



Fort George National Historic Site of Canada Battle of Fort George July 15 & 16, 2023 <u>Participation Guidelines</u>

- 1. Everyone must check in at Registration upon arrival. Camp locations are pre-determined and must be followed to allow room for everyone. <u>Every adult</u> must sign an individual Volunteer Form which induces individual Photo Release for Fort use only.
- Set up for re-enactors at Fort George can begin after 12:00pm Friday July 14. Vehicle traffic inside Fort George is normally prohibited during operational hours to maintain historical authenticity. We therefore ask that when you bring your vehicle into Fort George you unload your gear and park your vehicle in the designated parking area **before** you begin setting up.
- 3. Registration will be located in the Agora building next to the parking lot and will be open from:

Friday July 14 from 12:00 p.m. through 10:00 p.m. Saturday July 15 from 9:00 a.m. through 10:00 a.m.

4. Fort George National Historic Site's hours of operation are:

Saturday July 15	10:00 a.m. to 5:00 p.m.
Sunday July 16	10:00 a.m. to 5:00 p.m.

We ask participants to have their area open to the public during these times. No anachronisms are allowed in front of the public and we ask that you explain to the visitors your uniforms and equipment. Many visitors indicate this is the highlight of their visit to the event.

- 5. Equipment, black powder and firearms are the responsibility of each unit and must not be left unsecured or unguarded. Only proofed reproduction 19th century Flintlock firearms and artillery are allowed.
- 6. Every Unit Commander Briefing must be attended by the unit commander /safety officer / unit representative. Every unit member must read the Historic Weapons Safety Rules for the handling of firearms, artillery and black powder.
- 7. This is a family event. Late night noise after 10:00 p.m. and/or disorderly conduct will not be tolerated.





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Firepits are permitted in designated camp locations. Please ensure that only the top layer of soil is removed and replaced once the weekend has been concluded. For everyone's safety please ensure that a bucket of water or fire extinguisher is located near each firepit.

- 9. First Aid Kits, fire extinguishers and emergency phones are located inside Fort George NHS in Blockhouse 3 and the Visitor Centre. Please inform site staff of any requirements.
- Vehicles are allowed into the period camp for <u>unloading and loading.</u> Please keep streets in the camp clear for maintenance and emergency vehicles. Please park in the designated Re-enactor parking area.
- 11. A public washroom building is located outside the walls of the fort behind the Visitor Centre and washrooms are available in the interior of the fort. These facilities will remain open 24 hours a day Friday through Sunday. There are no showers on the premises.
- 12. Site staff will be on duty throughout the event. After hours a designated staff member and/or commissionaire will be available on site.
- 13. Participants must be at least 16 years of age to handle black powder. All firearms, artillery pieces, implements and ammunition will be inspected by a Parks Canada Historic Weapons Officer before they can be used for demonstrations. <u>A copy of the site's Historic Weapons Safety Rules is attached</u> and will be available at the event. Please ensure all unit members are aware of these safety rules.
- 14. Re-enactment participants are eligible to receive a 10% discount off of non-consumable merchandise at the Friends of Fort George Gift Shop located in the Visitor Centre.
- 15. Pets must be kept on a leash at all times. Please be a responsible pet owner and clean up after your animal.
- 16. Be advised the while we are happy to have children of re-enactors on site we want to ensure the safety and enjoyment for both our volunteers and visitors. The following have always been the rules at fort George, however due to a recent visitor complaint we would like to ensure that these rules are understood by all parents before coming to Fort George NHS.
 - a) A Parent or guardian are responsible for the supervision of their children.
 - b) For safety purposes children are not permitted to climb on any of the earthworks at Fort George NHS.
 - c) Children must be accompanied by a parent or guardian in ANY of our buildings or historic structures at all times.

The following will be provided for the weekend:

- Potable water will be available.
- Firewood will be available all weekend.







Security Regulations:

a) Access to staff areas are restricted to Parks Canada staff ONLY. This includes all of Blockhouse #3, and the upstairs of Blockhouse #1. Re-enactors are not permitted in any of these areas.

If you have any questions, please contact: Peter Martin Special Events Coordinator, Niagara National Historic Sites, Parks Canada <u>peter.martin@pc.gc.ca</u> (905) 468 1393

Fort George National Historic Site of Canada Battle of Fort George July 15 & 16 , 2023

Parks Canada Historic Weapons Safety Rules

BRIEFING SESSIONS

The Unit Commander Briefing must be attended by the unit commander /safety officer / unit representative. Orders will be communicated by the staff to the individual unit commanders who will in turn brief their unit members.

TACTICAL DEMONSTRATIONS

The safety of viewers and participants overrides all other considerations, and will be the governing factor in determining the location and extent of demonstrations.

- 1. Participants must be at least 16 years of age to handle black powder.
- 2. During any opposed side demonstration, weapons will not be directly aimed at the "enemy" forces. During battle re-enactment scenarios, rammers will NOT be used.
- 3. No closing with edged weapons is allowed.
- 4. No objects or projectiles may be thrown during demonstrations.
- 5. No weapon is to be discharged toward or over viewers.





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- Canada Canada 6. At the conclusion of any demonstration, all misfires and loaded weapons will be cleared under the supervision of Unit Safety Officers, before a unit leaves the range or in a designated secure area. All units must check their area or range for cartridges and other objects.
- 7. Any scripted "contact" must be planned, and approved by Parks Canada Historic Weapons Safety Officers in advance. No hand to hand combat is permitted. No improvisational assaults on artillery pieces, enemy colours, soldiers, camp followers or mascots. No departures from the script are permitted, unless Parks Canada Historic Weapons Safety Officers and field commanders approve.
- 8. Safety lines and public viewing areas will be established. Artificial barriers such as rope or tape will be used to mark these areas, and wherever possible will coincide with natural features. No participants may cross into the public areas during a demonstration, or with loaded weapons.
- 9. NO firing, in any direction, within six (6) metres/yards of safety lines and viewing areas.
- 10. Weapons are only to be fired as part of an approved demonstration, and any training or practice firing must be approved by a Parks Canada Historic Weapons Safety Officer in advance.
- 11. On the word of command **<u>STOP</u>**, all participants will stop marching and stop firing until cleared by the Parks Canada Historic Weapons Safety Officers to continue.

BLACK POWDER

- 1. Black Gunpowder should be brought to the event in pre-made cartridges. Cartridges will not be prepared on the site, except at specific locations designated by Parks Canada Historic Weapons Safety Officers.
- 2. Cartridges must be stored in a secure location and returned there after each demonstration unless alternate arrangements have been made with Parks Canada Historic Weapons Safety Officers.
- 3. Any theft of black powder should be reported immediately to a Parks Canada Historic Weapons Safety Officer.
- 4. Black gunpowder is the only approved propellant.
- 5. Only blank cartridges are permitted, no projectiles are allowed.
- 6. Blank cartridges for small arms will be of paper, rolled in an appropriate historical manner, folded or tied, without staples or tape.
- 7. Paper used for cartridges must be heavy enough to withstand damage before use, or accidental ignition by stray sparks.
- 8. Cartridges for flintlock muskets must not exceed 125 grains FFg.

EQUIPMENT

1. All equipment and accoutrements should be in good working and safe condition. Parks Canada reserves the right to inspect any and all equipment and accoutrements.





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 Powder horns must not be used for loading and should never contain black gunpowder at any time.

FIREARMS

- 1. Only proofed reproductions firearms and pre-made ammunition which pass the inspection by a Parks Canada Historic Weapons Safety Officer, or designate will be used on Parks Canada property.
- 2. Any group or individual failing to attend the safety check will not be permitted to participate in the battle re-enactment scenarios.
- 3. Only reproductions of arms appropriate for the period will be permitted. No percussion cap weapons are permitted.
- 4. All individuals firing weapons in demonstrations must be fully trained in the safe, historically correct procedures.
- 5. No member of the public is to be permitted to handle or fire any firearm at any time.
- 6. All firearms must be secure at all times, either hand held or locked away.
- 7. Flash guards are required for all priming pans.
- 8. All firearms are to be loaded with a single cartridge only. Double or Triple loading is NOT permitted
- 9. Muskets are to be fired from the shoulder NOT from the hip or any other position.
- 10. Ramrods are NOT to be used to load any firearm during any opposed line firings.
- 11. No projectiles or wadding is to be fired from any weapon at any time.

ARTILLERY

- 1. Each artillery piece, and associated implements and ammunition will be inspected by the Parks Canada safety officer and/or designate. Crews will also be asked to demonstrate their loading, firing and misfire procedures. Only crews with guns, implements and procedures that pass inspection will be permitted to participate in firing demonstrations.
- 2. The minimum interval between firing artillery **AND** reintroducing a charge in the muzzle of the gun is a five (5) minute interval.
- 3. All blank artillery cartridges will be made of triple wrapped aluminum foil, rolled and formed with a distinct top and bottom. Heavy duty foil is strongly recommended.
- 4. Artillery crews will double worm and double sponge their guns before any gun is loaded.
- 5. Artillery that has misfired will remain in position until the situation is resolved with the help of a Parks Canada Historic Weapons Safety Officer.
- 6. All gun crews firing black powder artillery pieces will wear only natural fibre, long sleeved outer garments or full uniforms as protection.
- 7. Earplugs or hearing protection is mandatory for all gun crew members.

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- Canada Canada 8. All artillery must remain in positions as per the program plan and may not be moved in a loaded condition or simulated battle.
- 9. Artillery will not be fired within 50 metres of the opposing forces or while supporting infantry is forward of the gun muzzle, within a 60 degree arc of the weapon.
- 10. Artillery, when intended to be fired, shall be placed a minimum of 12 metres in front of or to the side of the audience. The area forward of the muzzle will be clear of any persons.
- 11. Use of artillery is the responsibility of the visiting group and they must ensure that only trained personnel are involved in the firing, and their procedures, implements and ammunition must be approved by a Parks Canada Historic Weapons Safety Officer prior to the demonstrations.

EDGED WEAPONS

- 1. All edged weapons including bayonets, knives, swords, tomahawks, axes, etc. must be sheathed on the field during a demonstration, unless otherwise approved by a Parks Canada Historic Weapons Safety Officer.
- 2. Throwing edged weapons are strictly prohibited.

CAVALRY

Cavalry units that plan to attend mounted **must** contact Peter Martin at peter.martin@pc.gc.ca before they will be permitted to attend the event. Any Cavalry unit that shows up with horses that has not done so will be asked to leave the site.

FIRST AID

Parks Canada staff will be on and around the battlefields with water and radios if help is required.

If you have any questions or concerns, please contact Peter Martin at <u>Peter.Martin@pc.gc.ca</u>.

