

# Youth Service Initiative

Activity	Recommended Ages			YAFA Participant Applicable Achievements
	5 - 8	9 - 11	12 - 16	
Check in at Volunteer Point and assist with the task asked of you				YAFA Participants!!: If you are working on an achievement but don't see a class or activity listed in your subject, ask and we might be able to find something for you to do!!
Help distribute water, oranges and pickles to the fighters for with parent/guardian supervision	20	30	30	Herbology 1 (tentative)
	minutes			
Ask your Head of Household, a Peer, Baron/Baroness, Prince/Princess, or King/Queen if you can be their page (with older child or adult assistance)	1	2	3	Family Life 1.10
	hours			
Help unload and set up your camp	20	30	45	
	minutes			
Pick up combat arrows at the archery field (with older child or adult assistance)	20	30	30	
	minutes			
Assist any camp with dishes	1	2	3	Family Life 1.11, 2.11
	meals			
Carry a water cup for a herald making announcements	10	20	30	Heraldry 1.6, 2.7
	minutes			
Pick up trash from the ground	10	30	50	Family Life 1.11, 2.11
	pieces			
Assist with site cleanup	10	20	30	Family Life 1.11, 2.11
	minutes			
Be a runner for the autocrat or other staff	15	30	30	Family Life 1.3
	minutes			
Take bags of trash from a campsite or merchant to the dumpster.	2	5	8	Family Life 1.11, 2.11
	bags			
Serve as a list page or assistant to a field herald	At least 1			Heraldry 1.10, 2.4
	hour			

Help at gate (with an adult)	15	30	60	
	minutes			
Assist with the Coffee Fundraiser		30	45	
	minutes			
Help with water refills for a camp or merchant (Carry to water tap, fill and return)		2	3	
	refills			
Shadow a herald and learn about making announcements (and perhaps try your hand at a few)		10	30	Heraldry 2.7, 3.7
	minutes			
Function as a silent herald		10	20	Heraldry 2.11, 3.11
	minutes			
Learn how to inspect equestrian weapons, then work with a marshal to inspect weapons before a tournament.				Equestrian 2.6a
Assist with scorekeeping for an equestrian tournament.				Equestrian 2.6b
Assist a marshal by acting as a constable				Fighting 2.4.3, 3.4.3*
Aid or assist a fighter to put on armor, much like a squire did, before a tournament or battle.				Arms and Armor 3.1*
Complete one hour of service to a consulting herald.				Heraldry 3.5
Serve as the herald of a field for at least two rounds of a tournament, or participate in a mock court as the herald.				Heraldry 3.6
Assist a marshal with inspections of armor and weapons a warranted junior marshal,meets this requirement. *Being				Fighting 3.4.4*
Help organize and run a games tournament.				Games 3.9
Assist at an event as ground crew or as a herald for an equestrian tournament.				Equestrian 3.2*

Note: A parent or guardian must be present in the area with children at all times.

 = Not recommended for that age group