



# 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 en route to over 350 shoppes brimming with works of pottery, sculpted metal, woodcarvings, jewelry, and other treasures from throughout the Realm. The Festival continues 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 English 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 fairs, 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 Management and Staff*

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# Rules and Regulations

## STATEMENT OF PURPOSE

**THESE RULES AND POLICIES ARE 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 in 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 and campgrounds (public and private).

**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 2022 Festival will be held every Saturday and Sunday from October 8th through November 27<sup>th</sup>, 2022 including the Friday following Thanksgiving, November 25<sup>th</sup>, 2022. The festival will be open for business from 8:30 a.m. to 8pm, except in TRF designated areas, rain or shine. **All participants, shoppes, and attractions will be available to the public for the entire Festival operation day, with the exception of shoppes in the back section (Falconer's Heath and Enchanted Forest areas), as well as temporary structures without electricity.** A fine of \$500.00 per day will be levied upon vendors that do not participate.

### Festival Site Gates

The gates that directly adjoin the **Festival Site** will be closed promptly at 8:00 a.m. each morning and reopened only after the official closing by **TRF Staff Members ONLY**.

All gates to backstage areas of the Festival will be closed each Thursday at noon and entry after that time must be made through the Participant's Gate on Renfaire Drive. Each festival day, non – Renfaire Resident Sticker exiting traffic will have to exit through the Participant's Gate until 5 pm when the West Gate next to the

Entertainment Building will open, and all backstage traffic will be directed to exit and participants may leave through the North Parking lot. No vehicles on the fair site after 8 am on festival days. No vehicles back on site until 9:15 pm.

Participants may arrive for on-site camping or residence on Friday after 12:00 p.m. and must depart not later than Monday at 12:00 p.m. **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 open 8:00 a.m. to 5:00 p.m. Monday-Friday. **All participants are required to sign in at the office whenever entering the grounds.** The sign in sheet is located to the right of the front door.

### **Camping**

The date participants may move into camping areas will be determined each year; set-up may begin on July 30<sup>th</sup> with overnight camping being allowed starting the weekend of August 6<sup>th</sup> for performance company, and Labor Day weekend for vendors. Camping on site is only allowed Friday afternoon through Monday morning. **NO ONE IS ALLOWED TO LIVE ON SITE!**

Spaces may be obtained online at <https://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 voices, music and all 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 site** without permission from TRF management except on designated access roads to inner circles. If you **MUST** drive on site to unload, do so, and then remove the vehicle from site. All vehicles must be off site by 8:00am on Festival days, and they cannot return until the park is completely clear of patrons. If your vehicle is on-site after 8:00am, it is subject to tow and a \$500 fine.

TRF is privately owned property and can therefore set the speed limits for its own roads. The **speed limit** on all TRF property (Grounds, Site, and Campgrounds) 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 shoppe areas clean at all times. There is no trash pickup at any of the campgrounds. All **household garbage** must be put in plastic bag then tied at the top and put in the dumpsters provided by the Festival. **Construction and craft refuse** must be taken to the old landfill on the festival grounds. You must have these materials approved for disposal by our Site Manager.

The dumpsters located behind the Main Office are **NOT** for personal, household, or public use. Offenders are subject to fine.

### **Deliveries**

**All mail and deliveries must be addressed to your name in care of TRF to 21778 FM 1774 Plantersville, TX 77363.** If your delivery requires a forklift to unload, you must make arrangements with the TRF office. Your 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. If you are expecting a C.O.D., you can leave your payment for the exact amount with the main office. There are no deliveries to TRF on the following days during faire: Weekends, and Thanksgiving Friday.

### **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.

### **Christmas Lighting**

**All shoppes with access to electricity are required** to hang Christmas lighting decorations on their shoppe, tent, or kiosk for Celtic Christmas weekend. Please, no inflatables.

### **Entertainment**

**All Shoppe owners** providing entertainment within or outside their shoppes **MUST** have their entertainment approved by TRF's Entertainment Manager.

### **TRF Appreciation & Policy Review System**

In accordance with the high prioritization of the shoppe presentation to our patrons, TRF maintains the use of mystery shoppers observing shoppe staff for exceptional and subpar efforts as it relates to King's English, Costume and Shoppe Appearance guidelines set forth. These observations will be recorded and reviewed for shoppe owner recognition and improvements.

### **Accidents and Emergencies**

All participants must make themselves familiar with accident and emergency procedures. All accidents and emergencies **must** be reported to food or souvenir shoppes. They are linked to security and medical services through a radio system. During festival weekends you can also report emergencies to TRF's Security Personnel at (936)727-1800. Their radios are only for emergencies. Outside of festival weekends, please call 911 or (936) 873-2151 for Grimes County Dispatch. **There are two First Aid locations.** One is located next to the Dragonslayer at the front gate; the second location can be found just to the right of the Falconer's Heath Stage. It is imperative that all participants follow these guidelines, as they could save a life. IF THE SIRENS GO OFF, EVACUATE THROUGH THE NEAREST EMERGENCY EXIT.

### **Miscellaneous**

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

**Do not pick the flowers or take any plants** – Our horticulture and site crews work hard every year to create a beautiful back drop not only within the wedding venues, but around shoppes and the lanes. Please do not ruin their work by picking/removing any of the plants or flowers.

### **Access Gates**

Maintenance crews need to be able to have full access through all gates to the inner circle at all times. If you have a shoppe space that is set up in a front of an access point, ensure your set up will not impede access at any time or can be moved swiftly to allow access.

## **VENDOR AND PARTICIPANT INFORMATION**

### **ID Cards / Virtual Passes**

Each Participant must carry their Virtual Badge or Festival pass and a valid picture ID with them at all times. These must be presented at the **Participant's Entrance** (The only entrance participants are allowed to use to

gain entry into the festival) in order to enter the Festival. Participants found parking in patron parking and trying to enter through site office or front entrance will be reprimanded and their pass will be revoked and their eligibility to work during the Festival for the 2022 season will be forfeit. If your Festival Pass is lost, a replacement must be purchased. Passes are non-transferable. Any Participant found with a forged or altered pass will be subject to removal from site. Passes may not be left for pick up at the **Participant's Entrance**. Every Shoppe Licensee is given a pre-designated number of passes for employee use. If additional passes are required, they must be purchased with the Pass Program Manager. The vendor is responsible to notify the Pass Program Manager of any terminated Participant. That way the badge will be turned off immediately. Please let the Vendor Manager know if the employees terminated are due to a case of serious nature so we can ensure they are banned and will not be employed through another vendor.

Any vendors that hire their own private security/officers must also have them be provided a participant ID Card/ Virtual Badge just as you would any employee working in your shoppe

### **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. Refusal to adhere to these policies can result in, **at minimum**, having your participant pass revoked for the remainder of the season.

### **Parking**

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

**Only booth owners** are allowed to park one car deep behind their shop. Participants may not park behind anyone's shop. All participants can park in designated participant parking areas. See attached map.

### **"Grande Marche" Participation**

Parade is no longer mandatory for each shoppe. It is highly encouraged that you participate. If so, the shoppe must have a representative (minimum age - 16 years) in an appropriate costume to carry a banner in the noon parade. If you or your Shoppe's representative are found (by any TRF Staff Member) not in appropriate costume, you will be asked to leave 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 is in your contract.

## **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 a hat and appropriate footwear. NO BARE FEET ARE ALLOWED! Chemises are required under corsets that do not have shoulder straps. 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 a hat. All visible tattoos and piercings must fit the character being portrayed. Please consult TRF Vendor Manager for approval, if there is any question. If the tattoos or piercings do not fit the character, then every possible attempt must be made to conceal from patron view. This includes tongue, nose, and eye piercing. Pierced ears are permitted.

A training video on costuming can be found here:

<https://www.youtube.com/watch?v=8FLyhRrslcw&feature=youtu.be>

### Modern Conveniences

No watches, sunglasses, radios, televisions, telephones, pagers, cell phone, computers or other modern conveniences are permitted **in view of the patron** at any time. Adding machines and credit card authenticators for use in your shoppe are permitted but should not be in plain view.

### Weapons

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

### Solicitation of Tips

The solicitation of tips is forbidden unless granted in your contract as an "active or passive hat." Soliciting tips without permission is grounds for immediate dismissal. Tucking money into a costume piece so that the money sticks partially out is considered soliciting tips. If you see a Participant or Patron soliciting tips, notify management immediately. 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.

## SHOPPE INFORMATION

Newly approved vendors will be allowed to participate in a temporary location for a period of three years. Vendors must erect a period style tent or approved temporary structure in this location. After these initial seasons, the exhibitor must buy or build a Shoppe in order to continue participation in TRF (providing there is space available for building). The TRF office has a "Shoppes for Sale" list that includes all of the Shoppes for sale or rent.

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

Vendors who want to add new items to their inventory must submit the new product application form, \$50 fee, and photos with pricing of these items to the jury for approval before adding them to their sales inventory.

### Compliance with Texas State Laws

All vendors must submit a current sales tax license number **annually** to the Festival. Non-compliance with the State Comptroller will warrant automatic revocation of current vendor contract and loss of shoppe ownership.



To apply for a sales tax license, write to the Texas State Comptroller, 1713 Broadmoor #300, Bryan, TX 77802, call 979-776-5200, or visit their website [www.window.state.tx.us](http://www.window.state.tx.us). Main contact for the Texas Comptroller's office in our area is Andrew Do who can be reached via email at: [Andrew.Do@cpa.texas.gov](mailto:Andrew.Do@cpa.texas.gov) or via phone at: (713) 426-8200 Ext. 42617.

### Insurance Requirements

All Vendors are required to keep in full force and affect a policy of commercial general liability insurance with respect to the licensed facility/activity specified in your contract. A current copy of Vendor's insurance policy is required to be on file at all times in the TRF office. The minimum amount of coverage will include and state in the Certificate of Liability:

General Aggregate Limit	\$ 300,000.00
Product-Completed Operations Aggregate	\$ 300,000.00
Personal and Advertising Injury Each Occurrence	\$ 300,000.00
Fire Damage (any one fire)	\$ 50,000.00

**Texas Renaissance Festival MUST be named as additional insured and loss payee on the policy.**

### General

TRF will not approve or offer a license agreement to anyone unless the present condition of the 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 not approve anyone or offer a contract to anyone unless that person understands that their shoppe is subject to continuing maintenance and periodic substantial remodeling, renovation, rebuilding, or replacement as may be required by TRF to insure 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**. **Absolutely, positively no construction is permitted after September 1st. Shoppes found in violation of this policy are subject to a fine of up to \$500 or even revocation of their shoppe license. This does not include minor repairs.**

### New construction

Only approved individuals who have signed their license agreements and paid their exhibitor's fee can 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**. An approved builder must perform the work. If you have a builder in mind for your project that is not on our approved builder list, you can submit their information to our Site Manager



who will need to vet them and then can give you the final approval to proceed. 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 and must obtain approval from the site manager and vendor coordinator to sell. Upon approval an inspection will be performed to confirm that the booth 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; Exceptions to this can be made but must be discussed and approved by the Vendor Manager. Before the shoppe is sold, the seller must provide a copy of the written sales agreement to the Vendor Manager for approval. TRF will no longer refund vendor fees paid. It will be the responsibility of the seller to recoup this cost from the buyer. If the shoppe has not sold by **June 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. Anyone interested in purchasing a shoppe, current or new vendor, must complete the vendor application process. 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. Any shoppe sold will be subject to a \$100.00 administration fee, payable to TRF, and prior to the sale finalization. A copy of the sale agreement/bill of sale must be submitted to TRF. See the section on Shoppe Information in the TRF Rules and Regulations for more complete information.

### **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.

### **Revocation of Contract**

The Texas Renaissance Festival reserves the right to revoke a vendor’s contract to protect the best interests of the Festival. There will be **NO** refunds for vendor fees or utility fees if your contract is revoked.

## Abandonment

Any shoppe, game, ride, or attraction that is not represented by a signed contract with TRF by **December 15th**, 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** becomes incapacitated or passes away, their heirs have 30 days to establish ownership of the shoppe or it will be considered abandoned.

## Electricity

Each shoppe is provided with one Electrical Pass for a 20-amp electrical circuit for a flat fee. If you require power in excess of this supply, you must install a meter; more information is available at the TRF office on power meter installation. All shoppes attached to a TRF owned meter must tag their power cords with a TRF provided Electrical Pass. Use of electricity without paying the fee is grounds for termination of your contract.

## Fire Safety

Due to the nature of our village, we must all remain concerned about fire. Consequently:

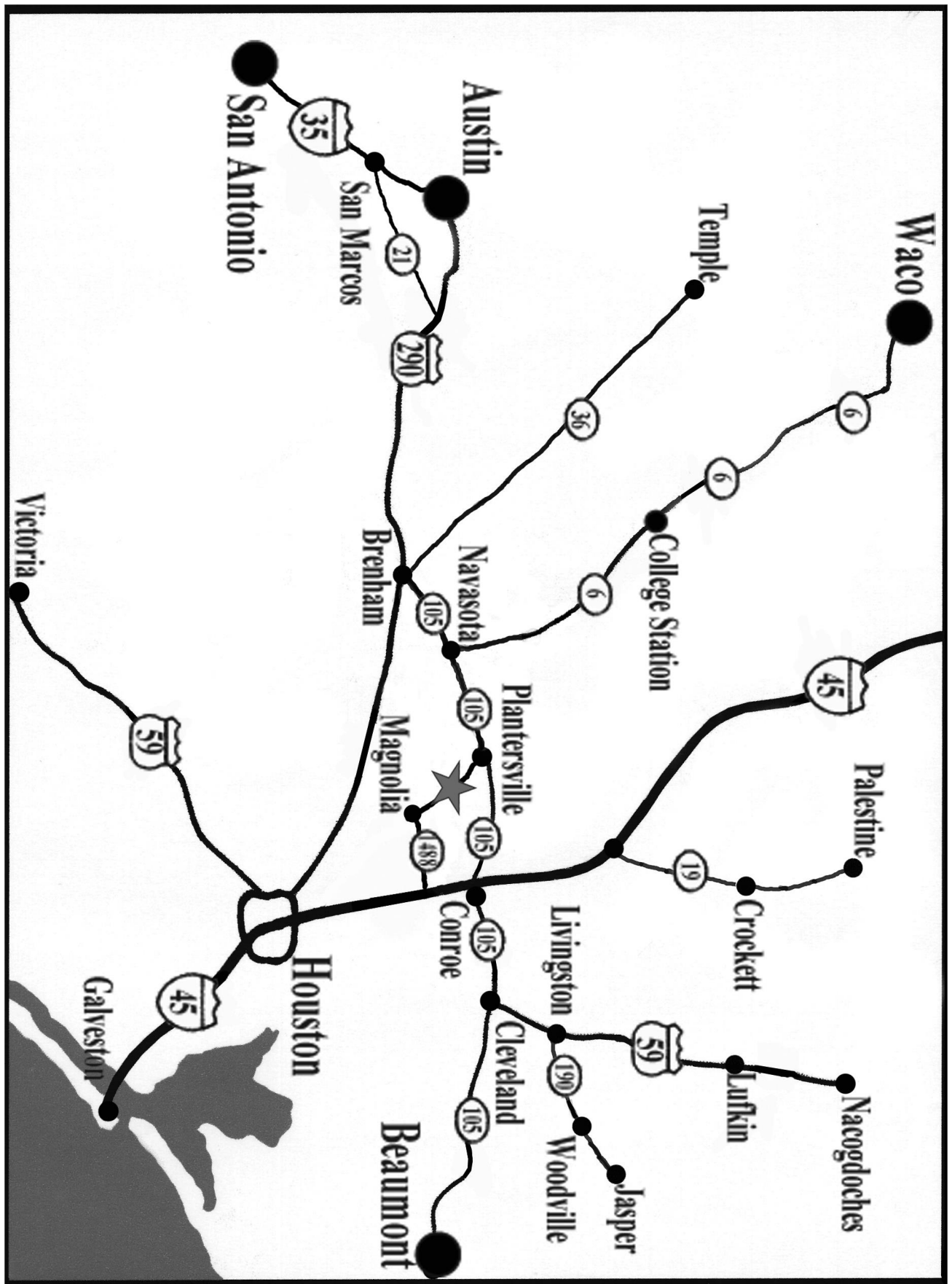
**Absolutely NO FIRES** at any time **anywhere** on the TRF grounds...**EVER!** Candles, charcoal fires, barbecue pits, or oil lanterns may not be used! You are permitted to use "Coleman type" lanterns, stoves, and heaters.

**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. Extinguishers must have current inspection tags. Fire safety violations can result in a fine.











## 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 to be judged by Queen Titania herself.

### **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.

### **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.

### **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 and food and drink fit for champions. Find the perfect armor, weapons or costume piece in our stupendous shoppes and show off your heroic finery in our Heroes and Villains Costume Contest. Are you worthy to join 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 by wishing Queen Katherine a happy birthday. Compete in rowdy contests of Barbarian fashion.

### **Highland Fling**

Bonnie Prince Charlie beckons all of ye to throw on your best kilt in the Queen's honor. 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 birthday 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? How does your day begin?

Do you have a hidden love story?

Now it is your turn...



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, England"?

### **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 Acquired?):

New Costume Pieces/Adornments (Why? How Acquired?):

If You Ruled England/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 \_\_\_\_\_  
(character's name)

I do earn my keep as a \_\_\_\_\_  
(character's profession)

in the \_\_\_\_\_  
(name of the wondrous shoppe in which thy character doth work)

where we do sell/make the finest \_\_\_\_\_  
(products sold)

I do draw the goodly folk into my shoppe by 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 \_\_\_\_\_  
\_\_\_\_\_  
(greeting #1- for a young man or woman)

and praise our wares as \_\_\_\_\_  
(product description #1)

Whether 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 \_\_\_\_\_  
\_\_\_\_\_  
(parting #1)

in parting. When a couple of elderly and noble bearing do enter in, I do greet them with \_\_\_\_\_  
\_\_\_\_\_  
(Greeting #2- for an older patron )

and praise our wares unto them as \_\_\_\_\_  
(product description #2)

I do 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 Prince and Princess Duke and Duchess Marquis and Marquise Viscount and Viscountess Baron and Baroness Merchants Peasants	Pope Cardinal Bishop Deacon Priest	Abbott Prior Monk Oblate

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.

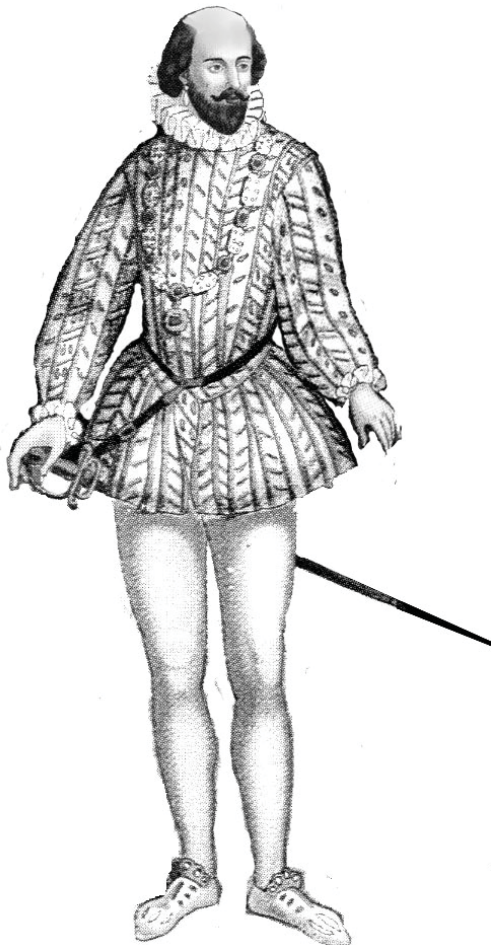
**Cut It Out:** Think about expressions you use every day (y'all, wow, nope, OK, thanks a lot, etc.) those expressions would sound out of place in Renaissance England. Replace them with more formal terms.

#### **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	Female Patrons	Participants
M'Lord	M'Lady	Your Highness (King)
Good Sir	Madame	Your Grace (Nobility)
Lad (Child)	Lass (Child)	Friend (Villager) Young Master (Child)
	Fair Maiden (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

How are you?  
I'm fine, thanks  
Yes/No  
Please  
Thank you  
You're welcome  
Can I help you?  
Excuse me  
OK  
Dollars/cents  
It was good doing business with you  
Y'all come back  
What time is it?  
The bathrooms are over there  
You look beautiful today  
Have a beer  
Have fun/Party  
Hurray!  
Come here  
What's happening?  
See ya later

#### King's English

How dost thou? How farest thou?  
I be most well, thank thee.  
Aye/Nay  
Prithee  
Thank thee. Many thanks  
T'was my pleasure to attend thee  
How might I serve thee, friend? What be thy pleasure, m'lord?  
By your leave  
alright, very well, indeed  
Pounds/pence  
It hath been a pleasure to serve thee  
Hither come again  
How stands the hour?  
Privies be over yonder  
Thou art most beauteous this day  
Raise a bumper of ale  
Make merry/Carouse  
Huzzah!  
Come hither  
How now?  
shall see thee anon

### Simple King's English Contractions

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



## 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

Use good/kind with titles, names, or professions:

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

## More Useful Words and Phrases

### Modern Speech

Have a good day  
Take care  
It will happen soon  
You are late  
What is your name?  
My name is  
I swear/Really  
Where are you going?  
What is the matter with you?  
Shame on you  
Go away

### King's English

Enjoy thy day full well  
God save thee!  
The time draws nigh  
Thou art behind the hour  
What be thy name?  
They do call me... I am called...  
By my troth/Verily  
Wither goest thou  
What ails thee?  
Fie (sounds like pie) on thee  
Get thee hence

## Thee and Thou - Thy and Thine

**Thou** is the subject of the sentence:

**You** are beautiful  
Would **you** help me?

**Thou** art beauteous.  
Wouldst **thou** assist me?

**Thee** is the object of the sentence:

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

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

**Thy** and **Thine** are possessive:

**Your** clothes  
**Your** apple

**Thy** raiment  
**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

I'm hungry, thirsty  
Eat here  
Valuable/Important  
Nothing/It's nothing  
Oh God!  
Compliment (Female)  
Compliment (Male)  
Far out!/Radical!  
Rowdy dude  
That guy is drunk  
He's not real smart  
You sure do talk allot

#### King's English

I am hungered, parched  
Feast/Sup/Dine with us  
Dear (Tis an object most dear.)  
Naught/Tis naught  
Egad!  
Thy beauty eclipses the sun  
Thou art more radiant than gold  
Fantastical  
Boisterous knave  
That fellow is in his cups  
He has but a spoonful of brains  
How thy tongue doth wag

#### 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 hump 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

#### I

Am  
Do  
Have  
Could  
Go  
Know  
Say  
Can  
Will

#### Thou

Art  
Dost  
Hast  
Couldst  
Goest  
Knowest  
Sayest  
Canst  
Wilt

#### He, She, It

Is  
Doth  
Hath  
Could  
Goeth  
Knoweth  
Sayeth  
Can  
Will  
(third person is often the same as in modern usage)

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

I love him  
You look sick  
He plays the fool

I do love him  
Thou dost look ill  
He doth play the fool.

Use would in place of wish or want:

I wish I had a husband  
If you want to see a  
good show, come here!

I would that I had a husband  
If you would see a splendid  
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 and 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.

### 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

## 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 shops 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





Nobility



Working Class



Peasant



Nobility



Working Class



Peasant



Nobility



Working Class



Peasant



Examples of Renaissance Hats



Examples of Renaissance Footwear

## Resources

### Costume Resources

**High Fashion Fabric Center** 3101 Louisiana Houston,, TX (713) 528-7299 [www.highfashionfabrics.com](http://www.highfashionfabrics.com)

\*Monday through Saturday: 9:30 - 7:00, Sundays 11:00 - 6:00

\*Largest fabric supplier in the South. High quality products at a reasonable price. Can special order, expect 2 weeks minimum for delivery

\*Wide selection of velvet, brocade, satin, silk, taffeta, wools, organza, cotton, lace, beaded trims, gloves, designer and period appropriate buttons and period trims

\*Appropriate for all classes of character

**High Fashion Decorative Center** 3000 Louisiana Houston, TX (713) 528-7499

\*Monday through Saturday: 10:00 - 6:00, Sundays 12:00 - 5:00

\*Three floors of upholstery grade fabrics. High quality products at a reasonable price

\*Wide selection of tapestry, ultra-suede, heavy trim, tassels, and decorative fabrics

\*Some leather available

\*Appropriate for Noble and Middle Classes

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

\*Monday through Saturday: 10:00 - 6:00, 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 <http://www.universal-fabric.com>

\*Monday through Saturday: 9:30 - 7:00, Sundays 12:00 - 6:00

\*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](http://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](http://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](http://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](http://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.createforless.com [www.fabricmartfabrics.com](http://www.fabricmartfabrics.com) www.dollarfabric.com

### **Generic Fabric and Suppliers**

www.beaconfabric.com

www.fabrics-store.com

[www.habermanfabrics.com](http://www.habermanfabrics.com)

www.phoenixtextiles.com

www.portsmouthfabric.com

www.sawyerbrook.com

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

www.sttheresatextile.com

[www.cottonboutique.com](http://www.cottonboutique.com)

### **High End Suppliers**

www.chelseatextiles.com

www.elegancefabrics.com

www.orientalsilk.com

### **Ribbons and Trims**

[www.cheeptrims.com](http://www.cheeptrims.com)

www.renaissanceribbons.com www.southbeachtrimmings.com

www.rutherfordsdesign.com

### **Patterns**

McCalls:

www.mccall.com

or at your local fabric retailer

Butterick:

www.butterick.com

or at your local fabric retailer

Simplicity:

www.simplicity.com

or at your local fabric retailer

Folkwear Patterns www.earthguild.com

### **Corsets and Hoopskirts**

\* Victoria's Secret, Fredrick's of Hollywood, Erotic Cabaret, 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.staylace.com

www.costumes.org

www.milieux.com/costume

### **Online Corset Suppliers**

**WARNING: may not be appropriate for young eyes**

[www.corsetmaker.com](http://www.corsetmaker.com) www.orchardcorset.com [www.englishcorset.co.uk](http://www.englishcorset.co.uk)

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

www.amazondrygoods.com www.richardthethread.com www.grannd.com

### **Hoopskirt suppliers**

\*Former TRF Participants

\*TRF Performance Company Costume Shop

\*Local Bridal Boutiques

www.alteryears.com

## Beads and Buttons

Hobby Lobby  
Michaels /

Nationwide Chain, check local listings for a location near you  
Nationwide Chain, check local listings for a location near you

www.shipwreck.com www.ascuteasabutton.com www.firemountaingems.com www.picardbeads.com  
www.suessparklers.com www.swarovski.com www.historicenterprises.com  
www.texasbeaders.com/bead\_stores.htm

## 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 Supply (713) 521-4544 Houston, TX

[www.judithm.com](http://www.judithm.com) [www.tudorshoppe.com](http://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

Catskill Moccasins: PO Box 294, Woodstock, NY 12498 888-329-0326

www.catskill-moc.com

Native Earth 888 628-4832 www.nativeearth.net

www.sonofsandlar.com [www.amazondrygoods.com](http://www.amazondrygoods.com) www.historicenterprises.com

www.renboots.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 102 20th St, Galveston, TX (409) 762-8358

www.signetring.com www.ladysmaidjewels.com www.stylism.com

www.grandd.com www.ebay.com www.renstore.com www.dragonsjewels.com

## Feathers

Hobby Lobby, Michaels, Garden Ridge Nationwide chains, check local listings for a store near you

www.victoria-louise.co.uk www.gatormall.com www.hideandfur.com www.americanplume.com  
www.ostrichesonline.com www.zuckerfeather.com

## Leather and Fur

High Fashion Decorative 3000 Louisiana Ave. Houston, TX (713) 528-7299 High Fashion Fabrics: 3101 Louisiana Ave. Houston, TX (713) 528-7299

www.earthguild.com www.hideandfur.com www.eleathersupply.com www.leathersupply.com  
www.wolfgaardarmory.com www.ebay.com www.pricewesternleather.com  
www.fabulousfurs.com

## Props / Utensils / Accessories

House Morningstar 11246 S. Post Oak Rd. #217 Houston, TX (713) 729-7990 Southern Importers 4825 San Jacinto St. Houston, TX (713) 524-8236 Shops on Harwin Drive Harwin Dr. Houston, TX Multiple stores Shops in Spring Spring Cypress, Houston, TX Multiple stores Antique and Thrift shops Check Local Listings for times and places

Cost Plus World Market Nationwide chains, check local listings for a store near you  
GardenRidge, Michaels, Pier One Nationwide chains, check local listings for a store near you

www.smoke-fire.com www.historicenterprises.com www.ebay.com www.victoria-louise.co.uk  
www.housemorningstar.com www.jastown.com



## Full Costumes

Former TRF Participants

[www.moresca.com](http://www.moresca.com)

[www.castlegardencreations.com](http://www.castlegardencreations.com)  
<http://avalonusa.com/renaissance>

[www.historicenterprises.com](http://www.historicenterprises.com) [www.ebay.com](http://www.ebay.com) [www.sofisstitches.com](http://www.sofisstitches.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. Brook, Iris. A History of English Costume, Methuen, London, 1937.

Bruhn, Wolfgang, and Max Tilke. A Pictorial History of Costume, Zwemmer, London, 1955. Clayton Calthrop, Dion. 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, 1986. Racinet, Albert. Historical Encyclopedia of Costume, Studio/Random House, London, 1988.

## Web Reference Links

[www.museumofcostume.co.uk](http://www.museumofcostume.co.uk) [www.costumes.org](http://www.costumes.org)  
[www.erasofelegance.com](http://www.erasofelegance.com) [www.renfaire.com](http://www.renfaire.com)

[www.milieux.com/costume](http://www.milieux.com/costume)  
[www.costumesocietyamerica.com](http://www.costumesocietyamerica.com)

## Resources

### Character and Language

#### VIDEOS/FILMS: General Period

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  
Shakespeare in Love  
The Six Wives of King Henry VIII  
The Sword and the Rose  
The Tower of London  
Taming of the Shrew  
Twelfth Night  
Young Bess

### **VIDEOS/FILMS: Language**

#### **High Brow English**

Arthur  
Howard's End  
Fawlty Towers  
  
Keeping up Appearances  
My Fair Lady  
Sense and Sensibility

#### **French**

A Shot in the Dark  
A Year in Provence  
Gigi  
The Pink Panther

#### **Spanish**

1492  
Fawlty Towers  
Kiss of the Spider Woman  
Queen Margot  
Star Trek-Wrath of Khan

#### **East Euro Stew**

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 Vitttorio  
The Pink Panther  
To Be or Not to Be  
Wolfman

(Flynn)  
(Paltrow)  
(BBC)  
(Disney)  
(Rathbone)  
(Taylor & Burton)  
(Carter)  
(Simmons)

#### **Low Brow English**

Arthur  
Jabberwocky  
Monty Python and the Holy Grail  
  
My Fair Lady  
Upstairs/Downstairs  
Red Dwarf Upstairs/Downstairs

#### **German**

Cabaret  
Schindler's List  
Stalag 17  
Young Frankenstein

#### **Italian**

Johnny Dangerously  
Married to the Mob  
Marx Brothers Comedies  
The Godfather  
The Princess Bride

#### **Irish**

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

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

### Shakespeare

As You like it  
Merry Wives of Windsor  
Midsummer Night's Dream  
Romeo and Juliet  
Twelfth Night

### Moliere

Don Juan  
The Misanthrope  
School for Wives  
Sganarelle  
Tartuffe

### Others

Volpone  
Alchemist  
Mandrake  
Tamburlaine

Jonson  
Jonson  
Machiavelli  
Marlow

### Non Fiction

Greek Mythology  
The Writers Guide  
Distant Mirror  
Encyclopedia  
Medieval Vision  
A World lit only by Fire  
The Six Wives of Henry VIII  
Castle  
Cathedral  
The Renaissance: Illustrated

Hamilton  
Emerson  
Tuchman  
Rachum  
Erickson  
Manchester  
Weir  
Macaulay  
Macaulay

