

— Why are 3 and 4 different rules?  
Isn't 3 part of ~~the~~ 1 and 2?  
Aren't 1 and 2 given by the time we  
reach this stage?

5 — If the paths are to be approx.  
straight between each gateway, or  
change of direction (why would they  
be if the terrain is not flat?), this does  
not seem to be true of "our" main  
path according to the ~~the~~ map.

— For my information, something I  
couldn't not tell from the map: Does  
that last path link follow along <sup>before</sup> the  
natural stone wall ~~the~~? Why?

— Shouldn't all these steps be done together  
by all those living along this path — at  
least the section that goes through that 1<sup>st</sup>  
cluster being designed by the people in  
that cluster?

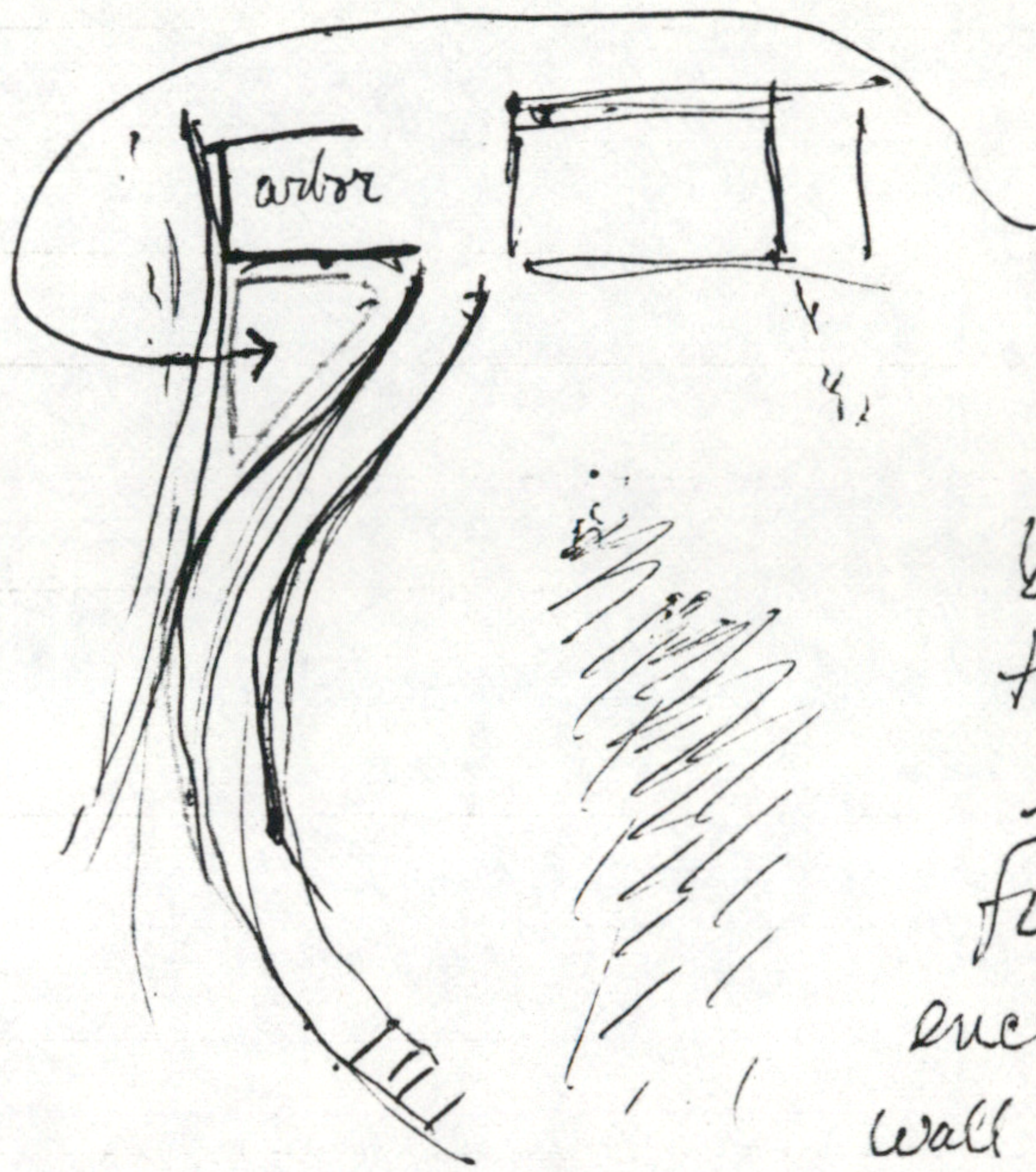


6. ~~The~~ The grape arbor idea at the last gateway has a few problems — or so it seemed at the site. 1<sup>st</sup> if it is an open arbor, a person approaching would ~~go~~ cut straight through it rather than follow the path. So, it has to be walled. If it is walled on both long sides, as it looks to be drawn on the map, with its open side opposite the north wall of our house, it will be a very intimate space, but it doesn't seem like it would be used by the whole cluster — it is too much an extension of the first house in feeling. — Maybe this could turn into a tool + bike shed for the cluster — or screened off laundry area, which would push the arbor into the common area more, and move the entrance to it into the common land. This assumes keeping the arbor section over the gateway itself.



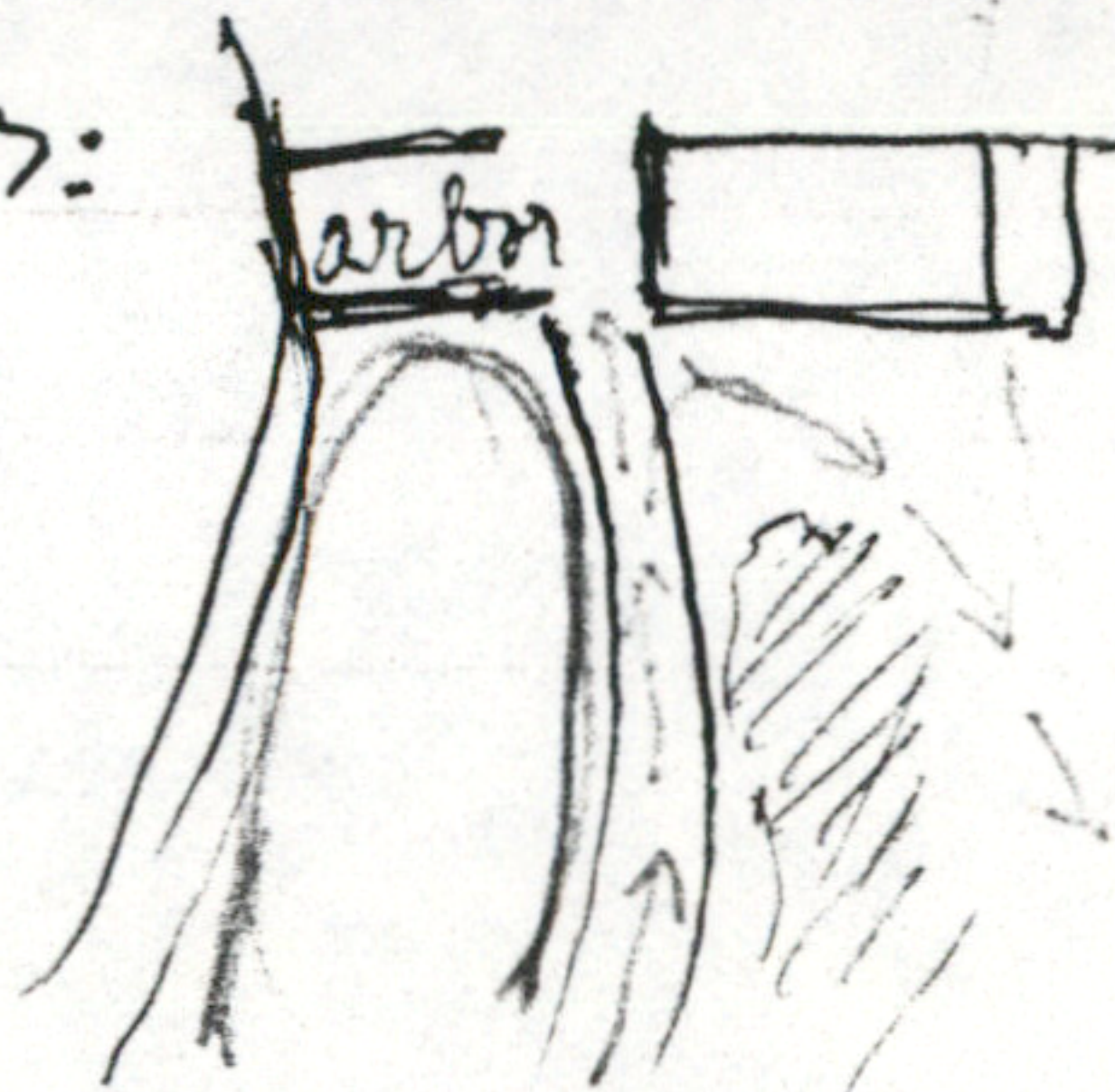
I also wonder about the path approach from the first cluster to our gateway,

because of the dead corner formed outside.



If the path comes straight, or bows to the right, from the last cluster, it will form a field (playing field?), enclosed by the natural wall on one side, + the

path on the other, making a ~~more~~ <sup>better</sup> reason to approach the ~~gate~~ cluster at the <sup>Point</sup> of the gateway and will also include, + use, that dead corner:





7. This is not clear at all.  
Do the gateways + all paths  
have to be at least 3m wide  
at all points? How is a car  
going to get from the road into  
the cluster? If it is by a  
green road, where will that be?  
~~How~~ If the green road + main  
path are the same, how does that  
allow for steps?

If rule 8 facilitates creating the  
space in rule 7, how can there be a sketch  
for 7' before going on to 8?