

## Upcoming Events

### June 17th & 18th : Civil War Encampment (10am-4pm)

Travel forward with us as we look in on the village as it plays host to a civil war encampment circa 1865. Follow your guide through the night on a lantern tour that will pay a visit to the soldiers tenting grounds, the local mortician, and the civilian camp followers. You have an opportunity to meet president Lincoln as he surveys the troops. Be sure to dress for the weather and pre-register for the lantern tour on our website. Daytime Parking Fee \$5 per car. Lantern Tour Saturday night. 7pm-9:30pm fee \$20

### June 24th: Craft Market (11am-4pm)

Our second craft market of the season features handcrafted jewelry, woodworking, ceramics, sculptures, and more. Each item, a unique work, artfully created. A perfect place to shop for that special gift. \$5 per car, and free for children under 12. See our website for information and vendor application. Vendor spaces \$50. Rain Date : June 25th

### July 2nd: Independence Day (11am-4pm)

Join us for the Military Muster in an 1836 salute to our country's independence.

### July 4th: Historic Buildings open for July Fourth.

### July 8th: Summer Flea Market (8am-3pm)

Join the hunt for the perfect treasure at our summer flea market. You never know what you might find! \$5 parking fee. Vendor spaces \$30 pre-registered, \$35 week of the event. Rain Date: July 9th.

### July 15th: James P. Allaire's Birthday (11a,-4pm)

The Guilds come out to celebrate our village and brag about their accomplishments to our founder on his special day. Cake, music and entertainment for the birthday guests. You are invited!

### August 5th: The Coast Liners (7:30pm) – Doo-Wop Music in the Chapel. \$15pp. Advanced Purchase recommended.

### August 12th: Mid-Summer Flea Market (8am-3pm)

The hunt continues for summer treasure as our mid-summer flea market offers up lots of interesting finds. Adopt an antique today! \$5 parking fee. Vendor spaces \$30 pre-registered, \$35 week of the event. Rain Date: August 13th.

### August 20th: 21st Annual Rolling Iron Antique Auto Show – Come and enjoy a taste of automobile history. Cars are on view in the parking area 8am – 3pm. Parking fee for visitors \$5, for exhibitors \$18 pre-registration; \$20 Day of Show. Rain Date: August 27th.

## Summer 2017

### LOOKING TOWARD THE FUTURE

The Historic Village at Allaire is embarking on the StEPs program; a standards and excellence program for history organizations. StEPs is AASLH's (American Association for State and Local History) self-study program designed specifically for small- to mid-sized history organizations, including volunteer-run institutions. Through a workbook, online resources, and an online community, organizations enrolled in StEPs assess their policies and practices and benchmark themselves against national museum standards. The program is divided into six sections that can be addressed in any order. In each section, organizations can identify their current practice as Basic, Good, or Better. Each level has its indicators, allowing organizations to set realistic goals and tackle challenges in small, manageable steps. Organizations work in each section at *their own pace* using checklists, worksheets, sample documents, and the 24/7 online community.



StEPs breaks down national standards into manageable levels. This allows you to measure progress while working incrementally to make improvements. After completing each level within a section, your organization receives a certificate from AASLH that lets your community and stakeholders see that you are making meaningful progress toward a goal of meeting, or exceeding national standards of excellence in the museum field. That translates into increased credibility that can help justify funding requests and form the basis of a more robust development plan. After achieving the highest level in all sections, graduating organizations are formally recognized at the AASLH Annual Meeting Awards Banquet.

As our Historic Village looks to the future, our commitment to standards of excellence and best practices within the museum field will serve us well in all aspects of our operation and help to build our reputation as a role model for living history museums. We "live" in the past, but look toward the future!

# The Historic Village at Allaire

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We are excited to kick off another Summer at the Historic Village at Allaire, and we hope to make it our best one yet. This year brings a special cause for celebration, as we honor the 60<sup>th</sup> anniversary of Allaire Village. We have a lot of exciting events planned, including some traditional favorites, as well as some brand new experiences. The past few months have brought about some exciting changes in the Village, including some new staff and volunteers, and we are looking forward to providing some new programs to our visitors for their enjoyment and education.

I would like to thank all of our volunteers, who are the heartbeat of the Village, for helping us make what we do possible. In addition, I would like to thank all of our visitors and guests for your continued patronage, and we invite you to make time to visit the Historic Village at Allaire over the upcoming Summer months. We look forward to seeing you in the near future.

Jay Johnson  
Director of Business and Operations

### A VERY BRIEF HISTORY OF THE MILITIA.

By Timothy Brown

There is sometimes a bit of confusion when it comes to the militia as we portray it at the village - let's clear this up. In early colonial America, compulsory militias were formed by each settlement to defend against the Native American tribes, primarily. These militias were self-outfitted, and not uniformed; there was no pay or compensation - they existed purely for defense and survival.

By the time of the American Revolution, militias had evolved somewhat (actually mandated by Britain to augment their troops during the French & Indian War), and were likewise utilized by General Washington to augment the Continental Army. These militiamen were styled "irregulars" because they were not uniformed ("regulars.") Compensation for their time was initiated, and fines were imposed for those who were absent from musters. These militias were ordered by the State Legislatures to be formed by each County.

The "Militia Act of 1792" changed how each militia was organized. This act required each State to form its own militia, composed of companies and regiments by county. It also required that each regiment develop a uniform, and that the State Legislature commission its officers. These militiamen, after the War of 1812, came to be called "amateur soldiers" (contrasted with U.S. troops, who were "professionals.") This Act created a truly "volunteer" militia, which was far more organized and regulated than those of the Revolution. In essence, Jacksonian era militias were State Armies.

The Howell Works falls into the "heyday" of this type of volunteer militia. Understand that our "2nd Company, 3rd Regiment of the Monmouth Brigade" was not actually part of the Howell Works - it simply mustered there, due to population density, and the fact that probably about one third of the militiamen of our company lived at the Works. The remainder of the militiamen would travel to the Works for the quarterly musters from outside of the Howell Works.

## OUR VILLAGE VOLUNTEERS – A BIT OF WHO’S WHO!

BY BONNIE BROWN

I am happy to report that although I have only been with the Historic Village at Allaire for a short time, I never cease to be impressed by the quality and devotion of an amazing group of volunteers who give an unbelievable amount of their time and attention in order to make the vision of our living history museum come alive for the public. Under the tutelage of Emily Thomas-Ridgway, the Village’s Event and Volunteer Coordinator, this impressive group keeps the village humming along through their knowledgeable and enthusiastic interpretations of life in 1836. A more talented and generous group of people would be hard to find and I feel lucky to be able to get to know them and learn from their experiences.

I’d like to also acknowledge some additional volunteers who are somewhat “under the radar”. Jessica Ciano, Peter Larson and Jeff Bryant are working diligently in our library to sort through our collection with the aim of preserving some of our older volumes and updating our cataloguing system by transferring vital information onto a data base called PastPerfect. Believe me, this is a monumental task and they are making amazing progress. Preserving and caretaking both our document library as well as our collection of historical objects is part of our overall mission to build a scholarly and accessible resource for this, and future generations. Our collective history as a society must not slip away into the past but remain a vital and informative guide to the future. Thanks to Jessica, Peter and Jeff, we are well on our way to achieving our goal.



## The Games People Played!

The Villagers of the 1830’s didn’t have a great deal of leisure time, but when they did, you might catch them playing a card game that was one of the first documented by Edmund Hoyle (yes, that Hoyle – as in “the rules according to...”) Hoyle was born in 1672 and by 1741, Hoyle began to tutor members of high society at the game of whist, selling his students a copy of his manuscript notes. Hoyle expanded the manuscript and published *A Short Treatise on the Game of Whist* in 1742, selling it for the high price of one guinea. When the book quickly sold out, rather than publish a new edition, Hoyle sold the rights to *Whist* to bookseller Francis Cogan for 100 guineas, an enormous sum for a small pamphlet. This book was the final authority on the rules of the game until 1864, when certain additions and variations were added. A precursor to the modern game of Bridge, our villagers would have been playing by the original rules. In this game, 4 people play in pairs (as in Bridge), the full deck is dealt (13 cards to each player), and the last card dealt to the dealer is put face up on the table and is the “trump” suit for the round. Play starts to the left of the dealer with the player placing a card of his choice face up on the table, play continues around with each player placing a card of the same suit as the first player (if they have one) or playing a trump suit card if they don’t. Highest card of the suit wins the round (called “taking a trick”) unless someone has played a trump card, in which case the highest trump wins. Sounds complicated? It’s really pretty straightforward once you get the hang of it and the bonus is you get to play with a partner and you win (or lose) as a team! First team to take enough tricks to equal 5 points wins the game. A tournament is called “a whist drive”.

For information on how you can learn Whist and perhaps participate in a whist drive email Bonnie at:

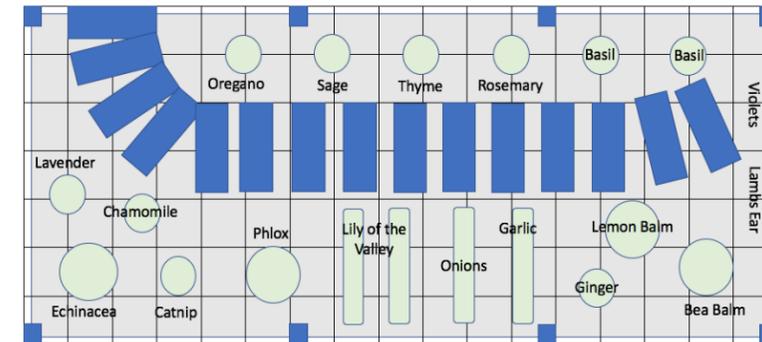
[bbrown@allairevillage.org](mailto:bbrown@allairevillage.org)

## The Gardens at Allaire

Gardens in the late 1700s and early 1800s were usually square or rectangular and enclosed by a hedgerow or fence. The fence helped to keep out animals, such as dogs and pigs, who were known to wander the streets of the village helping themselves to the local produce. Gardens also tended to be a mix of ornamental flowers, herbs and vegetables, rotated throughout the garden plot to keep the soil nourished and balanced in nutrients. The Village has a variety of gardens areas; some in traditional formations and others designed as floral cutting gardens in non-traditional areas such as the hill near the back of the carpenter’s shop.

If you stop by the Manager’s House, you will find a newly planted “kitchen garden” to the left of the house. This year, we are growing rhubarb, cucumbers, tomatoes, squash, beans, peas, radishes and corn. In addition to the veggies, the garden also has an assortment of herbs that would have been used by the lady of house in her food preparations. These include: sage, thyme, bay, chives and lemon balm. Planted as an herbal/medicinal garden, the Foreman’s Cottage garden is also bursting with new life. Most of the herbs grown in this garden would have been dried or macerated to be used in making curative teas, salves, balms and unguents. The village apothecary would then use these preparations to serve the villagers medical needs throughout the year. Some of the most useful herbs were mint (relieves allergies), Bee Balm (a sleep aid), lemon balm (cures anxiety and leg cramps) thyme (insect repellent) as well as many more! Check out both of the gardens next time you’re walking through Historic Allaire Village!

Herb Garden by Foremans Cottage



- Rosemary - two powerful antioxidants
- Catnip - soothes an upset stomach; reduced anxiety and tension (tea)
- Echinacea - Antiviral and immune-enhancing properties; popular for relieving colds and upper respiratory infections
- Garlic - potent antimicrobial
- Lemon Balm - Gentle calmative; eases tension, digestive upset, and colic; topical creams used for fever blisters
- Mullein - Leaves commonly used to relieve cough, sore throat, and chest congestion; steeped in oil, the flowers relieve earache
- Sage - Excellent for sore throat, cough, and colds
- Thyme - Highly regarded for relieving coughs, colds, and congestion
- Dill - GI Tract
- Oregano - cramping
- Parsley - bloated
- Basil - depression
- Lavender -
- Chamomile -
- Fennel - bad breath and odor
- Onions - Onion Poulitice (ginger / onion)
- Lamb's Ear
- Phlox
- Bee Balm
- Lily of the Valley

Kitchen Garden next to Manager’s House

