

Mackinac Island 2024- CHECK LIST

Everything must fit into your scout's lock box provided to him as part of the cost.

UNIFORM PARTS

Scout Short Sleeve Shirt
2 White Crew neck Under Shirt
Scout Trousers
Scout Belt
Scout Crew socks (2 pair) (**Not Ankle**)
Mackinac shoes. (Dark Brown tie shoes with dark soles)
Nylon Jacket w/ Scout Emblem
(ordered through us at cost)
Provided items from MISST 127
Special Mackinac Hat
Poncho for Duty and Flag time
Bolo
Nametag (receive when we leave)

OTHER CLOTHING

Socks, Underwear, Work Clothes, Tennis Shoes
(Uniform shoes not to be used for playing.

Only with uniform .)

Sweater, Sweat shirt or warm jacket, (opt.) gloves for off duty time for cool weather.

Leisure time clothes (Decals on clothing must be appropriate for scouting)

Bring Rain gear for off duty time. Raincoat or Poncho

PERSONAL ITEM (ESSENTIAL)

Combination lock to fit your lock box (no big locks)

Shampoo (Flip top would be easier)

Toothbrush and Toothpaste

WRIST WATCH (Must have) no flashy colors

Sleeping bag or blanket & sheets

Pen and Pencil

Scout Handbook

Musical instrument if in D&B

PERSONAL EQUIPMENT (OPT.)

Second Scout Shirt (not necessary) (Must buy a second Mackinac Island blue

Patch and Honor Patch at cost if you have a second shirt)

Camera (for during off duty time)

Hiking Boots

Pocket knife (folding knives that are no longer than 3 inches in length)

Flashlight

Ball Glove

Tennis Racket

Head set Radio (NO BOOMBOXES)

Gloves for off duty time.

Pillow

Spending Money

Personal first aid kit

For warmth your scout can bring a fleece jacket to put under their blue jacket. It CAN NOT show outside the jacket. We will have gloves to wear while on duty if it is cold. The fleece must be a zip up and NO hood. (no pullovers) Dark blue color is the best in case parts slip out. It MUST NOT show. One good idea is to go to Goodwill or something like that and buy a hoodie and cut off the hood. This is an easy and inexpensive way to get the warmth.

Keep out for the trip up:

Scout Shirt, White Tee Shirt

Long dress pants,

Belt, Socks, Hat,

Blue Nylon Jacket.

Mackinac shoes.

(Dark Brown tie shoes with dark soles)

Mackinac Bolo,

Temporary Name Tag.

Mini Manual in day pack.

WRIST WATCH (Must have)

MACKINAC ISLAND Scout Service Program 2024

**A Mini - Manual
for the
Fort's Honor Guard
and Fort Mackinac Guides**

**Mackinac Island
Scout Service Troop 127
May 27 - June 1, 2024**

VISION STATEMENT of Mackinac Island Scout Service Troop 127

“Mackinac Island Scout Service Troop 127 exists to serve Michigan State Historic Parks and its visitors to Mackinac Island.

The service we will provide will be conducted in a professional manner at all times while having fun.

We will complete this task while abiding by the Scout Oath, Scout Law and Outdoor Code.

We are dedicated to learning and practicing the skills necessary to fulfill our duties to the best of our ability.”

This year’s mission is to provide:
**CONTINUATION OF
“25 YEARS OF
EXCELLENT SERVICE”
INTO THE FUTURE!**



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Foreword

Herein is presented information and regulations relative to the Mackinac Island Scout Service Program, for scout units selected to serve at Fort Mackinac and Mackinac Island State Park.

The information is given in considerable detail, for the following reasons:

1. The program is not a scout camp. Except for the services of the resident Scout Coordinator (who is not employed by a scouting organization), there is no program staff. Each unit must provide its own necessary leadership.
2. The emphasis of the program is on service. Your unit of troops has been selected from the many troops across the state that apply to be part of this program to serve Mackinac State Historic Parks and the people that visit Fort Mackinac and Mackinac Island. This places responsibility upon the unit's appearance, conduct, and performance of duty throughout the week, whether in official uniform or not.

Scouts and leaders in the Mackinac Island Scout Service Program are expected to adhere to Scout laws, promises and oaths at all times.

Scouts BSA SCOUT OATH:

On my honor I will do my best
 To do my duty to God and my country
 and to obey the Scout Law;
 To help other people at all times
 To keep myself physically strong,
 mentally awake, and morally straight.

Scouts BSA SCOUT LAW:

A Scout is:
 Trustworthy - Loyal - Helpful - Friendly - Courteous - Kind -
 Obedient - Cheerful - Thrifty - Brave - Clean and Reverent.
 (The most important part of the Scout Law is that
 a Scout ***IS*** all the points of the Scout Law.)

Troop 127 MISST

Our Mackinac Island Scout Service Troop 127 (MISST127) is sponsored by Troop 127 of Lapeer MI. It is made up of many troops throughout Michigan Crossroads Council.

SMILE!

This is not military duty! Have fun, but know this is a job. You are representing Mackinac State Historic Park, Scouts BSA, Mackinac Island Scout Service Troop 127, your home troop and more importantly yourself for the week.

Have fun, smile, enjoy yourself!!
BE PROFESSIONAL!
 Make it the adventure it really is.

PROTECTION OF PROPERTY

The barracks is owned and operated by the State of Michigan. The barracks has been provided exclusively for Scout use. It is your home, while in residence, and should be respected as such. Attention must be given to the following:

1. Ample closet space and equipment is available for the storage of clothing. Therefore, the walls must not be defaced with nails, screws, hooks, or shelves. Nothing should be scratched or carved into the building.
2. The departing unit must place the entire barracks, equipment, and grounds in 100% inspection condition before departing; garbage ready for collection. Inspection approval will be given by the Coordinator.
It is Scout tradition always to leave Programing facilities in better condition than found.
3. Damaged equipment or defective condition of facilities should be reported to the Coordinator through Troop Leadership as soon as possible.
4. Unless the Coordinator or a representative of the incoming unit is present, the incoming unit should find the barracks closed and locked.
5. Trees, flowers, and animal life should not be molested. If needed for advancement or project work, dead standing timber may be cut, provided approval is secured from the Coordinator through Troop Leadership.
6. Damage to the barracks or equipment will be charged to the occupying unit at actual cost or at a sum estimated by the Coordinator.

HEALTH AND SAFETY

The following State standard of sanitation, health, subsistence, aquatics, and safety with which all unit leadership should be familiar, must be maintained at all times.

1. A qualified first-aider must be provided by the unit on duty at all times.
2. A physician is available in the Center, telephone 906-847-3582.
Illness or injuries beyond first-aid should be referred to the Center.
3. If necessary, the Mackinac Island Police Department (phone 911 or 906-847-3300) will provide an ambulance on request.
4. **There must be no lone-wolf hiking. All youth must have at least one buddy whenever they are away from the Scout Barracks and off duty. Males must pair with males and females must pair with females. It is not allowed for a single member of one sex to be alone with a member or members of the opposite sex. It must have at least two females and/or two males are required, or more.**
5. Fishing, boating, or swimming in the Straits of Mackinac is not permitted. Leave fishing tackle at home.
6. All Scouts and Leaders must be covered by Scout or other accident insurance. This is why we need to know the scout is registered with Scouts BSA.
7. No alcohol or drugs are allowed in the Program unless prescribed by a physician. If either is found, it could mean expulsion from the Program.
8. Any dangerous conditions observed anywhere on the Island should be reported to the Coordinator.

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RECYCLING PROCEDURES FOR HOUSING UNITS OF MACKINAC STATE HISTORIC PARKS

All employees living in housing units are to follow these recycling procedures. Recyclable material must not be placed into trash containers. Marked containers are provided for recyclable. Each housing unit will have a designated location to store recyclables until the scheduled "pick-up-day" .

RECYCLING

**Anything not able to be completely rinsed out
needs to go into the landfill.**

GLASS BOTTLES AND JARS

WASH, remove metal or plastic rings and caps. Place green, brown, or clear bottles in marked containers.

STEEL AND "TIN" CANS

WASH, and flatten. Place in appropriate containers.

ALUMINUM

WASH, remove labels (examples include: aluminum pie pans, TV dinner trays, aluminum foil, out-of-state pop cans, etc.)

PLASTIC BOTTLES AND JARS (With recycle code # 1 or 2)

WASH, remove caps and lids, (place caps, lids, plastic wrap, etc., in container marked "LANDFILL"). The recycle code is found on the bottom of most plastic containers. (Examples include: milk, juice, and distilled water jugs, detergents, bleaches, cleaning products, shampoos, etc.)

STYROFOAM (Polystyrene with recycle code #6)

WASH, Remove labels and place in appropriate containers. (Examples include: meat, produce and deli trays, Styrofoam cartons, and Styrofoam cups, plates and food trays.) No package material. No peanuts. No insulation.

NEWSPAPERS MAGAZINES & CARDBOARD

Newspapers are to be bundled in brown paper bags or tied into bundles (with non-plastic string only). Place all glossy newspaper inserts in the container marked "LANDFILL".

Magazines are to be bundled in brown paper bags or tied into bundles with non-plastic string only). No phone books, newspaper inserts or junk mail.

Cardboard is to be broken down and put beside the trash and recycle containers.

BATTERIES

All types and sizes, including the button types from cameras and watches, must be turned into the Park Manager or the Assistant Park Manager at the Field Office. Our troop collect and returns to home.

"COMPOST" OR "LANDFILL".

All other non-recyclable items can be put in the containers marked "COMPOST-BEIGE BAG" or "LANDFILL-BLUE BAG".

Phone books and other organic items such as food scraps can be put in "COMPOST-BEIGE BAG".

GENERAL INFORMATION

COMMUNICATION:

The telephone number at the Scout Barracks is 906-847-6166.

Emergency use only!

Scout Barracks mailing address: Scout's Name
c/o Troop 127
Scout Barracks, P.O. Box 502
Mackinac Island, MI 49757

Please advise relatives and friends the troop number is Troop 127 that the return address MUST be included on any correspondence to ensure proper delivery in case the mail arrives before or after the troop's stay.

BARRACKS ATTENDANT: An adult will be on duty at the barracks at all times, night and day. It can not be a junior leader. If the attendant is not a qualified first-aider a qualified person will also be at the barracks.

VISITORS: The host troop is welcome to invite guests to the Scout Barracks and Mackinac Island. It is expected that all visitors follow the procedures outlined in the Mackinac Island Scout Service Program manual during their visit. Please notify the Scoutmaster when visitors will be at the Scout Barracks.

Please advise visitors to use Fort Street and bypass Fort Mackinac. MSHP will not reimburse visitors who pay admission at entrances to go to the Scout Barracks. Families or friends visiting the Scouts are not permitted free entrance into Fort Mackinac, even though the scout might be on duty at the time of their visit. Please note Scouts should not be fraternizing with staff or peers outside of Scout Service Program MSHP programs, events or functions.

VILLAGE: Visits to the village should be by permission of the unit leader, and in groups of two or more. When group free time is allowed in the village, it is necessary to have an adult with the group on supervisory duty. Scouts are not permitted in the village after 6:00 P.M. This applies to all persons 18 years of age or under. The only exception would be if a Scout were accompanied by an adult leader or their parents and family. Full uniform in the village is not required under those specific conditions.

Scouts may not enter the village without being in uniform during the day (from wake to 6:00pm). Marquette Park, the Mission Point Resort, and Grand Hotel are all considered to be part of the village, and all village rules apply.

NOISE: 1. A moderate noise level must be kept at all times — Please know that even if this is "off time" for scouts they are still being observed by the public and watched by nearby staff. The Scout Barracks is near the residences of State Park employees, Commissioners, and the Governor of Michigan. Quiet hours begin at 10:00 p.m. and continue until 8:00 a.m. During quiet hours all activities must have prior approval of the Scout Coordinator well in advance. 2. Special care must be taken around horses. When a horse, buggy, or carriage is approaching a marching column, the column should immediately stop and allow the horses the right of way. Drumming must also stop. It is better to be a few minutes late for duty, than to cause a horse to run away. Horse accidents can sometimes be very dangerous to scouts and to the people on the horses or in the carriages.

SHOPPING: Throughout the downtown area there are many small souvenir shops. Scouts may not go into the village unless accompanied by an adult. We recommend no more than five scouts are allowed in a store at one time. When a large group of scouts meet up in any one small shop, it does not leave much space for other customers.

Scouts must be in full dress uniform when visiting town.

COLONIAL MICHILMACKINAC, HISTORIC MILL CREEK AND OLD MACKINAC POINT LIGHTHOUSE: Upon departure of the Mackinac Island Scout Service Program, we will be visiting one of these places. There is no charge for the Honor Guard troops to enter these parks as a Troop. It is a good way to further your education of Michigan history. We will choose which to see at the Patrol Meeting.

FORT MACKINAC MUSEUM STORE: Scouts and adult leaders attending the program will receive a 15% discount on items purchased in the Fort Mackinac Museum Store, located in the Commissary building. There is a special pin for sale only available to scouts participating in the Mackinac Island Scout Service Program. The pin can not be worn on the uniform including your hat. Scouts shopping at Fort Mackinac Museum Store are required to be in uniform for easy identification. (Can not buy during break time on Duty.)

VISITING FORT MACKINAC: Scouts may visit Fort Mackinac during their free time and with permission of an adult leader. They are to be in complete uniform and not to fraternize with the scouts on guide duty. This is a good opportunity to learn more about the fort and its history. Scouts may not use the North Sally gate unless they are on guide duty. Family members of scouts will need to pay admission into Fort Mackinac. Mini Mackinac Scouts or younger scouts visiting the host troop will not need to pay admission to Fort Mackinac. Please contact the Scoutmaster in advance when the younger scouts will be visiting the fort and/or Scout Barracks. An adult leader from the host troop must accompany the visiting scouts.

TRAFFIC THROUGH THE FORT: Off-duty Scout Traffic through the Fort is not permitted. Scouts may not use the North Sally Port gate unless they are on duty. Access between the Scout barracks and the village for all Scouts, Leaders and visitors should be by way of the road west of the Fort. DO NOT cut through the Fort or climb up the bluffs.

TEA ROOM: Tea Room is open when the fort opens and closes. Visitors must pay the Fort Mackinac fee to go to the Tea Room. Only MSHP staff and Tea Room employees may use the wooden staircase at the foot of the Fort Ramp to enter the Fort or the Tea Room. Because the Tea Room is generally crowded during the lunch hours, Scouts are not permitted in the Tea Room between the hours of 11:00 A.M. and 3:00 P.M., unless accompanied by parent or an adult leader.

UNIFORMS: Proper and correct uniforming is essential due to the large number of persons with whom the Scouts will come in contact. All members will wear the same style at Scout Program. Our troop uses the short sleeve uniforms.

A good, working watch is mandatory while in uniform. Knives and other non-scout items do not lend themselves to the uniform.

FERRY TRANSPORTATION:

The ferry companies may provide reduced fares for groups and scout troops. For smoothest operation, please secure tickets from the ferry companies in advance of your arrival. Only certain boats will be able to take your gear and equipment over depending on how it is transported. Boat schedules may be obtained on request from (also online):

Shepler's Mackinac Island Ferry

(231)436-5023

www.sheplersferry.com

Mackinac Island Ferry Company (formerly Star Line)

(800)638-9892

www.mackinacferry.com

Arnold Freight Company (only equipment)

(906)643-8288

www.arnoldfreight.com

MACKINAC ISLAND SCOUT SERVICE PROGRAM

SONG SHEET

Kum Ba Yah

Kum ba yah, my Lord, Kum ba yah!

Kum ba yah, my Lord, Kum ba yah!

Kum ba yah, my Lord, Kum ba yah!

O Lord, Kum ba yah!

On my honor, Lord, I will do my best
To do my duty, Oh Lord, to God and my country
to obey the Scout Law: my Lord, to help other people
Oh Lord, at all times:

To keep myself physically strong, Lord, physically strong
To keep myself mentally awake, Lord, mentally awake
To keep myself morally straight, Lord, morally straight
Oh Lord, morally straight.

Scout Vespers:

Softly falls the light of day,
While our Programfire fades away.
Silently each Scout should ask:
"Have I done my daily task?
Have I kept my honor bright?
Can I quiltless sleep tonight?
Have I done and have I dared
Everything to be prepared?"

Taps:

Day is done, gone the sun,
From the lake, from the hills,
From the sky;
All is well, safely rest,
God is nigh.

Fort Mackinac — Hours of Operation 2024

May 3– June 3 9:00 a.m. 5:00p.m. <i>Last Admission 4:30p.m.</i>	June 4– September 4 9:30 a.m. 7:00 p.m. <i>Last Admission 6:00 p.m.</i>	September 5 – October 9 9:30 a.m. 5:00 p.m. <i>Last Admission 4:30 p.m.</i>	October 10– October 23 11:00 a.m. 4:00 p.m. <i>Last Admission 3:00 p.m.</i> <i>Admission is ONLY at the Avenue of Flags or north entrance.</i>
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Admission Rates Adult \$15.50 – Child (Age 5-12) \$9.25
age 4 and under free

Admission also includes The Richard & Jane Manooagian Mackinac Art Museum and Biddle House, featuring the Mackinac Island Native American Museum, and Benjamin Blacksmith Shop (June 3 – October 9), and the American Fur Co. Store & Dr. Beaumont Museum and McGulpin House (June 4– August 21). For more information and to save on season passes go to misst127.com to the link page

Travel Information

Fort Mackinac is located on Mackinac Island within the boundaries of Mackinac Island State Park, on the bluff overlooking the City of Mackinac Island and Haldimand Bay. There are two entrances: via the front ramp off Fort Street and at back off Huron Road.
Street Address: 7127 Huron Rd. Mackinac Island, MI 49757
Travel Directions: Go to <http://www.mackinacparks.com/explore-mackinac/getting-here/> to map your route to Fort Mackinac and for general travel information on your visit to Mackinac Island

Visitor Services

Dining: The Tea Room, operated by Grand Hotel, is open all day serving snacks, beverages and desserts. Tea room is open during fort hours. Lunches are served from 11:30 a.m. until 3:00 p.m. A Food Cart, adjacent to the Parade Ground, serves hot dogs, snacks and soft drinks.
Shopping: The Fort Mackinac Museum Store is located within the Post Commissary It offers a variety of apparel, unique mementos, gifts, and publications.
Restrooms: Accessible restrooms are located within the fort. An adult changing table is also available; ask any Fort Mackinac staff member for more information. Non-accessible restrooms are also available inside the Tea Room Restaurant
Accessibility: Fort Mackinac warmly welcomes guests with special needs. Visitors using wheelchairs should use the back entrance off Huron Road. Learn more about how guests with limited mobility or other special needs can fully enjoy their visit. Go to pg 47-48 for information about accessibility. <http://www.mackinacparks.com/explore-mackinac/accessibility/>

Visitation Tips & Courtesies

Getting Around: Please keep in mind that Fort Mackinac is very much an outdoor experience so prepare accordingly for various weather conditions. We recommend walking shoes and comfortable clothing. Please be sure to collect a Map & Schedule at the entrance.
Touring Time: There is a lot to see and do at Fort Mackinac. We recommend that you plan to spend a minimum of one to two hours touring the site.
Pet Friendly: Well-behaved pets on leashes are welcome. Water bowls are located adjacent to front entrance.
Photography: Photography is permitted and encouraged in all areas. Professional or group photography must be approved in advance.
Electronic Devices: Please silence electronic devices during audiovisual presentations and live demonstrations.
Smoking: Fort Mackinac is a smoke-free site.

Uniform of the day will be decided by the Scoutmaster. Visits to the village, the Fort, the Grand Hotel, and flag or other formal detail's must be in complete uniform in inspection condition. While hiking, or at recreation on the barracks grounds, Scouts should be in presentable attire, not in uniform. It should be Scout appropriate. Work clothes should be used on work assignments. Every effort should be made to keep uniforms clean and neat. The Barracks contains a washer and dryer to clean uniforms that have been soiled. (To be used by adults only) Both Scouts and Leaders should keep appearance to appropriate standards (hair neatly and professionally styled in natural colors, uniforms in good condition.

Class "B" uniforms are not acceptable for arrival, visiting the village and visiting the Fort. They may be worn while riding bikes, at the barracks and other recreational activities.

The uniform does not include: tennis shoes or hiking boots, large combs, knives, sunglasses, an over abundance of accessories (i.e. Jewelry, wrist band or similar item.) and any other non-Scout items that do not lend themselves to the uniform. When reporting for duty, make certain you are in full dress uniform, complete with Mackinac insignia and in inspection condition.

Adult leaders are required to be in full dress uniform as well. A working watch is mandatory for duty. Minimal jewelry may be worn. Knives and other non-scout items do not lend themselves to the uniform. During off duty activities all parts of the Class A uniform should be changed to prevent from getting dirty.

NAME TAGS: We will provide the name tags. This name tag is the only tag to be worn while in uniform.

INSIGNIA: Official Program insignia will be given in advance. They are to be sewn on the right pocket of the uniform shirt. Only one insignia will be provided per Scout. The emblem will identify you as an Official Guide at Fort Mackinac. No other Program insignia will be worn. Church awards, Eagle Badges, insignia of rank, and Order of the Arrow insignia, should be worn; however, the uniform should be tasteful in appearance

SMOKING and ALCOHOL: Scouters are not allowed to smoke or vape while in uniform and never in the Scout Barracks. Alcohol is prohibited at the Scout Barracks and, of course, prohibited anywhere on the island for those under 21 years of age.

DONATIONS: Scout troops have often been generous and donated many useful items to the Mackinac Island Scout Service Program. All donations are greatly appreciated and used by the many troops that come to the island each summer. If a troop wishes to donate a piece of equipment and/or memorabilia to the Scout Barracks, please contact the Scout Coordinator about the donation. Large equipment and furniture donations must be approved beforehand by the Group Travel & Special Events Coordinator. Checks can be written out to Mackinac Associates which will be added to the Mackinac Island Scout Service Program and Scout Barracks fund. Please note, that not all requests for purchases can be made.*****NOTE: Laundry soap must be HE (High Efficiency) approved. Any other will harm the washers!*****

ARRIVAL: The Scoutmaster will provide a list to the Coordinator of Scouts in attendance. The Troop must arrive in full dress uniform. Upon arrival, draying equipment will begin to move Scout supplies to the Scout Barracks. The Scout Coordinator meet our troop on the Mackinac Island dock. We will arrive at Mackinac Island ferry dock at 11:00am. Scouts and leaders will move in formation to the Scout Barracks. Troops may reorganize there and meet at the Soldiers' Barracks in the fort. There the Scouts should view a rifle firing, cannon firing, and view the program "The Heritage of Mackinac" shown in the Soldiers' Barracks. A guided tour of the fort will follow every cannon firing.

A briefing of the week will be planned by the Coordinator. This is meant to be a refresher for the Scouts and should not be the only training the Scouts receive. The entire troop is responsible for knowing the guidelines and rules outlined in the briefing by the coordinator.

Guide duty begins Tuesday at 9:45 A.M.

DAILY SCHEDULE

7:00 A.M. Reveille (Remember Quiet time is until 8:00am)
7:45 A.M. Breakfast (Be ready to enter 10 min. before) When door opens.
8:45 A.M. Assembly, inspection of uniforms, departure of color details to flag locations
9:00 A.M. Colors (Flag Raising)
9:45 A.M. Guide detail "A" assembles right after Flag raising.
10:00 A.M. Guide detail "A" reports to duty
10:00 A.M. 1/2 barracks detail begins picking up litter in Marquette Park.
Other 1/2 in (1)kitchen and/or (2)start barracks cleaning
11:15 A.M. First lunch (Guide detail "B" eats)
11:50 A.M. Guide detail "B" assembles
12:05 P.M. Guide detail "B" relieves Guide detail A
12:20 P.M. Guide detail "B" returns from duty
12:20 P.M. Second lunch (Guide detail "A" and rest of troop)
2:00 P.M. Guide detail "C" assembles
2:15 P.M. Guide detail "C" relieves Guide detail B
4:30 P.M. Guide detail "C" relieved of duty at Fort Mackinac
4:45 P.M. Assembly, inspection of uniforms, departure of color details to flag locations
5:00 P.M. Retreat of Colors (Flag Lowering)
6:00 P.M. Dinner (Be ready to enter 10 min. before) When bell rings.
7-9 P.M. Scheduled Study Time
9:00 P.M. Call to quarters, evening snack, announcements.
9:45 P.M. Prepare for lights out.
10:00 P.M. Taps (lights out and silence)

MACKINAC ISLAND OFFICE:

Full time staff working at the Mackinac Island offices during the summer are:
Executive Director Mr. Steve Brisson
Executive Administrative Assistant Ms. Kathy Cryderman
Mackinac Island Park Manager Mr. Myron Johnson, Jr
Human Resources Coordinator Mr. Kenneth Fegan
Chief of Marketing Mr. Dominick Miller
Group Tour & Special Event Coordinator Ms. Cassondra Boothroyd
Interpretation Coordinator Mr. Jack Swartzinski

MACKINAC ASSOCIATES:

Mackinac Associates is a non-profit organization that supports programs at Mackinac State Historic Parks. Through membership dues, donations, sponsorships, and other gifts, Mackinac Associates members have supported needed projects in every area of museum operation. Scout alumni and families that interested in joining Mackinac Associates should call us at (231)436-4100 or email Michelle Walk, walkml@michigan.gov.

EMPLOYMENT OPPORTUNITIES:

Mackinac State Historic Parks would like to invite those scouts 18 or older to come back and work a full summer on Mackinac Island or in Mackinaw City. We offer the following full-time seasonal positions for your consideration:

- *Guest Services Representative
- *Grounds/Maintenance Crew
- *Historic Interpreters
- *Exhibit Preparator
- *Naturalist
- *Scout Coordinator
- *Archaeology Crewmembers

Please call us at (231)436-4100 or email Ken Fegan, Fegank@michigan.gov, for an application.

MEDIA:

We ask that any media film, newspaper, photographers, etc. that document and publicly print anything about the Mackinac Island Scout Service Program be filtered through our office. Please contact the Scout Coordinator and Group Travel & Special Events Coordinator beforehand.

EVENING PROGRAM:

All evening programs must be finished by 10:00 p.m. The Scout Barracks is near the residences of State Park employees, Commissioners, and the Governor of Michigan; and the sound carries very well. Please make sure that sound is kept to an appropriate level as this can disturb not only those living nearby, but horses, too. Practicing drums or bugles should be done in a spot away from this area. The Greany Grove and Inspiration Point are excellent assembly points. Please notify the Scout Coordinator when these areas will be in use after regular service hours.

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Scout Coordinator Evaluation

Troop #: 127 Date of Service: May 20—June 3, 2023.

Mackinac State Historic Parks has provided the services of a Scout Coordinator to act as the liaison between the participating scout troop and MSHP. The Scout Coordinator will indicate the wishes of MSHP as to guide, flag, and other service duties. The Scout Coordinator’s direct supervisor is the Group Travel & Special Event Coordinator, Cassandra Boothroyd. Coordinator’s Strengths.

	Satisfac- tory	Fair	Needs Improvement
Overall Performance and Attitude			
Knowledge of Program and Procedures			
Communication with Troop			
Conduct with Scouts			

Coordinator’s Strengths: _____

Suggestions for Improvement: _____

Additional Comments: _____

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DAILY SERVICE DUTIES

Service to the visitors is our first priority!

With 25 years of service to MSHP.

Mackinac Island Scout Service Troop 127

CONTINUATION OF

“EXCELLENT SERVICE”

INTO THE FUTURE!

CONDUCT AND APPEARANCE: Mackinac Island is one of the most visited spots in America. This places definite responsibilities upon each Scout and Leader as to appearance, conduct, and performance of duty. Scouting is in the show case on the island. Scouting will be, and has been, judged by the excellent or unfavorable impression each individual imparts to those with whom he comes in contact. There will never be a better opportunity to exemplify the operation of the Scout Oath and Law. Both Scouts and Leaders, please keep appearance to appropriate standards (hair neatly kept and no outrageous styles, uniforms in good condition, etc.). Please see specific sections concerning appropriate attire, rules and conduct throughout this manual for details. **There is no climbing of any rock formation, picking of wildflowers, or general inappropriate conduct (use common sense) at all times.**

GUIDE DUTY INSTRUCTIONS:

Guide duty hours are from 10:00am to 4:30pm each day, Tuesday through Friday. SEE DAILY ASSIGNMENTS SCHEDULE SPREAD SHEET. It is important that scouts be on time. The guide should be in complete uniform in inspection condition and have a watch, and map of the fort and island. Tips should be declined with thanks. Guides are to be taken to their posts by a qualified leader. Scout guides should move to and from guide duty on time and in formation. Many visitors watch this "changing of the guard." There should be an adult leader on duty in the fort during the day. It is encouraged to have an adult leader downtown, as well. The scout at the Art Museum has a radio for emergency. The greatest need for scouts on guide duty is at mid-day when the volume of visitors is largest. Therefore, the full guide shift should be on duty during the lunch hour. Some groups have a guide detail eat an early lunch to relieve those on duty. Guides should know the location of and routes to:

- Drinking fountain / Rest Rooms / Medical Center and Post Office
- Mackinac State Parks’ Visitor Center / Fort Mackinac Tea Room
- Biddle House and Benjamin Blacksmith Shop / McGulpin House
- American Fur Company Store / Dr. Beaumont Museum
- Mackinac Art Museum / Mission Church / The Cemeteries

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Governor's Summer Residence / Arch Rock and Sugar Loaf
American Fur Company Store—Dr. Beaumont Museum
Boat Docks / Grand Hotel /

Guides will have the unique opportunity to meet visitors from throughout the United States and the world. Guide duty is the best opportunity to do a good turn for scouting through the practice of the Scout Laws of courtesy, helpfulness, and duty to others. Guides should make every effort to meet visitors and be of assistance. Guides should make the most of this opportunity to be ambassadors of Scouting to the world.

The full complement of Scouts as specified in the Guide Duty Appendix, well qualified as to personality and appearance, will be available for each shift.

The posts and times of Guide Duty will be indicated by the Coordinator or the Guide Duty Appendix to this manual. It is important that Scouts be on time. The guide should be in complete uniform in inspection condition, and have in his possession a map of the Fort and Island. Before a guide detail leaves the barracks, they should be inspected.

The scout at the Art Museum **MUST** have an emergency radio and be checked on by LEADERSHIP regularly. Each Scout will have to have a watch, and know all the locations and times of the cannon and musket firings and guided tours. Scouts are encouraged to visit the Fort during their free time with buddies. Scouts must be in uniform to enter the Fort. However, Scouts serving as guides **should not fraternize with other Scouts or Fort Staff. Scouts on guide duty are doing a job, and should not be disturbed by other Scouts or Fort staff. Please tell the leaders and/or Scoutmaster if this is an issue.**

FLAG DUTY & GUIDE DUTY

Before arrival we train for marching, flag duties and guide duties. **Please note that groups of three or more should be marching when in uniform.** All scouts and leaders should know their duties, background information, and answers to questions for their posts beforehand!

SERVICE PROJECTS: Service projects offer an excellent chance for Scouts to fulfill requirements for Progress Awards. Upon approval from the Coordinator, the unit is encouraged to undertake projects of its choice, although many are priority in service to the island and the State of Michigan. Many service projects consist of trash pickup, planting, painting, staining, and trimming work. Scouts should come prepared with appropriate clothing. Service projects provide Scouts the opportunity to provide a service which will last for months or years to come. Previous projects have included: painting and staining of the barracks and State Park fence line, maintenance of the Post Cemetery, trail clearing, assisting in building island nature trails, construction of benches along island trails, and constructing baseball backstops. Since much of this work requires staining and painting, Scouts should bring suitable clothing, shoes and perhaps work gloves. **Please notify and return materials to the Scout Coordinator upon completion.**

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Mackinac State Historic Parks Staff

SCOUT COORDINATOR:

Mackinac State Historic Parks (MSHP) has provided the services of a Scout Coordinator for the Mackinac Island Scout Service Program. The Scout Coordinator acts as the liaison between the participating scout troop and MSHP. The Scout Coordinator will indicate the wishes of MSHP as to guide, flag, and other service duties. While the Scout Coordinator will function as the source of information, advice, and assistance, the Scout Coordinator will in no way take over the operation of the unit. That is the responsibility of the host troop administration. However, the Scout Coordinator will make suggestions for improvement and will evaluate the service duties throughout the week. Their feedback should be taken seriously. The Scout Coordinator tries to be available as much as possible, but please realize s/he needs to be in several places throughout the week, with some time off for themselves. The Scout Coordinator is scheduled to work 6-8 hours a day, for 6 days a week. Their scheduled day off is Thursday. All meetings in the evening with the Scout Coordinator (e.g., to review evaluations, training) must be arranged in advance. This is a very demanding and time-consuming job. The Scout Coordinator's direct supervisor is the Group Travel & Special Event Coordinator, Cassandra Boothroyd. When the Scout Coordinator is off duty or unreachable for any reason, please refer all questions to the Group Travel & Special Event Coordinator. Issues during the week and before, should be brought up with the Scout Coordinator. The Scout Coordinator meets with the Group Travel & Special Event Coordinator on a regular basis to share service, conduct and performance. During the week the Scout Coordinator will fill out an evaluation sheet for MSHP. The evaluation is used as an indicator of the quality of service a troop can provide. The evaluation is a tool in determining whether troops will be selected to return to the Mackinac Island Scout Service Program. Each troop also has the chance to evaluate the coordinator; these should be given to the **Group** Travel & Special Event Coordinator.

MACKINAC ISLAND STATE PARK COMMISSION:

The Mackinac Island State Park Commission (MISPC) was established in 1895 to care for historical and natural resources at the Straits of Mackinac. Today the commission operates Mackinac State Historic Parks: Mackinac Island State Park, Fort Mackinac, Michilimackinac State Park, Colonial Michilimackinac, Old Mackinac Point Lighthouse and Historic Mill Creek Discovery Center.

Seven commissioners are appointed by the Governor:

Chairman Mr. Daniel J. Loepp
Vice Chairman Mr. Richard A. Manoogian
Secretary Mr. William K Marvin
Ms. Rachel Bendit
Ms. Marlee Brown
Mr. Hendrik Meijer
Mr. Phillip Pierce

Scout Coordinator Comments:

Fort Mackinac Staff Comments:

MSHP Office Staff Comments:

Needs Improvement

The Scout Coordinator will function as the source of information, advice, and assistance throughout the service week. It is the responsibility of the host troop to administer any suggestions given during the evaluation process.

Select the categories that need improvement:

- Pre-Mackinac Preparations
- Service Week Organization
- Fort Mackinac Guide Duty
- Downtown Guide Duty
- Fort Mackinac Flag Duty
- Downtown Flag Duty
- Marching/Appearance
- Conduct of Scouts
- Noise Level
- Barracks Cleanliness
- Greany Grove Cleanliness
- Suggestion to troop:

Location of Fort Trash Barrels	Number of containers
Post Commissary	2
Guard House	1
Officer's Wood Quarters	1
Officer's Stone Quarters (1 at each end)	2
Parade Ground West	1
Soldier's Barracks, Center	1
Tea Room, southwest	1
Fort Main area	1
North Blockhouse	1
Post Schoolhouse	1
Avenue of Flags, just inside Fort wall	2
Avenue of Flags, just outside Fort wall	1
Soldier's Barracks, east side	1
South Sally Ramp, top of ramp	1
South Sally Ramp, just inside Fort wall	1
Upper Gun	1

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FORT TRASH DETAILS will be on Tuesday and Thursday right after supper. Trash should be completed before 10:00 p.m. **Remember Quiet time is 9:00pm**
 Patrol Leaders get supplies before arriving at the Flag Pole.
 Patrol Advisor get the key (on coordinator's door!)
 Meet at the Flag pole right after Supper. Two Patrols with PL, APL.
 PA and 2 of the top youth leadership (1 for each patrol) to observe & support.

Senior Patrol Leader:

- Reviews details below with an Assistant Scoutmaster monitoring.
- 1-We are on duty – work quietly and orderly – **be professional.**
- 2-Horse Play in the Fort is not acceptable.
- 3-This activity is a service project. Act accordingly.
- 4-Assign One patrol goes left and Second patrol goes to right
- 5-The only job is to remove the trash.
- 6- Gather the trash from all of the trash containers in the fort.
- 7-Keep the bags from dripping onto the boardwalk.
- 8-.Ensure all Trash Barrels at all locations are emptied. (See chart above)
 Take note if extra barrels are added, then service them as well.
- 9-Do not attempt to access any of the buildings leave all doors as found.
- 10-Any objects deemed as “trash” should be put in the trash bags.
- 11-Trash will then be taken to the trash barn behind the Field Office. Be sure to take the key with you - on Scout Coordinator's door .

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Patrol Leader and Patrol Advisor:

During the fort tour at the beginning of the week, we should add the topic of trash detail to the orientation walk.

Flag Ceremonies and Information

Flag ceremonies are the most colorful part of the Scouts' duties on Mackinac Island. Scouts should present an excellent example of correct formal flag procedures to Island visitors throughout the week. Scouts always march to and from flag stations! Flag locations throughout the Island become centers of attention for visitors at 9:00 A.M. and 5:00 P.M. At least one Scout bugler is an essential element for flag ceremonies. A coronet or trumpet may be used in substitution for a bugle. The unit must have a good bugler.

Each unit should bring its own troop flag to be flown from the Scout barracks flag pole. The United States flag will be available at the barracks. Scouts service 22 flag stations each morning when the fort opens and each evening when the fort closes. Remember that flag times can vary with the changing fort schedule. Leadership will check with Scout Coordinator to determine exact times.

9:00 a.m. REVEILLE AND FLAG RAISING:

Automatic tape-recorded bugles will play Reveille once at 9:00 a.m. All Scouts should come to attention and raise flags briskly at the first note of Reveille OR at the sound of the cannon immediately following. Either way, the troop must all raise the flags in a uniform and consistent manner. All flags should reach the top of the flagpole simultaneously.

5:00 p.m. RETREAT AND FLAG LOWERING:

Automatic tape-recorded bugles will play Retreat twice at 5:00 p.m. All Scouts should remain at parade rest throughout Retreat. Following Retreat, the Scout Cannoneer will fire a single gun salute. At that time all flags will descend respectfully. All flags should reach the bottom of the pole as the bugler finishes.

BUGLER: At the morning cannon salute, the scouts may play "To the Colors" after the cannon has been fired. In the evening, the scouts could play "Retreat" before the lowering of the flag with the tape. On the final note of "retreat" the Cannoneer scout should fire their cannon. Once the cannon has been fired the buglers should play "To the Colors" once again as the flags are being lowered. The "Star Spangled Banner" was not designated and the nation's National Anthem until 1931, and thus was not a part of typical Army protocol at the time. To adequately represent the Army of the 1880s we should maintain this tradition of the time. This also allows guests to continue to enjoy the programming occurring at Fort Mackinac, without distraction or confusion.

CANNONEER:

Each troop will have a scout to handle and fire the signal cannon. The same scout will fire the cannon each evening for the Retreat. **The cannon will not be fired in the morning unless a MSHP staff member misfires.**

NO EXCEPTIONS.

The cannon is to be used only after the Scout Coordinator has instructed the user and the waiver of liability has been signed by the Cannoneer and supervising adult. This form will be provided by the Scout Coordinator. Failure to follow these procedures will result in disciplinary measures up to probation.

Scout Troop Evaluation

Troop #: Mackinac Island Scout Service Troop 127 Base City: Lapeer

Troop Contact: Dennis Marshall Date of Service: May 27 - June 1

Your unit of troops has been selected to serve Mackinac State Historic Parks and the people that visit Fort Mackinac and Mackinac Island. This places responsibility upon the unit's appearance, conduct, and performance of duty throughout the week, whether in official uniform or not.

	Satisfactory	Fair	Needs Improvement
Pre-Mackinac Preparations _____			
Service Week Organization _____			
Fort Mackinac Guide Duty _____			
Downtown Guide Duty _____			
Fort Mackinac Flag Duty _____			
Downtown Flag Duty _____			
Marching/Appearance _____			
Conduct of Scouts _____			
Noise Level _____			
Barracks Cleanliness _____			
Greany Grove Cleanliness _____			

additional comments will be attached to the evaluation.

Donations:

Service Projects Completed:

Infirmary	Complete	Incomplete
Dust shelves.		
Clean Windows.		
Sweep and mop floors.		
Flip over all mattresses.		
Empty trash containers.		
Fill out first aid inventory.		
Grounds Complete Incomplete		
Rake gravel path.		
Sweep both front and back porches.		
Sweep down fire porch and all five exits.		
Clean and put in order all equipment in storage shed.		
Wipe down picnic tables.		
Clean garbage bin. Make sure all trash is stored neatly		
and that there are at least four (4) empty trash cans for		
the incoming troop. Break down boxes.		
Greany Grove		
Pick up all litter.		
Remove ashes.		
Stack extra firewood neatly.		

By signing below, I confirm that the Scout Barracks is properly cleaned, and troop has been checked out.

MSHP STAFF SIGNATURE _____

DATE _____

Troops may donate 10-gauge blank shotgun shells and ear plugs (none provided by MSHP)

SCOUT SIGNAL CANNON PROCEDURES:

The Scout Signal Cannon will be securely stored in the adult leaders' room, away from unsupervised scouts. All blank cartridges will be distributed one at a time by the Scout Coordinator. The evening before the Scout Coordinator's day off, two blanks will be distributed and stored in the adult leaders' room.

When storing and transporting the cannon, the breach must always be left open. Always carry the cannon with the muzzle pointed straight down at the ground. The cannon must never be pointed or aimed at other people.

Cartridges will be carried to and from the firing position in the fort by an adult supervisor. The same adult will collect the cartridge, whether fired or empty, at the conclusion of the flag ceremony.

The scout or adult leader firing the cannon will wear the provided gloves throughout the loading and firing process.

Before loading the cannon, the cannon must be securely placed in the firing spot. It will not be loaded prior to leaving, or while marching. When you get to the firing spot set the cannon down and load the barrel. Never move the cannon while it is loaded.

To load the barrel the lock needs to be turned so it is an upright position. Press down until the whole rear (breach) is open. Place the blank in the barrel, plastic end first. The metal end should be the only visible part of the shell. It needs to be pressed hard. When the shell is in the barrel flip the latch upward and turn the lock 90° to the right.

All members of the cannon firing party, including adult leadership, will wear earplugs during the firing. MSHP will provide earplugs, which will be stored in the infirmary. Members of the firing party will warn any nearby visitors about the noise of the cannon and instruct them to cover their ears.

After the cannon is loaded and locked, unwind the firing cord gently. Set the cord on the fence until the music begins playing. When the music is done playing and it is time for firing, pull firmly on the cord outward. When the cannon fires, wait 5 minutes and unload.

In the event of a misfire (i.e. the rope is pulled by the cannon does not fire), members of the firing party will wait 5 minutes before opening the breach or otherwise handling the cannon. Although unlikely, a hangfire may occur, and it is dangerous to immediately open the breach.

If the cannon is not needed for firing, carefully open the hatch and remove the blank. **Do not carry the cannon back with a live round in the barrel.** Any unused blank cartridges will be returned to the Scout Coordinator.

Scouts will clean the cannon after every evening firing. In the event the cannon is damaged, the Scout Coordinator must be immediately notified, and the cannon will not be used until repairs are completed. Damaged cartridges must never be used and will be turned over to the Scout Coordinator for disposal.

The cannon will be cleaned with a bore brush, patches, and an appropriate solvent

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(i.e. Hoppe's). Cleaning should remove most powder residue from inside the barrel- continue until patches come out mostly clean. Thoroughly wipe down the breech and exterior of the cannon. Do not use water. Thoroughly wipe down and dry the cannon in the event it gets wet in the rain

FORT MAIN EXPLANATION:

There are three types of flags to be flown on the Fort Main flagpole. Descriptions and conditions for flying are:

Garrison: A 20' x 36', 38-star American flag to be flown only in excellent weather on days with winds up to moderate in strength. This flag is always to be protected from rain and winds which could cause fraying and ripping. When raising or lowering this flag, a detail of six scouts is recommended. Take special care to keep it out of nearby trees when raising or lowering because the flag will rip. Always tie the flag rope up tight. To fold the garrison flag, a detail of at least 16 scouts will be necessary. Fold on parade grounds. This was purchased new in 2016. Our troop was the first to fly.

Fort Main (Post): A 10' x 15' (38 star) American flag to be flown on normal weather days - low winds, but no rain. A detail of 4-6 Scouts is recommended when raising or lowering this flag. Fold on parade grounds. This was purchased new in 2015. Our troop was the first to fly.

Fort Storm Flag: A 4' x 8' (38 star) American flag to be flown on extremely rainy days or when threatening weather is predicted. A detail of two Scouts is recommended.

While the Fort Main flag or Fort Storm flag is flying, wrap ropes around the pole before tying to keep the ropes from hitting the pole. After lowering the flag, wrap the ropes around the pole to keep the clips from hitting the flag pole throughout the night.

It is imperative to take folding of the flags with respect. The Garrison and Fort Main (Post) flags should be practiced before the first time it is flown. Tuesday afternoon is the best time to practice this, so any time it can go up, there are practiced scouts to fold it afterwards.

All flags need to be flown when the fort is open (some evening events may warrant certain flags to stay up during the evening hours). **This includes storm conditions.** If there is any question to which Fort Main flag to fly, consult the Coordinator (next Group Tour Coordinator). If the weather changes in the course of the day, the Fort Main flag should be changed to suit the weather. It is better to lower the Fort Garrison flag on a false alarm than to risk damage.

GOVERNOR'S RESIDENCE: For scouts raising the flag at the Governor's Residence, they will not use the front gate. The gate at the far-right side of the house will be unlocked for scout and MSHP employee use.

SPECIAL FLAG CEREMONIES: If a troop wishes to have a specific flag flown over Fort Mackinac to honor an individual, then it must be approved by the Park Manager. Please note, only short flag ceremonies scheduled after hours will be approved. A formal request should be emailed to the Group Travel & Special Events Coordinator at least a week prior. Troops are allowed to fly

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Dining Hall	Complete	Incomplete
Clean out fireplace.		
Dust all shelves and fireplace mantles.		
Clean light mantles.		
Wash all windows and screens.		
Sweep and mop floors.		
Clean tables thoroughly. After tables are dry, place benches on top of tables.		
Kitchen	Complete	Incomplete
Clean all walls of grease and dirt deposits.		
Sweep and mop floors.		
Clean Windows.		
Empty trash containers.		
Clean all screens in the hood over the stove.		
Clean hood inside and out.		
Clean stoves inside and out.		
Clean stove tops of all grease deposits and apply a thin coat of oil to the griddle and hotplates after cleaning.		
Sheets from the stoves must be removed and washed.		
Clean ice machine inside and out.		
Clean refrigerators and freezers (including the tops).		
Clean drip pans in bottom of refrigerators.		
Remove all food and ingredients from refrigerators and freezers		
Leave all machines turned on (ice, freezers, and refrigerators). Defrost freezers, if necessary.		
Clean catch pan in bottom of dishwasher.		
Clean microwave tray and door.		
Clean toaster and wire coils thoroughly.		
Clean all three serving carts.		
Clean sinks, shelves and counter tops. Clean thoroughly all wooden surfaces; cutting board, Dutch door, serving counter. Make sure no crumbs, etc. have fallen into pans off center counter.		
Stack all cooking utensils away neatly.		
Kitchen Bathroom	Complete	Incomplete
Wipe down mirror.		
Disinfect sink and toilet (this includes all chrome).		
Make sure there is toilet paper and hand towels.		
Sweep and mop floors.		
Clean Windows.		
Empty trash containers.		

Scout Barracks Inspection

Troop #: 127 Date of Service: May 27 - June 1, 2024

It is most important that troops maintain good housekeeping, both in the Scout Barracks and on the grounds. An inspection of the Scout Barracks will be conducted by a MSHP staff member prior to the troop's departure.

Scout Dormitory	Complete	Incomplete
Clean out closets and crawl spaces.		
Dust shelves.		
Wipe down mirrors.		
Clean Windows.		
Sweep and mop floors.		
Flip over all mattresses.		
Empty trash containers.		
Hall	Complete	Incomplete
Clean storage closet at base of stairs.		
Clean chalk board and bulletin boards.		
Sweep stairs.		
Sweep and mop floors.		
Scout Bathroom	Complete	Incomplete
Wipe down mirrors.		
Disinfect all sinks, urinals, and toilets (this includes all chrome).		
Make sure all toilet stalls have toilet paper.		
Make Sure all sinks have hand towels.		
Sweep and mop floors.		
Scrub each shower stall and showerheads with disinfectant.		
Wipe down washer, dryer, and slop sink. Make sure all clothes are removed, and lint screen is cleaned.		
Wipe down drinking fountain.		
Empty trash containers.		
Adult Leader Quarters	Complete	Incomplete
Dust shelves.		
Wipe down mirror.		
Clean Windows.		
Sweep and mop floors.		
Flip over all mattresses.		
Empty trash containers.		
Adult Leader Bathroom	Complete	Incomplete
Wipe down mirror.		
Disinfect sink and toilet (this includes all chrome).		
Make sure there is toilet paper and hand towels.		
Sweep and mop floors.		
Scrub shower stall and showerhead with disinfectant.		
Empty trash containers.		

(Continued from page 14)

additional flags at the Scout Barracks with approval by the Scout Coordinator. These flags could include a troop flag, State of Michigan flag, and an American Flags meant to honor an individual.

HALF-STAFF PROCEDURE: The Post Cemetery flag is always flown at half-staff in accordance with Mackinac Island State Park Commission tradition. To raise a flag to half-staff, first raise the flag to the top of the pole. Pause for a three second salute, then respectfully lower the flag 1/3 the length of the pole. (The flag should be equal distance from the top and bottom of the pole), except at the Fort Main staff, where it will be lowered to 1/4 of the length of the pole, due to the cedar trees that restrict sight and will catch flags. To lower a half-staff flag the procedure is reversed.

The Mackinac Island State Park Commission Post Hospital Administrative Office and Scout Coordinator will inform the troop when flags are to be flown at half-staff. Fort Main, Governor's, Scout Barracks, downtown buildings, Mackinac Art Museum and the two flags at the bottom of the ramp (behind the sign) are the only flags lowered on those days. Ramp, Avenue of Flags, and the three flags in front of the Visitor's Center (American, British, and French) remain at full staff when they are flown.

DOWNTOWN FLAGS: Flags at Biddle House, Dr. Beaumont Museum are not flown during this week. Mackinac Art Museum will be lowered at 5:00pm along with the other flags. This will alleviate scheduling conflicts. Times subject to change.

FLAG RETIREMENT CEREMONY: Near the end of the week our troop does a very respectful retirement of American Flags that are brought to the island for this purpose. One of the Patrol Advisors is responsible to set up the ceremony which varies from year to year. wait 5 minutes and unload.

Notes on Flag Duty:

1. Flags must be raised and lowered by the Scouts. Adults should not be assigned to flag duty except under special circumstances, and approved by the Scout Coordinator.
2. Scouts can practice flag ceremonies at the Scout Barracks with the Scout Coordinator's permission. Scouts and adult leadership must be in uniform when practicing.
3. Troop may raise and lower the Scout Barracks flags in a separate ceremony with the entire troop present. This may be done before or after the 9:00am flag raising, and before or after the 5:00pm flag lowering.
4. Only the American flags and the Star-Spangled Banners (15 star- 15 stripe) are to be folded in the triangular shape. All others are folded rectangular.

5.. The Post Cemetery detail and the downtown detail should leave no later than 15 minutes before the hour to ensure adequate time clearing the flagpole ropes. The South Sally ramp detail should leave 10 minutes early. Fort Main and the Avenue of Flags detail should leave at least 5 minutes before the posted flag time.

6. During a lightning storm, the flags will not be raised or lowered, nor will the Fort Main flag be changed. When the lightning ceases, the flags will be raised or lowered, as necessary.

7. Flags will be carried under the right arm. Flags will be carried on the marching right..

8. Always tie flag ropes up tight. When flags are retired in the evening, the flag clips are to be returned to the top of the pole. Loose flag ropes will allow the flag clips to bounce against the pole and chip the paint.

9. All flags are stored at the Scout Barracks. This box must be locked each night. The Scout Coordinator has the key for the lock.

Why are certain flag flown at Fort Mackinac?

The simplest explanation to visitors is the flags flown were once flown of the Mackinac Area during it's history. We continue to commemorate and honor that history with the historic flags now flown. A little information on each flag is below:

Fort Main Flags are 38-star flags, the flag used at the time of the 1880s in the United States. This is the time period the historic interpreters are dressed at the fort for regular demonstrations and many exhibits and period settings in the buildings. The Flags used are the following sizes: **See previous pages!**

Current State of Michigan - adopted in 1911 is Michigan's 3rd state flag.

Current American Flag - adopted in 1960 after the addition of Hawaii into the country (50th state).

French 3 Fleu-de-lis (white and Gold) - French flag from 1789-1799 (Royalists) for the French community that continued in the area.

French 23 Fleu-de-lis (white and Gold) - French flag from 1365—1792, during French occupation of the Mackinac area and the French community that continued in the area.

British Union 1707-1801 - British flag during the occupation of the Mackinac area (including Fort Michilimackinac) and the building of Fort Mackinac (1779-81) American occupation and stewardship did not start in the Mackinac area until 1796

Star-Spangled Banner (15 stars -15 stripes) - The American flag for the United States from 1795-1818, including the time the United States occupied Fort Mackinac before and after the War of 1812.

1895 American (44 stars) - The American flag for the United States in the year the soldiers left Fort Mackinac and the year Mackinac Island State Park was created.

(Continued from page 52)

As peace returned to Mackinac, the fur trade remained the dominant industry. John Jacob Astor located the headquarter of the American Fur Company on the Mackinac Island. Furs gathered from throughout the Great Lakes were shipped to Mackinac Island where they were counted, sorted and baled for shipment to the East Coast and Europe. Millions of dollars worth of furs passed though the island in the 1820's. The sawmill at Mill Creek continued to produce lumber as the island village expanded with prosperity of the fur trade. A small grist mill was also constructed at Mill Creek for grinding grain into meal. Medical History was also made on Mackinac Island during the heyday of the fur trade. In 1822 a young voyageur, Alexis St. Martin, was accidentally shot in the abdomen while in the American Fur Company's retail store. The fort surgeon Dr. William Beaumont nursed St. Martin back to health but the wound never completely closed. For several years Dr. Beaumont conducted experiments and discovered through the hole in St. Martin's stomach the process of the human digestion. By the Mid-1830's the fur trade declined and the American Fur Company moved west. The Straits of Mackinac fell into economic depression and in 1839 Mill Creek complex closed. Fishing soon replaced the fur trade as the prime industry in the Straits of Mackinac. Fishermen from throughout the upper Great Lakes brought their catch to Mackinac Island where the fish were packed into barrels and shipped to Chicago and Detroit. During the Civil War, Island soldiers went south to fight the Confederate Army. However, in 1862 three high ranking Confederate officials were held prisoner by militia troops at Fort Mackinac. Following the Civil War, tourism became the dominate industry on Mackinac Island. In response to the island's growing popularity, the federal government created the Mackinac National Park in 1875. This was America's second national park established just three years after Yellowstone. The commandant of Fort Mackinac became the superintendent of the park and a second company of soldiers joined the garrison to help develop the park. In 1895 Fort Mackinac was abandoned and, along with the National Park, transferred to the State of Michigan. Since 1895 the Mackinac Island State Park Commission has preserved the island's natural and scenic beauty while a ban on automobiles protected its turn-of-the-century charm. The Commission began its historic preservation efforts in 1958. Today Straits area history come alive at several sites including Colonial Michilimackinac, Mill Creek and Fort Mackinac. Preservation combines the efforts of archaeologists who unearth the physical remains of the past, historians who examine documents, designers who plan restoration and exhibits and interpreters who explain the past to the public.

**Visit the Mackinac Island Start Parks website:
www.MackinacParks.org
for information on history, maps and a Virtual Tour.**

the protection of the British military the fur trade thrived. Traders of various nationalities including Alexander Henry, Alexis Sejourne and The German Jewish settler Ezekial Solomon kept small stores in their homes at Michilimackinac.

During the long, cold Michilimackinac Winters soldiers and civilians stayed close to the stone fireplaces in the drafty, log homes. A single fireplace consumed over 17 cords of wood each winter. The need of huge amounts of firewood prompted woodcutters to venture as far as Mill Creek, some three miles south of Michilimackinac, to gather firewood.

The outbreak of the American Revolution in 1775 disrupted Michilimackinac's commerce and renewed old British distrust of their Ottawa and Chippewa allies. Fearing a possible American naval attack, Lt. Governor Patrick Sinclair decided in 1779 to move the garrison and community to the more defensible cliffs of nearby Mackinac Island. For the next two years the residents labored to move their possessions and some buildings across the ice on board vessels such as the sloop *Welcome*.

The British used Mackinac Island's rich deposits of limestone to construct their new fort. The civilians, excluded from the stone fort, established a village around the bay below. Several buildings, including Ste. Anne's Church, were moved from Michilimackinac and rebuilt on the village's two narrow streets.

The island's new buildings created a great demand for sawn lumber. The traditional method of hand cutting boards with bit-saw could not keep up with the need for lumber. To meet this market, a saw mill was erected on the stream in the Straits of Mackinac with sufficient drop and enough water to power a mill. The man who built and operated the sawmill at Mill Creek was Robert Programbell.

Following the American victory in the Revolution, the Straits of Mackinac became United States territory. American soldiers marched into Fort Mackinac in 1796 as British troops moved about 40 miles east to build Fort St. Joseph just inside the Canadian boundary.

War broke out between the United States and Great Britain once again in 1812. On the night of July 16, 1812, British Troop from Fort St. Joseph sailed to the back of Mackinac Island and dragged a six-pound cannon to the high ground behind Fort Mackinac. Unaware of the outbreak of hostilities, American soldiers were completely unprepared to defend the fort. The British easily captured the post as the Americans surrendered without resistance. This was the first major military encounter of the War of 1812.

Two years later, as the war raged on, American troops tried to recapture Fort Mackinac. Following an unsuccessful naval assault in which they were repelled by British artillery, American troops landed on the north side of the island and advanced towards the fort. British soldiers quickly marched from the fort and ambushed the invaders in a bloody skirmish that left 13 Americans dead including Major Andrew Hunter Holmes. What American soldiers failed to do on the battlefield in 1814, the Treaty of Ghent accomplished in 1815, and the British reluctantly returned the fort to the United States.

(Continued on page 53)

FLAG STATIONS (*Half-staff when directed)

DOWNTOWN DETAIL

(SOME NOT COVERED)

	Scouts Needed
BIDDLE HOUSE	
American Flag	NOT COVERED
DR. BEAUMONT MUSEUM	
American Flag	NOT COVERED
GOVERNOR'S RESIDENCE*	
American Flag	
State of Michigan Flag	2-4
VISITOR CENTER*	
American, British, French Flag (East to West)	3-6
Signal Flags (east of building)	2-4
MACKINAC ART MUSEUM*	
American Flag	2

SOUTH SALLY RAMP

(in order from top to the bottom)

	Scouts Needed
French 23 Fleur de Lis	2
British Red Ensign	2
1707-1801 British Union	2
British Union (present)	2
Star-Spangled Banner	2
1895 American (44 stars)	2
State of Michigan (behind sign)	2
American Flag (behind sign)	2

ISLAND DETAIL

Scouts Needed

POST CEMETERY: (follow road to Skull Cave, 1/8 mile to Cemetery)	
American Flag (flown at half-staff)	2
FORT HOLMES: (follow road to Skull Cave, turn right to Fort Holmes)	
American Flag (Can use Post Cemetery Scouts)	2

FORT MACKINAC and AVENUE OF FLAGS DETAIL

Scouts Needed

FORT MAIN*		
See "Fort Main Explanation" Previous PAGE		2-6
AVENUE OF FLAGS (in order from road to the Fort)		
Left side	Scouts Needed	Right side Scouts Needed
American	1-2	State of Michigan
French 23 Fleur de Lis (white and gold)	1-2	French 3 Fleur de Lis (white and gold)
British Union 1707-1801	1-2	British Union (present)
1895 American (44 stars)	1-2	Star-Spangle Banner (15 star - 15 stripe)

SCOUT BARRACKS DETAIL SCOUT BARRACKS*

American Flag	2
Troop Flag (2 for each troop)	?

ADULTS CAN NOT PERFORM FLAGS.

GUIDE DUTY

Service to the visitors is our first priority!

With 25 years of service to MSHP.

Mackinac Island Scout Service Troop 127

will continue to provide

EXCELLENT SERVICE!

Scouts serving as guides will have the unique opportunity to meet visitors throughout the United States and the world. There will never be a better opportunity to exemplify the operation of the Scout Oath and Law. Guides should make every effort to meet visitors and be ambassadors of scouting to the world. Service to the visitors is our priority.

The scouts have been given the titles "the Fort's Honor Guard" and "Fort Mackinac Guides." These are not official titles, but they are serving as such under the "Mackinac Island Scout Service Program. This is a job to be taken seriously. Guidebooks describing the attractions and history of the fort and island have been provided for each scout, and each guide should be familiar with its contents before arrival.

POSTS FOR SCOUT GUIDES

- | | |
|------------------------|--|
| 1. North Sally Port | 6. Kid Quarters |
| 2. Upper Gun Platform | 7. Parade Ground West |
| 3. South Sally Port | 8. 2nd floor of the Soldiers' Barracks |
| 4. South Sally Ramp | 9. Avenue of Flags |
| 5. Mackinac Art Museum | |

Relief - usually the PL & APL give those on duty relief breaks.

NOTE: These positions are subject to change throughout the summer, always be flexible. The above order is recommended for taking guides to their posts, except the patrol leader would lead the detail. Scout guides should move to and from guide duty on time and in formation. Many visitors watch this "changing of the guard." Guide duty runs from 10:00A.M. sharp to 4:30P.M. each day, Tuesday through Friday.

RAIN PROCEDURE FOR GUIDE DUTY:

During heavy rain or if lightning is present, the Upper Gun Platform guide, North Sally guide, Parade Ground Guide, and the guide at the top of South Sally Ramp will take cover. These Scouts will return to their posts when the weather becomes clear. All other posts offer protection so there is no need to leave, **unless otherwise notified by the Scout Coordinator.** Scouts are not to use the FORT MACKINAC MUSEUM STORE unless told to.

TIME AND UNIFORM REQUIREMENTS

These times are fixed to meet the guide, flag or good-turn service duty assignments by the Commission. Be on time--others depend on you. You must have your watch on at all times. When reporting for guide duty and flag duty, make certain you are in full dress uniform, complete with Mackinac insignia and in inspection condition. **Adult Leaders must also be in dress uniform when inside the Fort.**

HISTORIC MACKINAC:

Spectrum of the Straits, A Brief History:

The Straits of Mackinac is the crossroads of the upper Great Lakes. Connecting Lakes Huron and Michigan and only 50 miles south of Lake Superior, Mackinac has been a strategic waterway for centuries.

Attracted to the Straits by the abundance of fish and game, man came in search of food and furs. These wandering hunters found the Straits an ideal location to hunt, fish and set up Program. In the spring the Indians made nutritious sugar from the sweet sap of the maple trees. The bark of the paper birch made an ideal covering for their swift canoes, which turned the straits into a natural highway.

In 1634 French paddlers first rippled the waters of the Straits. Jean Nicolet, in search of a water route to the riches of China, passed this way. He never found China, but he discovered that Great Lakes streams were rich with fur bearing animals. By the 1660's French fur traders constructed a small trading village at St. Ignace on the north side of the Straits. During the winter of 1670-71 Jesuit priests Jacques Marquette and Claude Dablon established a mission to the Huron Indians on nearby Mackinac Island. The following year they moved their mission to the mainland near the trading village.

In 1715 the French followed the Ottawa Indians to the southern shore of the Straits where they built Fort Michilimackinac. The palisade village of Michilimackinac was the hub of an international fur trade that extended from the Mississippi River to Europe.

For decades the fur trade followed a seasonal cycle that was repeated year after year. Traders set out from Michilimackinac every winter to collect furs from Indian trappers who lived near streams and lakes. The traders returned to Michilimackinac in the summer to exchange their furs for supplies and merchandise needed for the next winter. Voyageurs brought trade goods to Michilimackinac in 40-foot long birch bark canoes each spring and returned to Montreal loaded with furs. From there, the furs were shipped to Europe where they were made into hats and garments.

Great Britain took control of Michilimackinac in 1761 following their victory in the French and Indian War. Although the French inhabitants did not welcome the arrival of the British, most of them remained. Neighboring Indians grumbled when arrogant British officers reduced their annual gifts, and they feared and resented white settlers moving westward of the Appalachian Mountains. Hostility erupted on June 2, 1763, when the Chippewa, while playing baggatiway during the King George III's birthday, suddenly attacked and captured the fort. The Chippewa soon abandoned the post and the British troop returned the next year.

In addition to commanding the King's troops, the British commandant at Michilimackinac also supervised the civilian population and the fur trade. Under

MACKINAC ISLAND SCOUT SERVICE TROOP 127

LEADERSHIP - 2024

SPL = Caleb Cottongim

ASPL = Cam Turner, ASPL = Thomas Levi

ASPL = Cooper Schapman

Patrol _____

PL _____
 APL _____
 Member 1 _____
 Member 2 _____
 Member 3 _____
 Member 4 _____
 Member 5 _____
 Member 6 _____
 Member 7 _____
 Member 8 _____

Guide Duty	Sun.	Mon.	Tue.	Wed.	Thur.	Fri.	
FORT							
North Sally Port			1	2	3	4	All
Upper Gun Platform			2	3	4	5	Subject
South Sally Port			3	4	5	6	to Change
South Sally Ramp			4	5	6	7	
Mackinac Art Museum *			5	6	7	8	
Kid Quarters			6	7	8	1	
Parade Ground West			7	8	1	2	
Avenue of Flags			8	1	2	3	
2nd floor of the Soldier's Barracks			If needed.				

PL & APL will be available for relief. Guide Duty stations subject to change.

DOWNTOWN

Mackinac Art Museum Only building open at this time. (see * above)

All other Downtown buildings not open this week.

Biddle House, McGulpin House (full session only)

American Fur Company Store / Dr. Beaumont Museum (full session only)

Adults and Duties:

Dennis Marshall Scoutmaster
 Josh Schlegelmilch Patrol Advisor 1 / Flag Retirement / Activities
 Vinnie Levi Patrol Advisor 2 / Donations / Activities
 Rob Riedel Patrol Advisor 3 / Recycling / Activities
 Gina Ribai Patrol Advisor 4 / Laundry / Activities
 Derek Forsythe ASM = PA Mentor / D&B Advisor / Adult backup / Activities
 Vinnie Levi ASM = PA Mentor / Service Projects / Adult backup / Activities
 Margaret Marshall Committee Chair / Treasurer / Photographer
 Bobbi Bolio-Drews Health Officer
 Scott Snow Chef
 Nathan Snow Sous. Chef / Quartermaster Advisor

NATURAL HISTORY:

In addition to preserving and interpreting Mackinac's cultural heritage, the park system focuses on natural history. Summer-season naturalists at Historic Mill Creek Discovery Park lead nature talks and tours to educate visitors about Mackinac's water, woods, and wildlife. An adventure tour leads visitors to the treetops over a bridge, has you above looking at the straits like a predator and zipping down to look for food in the creek like an eagle. Natural history interpretive signs are located throughout Mill Creek and at Mackinac Island State Park, and park system publications support this message.

RESTORATION AT FORT MACKINAC AND OLD

MACKINAC POINT LIGHTHOUSE:

Since 1958, Fort Mackinac has been the subject of extensive research by professional historians, archaeologists. And architects. Michigan's oldest buildings have been restored, preserved and are brought to life through dynamic exhibits and lively interpretive programs depicting American soldier and family Life from the 1880s, the height of Mackinac's resort era. Nearly 200,000 guests visit Fort Mackinac each year. From June through August, costumed interpreters at five of the park's historic downtown buildings tell stories of island life. Topics covered include the fur trade (American Fur Company Store and Biddle House), architecture (McGulpin House), medicine (Dr. Beaumont Museum), religion (Mission Church), and blacksmithing (Benjamin Blacksmith Shop). Additionally, staff present period cooking and craft demonstrations at the Biddle House. After a period in which it served as the focal point of a maritime park, Old Mackinac Point Lighthouse re-opened to the public with a restored interior, new interactive exhibits, and period settings in 2004. A fog signal building (now an admission area and gift shop) and barn also occupy the site: the barn and surrounding landscaping will be the focus of continued restoration in the future.

RECONSTRUCTION AT

COLONIAL MICHILIMACKINAC AND

HISTORIC MILL CREEK DISCOVERY PARK:

In 1959, archaeological excavation at the site of Michilimackinac revealed the remains of a village and palisades, which had been the center of the upper Great Lakes fur trade. In 1960, the park staff began to systematically reconstruct the village according to archaeological and historical research and, each summer since, a team of archaeologists has continued this work. Colonial Michilimackinac hosts more than 100,000 visitors each year. Interpretation at the fort and village focuses on the British 1770s military and fur-trading era. Reconstruction of Historic Mill Creek's water-powered sawmill and the development of its nature trails began in 1977 with a planning grant from the National Endowment for the Humanities, and it opened in 1984. Every summer, 50,000 visitors meet interpreters dressed as 1820s sawyers and millwrights who run the mill and use its lumber for such projects as reconstructing the Millwright's House. They also enjoy a new aspect of natural history with the adventure tour added in 2008.

(Continued on page 51)

MACKINAC ISLAND SCOUT SERVICE PROGRAM

May 27— June 1, 2024

BARRACKS INSPECTIONS DAILY SPL
 MAIL PICK-UP 11:00am AND DELIVERY DAILY SPL
 FOOD PICK-UP (DAILY) PL ON KP DUTY (At the direction of the chefs)
PL ASSISTING IN THE KITCHEN

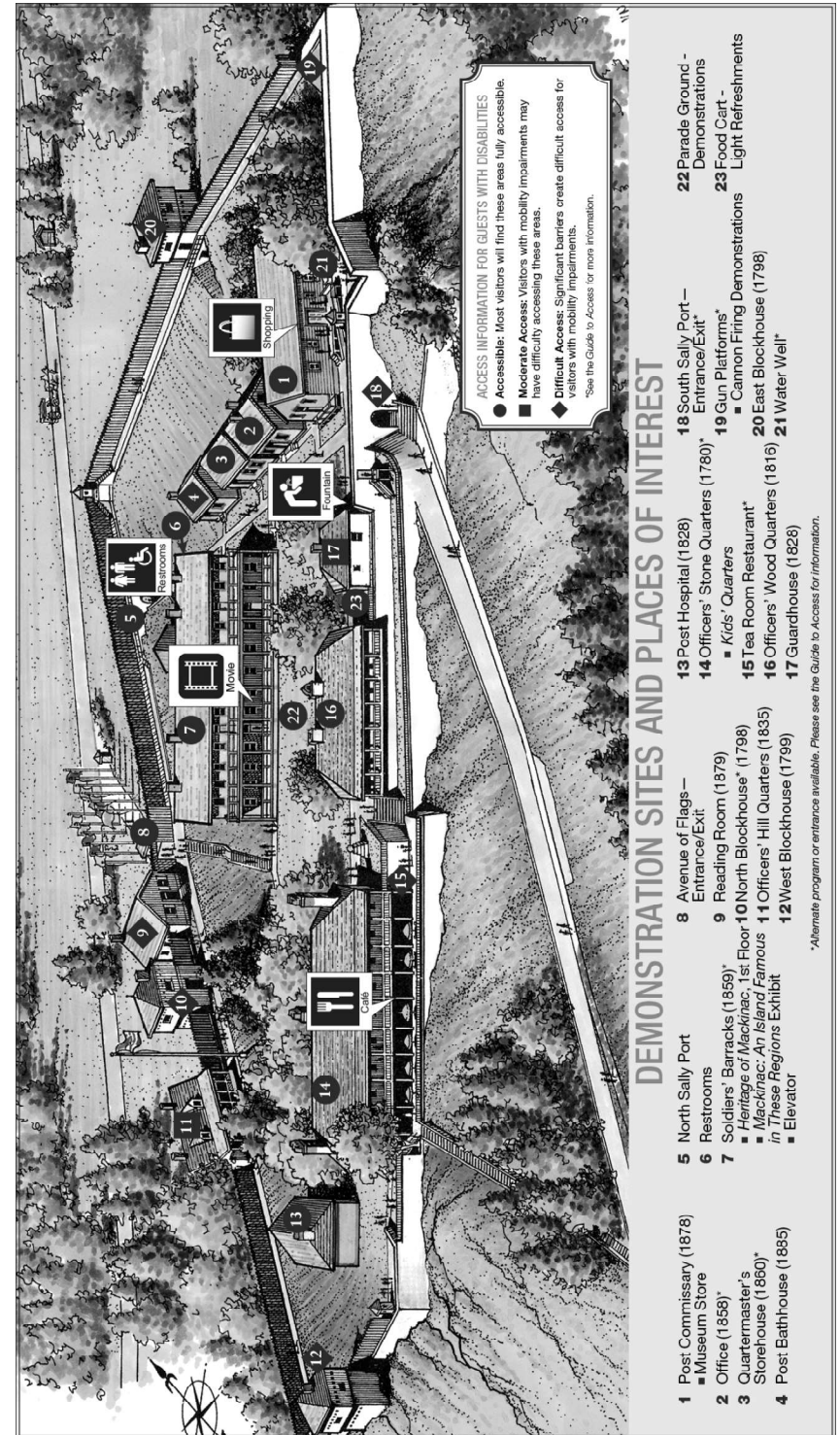
MONDAY PL-1
 TUESDAY PL-1 Subject
 WEDNESDAY PL-2 to
 THURSDAY PL-3 Change
 FRIDAY PL-4
 SATURDAY PL-4

SERVICE HOURS: Complete by Thursday end of day. All patrols.

DUTY SCHEDULE:	SAT	SUN	MON	TUE	WED	THUR	FRI	SAT
Barracks Patrol:			2	2	3	4	1	1
Guide Post Duty A:					3	4	1	2
Guide Post Duty B:					4	1	2	3
Guide Post Duty C:					1	2	3	4
(See Barracks Patrol Guide)								
Fort Trash Detail				1&3		2&4		
Final Clean Up:	Upstairs	Dining/Adult	Outside	Kitchen	Shower/Hall			
Final Inspection:	3	4	ALL	1	2			

Patrol Leadership

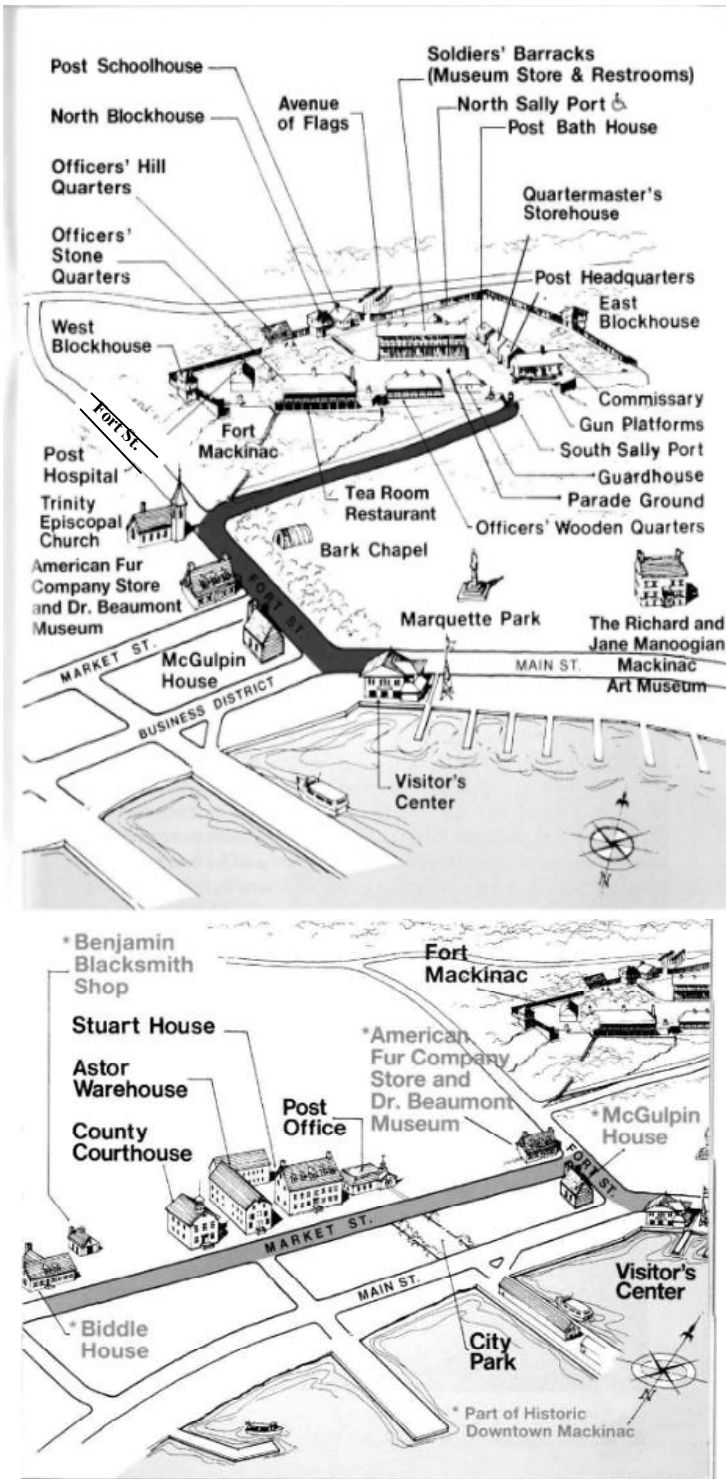
PATROL 1	Logan Bowles, Patrol Leader Alex Pardington, Assistant Patrol Leader Josh Schlegelmilch, Patrol Advisor
PATROL 2	Sam Carnes, Patrol Leader Justin Rampe, Assistant Patrol Leader Bill Beach, Patrol Advisor
PATROL 3	Brayden Steele, Patrol Leader Paul Ribai, Assistant Patrol Leader Rob Riedel, Patrol Advisor
PATROL 4	Kinsley Wolfe, Patrol Leader Ana Ribai, Assistant Patrol Leader Gina Ribai, Patrol Advisor
Bugler	_____
Over all	Caleb Cottongim, Senior Patrol Leader Dennis Marshall, Scoutmaster



DEMONSTRATION SITES AND PLACES OF INTEREST

- 1 Post Commissary (1878)
■ Museum Store
- 2 Office (1888)
3 Quartermaster's Storehouse (1860)*
- 4 Post; Bathhouse (1885)
- 5 North Sally Port
- 6 Restrooms
- 7 Soldiers' Barracks (1859)*
■ Heritage of Mackinac, 1st Floor
■ Mackinac: An Island Famous in These Regions Exhibit
- 8 Avenue of Flags— Entrance/Exit
- 9 Reading Room (1879)
- 10 North Blockhouse* (1798)
- 11 Officers' Hill Quarters (1835)
- 12 West Blockhouse (1799)
- 13 Post Hospital (1828)
- 14 Officers' Stone Quarters (1780)*
■ Kids' Quarters
- 15 Tea Room Restaurant*
- 16 Officers' Wood Quarters (1816)
- 17 Guardhouse (1828)
- 18 South Sally Port— Entrance/Exit*
- 19 Gun Platforms
■ Cannon Firing Demonstrations
- 20 East Blockhouse (1798)
- 21 Water Well
- 22 Parade Ground - Demonstrations
- 23 Food Cart - Light Refreshments

*Alternate program or entrance available. Please see the Guide to Access for information.



Governor's Residence Detail

The State of Michigan flag will be flown for the Governor's residence every day, whether the Governor is in residence or not. The Governor may be extended a written invitation for dinner or to visit the Scout Barracks soon after s/he arrives.

WEDNESDAY: (We have done this in the past-Normally not open our week.)

The Governor's Summer Residence is open for tours from 9:30 a.m. to 11:30 a.m. on Wednesdays only. Scouts are needed early for setup at 8:25 a.m. to help bring up stanchions, ropes, and carpets from the basement, and to set them up. Seven scouts are needed to operate the tours. They will be needed from 8:25 a.m. until 12:00 p.m. The scouts on post will be unable to perform regular flag raising duties, except for the Governor's Flag. The Scout Coordinator will need to pick up the cash box and vignettes from the Mackinac Island State Park Commission Post Hospital Administration Building.

The first two scouts will greet guests at the front gate of the Governor's Residence. The third scout will help guests sign in at the Guest Book and a fourth scout will count guests (with a clicker) and make sure they begin their tour inside the house in a timely manner. The fifth and sixth scouts will stand on the porch, take pictures for the guests, make sure nothing is taken from the residence, and wish them a good stay on the island as they leave. The seventh scout will sell Michigan Governors' Summer Residence vignettes to the public. The seven scouts chosen for this honor will be familiar with the Docent Manual and its contents; however, any questions pertaining to the residence should be directed to the docents.

All guests should be asked to sign the Guest Book. This can be done by family so small children don't waste time signing their names. There will be three docents directing the actual tour of the house inside. The scouts simply act as guides and keep traffic moving in one direction.

The tours end at 11:30 a.m. The scouts at the front gate will stop guests from entering the gate at precisely 11:30 a.m. Those inside the fence will continue with the tour. All guests should be off premise by 12:00 p.m. Scouts will then proceed to assistant with storing rugs and stanchions in the residence basement, in an orderly fashion for the following week's tours.

After the tours, it is the responsibility of the Scout Coordinator to return the cash box to the Mackinac Island State Park Commission Post Hospital Administration Building and report guest count and number of vignettes sold to the Executive Administrative Assistant, Kathy Cryderman.

GUIDE DUTY INFORMATION

Note on Guide Duty:

1. Know where the MSHP Office is and how to get there from your post.
2. Inform your Patrol Leader of any hazards. (Broken stairways, windows, places where people could trip, exposed nails where someone could get hurt.)
3. Keep your general area free of litter. Scouts should always pick up litter wherever it is found.
4. Know where restrooms and drinking fountains are located in the Fort and downtown.
5. Know time and location of rifle and cannon firings, guided tours, court martial, and slide presentations. (See below)
6. **Stand straight and do not fidget. TALK TO A VISITOR!**
7. Direct persons needing aid to the Medical Center in Town.
8. Fire extinguishers are in all buildings. Know their locations. Look behind the door or on a wall.
9. Notify the nearest State Park employee of any emergency.
10. KNOW time and location of rifle and cannon firings, guided tours, courts martial, and slid presentations **These times are subject to change.**

Beginning each day:

There is a audio-visual every 20 minutes shown in the Soldiers Barracks building.

Military music is played in the fort throughout the day.

Demonstrations are always announced beforehand with fife and drum + a loud yell.

Scouts should know the times and locations of activates in Fort Mackinac.

FORT MACKINAC DEMOSTRATION SCHEDULE:

Know time and location of rifle and cannon firings, and guided tours.

Demonstrations are always announced before hand.

May 3 – May 31, 2024

9:00 a.m. Morning Cannon Salute/Fort Mackinac Open for the Day

9:30 a.m. Rifle Firing Demonstration, followed by the Changing face of Fort Mackinac program

10:30 a.m. Cannon Firing Demonstration

11:00 a.m. Rifle Firing Demonstration followed by People of Fort Mackinac Program

11:30 a.m. Cannon Firing Demonstration

12:00 p.m. Rifle Firing Demonstration followed by Army of the 1880s Program

1:00 p.m. Cannon Firing Demonstration followed by the Medicine at Mackinac Program

1:30 p.m. Rifle Firing Demonstration, followed by the Soldier's Uniform and Equipment Program

2:00 p.m. Cannon Firing Demonstration followed by the Civilians of Fort Mackinac Program

3:00 p.m. Rifle firing demonstration

4:00 p.m. Last Admission to Fort Mackinac/Cannon firing Demonstration

4:30 p.m. Rifle Firing Demonstration

5:00 p.m. Fort Mackinac Closed for the Day

(Continued from page 46)

- Accessible service for the Tea Room (15) is available on the covered piazza at the rear of the Officers' Stone Quarters (14).
- The cannon demonstration, located up a flight of stairs on the Gun Platform (19), is shown live on a television monitor at the Water Well (21). All other scheduled programs are held in accessible areas.
- A video program is available west of the North Blockhouse (10) exhibit.

Auxiliary aids are available for various demonstrations – cannon firing on page 32, rifle firing, page 32-33 and walking tours page 33-34.

906.847.3323 for taxi information.

THE RICHARD & JANE MANOOGIAN MACKINAC ART MUSEUM

Alternate Entrance

- To enter main floor, follow ramp around building (F) to north entrance
- Elevator access inside to second floor.

**A STAFF MEMBER CAN PROVIDE ACCESS TO THE
RESTROOMS AND KIDS' ART STUDIO.
ASK AT THE ADMISSIONS WINDOW.**

(Continued from page 45)

- Post Bathhouse (4)
- North Blockhouse (10) *Alternate programs provided*
- Reading Room (9)
- West Blockhouse (12)
- Tea Room (15) *Alternate service area provided*
- East Blockhouse (20)
- Upper Gun Platform (19) *Alternate Programs Provided*

Moderate Access Locations:

Access may be limited for some visitors with mobility impairments in these buildings: The Officers' Hill Quarters (11) has narrow hallways, thresholds and stairs to the second floor.

- Two entrance steps lead to the Guardhouse (17).

Alternate Building Entrances: The following buildings have alternate ramped entrances:

- Enter the Post Headquarters (2) through the Quartermaster's Storehouse (3).
- Enter the Officers' Stone Quarters (14) through the back porch of the building.

Alternate Entrances:

- The ramp leading to the South Sally Port (18) entrance is very steep and there are 27 steps at the top. This entrance is NOT accessible for visitors using wheelchairs. Please use Fort Street to connect you to the Avenue of Flags.
- A small elevator in the Soldiers' Barracks (7) connects the two levels of Fort Mackinac. The elevator accommodates only smaller motorized wheelchairs. Elevator entrance locations: Parade Ground Level: Near Restrooms (6); Avenue of Flags Level: Barracks rear porch, second door.
- Alternate North Sally Port (5) entrance to lower level.

Alternate Programs:

(Continued on page 47)

NORTH SALLY PORT

Site Description:

The North Sally port is the original rear entrance to Fort Mackinac. It was built by the Americans shortly after they first garrisoned the fort in 1796. The name Sally Port is derived from a French term to "burst forth suddenly." The sally port is a gate or passageway in a fortified place for use of troops making a sortie. On July 17, 1812 American troops marched through this gate to surrender to the British.

Position: Stand along the path in between the North Sally gate and the Post Bathhouse. If raining, move to North Sally gate.

Duties:

1. Greet visitors.
2. Admit no one except State Park and Tea Room employees, and horse drawn drays or other service vehicles.
3. An Adult changing table is available in the women's restroom. Please call (906) 847-3328 or notify a Mackinac State Historic Parks staff and request the use of the adult changing table. They will notify the appropriate par operations staff member to assist.
4. Know how to direct guests to the Upper Gun Platform, Parade Ground, Tea Room, Fort Mackinac Museum Store, restroom, and multiple exits from your post.
5. Keep area tidy

UPPER GUN PLATFORM

Site Description:

Fort Mackinac's main batteries were located on the Upper and Lower Gun platforms. Reproductions of 1/2 pound cannons and 6-pound cannons guard the park below. From this strategic spot it is easy to see why the British chose the high bluff above the natural harbor as a logical place to build Fort Mackinac.

Position: Stand next to the roped off area, with your back towards the harbor. Please move or assist guests when they are taking photos. If there is a lightning storm, move to the porch of the Guardhouse.

Duties:

1. Greet visitors and offer to take their photo.
2. Know the times of the rifle firings, cannon firings, and guided tours.
3. Know how to direct guests to the Parade Ground, Tea Room, Fort Mackinac Museum Store, drinking fountain, restroom, and multiple exits from your post.
4. Keep all people off all walls and front cliff.
5. Show visitors (point out) the downtown area and Straits of Mackinac.
6. Keep area tidy. Pick up any aluminum foil that has scattered after the cannon firing demonstrations.

(Continued from page 44)

MACKINAC ISLAND STATE PARK

Outdoor surfaces are gravel, grass, sand, wood chips, and concrete.

Miles of island trails offer a variety of experiences and connect many areas of interest. All trails have at least one length of steep slope. Watch for carriages and horses on paved roads, and bicyclists on bike paths. Walking trails have gravel or wood chip surfaces. For more information, consult the Historic Mackinac Visitor's Guide or guest service representatives at the downtown Mackinac State Historic Parks' Visitor's Center.

Moderate Access Locations

Restrooms in the Mackinac Island State Park Visitor's Center (G) are functionally accessible.

Fort Mackinac:

Outdoor surfaces are wooden boardwalks and grass.

Getting to Fort Mackinac: Passenger ferries and airplanes take visitors to Mackinac Island. Two private companies operate boats to the island from St. Ignace and Mackinaw City. Air-taxi service from Pellston and St. Ignace is also available. Motorized vehicles are not allowed on Mackinac Island; however, personal motorized devices are allowed with permission. Please contact us for more details. Fort Mackinac's most accessible entrance is located on the north side of the site and can be reached in several ways. The most immediate route from downtown is to follow Fort Street up the west side of the fort. The road is very steep and may be difficult for some visitors. Other less direct roads also lead to the north entrance. The ramp leading to the south entrance has 27 steps at the top. This entrance is NOT accessible for visitors using wheelchairs. Horse-drawn carriage tours and taxis leaving from downtown locations will transport visitors to the north side of the fort. A taxi with a lift may be available; contact 906.847.3323 for taxi information.

Difficult Access:

Five to eight entrance steps to these buildings may make access

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contain captioning.

Discount: Mackinac State Historic Parks gives a 25 percent discount to visitors with disabilities who may not be able to enjoy all of our programs and exhibits.

The historic and natural environments of the Straits of Mackinac sometimes present impediments to accessibility. Blowing sand, natural trails and steep grades can make traveling difficult. Many 18th and 19th century buildings have entrance steps, narrow doorways and other physical barriers. Continuous effort is made to make all aspects of Mackinac State Historic Parks accessible. Where possible, physical changes have removed barriers. Alternate programs or services provide additional access opportunities and future projects will continue to improve access. **Museum and Park Services**

- Accessible parking spaces are located at the Visitor's Centers at Historic Mill Creek Discovery Center, Old Mackinac Point Lighthouse, and Colonial Michilimackinac.
- Wheelchairs are available for loan at most admission areas on a first-come, first-served basis.
- Motorized wheelchairs are available for loan at Colonial Michilimackinac and Historic Mill Creek on a first-come, first-served basis.
- Site maps are available in large print format at admission areas.
- Scripts of some site demonstrations are available for loan at admission areas. Captioning is provided for audiovisual programs at all sites.
- Service animals are permitted at all sites and in all buildings.
- An adult changing table is available at Fort Mackinac.

Below is information on accessibility. The numbers or letters refer to the building's location on the individual site map. SEE PAGE 49

Printed Guide to Access will be in the Duty Station clip boards.

SOUTH SALLY PORT

Site Description

The South Sally Port is the main entrance to Fort Mackinac. The thick limestone wall dates from the original British construction in 1780. The South Sally Port is 150 feet above Marquette Park and the harbor. The steep climb and the gun platforms above it discouraged enemy attacks on the Fort's front

Position:

Stand on either side of the entrance at the top of the stairway. If it is raining, move to the porch of the Guardhouse.

Duties:

1. Greet visitors and welcome them to Fort Mackinac.
2. Know the times of the rifle firings, cannon firings, and guided tours.
3. If no demonstrations are taking place, encourage visitors to begin their tour by viewing the video presentation in the Soldiers Barracks.
4. Know how to direct guests to the Upper Gun Platform, Tea Room, Fort Mackinac Museum Store, restroom, and multiple exits from your post.
5. Keep area tidy. Pick up site maps that fall under the stairway.

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SOUTH SALLY RAMP

Position:

Stand in between the Fort Mackinac Sign and cannon. If raining, move next to 15-star US flag at the base of the fence line across from ticket booth. The fort is open 9:00 a.m. to 4:00 p.m. during shoulder season.

Duties:

1. Greet visitors and welcome them to Fort Mackinac.
2. Know the times of the rifle firings, cannon firings, and guided tours.
3. Be able to tell how much an admission ticket costs, and what historical buildings visitors can see with their admission ticket.
4. Do not allow anyone to go up the stairway. It is an exit only (Except MSHP or Tea Room personnel on duty).
5. Advise visitors in wheelchairs, and those with strollers or bicycles that there are 27 steps at the top of the ramp. Suggest that they use Fort Hill or that they use a taxi to take them to the rear entrance of the fort.
6. Assist Guest Service Representatives by making change runs, if needed.
7. Know how to direct guests to the American Fur Company Store/Dr. Beaumont Museum, the Richard & Jane Manoogian Mackinac Art Museum, and nearest public restroom (Visitor's Center) from your post.
8. Keep area tidy.

Fort Mackinac Accessibility

Surfaces

Outdoor surfaces are wooden boardwalks and grass.

Access

The facilities within Fort Mackinac are considered to be accessible, to have moderate access, or to have difficult access.

- **Accessible – Most visitors will find these areas fully accessible.** The following are considered accessible: Post Commissary containing the audiovisual program, Post Headquarters, Quartermaster's Storehouse, Restrooms, Soldiers' Barracks including first floor museum store and the second floor exhibit, Post Hospital, Officers' Stone Quarters including the "Kids' Quarters," Officers' Wood Quarters, Water Well, parade ground which holds most demonstrations, and the Grand Hotel food cart, which offers light refreshments.
- **Moderate Access – Visitors with mobility impairments may have difficulty accessing these areas.** The following are considered moderate access: Officers' Hill Quarters and the Guardhouse.

Difficult Access – Significant barriers create difficult access for visitors with mobility impairments. The following are considered difficult access: Post Bathhouse, Schoolhouse, North Blockhouse, West Blockhouse, Tea Room Restaurant, East Blockhouse, and upper gun platform, which is the location of the cannon firing demonstration. If you are not able to access the upper gun platform, a live camera is located at the lower level, at the southeastern edge of the parade ground. You will be able to see the live presentation and firing of the cannon from here. Accessible service for the Tea Room Restaurant is available on the covered piazza at the rear of the Officers' Stone Quarters. A video program is available west of the North Blockhouse.

Wheelchairs

Several wheelchairs are available for loan near the Avenue of Flags entrance gate. They are available on a first-come, first-served basis.

Deaf and Hearing-Impaired Visitor: All audiovisual programs

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ACTIVITIES AND PROGRAMS

There is ample space around the barracks for sports. There is a softball field in the front of the barracks. There are horseshoe pits and sports equipment. There are also public tennis courts the Scouts may use as long as the rules are followed as set by the State Park for all players. The hours are 8:00 a.m. to 9:00 p.m. During your free time almost the entire Island is at your disposal for biking and hiking. Other activities such as horseback riding or airplane tours require a signed parental permission form.

BALL FIELD: The softball field in front of the barracks is for Scout and MSHP staff use only. The troop may wish to play the Fort Staff in softball one night during the week. However, under no circumstance is any other group to use the softball field for practice or games except for the Scout unit in residence.

CARRIAGE TOUR: A group Carriage Tour, covering 6 miles and lasting an hour, If interested talk to Mr. Marshall. Scouts should be in Class A uniform for any type of tour.

EVENING PROGRAM: Our troop plans evening programs after supper. All outdoor games must be finished by 9:00 p.m. (See schedule) [please note Scouts should be quiet until 8:00am] Residences of the Governor and Commissioners are nearby and the sound carries VERY well. Please make sure that sound is kept to an appropriate level as this can disturb not only those living nearby, but horses, too. Practicing drums or bugles should be done in a spot away from this area and the coordinator can help; please keep it quite during quiet hours. The Program fire grove and Inspiration Point are excellent assembly points. The dining hall is used in inclement weather.

STAY AWAY FROM HOUSES!!

WALKING and HIKING:

We encourage everyone to go outdoors and explore Mackinac Island to the fullest. All park rules are expected to be followed while on the island. Basic rules include not climbing on any rock formation, historic building, or trees, not picking any wildflowers or damaging plants/trees, no trespassing on private property, or damaging any property in any way, including graffiti. There are many miles of trails and roads to walk, hike or bike on with scenic pathways, and interesting histories behind them.

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MACKINAC ART MUSEUM

THE RICHARD & JANE MANOOGIAN MACKINAC ART MUSEUM:

Site Description:

Once known as the Indian dormitory, The Richard & Jane Manoogian Mackinac Art Museum opened in 2010 and now holds a collection of Mackinac-inspired art and photography in the region. In complement to the natural wonder of Mackinac, the museum offers no shortage of beauty and history for adults as well as activities for children.

Position:

Stand near the top of the steps to open the door for guests. Please walk down the steps to assist and direct those who need the ramp in the rear of the building. The museum is open 10:00 a.m. to 4:00 p.m. during shorter season.

Duties:

1. Greet visitors and welcome them to the museum.
2. Be able to describe the building, and the Art Attendant on staff.
3. Know how to direct guests to the American Fur Company Store/Dr. Beaumont Museum, Bark, Biddle House, and nearest public restroom (Visitor's Center) from your post.
4. Know about the steps and elevator inside the art museum.
5. Keep area tidy.

**A STAFF MEMBER CAN PROVIDE ACCESS TO THE
RESTROOMS AND KIDS' ART STUDIO.
ASK AT THE ADMISSIONS WINDOW.**

Mackinac Art Museum Program Schedule (May – August)

11:30am	Kid's Time – Make a Craft!
1:30pm	The Photography of William Gardiner
2:30pm	Native American Art at Mackinac
3:30pm	Kid's Time – Make a Craft!

KIDS' QUARTERS

Site Description:

This guide duty post is located inside the Officers' Stone Quarters in the fort. The Officers' Stone Quarters is the oldest building in the State of Michigan. It is the only building in the fort dating from the original British occupation of 1780. This display consists of four rooms and was renovated in 2021.

Position: Main hallway within the Kid's Quarters.

Duties:

1. Greet visitors.
2. Know the times of the rifle firings, cannon firings, and guided tours.
3. Know how to direct guests to the Upper Gun Platform, Parade Ground, Tea Room, Fort Mackinac Museum Store, drinking fountain, restroom, and multiple exits from your post.
4. Know how to use displays in each room.
5. Make sure materials do not leave the Kid's Quarters.
6. Walk through exhibits and keep the area neat. Hang up clothing, straighten areas with interactive displays.

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bottles, and newspapers. **Consult State Park Recycling Procedures for details. See responsible Patrol Advisor for details. (See page 52)**

- 3 Landfill consist of any other trash. Cardboard should be pulled apart, broken down, and stacked neatly beside the garbage bins. Cardboard not properly broken down will not be picked up.

Garbage is collected by the State Park on Monday, Wednesday, and Friday mornings.

CLEANING SUPPLIES: The Scout Barracks contains some cleaning equipment such as mops, brooms, and buckets. However, troops will furnish their own cleaning supplies such as soaps, laundry detergent, bleach, and disinfectant.

FLOOR MACHINE: An electric buffer is available for cleaning and waxing the tile flooring. Troops will furnish their own cleaning supplies.

FIRST AID SUPPLIES: We have a Heath officer that will have a copy of all Medical Forms. Troops are encouraged to bring their own supplies, as many items are not in the Scout Barracks. All adult leaders are expected to have general first aid knowledge.

TOOLS: Most tools needed for various projects can be secured at the Scout Barracks or at the Field Office by the Scout Coordinator.

WOOD: An ample supply of fireplace wood is stored behind the Field Office.

RESTRICTED AREAS:

Scouts and adult leadership are not allowed access to the attic or roof of the Scout Barracks. Anyone found in those areas will be asked to leave the service program. ***Fire escapes must be clear in case of emergency. No one should be playing or sitting on the staircases.*** Additionally, all scouts and adult leadership must ask the Scout Coordinator for permission to enter the coordinator's room and bathroom.

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ABOUT THE SCOUT BARRACKS

Quarters consist of a well-equipped barracks built specifically for Scout occupancy. It includes a dormitory, staff room, Coordinator's room, dining hall, first-aid room, kitchen, lavatory and showers. There is ample room for clothing storage in closets.

CAPACITY:

The maximum capacity of the Scout Barracks is 63 persons, including 54 scouts, 8 adult leaders, and the Scout Coordinator. No unit may bring more than this number unless permission is obtained prior to arrival. This permission is to be in the form of a written letter, either mailed or emailed.

To have a successful service week, we recommend troops have 50 scouts and 6 adult leaders during the main season (June 1-September 2, 2024) and 42 scouts and 6 adult leaders during the shoulder season (before June 1, 2024). Please inform the Scout Coordinator if your troop will be attending with less than the recommended number of scouts and adult leadership.

Scout troops are responsible for following all national and regional guidelines, provided by the Boy Scouts of America or Girl Scouts of the USA, for overnight accommodations and restroom facilities. Co-ed troops will be allowed to stay overnight within the Scout Barracks. If your troop is co-ed, it must produce a written plan for its lodging arrangements that ensures the comfort and privacy of the scouts and leaders. Mackinac State Historic Parks will review the troop's planned lodging arrangement. Mackinac Island Park Manager, Myron Johnson, will review the written plan to ensure all fire safety protocols for the use of the Scout Barracks are being followed.

BEDDING: Each bed (bunks) has a mattress. Scouts and adult leaders will need to bring their own bedding. Floor cots and sleeping bags on the floor will not be approved for lodging arrangements due to potential fire hazards.

The infirmary should only be used for scouts that are sick or injured. If a scout is sick and staying in the Infirmary, the Health Officer will let the Scout Coordinator know so then they can avoid entering the infirmary. Troops that have a scout that is unable to walk up the flight of stairs, we can discuss alternative lodging options within the Scout Barracks.

HOUSEKEEPING: It is most important that troops maintain good house-keeping, both in the Scout Barracks and on the grounds. A dryer and washer are available for laundry needs, to be used only by an adult. The porch railing must not be used for drying purposes. **Please remember no food or beverage, except water, can be brought to the second floor.** An inspection of the Scout Barracks will be conducted by a MSHP staff member prior to the troop's departure.

GARBAGE BINS: All garbage on Mackinac Island must be separated into recyclables, compost or landfill and placed in separate containers. Appropriate bags are supplied to the Scout Barracks by the Mackinac Island State Park.

1 Compost consists of all food, paper products, and other biodegradable materials. Compost should be dumped into the appropriate trash cans in the trash bin behind the barracks.

2 Recyclables include clean glass containers, aluminum and tin cans, plastic

PARADE GROUND

Site Description:

The Parade Ground is an excellent place to point out to visitors the fort's three strategically placed blockhouses.

During rifle firing demonstrations scouts should be aware of the demonstration and be prepared to police the Parade Ground. Guests are free to walk across the Parade Ground during the lecture portion of the demonstration. Scouts should only stop guests from walking across the parade ground once the interpreter leading the demonstration has warned guests about the loud noise of the rifle and that they should cover their ears. Guests can be asked to move off the parade ground during the lecture portion of the demonstration if they are lingering and sitting down.

Position:

Stand next to stairway of the Soldiers' Barracks on the west end facing the hill. If raining, move to the porch of the Soldiers Barracks.

Duties:

1. Greet visitors and offer to take their photo.
2. Know the times of the rifle firings, cannon firings, and guided tours.
3. Know how to direct guests to the Upper Gun Platform, Tea Room, Fort Mackinac Museum Store, drinking fountain, restroom, and multiple exits from your post.
4. Keep area tidy.

2ND FLOOR SOLDIER BARRACKS

Not doing this year (needed more scouts)

A good place for questions and to showcase that exhibit. Today, the Soldier Barrack houses a variety of exhibits and amenities. The entire second floor, accessible by stair or elevator, is devoted to a comprehensive exhibit about the history and heritage of Mackinac titled "An Island Famous in These Regions." The former squad room on the first floor houses the Fort Mackinac Museum Store museum gift shop. Exhibits recreating the non-commissioned officer's quarters of the 1880s are also housed on the first floor. Public restrooms now occupy the mess hall and kitchen space in the rear wing.

POSITION: The outer door / entrance ramp to the
2nd floor of the Soldier's Barracks.

Specific knowledge required:

1. Time and location of rifle and cannon firing demonstrations, guided tours, court-martial, and slide presentations.
2. How to get to: Tea Room / Food Cart, Avenue of Flags entrance/exit, Downtown Area, Restrooms, State Park Office and elevator.
3. Know something about the buildings/areas that can be seen from your post:
North: Avenue of flags.
South: Soldiers' Barracks.
East: Elevator for the handicap.
West: Post School House, Officers' Hill Quarters and Fort Main Flagpole.

Duties:

1. Keep people from running / walking up and down hill. Ask them politely to use the stairs.
2. Keep people off the hill during firing demonstrations.
3. Meet and talk with the visitors.
4. Be available to answer questions of the Fort and area.
5. Let the handicap know where the elevator is located.
6. Keep kids from playing on the elevator.

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Beaumont Museum, Biddle House, Benjamin Blacksmith Shop, and the McGulpin House. Guests can upgrade to the Fort Mackinac ticket for an additional charge.

Duties:

- 1 Greet visitors and welcome them to the museum.
- 2 Be able to describe the building.
- 3 Know how to direct guests to the Bark Chapel, McGulpin House, Mackinac Island State Park Visitor's Center, Biddle House, The Richard & Jane Manoogian Mackinac Art Museum, and nearest public restroom from your post.
- 4 Count visitors using the clicker.
- 5 Keep area tidy.

FORT OFFICE MAIL: The Scout Coordinator does or assigns the task of picking up fort office mail each day. On the Scout Coordinator's day off, the SPL or other designated scout is required to take his or her place. The Mackinac Island State Park Commission Post Hospital Administration Building asks that the scouts arrive between 11:00 - 11:15 a.m. to pick up mail. Mail must be delivered to the Post Office by at least 12:00 p.m. Any time after that and the mail will be late and not go out for the day.

FORT OFFICE MAIL PROCEDURES:

1. The scout in charge of mail duty will head to the Mackinac Island State Park Commission Post Hospital Administration Building, located across the street from the Scout Barracks, at 11:00 a.m.
2. They will tell the Office Assistant that they are there to pick up the mail. A bag with mail that needs to be delivered will be given to the scout. At the bottom of the mail bag are 2 keys:
 - a. The key with the wood block on it is for the Main Office's box #370.
 - b. Scout Barrack's box key is #502.
3. The scout on mail duty may exit through the wooden fence doors (also known as the secret door) and head downtown. Turn right on to Market Street. The Post Office is across from the walkway that has the public restrooms.
4. The scout will deliver the mail to the Post Office employees.
5. The scout will check both P.O. boxes (#370 and #502) for a package key.
 - a. It will say which parcel receptacle to go to.
Unlock the box with the matching number on the front desk.
6. If there is mail for a scout not in the troop, please take it to the front counter and ask that it be returned to sender.

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The McGulpin House was purchased by Mackinac State Historic Parks in 1982 and moved from its original location behind Ste. Anne's Catholic Church to the corner of Fort and Market streets. The building has been restored to its appearance of the 1820s when William McGulpin first bought the house.

Position: Stand outside near the fence gate along Market Street. If raining, move inside near the doorway. The museum is open 10:00 a.m. to 5:30 p.m. from June 1 to August 17, 2024.

As people near the doorway, ask if they have their Fort Mackinac or Historic Downtown Mackinac ticket. If they do not have a ticket, direct them to the Visitor's Center or the Biddle House where they can purchase a ticket. The Historic Downtown Mackinac tickets include The Richard & Jane Manoogian Mackinac Art Museum, American Fur Co. Store&Dr. Beaumont Museum, Biddle House, Benjamin Blacksmith Shop, and the McGulpin House. Guests can upgrade to the Fort Mackinac ticket for an additional charge.

Duties:

- 1 Greet visitors and welcome them to the museum.
- 2 Be able to describe the building. There will not be a historic house interpreter working at this site.
- 3 Know how to direct guests to the American Fur Co. Store&Dr. Beaumont Museum, Bark Chapel, Mackinac Island State Park Visitor's Center, Biddle House, The Richard & Jane Manoogian Mackinac Art Museum, and nearest public restroom from your post.
- 4 Count visitors using the clicker.
- 5 Keep area tidy.

AMERICAN FUR COMPANY STORE/ DR. BEAUMONT MUSEUM:

Site Description: The understanding of the digestive process began in the early 19th-century on Mackinac Island. In 1822 French-Canadian voyageur Alexis St. Martin was accidentally shot in the stomach while inside the American Fur Co. Store. The outcome seemed grim. However, Dr. William Beaumont, who was stationed at nearby Fort Mackinac, treated St. Martin's wound with meticulous care. The hole leading into his stomach never completely healed over, leaving a virtual pathway into the science of the digestive process. With St. Martin's continuing permission and support, Dr. Beaumont studied the digestive process for many years through the wound.

Position: Stand outside near the entrance. If raining, move inside near the doorway. The museum is open 10:00 a.m. to 5:30 p.m. from June 1 to August 17, 2024.

As people near the doorway, ask if they have their Fort Mackinac or Historic Downtown Mackinac ticket. If they do not have a ticket, direct them to the Visitor's Center or the Biddle House where they can purchase a ticket. The Historic Downtown Mackinac tickets include The Richard & Jane Manoogian Mackinac Art Museum, American Fur Co. Store & Dr.

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AVENUE OF FLAGS

Site Description:

The Avenue of Flags is the rear entrance to Fort Mackinac. All the flags on the Avenue represent a country or governing body that at some time in history owned or controlled Mackinac Island. Many of the visitors entering through the Avenue will be arriving on the Carriage Tours.

Position:

Stand within the fort near the fort wall and trash bins. If raining, move inside the second-floor exhibit of the Soldiers Barracks near the entrance.

Duties:

1. Greet visitors and welcome them to Fort Mackinac. Offer to take their photo.
2. Know the times of the rifle firings, cannon firings, and guided tours.
3. Inform guests with wheelchairs or strollers about the elevator located within the Soldiers Barracks.
4. Assist Guest Service Representatives by retrieving wheelchairs for guests that request additional help.
5. Assist Guest Service Representatives by making change runs, if needed.
6. Know how to direct guests to the Upper Gun Platform, Parade Ground, Tea Room, Fort Mackinac Museum Store, restroom, and multiple exits from your post.
7. Keep area tidy.

Know that we now have a Huron Road Rest Area located by the Anne's Tablet Trail east of the Fort across from the Scout Barracks.

Fort Mackinac Cannon Firing Demonstration Auxiliary Aid for the Hearing Impaired

Program Content Overview:

This interpretative program focuses on the use of the Model 1841 six-pound smoothbore cannon by the 23rd Infantry at Fort Mackinac for ceremonial purposes and explains why it was an obsolete piece by the 1880s in comparison

to artillery advancements of the time. The program will explain why the Model 1841 six pounder smoothbore was considered antiquated, outdated, and inaccurate by the 1880s. The program will provide a general overview and

breakdown of the characteristics of the gun itself and how it was used, explain the use of the piece at Fort Mackinac in the 1880s for ceremonial purposes and then conclude with a demonstration of the cleaning, loading and firing of the cannon.

Model 1841 Six Pound Smoothbore Cannon and its Characteristics

The Model 1841 Six Pound Smoothbore Field Gun was generally referred to simply as a "six-pounder." The term "six-pounder" referred to the weight of the projectile, which was a six pound, cast iron cannon ball. The cannon had a maximum range of one mile (for reference, that's roughly to the shores of Round Island), at which it would have been wildly inaccurate because of the lack of rifling, but had a more accurate range of half a mile, (roughly to the edge of the breakwater in the harbor) which would have adequately defended the harbor and the village below. The six-pounder's use by the 1880s when the 23rd Infantry administered Fort Mackinac was entirely ceremonial. The cannon was used for firing what were called "salute shots" which consisted of a smaller amount of gunpowder without a cannon ball, fired to celebrate local events, daily routine, or federal holidays. This included the raising or lowering of the flag, commandant's birthday, special visitors to the island, Fourth of July festivities or other special events at the fort.

Fort Mackinac Rifle Firing Demonstration Auxiliary Aid for the Hearing Impaired

Program Content Overview:

This interpretative program focuses on the 23rd Infantry Regiment's assignment at Fort Mackinac during the 1880s, uniforms worn by them (both dress and undress), an explanation of their individually assigned weapon, the

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BIDDLE HOUSE FEATURING

THE MACKINAC ISLAND NATIVE AMERICAN MUSEUM:

Site Description: Step into the home of Agatha and Edward Biddle, merchants who moved in around 1830. This was a time of change, and the 1830s were critical to the Biddles for another reason: as an Anishnaabek woman, Agatha and other indigenous people witnessed their culture subjected to immense changes. The decade transformed the Anishnaabek, linking old ways with Michigan's modern indigenous culture.

The continuing story of the Anishnaabek of northern Michigan is not always a happy one. It is a story of battles won and lost, promises made and broken, and cultures repressed and resurgent. Most importantly, the story in which the Biddle family played a role is one that continues today. This exhibit, created in conjunction with tribal partners, explores that story and how it still resonates on Mackinac Island and throughout northern Michigan.

Position: Stand across from the Biddle House ticket booth along the fence. If raining, move under ticket booth awning. The museum is open 10:00 a.m. to 5:30 p.m. (10:00 a.m. to 4:00 p.m. during shoulder season).

Duties:

- 1 Greet visitors and welcome them to the museum.
- 2 Be able to describe the building, and the demonstrations schedule.
- 3 Know how to direct guests to the American Fur Co. Store&Dr.
Beaumont Museum, Bark Chapel, McGulpin House, Mackinac Island State Park Visitor's Center, The Richard & Jane Manoogian Mackinac Art Museum, and nearest public restroom from your post.
- 4 Keep area tidy.
- 5 Pick up and straighten site maps.

McGulpin HOUSE

Site Description: The McGulpin House is one of the oldest private residences in Michigan. Built in the late 1700s, the house is an excellent example of early French-Canadian architecture. The French were the earliest European settlers in Michigan. When they moved here to take advantage of the fur trade, they brought with them their cultural traditions.

Most people have an image of "Lincoln Log" style homes when they think of log houses. But the McGulpin House is a very different type of structure. The logs are squared or flattened on the sides and joined at the corners with intricate "dovetail" joints. Also typical of the French-Canadian style is the steep-pitched roof, the large half-story attic and the way that the roof flares out at the eave. The roof itself is covered with cedar bark as were most of the island's early homes. Cedar bark was locally available, simple to install and effective at keeping out the rain.

Originally, the log house was only used as a summer residence for visiting fur traders. As such it had no exterior siding or plaster inside. The logs were simply whitewashed, both inside and out. This is clearly visible on the exposed, non-restored sections of the building. William McGulpin, a baker for the American Fur Company, bought the house in the 1820s and remodeled it into a year-round residence. At this time, he added plaster to the interior walls and clapboards outside to make the house more weather tight.

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French, to 1780-81 when it was dismantled by the British and moved to Mackinac Island, Michilimackinac had been a thriving fur-trade community. When deeded to the Commission, the 27-acre site was a popular trailer park and Program site. Historic Mill Creek joined the park system in 1975. This 625-acre nature park with a reconstructed water-powered sawmill is located on the shore of Lake Huron 3.5 miles southeast of Mackinaw City. In 1972, archaeologists discovered that a sawmill on this site was used to produce lumber and grain. In 2008 it was renamed Historic Mill Creek Discovery Park and an adventure tour aspect was added to the popular natural history program.

MACKINAC ISLAND SCOUT SERVICE

Downtown Guide Detail

DOWN TOWN DETAIL ALL NOT DONE DURING THIS WEEK

1. BIDDLE HOUSE FEATURING—THE MACKINAC ISLAND NATIVE AMERICAN MUSEUM
2. MCGULPIN HOUSE
3. American Fur Trading Company and DR. BEAUMONT MUSEUM

**THIS ABOVE INFORMATION IS NOT
NEEDED FOR THE YEAR 2024**

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Springfield .45-70 and the loading and firing of the weapon. The program will inform visitors why the 23rd Infantry was stationed at Fort Mackinac, an overview of both the Army dress and undress uniforms as well as their distinct

uses in conjunction with evolving practicality based on the needs and expectations of the United States Army at the time. Visitors should also understand the significance of the Springfield .45-70 as the U.S.'s first standard issue breech loading rifle, how the weapon was loaded and fired, and how Army reforms and evolving training practices were shaped by post-Civil War budget cuts, which in turn shaped the continued development of the U.S. Army.

The 23rd U.S. Infantry Regiment:

The 23rd U.S. Infantry Regiment served at Fort Mackinac from 1884-1890, serving principally in a “reserve capacity,” with no frontline combat taking place within the region nor largely within the nation as a whole, but working to maintain battle-readiness in case war were to break out by regularly conducting marching “drill” formations and taking target practice. Another principal duty was to maintain and oversee Mackinac Island National Park between 1875-1895, serving as “impromptu park rangers” which included enforcing rules and regulations, forging trail heads and watching for fires. Uniforms worn by the 23rd Infantry included the undress or “fatigue” uniform and dress uniform. The fatigue uniform served as more of a day to day wear, still very similar to a Civil War style uniform and was considered an all-around good uniform (durable, comfortable and cheap). The fatigue uniform was worn primarily when conducting National Park duty, rifle practice, or “down time” around the fort while still on duty. Soldiers had little choice but to wear these uniforms as the only clothing they were allowed to own were uniforms in an attempt by the Army to cut down on desertion. The dress uniform was saved for much more formal occasions such as dress parades, funerals, weddings, and troop inspections but was never intended for battlefield use. It was meant to inspire an impressive or imposing impression by the viewer. These uniforms were heavily Prussian-inspired with a long frock coat and spiked helmet, as the Prussians were considered the pre-eminent army in the world thanks to their recent defeat of the French in the Franco-Prussian War.

Fort Mackinac Walking Tour Auxiliary Aid Program Content Overview:

This program serves as a guided tour of Fort Mackinac with an emphasis on life at the fort for soldiers stationed here during the 1880s. The tour is broken down thematically by the duties and activities that soldiers would perform to better illustrate to visitors what life was like for soldiers stationed here during the 1880s. The program, conducted by a costumed park interpreter,

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specifically explains the role of guard duty, maintaining Mackinac Island as a National Park, “fatigue” duty, and recreational activities for soldiers stationed at Fort Mackinac to give visitors a clearer vision of life at the fort during this time period.

Guard Duty:

Guard duty was a 24-hour shift in which 10-12 men would be patrolling the fort’s walls, looking for various dangers/threats. By the 1880s, threats other than invading armies became the principal concern of soldiers on guard duty. The most common and enduring threat to the fort was the hazard of fire. Many of the fort’s buildings have suffered from fire damage at least once in their structural lifetime, including the barracks burning down twice during the fort’s use as a military installation. Soldiers trying to sneak out of the fort without permission was also a common concern on guard duty, especially with soldiers suffering from boredom and the only available distraction being the downtown just below the fort, which included a number of bars. Finally, in the later National Park years of the fort’s occupation, unauthorized access by tourists was another concern for guard duty.

National Park Duty:

Mackinac Island would become the second National Park in the U.S. in 1875, right after Yellowstone, due primarily to the efforts of Michigan Senator Thomas W. Ferry, who grew up on the island and appreciated its natural beauty and historical significance. The National Park Service was not established until 1916. Prior to that, all National Parks were administered by the War Department, hence the Army’s principal role at the fort from 1875 until 1895, when the fort was de-commissioned and transitioned to the oversight of the State of Michigan. During the National Park period, soldiers stationed at the fort acted in the capacity of park rangers in which they enforced rules and regulations, forged trail heads, and monitored fire hazards. These duties fell outside of a soldier’s regular position expectation and required the Army to pay the men “extra duty pay” in addition to the \$13.00 a month starting salary for soldiers at the rank of private. To offset these additional expenditures, the Post Commandant sold government land on Bois Blanc Island and leased out land on the east and west bluffs of Mackinac Island. In addition to their pay, enlisted soldiers also received free board in the barracks, three hot meals a day and clothing in the forms of uniforms issued to them. The combination of the opportunity to earn extra pay along with the generally pleasant atmosphere of the fort location is what gave the reputation of Fort Mackinac as a “desirable station” as referenced by one former officer who served here.

BACKGROUND INFORMATION:

Review the Mackinac State Historic Parks History, next page, and the Mackinac Island Visitor’s Guide for more information. More information about our history can be found on Mackinac Parks website, www.mackinacparks.com.

Mackinac State Historic Parks History

Mackinac State Historic Parks is a family of living history museums and nature parks in northern Michigan’s Straits Mackinac and is an Agency within the Michigan Department of Natural Resources and Environment. Its sites which are accredited by the American Association of Museums include Fort Mackinac, Mackinac Island State Park, The Richard & Jane Manoogian Mackinac Art Museum, Biddle House, featuring the Mackinac Island Native American Museum, the Benjamin Blacksmith Shop, the American Fur Co. Store & Dr. Beaumont Museum, and McGulpin House on Mackinac Island, and Michilimackinac State Park, Colonial Michilimackinac, Historic Mill Creek Discovery Park, and Old Mackinac Point Lighthouse in Mackinaw City. Combined attendance is 1.2 million people each year. The living history sites are open daily from early May to early October. The natural history sites are open year-round.

MISSION STATEMENT: At Mackinac State Historic Parks, we protect, preserve and present Mackinac’s rich historical and natural resources to provide outstanding educational and recreational experiences for the public.

NATIONAL PARK BEGININGS: The Mackinac Island State Park Commission was created in 1895 to supervise Mackinac Island State Park. Michigan’s first state Park, which had been transferred to the state by the United States government. For 20 years prior to this, the federal government administered these lands as Mackinac National Park, the nation’s second such park after Yellowstone. Today, the park includes the 14 original buildings of Fort Mackinac, which were built by the British military starting in 1780, as well as several other historic structures and about 1,800 acres of land. More than 800,000 visitors come to the island each year.

REVENUE BOND PROGRAM: In 1958, the Commission embarked on an ambitious plan to sell revenue bonds to finance the preservation and development of its historic sites. The program was modeled after financing used for the construction of the Mackinac Bridge. It has allowed for successful restoration and historical programs at Colonial Michilimackinac, Fort Mackinac, Historic Downtown, Old Mackinac Point Lighthouse and Historic Mill Creek Discovery Park. The bonds are now retired, and museum operating costs are primarily paid from admission revenues and the proceeds of publication and museum store sales.

PARK ACQUISITIONS: Mackinac Island State Park was created in 1895. In 1904, the site of Colonial Michilimackinac in Mackinaw City was added to the Commission’s jurisdiction. From 1715, when it was established by the

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