



SCOUT PATCH PROGRAM

MIAMI

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makes history come alive"

2008 Winner of the Florida Festival and Events "Best
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Table of Contents

SCOUT PATCH REQUIREMENT FORM	3
IMPORTANT NOTE OF CONDUCT	4
ACTIVITIES SUMMARY	5
Required Activities	5
Optional Activities.....	5
SCOUT'S RENAISSANCE CHALLENGE.....	6
FESTIVAL ENCAMPMENTS	8
ANGER OF THE MISTRESS-TREBUCHET.....	8
THE HANSEATIC LEAGUE.....	8
ADRIAN EMPIRE - Duchy of Castilles.....	8
PALADIN SOCIETY	8
HISTORY CORNER.....	9
Archery and the beginning of the Middle Ages.....	9
Piracy	9
The London Masters of Defence	10
Blacksmithing	11
Glassblowing.....	11
Jousting.....	12
A Nobleman's Table.....	12
Bread and Baking.....	13
MOVIE SUGGESTIONS	14

SCOUT PATCH REQUIREMENT FORM

IMPORTANT: Please begin your adventure today at the Paladin Society's encampment 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)

Glassblowing Demo: _____ Birds of Prey: _____

Jousting: _____

Stage Show: _____ *Show time attended: _____

*****IMPORTANT - You must turn this form by 4:00 pm to the Paladin Society obtain patches.*****

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 who 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:

➤ **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.

➤ **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.

- Below is a list of people that were important in the Renaissance. Match the person on the first column to the appropriate description on the second column by entering the letter of the description next to the correct match in the first column. You may seek assistance from any villager or courtier wearing a small gold, green, or red rose, who can help you identify up to two matches each.

Match this column...		To this column...	
1	Donatello	A	Created the first submarine for the British navy
2	Cornelis Drebbel	B	Holy Roman Emperor
3	Niccolò Machiavelli	C	Invented the moveable type printing press
4	Maximilian I	D	Defender of the Faith
5	Waldseemüller	E	Discovered the pendulum
6	Sir John Harrington	F	Created the first free-standing figure produced since ancient times
7	Gutenberg	G	King of Aragon, Sicily, Naples, Valencia, Sardinia, and Navarre
8	Henry VIII	H	Manufactured the first the pocket watches
9	Galileo Galilei	I	First European to discover Florida
10	Louis VII	J	Created the first flush toilet
11	Peter Henlein	K	Designed the first helicopter
12	Ferdinand	L	Author of <i>The Prince</i>
13	Leonardo da Vinci	M	King of France
14	Ponce de León	N	First man to use the word <i>America</i> for the New World
15	Michelangelo	O	Painted <i>The Last Judgment</i> on the alter wall of the Sistine Chapel

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

- | | | |
|--------------------|---------------------------------------|--|
| ❖ Lady Mannorly | ❖ King Ferdinand | ❖ Queen Isabella |
| ❖ Princess Juana | ❖ Lord Percival Degage' | ❖ Bartholomew Lennar |
| ❖ Prince Orlofsky | ❖ Juan Ponce de Leon | ❖ Princess Anna Maria |
| ❖ Lady Nightshade | ❖ The Tawdry Sisters | ❖ Mistress Aurora |
| ❖ Miss Information | ❖ Dona Beatriz de Bobadilla y Ossorio | ❖ Sir James Spongeworthy and his retinue |
| ❖ Cardinal Claudio | | |

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

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

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.

❖ ADRIAN EMPIRE - Duchy of Castilles

The Adrian Empire is dedicated to the study and recreation of Western European culture between the years 1066 and 1603, recreating many elements of this era. Visit this encampment to see ongoing archery and combat demonstrations throughout the day in addition to arts demonstrations such as candle dipping, embroidery, and carving.

❖ PALADIN SOCIETY

This special interest club from South Plantation High School caters to students who are interested in Renaissance History. This club allows students to participate in the whole spectrum of period life; from costume and amour-making to dancing and cooking.

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 celebrates 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, staves, 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.

❖ Jousting

Jousting in its original form has generally been credited to a French man named Geoffroi de Prulli. 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