
CULTURE / PLACES / FOOD / STYLE / EXPERIENCES
SOLO OUTINGS
SOCIETY
The Art of a Good Solo Outing
BECAUSE WHERE YOU GO MATTERS
JUST AS MUCH AS THE DECISION TO GO
THE GOOD SOLO TEST
Is it worth your afternoon?
GO HAVE A STORY
Glassblowing, aquariums after dark
YOUR NEXT GOOD PLAN
Follow what catches your eye.
GOOD PLANS DON'T REQUIRE COMPANY.



AN AFTERNOON WORTH NOTICING

Look up. Look around.

The interesting part begins before you arrive.

A NOTE FROM THE EDITOR

A Note From the Editor



There's something wonderful about finding a place that makes you stop and think, Oh, I have to go there.

Maybe it's a restaurant with beautiful little lamps on every table. A museum exhibition you spotted while scrolling. A bookstore tucked inside an old building. Or something so delightfully unexpected that you can't quite explain why it caught your attention.

And then comes the question: Who am I going with?

Well, what if that weren't the first question?

I've always believed that a good outing doesn't need much justification. If something interests you, that's reason enough to put it on your calendar. You don't have to wait for a special occasion, coordinate three schedules, or convince anyone else that wandering through an antique shop sounds like a perfectly lovely afternoon.

You can simply go.

Of course, not every place makes for a great solo outing. Some practically invite you to settle in and stay awhile. Others look beautiful in photographs but feel entirely different once you arrive. Knowing the difference is part of the fun.

That's what this little issue is about.

Inside, we'll explore what makes a place worth visiting on your own, discover a few experiences you might not have considered, and celebrate the pleasure of making plans simply because something caught your eye.

Consider this your invitation to be a little more curious, a little more spontaneous, and wonderfully particular about how you spend your time.

After all, there are interesting things happening out there.

And you don't need a plus-one to enjoy them.

Ty Raquail

Editor, Solo Outings Society

THE OPENING FEATURE

The Art of a *Good Solo Outing*

Because where you go matters just as much as the decision to go.

There are places that make you want to cancel your plans and go home. And then there are places that make you wonder why you didn't visit sooner.

You know the difference.

One has fluorescent lighting, uncomfortable chairs, and a dining room where you can hear every conversation except your own thoughts. The other has a little atmosphere. Perhaps a beautiful staircase, an interesting menu, or a courtyard you didn't expect to find behind an otherwise unremarkable entrance.

Both are technically places you can visit alone. Only one is worth getting dressed for.

And that's where the art comes in.



ATMOSPHERE

The room is part of the experience.

Pay attention to the places that catch your eye.

A Little Discernment

A Little Discernment Goes a Long Way

A good solo outing isn't simply an activity that doesn't require another person. That's a rather low bar, isn't it?

It's an experience that holds your interest on its own.

A museum with an exhibition you genuinely want to see. A restaurant where the food and atmosphere are equally compelling. A workshop where you leave with a new skill, a funny story, or perhaps a slightly crooked ceramic bowl you'll insist is charming.

The best outings give you something to enjoy beyond the fact that you're there by yourself.

And they don't all need to be elaborate. A beautifully designed neighborhood bakery can be just as memorable as an afternoon at a grand historic estate. The distinction isn't price or prestige. It's whether the experience offers something worth your attention.

The Place Has to Do Its Part

We've all seen photographs of gorgeous restaurants that somehow manage to feel completely different in person.

Perhaps the music is so loud you can't hear yourself think. Perhaps the seating is arranged for groups of six, with nowhere particularly comfortable for one. Or perhaps the atmosphere is lovely, but the service makes you feel like you've arrived without the proper paperwork.

A good solo-friendly place doesn't have to be quiet, intimate, or designed specifically for people visiting alone.



A LITTLE DETOUR

The interesting part starts here.

A beautiful shop window can change the afternoon.

THE POINT OF GOING

Curiosity is reason enough.

It simply needs to let you enjoy yourself without making your party size the most interesting thing about you.

Sometimes that means a comfortable seat at the bar overlooking an open kitchen. Sometimes it's a museum where you can wander at your own pace. And sometimes it's a lively cultural event where you're far too occupied with what's happening to give a second thought to who came with whom.

The experience should be doing the heavy lifting.

Curiosity Is a Perfectly Good Reason

There will always be reasons to postpone something interesting.

The friend who can't make it until next month. The group chat that never settles on a date. The exhibition that's closing Sunday while everyone is still discussing Saturday.

Meanwhile, the thing you wanted to see is right there.

You don't need to turn every solo outing into a grand statement about independence. Sometimes you just want to see the glassblowing demonstration, order the good dessert, or spend an unreasonable amount of time looking at antique furniture.

Your calendar begins to look like you.

That's enough.

And once you start choosing outings based on what genuinely interests you, something rather wonderful happens.

Your calendar begins to look a little more like you.

Not a collection of obligations or plans negotiated by committee, but a record of the things that caught your eye.

A good solo outing begins with curiosity. A great one gives you something to talk about afterward.

And knowing how to spot the difference?

Well, that's an art worth developing.

> A GOOD SOLO OUTING
>
> *A good solo outing begins with curiosity.*

THE GOOD SOLO TEST



FIRST, READ THE ROOM

How to know whether a place is worth your afternoon before you even leave the house.

A place can look absolutely gorgeous online and still make you wish you'd stayed home.

You've seen the photographs. Beautiful lighting. Velvet chairs. A menu you've already mentally ordered from. Perhaps a courtyard with climbing ivy and those charming little café tables that make everything look like a European holiday.

THE GOOD SOLO TEST / SOLO OUTINGS SOCIETY

A LITTLE DISCERNMENT

See beyond the photograph.

Then you arrive.

The tables are six inches apart. The lovely bar is actually a waiting area. And the only available seat is beside the service station, where you can enjoy an uninterrupted view of dirty dishes.

Well. That wasn't in the photographs.

The truth is, a place being willing to accommodate one person isn't quite the same as being good for one.

At Solo Outings Society, we have a few things we look for. Not because every outing needs to pass an inspection, but because your time deserves a little consideration.

THE GOOD SOLO TEST



01 / LOOK CLOSER

1. Does your attention have somewhere to go?

A good solo outing gives you something to enjoy without requiring another person to provide the entertainment.

At a museum, there's art to examine. At a market, interesting stalls to explore. At a glassblowing workshop, you're probably too busy wondering how anyone gets molten glass to behave to think about anything else.

Restaurants can be wonderful, too. An open kitchen, an interesting view, a beautifully paced meal, or a bar with a little theater of its own can turn dinner into an experience.

The question isn't whether you'll be busy every minute.

It's whether the place has something worth paying attention to.

Good solo, considered.

2. Will you feel placed, not parked?

There's a difference between an available chair and a good seat.

A window table with a view. A comfortable banquette. A counter overlooking the kitchen. Somewhere you can settle in and feel like the space makes sense with one person occupying it.

You don't need a designated solo section.

In fact, please don't give us a sad little row of chairs behind a ficus.

You simply want a place that accommodates you naturally, without making you feel like an unexpected addition to the floor plan.

3. Can you enjoy the atmosphere without performing?

A good solo place doesn't have to be quiet.

Sometimes a lively hotel lobby is far more enjoyable than an empty café. You can watch people arrive, listen to the music, admire the architecture, and enjoy the energy of a room without having to contribute to the conversation.

People around. Conversation optional.

That's a lovely arrangement.

Choose an experience with rhythm.

4. Does the experience have a rhythm?

Some afternoons are made for lingering. Others are better with a little structure.

A museum lets you wander. A cooking class gives you something to follow. A performance takes care of the entertainment entirely.

Neither approach is better.

What matters is whether the outing works at your pace, or provides a satisfying pace of its own.

A good experience shouldn't leave you feeling rushed when you want to stay, or stranded when you expected something to happen.

THE GOOD SOLO RULE

Good solo isn't about whether you're allowed to come alone. It's about whether the experience is complete when you do.

BEFORE YOU PUT ON YOUR SHOES

The five-minute reconnaissance that can save an otherwise lovely afternoon.

Now that you know what makes a place appealing, how do you tell whether it actually delivers?

A little detective work.

Not an investigation worthy of a true-crime documentary. Just five minutes of looking beyond the pretty photographs.



THE ART OF LOOKING

Find something worth noticing.

A museum always gives your attention somewhere to go.

THE GOOD SOLO TEST / SOLO OUTINGS SOCIETY

Before you put on your shoes.

01 / Look past the hero shot

Professional photography is designed to make a place look its best. Fair enough.

But customer photographs often tell you how the room actually works.

Look for wide shots, seating arrangements, and the occasional accidental glimpse of the dining room behind somebody's appetizer.

Can you spot a comfortable place for one? Is there room to linger? Does the layout look inviting or cramped?

A five-star rating tells you people enjoyed themselves.

It doesn't tell you where you'll sit.

02 / Check the party-of-one logistics

Open the reservation system and select one guest.

Does it work?

If not, don't immediately rule the place out. Some restaurants welcome solo walk-ins at the bar. Classes may sell individual tickets. Certain experiences have minimum group sizes.

But it's better to discover those details on your sofa than at the host stand.

And while you're there, take a look at the menu.

If everything is designed for sharing among four people, you might want to know that before you start dreaming about lunch.

Read the details.

03 / Investigate the actual hour

A place is not the same place all day.

That serene café you saved from Instagram? Saturday brunch might feature a DJ and a line out the door.

The beautiful hotel lounge? Thursday evenings could be live-music night.

Neither is necessarily bad. You might love both.

But the atmosphere should match the experience you're hoping to have.

Check the event calendar, opening hours, and recent reviews. Look for clues about the particular day and time you're considering.

Tuesday at three and Saturday at noon can be two entirely different experiences.

04 / Read reviews like an editor

Don't just look for approval. Look for details.

Words like rushed, spacious, lively, quiet, crowded, comfortable, and relaxed tell you much more about the experience than another five-star review.

Pay attention to recurring comments about seating, service, noise, parking, and wait times.

The restaurant will show you the candlelight.

A customer might mention that the parking garage closes at ten.

Both are useful information.

THE GOOD SOLO TEST / SOLO OUTINGS SOCIETY

Your five-minute solo check.

05 / Count the friction

Where do you park? Which entrance do you use? Is there timed admission? Do you need to reserve a seat or download an app?

You don't need every detail mapped out, but unnecessary confusion can steal the pleasure from an outing before it begins.

Especially when you have a limited afternoon.

Remember, when you're out solo, you're both the guest and the logistics department.

Choose accordingly.

YOUR FIVE-MINUTE SOLO CHECK

Before your next outing, ask yourself:

THE ROOM

Is there somewhere I'd genuinely enjoy sitting or spending time?

THE INTEREST

What will I see, taste, watch, make, learn, or explore?

THE FORMAT

Can one person comfortably participate?

THE TIMING

Will the atmosphere suit the kind of outing I want?

THE FRICTION

Is getting there and enjoying it reasonably straightforward?

THE GOOD SOLO TEST / SOLO OUTINGS SOCIETY

THE DISTINCTION

A place worth your afternoon.

Five minutes won't tell you everything.

And that's fine.

A photograph can't promise you'll love a place. A review can't predict how you'll feel when you arrive. Even a favorite restaurant can have an off day.

The point isn't to eliminate every surprise.

Some of the best outings have a few.

The point is to make a more interesting, informed choice about where you spend your time.

Because a good solo outing isn't simply somewhere you can go alone.

It's somewhere you'd be delighted to go.

And that is a distinction worth making.

THE FIELD GUIDE

It's somewhere you'd be delighted to go.

THE GOOD SOLO TEST



CULTURE & CURIOSITY

Go Have a Story

Follow the unexpected.

GO HAVE A STORY / SOLO OUTINGS SOCIETY

Some afternoons make good stories.

Some outings are worth making plans for. Others become the stories you tell afterward.

There's a particular pleasure in doing something you've never done before.

Not because you're trying to reinvent yourself or collect impressive hobbies. Sometimes curiosity simply gets the better of you.

You see a photograph of someone shaping molten glass. You discover that an aquarium stays open after dark. You learn there's a workshop where people still make hats by hand.

And suddenly, your perfectly ordinary Saturday has possibilities.

The best part? Experiences like these rarely need a plus-one to make them interesting.

They've already brought the interesting part.

Here are a few worth putting on your radar.

> A LITTLE CURIOSITY
>
> *Sometimes curiosity simply gets the better of you.*



01 / A LITTLE FIRE AND A LOT OF NERVE

Glassblowing

Something worth trying.

GO HAVE A STORY / SOLO OUTINGS SOCIETY

The Glassblowing Workshop

There's something mesmerizing about watching a glass artist work.

A glowing orange mass emerges from the furnace. The artist turns a long metal pipe, adds a little air, makes a few precise movements, and somehow transforms something that looks like liquid fire into an actual object.

It seems impossible that anyone could do this casually.

Which, of course, makes you want to try. Because why not?

An introductory glassblowing workshop gives you a closer look at the process, often with an instructor guiding you through making a small piece of your own.

Depending on the studio, that might be an ornament, a paperweight, or something decorative that will eventually occupy a place of honor in your home.

Will it be perfect?

Probably not.

Will you spend the next several weeks casually mentioning that you made it yourself?

Almost certainly.

Why it works solo: The demonstration, instruction, and hands-on activity give the experience its own momentum. You're there to learn something fascinating, and your attention has plenty to do.

The little detail: Finished glass pieces often need time to cool properly, so ask whether yours will be available the same day or require a later pickup.



02 / AFTER HOURS, UNDERWATER

Aquarium After Dark

A familiar place. An entirely different atmosphere.

GO HAVE A STORY / SOLO OUTINGS SOCIETY

After hours, underwater.

An aquarium is already a rather wonderful place to lose track of time.

But there's something especially appealing about visiting after the usual daytime crowds have gone home.

Imagine moving through softly lit galleries, watching jellyfish drift like illuminated silk, or standing before an enormous tank while rays glide past the glass.

The atmosphere can feel entirely different in the evening.

Some aquariums offer adult-oriented after-hours programs, special exhibitions, or evening events. Others simply extend their hours on certain dates.

And there's something delightful about discovering that an attraction you thought you knew has an entirely different personality after sunset.

Perhaps you'll spend twenty minutes watching the jellyfish. Perhaps you'll find yourself face-to-face with an octopus and revisit that theory about them being aliens.

Either way, it's hardly an ordinary evening.

Why it works solo: The exhibits give your attention a natural destination, and you can linger as long as you like without negotiating how much time is reasonable to spend watching jellyfish.

The little detail: Check the event format before booking. An adults-only social evening, a quiet extended-hours visit, and a ticketed special program can offer very different experiences.



03 / HATS OFF. OR RATHER, ON.

The Millinery Experience

A little drama is welcome.

GO HAVE A STORY / SOLO OUTINGS SOCIETY

The Hat Atelier

Some accessories are simply accessories.

A beautiful hat, however, can become an entire occasion.

There's a reason millinery has such an enduring place in fashion history. The shapes, materials, proportions, and embellishments offer an extraordinary amount of room for personality.

And a workshop with a professional milliner lets you see just how much thought goes into something that appears so effortlessly stylish.

Depending on the class, you might learn about blocking, shaping, trimming, or decorating a hat or fascinator.

There may be feathers. There may be ribbon. There may be a moment when you discover that your taste is considerably more dramatic than you previously suspected.

We support that discovery.

Why it works solo: Creative workshops provide both structure and freedom. You can concentrate on your own piece, enjoy the instructor's expertise, and chat with fellow participants if the mood strikes.

The little detail: Read the workshop description carefully. Some classes teach traditional construction techniques, while others focus on embellishing a prepared hat or fascinator.

GO HAVE A STORY

Made by Hand



04 / SOMETHING BEAUTIFULLY UNEXPECTED

An afternoon with a story.

GO HAVE A STORY / SOLO OUTINGS SOCIETY

The Traditional Craft Workshop

You probably don't wake up on a Saturday morning thinking, Today would be an excellent day to make a broom.

But perhaps you should.

Traditional craft workshops offer a fascinating combination of history, technique, and the satisfaction of making something with your hands.

Broom-making is a particularly charming example.

Working with natural fibers, learning how the materials are gathered and bound, and discovering the craftsmanship behind an ordinary household object can make you see something familiar in an entirely new way.

It's the sort of experience that sounds mildly eccentric until you're standing in a workshop, completely absorbed in getting the shape just right.

Then it makes perfect sense.

And unlike another decorative souvenir, you leave with something you made.

Possibly something you'll actually use.

Why it works solo: The activity is the occasion. There's no need to manufacture conversation or fill awkward pauses when everyone is busy learning a craft.

The little detail: Look for workshops led by practicing artisans or heritage organizations, especially when the craft has a meaningful local history.

GO HAVE A STORY / SOLO OUTINGS SOCIETY

A LITTLE ADVENTURE

The good part about trying something new.

You don’t have to become a glass artist, collect elaborate hats, or develop a lifelong interest in traditional crafts.

You can simply enjoy the experience.

Perhaps you’ll discover something you want to do again. Perhaps you’ll decide that one afternoon of glassblowing was quite enough excitement for the foreseeable future.

Either outcome makes a good story.

And that’s part of the pleasure of having an interesting life.

You get to find out what you like by actually going.

You wanted to go. So go solo.

THE INVITATION

You wanted to go. So go solo.

GO HAVE A STORY



THE DETAILS / AN EDITORIAL ESSAY

The Details Make the Day

The little things that give a place its character.

THE DETAILS MAKE THE DAY / SOLO OUTINGS SOCIETY

The beauty is in the details.

The little things that give a place its character.

The chalkboard outside the bistro has been hand-lettered by someone with a particularly lovely sense of style. Across the street, moss has found a home between the bricks of an old storefront. Farther along Main Street, a weathered wooden footbridge crosses above the cobblestones.

You haven't even reached your destination, and already the neighborhood has made an impression.

A good place has a way of revealing itself in the details. Not necessarily the grand ones, either. Sometimes its character is tucked into a doorway, carried on the afternoon breeze, or hiding in plain sight behind a glass display case.

And what a pleasure it is to notice.

THE BEAUTY OF A PLACE WITH HISTORY

Old buildings rarely keep their stories entirely to themselves.

Look closely at the faded lettering on a brick wall, the ornate ironwork above a doorway, or the worn stone steps polished smooth by generations of visitors.

Perhaps the storefront has changed hands a dozen times, but the original brass door handle remains. Perhaps the floorboards creak beneath your feet, announcing your arrival with considerably more enthusiasm than necessary.

These little imperfections are part of the charm.

A newly renovated space can be beautiful, certainly. But a place that has collected a few decades of character has something else entirely.

It has stories written into its surfaces.

THE DETAILS MAKE THE DAY



THE DELICIOUS THEATER OF A DINING ROOM

At lunchtime, a busy bistro becomes a performance.

Silverware meets porcelain. Glasses clink. The espresso machine hisses from somewhere behind the counter.

Servers weave between tables carrying plates balanced with remarkable precision. Someone emerges from the kitchen with a tray of fresh bread, and half the dining room seems to notice at once.

The staff move with the practiced rhythm of dancers who know every step.

And then there's the pastry case.

Rows of golden croissants. Little fruit tarts arranged with almost architectural precision. A chocolate cake wearing the thinnest veil of powdered sugar, dusted so carefully it seems a shame to disturb it.

Almost.

You came for lunch, but the room itself has become part of the pleasure.

THE DETAILS MAKE THE DAY / SOLO OUTINGS SOCIETY

The lovely sound of almost nothing.

Step inside an old library, and the world changes volume.

The heavy door closes behind you. Footsteps soften against the floor. Somewhere between the shelves, a page turns.

Light falls across long wooden tables. Books line the walls from floor to ceiling, their spines displaying decades of changing tastes and fashions.

Perhaps a brass reading lamp casts a warm circle of light over an open book. Perhaps a clock ticks quietly from the far wall.

Nobody is asking you to hurry.

The hush isn't empty. It's full of tiny sounds that would disappear in a louder room.

And for a little while, you get to enjoy every one of them.

> THE PLEASURE OF QUIET
>
> *Nobody is asking you to hurry.*



LITTLE DISCOVERIES

Linger a little.

Some places reward a second look.

THE DETAILS MAKE THE DAY / SOLO OUTINGS SOCIETY

A place worth looking at twice.

The best details aren't always the ones you notice first.

A painted ceiling above the restaurant bar. A tiny mosaic set into the entrance of a shop. The elaborate lettering on an old theater marquee. A stained-glass window throwing unexpected colors across the floor.

They reward a second glance.

And occasionally, they change the entire experience.

You might forget what you ordered for lunch or which exhibition occupied the upstairs gallery.

But that crooked little bookshop with the green door? The café where the waiters moved like a ballet company? The old building with vines climbing toward the second-floor windows?

Those tend to stay with you.

THE PLEASURE IS IN THE NOTICING

A place doesn't need to be famous, expensive, or especially grand to be memorable.

It needs something that catches your attention. A little beauty. A peculiar detail. A rhythm or atmosphere that belongs entirely to it.

And when you're out on your own, you have the freedom to follow whatever catches your eye.

Sometimes the smallest details give you the biggest reasons to return.



MAKE A PLAN

Your Next Good Plan

The city is waiting.

YOUR NEXT GOOD PLAN / SOLO OUTINGS SOCIETY

Follow what catches your eye.

For the afternoon that deserves something better than another errand.

A free Saturday. An unexpected afternoon off. A Thursday evening when going straight home feels terribly unimaginative.

The calendar has an opening.

What shall we do with it?

Consider this your little menu of possibilities. No elaborate itinerary required. Just a few interesting places, experiences, and delightful detours worth seeking out.

FOR THE CURIOUS

Watch an auction unfold.

Find a public auction preview, preferably one filled with antiques, unusual collections, or decorative objects. Examine the lots, admire the craftsmanship, and try to guess what will attract the most enthusiastic bidding. If the auction is open to spectators, stay for the action. The competition can be surprisingly entertaining, even when you have no intention of raising a paddle.

Visit a working artist's studio.

Look for an open-studio event where painters, ceramicists, printmakers, or sculptors welcome visitors. Half the fascination is seeing the work. The other half is discovering the tools, materials, and delightful disorder behind it.

Explore a historic house.

Choose one with a story worth hearing. Grand staircases, elaborate wallpaper, unusual collections, and rooms preserved from another era offer plenty to investigate. Bonus points for a guide who knows all the family scandals.



AN EYE FOR BEAUTY

Go see the flowers.

A little atmosphere goes a long way.

YOUR NEXT GOOD PLAN

FOR THE AESTHETICALLY INCLINED

Spend an afternoon among beautiful objects.

Visit an antique gallery, decorative arts museum, or design showroom. Study the furniture, admire the textiles, and decide which magnificent object you'd take home if money and square footage were entirely irrelevant.

Go see the flowers.

A botanical garden is lovely, but consider a seasonal flower show, orchid exhibition, or historic conservatory. Look for the unusual specimens, dramatic arrangements, and plants with names that sound suspiciously aristocratic.

Find a remarkable building.

An old theater, a grand hotel lobby, a restored train station, or a library with spectacular architecture. Go for the building itself. Look up. The ceiling might be the best part.



YOUR NEXT GOOD PLAN / SOLO OUTINGS SOCIETY

For the adventurous.

Try a craft you've never considered.

Glassblowing, bookbinding, weaving, or even traditional broom-making. Choose a beginner-friendly workshop and enjoy being gloriously inexperienced at something.

Take the scenic route.

Find a heritage railway, historic trolley, or sightseeing boat that offers more than transportation. Sometimes the journey is the entire attraction.

Go behind the scenes.

Look for public tours of theaters, historic estates, botanical collections, or working studios. A peek through the doors normally closed to visitors can make a familiar attraction feel entirely new.

> THE SCENIC ROUTE
>
> *Sometimes the journey is the entire attraction.*

YOUR NEXT GOOD PLAN



FOR A LITTLE LUXURY

Make an occasion of afternoon tea.

Find somewhere that takes its tea service seriously. Proper cups, beautiful pastries, tiny sandwiches, and enough ceremony to make an ordinary afternoon feel rather splendid.

Book a seat at the chef's counter.

Watch a kitchen at work from the best possible vantage point. The plating, timing, and choreography can be every bit as interesting as the meal.

Attend a matinee.

A ballet, chamber concert, opera, or theatrical performance in the middle of the day feels deliciously extravagant. Dress for the occasion if you like. There's no rule against being the best-dressed person at a two o'clock performance.

YOUR NEXT GOOD PLAN

The only rule?

Choose the idea that makes you think, Oh, that sounds interesting.

Then look up what's available near you, check the details, and make a plan.

You don't need to do everything on this list. You don't even need to do one of these particular things.

The pleasure is remembering how many possibilities exist beyond your usual routine.

An interesting life is made one good outing at a time.

THE INVITATION CONTINUES / SOLO OUTINGS SOCIETY

Keep looking.

Good stories have a way of leading to other good stories.

One interesting place leads to another.

You visit a historic theater and become fascinated by its architecture. A beautiful painting sends you looking for the artist's other work. An excellent lunch introduces you to a neighborhood you'd somehow never explored.

Before long, your list of places to visit has grown considerably.

We consider that a very good problem to have.

And there's plenty more to discover.

COME ON INTO THE READING ROOM

For curious women with places to go.

The Reading Room is where we collect the stories, ideas, and little discoveries that make getting out into the world so appealing.

You'll find interesting places, cultural experiences, delicious detours, and the occasional unexpected adventure.

Some stories will introduce you to something entirely new. Others might make you reconsider a familiar place.

Either way, we hope you'll leave with something worth exploring.

Visit The Reading Room

solooutingssociety.com/read

THE INVITATION CONTINUES / SOLO OUTINGS SOCIETY

THE OUTINGS EDIT

A little something for your inbox.

Meet The Outings Edit.

Consider it a note from your editor, delivered with interesting things to read, places worth knowing about, and a few ideas to keep in your back pocket.

The Outings Edit is our weekly newsletter. A small, thoughtfully curated collection of stories and discoveries from the world of Solo Outings Society.

A little culture. A little curiosity. Perhaps something that makes you rearrange your Saturday.

And occasionally, a note from me about whatever has caught my attention lately.

See you in The Outings Edit.

A good read looks lovely in your inbox.

Ty Raquail

Editor, Solo Outings Society

SOLO OUTINGS SOCIETY



The world is interesting.
Go see for yourself.