

Use these descriptions to participate in the
[Talking at the Tavern](#) program offered in partnership with the
[Museum of the American Revolution](#)!

Welcome to Three Tun Tavern! It's 1765 in Philadelphia. Join the conversation by taking on the role of one of the tradespeople listed below. Next, read about your chosen profession and why you may be visiting the tavern. Then, use what you have learned to interact with a tavern worker and a ship captain, both of whom you will meet at Three Tun Tavern. Don't forget to bring along your [colonial money](#) and/or wear your [18th century outfit](#) (not required to participate)!

Merchant

A merchant is someone who trades things. Your job is to buy things cheap and sell them for more money, even if that means putting them on a ship and sending them far away! An example of things bought and sold by merchants are fabrics, such as these [fabric samples](#) once owned by Mary Alexander, a female merchant in 18th century New York.

You have come to the tavern today to do business. You'll meet with your partners and competitors over a meal to strike a deal. Think about what sort of thing you would have traded in case someone asks!

Ask the Tavern Worker:

- Do you need any of my trade goods? They're the best from London!
- Have there been many other merchants visiting today?

Ask the Captain:

- Where is your ship headed next?
- Do you have any room on your ship for my cargo?

Blacksmith

A blacksmith makes things out of iron, like nails, door hinges, and horseshoes. Your job is to heat up metal, repair broken things, and carefully make new ones. An example of something made by a blacksmith is this [iron chain and hook](#), which would have been used to hold a pot over the fire for cooking.

You have come to the tavern after a long day over an anvil. Your hammer arm is sore, but you're always on the lookout for new business!

Ask the Tavern Worker:

- What's for dinner today? I'm hungry!
- Your shutters are falling off! Do they need repair?

Ask the Captain:

- What kind of hardware did you bring? I'm nervous about competition!
- Does your ship need any iron repairs?

Sailor

A sailor provided the muscle that made sailing ships move. Your job is to load cargo, pull on ropes, and unfurl sails as you travel thousands of miles at sea. Sailors commonly spent long months working and living on ships. Get a feel for what life was like on a colonial ship by taking a [virtual tour](#) of a replica.

After two months at sea, you've finally reached port. You have come to the tavern today to spend your wages and celebrate, but you don't have a new job lined up yet.

Ask the Tavern Worker:

- I heard this tavern might have a room to rent. Is that true?
- Have you heard about any impressment in this town?

Ask the Captain:

- How long is your next voyage?
- Do you need any crew? What is the pay?

Shoemaker

A shoemaker sews leather and fabric into shoes for men, women, and children. Your job is to make sure everybody has something to protect their feet, from poor workers to rich landowners. Shoemakers made beautiful [silk slippers](#) such as these. Making such an intricate pair would have required years of training.

You have come to the tavern today to deliver a pair of shoes to a customer. But you can't help looking around at people's feet to see if anyone else is a potential client.

Ask the Tavern Worker:

- I'm looking for my client, Samuel Powel. Is he around?
- I need to pass the time. Is there a good card game to play?

Ask the Captain:

- Did you bring any leather in your cargo?
- Sailors wear out shoes fast! Do you need some for your crew?

Printer

A printer uses a printing press to stamp words and pictures onto paper, making newspapers, books, and posters. Your job is to spread the news by publishing articles, ads, and even cartoons. A [broadside](#) is an announcement to the general public. Broadside were often posted in colonial taverns.

You have come to the tavern today to scout out news stories. You'll peruse the newspapers on the tables, but also listen in for the latest gossip and current events.

Ask the Tavern Worker:

- Has anyone come in with interesting news?
- What newspapers do you keep around here for people to read?

Ask the Captain:

- Are you carrying any letters? May I see them?
- What is the news from London?