THE LEGEND OF ROBIN HOOD

Ask anyone to name the two great legendary heroes of British folklore and they will invariably mention King Arthur and Robin Hood. But for historians, these two great heroes also share one great problem: a lack of any real evidence to back up many stories and legends about them. If the legendary King Arthur really did reign over a united Britain and hold court with the Knights of the Round Table at Camelot, where is all the documentary evidence? Surely such a great leader would be written about extensively?

In the same way, if Robin Hood really was the man that we think he was, then surely his name would turn up on a regular basis in the historical records that we possess. In particular, the records of Edmund Deyncourt, the real-life Sheriff of Nottingham during the period Robin Hood supposedly existed, mention nothing about a troublesome band of outlaws in Sherwood Forest...

What evidence we do have — mostly in the form of popular ballads and occasional second-hand references — is not definite enough to prove the existence of our hero. What is more, the popular image of Robin Hood as a brilliant archer, kind to the poor but hard on the rich, accompanied by a band of perpetually merry men, is almost definitely an invention of recent times. If we are looking for a real-life Robin Hood, then we must expect him to differ from the character we see in children's tales and popular films.

From the outset, there is confusion as to Robin Hood's background. Some legends refer to his birthplace as Loxley, in Yorkshire. This idea is supported by the alleged presence of the outlaw's grave at Kirklees. Another suggestion is that Robin was actually Robert, Earl of Huntingdon — a disinherited nobleman who becomes an outlaw. It seems quite likely, however, that this version is the work of the Elizabethan playwright Anthony Munday.

In fact Munday, who had worked with Shakespeare, wrote two plays on the subject — *The Downfall of Robert, Earl of Huntingdon* and *The Death of Robert, Earl of Huntingdon* — which were so popular at the time that his version of events has lasted to this day.

Despite setting the theme for generations of plays and movies, the origins of the Robin Hood story clearly predate Munday's works. The oldest known reference to the outlaw is contained in a poem called *Piers Plowman* by William Langland and consists of just one line: "I know the rhymes of Robin Hood". Which rhymes he is referring to is, however, not known. In fact the 1400s are full of such one-line references: from "many men speak of Robin Hood", found in an anonymous poem of 1401, to a 1429 criminal, Piers Venables, being described by a Derbyshire jury as having assembled a gang of followers "like it had been Robin Hood and his men".

Nick Hobbes
© John Good

Robin Hood, Robin Hood, riding through the glen...

THE BALLADS

By far the best sources of Robin Hood legends are a number of the early ballads which have thankfully survived in written form. Of these, six can be dated with some certainty to have originated before 1500. Of course, ballads cannot be regarded as good evidence in themselves, as they were merely forms of entertainment used by wandering minstrels.

Between them, the ballads tell various stories concerning Robin and introduce a few of the characters with whom we are familiar today. *Robin Hood and the Monk* tells of Robin's visit to St Mary's Church in Nottingham, where he is recognised by a monk, betrayed to the Sheriff and captured. Eventually, Little John and Much trick the Sheriff into releasing their leader. *Robin Hood and the Potter* and *Robin Hood and the Curtal Friar* are similar tales in which Robin gets involved in a fight, and, impressed with his opponent's abilities, invites each to join his band. Not so in *Robin Hood and Guy of Gisborne,* where the two men hold a duel, resulting in Gisborne's death.

The death of Robin himself is alluded to in the final two ballads. *A Gest of Robin Hode,* which is the oldest of all six, concentrates upon the Sheriff's plan to entrap the outlaws by staging an archery contest. When Robin wins, he is arrested. In the ensuing drama, Robin escapes and kills the Sheriff before returning to the forest. At this point the King gets involved. Disguising himself as an abbot, he visits the outlaw camp, where he realises that the outlaws are loyal to the crown. He reveals his true identity and pardons Robin and his men. The story ends with Robin's death, after being betrayed to his enemy, Sir Roger of Doncaster. A similar death is described in *Robin Hood: His Death,* where Will Scarlett warns Robin not to trust a certain prioress. Ignoring this advice, Robin is delivered into the hands of a man called Red Roger and killed.
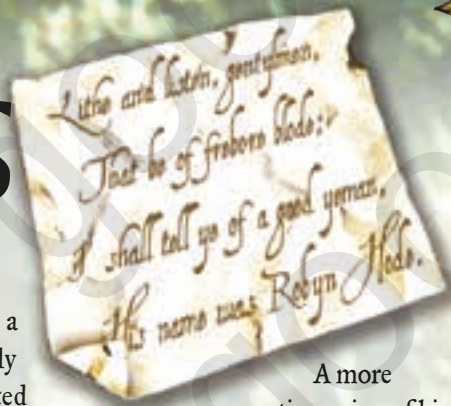
A more romantic version of his death has the mortally wounded Robin fire an arrow out of a window at Kirklees Gatehouse, having instructed his men to bury him wherever it lands.

At the end of the day, of course, unless some hard evidence is found, the real truth behind the legends, if indeed there is any, will always be a matter for debate. Every year, scholars and historians undertake hours of painstaking research to try and discover the true face behind the hood.

To his fans, however, Robin Hood will always exist: as the champion of the poor and the scourge of the wicked, as the true love of Maid Marian, and as a fearless leader and friend of Little John, Will Scarlett, Friar Tuck and the rest of the Merry Men. Just like King Arthur, Robin Hood is a true example of the type of hero which, in today's world, we both admire and maybe even need.

Nick Hobbes

Robin Hood, Robin Hood, with his band of men...

Into the Woods

Into the woods
We all must go
To mind the wolf
To heed the witch
To honour the giant
To mind
To heed
To find
To think
To teach
To join
To go to the Festival

Up until only a few hundred years ago, much of Europe was covered by forest, a lot of it impossible to get through and full of dangers, both human and animal. Being lost in a wood with no protection or food was a very dangerous place to be! So it is not surprising that woods and forests turn up time and time again in our fairy tales. There is darkness and danger, but the journey into the forest is often seen as something the characters must do, either to prove their worth or to find something out about themselves, a kind of growing-up process. If they live through the ordeal, what they have found out helps them to become better people.

The awe we feel in ancient woodlands has to do with trying to get our heads around the idea that those very trees have been in that place for decades, and sometimes hundreds of years! Ancient religions believed them to be very special, even sacred, and they were worshipped for the wisdom they were felt to hold.

William Shakespeare often used woods and forests in his plays — he was after all born in the Forest of Arden in Warwickshire. In *As You Like It*, the Duke and his courtiers flee the corruption of court life and take up residence in the forest, trying to get back to the simple life and the things that really matter. Nearly all the action in *A Midsummer Night's Dream* takes place in a wood, and who can forget the chilling moment when Macbeth sees what looks like Birnam Wood actually moving towards his castle, shattering the protection given by the witches' promise?

Back in the land of fairy tales, we can see the great importance of woods and forests in many of our favourite stories. Little Red Riding Hood goes into the wood because she wants to, confidently facing any dangers which may lurk there. Snow White and Hansel and Gretel do not go willingly: Snow White manages to escape being killed by softening the heart of the man sent to murder her by her stepmother, the Queen, but she still has to journey some way through the wood alone before she finds sanctuary at the cottage of the seven dwarfs. Even then she is not safe — the Queen is able to catch her alone and trick her twice more!

Hansel and Gretel too are abandoned in the forest. At first they manage to escape by leaving a trail of pebbles back to their cottage, but the second time they are lost. In the forest they find the gingerbread house belonging to what seems to be a kind old lady. Appearances can be deceptive however, and they need to keep their wits about them to finally escape from the witch's clutches.

In *Sleeping Beauty*, the forest of thorns which grows up around the palace where the Princess and the royal court are sleeping for a hundred years seems to be for their protection, but seen from the point of view of the various suitors who try to get through it, it is a barrier to their wishes and hopes of future happiness. It is only when the right person and the right time come

together that it is possible to find a way through the forest, and even then it requires great courage and perseverance.

Fairy tales are not the only places where we find woods and forests: there are many described in *The Lord of the Rings* and there is the sinister Wild Wood in *The Wind in the Willows*. The story of the Babes in the Wood is actually based on something that really happened, in a place called Wayland Wood. Indeed, the name itself may have come from a local nickname, the 'Wailing Wood', because of

what happened there. The story goes that, in the late 1400s, two young children were sent to live with their uncle when their father died. If they grew up they would receive a good inheritance but, if they died young, their uncle would get all the money. The uncle told them he was sending them off to London with two men, but he had hired the men to kill the two children deep in the woods.

When they reached the woods, however, one of the men had a change of heart and an argument started between them, which resulted in the kind one killing the other. However, he wasn't kind enough to care more for the children than for his own skin and, telling them to wait for him to bring them food, he abandoned them in the forest. Although they found some blackberries to eat for a while, the children soon grew weak and died. According to local tradition, they died under a huge ancient oak tree that was eventually destroyed by lightning 400 years later. For the record, both the uncle and the ruffian he hired came to

sticky ends, but it didn't help the babes!

Later versions of the story have a much happier ending, as they bring in another legend associated with forests, Robin Hood, to rescue them. Robin Hood himself may have been one real person or a legendary figure made up from the lives of several different men, but the stories of his life with his fellow outlaws in Sherwood Forest still stir our imaginations today.

So, even though we know the woods may hold unknown dangers and we run the risk of being lost for ever, we still want to go into the woods because it is there we may just find the key to our real happiness. As another great storyteller, Robert Louis Stevenson, famously wrote:

"To travel hopefully is better than to arrive".

Elaine Peake
© John Good

THE LANDS OF ROBIN HOOD

Here are just a few of the many places that have associations with Robin Hood and his Merry Men...

This village on the Derbyshire/Yorkshire border is said in some legends to be the birthplace of Robin Hood.

LOXLEY

NATHERSAGE

South of Loxley, and on the edge of the Pennines, lies Hathersage, the birthplace of John Little, better known to us as Little John.

You can still see, in the churchyard, a fourteen-foot-long grave with a simple gravestone marked with the letters 'JL'.

KIRKLEES PRIORY

This priory [to the north of our map, near modern-day Huddersfield], has two claims to fame —— Maid Marian was supposed to have been a novice here, but its more famous link is with Robin Hood's death. Sir Roger of Doncaster and Kirklees' Abbess conspired to kill Robin. As he lay dying, Robin let an arrow fly from his bow, instructing Little John to bury him wherever it fell. A little more than six hundred yards from the gateway [a good bowshot by anyone's reckoning!] lies a gravestone that is now unreadable from erosion. In times past, amongst other things, it read: *"Here lie Robard Hud"*...

Probably the most important city outside London in the time of King John, if only because the King spent a lot of time here. Nottingham Castle was founded by William the Conqueror in 1068, and extensively rebuilt in the time of Henry II [1133-1189]. During his insurrection of 1193-94, Prince John fled to Nottingham and seized the castle, until he was forced to surrender by his brother, Richard the Lionheart.

The outcrop on which the castle stands, Castle Rock, is riddled with caves and tunnels. Indeed, the ancient Anglo-Saxon form of Nottingham, *snodenge-ham*, means 'cave-house'. One can imagine all kinds of skullduggery and shady deals going on underneath the nobles' feet ——especially the exploits of a certain group of merry men...

KIRKLEES PRIORY

DONCASTER

BARNESDALE FOREST

In the earlier legends of Robin Hood, it is here, and not Sherwood, that Robin and his Merry Men were based. In the time that most of the Robin Hood stories were set, the Roman Watling Street was still a major passageway to the north. One can imagine that this would have been an ideal place for outlaws to make raids on rich merchants!

WORKSOP

SHERWOOD FOREST

One of the most important royal forests in the Middle Ages, the first mention of Sherwood occurs in 958, when it was called *Sciryuda* [shire-wood?]. After the Norman Conquest it became a royal reserve and, at the time of the Crusades, was over 100,000 acres in size. Nowadays, although much smaller than in Robin Hood's day, Sherwood occupies an area south of Worksop, twenty miles long and eight miles wide, still a respectable forest by anyone's standards.

This huge, battered and gnarled oak tree still stands in the heart of Sherwood today. Robin and his followers were said to have hidden in its hollow trunk while on the run from the authorities.

In truth, the Major Oak is far too young to be Robin Hood's hideout —— it was just a sapling in the twelfth century. Still, there are other oaks in Sherwood....

THE MAJOR OAK

NEWARK

FOUNTAINDALE

According to legend, the home of Friar Tuck.

NOTTINGHAM

EDWINSTOWE

Lying within Sherwood Forest itself, Edwinstowe is said in some versions of the Robin Hood legends to be the actual place where Robin [eventually] weds Maid Marian.

© John Good

ROBIN HOOD'S A to Z

A is for **A**dventure in this simple **A**ge-old tale;
Which might well have been composed and sung by **A**lan-a-Dale!
B is for the **B**and of **B**rothers living all together
Down in Sherwood Forest in every kind of weather.
C the **C**ruel justice which placed them in this plight
And **D** their **D**aring exploits as they fight for what is right.
E is for poor **E**ngland while King Richard is away;
His wicked brother charges taxes people cannot pay!
F is for good **F**riar Tuck, the outlaws' help in need
And **G** the leafy **G**reenwood: all travellers take heed!
H is for our **H**ero——Robin Hood by name,
Fighting all **I**njustice, urging us to do the same!
J is for that wicked brother **J**ohn in Richard's place
And **K** is for his **K**illing——people vanish without trace.
L is for the **L**incoln green the outlaws wear to stay
Camouflaged amongst the trees as they go on their way.
M is for **M**aid **M**arian, though born of Norman blood
She knows John and his henchmen are the opposite of good!
N finds us in **N**ottingham, a town of great renown
But where the evil Sheriff plans to hunt the outlaws down.

O is for his **O**verweening pride and haughty sneer,

To go against his wishes would surely cost you dear.

P is for his wicked **P**lots which Robin must confound

And **Q** the **Q**uaking villagers when soldiers are around.

R is for King **R**ichard, away at the Crusades

And for his loyal **R**obin, keeping faith in forest glades.

S is for the **S**afety of the greenwood, bough and bramble

And **T** the castle **T**ournament where Robin takes a gamble.

U sees him **U**nmasked and soon condemned to die;

The Sheriff wants to see him on the gallows hanging high.

V is for his **V**aliant men who stage the great escape,

Riding off into the forest while the soldiers stand and gape.

It's **W** for **W**onderful: King Richard's home again:

The outlaws all are pardoned and can live as freeborn men.

X for all the kisses Rob and Marian e**X**change;

Richard gives his blessing——there's a wedding to arrange!

Y are all the blissful **Y**ears we wish them on that day

[Prince John has done the decent thing at last and gone away.]

And now we reach the **Z**enith with success and joy and laughter,

And Robin Hood and all his friends

live happy ever after!

Elaine Peake
© John Good

Oh no! That dastardly Sheriff is up to his old tricks again! He's taken even more taxes from the good people of Nottinghamshire, and he's hidden them in various places in Sherwood Forest! It's up to you, Robin Hood and his intrepid band of Merry Men to save the day! So, buckle your swashes and have your arrows all a-quiver as we go...

On the Trail of the Loathsome Crime

HOW TO PLAY:

You will need: a small number of people [friends are best!], a die, some counters or buttons [don't use coins, or the Sheriff will nab 'em!]. There are two things to do — get to the Sheriff and lock him in jail, or collect the money — when you land on a coin tile, just look at the number in the small square, and add them up as you go along!

The winner is whoever catches the Sheriff first, and the runners-up are the people who get the most amount of money [in order]. Roll a die before you start, and the person who rolls the highest goes first.

Good luck!

1 START

2
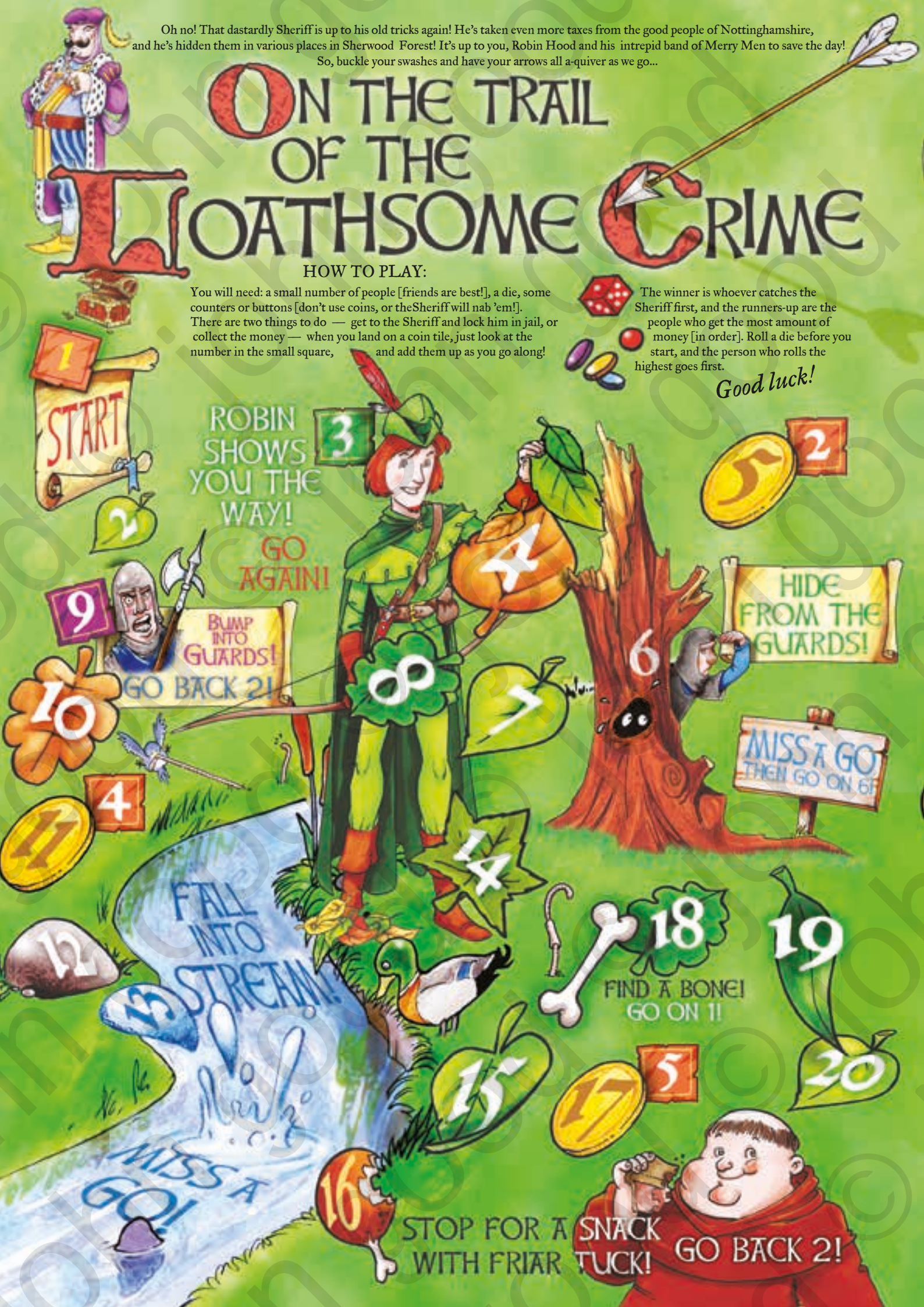
3 ROBIN SHOWS YOU THE WAY! GO AGAIN!

5 | 2

4

9 BUMP INTO GUARDS! GO BACK 2!

8

6 HIDE FROM THE GUARDS!

5

MISS A GO THEN GO ON 6!

10

11

4

14

12

13 FALL INTO STREAM!

18 FIND A BONE! GO ON 1!

19

15

17 | 5

20

MISS A GO!

16 STOP FOR A SNACK WITH FRIAR TUCK! GO BACK 2!

31

32

35 HIDE WITH WILL SCARLETT! GO ON 3!

6

33

ARCHERY CONTEST!
Roll a Die
GET **1** Miss a Go!
GET **2** or **3** – Go On 1!
GET **4** or **5** – Go On 2!
GET **6** Have an Extra Move!

34

41

36

1

30

4

3

29

42

43

1

40 RAIN STOPS PLAY! MISS A GO!

37

39

28

38

27

46

45

47

2

26

50 MARIAN GIVES YOU THE KEY TO THE CASTLE'S BACK DOOR! GO ON 4!

51 SAVAGE GUARD DOG! IF YOU HAVE THE BONE FROM 13, GO ON 31. IF NOT, ROLL A DIE AND GO BACK THAT MANY SPACES!

52

48

49

LOST! MISS A GO!

53 OVERPOWER THE GUARDS! GO ON 4!

54

55

24

56

3

57

25

58

23

59

60

drat!

1

21

22

CAUGHT AT LAST! FINISH

An Arrowing Puzzle!

Robin Hood has dropped all the arrows from his quiver!

The Sheriff is around the corner so Robin will have to pick them up very quietly!
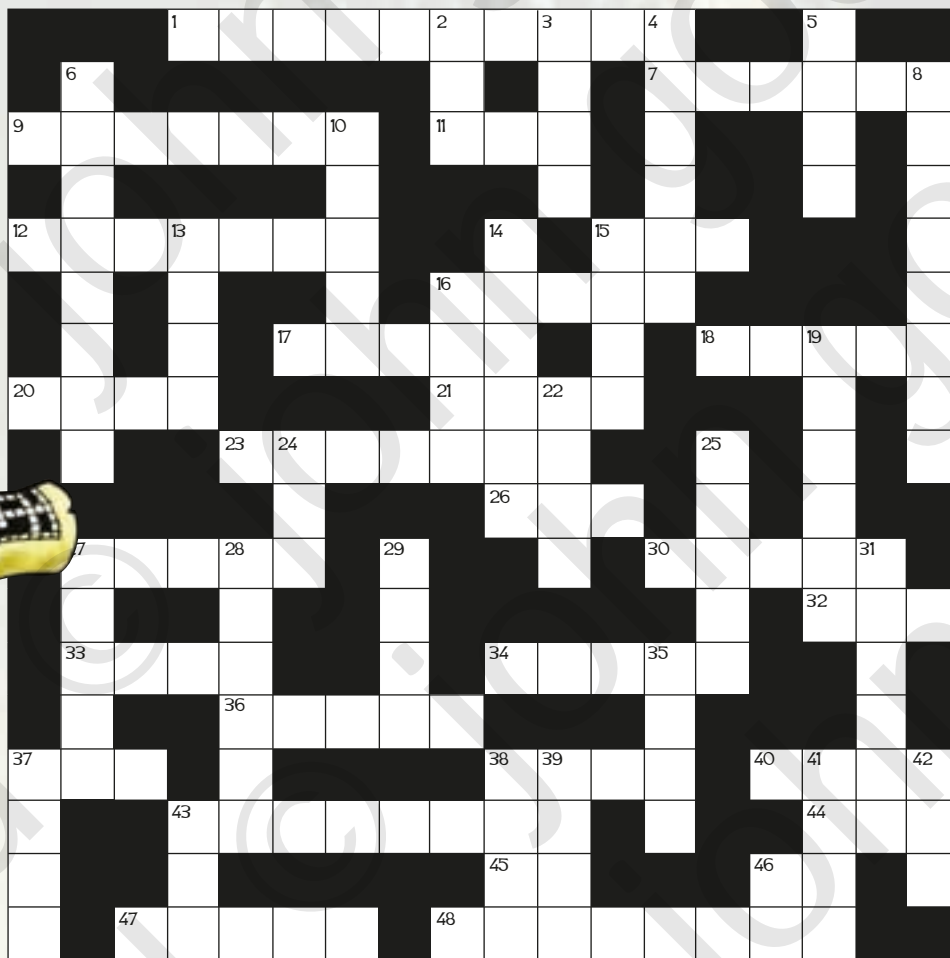
Can you pick up these seven arrows one at a time, only taking the top one each time? Write the letters in order next to the numbers.
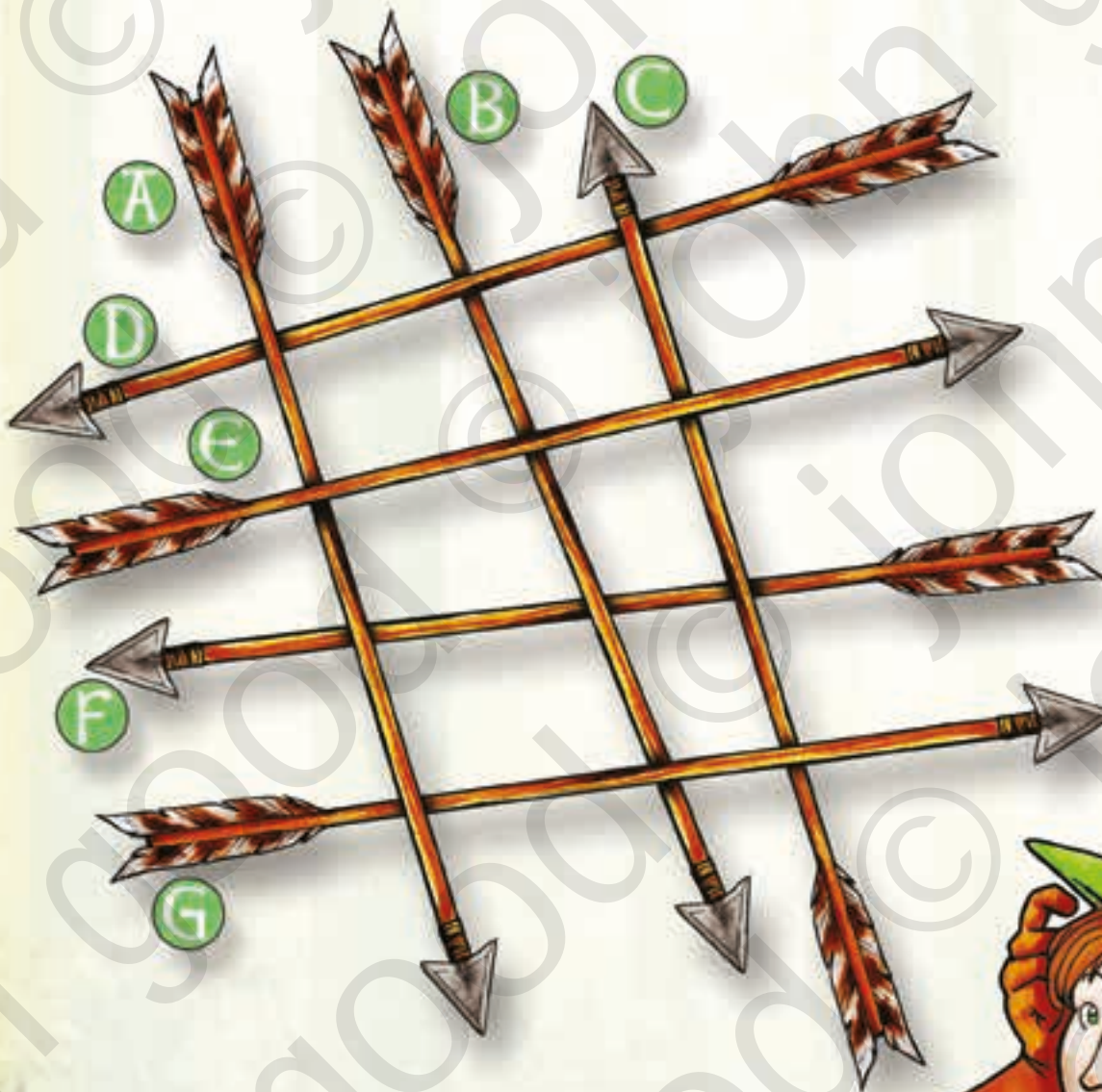
1	2	3	4	5	6	7

Crafty Crossword!

© John Good

Across

1. The city where all the action takes place [10]
7. You fire these from 33 Across [6]
9. The nasty guy in charge [7]
11. Something you eat, or it goes with 'bolt' [3]
12. A sport you play with 7 and 33 Across [7]
15. You wear this on your head [3]
16. [& 13 Down] He's in charge of 34 and 44 Across! [5, 4]
17. His last name is Tuck [5]
18. To keep aside, or another name for a shop [5]
20. Used as money in days of old [4]
21. A medieval word for ballad or story [see 25 Down] [4]
23. The Sheriff challenges Robin Hood to one of these! [7]
26. How about a nice cup of __ __ __? [3]
27. When you want to deceive, you can __ __ __ __ someone [5]
30. Add everything up, you have the __ __ __ __ __ [5]
32. Another word for humour [3]
33. You fire 7 Across from these [4]
34. [& 44 Across] They are the followers of 16 Across! [5, 3]
36. Money you have to pay the Government [5]
37. The colour of strawberries, or 9 Across' face when 16 Across steals the 36 Across! [3]
38. [& 4 Down] She's in love with 16 Across! [4, 6]
40. Found in the ground —— don't fall in! [4]
43. A period in history, usually called the Middle Ages [8]
44. See 34 Across [4]
45. The short form of 'thank you' [2]
46. What you call yourself [2]
47. See 39 Down
48. Another word for sidekick or bodyguard [8]

Down

2. The female version of a monk [3]
3. The opposite of love [4]
4. See 38 Across
5. See 31 Down
6. [& 14 Down] A huge wood near 1 Across [8, 6]
8. His first name is Will [he's one of the 34/44 Across!] [8]
10. Sounds like 17 Across, but you cook chips in this! [5]
13. See 16 Across
14. See 6 Down
15. The proper term for the handle of a sword [4]
16. When you lose your temper, you fly into a __ __ __ __ [4]
19. 16 Across is one of these, wanted by the authorities [6]
22. The thing that attaches the roots of a 29 Down to the flower! [4]
24. A large tree found in 6/14 Down [3]
25. Another name for ballad or gest [see 21 Across] [5]
27. A piece of furniture, usually with four legs [5]
28. A large stone building where the lord or king might live [6]
29. A flower usually given by lovers [4]
31. He's 16 Across' best friend [6, 4]
35. What you do on horseback [4]
37. 16 Across steals from the __ __ __ __ to give to the poor [4]
38. Another word for 'friend' [4]
39. [& 47 Across] He's a minstrel, and he's one of the 34/ 44 Across! [4, 1, 4]
41. A portent or dream [4]
42. The opposite of beginning [3]
43. Also means crazy or insane [3]
46. Another, shorter, word for 'Mum' [2]

Amazing Archery!

Can you tell who has hit the bullseye in this archery competition? Just follow the strings and the letters will spell out their names!

Also, who's the unlucky Merry Man who has missed the target completely?

How to Make a Robin Hood Cap!
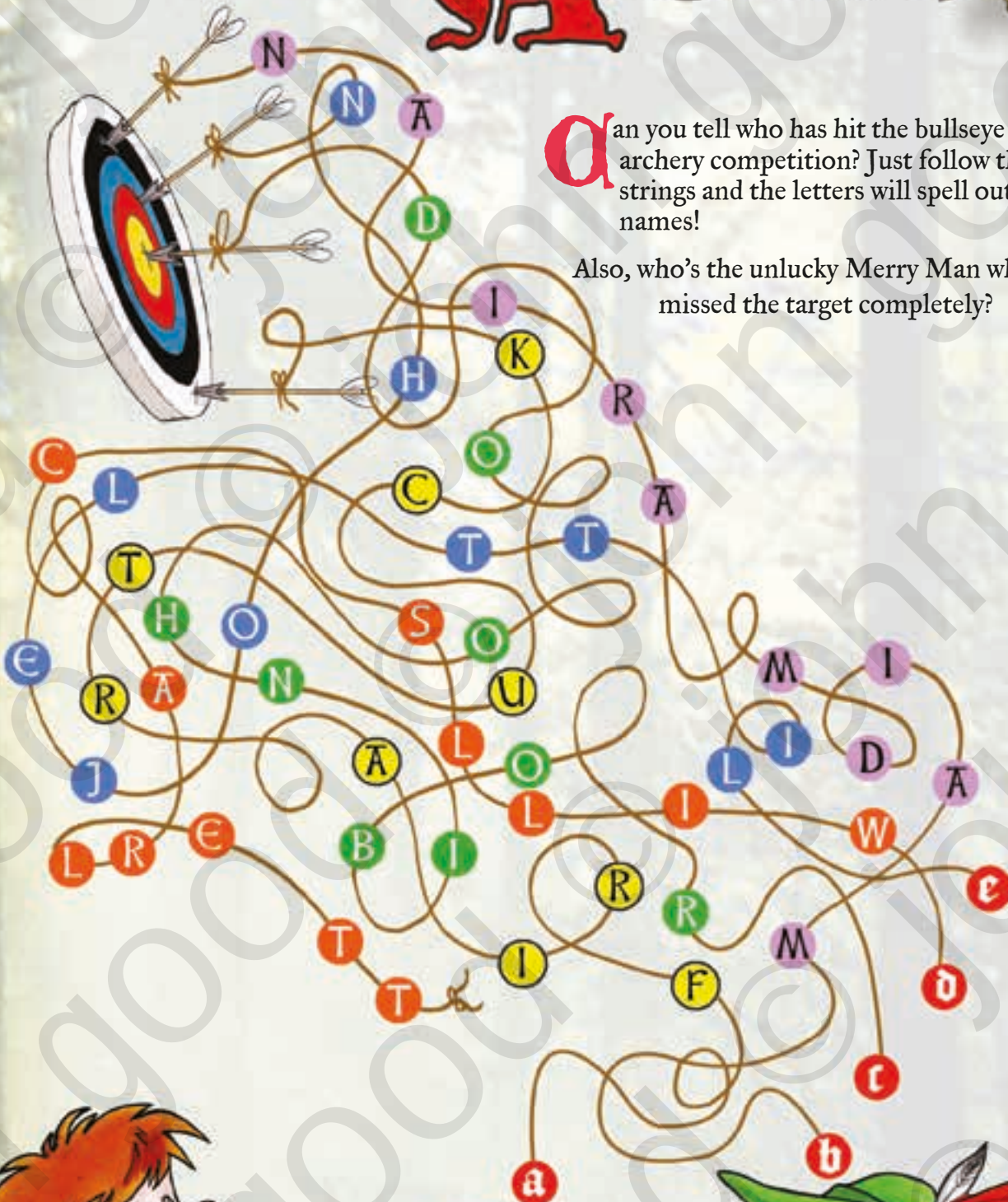
If you follow the pictures and the explanations, in just a few minutes you should have a hat similar to those worn by Robin Hood and his Merry Men!

1. Start with a rectangle of paper [about 59cm by 38cm]. A sheet taken from a newspaper should do, but try different sizes for a snug fit. Fold the paper in half. Where you make the fold is shown by a dotted line.
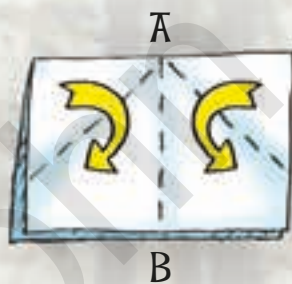
2. Fold the paper in half again and open out to find the middle [the line A to B]. Now fold over along the diagonal lines shown above.

3. The paper should now look like the above diagram. The part of the paper which is the shape of a rectangle [only the upper sheet] should be folded along the dotted line, so the edge comes halfway up the rectangle and touches the bottom of the triangles.

4. Now fold this part again over the bottom of the triangles.

5. It should now look like this. Now fold over the small triangular pieces so they go behind the hat. Turn over the paper.

6. You should now be able to see the triangles you folded behind. Similar to before, fold the rectangle of paper up so that its edge meets the bottom of the triangles.

7. Now fold where you see the dotted lines and fold the band up as you did in part 4.

8. You've nearly completed the hat. Fold one corner of the hat over where you see the dotted line, and then back again. This will help in the next move, which is to tuck the corner inside the hat to get the next shape.

9. With the corner inside the hat, it should now be this shape. What the hat needs now is a feather.

10. For the feather take a new piece of paper [about 22 cm by 12 cm] and fold it in half lengthways along the dotted line.

11. The dotted line shows where to cut through both thicknesses. Be careful with those scissors.

12. Finally, cut through the folded paper as shown. Small cuts at an angle. Be careful, not all the way across.

13. When you open out the paper it should look something like this - feather-shaped with fronds.

14. Now tuck the feather into the hat band, like the picture at the top of the page. If it falls out try securing it with a piece of sticky tape or a spot of glue. You might also like to paint the hat and feather. Have fun folding!
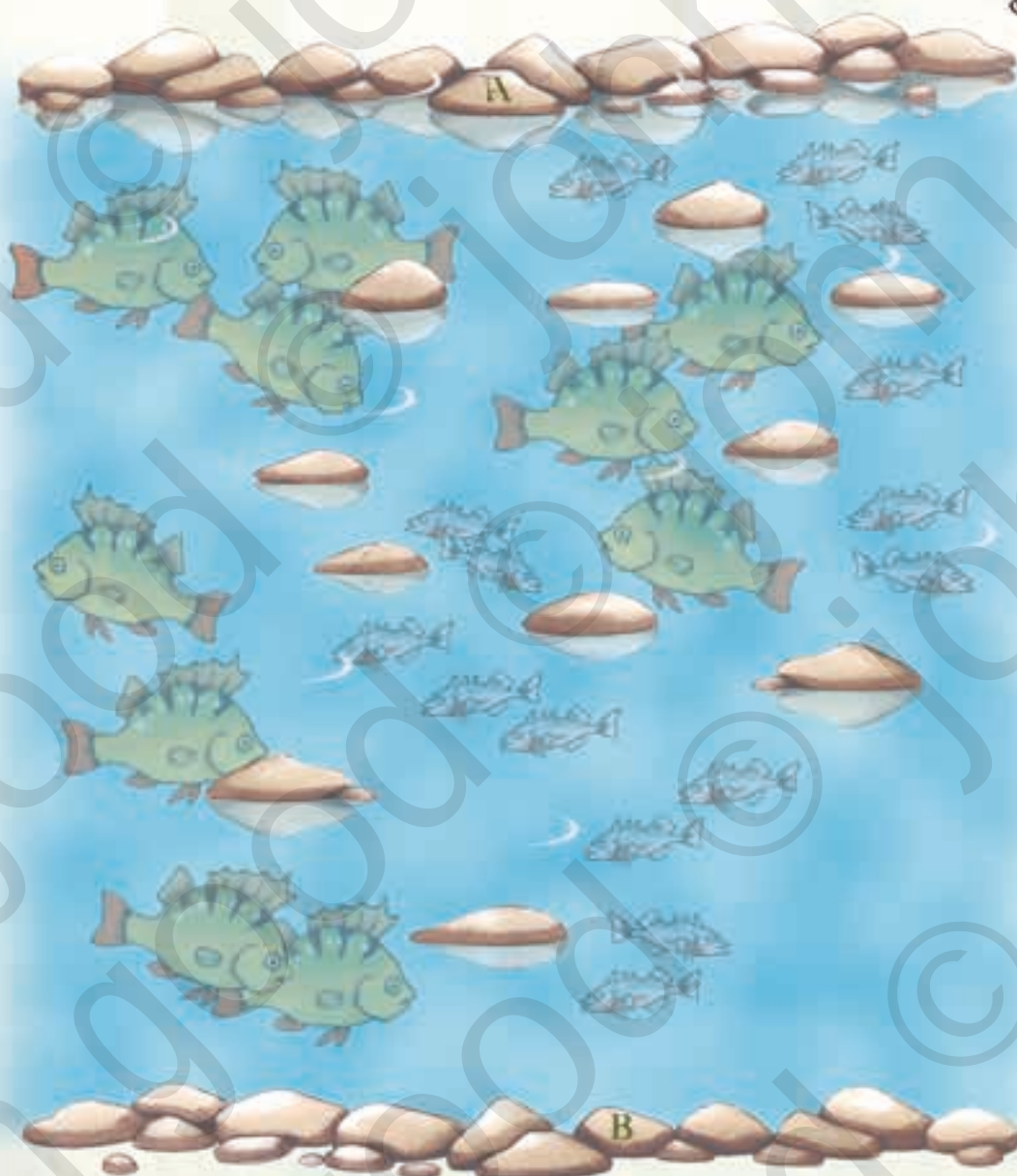
A FISHY PROBLEM!

Deep in Sherwood Forest, Robin Hood comes across a stream.

He needs to cross from point A to point B using the stepping stones.

Can you draw straight lines between <u>all</u> of the stones so that the thin fish end up on one side of the line, and the fat fish on the other?

Wonderful Wordsearch!

Can you find all the words listed at the bottom of the page in the wordsquare? The hidden words may run backwards, forwards, up, down and even diagonally!

When you have found all the words, there will be twenty-three letters left over, which will spell out the name of a famous band of outlaws!

```
E N R O B S I G F O Y U G R S
H O N O T T I N G H A M S H Y
C E R B B S T E G R A T E A R
U Y I K I D N A P S R N T O
M E H I C O N O D U W A P H I
A S L A U H N H O O D R O E R
L L I T T L E J O H N R S R P
A L S B R H I D L O O O K S S
N U E O A K F S M O D W R A E
A B X W I O E R P R X S O G E
D N A I R A M D I A M L W E L
A Y T E F F I R E H S M E E K
L N S T N E M A N R U O T Y R
E T T T E L R A C S L L I W I
K I N G J O H N R E H C R A K
```

ALAN-A-DALE   ARCHER   ARROWS   BOW
BULLSEYE   FRIAR TUCK   GUY OF GISBORNE   HATHERSAGE
JOUSTS   KIDNAP   KILL   KING JOHN
KIRKLEES PRIORY   LITTLE JOHN   LOXLEY   MAID MARIAN
MUCH   NOTTINGHAM   OAK   POOR
RICH   ROBIN HOOD   SHERIFF
SHERWOOD FOREST   TARGETS
TAXES   TOURNAMENT
WILL SCARLETT   WORKSOP

Tuckshop Tuckstop!

Oh no! Friar Tuck has made some pork pies for a mid-mid morning snack, but someone's broken into the Tuck Shop and eaten them all!
However, the people outside have given Tuck clues to who might have done it.
Can you work out who ate all the pies?

ROBIN HOOD   **WILL SCARLETT**   **LITTLE JOHN**   **MAID MARIAN**

ALAN-A-DALE   **THE SHERIFF OF NOTTINGHAM**   **MUCH, THE MILLER'S SON**   **KING JOHN**

ROUND ONE

The green bowman is innocent, the crowned ruffian is not!
The tallest man of all is more likely to be guilty than the one who isn't a man at all!
The scarlet one is hungry still, but the star-wearing one is not!
The tuneful lad is a likely suspect, rather than Much who has too little.

ROUND TWO

The ruler beats the minstrel —— he has crumbs on his crown!
The burly fellow is no match for the man with all the taxes!

FINALLY

Nottingham beats London in this match of the munchers!

© John Good

Tree-Spotting!

The Merry Men have been for a walk in the woods. They took a notebook along and found some pictures of the various trees and took a cutting from each to go with them. Do you know all the different types of trees in the wood? Could you name each tree from its picture and cutting? There is a clue to each tree to help you along.
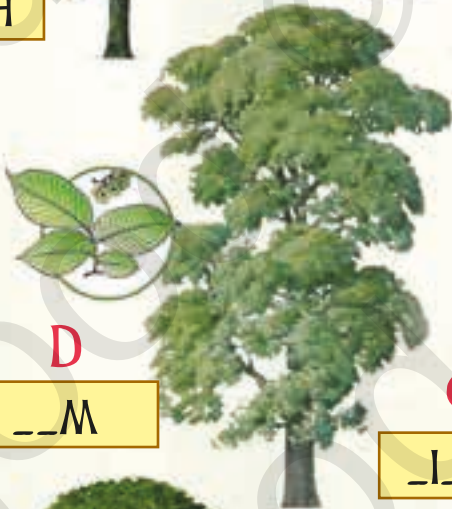
A

B

C
___C_

__H

___N__

D

E

F

__M

_I___

__R__ ___S____

G
_A_

H
____M___

Bᴀffling Bridges!

Little John is runnng from the authorities, and needs to get to safety quickly!

He comes to a river with four log bridges running across it. Which one leads to safety? Simply find out which letters are missing from the alphabet on each log, and then unscramble the letters to find out where they lead to!

© John Good

Similar Sheriffs!

The wicked Sheriff of Nottingham has hired a double to confuse Robin Hood and his Merry Men! However, the sheriff and his lookalike aren't exactly the same. Can you find TEN differences between them?

A

B

ANSWERS!

AN ARROWING PUZZLE

E, A, G, C, D, B, F

CRAFTY CROSSWORD

ACROSS:

1: Nottingham; 7. Arrows; 9. Sheriff; 11. Nut; 12. Archery;
15. Hat; 16. Robin; 17. Friar; 18. Store; 20. Gold; 21. Gest;
23. Contest; 26. Tea; 27. Trick; 30. Total; 32. Wit; 33. Bows;
34. Merry; 36. Taxes; 37. Red; 38. Maid; 40. Hole; 43. Medieval;
44. Men; 45. Ta; 46. Me; 47. A Dale; 48. Henchman.

DOWN:

2, Nun; 3. Hate; 4. Marian; 5. John; 6. Sherwood; 8. Scarlett;
10. Fryer; 13.Hood; 14. Forest; 15. Hilt; 16. Rage; 19. Outlaw;
22. Stem; 24. Oak; 25. Story; 27. Table; 28. Castle; 29. Rose;
31. Little; 35. Ride; 37. Rich; 38. Mate; 39. Alan; 41. Omen;
42. End; 43. Mad; 46. Ma.

AMAZING ARCHERY

A: Friar Tuck; B: Maid Marian;
C: Robin Hood [who has hit the bullseye!];
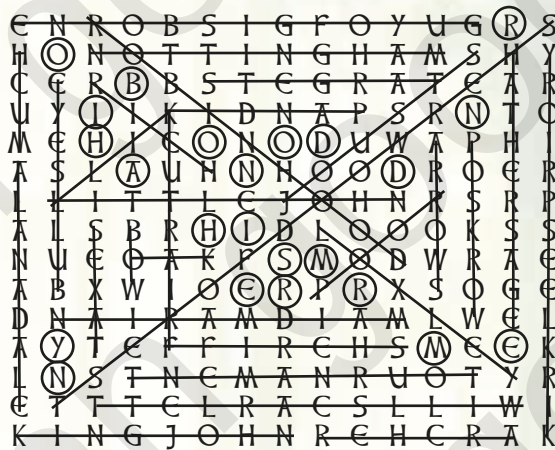D: Will Scarlett [who has missed!]; E: Little John.

A FISHY PROBLEM
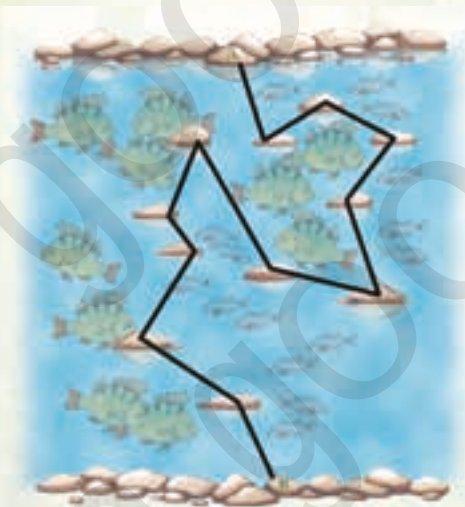
TREESPOTTING

A. asH; B. walNut; C. beeCh; D. elM; E. bIrch;
F. hoRse cheStnut; G. oAk; H. sycaMore.

WONDERFUL WORDSEARCH

ROBIN HOOD AND HIS MERRY MEN

TUCKSHOP TUCKSTOP

ROUND ONE:

Robin is out, King John is in; Little John stays in, Maid Marian
goes out; Will Scarlett is eliminated, but the Sheriff is still
suspect; Alan-A-Dale stays in, and Much is kicked out.

ROUND TWO:

King John beats Alan-A-Dale to stay in, and Little John is
innocent, leaving the Sheriff.

FINALLY:

The King is eliminated,
so we know it's the Sheriff who ate all the pies!

BAFFLING BRIDGES

1. SWAMP; 2. MARSH; 3. SAFETY; 4.FOREST

SIMILAR SHERIFFS