

SUNDAY 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	BELLY FUSION DANCE COLLECTIVE	Upper Town	Belly Fusion are a collection of fabulous friends who put on the most beautiful demonstrations of tribal belly dancing. They are mesmerising to watch and always attract a crowd.
11:00	TEAPOT RACING	Artisan Yard	What could be a better way to begin the second day at the Victorian Town than by once again racing a motorised teapot around an assault course? Timing is of the essence when making tea, so it should

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			<p>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 Yard round by the canal).</p>
11:30	TOWN SHERIFF ELECTION	Upper Town	<p>The Ministry of Steampunk don't like our events to be the same every day and of course it makes little sense to elect a Town Mayor for one day on Saturday and then repeat the election for the rest of the year the following day. In 2023 therefore, we elected the Mayor on Saturday and the Minister for Time Travel on Sunday. Be warned; he is still in office.</p> <p>This year as part of the optional Steam Western theme we will be electing a Town Sheriff on Sunday morning who will stand for the next year, or until we elect another Sheriff.</p> <p>Do you have what it takes to keep order in this town? Can you stand with your knees apart, looking like you've just got off a horse ? Maybe you have what it takes to become the first ever Sheriff of The Town That Never Was.</p>
11:30	THE HISTORY OF THE SALVATION ARMY	School House	<p>Join General Anna Bollick for a part serious but definitely highly entertaining account of the history of the Salvation Army - and possibly also of the Steampunk Sallys.</p> <p>Find out how it all started, what makes them tick and why the Steampunk Sallys have got it in for booze and loose women. But beware, Anna is very persuasive and you might just become a convert.</p>
12:00	HIGH NOON SHOOT OUT	Upper Town	<p>It's back again. There's always trouble a-brewing in this Steampunk Western Town and there's going to be trouble at high noon.</p>
12:00	THE HISTORY OF STEAMPUNK	School House	<p>On Sunday Major Tinker will be giving another talk aimed mainly at those new or newish to Steampunk or those who been having such a great time in Steampunk that they have forgotten how it all started.</p>

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			Please be warned that this talk is likely to contain anecdotes.
12:30	TADLOP ON TOUR	Upper Town	Back (from yesterday) by popular demand, The Telford and District Light Operative Players (TADLOP for short) will be singing for us again on Sunday morning. You can expect a selection of great tunes - many of which you will know - sung with stage presence and conviction.
12:30	TEA DUELLING	School House	<p>It's back on the menu again, the perfect combination of nerves of steel and soggy biscuits, optimism and jeopardy.</p> <p>It can be just for fun but if you win over the weekend it could also gain you a place at the World Tea 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 Tea Duelling Champion of the World.</p>
13:00	BELLY FUSION DANCE COLLECTIVE	Upper Town	Another performance by the joyful troupe of tribal belly dancers with the infectious smiles. Every one of their performances is a masterclass in synchronised graceful movement.
13:00	SEA SHANTIES	Lower Town	Today the crew of M/V Storm Petrel will be singing - Sea Shanties! Come and listen, come and join in, just watch out the seagulls don't steal your chips...
13:30	BRASS BAND	Lower Town	<p>We wanted to have something very very special on the programme for Sunday afternoon at The Town That Never Was this year and after considering a number of options we are delighted that we will be hosting a concert performance by the Wellington (Telford) Brass Band.</p> <p>This very busy Brass Band has a great reputation locally and if you check out their Facebook page you will see videos of a number of recent performances.</p> <p>Having the Wellington Brass Band playing down by The Green on Sunday Afternoon promises to lift our spirits, make us fancy an ice cream or a drink and peruse the carefully selected Steampunk traders' stalls a little longer.</p>

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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!
15:00	BELLY FUSION DANCE COLLECTIVE	Lower Town	This will be your final chance to see the graceful and whimsical ladies of Belly Fusion Dance Collective before their next MoS appearance at The Asylum in August.
15:30	STEAMPUNK SALLYS & GRAND PROMENADE	Lower Town	Once again we are back to the outrageous fabulousness of General Anna Bollick and her highly disciplined band of saved souls who will entertain us for the last time this weekend and then deliver us effortlessly up to the top of town where we will be serenaded for the last time this year at The Town That Never Was by...
15:45	TADLOP	Upper Town	After the brass band and the Steampunk Sallys it will be time for one last heart-warming performance of musical genius from the TADLOP singers. They have the final performance at The Town That Never Was in 2023 and it seems only right to give them the same honour this year. The Town will still be open for business a while longer after TADLOP complete their set, so there will still be time to check out any parts of the town you skipped-by earlier or to make sure you get your passport stamped before you set off on your journey home wondering how long you are going to have to wait before you come to Weekend at the Asylum in August!
<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>			