

## **Volunteers Needed for 24th Harvest Faire, October 12-14, 2018**

Endview Plantation, 362 Yorktown Rd, Newport News, VA

Check shifts/areas you are interested in and email back to: [amy@harvestfaire.org](mailto:amy@harvestfaire.org)  
Everyone who plans and creates the event is a volunteer and this year the net income goes to Youth Challenge. Below are some of the roles we need to fill.

**Watch Patrol:** (2-4 people per shift) – stroll the grounds on a route, checking for compliance with event rules and safe behavior. Answer questions. Must be reasonable but firm. This position requires walking. Cool part: you get to know the whole site.

Friday: 5-9pm\_\_, 9pm to 1am,

Saturday: 1am-5am\_\_, 5am-9am\_\_, 9am-1pm\_\_, 1-5pm\_\_, 5-9pm\_\_, 9pm to 1am\_\_,

Sunday: 1am-5am\_\_, 5am-9am\_\_, 9am-1pm, 1-3pm\_\_

**Registration** (2-4 people per shift) – desk position where you help people fill out registration forms correctly and completely, figure and collect payment and check IDs. This position requires sitting, reading, legible hand-writing. Cool part: you meet everyone.

Friday: 5-9pm\_\_

Saturday: 9am-1pm\_\_, 1-5pm\_\_, 5-9pm\_\_

Sunday: 9am-12 Noon\_\_, 12Noon-3pm\_\_

**Logistics** (2 people per shift): During the event, the Steward sends logistics to refresh supplies. Run trash to the dumpster, switching out radios to the chargers, light torches and lamps, putting fresh tp into toilets, moving things like mis-placed straw bales or resetting a fallen sign or loose tent line/stake. This position requires running, lifting, and carrying. Cool part: ‘Workout With A Purpose’

Friday 5-8pm\_\_, 8-11pm\_\_

Saturday 9am-Noon\_\_, Noon-3pm\_\_, 3-6pm\_\_, 6-9pm

Sunday 9am-Noon\_\_, Noon-3pm

**Area Helpers** (2 people per shift): Assists area managers as runners. You learn about what they do at the event. This position requires paying attention and remembering things along with walking around. Cool part: you will learn something unexpected.

Friday: 4-7pm\_\_, 7-10pm

Saturday: 9am-Noon\_\_, Noon-3pm\_\_, 3-6pm\_\_, 6-9pm

Sunday 9am-Noon\_\_, Noon-3pm

**Setup:** (many) Help put up tents and place elements. Thursday October 11, 9:30am-6pm and/or Friday October 12, 9am-5pm

**Strike:** (many) Take down and pack afterward: Sunday October 14, 3:00pm-6:30pm

### **Special Volunteer Service Areas:**

Jester:

The Jester serves as a street character and the Toast Master. We have or can make some costuming for the role, you make announcements, tell jokes to fill time, promote people seeing all areas of the event, can be supplied with humorous hand-outs, etc. Some additional skill like magic or juggling is a plus.

Sheriff:

The Sheriff finds victims (no, wait, um....) "temporary participants" to experience the parading of their "wrong-doings" and a short speech of sorrow for their ending up at the stocks. Can be spontaneously performed if someone does something wrong, time permitting. You take bribes from those who do not want to be arrested, those who want someone else arrested (bribes go to the Charity) and on Sunday you are rounded up and placed in the stocks yourself. You are corrupt without being oppressive.

Dragon Master:

Sigfried can be presented any time the wind isn't a problem, the horses aren't performing and there are openings he can "fly into" where crowds and tents won't be in the way. He is a very large rod puppet and is affixed to your back/shoulders. His wings are wind-catchers so he will pull you around a bit if there is any kind of breeze. There are counter-weights on the bottom of the harness to help you maintain control of him without wearing out your core muscles too much, but you need to be OK with heavy weights, can't have any back, knee or shoulder problems, and need to be mindful of when you have worn yourself out playing him since you need two experienced people to help you take off the harness without injuring Sigfried or yourselves in the process. You also need to be sensitive to the fact that Sigfried has a fabric shell, sharp claws and the ends of his wings and tail can swing low enough to potentially touch someone if you aren't careful - so he is a little delicate and it takes some care to be sure he is not placing anyone else at risk and they are not damaging him. You need to be alert and sober when operating him.

The Green:

The green (or The Shambling) wears a Ghillie Suit (we have a nice new one), possibly with a mask, and lurks around the site pretending to be shrubbery and then surprising people. Needs to be well aware of the difference between fun and creepy, surprise and assault. Must be OK smelling like burlap and stay far away from fires/smoking while wearing the suit.

### Labyrinth Master:

The Labyrinth gets abused if we just leave it out - it needs to be rolled out each morning, rolled up if you won't be around for a bit and otherwise looked after to be sure children aren't rough-housing with it. You may keep it open late, place candles around the perimeter if you like, etc.

### Live Chess (best for groups!)

We have the equipment, including faux pawns. You will need 16 people to play the non-pawns (and probably a few spares in case people aren't present when needed) and then you will need at least a few potential players, in case no one from the audience wants to play. You will need to explain the moves to the non-pawns, move (or find someone to move) the pawn pieces, and be the host for the game itself (or find someone for that as well.) You need to be responsible for the equipment – collect it after the game is done and secure it with registration or logistics.

### On-Going Games and Arts & Crafts:

We have the pieces for Toad in the Hole (Corn Hole) and Hunkerhausen and other on-going games that can keep young people amused, but there needs to be someone making sure under/un-supervised children or adults are not destroying them between use, explain the rules to people who are interested in the activity, and basically play host for the area. This can be combined with Arts & Crafts, which can use what we already have - coloring books, cardboard items to decorate, or you can do some "pay to play" decoration projects where the participants pay a fee to cover supply costs. (We don't want to end up buying/owning more supplies, so the best way to do this is if whoever is doing Arts & Crafts has an idea of how much they will need and will cover the cost of the supplies regardless and then take away the left-overs.) This is not a baby-sitting position: children who are not well-behaved or who need attention rather than assistance can be sent back to their parents and children whose parents are not-present can be given to The Watch.

### Board Games:

This is a good position for someone who likes board games of all sorts and does not mind explaining the rules or even playing against someone just to allow them to experience the game. We have markers, dice and boards - some on tablecloths with the rules included next to the board. You would keep an eye on the area, pick up things and debris from the area, be sure water-sensitive items are not left out in the dew overnight, etc.

### Photo Area:

We have one head-hole photo stand, some backdrops and props. Also working on framed costumes. They can have their photo taken by their friends or you can take the photo for them if you know current camera types and functions well-enough. What this requires, though, is that you set the area up, keep an eye on it to prevent abuse of the items in it, and put more delicate items away when you won't be around for a while.

### Street Characters:

We can include street performers - you allow attendees to meet someone who will interact with them about the time period you are portraying. Children especially will remember speaking to someone from the Faire more often than other parts of the event. Have fun, be social, have something fun and/or interesting to tell them or show them. Try to be in character for attendees whenever you are in costume and around them. People don't care as much to see "the person behind the curtain" when they thought they were speaking to the Wizard of Oz. Just taking off your hat (or putting one on) and putting on (or taking off) your cloak is often enough of a change to have people not be surprised to see the other you, as it were. Whatever you would like to present, just check with us so we know you will be participating.

### Types of Street Characters:

History – if you know a lot about the Medieval/Renaissance period, you can tell people interesting bits of history or stories. Must be sensitive to when people are uncomfortable with subject matter or bored. Keep moving and encounter more people.

Skilled – maybe some juggling or magic, maybe you can play period-related tunes on an instrument. People will enjoy you as they pass by or stop for a bit to interact with you or listen.

Fairytales – do you know 6 or more fairy tales? You can find a shady spot to sit and tell them to people. It's good if you have both longer and shorter tales. If you have longer tales, know how to shorten them if your listeners don't seem to have enough time/interest for the whole story in complete detail.

Character – you can be a character and simply stop and ask people a question or comment on something they have with them, etc. Keep everything family-friendly. You can tell them period-related jokes, gossip, just tell them you are looking for someone and a short story about that person or a humorous description. You can tell them you are hunting dragons and ask them if they've seen any. Tell them you are looking for your lost sheep, your magic carpet, etc. Tell them how they will recognize it. Let them ask you questions.