



**2024**

**FLORIDA RENAISSANCE FESTIVAL**

# **SCOUT PATCH PROGRAM**

**“A Unique Program That Makes History Come Alive.”**

**Winner of the Florida Festival and Events**

**“Best Community Partnership Award!!!”**

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**Note:** You might begin your challenge by reporting to the Scout Program Coordinator located just inside the main gate, at the information booth. The Scout Program Coordinator will give you instructions and information about your **quest**.

## ABOUT THE SCOUT PATCH PROGRAM

The Scout Patch Program at the Florida Renaissance Festival is a GSAC and BSAC-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 Sketcher sneakers.

Once inside the gates, the scouts spend the next 4 – 5 hours immersing themselves in the daily life of the 16th Century. They participate in the following activities:

- ❖ The educational “Renaissance Challenge” whereby Scouts explore the village, learning about manners of the time, partake in hands-on activities and crafts, and find out about life during the 16<sup>th</sup> Century.
- ❖ Scouts have a choice of attending multiple various activities, chosen from a list of numerous encampments and demonstrations. These offer a glimpse into how people entertained themselves prior to television or radio. The activities range from watching activities, such as a Black Smith demonstration, birds of prey show, or glassblowing display skills that were essential to daily survival in this era. Once the Scouts have completed their quest 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 ongoing education about the fascinating Renaissance era. As one patch-laden scout recently informed us, “It’s the coolest patch program ever!!”

**Important:** *The Scout Patch Program activities are only available on designated Scout Days.*

### Trivia:

The plaque was, at the time, thought to be transmitted by bad smells. The long “beak” of a plague doctor’s mask held sweet-smelling herbs, flowers, and oils to protect the doctor from the bad smells that carried the plague. We now know that that was false. Of the two types of plague that we still have today, Pneumonic plague is transmitted by coughing, and Bubonic plague (The Black Plague of the Renaissance) is transmitted by fleas.

Because the water was not safe to drink, everyone during the Renaissance drank beer every day, and with every meal including breakfast. They were not all raving drunks, however, because the beer they were drinking (called small beer) was made without yeast or other added sugars to ferment and produce alcohol. It was basically just a means of making the water safe to drink and making it taste better.

Of course, there was beer and wine that was alcoholic, and some people drank that every day, but it was not the same as the everyday drink.

## PREPARING FOR THE FLORIDA RENAISSANCE FESTIVAL

Please prepare your scouts for this unique program as follows:

1. Use this packet as a resource before, during, and after your visit to the Florida Renaissance Festival. It includes descriptions of the many 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 at the end of the booklet.
2. **Before your visit to the Festival, print out and bring one copy of the SCOUT PATCH REQUIREMENT FORM (located on page 5 of this packet.) Make sure to bring something to write with!**

**Note:** You must begin your challenge by reporting to the Scout Program Coordinator located just inside the main gate at the Information Booth. The Scout Program Coordinator will give you instructions and information about your quest. See our FAQs Sheet for additional information on preparing for your visit!

### Trivia:

Those who prepared the food that was served during any noble feast did not eat the food they served. The kitchen servants got to eat the scraps left from the nobleman's meal, either the parts that were not served to the nobleman and his guests, or the leftovers that remained on the table after the nobleman and his guests were done. The parts that were not served to the nobleman and his guests were often the parts that we enjoy today, such as chicken wings. They used stale bread for plates and since the bread absorbed all the juices and sauces from the food. These "leftovers" provided a hardy and nutritious meal.

Did you know that the stairs in medieval castle towers almost always spiral in a clockwise direction? This put attacking swordsmen (trying to go up) at a disadvantage.

In the narrow-enclosed staircases, which were usually only wide enough for one person, an attacker didn't have room to take broad, slashing, or chopping strokes with their sword at the defenders above. The defenders (going down the stairs) could make the broader, slashing, or chopping strokes with their swords because they were slashing down across their bodies. If you're trying to picture it, remember that the sword was always used in the right hand. It was believed that the Devil was left-handed.

Although it looks bulky, a full suit of armor typically weighs only 50 or 60 pounds, and that weight is distributed over a knight's entire body. By comparison, a modern soldier may have to carry over 70 pounds of gear and that weight is carried almost entirely on the soldier's back.

# SCOUT PATCH REQUIREMENT FORM

Begin your visit today at the Information Booth just inside the main gate.  
There you will meet the scout program coordinator who will start you on your quest.

Scout Name: \_\_\_\_\_ Phone # (Optional): \_\_\_\_\_

Troop Leader Name: \_\_\_\_\_ Troop #: \_\_\_\_\_

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

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

E-mail: \_\_\_\_\_ Age Level/Rank: \_\_\_\_\_

## **MANDATORY ACTIVITIES:**

The Scout's Renaissance Challenge: You must visit four or more of the following encampments. Collect a signature from a representative of each encampment you visit.

**The Adrian Empire:** \_\_\_\_\_ **The Ottoman Empire:** \_\_\_\_\_

**H.M. Royal Artillery:** \_\_\_\_\_ **The Merchants of Brittany:** \_\_\_\_\_

**Anger of the Mistress:** \_\_\_\_\_ **Pirates of Tortuga Bay:** \_\_\_\_\_

In addition to the activities above, you must do at least 3 of the following activities and collect a signature from a representative of each show, sign this form.

**Historical Glassworks:** \_\_\_\_\_ **Birds of Prey:** \_\_\_\_\_

**Red Lyon Smith:** \_\_\_\_\_ **The Promenade Quest:** \_\_\_\_\_

**Renaissance Dancing at the Maypole:** \_\_\_\_\_

## **\*IMPORTANT\***

You must return this completed form with signatures from the encampments and demonstrations/activities and show it to the Scout Patch Program Coordinator at the Information Booth to obtain your patches at the information booth.

**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 performances and/or crafters.

We ask you to remind your Scouts that performers and crafters have numerous obligations throughout the day. They may be in a hurry to get to their next performance or to wait on a customer. Please understand, that 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 Florida Renaissance Festival.

**Note to Parents:** If you wish to purchase additional patches for leaders and parents at the end of the show, please visit our souvenir shop located just across from the festival entrance near the information booth where you began your quest. Patches will be \$3 each at the souvenir shop.

WE HOPE YOU ENJOYED YOUR DAY AT THE FLORIDA RENAISSANCE FESTIVAL!!  
FOR QUESTIONS, COMMENTS, AND SUGGESTIONS PLEASE EMAIL THE SCOUT PROGRAM COORDINATOR AT [SCOUTS@REN-FEST.COM](mailto:SCOUTS@REN-FEST.COM)

## DEMONSTRATIONS/ACTIVITIES SUMMARY

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 have a representative from each encampment or demonstration/activity sign your form once you understand the skills. Then you exchange the completed form for your patch.

You must complete the following activities to earn your reward:

❖ **Choose at least three of the following demonstrations/activities to attend:**

➤ **Renaissance Dancing at the Maypole**

Participating in dancing around a maypole with colorful ribbons is an enchanting and lively tradition that captivates the hearts of many. As an essential activity during festive gatherings or celebratory events, this charming custom involves a circle of joyous youngsters weaving intricate patterns with brightly hued ribbons around a tall, adorned pole. With each child holding a ribbon, they dance in a choreographed sequence, skipping and twirling to interlace the ribbons in an intricate, woven design around the maypole. This age-old ritual not only instills a sense of teamwork and coordination but also sparks a deep appreciation for tradition and celebration, fostering a delightful and lasting memory for the children involved.

➤ **Birds of Prey**

Falconry is an art or sport that involves the use of trained birds of prey to hunt or pursue game for humans. Falconry was not only the sport kings, but also a means of survival. A trained bird was used to help hunt for a warm winter meal when fresh meat was scarce. 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.

➤ **The Promenade Quest**

Visit as many booths as you can here in the Village Promenade. Ask them to stamp your Quest Ticket. Be nice, be polite. If there is someone else ahead of you, please wait your turn or go to another booth. Get four or more different stamps and take your ticket to the Vyllage Publyck Werks to get your Quest prize and for the signature of completion!

➤ **Historical Glassworks**

Observing a glassblowing demonstration is an essential and captivating activity, especially for children, who are enthralled by the mesmerizing art form. As they gather around the glowing furnace, witnessing the intense heat and the artist's skilled hands shaping molten glass, kids are filled with wonder and excitement. This mandatory experience not only educates them about the craft but also sparks their imagination as they see the fluid glass morph into intricate shapes and vibrant colors. The demonstration encourages an appreciation for the fusion of art and science, leaving a lasting impression on the children as they marvel at the beauty and skill involved in creating stunning glass pieces.

➤ **Red Lyon Smithing – Blacksmith Demonstration**

A blacksmithing demonstration is a captivating blend of entertainment and education, captivating audiences with its mesmerizing display of craftsmanship. As the blacksmith expertly wields molten metal, shaping it with controlled strikes against an anvil, spectators are drawn into the rhythmic dance of fire and metal. This engaging activity is a live lesson in history and practical skills, allowing observers to witness the transformation of raw materials into practical, often beautiful, objects. The mesmerizing show of sparks and the clanging of tools make the experience not just informative but thrilling, leaving a lasting impression on all who witness the blacksmith's craft.

## FESTIVAL ENCAMPMENTS

Following is a summary of each of our encampments and what you will experience hands-on.

❖ Choose ***at least four*** of the following encampments to attend:

### ➤ **The Merchants of Brittany**

We portray a merchant caravan hailing from Bergen Norway, carrying our stock-fish and wares to local fairs within the time period of the 1100's through the 1500's. Our mainstay is the unique diversity of the merchant caravan; this allows our members to create and develop characters from almost anywhere in the world. The Encampment is set up for Patron to enter and browse. We portray the headquarters area of a Merchant Caravan with craft's and kitchens sleeping quarter dining and crafting area's. We are set up as a living Museum! Our Tent's are open to display living conditions on the road. Daily ongoing demonstrations of renaissance cooking and crafting. Including, our very own Sword Swallower who performs several times during the faire day!

### ➤ **Pirates of Tortuga Bay**

The Pirates of Tortuga Bay will be interactive with the audience and will include live character interactions and fight demonstrations, "The Pirate Initiation" and a mermaid encounter. The encampment meticulously showcases the dichotomy of a pirate's life—embracing both adventure and hardship, freedom from societal norms, and a distinct code of conduct that characterized their existence. Through carefully curated demonstrations, the organizers aim to offer a glimpse into the vibrant, perilous, and swashbuckling world of these seafaring outlaws.

### ➤ **The Ottoman Empire**

During the 16th and 17th centuries, at the height of its power under the reign of Suleiman the Magnificent, the Ottoman Empire was a multinational, multilingual empire controlling much of Southeast Europe, parts of Central Europe, Western Asia, and North Africa. With Constantinople as its capital and control of lands around the Mediterranean basin, the Ottoman Empire was at the centre of interactions between the Eastern and Western worlds for six centuries.

During various conflicts throughout Europe, great capitols rose and fell often loosing great libraries and other repositories of knowledge and cultural histories, leading to the period known as "The Dark Ages". The Ottomans held and protected the accumulated knowledge of the greater world for centuries. As Europe entered into the Renaissance the Ottoman Empire began to share the arts, sciences and histories which they had so carefully maintained. It was through their influence that much of the cultural histories of great countries remain. The Ottomans were artists, scholars and philosophers of the highest calibre, generous with their knowledge and diplomatic with their strength.

### ➤ **The Adrian Empire**

The Adrian Empire is dedicated to the study and re-creation of Western European culture between the the year 793 and 1625. Our members work to re-create the arts, skills, and culture of this range of the Medieval and Renaissance eras. Local chapters usually meet on a monthly basis and hold tournaments of combat, archery, and the arts. Occasional regional as well as two annual national "wars" are also held which include both tournaments and group battle scenarios. At all of our events, we strive to wear period garb, set up period encampments or settings, and comport ourselves with chivalry and honor.

### ➤ **H.M. Royal Artillery**

H.M. Royal Artillery is freelance artillery battery that is employed by the King. Known as "Keepers of the Peace" they open the festival every morning, at his Majesty's command, with a cannon shot. In the evening, promptly at sunset they close the faire with a small arms and cannon demonstration. As a historic reenactment group, they are dedicated to teaching and demonstrating the safe use of muzzle-loading black powder cannons and



small arms. Once a day during faire, and by his Majesty's permission, they conduct a live fire black powder mortar demonstration.

The current arsenal consists of 14 cannons and over 70 different small arms. As acknowledged black powder experts with over 110 years of combined experience with muzzle-loading weaponry of all types, one of their main endeavors is education. Stop by their encampment to learn about the fascinating history of black powder and the weapons that used it.

### ➤ **Anger of the Mistress**

At the heart of the bustling Renaissance festival grounds, an awe-inspiring demonstration unfolds as a towering trebuchet takes center stage. The air crackles with anticipation as onlookers gather, their faces alive with wonder. With meticulous precision, the crew adjusts the colossal wooden contraption, its ropes taut and ready to release its payload. As the massive arm swings and the counterweight drops, a collective gasp escapes the crowd. The trebuchet unleashes a deafening whoosh, launching a giant projectile through the sky in a graceful arc before crashing down with a thunderous impact in the water. Spectators marvel at the sheer power and engineering marvel of this medieval siege weapon, transporting them back in time to an era of grandeur and innovation.

## 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 that 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, 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.

The English guilds, located mostly around London, essentially followed in the century's 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 customs. 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 of 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

## ❖ **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 one 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 than the art/craft view of hand crafted glass today. However, you can still see glass blowing as it was done throughout history. Just visit the glass blowing booth of Mark Haller here at the Florida Renaissance Festival.

## ❖ **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 2,500 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 the Caucasus and spread around the world from there. The tools of the craft have changed very little if any from that time until today. 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

## ❖ **Pottery Making**

It was the ability to produce pottery and the use of clay pots for cooking and storage that helped to transform our ancestors from nomadic hunter and gatherer tribes into the great societies they eventually became. With clay pots food items could be stored, and used later, instead of just having to eat everything as soon as they caught it or found it.

## ❖ **Jousting**

Jousting in its original form has generally been credited to a French man named Geoffori 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 manchetts, 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 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, which took several hours. Once heated, the ashes were removed from the oven and the dough was placed in 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 Beauty and the Beast (G)
- Disney's Brave (PG)
- Disney's Robin Hood (G)
- Disney's The Sword in the Stone (G)
- Disney's Cinderella (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 (PG-13)
- Hamlet (Assorted ratings)
- Snow White and the Huntsman (PG-13)
  
- 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)

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FOR QUESTIONS, COMMENTS & SUGGESTIONS PLEASE EMAIL THE SCOUT PROGRAM  
COORDINATOR AT [SCOUTS@REN-FEST.COM](mailto:SCOUTS@REN-FEST.COM)