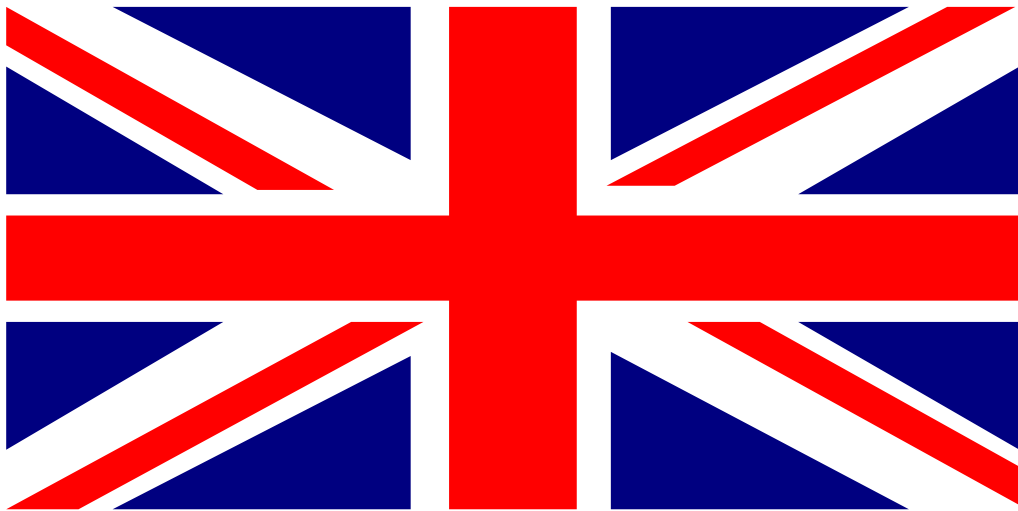


Scout Brigade of Fort George

Kings 8th Regiment of Foot

(Normally referred to as the “Kings Regiment”)



Campaign 2003

Information Package

September, 2003

September, 2003

To All Kings Regiment Company Commanders:

Greetings

First, let me welcome you all to the Scout Brigade of Fort George, Campaign 2003. This is our 20th Campaign and I am very glad that you are participating.

In an attempt to continue to improve communications and to highlight areas 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.

The Regimental staff of the Kings Regiment consists of the following people

Regimental Commander - Col. Michael Wharrie
Regimental Adjutant - Capt. Dennis Buttrey
Regimental Wing Commander - Col. Jim Niddery
Regimental Wing Commander - Maj. Kevin Nickson
Regimental Clerk – Ensign David Wharrie
Regimental Sergeant Major - RSM Chris Worzel
Regimental Staff Cook - Lady Rosemary Wharrie
Regimental Commissary – Capt. Brian Sweet

We will be located in the Kings 8th Regimental HQ Site (Site D47). 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 of any problems that may arise. If there is anything that you do not understand, please feel free to contact any one of us.

This package contains the following documents:

1. This Welcome Letter
2. Rules of Engagement
3. Friday Night Program
4. Saturday Morning Program
5. Notes
6. Troop Site Listing
7. Drill Sheets

I look forward to seeing you all at the camp

God save the King

Michael Wharrie

Col. Michael Wharrie

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 $\frac{1}{2}$ **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 **3 shots every 60 seconds.**

Light Companies can fire no more than **3 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 Regiment - Friday Evening Program

This year, we will be continuing with our Friday night program as we did last year.

When your group first arrives, please send a leader to the Regimental Head Quarters (Site D47) to check in with Capt. Dennis Buttrey, Regimental Adjutant. 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.). This replaces the process in former years where you would have to check in with the Adjutant General's Office. Only groups that still have funds owing need check in at the Administration office in the Korean Barracks with Brig. Gen. Bruce Sellors, the Brigade Registrar.

At 10:30pm, all Kings Regiment Commanders will assemble at the Regimental Head Quarters for a brief officers meeting. All new officers as well as those expecting promotions must be present to receive their commissions. In addition to the distribution of commissions, we 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 must have notified Brig. Gen. Bruce Sellors prior to the campaign of their request so that the commissions will be prepared in advance. All new officers receive the rank of Ensign unless otherwise requested.

Kings Regiment - Saturday Morning Program

Once again this year, each regiment 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. We will break the regiment down into the following Groups.

Group A - Light Coy, 2nd and 3rd Coy.

Group B – 4th and 5th Coy.

Group C - 6th Coy, Gren. 1st and 2nd Coy.

The groups will move using the following rotation schedule.

	Session 1	Session 2	Session 3
9:30 – 10:00am	<i>Tour Fort</i>	<i>Tour Fort</i>	<i>Tour Fort</i>
10:00 - 10:30am	Group A	Group B	Group C
10:30-10:45am	<i>Break</i>	<i>Break</i>	<i>Break</i>
10:45-11:15am	Group C	Group A	Group B
11:15-11:45am	Group B	Group C	Group A

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

Tour Fort: At 9:30 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 in the Breakfast commissary box.

Kings Regiment - Notes

1. The Officers mess will be open to all officers on Site D47 throughout the weekend. Please feel free to drop by. This is your facility and we put it up for you to have a place to escape. Hot water for coffee or tea will be on at all times. (Please lug-a-mug).
2. 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 the 49th Regimental Head Quarters Site (Site C33). There will be coffee and munchies. 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.
3. 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.
4. As always we will be relying on company commanders to determine the victor in any battle engagement. Please review the Rules of Engagement and use them as a guide. 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 again this year. 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.
7. If any company commander wants to promote an officer in their company, please ensure that a complete list is given to Brig. Gen. Bruce Sellors as soon as possible. These need to be printed by the Adjutant General's office and he needs a minimum of one week lead time.
8. For new companies, please ensure that you included a complete list of officers that will be with you and their expected rank in your registration package. If you have not given this information, please contact either myself or Brig. Gen. Bruce Sellors (Adjutant General) as soon as possible so that their commissions can be printed.
9. Unless you owe any money for registration, you must register at the Regimental Headquarters this year, not at the Administration tent as in previous years. As soon as you arrive on site, please come by the regimental mess on site D47 and check in with Capt. Dennis Buttrey, Regimental Adjutant.

Kings Regiment Troop List, Sign In Sheet & Checklist

<u>Troop Name</u>	<u>Site #</u>	<u>In Camp</u>			<u>Leader Name</u>	<u>COY #</u>
		<u># Leaders</u>	<u># Cooks</u>	<u># Youth</u>		
1 st Campbellville 6 th Newmarket	D41					Light COY
1 st Milton 2 nd Milton	D42					2 nd COY
14 th Waterloo	D43					3 rd COY
Cambridge Contingent	D44 D45 D46					4 th Coy
Kings 8 th RGMT HEADQUARTERS	D47				Wharrie, Buttrey, Niddery, Nickson, etc.	HQ
1 st Sandeewood	D48					5 th COY
7 th Milton	D49 D50					6 th COY
58 th Toronto	D51					1 st Grenadier COY
653 rd Toronto 18 th Willowdale	D52					2 nd Grenadier COY
1 st Bradford 415 th Toronto	D53					2 nd Grenadier COY

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 $\frac{1}{2}$ 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

SCOUT BRIGADE OF FORT GEORGE - Drill Sheet

LOADING & FIRING SEQUENCES

All Loading & Firing begins from the position (At the SHOULDER ARMS)

(LOADING COMMAND) "COMPANY PRIME AND LOAD"

(ACTIONS)

**1. CAP IS DRAWN FROM POCKET (CARTOUCHE POUCH).
THE MUSKET IS POINTED 45 degrees TO THE SKY SLIGHTLY UNDER
THE RIGHT SHOULDER.**

**2. CAP IS PLACED ON THE HAMMER OF MUSKET.
THE MUSKET IS THEN PLACED BUTT FIRST ON THE GROUND.
BARREL POINTED AT THE SKY.**

**3. POWDER, BALL AND CARTRIDGE ARE DUMPED DOWN INTO THE MUSKET
BARREL.**

**4. RAMROD IS DRAWN FROM MUSKET.
CONTENTS OF BARREL ARE TAMPED DOWN FIRMLY 2 TO 3 TIMES.**

5. RAMROD RETURNED TO MUSKET.

(FINAL LOADING COMMAND) "COMPANY MAKE READY"

(ACTION)

**MUSKET IS BROUGHT TO UPRIGHT POSITION IN FRONT OF MID BODY. BARREL
POINTED TO THE SKY. (NO FINGERS ON THE TRIGGER)**

**(FIRING COMMANDS) "P ' SENT" (single syllable)
(Present)**

(ACTIONS)

**MUSKET BROUGHT (SMARTLY) TO EYE LEVEL.
BARREL FACING ENEMY, FINGER ON THE TRIGGER (WAIT FOR IT)**

"FIRE"

IN UNISON THE COMPANY SHOULD FIRE ON THE ENEMY.

**(NOTE: GOOD SOLDIERS WERE WELL DISCIPLINED THERE WAS NO FIRING AT WILL
DURING THIS PERIOD)**

**SOLDIERS REMAIN AT THE "FIRE" POSITION UNTIL THE NEXT ORDER IS GIVEN
(PRIME & LOAD) (SHOULDER ARMS) etc.**