

## Sheffield Fayre, 29-30 August 2010 – Participants' information (Version 2)

Society/group organisers – please distribute this to your members in advance of the event (and don't edit it, as this can cause problems). Please read this in conjunction with our standard terms & conditions for participation at [www.eventplan.co.uk/conditions\\_of\\_participation.htm](http://www.eventplan.co.uk/conditions_of_participation.htm). All common sense, but important to highlight.

Sheffield City Council, Norfolk Heritage Park and EventPlan look forward to your participation at this, our seventh annual Sheffield Fayre. We shall be presenting a variety of Roman to Vietnam era displays and living history as part of this popular show.

**Venue:** Norfolk Heritage Park, Norfolk Park Road, Sheffield S2 2RU.

**Directions:** *From the North, East or South:* M1 Junction 33, then A630/A5/A61S to city centre via Sheffield Parkway. *From the West:* A57 to city centre.

*From city centre:* From the main Park Square roundabout (off Sheffield Parkway) take the A61(S) (Sheaf Street), past the railway station. Bear left, still on the A61(S) into Suffolk Road, then straight over the next roundabout past MacDonalds and up Farm Road. Turn next left into Park Grange Road under the Metro, then *immediately* left again to continue on Norfolk Park Road (if you go up the hill past Park Grange Croft Metro station, you have overshot!). The usual event entrance will be on the right. Brown signs are in place but temporary event road signs should be up to guide you from the city centre. *Do not* use the normal entrance to the park (on other days) off Guildford Avenue - this will be closed to vehicles during the event.

Please note that in case you intended using them, the local trams aren't running Sunday or Monday, for maintenance work.

**Arrival time:** Preferably after 10am on Saturday 28th August to give us set up time (or 3pm Friday 27th the absolute earliest, and only if you pre-warn Howard). Please arrive before 8pm ie during daylight to simplify setting up. If you arrive Sunday, do so before 9am as all modern vehicles must be off the living history camp by 9.30am. Please note that the main park gates are locked/closed to vehicles nightly from Midnight to 8am (but open to pedestrians, except the ones leading off the street to our modern camp, see below).

**Departure time:** Preferably by 8pm Monday 30th August (although you can stay over to Tuesday if wished, albeit without security staff on site).

**Setting up:** See site plan. Please ensure that you follow the correct route to your living history area, as these are on the hillside as well as on the flat at the bottom of the park. Please could a nominated co-ordinator from each group contact us *as early as possible* on arrival to confirm your spot. Group members should not set up until we've confirmed exactly where, otherwise you might well have to move!

**New modern camp location!** As the field previously used is now fenced off with new turf and no vehicle access, the modern camp has been moved to Granville Road avenue, on the NW side of the park and close to the ACWS historic camp. Arrive on site as usual, drive past the old modern camp field and turn left. Follow the road round and turn left again. The roadway will be signed.

ACWS cavalry, Confederate artillery and overflow modern camping will be located in a separate area overlooking the old football field area, please see the map.

**Vehicles & parking:** Off the living history site 9.30am Sun to (Officially, 6.30pm Monday but in practice probably 5.30pm...await announcements). The only exceptions are official vehicles, static WWII vehicles (except during displays), & any agreed in advance with EventPlan for weapons storage at night.

Please note the **living history parking areas** on the map – these are different from last year.

**Fires & rubbish:** Shallow fire pits are permitted in living history areas as long as you carefully cut, water and reinstate the turf at the end. Wood will be provided, do not hoard stocks. Replace any unused wood where you found it. Bring an axe (or chainsaw) in case you need to chop any up, as in the past the contractor has not always cut logs small enough. Afterwards, cool and place all ash

& rubbish in a skip, or within the tree line if completely cold. Sorry, no camp fires on the modern campsite(s). *Leave "your patch" spotless.*

**Living history firewood:** There will be more this year although at every *Fayre* to date certain groups have hidden it away and then not even used it – this is selfish and unacceptable! Only take what you actually need! *Do not hoard the wood – we are so fed up with this that any group allowing this will be fined!*

**Powder storage:** Off site, groups have made their own arrangements.

**Timetable:** Please see appended below, and note the walk through for group co-ordinators/senior officers at 9.30am Sun & Mon.

**Site services:** In addition to portaloos/water etc available 24 hrs a day, facilities will be available in the *Centre in the Park* 8am – 5pm Saturday, 7am – 6.30pm Sunday, 7am – 6.30pm Sunday.

There'll be catering on site and the Centre's cafe will open early to offer their excellent cooked breakfasts at a very reasonable rate. During event hours, always avoid consuming anachronistic modern food/drink/ice cream if in period kit, it looks awful!

**Beer tent** on the hillside near the WWII area, as per last year, on Sat and Sun nights, this year including a Sunday night band kindly arranged via the KGL artillery.

**Security:** Security will operate on site (including within the modern camp). *However*, as you will know, the park is an open site and the council reasonably emphasise that they cannot be held responsible for everybody's' belongings, ensure you safeguard your kit, particularly during visitor opening hours – NB: sentries look good, and would help with this too. Don't leave weapons or valuables lying around unattended (we suggest you leave a modest "camp guard" during your arena displays, to augment stewards). Firearms and other weapons must be locked away "out of hours" unless physically guarded/slept with. We recommend that living history tent lines cross guy lines as an added deterrent to the occasional local "idiot" taking a short cut through. Report any problems immediately and if anyone is acting suspiciously, keep an eye on them/let us know.

**Wet weather:** In the event of wet weather/ground, the council will no doubt require arrivals to drive onto the grass at specific points. So please advise your participants to take care when driving vehicles on site, listen to stewards, take note of any alternative arrangements made.

**Health & Safety:** Think and act safety at all times! Please carefully read and act upon the appropriate section in our terms & conditions of participation. Each society should produce and act on their event risk assessment.

**Event enquiries or if lost:** EventPlan – Prior to event: 01509 815645. From PM Thursday 27th: 07779 340108 (mobile).

For general enquiries, the *Centre in the Park* number during opening hours is 0114 2860400.

## Sheffield Fayre, 29-30 August 2010

### Timetable of historical displays (Version 3)

Time	Display or activity	Performers	Location
From 3pm Friday	Set up	All	-
9.30am Sun	All non-period vehicles parked	All	Modern camp
Sun & Mon 9.30am	Daily event briefing	All group co-ordinators	Centre of Main Arena
10.00am	All vehicles (except WWII) off living history site to modern camp and parking, until 5.45pm Monday/all anachronisms hidden during visitor hours please	All	-
10.30am	<i>Sheffield Fayre</i> opens, living history commences	All	-
11am	American Civil War "campaign Scenario" (for 90 minutes)	<i>The American Civil War Society</i>	"Upper" end of Main arena
	Archery	<i>Lion Rampant</i>	Lion Rampant arena
Noon	Roman soldiers (limited range available for artillery as upper field taken up by ACWS campaign scenario above))	<i>Legio VIII MGV</i>	Main arena
	Juggling and squire training	<i>Lion Rampant</i>	Lion Rampant arena
12.30pm	Medieval combat	<i>The Albini Household</i>	Main arena
1pm	Medieval dancing and singing	<i>Lion Rampant</i>	Lion Rampant arena
1.30pm	WWII Eastern Front Skirmish	<i>The Northern WWII Association</i>	Main Arena
2 pm	Medieval story	<i>Lion Rampant</i>	Lion Rampant arena
	Artillery through the ages – Roman, Napoleonic and American Civil War	<i>Legio VIII MGV, The Kings German Legion and American Civil war Society</i>	Main arena
2.30pm	An American Civil War Battle – spectacular action from 1861-65	<i>The American Civil War Society</i>	Main arena
3pm	End of ACWS battle, followed by mass volley. WWII set up commences	<i>The American Civil War Society</i>	Main arena
3.10pm	Arming a knight/Medieval tournament	<i>The Lion Rampant</i>	Main arena
3.50pm	World War Two battle	<i>The Northern WWII Association</i>	Main arena
4.15pm ( <i>immediately</i> after WWII battle)	Grand finale with parade of participants from Roman to WWII eras.	All participating groups	Main arena
4.25pm	Last Post*, a minute's silence for our fallen soldiers in Afghanistan and Iraq, then single cannon shot to end the minute, Reveille* mass cannonade (all guns present), mass infantry volley, present arms and march off.	All participating groups	Main arena (entire site to respect minutes' silence)
5.30pm	Living history displays and <i>Sheffield Fayre</i> close.	All	-
Monday 6.30pm*	Non-WWII vehicles allowed back on living history camps**	All	-

\* Subject to confirmation of a bugler (any offers of availability from the ACWS or NA?).

\*\* Limited access Sunday night by prior agreement with EventPlan

As well as timed displays, enjoy ongoing living history by most of the above and other groups present including *Autolytus Enterprises*, *Colonel Edward Montagu's Regiment of Foote*, *The Arizona Rangers*, *Poor Bloody Infantry*, *Lovat Scouts* and *Nam 69*. Plus duelling skills from the *Society for the Study of Swordsmanship*.