

# Jacksonville Weavers' Guild

www.JaxWeaversGuild.org

May 2017 Issue

Judi Leatherberry, Editor



## Annual Joint Guild Picnic

The annual joint Gainesville and Jacksonville Weaver's Guilds picnic will be held Saturday, May 13, 2017 at the home of Judy Jull: 14272 SW 75th Avenue, Starke, FL 32091. The Jacksonville guild will meet at 10AM for a short meeting and the installation of officers and a Board meeting at 10:45. Guests and members of Gainesville should arrive around 11:30.

Please bring a covered dish to share, a lawn chair, show and tell and your current project - knitting, weaving, spinning, etc. Drinks will be provided. We plan to start lunch at 12 noon, so we have plenty of time to exchange ideas, info., and just enjoy an afternoon under the trees.

Please email Judy and let her know if you will be coming, so we have enough plates, etc. [jsjull@yahoo.com](mailto:jsjull@yahoo.com)  
904-964-6673 , cell - 443-786-0021

### Directions:

From the intersection of US 301 and Rt 100: Go west toward Lake City/Lake Butler on Rt 100 for about 4 miles passing the Pine Level Baptist Church. Turn left onto SW75th Ave. (Big Sign THE SLAB) and follow 75th Ave for 2+ miles. I will be on your right - brick house, camper, chain link fence, ELZA M. STUDIOS sign, and studio with red door. Park anywhere.

From Rt 441 and Rt121 in Gainesville: follow Rt121 north past the recycling center and take right fork onto Rt 231. Rt 231 joins Rt 235. You will stay on Rt. 235 going thru Brooker. About a mile north of Brooker, follow RT 235 to the right. If you go past the white gas plant - you missed the turn. Take Rt 235 to Rt. 100, turn right heading east and continue until you see a sign for Rt 225 to your left. Slow down, you will turn right at the next intersection which is SW75th Ave. Continue as above.

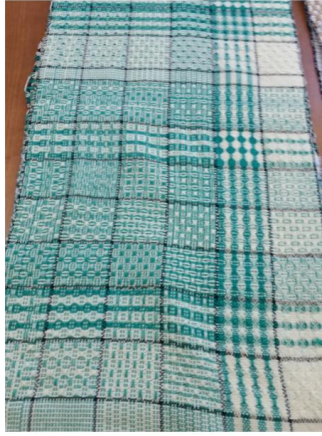
Please do not let the dog out of the gate - thanks!

# Happy Mother's Day!

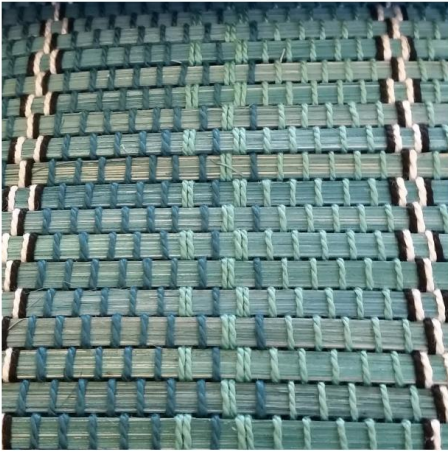
## Show and Tell from April's Meeting



**Beautiful Weaving!**



**Talented, aren't they?**



# Wonderful projects!

## Here's a blurb that Lynn sent for our reading pleasure!

**GUILD**, an association of people with similar interests or pursuits; especially: a medieval association of merchants or craftsmen. Merriam-Webster 1828.

History of guilds:

In medieval cities, craftsmen tended to form associations based on their trades, fraternities of textile workers, etc., each of whom controlled secrets of the "arts" or "mysteries" of their crafts. Usually the founders were free independent master craftsmen who hired apprentices. There were several types of guilds, including the two main categories of merchant guilds and craft guilds. Called "guilds" (for the gold deposited in their common funds), trade guilds arose in the 14th century as craftsmen united to protect their common interest.

According to Étienne Boileau's Book of Handicrafts, by the mid-13th century there were no less than 100 guilds in Paris. In England, specifically in the City of London Corporation, more than 110 guilds survive today, with the oldest more than a thousand years old.

The guild system reached a mature state in Germany around 1300 and held on in German cities into the 19th century, with some special privileges for certain occupations remaining today. Before these privileges were legislated, these groups of handicraft workers were simply called 'handicraft associations'.

Not all city economies were controlled by guilds; some cities were "free." Where guilds were in control, they shaped labor, production and trade; they had strong controls over instructional capital, and they held the modern concepts of a lifetime progression of apprentice to craftsman. Eventually a widely recognized master and grandmaster began to emerge. In order to become a Master, a Journeyman would have to go on a three-year voyage called Journeyman years. After this journey and several years of experience, a journeyman could be received as master craftsman. This would typically require the approval of all masters of a guild, a donation of money and other goods (often omitted for descendants of existing members), and the production of a so-called "masterpiece," which would illustrate the abilities of the aspiring master craftsman; this was often retained by the guild. The practice of the Journeyman years still exists in Germany and France.

Source: <https://en.wikipedia.org/wiki/Guild>

Link to oldest (documented) surviving guild <http://www.weavers.org.uk/history>

Last, but not least...here's a little something that I found when cleaning up some files on my computer!

Source: Facebook 4-Shaft Weaving Group

## Wise Words for New Weavers

Be patient. \*Measure your warp guide string twice. \*Learn how to make a repair heddle and fix a broken warp thread. \*Learn to laugh at Murphy's Law--some days, what can go wrong, will go wrong. \*Take time to love the texture of yarn, the smoothness of the shuttle, the sounds of the loom, the feel of weaving. \*Just because everybody says it can't be done doesn't mean you shouldn't try--you might like the results. \*No matter how hard you try, you will not be able to invent a new mistake. \*Mistakes repeated can be a new pattern. \*It is just yarn and time. Keep trying. \*Learn to love warping and do it well. \*Learn from your mistakes. Always. They are "free" lessons. \*Weave what makes you happy. \*It can be overwhelming in the beginning. Slow down a bit and think it through. \*Sample, sample, sample. \*Keep good records because you will forget later. \*Embrace the entire process. \*Don't be stymied by wanting to be perfect. Perfect is the enemy of the good. \*Ugly dishtowels still dry dishes and so do ones with weaving errors. \*Just because what you wove doesn't match what you had in your mind's eye, it doesn't mean it is bad. Three months later you might not think they are that ugly. \*A mistake doesn't take away the love with which it was made. \*Take it one step at a time. Don't get ahead of yourself. \*Think you'll forget? Take a photo or a video. \*Selvedges improve with practice. We promise. \*Don't freak out! Help is available. \*Make friends with other weavers. \*Remember to breathe! \*There is way more than one way to do things in weaving. Listen to others and find *your way*. \*Get to know your loom. Keep it tuned up. \*Weaving is not a matter of life and death. \*Don't sweat the math. \*Learning the vocabulary will help you understand the process and talk to other weavers. \*Weaving can be very technical, but it shouldn't scare you. \*Start with the basics, build a solid foundation, then reach for the stars. \*Learn patience. \*Join a guild or on-line community. \*If a mistake bothers you, go back and fix it. \*Cut yourself some slack. Your first project isn't intended to be a family heirloom. \*The more you weave, the more you learn. \*Wait to do that long warp. Short warps give you more warping practice. \*If you can't warp well, you can't weave well. \*Be consistent in every step. \*Learn the beauty of tension--on the warping board, on the bobbin on the loom. \*Take time to *think*. \*All mistakes are fixable, some just take a little more time to correct. Except for a five year-old with scissors. That's not fixable.

We hope you enjoy a lifetime love of weaving.