



SGT DANIEL FORTIN

On the 23rd January 2019, Sgt Daniel Fortin will be retiring from the CF after 25 plus years of dedicated service with 22+ years as a Materials Technician.

After 2 years in Infantry with the Lincoln & Welland Regiment, Dan Fortin enrolled in Regular forces on the 07th of March 1991 at Welland, ON recruiting center and was shortly off to basic training in Cornwallis as a (POET) Rad Tech. On completion of basic, he was sent to CFB St Jean for his French Language training. After completing a year at St Jean on Pat Pl he was hit by the first FRP and changed trade to Traffic Tech and sent to CFB Edmonton 24th August 1992 for his QL3 training. After completion of his QL3, he was posted to CFB St Hubert/Longue Pointe, PQ in Oct 1992 for QL4 OJT training. After his QL4 was completed he was hit with FRP again and released from the CF on 07th March 1994. On the 10th April 1996, he rejoined the military as a Materials Technician.

In July 1997, Dan was posted to 2 Svc Bn, Maintenance Coy in Petawawa. After completing his QL4's he was posted to 1 Canadian Field Hospital on 14 Jul 1999.

In March 2006 Dan found himself posted to the centre of excellence, CFSEME in Borden as a Welding Instructor. After a year teaching welding he moved to IC CETT where he assisted all trades in RCEME branch with his creative ideas on PT.

Done that'

On 13 Oct 2010, he was posted to RCEME OJT Coy in Petawawa. 14 Jan 2013 he worked as Artisan Coy Trg Resources in Petawawa. Soon afterwards he received a posting to Maint Coy in 2016.

He was promoted to his current rank of Sgt in June 2016. A volunteer referee and arm wrestling promoter for his son. He has been a staple figure in Materials Technician training for many years, Moulding many young Craftsmen and women as welding instructor. He moved to RCEME OJT training as Welding Instructor and will take over the position upon his retirement.

Congratulatory messages and any humorous anecdotes can be sent to Sgt Vajdec at Christopher.Vajdec@forces.gc.ca

Arte et Marte