

**RECREATION PROGRAMMING**  
**Fantastic Fun For All**  
**RCLS-385-01**  
**W.A. Hawke Robinson**  
**Individual Booth Proposal**  
**January 31st, 2007**

**Creative name of booth:** "Lance-A-Lot Joust"

**Specific equipment needed:** "Hobbie horses with wheels, or wagons, or skateboards modified to sit on to simulate "horses", plywood, 2x4's or similar center divider about 10' long (or adjusted to booth size accordingly) as well as a "guide" on the floor on each side to keep horses from running astray, foam swimming pool noodles, cardboard (For "helmets", shield, and "armor"), aluminum foil (for "helmets", shield and "armor"), lots of tape for repairs as needed, two ropes to "pull" the horses/riders towards each other in the joust (attached to "horse").

**Time to implement activity:** Setup the booth will take about 30-60 minutes. Setup of participants and instruction/introduction will take about 1 minute per pair. Actual joust will take at most 5-10 seconds per joust. Variable number of jousts per pair based on event attendance and time allowance. Minimum 1 joust per pair, easily increase number of jousts.

**Number of persons needed to run booth:** Minimum of 3, optional/ideal 2 more.

1 for referee

2 "squires", 1 for each jouster, to give them their armor, helmets, shield, and "lance", as well as to guide the "horses" during the joust.

2 optional "maidens" to joust for as the knights "sponsor".

**Approximate square footage needed:** Minimum 60 sq feet (6' wide, by 10' long MINIMUM), would prefer 15-20' long by 6'-10' wide.

**Idea for ticket box/prop:** Possibly a "goblet" or upside down jousting "helmet".

**Age group in mind:** Any ages, as long as they can "fit" on the "horses". Generally younger children in this particular case.

**Specific instructions:**

The two candidates deposit their tickets. They are then assigned a squire, and optionally a lady/maiden to sponsor them. The squires will take each "knight" to opposite ends where their "steeds" await. The squires will then put the "armor" and "helm" on the knights, while providing instructions on what to do. Meanwhile the (optional) maiden/lady, will have words of encouragement for their "knight". Once the squires finish arming and armoring and instructing the "knights", the "king"/referee will stand and welcome the knights. Introducing them by stating in eloquent (but understandable to the age group) "royal" manner, name them "Sir" (child's name) or "Lady". And giving a brief "code of chivalry". This should not take more than a minute.

The squires will proceed to the opposite end from their knight of the track holding the ropes.

The king will raise his hand (or sceptre or sword), and upon lowering it, and giving a "shout" (or whistle), the knights will then "ride" toward each other (being pulled by the ropes by the "squires" at a safe but steady speed), with "lances" (foam flexible noodles) raised and aiming for their opponents shield. The goal being to hit the center of the shield.

They ride until reaching their squire.

When the joust is over. The king pronounces the names of both noble knights as chivalrous

and victorious (no winner, no loser, just fun).

The squires then help the knights to dismount, dis-arm, while the "maidens" give words of praise. In the case of female children, just reverse the roles a little between the squires and maidens. So if the "knight" is a girl, it's the squire who is the sponsor, and gives words of encouragement and praise, and the lady becomes the lady-in-waiting? who helps the knight don the armor, moving them, etc.