



Volunteers/Inters Application Form

The following information will help us get to know you and place you in the area best suited for both you and the evolution of the Fortress. Our ultimate goal is to raise a fortress: the rest is extra. Before filling out this Application, please read all of the information.

There are several questions below. We encourage you to elaborate on your answers. Many times the volunteering experience can only last a few days because of personal constraints and although all we ask of volunteers is enthusiasm and good physical condition (see all requirements below), the more we know about you before you come, the more enriching your experience will be.

APPLICATION

Completed application, signed insurance form, \$20 check made out to Ozark Medieval Fortress, and a copy of a current photo i.d. must be submitted at least ten (10) days prior to work dates. And mailed to:

Ozark medieval Fortress Volunteers, 1671 Highway 14 W, Lead Hill, AR 72644

Or Faxed to: 870-436-4936

Print name: _____

Address _____ City _____ State _____

Zip _____

Telephone Number _____ e-mail Address: _____

What SPECIFIC dates are you available? (Beginning and ending dates you desire)

What about the Middle Ages interests you?

Why do you want to be an Ozark Medieval Fortress volunteer/intern?

Have you done any of the following: stone carving, blacksmithing, textiles (weaving, dyeing, spinning), pottery, basket weaving? _____

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Other? _____

Related work experiences _____

Where do you see yourself working at Ozark Medieval Fortress? (You may have a skill that you want to share or prefer to learn something completely new.)

Describe your experience and abilities in working with a variety of people.

How did you hear about Ozark Medieval Fortress? _____

Requirements

- You must be 18 years of age or older
- You must be able to climb hilly terrain and lift up to 75 pounds
- See following text for clothing and hours requirements.

Please note that we are open 7 days a week, rain or shine, from 10 a.m. until 6 p.m.

Insurance Fee

There is a \$20.00 Fee. This covers insurance and processing for you, as a volunteer. This is a one time fee for the season.

Lodging, Camping and Conditions

Ozark Medieval Fortress is located on 50 acres of rural property. Weather conditions are variable. It can rain very hard and can get very hot. You need to prepare accordingly. No lodging is available this year on site. Lodging options are listed on the website. The office will be glad to answer questions about lodging in the area however we are unable to make reservations for you. There is limited primitive camping on site. It will only be in approved areas. There is more room for period camp sites, than modern.

During opening hours there must be NO modern features of anyone's camp site visible.

All tents and visible camp gear must be approved, before it is set up in the sight of visitors.

There is wildlife on the site. Raccoons, snakes, opossums, skunk, armadillo, coyote, and bear have been seen. It is a MUST that camp site be kept clean and trash taken to the dumpster daily.

CAMPING FEE there will be a \$5.00 daily camping fee to cover trash pickup, bathrooms, and water.

No Selling

This is an educational attraction. We only sell items and refreshments at the gift shop. If you produce something you would like to sell, it must be submitted to the management to be approved for consignment in the gift shop.

When you are here you represent Ozark Medieval Fortress. If you are a part of a different group or organization, this is not a place to recruit or sell the other. You should not display flyers, or signs for the other group.

Arrival

Upon arrival, you must check in with the General Manager. She or the site manager will assign your post. You must get approval from one of them to change posts.

Steel Toed Shoes

This is a construction site and steel-toed shoes MUST be worn. Even if you do not work with any part of the construction steel toes must be worn. If what you are doing at OMF cannot be done in steel toed shoes this will be addressed on a case-by-case basis.

Costume

You need to wear earthen colored pants (no blue, or white) and a plain earthen colored t-shirt. A tunic will be issued to you. You will need to turn this in to the office every evening.

If you are making your own costume or garb, it will need to be approved. There are period patterns, fabrics, and colors found through the office.

When making your own costume or garb here are a few guidelines.

- **STATION:** Remember your station. Most will be acting the part of a peasant. Most should be wearing what would have been their daily clothes, not festival day, or ceremonial. This is a work environment.
- **COLOR:** When choosing the colors for your garb, some colors are off limits in most cases. Dark “royal” purple, and absolute black would be not allowed or too expensive for all but the very wealthy and high ranking too wear. Intense dark colors should be avoided. It is hard to go wrong with earth tones.
- **FABRIC:** Natural fibers work best. Wool and Linen are best. Cotton will work, but historically it would have been very rare in France in the 1200’s, and unheard of for a peasant. This being said cotton is ok for our purposes. Synthetics, like polyester, should be avoided. Blends are fine. Remember we are working outside in all kinds of weather and natural fibers are just more comfortable. It is suggested staying with Wool, Linen, Cotton, and Rayon, or blends of these fibers. Stay away from prints, there were some prints in the 1200’s, but they would have been hand done and look nothing like the prints of today. Some woven patterns are ok, but should be simple geometric pattern, like checks and stripes. Again remember you are making clothes for a peasant to work in.
- **MODESTY:** It does not matter if something is historically correct, we are before the public. We present ourselves to families and school kids. We must always present a G rating. Clothing that is deemed too revealing will not be allowed. We work in the rain and when wet some fabric becomes see-through. You are representing Ozark Medieval Fortress; we reserve the right to disallow any garment we feel is not appropriate.

Guided Visit

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You will be required to follow a guided visit before taking your place on site.

Once on site if a tour group or visitor comes near you, greet them with a smile and explain who you are and what you are doing. If it is a tour group, keep your explanation short, answer any questions as quickly as you politely can. Then invite them to return for more detailed information after the tour is over.

Places

All workers should be in their assigned places by 10 a.m., or opening, until the end of their shift or closing (6 p.m.). Not all visitors take the tour; you should not rely on the tour schedules to be in your place.

If you are placed on the tour path for your display you need to stay in your area. When taking breaks do so at assigned times and let those working near you know where you have gone. If you have a replacement for breaks wait for them to be at your spot before leaving.

Keep in touch with those near you. If you are due or need a break let those around you know. Pass any messages to the guide, try to be discreet. Our guests need not know of our modern inner workings. If it is an emergency know where your first aid people and radios are. The guide should always have a radio.

You do not need permission to get water or take a bathroom break, but if possible let those around you know where you are going, and when you will be back. If you leave your area unattended place a “be back in 15 min” sign where guests and the tour guide can see. Do not rely on tour schedule, but do keep it in mind. If possible, take water and bathroom breaks when your absence will affect our guests the least.

Watch out for each other. There is a lot to be aware of (tours, breaks, safety). It is every one’s job to make sure we stay safe and are well taken care of.

In Case of Emergency

Try to stay calm in an emergency, such as heat or dehydration. Stress and panic never helps. Our guests and workers/ volunteers safety is most important. In most cases the guests want to make as little of a fuss as possible if they are having a problem, be polite and respectful, but let first-aid and management people know of problem as soon as possible however small it may be.

Right of Dismissal

As a volunteer you become a representative of Ozark Medieval Fortress. We take this project very seriously, and we care for all the people that are a part of it, paid and volunteers alike. If by action or inaction you cause or are perceived to cause problems for OMF, employees, or visitors, you can be asked to leave. In this case, your \$20.00 insurance will not be refunded.

We welcome you to be a part of this exciting, close-knit team, which can trust each other. This is a learning environment and attempts may be made to teach any knowledge that is lacking, or fix a problem that has occurred.

Each situation will be handled on a case-by-case basis. Anyone may be dismissed for, but not exclusive to, theft, dishonesty, rudeness, disrespect, bullying, aggressiveness, violence, or dishonorable behavior. This is toward anyone, be it worker, volunteer, visitor, or OMF itself.

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The Ozark Medieval Fortress experience is a unique and rewarding one for all who participate. We look forward to sharing it with you and exchanging knowledge with you.

Ending

When you are ready to leave, please check out with the General Manager and return your tunic.

You will likely be filmed and photographed by the public and/or by agents of Ozark Medieval Fortress, LLC. By signing this form, you consent to and release Ozark Medieval Fortress, LLC to use pictures, audio or video of you for illustration, promotion, editorial, advertising or trade, and for any other purpose whatsoever without restriction as to alteration and you hereby release Ozark Medieval Fortress, LLC from any and all claims and demands relating to such photographs, audio or video including, without limitation any and all claims for libel or invasion of privacy.

By signing, you are agreeing that you have read and agree to all the regulations contained herein.

Date _____

Signature _____

VOLUNTEER/INTERN'S ACKNOWLEDGMENT OF RISK AND RELEASE OF LIABILITY

In consideration of my being allowed to participate as a volunteer or intern with Ozark Medical Fortress LLC, a Delaware limited liability company ("OMF"), I, _____, hereby acknowledge and agree as follows:

Although OMF will take reasonable steps to provide me with appropriate supervision so I can participate in volunteer and intern activities (the "Activities") for which I may not be skilled, I understand that the activities are not without risk. I understand that certain risks are inherent in the Activities which cannot be eliminated without destroying the unique character of the castle being constructed by OMF and that these risks can be the cause of personal injury, death or property damage.

I understand that the Activities in which I will participate will take place on a construction site on which there is a possibility of accidents resulting in physical injury from the following, without limitation, uneven terrain, tools, falls from scaffolds or ladders, lifting objects, tripping while carrying objects, carelessness of other inexperienced persons, insects or poisonous plants.

I understand and acknowledge that the above description of risks is not complete and that other unknown or unanticipated risks may exist. I agree to assume and accept full responsibility for any risks not specifically identified, and I certify that I am fully capable of participating in the activities.

I hereby release OMF, and all its parent, affiliated and subsidiary entities, its employees, agents, officers and members (collectively, the "Released Parties") of and from any and all claims and demands of every kind and nature (including claims for damages, actual, consequential and punitive) for personal injury, death, or property damage which may result from my participation in or connection with the Activities.

I am over the age of eighteen (18) and have carefully read and understand the terms and conditions stated herein. I acknowledge that this release shall be effective and binding upon me, my family members, heirs, assigns, personal representatives and estate, and shall inure to the benefit of the Released Parties, their successors and assigns.

Signature _____ Date _____