



Texas Renaissance Festival

Welcome to the cast of the Texas Renaissance Festival!

The Texas Renaissance Festival (TRF) began in 1974 with only three stages on 15 acres of an old strip-mining site. Here, visionary George Coulam built a dream world of castles, knights, magicians, jousters, and anything else one can imagine a 16th Century village might have to offer. Patrons now stroll down shaded cobblestone pathways and interact with jugglers, minstrels, and fortunetellers while enroute to over 400 shoppes brimming with works of pottery, sculpted metal, woodcarvings, jewelry, and other treasures from throughout the Realm. The Festival continued to grow from its humble beginnings of 33,000 patrons that first year to a current yearly attendance of over 400,000. We can truly claim to be the largest Renaissance theme-park in the Country.

This premier Renaissance Festival draws guests from all over the United States as well as visitors from all around the globe. The Texas Renaissance Festival presents a fictional sixteenth century European village, and our unique theme creates a need for diverse and flexible participants/actors. Not only must you create your art, sell your merchandise, or prepare and sell food, you are expected to become a character/actor in this village, complete with a life history and a working knowledge of the King's English. However, new and returning participants are often besieged with information - and sometimes misinformation - from other shoppe/booth friends, players at other faires, well-meaning campground buddies, and others, often to the confusion of the participant.

This handbook includes materials to provide you with the specific knowledge and skills needed to perform and succeed at the Texas Renaissance Festival. This handbook provides a broad spectrum of activities that will teach and refine the specific performance skills needed by TRF. The participant will gain practical and technical skills needed to work on village lanes as well as to interact with patrons/customers. With a strong faire-specific background, the participant can create a strong believable character to provide fun and entertainment for guests.

So let the news spread to the far corners of the land: we are poised and ready to celebrate. Treat each guest as if you personally invited them to the village. Continue to expand and develop your character. Remember, it takes the efforts of everyone in New Market Village to make the magic happen.

You are the magic of the Texas Renaissance Festival. Your talent and commitment are extraordinary.

The TRF Management and Staff

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RULES AND REGULATIONS

Statement of Purpose:

These rules and policies are a part of your license and/or contract; violations of any of these rules or policies may be grounds for fines or immediate cancellation of Licensee's contract!

General Information:

Definitions - the following terms are used throughout this document:

TRF	Whenever used in this document, "TRF" shall mean the Texas Renaissance Festival.
Participant	The term "Participant" includes: (1) All Licensees, their employees, and persons under their control; and (2) All Contractors, their employees, and persons under their control.
Licensee	The principal vendor who has executed a valid License Agreement.
Approved Vendor	Only exhibitors that are accepted by the jury, have signed an agreement, and paid their exhibitor's fee to the Festival may participate as a vendor.
Festival Grounds	All of the area owned and/or controlled by TRF. This includes New Market Village, parking lots, campgrounds (public and private) and all other areas surrounding the Festival Site.
Festival Site	The actual public site (New Market Village) of the festival; the area that the public pays admission to enter.
Onstage	All of the Festival Site that is in view of the public (Common areas, Shoppes, privies, etc.).
Offstage	The areas of the Festival Site and Grounds that are not in public view (Inner Circle areas, backstage of performance venues, any private rooms in Shoppes, etc.).

GENERAL RULES AND POLICIES

Hours of Operation

The Texas Renaissance Festival is held every Saturday and Sunday for eight weekends, as well as Thanksgiving Friday. The festival will be open for business from 8:30 AM to 8:00 PM, rain or shine.

Festival Site Gates

The gates that directly adjoin the **Festival Site** will be closed promptly at 8:00 AM each morning and reopened by **TRF Staff Members ONLY** after the official closing. To alleviate patron parking lot congestion, the **PARTICIPANTS EXITING FROM THE PARTICIPANT GATE MAY BE DIRECTED TO THE WEST GATE NEAR THE SITE OFFICE/ENTERTAINMENT BUILDING FROM 6:00 PM UNTIL THE PATRON'S PARKING LOT HAS CLEARED.**

Participants may arrive for on-site camping in TRF specified areas or residence on Friday after 12:00 PM and must depart no later than Monday at 12:00 PM. **Participants may not stay on site during the week.**

Off-Season and Off-Hours entry to Festival Grounds

During the off-season, and off-hours during the season, the festival grounds must be entered through the gate

by the TRF office which is open 6:00 AM to 6:00 PM Monday-Friday. All participants are required to sign in at the office whenever entering the grounds. The QR code to sign-in is located to the right of the front door.

Camping

The date participants may move into camping areas will be determined each year. Please contact our office for dates. Camping on site is only allowed Friday afternoon through Monday morning. There are plenty of additional camping spaces in outer areas (see the participants map on pg. 11). The participant RV campground is located beyond the participant showers. Spaces may be obtained beginning at the end of May & June by contacting TRF Management. Electric spaces are available on a first come-first served basis. Camping reservations must be booked online at www.campspot.com/book/texrenfestvendors.

In respect of others and in support of the goodwill between participants, it is important that we all observe the camp curfews on Friday, Saturday, and Sunday nights. Quiet time begins at 11:00 PM, after which time all voices, music and other sounds should be too soft to be heard by your neighbors. Lights out is at 12:00 AM (midnight), after which no lights should be bright enough to disturb your neighbors. Please be considerate of your fellow participants who are trying to rest. Failure to observe quiet time and lights out will result in loss of camping privileges and/or fines.

Driving On the Site

Absolutely no driving on the grass on site. Stay on designated access roads. If you MUST drive on the grass to unload do so, and then remove the vehicle from site.

TRF is privately owned property and can therefore set speed limits for its own roads. Please follow all posted speed limit signs posted on all TRF property (grounds, site, and campgrounds). The speed limit on Renfaire Drive is 20 miles per hour.

Garbage Disposal

Participants are responsible for the collection and disposal of all their garbage. Please keep the front and back of your camping and shoppe areas clean at all times. There is no trash pick-up at any of the campgrounds. All household garbage must be put in plastic bags then tied at the top and put in the dumpsters provided by the festival. Any unbagged, on-site vegetation may go to the dump/burn pile/land fill, anything else must go into a dumpster. For all construction and demolition materials, vendors must provide their own dumpster.

Deliveries

All mail and deliveries must be addressed to your name in care of TRF. If your delivery requires a forklift to unload, you must make advance arrangements with the TRF office. Deliveries will not be checked in, but will be signed for unseen, and stored in the bay area of the shop adjacent to the TRF main office. Package pickup from the shop will remain the licensees' responsibility.

Ownership of film

The festival reserves all rights of ownership to any and all photographs, film, video footage or other promotional material that is originated upon the festival grounds or by the festival. Participation in the festival confirms that TRF has permission to use any and all such materials for any commercial or promotional project or any other reasonable use, as determined by TRF.

Publicity/Social Media Policy and Agreement

The Texas Renaissance Festival (TRF) actively promotes its brand and activities via a variety of broadcast, print, online, and social media platforms. Your contracted position as a TRF participant grants TRF the right to use your likeness, public information, and activities related to the Texas Renaissance Festival in promotion, reporting, and publicity of TRF as well as any and all related media. Texas Renaissance Festival reserves the right to ensure that it is portrayed in an accurate and positive manner by everyone involved in its operation. This includes how it is portrayed in all forms of traditional print and broadcast media as well as social media platforms including, but not limited to: Facebook, Twitter (X), Instagram, TikTok, Snapchat, YouTube, LinkedIn, Reddit, Tumblr or other blogs or websites. Regarding print and broadcast media, any requests for interviews or comments on your participation at the Texas Renaissance Festival should be approved and coordinated by the Texas Renaissance Festival Marketing and PR Director.

Participants also agree to abide by the TRF's social media policy and guidelines as outlined below:

1. All information, content, characters, video, photographs, brands, trademarks, and other related media relating to the Texas Renaissance Festival is the exclusive property of the Texas Renaissance Festival unless contractually agreed to by all parties involved.
2. Any information regarding Texas Renaissance Festival operations, policies, or procedures as well as brands, trademarks, and other proprietary items cannot be shared with any outside persons or organizations without prior approval of the Texas Renaissance Festival.
3. Participants in the Texas Renaissance Festival are representing the TRF brand, therefore TRF reserves the right to monitor participant activity on websites, Facebook, and other social media platforms to ensure the TRF is represented in a fair and positive manner.
4. Statements made by participants regarding their experience with, or participation in, the Texas Renaissance Festival must be truthful and positive. Any false claims, misleading information, or negative personal opinions about the Texas Renaissance Festival will be subject to review by TRF management. Violations of this policy include, but are not limited to:
 - a. Abusive, derogatory, or demeaning remarks, materials, information, or communications, especially pertaining to race, religion, age, national origin, gender and gender identity, sexual orientation, political beliefs, and disability.
 - b. Sexually explicit or pornographic materials or communications.
 - c. Rude and abusive language or negative characterizations of fellow employees, TRF staff, or other persons involved in TRF.
 - d. "Trolling," or inciting additional negative interactions via social media platforms.
5. Violations of this policy may result in disciplinary actions up to and including termination or legal proceedings. This policy may be amended at any time at the discretion of TRF management.

Accidents and Emergencies

All Participants must make themselves familiar with accident and emergency procedures. All accidents and emergencies must be reported! Food and souvenir shoppes are linked to security and medical services through a radio system. Their radios are only for emergencies. First Aid is located behind the DragonSlayer near the Festival entrance, and next to the Falconer's Stage. It is imperative that all participants follow these guidelines, as they could save a life.

Miscellaneous

No pets anytime on Festival Grounds, **ever**.

Do not pick the flowers or take any plants. The TRF grounds crew works very hard year-round on our horticulture.

AUDIENCE AND PARTICIPANT CODE OF CONDUCT

The Texas Renaissance Festival is committed to providing a safe and enjoyable environment for all, including artists, patrons, volunteers, and staff. The following code has been created to safeguard the Texas Renaissance Festival's patrons and participants.

Respect Others

At this festival, we are a community, coming together to experience the arts. Everyone belongs here and we look forward to welcoming you! We encourage all to laugh, gasp, and even dance! However, we expect everyone to conduct themselves in a manner that shows respect and consideration for audience members, volunteers, and staff. A disruptive audience member or participant may be refused entry or ejected if their behavior is considered intimidating, harassing, or a nuisance.

Your Experience Here is Important to Us

To that end, we will not tolerate:

- Unwanted invasion of another person's physical space.
- Abusive or harassing behavior.
- Creating a hostile environment for fellow audience members, participants, artists, or staff.
- Disrespect of or damage to our facilities.

What To Do

Should you feel harassed in any way, or observe any harassment of patrons or staff, please inform management immediately by reporting the incident to the information booth, located near our front gate. We reserve the right to remove anyone at any time that is under suspicion of acting inappropriately or in accordance with this code of conduct. Should anyone be removed from our premises, they may forfeit any further right to enter our premises, and/or barred from subsequent entry. We will offer no reimbursement for financial loss that has been incurred because of our need to take action. To file a formal complaint, email info@texrenfest.com. All complaints will be investigated. Please provide detailed information and your contact information.

Words Have Impact

If you choose to share your opinions (either via social media, with our staff over the phone, or in person) about our performances, policies, casts, or staff, please refrain from using language that may be viewed as offensive or hurtful. We value and encourage community feedback and ask that you engage with our team in a respectful manner.

VENDOR AND PARTICIPANT INFORMATION

ID Cards / Passes

Each participant must carry their Festival issued pass/ID with them at all times. These must be presented at the participant's entrance in order to enter the festival. Passes may not be left for pick up at the participant's entrance. Every shoppe licensee is allotted a pre-designated number of passes for employee use. If additional passes are required a written request must be submitted to the TRF management at the TRF main office. Upon approval they can be purchased at the TRF.

If your personnel changes, the digital passes for the terminated employees must be reported to the Pass Program manager via e-mail at MCano@texrenfest.com, and any printed passes must be returned to the TRF

main office before any new passes will be issued for their replacements. In the instance that a terminated employee's pass cannot be returned, you must notify TRF management immediately. If any festival pass is lost, a replacement must be purchased. Passes are non-transferable. Any person found with a forged or altered pass will be subject to removal from site. Additional or replacement passes are \$75 each.

Alcohol/Drugs/Tobacco

Participants may not drink alcohol during Festival hours. Illegal drugs are prohibited from festival grounds at all times. Participants may not smoke while in costume in their shoppe area, nor anywhere else onstage at the festival site. Violators can be fined, removed from festival grounds, and/or face criminal charges.

Parking

Participant parking tags must be openly displayed on your vehicle's rear-view mirror whenever you are on the festival grounds. Vehicles with blank tags or improperly parked vehicles will be towed at the owner's expense.

Participants may not park behind anyone's shoppe except their own. Parking space behind shoppes is very limited, especially in all of the inner circle areas. If your shoppe is not located on the inner circles do not park there! **Never** park so that you block your neighbor's shoppe. **Never** park behind a food shoppe. Absolutely **no** parking in the fire lane at any time. There is plenty of room in the participant parking areas.

"Grande Marche" Participation

Each shoppe must have a representative (minimum age 16 years) in an appropriate costume to carry the shoppe's banner in the noon parade. If you or your shoppe's representative are found (by any TRF staff member) not in appropriate costume you/they will be removed from the parade formation. Removal from the parade formation may result in fines for the shoppe's owner. All entertainers shall march in the parade unless a specific exclusion has been granted to you by the TRF Entertainment Director.

DEMEANOR

Violations of any of the following can result in a fine.

King's English

All participants will work to support the festival's Renaissance theme by maintaining period dialect, language, dress, and decorum throughout each festival day.

Costumes

Every Participant must have an approved period costume including an appropriate hat and appropriate footwear. **NO BARE HEADS OR FEET ARE ALLOWED!** Approved costumes are in the fashion of the Renaissance or Elizabethan Eras. Spandex, neon colors, tie-dyes, or bright prints are inappropriate. Period drinking vessels and utensils must be used. Ultra-modern hairstyles or hair dyed unnatural colors must be completely covered by the hat. No visible tattoos are permitted. Likewise, no visible body piercings are permitted, other than pierced ears. This includes tongue, nose, eye or other facial piercings.

Modern Conveniences

No watches, sunglasses, radios, televisions, telephones, cell phones, computers, food or drink processing machines, or other modern conveniences are permitted in view of the patrons at any time. Technology for processing credit cards for use in your shoppe are permitted but should not be in plain view except when being actively used.

Weapons

We do not allow concealed weapons on festival grounds. If you wish to wear a sword, rapier or carry any other edged or pointed weapons as a part of your costume it **MUST BE SHEATHED AND PEACE TIED**. You can secure them with leather straps or zip ties. This includes battleaxes, broadswords, maces, spears, arrows, war hammers and every other type of weapon.

Solicitation of Tips

The solicitation of tips is **forbidden** unless specifically granted in your contract as an “active” or “passive hat.” Soliciting tips without permission is grounds for immediate dismissal. If a patron **offers** you a tip, you may accept it. Tip containers must be an approved TRF Tankard, **NO OTHER CONTAINERS WILL BE ALLOWED!** Only approved members of the Performance Company are allowed to display currency as part of their costume. If you see a participant or patron soliciting tips, notify management immediately.

SHOPPE INFORMATION

Newly approved vendors will be allowed to participate in an assigned temporary location for a period of one year. Vendors must erect an approved period style tent or other approved temporary structure in this location. After this initial season, the exhibitor must buy or build a Shoppe in order to continue participation in TRF. The TRF office has a "Shoppes for Sale" list that includes all of the Shoppes for sale or rent.

The Licensee **must** be present throughout **all** festival days. Exceptions may be granted only after a written request has been submitted and approved by TRF management. This request must include the name of the manager to be left in charge, their experience, and the dates and times that they will be in charge of the shoppe, ride, or attraction. If an exception is granted, the licensee will receive **written** acknowledgement from TRF management.

Vendors who want to add new items to their inventory must submit photos with pricing of these items to the jury for approval before adding them to their sales inventory.

Compliance with Texas State Laws

All Licensees must submit a current sales tax license number annually to the Festival.

General

TRF will neither approve nor offer a license agreement to anyone unless the present condition of their shoppe meets TRF standards. Only one person may be designated to own a shoppe. Partners, couples, etc. must name ONE shoppe owner in their agreement. TRF will neither approve anyone nor offer a contract to anyone unless that person agrees that their shoppe is subject to continuing maintenance and periodic substantial remodeling, renovation, rebuilding, or replacement as may be required by TRF management to ensure the continued growth and vitality of the festival.

Repairs and Renovations

TRF management must approve any repairs or renovations, including painting and new construction, in advance. More specific regulations are available from the TRF office. A TRF approved builder must perform the work. All lumber on the exterior and within three feet of the ground on the interior must be treated lumber. There is to be no exposed plywood. All shoppes must be of an enclosed walk-in design. Sales counters must be a minimum of six feet from the sidewalk. Licensee **MUST** make sure that no one can see behind their shoppe from any angle. Fenced-in back yards or courtyards behind Shoppes are not allowed. We will remove your fence if we cannot get behind your shoppe to mow. The Site Manager's approval is required before any excavation or

construction starts. No new construction is to begin after May 1st. No remodeling is to begin after August 1st.

New construction

Only approved individuals who have signed their license agreements and paid their exhibitor's fee are allowed to build and operate a shoppe. A written proposal to build must be submitted to the TRF office.

This proposal must include: building design (elevations and floor plan), builder information, paint samples, material list, and construction schedule. The Site Manager's approval is required before any excavation or construction starts. No construction is to begin after **May 1**. A TRF approved builder must perform the work. All lumber on the exterior and within three feet of the ground on the interior must be treated lumber. There is to be no exposed plywood. All shoppes must be of an enclosed walk-in design. Sales counters must be a minimum of six feet from the sidewalk. Licensees **MUST** make sure that no one can see behind their shoppe from any angle. Your fence must be solid and at least eight feet tall. Fenced-in back yards or courtyards behind shoppes are not allowed. We will remove your fence if we cannot get behind your shoppe to mow. More specific regulations are available from the TRF office.

Building Teardown

Occasionally a Shoppe will be designated as a "tear-down" by TRF management. This occurs when the building has not been adequately maintained or has simply outlived its usefulness. Anyone owning a shoppe identified for teardown must notify TRF management by the end of the festival of their intention to rebuild. Plans for the new shoppe must be submitted by December 1 of that year. Failure to submit these plans will result in the shoppe being classified as abandoned. Shoppe owners will have until January 1 to remove any and all merchandise, furniture, and fixtures from their shoppe. After that time the shoppe and all of its contents will become the property of TRF and the shoppe owner waives all rights to any claim for damages against TRF.

Sale

Any Licensee wishing to sell their Shoppe must first notify TRF management. At that time, the site committee will inspect the shoppe to confirm that it is structurally sound and needs no immediate repair or maintenance. The licensee will receive written notification of any repairs that must be made and confirmation that the shoppe has been listed on the "Shoppes for Sale List". Shoppe owner will have one TRF season to sell the shoppe. When the Shoppe is sold, the seller must provide a copy of the written sales agreement to TRF management. If the shoppe has not sold by **August 1**, the licensee must notify TRF management, in writing, of their decision to either participate or rent the shoppe to a TRF approved licensee for the current festival season. The licensee will have until the end of the festival to sell the shoppe. If the shoppe has not been sold within 60 days of the close of the festival the shoppe will be considered abandoned. Only approved individuals, who have signed their license agreements and paid their exhibitor's fee, are allowed to buy or rent a shoppe.

Forced Sale

If a vendor's license is not renewed, they must sell their shoppe according to the above guidelines. Failure to sell the shoppe will result in the shoppe being considered as abandoned.

Rental

Any Licensee wishing to rent their shoppe must first request approval from TRF management in writing. Only approved individuals who have signed their license agreements and paid their exhibitor's fee are allowed to rent a shoppe. Rental is allowed for one year only. After that, the shoppe must be sold.

Abandonment

Any shoppe, game, ride, or attraction that is not represented by a signed contract with TRF by December 1st, following the festival, shall be considered abandoned. Other types of abandonment include: failure to sell the shoppe within the time allotted and failure to operate the shoppe during the festival season. When a shoppe is declared abandoned the licensee will be given written or oral notice of abandonment. Licensee shall have five days from the date of receipt of such notice to remove all inventory, equipment, machinery, and personal items from the site. **Improvements attached to the land, or that are an integral part of the function of the activity, may not be removed.** The festival may then operate the shoppe, contract with others to operate the shoppe, cover it and leave it without operation, demolish and remove it, or otherwise determine its use or disposition.

If an approved vendor passes away or becomes incapacitated such that they cannot continue to operate as a licensee, their heirs have 30 days to establish with TRF management the new ownership of the shoppe. After this time it will be considered abandoned.

Electricity

All shoppe owners are required to install and maintain their own electricity. Any electrical changes, repairs, or additions must be submitted in writing to the TRF main office for approval. After written consent is obtained an approved contractor must perform the work to be done. For more information on meter installation contact the TRF main office. Violators may be subject to fines or termination of contract.

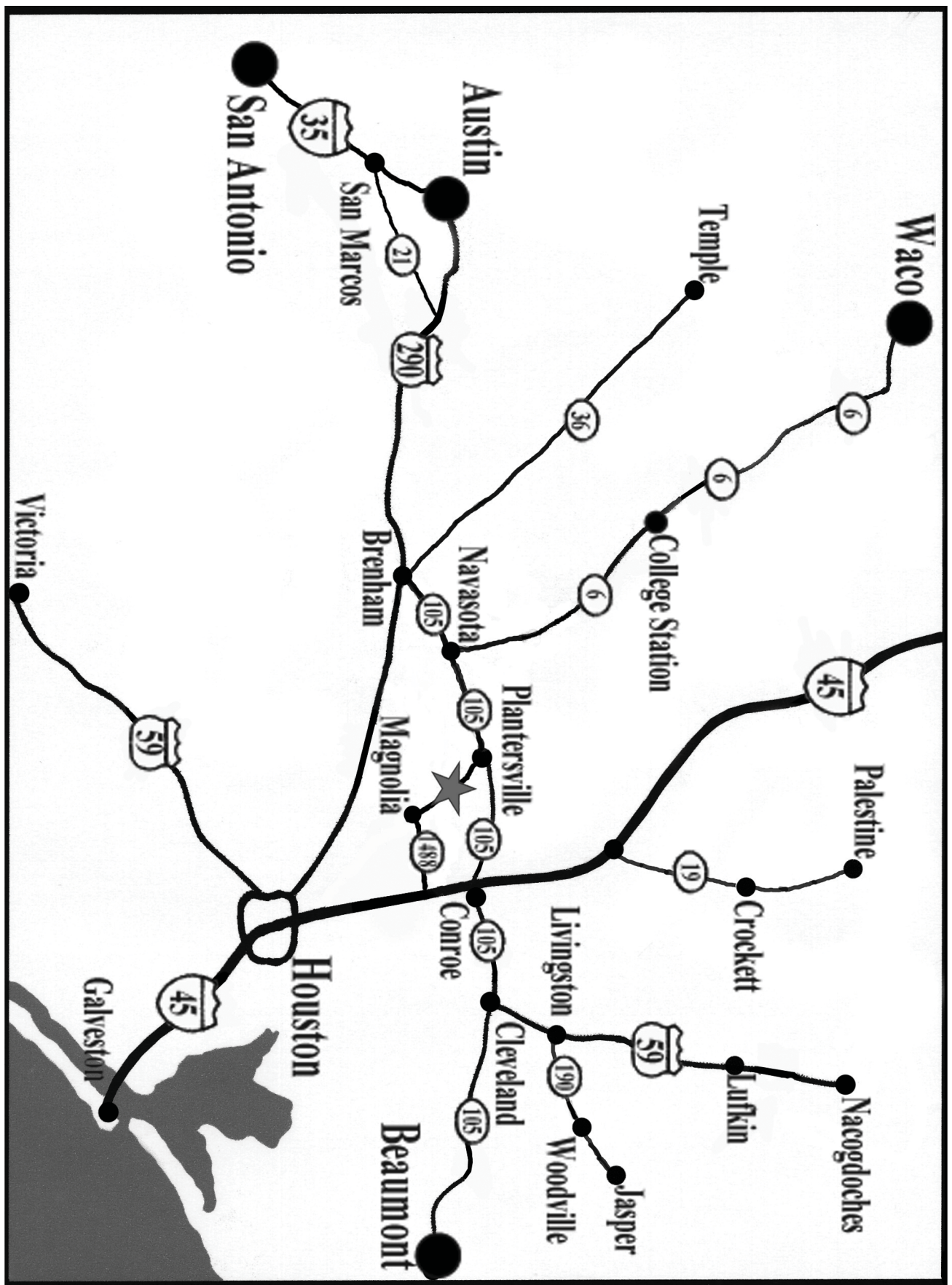
Fire Safety

Due to the nature of our village, we must all remain concerned about fire. Consequently: **Absolutely NO FIRES** at any time **anywhere** on the TRF grounds **EVER!** Candles, charcoal fires, barbecue pits, or oil lanterns may not be used! You are permitted to use "Coleman type" lanterns, stoves, and heaters. **Every** Shoppe must have at least a 5-Lb. multi-use extinguisher. Any shoppe that has weekend living quarters must also have a smoke detector. Fire safety violations can result in a fine.



FESTIVAL MAPS





SCENARIO

(Themes are subject to change.)

Oktoberfest

Raise a tankard as we open the festival in true Oktoberfest style. Journey to Bavaria and the Black Forest as the air echoes with traditional German music and dancing. Dance a polka, feast on bratwurst and sauerkraut, quench your thirst with a stein of beer and join in the fun. PROST!

1001 Dreams

Magical fantasies come to life as wizards, elves and faeries enchant the streets of New Market Village spreading joy throughout the shire. Become part of the enchanting celebrations by showing off your magical finery in the Fantasy Costume Contest.

All Hallows Eve

Ghouls, goblins and spooks abound as all things creepy emerge from the mists to pay homage to our Queen on Halloween. All will delight in His Majesty's Annually Decreed Tricks or Treats outing. Admire the carved Jack-o-lanterns that glitter in the moonlight, bedecking the village Shoppes and enter the costume contest to win a fabulous prize.

Pirate Adventure

Set sail for a swashbuckling weekend as the crew invade the shire with their piratical shenanigans. Visit the Pirates' Cove for the finest in treasure and booty, quench yer thirst and sing songs of the sea at the Sea Devil Tavern or Thirsty Pirate Pub.

Heroes and Villains

The call has gone forth- assemble the mightiest heroes and heroines and gather the darkest villains and vixens. The King and Queen welcome the worthy and the worst to a weekend celebration of great deeds and dastardly doings. Enjoy marvelous entertainment, food and drink fit for champions. Find the perfect armor, weapons or costume pieces in our stupendous shoppes and show off your heroic finery in our Heroes and Villains Costume Contest. Are you worthy of joining the ranks of our heroes and villains?

Barbarian Invasion

Ungh! You! Weakling! Join in the barbarian invasion! The Barbarian King and his band of barbarian buddies try to prove themselves civilized citizens of the realm. Compete in rowdy contests of Barbarian fashion.

Highland Fling

Bonnie Prince Charlie beckons all of ye to throw on your best kilt! Imbibe in one of the many ales or indulge in a Scotch egg, enjoy the energetic pipes and drums of Tartanic for a rocking highland good time, and Lads and Lasses should put their best knees forward and enter the Bonnie Knees Contest.

Celtic Christmas

The festivities conclude as thoughts turn to Christmas. Shoppes shine with Christmas décor and the sounds of the season are heard throughout the village. Join in the festivities with hot spiced mead and a visit with Father Christmas.

CHARACTERIZATION

In order to create a complete experience for the guests attending the Texas Renaissance Festival, every person participating must help sustain the illusion of a 16th century Renaissance village. A major part of the illusion grows from the creation of individual characters by each participant: performer, vendor, hawker, and everyone.

Creating a living, breathing, fascinating character out of thin air can be a daunting task. Most of us have never physically experienced being a baker, a wench, or any of the other assortments of characters that populated a village. Our goal is to give the appearance of being of the period in a way that appeals to our patrons, and allows us to complete our faire day's tasks. The basic things that can be portrayed are:

- The clothing
- A modified version of the language and speech patterns
- The daily activities
- The mannerisms and customs
- The superstitions
- The likes and dislikes

In addition to supporting the illusion of the village, portraying a character brings some benefits. Guests may be more willing to make purchases and add tips to the merchant, hawker, or food wench that has a personality based on a character. Guests will be more into the faire spirit and more willing to have fun even while ordering food or drink. It is easier to interact with the street performers if you, yourself, are a character!

Because character creation can seem to be a daunting task for the non-actor the next section is a brief "How to" followed by some questions that you can create a character around. Write in the book! Feel free to ask questions! Be creative! Have fun!



How to Create a Character

Whatever type of character you are creating, we are going to use the same process to create and/or enhance your character (if you created one in the years past).

Figure out who your character is today - you already know a little based on what you were hired to do at the faire. You may be a pretzel girl, tavern keep, or a tradesman.

Figure out what the guests expect to see from a character like you. For instance: what do the guests expect to see from a flower merchant?

- A rosy/floral smell
- A passion for flowers/roses
- Colorful floral type clothes
- Lower class clothing
- A flower basket

Figure out your character's personality and life story. For instance, how did you become a rose seller? Were you born into the trade? Have you always been in New Market Village? How does your day begin? Do you have a hidden love story?

Now it is your turn...



Character Outline

Complete the character outline by answering the questions from your new character's point of view!

First the Basics...

What's your name?

Are you from New Market Village?

If yes: How long have you/your family been in New Market? If no: Where are you from?

Do you speak another language? Which one(s)?

Do you speak the King's English with an accent?

What is your favorite festival food?

Do you own property or create trade goods?

What is your social class (probably merchant or peasant)?

All in a Day's Work

Are you a shoppe owner or do you work for someone else?

Why is your employer the best?

Why are you the best employee/employer? What are the tools of your trade?

What are your trade secrets? How long have you worked at what you do? Did you work as something else before?

What do people see and hear...

Describe your clothes.

What do your clothes say about you?

What words and phrases do you say the most during your day in New Market Village? Do you hawk? What are your hawk lines?

Are you quirky? Any physical mannerisms?

What about you, your actions and words, best say "16th century New Market Village, Europe"?

Making your character real...

What sets you apart from the crowd? Makes you special? A star? What are the great stories from your past?
(funny, dramatic, sad)

If you died (your character, that is) in New Market Village this year what would be on the headstone? If you are too poor for a headstone, what would be said in the eulogy?

How is your character likeable?

How is your character different from you?

You've finished! Enjoy being your character in our village!

Returning Character

For a character to continue to be of interest, both to the actor and returning patrons, there must be growth, change, success and failures. How have you personally changed in the last year? Five years? Ten? Examine the catalyst of change in your own life as a starting point from which to consider the ways in which your character has been affected by normal or extraordinary events or circumstances and good or bad fortune. Let your imagination shape your character's destiny.

Returning Character Outline

Character name:

Change in title or occupation?

Last year's history:

Last year's greatest achievement:

Biggest disappointment:

Last year's Festival - best thing that happened:

Worst/most embarrassing thing that happened:

Who do you love/desire/honor most? Why?

New patron-related needs/motivations:

New passions/interests/obsessions:

New fascinating props (Why? How was it acquired?):

New costume pieces/adornments (Why? How were they acquired?):

If you ruled New Market Village, what changes would you make?

Why are you the most fascinating/memorable character at the Festival?

Instant Language Biography

Good Day! They do call me _____. I do earn my keep as
(character's name)
a _____ in the _____
(character's profession) (name of the wondrous
_____ where we do sell/make the finest _____
shoppe in which thy character doth work)
_____. I do draw the goodly folk into my shop by
(products sold)
calling out as they do walk by: _____
(character's hawk line #1)
or _____
(character's hawk line #2)
When a fine strapping lad/fair maiden doth enter the shoppe, I do greet him/her by saying _____
_____ and praise
(greeting #1- for a young man or woman)
our wares as _____. Whether
(product description #1)
he/she doth make a purchase or no, I do compliment him/her by saying _____
(compliment #1)
so that he/she might sally forth with a smile! When he/she doth make ready to leave, I do say _____
_____ in parting. When a couple of elderly and noble bearing do enter in, I do
(parting #1)
greet them with _____ and
(Greeting #2- for an older patron)
praise our wares unto them as _____. I do
(product description #2)
compliment their esteemed judgment by saying _____
(compliment #2)
and bid them farewell with _____
(parting #2)
Our goodly Shoppe doth stand closest to _____
(the stage, event site or notable landmark closest to your shoppe)
where the fantastical _____
(name of entertainers who perform upon the stage nearest your shoppe)
do entertain crowds of goodly folk every day upon the hour(s) of _____.
(performance times)

Indeed, upon every faire day, smiling faces such as mine shall greet each visitor with energy and enthusiasm, that all might say this faire be the most wondrous ever encountered!

Social Strata

Secular	Clergical	Monastic
King and Queen	Pope	Abbott
Prince and Princess	Cardinal	Prior
Duke and Duchess	Bishop	Monk
Marquis and Marquise	Deacon	Oblate
Viscount and Viscountess	Priest	
Baron and Baroness		
Merchants		
Peasants		

Remember to show deference to the King and Queen, and to anybody whose social standing is higher than yours. If the court visits you, acknowledge the Royal presence, at a convenient point. It makes the illusion of the Festival more convincing to the public if the “citizens” of New Market Village acknowledge the Royalty.



THE KING'S ENGLISH

This guide was written to help take the fear and confusion out of speaking the King's English during your festival day. Take a few minutes to read it, and you'll find that you don't have to be Shakespeare to sound like him.

Key Things to Remember

It's still English: You aren't learning a new language; you're modifying your own. **If you know a foreign language and it fits your character, pepper your speech with some appropriate word to help promote the illusion!**

Don't abbreviate: we call it the King's English because it's formal. It's spoken more slowly than we speak because the words are pronounced fully, so that "this" doesn't become "dis". Words ending with "ing" sound like "ring" so that "riding" doesn't become "ridin".

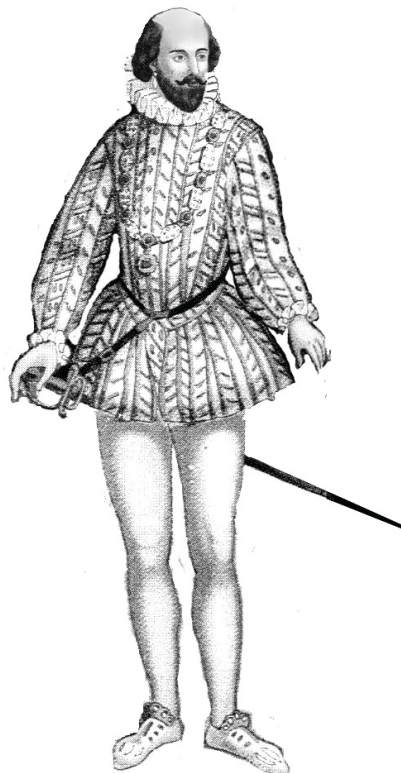
Contractions: Eliminate modern contractions like: can't, don't and ain't, and replace them with cannot, do not, am not, etc.

Cut It Out: Think about expressions you use every day (y'all, wow, nope, OK, thanks a lot, etc.) those expressions would sound out of place in Renaissance England. Replace them with more formal terms.

First Impression/Last Impressions: half of your communications with patrons are made up of greetings, thank yous and goodbyes. If they hear the King's English in these three situations, they'll swear they heard nothing else.

A Day at A Time: Don't overwhelm yourself. Start the Festival with a basic vocabulary (Language Sheet #1). Be sure to anticipate, and know how to answer, questions about your specific role or product.

Practice: (you knew this was coming) Out loud. With family, friends, and coworkers. If you don't practice, you'll feel really uncomfortable when it comes time to use it, and **you have to use it.**



Language Sheet #1

Male Patrons

M'Lord
Good Sir
Lad (Child)

Female Patrons

M'Lady
Madame
Lass (Child)
Fair Maiden (Child)

Participants

Your Highness (King)
Your Grace (Nobility)
Friend (Villager) Young Master (Child)
Sirrah/Wench (Peasant)

Greetings: Good Morrow, Good Day, Well Met, Greetings

Usage: Good morrow friend. Good day, m'lord. Well met, fair maiden

Partings: Fare thee well, Godspeed, Takest care, God ye good den

Usage: Fare Thee well, m'lady. God ye good den, sirrah.

Useful Words and Phrases

Modern Speech	King's English	Modern Speech	King's English
How are you?	How dost thou? How farest thou?	Please	Prithee
I'm fine, thanks	I be most well, thank thee.	Yes/No	Aye/Nay
Can I help you?	How might I serve thee, friend? What be thy pleasure, m'lord?	Thank you	Thank thee. Many thanks.
You're welcome	T'was my pleasure to attend thee	Ok	Alright, very well, indeed
Excuse me	By your leave	Dollars/cents	Pounds/pence
Dollars/cents	Pounds/pence	What time is it?	How stands the hour?
Hurray!	Huzzah!	Come here	Come hither
Y'all come back	Hither come again	Have a beer	Raise a bumper of ale
It was good doing business with you	It hath been a pleasure to serve thee	The bathrooms are over there	Privies be over yonder
Have fun/party	Make merry/carouse	What's happening?	How now?
You look beautiful today	Thou art most beauteous this day	See ya later	Shall see thee anon

Simple King's English Contractions

it is = 'tis	Have you? = Hast thou?	Will you? = Wilt thou?	Are you? = Art thou?
it's = 'tis	Can you? = Canst thou?	Could you? = Couldst thou	
it will = 'twill	Do you? = Dost thou?	Would you? = Wouldst thou	it would = 'twould

Language Sheet #2

Patrons

Master (Male)
Fellow (Male)
Mistress (Female)
Child
Gentles (Plural)

Participants

Your Worship (Nobility/Clergy)
Sire (Nobility)
Your Majesty (King)
Neighbor (Villager)
Cousin (Friend or Relative)

Usage:

Use Master/Mistress with names, professions, physical traits or any variety of adjectives: Mistress Katherine, Master Jeweler, Mistress Basket Weaver, Master Knock Knees, Mistress Curly Top

Using “good/kind” with titles, names, or professions:

Good Fellow, Kind Mistress, Good Margaret, Kind Minstrel, Good Constable

More Useful Words and Phrases

Modern Speech	King's English	Modern Speech	King's English
Have a good day	Enjoy thy day full well	Take care	God save thee!
It will happen soon	The time draws nigh	You are late	Thou art behind the hour
What is your name?	What be thy name?	My name is....	They do call me... I am called...
I swear/really	By my troth/Verily	Where are you going?	Wither goest thou?
What is the matter with you?	What ails thee?	Shame on you	Fie (sounds like pie) on thee
Go away	Get thee hence		

Thee and Thou - Thy and Thine

Thou is the subject of the sentence:

You are beautiful **Thou** art beauteous.
Would **you** help me? Wouldst **thou** assist me?

Thee is the object of the sentence:

I love **you**. I love **thee**.
May I help **you**? May I assist **thee**?

Thy and **Thine** are possessive:

Your clothes **Thy** raiment
Your apple **Thine** apple

Also use **thine** when ending a sentence with yours:

I shall be **yours** I shall be **thine**

Language Sheet #3

Even More Useful Words and Phrases

Modern Speech	King's English	Modern Speech	King's English
I'm hungry, thirsty	I am hungered, parched	He's not real smart	He has but a spoonful of brains
Eat here	Feast/Sup/Dine with us	You sure do talk a lot	How thy tongue doth wag
Valuable/Important	Dear (Tis an object most dear.)	Rowdy dude	Boisterous knave
Nothing/It's nothing	Naught/Tis naught	That guy is drunk	That fellow is in his cups
Oh God!	Egad!	Far out!/Radical!	Fantastical
Compliment (Female)	Thy beauty eclipses the sun	Compliment (Male)	Thou art more radiant than gold

Insults (to be used only on other participants)

A pox on thee! A plague on thee!

Thou art a churlish knave/wench. Thou art a scurvy rogue/strumpet.

Thou lump of foul deformity.

Out of my site, wretch! Thou dost infect mine eyes!

General Rules of Verb Conjugations

With **thou** add -st or -est:

You love

Thou lovest

He, She or It, add -th or -eth:

He smells bad.

He smelleth most foul

<u>I</u>	<u>Thou</u>	<u>He, She, It</u>	
Am	Art	Is	
Do	Dost	Doth	(third person is often the same as in modern usage)
Have	Hast	Hath	
Could	Couldst	Could	
Go	Goest	Goeth	
Know	Knowest	Knoweth	
Say	Sayest	Sayeth	
Can	Canst	Can	
Will	Wilt	Will	

In past tense, add hast/hath or didst/did before the verb:

I love him

I do love him

You look sick

Thou dost look ill

He plays the fool

He doth play the fool

Use would in place of wish or want:

I wish I had a husband

I would that I had a husband

If you want to see a

If you would see a splendid

good show, come here!

performance come hither!

DRESS AND DEMEANOR

Dress Code

You must wear a hat!

This is required for **ALL PARTICIPANTS** unless the Entertainment Director grants you a specific exemption from this rule.

Garlands may be worn to fulfill this obligation.

Ultra-modern hairstyles and hair dyed unnatural colors must be completely covered by a hat.

The following **do not** count as hats:

- Hairsticks
- Sprigs of flowers
- Hair barrettes
- Most hairbands
- Scarves (unless they are covering your head like a babushka)
- Braids

Period footwear

NO BARE FEET

No athletic shoes, rubber and or colorful flip flops.

Clothing

Period style – 15th and 16th century

Fabrics should be woven, not knit – natural, not synthetic. Spandex, neon colors, tie-dye, and bright prints are unacceptable. Ties and laces – no visible zippers or Velcro.

If you must use buttons use wood, shell, or metal with loop closures. Clothing should not be overly revealing (ask your employer if in doubt) No nail polish.

Miscellaneous

Only period drinking vessels may be used

No visible watches

No sunglasses

No cell phones onstage

No visible tattoos

No visible body piercing except for pierced ears.

This includes tongue, eye, nose and other facial piercing.

No currency displayed on your costume without approval of the Entertainment Director

Demeanor Code

All Participants will work to support the Festival's Renaissance theme by maintaining period dialect, language, dress, and decorum throughout each Festival day.

ALL PARTICIPANTS SHOULD BE ENTERTAINING TO OUR PATRONS!

Welcome and enjoy Patron interaction, but remember your festival function. In other words: don't have so much fun that you forget to do your job.

Your time at the festival should not be a "date." In other words: don't let your boyfriend, girlfriend, boy or girl friend candidate, just plain friend, or significant other hang out with you while you work.

More About Costumes

Preliminary Design Considerations

"We will appear in original costumes so attractive or unique, patrons will beg to take photos with us!"

Festival Rules

It's fall: fall or winter colors, textures and styles

Shoes: Support and protect your feet. You can't work if you're injured.

Head Coverings: Discover the rare pleasure of sporting a truly stupendous hat!

Shoulder Straps: You can't concentrate on your job while holding your top up.

Sleeve of Sorts: It's fall.

Professional Appearance: We've been hired to be entertaining, not provocative.

Actor Rules

Love your outfit: It reflects the soul of your character. It's one of your most important tools. It should "turn you on" as a character the minute you get dressed; it should help sustain you through a long performance day.

Reality's Rules

Comfortable (bearable): for 11 hours of strenuous exercise in extreme weather conditions, 2 days in a row. Maintainable... on your budget: design, fabric and construction must pass "rain," "second day" and "nine heavy cleanings" tests. Is the trim color-fast? Will your hat melt? Can you afford dry cleaning?

The Period's Rules

Late Ice Age 'till Elvis went into the Army. Stick to styles from 1500's (Italian Renaissance) and 1530 (Tudor) to 1600 (Elizabethan) in categories that correspond roughly to the Renaissance class structure.

Rich, Richer, Richest: Lush fabrics: velvet, brocade, satin, taffeta, leather, fur, fine lace, heavy cotton or damask with smooth texture or finish. Ornate trims, accessories: gold, silver, jewels, intricate designs, beading. Richer colors: classic fall palette. Sophisticated cut, tailored fit: less comfort, more details.

Poor, Poorer, Poorest:

Coarser fabrics: heavy textures, coarsely woven cotton or wool, pieced leather or fur. Simpler trims, accessories: ribbon, non-metallic braid, simple lace, wood or ceramic implements. Natural colors: earth tones, muted/faded primaries, solids. Basic cut: looser fit, more comfort, less technology.

Attention, Fantasy Characters! Exercise extreme caution in use of non-traditional colors and synthetic textiles, leathers or furs. Get concept and design approval from the Entertainment Director before you buy or build.

Whatever Your Category

Strive For Excess: These are your sharpest duds!

Pile it On: The more layers, the better and more authentic you will look. Respect the period's

Technology level: avoid anachronistic giveaways!

Woven fabrics: no knits (except tights)

Natural fibers: no synthetics (cotton lycras are acceptable) Natural dyes for basic Fabrics:

earth tones, muted classic colors

Classic fall palette for lush fabrics: modern and pastel colors are tricky patterned fabrics should

look woven or simple: plaids and brocades

Jewels should be solid and chunky: cabochons or simple facets on stones

Nail polish only for fantasy characters

Figure out a way to hide your watch and tattoos



Wardrobe Checklist - Ladies

Shoes or Boots:

Best Bet: Plain non-suede leather boots, roundish toe, low heel or flat, ankle, mid-calf or whatever, no visible zippers or elastic.

Key Points: support, protection, mud cleans off. Many add comfort insoles.

Hat:

Best Bet: ask your fellow performers to describe theirs! Scout resale shoppes for adaptable bases.

Underwear:

Leggings, bloomers or tights

Best Bet: make cotton or cotton/polyester blend bloomers, or buy cotton or cotton/lycra blend footless leggings. You can change damp socks.

Brassiere that works with your costume.

Cotton socks.

Basic Outfit:

Under blouse or chemise

Best Bet: machine washable cotton or cotton/polyester blend. Consider making or finding two.

Weskit, vest, or bodice.

Over-sleeves, if applicable

Overskirt

Petticoat or Underskirt

Farthingale (hoop petticoat) if applicable

Fashion accessories: shawls, ruffs, jewelry

Strong Leather, Cord or Chain Belt

Accessories: (attached to belt)

Drinking vessel

Pouch or purse

Eating utensils

Belt Knife & Scabbard (must be peace tied)

Fan

Parasol

All other wonderful toys and fascinating props your character finds essential.

Cold Weather:

Cape, Mantle, Gloves or Mittens, Rain Gear

Wardrobe Checklist - Gentlemen

Shoes or Boots:

Best Bet: Plain non-suede leather boots; modified roundish toe, western or biker boot; moccasin kit. Ask performers about theirs and their modification techniques.

Key Points: support, protection, mud cleans off. Many add comfort insoles.

Hat:

Best Bet: ask your fellow performers to describe theirs! Scout resale shoppes for adaptable bases.

Underwear:

Leggings or tights if applicable

Best Bet: cotton or cotton/lycra blend footless leggings. You can change damp socks.

Underwear of your choice

Dance belt if applicable

Cotton socks.

Basic Outfit:

Shirt or tunic

Best Bet: machine washable cotton or cotton/polyester blend. Consider making or finding two.

Vest or waistcoat...and/or

Jacket or doublet...and/or

Fancy surcoat

Short or knee breeches, pumpkin pants, kilt,

Cod piece

Fashion accessories: ruffs, garters, jewelry

Strong Leather, Cord or Chain Belt

Accessories: (attached to belt)

Drinking vessel

Pouch or purse

Eating utensils

Belt Knife & Scabbard (must be peace tied)

Fan

Weapons (must be peace tied)

All other wonderful toys and fascinating props your character finds essential.

Cold Weather:

Cape, Mantle, Gloves or Mittens, Rain Gear

Examples of Costumes



Nobility



Working Class



Peasant



Nobility



Working Class



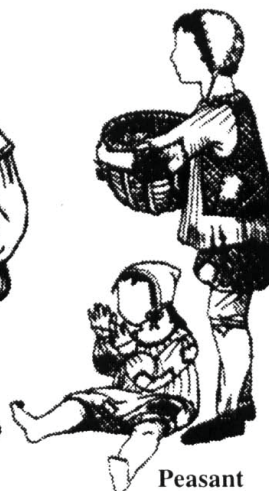
Peasant



Nobility



Working Class



Peasant

Examples of Renaissance Hats



Examples of Renaissance Footwear



RESOURCES

Costumes

Pruitts Fabric Shop 318 George Bush Dr. College Station, TX (979) 693-9357

*Monday through Friday: 11:00 – 5:30, Saturday 10:00 - 5:00, Closed Sundays

*Broad selection of velvet, silk, brocade, cotton and designer buttons

*Appropriate for noble and middle classes

Universal Fabric Center 2530 Times Blvd, Houston, TX (713) 521-4544

*Monday through Saturday: 11:00 - 4:00, Closed Sundays

*Wide range of all types of fabrics,

*Appropriate for all classes

Jo Ann Fabric and Crafts - Nationwide Chain - check local listings for a location near you

www.Joann.com

*Open 7 days a week, check local store for hours

*Midrange suppliers. Some velvets and decorative fabrics.

*Large selection of cottons, tartan, silk essence, canvas, notions, findings, baskets, and patterns.

*Appropriate for all classes of character

Calico Corners Nationwide Chain - check local listings for a location near you

www.calicocorners.com

*Open 7 days a week, check local store for hours

*Mid to high range suppliers. Upholstery and decorative fabrics, heavy trims.

*Appropriate for noble and middle classes

Hobby Lobby Nationwide Chain - check local listings for a location near you

www.hobbylobby.com

*Monday through Saturday 9:00 - 8:00, Closed Sundays

*Mid-range suppliers.

*Good selection of cottons, basic fabrics, trims, beads, baskets, props, jewelry, findings, and needlepoint.

*Some velvets and upholstery grade fabrics.

*Appropriate for all classes of character

Wal Mart Nationwide Chain - check local listings for a location near you

www.walmart.com

*Most stores open 24 hours, 7 days a week. Check local store for hours

*Low to mid-range suppliers.

*Great selection of cottons, canvas, patterns, baskets, props, beads, notions, and basic fabrics

*Appropriate for all classes of character

Online Fabric Suppliers

Bargain Fabrics

www.fabricmartfabrics.com

Generic Fabric and Suppliers

www.beaconfabric.com www.habermanfabrics.com www.fabrics-store.com www.phoenixtextile.com

www.sawyerbrook.com www.sewingstudio.com [www. Portsmouthfabric.com](http://www.Portsmouthfabric.com)

High End Suppliers

www.orientalsilk.com www.luxuryfabricsla.com www.chelseatextiles.com

Ribbons and Trims

www.cheeptrims.com

www.renaissanceribbons.com

www.rutherfordsdesign.com

Patterns

Simplicity/McCall's/Butterick: www.simplicity.com or at your local fabric retailer

Folkwear Patterns: www.earthguild.com

Corsets and Hoopskirts

Thrift shops

Local lingerie retailers

TRF Approved Costumers or former performers

McCalls and Simplicity produces several appropriate patterns for use at TRF.

For comprehensive lists of suppliers, research and techniques:

www.costumes.org

www.milieux.com/costume

Online Corset Suppliers

www.corsetmaker.com

WARNING: may not be appropriate for young eyes

www.orchardcorset.com

Heavyweight Boning: Strapping, Hoops, Stays, Bones, Grommets, tips and accessories

www.amazondrygoods.com

www.richardthethread.com

Hoopskirt suppliers

Former TRF Participants

Local Bridal Boutiques

www.alteryears.com

Beads and Buttons

Hobby Lobby

www.firemountaingems.com

www.shipwreckbeads.com

www.ascuteasabutton.com

Michaels

www.picardbeads.com

www.suessparklers.com

www.historicenterprises.com

Hats and Millinery Supplies

*****HEAD COVERINGS ARE REQUIRED*****

Helpful hint: Buckram frames do not last long in TRF weather, try hardware cloth instead. Found at your local hardware store.

Universal Fabric Center (713) 521-4544

www.judithm.com

www.tudorshoppe.com

www.hatpeople.com

Shoes

*****SHOES ARE REQUIRED*****

Rounded or square toed leather (not suede) shoes or boots with low heel and flat tread soles work very well, as do Mary Janes or Chinese Slippers. It is generally best to break them in a few weeks early to find what sort of inner support you may need as well as reduce your risk of blistered feet.

www.sodhoppers.com

www.amazondrygoods.com

www.renboots.com

www.sonofsandlar.com

www.historicenterprises.com

Native Earth

888 628-4832

www.nativeearth.net

Catskill Moccasins

PO Box 294, Woodstock, NY
12498

845-679-7302

www.catskill-moc.com

Jewelry

Shops on Harwin Drive	Harwin Drive, Houston, TX	Multiple stores
Old Town Spring	Cypress Spring Dr., Houston, TX	Multiple stores
Peanut Butter Warehouse	100 20th St, Galveston, TX	(409) 539-5115
www.replicaregalia.com	www.ladysmaidjewels.com	www.stylism.com
www.dragonsjewels.com	www.renstore.com	www.ebay.com

Feathers

Hobby Lobby	Michaels	At Home	www.zuckerfeather.com	www.hideandfur.com
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Leather and Fur

High Fashion Fabrics	3101 Louisiana Ave., Houston, TX	(713) 528-7299	
www.earthguild.com	www.hideandfur.com	www.fabulousfurs.com	www.ebay.com
www.tandyleather.com	www.weaverleathersupply.com		

Props / Utensils / Accessories

Shops on Harwin Dr	Shops in Spring	Antique Stores	Thrift Stores
World Market	At Home	Michaels	Pier One
www.smoke-fire.com	www.historicenterprises.com	www.ebay.com	www.jastown.com

Full Costumes

Former TRF Participants	www.sofisstitches.com	www.historicenterprises.com	www.ebay.com
www.moresca-clothing-costume.myshopify.com/			

Books

Anderson Black, J. and Madge Garland. A History of Fashion, Orbis, London, 1975

Bradfield, Nancy. Historical Costumes of England, Harrap, London, 1958.

Braun & Shneider. Historic Costume in Pictures, Dover, London, 1975.

Brooke, Iris. A History of English Costume, Methuen, London, 1937.

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Calthrop, Dion Clayton. English Costume, A.& C. Black, London, 1907.

Cunnington, Phillis. Costume of Household Servants, A&C Black, London, 1974.

Cunnington, Phillis. Occupational Costume in England, A&C Black, London, 1967.

Gaunt, William. Court Painting in England, Constable, London, 1980.

Hamilton-Hill, Margot, and Peter A. Bucknell. The Evolution of Fashion 1066-1930, Batsford, London, 1967.

Kohler, Carl. A History of Costume, Dover, New York, 1928.

Peacock, John. Costumes 1066-1990's, Thames and Hudson, London, 1994.

Racinet, Albert. Historical Encyclopedia of Costume, Studio/Random House, London, 1988.

Web Reference Links

www.costumes.org	www.renfaire.com	www.milieux.com/costume	www.costumesocietyamerica.com
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RESOURCES: Character and Language

VIDEOS/FILMS: General Period

Movie	Actor to Watch	Movie	Actor to Watch
1492: Conquest of Paradise	(Depardieu)	The Agony and The Ecstasy	(Heston)
A Man for All Seasons	(Shaw)	Anne of a Thousand Days	(Burton)
As You Like It	(Olivier)	Beckett	(Burton)
Black Adder II	(Atkinson)	Braveheart	(Gibson)
Cadfael	(PBS)	Christopher Columbus: The Discovery	(Brando)
Christopher Columbus	(Lattuada)	Elizabeth	(Blanchard)
Elizabeth and Essex	(Davis)	Elizabeth R	(Jackson)
Fire Over England	(Olivier)	Hamlet	(Gibson) (Olivier)
Henry V	(Branagh) (Olivier)	Joan of Arc	(Sobieski)
King Lear	(Olivier)	A Knight's Tale	(Ledger)
Ladyhawk	(Hauer)	Lady Jane	(Carter)
Lion in Winter	(O'Toole)	Macbeth	(McKellan)
Mary Queen of Scots	(Redgrave)	The Messenger	(Jovovich)
Midsummer Night's Dream	(Royal Shakespeare Company)	Merry Wives of Windsor	(BBC)
Much Ado about Nothing	(Branagh)	Nostradamus	(Karyo)
Orlando	(Swinton)	Pearls of the Crown	(Guitry)
The Prince and the Pauper	(Flynn)	The Princess Bride	(Patinkin)
The Private Life of Henry VIII	(Laughton)	The Virgin Queen	(Davis)
Queen Margot	(French)	Richard III	(Olivier)
Romeo and Juliet	(Whiting & Hussey)	The Royal Hunt of the Sun	(Shaw)
Rosencrantz and Guildenstern...	(Dreyfus)	The Sea Hawk	(Flynn)
Shakespeare in Love	(Paltrow)	The Six Wives of King Henry VIII	(BBC)
The Sword and the Rose	(Disney)	The Tower of London	(Rathbone)
Taming of the Shrew	(Taylor & Burton)	Twelfth Night	(Carter)
Young Bess	(Simmons)		

VIDEOS/FILMS: Language

High Brow English	Low Brow English	French
Arthur Howard's End Fawlty Towers Keeping Up Appearances My Fair Lady Sense and Sensibility	Arthur Jabberwocky Monty Python and the Holy Grail My Fair Lady Upstairs/Downstairs Red Dwarf Upstairs/Downstairs	A Shot in the Dark A Year in Provence Gigi The Pink Panther
German	Spanish	Italian
Cabaret Schindler's List Stalag 17 Young Frankenstein	1492 Fawlty Towers Kiss of the Spider Woman Queen Margot Star Trek: Wrath of Khan	Johnny Dangerously Married to the Mob Marx Brothers Comedies The Godfather The Princess Bride
East Euro Stew	Irish	
9 Months A Shot in the Dark A Year in Provence Dracula Dr. Zhivago Ed Wood French From Russia with Love Gigi	Love You to Death Moscow on the Hudson Secret of San Vittorio The Pink Panther To Be or Not to Be Wolfman	Darby O'Gill and the Little People Hear My Song Far and Away The Commitments The Quiet Man Secret of Roan Inish The Snapper The Way West The Van

BOOKS AND PLAYS

Fiction	Author	Shakespeare	Moliere
Autobiography of Henry VIII Don Quixote The Canterbury Tales Pillars of the Earth Merry Adventures of Robin Hood The Three Musketeers Daughter of Time	George Cervantes Chaucer Follett Pyle Dumas Tey	As You Like It Merry Wives of Windsor Midsummer Night's Dream Romeo and Juliet Twelfth Night	Don Juan The Misanthrope School for Wives Sganarelle Tartuffe
Others	Author	Others	Author
Volpone Mandrake	Jonson Machiavelli	The Alchemist Tamburlaine	Jonson Marlow
Non-Fiction	Author	Author	
Greek Mythology Distant Mirror Medieval Vision The Six Wives of Henry VIII Cathedral	Hamilton Tuchman Erickson Weir Macaulay	The Writers Guide Encyclopedia A World Lit Only By Fire Castle	
			Emerson Rachum Manchester Macaulay

The Renaissance: Illustrated

