

SPETCHLEY PARK WARNING ORDERS

DATE: 14th - 15th AUGUST 2010

PLACE: Spetchley Park Gardens, Spetchley, Worcestershire. WR5 1RS

CO ORDINATOR: Worcester re-enactors

LOCATION SITE ACCESS: Spetchley Hall and Gardens is situated just outside of the City of Worcester on the A44 (the old A422). Post Code: WR5 1RS

M5 From the south - exit at Junction 7 head towards Worcester City centre, at the second roundabout take the second exit (turn right). At the next roundabout take the third exit (turn right) signposted Spetchley park and gardens. There will be signs directing to the event.

M5 From the North – exit at Junction 6. Take the A4538 towards Pershore to the second roundabout where you take the A44 to Worcester. Spetchley will be approx ½ mile from roundabout on the left. Signage will be on these roundabouts.

Arrival at the site will be via the farm and not through the main public entrance. Entrance to the event will be signed on the road.

There will be a guard tent on site as you enter, check in here first they will give you directions to plastic site, living history site and registration at HQ tent

All participants please register at the HQ tent on arrival and please park all cars and trucks as soon as unloaded. The Car park for re-enactors is nearby will be situated next to the plastic camping area there is room for caravans on the plastic site. After each day's event the site will be open for those wishing to visit the town.

ARRIVAL TIME: Access for camping is from 14:00 (2 pm) Friday 13th

REGISTRATION FEE: £6

LIVING HISTORY : 11:00 am – 6:00 pm Both days

Firepits are the preferred option, raised fires can be used but turf is to be cut first. All Societies/Groups are asked to police their own fire safety codes. No fires are to be left unattended, and all are to be extinguished overnight. Filled fire buckets are to be kept at each tent, and one near fires.

We will have ample wood available but, please use common sense and don't hoard wood we don't want to have to police or ration it.

At the end of the event fill back the fire pit with the turf removed and water well after leaving. If this is done it actually speeds up the re-growth of the turf.

It is proposed that various fire points will be set up on site and Commanding officers may be asked to a brief meeting on Saturday morning to bring any issues to light.

A noise curfew will be in force from 12:00 till 08:00, Spetchley house is lived in and bedrooms overlook the camping area

RUBBISH

All Rubbish to be bagged up and we are asking that if possible campers dispose of it themselves. If something is burnable - PAPER / CARD only please - burn but **DO NOT** burn plastic bags or bottles, metal tins etc. and any broken glass please pick up as ground is grazed by cattle

ACTIVITY TIMES: There will be an Event Meeting on Saturday morning, time and venue to be arranged. Senior rank from each side (or representative) and Projects to attend.

POWDER ISSUE: 9.00 - 10.00am from our powder store

SKIRMISH/BATTLE TIME:

There is no timetable for the event yet, but 40 /45 minute skirmish will be happening during the weekend for each of the periods , timings will be announced, plus other displays including firing through the ages (those that have been before – “Twang to Bang”) Units can run and are encouraged to run drill and other displays during the weekend.

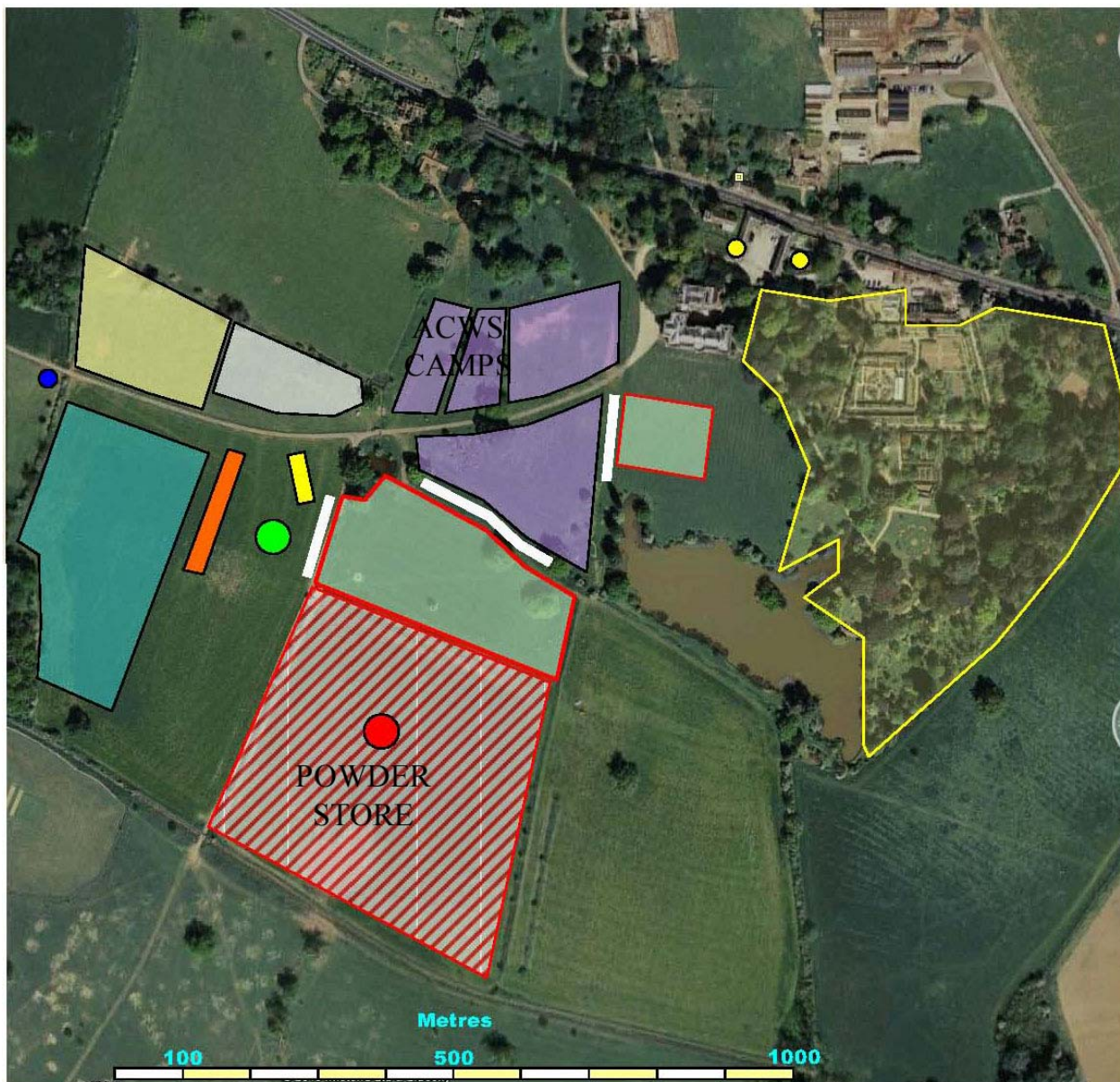
BREAK CAMP: Sunday 6:30 pm Camping allowed until Monday.

EXTRA SPECIAL NOTICES; Worcester is a re-enactor friendly City and advice on where to visit, should participants wish to do so can be had from the HQ tent.

To make this year a success we need the help and co-operation of all attending and need to have all activity inside the living history areas to be in the spirit of the event and there to be no activity or equipment showing that would be non-period

ANIMALS

Spetchley has a strict policy of no dogs allowed on the grounds.



SITE PLAN: No further information available at this time.

