

It's All about Our Future

*Duchesse Sabine de Rouen
Midrealm Kingdom Minister of Youth*

As I read a story to a class of SCA youth, I look at these wide-eyed children and wonder which of these young people will be leading us in the future. Who will become an officer, a peer, or even become royalty? Which of these children will one day be making the decisions regarding the future of our Kingdom... or our nation? Being a MOY leader places me in a position where I can have a positive influence on their lives. I believe my greatest challenge is to provide an environment where they may acquire the tools they need to make a better future for all of us.

Once I was appointed to my position as Midrealm Kingdom Minister of Youth, my first goal was to rejuvenate The Midrealm Page School. I recognize what a valuable resource Page School can be for our youth. I hope you will join us in preparing these young people for their future and for our future.

Midrealm Page School is a place where our youth can learn all aspects of our society. It is a structured program created to help them develop skills and knowledge in the areas of chivalry, gallantry, arts, sciences, and service. The value of our young learning these skills at an early age is immeasurable. Not only will it help them become productive citizens in our society but these lessons will also help them expand their horizons in the modern world.

Page School Overview

Page school is divided into three main categories; Chivalry, Arts & Sciences, and Service. The program encourages activity from its students (ages six to seventeen) to further their SCA education in all three areas. Levels are structured around an earned credit system, rather than an actual age limit. As they earn more credits, they move up through the 3 levels of the Page School: Junior, Senior, and Graduate. With a few exceptions, each Page begins the program as a Junior Page.

Junior Page - A Junior Page is a student aged six to fourteen, generally with no credits. A Junior must earn eight credit hours each in Chivalry, Arts and Sciences, and Service. Once the Page has earned the required credits he/she will be elevated to the Senior level.

Senior Page - In addition to earning eight credit hours in each of the three areas (Chivalry, Arts and Sciences, and Service) a Senior Page must complete a Final Project. Once the Page has earned the required credits he/she will be elevated to the Graduate level.

Graduate Page/Graduate School – Pages enrolled in Graduate School are, in most cases, fourteen or older and must have completed the requirements for the Junior and Senior Page levels. Graduate School Pages must earn ten credit hours each in Chivalry, Arts and Sciences, and Service, complete a Final Project, and participate in a formal fostering relationship with an adult with expertise in the Page’s area of interest.

Credit Hours - To earn Chivalry credits a Page will attend or teach classes about martial activities or participate in organized youth tournaments. To earn Arts and Sciences credits a Page will attend or teach A&S classes or participate in A&S faires and competitions. To earn Service credits a Page will perform work for his/her shire, kingdom, or individuals such as officers, event staff, Royalty, etc. It will be up to the Page to make sure they receive the proper credit at the time of the class, activity, or service.

Regalia – With each credit hour earned a Page will receive a merit badge. The merit badge is a gold star on a solid field. The badges are as follows:

Chivalry – red with a gold star
A&S – green with a gold star
Service – white with a gold star

Each Page may wear a purple baldric adorned with merit stars. Senior Pages may add white edging and Graduate Pages may add gold edging.

Upon completion of each the Junior and Senior levels there will be a court presentation celebrating the Page’s achievements. Upon completion of Graduate School, Their Majesties and the Page School officers will present the Page with a Certificate of Achievement.

Letters from a Few of Our Pages

I like page school because it gives me a chance to learn about the different ‘jobs’ that people in the SCA have and need to be done. My name is Lady Victoria de Nevell and I have recently been elevated to senior page. I think other kids should join page school because it gives us a good look at what happens in the SCA. I have served many people to get my service hours. And some people have been royalty and some people have been ‘runners’ for royalty. And for the Arts and Sciences hours I did a lot of really cool projects. Once I entered a school paper in an Arts and Sciences fair. I got all these really cool tokens. Also I entered an embroidery project and got credit for it. I think that the service is the best because you get a really good feeling when you do things like helping the shire set up for practices and help people with their fighting gear if you are a page for a knight. Or my personal favorite is seeing what happens in the royalty room before court and tournaments. And you can get credits for doing boffer. Page school is hard work but it makes you feel good when you get elevated. And it may take awhile for

you to get elevated but it feels worthwhile, and it gives you something to focus on. I was working on getting elevated to senior page and while I was working toward that I got an AOA for my service and nobility beyond my years. So that is why I like the page school and think that more children in the SCA should join.

Sincerely,
Victoria
Senior Page
AOA, ADT, ASA

Hi, I'm Kirk and I think that page school is so fun and that more kids should join because they can teach you about the SCA and middle ages and they can meet new people like scribes, knights, and other people in the SCA. My favorite thing about page school is earning chivalry hours. I like to fight a lot and take classes about fighting. Being in Page School helps me set goals for what I do at events.

Kirk
Junior Page

I like page school because I think it is fun. You can do boffer tourneys and get credit for it. It is also a good way to meet other kids your age. You get to do cool projects like weaving, and enter them in contests. Also my big brother and sister do page school. It keeps me from being bored some times and keeps me from running around the event like a lunatic. And that's why I like page school and think that other kids should join it.

Katie
Junior Page

How Can You Help?

There are many ways parents can assist our Pages. The first step is to help your youth gather any information they have concerning any past Page School credits from the Midrealm Page School or a school from another Kingdom. Please encourage your youth to participate in qualifying activities such as R.U.M. youth classes, youth tournaments, assisting royalty, officers, and event staff, etc. Teach them the responsibility of keeping track of their activities, credits, and standing within Page School. And most importantly support them in their endeavors. Even if you do not have a child of your own you can still serve our youth by volunteering to educate and guide them. Start a relationship that will be beneficial for both student and teacher. Mentoring our youth can be rewarding.

Page School is a wonderful opportunity for our youth to be part of a creative program that is structured to help them develop and mature. As with any program it is what you make of it. If you don't use it then it benefits no one. Please encourage our youth to enroll in page school. We will all reap the benefits of their experience.

For more program Information or teacher and class accreditation contact the Dean of Page School, Baroness Adelia Marie d'Argent, at BaronessAdelicia@yahoo.com. For enrollment, updates, and credit standing contact the Midrealm Page School Registrar, Lady Katerina Mahler, at LadyKaterinam@aol.com. For General Assistance with Youth Activities, MOY Officers, MOY Policies, etc., contact the Middle Kingdom Minister of Youth, Duchesse Sabine de Rouen, at DuchesseSabine@paragonkeep.com

Other Youth Activities

Page for a Day

Page for a Day is a youth activity program that promotes service and youth participation at SCA events. This program is open to all children and youth 17 and younger. The program may be utilized whenever youth activities are not present, or in coordination with other youth activities. Youth of all ages can be given simple tasks, be assigned to help a specific person, or other SCA activity. Length of service can be varied, and should consider the age of the child participating.

Many of our youth want to be active SCA participants, but may not be interested in combat or A&S activities. Our society is founded on a philosophy of service and chivalry towards others. These values are important at any age and should be encouraged in our youth. Helping others also instills a sense of responsibility that can boost self-esteem. Empowering our youth to fulfill a role gives our children a sense of purpose and hopefully increases their interest in the Society. We are seeking individuals to help by becoming mentors.

Pages -Tasks and Duties

Tasks and duties for a page need to be age appropriate. A three year old will happily sit next to an adult and hand out ribbons or tokens, a seven year old may be willing to tote packages for a lady, or a pre-teen may work well as royal entourage for the day. The possibilities are endless if we take the time to utilize a child's willingness to help and learn. Page School enrollees can use their Page for a Day work experience to apply credits to their Page School hours.

Mentors

Anyone can mentor a page, as long as they follow simple rules of conduct. A Page should ideally learn from their efforts and not be used just for free labor. Our role in the SCA is to foster and mentor our youth to become better SCA members.

- Tasks and length of task should be appropriate to age, respect should be given and expected from both parties, and a child's efforts should never be abused.
- Those who utilize Pages should instruct the Page on the ideals of Society etiquette.
- Through tasks assigned, Pages can be educated on rules of conduct, courtesy, and general Society operations.

Anyone participating in the "Page for a Day" program must follow the laws and guidelines set by Corpora, Kingdom Law, Ministry of Youth Policies and local, state, and federal governments. For more information please contact the program developer, Duchesse Sabine de Rouen, at duchessesabine@paragonkeep.com.

Youth Craftsmen Faire and Prize Tourney

The Youth Craftsmen Faire and Prize Tourney is held twice a year in conjunction with the Kingdom Art and Sciences Competition held in the spring and the Kingdom Craftsmen Faire held at fall Crown Tourney. This faire is open to all youths, 17 years old and younger.

The Faire is formatted similar to the Laurel Prize Tourney. Entrants are encouraged, but not required, to stay with their entry and discuss their work with the populace. Royalty, Peers and members of the populace are invited to attend and encouraged to leave small tokens with the entries they feel should receive recognition.

We do not require documentation for the entry. We do require basic information such as the general time period, place, and purpose of the submission. We also ask for the artisan's name, date of birth (the entries are grouped by age), and home group. We encourage parents to take an interest in their young person's project; however, the entrant must be responsible for the majority of the work.

We can thank Dame Nicholaa Halden and Magistra Cassandra Eleanora di Milano for starting this wonderful Faire. For more information please contact the Kingdom Minister of Youth, Duchesse Sabine de Rouen, at duchessesabine@paragonkeep.com.

R.U.M. Royal University of the Midrealm

R.U.M. Royal University of the Midrealm is our Kingdom's college where each of us can develop skills and expand our knowledge of the arts and science, the martial arts, and history. R.U.M. also offers a Youth Track. The Youth Track organizes the classes developed just for our youth. These classes also qualify for credit within the Midrealm Page School program.

For more information please contact the Dean of the College of Youth Arts and Education, Lady Akiko Catherine O'Brien pechadwick@notwires.com.

Youth Martial Activities

Through safe and organized Youth Martial Activities our youth develop a better understanding of the dedication, skill, and honor necessary to be successful in martial activities. Participation in tourneys helps build confidence and better prepares them to compete as adults. Certain activities and age groups require parental supervision. For general martial activity information please contact the Deputy Marshal of Youth Combat, Master Sean o'Shaughnessy, at hughes@donet.com.

Youth Armored Combat is available for ages six to seventeen. For more information about armored youth combat contact the Armored Youth Combat Marshal, Sir Ixtlixochitl, at ix@terraefinis.org.

Youth Rapier Combat is available for ages fourteen to seventeen. For more information about youth rapier activities contact the Rapier Youth Combat Marshal, Lord Gilbert le Braceeur, at dijon@grnet.com.

Youth Archery is available for ages two to seventeen. For more information about youth archery contact the Midrealm Youth Archery Marshal, THL Roewynne Langley, at tshurgin@columbus.rr.com. – Please see THLady Roewynne's letter in this issue of the Pale.

Youth Thrown Weapons - Requirements for thrown weapons are based on a youth's ability to handle the weapon not based on his or her age. For more information about youth thrown weapons contact the Lt. General of Thrown weapons, Lady Elayne Thorne, at tyngteacher@juno.com.

Youth Equestrian - For more information about youth equestrian activities contact the Dean of the Equestrian College, THL James MacPherson, at MacPhersonJW@aol.com.

Regional Deputies

Each region has a dedicated Minister of Youth Deputy. Please contact them if you would like to learn more about youth activities in your area or if you would like to volunteer your time to benefit our youth.

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