

Scout Brigade of Fort George

Artillery Guidelines

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For Campaign 23
September 2006

This document is a starting point only,

The evolution of the senior youth Artillery Program will take 3-4 years to fully integrate into the Scout Brigade of Fort George program.

This year will keep the Artillery Program relatively simple. Instead of lots of individual Groups running individual Artillery programs this will be an attempt to organize all Artillery participants. All items brought to evolution need to be simple and easy to implement. As the Brigade grows accustomed to the organized integration of the Artillery program more complex items could be attempted. For now, a baseline has been created.

Full analysis and review will take place with feedback from all contributing participants of the event. These guidelines will be adapted to address the issues raised post the 23rd Campaign.

The goal is to provide an exciting experience for all participants of the annual Scouting Campaign by allowing senior Scouting youth to continue to participate by playing period Artillery. The resulting participation should enhance the Scout age youth's experience.

Table of Contents

Programme 4

Roles and Responsibilities 6

Rules of Engagement 8

Notes 9

Feedback Form 10

Artillery Weekend Programme:

Thursday:

Major to setup donated Marquee tent as HQ, setup billets for Artillery Staff

Friday Evening:

Artillery Pieces arrive at SBFG Artillery Park

Artillery Participants Meeting in the Beaver/Cub Tent @ 10 pm

- review all final instructions that will have been sent out a week prior to event
- review organizations
 - o introduce crewmates to each other along assigned Marshall
 - o assign Pendants to crews (Side A vs Side B)
- review piquet duty schedule

Meet w/Sub-Camp Chiefs

- abbreviated review

Saturday:

Artillery forms up in Artillery Park, ready to join column where directed (at the rear for column of route)

Upon arrival at Fort George, Artillery to park pieces to the left of the main gate, in the NE corner of fort. Artillery crews to form in ranks of four in front of their pieces, then join Brigade Horseshoe as two Artillery Companies at the end of the column.

Upon dismissal from Horseshoe, Artillery will march to pieces, and exit FG to the West for Artillery sessions.

The same Re-enactors from Campaign 22 have graciously accepted to return.

They will hopefully take half an hour to give us a demonstration. Then hopefully a reenactor will join each Division, four in total and help the Leaders in charge, run through two different sessions. First, Roles & their duties/responsibilities, second actually artillery drill; placements of gun crew members, procedures etc.

After demonstration, Companies to separate into Divisions to form four stations. Two separate stations for each Company running concurrently. One station to define and review the Crew Positions with the Roles and Responsibilities for each position. One station to practice loading and firing with appropriate commands. Hopefully the Re-enactors will supervise each station and help contribute.

Return to camp at the rear of the column

LUNCH

Parade – form up in the Artillery Park awaiting orders of where to fall into Brigade .

Sat. PM Battles – Each Artillery Company to form up with their respective Army. Captains of each should have had many conversations with the Army Commanders by this point.

Piquet Duty:

Each Gun Crew will serve a one hour Piquet Duty “guarding” the Artillery Park beginning right after the battles. Infantry and Musket Drill to be reviewed and practice during this duty.

Schedule for Piquet Duty: to be determined once roster is filled out.

Sat. Evening Debrief 9 pm in Beaver/Cub Tent:

- hand out form
- each crew to write Pros & Cons
 - o collect and review
 - o brief discussion, Brigade Artillery Officer to facilitate

Sunday:

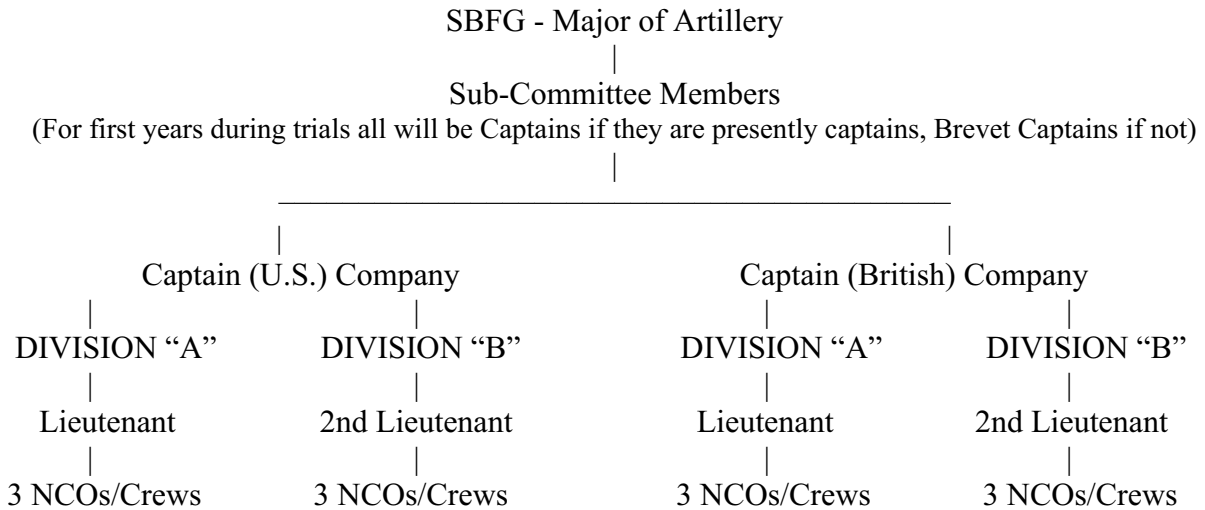
Artillery forms up in Artillery Park, ready to join column where directed (at the rear for column of route)

Upon arrival at Fort George, each Artillery Company will join their respective Army. Upon conclusion of the Battles the Artillery companies to park pieces to the left in the NE corner of FG. Artillery crews to form in ranks of four, then join Brigade Horseshoe as two Artillery Companies at the end of the column.

Upon dismissal from Horseshoe, Artillery to march to pieces. Each Company will make ready to join the tail of the Brigade column. Upon arrival at encampment, both Artillery companies will stand in column at the Artillery Park to await dismissal from Brigade Artillery Officer.

Dismissal

Roles & Responsibilities:



Min. 4 Crews, max. 8 crews per Captain

Crew Ranks

- 1 - Serjeant
- 1 - Corporal
- 2 - Bombardiers
- 4 - Gunners

Major:

The facilitator of the Artillery programme

Sub-Committee:

Experience Leaders with Artillery knowledge, who are enthusiastic to contribute to the evolution of Artillery to the Scout Brigade of Fort George event.

Captains:

Leaders and/or Rovers with Artillery knowledge will play the roles of Artillery Company Captains.

1st Lieutenants:

Venturer Advisors and Scout Leaders will maintain their current Brigade rank or will be promoted to 1st Lieutenant if currently an Ensign. Leaders will play the role of Artillery Marshalls, see below for further detail.

2nd Lieutenants:

Selected senior youth will play 2nd Lieutenants in charge of an Artillery Division.

Serjeant:

Returning Senior youth who have participated in Artillery will be assigned to lead a Gun Crew.

Corporal:

Returning youth who have participated in Artillery will be assigned to lead a Gun Crew.

Bombardiers:

First, second year youth who are participating in Artillery for the first time will be assigned as Bombardiers to a Gun Crew.

Gunners:

First, second year youth who are participating in Artillery for the first time will be assigned as Gunners to a Gun Crew.

Ranks and Positions will be worked in conjunction with input from each Troop Leader's input. Leadership as a theme in Scouting will be the guiding principal with respect to the roles of Artillery.

2006

This year's registration is 70 youth.

We will create 8 Gun Crews of 8 or 9 men..

Each Artillery Company will have 4 Crews. Each Company will have two Divisions of two Crews.

Rules of Engagement

All Artillery participants must be familiar with and follow the following rules of engagement. If the evolution of Artillery with the Scout Brigade of Fort George is to be taken seriously, all participants must “play by the rules”.

In 1812-14 an experienced Gun crew could fire 3 rounds in 5 minutes, so the same will apply here. All Artillery Crews will follow the correct procedures required to fire their piece, see reference document titled, “SBFG_Artillery_Manual.pdf”. The role of Artillery within the game is one of precision, leading to a high degree of respect, just like the time period being represented.

The Artillery Captain will confer with the Commander of his assigned Army. The Captain will then place Artillery according to that strategic “game” plan.

Artillery participants will take the required time and effort to move their Artillery pieces into position. Artillery participants must play the role with historical accuracy in mind. Artillery was heavy it was not moved quickly. To be fair, participants must try to replicate this aspect.

The Artillery Company will consist of two Divisions. Each Division will fire on one target together by the order of their Captain and/or Lieutenant(s).

Each Artillery piece within the Division must fire at least one “range finding” shot, signified by a white flag. A Gunner will be designated as signal corpsman. Each Gun Crew will be supplied with a red & white flag.

Again each shot taking an average of 2 minutes to prepare by following the correctly ordered loading/aiming procedures. If the target is stationary then the fourth round by a Division will have “hit” the target, signified by a Red flag, and successive damaging rounds will follow from that Division. If the target is moving then more range finding rounds will be necessary. If the target is stationary then Artillery fire should take out the target with great efficiency. Fairness in the game is the utmost priority. Artillery & Infantry participants will respect the Rules of Engagement.

Artillery, as senior youth participants, will take the high road and avoid un-Scouting like behaviour should any situations arise that are contentious. All participants must remember that this is a Scouting event that commands the same respect as any other event.

An averaged size Infantry Company will require 3 hits to be “retired”. Larger formations will take more. This is one of the points that will need to be assessed on the spot and reviewed in the debrief of the event. Artillery Marshals are to be in position to help render a fair resolve.

Should an Artillery Division come under attack by an opposing Artillery Division, the same firing rate applies but 3 hits would eliminate a Gun Crew from the Division. This based on the physical area occupied by an Infantry Company and a Gun Crew. When an Artillery Division comes under attack, as with Infantry Companies, casualties are incurred during the battle before a decisive outcome is reached. Artillery participants will be free to add to the overall experience of their opposers by performing their best theatrical ability into a few gory death scenes. Again, senior youth have a responsibility to contribute to the younger sections experience.

Following the new guidelines for rejuvenation for Infantry companies, the same will apply to Artillery. This is a Scouting game, not a reenactment organization. Should an Artillery Division be beaten by dynamic and tremendous strategic game play, that Division will properly pack up their

gear and march back to the rejuvenation flag. Again with the proper drill and pacing. Once arriving at the Rejuvenation flag they will be redeployed into the Battle by their Army's commanders.

Currently Infantry companies are not plundered for their mukets, ammunition or wares. It therefore remains fair that for this Campaign year the same will apply to Artillery.

Firing ranges & kill rates:

The Maximum range of the cannons will be 100 yards. This allows for a fair development of the game on the field. To allow more would effectively eliminate any Infantry movement. This objective is to allow fair development of the game for all participants.

Senior Artillery officers (Venturer advisors and Scout Leaders (U.S.), otherwise know as Artillery Marshals, will be attached to a Gun Crew. In battle their position will be in the fire line of their assigned Crew. Artillery Marshals will be attached to a Gun Crew other than their own. The purpose to foster more the Venturer program, working with others and motivating Artillery participants to behave with the utmost Scouting principles.

Artillery Marshals will pace off an approximated 100 yards. Then stay opposite the Gun Crew to communicate to the "target". Artillery Marshals are to communicate goodwill and fair play to enhance the evolution of the game.

This will take the cooperation of the Brigade as a whole. Essentially, the Marshals and Infantry Officers (all Scout leaders essentially) on the field must remember this is a Scouting event (game). The goal is for all participants, especially the youth, to have a great experience. While Artillery participants are youth, they are senior section youth and have a responsibility to help deliver a great experience for the younger sections. This is the main goal for this initiative.

Firing of the Piece:

Proper firing procedures for all artillery pieces must be followed by the Gun Crews. The assigned Artillery Marshall will be monitoring their Gun Crew to ensure that all Artillery participates comply. Appropriate speed and technique are vital for Artillery to be taken seriously by the rest of the Brigade.

