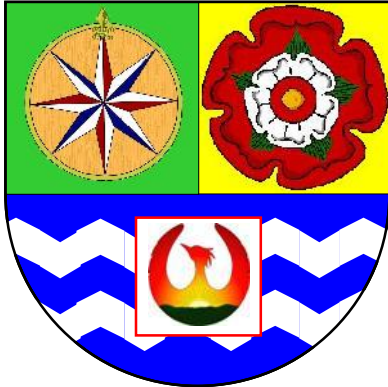


Merchant Adventurer Quest

The Merchant Adventure Quest is based upon ideals associated with the Guild of Merchant Adventures from the 16th century England and guides the exploration of Elizabethan knowledge and skills.



The Shield of the Merchant Adventurers Quest depicts the journey taken to learn the skills and social graces to work, live, and play during Elizabethan England.

The three wavy white lines on a field of blue depict the journey undertaken at the Virginia Renaissance Faire. The Mariners Compass Rose represents the knowledge and physical skills required for your position in the Great Chain of Being. The Tudor Rose represents the knowledge of the social skills and customs of Elizabethan society. The roses are displayed on fields of the bold colors favored in Elizabeth's time.

The Quest is divided into 3 focus areas with activities grouped by age.

The Young Royals identify activities suitable for the youngest visitors. The Young Royals section of the Quest consists of the Young Royals (2-5 years), **Visiting Knight (grades K-2)** and Visiting Princess (grades K-2).

The Gentlewoman's Quest focuses on the knowledge and skills required for ladies in the Court of Elizabeth. The Gentlewoman's Quest consists Knight's Daughter (grades 1-5), Maid of Honor (grades 4-8), Lady in Waiting (grades 7-12), and Lady of the Bed Chamber (adult).

The Apprentice Quest focuses on the knowledge and skills required to enter and advance in the Guild of Merchant Adventures. **The Apprentice Quest consists of the Apprentice (grades 1-5), Senior Apprentice (grades 4-8), Journeyman (grades 7-12), and Master Merchant Adventurer (adult).**

Knight for the Day (Grades K-2)

A Merchant Adventurers Quest

Young visitors can learn the skills necessary to be a Knight in the service of Queen Elizabeth. Once you've completed the activities you've selected, return to the Merchant Adventurers and receive a certificate of accomplishment from Mistress Anne Gresham.

Basic Skills - Try 3 activities to learn proper behavior.

1. Learn your letters and numbers at the "Dame School" – Scheduled show, Poppet's
OR Write your name and count using a counting cloth – Upon request, Merchant Adventurers
2. Attend Etiquette Training – Scheduled show, Poppet's
OR Learn how to reverence - Upon request, throughout the shire
3. Get Knighted – Scheduled show, Poppet's
4. Learn how to say hello or good bye – Upon request, throughout the shire

Military Skills – Try 2 activities to learn the skills necessary to defend yourself.

1. Try the pike drill - Upon request, Militia encampment
2. Use a sword at the Pells Post - Upon request, Militia encampment
3. Try on amour – Upon request, Militia encampment

Naval Skills – Try 2 activities to learn the skills necessary to sail on a ship.

1. Participate in the Ship's Boarding – Scheduled show, Merchant Adventurers
2. Learn to tell speed - Upon request, Merchant Adventurers
3. Use a heaving line - Upon request, Merchant Adventurers
4. Learn the difference between a pirate and a privateer - Upon request, Merchant Adventurers

Leisure Activities – Try 2 activities.

1. Watch a show – Scheduled show, various stages
2. Meet the greyhounds and learn their names – Upon request, Little Green Field
3. Meet the Jousting's horses and learn their names – Upon request, Little Green Field
4. Walk the Shepherd's Labyrinth – Townsfolk
5. Play a game – Upon request, Townsfolk, Militia encampment, or Nobles

Apprentice (Grades 1-5)

A Merchant Adventurers Quest

Become an apprentice in the Guild of Merchant Adventurers. Complete activities in each skill area to learn the basic skills of your new profession from the Journeymen and Masters of the Guild. Once you've completed the activities you've selected, return to the Merchant Adventurers and receive a certificate of accomplishment from Mistress Anne Gresham.

Basic Skills - Try 3 activities to learn proper behavior.

5. Learn your letters and numbers at the "Dame School" – Scheduled show , Poppet's
OR Write your name and count using a counting cloth – Upon request, Merchant Adventurers
6. Attend Etiquette Training – Scheduled show, Poppet's
OR Learn how to reverence - Upon request, throughout the shire
7. Get Knighted – Scheduled show, Poppet's
8. Learn how to say hello or good bye – Upon request, throughout the shire

Military Skills – Try 2 activities to learn the skills necessary to defend yourself.

4. Try the pike drill - Upon request, Militia encampment
5. Use a sword at the Pells Post - Upon request, Militia encampment
6. Try on amour – Upon request, Militia encampment
7. Learn about the long bow - Scheduled show, Archery Range

Naval Skills – Try 2 activities to learn the skills necessary to sail on a merchant ship.

5. Learn the titles and jobs for the ship's crew - Upon request, Merchant Adventurers
6. Use a log line - Upon request, Merchant Adventurers
7. Use a heaving line - Upon request, Merchant Adventurers
8. Make 2 basic knots – Upon request, Merchant Adventurers

Cipher Skills – Try 1 activity to learn the skills necessary to protect guild secrets.

1. Write a secret message using the Caesar Cipher - Upon request, Merchant Adventurers
2. Learn methods to pass secret messages - Upon request, Merchant Adventurers.

Guild Knowledge – Do 1 activity to learn the history of the guild.

1. Learn the Merchant Adventurers' history - Upon request, Merchant Adventurers

Leisure Activities – Try 1 activity.

6. Watch a show – Scheduled show, various stages
7. Play a game – Upon request, Townsfolk, Militia encampment, or Nobles
8. Walk the Shepherd's maze – Townsfolk

Senior Apprentice (Grades 4-8)

A Merchant Adventurers Quest

Become a senior apprentice in the Guild of Merchant Adventurers. Complete activities in each skill area to continue learning the skills of your new profession from the Journeymen and Masters of the Guild. Once you've completed the activities you've selected, return to the Merchant Adventurers and receive a certificate of accomplishment from Mistress Anne Gresham.

Basic Skills – Try 3 activities to learn proper behavior

1. Attend Etiquette Training – Scheduled show, Poppet's
OR Learn to reverence - Upon request, throughout the shire
2. Get Knighted – Scheduled show, Poppet's
3. Attend a Costume lecture - Scheduled show “What We Wear”
4. Learn the proper way to greet acquaintances – Upon request, throughout the shire
5. Learn your letters and numbers at the “Dame School” – Scheduled show , Poppet's
OR Write your name and count using a counting cloth – Upon request, Merchant Adventurers

Military Skills – Try 3 activities to learn the skills necessary for defense

1. Try the pike drill – Upon request, Militia encampment
2. Use a sword at the Pells Post - Upon request, Militia encampment
3. Find the difference between a long bow and cross bow – Scheduled show, Archery Range
4. Watch a sword fight – Scheduled shows, throughout the shire

Naval Skills – Try 3 activities to learn the skills necessary to sail a merchant ship.

1. Tell time with a sundial or sandglass - Upon request, Merchant Adventurers
2. Learn the basics of coastal navigation – Upon request, Merchant Adventurers
3. Use a Quadrant - Upon request, Merchant Adventurers
4. Make 2 knots suitable for sailing - Upon request, Merchant Adventurers

Cipher Skills – Try 1 activity to learn the skills necessary to protect guild secrets.

1. Identify the difference between a transposition and substitution ciphers - Upon request, Merchant Adventurers
2. Decipher a message based on a substitution cipher - Upon request, Merchant Adventurers

Guild Knowledge –Do 1 activity to learn the history of the guild.

1. Learn the Merchant Adventurers' history - Upon request, Merchant Adventurers

Leisure Activities – Try 1 activity.

1. Attend the Joust or Coursing of the Hounds – Scheduled show, Little Green Field
2. Try the Maypole or learn a dance – Scheduled show or upon request, Townsfolk or Nobles
3. Play a game – Upon request, Townsfolk, Militia encampment, or Nobles

Journeyman (Grades 7-12)

A Merchant Adventurers Quest

Become a journeyman in the Guild of Merchant Adventurers. Complete activities in each skill area to continue learning the skills of your new profession. Once you've completed the activities you've selected, return to the Merchant Adventurers and receive a certificate of accomplishment from Mistress Anne Gresham.

Basic Skills – Try 3 activities to learn proper behavior

1. Attend the Court of Common Pleas – Scheduled show
2. Attend a Costume lecture - Scheduled show “What We Wear”
OR Attend and/or participate in Costume Contest – Scheduled show, Rose Stage
3. Learn the proper manner to address different members of Court – Upon request, Nobles
4. Identify the members of the Privy Council and why it is important – Upon request, Nobles

Military Skills – Try 3 activities to learn the skills necessary for defense.

1. Participate in the pike block for the mid-day parade or Masque of St. George - Militia
2. Using the Pells Post, learn the difference between using a sword when fighting in a pike block or in a sword fight - Upon request, Militia encampment
3. Identify the purpose of an English long bow and a cross bow and the differences between them - Scheduled show or upon request, Archery Range
4. Talk to the Knights at the Joust to learn the purpose of the Joust and the training required – Scheduled show or upon request, Little Green Field

Naval Skills – Try 3 activities to learn the skills necessary to sail a merchant ship.

1. Experiment with 2 different navigational aids - Upon request, Merchant Adventurers
2. Discuss the purpose of a pilot's Rutter – Upon request, Merchant Adventurers
3. Learn to make an advanced knot – Upon request, Merchant Adventurers
4. Learn the principles behind navigation – Upon request, Merchant Adventurers

Cipher Skills – Try 2 activities to learn the skills necessary to protect guild secrets.

1. Identify the duties of a cipher secretary - Upon request, Merchant Adventurers
2. Explore various techniques to encode message – Upon request, Merchant Adventurers
3. Explore the techniques to decipher encoded messages – Upon request, Merchant Adventurers

Guild Knowledge – Do 1 activity to learn the political history.

1. Learn the Merchant Adventurers' history - Upon request, Merchant Adventurers
2. Learn Tudor family history - Upon request, Nobles or Merchant Adventurers

Leisure Activities – Try 1 activity.

1. Attend the Joust or Coursing of the Hounds – Scheduled show, Little Green Field
2. Try the Maypole or learn a dance – Scheduled show or upon request, Townsfolk
3. Play a game – Upon request, Townsfolk, Militia encampment, or Nobles

Master Quest (Adult)

A Merchant Adventurers Quest

Become a master in the Guild of Merchant Adventurers. Complete activities in each skill area to continue learning the skills of your new profession. Once you've completed the activities you've selected, return to the Merchant Adventurers and receive a certificate of accomplishment from Mistress Anne Gresham.

Basic Skills – Try 3 activities to learn proper behavior

1. Attend the Court of Common Pleas – Scheduled show
2. Learn how to reverence - Upon request, throughout the shire
3. Learn the proper manner to address different members of Court and give reverence – Upon request, Nobles
4. Identify the members of the Privy Council and its importance – Upon request, Nobles

Military skills – Try 3 activities to learn the skills necessary to defend yourself and the cargo.

1. Participate in the pike block for the mid-day parade or Masque of St. George - Militia
2. Learn the differences between defense on a ship and the land - Upon request, Militia or Merchant Adventurers
3. Learn about black powder weapons – Upon request, Militia
4. Identify the purpose of an English long bow and a cross bow and the differences between them - Scheduled show or upon request, Archery Range

Naval skills – Try 3 activities to learn the skills necessary to sail a merchant ship.

1. Experiment with 2 different navigational aids and learn the principles behind their use - Upon request, Merchant Adventurers
2. Discuss the purpose of a pilot's Rutter and how to determine location– Upon request, Merchant Adventurers
3. Learn to splice rope – Upon request, Merchant Adventurers
4. Learn the principles behind navigation and the differences between coastal and open water navigation– Upon request, Merchant Adventurers

Cipher skills – Try 2 activities to learn the skills necessary to protect guild secrets.

1. Learn the political application of ciphers - Upon request, Merchant Adventurers
2. Explore various techniques to encode and decode messages – Upon request, Merchant Adventurers
3. Identify the duties of a cipher secretary - Upon request, Merchant Adventurers

Guild Knowledge – Try 2 activities to learn about the guild.

1. Find the difference between a Merchant Adventure, a Privateer, and a Pirate - Upon request, Merchant Adventurers
2. Learn the history of the Guild - Upon request, Merchant Adventurers

Leisure Activities – Try 1 activity.

1. Attend the Joust or Coursing of the Hounds – Scheduled show, Little Green Field
2. Play a game – Upon request, Townsfolk, Militia, or Nobles
3. Talk to the militia to find how they spend their leisure time – Upon request, Militia