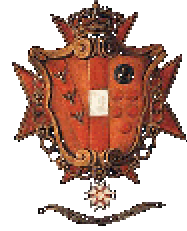


The Guild of Santa Maria



Welcome to Santa Maria 2001

“Sights and Sounds”, is the theme of this season’s efforts. Last year we got our feet back under ourselves after Stacey retired. We were joined by a great crew of new members and we formed a solid foundation to build on in the coming years.

We’ll be working on characterization, more interaction with other groups, and flushing out the encampment – bring the Sights and Sounds of the guild to a new level of professionalism, as well as being more enjoyable for everyone.

Characterization – We’ll work on our characters, their backgrounds, and their place in the world that we portray at Renaissance Faires. Through better understanding of our own characters, we’ll be able to stay in character better, as well as expand what each of us can do, because we’ll better understand who we are and how we relate to others.

Interaction – Great, now we’ll know who we are, and it’s time for us to get out and meet the neighbors. Who is that next guild down the street, anyway? Through gigs and workshops we’ll get to know some of those guilds better, and also some of the characters that live in them.

Encampment – Very often, the yard is full of eating bodies, sleeping bodies, or no bodies. There has always been some exceptions – Shinai fighting, Ice Cream Socials, and Mass, but beyond that there were few occasions where we had some organized gig going on in the yard. This season with the advent of regular Mass, the Weapons School, and other events, we’ll work to give a more balanced performance within our own encampment throughout the day.