

2018 Summer Youth Day Handbook





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Contact: Nicole Sutton, Group Sales Manager
(717) 537-8377

Summer Youth Day
Thursday, August 2, 2018
9am-3pm

Reservations: <http://www.parenfaire.com/education/syd/reservations.php>

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2018 SCENARIO

England, 1520. King Henry VIII has accomplished much in his eleven years on the throne. He has won wars both across the Channel and to the North in Scotland. He has crafted the Treaty of London, which helped broker peace across all of Christendom. Indeed, England's swaggering monarch now sits his throne at the height of his glory. But his most challenging task yet awaits him: achieving a long-lasting peace and alliance with England's oldest rival:
France.

A meeting between King Henry and the French monarch, Francis I, was to have taken place in the French port town of Calais. But a sudden and unexpected outbreak of plague there has made the location unsuitable. To that end, Henry has invited Francis to the Shire of Mt. Hope, where they hope to broker a sustainable agreement between the two ambitious nations. But the young King Francis is known to be something of a hot-blooded braggadocio himself, and some worry that Henry may not respond with the best grace to a rival so similar in competitive temperament as he.

And our good village of Mt. Hope must likewise rise to the challenge. The people of the Shire have long shown themselves capable of handling one king's visit.... but how well will they handle two?

Questions will be answered. Character will be tested. Legends will be made. All upon the Shire of Mt. Hope, and the Field of the Cloth of Gold.

PAYMENT PROCESS

Payment Option #1 – Pre-Payment

Receive Admission Wristbands In Advance By Pre-Paying. This option will enable you to receive your Admission Wristbands in advance of your trip and save time upon arrival. Submit your confirmation invoice, payment form (page 14) and balance due by **July 19th** (two weeks prior to trip). *Prepaid groups must still 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. Bus drivers will receive a complimentary wristband from our bus greeters.

Count Changes: We know that count changes may occur even up to the time you arrive. All groups (even pre-paid groups) must stop at registration upon arrival. At that time, we will be able to sell additional wristbands to registered group leaders (cash, check, or Visa/Mastercard payment accepted) or submit a refund form for any extra wristbands turned in.

Payment Option #2 – Pay Upon Arrival

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 14). Cash, checks made payable to: Pennsylvania Renaissance Faire, and Visa or Mastercard are acceptable forms of payment. No coupons or other passes (including Employee Participant Passes and Season Passes) are accepted on School Days.
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 youth 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.

No other payment options are available. Wristbands will not be available for pick-up in advance. Please submit payment by deadline above if you wish to receive the bands in advance.

GENERAL INFORMATION

* **REGISTRATION** – Upon arrival at the Faire, our friendly parking attendant will direct you to the registration table. ALL GROUPS must check in at registration.

Pre-paid Groups: check in at registration will be very quick, but we need to know that you have arrived safely and your count is accurate.

Day-Of Payment: Bring your completed payment form (page 14) and payment to the registration table. We accept checks made out to “PRF” or “Pennsylvania Renaissance Faire,” cash, Visa, and Mastercard. Your wristbands will be provided at this time.

No One Will Be Admitted Without Wearing A Wristband In Plain Sight.

* **ADDITIONAL GUESTS AND LATE ARRIVALS** – We **do not** allow parents, family, etc. to purchase wristbands the day of the event. It is only a pre-registered group leader who may make a purchase for security purposes. Please make sure you let your groups’ family members, bus drivers bringing their children, and anyone else know that this is not a public Faire day. It is a private event. We will not hold wristbands at registration table for late arrivals in your group. It is your responsibility to meet them upon their arrival to give them their wristbands.

* **FORMS** – The Emergency Contact form (page 13) is **due by July 23, 2018**. We distribute emergency contacts to first aid, security, and key staff members in advance of your trip for the safety of your guests. Please note that the special event participation form is also due in advance of your visit should your group wish to participate.

* **FIRST AIDE/ EMERGENCIES** – The First Aide building is located behind the Bread and Broth food booth (near the entrance to Bosworth Field). An E. M. T. is always present at the First Aide building. Faire Staff (wearing designated t-shirts) and uniformed security guards are also available should you need assistance.

* **LOST CHILDREN** – In the event a child becomes separated from their group, children should be directed to report to Faire Staff or Uniformed security guards. We will use the emergency contact information you provide to connect them with you quickly. **Please note, in our 16th century village we do not use an intercom system.

* **LUNCH POLICIES/STORAGE** – The lunch storage area is located near the pirate ship on picnic tables in the wharf. (See map for details.) The Faire is not responsible for anything stored in this area. Lunches must be stored in large bags, boxes or coolers marked clearly with the group’s name. Each group is responsible to carry their lunches to this area, so we advise against using heavy containers. This area will not be considered an eating area. Your group is more than welcome to quietly enjoy their lunch at a show or in our picnic grove.

* **SWORDS & SHIELDS** - Only wooden swords or shields will be sold on Summer Youth Day. No wooden 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 with our security team until the end of the day.

* **SPENDING MONEY** – Food prices vary. Bringing between \$10 and \$15 will leave youths more than enough money for a decent lunch. The performance offerings and opportunity to bring a bag lunch make bringing extra money to Summer Youth Day an individual’s own decision.

RULES OF THE SHIRE

Below are important rules of the Shire that should be discussed with your group.

WEAPONS POLICY – No weapons of any kind are permitted to be carried onto the Shire’s Faire Grounds!! This also applies to costume pieces made of wood, plastic etc.

ELECTRONIC DEVICES - Directors and leaders are asked to remind children not to bring cell phones, radios, MP3 players, electronic games, etc. Their use detracts from the Faire experience and with the many shows offered; surely no further entertainment will be necessary.

OFF LIMIT AREAS – There are certain areas of the grounds that are absolutely off-limits! We ask that you instruct your children to respect these areas. They are clearly marked and are usually the backstage area of all stages, all roped off areas; the mud pit, fountains and any area marked “Keep Out”.

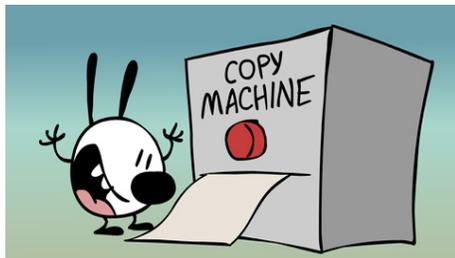
THE MUD PIT AND FOUNTAIN - While the mud pit and fountain are interesting to young minds, they could conceal items of potential danger to our lovable mud beggars and washer wenches. Do not throw anything in these areas.

LEAVING THE SHIRE AT THE END OF THE DAY – When your group is ready to leave the Shire for the day, please meet somewhere on the grounds other than the front gate area. We advise you to meet in the grassy picnic area near the Pletch Glen Games before proceeding to your vehicles.

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

NEED INFORMATION WHILE AT THE FAIRE? – The Informistress booth is located directly across from the castle gate entrance. This is the place to ask any questions you may have. You may also view the results from the various competitions.

TIPS FOR A SUCCESSFUL TRIP



1. **Photocopy Shire Map & Schedule; Distribute To Your Group Prior to Arrival.** A map and schedule are provided in advance so that your group is prepared for the fun and frivolity that await at the Renaissance Faire. We suggest you review the map and schedule well in advance of your arrival.

2. **Give Your Group a Suggested Itinerary for the Day.** Encourage your group to attend a minimum number of shows. You may wish to assign different shows to different groups and then hold a discussion with the entire group after your field trip whereas each group reports on the shows they had experienced. A schedule will assist in focusing the groups' attention on the learning experience as well as the entertainment value.

3. **Encourage Your Group to Interact with the Characters.** Advise your group to expect the village characters to talk with them. Encourage them to ask questions and talk with them as they would talk with a new friend. Most learning occurs during these times of character interaction.



4. **Return Required Forms to the Faire Office Prior To Your Arrival.** So that we may assist you in having a very successful fieldtrip, it is important that you return the **Emergency Contact Form** (mandatory) and Group Special Event Form (optional) **by July 23rd**. Failure to return these forms may result in confusion and non-participation.

5. **Dress Appropriately.** The weather can be unpredictable. Your group should wear comfortable clothes and shoes. Please do not advise children to wear "good clothes" when they visit the Faire as they will be outdoors the entire day.

6. **Rain or Shine.** Remember, we are a rain or shine event. Come prepared for the day's weather. The scheduled performances will change if there is lightening only for the safety of the performers or the animals in the shows.



LOOK (AND TALK) LIKE A PIRATE

It's easy. You can piece together an outfit from a few simple clothes, just as pirates did in the past. You'll need:



- A long scarf for a waist sash
- Long stockings or a pair of very old jeans (cut to the knee)
- Boots or plain shoes
- A long cardboard tube for a sword or spyglass
- A hat or bright scarf to wear on your head
- An eye patch
- A colorful shirt or t-shirt

Shiver Me Timbers Tis Pirate Speak!

Landlubber – someone who has never been at sea

Shiver me timbers! – an expression of surprise

Port – a sailor's word for "left"

Starboard – a sailor's word for "right"

Land ho! – I see land

Scurvy – a disease caused by lack of vitamin C

Weigh anchor! – "Haul up the anchor and set sail!"

Merchantman – a trading ship loaded with cargo

Prize – a captured ship

Swab the deck! – mop the ship's deck

About the leaks! – an order to fix the leaks in the hull

Barnacle – a small shellfish that attached itself to underside of the ship

Broadside – a blast from all the guns and cannons on one side of the ship

Cargo – the goods carried by a ship

Code of conduct – a set of rules that told pirates how they should behave

Galleon – a large ship, usually with three masts and square sails

Galley – a ship that uses oars to move

Harbor – a place where ships are sheltered from rough waves

Maroon – to leave someone on a deserted island

Mock trial – a game in which pirates pretend to be judges, lawyers and prisoners in a courtroom

Schooner – a ship with triangular sails and two or more masts

Sloop – a sailboat with a single mast and two sails

Avast Ye – means "Stop" and "Pay Attention"

SHAKESPEARE'S LANGUAGE

What better way to enjoy your day at the Faire than to communicate with the villager's native to this shire than with the tongue with which they are most familiar? Use well these expressions to converse and feel at home in the village this Faire day!!

AYE ~ Yes
NAY ~ No
GOOD DEN ~ Good day
GOOD MORROW ~ Good Morning
HARK ~ Listen
BUT SOFT! ~ Sssh!
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 THE ANON ~ See you later!
THANK THEE ~ Thank you.
HOW FAREST THOU? ~ How are you?
TARRY AND FEAST ~ Stay and Eat.
FARE THE 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?
FROM WHENCE DOST THOU HAIL? ~ Where are you from?

**And, whenever a villager cries:
"Long Live the King!"
be certain to respond by shouting
"Long Live the King!"
...or fear for your head!!**

COMMAND PERFORMANCE

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!



COAT OF ARMS POSTER COMPETITION

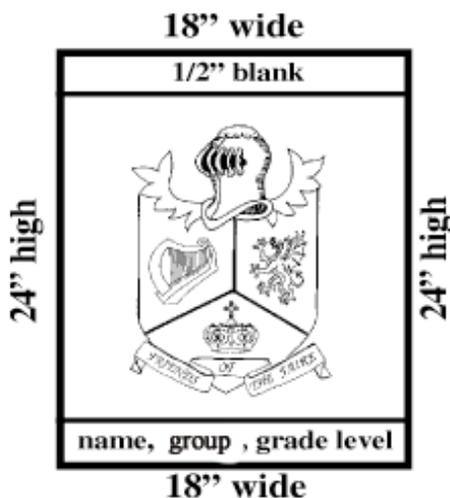
Camps and Groups are invited to try their hand at creating a poster depicting a Coat of Arms, incorporating in-class suggestions to represent the Camp or Group. During the Middle Ages and Renaissance periods, noble knights fought covered from head to toe in chain mail or steel plate for protection. Often 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.

You must submit posters at the Registration Table upon your arrival. Posters may be picked up at the display area after 1 PM. The Faire assumes no responsibility for posters left behind at the end of the day.

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 or poster board can be used.
3. Types of Media that can be used: water colors, oils, pastels, tempera, acrylics, colored pencils, appliqué, 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.

Children’s names and the Name of the Camp or Group MUST be displayed on the bottom 1/2” of the poster

Posters will be hung in the Swashbuckler Grove area. Posters will be judged from 11:30 – noon. You can pick up your poster at 1pm. Any posters not picked up by the end of the day will be disposed of.

JUGGLING CLASS WITH CIRCUS STELLA



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.

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. (See below for instructions.)

The 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 skill such as slight-of-hand and acrobatics.

Students must pre-register to attend Juggling Class with Circus Stella by using the Student Participation Form contained in this Study Guide. In addition, students must prepare their own juggling bags, in advance of their trip in order to participate in the class.



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



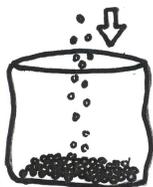
2. Cut small holes in one balloon.



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



5. Wrap the "holed" balloon around the bundle



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



6. Enjoy your new juggling ball!

Make three juggling balls and you're ready to learn!

SUMMER YOUTH DAY CAMP NIGHT

Wednesday August 1st, 2018

The Pennsylvania Renaissance Faire invites the Girl Scouts & Boy Scouts for a Camping Experience!

Scout Groups must pre-register to camp.

- Camping on Wednesday, August 1st (you may arrive after 4pm).
 - Signs will be posted directing you to camping area.
- Faire will provide Fire Wood and Fire Circles, Access to Water, and Port-O-Johns.
- Scouts to provide their own tents, sleeping bags, food and entertainment.
- Clean-up and Clear-out **AFTER** Summer Youth Day Event.
- A leader from each camping group **MUST check-in at the registration table** in the morning, even if you have already paid/received your wristbands.
- No Additional Price. Camping included in Summer Youth Day admission price.



In case of emergencies during the camp night,
Please contact Tony Miller 717-799-5547

EMERGENCY CONTACT FORM

Mail to: 2775 Lebanon Rd, Manheim, PA 17545 Or Fax to: (717) 664-3466 Or
Email to: nicole@parenfaire.com

This form must be received in our offices by 4 PM, July 23rd, 2018.

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: _____

Group Name: _____

Primary On-Site Contact Name: _____

Mobile Number: _____

Secondary On-Site Contact Name: _____

Mobile Number: _____

GROUP SPECIAL EVENT PARTICIPATION FORM

This form MUST be submitted to our office by July 23rd to qualify for competition the day of your visit.

Direct questions to Nicole Sutton at (717) 665-7021, ext. 148 or nicole@parenfaire.com.

No entries will be permitted after the above deadline.

No phone entries please.

Mail to: 2775 Lebanon Rd, Manheim, PA 17545

Or

FAX to: (717) 664-3466

Or

Email to: nicole@parenfaire.com

Group Name: _____

Contact Name: _____ **Cell Phone #:** _____

Contact Email: _____

_____ POSTER COMPETITION (Participating student(s) name(s), group name must appear on the bottom 1/2 inch of the FRONT of poster. The top 1/2" of poster should be left blank for display purposes. Submit your group's poster at Registration Table upon arrival.

_____ JUGGLING WITH CIRCUS STELLA - _____ Number of Students

*****Must prepare juggling bags in advance*****

_____ COMMAND PERFORMANCE

SUMMER YOUTH DAY

PAYMENT FORM

Only return payment form in advance if you are pre-paying for your group. Otherwise, please bring this form with you on August 2. Do **NOT Fax or mail without payment.*
Use for either pre-payment **OR** present with payment the day of the trip.

Trip Date: _____

Group Name: _____

Leader Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Leader Email Address: _____

Group Phone Number: _____

Admission is \$10.00 per person. Bus driver's admission is complimentary. They will be given a wristband upon arrival. We request that younger children not attend, but if it is absolutely necessary, they must be included in the student count, regardless of age. 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 \$10.00 = \$ _____

Number of Chaperones X \$10.00 = \$ _____

TOTAL of Payment Due = \$ _____

For Official Use Only:

Amount Due \$ _____ Amount Paid \$ _____ \$\$ ✓ CC _____

Amount Paid \$ _____ \$\$ ✓ CC _____

Refund (if any) \$ _____