

Repair & Maintenance Position

The Lupinewood Collective

05-21-2026

1 | General

Repair & Maintenance is one of the positions a collective member can hold as part of the collective at Lupinewood. The primary focus of the position is to maintain, repair, and develop the buildings towards our group goals. Some of it is mundane, like replacing a faucet, while other parts are creative, like designing new collective spaces—Some of it is complicated, like knowing how to troubleshoot problems with the electrical system in the main house, while other parts are relatively simple, like painting walls or fixing drywall.

It's not necessary for the member holding this position to already be knowledgeable in the many facets demanded by modern buildings and their upkeep. In fact, this position is understood to have a constant learning component to it. It is however important that whoever takes this position on has genuine facility with their hands, be physically able to do the work, be comfortable enough with researching solutions to work through challenges that come up, and have a spatial and practical sense for working with building materials and designing spaces. If at any point there are new skills or necessary information that the person holding this position doesn't have, it's part of the position to figure out how to learn them, whether online, through mentorship and consultation, or by taking classes with support from the collective.

To do the position well requires keeping an overarching eye on the state of the buildings and their systems to know what's needed and what to prioritize. For example, Repair & Maintenance might notice that used chairs House just found are scratching up the hardwood floors and ask House to get rubber feet for them, or they might start planning for and communicating to the group about the replacement of a major house system as its lifespan draws near.

2 | Maintenance

Repair & Maintenance is responsible for keeping an eye on the structures and systems on the land and maintenancing ones that don't already fall under the responsibilities of Grounds or House. Examples of maintenance work include replacing the foam insulation on exterior heat lines as it degrades, troubleshooting minor problems like windows not closing or a leaky basement pipe, or refinishing siding on the buildings.

3 | Repair

Repair & Maintenance is responsible for making repairs to things when they are past the point of lighter maintenance work. Repair can include replacing things throughout the house and also includes the buying of parts for preexisting fixtures or systems and fixing them. Examples of repair work include replacing broken windows or doors, replacing broken floorboards, and repairing a power tool.

4 | Construction

Repair & Maintenance is responsible for developing and then seeing through proposals for new spaces the collective is looking to develop, like adding a bathroom, building out artist studio spaces, or making pieces of simple furniture like shelves or benches.

5 | Materials & supplies

Repair & Maintenance is responsible for sourcing, storing, and using the materials and supplies needed for their work. refers to taking care of the tools that are used to work on Lupinewood, including the work shop that we collectively run on site, the hand and power tools in it, other related equipment, and whatever materials and supplies we own, like piles of lumber, stacks of insulation, plumbing supplies, and so on.

6 | Tools & equipment

Repair & Maintenance is responsible for acquiring and maintaining the tools and equipment necessary for their position, starting with the extensive hand and power tool library, the necessary equipment to accomplish a wide range of projects, and the woodshop with tools like a planer, joiner, and table saw.

7 | Misc

Where we're located has restrictive building code and also licensure requirements for things like plumbing or electrical work, which necessitates a mixture of doing things oneself, helping contractors do parts of what they would otherwise do, or hire the projects out completely depending.