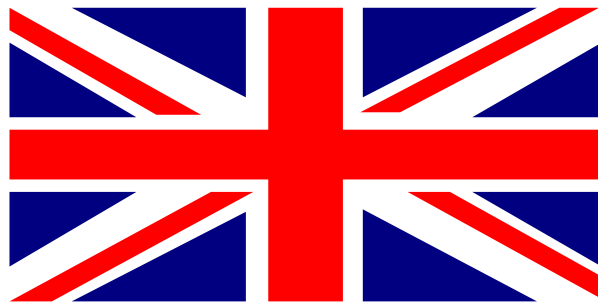


**Kings 8th Regiment of Foot
2nd Battalion of the RFR**



Participants Information Package

Greetings To All Kings 8th Regiment Company Participants:

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

In an attempt to continue to improve communications and to highlight camp activities that are happening this year that may not be covered in the Brigade mailings, the regimental staff and I have prepared this camp package for you.

We will be located in the RNR Headquarters Marquis with the 1st Battalion of the RNR.

Please remember that the Regimental Mess is for your use too, we encourage you to make use of it at your pleasure. Our role is to ensure that your youth have an enjoyable time, and to that end, we want to hear from you. If there is anything that you do not understand, please feel free to contact any one of us and make sure you get to know your host.

This package contains the information on the following that will help you plan for and enjoy camp.

I look forward to seeing you all at the camp

God save the King

Patricia Baker

Lt. Col. Patricia Baker

Kings 8th Regiment - Notes

1. The **Officers Mess** will be open to all officers in the Marquis 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.
2. When **entering the mess**, it is expected that all officers will observe proper mess etiquette. Stop at the door and remove your headdress. Announce yourself by Rank and position and 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 headdress or arms are to be worn in the mess at any time.
3. Following the **Company of Good Cheer** on Saturday Night (at 10:00pm) all officers are invited to drop in for an officer's social at host site – this will be discussed at the Officers meeting Friday night.. There will be refreshments for all adult participants of the Campaign. We encourage you to try to drop by, even if for just a few minutes. This is an excellent opportunity for the leaders from all regiments to interact with each other in an informal way.
4. 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.
5. **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.
6. 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.
7. **Cooks:** Every Troop needs to bring a Cook who will assist with the central feeding. This Cook will need to attend the Officer meeting Friday night and meet the Battalion Commissary and Battalion Cook. Feeding is by central feeding as this allows us to comply with local Health Unit requirements. Each year we make improvements in the food service to best service the troops. It is not a perfect solution but it is the only solution that we can have on this historic site. The Cook will also need to ensure that each Company has hot water for meals and coffee/tea for their site. Remember there is no cooking or dishwashing on this 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 Battalion 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 join the Yahoo group for updates.
10. You must **register** at the Regimental/Battalion Headquarters as soon as you arrive on site, please come by the regimental mess in the HQ Marquis.
11. **New Groups/Militia:** New troops register as militia. The first year you will be placed with a Militia Captain to help you follow along with the program and Scout Brigade training. You will be contacted by a host to answer questions or you may contact the Battalion Commander at any time. We want to make sure you have a great experience!

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 **Only 3 Marching Speeds.**

Forward March: 75 paces per minute.

This is **slow / parade** march at about **½ normal walking speed**. This would be used "on parade".

Quick March: 108 paces per minute.

This is a **medium** speed march still **slightly slower than a normal walking speed**. Most companies will use this speed during battles, manoeuvres etc.

Double Quick March: 140 paces to the minute.

This is the **fastest** speed of march just **slightly faster than a normal walking speed**.

Note:

Line Companies march at Forward March (75 paces) or Quick March (108 paces) **only**.

Light Companies march at Quick March (108 paces) or Double Quick March (140 paces) (unless on parade).

FIRING ADVANCING & CHARGING

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

MUSKET FIRE

Companies commence fire **only after going through the proper firing commands** (as outlined in the Canadian Regiment of Fencible Infantry (Canadian Regiment) Illustrated Drill Manual (K.Lindsey 1990))

Otherwise:

Line Companies can fire no more than **2 shots every 60 seconds.**

Light Companies can fire no more than **2 shot every 45 seconds.**

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 / REASSEMBLING

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).

Kings 8th Regiment - Friday Evening Program

Leaders Meeting:

When your group first arrives, please send a leader to the Regimental Head Quarters Marquis to check in with registration and find out who your host is. In order to register, you will need to provide the exact number of people that will be onsite with your troop (Youth, Leaders, parent helpers, etc.).

At 9:30pm, all Kings 8th Regiment Officers will assemble at the Regimental Head Quarters for a brief officers meeting. All leaders are welcome to attend provided sufficient supervision is provided for your youth. We will be introducing our Battalion HQ Staff and will also be discussing any last minute changes to program, as well as some basic battle planning for the Saturday Battles.

Please note that all company commanders who require commissions for their leaders should contact the HQ Staff during the registration process. All new officers receive the rank of Ensign unless otherwise requested.

Cooks Meeting:

9:00 All Company Cooks shall attend a meeting with the Regimental Cook at the HQ Marquis Friday night.

Youth Meeting:

A Sgts. Meeting will also be held with the RSM at the HQ at 9:30 for all of the Company Sgts. All Companies are to send at least one Sgt. (Sgts are usually senior scouts who can follow and give orders to the youth) to this meeting who will be given important information on the weekend activities and their role.

Kings 8th Regiment - Saturday Morning Program

Each regiment/battalion will be running their own program on Saturday Morning.

The program sessions will begin immediately following opening ceremonies in a location that will be announced at that time. The HQ and Camp Staff will be conducting various training sessions for the youth and adults.

Please watch the website 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. It is expected that at least one leader from the company will accompany the youth during this time.

Session 1: Musket Drill

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 2: Advanced Battle Tactics

Session Leader: Re-enactor

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 3: Marching Drill

Session Leader: Re-enactor

Everyone will learn the basics of moving as a company. They will learn the basic manoeuvres 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. 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 Program

Lanyard making: RNR/ Kings 8th headquarters area.

Movies: 49th Regiment - bring your own chair

Company of Good Cheer for Officers : RNR/K8 HQ

Venturers gathering (No Scouts): Artillery Unit – Cost is \$5 per Venturer for Pizza and Pop – Please pay at the Artillery Marquis by Noon on Saturday

SCOUT BRIGADE OF FORT GEORGE - Drill Sheet

Standard 1812 Company Commands:

ATTENTION	LEFT FACE	SHOULDER ARMS
AT EASE	RIGHT FACE	PORT ARMS
STAND EASY	RIGHT ABOUT FACE	ORDER ARMS

Marching & Turning Commands:

BY THE LEFT ORDINARY MARCH		HALT
RIGHT SHOULDER FORWARD	/ same as /	LEFT WHEEL
LEFT SHOULDER FORWARD	/ same as /	RIGHT WHEEL

Giving Commands:

WARNING COMMAND: "FIRST COMPANY !"
(Delivered Loud & Clear used when no other command has been given for some time... helps the company (youth & adults) focus on what is to come next)

PREPARATORY COMMAND: "SHOULDER ..."
*** three count pause***

COMMAND OF EXECUTION: "ARMS !"

Marching Speeds: Note: Normal walking speed is 120 paces per minute

ORDINARY MARCH: 75 paces per minute
(slow/parade march ½ normal walking speed)

QUICK MARCH: 108 paces per minute
(battle/manoeuvre speed slower than normal walking speed)

Firing Rate & Firing Ranges & Injury Rate:

LINE COMPANIES:	3 SHOTS each 60 SECONDS
LIGHT COMPANIES:	3 SHOTS each 45 SECONDS

100 FEET (30 metres) APART	COMMENCE FIRE
(for every) 50 SHOTS FIRED =	1 DEATH

50 FEET (15 metres) APART	
(for every 15 SHOTS FIRED) =	1 DEATH

25 FEET (7 metres) APART	
(for every 10 SHOTS FIRED) =	1 DEATH

WHAT TO BRING

ATTENTION: Troop Leadership Team.

Please bring:

-
- Please make sure your parents know that their child is part of the Kings 8th 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.
- 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 we 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)
- For those unable to camp, you may bring tent trailers, but most sites can only accommodate up to two on site. Others can be used in parking areas.
- 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.

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 Sub Camp staff to Camp (HQ) staff. Likewise, you should expect to receive direction through the same process.
- Please ensure your troop follows the direction of Sub camp Staff, Camp 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 at 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 Fort Staff 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, leaders must ensure that they are not discharged close to any other person's ears.

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.