

# School of the Renaissance Soldier, Actions of the Low Countries

## 2009 Event Rules and Policies

<b>I. Weather</b> .....	<b>1</b>
<b>II. Camp Tamarancho</b> .....	<b>2</b>
2.1. Scouts .....	2
2.2. Traveling to the Camp.....	2
A. From the North: .....	2
B. From the South:.....	3
C. From the East, the Richmond San Rafael Bridge: .....	3
D. Continuing from the San Anselmo Hub intersection: .....	3
2.3. Arriving at Camp Tamarancho .....	4
A. Arriving on Friday .....	4
B. Arriving on Saturday or Sunday .....	4
2.4. Parking.....	4
<b>III. Event Registration</b> .....	<b>5</b>
3.1. Registration Fees.....	5
3.2. Camp Layout.....	5
<b>IV. Tavern</b> .....	<b>6</b>
<b>V. Fire Regulations</b> .....	<b>7</b>
5.1. Cooking.....	7
<b>VI. Trash Disposal</b> .....	<b>7</b>
<b>VII. Food</b> .....	<b>7</b>
<b>VIII. How the Drill will be Conducted</b> .....	<b>8</b>
<b>IX. Watch and Ward</b> .....	<b>8</b>
9.1. Basic rules for watch and ward will be these: .....	9
9.2. Method of assigning watch and ward duty:.....	9
9.3. Watch and ward duties: .....	9
9.4. Exceptions: .....	10
<b>X. Event Cancellation</b> .....	<b>10</b>

Please review these event rules and share the information with others in your party. These rules have been updated for our new Camp Tamarancho venue and are current as of Easter Sunday, 4/12/2009.

### I. Weather

No event held out-of-doors is impervious to the weather. In conducting an open field event, with woolen clad participants shooting matchlock weapons and cooking over open fires, we definitely sought a cooler time of the year, that would give us green fields, mild temperatures and minimum rainfall. On the average, Camp Tamarancho in April delivers all of these things. The average daytime high is 71 degrees; the average nighttime low is 46 degrees (although the record high is 96, and the record low is 31).

In Fairfax, the rainiest months are November through March. The months of June through September are dry and warm. The best months for this sort of an event are October, April and May. For many of us in Northern California, most of October is taken up by Renaissance Faires. May is attractive, but, since Camp Tamarancho is a Boy Scout camp, their calendar begins to fill up with Scouting events, making it difficult to get the site to ourselves. Since we do want a springtime event, and good venues are

difficult to find, we are pleased to conduct the Actions of the Lowe Countries in April, and take the weather as it presents itself.

## **II. Camp Tamarancho**

Camp Tamarancho is a Boy Scout facility, owned and operated by the Marin Council, Boy Scouts of America. It is a site long used by the Renaissance Military Society (RMS) for encampments and Schützenfests, and it offers us many unique opportunities. The remote setting, the fantastic vistas and access to archery and gun ranges make Camp Tamarancho one of our favorite venues.

### **2.1. Scouts**

It is not uncommon, therefore, for scouts to be onsite. They are, of course, well supervised and quite respectful. We do not allow them unescorted into our camp, but do frequently invite them up to show them around. This, they (and the management) enjoy immensely. If Scouts are to be in camp it will be announced in advance. Please greet them cheerfully, stay in character (it's somewhat like being at Renaissance Faire) and engage them in what you are doing. Show them what you are cooking, let them see your sword, or demonstrate some period craft. It is quite likely that we will invite them up and put some of them through a pike drill, and they have a keen interest in watching us shoot at the firing range.

The rapport that we have with Camp Tamarancho is one that has been cultivated over many years, and our willingness to interact with their scouts has had a very positive effect on that. Please conduct yourselves in a dignified and responsible manner at all times, keeping in mind the impact your actions may have on the future of our relationship.

### **2.2. Traveling to the Camp**

Camp Tamarancho is not difficult to find, but it is important that you follow the directions very carefully and know what to expect in advance. The address is:

1000 Iron Springs Rd  
Fairfax, CA 94930

As frequently is the case, the directions you receive from an online mapping service may not provide you with the optimum route. Use your favorite online mapping tool to produce a map, but Camp Tamarancho staff recommends the following instructions:

#### **A. From the North:**

1. Traveling south from Novato on US Highway 101, take the Central San Rafael exit, get in the right lane as soon as you can, and then turn right onto 3rd Street. Continue west on 3rd Street (which mysteriously enough will become 2<sup>nd</sup> Street, then 4<sup>th</sup> Street, then Red Hill Avenue) to the *San Anselmo Hub* intersection.

**B. From the South:**

1. Traveling north from San Francisco on US Highway 101, take the exit for San Anselmo (Sir Francis Drake Blvd) and head west to the *San Anselmo Hub* intersection.

**C. From the East, the Richmond San Rafael Bridge:**

1. Traveling west, just across the bridge, take the Sir Francis Drake Blvd exit.
2. Stay on Sir Francis Drake Blvd, past San Quentin Prison and the Larkspur Ferry Terminal.
3. Continue on Sir Francis Drake Blvd under the highway overpass, passing the Bon Air Shopping Center on your left.
4. Drive through Greenbrae and Kentfield and reach the *San Anselmo Hub*. Staying on Sir Francis Drake Blvd, cross through the intersection and follow the directions below.

**D. Continuing from the San Anselmo Hub intersection:**

The *San Anselmo Hub* was originally a junction between three different railway lines. Today it is a large five road intersection encompassing Red Hill Avenue, Sir Francis Drake Blvd, Greenfield Avenue and Center Boulevard.

1. At the Hub veer right onto Sir Francis Drake Blvd. Red Hill Shopping Center will be on your right.
2. Stay on Sir Francis Drake Blvd another 5 minutes and drive through the town of Fairfax. Delano Market, on your right, is your last food stop. Past Delano Market; the Fairfax Library will be on your left and St. Rita Church on your right.
3. Take the first left after St. Rita Church onto Olema Road (you will see a small sign for Camp Tamarancho). Take the next left onto Manor Road, the next right onto Rock Ridge Road, and then veer left at the fork and go up Iron Springs Road.
4. This is the road to camp. It is smooth pavement for the first third of the way, and then becomes a graded dirt road. Turn left onto the final third of the road which is mostly dirt with rock filled holes. The distance from the bottom of the hill to the camp is 2.1 miles. The road is narrow and winding, so drive slowly and give yourself 20 minutes to get up the hill. Lookout for cyclists, they tend to come down the hill quicker than we drive up.
5. Once you arrive in camp, the speed limit is 5 miles per hour. At the entrance, keep left at the fork (you will note the gate to Ghillotti Family Camp on your right), to arrive at the center of camp. This is the parking area and the ranger's headquarters (if you see him, his name is Dana) and overlooks the drill area to the west. Our camp is another ¼ mile along the road.
6. We will be camped at the Twin Cities Camp, but pause here for a moment and consider your next move.

## **2.3. Arriving at Camp Tamarancho**

What you do next will depend on when you arrive at Camp Tamarancho.

### **A. Arriving on Friday**

If you arrive on Friday (and we strongly recommend that you do) proceed slowly straight through the parking lot, and up a small hill. From there the road winds down to the right to our camp. Event staff will greet you there, and give you instructions on where to unload. There is very limited parking at our camp, so you will need to unload your vehicle; return it to the parking lot; and then walk back to the camp. Check in with the Muster Master or his staff before setting up your camp. Most sites will require you to carry your equipment a short distance from the loading area, so packing your gear in trunks, sacks or baskets is recommended.

### **B. Arriving on Saturday or Sunday**

If you can't make it on Friday, and have to arrive on Saturday or Sunday, you must comply with specific rules. Since we are a period encampment, no vehicles, or persons not in costume, will be allowed onsite after Friday night and until the event closes on late Sunday afternoon, and "drive-on" has been announced.

#### **1. Day trippers**

If you are visiting for the day, please park your car in the main parking lot (following the directions below). Change into your period clothes, pack up what you will need for the day in some sort of period appropriate baggage, and walk the rest of the way to the camp.

#### **2. Overnight campers arriving late**

If you intend to camp, but are staying in a tent already pitched by other members of your group, park your car in the parking lot and proceed as if you are a day-tripper.

If you are arriving late, and need to pitch your camp, you must receive permission from the Muster Master to drive your vehicle onsite. This will be done at a time of his choosing as to be the least disruptive of other activities. Initially, you should proceed as if you were a day-tripper (park your car, and get dressed in the parking lot and walk to camp), then seek out the Muster Master to make the necessary arrangements. Once approval for drive on has been received, you will need to quickly drive on, unload, and remove your car to the parking lot. Then walk back to camp, and set your camp up while in costume.

## **2.4. Parking**

There are no additional fees for parking your vehicle at Camp Tamarancho. Park your vehicle in the parking lot near the ranger's headquarters (which you drove through on the way to camp). There is not a lot of room in this lot, so please park carefully and do not take up more room than you need.

**Important: Fire regulations require that you park your vehicle back-end first. This is necessary to allow vehicles to exit quickly in the event of an emergency. They are very strict about this rule.**

### **III. Event Registration**

Once you have parked your vehicle, proceed to the quarters of the Muster Master and his clerk, located at the north end of camp (the very first marquee you come to). There you will complete your registration, pay your fees, sign the “release of liability” and receive your tent placement assignment.

#### **3.1. Registration Fees**

Adult - Full Event	\$40.00
Youth - (13-17) Full event	\$25.00
Adult - Single Day	\$25.00
Youth - Single Day	\$20.00
Children (12 and under):	No charge

There is a \$5.00 discount per participant for paying the registration fee in advance using our online PayPal method. If you are paying at the event, the regular price will apply. Payment by cash or check is accepted.

#### **3.2. Camp Layout**

Your registration fee also covers your camping, so no additional fees are required. At most venues we like to lay out our camp for the Actions of the Lowe Countries in accordance with the rules of castrametation, “the measuring out of the quarters for the encamping of an army”. These rules can be quite detailed, but boil down to only a few important principles:

- The camp is laid out in a rectangular manner, featuring rows of tents separated by streets.
- Each company (or in our case, each attending unit) places their tents in one or two rows, as required.
- The commander of that unit is at the beginning of the row.
- Perpendicular to the rows of soldiers’ tents is a row of officers’ tents; the officer’s tents form a barrier, of sorts, between the soldiers’ quarters, and the sutlers’ area.
- Between the officers’ tents and the sutlers’ area is an open assembly area.
- Fires are not allowed in the soldiers’ area, and are only permitted in the open assembly area (and the official cook fire located near the Tavern).

However, since there are few large open spaces, Camp Tamarancho does not lend itself well to this prescription, and the arrangement of our camp will be much more organic. Your camp will be nestled amongst the trees in a very picturesque, if decidedly

unmilitary, fashion, and no attempt will be made to adhere to the above mentioned rules.

## IV. Tavern

The tavern is a large marquee which acts as a communal gathering area, open to all participants. It is designated as the central location for dining, gaming and other social activities. It will be located at the southeast corner of camp, down a hill, well away from the soldiers' quarters so that revelers do not disturb the slumber of more prudent participants. The Tavern will be managed by a Tavern Keeper and his staff. Please follow any instructions or orders that they may issue.

- **All Tavern patrons must be in costume.**
- **Only period eating, drinking and gaming accessories are allowed.**
- **Alcoholic beverages** -The Tavern Keeper may “distribute” a pre-provided beverage of choice to patrons. The SRS will not provide or sell alcoholic beverages, but patrons may designate the Tavern Keeper as the custodian of their beverage, and be served it upon request. Non-period drinking vessels or modern beverage containers will not be allowed in the Tavern. Modern beverage containers must be entrusted to the Tavern Keeper for later dispersal upon request, into a period drinking vessel.
- **Trash and recycling** – There will be two garbage containers located near the Tavern, one for recyclable bottles and cans, one for trash. *Please do not comingle your refuse.*
- **Gambling coinage** - The standard gaming currency will be the silver half groat (2 pence, 1/4 of your daily pay). Nickels are just the right size, so pack a few rolls (the Tavern Keeper will have a limited supply on hand to make change should you run low). Gold Angels (dollar coins) might be wagered for some high stakes games, but remember each coin is worth 10 shillings, nearly two week's pay! (Soldiers were paid 4 shillings, 8 pence per week.)
- **Tobacco** - Smoking the “Ninian weed” from period clay pipes will be allowed in the Tavern, but those partaking must be willing to step outside to drink the smoke of their tobacco if it should offend other patrons. A small supply of clay pipes and tobacco will be available for purchase from the Tavern Keeper (\$12.00 each, which includes your tobacco, cash only please). *The smoking of non-period pipes, cigarettes and cigars or any “non-tobacco” products is not allowed.*
- **Furniture** -The Tavern will be equipped with four six foot long tables and a variety of stools and benches. This period campaign furniture is designed to be lightweight and portable, but will not stand up to brawling and table dancing. Please treat it with care. You are also welcome to bring your own furniture into the Tavern. We strongly encourage participants to supply at least their own stool or chair, and many do. Therefore, do not be surprised if someone says to you “Fie upon it, my swag-bellied fellow, thou sitteth upon my stool” (hey dude, you're sitting in my chair.)” That could very well literally be the case!

## V. Fire Regulations

Cooking over an open fire is one of the quintessential experiences of a period encampment. However, since our camp is located in a fire prone area, special attention must be paid to how we work with fire. The camp is equipped with several brick cooking grills and one large central fire ring. All fires are restricted to these structures.

**Absolutely no ground fires, fire pans, BBQs or braziers are allowed.**

The main brick grill at the head of the A frame shelter is reserved for the official SRS camp cooks and Tavern workers.

### 5.1. Cooking

Since this is a period camp, cooking must take place over an open fire in accordance with the above mentioned fire regulations. Firewood will be provided, but you may be called upon to split wood for yourself or the camp cooks. Participants should use period appropriate cooking techniques and equipment. See the [Dining at the ALC](#) document for short list of suitable cooking equipment.

## VI. Trash Disposal

We (you) are responsible for hauling out our own trash. Camp Tamarancho will provide us with cans, but we must provide our own garbage bags.

The task of removing our own garbage will be somewhat lessened if we separate our garbage from our recyclables. Camp Tamarancho will accept some recyclable items like **soda cans and plastic bottles** and will make a special receptacle available to us near the parking lot. This offer, however, should not be deemed to include alcoholic beverage containers.

Technically speaking, no alcohol is allowed at camp, but as long as we are sensible and discreet this ban is not likely to be enforced. This means limiting the consumption of alcohol to our camp, the use of period appropriate drinking vessels, and the proper disposal of empty containers.

**Under no circumstances will Camp Tamarancho recycle bins be used for empty alcoholic beverage containers.**

You are responsible for the proper storage and removal of your own empties. It is recommended that each unit provide an empty bottle/can recycling container/bag for its members, and that this container be packed out with you.

## VII. Food

Breakfast on Saturday and Sunday mornings will be provided by the School of the Renaissance Soldier. Other than these two meals, you are responsible for all of your own food and drink. Weather permitting; SRS cooks will be providing hot meals for a modest price, for dinner (lunch) on Saturday and Sunday, and supper on Saturday night. The Tavern will be serving a light supper at a modest price for those who will be onsite Friday night.

If you do not plan on purchasing from the SRS cooks, you are quite welcome to set up your own kitchen in accordance with the fire regulations already mentioned (the SRS cook's fire will not be available for communal cooking).

It is always possible to make the trip down the hill to Fairfax to dine or resupply. Just remember that the road seems much longer at night when you are tired!

## **VIII. How the Drill will be Conducted**

The focus of the School of the Renaissance Soldier field exercises is to impart principles in drill, maneuvering, marching and weapons handling as revealed by our research. Some of the commands used will be unfamiliar, even to experienced reenactors. Novices and veterans will be training together. For some, the new material may be more challenging, but it will be taught in a way that all can master it. For others, this material may seem very familiar, but that's why they call it "drill". Practice makes perfect.

We accept the fact that some participants in the ALC will have a different understanding of how these drills should be conducted. We can make no absolute claim that the methods and commands presented in this event are the best or only ones acceptable. During the drills, however, it is expected that all participants will conduct themselves as private soldiers receiving instruction. It would be out of order, therefore, for anyone to challenge the officers conducting the training, or to question the validity of their methods (except, of course, in cases where harm to soldiers or equipment is eminent).

This being said, it is our goal to train in the most period appropriate manner. Any participant who wishes to discuss the drill procedures with the officers at the end of the day, or can produce documentation from primary period sources which improves our understanding and definition of these drills, is encouraged to do so.

Those soldiers who will be training in pike only remain a pikeman for the duration of the event. Please do not bring your own pike. A standardized 16 foot blunted pike will be provided for you. Pikemen may have the opportunity to learn to fire a matchlock during one of the optional workshops. This is encouraged, but new shooters must receive the approval of the Lieutenant before joining the regular shot drills.

All breaks will be in the field, with liquids and comestibles provided by our camp followers. The distance is too great to allow return to camp for breaks (there are toilets near the drill field and at least one drinking fountain). Travel to and from camp will be done as marches - in formation, with drums & colours.

## **IX. Watch and Ward**

The requirement to perform watch and ward is one of the most basic responsibilities of any soldier mustered to an infantry company. "Watch and ward" implies that the soldier will keep "watch" (stay on the lookout for the enemy or other intruders) and "ward" off interlopers or unauthorized persons attempting to enter, or cause mischief to, the camp.

Because of its central significance to a soldier's duties, and our desire to give all participants a rich reenactment experience, soldiers will be assigned watch and ward duties for Friday and Saturday nights during the Actions of the Lowe Countries.

There is also a present day necessity to perform watch and ward. Although our remote location minimizes the possibility of intrusion, unauthorized persons have been known to attempt to enter our camp. A posted guard may help us prevent theft and vandalism. Please note that if a soldier on watch and ward encounters a threatening uninvited guest, they should not attempt to engage them, but rather should notify the Provost. In urgent situations, he should give alarm to his fellows and summon reinforcements.

### **9.1. Basic rules for watch and ward will be these:**

- There will be six, one hour watch duties each night: 11PM, Midnight, 1AM, 2AM, 3AM and 4AM.
- Two soldiers will be assigned to each watch.
- Each soldier must be told the name and lodging place of the soldier who will relieve him and the name and lodging place of the Provost and the “officer of the day”.
- 10 minutes before the conclusion of his watch, each soldier will roust his replacement.
- At the conclusion of his watch each soldier may retire to his quarters.

### **9.2. Method of assigning watch and ward duty:**

Since, for both nights, a total of only 24 soldiers will be needed for watch duty. There is about a 50/50 chance that you may not be required (have the opportunity) to serve.

- The Provost will solicit volunteers for duty, prior to any assignments being made.
- Remaining posts will be filled by random selection made from the official muster roles.
- Soldiers may select their preferred duty time based on the order in which they volunteer or are assigned.
- Tent mates may wish to volunteer for the same watch to avoid disturbing each other as they rise to report to separate duty.
- No soldier will be assigned to more that one hour of service for the event.

### **9.3. Watch and ward duties:**

- Stay awake. Stay vigilant.
- Keep the watch fires burning. The last watch should stoke the kitchen fires, and put on a kettle of water. Check with the camp cooks for detailed instruction.
- Patrol the camp and its perimeter.
- Ask all persons attempting to enter the camp for the “watch word”.
- If the enemy (or a threatening intruder) shows himself, or if some other incident arises, notify the Provost, who will, if necessary, notify the officer of the day. If a true emergency arises (a fire breaks out, or an intruder threatens violence) dispense with formalities and roust as much of the camp as possible.

#### **9.4. Exceptions:**

Soldiers with a legitimate reason why they should not be assigned to watch and ward duties will be excused from serving (doctor's note not required).

In the 16th century, the penalty for failing to report to your assigned watch was to suffer the "paine of death". Fortunately for you this is not the 16th century. If a soldier fails to perform his watch duty, the only recourse we have is to subject him to extreme laughter and ridicule the next day. For this reason it is recommended that soldiers set an alarm for themselves to insure that they arise in time for their duty, even if, perhaps, their predecessor has shirked his.

#### **X. Event Cancellation**

Any outdoor event can be negatively affected by the weather. This is an inescapable reality, and all participants must accept the fact that harsh weather may force the restructuring or even cancellation of this event. During April the most likely weather factor to be concerned with is rain. Modest rain or wind may affect the nature or duration of our activities, but will not force cancellation of the event. However, the event could be canceled if:

- Heavy prolonged rain saturates the ground, and The Camp Tamarancho Ranger closes the Camp prior to the beginning of the event.
- Event organizers determine that the integrity of the grounds after a prolonged rainy period is unsuitable, even if Camp Tamarancho has not told us to cancel. Since many participants travel a considerable distance, the decision to cancel the event prior to its opening will be done by Tuesday, April 14th.

If sustained heavy rain occurs after the event has begun, and is severe enough to curtail our activities, the event may have to be concluded early.

If the event is canceled prior to opening, any persons who have prepaid will receive a full refund. If the event must be shortened once it has begun, refunds cannot be issued.