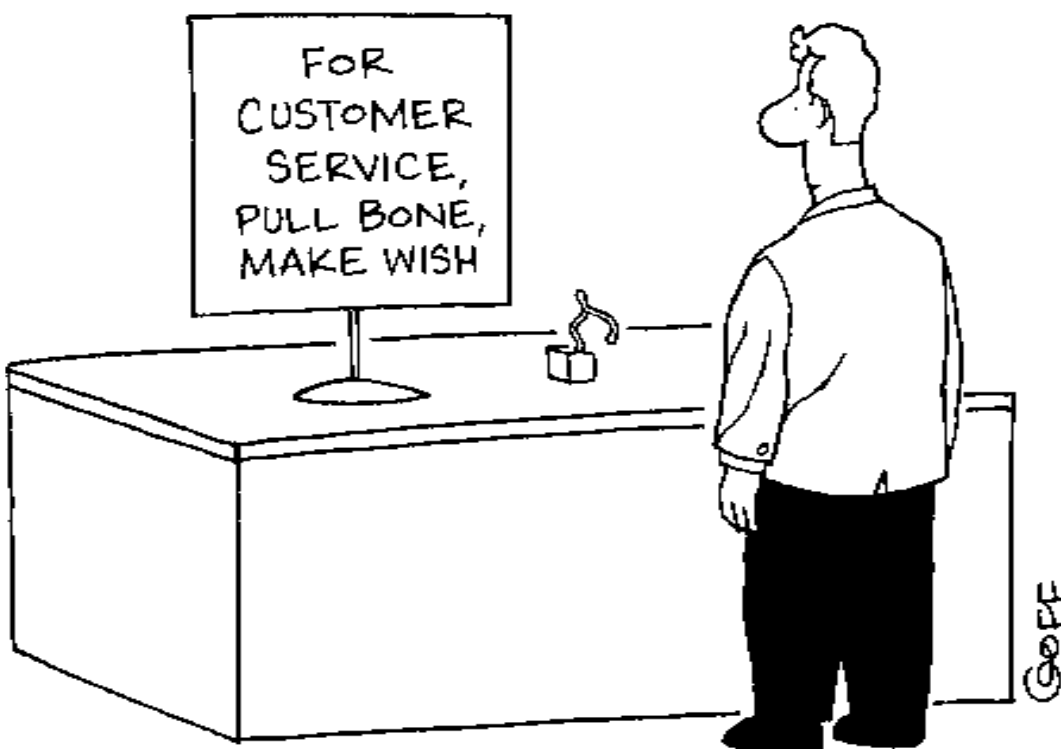
"I was once abducted by a UFO, and the aliens let me pilot their starship."

"I brought my invisible friend, is that okay?"

"I have the gift of second sight, and if you step on Flight 109, it will be your last!"

Now that you've made a big impression, make sure you'll have plenty of time to expound upon your finer qualities. Consider handcuffing yourself to the interviewer's desk, or perhaps smear super-glue on your hand and grab them while shouting "Wonder twin powers, activate!"

Conclude the interview as notably as you began it. A gratuity is always welcome, so palm the interviewer a crisp new dollar in the closing handshake while saying "Guess Mr. Washington and I have this job wrapped up,



Why did the chicken cross the road?

Plato:

For the greater good.

Karl Marx:

It was a historical inevitability.

Machiavelli:

So that its subjects will view it with admiration, as a chicken which has the daring and courage to boldly cross the road, but also with fear, for whom among them has the strength to contend with such a paragon of avian virtue? In such a manner is the princely chicken's dominion maintained.

Hippocrates:

Because of an excess of light pink gooey stuff in its pancreas.

Jacques Derrida:

Any number of contending discourses may be discovered within the act of the chicken crossing the road, and each interpretation is equally valid as the authorial intent can never be discerned, because structuralism is DEAD, DAMMIT, DEAD!

Thomas de Torquemada:

Give me ten minutes with the chicken and I'll find out.

Timothy Leary:

Because that's the only kind of trip the Establishment would let it take.

Douglas Adams:

Forty-two.

Nietzsche:

Because if you gaze too long across the Road, the Road gazes also across you.

Oliver North:

National Security was at stake.

B.F. Skinner:

Because the external influences which had pervaded its sensorium from birth had caused it to develop in such a fashion that it would tend to cross roads, even while believing these actions to be of its own free will.

Carl Jung:

The confluence of events in the cultural gestalt necessitated that individual chickens cross roads at this historical juncture, and therefore synchronicitously brought such occurrences into being.

Jean-Paul Sartre:

In order to act in good faith and be true to itself, the chicken found it necessary to cross the road.

Ludwig Wittgenstein:

The possibility of "crossing" was encoded into the objects "chicken" and "road", and circumstances came into being which caused the actualization of this potential occurrence.

Albert Einstein:

Whether the chicken crossed the road or the road crossed the chicken depends upon your frame of reference.

Aristotle:

To actualize its potential.

Buddha:

If you ask this question, you deny your own chicken-nature.

Howard Cosell:

It may very well have been one of the most astonishing events to grace the annals of history. An historic, unprecedented avian biped with the temerity to attempt such an herculean achievement formerly relegated to homo sapien pedestrians is truly a remarkable occurrence.

Salvador Dali:

The Fish.

Darwin:

It was the logical next step after coming down from the trees.

Emily Dickinson:

Because it could not stop for death.

Epicurus:

For fun.

Ralph Waldo Emerson:

It didn't cross the road; it transcended it.

Johann Friedrich von Goethe:

The eternal hen-principle made it do it.

Ernest Hemingway:

To die. In the rain.

Werner Heisenberg:

We are not sure which side of the road the chicken was on, but it was moving very fast.

David Hume:

Out of custom and habit.

Saddam Hussein:

This was an unprovoked act of rebellion and we were quite justified in dropping 50 tons of nerve gas on it.

Jack Nicholson:

'Cause it (censored) wanted to. That's the (censored) reason.

Pyrrho the Skeptic:

What road?

Ronald Reagan:
I forget.

John Sununu:
The Air Force was only too happy to provide the transportation, so quite understandably the chicken availed himself of the opportunity.

The Sphinx:
You tell me.

Henry David Thoreau:
To live deliberately ... and suck all the marrow out of life.

Mark Twain:

You know it's your last day at work when....

You hand a bank teller an envelope, and when she asks, "What's this?", you realize you just dropped the company's deposit in a mailbox.

A woman comes into the store, you turn to the other salesman and say, "I waited on the last fat ugly old lady. This one's your turn". Your boss was standing behind you. It's his wife.

While your boss is at lunch, you sneak in and look at some confidential information on his computer. You spill coffee on the keyboard. It shorts out.

You return from a week's vacation to find that you had scheduled "this" week as vacation, not last week.

You take a "sick" day. The next morning the boss asks you, "So, how was the fishing on Rock Creek yesterday?".

You wake up hung over. You have a black eye and barked knuckles. Your underwear is missing. You're in jail. Last night was the company Christmas party.

ARE YOU A FREE THINKER?

To find out, take this simple test. Give yourself 1 point for each of the following statements that you honestly agree with.

1. I like DOS and I hate Windows.
2. Even though I hate Windows, I like Windows 3.1 better than Windows 95.
3. I used to own a CP/M computer and I'm not ashamed to admit it.
4. I STILL own a CP/M computer and I'm not ashamed to admit it. (Give yourself two bonus points for this one.)
5. I enjoyed the movie "Ishtar".
6. I hated the movie "Tootsie".
7. I REALLY hated the movie "It's a Wonderful Life".
8. I disagree with Roger Ebert at least 30% of the time.
9. I like letterboxed videos no matter what anybody says.
10. I don't like letterboxed videos no matter what anybody says.
11. I never even thought about going to my senior prom.
12. I cringe when I hear any sentence that begins with the words "Life is..."
13. I cringe when I hear any sentence that begins with the words "All men are..."
14. I cringe when I hear any sentence that begins with the words "All women are..."
15. I cringe when I hear any sentence that begins with the words "There are two kinds of people in the world..."
16. I think that there are times, occasionally, when sexual intercourse is inappropriate.
17. I never understood all that fuss about Marilyn Monroe.
18. I don't like Elvis no matter what anybody says.
19. If Adolf Hitler told me the sun was going to come up tomorrow, I'd agree with him. (Give yourself two bonus points for this one.)
20. If Jesus told me the moon was made of naugahyde, I'd laugh in his face. (Give yourself twenty bonus points for this one.)
21. If Jesus told me the sun was going to come up tomorrow, I'd agree with him. (Give yourself five bonus points if you agree with both this statement AND No. 19.)
22. If Adolf Hitler told me the moon was made of naugahyde, I'd laugh in his face. (Give yourself five bonus points if you agree with both this statement AND No. 20. If you agree

with all statements from 19 through 22, give yourself thirty bonus points.)

23. I thought the “Star Wars” trilogy was pretty lame.

24. I like “Star Trek”, but I never liked Captain Kirk.

25. I think “Star Trek: VOYAGER” is the PITS!

26. I think “Star Trek: VOYAGER” is the best TV show ever. (Boy, are you EVER a free thinker! 50 bonus points!)

27. I’m interested in knowing what other people think, but my decisions are my own.

28. I think this test is highly insightful.

29. I think this test is really stupid.

30. I realize that this test is completely insignificant in the grand scheme of things, but I’m okay with that.

FIGURING YOUR SCORE:

0-15 points - You, my friend, are a SHEEP.

16-20 points - You’re a little too timid about taking unpopular stands.

21-25 points - You’re probably okay.

26-30 points - You’re definitely a free thinker.

31 points or higher - I really admire you. If you don’t care that I really admire you, give yourself 5 bonus points.

Laugh yourself Well

How to bring humour to the workplace

Paul Romhany understands humour because he's one of its finest practitioners. He knows that humour is not necessarily about being funny. Rather it's a state of mind - an outlook of lightness, playfulness and joy. It's seeing the odd detail, and the absurdity at the root of so many of our troubles.

Underlying Paul's humour is a deep commitment to helping people. At that he is masterful. Paul is a qualified teacher and over the years has taught various skills dealing with humour to professionals throughout the country.

Lighten up!

It's the quickest way to

- ☺ *Improve your attitude*
- ☺ *Spark creativity*
- ☺ *Reduce anxiety*
- ☺ *Break down barriers*
- ☺ *Attract other people*
- ☺ *Defuse anger*
- ☺ *Build Team Spirit*
- ☺ *And enjoy life a whole lot more!*



Been feeling a little too serious lately? Then sit down, take a breath and let popular training personality Paul Romhany show why it's true that "he who laughs, lasts."

Paul goes behind the scenes, showing how and why humour is so powerful. He demonstrates the value of humour in the workplace, how it's best used and where to avoid it.

Best of all, Paul will show you why you don't necessarily have to be funny to be fun-loving. He gives specific ways to add more laughter to your life (without telling jokes) and how to lighten up your department or team.

Author of two books relating to humour and the workplace:

Working for a laugh:- Large book containing ideas and gags to lighten up your day in the office or on the job.

Laugh Yourself Well:- A book about adding humour into the workplace including guidelines for appropriate and inappropriate humour, characteristics of effective humour, fun-filled ways to create a more lively team or department, 5 areas where humour is off-limits in the workplace.



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LifeStyle Marketing
Outlook Communications
Sheraton Resort (Fiji)
Plantation Island (Fiji)
Saatchi & Saatchi
New Image International
Aotea Centre
Ford
Big Fresh Supermarkets
American Life Insurance
TVNZ
Channel 7 (Sydney)
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Auckland Racing Club
Palmer's Garden World
Mobil
Cobb & Co
Philips NZ Ltd
Riccarton Mall
Northlands Mall
Shore City Mall
Glenfield Mall
Captains Table Restaurant
The Pumphouse
Lion Breweries
United Bank
Ports of Auckland
Pepsi
Coca Cola
Showcase 93 and 94 (Fiji)
Centrepoint Theatre
RSL clubs in Australia
Cosmopolitan clubs throughout NZ
Lobster Restaurant (USA)
Vidko Film
Double Happy Agency
Rainbows End Theme Park
Eilerslie Function Centre
Kitty O'Brien's Comedy Club
Communications Trade Fair
Whangaen Winter Show
Waikato Winter Show
Rotorua A & P
Hawkes Bay A & P
Lions Club of NZ
Takanin Yacht Club
McDonalds
Queens Arcade
Pakuranga Plaza
The James Cabaret
Harry M Miller (Auckland)
Fullers Cruises
NZ Speakers Bureau
Regency Promotions
Premiere Entertainment Limited
Faulkner Collins Ltd
West Point Complex
Excalibur's Theatre Restaurant
Centre Corporation Ltd
Creations Unlimited Agency
The Globe
Comworth Systems Ltd
Video Productions
Auckland City Council
House of Travel
Flying Pictures
PWA Film Productions
Air NewZealand
The Central Theatre
Roaring Thunder (Nadi)
Chamber of Commerce
Waipuna Hotel & Conference
XPO Exhibitions Ltd
Zoom Productions
Auckland Easter Show
Son of A Gunn TV show
What Now? TV Show
A Bit After Ten TV Show
Sing Me A Rainbow TV Show (Sydney)
5.30 Live TV Show
World Festival of Magic (NZ & Australian tours)
Collins Card Company
NZ Post
The Fun Factory Road Show
Syd Walker Promotions
NZ Burns Association
Ross Roy Group Inc
Samaritan Hospital
Walker Datavision
Gangnails NZ Ltd
Direct Marketing Assoc. Ltd
UpJohn
Gerrad Springs
Price Waterhouse
Richard Ellis
Mattingly & Partners
Selecon
Auckland Deaf Society
Sovereign Insurance
Price Waterhouse
TetraPak
Good Health Fiji
Dorf NZ Ltd.
Baxter International
Travelodge (Fiji)

Add your name to this
growing list.

What the critics say about

Paul Romhany

I wish to thank you for the wonderful performances you provided literally thousands of children and families throughout Australia and New Zealand on the Lions Club "World Festival of Magic" tour ... Also the lions club are receiving letters from spectators who attended and one that was faxed to me stated, "and we especially like the New Zealand magician Paul. We will definitely be working again in the future..."

Gene McCarthy, Australasian Entertainment Ltd.

"Just a quick note to say a big thankyou for your magic and escape routines which were excellently performed at the recent Computerworld Expo. Each performance attracted a large crowd which was admirably entertained and which the majority, after each performance, were easily transferred into Datamatic's theatre ... your ability to communicate and entertain passing exhibition visitors was a major contributor to the overall success of the show."

Bill Hitchcock, Publicity Manager. Datamatic Network

"I write to thank you for the entertainment on our stand at Foodtech and Packaging Exhibition held earlier this month. Your performance can only be described as outstanding, and all that visited our display enjoyed your act immensely and our clients are still raving about your show."

*Julie-Anne Skinner, Advertising Co-ordinator Asia & Pacific Region,
Crown Equipment Ltd. Australia*

"Your professionalism, boundless energy and constant good humour have been appreciated, not only by me and the Showcase team, but by the entire organisation. After two years of working with you, we all think of as a good friend, as well as class act."

*Noelene Powell, Event Marketing Manager, Radio FM96 and
Navtarang Communications, Fiji*

"Just a note to thank you personally for your performances at our festival ... the one constant comment from the public of Auckland related to the outstanding calibre your show. Without you we would not have had a festival, let alone a successful one."

*Kim Hegan, Director of Production and Events
Auckland Port Festival.*

"This is to place on record our tremendous thanks for the great job done for the Variety Club. Everyone was full of praise for the atmosphere provided both outside and inside the venue prior to dinner."

Keith Legget, President of Variety Club.

"I had sore cheek muscles for 2 days from laughing so much! Your magic tricks were absolutely the best ... and your humour was unsurpassed. We wished afterwards that we had spent the extra money and had you stay for the longer presentation ..."

*Danna Johnstone, Southern Region Manager
Invertigo Productions*



TRADE SHOW ENTERTAINMENT

Imagine EVERY person stops at YOUR booth!!

Nearly every competitor in your industry will be at a show you have an exhibit at, and every booth will be competing to sell their product to the select group attending the show. Why not become creative in attracting prospects to your booth?

You are looking for something that will attract prospects into your booth AND communicate your message. As a trade show magician the key to a successful trade show exhibit is COMMUNICATING YOUR MESSAGE. My job is to attract prospects and tell your story so that you can SELL MORE PRODUCT.

Corporate Comics can make your next trade show a winner! There will be thousands of prospective customers strolling down the aisles, but unless you can stop them, and bring them into your booth area, your company will not realize the full potential of this participation. You certainly can sell at trade shows, but don't forget that you have to stop them before you can sell them. Our most popular trade show entertainer is Paul Romhany.

You can have maximum attendance in your exhibit with Corporate Comics sparking the action. Paul is an expert "people-stopper" who weaves your product message in with artistic sleight-of-hand. When he concludes his presentation the audience is in a receptive frame of mind, everyone has enjoyed hearing your company message, and the ice has been broken. Your sales personnel can then give specific information.

Paul Romhany is among the world's leading trade show magicians. His method of presenting your company message will always reflect your corporate image in the manner in which you wish it to be seen. This proven success is the result of an entire career devoted to trade shows and related functions. In addition to being an excellent magician he is also an excellent representative of your company and your products.

Whether in a trade show, sales meeting, or hospitality suite you can increase sales, leads, and identity with Paul Romhany. We book several months in advance.

"I write to thank you for the entertainment on our stand at Foodtech and Packaging Exhibition held earlier this month. Your performance can only be described as outstanding, and all that visited our display enjoyed your act immensely and our clients are still raving about your show."

*Julie-Anne Skinner, Advertising Co-ordinator Asia & Pacific Region,
Crown Equipment Ltd. Australia*