

SATURDAY PROGRAMME			
Time	Feature	Location	Description
<p>Untimed Features</p> <p>The Victorian Town at Blists Hill is a brilliant place to visit any day of the year, with a host of period buildings brimming with content and staffed by helpful and charming people in period costume only too happy to tell you about the lives they led back in Victorian Times. Even without the MoS and our steampunk friends in attendance, there is more to see at Blists Hill than you can expect to fit into a single day.</p> <p>But over the weekend of 29-30 June 2024, Blists Hill Victorian Town becomes <i>The Town That Never Was</i> which is one of the most popular and busiest weekends of the year at the Town and here is why...</p> <p>As well as the timed features listed below (which are different on Saturday and Sunday) there will be a number of untimed features running on both days.</p> <p>There will be a curated Steampunk market of traders who you will find occupying various buildings in the upper town, the Ironworks in the lower town and on The Green.</p> <p>Part way down the hill on the right in the Sawmill you will find Herr Döktor and a selection of his timeless creations and slightly further down the hill on the left in the Estate Office you will encounter the magnificent folk of the National Institute of Monster and Paranormal Hunters (NIMPH); do go and check out their artefacts if you dare!</p> <p>Elsewhere there will also be some large creations on display including Explorers Unlimited and for the first time a display of artefacts belonging to the Steampunk Sallys in the Mission Church 'down in the woods'; it's probably best not to go into the woods alone!</p> <p>There will also be a hat making workshop in the Boys Brigade Hut (check out the separate listing on our Facebook page Welcome to the Asylum).</p> <p>Entries for the second H.G. Wells Award (part of the Great Exhibition) will be on display in a room in the School House in the lower town.</p> <p>You may also come across Pinocchio and his friend R2-SP (Steampunk R2-D2) in the upper town, quite possibly hanging around the Goods Yard which will be housing some of our traders, but outside of which we expect to have the MoS Passport Office where you can have your Steampunk Passport stamped for the occasion, or you can buy a new one for the princely sum of £1 (or 1 guinea if you prefer).</p>			
10:30	TEAPOT RACING	Artisan Yard	<p>What could be a better way to begin your day at the Victorian Town than by racing a motorised teapot around an assault course? Timing is of the essence when making tea, so it should come as no surprise that timing matters when you are racing teapots too.</p> <p>Come and see what the fuss about at the Artisan Yard (turn left at The New Inn Public House and you will find the Artisan round by the canal).</p>

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11:00	TADLOP ON TOUR	Upper Town	The Telford and District Light Operative Players (TADLOP for short) are an enthusiastic and melodious group based locally to Blists Hill who perform musical theatre shows twice a year. In 2023 they came to The Town That Never Was and went down brilliantly well, so we have invited them back this year.
11:30	TOWN MAYOR ELECTION	Upper Town	<p>A town as important as The Town That Never Was clearly needs leadership and for a number of years we have elected a Town Mayor. There are usually a variety of hopeful candidates and there have been some pretty shady practices over the years, from the Cthulhu Party fiddling the ballot to the Biscuit Appreciation Party (who currently hold office) bribing the electorate with biscuits and in doing so creating havoc with the town's waistlines.</p> <p>Needless to say we are looking for a new Mayor this year - but be warned, last year's Mayor will be back again offering biscuits and bad puns, so please do consider standing for election yourself.</p> <p>Let's face it. What could possibly go wrong?</p>
12:00	HIGH NOON SHOOT OUT	Upper Town	<p>With our optional Steam Western theme this year we just had to put the High Noon Shoot Out on the menu. This is an old favourite from the Asylum in which opponents with nerves of steel use wholly unreliable nerf guns to settle old (or new) scores.</p> <p>It's a high adrenalin activity to watch, let alone to take part in.</p>
12:00	TEA DUELLING	School House	<p>Once you're done with Teapot Racing and if you haven't managed to settle any disputes to your complete satisfaction at the High Noon Shoot Out, it could well be time to fire up the kettle and take part in the quintessential tournament that is Tea Duelling.</p> <p>It's the perfect combination of steady hands and soggy biscuits, optimism and jeopardy. It can be just for fun but if you win the weekend tournament it could also gain you a place at the World Tea</p>

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			Duelling competition at Asylum XIV in August. Now there's a thought. Picking up a malted milk biscuit at The Town That Never Was could be the first step towards being named as 2024 Tea Duelling Champion of the World.
12:30	STEAMPUNK SALLYS	Artisan Yard	<p>Based loosely on the Salvation Army, the Steampunk Sallys are a larger than life force to be reckoned with. Like all good sisterhoods, the Sallys (many of them men) adopt the name Anna on joining the group and they do their mission work under the stern and yet tuneful watch of General Anna Bollick.</p> <p>On Saturday at The Town That Never Was the Steampunk Sallys will be holding a Temperance Meeting starting at the Artisan Yard (by the canal) but there is a very real risk the 'meeting' will spread out, quite possibly in the direction of the New Inn Public House where activities that trouble the Sally are said to occasionally take place.</p> <p>If you are in the pub and hear the drums and timbrels approaching, that might be a good time to finish your pint...</p>
12:30	WHAT IS STEAMPUNK?	School House	It can be hard to define exactly what Steampunk is but many of us feel we know it when we see it. In this talk aimed mainly at the steam-curious (those who have yet to embrace steampunk as a hobby but are wondering what it s all about) the Ministry's Major Tinker will tell you everything you need to know about steampunk, but be warned, the more you find out the more hooked you will become.
13:00	THE ILLICIT MARKET	Upper Town	<p>The Illicit Market is a fun activity combining trading of wares and an element of role-play. The broad idea (check out the Illicit Market page under the Features tab here for more information) is that individuals can bring along a small collection of goods to offer for sale for a period of around an hour.</p> <p>The 'illicit' element of the market refers to the way it is run, as an 'underground' enterprise, with a small risk of being caught by the Police (but no risk of actually being locked up).</p>

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			Illicit markets can be a really good way to buy and sell goods, so check out the details here and bring along your wares; you might just make a fortune - or else just come along and grab yourself a bargain.
13:00	MOVIE-STYLE MAGIC	The Green	This will be a feature aimed at our younger attendees, demonstrating how special effects are used in film and TV. Meet up on The Green and we will take you on a very special journey...
13:30	SEA SHANTIES	Upper Town	The crew of M/V Storm Petrel love few things more than singing Sea Shanties and this will be your opportunity to not only listen to their fine voices but add your own. By the end you will swear you can smell the sea.
13:30	LINE DANCING	Lower Town	With this year's optional Steam Western theme, what could be more appropriate than a demonstration and lesson in Line Dancing? Come down to the lower town and see our teacher and her friends demonstrate the moves and then join in yourselves to seriously upgrade your Steam Western credentials. You don't need to be dressed in Steam Western attire to join in.
14:00	THAUMATROPE WORKSHOP	Lower Town	Another feature aimed at our younger visitors. The Thaumatrope is an optical illusion toy that was invented by John Ayrton Paris and became popular in the 19th Century. Come along and make your own!
14:30	TADLOP ON TOUR	Lower Town	This will be your second chance today to see and hear The Telford and District Light Operative Players perform a selection of well-known and some newer songs from popular musicals, this time in the lower part of town.
14:30	PARASOL DUELLING	The Green	Another potentially high-adrenaline sport, Parasol Duelling combines the highly skilled decision making required to play rock-paper-scissors with the technical wizardry required to open or close a parasol.

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			Come and try your hand (and brain). The winner will take home a parasol as a prize (or an umbrella if it rains, which we hope it won't).
15:00	STEAMPUNK SALLYS BAND	Lower Town	<p>However successful the Steampunk Sallys are at persuading those in the Upper Town to give up the demon booze on Saturday morning they are sure to be in fine form when they amass their instruments down in the lower town for a rousing chorus of - sorry my mind's gone blank for a moment - must be the booze.</p> <p>They are always highly entertaining. Be there (but hide the bottle)</p>
15:30	STEAMPUNK PROMENADE	The Green	<p>The geography of <i>The Town That Never Was</i> is such that visitors tend to linger in the upper town for the first part of the day and then gravitate to the lower part of the town later on.</p> <p>Steampunks love to promenade and mid-afternoon after their performance in the lower town, the Steampunk Sallys will lead the way as many of us promenade back up to the Upper Town to see all the exhibits and traders we missed earlier in the day.</p> <p>You are of course welcome to walk up and down the hill between the upper and lower town as many times as you like each day.</p> <p>There's lots to see either side of the path as you do, including some of the untimed features listed above, the Doctor's Surgery and the perennially popular pig pen.</p>
<p>All times and performances listed above are correct as of the date at the top of the page. Despite the Minister of Time Travel's best efforts, time can be a little fluid at <i>The Town That Never Was</i>, so please expect some slippage in the published times. And of course the features, times and locations are dependent on performer availability, weather and a host of other factors outside of our control (but maybe the Town Mayor can fix them?)</p>			