

Colonial Field Trip

Call 866.354.6856 to reserve a date, then fax the completed form to 877.354.6856. Contact us anytime.

Organization _____ Event Date _____ No. Students _____ Grades _____ No. Classes _____

Contact Person _____ Address _____ State _____ Zip _____

Daytime (_____) _____ - _____ Evening (_____) _____ - _____ Email _____

AM dropoff begins? __: __ Begin Program __: __ Start Lunch __: __ End Lunch __: __ End Program __: __

You may attach a sketch of your campus for setup. We must setup in a relatively flat, grassy area, accessible by trailer, and approximately the size of a tennis court. The Colonial Camp prefers the front of the campus for visibility.

Yes No May we show a Flintlock Musket? Yes No May we fire a blank (powder only—no projectile)?

\$15.00 (\$16 after 12/31/10)	<i>Standard Fee per Participant (There is no charge for teachers or volunteers.)</i> <input checked="" type="checkbox"/> Trading Post & Colonial Dressup (This station is automatic; pick four more stations below.)																																																								
+ _____ .00 <i>Extra Fees</i>	<i>Select Four More Stations (Contact us for the correct number for groups over 125.)</i>																																																								
Visit the web or contact us for more information. See opposite side for station descriptions.	<table style="width: 100%; border: none;"> <tr> <td style="width: 25%;"><i>Artistries</i></td> <td style="width: 25%;"><i>Domestic</i></td> <td style="width: 25%;"><i>Industries</i></td> <td style="width: 25%;"><i>Sports</i></td> </tr> <tr> <td><input type="checkbox"/> Bracelet-Making</td> <td><input type="checkbox"/> Butter Making (+\$2)</td> <td><input type="checkbox"/> Archaeology</td> <td><input type="checkbox"/> Bocce Ball</td> </tr> <tr> <td><input type="checkbox"/> Cord-Making</td> <td><input type="checkbox"/> Candles (+\$1)</td> <td><input type="checkbox"/> Block Printing</td> <td><input type="checkbox"/> Board Games</td> </tr> <tr> <td><input type="checkbox"/> Declaration of Ind.</td> <td><input type="checkbox"/> Colonial Economy</td> <td><input type="checkbox"/> Journal (Leather +\$2)</td> <td><input type="checkbox"/> Capture the Flag</td> </tr> <tr> <td><input type="checkbox"/> Doll-Making</td> <td><input type="checkbox"/> Hoe Cakes (+\$1)</td> <td><input type="checkbox"/> Journal (Paper)</td> <td><input type="checkbox"/> Cannon Ball</td> </tr> <tr> <td><input type="checkbox"/> Schoolhouse (+\$1)</td> <td><input type="checkbox"/> Ice Cream (+\$1)</td> <td><input type="checkbox"/> Scrimshaw (+\$3)</td> <td><input type="checkbox"/> Colonial Games</td> </tr> <tr> <td><input type="checkbox"/> Knot-Tying</td> <td><input type="checkbox"/> Schoolhouse (+\$1)</td> <td><input type="checkbox"/> Wallet (+\$2)</td> <td><input type="checkbox"/> Marble Making</td> </tr> <tr> <td><input type="checkbox"/> Lucet Braiding</td> <td><input type="checkbox"/> Soap Making (+\$3)</td> <td><input type="checkbox"/> Weaving</td> <td><input type="checkbox"/> Paille Maille</td> </tr> <tr> <td><input type="checkbox"/> Punch and Judy</td> <td><i>Native American</i></td> <td><i>Military</i></td> <td><input type="checkbox"/> Rounders Base Ball</td> </tr> <tr> <td><input type="checkbox"/> Paper-Quilling</td> <td><input type="checkbox"/> Indian Games</td> <td><input type="checkbox"/> Cartridge Making</td> <td><input type="checkbox"/> Stoolball</td> </tr> <tr> <td><input type="checkbox"/> Sampler</td> <td><input type="checkbox"/> Medicine Bag (+\$2)</td> <td><input type="checkbox"/> Mortar Firing (+\$1)</td> <td><input type="checkbox"/> Skittles</td> </tr> <tr> <td><input type="checkbox"/> Scissor Portraits</td> <td><input type="checkbox"/> Necklace (+\$2)</td> <td><input type="checkbox"/> Musket Fire (+\$3)</td> <td><input type="checkbox"/> Trapball</td> </tr> <tr> <td><input type="checkbox"/> Stenciling</td> <td><input type="checkbox"/> Tomahawk Throw</td> <td><input type="checkbox"/> Sword-Fighting</td> <td><input type="checkbox"/> Town Ball</td> </tr> <tr> <td><input type="checkbox"/> Quill & Ink</td> <td><input type="checkbox"/> Warpaint</td> <td></td> <td></td> </tr> </table>	<i>Artistries</i>	<i>Domestic</i>	<i>Industries</i>	<i>Sports</i>	<input type="checkbox"/> Bracelet-Making	<input type="checkbox"/> Butter Making (+\$2)	<input type="checkbox"/> Archaeology	<input type="checkbox"/> Bocce Ball	<input type="checkbox"/> Cord-Making	<input type="checkbox"/> Candles (+\$1)	<input type="checkbox"/> Block Printing	<input type="checkbox"/> Board Games	<input type="checkbox"/> Declaration of Ind.	<input type="checkbox"/> Colonial Economy	<input type="checkbox"/> Journal (Leather +\$2)	<input type="checkbox"/> Capture the Flag	<input type="checkbox"/> Doll-Making	<input type="checkbox"/> Hoe Cakes (+\$1)	<input type="checkbox"/> Journal (Paper)	<input type="checkbox"/> Cannon Ball	<input type="checkbox"/> Schoolhouse (+\$1)	<input type="checkbox"/> Ice Cream (+\$1)	<input type="checkbox"/> Scrimshaw (+\$3)	<input type="checkbox"/> Colonial Games	<input type="checkbox"/> Knot-Tying	<input type="checkbox"/> Schoolhouse (+\$1)	<input type="checkbox"/> Wallet (+\$2)	<input type="checkbox"/> Marble Making	<input type="checkbox"/> Lucet Braiding	<input type="checkbox"/> Soap Making (+\$3)	<input type="checkbox"/> Weaving	<input type="checkbox"/> Paille Maille	<input type="checkbox"/> Punch and Judy	<i>Native American</i>	<i>Military</i>	<input type="checkbox"/> Rounders Base Ball	<input type="checkbox"/> Paper-Quilling	<input type="checkbox"/> Indian Games	<input type="checkbox"/> Cartridge Making	<input type="checkbox"/> Stoolball	<input type="checkbox"/> Sampler	<input type="checkbox"/> Medicine Bag (+\$2)	<input type="checkbox"/> Mortar Firing (+\$1)	<input type="checkbox"/> Skittles	<input type="checkbox"/> Scissor Portraits	<input type="checkbox"/> Necklace (+\$2)	<input type="checkbox"/> Musket Fire (+\$3)	<input type="checkbox"/> Trapball	<input type="checkbox"/> Stenciling	<input type="checkbox"/> Tomahawk Throw	<input type="checkbox"/> Sword-Fighting	<input type="checkbox"/> Town Ball	<input type="checkbox"/> Quill & Ink	<input type="checkbox"/> Warpaint		
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	<input type="checkbox"/> Delicious Colonial Meal (+\$8) <input type="checkbox"/> High-Quality Photograph (+\$1) <input type="checkbox"/> Famous Campfire Fudge (+\$1) <input type="checkbox"/> +\$_____ Additional Stations (+\$1 each) <input type="checkbox"/> Colonial Tea (+\$1) <input type="checkbox"/> +\$_____ Trading Post Credit <input type="checkbox"/> Iced & Sweetened Lemon Ade (+\$1)																																																								
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	The minimum fee is \$750.00. The cancellation fee is \$750.00. The actual fee is based on the actual participant number; this fee must be at least 90% of estimated total fee.																																																								

The Organization agrees to pay the balance of all fees on the scheduled date of the field trip. The actual fee must be at least 90% of the estimated total fee; the estimated total fee cannot be reduced unless the Organization provides written notice at least 90 days prior to the field trip. The Organization agrees that the field trip will be conducted rain or shine. The Organization must pay a \$750.00 cancellation fee to the Colonial Camp if the Organization cancels, except if and only if the Organization is closed on the event date or the Organization provides written notice of cancellation at least 90 days prior to the field trip. The Organization will provide volunteers to help conduct activities and supervise minor participants, and will send the provided parent letter home prior to the event. The Organization permits the Colonial Camp to setup its equipment on the Organization's campus, and consents to the Colonial Camp staff spending the night in their tents. The Colonial Camp agrees to conduct the field trip, create and maintain a schedule, provide a parent letter prior to the event, train the volunteers, provide all materials and activities, and remove all materials after the field trip concludes. The Colonial Camp will make a reasonable effort to setup in the area specified; if this is not feasible, the Colonial Camp may setup in another location at the discretion of its Director(s).

Signature _____ Date _____

100811122648



The Colonial Camp

WEB: www.ColonialCamp.com EMAIL: information@ColonialCamp.com
 MAIL: 903 North McKay Avenue Dunn NC 28334 VOICE: 866.354.6856 FAX: 877.354.6856

Station Descriptions

These stations conform to state and national standards of learning for social studies. Contact us or visit our website for more detail and a list of standards of learning.

Archaeology: Learn archaeological techniques.

Block Printing: Make prints with block & ink.

Board Games: Learn a variety of colonial board games.

Bocce: Compete to toss a ball accurately.

Bracelet-Making: Learn a decorative knot-tying technique and make a bracelet.

Butter: Make butter from cream using a churn.

Candles: Make a beeswax candle.

Cannon Ball: Play a game throwing a cannonball.

Capture the Flag: Play a team field game; the goal is to capture the flag of the enemy base.

Cartridge: Make imitation gun cartridges.

Clothing: Wear authentic colonial clothing.

Colonial Economy: Simulate an economy while winning candy.

Colonial Games: Play a variety of early games.

Cord-Making: Make a multi-strand braided cord using a jig.

Declaration of Independence: Using quill & ink, copy portions of the *Declaration*, then listen to a dramatic reading.

Doll-Making: Handmake a rag doll out of cloth and yarn.

Fudge: Eat delicious chocolate fudge.

Hoe Cakes: Cook a delicious flat bread.

Ice Cream: Make handcranked ice cream.

Indian Games: Play native american games.

Journal (Leather): Make a leather-covered book.

Journal (Paper): Make a card-covered book.

Knot-Tying: Learn fundamental knot-tying of several basic knots.

Lemonade: Enjoy ice-cold sweetened lemonade.

Lucet: Make a braided rope using a lucet.

Marble-Making: Manufacture handmade marbles, then play various marble games.

Meal: Enjoy a wholesome and nutritious meal.

Medicine Bag: Make a leather medicine bag using a leather punch and simple stitch.

Mortar Firing: Shoot a Coehorn mortar.

Musket Shoot: Fire a historic musket.

Necklace: Make a necklace out of genuine animal bone, horn, and glass beads.

Paille Maille: Play a game using a mallet to strike a ball through wickets.

Paper-Quilling: Make card designs by gluing paper coils in decorative patterns.

Photograph: The Colonial Camp will take a picture of each participant wearing colonial clothing.

Popquiz: Win valuable prizes by retaining information learned during the program.

Punch and Judy: Put on a dramatic puppet show using delightful characters.

Quill & Ink: Copy the Rules of Civility using a feather quill and inkwell.

Rounders: Play a village game using a bat to strike a ball.

Sampler: Stitch text and designs on a piece of cloth.

Scissor Portraits: Make freehand portraits using scissors and paper.

Schoolhouse: Make a spelling primer, do school exercises, and play schoolyard games.

Scrimshaw: Engrave a design on animal horn.

Skittles: Knock down standing pins with a ball.

Soap Making: Make soap using natural ingredients.

Stenciling: Create a design using a template.

Stoolball: Run between wickets after striking a ball with the hand.

Store: Purchase colonial replicas, toys, furs, and gifts.

Sword-Fighting: Learn historic fencing techniques using foam swords.

Tea: Enjoy tea from an ancient form of teabricks.

Tomahawk Throw: Learn the proper technique of throwing a tomahawk at a wooden target.

Town Ball: Play a team game passing a ball.

Trapball: Play an early batting game involving hitting a ball through a goal.

Wallet: Make a colonial wallet out of leather.

Warpaint: Listen to a story about a colonist captured by Indians while putting on war paint.

Weaving: Learn about the history of fabric-making by interlacing strips of yarn on a loom.

