Discover Presqu'ile's Past



Remembering **Speedy**

Help us commemorate the loss of the Speedy and celebrate Presqu'ile's rich cultural history by participating in the following events:

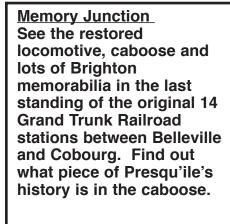
August 21, 22: War of 1812 **Re-enactment Weekend**

The Americans are coming! Observe the lives of soldiers and battle reenactments as the British defend the peninsula, an important site along the military supply route.

October 9, 2004: Spirits of the Speedy

Join this evening spirit walk to learn more about those lost aboard the Speedy.

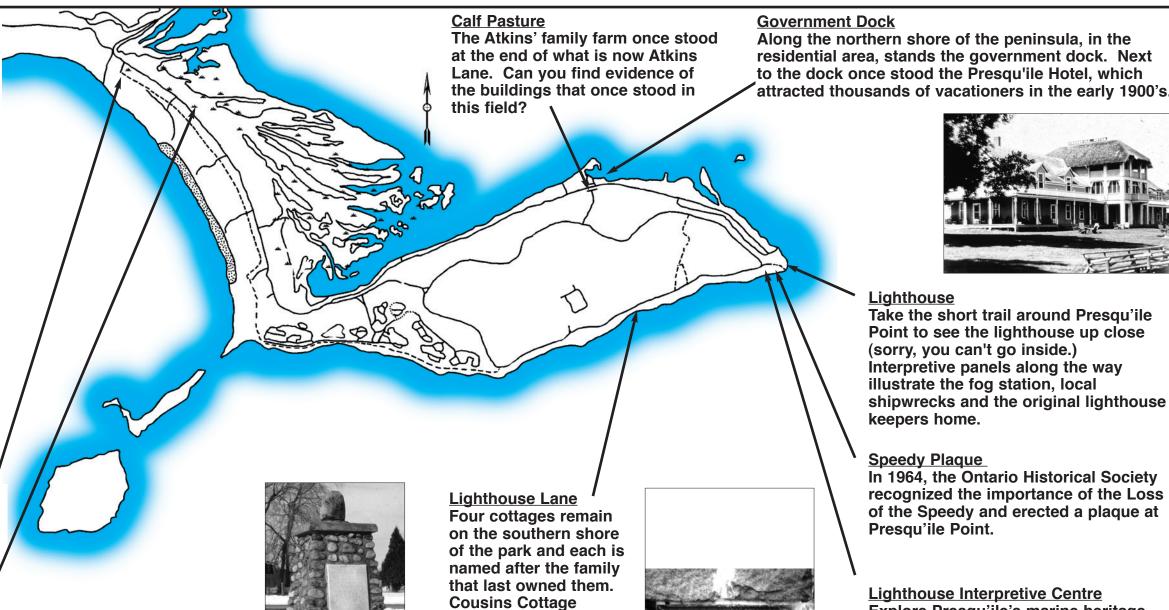
Look for our pamphlet for more details on all the 2004 commemorative events.



Proctor House Museum This 1869 mansion was once the home of the Proctors, one of the most powerful families in Brighton. Find out the connection the Proctors had to Presqu'ile and visit the belvedere high above the upstairs rooms to get an excellent view of Presqu'ile.

Simpson Cairn The stone cairn outside the park gates recognize the Brighton area's first settlers, who arrived in 1796.

Boy Scout Cairn In 1967, the Boy Scouts assembled a stone cairn at the old road east of Bayshore Road, the entrance they used to reach their camp in the Fingers area.

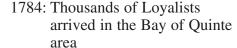


to the public. **Important Dates in** Presqu'ile's past:

(Nature Centre), open

in July and August, is

the only cottage open



1795: Governor John Graves Simcoe orders a survey of Presqu'ile: 'an excellent harbour'

1796: Obadiah and Mary Simpson are the first settlers in this area

1797: 'Plan of Newcastle in the Home District' drawn by Alexander Aiken.

1802: An act was passed to build a District Town named Newcastle at Presqu'ile.

1804: On its way to the first trial at the Newcastle courthouse, the Speedy sinks.

1805: Location of the district capital of Newcastle moved to Cobourg from Presqu'ile

1812: Presqu'ile used as shelter along the military supply route 1954: Provincial Parks Act was in the War of 1812.

1840: Construction of Presqu'ile's lighthouse completed.

1846: Lighthouse keepers residence was built.

1889: Construction of the Murray Canal completed, linking Presqu'ile Bay to the Trent-

Severn Waterway. 1894: Presqu'ile's lighthouse covered in planks and shingles

to protect the stonework. 1905: The Presqu'ile Summer Hotel

opened at Calf Pasture. 1907: A fog station, with a steampowered foghorn, was built beside the lighthouse.

1920: Most of Presqu'ile, except the lighthouse area, was transferred from federal to provincial jurisdiction.

1922: Presqu'ile Park Act was passed, allowing a private commission to run the park.

1922: Presqu'ile Park Commission purchases four farms, constructs new roads and a golf course in the park.

1935: Lighthouse was electrified 1948: Fog station dismantled.

1952: Lighthouse converted to fully automatic operation.

introduced, bringing all parks under a single authority.

1956: Presqu'ile's first Park Superintendent was appointed.

1957: Presqu'ile's nature interpretation program began.

1962: Calf Pasture was purchased by the park.

2000: The Lighthouse Interpretive Centre is opened.

Just for Kids!

Visit the Lighthouse Interpretive Centre

• Colour a picture of your favourite scene in Presqu'ile's history. Let us keep your picture and it will become part of the Remembering Speedy pictorial history book.

• By his (or her!) knots, ye shall know a sailor! Show the interpreter you can tie your knots and earn your knot-tying certificate.

• Check out the treasure chest - what might you find on the bottom of Lake Ontario?

Ask an adult to bring you to a children's

• Meet pirates, pioneers or soldiers from Presqu'ile's past.

Ask an adult to buy you the Presqu'ile for Kids Activity Book

• Complete the many tasks to earn your Level 1, 2 or 3 Nature Explorer Certificate. The book includes history activities too.

Attend special events on History Weekend July 30 to August 2, 2004

• Participate in the kids boat-building bee and sailing regatta, old fashioned fun and games and mini-golf.'



Presqu'ile's history challenge crossword puzzle

The answers to these questions can be found by reading the tabloid and visiting the historic locations marked on the map above.

Down:

1. Who was the most famous of Rum Runners to use Presqu'ile as a hideout?

Explore Presqu'ile's marine heritage

lighthouses, rum-running, pirates,

boating and recreation in the area.

through displays highlighting

2. What geometric shape is the lighthouse? 3. David Archibald's song 'The Ballad of Pirate

' talks about this infamous pirate. 4. The last name of the first settler in the

Presqu'ile area. 5. The district capital was moved to this town

after the speedy sank (what was it's name in

6. What challenges did the Provincial Marine face in the 1800's? 'Never enough___' (one of

7. What challenges did the Provincial Marine face in the 1800's? 'Never enough___' (one of

8. Last name of the man who designed Presqu'ile's lighthouse.

9. What feature on the New Dominion made it suitable for sailing into shallow ports on the Great Lakes?

10. Last name of the first lighthouse keeper.

11. Last digit of the number of steps that take you up to the belvedere in Proctor House.

Across:

12. How many stairs would you have to climb to get to the top of the lighthouse?

13. What is the last name of the first Police Officer known to be killed in the line of duty in Ontario?

14. Four cottages still line the southern shore of the park. One of them serves as office

space for park staff. What is its name?

15. Memory Junction Museum in Brighton has a caboose in which there is a sign from the Presqu'ile ____

16. Last name of the 'person' who now lives in the original lighthouse keepers cottage.

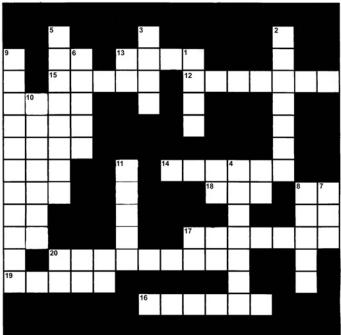
17. Role of Mr. Paxton aboard the Speedy.

18. Presqu'ile's fog horn sounded once every minute for how many seconds?

19. What type of hall was built next to the

20. What challenges did the Provincial Marine

face in the 1800's? 'Never enough___' (one of



The Loss of the Speedy

Find the words in the grid. Words can go horizontally, vertically and diagonally in all eight directions.

CAPITAL NEWCASTLE COURTHOUSE PAXTON **CREW PRESQUILE FIRE** SAIL **SCHOONER** HARBOUR JUDGE SELLECK LAKE **SPEEDY** LAWYER **STORM MURDER** TRIAL **MYSTERY**

R Q K C E L L E S M T E R X M M W X M R N N F W S L R R RYRPAXTONUXNHE C E S O V D B G O C R E W DBSYTTFRHLNEYTR R C N W E S T P A L S D W U HHNMARJNTKLALM AOJNULYSISGVIC ROLOEKALPLFBYL BNCQJCKEALDICN O E Z U W R E H C I R R R H URDEODMZWRPGZE RGNYYBRDWTNQTM ERYJBPRESQUILE



A new story from Jack

Visit the Lighthouse Interpretive Centre for your chance to hear a new story from our talking mannequin Jack Atkins. He'll show you how people have entertained themselves at Presqu'ile since the early 1900's.