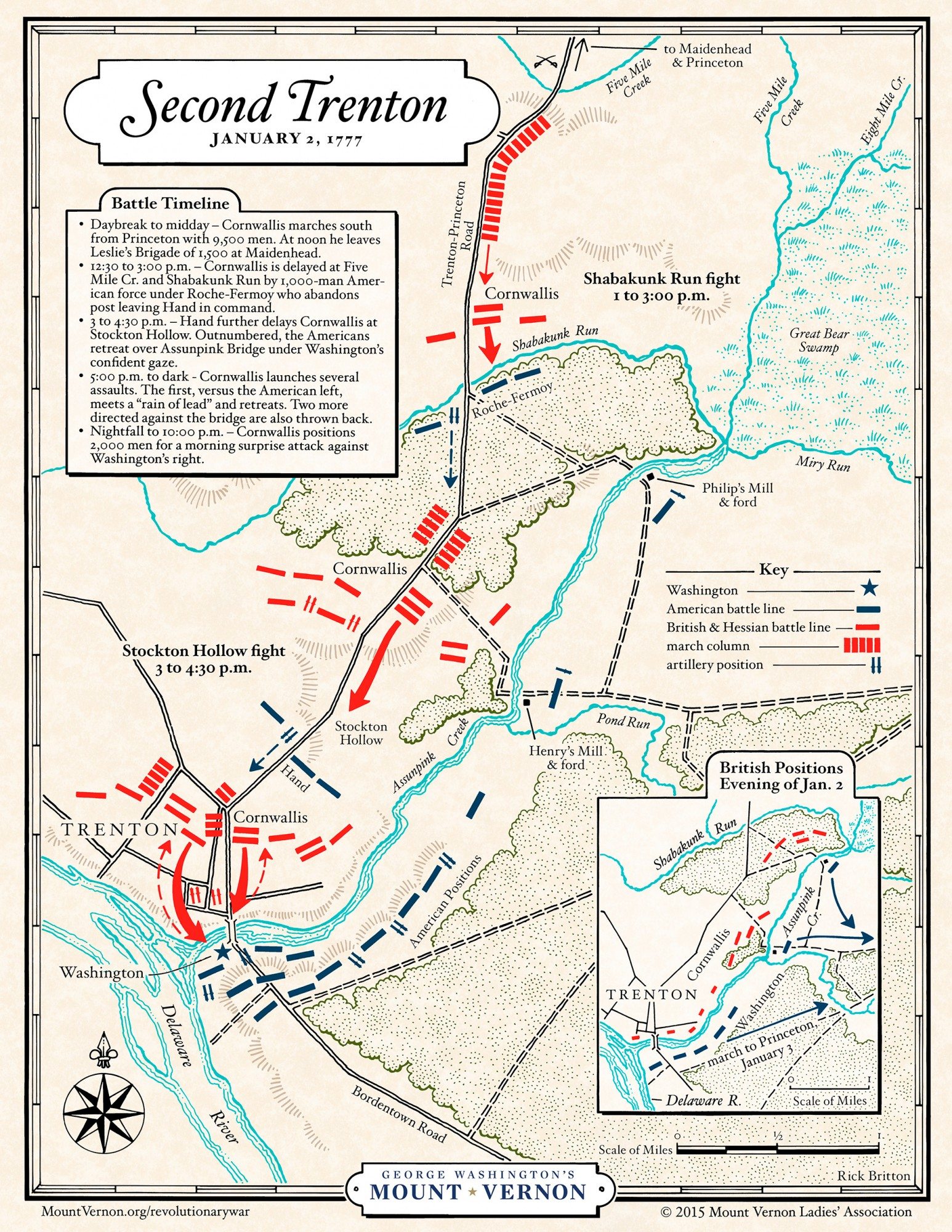
***Be Washington! It’s Your Turn to Lead***

**Battle of 2nd Trenton**

**Final Film Script**

****

**AV at a Glance:**

Media Type:Video & Interactive Multi-user Experience

Run Time:16:33 minutes

Number of Users: up to 36 students, 1 docent or educator

**Goals:**

1. Educate Mount Vernon’s audience on the leadership and decision-making acumen of George Washington through what will become one of the most memorable experiences at the Estate.
2. Create an engaging, participatory experience that helps make difficult leadership topics accessible and interesting.
3. Support and bolster the burgeoning educational and leadership programs at Mount Vernon.
4. Create a flexible and extensible platform that can be easily augmented with new scenarios.

**Hardware:**

Kiosk Monitors:(18) 32” touchscreen monitors; (18) kiosk computers & speakers for monitors; (1) server for on-Estate usage; (1) touchscreen monitor with computer for docent or lead educator (placed in front of the room).

Video Wall:6K LED micro tile wall.

**Experience Summary:**

Classes and leadership groups will come by appointment to the newly renovated Distance Learning Center (DLC). These groups, consisting of up to 36 people, sit in front of large interactive monitors. One monitor may be shared by up to two people.

A Host on a large screen at the front of the room greets the visitors, sets up the historical scenario and the decision that George Washington had to make. Four scenarios are envisioned: The Newburgh Conspiracy, 2nd Trenton, the Whiskey Rebellion, and the Genet Affair.

To play, visitors watch a series of monologue style videos of historical characters, both real and composite, who offer their opinions to the player. As players move through the characters, they have the chance to rate the persuasiveness of each argument. As the clock ticks down, two separate “dispatches” of information pause the game and give the players new information. These dispatches will increasingly emphasize the urgency of the crisis and the need for a decision from Washington. When the game clock runs out, the player must make their decision.

After the group has voted, a final re-enactment scene appears on the front wall, which reveals Washington’s decision. The Host then returns and explains the guiding principles of Washington’s leadership style and the historical impact of Washington’s decision. Then, a final results screen appears with a recap of the voting results.

At times, the DLC space may not have an appointment booked. In such cases, Mount Vernon staff will be able to set all four scenarios to play on a continual loop with one scenario followed immediately by another.

**Cast (organized by scene):**

**A) Host Scenes:**

The following role will be cast and filmed by Cortina Productions in coordination with Mount Vernon:

* **Host**

**B) War Council Scenes – Speaking Roles:**

* **General George Washington,** (44 years old)
* **Brigadier General Arthur St. Clair** (also present in war council scenes)
  + - Delivers second dispatch

**C) War Council Scenes – Non-Speaking Roles:**

* **(5) Continental Army officers of varying age to be provided by Mount Vernon.**

**D) Additional Live Action Scenes – Non-Speaking:**

The following roles will be cast, costumed and filmed by Wide Awake Films:

* **The Continental Army advance guard** streams back over Assunpink Creek while Washington (on horseback) thanks and encourages them.
* **British army** massing on Assunpink Creek.
* Live action battle re-enactment of Cornwallis’ three probing attacks (narrated by Sergeant Joseph White’s account). **Sergeant Joseph White** to be featured prominently (he also appears later as an adviser – speaking role).
* **British scouts** wading through a shallow section of Assunpink Creek at dusk.
* **General Washington leads Cadwalader brigade** to the front lines as he rallies his men to fight at Princeton (40 seconds of coverage).
* **British soldiers** discover smoldering campfires and an empty American battle line. **One officer** angrily kicks the smoldering embers.

**E) Adviser Videos:**

The following speaking roles will be cast, costumed and filmed by the Mount Vernon video team. This list does not include advisers Henry Knox and Joseph Reed, who will be cast by Wide Awake Films per section B above.

* **Colonel George Washington,** (22 years old)
* **Stacy Potts, Citizen**
* **John Cadwalader, American Colonel**
* **Congressman Robert Morris**
* **Colonel Henry Knox**
* **Colonel Joseph Reed**
* **Stephen Moylan, American Officer**
* **Sgt Joseph White**

|  | | | | | |
| --- | --- | --- | --- | --- | --- |
| No. | **FRONT WALL VIDEO** | **FRONT WALL AUDIO** | **KIOSK VIDEO** | **KIOSK AUDIO** | |
| **SCENE 1**  **HOST SCENARIO INTRODUCTION**  **Green Screen Studio Shoot** | | | | | |
| 1 – 1 | Jackson appears on the front wall over black. Next to him is a live-action still of George Washington.  Music:  Run to the Hills Main Track. | **Host:**  **WELCOME TO THE “BE WASHINGTON” INTERACTIVE THEATER. SOON IT WILL BE YOUR TURN TO TEST YOUR LEADERSHIP AND DECISION-MAKING SKILLS IN A CRISIS GENERAL WASHINGTON FACED DURING THE REVOLUTIONARY WAR.**  **HERE’S THE SITUATION:** |  |  | |
| 1 – 2 | Wide Awake Films Shot (WAF): American soldiers marching through snow.  (B006C003\_170114\_R1UJ \_Tight) | **Host:**  **IT’S DECEMBER 1776, AND THE FATE OF THE REVOLUTION HANGS IN THE BALANCE.** |  |  | |
| 1 – 3 | Composite:  The Declaration of Independence is laid ontop of an image from the National Archives.  Paintings:  Image of Declaration of Independence. From National Archives.  “Declaration of Independence” by John Trumbull c. 1826. | **Host:**  **ONLY SIX MONTHS EARLIER, CONGRESS BOLDLY DECLARED INDEPENDENCE FROM THE KINGDOM OF GREAT BRITAIN.** |  |  | |
| 1 – 4 | Map Animation:  American troops retreating toward the Delaware while Great Britian moves toward Princeton.  Map Image:  “State of New Jersey” from David Rumsey Map Collection. | **Host:**  **BUT ON THE BATTLEFIELD, GENERAL WASHINGTON’S CONTINENTAL ARMY HAS BEEN BADLY BEATEN AND IS A FRACTION OF ITS FORMER SIZE.** |  |  | |
| 1 – 5 | Americans retreating / British advancing. (A012C004\_170115\_R4QA) | **Host:**  **AS WINTER SETTLES IN, DEFEAT IS IN THE AIR.** |  |  | |
| 1– 6 | American soldiers walking through the snow. | **Host:**  **BRITISH COMMANDER GENERAL HOWE IS CONFIDENT THAT IF ANY REMNANTS OF WASHINGTON’S ARMY REMAIN IN THE SPRING, THEY WILL BE EASILY BRUSHED ASIDE.** |  |  | |
| 1 – 7 | WAF: Shot of GW crossing the Delaware river - (S03E-05\_v01) split screen with map animation.  Map Animation:  Americans cross the Delaware toward the Hessians.  Map Image:  Plan of the operations of General Washington, against the Kings troops in New Jersey, from the Library of Congress.  Text on Screen:  Battle of Trenton,  New Jersey. | **Host:**  **BUT GENERAL WASHINGTON’S DARING CROSSING OF THE DELAWARE RIVER ON CHRISTMAS NIGHT** |  |  | |
| 1 – 8 | WAF: Americans capture Hessians. | **Host:**  **AND HIS ATTACK ON HESSIAN FORCES IN TRENTON SECURES AN UNEXPECTED AMERICAN VICTORY.** |  |  | |
| 1 – 9 | Map Animation:  American troops are stationed in Trenton as the British troops approach them. Then Americans move to the south side of the Assunpink Creek while the British move to the north side.  Map Image:  Plan of the operations of General Washington, against the Kings troops in New Jersey, from the Library of Congress. | **Host:**  **THE ATTACK PROMPTS BRITISH GENERAL CORNWALLIS TO MARCH A POWERFUL ARMY OF ELITE TROOPS SOUTH TOWARDS WASHINGTON’S POSITION IN NEW JERSEY. WASHINGTON SECURES A DEFENSIVE POSITION ON THE SOUTH SIDE OF THE SWIFT-FLOWING ASSUNPINK CREEK, HOPING TO DRAW THE BRITISH INTO A COSTLY ASSAULT.** |  |  | |
| 1 – 10 | Advance guard falling back, OTS GW on horseback  (A004C024\_170708\_R1UJ)  Text on Screen:  Jan 2, 1777,  Assunpink Creek  New Jersey | **Host:**  **ON THE EVENING OF JANUARY 2nd, CORNWALLIS AND HIS ELITE TROOPS ARRIVE IN TRENTON. UNLIKE THE FIRST BATTLE OF TRENTON, WASHINGTON NOW FACES A LARGER,** |  |  | |
| 1– 11 | Cut to shot of British troops marching: (A004C014\_170708\_R4QA) | **Host:**  **MORE EXPERIENCED ENEMY – ONE INTENT ON HIS TOTAL DESTRUCTION.** |  |  | |
| 1 - 12 | Composite:  Jackson appears on the front wall over black. Next to him is a live-action still of George Washington. | **Host:**  **YOU ARE ABOUT TO STEP INTO THE BOOTS OF GENERAL WASHINGTON.** |  |  | |
| 1 – 13 | Composite:  Jackson next to a map, gestures towards the three options, which have appeared on screen as text.   1. Stand firm and face Cornwallis. 2. Fall back to Philadelphia. 3. Advance north into New Jersey.   Map Animation:  As Jackson motions to each answer, 2D map animations demonstrate each possible battle plan for visitors.  Map Image:  “State of New Jersey” from David Rumsey Map Collection. | **Host:**  **AS COMMANDER OF THE CONTINENTAL ARMY, WILL YOU: STAND FIRM AND THE FACE CORNWALLIS’ ELITE TROOPS, FALL BACK TO PHILADELPHIA, OR ADVANCE NORTH INTO ENEMY OCCUPIED NEW JERSEY?**  **JUST LIKE GENERAL WASHINGTON, YOU WILL HAVE TO MAKE YOUR DECISION, UNDER PRESSURE, AS THE SITUATION CONTINUES TO EVOLVE.** |  |  | |
| 1 – 14 | Composite:  Jackson remains on screen as four full-body live-action advisers appear. Each adviser is labeled with their full name. | **Host:**  **YOU WILL BE ABLE TO SEEK ADVICE FROM VARIOUS ADVISERS WHO REPRESENT PEOPLE AND SOURCES GENERAL WASHINGTON WOULD HAVE CONSULTED. BUT, BE AWARE, THEY WILL OFFER CONTRADICTORY OPINIONS, AND YOU WILL NOT HAVE TIME TO HEAR FROM EVERYONE.** |  |  | |
| 1 – 15 | Composite:  Jackson remains on screen as video tutorial of how to play the interactive fills the screen. | **Host:**  **IT WILL BE UP TO YOU ALONE, TO DECIDE HOW STRONGLY YOU AGREE OR DISAGREE WITH THEIR ADVICE, AND WHETHER THEY WILL IMPACT YOUR DECISIONS AS THE COMMANDER-IN-CHIEF OF THE CONTINENTAL ARMY.** |  |  | |
| 1 – 16 | Jackson disappears off the front wall.  **Composite:**  New still frame of Washington with an image of Washington’s pocket watch.  Text on Screen:  It’s your turn to lead. | **Host:**  **NOW IS YOUR CHANCE TO “BE WASHINGTON.” IT’S YOUR TURN TO LEAD.** |  |  | |
| No. | **FRONT WALL VIDEO** | **FRONT WALL AUDIO** | **KIOSK VIDEO** | **KIOSK AUDIO** |
| **ADVISOR VIDEOS 1 – 4** | | | | |
|  | On the front wall, four full-size, live-action advisers appear. They are each labeled with their full name.  Music:  Edge by the Glenn Bisignano |  | (Players are invited to explore the four adviser videos on their kiosk.) |  |
| No. | **FRONT WALL VIDEO** | **FRONT WALL AUDIO** | **KIOSK VIDEO** | **KIOSK AUDIO** |
| **SCENE 2**  **DISPATCH 1**  **INT NIGHT – Douglass House, Brigadier General Arthur St. Clair’s quarters** | | | | |
| 2 – 1 | Stock footage of a messenger riding in.  Text on screen:  You have received a dispatch |  | (Kiosk freezes until the dispatch on the front wall is over.)  Text on Screen:  **You have a dispatch.** |  |
| 2 – 2 | Map Animation:  2D map animation shows the British attacking American troops and establishing a location.  Map Image:  Plan of the operations of General Washington, against the Kings troops in New Jersey, from the Library of Congress. | **Host:**  **WITH THE LAST OF THE DAY’S LIGHT FADING, CORNWALLIS UNLEASHES A SERIES OF FRONTAL ASSAULTS ON THE AMERICAN POSITION.** |  |  |
| 2 – 3 | CG:  Bridge Duplication  WAF: MS Redcoats charge on bridge (duplication shot).  Text on Screen:  Voice of  Sgt. Joseph White  Continental Army  Sgt. White narrates situation via voice over.  WAF: CU Redcoats charging. 2 different shots.  WAF: Side view of Sgt. White – looking intense/waiting.  WAF: Wide shot of two cannons firining, one after the other.  British soldiers taking a hit. | **Sergeant Joseph White, Front Line Soldier:**  The enemy came on in solid columns;  we let them come on some ways.  Then by a signal given, we all fired together. |  |  |
| 2 – 4 | WAF: CU Redcoats charging.  WAF: Wide shot of Sgt. White directing a re-load.  WAF: Tight shot of Sgt. White -  WAF: Wide shot of two cannons firing, one after the other -  WAF: British are hit, fall. Cannons continue firing. | **Sergeant Joseph White, Front Line Soldier:**  The enemy retreated off the bridge and formed again,  and we were ready for them.  Our whole artillery was again discharged at them.[[1]](#endnote-1) |  |  |
| 2 – 5 | WAF: CU Redcoats charge – frontal view.  WAF: Redcoats charging on bridge - duplication shot.  WAF: CU cannon is loaded. Various hectic shots. Sgt. White can be seen in the background. Cannons fire.  WAF: Redcoats take a hit, fall. Cut back to cannons firing.  WAF: Hessian soldiers taking a hit -Sweeping shots of dead on bridge. | **Sergeant Joseph White, Front Line Soldier:**  They came on a third time.  We loaded with canister shot and let them come nearer. We fired all together again, and such destruction it made, you cannot conceive.  The bridge looked red as blood, with their killed and wounded red coats. [[2]](#endnote-2) |  |  |
| 2 – 6 | Jackson reappears on the front wall next to live-action footage of battle scene.  Music:  Edge by the Glenn Bisignano. | **Host:**  **YOUR CONTINENTALS FOUGHT WELL TODAY, REPULSING THREE DETERMINED ASSAULTS BY THE BRITISH, BUT CORNWALLIS’ ARMY REMAINS A FORMIDABLE FOE. TOMORROW, A BATTLE IS CERTAIN. IF THE AMERICANS LOSE, IT COULD MEAN THE END OF THE REVOLUTION. YOU MUST MAKE A DECISION SOON.** |  |  |
| 2 – 7 | Four new full-size live-action advisers are shown on screen. They are labeled with their full names. | **Host:**  **YOU HAVE FOUR NEW ADVISERS TO HEAR FROM.** |  |  |
| 2 – 8 | On the front wall, full-size, live-action advisers appear. They are labeled with their full names. |  |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| No. | **FRONT WALL VIDEO** | | **FRONT WALL AUDIO** | | **KIOSK VIDEO** | **KIOSK AUDIO** |
| **SCENE 3**  **DISPATCH 2**  **INT NIGHT – Douglass House, Brigadier General Arthur St. Clair’s quarters** | | | | | | |
| 3 – 1 | Stock footage of a messenger riding in.  Text on screen:  You have received a dispatch |  | | (Kiosk freezes until the dispatch on the front wall is over.)  Text on Screen:  **You have a dispatch.** | |  |
| 3 – 2 | WAF: MS St.Clair, Washington, and officers gather around a table.  Music:  Dark Bolero Main Track.  Text on Screen:  Jan 2, 1777,  War Council,  Trenton, NJ  George Washington  General  Arthur St. Clair  Brigadier General  WAF: Cut to British soldier emerging onto river bank in foreground.  (A006C004\_170708\_R4QA).  WAF: Cut to CU of St. Clair, addressing Washington. | **Brigadier General Arthur St. Clair:**  General Washington, we observed a British scouting party exploring the shallow area near  Phillips Ford.  If they return in force I do not have the men to stop them. | |  | |  |
| 3 – 3 | WAF: CU of Washington, speaking.  WAF: Cut to MS of Washington pointing to map on table.  Map Animation:  2D map animation shows how the British will cross the creek to corner American troops.    Map Image:  Plan of the operations of General Washington, against the Kings troops in New Jersey, from the Library of Congress. | **General Washington:**  If the enemy uses that crossing, they could attack our vulnerable right flank and corner us with the icy Delaware River at our backs. | |  | |  |
| 3 – 4 | WAF: MS St.Clair speaking to Washington. | **St. Clair:**  The consequences could prove fatal. [[3]](#endnote-3) | |  | |  |
| 3 – 5 |  | **Host:**  **WILL THE PROSPECT OF BEING FLANKED BY THE REDCOATS AFFECT YOUR DECISION? YOU MAY SEEK ADVICE FROM YOUR ADVISERS ONE LAST TIME. BUT MAKE HASTE! THERE IS LITTLE TIME LEFT BEFORE THE BRITISH RENEW THEIR ATTACKS.** | | (The interactive touchscreen freezes until after the Host is done speaking.) | |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| No. | **FRONT WALL VIDEO** | **FRONT WALL AUDIO** | **KIOSK VIDEO** | **KIOSK AUDIO** |
| **SCENE 4**  **HOST – Time to Vote** | | | | |
| 4 – 1 | Composite:  All eight advisers appear on screen. They are altered to reflect how much the majority of the room agreed or disagreed with their advice. | **TIME’S UP. YOUR ADVISERS HAVE SPOKEN.**  **THIS IS A REFLECTION OF HOW MUCH THE**  **ROOM AGREED OR DISAGREED WITH THEIR**  **ADVICE.** |  |  |
| 4 – 2 | Composite:  Jackson, next to a map, gestures toward the three options, which have appeared on screen as text.  Text on screen:   1. Stand firm and face Cornwallis. 2. Fall back to Philadelphia. 3. Advance north into New Jersey.   Map Animation:  As Jackson motions to each answer, 2D map animations demonstrate each possible battle plan for visitors.  Map Image:  “State of New Jersey” from David Rumsey Map Collection. | **Host:**  **AS COMMANDER IN CHIEF OF THE CONTINENTAL ARMY, IT IS UP TO YOU ALONE TO MAKE THE DECISION.**  **WILL YOU STAND FIRM AND FACE CORNWALLIS’ ELITE TROOPS?**  **WILL YOU FALL BACK TO PHILADELPHIA?**  **OR WILL YOU ADVANCE NORTH INTO ENEMY- OCCUPIED NEW JERSEY?**  **YOU HAVE TEN SECONDS TO CAST YOUR VOTE, STARTING NOW.** |  |  |
| 4 – 3 | Jackson disappears.  Text on Screen:   1. Stand firm and face Cornwallis. 2. Fall back to Philadelphia. 3. Advance north into New Jersey |  | Text on Screen:  (A countdown clock appears on the kiosk and counts down from ten seconds to zero)  Text on Screen:  (the three choices appear on the kiosk with a prompt to vote for one) |  |
| 4 – 4 | Composite:  Jackson reappears on the front wall, next to same map.  On Screen you will see:  Most popular audience selection is highlighted. | **Host:**  **THE RESULTS ARE IN.**  **Option 1:**  **The majority voted to stand firm and FACE CORNWALLIS: A courageous choice.**  **Option 2:**  **The majority voted to fall back to Philadelphia: a prudent choice.**  **Option 3:**  **The majority voted to advance further into enemy territory: A bold choice.**  **Option 4: THE GROUP IS DEADLOCKED; THE VOTES ARE EVENLY SPLIT.**  **WEB ONLY:**  **Host:**  **THE RESULTS ARE IN.**  **Option 1:**  **YOU voted to stand firm and FACE CORNWALLIS: A courageous choice.**  **Option 2:**  **YOU voted to fall back to Philadelphia: a prudent choice.**  **Option 3:**  **YOU voted to advance further into enemy territory: A bold choice.** |  |  |
| 4 – 5 |  | **Host:**  **Now let’s find out what General Washington decided to do.** |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| No. | **FRONT WALL VIDEO** | **FRONT WALL AUDIO** | **KIOSK VIDEO** | **KIOSK AUDIO** |
| **SCENE 5**  **WAR COUNCIL LIVE ACTION SCENE**  **INT NIGHT – Douglass House, Brigadier General Arthur St. Clair’s quarters** | | | | |
| 5 – 1 | WAF: MS Washington paces around the room as he deliberates out loud. Washington looks around the room at his men.  Text on Screen:  Jan 2, 1777, War Council, Trenton, New Jersey.  Music:  Run to the Hills Main Track | **General Washington:**  While a night march is perilous, we cannot sit in our trenches and await Cornwallis to attack. We could be flanked just as we were in Brooklyn the summer before. Nor can we retreat in the face of the enemy. This cause needs a victory, or at least the sense of initiative. |  |  |
| 5 – 2 | WAF: CU Washington addresses his men. | **General Washington:**  Marching northeast to Princeton, New Jersey will avoid the  appearance of retreat, which is of consequence. [[4]](#endnote-4) |  |  |
| 5 – 3 | WAF: CU Washington turns to St. Clair and addresses them with a deliberate tone. | **General Washington:**  Dispatch a work party to build intrenchments near the ford. Let the nearby British sentinels believe that we are determined to stand our ground. |  |  |
| 5 – 4 | WAF: MS Washington turns to another officer and addresses them with a deliberate tone. | **General Washington:**  Double the guards and have them keep blazing camp fires til daybreak. [[5]](#endnote-5) With any luck, our movement will be masked until dawn. [[6]](#endnote-6) |  |  |
| 5 – 5 | WAF: MS Washington speaks to all of the men in the room with confidence and conviction. | **General Washington:**  Gentlemen, we march to Princeton. |  |  |
| No. | **FRONT WALL VIDEO** | **FRONT WALL AUDIO** | **KIOSK VIDEO** | **KIOSK AUDIO** |
| **SCENE 6**  **HOST - Wrap Up** | |  |  |  |
| 6 – 1 | WAF: MS Night March  Music:  Run to the Hills Main Track. | **Host:**  **GENERAL WASHINGTON CHOSE TO SLIP AWAY IN THE MIDDLE OF THE NIGHT AND MARCH DEEPER INTO ENEMY- HELD TERRITORY,** |  |  |
| 6 – 2 | WAF: CU, through a window, we look in Cornwallis dining with his officers.  WAF: XCU officer drinks port. | **Host:**  **BRITISH GENERAL CHARLES CORNWALLIS, CONFIDENT AND UNAWARE, PLANNED HIS ATTACK.** |  |  |
| 6 – 3 | WAF: CU Cornwallis addresses his officers and toasts. | **Cornwallis:**  We got the ‘ol fox safe now. We shall go over and bag him in the morning. |  |  |
| 6 – 4 |  | **Officer:**  Here here my boy! |  |  |
| 6 – 5 | Map animation:  American troops move north toward Princeton to fight the British.  Map Image:  Plan of the operations of General Washington, against the Kings troops in New Jersey, from the Library of Congress.  WAF: Wide shot of Contintal line charging with explosion in foreground.  WAF: Tighter Shot of charge.  WAF: Cut to MS of American soldiers firing. | **Host:**  **THANKS TO THE SUCCESSFUL DECEPTION AND THE TIRELESS ENERGY OF WASHINGTON’S OFFICERS AND SOLDIERS, THEY ARRIVED UNDETECTED AT PRINCETON THE MORNING OF JANUARY 3, 1777 AND ATTACKED BRITISH FORCES MARCHING SOUTH OF TOWN.** |  |  |
| 6 – 6 | WAF: CU of Charge.  CP: Tight shot of GW leading charge.  CP: Tight shot of Koopman leading. charge  WAF: Cut to MS of American soldiers firing. | **Host:**  **WASHINGTON HIMSELF LED THE FINAL CHARGE THAT BROKE THE BRITISH LINE AND SECURED YET ONE MORE IMPROBABLE VICTORY ON THE FIELD OF BATTLE.** |  |  |
| 6 – 7 | Composite:  Jackson appears on the front wall next to live action of soldiers marching, running, and GW charging on horse. | **Host:**  **WASHINGTON’S NIGHT MARCH TO PRINCETON IS WIDELY CONSIDERED BY MILITARY EXPERTS TO BE ONE OF THE BOLDEST ADVANCES IN AMERICAN MILITARY HISTORY AND THE VICTORIES IN NEW JERSEY, COMBINED WITH THE EVER INCREASING GUERRILLA ATTACKS,** |  |  |
| 6 – 8 | Map Animation:  Map shows the British retreating out of New Jersey and back into New York.  Map Image:  Carte des Provines Septles. Des Etats- Unis from David Rumsey Map Collection. | **Host:**  **FORCED BRITISH COMMANDER GENERAL HOWE TO PULL HIS FORCES BACK TOWARDS NEW YORK CITY AND GIVE UP THE HARD WON GAINS OF 1776.** |  |  |
| 6 – 9 | Painting:  Crossing of the Delaware from the MET. | **Host:**  **OF EVEN MORE HISTORICAL CONSEQUENCE, THE VICTORIES AT TRENTON AND PRINCETON CONTRIBUTED TO THE GROWING SENSE WITHIN THE BRITISH RANKS THAT THIS WAS A WAR THAT COULD NOT BE WON,** |  |  |
| 6 –10 | WAF: CU of Charge.  CP: Tight shot of GW leading charge. | **Host:**  **AND IT GREATLY IMPRESSED THE FRENCH, WHO WOULD LATER BECOME AMERICA’S POWERFUL ALLY.** |  |  |
| 6 –11 | Programmatic animations, the first that shows how the room voted and a second shows how votes have occurred over time. |  |  |  |

1. Washington’s Crossing, David Hackett Fischer, p 306. [↑](#endnote-ref-1)
2. Washington’s Crossing, David Hackett Fischer, p. 306 – 307. [↑](#endnote-ref-2)
3. Reed, General Reed’s Narrative, 402: https://archive.org/stream/jstor-20084674/20084674\_djvu.txt [↑](#endnote-ref-3)
4. Washington’s Crossing, David Hackett Fischer, p. 315. [↑](#endnote-ref-4)
5. Memoirs of My Own Times, General James Wilkinson, volume 1, p. 140. [↑](#endnote-ref-5)
6. Memoirs of My Own Times, General James Wilkinson, volume 1, p. 140. [↑](#endnote-ref-6)