



Orinda's Windsor Chair Guy— George Lucido

By Andrea A. Firth

eorge Lucido was destined to work with wood. One of the first things he did when he moved to Orinda in 1984 was build a workshop out back, a small space of his own where he taught himself to carve wood. The walls of the workshop are lined with a collection of tools passed down by his grandfather, Orlando Pasquinucci, a shipbuilder in San Francisco around the turn of the century, and his father, Neno Lucido, who spent his career as a finish carpenter. "It's in my genes, I guess," says Lucido.

After retiring as an aerospace engineer eleven years ago, Lucido has focused his extensive energy on woodworking. The workshop has been bumped out a few feet on two sides to accommodate his growing collection of tools, equipment, and wood. And about three years ago, he started to take classes at the Mount Diablo Adult Education Center where he met another Orinda resident, Tom Killen, a master woodworker who specializes in colonial furniture. It was Killen who introduced Lucido to the art of the Windsor chair.

An easy going and patient man with an engineer's focus on design and detail, Lucido had the right temperament and skill set to quickly master the complex and time consuming construction of the American Windsor chair—the elegant and lightweight wood chair of royal English roots with a gently curved back formed by turned spindles connected to a thick carved seat, supported by splayed legs plugged into the underside. Once called stick chairs, Lucido has made five of the seven varieties of the American Windsor chair, and a total of seven Windsors in all.

Lucido brings a mix of art, science, and tenacity to his Windsor chair building. He estimates that each chair requires 120 to 150 hours to build over a threemonth period. Lucido researches every aspect of the

chairs he reproduces, and each project typically starts with him creating a comprehensive, hand-drawn plan. ...continued on page D4



George Lucido at work on a chair in his workshop.

Photos Doug Kohen