



Colonial Heritage
FOUNDATION



9:00 am	
Continental Artillery	Begin the day as Continental forces load and fire the cannon typical of the Revolutionary War. CONTINENTAL FIELD: #22
Mounting the Guard	See how the British posted sentry duty. BRITISH CAMP: #29
9:30 am	
British Maneuvers	Watch as the Crowned Forces ready themselves with daily marches and drills. KINGS FIELD: #27
Continental Army	Observe camp activities, rations, cartridge rolling, and uniform display. AMERICAN CAMP: #29
Conversation with Jane Walker	Talk with Jane Walker a fictional camp follower with no allegiance to patriots or the King, as she describes her journey to poverty and loneliness due to the war occurring all around her. CUP AND QUILL: #28
10:00 am	
Military Skirmish	Witness a skirmish between the Americans (Continental soldiers & Militia) and the British Crown Forces. CONTINENTAL FIELD: #22
Bullet Casting	Watch the process of making muzzle loading ammunition. FRONTIER VILLAGE: #36
10:00 am	
Children's Militia	Young patriots are invited to join the militia to muster as they march through the Colonial Village. CONTINENTAL FIELD: #22
British Weaponry	Observe and learn about the care and usage of British army equipment. BRITISH CAMP: #29
Boston: A Horrid Massacre	Hear and participate in the story of what really happened in Boston. Who was truly at fault? SOUTH MEETING HOUSE: #4
Conversation with Martha Washington	Hear Martha's side of what the Revolutionary War was like with stories of the General that he won't tell you. CUP AND QUILL: #28
11:00 am	
Continental Army Re-enlistment	Witness Washington plea to re-enlist, how the Continental Army was able to keep the war alive. AMERICAN CAMP: #16
Conversation with Elizabeth Thomas	A spy you say!? Yes, you heard it correctly. Elizabeth was a real spy for the British Crown. Come and listen to her story! CUP AND QUILL: #28
What's in the Bag?	Come and see the contents of a shooting pouch on the frontier. Ask the tough questions, get the really good answers. FRONTIER VILLAGE: #36
Colonial Dance Instruction	Come join in one of the colonists favorite diversions: dance. Learn some of the dances of the era. THE GEORGES: #3
11:30 am	
Piracy Trial	You be the judge and decide the fate of the accused. Was he a "pirate" or an innocent victim? SOUTH MEETING HOUSE: #4
Continental Army	Observe camp activities, rations, cartridge rolling, camp surgeon, uniform display, and musket demonstrations. AMERICAN CAMP: #16

11:30 (continued)	
Conversation with Ben Franklin	Be a part of a conversation with the great Benjamin Franklin. Feel free to ask all the questions you have about his work, even that crazy idea of electricity. CUP AND QUILL: #28
Noon	
Liber“tea” with the Founding Fathers	Enjoy colonial teas, biscuits and tarts while you sit and visit with the founders about the ideas of the Revolution. Hosted by lady Washington, seating is limited (\$10/person); tickets available at the foundation office: map #1. THE GEORGES: #3
12:30 pm	
Can We Really Be Free?	Virginia's Royal Governor Dunmore's proclamation promises freedom to the enslaved of Patriot owners. Or does it? SOUTH MEETING HOUSE: #4
Soldiers Mess	A meal for the soldiers AMERICAN MESS: #13
Frontier Style Warfare	Demonstrating tactics and techniques of frontier warfare. FRONTIER VILLAGE: #36
1:00 pm	
Conversation on the Declaration	Listen to the thoughts of key Founding Fathers (Adams, Jefferson, Franklin) about the Declaration of Independence. Ask the questions you have always wondered. CUP AND QUILL: #28
Continental Army	Continental Artillery and Infantry and the firing of musket volleys. AMERICAN CAMP: #16
Colonial Dance Instruction	Come join in one of the colonists favorite diversions: dance. Learn some of the dances of the era. THE GEORGES: #3
Women of the Frontier	Observe the life and skills, and hardships of a woman on the colonial frontier. FRONTIER VILLAGE: #36
1:30 pm	
Declaration of Independence	Hear the Declaration of Independence as read by Founding Fathers and others affected by its ideas. SOUTH MEETING HOUSE: #4
Mounting the Guard	See how the British posted sentry duty BRITISH CAMP: #29
2:00 pm	
Conversation with Deborah Samson	A female Continental soldier, really?! Come hear this amazing story of the woman who disguised herself as a man in order to fight for the cause of liberty. CUP AND QUILL: #28
Continental Army	Observe musket demonstration, rations, cartridge rolling, camp surgeon and uniform display. AMERICAN CAMP: #16
Soldier vs. Frontier Scout	Are all things military created equal? Come find out as you see the differences in gear between a regular soldier and a frontier scout. FRONTIER VILLAGE: #36
Changing of the Guard	See the pageantry as the Crown Forces change and relieve guard duties. BRITISH CAMP: #29
Shay's Rebellion	Participate in the little-known rebellion that led to the writing of the Constitution and Washington's presidency. SOUTH MEETING HOUSE: #4
2:30 pm	

3:00 pm	
Conversation with the Washingtons	Haven't you always wanted to talk with General and Lady Washington? Now is your chance to ask those burning questions. CUP AND QUILL: #28
Continental Artillery	Watch Continental cannon demonstrations. CONTINENTAL FIELD: #22
Colonial Dance Instruction	Join colonial diversion: dance. Learn some of the dances of the era. THE GEORGES: #3
Making a Buck	Come see and learn how the trading of deer hides established a monetary system in the frontier. FRONTIER VILLAGE: #36
3:30 pm	
Continental Army	Musket demonstrations. AMERICAN CAMP: #16
Tea Tax Debate & Kids	Decide whether you will march upon the ships in the harbor that carry the King's tea. Afterward, Children muster and march into the American Militia SOUTH MEETING HOUSE: #4
4:00 pm	
Continental Army	Infantry Demonstrations. AMERICAN CAMP: #16
Fire in the Hole!	Not cannon fire, but fire starting on the frontier. Is it as easy as you think? FRONTIER VILLAGE: #36
Conversation with Thomas Jefferson	Why did Thomas Jefferson write that? Ask him yourself as you join the conversation with this famous author. CUP AND QUILL: #28
British Maneuvers	Watch as the Crown Forces ready themselves with daily marches and drills. KING'S FIELD: #27
4:30 pm	
Military Skirmish	Witness a skirmish between the Americans (Continental soldiers & Militia) and the British Crown Forces. CONTINENTAL FIELD: #22
5:00 pm	
Reflections of New Nation	Hear the concerns about the newly adopted Constitution from the first to live under it, including Washington. SOUTH MEETING HOUSE: #4
Colonial Dance Instruction	Join colonial diversion: dance. Learn some of the dances of the era. THE GEORGES: #3
Continental Army	Observe camp activities, rations, uniform display, and cartridge rolling. AMERICAN CAMP: #16
Walk a Mile in Their Shoes	Making of functional footwear along the frontier was essential for protecting the feet and critical for comfort. FRONTIER VILLAGE: #36
Trooping the Colors	Follow both the American and British Military as they come together to end the day's activities. BEGIN AT BRITISH/AMERICAN CAMP: #29, #16
6:00 pm	
Continental Artillery and Infantry	Close the day as the Continental forces fire the cannon typical of the Revolutionary War. Infantry drill and the firing of musket volleys too. CONTINENTAL FIELD: #22
The minuteman icon indicates an audience-involved reenactment. Arrive early for a chance to participate.	

Other events for Friday, July 5	
2:00 PM Colonial Wedding	Witness General Washington performing the joining of a soldier and his lady. AMERICAN CAMP: #16
6:00 PM An evening of Shakespeare; Perhaps	Just after the closing cannon, James Stagg's "Company of Fools", will provide an Evening of Shakespeare that could result in a Comedy of Errors! Amusement will ensue for all! SOUTH MEETING HOUSE: #4
7:00 PM Colonial Dance	Join a country colonial dance hosted by Ron and Brooke Shaw. Recommended for adults and children old enough to follow instruction and participate in dancing. CONTINENTAL FIELD: #22
Ongoing Activities	
Foundation Annual Membership	Support the Colonial Heritage Foundation by becoming an annual member (\$35). Tuition waived for monthly class plus many discounts and benefits at this festival. Details at Information Booths or foundation office. FOUNDATION OFFICE: #1
Spy Ring	General Washington is establishing a spy network and is in desperate need of intelligence! If you are willing to risk your personal safety for the cause of liberty, find the agent by looking for "the codfish". Ask the question, "Will you fish for cod in January?" Only the true agent will respond, "Aye, but a strange time of year to fish 'twill be indeed." You will then receive further instructions. NEAR CUP AND QUILL: #28
Apprentice Challenge	It's 1774, your father, Josiah Fowler, has just died and your mother is unable to care for all the family. For your survival, you must leave the farm for the city to seek an apprenticeship. Mr. Chipman knew your father well and has agreed to provide a letter of reference. Visit locations marked "Apprentice Needed, Inquire Within" to perform tasks that will test your ability to be a good apprentice. If you are successful in getting a contract, return to the foundation office (map #1) to cast your vote as a patriot or loyalist to enter a raffle for fantastic prizes! START AT CHIPMAN POTTERY: #44
An interactive game for children of ages 7 to 14	
Dead Man's Waistcoat	Dead Man's Waistcoat is a musical group of young historic interpreters wandering throughout the festival and performing songs of the 18th century as well as original songs inspired by the era. When you see them, be sure to stop and enjoy a song or two from colonial times.
Other Freedom Festival Activities Nearby	
Museum and Programs	Step out of the heat and into the Scera Theater where the "Cries of Freedom" musical is shown daily at 1, 4, and 7 pm. Also visit the Brent Ashworth museum, Walk of Honor, Immigrant simulations, and many other exciting activities.
Freedom Vehicles	Come see 50+ military vehicles and many military artifacts that represent the sacrifices made for freedom in the last 100 years. FREEDOM VEHICLES: #66
This info is available in the <i>Franklin Event Guide</i> where you get your apps	

