

## A Starter Kit for Drifters: Five steps to a drift or *dérive*

### 1. Knowing why.

It's not a stroll in the park, but it doesn't have to be complicated. Drifts are for opening up the world, clearing eyes and peeling away the layers of spectacle, deception and that strange "hiddenness in plain sight" that coats the everyday.

The disruptions that set a drift or *dérive* apart from other kinds of walk are there to shake up things (and you) so that rather than wandering ankle deep through the sediment of discarded images and illusions, you can explore the whole whirling snowglobe.

### 2. Knowing where.

You can drift anywhere. But to begin with, start somewhere you know well, next to somewhere you don't. Start in the familiar and straightaway head off into the unknown. Remember, you don't have to get anywhere, there isn't a set destination. It's all about the journey.

Generally, keep out of shops, museums, art galleries. Go to places you wouldn't normally visit – courtrooms, waste tips, fairgrounds, industrial estates, morgues, stadium car parks, ornamental gardens, bad zoos. Avoid suburbia and countryside on a first drift. Slip down alleys, chase any intriguing detail, follow instincts not maps.

### 3. Knowing who.

While drifting alone is fine, start with a least one other. Above six or seven you'll probably split into smaller groups. Even if you organised the meeting place and the time and maybe a starting idea, you don't need to be in charge. Let the group develop its own instincts and make its own discoveries. Drifts do not have guides or leaders. Remember, your focus is on the place you're passing through, let it shift from self and others for a while – that leaves a space for 'our (dis)placed selves'. Drift with friends, with friends of friends. The 'drifting group' should be a web of friendship and acquaintance.

You do not need to be a history buff or an architectural boffin to make mythogeography. In fact, experts may have to be tamed (distracted, really) and prevented from turning drifts into guided tours. Any group of people will have different skills, stories and sensitivities that can be shared in teasing out the mythogeography of the journey.