



Renaissance Faire Pow Wow

At GMB Middle School, 13 Augusta Street,
Jamesburg, NJ 08831

Saturday, March 7, 2009
The Castle Gate opens 8 am.

Hark Ye Lords and Ladies! The Faire is upon us!

A training event to whet any whistle. Gather round and choose the finest path to the closing ceremony. Do thoust prefer ropes? Then Dungeon Training be the course for thee! Do thoust choose perhaps, commanding the grandest feast? Thou should gleefully check off A Feast for a King.

So fill in thou form and wear thy most comely period dress or uniform if thou prefer.

Lunch will not be provided, but will available for purchase.

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Before **early registration** date postmarked **February 27, 2009 the cost is \$20 per Scouter.** Late registration (after February 28, 2009) is \$30 per Scouter. Walk-ins will be allowed, but choices will be limited. Each Scouter needs to fill out an individual form, please, with fee and mail to:

Central New Jersey Council BSA
2245 US Highway 130, Suite 106
Dayton, NJ 08810

Name _____ District _____ Pack _____

Address _____ Position _____

City _____ Zip _____

E-mail address _____ @ _____

Daytime Phone _____

Evening Phone _____

Courses (first choice) 1 _____ 2 _____ 3 _____ 4 _____ 5 _____ 6 _____

Second choice 1 _____ 2 _____ 3 _____ 4 _____ 5 _____ 6 _____

First choice will be placed until class becomes full; classes have a size limit.

Class descriptions

Boiling Grog- Outdoor Cooking/Dutch Oven, box oven
Bookbinding- Pack/Den Activity Resources on where to go
Cartography- Hiking/ Backpacking
Conscription of Men at Arms- Cub Recruitment and Retention
Court Jester- How to run the best Pack Meeting ever- Cubmaster 101
Dragon Taming- How to handle ADHD
Dungeon Training- Lashings and Knots
Feast for a King- How to Run a Blue &Gold
Jousting- Games
Kingdom Quest- What to look for in a troop
Knight's Apprenticeship- New Leaders Essentials
Labyrinth- Cub Scout Advancement- taking the guesswork out of what there is to earn
Meandering Minstrels- Songs
Michelangelo- Crafts for Cub Scouts
Page to Squire - Webelos to Scout Transition
Quest for the Holy Grail- Religious Awards and Scouts Own
Robin Hood's Archery- Archery and BB Gun Training
Sherwood Forest- Cub & Web Camping
Squire Training- Den Chief training
To the Tournament- Organizing Competitive Pack or District Cub Scout Events (Pinewood, Cubmobile, Space Derby, etc.)
Totin' Court-Knife, Saw and Ax
Town Crier- CLST breakout sessions for tiger/wolf/bear, webelos, committee

Sign in begins at 8 am.

Opening Ceremony begins promptly at 8:30am.

Session 1 (9-10am)

1A- Michelangelo 1B- Cartography 1E- Town Crier Tiger/Wolf/Bear
1F- Boiling Grog 1G-Dungeon Training

These classes run through the whole morning

1,2,3 C-Knight's Apprenticeship

Session 2 (10-11am)

2A- Bookbinding 2B- Page to Squire 2E- Town Crier Webelos
2F Court Jester 2G-Totin' Court 2H- Dragon Taming

Session 3 (11-12)

3A- Dragon Taming 3B- Sherwood Forest 3E- Town Crier Committee Member
3F- Page to Squire

Session 4 (12-1pm) Pick one class- ½ hr for lunch opposite ½ hr for class

12-12:30pm

4A- Conscription of Men at Arms 4B- Quest for the Holy Grail (or Lunch)

12:30-1pm

4C- Jousting 4D- Meandering Minstrels (or Lunch)

Session 5 (1-2pm)

5A- Court Jester 5B- Sherwood Forest 5C- Kingdom Quest
5D- To the Tournament 5E-Boiling Grog 5 & 6 F-Robin Hood's Archery

Session 6 (2-3pm)

6A- Feast for a King 6B- To the Tournament 6C- Kingdom Quest
6D- Labyrinth 6E-Cartography 5 & 6 F-Robin Hood's Archery

Closing ceremony begins at 3pm