



## SCOUT PATCH PROGRAM

Deerfield Beach

"The unique program that  
makes history come alive"

2008 Winner of the Florida Festival and Events "Best  
Community Partnership Award!!!"

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## ABOUT THE SCOUT PATCH PROGRAM

The Scout Patch Program at the Florida Renaissance Festival is a GSAC approved program and the only one of its kind in the nation. The goal of this interactive activity is to teach the scouts about a time when life didn't include electricity or grocery stores, let alone cell phones, computers or Nike sneakers.

Once inside the gates, the scouts spend the next 4 – 5 hours immersing themselves in the daily life of the 16th Century. They start out with two mandatory activities:

- ❖ The educational "Scout's Renaissance Challenge" whereby the scouts explore the village, interacting with over 100 cast members portraying villagers and royalty. They must learn about manners of the time, partake in hands-on activities and crafts, and find out about life in the Renaissance era.
- ❖ An Encampment visit, which provides more details about the life of people in the Renaissance.

Next, they have a choice of at least three optional activities, chosen from a list of numerous stage shows and demonstrations. These offer a glimpse into how people entertained themselves prior to television or radio. The activities range from watching mounted live steel jousting to participating in dancing accompanied by the village musicians. Some of the activities, such as the birds of prey demonstration or the apothecary re-enactment, display skills that were essential to daily survival in this era. They are also encouraged to do an age appropriate craft, such as creating a treasure chest, a stained glass candle or a pirate hat. Once the scouts have completed the required activities, they are free to enjoy the rest of the day as our guests.

At the end of the day, they leave with their Florida Renaissance Festival Scout Patch and their workbook full of ideas and instructions for ongoing education about this fascinating period. In the end, they've learned much and had wondrous fun in the process. As one patch-laden scout recently informed us, "It's the coolest patch program ever!!"

## PREPARING FOR THE FLORIDA RENAISSANCE FESTIVAL

Please prepare your scouts for this unique program as follows:

1. Use this packet as a resource both before, during, and after your visit to the Florida Renaissance Festival. It includes descriptions of many of the encampments and demonstrations available at the Festival, in addition to a History Corner that includes articles about Renaissance times, and movie suggestions for the scouts. You are encouraged to bring a complete copy of this packet with you to the Festival.
2. Before your visit to the Florida Renaissance Festival, please prepare the following:
  - a. Print out and bring one copy of the SCOUT PATCH REQUIREMENT FORM (located on page 5 of this packet.)
  - b. Print out enough copies of the SCOUT'S RENAISSANCE CHALLENGE (located on pages 9-10 of this packet) for each scout in your group, and have your scouts bring these sheets with them along with pens or pencils. You may also want to provide clipboards for the scouts.
  - c. Print the SCOUTS' NAMES FOR KNIGHTING CEREMONY form at the end of this packet. If the scouts complete the Renaissance Challenge before 2:30 P.M., you may request to have the patches presented to your scouts at the Knighting Ceremony, and if so, you must complete this form.

**Note:** The Scout Patch Program activities begin in Kid's Kingdom for information and instructions on completing the activities noted in this packet.

# SCOUT PATCH REQUIREMENT FORM

Begin your adventure today at Kid's Kingdom for information and instructions on completing the activities noted in this packet

Leader Name: \_\_\_\_\_ Phone #: \_\_\_\_\_

Street Address: \_\_\_\_\_

City, State, Zip: \_\_\_\_\_

E-mail: \_\_\_\_\_

Number of Scouts: \_\_\_\_\_ Age Level/Rank: \_\_\_\_\_

Number of Additional Paid People: \_\_\_\_\_ Adults: \_\_\_\_\_ Children: \_\_\_\_\_

## ACTIVITIES (Please initial completed activities):

### Mandatory:

Scout's Renaissance Challenge: \_\_\_\_\_ Encampment Demo: \_\_\_\_\_

Name of Encampment Attended: \_\_\_\_\_

### Optional: (Must do 3 Optional Activities-Initial Completed ones)

Archery Demo: \_\_\_\_\_ Glassblowing Demo: \_\_\_\_\_

Birds of Prey: \_\_\_\_\_ Jousting: \_\_\_\_\_

Blacksmith Demo: \_\_\_\_\_ Crafts at Kid's Kingdom: \_\_\_\_\_

History of Chivalry – Live Steel Fighting: \_\_\_\_\_

Stage Show: \_\_\_\_\_ \*Show time attended: \_\_\_\_\_

## IMPORTANT

You must turn this form in to the Kid's Kingdom by 4:30 P.M. to obtain patches. You may request to have the patches presented to your scouts at the Knighting Ceremony at which takes place at 2:30 P.M. on the Once Upon a Stage when you return this form. If the patches will be presented at the Knighting Ceremony, please print and fill out the form at the end of this packet.

Florida Renaissance Festival Staff Use Only:

# of Patches Given: \_\_\_\_\_ Signed: \_\_\_\_\_ Date: \_\_\_\_\_

# IMPORTANT NOTE OF CONDUCT

The Festival and its participants are happy to have you here and have done their part to ensure that you enjoy a day of fun and learning.

It is important that the Scouts understand that many of the activities they participate in will involve independent performers or crafters.

We ask you to remind your Scouts that performers and crafters have numerous obligations through the day. They may be in a hurry to get to their next performance or to wait on a customer. Please understand, this is what they do for a living, and we ask that you and your Scouts are sensitive to this by not asking for special discounts, running through crowds, or disrupting performances.

Thank you for your cooperation, and enjoy your day at the 2010 Florida Renaissance Festival.

**Note to Parents:** If you wish to purchase additional patches for leaders and parents at the end of the show, please contact our office after March 10 for availability. Leftover patches will be available for \$3 apiece.

## ACTIVITIES SUMMARY

You must complete the following activities to earn your badge:

### ❖ Required Activities:

#### ➤ Scout's Renaissance Challenge

In the Renaissance, a person of noble birth did their best to master social and artistic skills along with becoming as educated as possible. Your challenge today is to learn many of the skills and arts from that time, and demonstrate these accomplishments to one of our villagers or courtiers.

#### ➤ Encampment Visit

The Festival hosts several encampments all staffed by volunteers. They are eager to give you a glimpse into daily life during this time. Take a tour of at least one these areas, and note the activities you participated in while in the encampment.

### ❖ Optional Activities

Choose three or more of the following activities:

#### ➤ Archery

Learn about archery while watching a shooting demonstration in the Jousting Field. See the schedule for show times. While this is not a hands-on activity, you may want to try out the Archery Range (available for a fee) and try your hand at this ancient sport.

#### ➤ Birds of Prey

Falconry or hawking is an art or sport which involves the use of trained birds of prey to hunt or pursue game for humans. Falconry was not only the sport of kings, but it was also a means of survival. A trained bird was used to help hunt for a warm winter meal when fresh meat was scarce. Ray Pena, our Master Falconer, will demonstrate these beautiful animals in free-flight...from the speed of the Peregrine falcon, the endurance of a Saker falcon and the maneuverability of the Harris hawk. Learn about these birds and why they are important to the environment then and now.

#### ➤ Blacksmith

Blacksmithing was a trade performed by skilled craftsmen, and anything produced of iron would have been made by the blacksmith. Visit our village blacksmith and learn more about the art of blacksmithing.

#### ➤ Glassblowing

See glass blowing as it was done through out history...visit the glass blowing booth of Historical Glassworks here at the Florida Renaissance Festival to learn more about this art form.

#### ➤ Craft at Kid's Kingdom

Create Renaissance crafts in Kid's Kingdom! Projects are age-specific and may be taken home.

➤ **Jousting**

Watch brave knights challenge each other in the Jousting field. See the show schedule for times.

➤ **Stage Show Entertainment**

During the Renaissance, there was great cultural achievement, particularly in the area of music and drama. In that time, musical literacy was expected in the upper class of society. Many people of the period made their own music. The laborers would sing while they worked, and the townspeople would sing or play music after meals. The lute, virginal, viola, recorder, bagpipe, and the fiddle were favored instruments of that time. A popular form of entertainment in the countryside was the ringing of church bells. They all loved to hear their music. Since there was no access to a recording studio, the music had to be performed. In the major towns, official musicians, better known as Waits, gave free public concerts. The wealthy people hired musicians to play during dinner. Look at the schedule and pick a show that appeals to you.

## SCOUT'S RENAISSANCE CHALLENGE

In the Renaissance, people tried to become skilled in many areas, from general education (including learning several languages), to courtly arts such as dance, proper manners, and the ability to appear effortless while showing their skills. Your quest today is to become a Renaissance Man or Renaissance Woman by learning crafts and skills of the time.

To become a Renaissance person, you must perform the following tasks:

- First, find a noble man or woman wearing a gold rose to learn the correct way to bow or curtsy and the appropriate way to request assistance. Use these new arts as you perform the following tasks, which may be done in any order:
  - ◆ Learn a Renaissance dance step from a court dancer, wearing a red rose. Write down the name of the step you learned below.
  
  - ◆ Visit the Paladin Society (near the Harmony Glenn stage) to learn:
    - How to weave
    - About Renaissance spices and medicines
    - How to make chainmail
  
  - ◆ Visit the Chateau de Mirth Games area (across from the Once Upon a Stage) and learn to play an historic board game. Write down the name of the game you learned below.
  
  - ◆ Learn about the trebuchet from Anger of the Mistress (located on the Point) and shoot a miniature trebuchet. If possible, visit this location for their noon show to see the large trebuchet shoot. What powers the trebuchet? Write your answer below.
  
  - ◆ Find Lady Merilee Effingham, the English Courtesan dressed in gold and red, and ask her about her special shoes. Write down the name of the shoes below.

- ◆ Ask any villager or courtier wearing a gold, red, or green rose to assist you on the following (you may only ask one question of each person):

- What does the word “sprezzatura” mean, and what language is it?

- Who was the first European to discover the area we now know as Florida?

- Identify the following pieces of clothing:

- Doublet

- Farthingale

➤ Once you have completed these tasks, seek out one of the following lords, ladies, or villagers and demonstrate what you have learned:

- |   |                       |   |
|---|-----------------------|---|
| ❖ Lady Mannerly   | ❖ King Ferdinand      | ❖ Queen Isabella                            |
| ❖ Princess Juana  | ❖ Princess Anna Maria | ❖ Carmella di Venezia                       |
| ❖ Prince Orlofsky   | ❖ Lady Ettie          | ❖ Cardinal Claudio Stecco                   |
| ❖ Sir Henry Montfort                                      | ❖ Mademoiselle Fifi   | ❖ Lindsey Limberger                         |
| ❖ Lucretia Borgia   | ❖ Juan Ponce de Leon  | ❖ The Gardyloo Sisters                      |
| ❖ Don Lorenzo Pieroni<br>and Doña Madeleine<br>de la Tour | ❖ Hugh and Crye       | ❖ Sir James Spongeworthy and<br>his retinue |

## FESTIVAL ENCAMPMENTS

The Festival hosts several encampments all staffed by volunteers. They are eager to give you a glimpse into daily life during this time. Take a tour of some of these areas. Following is a brief summary of each of our encampments and what you will experience hands-on.

### ❖ ANGER OF THE MISTRESS-TREBUCHET

(Located beyond the Joust Field)

The trebuchet was a medieval weapon used in sieges upon fortresses and castles. Its main functions were to either smash walls or hurl objects over the walls, such as flaming tar. Demonstrations through out the day on the history and operation of this simple, yet ingenious weapon.

### ❖ THE HANSEATIC LEAGUE

(Located by the The Filthy Rotten Scoundrels Mud Show)

The League depicts a working encampment that represents a merchant caravan, one of the few ways to exchange goods and services in the past, especially throughout the inland areas. As such, any time someone arrives at the camp, there is something to be seen or experienced.

Some of the more unique topics of discussion specific to the League involve: how trading and bartering were conducted, travel routes and methods of transportation, and especially the theory of Quality Control, still a hot topic in today's business world. (The League was one of the first organizations to establish quality control on its goods. The word "sterling" used today to indicate high quality is derived from "Easterling", one of the names by which the League was known.) In addition to these, teamwork and interdependence are highlighted for their importance, especially since it usually meant life or death. One of the reasons the League came to be was for mutual protection on the trails against bandits and thieves.

### ❖ TUATHA DE DONNEN

(Located beyond the Joust Field)

The villagers in Tuatha de Donnén spend much of the day spinning and weaving in their encampment. (Idle hands are the devils playground.) Weaving has been a valuable skill since the beginning of civilization. Because of the size and expense of looms most common folk were not able to gain use of such large devices. Large looms were owned by weavers who traveled from village to village selling bolts of cloth and taking special orders. In order to provide themselves with common woven items smaller looms were developed.

One type of looms on which the members of Tuatha de Donnén will demonstrate is the Inkle loom. The bands created by this loom can be made to whatever length the loom is set for. The bands are noted for their strength as they are made from one continuous weft yarn (meaning that the thread that is woven back and forth through the shed is continuous for the length of the band). These bands had many common uses including belts, rope (when woven round), garters, and saddle cinches for horses. Still today the Lapland the native garments are made from intricately woven Inkle bands sewn together to create bright patterns.

Stick weaving has been referred to as "A loom for your pocket" and was developed as a way to make weaving even more portable. The rigid loom is replaced by a series of sticks with holes drilled in one end to hold the warp threads (the threads "inside" the band). It is said to have been brought to Europe by the Crusaders and were also used by both Native Americans and early American settlers.

## ❖ MACLAINE MILITARIE ECOLE - A Renaissance era School De Fence

(Located near the front gate)

The typical fencing school existed to fill the need for weapons and combat education in a very volatile time period. Students in such a school ranged from nobility, to Military Officers and men-at-arms wishing to expand their skills, to Merchant class individuals who possessed the coin to pay for private lessons in self-defense should they be challenged to a duel. (Dueling, of course, was frowned upon when not outright illegal.) These activities will be continuing throughout the day with armored dueling in the morning and rapier duels in the afternoon.

Since the facility is mobile, all of the normal support activities of an encampment are involved with cooking and weaving being the most noticeable. In addition there are the primary and support activities necessary in a school of combat, from grounds keeping to weapons care and maintenance, through all levels of actual training processes.

The training itself includes Archery, (required by law at the time), civilian combat consisting of various combinations of rapier play, rapier and dagger, rapier and buckler, rapier and cloak, and military combat from unarmored short sword through full armored combat. All of the weapons training includes drills, structured dueling, to free sparring combat. The drills and exercises as well as the techniques taught are derived from a variety of period combat manuals of various origins, German, English, Spanish, French and Italian. All of the above is overseen by a Scottish Sword Master to help round out the mix.

## ❖ DWARVSONG

(Located by the Crown Stage)

Dwarves are a creature of Scandinavian myth who are renowned stone workers and metal smiths that dwell in great halls deep within the Earth. It is there they mine the gems and smelt in great forges, the metal ores to sustain their craft, creating objects of wondrous beauty. Since the dwarves are so busy in their mountains, they have sent their human friends to this festival to demonstrate the arts of fire-making, blacksmithing, and creating beautiful illuminated manuscripts.

## ❖ PALADIN SOCIETY

(Located near the Harmony Glenn stage)

The Paladin Society of South Plantation High School has been involved in the Festival for many years under the direction of Mr. Rick Friedman. The Paladin Society has ongoing demonstrations and impromptu discussions on many diverse subjects such as apothecary, weaponry, chain-mail making, period cooking and many other aspects of daily life in the Renaissance. This is a great interactive experience for anyone who attends our Festival.

## HISTORY CORNER

### ❖ Archery and the beginning of the Middle Ages

Evidence points to the bow and arrow emerging from Africa about 15,000 years ago. Most of this is speculation, so we must look to the Stellmoor bow. The Stellmoor bow is the oldest known bow on record. This bow was found in Germany and dates back 10,000 years. Next comes the Holemegourd bows which were found in a bog in Denmark. These bows date back 8,000 years. All of these bows were wide limbed flat bows, or commonly called European flat bows.

The oldest known bows that were made in the English Longbow design are the Neolithic yew bows. Some of these were flatbows like the European flatbows but a large majority of them were made circular in appearance and longer than European flatbows. The Scandinavians were the first to use such bows and some speculate that the English Longbow was first made and used by the Welsh but this is pure speculation. Though the yew longbow was used before an Englishman picked one up, the English get the credit for it due to the way they used it in war.

### ❖ Piracy

Piracy is older than recorded history but the pirates we are most familiar with are those from a time called The Golden Age of Piracy. This period started soon after the discovery of the New World and continued for about 250 years. During this time many people from varying cultures left their homes to seek out a better life in the Americas. While this led to the eventual forming of the United States, it was many bloody years before that government was conceived. At that time the Caribbean and outlying areas around the un-named Florida peninsula were a hot bed of activity for countries such as France, England and Spain. They saw the new world as an unending source of revenue. They quickly gathered up islands in the Bahamas and Caribbean in order to establish a powerful base of operations in the then blossoming Americas. It was only a matter of time before the ships laden with plundered gold and treasures were in turn attacked by local settlers and criminals. In time, many of these early raiders would grow in infamy into the very historical icons that we would come to know as buccaneers, corsairs and simply pirates.

Unlike the noble gentleman that were awarded rank and ship station by their influential families, pirate captains were chosen by the crews. This democratic outlook on pirate hierarchy led to the creation of extremely profitable and powerful captains and their crews. If a captain did not live up to these expectations he was relieved of command and another was chosen. Of course this usually meant death for the displaced captain but this was to be expected. Pirates lived a fast hard lifestyle not unlike the celebrities of today. They were either dirt poor for a time or living like kings. Few pirates learned to save their quickly earned fortunes for the future, but instead squandered it away faster than they could steal it. In turn crews would spend very little time in port and more on the high seas.

Still with their shortcomings pirates were still some of the best sailors and jacks-of-all-trades known to man. They were required to know basic sailing and survival, while maintaining their fighting prowess and weapons. A pirate was responsible for his own safety and that of his brothers. If his guns and blades were not in top shape he would fail at his duties to his captain and crew, which in turn could mean death. On the other hand a pirate wounded in battle was offered a better share of the plunder. The idea behind this was fight hard pay well, fight harder pay better! A scar was simply a badge of honor and a peg leg symbol of respect.

Pirates preyed upon ships headed to Europe until mid 1800. In that time millions in gold were lost to the raiders as they prowled the Gulf Stream. High bounties for their heads and military convoys led to the eventual downfall of the Caribbean pirates. As the sun set on their reign as unopposed lords of the sea, a birth of a nation began. The new world heralded the end of major piratical activities for the Bahamas, Caribbean and Espanola. Still even now their influence on our society will live on forever in our stories, songs and legends. It is their enduring spirit and zest for life that attracts so many. It is why writers speak of them as heroes and brigands in the same sentence. It is also why movies portray them as men of honor and cutthroats wrapped up in the same package. And why we can't seem to let their rebellious and adventurous reputation sail away into obscured history.

## ❖ The London Masters of Defence \*

One of the more obscure areas of renaissance martial-arts is that of the London Masters of Defence. During the 1500's, "The Corporation of Masters of the Noble Science of Defence", or the "Company of Masters", was an organized guild offering instruction in the traditional English forms of self defense. Training consisted of the personal use of swords, staffs, and other weapons. But it also included wrestling, pugilism, and disarming techniques. In keeping with the renaissance spirit of the times, the English Masters of Defence rigorously studied their craft and openly plied their trade. This was not the case in previous centuries. An edict from as early as 1286 in England had forbade private schools of fence within the city of London -- ostensibly to "control villainy" and "prevent criminal mischief" said to be associated with such activities.

Centered around London, the English guilds essentially followed in the centuries old practices of the traditional Medieval master-at-arms, but adapted to the changed times. Each public school or "Company of Masters" had special rules, regulations and codes that were strictly upheld. For example, no student could fight for real with another student or harm a Master. No Master could challenge another. No Master could open a school within seven miles of another or without prior permission from the Ancient Masters (senior faculty). No student was to raise his weapon in anger, be a drunkard, criminal, or a traitor. As well, no one could reveal the secret teachings of the school. Most of the rules were to preserve the school's status, prestige, and economic monopoly on the trade.

The English fighting guilds, following the format of scholarly colleges of the age, had four levels of student: Scholar, Free-Scholar, Provost, and Master. Only four Ancient Masters were allowed at any one school. New students were recruited, paid a tuition, and apprenticed themselves before being graduated. There was also a system of fines and penalties for violations of regulations and custom. For the advancements of students the schools of defence held public tests called Playing the Prize. When time came to test their skill and advance to the next grade (after years of apprenticeship) the student, depending on level would have to fight a series of test bouts.

The fight itself consisted of those traditional English weapons as taught in the "Schole" and dating back to the early Middle Ages. For the challenged Scholar, the weapons to be judged on were fixed at longsword and back-sword. For the Free Scholar, there was a choice of any three weapons (usually long-sword, back-sword, and short-sword & buckler). For the Provost, there was a choice of any four weapons (usually the same as the Free Scholar but also including at least one pole-arm). Provosts playing for their "Master's Prize" would face an agonizing ten bouts with eight weapons each, including single dagger, quarter-staff, and two-handed sword. It took an average 14 years to attain a Master's title, although this time-span varies according to the records.

Of the weapons, the back-sword was a single-edged cut & thrust blade with a compound, swept-hilt. The short-sword was the contemporary name given to the form of narrow, lighter, renaissance cut & thrust blade (also with a compound hilt). The buckler was a small, maneuverable, hand-held metal shield for punching and deflecting blows. The long-sword was basically the older form of wide Medieval hand-and-a-half or bastard-sword or possibly even a great-sword. Among the other weapons sometimes played were Morris-pike (a long metal tipped staff), flail, sword & dagger, and sword & gauntlet. Later on the rapier and rapier & dagger were included starting around 1580. Of Hispano-Italian origin, the civilian rapier with its vicious, deceptive manner of "foining" fence (.i.e., thrusting), was considered a dastardly "foreign" weapon. As with similar fighting guilds in Germany, its introduction was gradual.

\* Excerpted from "The London Masters of Defence - Playing the Prize in Elizabethan England" by John Clements

## ❖ Blacksmithing

The blacksmith was a figure always shrouded in mystery and fear, but above all, respect. For in the ancient world it was believed that everything was composed of four elemental substances: earth, air, fire and water. The blacksmith was the only person to work with all four. The forge held the fire, which could reach an excess of 2500 degrees Fahrenheit to soften and weld the iron. The bellows forced the air into his forge driving in oxygen causing the fire to burn even brighter and hotter. The material he worked was iron, known as ...The Black Metal. It was smelted from a rock of the earth known as iron ocher or iron ore. And finally the water was necessary to quench and temper the hot iron giving strength to his hard wrought work.

But as civilization became more advanced the need for the blacksmith was even greater in medieval and renaissance England and around the world for that matter. Anything produced of iron would have been made by the blacksmith. This means the nails, tools and door hinges for the buildings. The scythes and plowshares for farming, the horseshoes, the weapons and armor for warfare and the caldron and cookware for everyday life all came from the blacksmith's forge.

The origin of the craft is lost in history. But it is believed to have started some six thousand years ago in Caucasus and spread around the world from there. The tools of the craft have changed very little if any from that time until today. If you have any questions please feel free to ask the Village Blacksmith. There is also a wealth of information on the subject. Here are some titles and ISBN numbers.

- The Art of Blacksmithing: ISBN 0-7858-0395-5
- The Complete Modern Blacksmith: ISBN 0-89815-896-6
- Practical Blacksmithing and Metalworking: ISBN 0-8306-2894-0
- The Blacksmith Ironworker and Farrier: ISBN 0-393-32057-X

## ❖ Glassblowing

Glass as a material is well over 5000 years old. Over the centuries glass has had a different value and importance to different cultures. Glass blowing is just on way of working with glass and was a mass production technique mastered by the Romans. During this time, glass became as common in Rome as it is today. There was very fine glass, but most of the glass was inexpensive and affordable to all.

During the dark ages and into the Middle Ages, production of glass in Europe was limited. As a result, glass became very expensive and valuable. It was often used to show one's power by showing that they could have valuable and delicate things such as glass. Mostly this was the nobles and the church.

During the Renaissance the tradition of glass being used to show one's wealth and status continued. However, with trade in Europe becoming more established again and with the rise of a wealthy merchant class, glass once again became more affordable. Glassblowing reached a peak of its skill in Venice at this time and was the finest glass in the known world.

It is important to remember that hand-made glass during most of history was an industry. This is somewhat different then the art/craft view of hand crafted glass today. However, you can still see glass blowing as it was done through out history. Just visit the glass blowing booth of Mark Haller here at the Florida Renaissance Festival.

## ❖ Jousting

Jousting in its original form has generally been credited to a French man named Geoffroi de Pruelli. The “sport” - actually more of an occupation at the time - spread from France to Germany, then to England, and finally into southern Europe during the tenth to twelfth centuries. Jousting tournaments were held as military exercises between the various nobles. Such tournaments, starting peacefully, often turned into bloody battles between jealous champions. Gradually these petty local wars became more sport oriented and sophisticated and less a matter of life or death.

Winning such tournaments was one way for a lowborn knight to make a quick name for himself and win riches beyond ordinary dreams. Knights were considered gentlemen and were required to abide by the ideas of chivalry and fair play, then in vogue. Much of the credit for this fair-play code has always gone to King Arthur and the tales of the Round Table, a thirteenth century tale.

The death of several nobles and at least one king, King Henry II of France in 1559, brought about the demise of the man-to-man type of jousting. It was also during this time that gunpowder was introduced into Europe from the orient. Guns made warfare by horse-mounted lancers obsolete overnight. Cecil Calvert, Lord Baltimore, of the “colonies” is reported to have been the first to introduce jousting here in America

## ❖ A Nobleman’s Table

The Hollywood image of a royal banquet in the Renaissance is of huge piles of meat, with bones thrown over the King’s shoulder for the dogs. In reality, a Renaissance banquet was a carefully choreographed performance, involving large numbers of servants at every step, and often lasting two hours or more.

The table was laid according to a precise set of regulations. The main table had three separate tablecloths, with the last laid in such a way that it had folds, known as ‘estates’ placed in it to make it easier for the highest guests to get their feet under the table. The highest ranking noble’s place was set first, and the servant who was doing so made sure that nothing the nobleman would use was touched by the naked hand. Trenchers or plates, the lord’s knife and spoon, plus the nobleman’s bread (held in a linen wrapping called a ‘portpain’) and the salt were then covered with a counterpane before the diners were allowed into the room and seated. After hand washing, each diner was given a napkin, placed over their left shoulder, and the servants started the serving of the meal.

The most important of these servants was the Kerver, or carver, whose job was to carve the food served into pieces that the nobles could eat using just a spoon and their fingers. Every meat had a different method of carving and serving, and there were strict rules on what should and should not be served to the nobles.

The Sewers (servers) placed the dishes prepared by the Kerver or kitchen staff in front of the nobles, who were seated at the table according to their status. The best foods were served to the highest ranking diners, while the lowest ranking diners may not even receive a small taste of some of the foods being served.

Other servants served wine and ale, carried the food from the kitchens to the great hall, or washed the nobles’ hands before and after the meal.

Finally, after the nobles had left, and the servants had eaten their fill from what the nobles did not, everything was cleaned away and prepared for the next meal.

Fun Facts:

- Each meat served had a different term describing how it was carved, including ‘to splat a pike’ and ‘to unlace a coney’ (a rabbit).
- The crust of a pie was known as a coffin and was hardly ever eaten; it was opened and its contents were served to the diners.
- Plates were only just coming into regular usage, and forks were only used in Italy. Instead of plates, trenchers (stale squares of bread) were used.
- On fast days (days associated with religious events) only fish was served. However, as fish included anything that swam in water, such delights as beaver tail could be on the menu.

## ❖ Bread and Baking

Bread was a vital part of meals, and the baking of bread for commoners was often done in a communal oven shared by the whole village. Because of the time and fuel required to heat an oven, a small village may only bake bread a few days of the week.

A castle or manor would have its own ovens and bread would be baked fresh daily. The baker would be responsible for both fine white breads, known as manchets, for the nobleman's table in addition to course whole-grain breads used by the staff. Stale bread was used as plates (trenches) for the nobility or for breadcrumbs, which at this time was the primary thickener for sauces and stews (called pottages).

Ovens were made of brick or clay, and the heating of the oven and baking of bread involved several steps. First, a fire or extremely hot coals were placed into the oven and the door was sealed to allow the oven to heat. Once heated (which took several hours), the ashes were removed and the dough was placed into the oven to bake. Because the temperature wasn't controlled, it took a skilled baker to know the art of using such an oven; if you opened the door too often the oven cooled too fast and the bread didn't bake, so the baker had to have a feel for the temperature and associated time required for the breads being made.

### Fun Facts:

- Fresh, hot bread was considered unhealthy.
- There were strict laws about who could sell bread and the weights of the loaves. There were harsh penalties for those who violated these laws.

## MOVIE SUGGESTIONS

Perhaps you will want to rent one of the following movies for your scouts to enjoy.

For Younger Scouts:

- Disney's The Hunchback of Notre Dame (G)
- Disney's The Hunchback of Notre Dame 2 (G)
- Disney's Beauty and the Beast (G)
- Disney's Beauty and the Beast Enchanted Christmas (G)
- Disney's Robin Hood (G)
- Disney's The Sword in the Stone (G)
- Disney's Cinderella (G)
- Disney's Cinderella 2 (G)
- Disney's Sleeping Beauty (G)
- Disney's Snow White (G)
- Disney's A Kid in King Arthur's Court (G)
- Disney's The Three Musketeers (G)
- The Prince and the Pauper (Assorted ratings)
- Galileo: On the Shoulders of Giants (G)
- Leonardo: A Dream of Flight (G)

For Older Scouts:

- Medieval
  - Robin and Marian (PG)
  - Lion in Winter (PG)
  - Henry V (PG13)
  - Hamlet (Assorted ratings)
- Renaissance
  - Ever After (PG)
  - Romeo and Juliet (1968 version) (PG)
  - The Taming of the Shrew (Unrated)
  - Anne of the Thousand Days (PG)
  - Lady Jane (PG-13)
  - A Man for All Seasons (G)

WE HOPE YOU ENJOYED YOUR DAY AT THE FLORIDA RENAISSANCE FESTIVAL!!  
FOR QUESTIONS, COMMENTS & SUGGESTIONS PLEASE EMAIL [vicki@ren-fest.com](mailto:vicki@ren-fest.com)

## SCOUTS' NAMES FOR KNIGHTING CEREMONY

If you wish to have your Scouts' patches presented at the Knighting Ceremony, please print the full name of each scout receiving a patch on the form below.

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