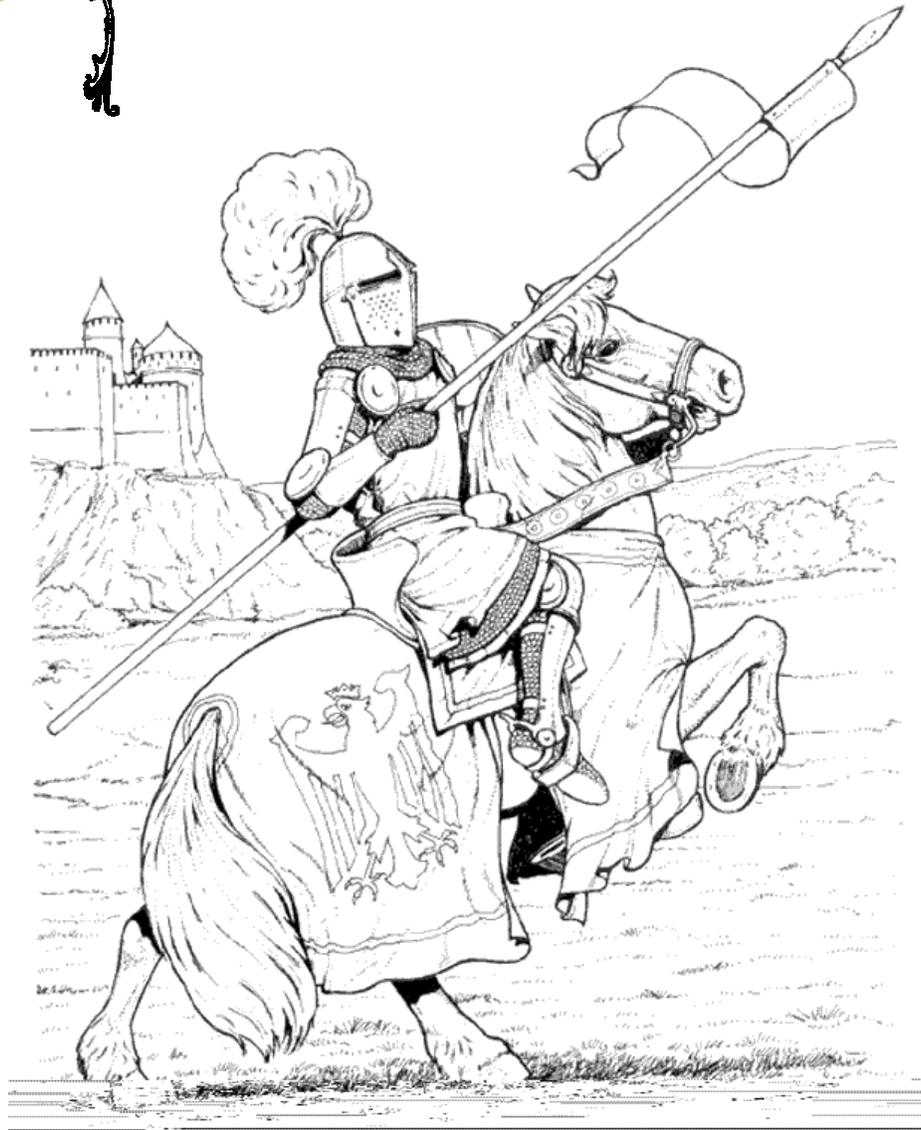




P

age's Primer

Kingdom of Artemisia



Youth Program





Welcome to Page School!

We are so glad to have you in our school! In Page School, you will learn new things about the Middle Ages. You can dress up, make crafts, sing songs, and earn special awards for your work. You will have a chance to meet Nobles, Peers, and Royalty and help at SCA events. Most important of all, you can have fun!

Before you start any activities, you and your parents should fill out the Artemisia Youth Program Registration Form on the last page of this book and turn in into your local Youth Officer. This makes you an official student at the Page School.

The Youth Officer in your group is like your teacher. He or she will help you with fun activities and sign your requirements sheets that are in this book. If you have any ideas for activities or questions about the Page School, you should talk to your Youth Officer.

The next few pages of this book will tell you everything you need to know to get started in Page School. You (and your parents) should read this part of the book before starting the activities listed later.

If you have any questions about what you read, ask your Youth Officer. If you do not have a Youth Officer in your group, ask your Seneschal, a local Peer, or contact the Kingdom Youth Officer at artemisiayouth@crystalcrag.org.

Ranks

Rank in the SCA is dependant on accomplishment. All students in the youth program begin as a Cupbearer. How quickly you advance in rank depends entirely on you and how quickly you choose to finish the tasks defined in the manual. The requirements are written in such a way as to enable you to make them fit into your age category. Each rank has duties, regalia, awards, and titles. (If you don't know what some of these words mean, don't worry. They are explained later.)

Cupbearers

Cupbearers have special "duties" or jobs that let them help at events. When you are a Cupbearer, you can

- ◆ Carry royal drinking vessels during processions into court.
- ◆ Serve items or drinks at feasts.

These are important duties that help make the SCA more fun for everyone.



People know you are a Cupbearer by the badge you wear. A badge is a picture that only a certain group can use. The Cupbearer badge looks like a goblet (cup) in a circle. When you wear this badge on your clothes, people know they can ask you to be their Cupbearer.

Pages

Like real pages in the Middle Ages, a Page's duties are to help Nobles, Peers, and Royalty. When you are a Page, you can

- ◆ Carry messages, run errands, and fetch and carry items for Nobles, Peers, and Royalty.
- ◆ Fill the royal cups during court.
- ◆ Be an escort during court if someone needs one.

Completing your duties helps you meet new people and helps others get their jobs done.



Pages wear a badge that looks like a winged foot in a circle. By wearing this badge, you let people know you are an official Page that they can ask for help.

Regalia

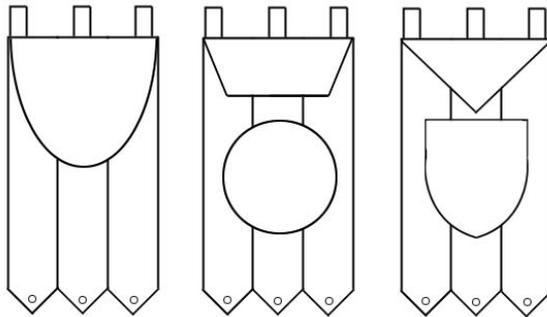
The word "regalia" means special things you can wear at SCA events. Cupbearers and Pages have special tabards and favors that only they can wear.

Tabard

Because you are a student at the Page School, you can wear a "tabard" (like a long shirt without sleeves or sides) that has a gold border. Your tabard can be any color you want. Your Youth Officer may want to either make tabards that match for all the students in your Page School or ask you to make your tabard in a specific color to match the others in your group.

Bead Favor

You can also wear a "bead favor," which is a little pouch where you can sew the awards you earn. Ask your Youth Officer for a pattern so you can make your own favor. Ask your mom, dad, or Youth Officer for help making your favor.



Belt

Finally, you will want a nice, strong belt. The belt holds your tabard closed and gives you a place to hang your bead favor. Because colored belts mean special things in the SCA, the safest colors for you to use on your belt are brown or black. If you want a belt that is a different color, ask your Youth Officer if it is okay first.

Awards

You can earn Page School awards by completing projects listed on the requirements sheets in this book. When you complete all of the requirements on a sheet, you earn an award.

The projects are divided into 6 groups:

- ◆ Service
- ◆ Scholarship
- ◆ Arts
- ◆ Sciences
- ◆ Performance
- ◆ Chivalry

In each group, the first sheet is labeled “Cupbearers Only,” and the second sheet is labeled “Pages Only.” You should finish each of the Cupbearers pages before beginning work on the advanced requirements for the rank of Page.

When you finish a page of basic requirements, you earn a charm to sew on your bead favor. After you earn all 6 charms and you become a Page, you can start the advanced requirements and earn jewels for your bead favor. The pictures and words below explain the awards you can earn when you finish each requirements sheet.

Category	Charm Award	Jewel Award
Service	 Bee	Diamond (White)
Scholarship	 Key	Ruby (Red)
Arts	 Oak Leaf	Topaz (Yellow)
Sciences	 Dragon	Emerald (Green)
Performance	 Masks	Sapphire (Blue)

Chivalry



Castle

Amethyst (Purple)

Your local Youth Officer will sign off your requirements as you finish them. If you don't have a Youth Officer, any officer, Peer, or member of the Royalty can sign your requirements sheet, as long as they are not members of your family or household. Your awards will be presented to you at an official event or meeting.

Titles

If you complete all of the requirements sheets, you can earn a special title in the Page School. To earn a title, you need to

- ◆ Complete a special project.
- ◆ Be recommended by your local Youth Officer or Seneschal.

Near the end of the book is a sheet where you can write down your special project. You can complete a project in Arts & Sciences, Service, or Chivalry. Your Youth Officer will help you make up a good project. If you do a project in Arts & Sciences, you will be given the title of Artist; if your project is for Chivalry, you will earn the title of Soldier; and if you complete a Service project, your title will be Helper.

When you finish your project, ask your Youth Officer or Seneschal to send their recommendation and your project sheet into the Kingdom Youth Officer. Along with your title, you will get to wear a silver medallion to show that you completed your project. If you want, you can try to earn more than one title, but remember to keep it fun!

Your Manual

Your manual is the only record of your accomplishments. Take good care of it. Bring it with you to those events and meetings where you will be participating in an activity in which you will be earning your signatures. A copy of your completed pages must be turned into the Kingdom Youth Officer (or deputy) prior to the awards being given to you.

That's all you need to know to get started in Page School! You are on your way to becoming a Cupbearer or Page that will make your Kingdom proud. Be courteous, have fun, and good luck!



Service in the SCA – Bee Charm

When you've done everything on this page, give it to your local Youth Officer or the Kingdom Youth Officer.

Cupbearers Only

1. Help before or during a class, local meeting, or event.

Signed by Officer

Date

2. Help after a class, local meeting or event (clean up).

Signed by Officer

Date

3. Explain to an adult why service is important in the SCA.

Signed by Officer

Date

4. Serve at a feast.

Signed by Officer

Date

5. Help as a water bearer at an event.

Signed by Officer

Date

Service in the SCA – Diamond

When you've done everything on this page, give it to your local Youth Officer or the Kingdom Youth Officer.

Pages Only

1. Help two Cupbearers complete service requirements.

Signed by Officer

Date

2. Help clean up at an event or feast site.

Signed by Officer

Date

3. Assist a member of the Royalty (King, Duke, Baron, etc.) during an event.

Signed by Officer

Date

4. Spend time with someone who is new to the Kingdom. Be their friend and include them in our activities.

Signed by Officer

Date

5. Pack all of your own supplies for an event using the checklist on page 18. Show an adult the checklist before you leave.

Signed by Officer

Date

6. Help with an SCA activity outside of a regular event or meeting, such as a fundraiser, parade, presentation, display, etc.

Signed by Officer

Date

Scholarship in the SCA – Key Charm

When you've done everything on this page, give it to your local Youth Officer or the Kingdom Youth Officer.

Cupbearers Only

1. Read a book about knights. Tell your youth officer what you learned about knights, or write a book report and show it to your youth officer.

Signed by Officer

Date

2. Read a book about castles. Tell your youth officer what you learned about castles, or write a book report and show it to your youth officer.

Signed by Officer

Date

3. Attend any class at an event or local meeting.

Signed by Officer

Date

4. Attend a museum exhibit about the Medieval Ages. (Some electronic museums may be approved for this requirement, talk to your youth minister about them).

Signed by Officer

Date

5. Learn the period names for colors in heraldry (called tinctures). Tell them to your youth officer.

Signed by Officer

Date

Scholarship in the SCA – Ruby

When you've done everything on this page, give it to your local Youth Officer or the Kingdom Youth Officer.

Pages Only

1. Memorize a period poem and recite it to your youth officer, your group, or during a bardic competition at an event.

Signed by Officer

Date

2. Read a book about medieval life. Tell your youth officer what you learned about medieval life, or write a book report and show it to your youth officer.

Signed by Officer

Date

3. Help teach a class at an event or local meeting.

Signed by Officer

Date

4. Watch a television documentary about the Medieval Ages. Tell your youth officer what you learned.

Signed by Officer

Date

5. Get a library card at your local library, check out any three books about the middle ages, and read them. Tell your youth officer what you learned or write a book report about each one and show them to your youth officer.

Signed by Officer

Date

6. Find two words you don't know from a period source and define them.

Signed by Officer

Date

Arts in the SCA – Topaz

When you've done everything on this page, give it to your local Youth Officer or the Kingdom Youth Officer.

Pages Only

1. Enter something you made in an Arts & Sciences competition.

Signed by Officer

Date

2. Make an article of clothing to wear, such as a hat, belt, shoes, or tunic.

Signed by Officer

Date

3. Cook something from a medieval recipe.

Signed by Officer

Date

4. Make a favor for a friend.

Signed by Officer

Date

5. Create a flag or pennant to hang up at events or local meetings.

Signed by Officer

Date

6. Attend an Arts & Sciences class at an event or local meeting.

Signed by Officer

Date

Sciences in the SCA – Dragon Charm

When you've done everything on this page, give it to your local Youth Officer or the Kingdom Youth Officer.

Cupbearers Only

1. Look at the stars and constellations with an adult. Ask any questions you may have. Tell your youth officer how many you were able to identify.

Signed by Officer

Date

2. Catch an insect. Have an adult help you identify it. Bring it to your local meeting and tell us about your insect.

Signed by Officer

Date

3. Collect leaves from five different plants and press them in a book. (Don't touch any leaves with red tips!) Have an adult help you identify them. Bring it to your local meeting and tell us about your leaves.

Signed by Officer

Date

4. Find a period picture of something scientific and read about it or have an adult explain it to you. Tell your youth officer what you learned.

Signed by Officer

Date

5. Attend a class or find a book about a period machine. Tell your youth officer what you learned.

Signed by Officer

Date

Performance in the SCA – Masks Charm

When you've done everything on this page, give it to your local Youth Officer or the Kingdom Youth Officer.

Cupbearers Only

1. Assist with a play, skit, or puppet show at an event or local meeting.

Signed by Officer

Date

2. Attend a bardic performance and discuss what you saw with your youth officer.

Signed by Officer

Date

3. Attend a class on period performances, such as music, dance, storytelling, plays, etc.

Signed by Officer

Date

4. Make a performance-related item, such as a puppet, musical instrument, costume, etc.

Signed by Officer

Date

5. Help put on a performance for your local group.

Signed by Officer

Date

Chivalry in the SCA – Castle Charm

When you've done everything on this page, give it to your local Youth Officer or the Kingdom Youth Officer.

Cupbearers Only

1. Explain to your youth officer, how we should behave in court.

Signed by Officer

Date

2. Attend a class in which you learn about armor including how to clean and maintain a variety of types of armor (steel, leather and plastic).

Signed by Officer

Date

3. Learn how to play a medieval game (board game, outdoor game, etc).

Signed by Officer

Date

4. Learn how and when to bow or curtsy.

Signed by Officer

Date

5. Draw or color a device and show it to a herald.

Signed by Officer

Date

Chivalry in the SCA – Amethyst

When you've done everything on this page, give it to your local Youth Officer or the Kingdom Youth Minister.

Pages Only

1. Name each part of a suit of armor and explain why it is important.

Signed by Officer

Date

2. Attend or participate in a youth combat tournament. Participate in a youth combat tournament as either a fighter or assist with the list.

Signed by Officer

Date

3. Make your own boffer weapon.

Signed by Officer

Date

4. Attend a class on youth fighting or weapon construction.

Signed by Officer

Date

5. Draw a castle and explain how you would defend it.

Signed by Officer

Date

6. Learn the proper ways to address members of the Royalty and Peerages.

Signed by Officer

Date

Title Project

With your Youth Officer and parents, write a project in the area where you want to earn a title. Remember to complete all the other requirement sheets before starting this project.

Arts & Sciences Project

Signed by Officer

Date

Chivalry Project

Signed by Officer

Date

Service Project

Signed by Officer

Date

Event Checklist

Use this list to complete requirement #5 on the Pages Only Service requirement sheet (page 6). Cross off anything you don't think you will need.

Page School Items

- Bead favor
- Release forms (ask your parents)
- Page's Primer
- Tabard
- Belt

Clothes

Warm Weather

- Light tunic or dress
- Hat
- Sandals

Cold Weather

- Heavy tunic or dress
- Cloak
- Boots
- Warm leggings
- Several layers

Odds and Ends

- Awards
- Jewelry

Just in Case

- Waterproof cape (for rain)
- Change of clothing (at least socks and shoes)

"Clean and Safe" Items

- Water (for drinking and washing – bring lots!)
- Band-Aids
- Soap
- Small towel
- Brush and comb
- Toilet paper
- Sunscreen
- Medicine (if you need any)
- Bug repellent
- Toothbrush and toothpaste
- Flashlight
- Watch or clock

Fun Stuff

- Musical instrument
- Games (including travel games for the long ride)
- Books
- Toys
- Arts and crafts
- Camera and film
- Friends

Stuff You Thought Of

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

Artemisia Youth Program Registration Form

Last
Initial

Minor's Information

Legal Name _____

SCA Name _____

Street Address: _____ City: _____ State: _____ Zip: _____

Home Phone #: () - E-mail: _____ Birthday: / /

Local Group Name _____ Today's Date _____
Barony, Canton, Shire, etc.

Known Medical Conditions _____

Known Allergies _____

Parent(s) or Legal Guardian(s)

Legal Name(s) _____

SCA Name(s) _____
and Titles _____

I hereby attest that I have read and signed an official SCA minor waiver form for the minor listed above. I agree to allow the said minor to participate in Youth Program activities under the conditions and restrictions stated in the official SCA minor waiver.

Signature of Parent(s) or Legal Guardian(s)

Date _____
Date _____