

## **Gypsy Way**

### **Table 1**

Move Caravan Café to create better/more audience access to Gypsy Stage

More toilets

### **Table 3**

Move recycling dock, upland(?)

Emphasize nature walk trail

Create a food court with busker space

### **Table 4**

Family path from Marshall's Landing off the back corner with toilets on family-only & public sides of fence next to service road

### **Table 5**

Create a west end childcare at old pony trail with kids' nature walk

### **Table F**

Incorporate path redesign with Gypsy crew

Open up the area

### **Table G**

Family foot path along Snivel -- safety

Shady Grove move to Main Camp

Open up area by Sing For Your Supper

New open space to relocate up to 25 booths over time

### **Table H**

Move Main Camp and the 6-packs

Move Stage Left to Recycling

### **Table J**

Security gate with pre/post vehicle access and family access during Fair

New stage

Busker space

### **Table K**

Large, open wandering area

Site toilets near the service area

Create "Fair University" an interactive educational area

Create quiet spaces/wider paths

Move Rabbit Hole & Front Porch

Challenge 2 stages to work together by sharing a common backstage area

New site for Elders' Still Living Room

Create space for Raptor Center

Create a Mime Stage in kid space

Reserve space for Fair family use only

## **Round Two**

Move Main Camp

Move the Front Porch & the Rabbit Hole into Main Camp space

Bus stop move to the front of Recycling turnaround

Redesign front entrance

Strolling vendors

More booth space by Main Camp

Open space

Galeria Philanthropia

Community Village/Energy Park annex/es

New stage named "BackStage"

Requires some camping adjustments

Create a craft demo area

Pathway between the Front Porch and the Rabbit Hole

Site service road along the backside with access for Gypsy Stage

Include Elders Camp

Emergency access road

Maintain the historic Main Camp fire pit and create new stage

Create family-only path from Marshall's to back corner

Move Security to Recycling by Green Bus Rd, as service road

Relocate Gypsy Caravan Café

Booth space

"Wish You Well" water feature

Keep current infrastructure

More toilets  
Food court  
Booth space

**Craft Lot**

**Table 6**

Service & access roads for current areas  
Exit thru Phun Gate  
Acoustic/dance area in the center  
New childcare in the bubble dome

**Table 7**

Move Stage Left down by Phun Gate  
All load-in via Ho Road  
Camping remains behind audience or stage  
Create new food court under the trees  
Booths with camping away from the trees

**Table 8**

Implement changes in phases over time  
Use existing compacted roads  
Develop Stage Left & Mothership area  
Row of camping by service road

**Table 9**

Stage Left remains where it is  
Open Phun Gate & Kids Loop as entry ways  
Create multi-use, low-level dance stage by the three oaks with aerial act accommodations

\*Public comment: maintain consciousness to avoid creating a "lost lane" in which new paths cut off existing paths aka maintain public foot traffic.

**Table 10**

Create a second Main Stage venue in Barter Fair space employing effective use of noise corridors  
Dragon Plaza becomes part of the "inside" Fair  
Create an access road to Stage Left  
Nice relaxing space  
Create open park-like space for hula hoop, Frisbee, etc

Gravity well  
New toilet area by E 13<sup>th</sup> (currently toiletless)

Relocation site for Ark Park  
Create Galeria Philanthropia in Dragon Plaza

Current service road becomes a public path during public hours  
Make kids' loop bigger  
Site booths behind the Mothership  
Create a permaculture space in the middle  
Move the Dragon

Booths by current Dog Pound, Crows Nest & Stage Left camping  
Booth space along the fenceline  
Create a dance floor in the middle

Create an acoustic stage  
Create a large food court with vendor space interspersed  
Relocate the Dragon and create Energy Park & Community Village Annexes

Family gate by back corner  
Maintain camping  
Move bus entrance

Create water feature/fountain in Dragon Plaza  
New/additional space for Community Village Annex

Create a shared Energy Park/Community Village Annex in/near the Dragon  
Strolling vendors move/camp in the stage area

Turn Odditorium around  
Create more interactive stages/venue

Move Galeria Philanthropia to Dragon Plaza  
Open Kids Loop into the meadow

Create a food court under the trees with seating & benches in the shade  
New annex for the green components of Community Village & Energy Park  
Solar exhibit area for Energy Park (take advantage of the open, sunny space)

Build annex next to the Refer' trucks for secure storage units for vendors

## Round 2

Table A	Table B	Table C	Table D	Table E
change Stage Left in name only – UpStage Abandon Win Gate Create Tribal Way Service road through old dog pound Decon camp becomes a ballroom/dance space	Phun Gate & Kids' Loop open onto the plaza Curved booth bazaar with middle-eastern feel Create a Fairway of Philanthropia Create old carnie booth atmosphere with theater support	Display artistic grants Move Odditorium Create the "Amazing Tower of Obfuscation"	Entrance from Kids' Loop into Crafts Lot Food court New circus stage in the trees Community Village wildlife education center Resource/services/education center	All services staffed/signed Information re integrated/sustainable system i.e., 'how to live in this system' WhiteBird annex at the Dragon
<b>Table B</b> Move Dragon Plaza and the Wheels of Revolution Create Energy Park expansion/annex Create a permeable entrance Service road all around the edges with booths	Relocate Daredevil Stage (if necessary) to Odditorium Food court	Energy Park/Community Village Annex(es) with a fence between them and Crafts Lot Relocate Ark Park (if necessary) to oak grove	Relocate Daredevil Stage (if necessary) to Odditorium Food court	Move the Barter Fair Childcare space Move Dragon Plaza out for first-year vendors booth spaces
<b>Table C</b> Move Stage Left by Ho Road for camping/access Create raptor/wildlife area More benches & toilets	WhiteBird annex Food Court Resource education area Bike parking by TicketsWest	SCA venue, i.e. jousting New crafts booth replacement space Information and/or flowers wherever space allows	Relocate Daredevil Stage (if necessary) to Odditorium Food court	Move the Barter Fair Childcare space Move Dragon Plaza out for first-year vendors booth spaces
<b>Table D</b> Create lots of open space Stage in the round Strolling vendor space Agricultural demonstration area	WhiteBird annex created in the Bubble Dome Food court with seating under the trees Childcare/supervised playground New home for Ark Park		Relocate Daredevil Stage (if necessary) to Odditorium Food court	Move the Barter Fair Childcare space Move Dragon Plaza out for first-year vendors booth spaces
<b>Table E</b> Service access road along the perimeter Energy Park demo/education space created in Dragon space			Relocate Daredevil Stage (if necessary) to Odditorium Food court	Move the Barter Fair Childcare space Move Dragon Plaza out for first-year vendors booth spaces

I was recruited to be one of the note-takers during the Show & Tell periods after the small group breakout sessions. This proved a bit tricky as folks spoke quickly while pointing at their respective maps. Falling behind, I decided to change tactics and concentrate on some main points that I heard. Certainly, the reports were much more detailed. And, as you will read, common themes emerged during this dynamic, freely-thinking-without-regard-for-details assignment. Some of us learned that we are logistically-challenged (too connected with Ops to ignore details)!

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