

School Days at the



2013

Study Guide

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General Information

Information in this section will help you prepare for a fun and exciting day with your students at the Faire. Please read carefully.

PLEASE NOTE:

If parents wish to join their children during this field trip they must be included in the school's final count. Only registered teachers may purchase wristbands. PARENTS MAY NOT PURCHASE WRISTBANDS TO GAIN ADMISSION. Please make your parents aware that this is NOT a public day. They cannot use normal gate admission tickets or e-tickets that they have purchased online for admission. They must be included in the school final count.

If you have parents driving separately they must be given a wristband by the registering teacher. Any late arriving chaperones or children will be asked to wait at the Front Gate until a representative from their group meets them to confirm their involvement in day's activities and supply a wristband for them. Remember, we do not have a public address system and wristbands will not be held at the registration tent for late arrivals.

QUICK TIPS FOR A SUCCESSFUL TRIP

PRIOR TO YOUR TRIP

1. **Read the Study Guide** - It contains a wealth of information and answers to questions.
2. **Visit the Shire** - Preview passes have been emailed to all registered educators. Use them to better acquaint yourself and your chaperones with the Shire. The passes are valid only on Faire weekends. *Note: Any "bawdiness" guests experience on public days is removed for School Days.*
3. **Photocopy Shire map & schedules to distribute to your students** - A Shire map and schedule are contained in "The Faire Day" section of this study guide.
4. **Give your students and chaperones a suggested itinerary for the day** - Require your students to attend a minimum number of shows. Providing a schedule will serve to focus the students' attention on your curriculum requirements and better utilize their time while visiting the Faire.
5. **Encourage students to interact with characters** - Impromptu learning occurs during these times of character interaction.
6. **Advise students to dress properly** -The weather is unpredictable in the fall and students should wear comfortable clothes and shoes and be prepared for cool days. There is always the possibility of precipitation (though we predict nothing but sunshine for School Days) and we advise students to bring appropriate rain gear with them. (see Appropriate Dress pg. 8)
7. **Provide your mobile number to the faire and select chaperones wisely** - Complete the Emergency Contact Form from the Forms section and return it to the Faire **10 business days prior** to your visit. Review the Chaperone Responsibility Sheet with your selected chaperones so they know what is expected of them.
8. **Return forms to the Faire offices that are required TEN DAYS PRIOR to scheduled field trip** - It is mandatory that the Student Participation Form, Lunch Storage Form and Photo Opportunity Form be returned to the Faire offices by the deadline. Hundreds of schools participate in School Days, so the earlier we receive your forms, the better prepared we will be for your visit.

THE DAY OF YOUR FIELD TRIP

As the Registered Educator, we will rely on you to know your group members. You are responsible for distributing all Admission Wristbands prior to entering the Faire grounds. No one will be permitted to enter the Faire grounds without wearing a wristband.

1. **Before arrival** – Print out your invoice and have payment prepared when you arrive. (Preferred Payment Method: One Check made payable to: Pennsylvania Renaissance Faire.)
2. **Check in at the Registration Table** - You will be directed to the Registration Table to make your payment, submit posters and banners for competition and receive your Admission Wristbands. No one will be admitted without wearing an Admission Wristband. *Do not leave the bus area until everyone is wearing a wristband.* Safety is one of our major concerns and it is by these wristbands that we know that everyone entering the Shire is with a group. Even groups arriving by car must check in at the Registration Table prior to entering the Faire grounds. It is the responsibility of the Registered Educator to supply wristbands to anyone who may arrive late. *Wristbands will not be sold to or held for individuals at the Registration area.*
3. **Bus Drivers** - Admission for bus drivers is complimentary and wristbands will be provided to drivers by Faire bus greeters upon arrival. (Drivers of cars do not qualify for complimentary admission)
4. **Arrive prepared for all competitions** - Students should arrive at the appropriate times for all competitions in costume if being worn. There are no changing rooms available. Competitions begin and end promptly at the designated times.
5. **Be available to check in with your chaperones and groups of students.** We find that both chaperones and students are more focused on the day's events if the Registered Educator assigns meeting times with his/her groups throughout the day to monitor the students' progress.
6. **Central Location** - If you need a place to sit throughout the day, you are welcome to utilize the Red & White Tent tables. This area will not be manned by Faire staff.

TIPS FOR THE DAY-OF CHECK IN PROCESS

PAYMENT OPTION #1

Receive Admission Wristbands In Advance By Pre-Paying. This option will enable you to receive your Admission Wristbands in advance of your trip. Submit your confirmation invoice, the payment form (page 53) and the balance by the deadline corresponding to your trip date below. *Prepaid groups must check in at the Registration Tent upon arrival.* If payments are received after the deadline Wristbands will be held at the Registration Table for pick-up the day of the trip.

School Day Trip Date	Prepayment Deadline
October 9	September 25
October 10	September 26
October 16	October 2
October 17	October 3

PAYMENT OPTION #2

Present Payment Upon Your Arrival. The Registered Educator will be directed to the Registration Table to accomplish the following steps upon arrival at the Faire site.

1. Prior to your arrival, take a count of all students and adults. The Registered Educator is responsible for the Admission Wristbands for **everyone** in their group and must supply wristbands to anyone who may arrive late. *Wristbands will not be sold to or held for individuals at the Registration area.*
2. Present Payment with Confirmation Invoice and payment form (page 53). Checks made payable to: Pennsylvania Renaissance Faire. No coupons or other passes are accepted on School Days. This also applies to Employee Participant Passes and Season Passes.
3. Bus Drivers' Admission is free of charge. Bus drivers will be given a wristband by bus greeters.
4. Distribute Admission Wristbands BEFORE proceeding to the Front Gate - After completing the steps at the Registration Tent, return to the bus to distribute a wristband to each student and chaperone. The best method is to provide each person with a wristband as they exit the bus.

Caution: The entire group should proceed to the Front Gate together AFTER Admission Wristbands have been distributed. **Do not leave the bus area until everyone is wearing a wristband.** Be sure that no one carries "unused" wristbands through the Front Gate onto the Faire site before they have been distributed to everyone in your group. Any wristbands taken onto the site without being distributed could result in a presumed shortage of wristbands for those in your group still outside the gates. Anyone not wearing a wristband will be detained at the Front Gate.

GENERAL INFORMATION

RAIN ON SCHOOL DAYS - We have ordered the fairest of Faire weather, but should rain occur on your scheduled trip day, instruct students to dress appropriately as the Faire is an outdoor event. The Faire is a “**Reign**” or **Shine event** and performances will proceed with changes made for the safety of the performers.

ATM MACHINE - ATM Machines are located on the Faire grounds next to the Pub, Six Knights, The Rusty Scupper, and Buonarroti’s Panetteria food booths.

ROYAL FLUSH BATHROOMS - Locations: (1) Victorian Privies to the left of the Front Gates, (2) on Faire grounds just east of the Endgame Stage (directions: inside the gates, turn right, following Guildsman’s Way to Privy lane, turn right, on the path towards the Endgame Stage); (3) near O’Malley’s Area; (4) in Swashbuckler Grove.

FYRST AIDE/EMERGENCIES - The Fyrst Aide Building is located behind the Bread and Broth Booth (to the right of the entrance to Bosworth Field on Privy Lane). An E.M.T. is always present at the Fyrst Aide building. The nearest hospital, The Good Samaritan, is located six miles north of the Faire in Lebanon. FAIRE STAFF (wearing specially marked STAFF shirts) and uniformed security guards will be available throughout the grounds for assistance. LOST STUDENTS should be directed to seek assistance from a Faire character or Faire Staff (wearing Staff shirt).

CHAPERONE POLICY - One chaperone for every eight students will be admitted free of charge. Chaperones must wear a wristband provided at the Registration Table to the Registering Educator upon arrival. Additional chaperones will be permitted, but charged the rate of \$14.00. Chaperones should adhere to the guidelines set forth in this guide.

LUNCH POLICIES/STORAGE - Students are welcome to bring their lunch on School Days and if your group would like to keep your lunches in one area, the Registered Educator should complete and return the Lunch Storage Area Form to the Faire **10 business days prior** to the trip date to reserve space. The storage area is located under the Red & White Tent near the Chess Board. The Lunch Area is for storage only, not an eating area. Students may eat in audience areas while enjoying a performance or at the picnic tables that dot the Shire. Each school is responsible for carrying their lunches to the tent and we advise against using heavy storage units. Please be responsible for your own trash and deposit it in the receptacles provided. Be sure to take coolers at day’s end.

BOX LUNCHESES - Information and a Meal Reservation Form (pg. 49) regarding pre-ordered bucket lunches are contained within the Study Guide in the Forms section. Balance for admission and meal cost must be paid **10 days prior** to the trip date in order to apply for pre-arranged meals

LIVE ANIMALS - No anoles (referred to as “dragons”) will be sold to students without the express permission of a teacher or chaperone.

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CHAPERONE RESPONSIBILITIES

Provide a photocopy of this page, Shire Map, Revels Schedule and Theatre Etiquette Sheet to your chaperones.

REMEMBER WEBSTER'S DEFINITION: Chaperone - an older person who accompanies young people at a social gathering to ensure proper behavior.

Volunteering to chaperone students at the Faire carries with it a responsibility to focus students on the learning opportunities available to them. As a chaperone, you are asked to abide by the guidelines set out below. It is a natural tendency with a few thousand school students within a 35 acre Tudor village that they will be somewhat distracted from the idea that their visit is a learning experience. It is the chaperones, forming more than 10% of the population, who are the constant reminders that it is to be an educational experience.

WEAR WRISTBAND: Each chaperone must wear a Faire-provided Admission Wristband to be admitted through the Front Gate. The Registering Educator will distribute the wristbands for the group.

WHEN ATTENDING STAGE PERFORMANCES: Be prompt, as late arrivals are distracting to the audience. Instruct your group to refrain from talking during the show. We ask that you maintain the quietness of students who may be waiting in an audience area for the next show.

YOU ARE A CHAPERONE FOR ALL STUDENTS, NOT ONLY STUDENTS FROM YOUR SCHOOL: If you see any student behaving inappropriately, approach him (or her) and request that they stop the behavior, or seek out a member of the Faire Staff (wearing Faire Staff Shirts) to handle the situation. Unruly students will be detained until the Registered Educator is notified by phone and arrives to take responsibility for the student for the remainder of the Faire day.

PREVIEW PASSES: We encourage you to preview the Faire before your scheduled school day chaperone duties. A limited number of Preview Passes were emailed to the Registered Educator to allow chaperones to preview the Faire during a public weekend day. This visit will help you learn the lay of the land, and the location of First Aide, drinking fountains, and privies. This time can also be used to see shows that chaperoning duties may not allow time for on School Days. Any adult humor on public days will be removed on School Days.

REGISTERING EDUCATOR -

SUPPLY EMERGENCY CONTACTS - Two Mobile Phone Numbers Are Required.

Registering Educators are required to provide two mobile numbers of either the Registered Educator, and/or other adult chaperones that we will use as a contact in case of an emergency, behavioral or other issue on the day of your visit.

Please provide the necessary information by completing the Emergency Contact Form (pg. 45) in the Forms section of this study guide.

Central Location - If you need a place to sit throughout the day, you are welcome to utilize the Red & White Tent tables. This area will not be manned by Faire staff.

RULES OF THE SHIRE

Share these important rules of the Shire with your students.

NEED INFORMATION WHILE AT THE FAIRE? - The Informistress is located directly across from the Castle Gate entrance. This is the place to ask any questions you may have.

WEAPONS POLICY - No weapons will be permitted on the Faire grounds. This also applies to costume pieces made of wood, plastic, etc. Only wooden swords or shields will be sold on School Days. No swords or shields will be sold without the permission of a chaperone and will be wrapped at the time of sale and must remain wrapped throughout the day. Unwrapped swords and shields will be confiscated and held until the end of the Faire day.

SMOKING POLICY - Her Majesty hath declared a NO SMOKING (and a no lighting of incense) policy on School Days. Please inform all chaperones and students of the “smoke free” environment!

BACKPACKS - Students are permitted to carry backpacks on the grounds. However, they are subject to search at the discretion of Faire staff and security.

RESPECT FOR OTHERS - There will be students from many different schools attending on School Days. Her Majesty expects that everyone will show the same kind of respect for all those in attendance as they should show for her.

IPODS AND CELL PHONES - Use of these items detracts from the Faire experience and the numerous shows and activities offered make no additional outside entertainment necessary. Students should be advised to keep these items in their bags.

OFF LIMIT AREAS - There are areas of the grounds that are off-limits. These areas include the backstage area of all stages; all roped off areas, the wooded areas, the stables and any area marked “keep out.” If a student is found in these areas, they will be detained until the Registered Educator is notified by phone and arrives to take responsibility for the student for the remainder of the Faire day.

THE MUD PIT AND FOUNTAINS - The Mud Pit and fountains conceal items of potential danger to our lovable mud beggars and washer wenches. If a student is caught throwing anything into the Mud Pit or Fountains, he/she will be detained until the Registered Educator is notified by phone and arrives to take responsibility for the student for the remainder of the Faire day. It is acceptable for COINS to be tossed into the Globe Fountain, as the funds are given to Make-A-Wish Foundation.

RETURNING TO THE BUS DURING THE DAY - Direct students to take everything they will need with them for the day until their departure from the Faire, including lunch, change of clothing, jackets, etc. Once inside the Faire, students may leave only if accompanied by a chaperone. A guard is posted at the Front Gate.

LEAVING THE SHIRE AT THE END OF THE DAY - When your group is ready to leave the Shire for the day, please meet somewhere other than the Front Gate area to keep this area free of crowd congestion. We advise you to meet in the grassy picnic area near the Gaming Glen Games before proceeding to the buses. (Students will be allowed to leave the grounds un-chaperoned after 2 PM to go to the buses.)

FILM RIGHTS - All film rights are reserved. Commercial use of photos, video or audio tapes made at the Pennsylvania Renaissance Faire without the express written consent of the Faire is strictly prohibited.

EXTRA \$\$\$ - Foods, games and crafts are additional expenses. All stage shows, scheduled competitions and demonstrations are included in the admission price.

THEATER ETIQUETTE

Practicing these guidelines will assist all students in having the best possible theater experience on a Faire day. Stage Monitors will be in attendance at some of the shows to help seat students and keep things organized. These monitors will rely upon the chaperones to take their duties seriously and offer assistance, if needed. Although the Faire is a high energy outdoor event, following these guidelines can help make the day enjoyable for everyone.

Please review the following guidelines with your students!

The Faire staff thanks you for your cooperation.

When you attend a theatrical performance, certain things are expected from both the actors and the audience. Just as you would be annoyed if someone seated near you was chatting throughout the entire performance, you would likely be as shocked if an actor suddenly broke character, pointed to you, and yelled, "Look at that haircut!" Certain things are expected of you as a member of the audience. Please follow the guidelines below when attending the shows at the Faire:

1. **Be prompt.** Late arrivals are distracting.
2. **Talking should be saved for after the show.** Chaperones (even chaperones from other schools) have been instructed to reprimand students and Faire staff has been instructed to detain students until the Registered Educator is notified by phone and arrives to take responsibility for the student for the remainder of the Faire day.
3. **If you are waiting for the next show, be respectful of those in the audience area who are watching the current performance.** If you are not interested in the show that is currently on stage, those who are watching are. Remain quiet and respectful. While everyone recognizes that the Faire takes place on a 35-acre site and it is difficult to maintain quiet in the great outdoors, we ask that everyone strive for as much quiet as possible in the seating areas.
4. **Once the action has begun, remain seated until the end of the show.** If you must leave the audience area, please do so as quietly and as quickly as possible.
5. **Cat calls or heckling, are never appropriate.** If you wonder if a certain response is appropriate, it probably isn't. Even obvious expressions of appreciation are not always appropriate.
6. **Respect the performers when you meet them on the streets of the Shire.** DO NOT touch props, costume pieces or stage weapons carried by a performer. The characters are happy to show you any piece of costume or prop they are carrying. Just ask! Remember that the characters are portrayed by actors who are real people and deserve respect.
7. **Heed warning signs.** Some stages are called "hot sets" and are wired with special effects that may be dangerous. Respect the signs and remain off the stages and stay away from backstage areas.
8. **Please clean up your area after the performance.** Do not leave garbage behind for the next audience. (This pertains to eating areas as well.) Remember, you attend a show to enjoy yourself - and so does everyone else in the audience.

APPROPRIATE DRESS

DRESSING FOR THE FAIRE

ATTENDING THE FAIRE IN COSTUME - All are welcome to dress in period costume! In fact, it will serve to enhance students' Faire experience. The Shire folk will be able to easily identify with costumed students and the doors of interaction will be opened! Costumed students may be chosen to participate in the Human Chess Match as human chess pieces! Costume Construction Guidelines (pg. 12) are contained in this Study Guide.

DRESS DOWN FOR THE DAY - If you are not coming in costume, please dress for the outdoors - no heels, mini-skirts, dresses, etc. "School Days" take place outdoors and we are subject to the elements!

BRING A JACKET - Even if the day begins warm, it is not uncommon for the weather to turn cool on these fall days.

ADMISSION WRISTBANDS - It is mandatory that all students wear a Faire provided Admission Wristband. Please be sure students are wearing a wristband before they proceed to the Front Gate.

SCHOOL COLORS - If you do not wish to attend in costume, we encourage each school group to wear school jackets, t-shirts, sweatshirts or school colors. Common colors allow Faire staff to identify a school quickly in case of an emergency.

"REIGN" OR SHINE! - Remember we are a "Reign" or shine event. Come prepared for the day's weather. The scheduled performances will change only for the safety of the performers or the animals in the shows.

ADDITIONAL COSTS

THE GAMES ON THE FAIRE GROUNDS

In the tradition of Pillaging Pyrates, the proprietors of the Gaming Glen offer adventuresome faire goers many games of skill with which to test their athletic prowess. The cost for each game ranges from \$1.00 to \$3.00.

Other rides, games and activities on the Faire grounds include: The Maze, Hypogriff, Crow's Nest, Ship Swings, Wild Boar, Face Painting, Tarot Card Reading, Chakra Balancing, Mad Tom's Wreckroom, The Dungeon Museum of Medieval Torture, Hand Waxing, Gem Panning, Candle Dipping Hair Braiding, and Elephant Rides at various prices.

Test of Strength, Dart Throw, Pyrate Plinko, Fish Bowl, Flying Frogs, Archery, Star Throw, Axe Throw, Knife Throw, Crossbow and Quintain are all available in the Gaming Glen

ROYAL KITCHENS

Sir William's Hall – served with baked beans, potato wedges and 16 oz soda

Smoked Beef Brisket Sandwich - \$8

Smoked Carolina Pork Sandwich - \$7.50

House Made Bacon - \$6

Bosun Pete's

Chocolate Dipped Bananas - \$3.50

Chocolate Dipped Cheesecake - \$5

Water - \$3

Feile – the Celtic Kitchen – All sandwiches include a 16 oz soda

Tiger Pie (chicken or beef) - \$7

Peter Piper's Produce Patch –

Grilled Chicken Salad - \$7.50

Mixed Green Salad - \$5.50

Seven Grain Salad - \$6.50

Smoothies – 16oz cup - \$5

Strawberry Banana, Pina Colada, Banana Split, Peach, Mango

Rustic Italian – meals include 16 oz soda

Cheese Ravioli - \$5

Spaghetti w/meat sauce & garlic bread - \$7

Buonarroti's Panetteria – all sandwiches served w/chips and 16 oz soda

Pepperoni Pizza Panini - \$7

Ham & Cheese Panini - \$7

Cheese Panini - \$7

Breadsticks w/Marinara - \$4

Potato Soup in Bread Boule - \$7 / Cup - \$5

Cauldron

Deep Fried Vegetables - \$5

Deep Fried Mushrooms - \$5

Deep Fried Brownies - \$6

Deep Fried Bananas Foster - \$6

Various Sodas: Knight's Ale, Pirate Grog, Root Beer, Birch Beer, Black Cherry, Cream Ale, Ginger Ale, & Grape

Die Deutsche Kuche – entrees include mash potato, sauerkraut, roll and 16 oz soda

Bratwurst - \$6

Kielbasa - \$6

Potato Pancake - \$3



New World Inn – all sandwiches include French Fries and 16 oz soda

Chicken Sandwich - \$6.50

2 Hot Dogs - \$6

Double Hamburger - \$7

Double Cheeseburger - \$8

French Fries - sm \$3 – lg \$5

Bread and Broth

Cup of Soup - \$5

Bread Boule of Soup - \$7

Broccoli, Potato, Chili

Wicked Pickle

Pickle on a Stick - \$2

Water - \$3

Scappi's – served with 16 oz soda

Cheese Pizza Slice - \$3

Pepperoni Pizza Slice - \$3.50

Whole Cheese Pizza - \$17

Whole Pepperoni Pizza - \$18

Nuts About You

Strudel

Roasted Nuts

Cheese Steaks

Beef or Chicken Cheese Steak
Portobello Sandwich
Pierogies
Birch Beer

Steak on a Stake

Steak or Chicken on a Stake
Pierogies
Birch Beer

A Knight's Ale

Ceramic Bottle - \$12
Ceramic Bottle Refill - \$1
32 oz commemorative Cup - \$8
Commemorative Cup Refill - \$1
16 oz Foam Cup- \$2
Swords - \$10
Sword Refills - \$1
Knight's Ale, Pirate Grog, Root Beer, Birch Beer, Black Cherry, Cream Ale, Ginger Ale, & Grape

Tutberry's Tuber Tavern

Irish Nachos - \$6.50
Small French Fries - \$3
Large French Fries - \$5

Peasant Bread

Funnel Cake
Peasant Bread
Frozen Lemonade

Ice Cream

Cones & Dishes
Milkshakes
Floats
Cotton Candy

Foolish Fryar

Chicken Nuggets w/curly fries & 16 oz soda - \$6
Mozzarella Sticks w/marinara - \$5
Curly Fries - \$4
Fried Mac and Cheese (5 pieces) - \$5

Dark Knight Café

Various Coffee Drinks - \$2 - \$5.50
Cinnamon Buns - \$4
Smoothies - \$5
Cappuccino, Almond Joy, Almond Mocha, Banana Strawberry, Mango

Queen's Confectionary

Gelato Cone - \$4.50 / Cup \$3.50
Giant Cookies - \$3.50
Skyscraper Cake - \$8
Whoopie Pies - \$3.50
Milk - \$2
Coffee - \$2

Sir Slushie

½ Yard - \$6
½ Yard refill - \$3
Swords - \$10
Sword Refill - \$3

Witch's Hat

Fudge and Chocolate dipped items - \$2 - \$7

Public House – all entrees include 16 oz soda

Chicken & Chips - \$6.50
Fish & Chips - \$7
Scotch Egg - \$3.25



Ceili's Kettle Corn

Fresh Popped
Kettle & Popcorn
Fresh Squeezed
Lemon, Lime & Orange Ade

Six Knights

Turkey Legs - \$7.50

SHAKESPEARE'S LANGUAGE

Shakespeare's language is very different from modern day English, but if read out loud, the meaning becomes clear. The following quotes are some of William Shakespeare's more famous passages. Read these quotes and then "translate" them into modern day English, using slang and modern grammar.

What does it mean?

Romeo & Juliet: The Prologue

1. Two households both alike in dignity
- Two families - the Montagues and Capulets, are of equal stature and respect.
2. In fair Verona, where we lay our scene
- This is in the fair city of Verona, where our play begins.
3. From ancient grudge break to new mutiny
- From an ancient quarrel that probably no one remembers how it started, began fighting again.
4. Where civil blood makes civil hands unclean
- And this is where the citizens fighting and bloodletting makes their hands unclean. In other words...everyone's guilty of this bloodshed.
5. From forth the fatal loins of these two foes
- Now, from the parents of these "warring" families.
6. A pair of star-cross'd lovers take their life,
- A teenage couple with bad luck accidentally commit suicide.
7. Whose misadventur'd piteous overthrows

- Their misadventures lead to this tragedy.

Try These On Your Own!

Mark Anthony (Julius Caesar IIIii)

Friends, Romans, countrymen, lend me your ears!
I come to bury Caesar, not to praise him.
The evil that men do lives after them.
The good is oft interred with their bones;
so let it be with Caesar.

Valentine (Two Gentlemen of Verona)

Cease to persuade, my Loving Proteus:
Home-Keeping youth have ever homely wits.
Were't not affection chains thy tender days
to the sweet glances of thy honour'd love.

Juliet (Romeo and Juliet IIIi)

O Romeo, Romeo, wherefore art thou Romeo?
Deny thy father and refuse thy name;
Or, if thou wilt not, be but sworn my love,
And I'll no longer be a Capulet.

USE THESE PHRASES UPON THE SHIRE

AYE-- Yes.
NAY -- No.
GOOD DEN - Good day.
GOOD MORROW - Good morning.
HARK - Listen.
BUT SOFT! - Ssh!
BY MY TROTH -- I swear.
PRITHEE -- I pray (beg) you. Please.
NOT A WIT -- Not a bit!
ALAS AND ALACK -- *sigh*.
FIE ON THEE -- Shame on you!
I MARVEL MUCH AT -- I'm surprised at!
HOW SAY YOU SIR? -- What?
COME THOU HITHER -- Come here!
I COME ANON -- I'll be there in a minute.

HAIL AND WELL MET -- Hello!
I AM PARCHED AND IN NEED OF VICTUALS
-- I'm thirsty and hungry!
SEE THEE ANON-- See you later!
THANK THEE -- Thank you.
HOW FAREST THOU? -- How are you?
FARE THEE WELL -- Goodbye.
WHAT BE THY TITLE? -- What is your name?
WHAT BE YOUR PLEASURE? -- What would you like?
WHITHER GOEST THOU? -- Where are you going?
WHAT AILS THEE? -- What is the matter?
HOW STANDS THE HOUR? -- What time is it?
TIS TWIXT FIVE AND SIX -- It's 5:30.
WHERE BE THE PRIVIES? - Where is the restroom?

**And – Whenever a villager cries “God save the Queen.”,
be certain to respond by shouting
“GOD SAVE THE QUEEN!”
or fear for your head!!**

BASIC COSTUME CONSTRUCTION

Building Renaissance costumes can be fun, frustrating, challenging and addictive! They can also be time-consuming and expensive. Here at the Faire, we plan on 40 hours to make a court dress (80 hours for the Queen) and between \$50.00 for a peasant to \$500.00 for a jeweled court costume. However, there are shortcuts you can take and techniques you can use which we cannot because of the wear involved on Faire costumes.

Starting With Ready-Made: Prom dresses can be transformed into Renaissance dresses. Go for the basic V-shaped waistline. Be sure it goes to the floor and remove cute puffed sleeves. Add a stomacher, long sleeves (maybe an underskirt), some trim, a matching hat and Voila! A square neckline helps too.

Sweat pants: Yes, plain old gray sweats are OK when the legs are wrapped to the knee with thongs and the top is covered by a long, blousy shirt. Belt the shirt and you're on your way!

Become familiar with your local thrift shops: You can find Indian cotton shirts and skirts for gypsies. Caftans go ethnic, if the base fabric is right. Watch for skirts and dresses to cut up for fabric, or tie the skirt around your neck for a cape. Old drab blankets, (especially those washed so many times they have felted) are wonderful for capes. Just cut a hole in the center for your head and round off the corners. Learn to look at clothes as raw materials rather than finished garments.

Practical Material: Stay in the 1480's - 1520's for upper and middle classes and back as far as 1400 for the lower class. Once you have decided on a basic style and class, you are ready to start thinking about fabric. Drapes, old coats, blankets and upholstery fabric are all good places to start. (Stay away from upholstery with foam or rubberized backing because it is a very uncomfortable fabric to wear). Remnants are often cheap and any flaws will add "character" to your costume.

Shoes: Depending on your character choice, one of these is appropriate. Chinese slippers are available in both men's and women's styles. Leather sandals work for lower classes. Boot tops can be made inexpensively from Naugahyde. It looks nice if topper and shoe are the same color.

Fastenings: These little details really make a difference. Watch out for obvious zippers. Use buttons (on shanks are best), hook and eyes, lacing (like shoe lace) and ties. Sleeves were tied into bodices, skirts onto underskirts, doublets onto pants. It's nice to add the ties even if pieces are really sewed together.

Anachronisms: Nothing screams 20th Century louder than high-tops. Other things to eliminate are watches, modern jewelry and glasses. Short sleeves, short skirts and zippers are too modern. No tie-dye please! Remember...these are suggestions to be more authentic, but are not mandatory for wearing a costume on School Day.

Other Choices: The English are not your only option. The French and Spanish also had their own distinctive styles. Remember too, the wide ethnic variety available. There were Gypsies, Arabs, Japanese and Russians. Specialty costumes could include physicians, teachers, and professional men who wore long gowns and distinctive symbols of their occupations. The occasional wizard is always welcomed, especially if he has researched astrological signs, runes and the four elements.

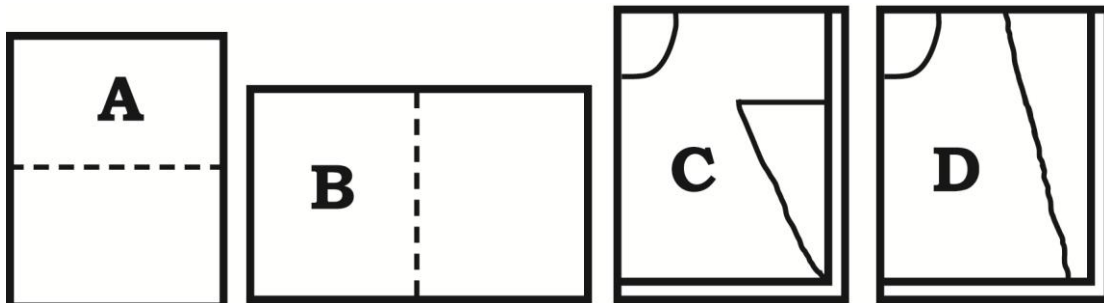
TUNIC AND CAPE GUIDELINES

TO MAKE A SIMPLE T-SHAPED TUNIC - The T will make a gown worn by Kings, Monks, Peasants, Noblemen, Bishops and Jesters

1. Have someone measure from your neck to your ankles. This measurement will give you one half of what you need for a long gown. (You need a front and back.) *For a costume with long sleeves your material should be 54" wide.
2. Lay out your piece of material and fold in half. **(Picture A)**
3. Fold in half from left to right. The fold should be on the left hand side of your material. **(Picture B)**
4. Have someone measure across your chest from under one arm to under the other. Add two inches and divide by two. This is your width.
5. Measure down 9" from the top and mark off the number of inches you need for width from the folded side. Make a line from this point to the hemline. The angle of this line will depend on whether you want a straight or angled T. Cut neck. **(Picture C)**
6. Make a line from the above point to the edge of the material (that is not the fold line) to form the sleeve.
7. Cut along lines and sew up under sides of sleeve and side of the gown.

TO MAKE THE CIRCLE - The circle will make long or short capes.

1. Measure for length. Start at the shoulder and measure down to where you want the cape to come. This is the length of your costume. Multiply by two to determine the length of material you will need. Your material needs to be as wide as it is long.
2. Lay out your square piece of material.
3. Fold in half from top to bottom, then from left to right. The fold should be on the left hand side of your material.
4. Starting at the folded corner (top left) lay your tape measure diagonally across your material and mark your length.
5. Measure and mark off the length in several places. This should make an arc on the raw side of your material.
6. Cut through all four layers of material.
7. Starting from the folded corner again, mark off a smaller circle for an opening for your head. Cut out the smaller circle.
8. Depending on what you are making, you may need to open the circle by cutting along one fold (only one fold - be careful not to cut all four layers of materials.)





The Faire Day

2013 Scenario

The year is 1588 and Her Majesty's favorite shire of Mount Hope is prepared for Her grande arrival. All is in readiness and the villagers are excited to welcome the Queen once again!

England itself is enjoying a period of peace and prosperity all due to Her Majesty. The country is experiencing a rebirth... a renaissance of theater and music, of art and dance and all shall be on display at Mount Hope!

But even as things at home are wondrous, England does have turmoil just outside its borders. In Ireland, England is struggling with insurrection and a daily attacks on their ships and outposts. The proud and rebellious Irish people do not want to be ruled by England and are doing all they can to remind them of that fact.

Led by Red Hugh O'Donnell, the rebels are constantly striking at the English forts and taking their supplies. In response, Her Majesty has sent the tough, uncompromising Sir Richard Bingham as Governor. It is his task to put an end to the rebellion and to quell the uprising... by any means at his disposal. He has swept through Ireland with an iron fist. And even though he has been somewhat successful, he has also emboldened the rebellion even more.

As a surprise to Her Majesty, He has returned to England with a present for the Queen. He has managed to capture Red Hugh! Triumphantly, he presents the thorn that has been in the Queen's side. Her Majesty is shocked and surprised at this "gift" and publicly announces that this will be the end of the issues that are in Ireland.

But a greater force is on its way to Mount Hope; one that can change the courses of England and Ireland's history. For as strong as Red Hugh is, there is an even more powerful and legendary figure that has been fighting for Ireland's freedom. The Pirate Queen, Grace O'Malley is coming to state her case!

A day of great, but uniquely different cultures clash upon the Shire of Mount Hope. Ireland and England will meet head to head in what is sure to be an action packed day! Pirates galore, English and Irish Lords and Ladies, villagers and craftsman, all welcoming the Queen, will await the outcome of the day's festivities! God Save the Queen!

JR/SR High School Day 2013

	Bosworth Battlefield	Mud Pit	Harlequin Stage	Boardshead Inn	O'Walley's	Swashbucker	Globe	Chess Arena	Endgame	Sir Jacob's Garden	The Rose
9:00							Queen's Court				
9:30	Question and Answer with the Knights			Giacomo the Jester			Shakespeare's Lovers		The Royal Falconer	Pastimes: Bagpipes and Hurdy-Gurdies	
10:00		Mudbegging 101	Circus Stella	The Amazing Alchemy and Impossible Inventions of Doc Voiz (45 min)	Jamison the Juggler	Sir Isaac Fawlkles			Fool Hearty's Magic Show		The Royal Jester's Children's Show
10:30					Empty Hats		Renaissance Music Competition		Lord and Lady Ceremony		Super Fairy Tale Savers
11:00	Combat Joust					Fool Hearty's Fool School			The Royal Falconer	Pastimes: Renaissance Winds	
11:30		Mudbegging 101	Circus Stella	The Amazing Alchemy and Impossible Inventions of Doc Voiz (45 min)		Who's Jest	Theatre Competition		Opps! Comedy Knife Throwing	Group Photos	Super Fairy Tale Savers
12:00								Chess			
12:30					Empty Hats	Improv, Improv, Improv			The Royal Falconer		The Royal Jester's Children's Show
1:00		Mudbegging 101		The Hysterical Hypnosis and Mental Mysteries of Doc Voiz (45 min)	Jamison the Juggler	Sir Isaac Fawlkles	Queen's Lineage				
1:30			Circus Stella		Renaissance Sing-a-long		A Royal Interview		Fool Hearty's Untrained Dog Show	Pastimes: Renaissance Strings	
2:00	Bosworth Field: Ultimate Joust										
2:30	Globe Stage Finale in Song										

School Days

PENNSYLVANIA RENAISSANCE FAIR



Stages

1. Bosworth field
2. Children's Discovery Garden
3. Boarshead Inn Stage
4. Sir Jacob's Garden
5. Mud Pit Stage
6. Globe Stage
7. Chessboard Stage
8. Endgame Stage
9. Rose Stage
10. O'Malley's Stage
11. Darlequin Stage
12. Swashbuckler Stage

Points of Interest:

- A. Photo Opportunity
- B. Informiestress (Cost & Found)
- C. Beraldry Poster Competition Lunch Storage

- ATM
- First Aid
- Restroom
- Scenario Show

Show Descriptions

Storyline Shows

Queen's Court – The day begins with pomp and glorious fanfare as Her Majesty, Queen Elizabeth I is welcomed to the shire of Mount Hope. But there are pirates afoot as Grace O'Malley makes an appearance!

Human Chess – Her Majesty, Queen Elizabeth and the Pirate Queen, Grace O'Malley square off in this “friendly” game of Chess. The stakes are high as these two powerful ladies vie for control of the game. Cheer as the characters take up arms on the life-sized Chessboard and defend their squares.

Combat Joust – Irish and English meet on Bosworth Field to determine which Knight will ride for their side as this competition turns “explosive”. Lances and shields, swords and explosions... all will play a part in this stunt spectacular! Come and root on your favorite as they meet head to head.

Ultimate Joust – Your heart will beat faster as the horses and their riders increase speed to meet in a spectacular clash of metal and wood! The crowd roars...Experience for yourself the most wondrous of all spectacles – The Ultimate Joust! ‘Tis something you must see to believe!

Finale in Song – Join the Queen, Nobility, Pirates and Villagers as they all come together to revel in the day's festivities! You will laugh, dance, sing and clap along to the music and merriment that marks a fond farewell to the day! There may even be some surprises at this unforgettable conclusion to a glorious day! Miss it not!

Faire Stage Shows

Whose Jest Is It Anyway? – The Haves and the Have Nots face each other in a no holds barred, laugh filled, improvisational comedy show! Bring your suggestions as these village jokesters are prepared to put them to good use! No two shows are ever the same...thankfully!

Pub Sing – Village musicians gather for an informal musical get together that you should not miss! Your favorites pop in for a song or two as Demetrius the Minstrel, Rowan and the Rose and a cavalcade of others will tickle your musical fancy. Grab a friend and sing along!

Scallywags – The Faire's newest singing sensation, The Scallywags, will have you singing like a pirate quicker than you can say...”ARRRRGH”! These lovely lasses of the high seas are bound to steal your heart and treasure as they sing about life on the wild ocean.

Shakespeare's Lovers – Aah, love is in the air... And on stage, as some of Shakespeare's most sweet and charming love scenes are brought to life by the villagers. Come and bask in the charming glow of eternal love brought to you as only the bard can!

Renaissance Sing-A-Long - Come to Swashbuckler stage and join the Shire musicians in an interactive music workshop, learning an actual song to be performed at today's Finale. Learn the song and mayhap you will join the villagers upon the Globe stage to sing with them for the Queen!

Queen's Lineage - Who is our Good Queen Elizabeth? How did she inherit the Throne of England? Who has threatened the Crown and why? Stay tuned for a rapid, and comical, lesson in English Tudor history.

A Royal Interview – A Royal Press Conference to remember. The interview of a lifetime with Queen Elizabeth and Her court.

Children's Shows

The Royal Jester's Show - Have you ever wondered what it would be like to be the life of the party? Or to be called upon to make a Queen laugh? Learn all about the skills from the Queen's Jester, Whippoorwill, herself!

The Super Fairy Tale Players – present “The Case of the Mind Eraser” today. Join in on the merriment as only the Renaissance Faire can do, with this original audience participation fairy tale. Your children will love to see and hear this story unfold...and you will too!

Pre-Registered Shows and Competitions

Renaissance Music Competition - Pre-registered students of the musicals arts gather to compete for awards and the favor of Her Majesty.

Theater Competition – Enjoy the talents of your peers as pre-registered students from near and far compete in the most favoured Shakespeare Theater Competition in the Realm.

Lord and Lady Ceremony – Pre-registered squires and ladies receive Royal Titles from Her Majesty, Queen Elizabeth, for deeds befitting the titles She doth bestow upon them.

Group Photos - Pre-registered groups gather to have their photo taken with the magic black box to present to their local newspaper for publication. See the Forms Section for the Photo Opportunity Form.
Improv, Improv, Improv – Hoot, holler and learn the art of improvisation!

Independent Performers

Mud Squad: Mudbegging 101 - “Splash Zone” seats optional at the raucous shows that prove children should stay in school!

Sir Isaac Fawlkes: Master Magician - Not your usual idea of a magician. Sir Isaac Fawlkes combines outrageous comedy and unusual magic to create a hysterical show that leaves audiences in tears of laughter

Royal Falconer - Sir Henry Cary, the Master of the Mews, brings to life the days of when hunting with birds of prey was the true sport of Kings.

Fool Hearty - Fool Hearty shows are family oriented but funny for people of all ages. Beautifully costumed with well-developed characters, they are both a great photo opportunity and a memorable experience for everyone!

The Hysterical Hypnosis and Mental Mysteries of Doc Voltz - Doc Voltz is a comedy stage hypnotist and mentalist who has been entertaining crowds on television, at colleges, on cruise ships, in theaters and for corporate clients for over 20 years. He has won international awards for both his on-stage mysteries and his hypnosis show.

Giacomo The Jester – Giacomo is son of Zampano, jester to the duke Orsino and of Gelsomina, a peasant woman from the surrounding area. He grew up learning the trades of both his parents - the arts of sorcery, juggling, ropewalking and storytelling, and a love of music and song.

The Amazing Alchemy and Impossible Inventions of Doc Voltz - starring world champion magician Larry Voltz - as a time-traveling inventor, magician and medicine man. His magical inventions involve steampunk-style chemistry experiments and machinery that levitates, teleports, time travels,

transmogrifies, turns invisible, titillates and inspires laughter and wonder.

Empty Hats - Giacomo The Jester, Looney Lucy, Demetrius the Minstrel and Lady Elizabeth are full of energy with amazing music and high spirits.

Pastimes – a medieval/renaissance music consort formed with the purpose of exploring and performing music and dance from the Middle Ages to the Renaissance. Pastimes perform on authentic period instruments, and in historical costume. Featured instruments include strings (lute, violas da gamba, medieval fiddle, renaissance guitar), winds (recorders, krummhorns, cornemuse, dulcian, shawms, pipe and tabor, gemshorn, and the ever popular screaming pipe), drone instruments (variety of historical bagpipes, hurdy gurdy), and odd percussion instruments.

Circus Stella – Circus Stella is a one ring family circus featuring husband and wife performance team Dextre Tripp & Jayna Lee and their performing puppies, Stella, Adrian, Louise, & Rozi. All of the dogs featured in the show are mixed breed rescue dogs from various humane societies.

Jamison the Juggler - Jamison the Juggler has been juggling since age 12. Since age 17 he's performed for thousands of audiences across the Northern Hemisphere. This comedy juggling show has a healthy mix of fire, knives, and complete nonsense.

GAMING GLEN GAMES HISTORY

Playing the games at the Faire can be a valuable way to experience everyday activities of the typical citizen. Each game is based upon either a true weapon of the time or derived from the beliefs or superstitions of the period. Printed historical information will be available to educators and students at the Gaming Glen Games area only.

ARCHERY: English armies for centuries won their great victories by the skill of their archers. England continued to rely on archers well after other countries had begun to use firearms. Queen Elizabeth insisted on all the citizens of the realm practicing archery. On Sundays and holy days when they were not at work, people were to practice archery, which would be useful in wartime, and not take part in any game or activity which competed with archery.

CROSSBOW: Crossbows were the popular weapon of the gentry used not only in war but for hunting. Queen Elizabeth used a crossbow to hunt deer and other game. There was a complaint by Parliament during the Tudor age that the popularity of the crossbow was part of the decline in the skill of archery and that people were making it unlawful to possess a crossbow unless you owned land worth one hundred pounds a year.

STAR THROW: Throwing weapons have been used since prehistoric man hurled stones. With the development of metal came many sizes and shapes of small throwing devices. The eight points of this weapon from the orient insured its success in penetrating the victim. The Elizabethans would probably have acquired it from capturing an eastern pirate vessel.

AXE THROW: Axes were used by seamen to climb the high wooden sides of larger vessels they boarded. On deck, the axe was used to cut down sails - a single blow could cut through ropes as thick as a man's arm. Axes have been used in battle by most cultures since prehistoric times. Of course, in Elizabethan times they were also used in executions. Elizabeth had her enemy Queen Mary beheaded with an axe.

KNIFE THROW: Daggers and knives were popular Elizabethan weapons because they could easily be concealed and were good for fighting below ship deck or any area too small for swords. They were also used for stabbing food at meals because forks were not yet common.

QUINTAINE: Jousting was a major event and the gentry were expected to be skilled on horseback with the lance and to joust in the tilt yard on holidays and at festivals. Knights practiced tilting on the quintaine because horses were not always available. Another sport was called riding at the ring. A ring only a few inches wide was suspended on a thread and the rider at full gallop had to put his lance through the ring. The Gaming Glen quintaine suspends the ring from a dragon's mouth.

DART GAME: The wheel of fortune used as the dart target was a recurring Renaissance theme. Elizabethans were highly superstitious and believed in astrology. One of the dart boards uses the signs of the zodiac as targets and the other uses mythological beasts. The Book of Beasts, or Bestiary, was the second most read book after the Bible. Elizabethans truly believed in unicorns, mermaids, dragons and other fantastic creatures. At the dart game you can see and hear about beasts like the mantichora, the lamia, and the boar.

Though students will attend the Faire on a fun "festival" day, the fact remains that the times of Elizabeth I and those surrounding her were also times of uncertainty, brutality and violence. The Faire does address these situations, but does not support or condone violence in today's society.

Reminder: The Gaming Glen Games are located on the northeast corner of the Faire grounds. Other games throughout the grounds are not associated with Gaming Glen, and money used to purchase tickets for the Gaming Glen games is not transferable to the other games on the grounds.

CRAFTSMEN DEMONSTRATIONS

It is excellent news indeed that many of the village artisans here this day are demonstrating their ancient crafts for all to enjoy. Many have scheduled special times throughout the day to exhibit and to answer questions from the assemblage.

Master Glassblower, Jason Klein has been a glass blower for over 12 years. Since earning BFA in fine arts, he has studied historical glass skills all over the country. His studies took him to the Corning Museum of Glass where he studied with their resident experts. Klein taught glassblowing for a year at Jacksonville University.

Behind the Globe Theatre, you will hear the clanking hammer of the Village Blacksmith. He has performed hundreds of demonstrations crafting everything from forks, spoons and cloak pins to swords, daggers and knives. He is most proud of the workmanship in his swords and daggers, which he has created for the Faire.

Always up to his elbows in “mud” is the Village Potter. A self-taught wonder of the wheel, he can usually be found working at his kick wheel at the new pottery booth between the Abbey Scriptorium and the Trial and Dunke stage.

SCHEDULED DEMONSTRATIONS

Historical Glassworks Demonstrations:

10:30 AM - Roman Glass

11:30 AM - Medieval Glass

1:30 AM - Renaissance Glass

- Emperor’s Needle: 9:00, 10:00, and 11:00- Explaining tanning and using leather
- Blue Thistle Pottery: Pottery throwing throughout the day
- Herb Garden & Apothecary: 10:00 & 1:00 - Herbs: History, Folklore
- The Imaginarium: Sculpture and puppet creation throughout the day
- The Rising Sun: Hand and Rose Waxing - 10:30 & 1:30
- The Lion’s Den: Constructing leather wares throughout the day
- Full Moon Candle Garden: Candle Carving and Candle Dipping throughout the day

Pastimes

Musicke for Sundric Occasions, Performed in Costume on Period Instruments



Pastimes Early Music Ensemble is a medieval/renaissance music consort that was formed in 1995 with the purpose of exploring and performing music and dance from the Middle Ages to the Renaissance. Our repertoire spans 300 years, from crusader songs to dances from Queen Elizabeth's court. Pastimes performs on authentic period instruments, and in historical costume.



Pastimes has performed in the mid-Atlantic and New England states, and Europe (Germany, Czech Republic, France, Switzerland). Pastimes appears regularly with the PA Renaissance Faire and at Medieval Fairs in Germany. Pastimes also provides presentations for school assemblies, medieval days, and educational "Show and Tell" events.



For school classes, we emphasize a lively, hands-on approach, presenting music in its historical and social context. We demonstrate live performance techniques on a range of authentic period instruments. Our extensive collection of instruments, which are rarely seen and less often heard, include strings (lute, violas da gamba, renaissance guitar), winds (recorders, krummhorns, cornamuse, dulcian, pipe and tabor, gemshorn, and the ever popular screaming pipe, not to mention the surprising rackett), drone instruments (variety of historical bagpipes, hurdy-gurdy), and odd percussion instruments.



Visit our website <http://pastimesmusic.weebly.com/>
And Facebook <http://www.facebook.com/pages/Pastimes-Music/210212522325703>



THE ROYAL FALCONER

Queen Elizabeth was an avid falconer who learned the love of the sport from her father, King Henry VIII.

Sir Robert Cary began his training in the sport of falconry in 2002 and now boasts the first historically accurate falcon show in the US. In the Royal Falcon show, the birds you will see include the Saker Falcon, European Eagle Owl, Auger Buzzard and others.

Have your students listen for the answers to these and many other questions regarding the Royal birds of prey and their modern-day cousins.

1. What is the number one killer of a bird of prey?
2. What service do these birds provide?
3. What can we do to help these birds?
4. How old is the sport of falconry?
5. Where does the Common Buzzard live?
6. Where does the Lanner Falcon live?
7. Where does the Eagle Owl live?
8. What are night time hunters called?
9. What are daytime hunters called?
10. What was your favorite bird or part of the show and why?



ANSWERS 1. starvation, 2. elimination of species that would cause disease and epidemics, 3. leave undeveloped land untouched, 4. 4000 years, 5. Europe, 6. Coast of Spain, Italy, Africa, Turkey, France and Portugal, 7. all over Europe, 8. nocturnal, 9. Diurnal

FINALE IN SONG LYRICS

Greensleeves

Alas my love you do me wrong to cast me off so discourteously, for I have loved you well and long delighting in your company. Greensleeves was all my joy, greensleeves was my delight. Greensleeves was my heart of gold and who but my lady greensleeves.

Your vows you've broken like my heart oh why do you so enrapture me. Now I remain in a world apart but my heart remains in captivity. Greensleeves was all my joy, greensleeves was my delight. Greensleeves was my heart of gold and who but my lady greensleeves.

I have been ready at your hand to grant whatever you would crave. I have both waded life and land your love and goodwill for to have. Greensleeves was all my joy, greensleeves was my delight. Greensleeves was my heart of gold and who but my lady greensleeves.

Thou couldst desire no earthly thing but still thou hast it readily. Thy music still to play and sing and yet thou wouldst not love me. Greensleeves was all my joy, greensleeves was my delight. Greensleeves was my heart of gold and who but my lady greensleeves.

'Tis I will pray to god on high that thou my constancy mayst see. And that yet once before I die thou wilt vouchsafe to love me. Greensleeves was all my joy, greensleeves was my delight. Greensleeves was my heart of gold and who but my lady greensleeves.

Ah greensleeves now farewell, adieu to god I pray to prosper thee. For I am still thy lover true come once again and love me. Greensleeves was all my joy, greensleeves was my delight. Greensleeves was my heart of gold and who but my lady greensleeves.

BEGGARMAN

CHANT:

I'm a little beggarman I am a beggarman
I'm a little beggar beggarman
I am a beggarman.
I'm a little beggarman I am a beggarman
I'm a little beggar beggarman
I am a beggarman.

I am a little beggarman and beggin' I have been for three score or more on this little isle of green I'm known from the liffey down to Segue and I'm known by the name of old Johnny Dhu. Of all the trades that's going I'm sure beggin' is the best for when a man is tired he can sit down and rest. He can beg for his dinner he has nothing else to do only cut around the corner with his old rigadoo

I slept in the barn right down at Caurabawn a wet night came on and I slept till the dawn with holes in the roof and the rain coming through and the rats and the cats they were playing peekaboo. When who did I waken but the woman of the house with her white spotty apron and her calico blouse She began to frighten and I said boo, aarah don't be afraid ma'am it's only Johnny Dhu!

CHORUS:

Deedle die, dle die dle diddle diddle dum,
diddle dum diddle eye diddle diddle diddle dum
Deedle die dle die dle diddle diddle dum
diddle dum diddle eye diddle diddle diddle dum

I've got the sky, I've got the road,
I've got the sky, the world is my home!

CHANT

I met a little flaxy haired girl one day
good morning little flaxy haired girl I did say
good morning little beggarman and how do you do with your rags and your tags and your old rigadoo. I'll buy a pair of leggings and a collar and a tie and a nice young lady I'll fetch by and by I'll buy a pair of goggles and I'll color them blue and an old fashioned lady I will make of her too

CHORUS

Over the fields with me pack on me back
Over the fields with me great heavy sack
with holes in me shoes and me toes peeping through
singing skinny-me-rink a doodle oh and
old Johnny Dhu I must be going to bed for be getting late
at night The fire's all raked and out goes the light So now
you've heard the story of me old rigadoo it's good bye
and god be with you
says old Johnny Dhu

I've got the sky, I've got the road,
I've got the sky, the world is my home!
I've got the sky, I've got the road,
I've got the sky, the world is my home!
I've got the sky, I've got the road,
I've got the sky, the world is my home!

SHIRE MERCANTS & VENDORS

1000 Oaks Barrel Company

628

Unique barrels made from American White Oak

The Aviary

265

Visit the onsite Aviary and have all your bird questions answered by our resident falconer

Beads and Ladies

235

Apparel & trimmings for the upper class

Casta Diva Designs

140

Exquisite fashions for all

Celtic Kettle Corn

422

Homemade Kettle Corn, Freshly squeezed Lemon and Limeade

Crone's Enchanted Cottage

315

Witchy Creations and Trinkets

Crystal Fantasy

136

Splendid crystal for lords and ladies!

Delighted Eye Gifts & Head Wreaths

317

Everything for home and garden and a whole lot more

Dungeon Museum

621

Marvel at the poor souls on display in the dungeon!

Enchanted Forest

324

Children's toys, wind spinners, soaps and more!

Archery Through the Ages

601

Archery demos and longbows

The Bath House

229

Honey inspired beauty products

Button Down the Hatches

118

Button Jewelry and Obscurities

Catskill Moccasins

424

Handcrafted Boots and Moccasins to fit your feet.

Centre of Energy

638

Reflexology, ear coning, massage, Reiki and more!

The Crown Jewels

307

Upscale jewelry and gemstones

Crystal Fineries

207

Renaissance clothing for lords and ladies!

Dragon Eye Creations

514

Masterful wood lathe art. You have to see to believe!

Emerald Castle Jewelry

303

Rings, necklaces, bracelets all for the weary traveler

Fairie Tailor

314

Hand-painted capes

As You Like It Clothiers

127

Handcrafted cloaks and more

Beaded Chic

611

Hand created art jewelry with semi-precious and precious gemstones. Lamp worked beads as well.

Captains Cannons

443

Show off your pirating skills at this unique Shire game

Celtic Artisans

428

Hand-crafted jewelry, original signed art & Celtic prints, and gifts.

Cheese Steaks

220

Beef or Chicken Hot off the Grill

Crows Nest

121

Enjoy a spin on the Shire crows nest!

Crystal Palace Gifts

321

Crystal sculptures of different shapes and sizes. Beauteous!

Dress Your Dreams

510

Clothing for all good gentles!

Emperor's Needle

429

Hand-crafted leather goods of all shapes and sizes

Fantasy Face Painting

520

Get artistic creations on thy face and be the talk of the Shire!

<p><u>Fascinations</u> 320 Everything fairies, dolphins, unicorns, and masks.</p>	<p><u>Fiona's Fineries</u> 646 16th century apparel for the weary traveler</p>	<p><u>First State Greyhound Rescue</u> 535 Rescued and adoptable former racing greyhounds!</p>
<p><u>Fleur Di Lis</u> 118 Specialty teas and tea related gifts</p>	<p><u>Forever Amber Jewelry</u> 522 Amber jewelry in abundance!</p>	<p><u>Fortune's Favor</u> 636 Tarot card reading and more for the curious traveller!</p>
<p><u>Fortune's Favor</u> 640 Tarot card reading and more for the curious traveller!</p>	<p><u>Freebird Jewelry</u> 343 Celtic & one-of-a-kind hand-crafted jewelry</p>	<p><u>Full Moon Ventures</u> 432 Celtic and Magical Delights</p>
<p><u>Hats by Rebecca</u> 318 Hats hats and more hats for every occasion</p>	<p><u>Henna Body Art</u> 520 Ornate and unique temporary designs</p>	<p><u>Herb Garden & Apothecary Shoppe</u> 255 Potpourri, lip balm, herbs, lotions, and incense!</p>
<p><u>Hippogriff</u> 538 Add a little swing to your Shire travels!</p>	<p><u>Historical Glassworks</u> 328 Glassblower on site and demonstrating. Beautiful glass wares</p>	<p><u>Horn Kiosk</u> 247 A set of horns to suit every personality!</p>
<p><u>Imaginarium Gallery & Museum</u> 259 Hand-sculpted puppet creations</p>	<p><u>Informistress</u> 201 Faire related gifts and sundries</p>	<p><u>Iron Intentions</u> 604 Blacksmith with iron products that astound</p>
<p><u>Iron Wolf Traders</u> 227 Cast iron home and garden decor, handmade journals, unique wares!</p>	<p><u>Isle of Man Wood Creations</u> 529 Hand-crafted art in wood. Bowls, plates, cups and more!</p>	<p><u>La Forge</u> 348 Swords made on the premise and other weapons and items</p>
<p><u>Lady Gwendolyn Costume</u> 326 <u>Rental Rates</u> Rent a costume and even get your picture taken in a costume</p>	<p><u>Laughing Dragon Pottery</u> 124 Pottery sculpted and created before your very eyes!</p>	<p><u>Leather Lair</u> 519 Handcrafted Leather clothing, jackets, vests and accessories for men and women.</p>
<p><u>Leatherheads Leather Art</u> 433 Truly unique leather fantasy art</p>	<p><u>Lion's Den Leather Crafters</u> 126 All manner of handcrafted leatherwork</p>	<p><u>Lords & Ladies Clothing</u> 310 Clothing for the 16th century lord or lady!</p>
<p><u>Mad Tom's Wreck Room</u> 650 You buy it, you break it! Choose from a variety of glassware, then smash it against a steel wall!</p>	<p><u>Medieval Gallery</u> 217 Swords, jewelry, clothing, piratical and more!</p>	<p><u>Mystical Realm Artisan</u> 312 Metal hair twisters and such</p>

<u>Mystical Realm Artisan Cart</u> 245 Metal hair twisters and such	<u>Merlin's Magic</u> 508 Everything magical and mystical on the Shire.	<u>Mither's Gaming Village</u> 100 Test your skills at Mither's Gaming Village
<u>Nature's Heirlooms</u> 316 Wondrous wares for all Shire visitors	<u>Nuts About You</u> 226 Freshly roasted Nuts, Strudel and Crepes	<u>O'Sullivan's Fur Shed</u> 617 Pelts, Hats and Bags...oh my!
<u>Oh My Goddess</u> 327 Unique, one of a kind gifts, specialties and finds.	<u>Olde World Trading Company</u> 526 Statuary and gifts from the Olde Worlde	<u>Outback Creations</u> 447 Gypsy Clothing and Accessories
<u>Pandora's Locks Hair Braiding</u> 640 Unique braids and twists to wear around the Shire	<u>Peasant Bread</u> 202 Funnel cake, warm Peasant Bread and Lemonade	<u>Perth Pewter</u> 431 Handmade figurines, bodice chillers, oil lamps and more.
<u>Pewter Shop</u> 527 A very wide selection of pewter.	<u>Pirate Ship Swings</u> 441 Sway to and fro at this unique Shire ride	<u>Pirate's Den</u> 531 Everything the pirate in you might need!
<u>Pirate's Fancy</u> 435 Pirate Corsets and Clothing	<u>Pirate's Treasure Ship</u> 404 Weaponry, piratical gear and so much more.	<u>Pottery of Yore</u> 533 Hand-crafted pottery
<u>Princessories</u> 610 Calligraphy, purses, bags and more for the Princess	<u>Queen's Creamery</u> 216 Premium Ice Cream, Milkshakes and Desserts	<u>Red Falcon Accessories</u> 203 Sculptures, feather work, tapestries and more.
<u>Red Falcon Adornments</u> 502 Leather adornments for lords and ladies	<u>Red Falcon Apparel</u> 634 Leather armour in abundance for the 16th century weary traveler.	<u>Red Falcon Armouries</u> 623 Leather armour in abundance for the 16th century weary traveler.
<u>Rising Sun Emporium</u> 300 Candles, soaps, waxed roses and more	<u>Royal Family Jewelry</u> 304 Silver adornments of all shapes and sizes.	<u>Royal Tee</u> 346 Faire related gifts, tees and more
<u>Saravasti's Call</u> 533 Gypsy clothing	<u>Sir Launch A Lot</u> 515 All types of launching devices and other fun wares	<u>St. George's Dragon Orphanage</u> 325 Anoles to take along home
<u>Steak on a Stake</u> 218 Beef or Chicken skewered for your pleasure	<u>Swashbuckler Souvenir & Cigar Shop</u> 439 Swashbuckler related gifts and cigars	<u>Swords and Shields</u> 323 Artistically decorated wooden swords and shields
<u>The Amazing Maze</u> 251 See if you can find your way out of the Maze!	<u>The Bee Folks</u> 209 All types of bee related products, plus a working bee hive	<u>The Fight Circle</u> 524 Challenge your friends to a duel in the Fight Circle

<p><u>The Rook and the Rose</u> 230 Copper roses and other unique wares</p>	<p><u>The Runery</u> 506 Wood turning demonstrations and gifts</p>	<p><u>Time Traveler</u> 618 Unique gifts for Faire goers of every age!</p>
<p><u>Tower of Steel</u> 307 Assortment of Steel Jewelry</p>	<p><u>Treasure Quest</u> 534 Gem mining, nature gifts, gem panning and more!</p>	<p><u>Utopia Armoury</u> 426 Chain mail and metal works</p>
<p><u>Waxed Hands & Roses</u> 300 Wax replicas of hands and roses to delight travellers</p>	<p><u>Wee Dragon</u> 200 Children's Costumes and accessories</p>	<p><u>Wild Boar</u> 249 Take a ride on the Wild Boar, if you dare</p>
<p><u>Wizard Duels</u> 605 Wizardry at its finest. Handcrafted wands and gaming packs.</p>	<p><u>Wolf Spirit Jewelry</u> 113 Hand-crafted jewelry</p>	<p><u>Ye Olde Cornhole</u> 648 Flavored Popcorn</p>
<p><u>Ye Olde Wizards and Dragons</u> 615 Fanciful fantastical statuary</p>	<p><u>Yourself Discovery</u> 630 Jewelry and crystal, silvery and hair adornments</p>	



School Day Competition/Participatory Events

The following pages contain a list of competitions and participatory activities. Participation is not mandatory, but groups must pre-register to participate. Competition results and awards will be available at the Informistress Booth after 1:00 pm.

RENAISSANCE MUSIC COMPETITION

Globe Stage - 10:30

In order to welcome more students into this wondrous showcase of talent, we have altered the competition to include musicians, as well as madrigal singers. Both musicians and singers will be judged on the same criteria. See below.

During this special segment of the Faire day, students will be invited to represent their school by performing a 16th to mid-17th century Madrigal or musical piece. Each group is limited to one song only. Groups must pre-register for this competition (Student Participation Form (pg. 46) is contained in this study guide in the Forms section)

Renaissance Music Competition Guidelines

- 1. Group Size:** Any group size is eligible for the competition, and will be judged according to size - Example: Is the entire group on key? Is the projection good for the size of the group, etc.? Soloists are also welcome. Indicate the size of the group performing on the Student Participation Form - Small Group (10 and under), Large Group or Instrumentalist.
- 2. Judging Criteria:** The Renaissance Music Competition will be judged on a range from one to ten in the following categories: **intonation** (accuracy of pitch), **clarity** (clarity of lyrics, notes, accuracy of pronunciation, crispness of sound), **blend** (quality of group's overall vocal/instrument tone and voice/instruments blend) **musicality** (creative and cohesive use of dynamics, tempo and phrasing) **difficulty** (suitability of the piece to the group, challenging, but not exceeding group's abilities), **presentation** (engaging stage presence, proper vocal posture, appropriate emotional investment). Whether or not the group is led by a director will be taken into consideration when awarding points.
- 3. Costumes:** Students are not required to wear costumes in order to perform, nor will costumed groups be awarded additional points. While the judges enjoy seeing costumes, it is more important to them to use the "best foot forward" concept and dress as one would to perform in front of an audience.
- 4. Live Performance:** All competitors must perform their piece live for the judges at School Days at the Faire. Recordings will not be considered for the competition.
- 5. Order of Performances:** Please indicate on Registration Form which category your group will be participating in so they will be placed in the correct category. Judges will determine the order of performance.

LORD AND LADY CEREMONY

ENDGAME STAGE AT 10:30 AM

During a special ceremony, the Queen will bequeath knighthood and ladyship to one male and one female representative of your school for noteworthy accomplishments (i.e. academics, athletics or the arts). The honored knight and lady will be brought forward during the ceremony where their name and accomplishment will be proclaimed and their school identified. They will then be granted their title in a special ceremony and presented with a commemorative parchment.



Her Majesty welcomes and new Lord and Lady

Participants of the ceremony should take a seat near the front of the audience area. They will be called to the stage and have their achievement ready for Her Majesty by a member of Her Court.

Your students must be registered no later than **TEN BUSINESS DAYS PRIOR** to the Faire date in order to participate in the ceremony. The Student Participation Form (pg. 46) is located in the Forms section of this Study Guide. Remember to state the accomplishments of the students chosen as representatives of your school.

A ROYAL INTERVIEW

1:30 AT THE GLOBE STAGE

After viewing Queen's Lineage to learn more about Her Majesty's family, remain for A Royal Interview, a "town forum" where students will have an opportunity to ask their own questions. As many questions as possible will be answered, but there may not be time to answer every question.

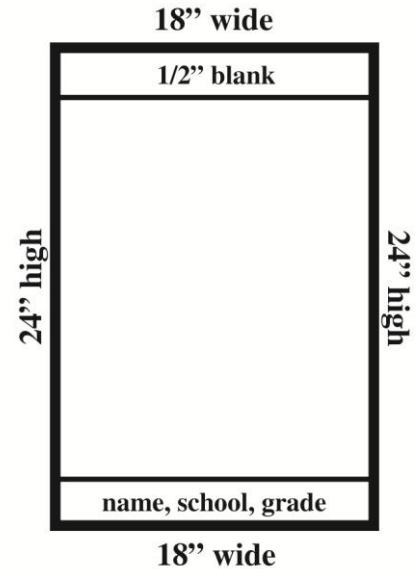
Indicate on the Student Participation Form (pg. 46) if your school will be participating in "A Royal Interview".

POSTER COMPETITION

Students are invited to try their hand at an original art/marketing poster for the Faire, and should incorporate some of the prominent themes of the Faire into the design of the poster. Entries will be disqualified if they do not meet the following requirements.

Competition Guidelines:

1. Overall Poster Size: 24" high by 18" wide. POSTERS MUST BE VERTICAL!
2. Any paper stock can be used or poster board.
3. Acceptable Types of Media that can be used: water colors, oils, pastels, tempra, acrylics, colored pencils, applique, etc. PLEASE DO NOT USE COMPUTER GENERATED GRAPHICS.
4. The poster's theme is to be centered around the joust, music, theatre or romance. Pick one topic and make that the overriding message of your poster.
5. The poster must incorporate the words "Pennsylvania Renaissance Faire" and a marketing slogan of your choice into its design.
6. Judging Criteria: Posters will be judged on overall creativity, difficulty, originality and design. Posters will be judged by grade level. The Faire reserves the right to combine judging of grade levels if there are not enough representatives from a particular grade level to warrant a competition.
7. Work must be completed entirely by one student. ONLY ONE poster per school and grade can be entered into the competition.
8. Posters should be covered in plastic to protect against the elements. The Faire assumes no responsibility for the poster while on display or left behind after the day's end. Posters can be taken from the poster display area after 1:00.
9. The top 1/2" of the poster should be left blank to allow the poster to be hung for display.
10. Student's name, school and grade level must be displayed on the bottom 1/2" of the poster.



SUBMIT POSTERS AT REGISTRATION TABLE ON THE DAY OF YOUR FIELD TRIP. POSTERS CAN BE PICKED UP AT THE DISPLAY AREA AFTER 1:00 PM. THE FAIRE ASSUMES NO RESPONSIBILITY FOR POSTERS LEFT BEHIND AT THE END OF THE DAY. RESULTS AND AWARDS WILL BE AFIXED TO THE POSTERS AND CAN BE PICKED UP AFTER 1:00 PM.

THEATER COMPETITION

GLOBE STAGE - 11:30 AM - sign in with Faire staff at the stage.

Two esteemed staff members will judge the Theater Competition. Copies of the judges' scoring sheets will be available for pick up after 1:00 at the Informistress Booth.

Only one entry per school. Schools must register by completing the Student Participation Form (pg. 46) from the Forms section of this Study Guide and returning it to the Faire offices TEN BUSINESS DAYS PRIOR to the day of the visit.

The scene must be a classical piece by an author prior to the 1700's. No modern pieces please.

Each group must have a representative announce the school name and the title of the performance piece leading into the group's performance.

Performances will be limited to five minutes. A stop watch will begin immediately following the group's introduction. Performances will be stopped at the five minute mark.

Students should be dressed in costumes (if any are used) before checking in at the competition. There are no changing rooms available except for the public privies.



Student perform their Theater Competition Piece

Props are permitted, but there will be NO time allotted to set the stage. Any set up must occur during the group's introduction. Remember, performances are limited to five minutes.

In the event of a tie, the winner will be decided by the highest score obtained in Overall Execution.

Theater Competition Judging Criteria - Performances will be judged on a scale of one to ten on the following:

Scene Cutting
Costumes
Physicality
Vocal Clarity

Storytelling
Blocking
Group Ensemble
Overall Execution

RENAISSANCE SING-A-LONG

O'MALLEY'S – 1:30pm

Renaissance Rounds

The Renaissance Sing-along will focus on a song form that was very popular during Elizabethan times: the round. Students will learn a brief history of the round and what sets it apart from other forms of music. They will then learn a few examples of rounds which they can sing themselves.

The exact rounds will vary depending upon the age level, but the two rounds below will be included in all workshops. The first is a modern round, one that most students should be familiar with, “Row, Row, Row Your Boat” will help show students how a round works. The next tune, “Heigh-Ho, Nobody Home,” was a popular round of the Renaissance era.

Row, Row, Row Your Boat

Voice

Row, row, row your boat, gently down the stream.

Voice

Mer-ri-ly mer-ri-ly mer-ri-ly mer-ri-ly, life is but a dream!

The musical notation for "Row, Row, Row Your Boat" consists of two staves. The first staff is labeled "Voice" and contains the melody for the first line of the song. It features a treble clef, a key signature of one flat (B-flat), and a 3/4 time signature. The melody is: C4 (quarter), D4 (quarter), E4 (quarter), F4 (quarter), G4 (quarter), A4 (quarter), B4 (quarter), A4-G4 (beamed eighth notes), F4 (quarter), E4 (quarter), D4 (quarter), C4 (quarter). There are three triplet markings above the notes: the first triplet covers the first three notes (C, D, E), the second triplet covers the next three notes (F, G, A), and the third triplet covers the next three notes (B, A, G). The lyrics "Row, row, row your boat, gently down the stream." are written below the notes. The second staff is also labeled "Voice" and contains the melody for the second line. It features a treble clef, a key signature of one flat, and a 3/4 time signature. The melody is: C4 (quarter), D4 (quarter), E4 (quarter), F4 (quarter), G4 (quarter), A4 (quarter), B4 (quarter), A4-G4 (beamed eighth notes), F4 (quarter), E4 (quarter), D4 (quarter), C4 (quarter). There are six triplet markings above the notes: the first triplet covers the first three notes (C, D, E), the second triplet covers the next three notes (F, G, A), the third triplet covers the next three notes (B, A, G), the fourth triplet covers the next three notes (C, D, E), the fifth triplet covers the next three notes (F, G, A), and the sixth triplet covers the final three notes (B, A, G). The lyrics "Mer-ri-ly mer-ri-ly mer-ri-ly mer-ri-ly, life is but a dream!" are written below the notes.

Heigh-Ho, Nobody Home

Voice

Heigh - ho, no - bo - dy home, meat nor drink nor

Voice

mon-ey have I none. Yet, I will be mer - ry, ve - ry mer - ry

The musical notation for "Heigh-Ho, Nobody Home" consists of two staves. The first staff is labeled "Voice" and contains the melody for the first line. It features a treble clef, a key signature of one flat (B-flat), and a 3/4 time signature. The melody is: C4 (quarter), D4 (quarter), E4 (quarter), F4 (quarter), G4 (quarter), A4 (quarter), B4 (quarter), A4-G4 (beamed eighth notes), F4 (quarter), E4 (quarter), D4 (quarter), C4 (quarter). There are two boxed labels: "Entry One" above the first note (C) and "Entry Two" above the eighth note (G). The lyrics "Heigh - ho, no - bo - dy home, meat nor drink nor" are written below the notes. The second staff is also labeled "Voice" and contains the melody for the second line. It features a treble clef, a key signature of one flat, and a 3/4 time signature. The melody is: C4 (quarter), D4 (quarter), E4 (quarter), F4 (quarter), G4 (quarter), A4 (quarter), B4 (quarter), A4-G4 (beamed eighth notes), F4 (quarter), E4 (quarter), D4 (quarter), C4 (quarter). There is one boxed label: "Entry Three" above the eighth note (G). The lyrics "mon-ey have I none. Yet, I will be mer - ry, ve - ry mer - ry" are written below the notes.

HERALDRY COMPETITION

During the Middle Ages and Renaissance periods, noble knights fought covered from head to toe in chainmail or steel plate for protection. Often they could not be recognized when in armor, so they adopted the “Coat of Arms” for their clothing and shields to be readily identified on the field of battle and at tournaments. The Coat of Arms, or Heraldry as it is also referred to, is a visual language that was originally used to identify warriors. To distinguish himself from the others, a knight would choose a specific symbol and color, which he wore on his shield. These coats were passed down from one generation to another.

Today, many individuals researching their ancestry will find a Coat of Arms with their family name and adopt it as their own.

HERALDRY COMPETITION GUIDELINES

Students are encouraged to participate in the Faire’s Heraldry Competition. The Heraldry Competition allows your students to work together to create a Coat of Arms that best represents their school. These Coats of Arms are displayed at the Red & White Tent adjacent to the Chess Board during your visit to School Days at the Faire and awards are presented to the most artfully and thoughtfully created shields.

In class, instruct your students to identify characteristics, mottos, accomplishments, etc. of your school. List these items on the board along with items such as school colors, school mascot, and when the list is complete decide which elements the students would like to represent on their competition banner. The design they decide upon is, in essence, the Coat of Arms of the school and can be displayed as such after attending “School Days”. Only one entry per attending school (per grade level) is allowed. The banner must have the Heraldry Form attached to the back of the banner in order to be judged. Prizes will be awarded on individual grade levels.

ENTRIES THAT DO NOT MEET ALL THE REQUIRED SIZE PARAMETERS AND DESIGN ELEMENTS WILL BE DISQUALIFIED FROM JUDGING. NO EXCEPTIONS ALLOWED. THE HERALDRY FORM MUST ACCOMPANY BANNER TO BE JUDGED.

Banners will be judged on elements, creativity and overall aesthetic appearance and are to be created by students only (with minimal adult supervision).

COMMON TINCTURES:

RED - gules
BLUE - azure
GREEN - vert
BLACK - sable

PURPLE - purpure
SILVER - argent
GOLD - or



Heraldry Winners

HERALDRY COMPETITION GUIDELINES CONTINUED

Arms of Her Majesty Queen Elizabeth: Quarterly 1 & 4: azure, three fleur-de-lys. Quarterly 2 & 3: gules, three lions passant guardant in place or armed & langued azure (England).4' high by 3' wide, including all elements of banner with ties in upper corners. Entries will be disqualified if they do not meet size requirement, or do not include all NINE of the elements listed below.

1. **SHIELD:** Any shape can be used. The outside perimeter of the shield should fill a sizable portion of the banner as shown above.

2. **HELM:** Any shape can be used.

3. **MANTLE:** This represents a falling cloth that protected the armor and the helmet from the heat of the direct sun.

4. **PARTING OF THE FIELD:** The lines dividing the shield into sections. Use as many lines as you like, depending on the charges you wish to include.

5. **CHARGES:** The symbols used to decorate the shield.

Usually reflects something for which your school is known.

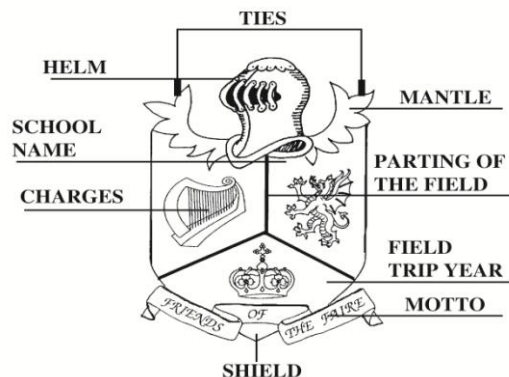
6. **MOTTO:** Single word or phrase to represent your school.

7. **SCHOOL NAME:** Must be incorporated into the design (NO ABBREVIATIONS).

8. **YEAR BANNER WAS DESIGNED:** "2013" must be included in the banner design.

9. **TIES ON UPPER CORNERS:** Used to display the banner.

10. **Heraldry Competition Entry Form** (pg. 50) from the Forms section of this guide must be affixed to the back of your banner. Banners without the Entry form attached or not following these guidelines will NOT be judged. ALL JUDGES DECISIONS ARE FINAL! Banners will be displayed at the Red & White Tent next to the Chess Board.



HERALDRY CONSTRUCTION

1. Banners must be 3 feet wide by 4 feet high. Perimeter does not need to be a rectangle.

2. The choice of material, design and colors are entirely up to the individual schools.

3. Ties (at least 8" in length) must be attached on the two upper corners of the top of the banner for display purposes. If there are no ties, THE BANNER IS DISQUALIFIED.

4. Each school may enter ONLY ONE banner (per grade level) for judging.

5. The entered banner must be made exclusively for 2013 School Days and the school name and year 2013 must be incorporated into the design of the banner.

6. All banners must be submitted to the Registration table upon arrival to the Faire with registration form attached to the back. Banners will not be accepted after 10:45 AM.

7. Banners are judged on design, creativity and placement of elements.

8. Banners may be removed from the display area after 1:00. The Faire assumes no responsibility for banners left behind at the end of the day.

Competition results and awards will be affixed to the Banner and can be picked up after 1:00 PM.

FROM THE FAIRE STAFF: We rely on the integrity of participating students, educators and parents, to ensure that the designed and constructed of the submitted banners was completed by the students.

PHOTO JOURNALISM CONTEST



Her Majesty, Queen Elizabeth, has decreed that students who visit School Days at the Faire are invited to participate in a post-visit Photo Journalism Contest. During their Faire visit, students can exercise their creative photography skills to capture the magic of the Faire in their “little black boxes”, and employ their journalistic talents to pen a caption describing their photo entry.

A Grand Prize, First, Second, Third and several Honorable Mention winners will be selected from categories ~ Grades 3-5, Grades 6-8 and Grades 9-12. Placement winners will receive an award and all winners will receive family passes to the 2014 Faire. Winning photographs may also be published on the Educational Programs website and in other Faire literature

School Days Photo Journalism Contest Rules

1. Photos must be taken at the 2013 School Days at the Pennsylvania Renaissance Faire.
2. Students' entries are to be submitted as a group by the Registering Educator in one packet and must include the Photo Journalism Contest Form (pg. 51) with the students' entries. See the next page.
3. One print (no smaller than 4" x 5") per student may be submitted.
4. Entries will be judged on composition, quality and how well the subject matter of the photo captures the magic of the Pennsylvania Renaissance Faire.
5. Black and white or color prints qualify. If submitting a digital print, it must be a high-resolution (300 dpi or more) image printed at high quality on glossy photo paper.
6. The back of the photo must include: Student Name, Grade, Teacher Name, School Name and Address. A brief caption, written by the student (no more than three sentences in length), describing the photo must also appear on the back of the photo.
7. All entries shall be sent postage pre-paid and must arrive at the Faire Offices before November 8, 2013 to: Faire School Days Photo Journalism Contest, 2775 Lebanon Road, Manheim, PA 17545. Judging will be completed by December 13, 2013. Winners will be notified by email.
8. All entries become the property of the Faire. Upon entering the contest, the photographer grants the Faire full rights to publish for any and all purposes, commercial, promotional or otherwise.

2013 CREATIVE WRITING CONTEST

1. Story Subject: **INCLUDE AT LEAST TWO CHARACTERS FROM THE 2013 FAIRE SEASON**. Note: Essays not meeting these requirements will be disqualified.
2. The story is to be no more than five double spaced pages in length.
3. Submit entries on an 8 1/2 by 11 white lined composition paper, or printed (no Olde English typefaces) on white paper. Use a dark blue or black pen if entry is hand written.
4. Creative Writing Contest Entry form (pg. 52) must be **complete** and stapled to the BACK of the entry facing outward.
5. The written piece itself is to have no identification, only the title and the work, no student name or school name, grade level, or illustrations.
6. Any entry which does not follow the instructions will be disqualified.
7. All entries will be judged according to the grade level of the student. One Grand Prize Winner for Elementary (Grades 3-5), Jr High (Grades 6-8) and Sr High (Grades 9-12) will receive a prize of \$50 and \$50 donation to their school library. Winners for each grade level will receive a prize of \$25.00. All winners, their families and teachers will be invited to a special day at the Faire!
8. Please sort entries by grade level if you are sending more than one level in your package. (ONLY 10 ENTRIES PER GRADE LEVEL permitted for entry.)
9. On the following pages, a Teacher Checklist and Student Checklist have been included to ensure compliance with Creative Writing Contest rules.

Deadline for submission: All entries must be in our office by November 29, 2013.

Winners will be selected and teachers informed by email by February 21, 2014.

Mail entries to: Teresa Centini, PA Renaissance Faire, 2775 Lebanon Road, Manheim, PA 17545

2013 CREATIVE WRITING CONTEST TEACHER CHECKLIST

The following checklist will assist as you review your students' work and prepare to enter their stories in the competition.

Entries that do not follow these specifications will be disqualified.

Deadline For Submission: All entries must be received by November 29, 2013.

- _____ Enter ten or less stories per grade level
- _____ Sort entries by grade level (if sending more than one level)
- _____ Mail entries to: Teresa Centini, PA Renaissance Faire, 2775 Lebanon Road, Manheim, PA 17545
- _____ Review student work for content:
 - _____ Story is fictional
 - _____ Story is student's original work
 - _____ Story includes at least **TWO CHARACTERS from the 2013 Faire**
- _____ Review student work for length: Story is five double-spaced pages or less
- _____ Review student work for format:
 - _____ Entry form is complete
 - _____ Entry form is stapled to the back of the story facing outward.
 - _____ Story pages show no student name, no school name, no grade level, and no illustrations
 - _____ If typed, story is on 8 1/2" X 11" plain white paper
 - _____ If typed, story is in black ink
 - _____ If typed, story is in an easy-to-read font, such as Times New Roman
 - _____ If handwritten, story is on 8 1/2" X 11" white lined composition paper
 - _____ If handwritten, story is in dark blue or black pen

On the next page, we have included a Student Checklist. Please photocopy and distribute this page to the students who wish to enter the Creative Writing Contest. The Faire hopes that by providing these checklists, entry into the competition will go more smoothly for everyone and necessary disqualifications can become a thing of the past for our judges.

2013 CREATIVE WRITING CONTEST STUDENT CHECKLIST

We want to help you create a successful entry for the Creative Writing Contest and have designed this checklist to assist you with your entry.

Entries that do not follow these specifications will be disqualified.

_____ Review your entry for content:

- _____ Story is fictional
- _____ Story is student's original work
- _____ Story includes at least **TWO CHARACTERS from the 2013 Faire**
- _____ Story shows knowledge and understanding of characters
- _____ Story is historically connected to time frame of the Renaissance Faire

_____ Review your entry format:

- _____ Entry form provided by your teacher is complete
- _____ Entry form is stapled to the back of the story facing outward
- _____ Review entry for correct length: Story is five double-spaced pages or less
- _____ Story pages show no student name, no school name, no grade level, no illustrations
- _____ If typed, story is on 8 1/2" X 11" plain white paper
- _____ If typed, story is in black ink
- _____ If typed, story is in an easy-to-read font, such as Times New Roman, size 12
- _____ If handwritten, story is on 8 1/2" X 11" white lined composition paper
- _____ If handwritten, story is in dark blue or black pen

_____ Review entry for correct mechanics:

- _____ If using Elizabethan vocabulary and phrasing, be sure you have used them correctly.
(Refer to the "Shakespeare Language" (pg. 11) section of the guide)
- _____ Use a spell-checker or dictionary to check spelling
- _____ Check your entry for proper use of punctuation and grammar
- _____ Read the story to someone to check that your writing makes sense, is organized, the relationships between characters are local, and actions are clear
- _____ Give your entry a title that relates well to your story

_____ **Deadline:** Be sure to return your completed entry to your teacher by the deadline provided to you in class to assist your teacher with getting the entries to the Faire by the final deadline.

The Faire hopes that by providing this checklist, entry into the competition will go more smoothly for everyone and necessary disqualifications can become a thing of the past for our judges.

2013 DISPLAY ADVERTISING DESIGN CONTEST

Challenge: Create a display advertisement for the Pennsylvania Renaissance Faire

Ad Specifications:

Ad Size: 10 inches wide by 6 inches high
black and white or color

Items To Include In Your Ad (entries will be disqualified if missing elements):

Headline (your creation)
Faire Dates: August 3 - October 27
Name of the Event: Pennsylvania Renaissance Faire
Event Website: www.PaRenFaire.com
Location: Rt 72, Turnpike Exit 266

1. Submit ad entries on 8 1/2 by 11 white paper.
2. Display Advertising Design Contest Entry form (pg. 52) must be **complete** and stapled to the BACK of the entry facing outward.
3. Any Display Ad entry which does not follow the instructions will be disqualified.
4. All entries will be judged according to the grade level of the student. A Grand Prize, First, Second, Third and several Honorable Mention winners will be selected from categories ~ Grades 3-5, Grades 6-8 and Grades 9-12. Placement winners will receive an award and all winners will receive family passes to the 2014 Faire.
5. Please sort entries by grade level if you are sending more than one level in your package. (ONLY 10 ENTRIES PER GRADE LEVEL permitted for entry.)
6. All entries shall be sent postage pre-paid and must arrive at the Faire Offices before November 8, 2013 to: Faire School Days Display Ad Contest, 2775 Lebanon Road, Manheim, PA 17545. Judging will be completed by December 13, 2013. Winners will be notified by email.

COMPETITION/PARTICIPATION REMINDERS

Students may compete only if the “STUDENT PARTICIPATION FORM” has been received **TEN BUSINESS DAYS PRIOR** to your scheduled trip date.

EVENT	TIME	LOCATION	NOTES
Heraldry Competition	Arrival	Entry - Registration Table Display - Red & White Tent	Enter banner at Registration Table with Entry Form attached. Pick up banner at display area after 1:00.
Poster Competition	Arrival	Entry - Registration Table Display - Red & White Tent	Enter poster at Registration Table. Pick up poster at display area after 1:00.
Renaissance Music Competition	10:30 AM	Globe Theater	Arrive 10 minutes to the stage early to check in with Faire Staff.
Theatre Competition	11:30 AM	Globe Stage	Report to the stage 10 minutes early to check in with Faire staff. Arrive in costume. Five minute maximum performance time.
A Royal Interview	1:30 PM	Globe Stage	Students should prepare questions for this event in advance.
Lord & Lady	10:30 AM	Endgame Stage	Report early and be seated in audience area.
Photo Opportunity	11:30 AM - 12:00	Jacob's Garden	Photos taken in order of student group arrival. See Forms section of this guide to register.
Creative Writing Contest	Post Faire	Faire Offices	Submit entries by November 29, 2013. Limit 10 entries for school, per grade level.
Photo Journalism Contest	Post Faire	Faire Offices	Submit entries by November 8, 2013.
Display Ad Contest	Post Faire	Faire Offices	Submit entries by November 8, 2013.



FORMS SECTION

The Forms in this section must be used to participate in competitions or secure meal reservations. Please refer to the deadline schedule below for necessary submission deadlines.

All forms must be received at least 10 business days prior to your trip.

THE PAYMENT FORM (page 53) SHOULD ONLY BE RETURNED IF YOU ARE ALSO SUBMITTING FULL PAYMENT. IF YOU ARE NOT SUBMITTING FULL PAYMENT PLEASE BRING THE PAYMENT FORM WITH YOU ON THE DAY OF THE TRIP.

School Day Trip Date	Form Deadline
October 9	September 25
October 10	September 26
October 16	October 2
October 17	October 3

EMERGENCY CONTACT FORM

Mail to: 2775 Lebanon Road, Manheim, PA 17545 or
FAX to (717) 664-3466.

This form must be received in our offices by 4 PM, TEN BUSINESS DAYS PRIOR to your school's scheduled trip date.

In order to accommodate any emergency that may arise during your students' visit to the Faire, we request that you complete this form and return it to the Faire Offices, no later than ten business days prior to your visit.

Because ours is a 16th Century village, we do not have a public address system and need a way to communicate with a responsible adult in each group.

The mobile numbers provided will be used only in the event of a medical, behavioral or other emergency. Select members of Faire Staff will call this number to inform you of any issue and provide instructions on the appropriate action. This means that you will need to be available to take immediate action if necessary throughout the day.

We thank you in advance for complying with this request.

Field Trip Date: _____

School Name: _____

Primary Contact Name: _____

Mobile Number: _____

Secondary Contact Name: _____

Mobile Number: _____

School Phone Number: _____

Failure to return this completed form will result in a delay at Registration on Trip Day to obtain this information.

STUDENT PARTICIPATION FORM

This form **MUST** be submitted to our offices **TEN BUSINESS DAYS PRIOR** to your day of attendance to qualify for competition.

Direct questions to Teresa Centini at (717) 665-7021, ext. 133 or Teresa@parenfaire.com

No entries will be accepted after the deadline (see section cover page (pg. 43) for deadlines). No phone entries. Mail to 2775 Lebanon Road, Manheim, PA 17545 or FAX to (717) 664-3466.

Trip Date: _____ Teacher Name: _____

Email: _____

School Name: _____

_____ Madrigal Competition (ONE GROUP PER SCHOOL) performance Category

Check one: _____ SMALL GROUP (10 MEMBERS AND UNDER):

_____ LARGE GROUP _____ INSTRUMENTAL:

Piece to be performed: _____

One piece per group may be performed for the competition.

_____ Theatre Competition Scene to be performed: _____

_____ Heraldry Competition (Heraldry Form must be attached to back of banner when submitted at registration table.)

Circle grade level of each banner entered: 6 7 8 9 10 11 12

_____ Poster Competition

Circle grade level of each banner entered: 6 7 8 9 10 11 12

_____ Knighting Ceremony (only one Knight and Lady per school)

Knight candidate name: _____

His accomplishment

Ladyship candidate name: _____

Her accomplishment

_____ A Royal Interview

_____ Renaissance Sing-Along _____ Number of Students Participating

LUNCH STORAGE FORM

Storage located under Red & White Tent near the Human Chess Board

This form **MUST** be submitted to our offices **TEN DAYS PRIOR** to the date of your school's participation.

Mail to: 2775 Lebanon Road, Manheim, PA 17545 or FAX to (717) 664-3466.

Lunch Storage will be located under the Red & White Tent near the Chess Board. Turn right after entering the Front Gate and follow the path toward the Globe Theater. Proceed across the small bridge to the rear of the Globe. The tent will be visible ahead. Schools must return this form to utilize this area. The Faire is not responsible for anything stored in this area. Lunches must be stored in large bags or boxes and clearly marked with the School's name. This area is not considered an eating area, only a storage area. Trash receptacles will be provided for discarding items at the end of the day.

Please Note: The school is responsible to carry boxes from the parking lot to the Lunch Storage Area and the weight of the containers should be considered when packing the lunches.

LUNCH STORAGE SPACE RESERVATION

Field Trip Date: _____

School Name: _____

Teacher Name: _____

School Phone Number: _____

Approximate Number of Packed Lunches: _____

Direct questions to Teresa Centini (717) 665-7021, ext. 133 or Teresa@parenfaire.com

PHOTO OPPORTUNITY FORM

Jacob's Garden – 11:30 – 12:00

This form MUST be submitted TEN BUSINESS DAYS PRIOR
to the date of your school's participation.

Mail to: 2775 Lebanon Road, Manheim, PA 17545 or FAX to (717) 664-3466.

WE WANT TO PUT YOUR STUDENTS' PICTURE IN YOUR LOCAL NEWSPAPER!

A Faire representative will be on hand between 11:30 am - 12:00 pm to take a photograph of your students with Faire characters. We will then forward the information you have provided to the newspaper you list below. It is suggested you choose students who are involved in a competition, or a particular group that your school is representing. We cannot guarantee placement in the newspaper, but we'll do our best to get the story published for you!

Complete this form, return it to the Faire offices (ten business days prior to your field trip date), and have your students report to Jacob's Garden adjacent to the Gaming Glen (see map of Fairegrounds) between 11:30 - 12:00. We will take photos in the order in which students arrive.

Field Trip Date: _____

School Name: _____

Teacher Name: _____

School Phone Number: _____

Name and Address of your Local Newspaper: _____

Events Students Participated In At The Faire: _____

Names of Students To Be Photographed:

You may use the back or submit a separate list attached to this form.

If you would like a copy of the photograph, please include the following:

Teacher Email: _____

MEAL RESERVATION FORM

Lunch is a concern when planning field trips. In addition to allowing students to bring a packed lunch and the wide variety of Kitchens serving everything from Peasant Bread to Smoked Turkey Legges, Soups to Sandwiches, German fare to delectable desserts, we offer pre-arranged, pre-paid lunch options.

Complete the following information and return it to the Faire business offices. **Full Admission AND Meal Payment must be received no later than TEN BUSINESS DAYS prior to your trip date.** Due to the food preparation lead time, meal reservations and payments received after the deadline cannot be honored. **Meal payments are non-refundable.**

Teacher Name: _____

School Name: _____

Reservation ID (found on admission invoice): _____

Educator Email: _____

School Phone: _____

Lunches will be available at Sir William's Hall in Swashbuckler Grove beginning at 11:30 AM.

Cold Box Lunches - Lunch includes ham or turkey sandwich, healthy-choice chips, fruit, animal crackers and lemonade or iced tea. No substitutions. Cost \$6.50 (Combined Admission and Cold Box Lunch - \$20.50)

Number of Ham Sandwiches: _____

Number of Turkey Sandwiches: _____

Hot Box Lunches - Lunch includes hamburger or chicken fingers, healthy-choice chips, fruit, animal crackers and lemonade or iced tea. No substitutions. Cost \$6.50 (Combined Faire Admission and Hot Box Lunch - \$20.50)

Number of Hamburgers: _____

Number of Chicken Fingers: _____

ADMISSION AND MEAL BALANCE DUE 10 BUSINESS DAYS PRIOR TO VISIT DATE

Return Form To: Teresa Centini, 2775 Lebanon Road, Manheim, PA 17545
Call (717) 665-7021, ext 133 or email Teresa@parenfaire.com with questions.

HERALDRY COMPETITION ENTRY FORM

This form must be securely attached to the back side of each banner entered in the Heraldry Competition facing outward for the Judge's use.

DO NOT MAIL THIS FORM IN ADVANCE.

Banners without this form attached to its back side will NOT be judged.

School Name: _____ Grade: _____

Teacher Name: _____ Trip Date: _____

NINE MANDATORY HERALDRY ELEMENTS

Provide a brief description of each of the following banner elements contained in your entry.

Omission of any element will be cause for disqualification. Check banner SIZE carefully.

Entries which do not meet the 3' x 4' measurement will be disqualified.

1. Shield _____

2. Helm _____

3. Mantle _____

4. Parting of the Field _____

5. Charges _____

6. Motto _____

7. School Name (no initials) _____

8. Year _____

9. Ties (No description needed)

FOR JUDGES USE ONLY

ALL ELEMENTS USED: YES NO _____

CORRECT SIZE: YES NO _____

CREATIVITY: 10 9 8 7 6 5 4 3 2 1

PHOTO JOURNALISM CONTEST ENTRY FORM

This form MUST accompany photo entries and be received by November 8, 2013

**Mail to: School Days Photo Journalism Contest,
2775 Lebanon Road, Manheim, PA 17545**

We look forward to the opportunity to view your students' photographs and hope that they enjoyed capturing memories of their day at the Faire! Please be sure that all photos enclosed with this form comply with the rules and regulations stated on page 38 for this Study Guide to avoid disqualification.

Winners will be selected by December 14, 2012 from three categories ~ Grades 3-5, Grades 6-8 and Grades 9-12. Winners will be notified by teacher's email.

Field Trip Date: _____

School Name: _____

Teacher Name: _____

School Phone Number: _____

School Address: _____

Teacher Email: _____

Questions? Contact Teresa Centini, Educational Programs Director at
(717) 665-7021, ext. 133 or email Teresa@parenfaire.com

2013 CREATIVE WRITING CONTEST ENTRY FORM

Photocopy this form and staple to the back of each entry submitted. Please print all information.

Title of Writing: _____

Name: _____ **Grade:** _____

Student Address: _____

School Name: _____

School Address: _____

School Phone: _____

Teacher Submitting the Entry: _____

Teacher Email (to receive notification): _____

Deadline for submission: All entries must be received by November 29, 2013.
Winners will be selected and teachers informed by email by February 21, 2014.

Mail entries to: Teresa Centini, PA Renaissance Faire, 2775 Lebanon Road, Manheim, PA 17545

2013 SCHOOL DAYS DISPLAY ADVERTISING DESIGN ENTRY FORM

Name: _____ **Grade:** _____

School Name: _____

School Address: _____

School Phone: _____

Teacher Submitting the Entry: _____

Teacher Email (to receive notification): _____

All entries shall be sent postage pre-paid and must arrive at the Faire Offices before November 8, 2013 to: School Days Display Ad Contest, 2775 Lebanon Road, Manheim, PA 17545. Judging will be completed by December 13, 2013. Winners will be notified by email.

School Day's at the Faire Study Guide

PAYMENT FORM

Use for either pre-payment **OR** present with payment the day of the trip.
DO NOT FAX OR MAIL THIS FORM! PLEASE BRING THIS FORM WITH YOU ON THE
DAY OF YOUR TRIP TO BE PRESENTED AT REGISTRATION TABLE!!!

Trip Date: _____
School Name: _____
Teacher Name: _____
Address: _____
City: _____ State: _____ Zip: _____
Teacher Email Address: _____
Teacher Phone Number: _____

Admission is \$14.00 per student. You will receive one complimentary chaperone for every 8 students. Each additional chaperone is also \$14.00. Bus driver's admission is complimentary. They will be given a wristband upon arrival. NOTE: Everyone in your group must wear an Admission Wristband to gain entrance. You will be given the number of wristbands corresponding to the numbers you report below.

**Payment is requested by one check made payable to:
Pennsylvania Renaissance Faire**

Number of Students _____ X \$14.00 = \$ _____

Number of Complimentary Chaperones _____ X \$0.00 = \$ _____

Number of Additional Chaperones _____ X \$14.00 = \$ _____

TOTAL of Payment Due = \$ _____

For Official Use Only:

Amount Due \$ _____	Amount Paid \$ _____	\$\$ ✓	CC _____
	Amount Paid \$ _____	\$\$ ✓	CC _____
	Refund (if any) \$ _____		