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<td>Heraldry Competition Entry Form</td>
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<td>Display Advertising Design Entry Form</td>
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<tr>
<td>Payment Form</td>
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</tbody>
</table>
Important Information

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

**IMPORTANT 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 INDIVIDUAL 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 registration 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 (one complimentary for every eight paid students; maximum 10). Use them to better acquaint yourself and your chaperones with the Shire. The passes are valid only on Faire weekends, August 5th-September 30th. *Note: Any “bawdiness” guests experience on public days is removed for School Days.*
3. **Photocopy Shire map & schedules to distribute to your students.**
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 page 12.)
7. **Provide your mobile number to the faire and select chaperones wisely** - Complete the Emergency Contact Form from this study guide and return it to the Faire two weeks 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 if required** - It is mandatory that the Emergency Contact Form, Student Participation 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
1. **Before arrival** – Print out your invoice and have one payment prepared when you arrive. (Preferred Payment Method: One Check made payable to: Pennsylvania Renaissance Faire.)
2. **Check in at the Registration Table** – You (just you, not the entire group) will be directed to the Registration Table to make your payment, submit posters and banners for competition and receive your wristbands. You are responsible for distributing all wristbands prior to entering the Faire grounds. No one will be admitted without wearing a 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.) Please inform your drivers in advance that any guests they have MUST be part of your group’s count.
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 any of the picnic tables around the faire grounds. There will not be an area manned by Faire staff.
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 44) and balance due by the deadline corresponding to your trip date below. **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.

<table>
<thead>
<tr>
<th>School Day Trip Date</th>
<th>Prepayment Deadline</th>
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<tbody>
<tr>
<td>October 4</td>
<td>September 20</td>
</tr>
<tr>
<td>October 5</td>
<td>September 21</td>
</tr>
<tr>
<td>October 11</td>
<td>September 27</td>
</tr>
<tr>
<td>October 12</td>
<td>September 28</td>
</tr>
</tbody>
</table>

Payment Option #2 – 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 44). Checks made payable to: Pennsylvania Renaissance Faire. 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 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 at 5 locations throughout the Fairegrounds.

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 at 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. If your group would like to keep your lunches in one area, they must be stored in large bags or boxes clearly marked with the School’s name. The storage area will be located at the Wharf, located between the Pirate Ship and the Anchor and Mermaid Tavern. The faire is not responsible for anything stored in this area. This is not considered an eating area, only a storage 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 LUNCHES - Information and a Meal Reservation Form (page 39) regarding pre-ordered bucket lunches are contained within the Study Guide in the Forms section. Balance for admission and meal cost must be paid 14 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.

STUDY GUIDE COPYRIGHTS - All study guide materials copyrighted 1998 by the Pennsylvania Renaissance Faire. Any reproduction for commercial use is strictly prohibited.
CHAPERONE RESPONSIBILITIES

*Please provide a photocopy of Chaperone Responsibilities, Shire Map, Revels Schedule, and Theatre Etiquette Sheet to each of 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 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 (page 36) 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 any of the picnic tables on the faire grounds. These areas 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!” 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.
The language of Tudor England is very different from modern day English, but if read out loud, the meaning becomes clear. The best examples of this language can be found in Shakespeare and the King James Bible. While these pieces of literature are not in the exact same time period of King Henry VIII, they are the best educational pieces to study for the language. The following quotes are some of 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 IIIii)**
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?

Whenever a villager cries “Long Live the King & God Save the Queen.” be certain to respond by shouting “LONG LIVE THE KING, GOD SAVE THE QUEEN!” or fear for your head!!
APPROPRIATE DRESS

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 (page 13) 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.
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.

FOOD PRICES
Examples of food prices are below for planning/reference. The performance offerings and opportunity to bring a bag lunch make bringing extra money to School Days an individual's own decision.

<table>
<thead>
<tr>
<th>Food Item</th>
<th>Price</th>
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<tbody>
<tr>
<td>Chicken Sandwich, Fries, &amp; Soda…$6</td>
<td></td>
</tr>
<tr>
<td>Traditional Mac &amp; Cheese &amp; Soda…$5</td>
<td></td>
</tr>
<tr>
<td>Prime Rib Sandwich &amp; Soda…$11</td>
<td></td>
</tr>
<tr>
<td>Double Cheeseburger, Fries, &amp; Soda…$8</td>
<td></td>
</tr>
<tr>
<td>Chicken Nuggets, Curley Fries, &amp; Soda…$7</td>
<td></td>
</tr>
<tr>
<td>Fruit Smoothie...$6</td>
<td></td>
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</tbody>
</table>
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 costs range from $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 leather or string 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.

Fastenings: These little details really make a difference. Hide any 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 sun glasses. Short sleeves, short skirts and zippers are too modern. Avoid tie-dye. 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.)

A  

B  

C  

D
The Faire Day
2017 Scenario

The year is 1518, and the young King Henry is working towards an extraordinary goal: peace across Europe. In the interests of furthering mutual prosperity, he has proposed a non-aggression pact between all European nations. But until now, England has been seen as a rather small player on the global stage, and many are wary of signing a treaty championed by an insignificant and rather backwards nation. Chief among these detractors is Maximilian, the German Kaiser of the Holy Roman Empire.

Undaunted, Henry has invited Maximilian’s ambassador to come to England and see its wonders for himself. And our King has returned to the site of his glorious coronation - the Shire of Mt. Hope - in order to show off the very best of what his country has to offer.

Needless to say, the news has sent our good Lady Mayor of Mt. Hope into quite a state; after all, she’s not exactly known for her calm handling of high pressure situations. With the aid of her newly appointed Master of Revels, who is wondering just what he’s gotten himself into, she has turned the entire town into a beehive of frantic activity. From pirates to peasants, from wenches to rogues, the Shire’s population has devoted itself to becoming the model of a more ‘modern’ European village.

Will our fair Shire’s festival day successfully dazzle the German ambassador? Will the good people of Mt. Hope truly show off the best of English Culture? It will certainly be entertaining to watch them try!

PRF PSA for School Days

We at the Pennsylvania Renaissance Faire are adamant about historical accuracy. There are, however, times when that is not practicable, such as paved roads and flush toilets, or as a safety concern as in electric lights, ovens, and refrigeration.

The actors as well as every staff member who has contact with the public go through a rigorous training process in order to help create the reality of an authentic “Tudor Shire”. We have, in the past also ‘bent’ history for dramatic effect. For example, the 2008 season concerned a meeting between Queen Elizabeth and Ivan the Terrible even though they never met face to face. In the 2011 season, the story was set in 1565 and featured William Shakespeare as a grown-up character even though the real Shakespeare was born in 1564.

This season we ‘bend’ history once again by having a fictitious Bavarian Ambassador, Baron Helmut von Wolfe, visit King Henry VIII and Queen Catherine in order to determine their worthiness for Maximilian I, the Holy Roman Emperor. King Henry wishes Maximilian to sign the Treaty of London by which he hoped to bind the twenty leading states of Europe in a pact of lasting peace.

Henry VIII wished to model his reign after his powerful military heroes Edward III and Henry V. To that end, he decided to enlarge England’s influence in Europe through the sweeping Treaty of London. In October 1518, representatives from England and France initiated the treaty, which was then ratified by other European nations as well as the Pope.

The agreement established a defensive league based upon the following: The terms committed states with an active foreign policy to not only commit to a stance of non-aggression, but to also promise to make war upon any state which broke the terms of the treaty. At the time, it was thought a triumph for Thomas Wolsey and allowed Henry VIII to greatly increase his standing in European political circles, to the extent that England became seen as a third major power.

The peace the Treaty of London brought lasted only a short time. Wars broke out in a few years between Denmark and Sweden, and another between an alliance of England and Spain against France. The “peace movement” continued however, for the next few centuries and eventually became part of the Enlightenment Movement of the 1700’s.
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 Catherine of Aragon 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. Henry VIII 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.

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 Henrician times they were also used in executions.

KNIFE THROW: Daggers and knives were popular Henrician 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. Henricians 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. Henricians 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 boas.

Though students will attend the Faire on a fun “festival” day, the fact remains that the times of Henry VIII and those surrounding him 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.

Working with a furnace that can reach 2,000 degrees, the Dragon’s Breath Glassworks team creates beautiful and functional glass art right before your eyes.

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 his pottery booth.

Join these and other artisans throughout the shire

SCHEDULED DEMONSTRATIONS

- **Dragon’s Breath Glassworks**: 10:00 AM, 11:30 AM, and 1:00 PM
- **Archery Through the Ages**: 11:00 AM and 1:30 PM
- **La Forge Smithing Demos**: 10:30 AM and 12:30 PM
- **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

*All demonstrations and times are subject to change*
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 perform 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
King Henry VIII was an avid falconer who had a deep admiration and love for the sport.

Sir Robert Cheseman, Master of the Hunt and the Royal Falconer, 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 Lanner 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. How old is Falconry?
2. What is Falconry?
3. Why was Falconry practiced by almost everyone during the time of Henry VIII?
4. Why did King Henry require his knights to practice Falconry?
5. What is the most common bird of prey in North America?
6. What is the number one killer of birds of prey in the wild?
7. What was your favorite bird or part of the show and why?

ANSWERS: 1. 5,000 years old, 2. The hunting of game with a trained bird of prey, 3. It was the best way to guarantee meat on your table, 4. He believed it taught discipline and patience, 5. Red-tail, 6. Starvation
FINALE IN SONG LYRICS

HEALTH TO THE COMPANY

Kind friends and companions, come join me in rhyme
Come lift up your voices in chorus with mine
Come lift up your voices, all grief to refrain
For we may or might never all meet here again....

(Chorus)
Here's a health to the company and one to my lass
Let us drink and be merry all out of one glass
Let us drink and be merry, all grief to refrain
For we may or might never all meet here again

Here's a health to the wee lass that I love so well
Her style and her beauty there's none can excel
There's a smile on her countenance as she sits on my knee
There is no one in this wide world as happy as we

CHORUS

Our ship lies at harbor, she's ready to dock
I wish her safe landing without any shock
And if ever we meet again by land or by sea
I will always remember your kindness to me

CHORUS
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 two weeks in advance to participate.

Competition results and awards will be available at the Informistress Booth after 1:00pm, with the exception of the Heraldry and Poster Competition. The awards for those competitions will be placed on the entries while they are displayed.
RENAISSANCE MUSIC COMPETITION

Globe Stage

This wondrous showcase of talent includes musicians, as well as madrigal singers. Both musicians and singers will be judged on the same criteria.

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 is contained in this study guide on page 37.)

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. Please indicate the size of the group performing on the Student Participation Form: Small Group (10 and under), Large Group, or Instrumental.

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.

Pre-registration must be received two weeks prior to event. No late entries will be accepted.
LORD AND LADY CEREMONY
ENDGAME STAGE

During a special ceremony, the King and 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.

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 read for The King and Queen by a member of Their Court.

Your students must be registered no later than two weeks prior to your Faire date in order to participate in the ceremony. The Student Participation Form 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
GLOBE STAGE

After viewing King’s Lineage to learn more about the Royal 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.

Please indicate on the Student Participation Form (page 37) if your school will be participating in “A Royal Interview”.

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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, tempera, 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.

Pre-registration must be received two weeks prior to event. No late entries will be accepted.
THEATER COMPETITION
GLOBE 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 two weeks in advance** by completing the Student Participation Form from the Forms section of this Study Guide and returning it to the Faire offices. Please have group sign in with Faire staff at the stage when they arrive for their performance.

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.

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
HERALDRY COMPETITION

History of Heraldry
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 on the Red Fence adjacent to the Anchor & Mermaid Tavern in Swashbuckler Grove 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 and mascot. 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 grade level per attending school 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 (SEE NEXT PAGE) 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 COMPETITION GUIDELINES CONTINUED

Size Requirement: 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 here.
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: “2017” must be included in the banner design.
9. TIES ON UPPER CORNERS: Used to display the banner.
10. HERALDRY COMPETITION ENTRY FORM (page 40) 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 on the red fence adjacent to the Anchor & Mermaid Tavern.

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 2017 School Days and the school name and year 2017 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.

Pre-registration must be received two weeks prior to event. No late entries will be accepted.
PHOTO JOURNALISM CONTEST

King Henry VIII 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 2018 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 2017 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 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. All winners and teachers will receive an invitation to a special day at the Faire!

7. All entries shall be sent postage pre-paid and must arrive at the Faire Offices before November 22, 2017 to: Faire School Days Photo Journalism Contest, 2775 Lebanon Road, Manheim, PA 17545. Judging will be completed by December 29, 2017. 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.
2017 CREATIVE WRITING CONTEST

1. Story Subject: **INCLUDE AT LEAST TWO CHARACTERS FROM THE 2017 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 (page 42) 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 in 2018!
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 22, 2017. Winners will be selected and teachers informed by email by February 16, 2018.

**Mail entries to:**
Pennsylvania Renaissance Faire
Attn: Nicole Sutton
2775 Lebanon Road
Manheim, PA 17545
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 2017 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 Henrician vocabulary and phrasing, be sure you have used them correctly.

_____ 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 will occur.
2017 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 22, 2017.

_____ Enter ten or less stories per grade level

_____ Sort entries by grade level (if sending more than one level)

_____ Mail entries to: Nicole Sutton, 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 2017 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 will not occur.
2017 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 any elements are missing):
- Headline (your creation)
- Faire Dates: August 5 - October 29
- Name of the Event: Pennsylvania Renaissance Faire
- Event Website: www.PaRenFaire.com
- Location: Rte. 72, Turnpike Exit 266

1. Submit ad entries on 8 1/2 by 11 white paper.
2. Display Advertising Design Contest Entry form 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 invitation to a special day at the Faire in 2018!
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 22, 2017 to: Faire School Days Display Ad Contest, 2775 Lebanon Road, Manheim, PA 17545. Judging will be completed by December 29, 2017. Winners will be notified by email.
**COMPETITION/PARTICIPATION REMINDERS**

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

<table>
<thead>
<tr>
<th>EVENT</th>
<th>TIME</th>
<th>LOCATION</th>
<th>NOTES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heraldry Competition</td>
<td>Arrival</td>
<td>Entry - Registration Table</td>
<td>Enter banner at Registration Table with Entry Form attached. Pick up banner at display area after 1:00.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Display - Red Fence adjacent to A&amp;M Tavern</td>
<td></td>
</tr>
<tr>
<td>Poster Competition</td>
<td>Arrival</td>
<td>Entry - Registration Table</td>
<td>Enter poster at Registration Table. Pick up poster at display area after 1:00.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Display - Red Fence adjacent to A&amp;M Tavern</td>
<td></td>
</tr>
<tr>
<td>Renaissance Music Competition</td>
<td>11:30 am</td>
<td>Globe Theater</td>
<td>Arrive 10 minutes to the stage early to check in with Faire Staff.</td>
</tr>
<tr>
<td>Theatre Competition</td>
<td>10:30 am</td>
<td>Globe Stage</td>
<td>Report to the stage 10 minutes early to check in with Faire staff. Arrive in costume. Five minute maximum performance time.</td>
</tr>
<tr>
<td>A Royal Interview</td>
<td>9:30 am</td>
<td>Globe Stage</td>
<td>Students should prepare questions for this event in advance.</td>
</tr>
<tr>
<td>Lord &amp; Lady</td>
<td>12:00</td>
<td>Endgame Stage</td>
<td>Teachers must nominate in advance. Report early and be seated in audience area.</td>
</tr>
<tr>
<td>Photo Opportunity</td>
<td>11:30 AM - 12:00</td>
<td>Jacob’s Garden</td>
<td>Photos taken in order of student group arrival. Teachers must pre-register.</td>
</tr>
<tr>
<td>Creative Writing Contest</td>
<td>Post Faire</td>
<td>Faire Offices</td>
<td>Submit entries by November 22, 2017. Limit 10 entries for school, per grade level.</td>
</tr>
<tr>
<td>Photo Journalism Contest</td>
<td>Post Faire</td>
<td>Faire Offices</td>
<td>Submit entries by November 22, 2017.</td>
</tr>
<tr>
<td>Display Ad Contest</td>
<td>Post Faire</td>
<td>Faire Offices</td>
<td>Submit entries by November 22, 2017.</td>
</tr>
</tbody>
</table>
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 two weeks prior to your trip.

THE PAYMENT FORM (page 44) 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.

<table>
<thead>
<tr>
<th>School Day Trip Date</th>
<th>Form Deadline</th>
</tr>
</thead>
<tbody>
<tr>
<td>October 4</td>
<td>September 20</td>
</tr>
<tr>
<td>October 5</td>
<td>September 21</td>
</tr>
<tr>
<td>October 12</td>
<td>September 27</td>
</tr>
<tr>
<td>October 12</td>
<td>September 28</td>
</tr>
</tbody>
</table>
EMERGENCY CONTACT FORM

Mail to: PA Renaissance Faire, Attn: Nicole Sutton, 2775 Lebanon Road, Manheim, PA 17545 or
Email to: nicole@parenfaire.com or Fax to: (717) 664-3466

This form must be received in our offices by 4 PM, TWO WEEKS 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 two weeks 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: ______________________________

School Phone Number: _______________________

On-Site Primary Contact Name: ______________________________

Mobile Number: ______________________________

On-Site Secondary Contact Name: ______________________________

Mobile 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 TWO WEEKS PRIOR to your day of attendance to qualify for competition.

Direct questions to Nicole Sutton, Group Sales Manager at nicole@parenfaire.com

No entries will be accepted after the deadline (two weeks prior to faire day). No phone entries. Mail to: PA Renaissance Faire, Attn: Nicole Sutton, 2775 Lebanon Road, Manheim, PA 17545; Email to: nicole@parenfaire.com; 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 (1-10 members)  ____ LARGE GROUP (13 or more)  ____ CONSORT/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
PHOTO OPPORTUNITY FORM
Jacob’s Garden – 11:30 – 12:00

This form MUST be submitted TWO WEEKS PRIOR to the date of your school’s participation.

Mail to: PA Renaissance Faire, Attn: Nicole Sutton, 2775 Lebanon Road, Manheim, PA 17545; Email to: nicole@parenfaire.com; or Fax to: 717-664-3466.

WE WANT TO PHOTOGRAPH YOUR EXPERIENCE AT FAIRE!

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 email the picture with you to share with your students, parents, and school.

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

Field Trip Date: ____________________________________________________________

School Name: ____________________________________________________________

Teacher Name: __________________________________________________________

Photo should be emailed to the following email address:

______________________________________________________________
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.

Please complete the following information and return it to the Faire business offices. **Full Admission AND Meal Payment must be received no later than TWO WEEKS 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: ________________________________

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 Hamburger: ______
- Number of Chicken Fingers: ______

**ADMISSION AND MEAL BALANCE DUE TWO WEEKS PRIOR TO VISIT DATE**

Return Form with full payment To: Nicole Sutton, PA Renaissance Faire, 2775 Lebanon Road, Manheim, PA 17545
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)

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**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 22, 2017

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 29 for this Study Guide to avoid disqualification.

Winners will be selected by December 29, 2017 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: ________________________________
2017 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 22, 2017. Winners will be selected and teachers informed by email by February 16, 2018.

Mail entries to:
Nicole Sutton
PA Renaissance Faire
2775 Lebanon Road
Manheim, PA 17545
2017 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 22, 2017 to: School Days Display Ad Contest, 2775 Lebanon Road, Manheim, PA 17545. Judging will be completed by December 29, 2017. Winners will be notified by email.
PAYMENT FORM

Use for either pre-payment OR present with payment the day of the trip.

This form should only be sent in advance if you are also submitting full payment! If you are not pre-paying, PLEASE BRING THIS COMPLETED 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. Do not include the bus driver in your count, as their admission is complimentary and 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 = $__________

(one free per 8 paid students)

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) $__________