

Scout Brigade of Fort George Participant Information Package Updated 2025

Address for Arriving at Camp: Entrance to field is 147m/160yd East of 210 John Street
Niagara-on-the-Lake, ON L0S 1J0
Google Map link: <https://goo.gl/maps/Y8iyXWXv1172>

Arrival Time: No earlier than 5 pm on Friday, September 19th
Pick up Time: 11:30 am on Sunday, September 21st

When you registered, you registered with a sub-camp/regiment. If you are not sure which regiment you are part of, please check the registration website. The subcamps will be marked with coloured signs to help you find your site. Please check in at your subcamp headquarters (a large white marquee tent in the middle of your campsite) when you arrive.

US 6th – White
Royal Newfoundland Regiment (RNR) – Blue
49th – Green
King's 8th – Red
Fencibles/Cub Subcamp – Yellow
Artillery - Black

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GREETINGS

Welcome to the Scout Brigade of Fort George! The whole camp team is delighted you were able to join us this year for an epic historical adventure. We hope the information in this package will help you make the most of your time at camp, but you can also ask any member of staff if you need help or information. We recommend starting with your regimental/subcamp staff, as they are probably best placed to help you.

*We hope that you will all remember **this is a game**, in the best traditions of Scouting, and that the aim is for everyone to have fun. This is a historically themed camporee, not a re-enactment event. While we do have certain camp traditions and do our best to provide a unique historical atmosphere, please keep in mind this is not the military, and **try not to take things too seriously!***

I look forward to seeing you all at the camp.

Huzzah, Huzzah, Huzzah!

God save the King!

*Brigadier General Stu Eley
Camp Chief*

IF YOU READ NOTHING ELSE, PLEASE READ THIS PAGE

Please make sure everyone driving youth to camp knows what group the youth belong to and what subcamp they are part of.

The Scout Brigade of Fort George provides programming and infrastructure only, not supervision. You are responsible for your own youth!

Each group needs to check in with their regimental (sub-camp) registrar when they arrive at their subcamp Headquarters. This allows us to make sure we have all your information correct and keep track of who is at camp.

Both the field we camp on and the Fort itself are National Historic Sites and are archaeologically sensitive. Please do not dig for any reason. Fires are not permitted.

All food is served at a central feeding station. This allows the Scout Brigade to comply with local Health Unit requirements. No cooking is allowed at the campsites, with the exception of making hot water for drinks.

Every company/campsite needs to designate a Scouter to assist with food distribution at the central feeding station. This scouter will need to attend the Officer meeting Friday night and meet the Regimental Commissary officer and will help serve the meals throughout the weekend.

You should bring a shelter of some kind to eat in, along with any tables or chairs you want to go in it. Picnic benches are not provided.

Please bring full water jugs, labeled with your group name and sub-camp. If your jugs need to be refilled on Saturday, please leave them at your sub-camp Headquarters before heading to the Fort in the morning so Site Services can refill them for you.

Please review the Rules of Engagement and Drill Sheets and use them as a guide for Battles. We rely on Scouters to keep things fair as emotions can run high among the youth.

Participants should always be in either Scout uniform (even if just a neckerchief over street clothes) or historical costume whenever in the public eye. People in Scout uniform should not carry weapons, including replicas.

Vehicles, including trailers, are not allowed in the camping areas, even to unload.

Keep your youth off the earthen defenses around the Fort and the Powder Magazine; people can and do get hurt climbing on these.

Absolutely **no real firearms** are permitted. Cap guns only!

Swords and bayonets may not be drawn in battle and must never be used against another person. Cap guns, on the other hand, may only be fired during battle or training

WHAT TO BRING

- Personal equipment, including water bottles for each youth
- Appropriate uniforms and muskets
- Full water jugs
- Sleeping tents
- A dining shelter or similar
- Tables and chairs for inside the dining shelter
- A stove and pot to heat water
- Tea, coffee, hot chocolate, juice crystals
- Lanterns
- Clear garbage bags to wear over uniforms in case of rain
- Flags

UNIFORMS

Troops attending for the first time often dress as militia:

- Straw hats
- White button-down shirt
- Long trousers
- Muskets

You can also dress as Redcoats for the full experience. You can buy or make as much of this equipment as you like:

- Red tunic with appropriate regimental facings
- Long trousers
- Stovepipe shako
- Cartouche pouch
- Haversack
- Muskets
- Bayonets

CAMP TRADITIONS

- Each regiment has its own Headquarters, or Officers' Mess. There is also a Brigade Headquarters for the entire camp in the middle of the field. The Headquarters act as offices and dining areas for the camp staff and are usually quite fancy. They are open to all Scouters and youth to visit. There are some rules that you should follow, as they are traditional and part of the atmosphere of this camp:
 - Please stop at the door and ask "permission to enter"
 - Please remove your headwear, sword, musket and pistols before entering
 - When you enter, announce yourself by name and rank, then wait for the senior officer to acknowledge you
 - When you leave, stand at the door and say to the senior officer "By your leave, Sir"
- There will be an Officers and Ladies Soiree at Brigade Headquarters on Saturday night, with snacks available. During this time, Brigade Headquarters will not be open to youth, as it is intended as a chance for Scouters to socialize and relax.
- Scouters at this camp play the role of officers of various ranks and can be promoted based on experience at the camp. If you wish to promote one of your Scouters, please consult with your sub-camp staff to ensure the rank is appropriate! The ranks used at this camp are as follows: ensign, lieutenant, captain, major, lieutenant colonel, colonel, brigadier general, lieutenant general, field marshal.
- Most youth at this camp have the rank of private, but those who take on leadership roles are promoted into Non-Commissioned Officer (NCO) positions. These positions are: corporal, sergeant, company sergeant major, regimental sergeant major.
- It's great fun for the youth to "die" dramatic deaths during the battles, but please make sure they do so safely. It's only fun until someone gets trodden on or lands on a thistle! "Casualties" may simply take a knee if they prefer.

RULES OF ENGAGEMENT FOR BATTLES

These rules and guidelines exist for the benefit of all the participants and staff at the camp.

The purpose of these rules is to:

- Make sure everyone is playing by the same rules
- Ensure that our battles are safe for everyone
- Encourage fair play and teamwork
- Make the camp as fun and interactive as possible

Safety Rules

- BAYONET CHARGES ARE NOT ALLOWED, ABSOLUTELY NO EXCEPTIONS
- Officers may not draw their swords during the battles
- Battling units must stay at least 4 m (15 feet) apart
- Please do not travel any faster than a normal walking speed. The only exceptions are light companies who may jog on their way to and from skirmishes but at no other time.

Fair Play Rules

- These rules apply to all companies, including light companies and grenadiers.
- It should take 21 seconds to reload your muskets. Count the seconds out loud. You may only fire after completing the entire loading drill.
- A single company cannot take the Regimental Colours or charge the artillery. You need at least two companies to do these things.
- Three shots from artillery will “kill” an entire company.
- A solid volley fired against you will cause 4 “casualties”.
- A popcorn volley will only cause 2 “casualties”.
- Casualties may “die” a dramatic death or take a knee if they prefer.
- Once your entire company is dead, the entire company should turn their muskets upside down and march to the rejuvenation flag before re-joining the battle.
- You must engage any company that you walk past, unless they are all dead.
- If you decide or are told to fall back, your opponents may not immediately chase you, but you cannot advance again to make up the lost ground.

DRILL SHEET

Order	Movement	Time in Seconds
Load	From Shoulder Arms: Swing your musket in front of you, holding with left hand below trigger at 45 degrees. Pull back cocking mechanism with your right hand.	1001, 1002
Handle Cartridge	Reach into cartouche box for a cartridge, bring it up to your mouth and bite off the top (make a spitting sound!). Grab a fresh cap.	1003, 1004, 1005
Prime	Pour powder into pan. Change cap and ease the cocking mechanism back into closed position.	1006, 1007
Cast About	Swing the musket away from you, placing the butt on the ground next to your left foot with trigger facing outwards. Pour contents of cartridge into musket barrel.	1008, 1009
Draw Ramrods	Pretend to pull out the musket ramrod. (Pull ramrod upward and flip it around)	1010, 1011
Ram Down Cartridge	Ram cartridge down the musket barrel 3 times.	1012, 1013, 1014
Return Ramrods	Return the ramrod to its holder on your musket. (Pull ramrod upward and flip it around)	1015, 1016
Shoulder Arms	Bring your musket up to your shoulder.	1017
Make Ready	Carry musket in front of your body, turning it so trigger is on right side, grasp below trigger with right hand and pull back the cocking mechanism. Place your left hand on the musket stock.	1018, 2019
Present:	Bring the musket butt to your right shoulder, point it in the direction of the enemy. Front Rank move right their foot back, while the Rear Rank moves their right foot sideways to steady themselves.	1020
Fire!	Pull the trigger. Wait for the next order whether to Reload or Shoulder Arms.	1021

RISK MANAGEMENT

While the Brigade has the responsibility for assessing and managing risks and safety issues posed by the planned activities, there are a number of times when the management of risk and safety falls more appropriately upon the troop leadership team.

The Brigade expects that the Troop Leadership team will be alert to risks and risk management throughout the camp, but especially under the following circumstances.

- In the event of an emergency, please follow the established camp chain of command. Section leadership teams should report to subcamp staff, who will report to brigade headquarters staff. Likewise, you should expect to receive direction through the same process.
- Please ensure your troop follows the direction of camp staff, especially security personnel.
- If your troop, or anyone in your troop, is leaving the camp for any purpose other than regular event programming, please notify both your subcamp and the security team when they leave and when they return.
- There are several periods of free time – in town on Saturday afternoon, and at camp on Saturday evening. Please keep your youth together and properly supervised during these times. You may wish to use the buddy system. Make sure all your youth are present before moving on to the next activity, and alert camp staff immediately if a youth goes missing.
- As with any camp, there are environmental hazards. These include poison ivy, biting insects, and the weather. Please take precautions, including staying to marked paths, using insect repellent or appropriate clothing, staying hydrated, and making sure youth check themselves for ticks.
- We camp in a public park, so please be alert to the presence of strangers. All participants at this camp should be wearing wristbands. If you see someone in the campsite without them, ask who they are; if you remain unsatisfied, call subcamp or security staff. Please report any such instances immediately.
- Caps are to be fired only during scheduled program activities and then with supervisors ensuring that the mechanisms are not fired close to the ears of others.
- Please remember during the weekend, you are part of the “Camp Leadership Team” and as such, you should be alert to risks safety issues and do your best to mitigate and avoid them where possible.

Please do your part - remember, your youth are only as safe as we ALL make them.

We have Medvents and Police Rovers on site beside Brigade HQ; if you need medical or police assistance, please don't hesitate to consult them.

PROGRAM

Regimental Officers' Meeting:

On Friday night, each regiment (sub-camp) will have a Scouter/senior youth leader meeting at the Regimental Head Quarters for a brief officers meeting. Both Scouters and youth are welcome to attend, as youth will be taking on the planning and battle implementation. At this time, we will also discuss any changes to program.

Sergeants' Meeting:

On Friday night, a meeting will be held at regimental (sub-camp) HQ for all youth in NCO roles. All Companies are to send at least one sergeant (a senior Scout who can follow and give orders to the youth) to this meeting. They will be given important information on the weekend activities and their role. Sergeants should plan to attend the Court of Honour meeting on Saturday evening at Camp HQ.

Program

	SBFG – Fall 2025 – RUN OF SHOW
FRIDAY	SEPTEMBER 19th , 2025
2.00 pm	Sub-Camp Chief meeting @ Brigade HQ
2:30 pm	Meeting with Niagara Waste Management @ Commissary feeding tent – A rep from all Regiments is required
4:00 pm	Parade Meeting & walk through - Security and a rep from all Regiments is required @ Brigade HQ
5.00 pm	Security controls traffic on the road around the Commons and allows vehicles in to drop off participants Campsites open – Earlier must be pre-arranged with your Sub-camp Staff
5.30 pm	Regimental Commissary Officer and all servers meeting @ Feeding Station
6:00 pm	Dinner for Brigade staff and qualified OOS @ Brigade HQ
6.00 pm	Registration @ Sub Camp HQ's
8.00 - 8.45 pm	Regimental Sergeant Majors "social" meeting @ Brigade HQ (in Uniform)
8.30 - 10.30 pm	Mug Up – Hot Cross Buns and Jam – at Regimental HQs

9:45 pm	Cub Volunteer meeting @ Cub Regimental HQ (minimum 1 Scouter per Cub group to attend)
11.00 pm	Lights out – Quiet Time
SATURDAY	SEPTEMBER 20th , 2025
7.00 am	Camp Rises. Companies form up for Breakfast (<i>Pick up AM snack</i>)
7:15 am	Breakfast
8:15 am	All - Prepare for opening
8.25 am	Cubs form up for opening in front of Cub Fencibles HQ
8:30 am	All - Start Opening ceremony.
9:00 am	Scouts - Regiments "casual" over to Fort 1812 medical briefing at 49 th HQ Artillery to remain in camp for training Begin morning training
9:00 am	Cubs – Morning Activity Rotation begins: Life in the Fort theme Magic oven (baking) Cartridge Candy X-box 1812 Soldier Stories Relay race
10:00 am	Scouts - Kings 8 th Regiment and 49 th Fort Tour till 11:15. Extra 15 min break
10:00 am	Scout Leader "Battle" Game Plan Q&A – Officer's Mess @ Ft. George
10:30 am	Scouts - Break (Food provided at breakfast. Water – bring your own with you Artillery to Fort
11:15 am	Scouts - Royal Newfoundland Regiment and US 6th Fort Tour
11:25 am	Cubs - Morning Activities end
Noon	Cubs – leave The Commons and walk to Simcoe Park
12:15 pm	Scouts - Lunch at Fort George
12:30 pm	Cubs - Lunch in Simcoe Park
1:30 pm	Scouts – form up parade @ side entrance to Ft. George

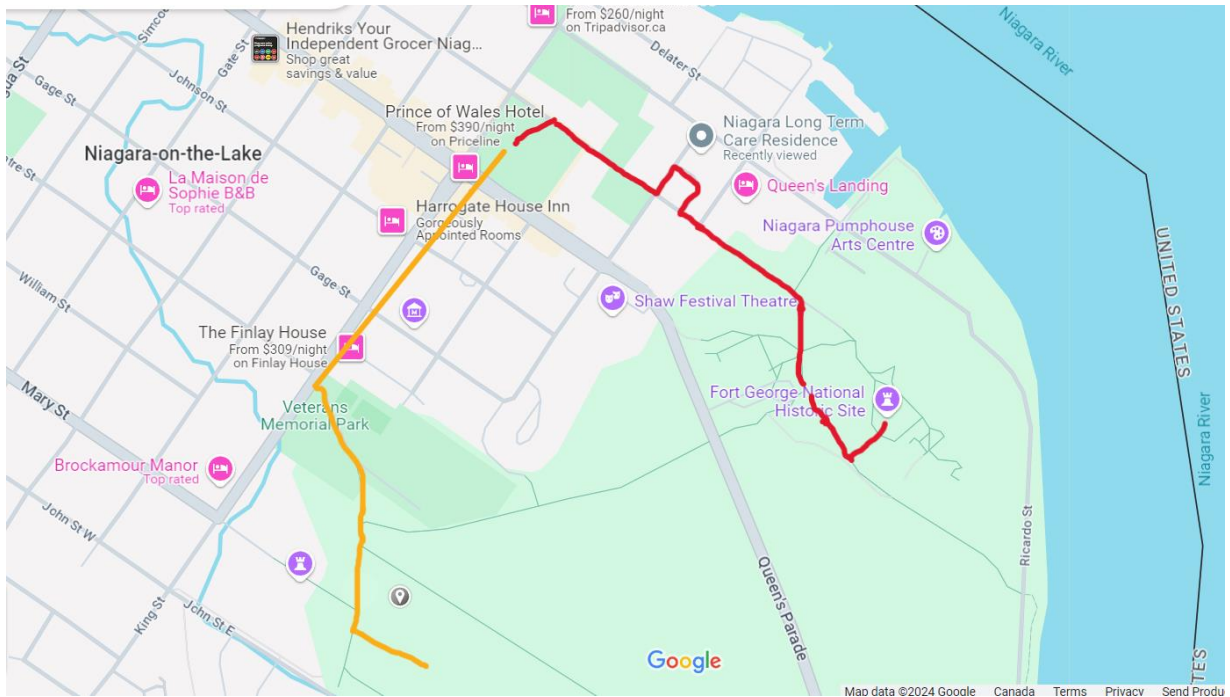
1.50 pm	Scouts - Brigade forms up @ side entrance to Ft. George and marches to Niagara on the Lake. Parade marching order - Kings 8th, 49th, RNR, US 6TH Artillery Reviewing stand at Niagara long term health home Parade dismisses in Simcoe Park and Brigade "pillages" Niagara-on-the-Lake
2:15 pm ish	Cubs – After parade arrives @ Simcoe Park – cubs will walk to the Fort along Byron St.
	Cubs – afternoon activity rotation at the Fort: Musket demonstration Musket Drill – with Scouter Dave Frederick Crafts Self-guided Tour with Scouter Photo booth
3:30 pm	Scouts - Each company goes on their own "casual" in small groups back to camp
4:00 pm	Scouts - Break at campsites – refill your water bottles
4:30 pm	Cubs – return to Commons, pick up gear
4:30 pm	Scouts - Brigade marches onto field for Battle (RNR & 8TH VS 49th & US 6TH).
4:45 pm	Scouts - Start battles in designated field.
	Cubs – Optional - watch Scout battle(s) in field near camping area
5:45 pm	Scouts - End Battle – "casual" back to campsites
6:15 pm	All - Supper - Evening Mug-up is picked up while getting dinner
6.30 pm	Fudge/Chocolate Store opens to CUBS FIRST! @ Security HQ tent
7.00 pm	Fudge/Chocolate Store opens to ALL @ Security HQ tent
7.00 pm	Badge/patch trading @ commissary tent
7.30 pm	Paracord craft @ King's 8th Regiment HQ
7:30 pm	Strategic Board Games @ the RNR Jr. Officer's Mess (beside RNR HQ)
8:00 pm	How to make a Shako @ 49 th Regimental HQ
8:30 pm	CAMPFIRE (AKA DANCE PARTY) @ on Commons south of Brigade HQ
9.00 pm	Scavenger Hunt - completed forms deadline @ Brigade HQ (drop off in Fixer's Tent next door to Brigade HQ)
9.00 pm	Officers and Ladies Soiree @ Brigade HQ (All scouters welcome)

11.00 pm	Lights Out - Quiet Time
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Sunday	SEPTEMBER 21 st , 2025
7:30 am	Camp rises. Companies form up for breakfast (Pick-up snack in lieu of lunch)
7:45 am	Breakfast
8:45 am	Regiments form up to march to the battlefield
8:45 am	Regimental HQs start to gather all Regimental equipment including dismantling gates (except the Marquee tents that need to be stored at Korean Barracks) and place in front of Regimental HQ facing towards the field for pick-up.
9:00 am	Scouts - Start Battle(s) – 49 th & 8 th vs. RNR & US 6 th . 49 th & 8 th to defend
9:00 am	Cub field games
9:30 am	Cubs watch Scout battles (Company flags)
10:15 am	Scouts - End Battles – “casual” back to The Commons
10:20 am	All – form into horseshoe
10:30 am	Start Closing Ceremony at top end of The Commons
11:00 am	End of closing ceremony – camp dismissed (No lunch)
11:00 am	Security starts to allow vehicles onto roadway around the Commons
11:00 am	Site Inspection by Regimental HQ starts as soon as the groups move all tents and personal/group equipment to be placed facing towards the road in each Regiments camping area – ready for pick-up by parents/leaders Each site to be inspected for garbage which will be gathered and placed in the proper waste containers Distribute Crests to each group as their camp is successfully inspected Hand in exit questionnaire when site inspected
11:30 am	DO YOUR GOOD TURN Depart from site having left it free of debris and garbage. Take it with you or leave it IN the garbage/recycling bins at the southeast end of the encampment

Parade Route - 2025

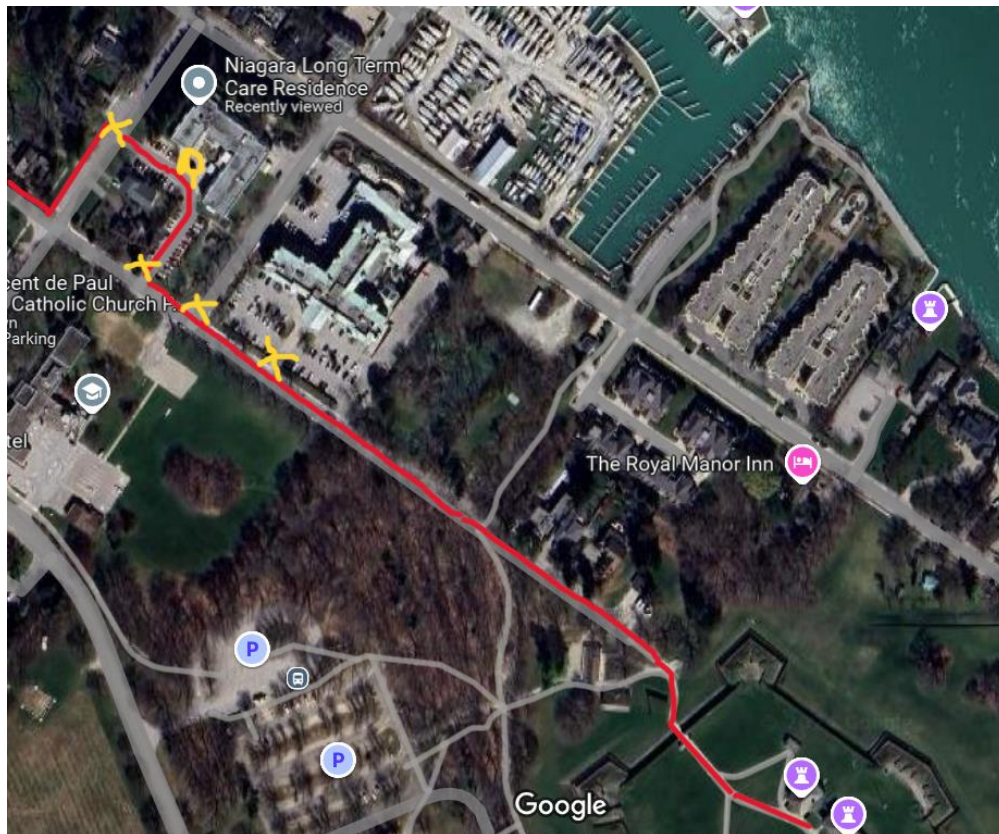
Overview – Entire Route



Parade Route – 2025

Detailed Maps

Detail Map 1 – Note – Change in route - this map starts at the wrong place – the parade starts at the West side of the Fort and follows the path that starts in the bottom middle of the map and goes straight up to meet the road in red. The Overview Map shows the correct route.

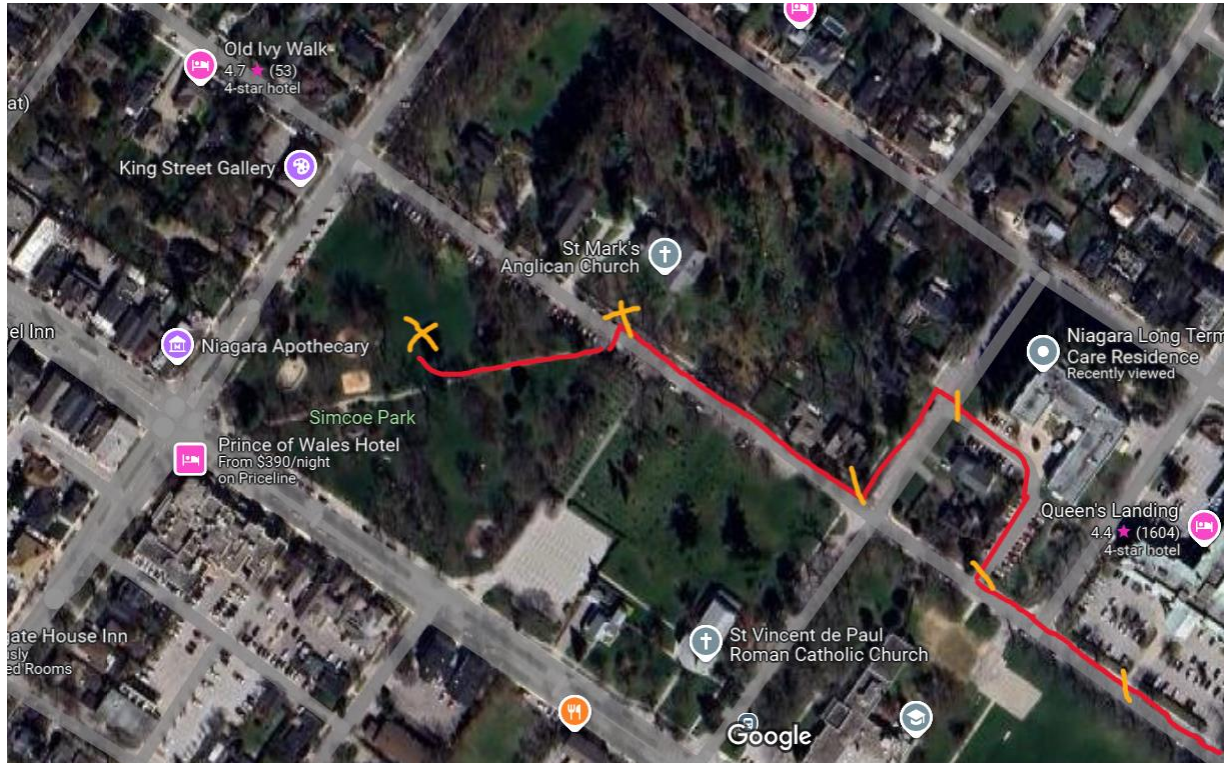


Marshalls located at

- 1) Crossing the entrance to Queens Landing Hotel
 - Need to make sure parade stops for guests entering and exiting
- 2) Crossing Melville Street
- 3) Entering Niagara Long Term Care parking lot
 - (managing those who may want or need to arrive and leave during parade?)
 - Marshalls need to have a plan should there be any medical emergencies needing an ambulance of Niagara LTC residents during the parade
- 4) Crossing from Wellington St from Niagara LTC parking lot to sidewalk

5) At corner of Wellington and Byron? No crossing, just turn

Detail Map 2



From the corner of Byron and Wellington

- 6) There is a crosswalk in front of St. Mark's Anglican church to the pathway into Simcoe Park.
 - Assistance with crossing, and making sure traffic doesn't back up, will be needed

- 7) People will be needed to keep track of hats and muskets while the troops

Scouters will be responsible for getting their youth back to "the Commons" in a "casual" manner (i.e. – walking in small groups, not a parade)

We recommend they walk back along the sidewalk on Prince of Wales side of King St, to Veteran's Lane to get back into the camp area

RECYCLING RULES

Every company/campsite **MUST** designate a Scouter to assist with the sorting of their waste on their site. No garbage or food waste or recycling may be placed in any bin unless it has been approved by the Scouter in charge. Instructions will be provided.

The region of Niagara has very strict recycling rules. If you put things in the wrong bag, we have to sort through your garbage at the end of camp to fix the problem (eww, gross!) before the bags will be accepted for landfill or recycling. The following items should be recycled:

- Beverage cartons and juice boxes
- Plastic clamshell boxes
- Cereal and cookie boxes
- Pizza boxes and other corrugated cardboard
- Glass bottle and jars
- Styrofoam packaging
- Pop cans
- Paper and newspaper
- Plastic ice cream tubs and lids

The following are not recyclable, no matter what the packaging says:

- Food scraps
- Disposable cutlery
- Plastic film

Garbage and recycling bins are located around the camp. Please don't move them!

MENU

(There are vegetarian and Halal options available, but must be requested in advance, prior to camp)

Friday Mug-up:	Hot cross buns, jam
Saturday Breakfast:	Carrot muffins, scrambled eggs, Chicken sausage, Milk, orange juice
Saturday AM Snack:	Apples (provided at breakfast time to take with you)
Saturday Lunch:	Turkey and cheese on a Kaiser, Rice Krispy Treat, Cheese portion, bag of Plain Potato Chips, Apple Juice
Saturday PM Snack:	Oranges (provided at lunch time to take with you)
Saturday Dinner:	Dinner roll & butter, roast beef, BBQ Chicken Breast, mashed potatoes, beef gravy, mixed vegetables, chocolate milk
Saturday Mug-up:	Two bite Brownies, Fruit Punch
Sunday Breakfast:	Blueberry muffin, cheese omelets, Bacon, Fruit cup, Apple turnover, Milk, Orange Juice

THERE IS NO SUNDAY LUNCH.