

The talk card

For the guide / Keep this beside you during the conversation.

1. Quiet looking first.
2. "What do you notice?"
3. "What do you see or hear that makes you say that?"
4. The maker asks the room; the room asks the maker, with no hidden judgments.
5. Ask before giving a particular opinion; accept a no. Keep opinions about the work.

Offer a first turn before second turns; anyone may pass. Repeat in plain words. Never correct anyone's vocabulary. The maker may decline to explain. Listening is taking part.

If it gets hard: invite someone new and wait out silence. Stop harmful remarks or harassment, check on the person affected, and pause the talk or get the host's help if needed.

Permission: show work only with the maker's agreement and any other permission needed. Follow the rules set by cultural holders; pause if permission is unclear.

When people disagree, ask: is it about how it is made, what it means, or whether it should be shown?

These steps adapt Visual Thinking Strategies (Abigail Housen and Philip Yenawine) and Liz Lerman's Critical Response Process. This is a trial adaptation, not an official manual.

Tonight's card · Optional and anonymous; skip any question. Use one card per person tonight. Circle one answer to each choice question; leave it blank if unsure.

How many times have you come, counting tonight?

1 / 2 / 3 or more

Did you meet someone tonight you would talk to again?

Yes / No

How did you first hear about this gathering?

Someone asked me / A flyer or notice / Other

What did you value tonight? Please leave out names and private details.

Christopher Knorr · Trial 1.1 · October 22, 2026
institute.thelongreturn.org/commons/art-community/

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Tally sheet

One per gathering / Use clear answers, not the room head count.

Date and theme	
How many came (head count)	
Door cards returned	
Visit count: first · second · third or more · blank · unclear	
Repeat-visitor share: (second + third or more) ÷ usable visit-count answers	
Met someone: yes · no · blank · unclear	
Met-someone share: yes ÷ (yes + no), using usable answers	
First-visit cards only: heard by being asked · flyer or notice · other · blank · unclear	
Did talk stay on the work, or split into sides?	
Agreed maker payments made, and how much	
Can the people running it keep this pace?	
Summary of what people valued; omit identifying details	

Use one clear choice per question. Record blank and unclear answers separately; exclude them only from that question's calculation. Multiple choices or an unreadable choice are unclear. For either share, no usable answers means "no responses," not 0%. These are shares of responses, not unique people or proof that the trial works.

Decision log

One per decision / Keep reasons and losses visible.

Date	
What we decided	
Who it affects	
Who decided, and who had the right to	
Why: what we knew, and what we did not	
Who carries the cost	
What is lost	
How it could be put right later	
When we will look again	

Budget sheet

One per evening / Agree pay, including an unpaid arrangement, before consent.

Item	Expected	Actual
Room		
Makers (how many, how much each)		
Coffee and food		
Flyers and cards		
Rides		
Money in: jar, sponsor, grant		
Left over, or short		

Keep each sheet. Share a financial summary when asked, without private payment details or personal information.

An evening of art and talk

Fill in the details, confirm permissions, then copy.

[Theme]

an evening of art and talk

[Day, date, time]

[Place and address]

Free, or pay what you can. No art knowledge needed. Bring someone.

Makers this time: [names, and what they make]

Rides: [contact]. Way in without steps: [where]. Children: [welcome, or childcare]

[A picture of one work, with the maker's permission]

[For a first trial: One evening to try it together. / If a series is confirmed: Same night, same place, every ____ . Choose one and remove the unused line.]