Shifting Tethers: How to Conduct a Flustered Symphony

I. TETHER	GROUND	CONNECT	REIN	STABILIZE	LEAD	RESTRAIN	BIND	ATTACH	BASE	BASE	ATTACH	BIND	RESTRAIN	LEAD	STABILIZE	SWERVE	DEVIATE	SHUFFLE	ALTER	
II. WITNESS	OBSERVE	SOFTEN	EXPAND	SEE	ABSORB	LISTEN	SENSE	NOTE	ARCHIVE	ARCHIVE	NOTE	SENSE	LISTEN	ABSORB	SEE	EXPAND	HUDDLE	SOFTEN	OBSERVE	
III. GATHER	COLLECT	CONVERGE	HUDDLE	SWARM	ACCUMULATE	ASSOCIATE	UNITE	HORDE	COMPILE	COMPILE	HORDE	UNITE	ASSOCIATE	ACCUMULATE	SWARM	HUDDLE	CONVERGE	COLLECT		
IV. SHIVER	SHAKE	SCATTER	LOOSEN	TREMOR	VIBRATE	PALPITATE	FLUTTER	QUAKE	WAVE	WAVE	QUAKE	FLUTTER	PALPITATE	VIBRATE	TREMOR	LOOSEN	SCATTER	SHAKE		
V. SHIFT	ALTER	SHUFFLE	DEVIATE	SWERVE	VACILLATE	DRIFT	RELOCATE	PASS	TRANSFER	TRANSFER	PASS	RELOCATE	DRIFT	VACILLATE	SWERVE	DEVIATE	SHUFFLE	ALTER		
VI. FOLD	CURL	PLEAT	LAYER	INTERTWINE	WEAVE	RECOMBINE	KNIT	BEND	OVERLAP	OVERLAP	BEND	KNIT	RECOMBINE	WEAVE	INTERTWINE	LAYER	PLEAT	CURL		
VII. NUDGE	SHOVE	TAP	DIG	PROD	POKE	PERSUADE	FLIRT	ENCOURAGE	JOLT	JOLT	ENCOURAGE	FLIRT	PERSUADE	POKE	PROD	DIG	TAP	SHOVE		
VIII. EXPAND	OXYGENATE	ELONGATE	STRETCH	EXTEND	BUTTRESS	SWELL	INCREASE	DEVELOP	FLUSTER	FLUSTER	DEVELOP	INCREASE	SWELL	BUTTRESS	EXTEND	STRETCH	OXYGENATE	ELONGATE		
IX. DIRECT	REDIRECT	PROJECT	THROW	SEND	RELEASE	GUIDE	LEAD	HOLD	CONDUCT	CONDUCT	HOLD	LEAD	GUIDE	RELEASE	SEND	THROW	PROJECT	REDIRECT		

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