

Objekttyp: **FrontMatter**

Zeitschrift: **Helvetia : magazine of the Swiss Society of New Zealand**

Band (Jahr): **63 (1997)**

Heft [3]

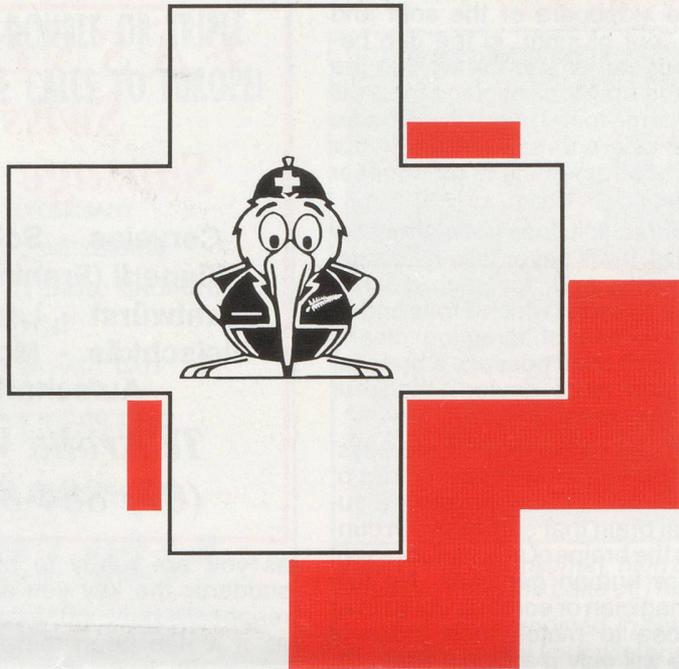
PDF erstellt am: **24.05.2024**

Nutzungsbedingungen

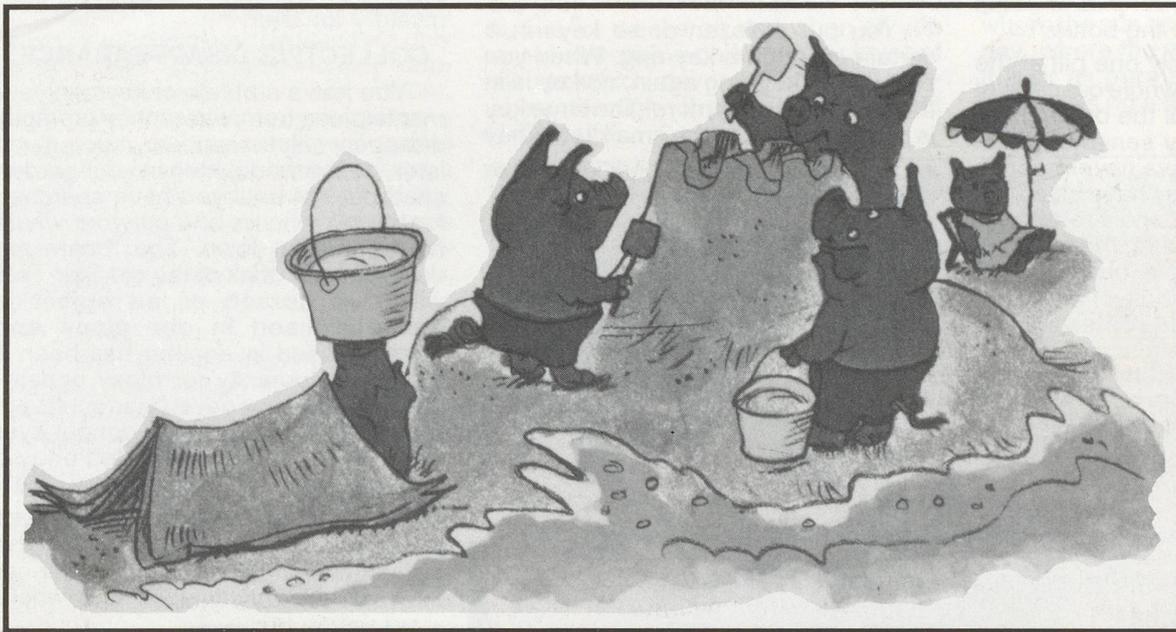
Die ETH-Bibliothek ist Anbieterin der digitalisierten Zeitschriften. Sie besitzt keine Urheberrechte an den Inhalten der Zeitschriften. Die Rechte liegen in der Regel bei den Herausgebern. Die auf der Plattform e-periodica veröffentlichten Dokumente stehen für nicht-kommerzielle Zwecke in Lehre und Forschung sowie für die private Nutzung frei zur Verfügung. Einzelne Dateien oder Ausdrucke aus diesem Angebot können zusammen mit diesen Nutzungsbedingungen und den korrekten Herkunftsbezeichnungen weitergegeben werden. Das Veröffentlichen von Bildern in Print- und Online-Publikationen ist nur mit vorheriger Genehmigung der Rechteinhaber erlaubt. Die systematische Speicherung von Teilen des elektronischen Angebots auf anderen Servern bedarf ebenfalls des schriftlichen Einverständnisses der Rechteinhaber.

Haftungsausschluss

Alle Angaben erfolgen ohne Gewähr für Vollständigkeit oder Richtigkeit. Es wird keine Haftung übernommen für Schäden durch die Verwendung von Informationen aus diesem Online-Angebot oder durch das Fehlen von Informationen. Dies gilt auch für Inhalte Dritter, die über dieses Angebot zugänglich sind.



THE EVEN THE



EDITORIAL

Who ever said that objects are lifeless and totally devoid of intelligence? Nothing could be further from the truth. Objects have a brain and what is more, they have, without exception, a nasty streak in them. You do not believe me? So tell me then: have you ever seen an object trying to be nice to you, to help you and assist you? No, never. On the contrary, objects will do their darndest to be difficult, obstructive, annoying and down right uncooperative towards humans.

If you don't believe me, tell me why paper will burn anywhere else except in the fireplace, why shopping trolleys always try to go the wrong way, why the rain comes always after you watered the garden, why the rubbish bag, propped up by the wall, never falls against the wall but always away from it so that it can conveniently spill all its contents, why the shower mixer goes

from ice cold to boiling hot water in a space of a millimetre on a scale of almost 360 degrees, why smoke from your barbecue always gets into your eyes and keeps following you around as you try to escape it, why traffic lights always turn red when you are in a hurry but stay green when you have plenty of time, why the wind always blows your hair into your face and never away from it. The list could go on for ever.

Still not convinced that objects have an evil mind? Here are a few more examples.

What could be more innocent than a tiny pebble on the road? Nothing except until it sees you coming along. It does not matter how tight your shoes are, this little pebble will jump up at the right moment and wriggle itself into your shoe. Once inside, it will not be satisfied to sit there quietly in a corner: no, it will lodge itself right there where it hurts you most and any shaking on your part will not dislodge it from its

craftily selected spot. A further nasty twist is that no two pebbles attack you at the same time. No, the second pebble cleverly waits for you down the road just a few calculated paces away from the spot where you stop to get rid of the first one. Coincidence? Don't you believe it. It was all carefully planned to give you maximum annoyance.

Now let's take an ordinary looking metal-type nut. Its first trick is to place itself askew on its bolt and if by mistake you did not notice this and tried to screw it on, it will jam itself so tight that you will need hammer and tongs and a super-human effort to yank it off its bolt again.

But its most diabolical trick is to disappear into the bowels of your car engine just as you try to fix it on its bolt. Instead of falling through the engine and land on the ground underneath your car, it finds a way to lodge itself somewhere in between engine parts, out of sight in a place totally inaccessible to ordinary humans. Short of turn-