

28 HQ (Reori) HQ

SYLLABUS

G

TRAINING

Week-ending 29 Nov. 42

TIME	MONDAY 23 NOV. 42	TUESDAY 24 NOV. 42	WEDNESDAY 25 NOV. 42	THURSDAY 26 NOV. 42
Ed Work	HQ Coy	C & D Coys	A & B Coys	HQ Coy
0615	REVEILLE	REVEILLE	REVEILLE	
0630-0700	HARDENING	TRAINING		
0710	SICK PARADE		SICK PARADE	
0745	BREAKFAST		BREAKFAST	
0845	COY FALL IN AND INSPECTION			
0900-0945	Rn Parade followed by En route march - hot meal in field (see (a))	Bayonet Grenades - all types - use of	HQ Coy route march 0915-1530 hrs.	Heavy weapons
0955-1040				
1050-1130		Pl. Drill	Hot meal in Field.	Coy Drill
1130-1430	Drum. P8 caps battle order with haversacks excl. respirators.	HQ Coy route march. A & B Coys inter-pl	C & D Coys as for Tues. 24 Nov. 42	Lecture Coy Condr. "Current Affairs" MARCH
1430-1530		Football matches - 2 Coys ground. (See (b)).		H COYS

DAY 27 NOV. 42	FRIDAY 27 NOV. 42	SATURDAY 28 NOV. 42	SUNDAY 29 NOV. 42
	C & D Coys	A & B Coys	NIL
	REVEILLE	REVEILLE	Reveille 0630 hrs
	HARDENING TRAINING		
	SICK PARADE	SICK PARADE	
	BREAKFAST	BREAKFAST	
	COY FALL IN AND INSPECTION		
	Bayonet	AS FOR FRIDAY 27 NOV. 42	0900 hrs Church Parade. B Coy march. Markers - 0845 hrs March on - 0850 hrs
	2 Pdr A/Tk		Drum - P8 Caps battle-order, less haversacks, respirators.
	Gunnery Demonstration.		
	(See (c))		
	HQ Coy Inter Pl. Football, games on C Coy Grounds. A & B Coys organised games incl. 40 min. cross country run.	HQ Coy. route march. C & D Coys - as for A & B Coys 27 Nov. 42.	

Hot meals to be brought out on two ~~XXXXX~~ 15 cwt shared respectively by A & B Coys and C & D Coys.

Sports Officer (Pedro) and Coy 21/08 to arrange programme - spells to be 15 minutes duration.

O.S. No. 5 Pl. to work out programme and arrange for det. 4 guns and lecturer to attend each Coy.

HQ Coy and Rn HQ to carry out specialist training as per syllabus submitted during hrs 0900-1130 daily.

G. H. Jewett Lt-Col.
Commanding Officer.
28 HQ (Reori) HQ.

Archives New Zealand = Te Rua Mahara o te Kāwanatanga.

Ref: 28 NZ (Maori) Battalion Diary, WAI 1 1665 DA
68/1/35-36, p.20