

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

Site toilets near the service area
Create "Fair University" an interactive educational area
Create quiet spaces/wider paths

Requires some camping adjustments

Move Rabbit Hole & Front Porch
Challenge 2 stages to work together by sharing a common backstage area

Create a craft demo area

New site for Elders' Still Living Room
Create space for Raptor Center

Pathway between the Front Porch and the Rabbit Hole
Site service road along the backside with access for Gypsy Stage

Create a Mime Stage in kid space
Reserve space for Fair family use only

Include Elders Camp
Emergency access road

Round Two

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

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

Maintain the historic Main Camp fire pit and create new stage

Bus stop move to the front of Recycling turnaround
Redesign front entrance

Create family-only path from Marshall's to back corner
Move Security to Recycling by Green Bus Rd, as service road

Strolling vendors
More booth space by Main Camp

Relocate Gypsy Caravan Café

Open space
Galeria Philanthropia
Community Village/Energy Park annex/es

Booth space
"Wish You Well" water feature

New stage named "BackStage"

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 13th (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	Entrance from Kids' Loop into Crafts Lot Food court New circus stage in the trees Community Village wildlife education center Resource/services/education center	Relocate Daredevil Stage (if necessary) to Odditorium Food court	WhiteBird annex Food Court Resource education area Bike parking by TicketsWest
Table A Display artistic grants Move Odditorium Create the "Amazing Tower of Obfuscation"	Table B All services staffed/signed Information re integrated/sustainable system i.e., 'how to live in this system' WhiteBird annex at the Dragon	Table C Energy Park/Community Village Annex(es) with a fence between them and Crafts Lot Relocate Ark Park (if necessary) to oak grove	Table D Move Stage Left by Ho Road for camping/access Create raptor/wildlife area More benches & toilets	Table E SCA venue, i.e. jousting New crafts booth replacement space Information and/or flowers wherever space allows
Table C Move Stage Left by Ho Road for camping/access Create raptor/wildlife area More benches & toilets	Table D 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	Table E Service access road along the perimeter Energy Park demo/education space created in Dragon space	Table A 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	Table 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

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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