

Page'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@crystalcrags.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

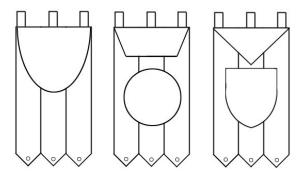
The word "regalia" means special things you can wear at SCA events. Cupbearers and Pages have special tabards and favors that only they can wear.

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)
- · · · · J	1000		Jan (a I)

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 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.

1. Help before or during a class, local meeting, or event.		
Signed by Officer	Date	
2. Help after a class, local meeting or e	vent (clean up).	
Signed by Officer	Date	
3. Explain to an adult why service is import	ant 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.

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 Kingdo them in our activities.	m. Be their friend and include
Signed by Officer	Date
5. Pack all of your own supplies for an event using the adult the checklist before you leave.	checklist on page 18. Show an
Signed by Officer	Date
6. Help with an SCA activity outside of a regular event parade, presentation, display, etc.	t or meeting, such as a fundraiser
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.

1. Read a book about knights. Tell your youth office write a book report and show it to your youth officer	
Signed by Officer	Date
2. Read a book about castles. Tell your youth office 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 Ago be approved for this requirement, talk to your youth	•
Signed by Officer	Date
5. Learn the period names for colors in heraldry (caryouth officer.	lled tinctures). Tell them to your
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.

1. Memorize a period poem and recite it to you bardic competition at an event.	ur youth officer, your group, or during a
Signed by Officer	Date
2. Read a book about medieval life. Tell your medieval life, or write a book report and show	•
Signed by Officer	Date
3. Help teach a class at an event or local meeti	ng.
Signed by Officer	Date
4. Watch a television documentary about the N what you learned.	Medieval Ages. Tell your youth officer
Signed by Officer	Date
5. Get a library card at your local library, chec ages, and read them. Tell your youth officer w about each one and show them to your youth o	hat you learned or write a book report
Signed by Officer	Date
6. Find two words you don't know from a peri	od source and define them.
Signed by Officer	 Date

Arts in the SCA – Oak Leaf Charm

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

1. Attend a Page School class at an event or local meeting and make a craft.		
Signed by Officer	Date	
2. Choose a favorite period painting. Tel	l us why you like it.	
Signed by Officer	Date	
3. Draw or paint a picture of something y	ou like about medieval life.	
Signed by Officer	Date	
4. Attend an Arts & Sciences competition questions you may have.	n and look at the displays. Ask an adult any	
Signed by Officer	Date	
5. Decorate your Page School bead favor	so everyone will know it is yours.	
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.

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 of	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.

1. Look at the stars and constellations with ar Tell your youth officer how many you were all	• •
Signed by Officer	Date
2. Catch an insect. Have an adult help you id tell us about your insect.	lentify it. Bring it to your local meeting and
Signed by Officer	Date
3. Collect leaves from five different plants an leaves with red tips!) Have an adult help you is and tell us about your leaves.	•
Signed by Officer	Date
4. Find a period picture of something scientifit to you. Tell your youth officer what you lea	
Signed by Officer	Date
5. Attend a class or find a book about a period you learned.	d machine. Tell your youth officer what
Signed by Officer	 Date

$Sciences\ in\ the\ SCA-Emerald$

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

1. Build a period machine.	
Signed by Officer	Date
2. Make something using period techniques, so	uch as ink, paint, cheese, paper, etc.
Signed by Officer	Date
3. Choose an animal and explain to your youth the Medieval Ages.	n officer how the animal was used during
Signed by Officer	Date
4. Grow a period plant from a seed, seedling, a show it to your group, tell us what the plant is, make it grow.	
Signed by Officer	Date
5. Attend an Arts & Sciences event and look a you may have.	at the displays. Ask an adult any questions
Signed by Officer	Date
6. Attend a class on a period science. Then cr what you learned in the class. Show it to your	
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.

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	u saw with your youth officer.	
Signed by Officer	Date	
3. Attend a class on period performances, such as mo	usic, dance, storytelling, plays, etc.	
Signed by Officer	Date	
4. Make a performance-related item, such as a puppe	et, musical instrument, costume, etc	
Signed by Officer	Date	
5. Help put on a performance for your local group.		
Signed by Officer	Date	

Performance in the SCA – Sapphire

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

1. Tell a period story at an event, local meeting, or bardic circle.		
Signed by Officer	Date	
2. Sing a period song at an event, local meeting, of	or bardic circle.	
Signed by Officer	Date	
3. Perform in a play or skit at an event, local mee	ting, or bardic circle.	
Signed by Officer	Date	
4. Play a period instrument at an event, local mee	eting, or bardic circle.	
Signed by Officer	Date	
5. Dance a period dance at an event, local meetin	g, or bardic circle.	
Signed by Officer	Date	
6. Enter and perform in a bardic competition.		
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.

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 incluvariety of types of armor (steel, leather and plastic).	iding how to clean and maintain a	
Signed by Officer	Date	
3. Learn how to play a medieval game (board game, o	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.

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. Patournament as either a fighter or assist with the list.	articipate in a youth combat	
Signed by Officer	Date	
3. Make your own boffer weapon.		
Signed by Officer	Date	
4. Attend a class on youth fighting or weapon construction	on.	
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 Roya	alty 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	Fun Stuff
☐ Bead favor	☐ Musical instrument
☐ Release forms (ask your parents)	☐ Games (including travel games for
☐ Page's Primer	the long ride)
☐ Tabard	□ Books
□ Belt	□ Toys
	☐ Arts and crafts
Clothes	☐ Camera and film
Warm Weather	☐ Friends
☐ Light tunic or dress	
☐ Hat	Stuff You Thought Of
☐ Sandals	
Cold Weather	
☐ Heavy tunic or dress	
□ Cloak	
□ Boots	
☐ Warm leggings	
☐ Several layers	<u> </u>
Odds and Ends	
☐ Awards	
☐ Jewelry	
Just in Case	
☐ Waterproof cape (for rain)	
☐ Change of clothing (at least socks	
and shoes)	
und 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	
w atch of clock	

Artemisia Youth Program Registration Form

<u> </u>	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
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 minor listed above. I agree to allow the said activities under the conditions and restrictions	official SCA minor waiver form for the minor to participate in Youth Program
Signature of Parent(s) or Legal Guardian(s)	
	Date
	Date