

List of the Day's Activities

General Outline of the Day:

- Arrival – 9:30 a.m. to be greeted, registered, make payment and receive pod schedules & maps.
- Show – Begins precisely at 10:00 a.m.
- The winning costumed group and the King's Court is chosen.
- Birds of Prey – 15 minute presentation
- Joust Tournament – 45 minute presentation. Includes light armour joust, sword fight, mounted games of skill to warm up the horses, ending with the heavy armour joust.
- Autographs/Sales – Approximately 30 minutes
- Photoshoot of the winning costumed group with the KOV troupe
- Lunch – 30 minutes. Students sit in any available areas to eat.
- Educational pods begin precisely at 12:00 p.m. 15-20 minutes each session: Birds of Prey; Life of a Knight; Weapons & Armour; the Medieval War Horse; Siege Weapons. Students will be encouraged to ask and answer questions during these presentations.
- Day ends – 2:00 p.m. Students may leave or stay to ask questions, purchase souvenirs or get autographs before buses leave.

General information:

- Students will bring their own lunches.
- Although some shows may be indoors, please dress appropriately for the weather. Buildings may not be heated or cooled.
- Some activities may be outdoors, rain or shine.
- Souvenirs will be on sale but as we are on tour, we cannot guarantee the availability of all items at each event. Prices will range from \$2.00 up to \$50.00. Some of the items that will be available are: toy swords; toy helmets; broken lance pieces (from the jousts); head wreaths; Schleich Medieval and Fairy toys; story book to colour & autograph; autograph booklet with KOV photos and possibly other items.

**Please note: Above proceeds go toward the care and health of the horses, many of which are rescued from slaughter /abuse. They have found a home, family & job they enjoy due to your generous donations.*

Contest:

We encourage students to dress in authentic costumes because:

1. It gives a broader sense of full immersion to the historical experience.
2. The Lord Marshall will choose a court to preside over the Joust, consisting of a King, Queen, 2 Ladies In Waiting, 1 Knight, 1 Jester, 1 Male and 1 Female Servant/Peasant.
3. Based on authenticity/ creativity/ variety of characters and class participation, the Lord Marshall will choose a class/group to win a photo shoot complete with Horses, Knights, Squires, Falconer, Bird of Prey & weapons. This photo will be enlarged, mounted in a mat with the KOV Logo/Seal and all the troupe's autographs. It will then be sent to the school/class as a lasting memento of their medieval experience.