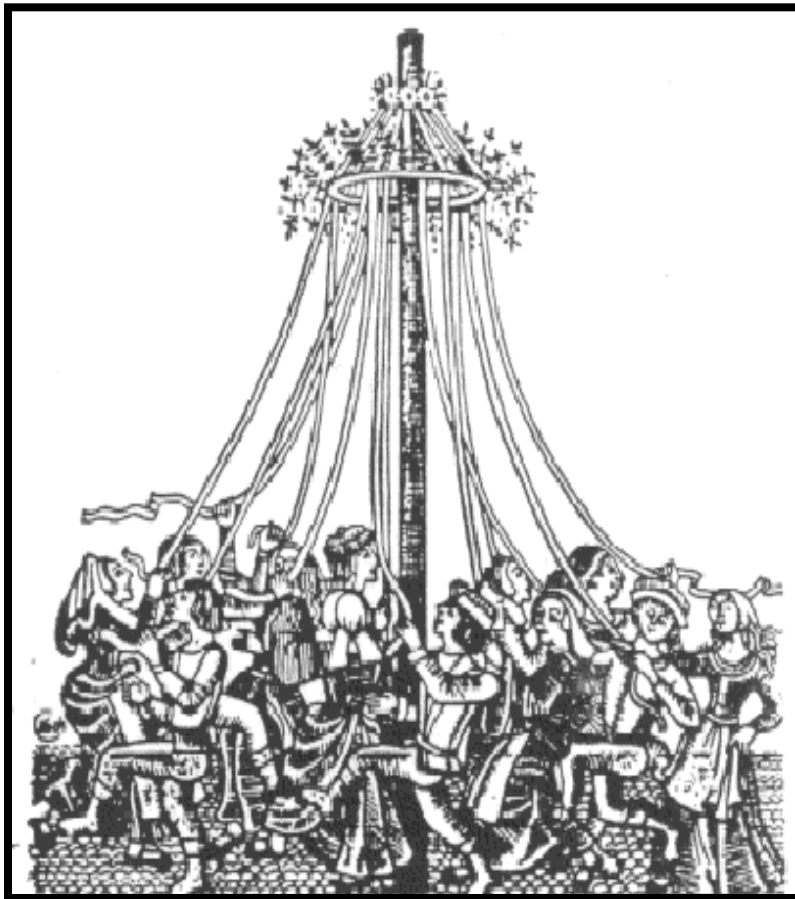


The Shrewsbury Villager GUIDE = BOOKE
Being an Compendium For our Renaissance Faire
Participants And Containing herein Artful Advice,
Inspired Ideas, Excellent Examples, and Discourse upon
Plaing Faire at Shrewsbury.



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Printed at Shrewsbury Renaissance Faire



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WHAT IS THIS FAIRE THING?

1

A Renaissance Faire is a wonderful mixture of many things. It's partly a craft Faire, it's partly historical reenactment, it's partly performance art. And it's all fun when the Public comes to join in the Play.

Everyone working at the Faire, whether Crafter, Performing Artist, Guild, or Volunteer Guild Member, dresses in the costume the Elizabethan period, and ensures their booth or product or art or talents calls up the memory of the English Renaissance Era.

PLAYING IN HISTORY FROM 1558 TO 1603

Whatever your area of interest, you will be joining in a 16th century adventure modeled on the merriest of elements during the reign of Queen Elizabeth I; the time of Sir Francis Drake, and of course, William Shakespeare. Participants from many areas of the Living History Community work very hard to create this atmosphere and to establish an ambiance within the Village. Here the public will experience the sights and sounds of the past as Faire Folke go about their crafts and celebrations and daily Village life.



The sounds of bells ringing and music and singing, the aroma of cooking foods, and artisans calling out to come see their wares, and fresh flowers, and ribbons and flags waving, and...

Many of the colourful traditions you will be seeing and taking part in at Faire date back to before recorded history. Faires celebrating the changing of the seasons are very much a part of the ancient British Harvest Home Rituals. Seasonal celebrations of dancing, singing, trading and general festivities are the basis of our long English, Celtic, and European Heritage. Even today in villages all over Britain and Europe you might happen upon these joyous ceremonies. Folk rituals arouse in us the memories of simpler times more in tune with Nature.

Modeled on the merriest of elements from the Elizabethan era, Shrewsbury is the only interactive Living History event of its kind in Oregon. All the Faire is a Stage as you don the garb and manners of the era and welcome the public to join in the play. Showcase your wares and talents to over 21,000 visitors as they browse the village.

“...frame your mind to mirth and merriment, which bars a thousand harms and lengthens life.”

Taming of the Shrew, Shakespeare

Regardless of your specialty, the following information in this Guidebooke will help you to meet Shrewsbury Renaissance Faire standards for costuming, booths, and all areas of Elizabethan deportment.



WHO CAN APPLY TO PARTICIPATE?

Professional crafters, artists, performers, living history guilds, volunteers, and aspiring beginners welcome.

HOW IT ALL WORKS

No jury fee or percentage taken. Elizabethan relevance is preferred. Demonstrations are encouraged. Appropriate costume is required. Applications are juried upon receipt, and notification sent by post within 48 hours. Early submissions are recommended to avoid product saturation. Some Production Guilds open for volunteers. For more information, refer to the Villager Guidebooke.

REQUESTING AN APPLICATION

Our applications are mailed at the end of February, and on individual request until the deadline of July 31st. No applications are sent after that date. To receive an application, or to ask a question or to leave a message for the Shrew, visit our web page and click on "[Contact the Shrew](#)". Please be sure to state the type of application you require, and let us know what you are planning to present. Here is a list of areas to choose from:

- Craft Vendors
- Food Vendors
- Performing Artists
- Living History Guilds
- Faire Volunteer Guilds

APPLICATION HINTS

To be considered, applications must be complete and signed.

Send all requested information at the same time.

Make and keep a complete copy of your application, including check if applicable, for yourself.

Looking forward to playing Faire with you.
Huzzah! from the Shrew

SOMEWHERE IN TIME

3

Finding your place in History

The Renaissance, well under way in Italy in the 1450's, was a period of tremendous creation and growth in the humanities of Art, Literature, and Music throughout Europe, and generally conceded to have begun with the invention of movable type in the mid 15th century. For the first time news, information, and general knowledge was widely available to the common man everywhere. Reaching England much later, and lasting until roughly the mid 17th century, the entire 16th century can be "faire-ly" termed "Renaissance". To help you find your way to the Golden Age of Elizabeth, here is a short Timeline of notable names from fact and fiction.



c 55 BC ~ c AD 440

ROMAN BRITAIN

Roman Conquest
Hadrian's Wall
St. Patrick

47
c122
373 - 463

ANGLO SAXON PERIOD

Saxon Invasions Begin
"King Arthur"
Viking Invasions Begin
Lady Godiva

c 440 ~ 1066
477
c 500
789
1040 - 1080

EARLY MIDDLE AGES (MEDIEVAL)

First Crusade
"Brother Cadfael" setting
"Robin Hood"
King Richard I (The Lionheart)

1066 ~ 1290
1096
c 1130
c 1160
1189 ~ 1199

LATER MIDDLE AGES (MEDIEVAL)

Magna Carta
William Wallace (Scotland)
Black Death
"Canterbury Tales" Chaucer
Gutenberg's Printing Press
Joan of Arc (France)

1290 ~ 1485
1215
1270 ~ 1305
1300
1340 ~ 1400
1398 ~ 1468
1412 ~ 1431

LATER MIDDLE AGES

(Continued)

Christopher Columbus (Italy)

1451 ~ 1506

Leonardo da Vinci (Italy)

1452 ~ 1519

Michelangelo (Italy)

1475 ~ 1564

TUDOR AGE

1485 ~ 1603

Lucrecia Borgia (Italy)

1480 ~ 1519

King Henry VIII

1491 ~ 1547

(Famous for his six wives)

Nostradamus (France)

1503 ~ 1566

King Edward VI

1547 ~ 1553

(Son of Henry VIII & Jane Seymour)

Lady Jane Grey

1553

(The "Nine Day Queen")

Mary, Queen of Scots (Scotland)

1542 ~ 1587

Queen Mary I (Bloody Mary)

1553 ~ 1558

(Daughter of Henry VIII & Catherine of Aragon)



ELIZABETHAN RENAISSANCE ~ YOU ARE HERE!

Queen Elizabeth I

1533 - 1603

Daughter of King Henry VIII & Ann Boleyn

Ascended the Throne of England in 1558

God Save the Queen! Huzzah!

Sir Frances Drake

1545 ~ 1596

Sir Walter Raleigh

1552 ~ 1618

William Shakespeare

1564 ~ 1616

Galileo (Italy)

1564 ~ 1642

Globe Theatre London

1598

THE STUARTS

	1603 ~ 1688
King James I (Accession of James VI of Scotland as James I of England)	1603 ~ 1625
Guy Faulks Gunpowder Plot	1605
Cervantes "Don Quixote"	1605
Jamestown, Virginia First permanent English settlement	1607
Pilgrims arrive in Plymouth	1620
Samuel Pepys' Diaries	1633 ~ 1703
Isaac Newton	1642 ~ 1727
King Charles I beheaded	1649
Oliver Cromwell, Lord Protector (Commonwealth ~ Roundheads)	1653 ~ 1658
King Charles II (Restoration of the Monarchy)	1660
Great Plague	1665
Great Fire Of London	1666

THE 18TH CENTURY

"Rob Roy"	1715
Charles Edward Stuart (Scotland) (The Young Pretender - Bonnie Prince Charlie)	1720 ~ 1788
Battle of Culloden (Scotland)	1746

Looking for more Renaissance Resources?

See Shrewsbury Hands On History at <http://www.shrewfaire.com>



A Basic Faire Speech (BFS) Primer

Through the use of interactive theatre, all the Faire will become your stage as you greet all that you meet, both Public and Participants alike, with a merry Good morrow, or a hearty Welcome to Faire. Most importantly, greet the Public as you pass them in the Village street. Try a bow or curtsy as you go by, and don't forget eye contact. Some of the best memories the Public will take home with them from Faire will be of you. Here are some words and phrases to get you started with your Basic Faire Speech.



BFS EVERYDAY VOCABULARY & PHRASES

Hello, nice to see you!	=	Hail and well met!
Good day!	=	Good morrow!
Good evening	=	Good e'en
What time is it?	=	How stands the hour?
Where are the restrooms?	=	Whither be the privies?
What is your name?	=	What be thy tide?
Pay attention!	=	Prithee, attend me!
I'm thirsty	=	I be parched.
Goodbye, I gotta go!	=	Fare thee well; I must away!
Later!	=	Anon
Yes	=	Aye / Yea
Never	=	N'er
I don't believe it!	=	Fie!
That's Great!! Thank you	=	Most Wondrous Well !! Grammarcy
No	=	Nay
Often	=	Oft
Why	=	Wherefore
Maybe / perhaps	=	Mayhap / Perchance / Belike
Very / Truly	=	Verily
Please	=	Prithee / Pray
Enough	=	Enow
Darn it!	=	Alack / Alas
Wow! Far out!	=	Marry / I'faith
Your're kidding!	=	Go to!
Really?	=	In sooth?
I think, I guess	=	I trow / I think me / methinks
Pardon me	=	Pray pardon
No way!	=	Nay not!
Oh, no; Too bad	=	alas / well-a-day
What's up?	=	How now?
I'm starved. Let's nosh.	=	Let us away in search of victuals afore I do perish

BUT DON'T I NEED TO HAVE AN ACCENT?

Not at all. But there is a trick to sounding as if you have one. And the trick is in good diction. Think about how Patrick Stewart, James Earl Jones, and Kenneth Brannagh sound. Remember Data from Star Trek? Absolutely no modern contractions. Every word clear and distinct. Speak slowly. Speak clearly. Actual Elizabethan, and therefore BFS, is spoken more slowly than modern English; and that is helpful, as it will give you time to think of your next phrase. You will find that BFS, which is a shorthand version of Elizabethan English, will more than baffle the modern Faire going public.

MORE TRICKS AND HINTS

Beware of speaking too fast, as we are wont to do in the modern age. Instead, slow thy speeche, and think thee upon good and clear diction. At all costs avoid a "Cockney" accent, as that is strictly late Victorian, and the Australian "G'day." And if thee would further thy Education upon Elizabethan Speeche & Deportment, then do get thee hence to that greatest of Bards, Master William Shakespeare.

TO WHOM ARE YOU SPEAKING?

While at faire, in order to feel comfortable addressing people, you need to have a feeling for your social level and theirs. Fortunately, people wear clothing in accordance with their social standing, making it easy to make a quick judgment. Are you speaking to another Faire Participant? Look to see if perhaps they are carrying the tools of their trade. Is he carrying a wooden mallet? You might say "Good morrow, Master Carpenter", or if he has forging tongs, perhaps "Fyne day, Master Smith. Are you greeting a girl or woman? Then "Good day, Goodwife" or "Greetings, dear mistress" or "Welcome, little wench". And remember, that to an Elizabethan, wench was simply an affectionate term for either woman or girl. "Good Gentles" may be used if addressing a group. Sir or Mistress is always a safe bet for someone who is not nobility but who is dressed well. An older man might be addressed as father, or gaffer. Someone of your social standing or slightly above could be called Goodman, Goodwife or by their name or profession as Master Patrick or Master Brewer. A familiar tone may be taken by calling someone Cousin. To children, my lad/lass, or good young sir is appropriate, perhaps erring on the side of safety with my young lord/lady. To nobility, my Lord, or my Lady is safe if you don't know their exact name or title. The Queen is of course referred to as Your Highness or Your Grace. In the third person, the Queen can be called Her Majesty, but this is not appropriate for addressing the Queen directly. Dukes, Duchesses can be likewise be addressed as Your Grace. Puritans refer to themselves as Brother and Sister others might address them as Good Puritan, if they did not know their name. Officeholders, such as judges, constables, or bureaucrats, and knights, or esquires may be called Your Honour or Your Worship.

In general, extra words such as Good may be thrown in to add further flattery and pomp to an address. Good my Honorable Lord Constable!

Good Villagers all! When Her Majesty passes by with her court, let the Goodmen among you make a leg, doff their caps, and bow! Goodwives and Lasses, do bow thy head and curtsey and all raise your voices in a hearty "God Save the Queen" and a "Hip Hip HUZAH!" Vendors, call out extolling your wares! Players, let your voice be heard when greeting fellow Villagers. Join in a rousing cheer at special events.

Because it would look a bit odd to have a vendor who is selling his hand made walking sticks attired as a noble, or a fine jewelry vendor wearing rustic farmer's clothing, choosing the right character and dress to fit your activity is most important. Here are a few ideas to help the character and costume you choose fit your station in Elizabethan life.

There were three great social classes in Elizabethan England, and everyone knew their place. Laws were passed which defined just what you could or could not wear. This readily announced your station in life and insured proper social etiquette between the classes.

The Peasants were the lowest class. Mostly tillers of the soil or low servants, with hand made, rough, ill matched, hand me down and much patched clothing, they gave deference to all.

At the top were the Nobles just below the Queen herself, who wore their fortunes on their backs in velvets, jewels, and ruffs, and had their garments made for them. Any colour except purple, which was reserved for her Majesty, was theirs. Of course, everyone bowed to them! In between were the COMMONERS, what we would think of as the Middle Class, from where we take most of our Villager Look. This covered quite a span between Peasant and Noble. It included all the Professions and Trades, Merchants and Crafters, paid Servants and all the levels in between. Of course, anyone doing well financially became aspiring Gentry, and dressed as well as they could.



FURTHER AFIELD

The Renaissance was a time of expansion, exploration, travel, and trade. As Shrewsbury is a typical market Faire, this gives you a world of European, as well as British, cultures to choose from. Here is your chance to explore your family history and recreate your heritage, or indulge that secret lifelong urge to be someone else. Let your imagination soar!

AN ELEMENT OF FANTASY

All fantasy characters should have their basis in Elizabethan history and literature of the times.

PLAYING WITH THE PUBLIC

Here at Shrewsbury we use First Person Interpretation. to go along with our character and our costume. This means that when playing with the Public we portray a person from the past who has no knowledge of modern life, who assumes everyone he meets is also in the same time frame, all without dropping character.

For the Shrewsbury villager look, here are some ideas for Rapid Raiment and GoodWill Garb

FABRICS AND COLOURS

Think natural fiber fabrics with lots of texture like muslin, cotton, corduroy, light wool, linen, leather, twill, and even denim, as long as it's not "blue jeans blue". Keep to solid natural dye look colours in earth tones of faded blue, russet, brown, greens, yellows, etc. Strong coffee or tea makes a fine dye for white material that looks too clean or new. Our Villagers would have made their clothes last a very long time! Avoid prints or shiny surfaces. Try not to have two articles of clothing match in colour. Keep in mind that pockets and elastic had not been invented yet. Both are very handy, so be sure to try and disguise them! The best thing to remember is not that you are making a costume, but that you are making clothes to wear and be comfortable in. And never, never, use plastic material instead of real leather. It does not "breathe" and will cause you great distress on a warm day

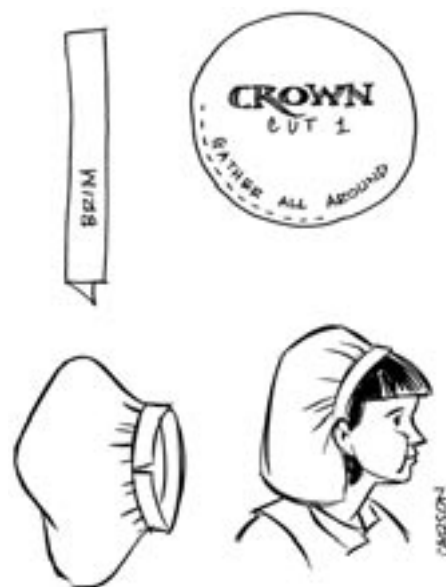


WHAT ABOUT CHILDREN?

As infants and toddlers they wore a simple shift with a "biggens", then were dressed the same as their parents.

MUFFIN CAPS, BAG SHIRTS AND SHIFTS

A BAG SHIRT CAN NEVER BE TOO BIG!



Your First Pieces of Costume



VILLAGE MEN and LADS

Here stands our Villager wearing his muffin cap. He has a simple vest over his traditional bag shirt, and loose knee breeches. His shoes look comfortable, and for a festive look he has tied bright ribbons around the tops of his hose. Holding his walking staff and carrying his valuables in a pouch on his belt, he is ready for a day at Faire!

VILLAGE WIVES and LASSES

Here stands our Villager ready for a day at Faire. She has her muffin cap on and is wearing a bodice over her shift. The best of her two skirts is tucked up off the ground, and she has added bells to her belt and pouch for a festive touch. Carrying her basket, she is ready to go marketing!



FINISHING TOUCHES



Everybody wore a hat, a belt, and shoes. No Elizabethan ever went bare headed. Wear a muffin cap. Or straw, leather, or fabric hat, bedecked with a feather or trinket.

Fasten an old leather belt over your clothing and suspend from it all those useful objects needed during the day like a pouch for your treasures, a cup or tankard to drink from, perhaps a knife, a wooden bowl and spoon to eat with, and most importantly, the tools of your trade! Footwear should be comfortable.

Think low heeled, leather or cloth. Only the poorest peasant wore sandals. Legs were not bared to the elements in Elizabethan England. Knee socks, rough stockings or tights work well. Old rag wool hiking socks will fit right in!

All Shrewsbury Renaissance Faire standards for costuming are derived from:
[Elizabethan Costuming by Janet Winter and Carolyn Savoy](#). ISBN 0-9630220-8 Published by Other Times productions \$15.00. Easy directions for all the Elizabethan social classes. Available at [amazon.com](#)

CRAFTERS AND ARTISANS

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Plying Your Wares!

As with a typical country Faire anywhere, Elizabethan Faires incorporated a great mix of hand made goods, games, and trading. Demonstrating your talent or craft, from spinning, weaving, and pottery throwing, to candlemaking, blacksmithing, or needlework will attract the Public eye. This is the place to show off your Sheep, or Goats, or Pigs, or Fowle!



PUBLIC INVOLVEMENT

Show off your handmade goodes. Introduce them to the Sheep that shirt came from, or invite them to try their hand at spinning or weaving! Sell your goods by insisting they were carried on the backs of camels from the wilds of the far Indies, or tell a tale of danger while trading for your goodes with the wily Celts. The Public will remember you with delight if you play with them and get them involved.

This list is limited only by your particular Arts, Skills and Imagination!

Books	Potpourri	Armory
Blacksmiths	Glass	Candles
Carving	Jewelry	Pewterware
Clothing	Masks	Pottery
Flowers & Wreaths	Puzzles & Toys	Papermaking
Herbs	Musical Instruments	Pinwheels
Heraldry	Staffs & Staves	Etchings
Goblets	Brooms	Portraits

HAWKING YOUR WARES

Think about how Elizabethan merchants would have sold their wares at an open market. Let your voice be heard in the Village streets as you call out to Public, declaring the worth of your fine goods.

DEMONSTRATIONS & HANDS ON INVOLVEMENT

Many Crafters have found that working on their product while at Faire, or when possible allowing hands on interaction, attracts the public to their booth.

INTERACTIVE GAMES AND HANDS ON ATTRACTIONS

Following are just a few of the many typical Games and Attractions often found at Faire, many of which, like those Reenactment Villagers who are demonstrating their crafts, invite participation with the young visitors and are great fund-raisers. This list is limited only by your interests, imagination, and sense of play. Game booths, besides having prizes for the winners, might also have tokens for all the players. Think natural items such as little pouches, bags, feathers, pretty stones, sea shells, or sweets.

Bash A Knight
Fencing School
Dragon Potato Toss
Break A Dish
Unicorn Toss
Rat Races
Trim a Hat

Hair Weaving
Children's Painting Garden
Archery Range
Darts and Veggies
Dunk A Fool
Ogre Gourd Toss
Brass Rubbing

Balance Rope
Face Painting
Petting Zoo
Wagon Rides
Labyrinth
Treasure Hunt
Candle Making

THAT TOUCH OF FANTASY

Vendors who carry or specialize in fantasy themed items are generally placed in the children's area with those whose goods appeal to children and the younger set. Bear in mind that fantasy items should have a basis in Elizabethan literature and times.

NOT PERMITTED

Projectile Weapons
Guns
Plastics

A MOST IMPORTANT NOTE TO BLADE AND WEAPONS VENDORS

Customers shall not be allowed to draw or display any weapons within the faire site. Any weapon purchased at Faire must be immediately removed from the Faire site by the customer, or held by the vendor or information booth.

All weapons vendors shall post a notice at their booth stating customers will not be allowed to openly carry or display weapons and that all weapons purchased must be immediately removed from the Faire site or held by the vendor until the customer leaves the Faire.

Vendors shall securely wrap or package all weapons prior to delivery to the customers.

To keep in theme with our old world ambiance, modern items such as napkins, plates, bowls, utensils, and cups should be limited to plain paper or plastic, and kept to an absolute minimum wherever possible. Interact and attract the attention of the Public by singing out your wares. Ring a bell or sing a song. And remember that any food booth that is open before and after public hours for breakfast or dinner is always very popular with the other Faire Participants on site.



CHOOSING YOUR RENAISSANCE THEME MENU

Every Faire Food Vendor specializes in just one premier dish, and each vendor's items must be different. You may submit several different items, but we may choose only one in order to avoid product saturation. Think of foods that can be hand carried, (pitas, bread bowls, steak on a stick) and easily eaten while strolling about the Village. Think about Faire names for your items. For example, roasted potato slices can become "Dragon Scales".

A FEW ITEMS TO BE FOUND AT FAIRE

Cornish Pasties
Cheese & Onion Pye

Bangers in a Bun
Chicken on a Stick

Fresh Iced Fruit Cups
Bread, Cheese & Sausage

ROVING CART OR BASKET VENDORS MIGHT CARRY

Giant Gingerbread Men
Cinnamon Buns

Salty Pretzels
Brownies

Scones
Big Fat Pickles

CHOOSING YOUR THEME DRINKS

Unlike your individual feature menu, drinks may be duplicated among vendors. Sodas & colas, particularly in cans, will be disallowed. **NO DRINKS MAY BE SOLD IN CANS.** Roving drink carts are also welcome. Here are some Faire ideas:

Coffee
Spiced Teas

Iced Teas
Lemonade

Fruit Juices
Ciders

COOKING METHODS

Faire Foods are designed to be cooked outdoors, often over an open flame, all the better to enjoy the aroma and attract the Public eye! Propane, b-b-q's or above ground fire containers are acceptable. Be sure to refer to the State Fire Marshal Regulations. Also, ice is easily available nearby. There is NO electricity available on site, and NO generators are allowed.

BENTON COUNTY TEMPORARY RESTAURANT LICENSE:

Faire Food Vendors are responsible for obtaining their own temporary restaurant license before vending at Shrewsbury. Contact Benton County Health Department at 541 766 6841 to request your application. Take advantage of their discount by returning the application to them 10 days prior to Faire. To help you complete the onsite portion of the form: Toilet Facilities: Portable restrooms no closer than 50 feet. Water Supply: Approved BCHD Water. Waste Water: Holding tanks provided. Handwashing: Handwashing stations with sanitizers provided (to supplement YOUR REQUIRED in booth station). EXCEPTIONS: BCHD may not require a license on some products. If that is the case for you, please indicate this on your application.

CLEAN AND TIDY

All Faire participants are responsible for keeping their area clear of debris and trash at all times during run of Faire, and to leave their area clean after take down. Bring your own plastic trash bags, and place by the containers when filled for pickup by Faire staff.

WATER & HOSES

Food Vendors are responsible for bringing their own water hoses for hookup to their booths. These must be health department approved. No garden hoses permitted.

ICE

Obtaining ice is the responsibility of the Food Vendor. Arrangements can be made for ice to be delivered to site for you to pickup. Prepaid orders only.

INSURANCE

All food vendors must submit evidence of public liability insurance (ACORD) form before vending at Shrewsbury. Your insurance company can fax this for you to the Faire at 541 929 7731. EXCEPTION: Waived if your product does not require a BCHD Temporary Restaurant License.

Huzzah! Eat, Drink, & be Merry!

All the Faire is a stage for the Participant, and never more so than for the Entertainers and Performing Artists involved in Interactive Theater with Villager and Visitor alike. Theater Guilds, Street Players, Musicians, and Character Actors to name but a few, each with their own personality and talent bring Life, Laughter, and Delight to the streets of the Village. And for some, this is where you can indulge that secret lifelong urge to be a ham....and get away with it!



BUSKING & PASSING THE HAT

All Shrewsbury performers, whether scheduled on stage or in the streets, are encouraged to Pass The Hat. Get out your Busking Bowl. Hand out information and literature about Who You Are and What You Are Doing. And of course, getting the Public to join in with you is greatly encouraged! There are no vendor or site fees for performers who pass the hat, or musicians selling copies of their own work, or performers wishing to gain advertising and recruitment exposure for themselves or their groups, on the understanding that they will accept schedule performances and/or play during both days of faire.

HOW WE PLAY

To keep the Elizabethan Renaissance Village atmosphere, Shrewsbury has both stages and performance areas of varying sizes scattered throughout the Village. You are encouraged to perform both days at least 3 times per day if you can. Performances over 25 minutes each must have prior approval from Performing Arts & Entertainment Coordinator. NOTE: New and returning acts may be asked to audition or send an audition tape or video for review by the Entertainment Director.

TYPES OF PERFORMANCE

Street Characters
Musicians
Dancers
Stage Plays
Comedy
Pipers

Jugglers
Magicians
Story Tellers
Puppeteers
Fools
Morris Dancers

BLADEWORK

Performers using weapons of any kind or wishing to draw steel for street gigs, stage shows, or other exhibits must first obtain approval from the Shrewsbury Fight Director. Auditions, either live or on tape, may be required, and should be obtained well in advance of Faire.

PERFORMANCE TRADES

Shrewsbury offers a no cost 10 x 15 Village vending space in trade for performances. Booth must comply with current SRF booth guidelines, and may carry only CD's, tapes, videos, or literature of your performance, or your own handmade musical instruments used in your performance. To be eligible, you must also be accepted as a scheduled stage performer both days of Faire. If interested, please request and submit a separate Vendor Application.

MUSIC IN THEME

To keep within the Renaissance time period, certain instruments may not be acceptable. Not everyone has a Sackbutt or a Rackette, or a Snake, but do avoid modernism's such as steel string guitars, banjos, or string basses. Not sure about your instruments? Give us a call.

Recorders
Harps
Mandolins
Non valve Brass
Certain Drums

Bagpipes
Concertinas
Fiddles
Bodhrans
Bones

Lutes
Hurdy Gurdys
Classical Guitars
Tambourines
Psalteries



The SRF definition of a Living History Guild is one which creates, or recreates, or reenacts a specific point in Elizabethan culture, circa 1560. To maintain the theme and time line of Shrewsbury, all characters within your Guild should reflect a unified cultural theme and be within the Elizabethan time period.

God Save The Queen!

PLAYING AND TEACHING

Public interaction is of prime importance and greatly encouraged, both in and outside your Guildyard. Guilds are also invited to actively recruit and promote their work and organizations while at Shrewsbury, and may distribute handouts and flyers describing Guild activities and history.



ALL ABOUT A GUILD YARD

Remember, applying here means your Guildyard will be on view to the Public. All Guildyards must have a fence with gate along the Public street side. The Public should not be able to enter your yard except by invitation. A Guildyard must be manned at all times, or a Watchman at your gate when you are out and about playing in the Village.

KEEPING THE AMBIANCE

Please be prepared to create a “backdrop” for your Guildyard. This will need to be of a period nature, approximately 5 to 6 feet high and run the length of the rear portion of your camp, either as one piece, or as a series of “screens”. This will draw attention into your camp by blocking the goings-on of other guilds and vendors around you.

ANNOUNCING YOURSELVES

A sign at your gate, with your Guild name, and a short explanation of who you are and what you do is most welcomed by the Public. Be sure to make this large enough to read clearly and see from several feet away.

SHOWING OFF YOUR HANDIWORK

Living History Guilds are permitted a free 10 x 10 vending area inside their Guildyard boundaries for the sale of appropriate hand crafted items made by the Guildmembers. A list and description or photos of items to be sold must be submitted with your application. Inviting an independent vendor to sell from your Guildyard during Faire is inappropriate.

DON'T HAVE A HOME TO CALL YOUR OWN?

Reenactment Guilds or Troupes that do not have a Guildyard are very welcome to play in the streets and interact with the Public as Street Characters. "Mixed" characters are fine. Please request a Performing Arts application.

A WORD ABOUT WEAPONS & SHARP POINTY THINGS

Guilds wishing to exhibit or give weapons demonstrations may do so only within the confines of their Guildyard. No member of the Public may be inside the Guildyard fence during such activity. Shrewsbury Fight Director may review activities either before or during Faire.

Guildmembers wishing to draw steel for street gigs, stage shows, or other exhibits outside their Guildyard must first obtain approval from the Shrewsbury Fight Director. Auditions, either live or on tape, may be required, and should be obtained well in advance of Faire.

NOTE: Fighters auditioning for the "Pryze Fytes" must be approved by June 1st. For a description of Presentation Combat Standards, please see "[The Shrewsbury Combatants Handboke](#)".

CLEAN AND TIDY

All Faire participants are responsible for keeping their area clear of debris and trash at all times during run of Faire, and to leave their area clean after take down. Place your filled plastic trash bags by the containers for pickup by Faire staff.

INSURANCE FOR BEASTS, BROADSWORDS AND THE PUBLIC

All Living History Reenactment Guilds that have either arms, or animals, or who invite the Public into their area for tours and education, are required to submit evidence of Public Liability Insurance (ACORD) before playing at Shrewsbury. Your insurance company can fax this for you to the Faire at 541 929 7731.



VOLUNTEER GUILDS OF SHREWSBURY

11

Application Schedule

Returning Guildmembers:
Sign up begins at end of January

New applicants:
Signups begin at end of February.

Guilds close:
End of July.

Quick FAQ

Most Shrewsbury Guilds have monthly meetings.

Membership is limited in some Guilds.

Members are responsible for costume, props, & travel expenses.

Some positions may be subject to audition.

Age requirements for applicants may apply in some Guilds.

Applicants under 18 years of age are required to have written consent and/or presence of parent or responsible adult at Faire.

Each Guild has different conditions depending on their activities, so be sure and check with the Guildleaders for their individual requirements.

Come Browse Through The Guilds Below

ARTYFACTORS GUILD

Faire Development & Construction

Work behind the scenes, & build them too! Research & Explore ancient & modern skills of Carpentry, Set Design, Painting, Blacksmithing, as well as historical costuming.



MUGGERS O'BEDLAM

Vendor Aide

If you love to help with other people's problems, this is your Guild! Join our merry band as we roam the village to aid the Vendors & Performers. Everything from helping them find their site, answering questions, getting them coffee, running errands, or booth sitting so they can have a break. We are everywhere!

CYMRY GLYN GUILD

Equestrian & Arena Activities

If you like animals & people, this is the Guild for you. You are welcome here even without a horse! Learn about making historical costumes, trappings for horses, and props for our various activities.

GOODE COMPAGNIE OF GREETERS

Interactive Street Theatre

An excellent Guild for those seeking an introduction to Shrewsbury and Elizabethan history. We are the townsfolk that fill the village streets with interactive improv & street theatre. Build a character & come Meet & Greet the Public, create mayhem, & make a merry time for all. We are often the first public contact with our Information Booth, Souvenir Stall, & the World's Smallest Costume giveaway.

WEE FOREST FOLKE

Children's Interactive Renaissance Theatre.

Fairies, Elves, Pixies, Trolls, Unicorns, Friendly Dragons and all Wee Forest folke are welcome to apply. Young people will explore the Magic of childhood through song, dance, and games of the Elizabethan Era. A part of the Goode Comapagnie of Greeters.

INN OF THE LAUGHING SWAN

Private Parties, Hospitality & Weddings

From birthday parties to family gatherings to weddings, be a part of creating the magic for Public gatherings and celebrations at the Faire. All roles are performed by guild members from a historical Elizabethan Perspective.

REVELERS GUILD

Renaissance Theatre & Performing Artists Support

Develop your own act or gig within the Revelers. A great place for stage managers, stage techs, messengers, & Guild yard managers. An excellent Guild for new Faire players to explore Elizabethan history, costuming, character development, & behind the scenes theatre arts.

THE BUTTERY AT THE BARELY MOW INN

Participant Aide

An excellent Guild for those seeking an introduction to Shrewsbury and Elizabethan history. Help hungry actors & starving artists as a Maid or Pot Boys and distribute bread & cheese & cooling drink during the day to hungry actors and starving artists.

SHIRE REAVES GUILD

Site Safety

Keep the Queen's Peace in the Shire with our Military Company of Reaves! Explore the history of Renaissance Peacekeeping, military units of the period and their use, and character development. See how the duties of the Shire-Reave are similar to the duties of the present day Sheriff! (shire + reave = sheriff).

LORD CHAMBERLAIN'S GUILD

Nobles Court

If you love to be noticed, if you like to have peasants bowing and scraping whenever you pass, express your nobility here. Explore the history and personages of the Elizabeth upper classes.

YR GWYLIAD

Welsh Camp

Representative of all things Welsh, Yr Gwyliad means "The Watch". Learn what it means to be Welsh in Elizabethan England. Songs, dances, games, stories....and of course swordplay and archery for those who qualify.

WANT TO JOIN A GUILD?

WANT MORE INFORMATION?

Well done! Go to our web site at <http://www.shrewfaire.com/Apps/> to fill in an application request form.

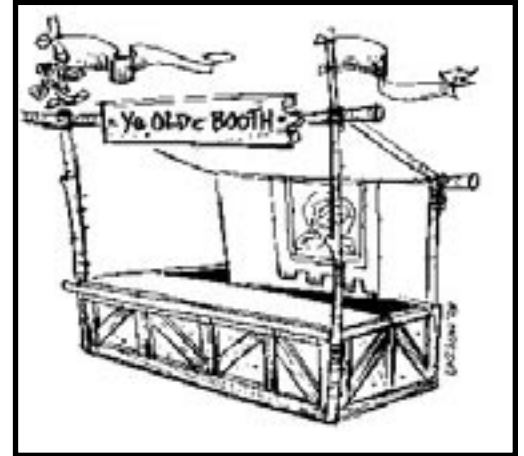


Ideas For Design & Construction

Whatever your chosen art or craft, Shrewsbury Renaissance Faire presents a unique opportunity for you to vend your wares or demonstrate your craft in a setting as authentically 16th Century as we can make it. And you become part of the show by adhering to the Renaissance theme in the design, construction, and decoration of your booth.

STYLES & THEME

Size, style, and design of your stall and backdrop is of course determined not only by your product or activity, but your creativity and imagination. You may decide to build a Tudor half timbered cottage, or a rough hewn tradesman's inn, use Elizabethan era tentage, or be a Roving Vendor selling your goods from a barrow or cart or basket. The paramount thing to remember is that you will be doing business in a time that was 500 years ago -- a lot of things hadn't been invented yet, so if you must use them do not let them show.



Using a natural coloured fire treated canvas for your roof and walls will keep your booth light, airy, and inviting to your customers, as well as showing off your product to advantage. To create a cottage effect, plywood panels for the walls, and even the roof, can also be constructed. These could either be left as weathered wood, or painted in the Shrewsbury "Elizabethan Tudor" theme. Colours should be deep and rich, as from natural dyes. The use of old wood will give your stall a rustic look. Those using tents must be of Elizabethan design, and should be natural fabric. If aluminum or plastic top tables are used they must be covered completely

WHAT'S IN? USE

Tudor Half Timber Look
Weathered Wood
Natural Earthy Colours
Burlap
Natural Coloured Canvas
Poles With Bark

Strands Of Ivy
Rough Looking Materials
Potted Herbs Or Plants
Tree Limbs
Branches
Wooden Poles

Natural Garden Lattice
Natural Rope
Natural Fibers
Shingles
Planks
Plywood walls in Tudor theme

WHAT'S OUT? DO NOT USE

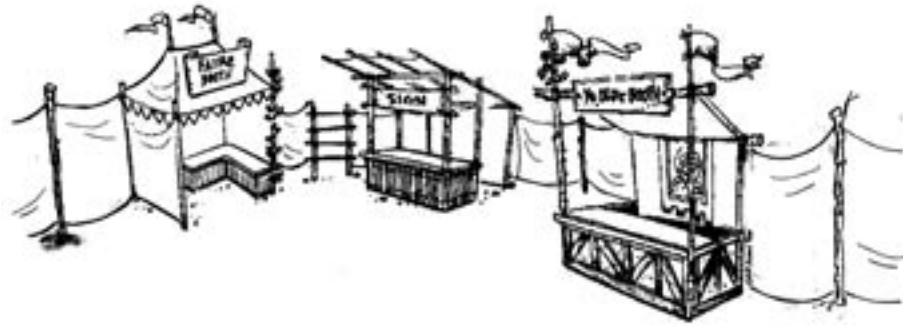
Sunshade Type Easyups
Dayglow Colours
Neon Colours
Print Fabrics
Pastels

Lace
Metal
Plastic
Swap Meet Stripes
Shiny Materials

Bright Blue Tarps
Folding Lawn Chairs
Metallic Fabric
Plastic Greenery

AMBIANCE

Please include a “backdrop” for your booth. This will also need to be of a period nature, approximately 5 to 6 feet high. It may either run the full rear length of your space, as one piece, or as a series of “screens” extending from either side of your stall. This will draw attention into your booth by blocking the goings-on around you and areas behind the scenes. Poles and rope with simple hangings, or garden lattice, work very well, and can also be used to increase your display area. You can also easily hide your modern items, especially if you are camping in or behind your booth. Here are some booths and backdrops:



SIGNS

These can be painted on burlap or weathered wood. Be sure they are large enough to be visible above head height, and can be seen from a distance. Add colourful flags and pennants on tall poles to attract the Public eye.

COMFORT

An awning for shade and an extra place to sit makes the day more pleasant for you and your customers. The addition of a wooden bench or a few stools in front of your booth is also very inviting. This will attract the Public to stop and visit. A place to rest is also inviting to passing musicians and players, who will draw the public to you as they entertain.

SAFETY

Remember to fire proof any materials that may require it, and keep the receipts or product information with you, along with an approved fire extinguisher. Please note that no haybales are allowed in booths.

CLEAN AND TIDY

All Faire participants are responsible for keeping their area clear of debris and trash at all times during run of Faire, and to leave their area clean after take down. Bring plastic trash bags, and place by the containers provided for pickup by Faire staff.

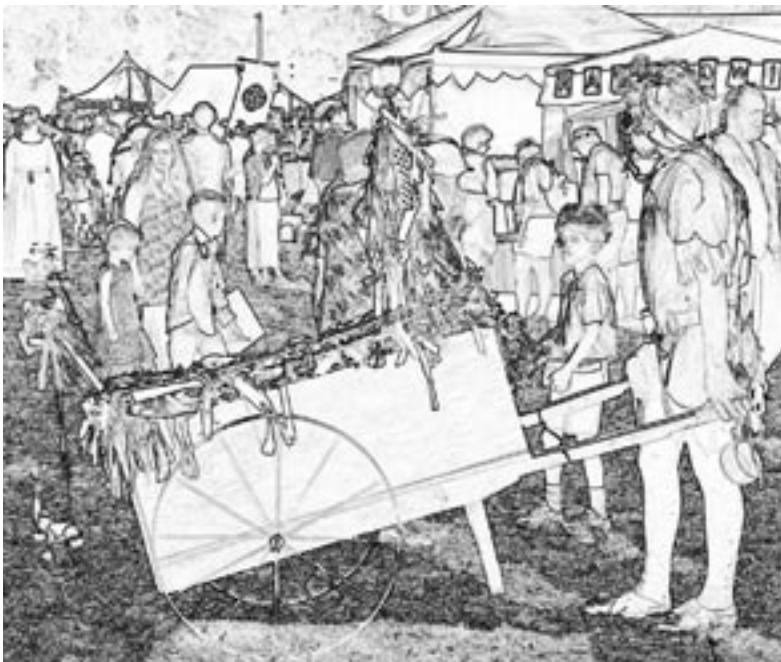
ROVING BARROWS & CARTS & WAGONS & BASKETS



One thing to bear in mind if using a wagon or barrow or cart, is height. Be sure the framework is above the average head height so you can be seen in a crowd. Flags and pennants help add height as well.



Carry a wooden stool for your comfort.



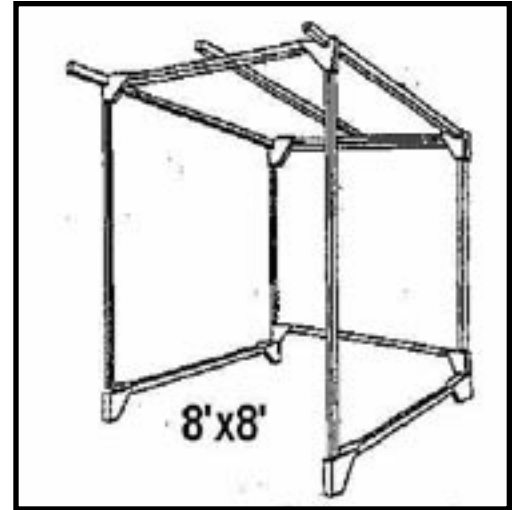
If strolling and selling your wares from a basket, be sure to use a loud voice when Hawking to gain notice.

8" X 8" Basic Plan

The following booth plan is just a suggestion as to possible construction methods. Although based on an 8'x8' footprint, you are only limited by safety considerations, the size of the booth you desire, and your own creativity. Neat, tastefully designed structures are encouraged. The years have brought this design prominence as a 'standard' of the Pacific Northwest.

These plans are presented here courtesy of the Eugene Saturday Market. It is hoped that this information will benefit all our vendors, both new and old.

A well-built booth for selling your wares is worth the small investment in time and materials. The booth that is described here can be put up or taken down in about five minutes. All parts of the booth just slip together, so there are no nuts or bolts to lose.



Using a natural coloured fire treated canvas for your roof and walls will keep your booth light, airy, and inviting to your customers, as well as showing off your product to advantage. To create a cottage effect, panels for the walls, and even the roof, can also be constructed. These could either be left as weathered wood, or painted in the Shrewsbury "Elizabethan Tudor" theme.

Please be prepared to create a "backdrop" for your booth. This will need to be of a period nature, approximately 5 to 6 feet high. This may either run the full rear length of your space, as one piece, or as a series of "screens" extending from either side. This will also draw attention into your booth by blocking the goings-on around you and behind the scenes areas. Poles and rope with simple hangings, or garden lattice, work very well, and can also be used to increase your display area. The addition of a wooden bench or stools in front of your booth will invite both the Public and passing musicians to visit you.

Before we begin, there are two important things to keep in mind:

1. Follow the instructions. Read through them once before trying any other step.
2. Lumber sizes can be confusing. A two by four (here noted as a 2 x 4 is really only 1 x 3 and a "two by two" (here called a 2 x 2) is really only going to measure 1 1/2"

Materials Required

Twelve 2 x 2's, 8 feet long (Try to select pieces free of knots and as straight as possible)

Half a sheet of 1/4" plywood with exterior glue (1/4" Masonite may be substituted)

One pound of 4 penny box nails (You may wish to use galvanized nails to prevent rust and streaks. You may even want to use 1 1/4" decking screws, which are self-threading and can be put in with a 1/4 electric drill or a power screwdriver. They are also not supposed to rust and are very forgiving in that, if you make a mistake in placement they can be backed out easily and properly placed. Caution: decking screws are brassy in color and drywall screws are black; drywall screws will rust and streak, if used outdoors.

Two 1 x 2's, 8 feet long (When selecting the 1x 2s, try to obtain material that is 1 3/4" or more on the long side. otherwise It will be necessary to get 1 x 3 or 1x 4 material and cut into the 1 5/8" size as described in Step 2.

Step 1. On the half sheet of plywood, draw twenty (20) trapezoid shaped gussets as shown in **Fig A. and B.** Cut a notch out of the corner of 6 of the trapezoids as shown in **Fig. C.** Save the notches.

Step 2. Using either a table saw or a hand plane, ensure that the two 8 foot 1 x 2s measure 1 3/8" the longer side. Next, cut these into twenty 8' lengths and eight 3" lengths. Depending on what tools are available to you, it may be easier to cut the 1 x 2's into short lengths first and then plane them to the required 1 3/4" size. See **Fig.D.**

Step 3. Cut nine of the 2 x 2's to the following lengths: two 6' 5 3/4"; two 5' 10"; three 6' 11 3/4"; and two 6' 10".

Step 4. Make an unnotched trapezoidal "sandwich" using two unnotched trapezoidal gussets and two of the 8" 1 x 2's assembled as shown in **Fig. E.** Use a short piece of 2 x 2 scrap to test that the 1 5/8" hole is neither too tight nor too loose. This should be an easy slip fit with slight clearance all around. Make a total of six such unnotched "sandwiches".

Step 5. Using one notched trapezoid and one unnotched trapezoid, make a half and half sandwich" as shown in **Fig. F.** Make two of these. Take care to make both a left-hand and a right hand sandwich" as shown

Step 6. Using two notched trapezoids, make a notched "sandwich" as shown in **Fig. G.** Make two of the Make sure that the 1 x 2 sticks up at the outer edge of the notch as shown in **Fig. G.**

Step 7. Take the two 2 x 2's that are 6' 5 3/4" long from **Step 3**, and four of the unnotched "sandwiches" from **Step 4**, and make the two Side Pieces shown in **Fig. H.**

Step 8. Take the last two unnotched "sandwiches" from **Step 4** and one of the 6' 11 3/4" long 2 x 2's and make the Bottom Rear piece as shown in **Fig. J.**

Step 9. Take the right-hand and left-hand "sandwiches" from Step 5, and one of the 6' 11 3/4" long 2 x 2's and make the Top Rear piece as shown in **Fig. K.**

Step 10. Take the two notched "sandwiches" from **Step 6, (Fig.G.)** and the last of the 6' 11 3/4" long 2 x 2s and make the top front piece as shown in **Fig. L**

Step 11. Take the four 2 x 2's which are 5' - 10' and 6' - 10' from **Step 3** and designate them Rear Posts and Front Posts respectively. Take four of the 3' long 1 x 2's from **Step 2**, and nail one of them to both kinds of these posts 5 1/2" from the top as shown in **Fig. M.**

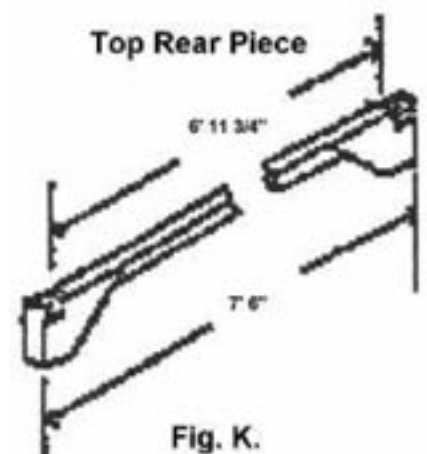
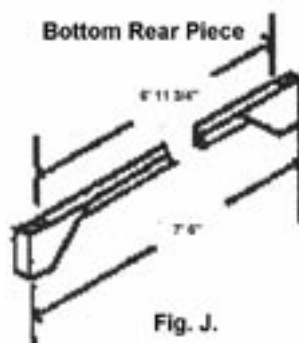
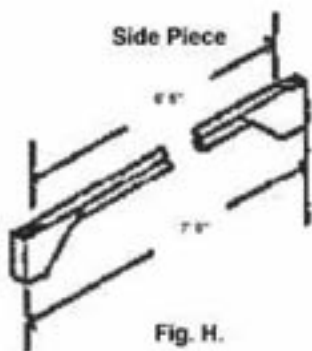
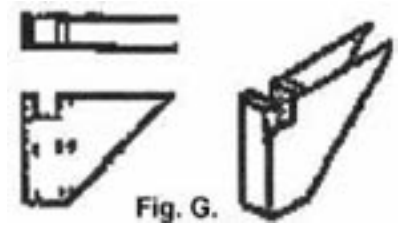
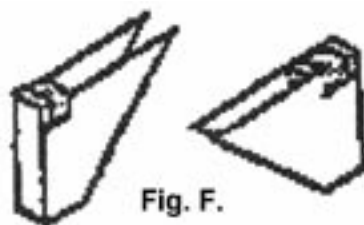
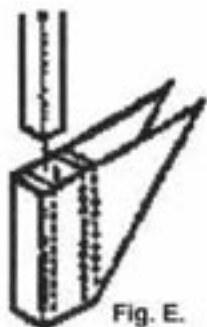
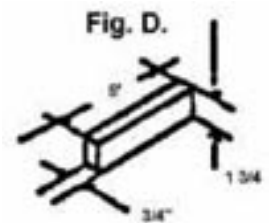
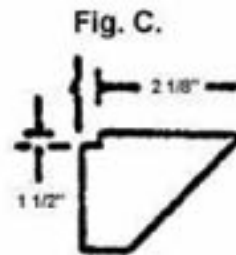
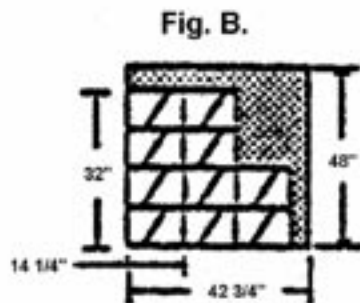
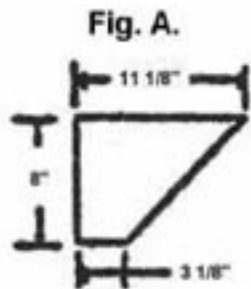
Step 12 Take the small notch pieces that you saved from **Step 1.** And Cut them in half (a hand saw is safest for this cut), so that you now have pieces that are approximately 1 1/2" x 1 1/8" You should make a total of six such pieces. It's also OK to use scrap wood and leftovers.

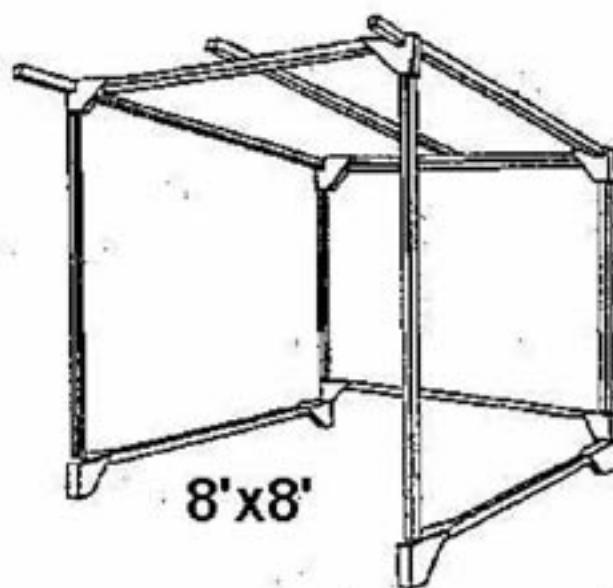
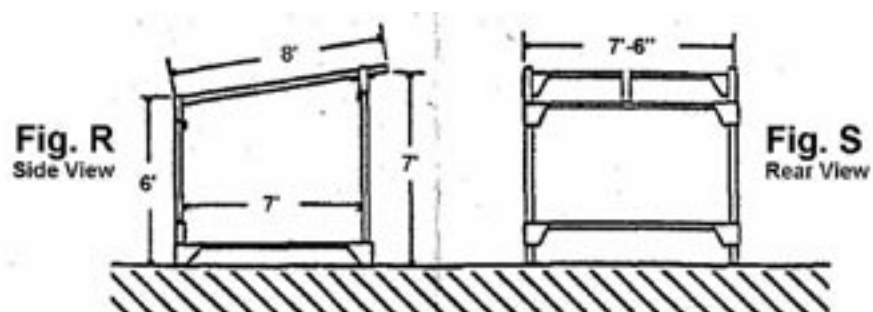
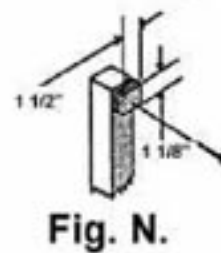
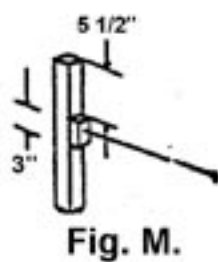
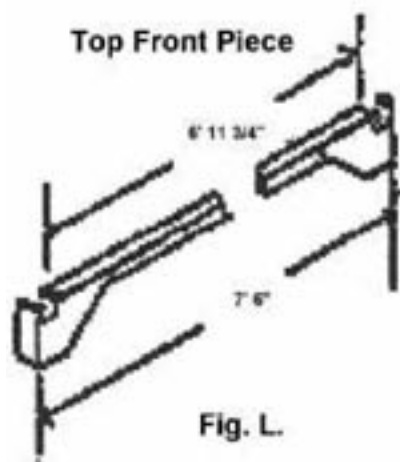
Step 13 Take two of the three remaining 8' long 2 x 2 s, stack up three small notch pieces and nail onto the end of each 2 x 2 as shown in **Fig N.** You now have only one 8' long 2x2 left untouched.

Step 14. If you followed the instructions when doing **Step 2**, and taking into account the width of the saw blade you should have a leftover piece of 1 x 2 about 6' long Cut this into three equal pieces. If you don't have such a piece, find some old scrap that will do and cut it into 2' pieces so that there are three pieces that measure 3/4" x 1 1/2" x 2"

Step 15. Nail the three pieces onto the last 8' long 2 x 2 as shown in **Fig P.**

Step 16. Assemble the booth by inserting the Rear Posts' bottoms through the appropriate holes in the Bottom Rear end Pieces; insert the Front Posts in the other holes in the Side Pieces. Next fit the Top Front and Top Rear Pieces. The Side Rafters ends 'hook' into the slots cut in the Top Rear Piece, and interlock with the Top Front Piece slots as shown in **Figs. R. and S.** the Middle Rafter lies on the middle and supports a waterproof cover cloth.





Being a description of how Vendors may rent a Booth in which to vend their Wares in Shrewsbury. Includes a form which must be returned.

Don't want to drag that old set of poles & canvas around any more? Need to expand to fit your increasing business at Shrewsbury?

Rentals are available by reservation for just \$50.00 each (+ space rental) for the weekend.

We will set up your market stall and have it ready for your display when you arrive. We even take it down for you after Faire.

All you need to supply are tables, decorations, props & product. Save your energy for Hawking your wares and playing Faire.

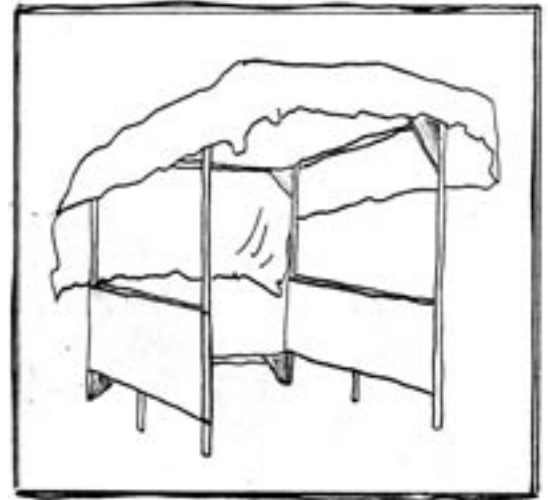
Rentals must be reserved by July 30.

All natural wood frame construction
8x8 footprint
10x12 minimum overall
2 foot forward overhang
7 foot front height
6 foot rear height
Sturdy sidepanel construction
Gabled roof of fire retarded, water repellent canvas
Includes backdrops

Cost: 50\$

Please print out the [Booth Rental Application Form](#) from our web site, fill it out appropriately and then send the form and a check or money order along with your application to:

SHREWSBURY RENAISSANCE FAIRE
POSTAL BOX 604 * PHILOMATH OR 97370



FAIRE ETIQUETTE

A Few Words of Wisdom

15

Faire Folke work very hard at keeping the Village ambiance. Try not to talk about the “real” world in front of the Public. It detracts from their Faire experience. Take those football scores “off stage”.

Avoid expressions like “they did it like this in the Renaissance”. Remember, at Shrewsbury *you are in* the Renaissance! Consider the modern Public right along with you in the 16th century too....those “strange garments” they have on simply mean they traveled to Faire from some far village or distant land with different customs!

Hide or disguise any modern items you may want to carry. Push your watch way up your sleeve or pop it into your pouch.

Save gum chewing and cigarettes for “off stage” and out of the Public eye. Neither had been invented yet!

Most importantly, stay in costume during public hours and whenever you are in public view in the Village.

Make sure you drink plenty of water or lemonade, have a salty pretzel, and eat a pickle! Faire Folke know to do this on a hot day to replace potassium and protect against dehydration. Lemonade and Salt mixed together is a potion known by several interesting names, but it does do the trick! Eat lightly and often, and keep those electrolytes up!

Need help or have questions? Find the Support Staff Coordinator in charge of your area. But be kind to them! By Faire Day their nerves are a little jumpy!

Be tidy! Faire Folke and Participants always clean up after themselves. Help keep the Village neat, and Vendors, clean your site when you leave.

Be considerate and help Security. Follow their directions, even if you do not agree with them. They may be handling a situation you can't see and they don't have time to explain to you.

And most important of all, have Fun! Enjoy yourself, and so will the Public. You, as a Villager and Participant, will be what they remember most about their day in 16th Century Elizabethan England.



The Shrewsbury Combatants Handboke for the Presentation of
Arms by living History Guilds Being a discourse upon how thou shalt profit by these
Standards in thy endeavors of Safety & Faire Play and containing herein a Most Important
Form which Must be Returned.



~~~~~  
Printed at Shrewsbury Renaissance Faire



Shrewsbury Press Edition the Third 2003  
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Dear Faire Participant ~

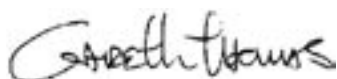
Presentation Combat is any form of weapons play performed for the public, whether on a stage, or in your Encampment. Both choreographed and unrehearsed combat fall into this category. Mounted Combat is a separate form of entertainment, and not handled by this department.

As per the regulations and standards of the SRF Board of Directors, only historic weapons of the Elizabethan England / Western European time period are allowed. Firearms, operational or not, are not allowed at any time. Likewise any metal armour, stage props, and clothing must conform to the Elizabethan period.

Attached is a brief questionnaire that must be filled out and returned to me no later than June 1 of the year you wish to participate. No combat requests will be considered after that date.

You will find that we have striven to create an environment that is not only professional and safe, but allows you the freedom to excel at your combat presentation.

Welcome to Shrewsbury,



Gareth Thomas
Fight Director
Shrewsbury Renaissance Faire

On the cover: This depiction of furious fighters is entitled 'Duelling with two - handed swords', scene from a treatise on fencing by Joachim Meyer, 1570. The swords seen here are practice weapons with blunted blades which have a broad flaring area at the base combining flukes and ricasso.

Lessons To the Public

If you plan to give some form of weaponry lessons to the public, submit the enclosed form stating your choices. Remember, all activities must stay within the perimeter of your encampment. This type of activity is subject to the Fight Director's requirements and permission.

Weapons Demos

Groups wishing to perform any weapon combat outside their encampment boundaries must submit their request to the Fight Director and arrange for a live or taped audition.

We Have No Camp!

Although no fighting is allowed in the streets, there are stages and performance areas aplenty. Tell us about your gig on the form enclosed. Subject to Fight Director approval with possible audition required.

Living History Encampment

Reenactment groups are invited to actively recruit and promote their work and organizations. Early registration is a must to be considered for addition to the SRF roster. Weapons must conform to SRF guidelines and may be inspected by the Fight Director at any time. Guilds displaying weapons and inviting public tours must use the strictest of safety precautions. Weapons demos inside you own camp and with proper safety perimeter may need to be cleared with the Fight Director. Submit your proposal with your application.

Part of the Play

As experienced Faire Folk, you already know the simple courtesies, etiquette and protocols of play we all take for granted. Staying in character towards one another when in view of the public, reverencing the nobility, and respecting others' camp boundaries all set an excellent example for our newer players.

Presentation Combat Standards

- 1) All combat must be carried out within the confines of your encampment or on a pre-approved stage. No fights are allowed in the streets. Please take the required fight space into consideration when applying for a camp.
- 2) Combat may take place only among your own guildmembers.
- 3) No impromptu fights will be allowed anywhere outside an encampment.
- 4) All combat will take place a safe distance from the public and with a watchman set at your boundary fence
- 5) All weapons will be peace-tied when outside your camp
- 6) Weapons and related displays will be kept out of public reach at all times. Any patron invited to look at your weapons will be escorted by a guildmember at all times. Never unsheathe your weapon in the streets to show it to anyone.
- 7) Weapons are subject to Fight Director inspection and approval. Weapons will all be dulled and bated or blunted
- 8) Weaponry must meet SRF historic guidelines; no shinai, katanas, foils or bokken, and certainly no PVC or duct-tape weapons.
- 9) All guilds / performers exhibiting weaponry in any manner must submit evidence of insurance to SRF.
- 10) Pole weapons and greatswords / zweihanders must remain within the confines of a guild yard unless
 - A) the blades are covered or
 - B) you are on your way to a pre-approved gigProcessions are considered gigs, but must still be pre-approved.
- 11) Shrewsbury is a dry site; consumption of alcohol and swordplay do not mix. Anyone found under the influence while armed will be asked to leave the faire.

What Is Considered Appropriate Weaponry?

Weaponry for 16th Century England and Europe can cover a wide range. Here are lists of the do's and don'ts for SRF weaponry

YES

- Rapiers
- Longswords
- Two-Handers
- Shortswords
- Falchions
- Daggers
- Poniards
- Dirks
- Stiletos
- Pikes (Under 8 Feet)
- Halberds
- Partisans
- Axes
- Maces
- Wooden Cudgels
- Double - wide Epees and Schlagers (for stage combat purposes)
- Bows (considered a projectile weapon, and subject to very strict rules and regs. Contact the FD)

NO

- Katanas
- Wakizashi
- tanto
- shinai
- Tachi
- PVC swords
- Bokken
- foils
- Civil War Sabers
- Machetes
- Foam padded weapons
- taped weapons

The best recommendation as to what arms to bring to faire is research. It is not enough that your weapon of choice simply look "cool" or go well with your costume. For the sake of the audience and to correctly add to the realism of the period the weapon needs to have a valid historical reason for being there. When in doubt, contact the Fight Director beforehand rather than show up at faire and be told to leave your weapon in the car!

RETURN YE THIS FORM

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We have read and agree to comply with the Shrewsbury Renaissance Faire Combat Standards. We understand that we are subject to inspection while on site by the Fight Director. We further understand and will comply with any and all of his direction.

Name of Group: _____

Signed: _____ Date: _____
Group Leader

We further request permission for the following, and understand these activities must be sanctioned by the Fight Director and Shrewsbury Renaissance Faire, and are subject to audition:

Public Interaction
Stage or Arena Gig

Other _____

Please return this form and your Evidence of Public Liability Insurance to:

Gareth Thomas, Fight Director
Shrewsbury Renaissance Faire
Box 604
Philomath OR 97370
FAX 541 929 7731

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FOR USE OF SRF FIGHT DIRECTOR ONLY  
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- | | | | | | |
|--|-----|----|---|-----|----|
| 1. Evidence of Insurance received: | Yes | No | standards: | Yes | No |
| 2. Encampment is safe for combat displays: | Yes | No | 7. Weaponry meets Shrewsbury Historic guidelines: | Yes | No |
| 5. Weaponry and displays are secure: | Yes | No | COMMENTS: | | |
| 6. Weaponry meets minimal safety | | | | | |

Date _____
Gareth Thomas, Fight Director
Shrewsbury Renaissance Faire



Credits & Kudos

Don Carson, Creative Drawings
Leslie Engle, Apprentice Typesetter
Dee Gaylord, Journeyman Sage
Dan Sabath, Web Rat Extraordinaire
Christy Smith, Design Graphics
Shrew Staff & Volunteers
Faire Folke Everywhere

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<http://www.shrewfaire.com>

