Ezra Hawk Weintraub

Rules of the Game

Senior Thesis Exhibition at Bard College, 2025

People are encouraged to change the position of the paper on the drying racks. New materials cannot be introduced. The paper cannot touch the floor. The paper cannot tear or break. Each piece of mounting putty contains dirt from my studio floor. Each ball of foil is slowly shrinking. People are encouraged to look through the book and pick their favorite email.

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In July 1982, Larry Walters flew a homemade aircraft from San Pedro to Long Beach. The aircraft was made from 42 helium weather balloons and a lawn chair. He was thirty-three years old during his flight, and he'd had the idea when he was thirteen. Larry was well-aware of the risks; he understood the potential for legal punishment, and the slim likelihood of a safe landing. He knew that his system of water jugs for ballast, and a BB gun for descension wasn't foolproof. Nonetheless, Larry constantly remarked that this flight was something that he had to do. After reaching an altitude of 16,000 feet, he landed safely and he never flew again.

Since I found this story, I've always liked to imagine it as an artwork in the lineage of extreme performance art or social sculpture. Although it's unlike the artwork that I'm directly interested in making, his story has become an ongoing and unlikely point of departure for my studio practice. At the very least, Walters' story is an unmistakable reminder that art exists everywhere, whether we call it 'art' or not. *Rules of the Game* is a personal attempt to negotiate this fact, and it bears the question of what rules exist for art. If art really can be anything, like people say, then why isn't it everything?

















