

Scout Brigade of Fort George Participant Information Package Updated 2022

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 16th
Pick up Time: 11:30 am on Sunday, September 18th

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 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

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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,

God save the King!

Brigadier General Dizzy Castle
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, labelled with your group name and subcamp. If your jugs need to be refilled on Saturday, please leave them at your subcamp 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.

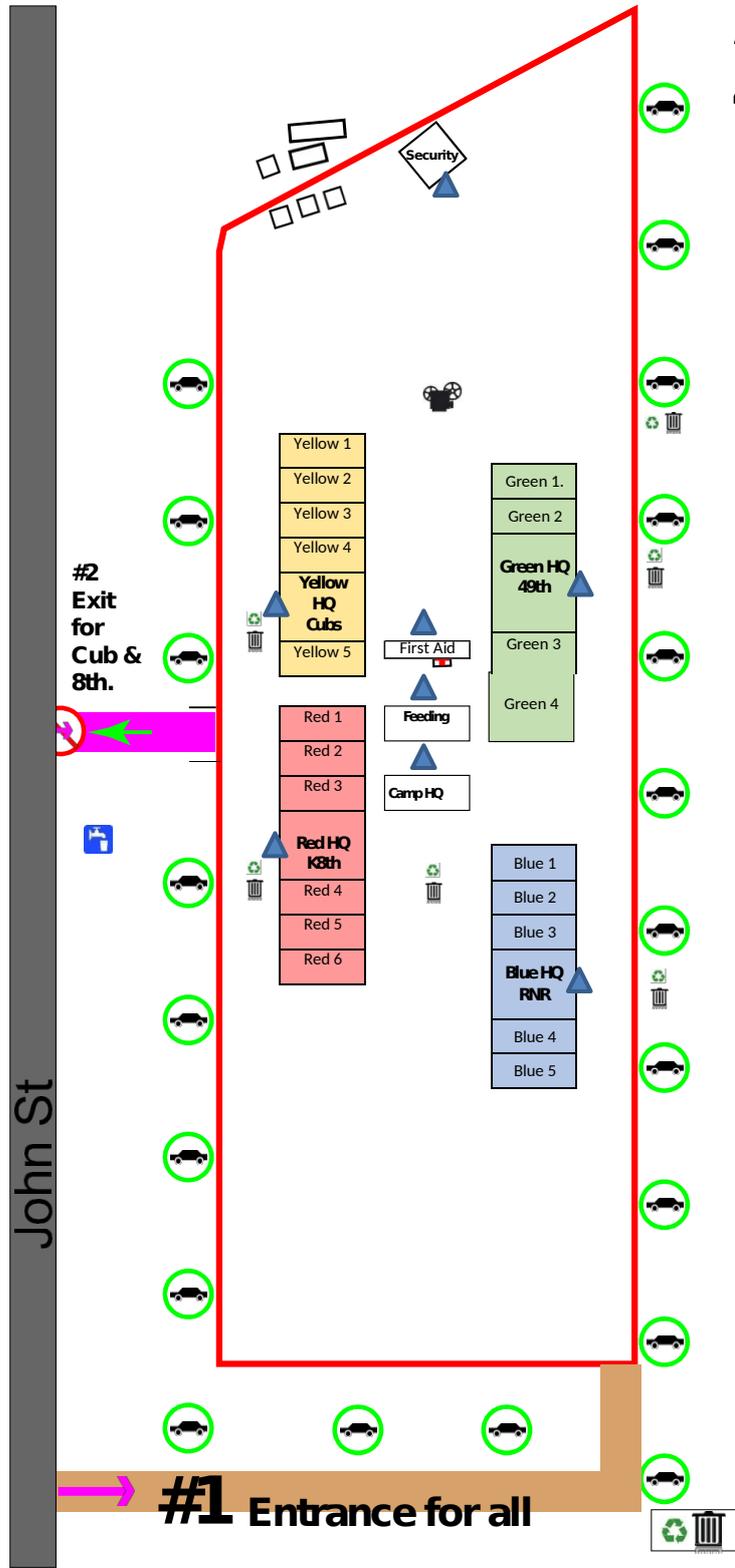
Keep your youth off the earthen defences around the Fort and the Powder Magazine; people can and do get hurt climbing on these.

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.

SITE MAP

Porta-loos are located at all headquarters



2022

Scout Brigade of Fort George Site Map

0 100' 200'

- FIRST-AID STATION
- NO PARKING within boundary line
- Recycling/Garbage Drop-off Stations
- Campfire Area
- 49th Regiment
- U.S. 6th Regiment
- King's 8th
- RNR (Royal Newfoundland Regiment)
- Cubs (Can. Fenoviles/West Point)
- Artillery
- Marquee

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 is 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 subcamp staff to ensure the rank is appropriate! The ranks used at this camp are as follows: ensign, lieutenant, captain, major, 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 exception 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 of 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 programme 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 on site; if you need first aid of any kind, 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.

Friday	September 16th, 2022
2.00 p.m.	Sub-Camp Chief meeting @ Brigade HQ
5.00 p.m.	Campsites open – Earlier must be pre-arranged with your Sub-camp Staff
5.30 p.m.	Regimental Commissary Officer and all servers meeting @ Feeding Station
6.00 p.m.	Registration @ Sub Camp HQ's
8.00 p.m.	Regimental Sergeant Majors "social" meeting @ Brigade HQ (in Uniform)
8.45 p.m.	RSM-led Sergeants meeting @ each respective Regimental HQ
10.00 p.m.	Regimental Officers' Meeting @ each respective Regimental HQ
8.30-10.30 p.m.	Mug Up – Hot Cross Buns and Jam – at Regimental HQs
11.00 p.m.	Lights out – Quiet Time
Saturday	September 17th, 2022
7.00 a.m.	Camp Rises Companies form up for Breakfast (<i>Pick up AM snack</i>)
7.15 a.m.	Breakfast
8.15 a.m.	Prepare for opening.
8:30	Start Opening ceremony
	When not on tour or black powder demo, continue training.
9:00 a.m.	Regiments <u>casual</u> over to Fort
9:10 a.m.	Begin morning Training
10.00 a.m.	King's 8th Regiment Fort Tour
10:00 a.m.	Scout Leader "Battle" Game Plan/Q&A – Officers Mess
10:15 a.m.	Black powder demo for the 49th
10.30 a.m.	Break (Fruit provided at breakfast/Water bring your own with you)
10:45 a.m.	Black powder demo for King's 8th

10.45 a.m.	Royal Newfoundland Regiment Fort Tour
11.15 a.m.	49th Regiment Fort Tour
11:45 a.m.	Black powder demo for RNR
12;15 a.m.	Regiments ground arms in assigned fort area
12:15 p.m.	Lunch and Free Time in Fort
1.20 p.m.	Battles below are at the Butler's Barracks area RNR to town, King's 8th and 49th battle. King's 8th defend. No muskets in town!
2.50 p.m.	RNR return to battle 49 th , Kings 8th to town. 49th defend. No muskets in town!
4:20 p.m.	King's 8th return to battle RNR, 49th to town. RNR defend. No muskets in town!
5:50 p.m.	49th return. Prepare for dinner
6.15 p.m.	Supper
6.30 p.m.	Fudge/Chocolate Store opens to CUBS FIRST! @ Korean Barracks
7.00 p.m.	Fudge/Chocolate Store opens to ALL @ Korean Barracks
7.00 p.m.	Lt.-General Chalmer's youth Court of Honour @ Brigade HQ
7.00 p.m.	Badge/patch trading @ Commissary tent
7.30 p.m.	Lanyard making @ King's 8th Regiment HQ
7.30 p.m.	Strategic Board Games @ the RNR Jr. Officer's Mess (beside RNR HQ)
8.00 p.m.	How To Make a Shako @ 49th Regimental HQ
8.30 p.m.	"campfire" @ location TBD
9.00 p.m.	Scavenger Hunt completed forms deadline @ Brigade HQ
9.00 p.m.	Officers and Ladies Soiree @ Brigade HQ (All scouters welcome)
11.00 p.m.	Lights Out - Quiet Time
Sunday	September 18th 2022
7.30 a.m.	Camp Rises
	Companies form up for Breakfast
7.45 a.m.	Breakfast
8:45 a.m.	Regiments form up to march to the Battlefield
9.00 a.m.	Start Battle(s) (Kings 8th will be split in two with half their companies going to the 49th and half going to the RNR). Battle in field by camp
10.15 a.m.	End Battles – casual back to The Commons – reform into horseshoe
10:30 a.m.	Start Closing Ceremony at top end of The Commons
11.00 a.m.	End Closing Ceremony (no lunch)
11.15 a.m.	Hand in exit questionnaire when site inspected
11.30 a.m.	DO YOUR GOOD TURN, Depart from site having left it free of debris and garbage. Take it with you or leave IN the garbage/recycling bins at the southeast end of the encampment.

	THANK YOU!
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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

Friday Mug-up:	hot cross buns, jam
Saturday Breakfast:	pancakes, syrup, sausage, juice
Saturday Snack:	fruit (provided at breakfast time to take with you)
Saturday Lunch:	deli meat and cheese wrap, apple, cookies, juice
Saturday Dinner:	dinner roll & butter, roast beef, mashed potatoes, yorkshire pudding, gravy, peas & carrots, fruit crumble, juice
Sunday Breakfast:	oatmeal, fruit salad, juice