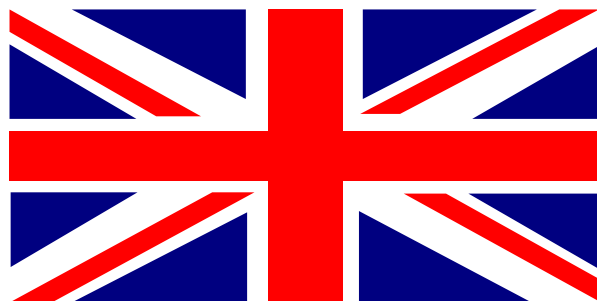


Scout Brigade of Fort George



Participants Information Package

Updated 2019



Greetings To All Regiment Company Participants:

First, let me welcome you all to the Scout Brigade of Fort George.

Where to find your regiment:

When you registered you registered with a sub-camp/regiment.

- US 6th – White sub-camp * RNR- Blue sub-camp
- 8th (The King's) – Red sub-camp *49th – Green sub-camp
- Canadian Fencibles – Yellow/Cub sub-camp
- Artillery – Artillery sub-camp

When you arrive at camp Friday after 5pm, the sub-camps will be marked with coloured signs to help you find your site.

Stop first at the Sub-Camp/Regimental Headquarter's tent (large white tent/mess for the Sub-Camp staff and your information/arrival registration point.)

If there is anything that you do not understand, please feel free to talk to any of the sub- camp staff.

This package contains additional information on the following that will help you plan for and enjoy camp. Please share with your youth and their families.

I look forward to seeing you at the camp.

Lt-General Patricia Baker

Camp Chief

God save the King!

Regimental/Sub-Camp Notes

1. The “**Officers’ Mess**” will be open to all participants in the Marquee throughout the weekend. Please feel free to drop by. Youth are also welcome to drop by and see what it is that the officers do. Please ask them to stop at the entrance and ask permission to enter as this would be traditional in an officers’ mess.
2. When **entering the sub-camp mess**, it is expected that all officers will observe proper mess etiquette to assist with the theme of the camp. Stop at the door and remove your head-dress. Announce yourself by Rank and position. Await the recognition of the senior officer present. As you depart, stand at the door and say "By your leave Sir." Please remember that no head-dress or arms are to be worn in the mess at any time.
3. Please review the **Rules of Engagement** and use them as a guide for Battles. As always we will be relying on company commanders to determine the victor in any battle engagement. Please remember that it is always more fun to win than to lose, but if you never lose, the company that you are fighting can never win. Please be as concerned for how much fun the youth in the other groups are having as you are for your own.
4. **Drill Sheets** are supplied in this package for you all to use in the battles. This sheet contains a few of the most commonly used commands. Please pay particular attention to the musket fire drill. Please follow the entire drill during battles. This will ensure that engagements are as equitable as possible.
5. Please remember that the entire site that we are using is **historic grounds** and that it is all archaeologically sensitive. Please do not dig for any reason. No fires on the sites.
6. **Company commissary staff:** Every Troop needs to bring a scouter who will assist with the central feeding. This person will need to attend the Commissary Officer meeting Friday night at 7:30 pm at the feeding station and meet their Regimental Commissary Officer. The commissary officer will also need to ensure that each Company has hot water for coffee/tea/hot chocolate for their site. Remember there is no cooking or dishwashing on this site.
7. **Central Feeding:** All food is served at the central feeding station. This allows us to comply with local Health Unit requirements – if we are not able to comply with this then we have no way to feed the troops. We do the best we can with the health requirements to provide the best food service to the troops. It is not a perfect solution but it is the only solution that we can have on this historic site.
8. **Promotions;** If any company commander wants to promote an officer in their company, please follow the company structure guidelines. If you have any questions please contact the Regimental Commander.
9. **Records and contact information.** For new companies, please ensure that you bring a complete list of Officers for the HQ records so that we can keep track of our Officer’s for recognition and promotion. Also ensure that we have more than one contact for your troop so we can update everyone on future camps.
10. You must **register** at the Regimental Headquarters as soon as you arrive on site, please come by the regimental mess in the HQ Marquee.

11. **New Groups/Militia:** New troops register as militia. The first year you will be placed in a Militia Company with a Host to help you follow along with the program and Scout Brigade training. We want to make sure you have a great experience!

12. **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>

RULES & GUIDELINES OF ENGAGEMENT

These rules and guidelines exist for the benefit of the following groups:

- 1) The Youth Members
- 2) The Company Commanders & their Staff
- 3) The Regimental Commanders & their Staff
- 4) The Referees

The overall purpose of these rules and guidelines is to:

- 1) Establish and address the overall safety concerns of the Brigade as a whole
- 2) Encourage and promote an air of fair play for all participants
- 3) Attempt to guarantee interaction and fun amongst all participants
- 4) standardize (large & small) group engagement(s)

BAYONET CHARGES

There are **NO BAYONET CHARGES** whatsoever!

MARCHING SPEEDS

Note: Normal walking speed for an individual is 120 paces per minute.

At any time during the activities there should be **a normal walking speed to ensure safety for all participants.**

To encourage fair play we ask you to read the following simple rules of engagement.

- It should take your company 21 seconds to reload their muskets. A scouter/NCO should act as timekeeper and call out the seconds in 1000s: 1001, 1002, 1003, etc.
- Your company may not take the opposing regimental colours or charge the artillery without the reinforcement of one additional company. This will ensure a co-ordinated assault involving two companies during the Battle.
- Every time an opposing company fires a volley at you will have 4 casualties in your ranks. If a situation arises in that the opposing company fires a "popcorn volley" only 2 casualties are sustained. This ruling will encourage the youth to concentrate on their Musket Drill and produce a consistent volley during the battles. The scouts are expected to "die" in a dramatic Hollywood death, or take a knee. A scouter should be designated to tap the Scouts on their shoulder so they may "die". Remember that during an engagement the smaller company will usually suffer the quickest casualties than that of a larger company.
- Once your company has been "killed" you must march off to your rejuvenation flag with their muskets inverted before they may be redeployed. Ensure that everybody walks around the flag to become rejuvenated.
- During the battle, no company is allowed to walk by an opposing company without engaging them. There are no "Ghost Companies" walking around during the battle.
- Three shots fired by the artillery will be enough to "kill" a company. The artillery will either tell you when they are firing at you verbally or with the use of their flags.
- Light infantry companies must walk, take 21 seconds to fire their muskets, and have an accompanying company to take the opposing colours or artillery, just like the line companies. The light companies are the only units that may jog and trail arms when deploying in a skirmish and returning to their regimental line.

NOTE: BATTLING UNITS SHOULD NEVER BE CLOSER THAN 15 FEET (4 METRES) APART FOR SAFETY.

Companies commence fire **only after going through the proper firing**

DRILL SHEET – Print off and bring copies with you.

Order	Movement	Time Counted 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

FIRING RANGES

At **100 feet (30 metres) COMMENCE FIRE**

The chance of a kill is 1/50. **50 shots fired = 1 dead**

At **50 feet (15 metres)**

The chance of a kill is 1/15. **15 shots fired = 1 dead**

At **25 feet (7 metres)**

The chance of kill becomes 1/10. **10 shots fired = 1 dead**

At **25 feet (7 metres)** companies may decide to advance. There must always be a **minimum separation between companies of 15 feet (3 metres)**. At the 15 foot (3 metres) mark, step forward and shout **Huzzah!**

CASUALTIES

When an individual is identified as **“dead”** they are to fall down and stay down for a minimum of **20 seconds**.

FALLING BACK / RETREATING / RE-ASSEMBLING

The decision to fall back, be it made by a Commander or referee, should be announced, the company should fall back (without fear of immediate pursuit). **Note:** Once ground has been lost, it cannot be regained unless by a decision by both commanders or the referee(s).

Friday Evening Programmes

Scouter and Senior Youth Meeting:

When your group first arrives, please send a scouter to the regimental HQ marquee tent to check in with registration. In order to register, you will need to provide the exact number of people that will be on-site with your troop (youth, scouters, parent helpers, etc.).

Each regiment will have a scouters/sergeants' meeting at the regimental HQ for brief meetings. All scouters are welcome to attend and senior youth as well, as this is a youth run program. The youth will be taking on the planning and battle implementation.

We will be introducing our battalion HQ Staff and will also be discussing any last minute changes to programme.

Company Commissary Officers' Meeting:

19:30 All company commissary officers shall attend a meeting with the regimental commissary officer at the Feeding Station Friday night.

Sergeants' Meeting:

A sergeants' meeting will also be held with the RSM at the HQ for all of the Company Sgts. and youth rank positions. All companies are to send at least one sergeant (senior scouts 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.

First Aid

MedVents (medical venturers) are onsite and on patrol all weekend. Their headquarters is located at the centre of the main field.

Lost and Found

Lost and found is located at Security Headquarters, at the top of the field.

Typical Saturday Morning Programme (subject to change)

Each regiment will be running their own program on Saturday morning. Refer to the programme sheets.

The HQ and camp staff will be conducting various training sessions for the youth and adults.

Please watch the emails for the final schedule. As youth are conducting and participating in training adults will also have the opportunity for officer training. The location will be discussed at the Friday night meeting.

Please note that locations for each session will be announced Saturday morning. You will have to rotate between sessions

Tour Fort: All troops will take a self-guided tour of the fort. Typical Sessions (Subject to change)

Session on Musket Drill Demonstration

Session Leader: Re-enactor

The youth will be shown how to load and fire their musket. They will have an opportunity to see and hear a Black Powder Musket Fired. All participants must bring their replica musket with them, as they will learn the proper commands and steps in priming, loading and firing.

Session on Battle Tactics

Session Leader: Re-enactor/HQ Staff

Participants will have an opportunity to learn some more advanced techniques for moving as a company and engaging an opposing force. They will learn some additional tactics and company formations as taken from the period drill manual such as refusing flank, advancement by division, crossing the T, and advancement by line.

Session on Marching Drill

Session Leader: Re-enactor/HQ Staff

Everyone will learn the basics of moving as a company. They will learn the basic maneuvers such as marching in line, marching in column, right wheel, left shoulder forward, etc.

Break: Please take 15 minutes to have your mid morning snack. This should have been brought with you to the Fort. It is supplied with your Breakfast, please have your troop cook ensure that you have sufficient snack for your troop at the fort.

Saturday Evening Programmes

- Lanyard making: 8th (The King's)
- Craft: 49th
- Campfire: RNR
- Badge Trading: Feeding station
- Strategy board games: 6th US
- Selfie booth: Cub brigade
- Dance: First aid tent
- Candy tent

WHAT TO BRING

Please bring:

- Please make sure your parents know that their child is part of the **US 6th, 8th (The King's) , RNR, 49th, Fencibles, Artillery regiment!** This will help with lost parents and youth.
- Personal equipment, sleeping bags etc.
- Personal water bottle – to be carried each time we leave site.
- **Water for Friday night** – and refillable containers marked with group and your sub-camp
- Coffee, tea, hot beverages for your troop.
- Tentage, something to sit on and any tables you feel you need. There are no picnic tables available at camp. You will be sharing a camp site with other troops – be prepared to camp close together and share equipment/resources.
- Military units – full brigade uniform and equipment.
- Militia units - white shirt, pants, floppy style hat, no baseball caps please.
- Any person wearing a scout uniform should not carry any weapon or imitation thereof
- **Troop water containers. Bring water from home for use on Friday night.** On site, water is taken from special faucets attached to fire hydrant which is fed from town's drinking water lines. This source is not to be used for washing or brushing teeth. Please mark your water containers – depending on where you are on site you may have your containers filled and returned to HQ.
- Lanterns, stoves and fuel as appropriate
- Fire protection for tents, (fire buckets or extinguishers)
- No trailers can be on the camp sites.
- National and section (troop) flags. Feel free to display them at the front of your site.
- In case of bad weather, we suggest large clear plastic garbage bags with holes cut out for arms and head.
- Be advised there is free time permitted in town following the parade, so spending money is an option to be considered.
- Please - no radios or computer games.
- All camp sites are shared with other troops to make up the companies- plan to share the site and meet other troops.
- Garbage bags and recycle bags.

Garbage and recycling bins are located around the camp. Please don't move them! You will need to bring your own garbage and recycling bags to use on your site. You can either take your full bags with you, or leave them in the dumpsters at the bottom of the field – at the bottom right of your map.

The following are some common items that are recyclable in the Niagara Region. Please note that the plastic cutlery provided by the caterer is not recyclable!

- Plastic bakery packaging
- Beverage cartons
- Cereal and cookie boxes
- Pizza boxes and other cardboard
- Glass bottles and jars
- Styrofoam and foam packaging Please stack as this will be more compact.
- Pop cans
- Paper and newspaper
- Juice boxes
- Plastic ice cream tubs and lids
- Aluminum cans

Risk Assessment and Management

ATTENTION: Troop Leadership Team.

The Brigade has filed a formal “Risk and Safety Assessment and Management” document with Scouts Canada. As the name suggests, the document assesses potential risk to participants and safety issues and suggests ways the risks and issues can be managed and minimized.

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. Troop leadership team to cub-camp staff to brigade (camp) staff. Likewise, you should expect to receive direction through the same process.
- Please ensure your troop follows the direction of sub-camp staff, brigade staff and particularly the security personnel.
- Signing in and Out. If your troop, or anyone in your troop, is leaving the camp for whatever purpose, other than regular event programming, please sign out at the Security HQ. Please sign back in on return.
- Free time in Town following the Parade on Saturday. Please keep your youth together and properly supervised during this time. This should minimize the chances of mischief, and security concerns for your youth.. Please make sure ALL of your youth have safely returned to the group at the staging point BEFORE you return to camp. If anyone is missing, please alert security personnel or other sub camp/camp staff immediately.
- Saturday evening free time. Please ensure that your youth are supervised from the period after supper to bed time.
- West Nile Virus. Please ensure that your troop is sufficiently protected against mosquitoes, both by wearing long sleeve/long pant clothing particularly at dawn and dusk and by using mosquito repellent as necessary.
- Please ensure that all “youth” tents are placed to the inside of your group’s camp site, leaving “adult” tents on the outside.
- Strangers. We camp in a public park, please be alert to strangers who have no business in our camp. If you don’t know who someone is, ask them, if you remain unsatisfied, call sub camp or security staff. Please report any such instances immediately.
- Cap Firing mechanisms: These 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.

CAMP RULES

ATTENTION: Troop Leadership Team.

The Scout Brigade has enjoyed a privileged working arrangement with the owner of the property on which we camp – Parks Canada. The staff of Fort George have done everything we could have asked to help make our event a wonderful historic experience for our scouts and leaders.

Consequently we must ask all participating troops to respect Parks Canada's rules and wishes with regard to our use of their property.

The Scout Law governs the operation of ALL scout troops during the Scout Brigade event. Each scout troop leadership team is responsible to ensure that all of their members follow the Scout Law and specifically the following rules.

We ask each troop's management team to ensure the following rules are complied with:

1. **Stay off of the earthworks around the fort.** Once inside the Fort you may go into the gun bastions, but please ensure your youth do not go through the embrasures (gun openings).
2. **Stay off the sloping ground around the fort's magazine building.** You must use the pathways down to the magazine.
3. **Respect the fort buildings** (and property therein) that will be open for you to visit. In most cases these are historical artefacts and should not be touched or handled.
4. **Respect any direction from the fort or brigade camp personnel.**
5. **Do not dig any ground at the campsites.** This is historical ground and any disturbance of the surface, other than placing tent pegs, must be supervised by an archaeologist.
6. **No open fires at camp**
7. **Central feeding** allows us to meet local health unit requirements for food handling. There will be no cooking at individual camp sites except for hot beverages
8. There will be **no real weapons permitted at camp.** The only exception will be those re-enactors using muskets for display purposes and these people must be approved by Parks Canada staff before they may discharge a weapon.
 9. Officers may use metal swords for parade or training demonstration purposes, but these must not be unsheathed in any other activities and certainly not on any battlefield scenario.
10. **Cap firing mechanisms may only be used during scheduled brigade activities and not at any other time.** During any times they are used, NCOs and scouters must ensure that they are not discharged close to any other person's ears.
11. Code of Conduct applies to all camps

Please remember that we camp in a park setting, which is open to the public and our entire programme for the weekend takes place in full public view.