COMMAND PERFORMANCE

Chess Board

Would your group like to perform for Her Majesty?

Groups are invited to perform a period song, juggling act, dance piece, period skit or magic act for the Queen. Groups must preregister using the Special Event Participation Form to perform during the Command Performance. Only registered groups will be permitted to perform. All performances must be prepared in advance of the students' visit to Summer Youth Day.

Acts must be no longer than two minutes in length and students should be ready to perform when called to the stage. Students who perform will receive a special boon from Her Majesty for their hard work!

Fill out the participation form by July 23rd to perform.

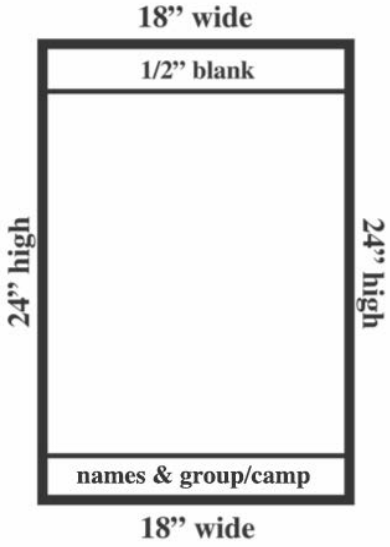
Pre-registration must be received by July 23rd to participate in this event. No late entries will be accepted. Please fill out the 'Event & Competition Participation Form' at PaRenFaire.com/HandBookSYD.html

COAT OF ARMS POSTER COMPETITION

Camps and Groups are invited to try their hand at creating a poster depicting a Coat of Arms, incorporating in-class suggestions to represent the Camp or Group. During the Middle Ages and Renaissance periods, noble knights fought covered from head to toe in chain mail or steel plate for protection. Often, they could not be recognized when in armor, so they adopted the "Coat of Arms" on 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 used to distinguish one family from another using specific symbols and colors. These coats were passed down from one generation to another. Instruct children to identify characteristics, motto, accomplishments, etc. of your camp or group. List these items on the board such as camp or group colors or mascot. When the list is complete, decide which elements the children would like to represent on their competition poster. The design they decide upon is, in essence, the Coat of Arms of their camp or group.

Competition Guidelines:



1. Overall Poster Size: 24" high by 18" wide. POSTERS MUST BE VERTICAL! Posters will not qualify for judging if size requirements are not correct.
2. Any paper stock can be used, including poster board.
3. Types of Media that can be used: water colors, oils, pastels, tempera, acrylics, colored pencils, applique, etc. PLEASE DO NOT USE COMPUTER GENERATED GRAPHICS.
4. The poster's goal is to represent your Camp or Group by creating a Coat of Arms.
5. Posters will be judged on creativity, use of elements and design (Incorrectly sized posters will be disqualified.) Prizes will be awarded. All judges' decisions are final.
6. Work should be completed entirely by one child or a group of children. ONLY ONE poster per Camp or Group can be entered into the competition. Camps or Groups must select their entry prior to visiting the Faire on Youth day.
7. Posters should be covered in plastic to protect against the elements. The Faire assumes no responsibility for the poster while on display.
8. The top 1/2" of the poster should be left blank so the poster will not be destroyed when displayed.
9. **Children's names and the Name of the Camp or Group MUST be displayed on the bottom 1/2" of the poster.**

SUBMIT POSTERS AT REGISTRATION TABLE ON THE DAY OF YOUR FIELD TRIP. POSTERS WILL BE HUNG IN THE SWASHBUCKLER GROVE AREA AND JUDGED FROM 11:30—NOON. RESULTS AND AWARDS WILL BE AFIXED TO THE POSTERS AND CAN BE PICKED UP AFTER 1:00PM. THE FAIRE ASSUMES NO RESPONSIBILITY FOR POSTERS LEFT BEHIND AT THE END OF THE DAY.

To get a better count of participants, we ask that you please pre-register by July 23rd

JUGGLING SCHOOL

GLOBE STAGE

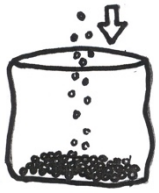
Juggle - v.: Perform feats of dexterity, especially by tossing objects in the air and catching them, keeping several in the air at the same time.

This history of juggling is a long one. The art has been with man in some form as long as civilization. There is evidence of jugglers during the great Egyptian civilization where it was imported from India. In its early forms, juggling was usually combined with other forms of entertaining skills such as slight-of-hand and acrobatics.

Learn the art of juggling! The Shire's Master Jugglers will teach students the step-by-step process to juggling their own hand-made juggling bags. Students must pre-register and prepare their own juggling bags in advance of their trip to attend Silly School (see below for full instructions).

1. Cut the ends from two small, round balloons of different colors.

2. Cut small holes in one balloon.



3. Place a handful of birdseed or rice in a plastic baggie

4. Wrap the whole balloon around the baggie of birdseed or rice

5. Wrap the "holed" balloon around the bundle

6. Enjoy your new juggling ball!

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