

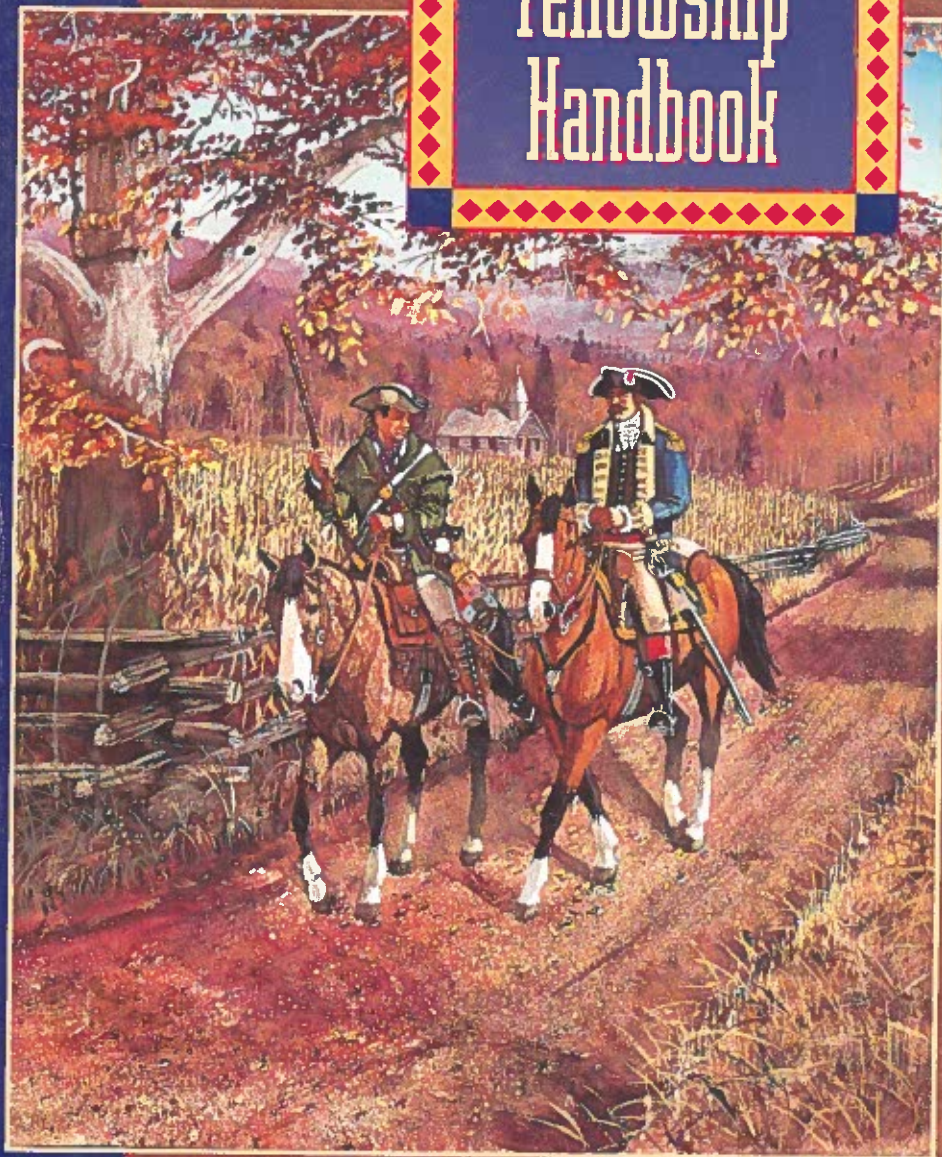
**T**

he frontiersmen of the early days of our country played a vital role in widening the borders of our land. They exemplified courage and determination, taming virgin territory and making it safer for those who followed.

Likewise, members of the Frontiersmen Camping Fellowship today join to forge the frontier—that of spiritual leadership to young men. In 1966, FCF was developed as a tool for building young men into church leaders and to perpetuate the Royal Rangers ministry: developing the total boy for Christ.

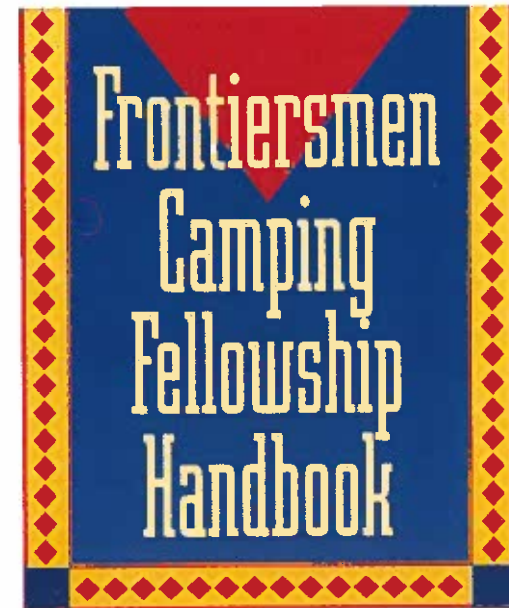
This handbook illustrates how FCF members come together to master and preserve the skills and crafts of the early frontiersmen while serving each other through the servanthood and adventure of FCF.

# Frontiersmen Camping Fellowship Handbook





Dave Andersen



Produced by  
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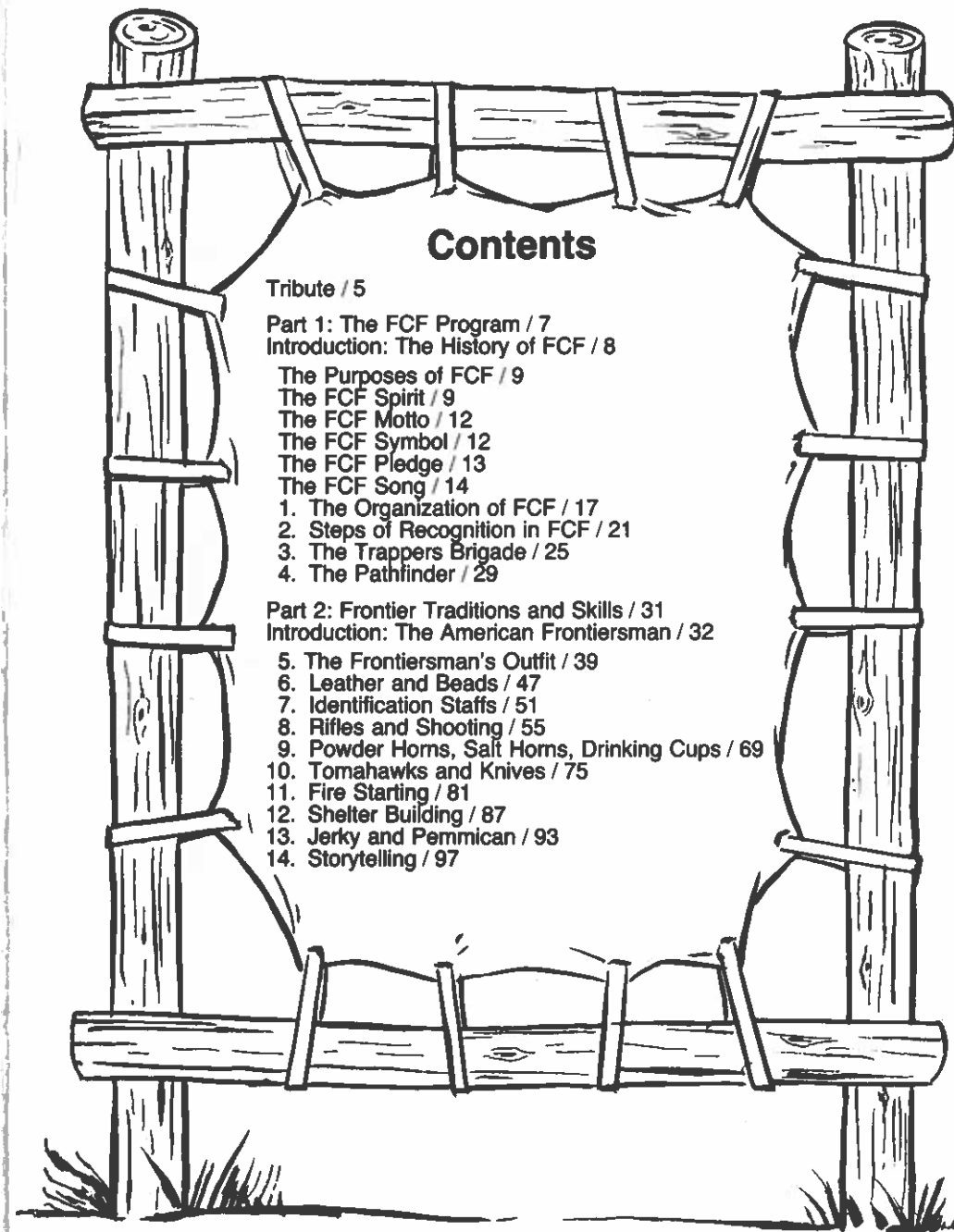
Mick Click for the information on muzzle-loaders

David Barnes for some of the art

Revised and expanded

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Johnnie Barnes

## Tribute

Johnnie Barnes was a frontiersman in the truest sense of the word. He blazed the trail as founder and national commander of Royal Rangers from 1962 and as founder and national chairman of the Frontiersmen Camping Fraternity (now called the Frontiersmen Camping Fellowship, FCF). He was a pioneer of distinction until his death in 1989.

Johnnie set an outstanding example and pattern for other FCF members of all ages. His education and commitment to excellence live on. He worked to keep a high morale and esprit de corps; his enthusiasm and adventure were key ingredients.

Johnnie fulfilled many roles in leadership, many of them manifesting themselves in his daily life. He was a man of honesty and integrity, a true Christian gentleman in every way.

Johnnie is also remembered for his outstanding contributions to the activities and traditions of FCF. He was a moving storyteller and used his impressive collection of costumes and artifacts to complement his dynamic messages at council fires.

The memory and influence of Johnnie Barnes will always be an integral part of FCF.

JOHN ELLER  
FIRST NATIONAL FCF PRESIDENT

## Part 1

### The FCF Program



## Introduction: The History of FCF

**T**he Frontiersmen Camping Fellowship (FCF, originally called Frontiersmen Camping Fraternity) was founded during the summer of 1966. For some time prior to this date, the national commander had felt the need for a special honor society to give recognition to older boys and men who had distinguished themselves in advancement, training, and camping.

The early American frontiersman was an excellent example of man's ability to adapt to the outdoors and the wilderness. His achievements were also an example of courage and determination. The national Royal Rangers Office, therefore, made the decision to base this fellowship on the lore and traditions of these early frontiersmen.

The first FCF chapter was organized in the Southern California District on July 8, 1966. High in the San Bernardino Mountains, in a clearing surrounded by gigantic trees, a large group of Royal Rangers sat around a blazing campfire. As they waited, a feeling of mystery and expectancy filled the air.

Suddenly, the blast of a hunter's horn shattered the night's stillness and echoed through the trees. National Commander Johnnie Barnes stepped into the firelight dressed in a buckskin outfit and a coonskin cap. As he began to explain the new FCF program, a hum of excitement rose above the sound of the crackling campfire. Assisted by two district leaders, Ron Halvorson and Rob Reid, these men proceeded with the first FCF call out. After pledging to endure a time of testing, the candidates were led away carrying a large rope to a mountaintop nearby for an all-night initiation.

Later, as the new members (five boys and five men) were officially inducted into the fellowship at the final friendship fire, they sensed that this ceremony was a milestone in Royal Rangers history.

That same year, three more chapters were organized in the Northern California, the Southern Missouri, and the Iowa Districts. This exciting and unique fellowship has so captured the imaginations of boys and men that the program has grown to include organized chapters in the majority of our districts.

### The Purposes of FCF

1. To give recognition to boys and men who have shown exceptional interest and outstanding achievement in the Royal Rangers program and in Royal Rangers campcraft
2. To build a brotherhood of top-notch boys and men over the years who will continue to be Royal Rangers program and camping enthusiasts
3. To emphasize the importance of involvement in the advancement program, development of campcraft skills, and completion of the leadership training programs
4. To develop a corps of elite Royal Rangers who will strive to be the very best in Christian example and leadership
5. To encourage the boys and men of Royal Rangers to always prefer others above themselves and to let their leadership be by example
6. To show a spirit of servanthood, willing to give of time and energy above and beyond what is expected for Royal Rangers

### The FCF Spirit

FCF endeavors to develop in each member the same courageous and undaunted spirit of the early frontiersmen. High morale and contagious enthusiasm are developed by urging each member to strive to achieve five important things: demonstrate courage, display achievement, develop friendships, demonstrate leadership, and develop woodsmanship.

### *Courage*

Early frontiersmen demonstrated outstanding courage by exploring unknown wilderness, scaling high mountains, crossing barren deserts, blazing trails in virgin forests, and enduring extreme heat, cold, peril, and hardships. Many are the stories of their bravery in battle, their struggle for survival, and their unwavering loyalty in the name of honor. FCF encourages each member to develop this same spirit of courage.

The FCF member must demonstrate courage during an overnight induction before he can qualify as a member. Many of the tests and activities of this initiation demand a courageous spirit. He must continue to demonstrate this courage by taking an unwavering stand for the principles of Christianity by squarely facing each personal problem, by bravely enduring each difficulty in life, and by promptly aiding those who need help—even at the risk of his own safety.

### **Achievement**

History books are full of the accounts of such outstanding men as Lewis and Clark, Daniel Boone, Davey Crockett, and Kit Carson. These men carved a name for themselves in our American history because of their outstanding achievements. Their undaunted spirit of determination and their desire to excel provide some of the most colorful and exciting pages in our history books.

FCF members should also maintain this desire to excel and achieve. Proficiency in camping and other phases of the Royal Rangers ministry is demonstrated by achieving certain milestones in advancement. These abilities are further demonstrated by each candidate during his Phase I testing.

The FCF member should also strive to achieve the following goals: progress in advancement, become more involved in Royal Rangers, and continue to develop skills as a good camper.



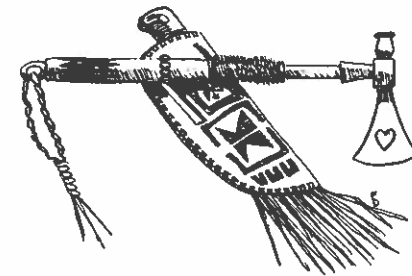
### **Friendships**

The saga of the American frontier contains many accounts of frontiersmen who risked—and sometimes gave—their lives and their fortunes on behalf of their friends. Their unwavering loyalty to friends serves as an inspiration to today's FCF members. They too endeavor to cultivate the same strong bonds of friendship and display the same loyalty to their friends. This feeling of brotherhood is very strong in FCF, and members do their best to uphold this tradition.

### **Leadership**

Many of today's major highways and mountain passes were once mere trails blazed by early frontiersmen through uncharted wilderness, leading the way in exploration of a new country.

Just like a frontiersman, each FCF member should also be willing to step out and lead the way by being an example in Christian living, participating in Christian service, and being willing to assume specific responsibilities. There are still many opportunities awaiting the individual who is willing and ready. An FCF member should prepare himself now for leadership so he will be ready when the opportunity presents itself.



### **Woodsmanship**

Early frontiersmen were able to adapt to almost any wilderness situation because they were constantly developing outdoor skills. It became a matter of survival to know what to do and how to do it. As experienced woodsmen, they could spend months on the frontier with only a small knapsack, a blanket, a rifle, and a hunting knife. Today's FCF member should also continue to develop outdoor skills. They should use every opportunity available to demonstrate these skills in a camping situation. An FCF member should not only be a trained woodsman, but also an experienced woodsman.

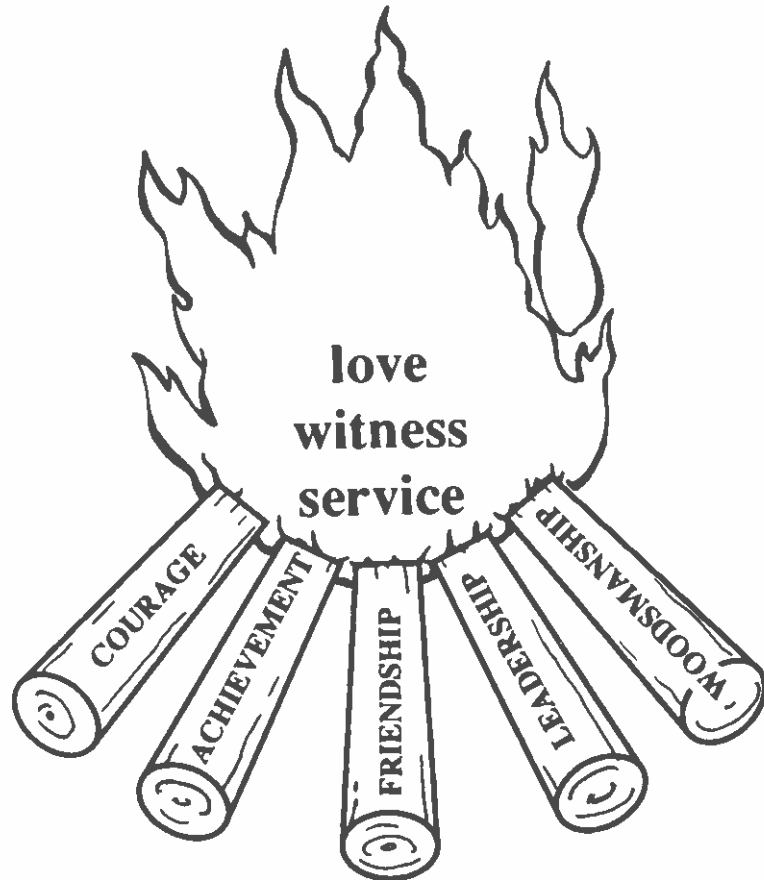
### The FCF Motto

To Give and to Serve (Latin — Ad Dare Sevire)

### The FCF Symbol

The blazing campfire is the official symbol of FCF. The campfire provided the early frontiersman with light and warmth and was essential for cooking. It was used for other vital needs as well.

The blazing campfire, therefore, symbolizes the spirit of FCF, which is (1) Christian love (warmth), (2) personal witness (light), and (3) dedicated service (usefulness). There are five logs around the fire. They represent the five things needed to keep the spirit of FCF alive. They are (1) courage, (2) achievement, (3) friendship, (4) leadership, and (5) woodsmanship.



### The FCF Pledge

I share with you the warmth and glow of this campfire. These crimson flames are a symbol of our fellowship and adventures in camping.

I promise to share with you the warmth of Christian friendship and with others the light of my Christian testimony.

I promise to keep alive the spirit of FCF in my personal life and to observe at all times the principles of Royal Rangers.



# GOD'S FRONTIERSMEN

AN FCF SONG

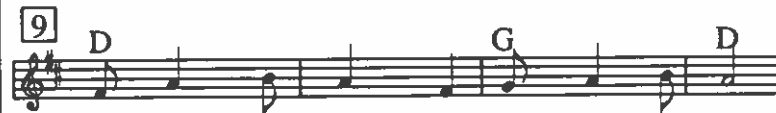
Ed Leonard



1. Out where the riv - ers wind thru the land,
2. Like the fron - tiers - men, on - ward we ride;
3. Out where the te - pees reach to the sky,
4. Some day will come when God's work will be done;



once rode fron - tiers - men, time and a - gain;  
 "REA - DY" for bat - tle, God's Word at our side;  
 'round the warm camp - fire sit you and I;  
 home - ward with Je - sus, the bat - tle is won;



Rea - dy for dan - gers, brave and se - cure;  
 though there are dan - gers, we are se - cure;  
 bro - thers in Je - sus, with one ac - cord;  
 we'll trade our te - pees, rag - ged and old, for



Carv - ing a na - tion that would en - dure.  
 We're God's Fron - tiers - men, we will en - dure. **GO TO**  
 We're God's Fron - tiers - men, praising the Lord. **CHORUS**  
 one of God's man - sions that's made of gold.



Chorus :

WE'RE GOD'S FRON - TIERS - MEN, RI - DING TO - DAY



LIV - ING FOR JE - SUS, POINT - ING THE WAY;

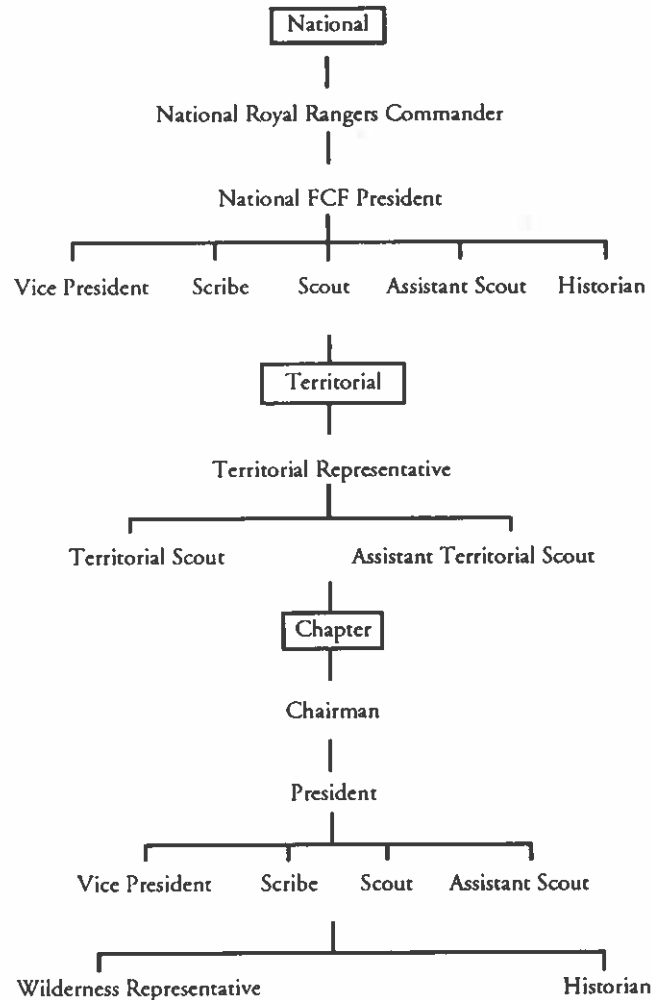


CAMP - ING IN TE - PEES, BUCK - SKINS AND ALL;



WE'RE GOD'S FRON - TIERS - MEN, ANS - WERING THE CALL.

Royal Rangers  
Frontiersmen Camping Fellowship  
Organizational Chart



# 1

## The Organization of FCF

### District Chapters

The basic unit of the Frontiersmen Camping Fellowship is a district chapter. Each chapter elects its own officers with the exception of chairman; the district commander becomes chairman by virtue of his office. Chapter officers are president, vice president, and scribe. A district scout and assistant scout are also elected from among the boys to serve on the chapter staff.

### Chapter Name

To further emphasize the traditions of FCF, each district chapter selects a historical name. This could be the name of a famous frontiersman in the area, an Indian tribe, a historical site, or a geographical location that played an important role in the state's history. For example, the chapter in the Southern Missouri District is the Daniel Boone Chapter.

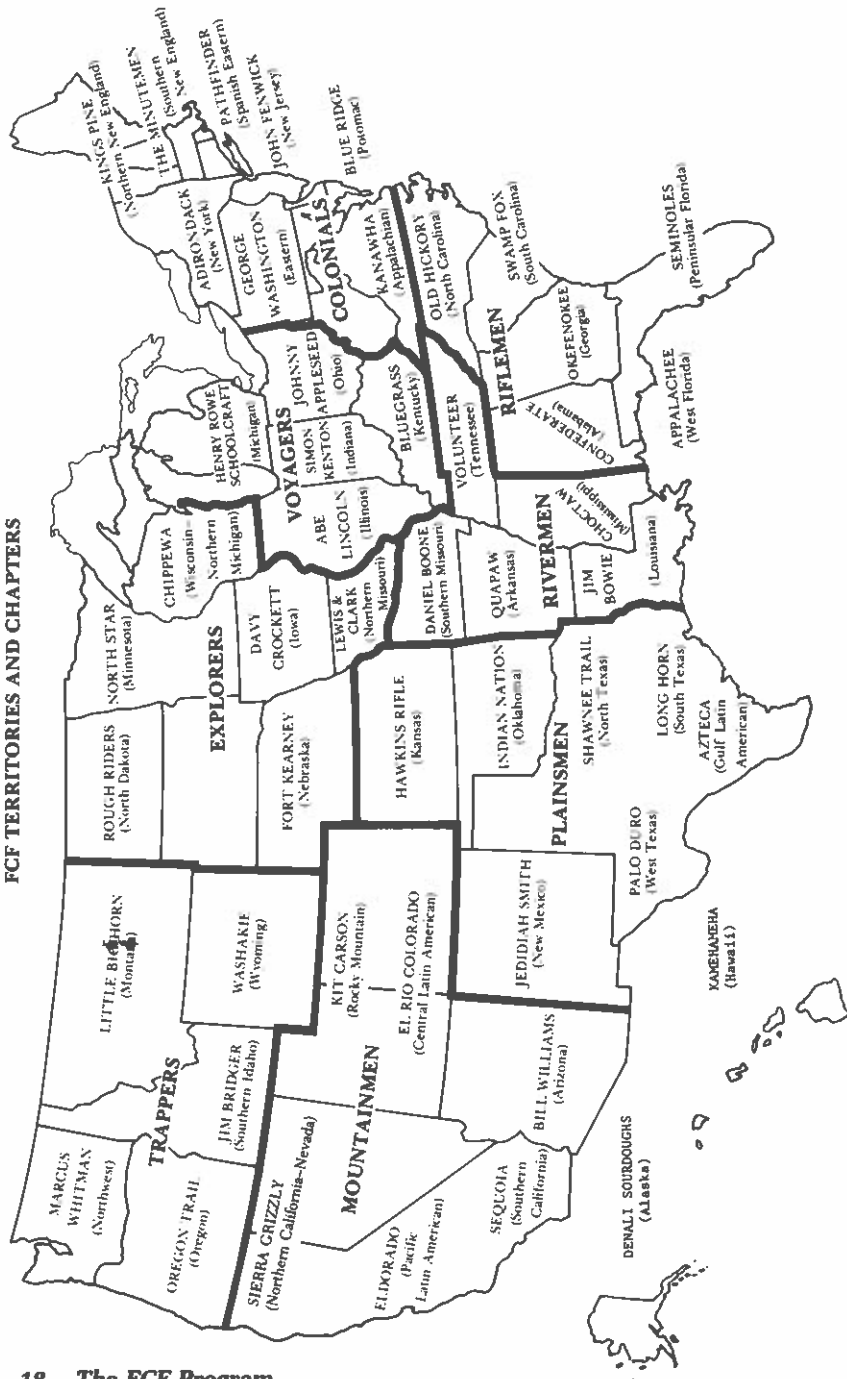
### Chapter Trace

The chapter plans at least one special event for FCF members during the year. This "chapter trace" is usually some type of rugged outdoor adventure. This event is also usually the time for the chapter's annual business session.

### Regions

The Royal Rangers program is divided into eight geographical regions. Each region is supervised by a regional coordinator. The regional coordinator is also the regional FCF officer. Some regions also have special events for FCF members, such as the regional Pow Wow in the South Central Region.

**FCF TERRITORIES AND CHAPTERS**



**Territories**

To further assist in the promotion and development of FCF, the United States is divided into eight territories: Trappers (Northwest), Mountainmen (Southwest), Explorers (North Central), Plainsmen (South Central), Voyagers (Great Lakes), Rivermen (Gulf), Colonials (Northeast), and Riflemen (Southeast). An FCF territorial representative is appointed by the national Royal Rangers commander to serve each of these territories. A territorial scout and an assistant territorial scout are elected to represent the boys of Royal Rangers age in each territory.

**Territorial Rendezvous**

Each territory has a rendezvous every 2 years. A rendezvous is an outdoor event that includes a black powder shoot, tomahawk throwing, knife throwing, a best costume contest, flint and steel fire building, trading, and other frontier-related activities.

**National Elections**

To give national recognition to the program and to further assist in its development, a national FCF president is appointed. A national scout and an assistant national scout are elected to represent the boys in the total FCF program. The national scout and assistant national scout are elected at the National FCF Rendezvous or the National Camporama. Their term of office is 2 years. The president's term of office is 2 years. A national scribe and a national historian are appointed by the national president.

**National FCF Rendezvous**

A National FCF Rendezvous is conducted every 4 years. This outstanding event includes not only the activities of the territorial rendezvous, but also a number of colorful ceremonies, pageants, special features, unusual services, and outstanding speakers.







Ken Hunt ("Hunters Horn")  
National Commander

## 2

### Steps of Recognition in FCF

**Y**oung Bucks are Frontiersmen Camping Fellowship members who are in grades 7 to 12 (12 to 17 years old). Old-Timers are FCF members who are 18 and over.

#### Frontiersman

##### Boys

To be eligible to be an FCF member, boys must

1. Earn the Trailblazer First Class Rating.
2. Earn the Camping Merit.
3. Be recommended by their outpost for this position. (This is done by submitting an FCF application form to the district office prior to the Pow Wow.)

After being selected to become an FCF member, boys must

1. Pass Phase I testing. (Phase I testing includes questions on camping skills such as tool craft, rope craft, and map and compass.)
2. Be officially called out by the FCF staff at a district Pow Wow during a council fire service.
3. Participate in a frontier adventure induction ceremony.

##### Leaders

To be eligible to be an FCF leader, men must

1. Be a Royal Rangers leader in good standing with his church.
2. Complete the *Royal Rangers Leadership Training Course* and earn the Leader's Medal of Achievement.
3. Be selected and approved by the FCF staff.

After being selected to become an FCF leader, men must

1. Pass Phase I.
2. Participate in a frontier adventure induction ceremony.

## Buckskin Frontiersman

Each step of recognition for a Buckskin must be approved by the chapter staff before the member is eligible to wear the recognition pin.

### Boys

To be eligible to be a Buckskin Frontiersman, boys must

1. Complete one additional step in advancement or earn the Gold Medal of Achievement.

### Leaders

To be eligible to be a Buckskin leader, men must

1. Tutor a boy into FCF. Men should always encourage boys to join FCF. The leader is required to teach at least one boy about FCF and to lead him through the steps necessary to becoming a member.

### Both Boys and Leaders

2. Participate in at least one FCF frontier induction and be an active member in their chapter for at least 1 year.



3. Make or purchase a complete FCF outfit and wear it at FCF functions.

4. Recite from memory the FCF Pledge.
5. Explain the meaning of the FCF Symbol.
6. State the purpose of FCF.
7. Make an FCF identification staff.
8. Select a frontier-related craft or skill to develop.
9. Select an FCF name for himself.
10. Pay the yearly dues set by the district chapter.

## Wilderness Frontiersman

### Boys

To be eligible to be a Wilderness Frontiersman, boys must

1. Complete one additional step in advancement and earn the Survival Merit or earn the Gold Medal of Achievement.
2. Participate in at least two frontier inductions and be an active member in his chapter for at least 2 years.
3. Be sponsored (or tutored) by a Wilderness member.
4. Carry a wilderness pouch for at least 3 months.
5. Tutor another boy in FCF.
6. Pass a previgil testing session. (The previgil testing consists of FCF activities such as tomahawk throwing and fire starting with flint and steel.)
7. Complete an all-night vigil. (The vigil is an all-night test of one's FCF skills.)
8. Pay the yearly dues set by the district chapter.

### Leaders

To be eligible to be a Wilderness leader, men must

1. Attend and complete a National Training Camp.
2. Participate in at least four Frontier Adventures and be an active member in his chapter for at least 2 years.
3. Be sponsored by his district chapter.
4. Carry a wilderness pouch for at least 3 months.
5. Tutor a boy in FCF.
6. Pass a previgil testing session.
7. Complete an all-night vigil.
8. Pay the yearly dues set by the district chapter.

The previgil test and all-night vigil must be conducted under the supervision of a regional coordinator, a territorial representative, or by a member of the national staff.



Frontier Preacher

### 3

## The Trappers Brigade

**T**he Trappers Brigade is a special auxiliary group within the Frontiersmen Camping Fellowship.

The purpose of the Trappers Brigade is to promote Christian service among the FCF members by encouraging their involvement and participation in service to their church and fellowman.

The Trappers Brigade encourages involvement of FCF members not only in their local church but also in their community (e.g., needs, projects, organizations), in this way extending their Christian influence and testimony.

To participate in the Trappers Brigade program an FCF member

1. Must be in good standing with his FCF chapter.
2. Must have paid his current and previous year's dues.
3. Must have participated in one-half of the district FCF activities in the current and previous year.
4. Must be actively involved in his local church and Royal Rangers outpost.

The FCF member need not have received his Buckskin or Wilderness status to qualify.

Service points are accumulated when an FCF member volunteers his time (with no consideration for wages) in church, in community projects, in special needs organizations, or in humanitarian acts. He will receive  $\frac{1}{2}$  point per hour of service done within the community where he resides. For volunteer work done outside of his local setting, he will accumulate 1 point per hour of service, not counting travel time. He continues to add his total points together even after he has attained the next step. Projects are determined by the FCF Trappers Brigade Authorization Committee.





The Old Timer & Young'n

Within the local church, service projects may include mowing the church lawn; visiting the sick; serving as an usher; teaching or helping in the Sunday school; participating in youth, bus, or music ministry; doing office work or printing; participating in a missions emphasis, fund-raising, clothing or food drives.

Within the local community, projects may include helping families that have lost their homes due to a disaster (such as fire, tornado, or flood); assisting needy people or children's groups; or working at a hospital, library, service center, voter registration drive, city recreational facilities, juvenile detention center, Big Brothers Organization, Boys Club.

Outside the local setting the member may accumulate points (without considering travel time) for missionary trips with MAPS (Missions Abroad Placement Service), FCF Pathfinder missions projects (see the next chapter for details), AIM (Ambassadors in Mission), Care Corp, U.S.O. (United Service Organizations), disaster assistance, search-and-rescue missions.

The three basic steps of recognition, and the accumulated points needed to attain them, are

- Company Trapper—20 points
- Bourgeois (pronounced boohz-wah')—60 points
- Free Trapper—120 points

Each additional 30 earned points will entitle the Free Trapper to receive a numeral to be placed on his Trapper Medal.

A District FCF Authorization Committee will review the points tabulated by the FCF members who qualify for recognition pins. The FCF member completes an application and is interviewed by the committee. During the interview the FCF member shares the details of his service project. Pictures, letters, artifacts, items of interest, and things learned, enjoyed, and experienced should all be shared when meeting with the committee.

Young Bucks must complete the service under the supervision of an adult leader. The leader may be a pastor, youth leader, commander, community leader, missionary, district official, project coordinator, coach, parent, or any adult who signs the application verifying what was done by the applicant.

Old-Timers may earn points in two ways: through service and through supervising Young Bucks during their Trappers Brigade service projects. The Old-Timer will earn 5 points for each step of recognition completed by a boy that he has supervised. The Old-Timer must sign the Young Buck's application as his super-

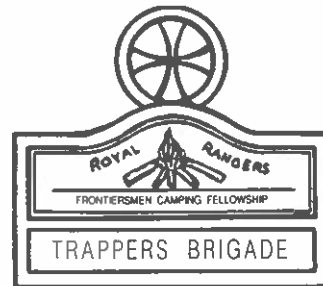
visor and send appropriate comments with the application. He must also participate, organize, and motivate the Young Buck's participation in and completion of the service project, seeing that the project is completed while the Young Buck is under 18 years old.

### Trappers Brigade Pins

*(To be worn behind FCF Membership Pin)*



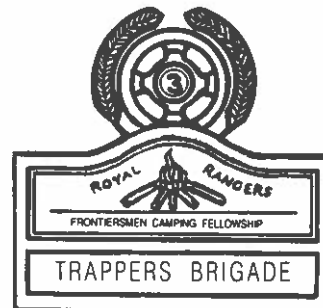
**Company Trapper**



**Bourgeois**



**Free Trapper**



**Free Trapper  
(3rd time pin)**

## 4

### The Pathfinder

**P**athfinders are men dedicated to hands-on missionary work in various areas of the world. The purpose of the Pathfinder's program is to meet a special need in Missions Abroad Placement Service (MAPS) construction: to go and serve where other teams are unable to go because of primitive conditions.

#### Goals

The goals of the Pathfinder's program are

- To make propagation of the gospel possible in remote areas of the world by assisting in MAPS construction projects

- To help FCF members in achieving a tangible, personal accomplishment

- To encourage others to become involved in a world missions benevolent service

#### Qualifications

To participate in the Trappers Brigade Pathfinder program, the FCF member must be in good standing with his chapter. He must meet the same requirements set forth for the Trappers Brigade. The member need not be in the Trappers Brigade to participate in a Pathfinder mission. Upon completion of a mission, the individual will have met the requirements for Trappers Brigade service points (1 point per hour for service, not including traveling time).

#### Pathfinder Award

The person who completes a Pathfinder mission will be awarded a special pin to be worn on his Royal Rangers uniform. This pin is to be worn above the right pocket above the Trappers Brigade



pin. To qualify for the Pathfinder Award, the member must participate in a mission that meets the following criteria:

1. The mission must be of the type most other groups would not sponsor due to harsh conditions and remote location and requiring campcraft skills.
2. The mission must be at least 5 days in length—not including travel time.
3. The mission must be approved by the local district office and the national Royal Rangers Office.
4. The mission must be approved through the MAPS Office and have a project number.\*

Because Pathfinder assignments must be regulated by the MAPS Office, some restrictions will apply. For example, no person under 18 may go outside this country unless accompanied by a parent or a guardian.

The administration of the Pathfinder program will be conducted by the FCF field advisor in whose portfolio is Trappers Brigade.

\*It may be a home missions project if it meets the above qualifications.



## Part 2

### Frontier Traditions and Skills





## Introduction: The American Frontiersman

**T**he history of the United States is full of men who contributed to the development of our nation.

A special breed of man in the long list of our country's forefathers was the old frontiersman. He was among the most colorful characters in American history, and yet he played a vital role in widening the borders of our land. He tamed virgin territory, making it safer for those who followed.

This rugged pioneer, like the modern astronaut, depended on his life-support equipment as he left the last settlement to explore the unknown.

The frontiersman usually wore buckskin. This material was ideal for wilderness living. It was readily available and fairly easy to work with. It was windproof, rainproof, and virtually snag proof; it took years to wear out. The frontiersman usually wore leather moccasins, which he replaced quite often. Headgear was a coon-skin cap, a wide-brimmed hat, a tricorne hat, or whatever else suited his fancy.

The frontiersman carried a good rifle. It had two functions: to protect him and, most important, to supply him with food and clothing. Along with the rifle, the frontiersman carried a rifle case made of buckskin. These cases were usually decorated with fringe and beadwork.

In a hunting bag he carried a pouch containing rifle balls, extra flints, a small horn full of salt, a powder measure, a ball starter, and a roll of pillow ticking for patches. He may have carried a few extra parts to repair his rifle, just in case it broke down. Probably he carried a mainspring, a screw or two, a tool kit, and maybe a screwdriver or a pick to clean the flash hole. On a strap of his hunting bag, he kept a small sharp knife, called a patch cutter.



If he had a flintlock rifle, he usually carried two powder horns: a small one full of FFFFg (4-Fg) flash powder for the pan and a large one that would hold 1 to 1 ½ pounds of FFg (2-Fg) or FFFg (3-Fg) powder for the barrel.

On his belt he carried a knife, more than likely a butcher knife. Also slipped on the back of the belt was a good tomahawk.

Tucked over the belt in the front was another pouch. In it he carried flint and steel, along with a container of tinder to catch a spark to make a fire. Also in this pouch he may have had some jerky, pemmican, or parched corn to snack on, as well as personal items.

If he had a packhorse, he carried many extra things to make his life in the unknown wilderness much easier.

Many adventuresome men who left for the wilderness in the early days of this country never made it back. Only those who took care of their equipment and knew how to use it had any chance of survival. There is an old saying that still holds true today: "Take care of your equipment, and it will take care of you."

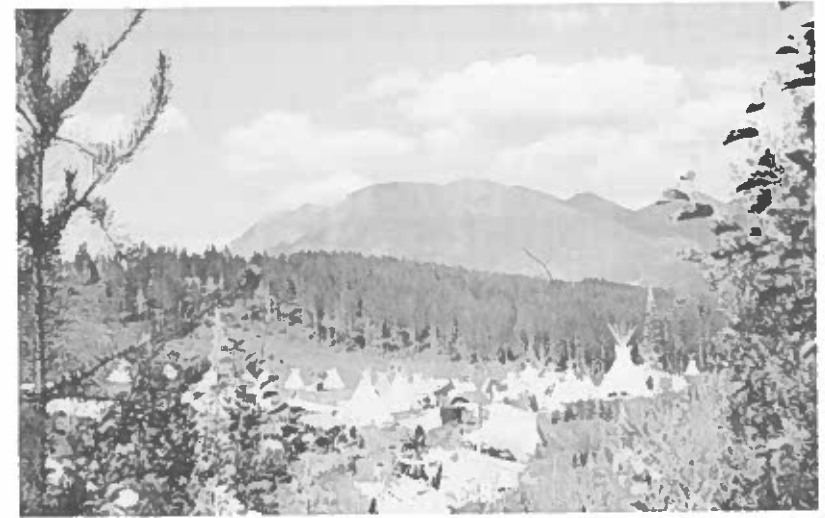
During the early 1800s, the beaver hat was in fashion. This placed a great demand on beaver pelts. Consequently, the moun-



34 Frontier Traditions and Skills

tains in the West sooned swarmed with men who trapped the beaver for selling and shipping back east. A special breed of frontiersmen, they became known as mountainmen.

As they trapped the beaver, these men began to adopt the ways of the Indians. They adapted to the life of the mountains and the wilderness so well that most were reluctant to return to civilization. However, they needed a market for their furs as well as a source for replenishing their supplies (salt, gunpowder, etc.) and replacing equipment (traps, pots, axes, etc.).



To meet this need of the mountainmen, certain traders from back east would travel west into the mountains to a predetermined location, or *rendezvous* (from the French). They would trade their supplies for the mountainmen's furs. Because the mountainman had little need for money, he took most of the price of his furs in trading goods. Thus, the famous rendezvous was born.

The site was usually in a valley where there was a good stream and plenty of grass for grazing. The traders would arrive first with their wagons and packhorses laden with trade goods.

Soon from out of the mountains all over the West the mountainmen came. Clad in their best buckskins, they approached the rendezvous at a full gallop, whooping and shooting their guns in the air. There was even more shouting when they spied an old friend.

The Indian wives of many of the mountainmen soon had the valley dotted with colorful tepees. Many friendly Indians also attended, adding to the color.

Most of these mountainmen lived a rather isolated life, so they were determined to make this the one big event of the year.

Many were eager to demonstrate their improved skills, so there were contests of various kinds: from horse racing to black powder shooting.

Huge cooking pots of food were soon emptied, and far into the night, laughter, shouting, and singing echoed throughout the valley. They shared new adventures or retold old ones, or perhaps gave a tribute to a friend who didn't live to make it to that rendezvous.

Notable mountainmen such as Jim Bridger, Jed Smith, John Colter, Kit Carson, Jim Meeker, Hugh Glass, and Jeremiah Johnson attended these rendezvous.

These events sometimes attracted individuals other than traders, Indians, and mountainmen. Famous frontier preachers, artists, and historians were among those who attended, many leaving us their version of the events in writings and drawings.

All too soon the mountainmen rode back into the mountains with hopes of returning to next year's rendezvous.

Most historians agree that these rendezvous were the most colorful events ever held in the West. When the beaver trade died and the last rendezvous was held, a great frontier tradition vanished. However, today's frontiersmen in FCF are reviving this tradition in the territorial and national rendezvous. Appreciation for these colorful Americans was one of the reasons the national Royal Rangers Office selected the frontier theme as a basis for the Frontiersmen Camping Fellowship.

Many of the skills and crafts of our forefathers are fast disappearing from the American scene. One of the goals of FCF is to master and preserve these skills and then pass them on to others. The following chapters are some of the frontier skills an FCF member may develop. It is not necessary to obtain all the items discussed. However, you may wish to make or obtain some of them to give your outfit a more authentic look.





# 5

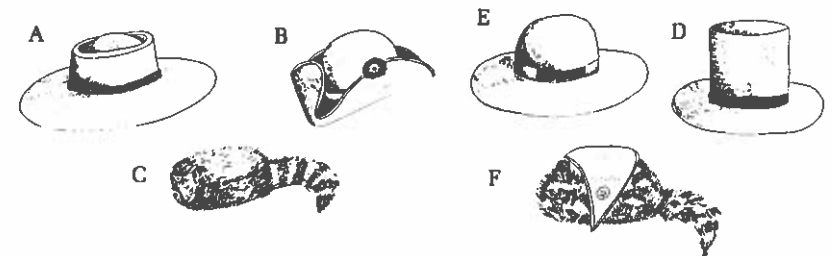
## The Frontiersman's Outfit

### Headgear

**F**rontiersmen wore a variety of headgear, from the headdress used by the Indians to the store-bought felt or beaver hat. Many hats were made out of furs that the frontiersmen acquired from skunk, raccoon, fox, coyote, cougar, deer, and bear.

Hats were shaped and decorated to the individual's taste, with feathers and hatbands. Several had leather visors, or bills, on them. Some were made out of wamus (a strong, rough cloth), wool, or linen with fur added to them. Some different types of hats were the round hat, tricorn hat, flop hat, felt hat, Canadian cap, top hat, derby, fur hat, coonskin cap, leather hat, and beaver hat. Many of the mountainmen wore beaver hats in honor of the animals that had provided them with their most valuable trading furs.

Many a mountainman, after selling all his hides in the spring, went on a buying fling. Sometimes he bought city clothes, such as a white shirt with a stiff collar, a black suit with long split tails, and a derby or a stovepipe. When he headed back to the mountains—back in skins—it was not uncommon for him to be still wearing his city hat.



A. Plainsman Hat  
B. Tricorn Hat

C. Fur Cap  
D. Top Hat

E. Round Hat  
F. Voyager Fur Cap





Indian-Style Shirt



Buckskin Shirt



Colonial Shirt



Waistcoat



Calico Shirt

### Shirts

The shirts worn by the frontiersmen varied from region to region. The materials were buckskin, elkskin, buffalo, calico, linen, wool, wamus, and cotton duck.

Jedidiah Smith (a famous frontiersman) usually bought each of his men 2 or 3 yards of calico so they could make their own shirts.

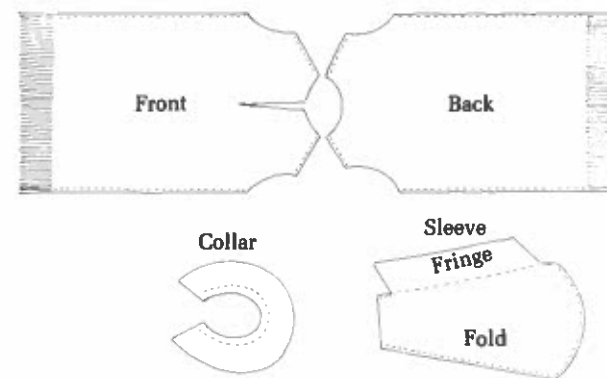
A frontiersman was not away from civilization for long before he wore out the clothing he had brought from home. He then had to make his clothing from whatever he could find. Generally he used buckskin. Most of these shirts had fringe on them, which helped drain off the rain. The fringe was also a ready source of binding thongs.

Many shirts were decorated with beadwork, painted designs, and other items. Some different types of shirts found on the frontier were the French shirt, colonial shirt, waistcoat (somewhat like a vest), calico shirt, rifle frock, Plains Indian shirt, and trapper's shirt.

### How To Make a Buckskin-Style Shirt

Shirts may be made from suede or similar materials. Try to make your shirt look authentic. These instructions are for a buckskin-style shirt as pictured on page 40.

1. Carefully take apart an old shirt and use it as a pattern to cut out the material. (Patterns for shirts and other clothing may also be purchased.)
2. When cutting out the front and back pieces, make them slightly longer than a regular shirt to allow for a fringe.
3. Cut an opening in the front piece (see the illustration) and finish off the edges. Punch several holes on either side of the opening. Thread a leather string through the holes to hold together the opening.



4. Stitch the shoulder seams together.
5. Attach the collar. Shirts may also be made without a collar (as the Indian-style shirt pictured on p. 40), or they may be split all the way down the front and worn like a coat.
6. Stitch in the sleeves.
7. Stitch up the side seams, leaving a 3-inch slit on each side at the bottom of the shirt.
8. Attach additional strips of leather fringe to the front, back, and sleeves.

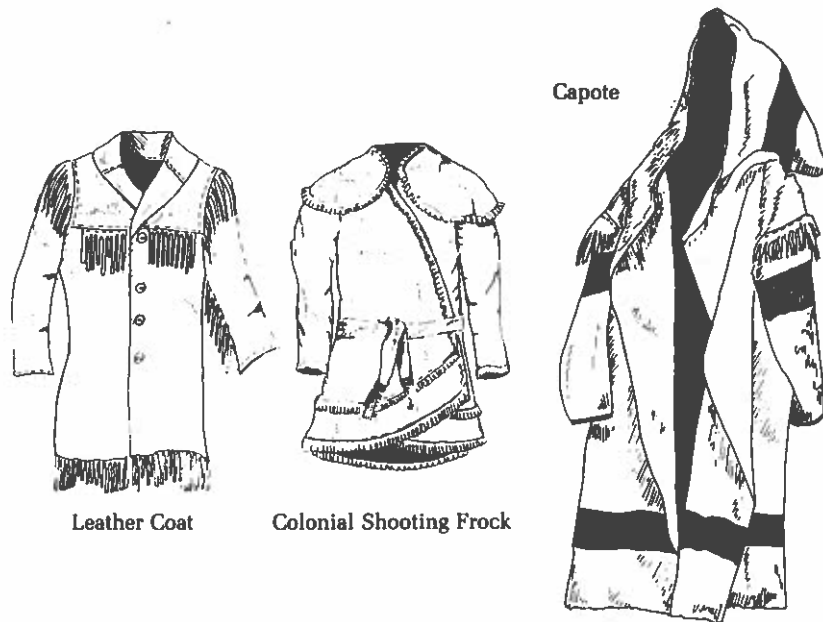
### Coats

Coats and robes were a must during cold weather. Some of these coats were brought from home, but most were made on the frontier. Some coats did not have sleeves on them, but protected only the body. They were made from the same kinds of materials as shirts.

Some coats still had the fur on them and were worn with the fur inside for warmth and the hide outside for rain protection. A coat made out of a blanket was called a capote. These generally were made from a four-point Hudson Bay blanket. Knee-length coats made from cloth were called cassocks.

In addition to coats, there were robes. These robes were made from larger animals—such as buffalo, elk, bear, and moose. Usually these robes still had the hair on them and were wrapped around the body for warmth. They were also used as blankets.

Sometimes a cape or yoke was worn during cool weather. This was a piece of buckskin worn over the shoulders.

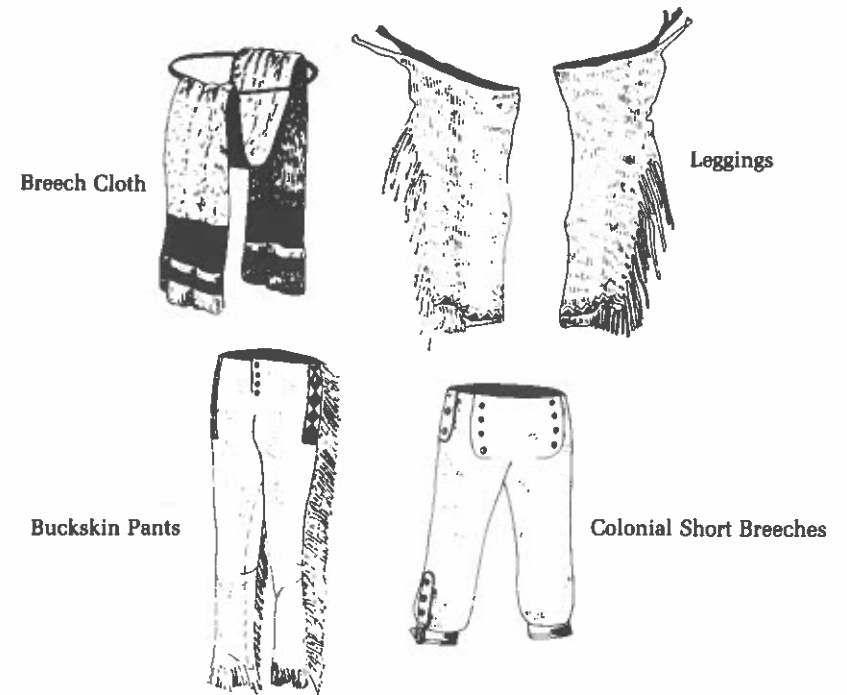


### Pants and Leggings

Pants on the frontier were simple and plain. It was not until late in the days of the frontier that pockets were added to pants. The materials used for pants were usually linen, wamus, cotton duck, and leather. The types of pants worn were overalls (not like today's overalls), trousers, mountainman pants, and buffalo-hunter pants (which were made of buffalo hide).

On the eastern frontier one might see knee-length breeches, which were made out of cloth. Some pants were decorated with beadwork.

Sometimes a frontiersman wore leggings. Leggings were two separate pants legs without a midsection. They were held up by a leather strap tied to a sash or belt (perhaps the forerunners of chaps). Breech cloths, made from a variety of materials, were worn with leggings to give protection to the midsection. They were tucked under the sash or belt in the back and front. (Leggings are not to be confused with gaiters, described under "Footwear.")



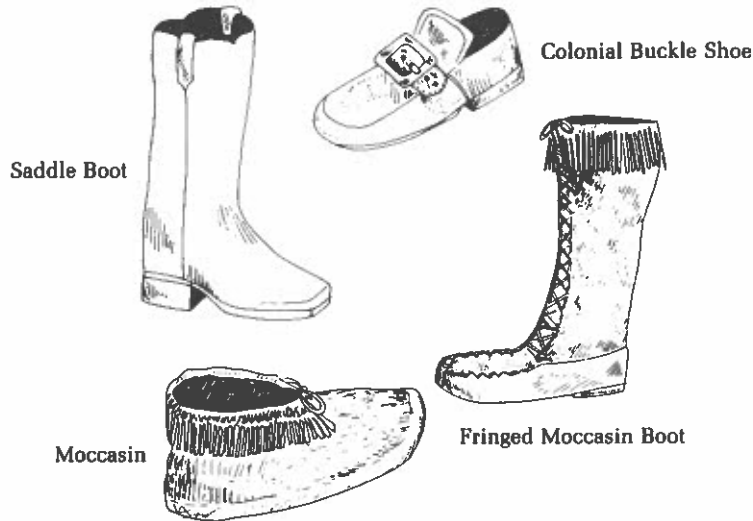
### Footwear

The moccasin was the chief footwear on the frontier. Moccasins were made from different kinds of leather. Some were decorated ornately, others were plain. When moccasins wore out, instead of throwing them away the frontiersman would often make a new pair and wear them on top of the old pair. While the cobbler was still making the square-toed boot or shoe to be worn on either foot, the Indians were making a moccasin for the left foot and a moccasin for the right foot.

Square-toed shoes with large buckles were common on the eastern frontier. Also boots with square or rounded toes were often

seen. However, once these boots or shoes wore out, western frontiersman had to change to moccasins.

Gaiters were also related to footwear. Gaiters were made of leather, wamus, or cotton duck. The gaiter was for added protection to the lower leg and ankle. They were worn over the pants from the knee down and covered the instep.



#### Assembling the FCF Outfit

1. Patches were not a part of the frontier costume. In keeping with an authentic look, they should not be part of the FCF outfit. This includes Royal Rangers Pow Wow patches and chapter FCF patches.

2. To keep the simple, handcrafted look, no tooled leatherwork on belts or other items should be worn.

3. Since it is illegal to possess any part of an eagle, owl, or hawk, no claws or feathers from these animals may be part of the FCF outfit.

4. Also, be aware that bear claws are not to be bought or sold unless state regulations permit it.

5. Any buttons on FCF clothing should be made from materials that were available during that time period: horn, wood, leather, shell (not metallic cartridges), pewter, or brass. During frontier times coins were sometimes made into buttons.

6. In keeping with the frontier character, avoid zippers, if possible.

#### More About the Frontiersman's Outfit

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## 6

### Leather and Beads

#### Leather

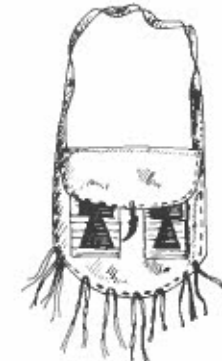
**M**uch of what a frontiersman wore or used was fashioned in some way from leather or skins, such as shirts, pants, coats, moccasins, belts, capes, pouches, leggings, knife sheaths, and gun cases. Most of these items can be handmade by the Frontiersmen Camping Fellowship member.

The shooting pouch, sometimes called a hunting pouch, was used to carry items used while shooting. It was generally made of leather and usually contained the following items: a small shot pouch (containing rifle balls), extra flints or percussion caps, material for making patches, tools for cleaning or working on the rifle, spare parts, a powder measure, and a ball starter. On one of the shoulder straps of his shooting pouch was a sheath with a small sharp knife used for cutting off surplus patch material. Sometimes these pouches were decorated with beadwork and other items.

Personal Pouch



Hunting Pouch



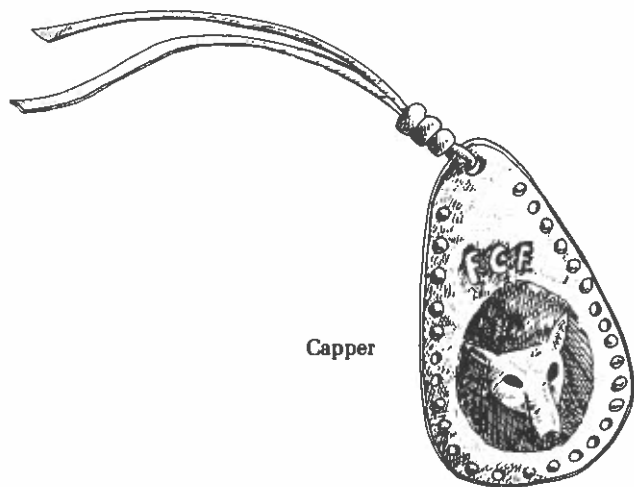


In addition to a shooting pouch, the frontiersman sometimes carried a personal pouch. Because his trousers had no pockets, this pouch was used to carry items normally carried in pockets. It probably contained his firebox (flint and steel), tinder, jerky, pemmican, parched corn, and other personal items. These pouches were usually made from pliable leather or skins. Sometimes they were decorated with beadwork or paintings. Handmaking this pouch is an excellent project for every FCF member.

The early frontiersman made a buckskin case to protect his rifle when not in use. Such cases were usually decorated with fringe and beadwork.

A capper was a device made from a heavy piece of leather that was punched with small holes to hold percussion caps for a percussion rifle.

Many leather craft stores supply materials and patterns for many of these items. A number of craft books also give details on making many of these items.



Capper

### **Working With Leather**

Here are a few tips to help you develop your leather craft skills.

1. Obtain the proper tools and materials. You will probably need a leather cutter, a cutting board, a leather punch, and a lacing needle—or if you prefer stitching instead of lacing, a leather awl. You will need sufficient leather, lacing or wax thread, and some type of pattern.

2. Get the most out of your leather. A lot of valuable leather is

lost by improper cutting. Place your pattern in various positions until you find the combination that requires the least amount of material.

3. Mark the outline of your pattern on the unexposed side of the leather or buckskin. This is easier than pinning the pattern to the material. Always double-check pattern lines before cutting. Sometimes it is a good idea to pin together the paper pattern to be sure it is the right size before you cut out the leather.

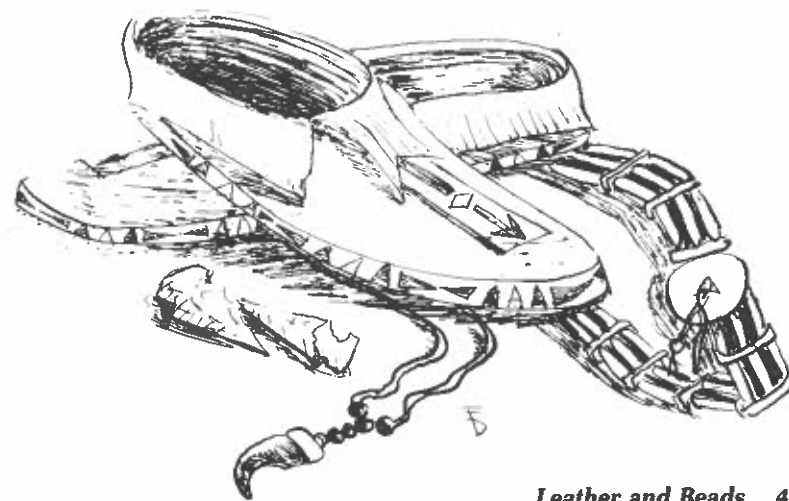
4. It is much easier to do a neater job if you will temporarily glue seams together before you lace or stitch. However, be careful and do not allow any of the glue to show on the exposed surface. Glue has a tendency to change the color of the leather.

5. Buckskin has a tendency to stretch. Keep this in mind when working with it.

### **Using Beads**

Some frontiersmen decorated their clothing, pouches, moccasins, gun cases, and belts with Indian beadwork. This beadwork was not added to their work clothes, but to the clothing they wore on special occasions, such as the rendezvous.

If you wish to decorate some of your personal items, beaded strips and pieces of various shapes may be purchased from many Indian handcraft shops. However, many FCF members make their own beadwork. If you would like to give this a try, a number of handcraft shops have beads and other materials you will need to learn the art of beadwork.



**More About Leather and Beads**

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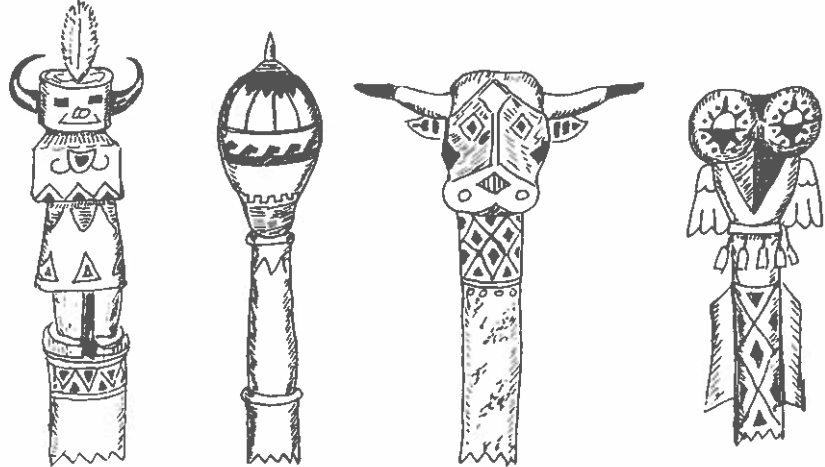
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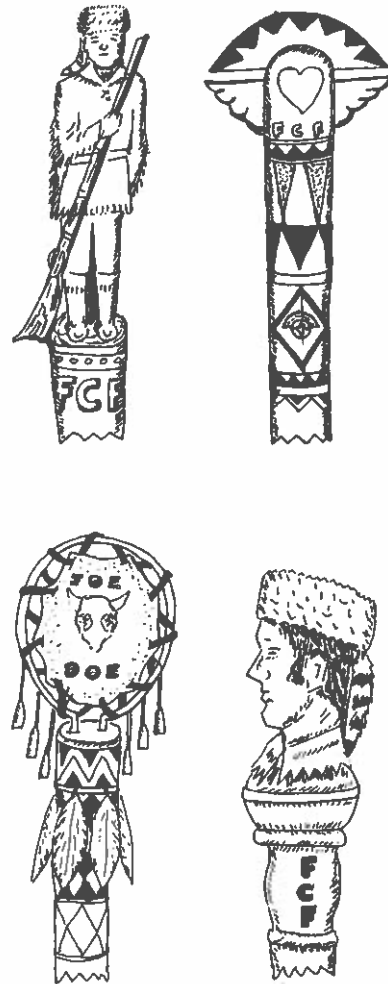
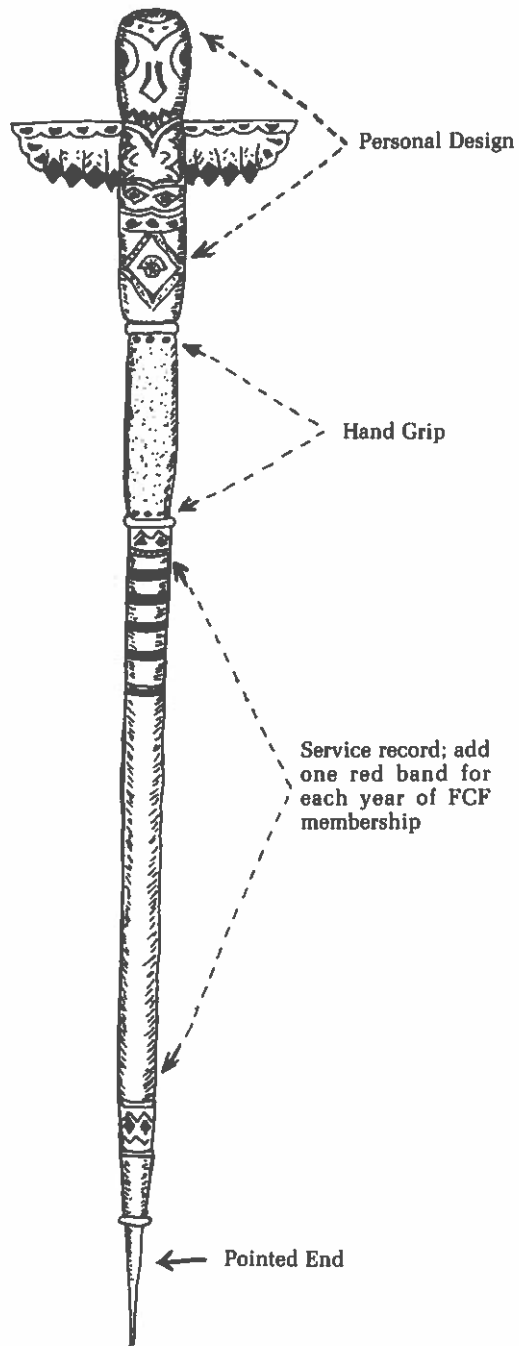
**Identification Staffs**

Often, early frontiersmen and Indians made a unique staff that marked their claims. During hunts, for example, they were driven into the ground beside slain animals to show ownership. They were also placed in front of cabins and lodges to identify the owner.

In the Frontiersmen Camping Fellowship, these staffs are carried by members during FCF activities, placed in front of their shelters during outings and Pow Wows, and driven into the ground in front of the member during FCF campfire ceremonies. These unique staffs have become a very colorful addition to FCF ceremonies and activities.

The staffs are about 3 feet long with a pointed end to stick into the ground. Each member creates his own design by carving, painting, or attaching feathers, beads, etc. (See also page 52.)





### More About Identification Staffs

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THE BOOSHWAY

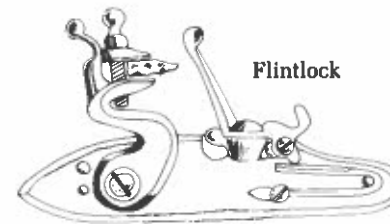
FRED DEWEE  
© 1983

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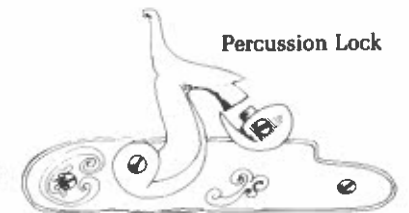
## Rifles and Shooting

There were two types of muzzle-loading rifles used by the frontiersman: the flintlock and the percussion rifle. The flintlock rifle used the flint and frizzen to ignite the powder in the pan, which in turn exploded the powder in the barrel. The percussion rifle used a percussion cap on a percussion nipple to ignite the barrel.

There were two general styles of rifles used by the frontiersmen. They were the long rifle and the Hawkins rifle. The Kentucky long rifle (which was actually made in Pennsylvania) was most commonly used east of the Mississippi. However, as the frontiersman moved westward, he needed a shorter gun to carry in the saddle, such as the Hawkins. Also, he encountered larger game, such as the grizzly bear and the buffalo, which required a larger caliber rifle.



Flintlock



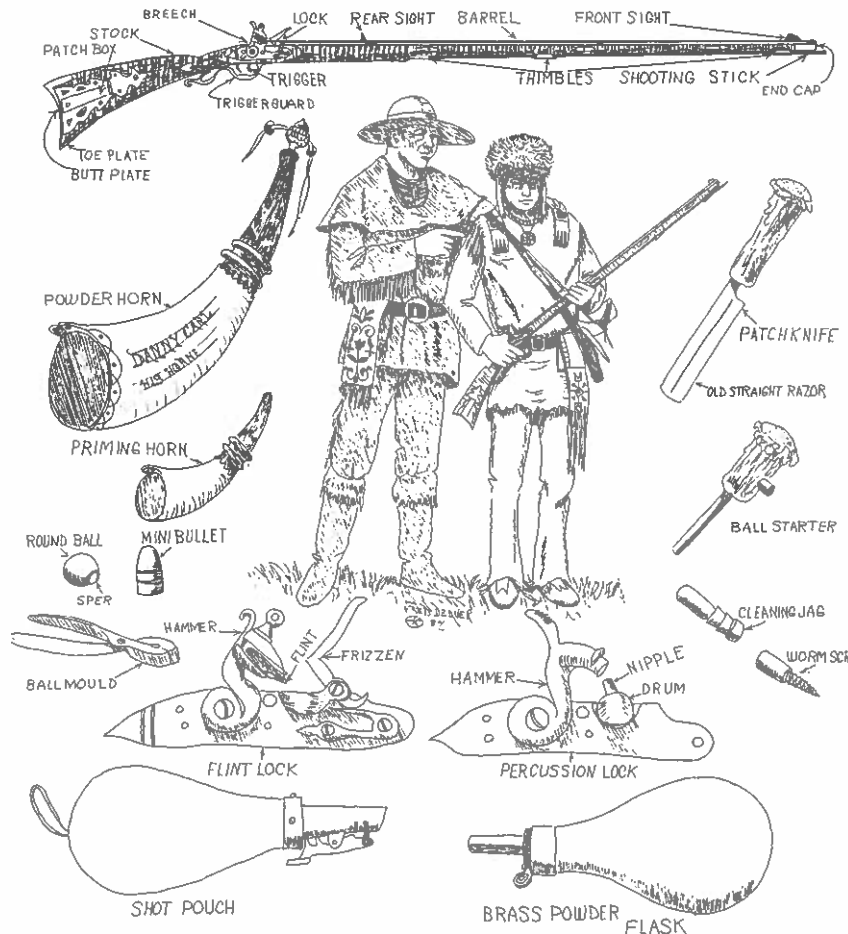
Percussion Lock



In the early 1800s, a man named Jacob Hawkins developed a shorter .50-caliber rifle that became very popular with frontiersmen. All rifles of this style soon began to be called "Hawkins" rifles.

Many reproductions of these different types and styles of rifles may be purchased today. However, caution must be exercised when buying a rifle to make sure it is a good, reliable firearm. Inferior reproductions can be dangerous.

The frontiersmen who explored and fought their way across the face of our young country had to be highly skilled in all aspects of life in the wilderness. It would be difficult to say which skill was most important, but you can be assured the frontiersmen who



ate well and kept their hair were experts in everything associated with their rifles. They knew how to shoot well, load fast, make balls, and clean and maintain their rifles. They knew how to safely handle black powder muzzle-loaders.

The purpose of this chapter is to give the basics in muzzle-loading safety and skills. The very first thing to know about muzzle-loading in FCF is that no one shoots before he has successfully completed a muzzle-loading shooters course.\* This course will teach, in detail, all you need to know to correctly and properly handle a muzzle-loader. Upon successful completion of the basic muzzle-loading course, you are issued a course completion card. Show this card to your designated chapter officer, and he will issue you an official FCF shooters card.

\*Any NRA, NMLRA, or state-approved muzzle-loading shooters course will qualify for the current FCF shooters card. Additional information may be obtained from the National Rifle Association of America (NRA), 1600 Road Island Avenue NW, Washington, District of Columbia 20036, (202) 828-6000; or the National Muzzle-Loading Rifle Association (NMLRA), NMLRA Education Department, P.O. Box 67, Friendship, Indiana 47021, (812) 667-5131. The NMLRA also has advance training courses, including a range officer school.

## Shooting Range Rules and Commands

Royal Rangers shoot under controlled and supervised conditions on a range laid out well. The various shooting events held on the range are in relays of a predetermined length of time, usually 30 minutes. These events will involve various types of targets, a certain number of rounds fired, specific types of rifles, different age groups, and anything else that can be done safely to make shooting both interesting and challenging.

Since the procedures on an official shooting range can be confusing or intimidating to new shooters, the following section will acquaint the FCF member with procedures. A well-run range is the key to having a safe and successful shoot. Please do not hesitate to ask your range officer any questions about range procedures.

1. The chief range officer is in complete charge of all ranges. You must promptly comply with him or his assistant's instructions.

2. Safety is the responsibility of all shooters on the range. Careful handling of firearms and caution when moving on the range are required of all shooters.

3. While on the range, limit your conversation to official business. Loud or abusive language is not permitted.

4. It is the duty of all competitors to police the firing points and loading benches after each match. All cleaning patches, empty cap boxes, etc., shall be picked up and properly discarded.

5. The command "cease firing" means to stop firing immediately. No firearm shall be discharged without permission of the range officer. Violation of this command can result in suspension of range privileges. The command may be signaled verbally or by a sharp blast of a whistle.

6. If you are not ready to load and fire, hold up your hand while calling out, "Not ready."

7. "All ready on the firing line" announces that all firing points are ready and the relay is about to begin.

8. "Commence loading—you may fire when ready" is the command that allows the shooter to load his firearm. The time of the relay starts with this command.

9. "As you were" means to disregard the command just given.

10. The question will be asked by the range officer, "Are there any hot ones?" This is to discover if any firearms are loaded when time has expired for shooting during the relay period. If you have a loaded firearm (or "hot one"), hold up your hand while calling

out "hot one." The raised hand helps the range officer identify who has the hot one. Then the range officer will give specific instructions on discharging the load. Note also that shots for score may not be fired after the relay has ended.

11. "Make your rifle safe and bench it" means to put the hammer on the half cock position and to uncap the nipple on percussion rifles. For flintlock rifles, open the flintlock frizzen and place the hammer down. After the firearm has been made safe, place it in the notch of the loading bench with the muzzle pointed up.

12. When you finish shooting, make your firearm safe, bench it, and then stand quietly behind the loading bench.

## Loading the Muzzle-Loader

What follows is a brief description of the procedure to be used when loading your muzzle-loader. This description is intended to give only a general overview.

1. Load your firearm at the loading bench only. The loading bench should be well behind the firing line.



2. To start the loading procedure for a percussion rifle, set the percussion hammer on half cock with the nipple uncapped. For a flintlock rifle, open the flintlock frizzen and place the hammer (cock) down.

3. Make sure the muzzle-loader is unloaded. Place the ramrod inside the barrel, then lay it alongside the barrel. For the flintlock rifle, the length between the muzzle and the touch hole should equal the length within the barrel. For the percussion rifle, the length between the muzzle and the drum should equal the length within the barrel. A patent, or hook, breech will require a small diameter rod attached to the end of the ramrod in order to reach the end of the breech.

4. Wipe the bore with an alcohol moistened cleaning patch to remove oil. Wipe the frizzen and flint of the flintlock. Clear the touch hole with the vent pick. Inspect the percussion nipple for obstructions and then point towards a blade of grass and snap three caps. Movement of the grass blade indicates the nipple and flash channel are clear.

5. Put the hammer of the percussion lock at half cock. On flintlocks, open the frizzen and put the hammer down.

6. Follow the manufacturer's recommendations for powder loads. If the manufacturer's instructions are not available, you can develop a rifle load. 2-Fg powder is generally used in rifles .45 caliber and larger. 3-Fg powder is used for rifles smaller than a .45 caliber. Start with one grain of powder per caliber, .50 caliber = 50 grains. Maximum load is 1½ times your caliber. For example, maximum load for the .50 caliber = 75 grains. Handguns use one-half a grain of powder per caliber, for example, .45 caliber = 22½ grains.

Use only black powder or pyrodex, a synthetic black powder. Modern smokeless powder is indeed black, but is not acceptable for use in a muzzle-loader because muzzle-loaders are not designed to take the higher pressures which develop as the modern smokeless powder burns.

7. Place the butt of the rifle on the ground between your feet. Lean the barrel in the V-notch of the loading bench or hold it between your knees with the muzzle pointing up and away from your face. Pour the powder charge into a measure from a horn or flask (see the illustration on p. 61) and then pour the measured powder down the barrel. The powder is not poured directly into the barrel from the horn or flask. Tap the barrel with your hand to settle the powder.



1. Measure the charge of black powder.



2. Pour powder into the clean barrel.



3. Press the bullet and patch into the muzzle.



4. Trim excess patch with a sharp knife.

8. Place a moist or lubricated cotton or linen patch over the muzzle. Center the ball on the patch with its sprue, a small spur that remains after the lead ball has been cast, pointed up or down.

9. Use the shaft of the ball starter to start the ball into the muzzle. If necessary, trim the patch material with a patch knife (cutting away from your body).

10. Push the ball deeper into the barrel with the longer shaft of your ball starter. Use a firm, continuous push.

11. Keeping the muzzle pointed up and away from your face, grip the ramrod 6 to 8 inches from the muzzle. Push the ball down the bore with a series of short even strokes, seating the ball firmly on the powder charge but without crushing the powder or misshaping the ball. Grabbing the ramrod near its outer end or loading the ball with one stroke could snap the ramrod and cause bodily injury. If a patched ball hangs up in the barrel before seating it against the powder, put a couple of tablespoonfuls of water down the barrel and let it stand for 20 to 30 seconds. In this time the water will soak into the patch and loosen the fouling that caused the ball to hang. Tip the muzzle toward the ground to pour out the water.

12. With the muzzle pointed up and well above everyone's head, move to the firing line to make ready to fire the shot. When you are sure of the target and what is behind and beyond the target, cap the percussion nipple on a percussion rifle. Prime a flintlock rifle by wetting your thumb and wiping the pan and then lightly sprinkling it with 4-Fg powder. Once the frizzen is closed, remove any visible powder. Make sure the touch hole is open. Place your feet in the shooting stance; keeping your finger off the trigger, bring the hammer to a full cock; shoulder the rifle; as you achieve breath and sight control, slowly squeeze the trigger; and be sure to follow through (by remaining in the firing position for a few seconds after the shot is fired). Follow through is very critical when shooting a muzzle-loader because of the longer ignition time.

13. After each shot, run a moist patch, followed by a dry patch, down the barrel before reloading. A lingering spark in the barrel could ignite the next charge. Do not blow in the barrel.

### Failure To Fire

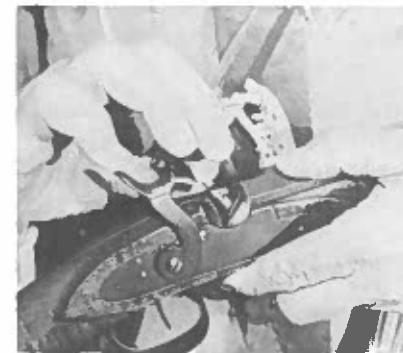
A "hang fire" is a time delay in the ignition. If your rifle fails to fire, keep its muzzle pointed in a safe direction until the load has been cleared. Then, to clear the barrel, prime or cap again and



5. Push the bullet down the barrel with the starter.



6. Seat the ball on the powder with the ramrod.



7. Place the percussion cap on the nipple.



8. Charge the flintlock with powder.



fire. If this is unsuccessful, remove the priming powder or cap, clean the touch hole or nipple channel with the vent pick, prime or cap and try again to fire. If the rifle is loaded without powder, remove the nipple from the drum with a nipple wrench. Tilt the firearm so that the flash channel or touch hole is facing upward and the muzzle is pointed down. With the vent pick, work 4-Fg powder into the area behind the ball and tap the barrel lightly. Replace the nipple, reseal the ball, and prime. Shoot down range at the ground about 20 feet in from the muzzle in order to see if the projectile clears the barrel.

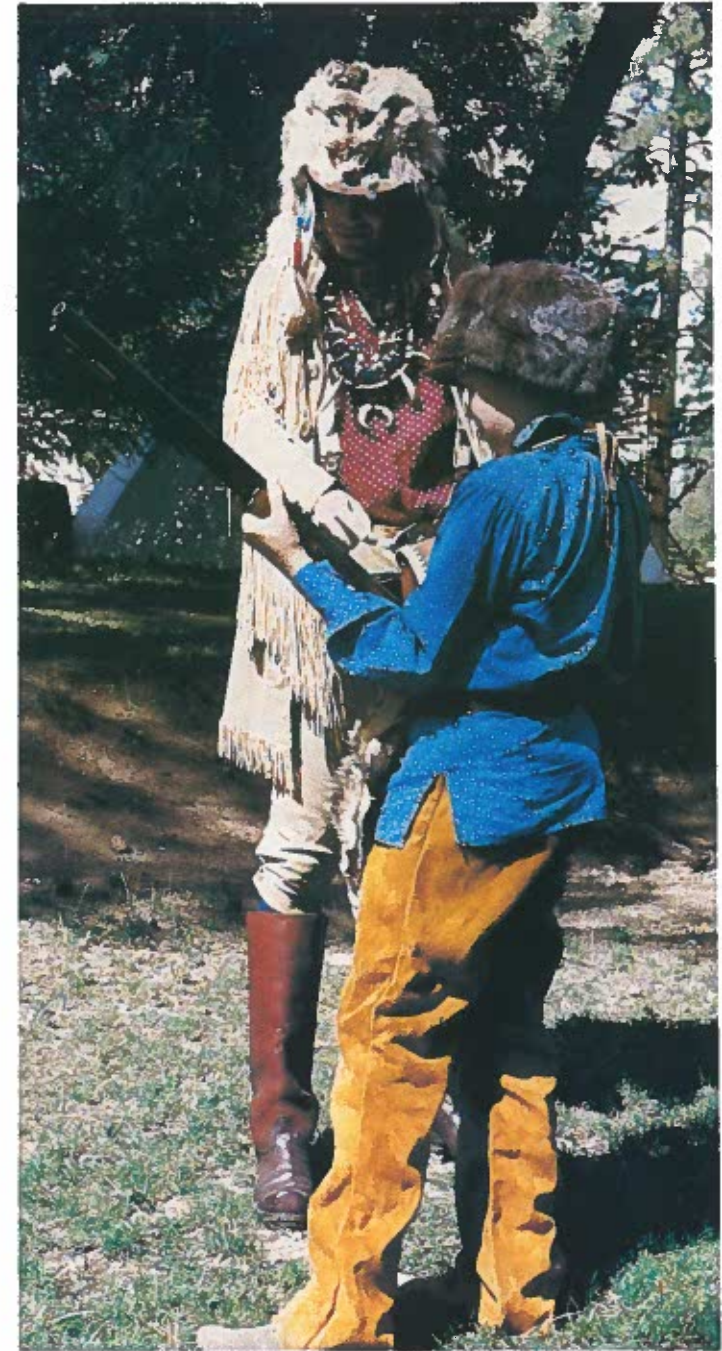
The safest, cleanest, and quickest way to remove a load from a muzzle-loading rifle or handgun is the CO2 ball discharger. This is the only method allowed on the NMLRA ranges. To deactivate a powder charge, remove the barrel from the stock and place the barrel breech down in at least 6 inches of water so it is above the touch hole or nipple. Leave the barrel in the water for ½ hour or more before attempting to pull the projectile out.

#### **Cleaning the Muzzle-Loader**

A muzzle-loader can give years of enjoyable service if it is properly maintained. The single most important aspect of this maintenance is cleaning the firearm. Black powder fouling in or on a gun will cause rust to form and can bring the firearm to the point of being unusable. Therefore, it is necessary to thoroughly clean black powder firearms as soon after use as possible. Fortunately, black powder fouling is soluble in water and other cleaning agents such as mild detergents or special solvents.

The cleaning procedure is to saturate the fouling with the cleaning agent and then wipe away the fouling a bit at a time. Solvent wetted patches are pushed down and pulled out of the barrel until the patches come out clean. This is done by using a ramrod with a cleaning jag attached that grips the patch. This process will require the use of several patches.

The nipple or touch hole will need to be cleaned using nipple pricks and pipe cleaners. The lock should be removed and thoroughly cleaned. All cleaned metal parts should be dried and oiled. The wooden stock should be protected by cleaning and applying a protective coat of wax or other suitable products. The shooters course will cover this in more detail, but keep this in mind: There are no shortcuts that will yield satisfactory results.



### Safety Reminders

1. Muzzle-loading firearms are not playthings. Treat them with the respect due any firearm.
2. Always point your rifle in a safe direction, either in the direction of the target or in the air until fired.
3. Always wear eye and ear protection.
4. A safety shield must be worn when a flintlock is fired while standing side by side with another shooter.
5. Make sure the downrange impact area is safe before shooting. Most muzzle-loaders are accurate only to about 75 to 100 yards.
6. All powder horns must be capped or closed before firing your rifle.
7. Keep your powder container closed while firing a shot and keep away from sparks and flames, including camp and ceremonial fires and tobacco.
8. Remember, half cock on a muzzle-loader does not serve as a safety like that of a standard rifle. Even so, your muzzle-loader at half cock should not fire when the trigger is pulled. If it does, take it to a competent muzzle-loading gunsmith.
9. Use 4-Fg as a priming powder only, not as a loading charge in your flintlock.
10. To prevent damage to your muzzle-loader's ignition system during dry firing (shooting practice without actually loading), on a percussion rifle place a faucet washer over the nipple to prevent the hammer from striking it; on a flintlock, close the frizzen. Then set triggers and practice away.
11. Never keep a loaded firearm in camp.
12. Never use live ammunition when using your rifle in a skit.

### Conclusion

Shooting a muzzle-loader is a truly exciting experience, one that presents a tremendous challenge. Knowledge and experience are the keys to an enjoyable shoot.



Powder Flask



Prime'n The Piece



## Making a Powder Horn

Making your own powder horn is not only enjoyable, but the results will provide a great deal of satisfaction.

First, select a good basic horn. If you plan to engrave the horn, it should be light or white in the areas you plan to engrave. A horn with a black tip and a white body makes an excellent horn.

If the horn is raw, you will need to boil it and clean out the membranes from inside the horn. Its exterior will need to be filed or sanded to a smooth finish. Sometimes you can buy from black powder gun shops horns that have already been cleaned and semi-polished.

1. Saw off the open end until you have smooth, even edges.
2. Cut off the tip of the horn and bore a small hole into the center cavity. It should be just large enough for the powder to flow freely from the horn—about the size of a matchstick (see illustration A, p. 71).

3. Cut and carve a wooden plug for the large end of the horn. The plug should be about the size of the opening with a slight taper on the end. Be careful not to make it too small. The plug should have a ridge or overhang slightly larger than the opening. (Secure the plug in the horn near the top edge with nails or small pegs *after the horn is boiled.*)

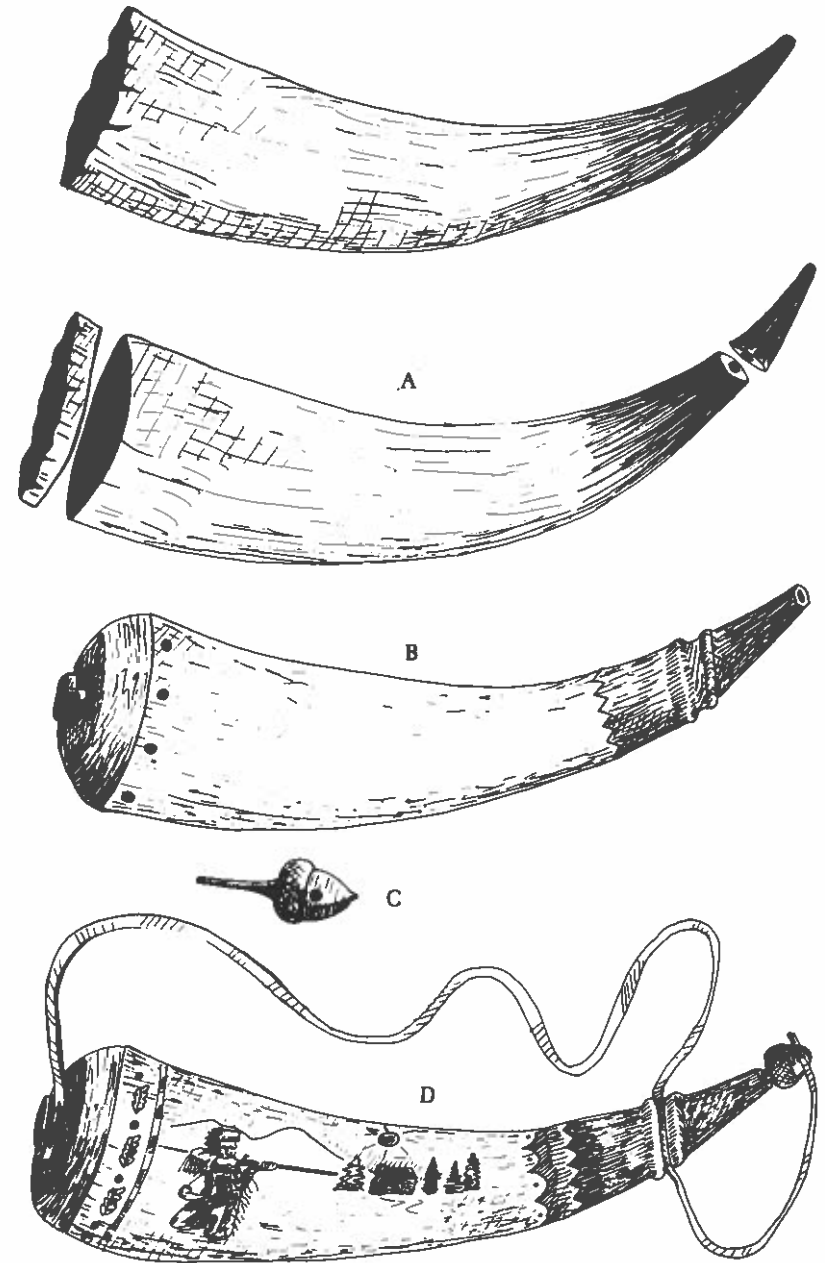
4. Boil the horn until it is soft and pliable.
5. Drive the wooden plug into the end of the horn while it is still soft. When the horn cools and hardens, it will conform and seal around the plug. Grind or sand the plug to the desired shape (see illustration B).

6. Carve out of hardwood a small plug, or stopper, for the tip of the horn. Make the small end long enough to fit well into the horn. For variety and uniqueness, carve the stopper into a shape, such as an acorn, an animal's head, a bird's head (see illustration C).

7. Sand the horn or scrape it with the edge of a piece of glass for a semifinish without polishing. You may wish to scrape down the horn so it is thin enough to see how much powder you have when you hold it up to a light.

8. Grind a groove near the small end of the horn (see illustration C) for a leather carrying strap. If desired, carve or grind other grooves, ridges, or shapes on the horn.

## How To Make a Powder Horn









## 10

### Tomahawks and Knives

#### Tomahawks

**A** good tomahawk (called a "hawk" by frontiersmen) was highly prized by the frontiersman. He wore it on the back of his belt as a backup weapon (the first being his rifle). The frontiersman and the Indian alike learned to wield the hawk with deadly accuracy.

Because a tomahawk is usually within the financial range of every Frontiersmen Camping Fellowship member, "hawk throwing" has become one of the major events at rendezvous and other FCF functions.



### Tomahawk Throwing

It should be the goal of each member to learn to throw a tomahawk with accuracy. Before attempting this skill, secure a reliable tomahawk with a stout handle. Be sure the hawk head is secure on the handle before throwing. The secret is distance and form. A tomahawk must turn one complete revolution in the air before it will stick in the target. For the average-sized person with the average-sized hawk, 6 paces is about the right distance for one revolution.

After stepping off your paces, grip the hawk firmly by the end of the handle, with the hawk blade parallel to the target. Take one step forward as you throw the hawk in an overhead swing, much as you would throw a rock or baseball. Keep your swing smooth and your wrist straight. If the hawk does not hit on the blade, adjust your pace until you find the right distance. You may also need to adjust your swing so you neither throw too hard nor too lightly. Always observe basic safety rules when throwing the hawk.

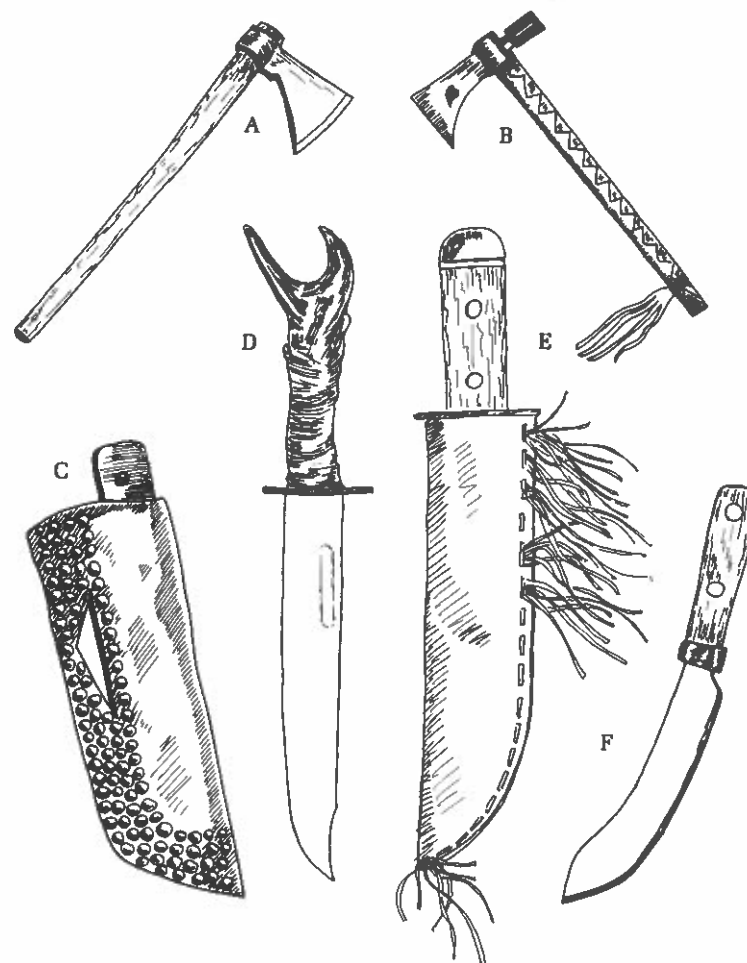
With practice, you can become proficient and accurate with the tomahawk.



### Knives

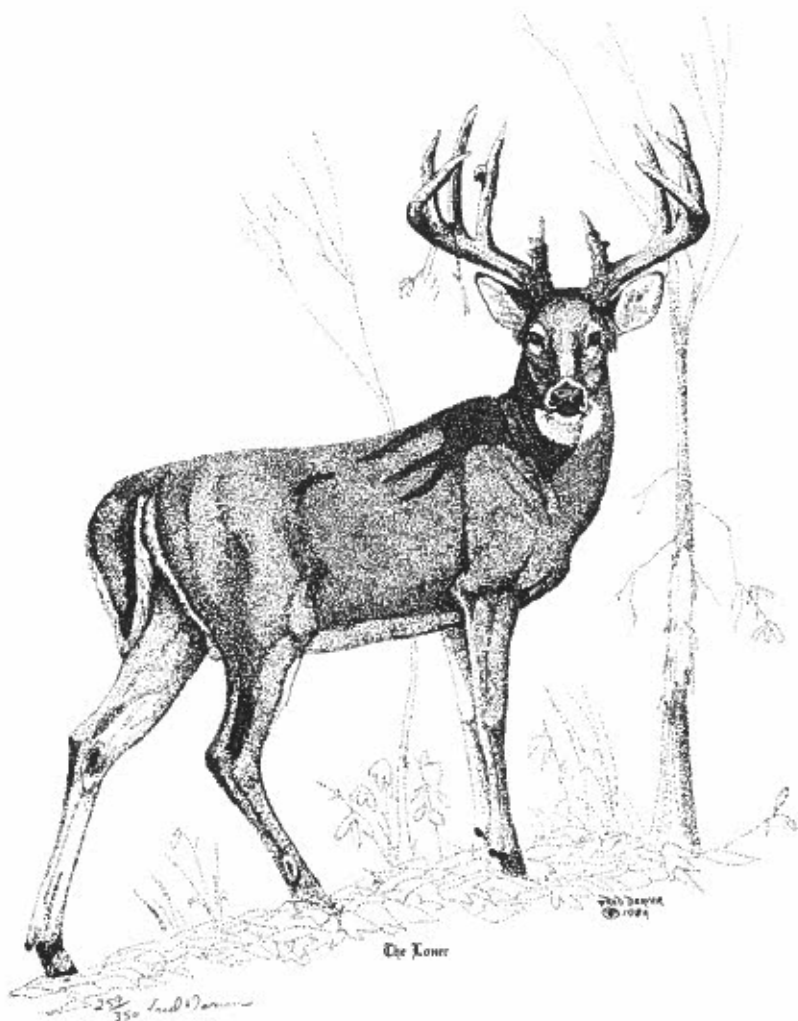
A good, dependable knife was essential to every frontiersman. It was probably the most frequently used of all his hand tools. He used it for everything from skinning game to trimming his toenails.

### Hardware



- A. Throwing Tomahawk
- B. Indian Trading Hawk
- C. Green River Skinning Knife With Studded Sheath
- D. Handmade Bone Handle Knife
- E. Sheath Knife With Fringe Sheath
- F. Patch Knife





# 11

## Fire Starting

The early frontiersman needed the essential tools to start a fire wherever he was. A tinderbox was a small waterproof container in which was carried flint, steel, and charred cloth to build a fire. Every Frontiersman Camping Fellowship member should secure a flint-and-steel set and learn the art of starting a fire—just like our forefathers did.

To master this skill, the secret is good charred cloth, tinder, and practice, practice, practice.

### Starting a Fire

#### Materials Needed:

Flint or quartz

Steel

Charred cloth to catch the spark (See the instructions on charring cloth.)

Tinder shaped into round wads

Good tinder may be made from

- the inside of old bird nests
- shredded bark of a cedar tree
- inner bark of a dead cottonwood or basswood tree
- fine wood scrapings
- very dry, dead weeds or grass

#### Steps for Starting a Fire

To start a fire, do the following:

1. Place the tinder on the ground or a solid surface.
2. Place the charred cloth on top of the tinder.
3. Hold the flint and steel firmly with your fingers.

4. Strike glancing blows vertically against the edge of the steel showering sparks into the charred cloth. (Some prefer to strike with the steel, some the flint.)

5. When a spark is caught in the charred cloth and begins to glow, place it in the tinder.

6. Blow briskly on the charred cloth until the flame starts.

### **Making Charred Cloth**

#### ***Materials Needed:***

- Cotton cloth
- Old coffee can
- Old shoe-polish can
- Scissors
- Hot plate or open fire

#### ***Steps for Charring Cloth***

1. Cut the cotton cloth into disks the same size as the shoe-polish can.

2. Place 10 or 12 cloth disks in the coffee can. Place the can on a hot plate. (An open fire may be used.)



3. Allow the cloth to char until it is black. (Be sure to do this outside; there will be much smoke.)

4. Place the charred disks in the polish can for future use. (The can keeps the disks dry.)







## 12

### Shelter Building

If a frontiersman was in one place for a long period of time, he would no doubt build a log cabin. However, he usually used the same type of portable shelter as the Indians, such as the tepee and the lodge, when he was on the move. Primitive lean-to shelters and white-wall tents were also used by the frontiersmen.





Some historians believe the tepee of the Plains Indians was one of the most ideal shelters in existence because it was lightweight and could be easily and quickly erected. By raising the side flaps, it stayed cool in summer. With a fire in the center, it stayed warm in winter. By using a bullboat (a shallow draft skin boat shaped like a tub) over the top of the smoke hole, it stayed dry during a rainstorm.

We encourage Frontiersmen Camping Fellowship members to use a tepee, if possible, for their shelter during FCF activities. It does have one disadvantage: It cannot be made bug proof like many modern tents.

If you're fortunate enough to have a tepee, you'll find the novelty of sleeping and living in this shelter takes you back in spirit to the days of the frontiersman.

### **Erecting a Tepee**

See the illustrations on page 90 as you follow these instructions.

1. Tie three poles together to form a tripod.
2. Place 10 to 12 poles evenly around the tripod leaving space for one last pole, which will be the setting pole. The setting pole will be used to lift the tepee cover into place.
3. Drape the tepee cover around the bottom of the poles. Tie the tepee to the setting pole, and lift the pole until it is standing upright.
4. Arrange the tepee over the poles, and lace it together in the front.
5. Cross two poles in the back and attach the smoke flap to them.
6. Stake the tepee down.







## 13

### Jerky and Pemmican

**W**hen the early frontiersman went trapping or hunting, he traveled as light as possible, carrying only jerky, parched corn, or pemmican for food and foraging for natural food as he went.

The first lightweight camping or trail food was jerky; then came the Indian pemmican. Both are as nutritious and as easy to make today (easier, if you have a food dehydrator) as they were in the days of the frontiersman.

#### **Making Jerky**

All types of meat, including fish and fowl, can be cured, smoked, and used as traveling food by following the three-step process of soaking, smoking, and drying.

#### ***Soaking Meat in Brine***

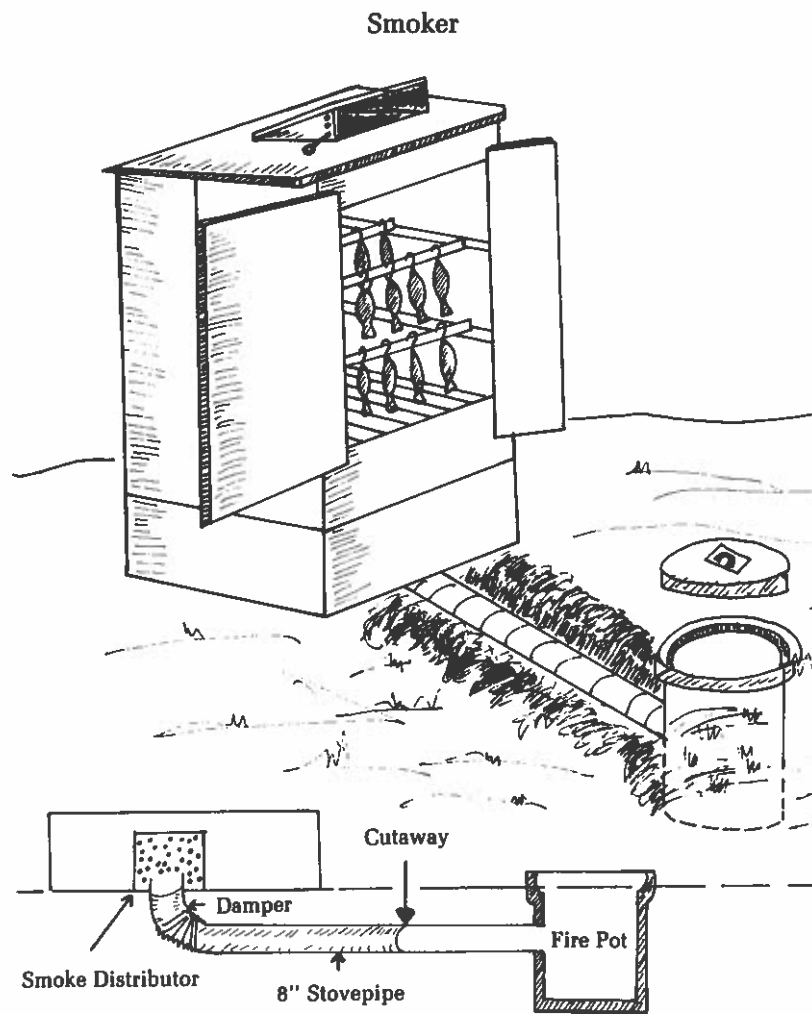
Cut off all the fat from the beef, and cut it into thin slices. Soak the strips for 10 to 12 hours in a saltwater solution having a ratio of 1 gallon of water to 1 pound of salt. Different flavorings can be added to taste.

Fish should be cleaned soon after they are caught. Remove the slime with a mixture of 1 part vinegar to 4 parts water. Rinse well. Cut off the heads, but leave on the tails. Try not to puncture the skin. Soak the fish overnight in brine.

#### ***Smoking the Meat***

Hang the meat in the smoker for 4 to 6 hours, using only hardwood for the smoke. Remember, smoking meats only preserves and adds flavor to the meat. Meat is not cooked in a smoker. (See the illustration on p. 94 for building your own smoker.)





For beef, the temperature inside the smoker should never exceed 150 degrees Fahrenheit.

For fowl, keep the smoker at 200 to 225 degrees. When the leg bone turns with ease in the socket, the bird is done.

For fish, keep the smoker at 80 to 85 degrees.

### ***Drying the Meat***

Remove the meat from the smoker and place it in an oven (200 degrees Fahrenheit) until the meat is dry—about 2 hours.

In drying fish, a white liquid may ooze from the surface. This is not harmful or unpleasant. It is a tasty, nutritious, protein substance. Let it solidify on the surface of the fish.

### **Making Pemmican**

8 oz. Jerky (of any meat), very dry and crumbly

8 oz. Raisins

8 oz. Peanuts or pecans, unroasted

8 oz. Dried apricots, chopped (optional)

8 oz. Dried peaches, chopped (optional)

8 oz. Dried blueberries, (optional)

2 tsp. Honey

4 Tbsp. Peanut butter

$\frac{3}{4}$  tsp. Cayenne pepper

Pound the jerky into powder or grind it using an electric blender. Add fruit and nuts. Heat honey and peanut butter to soften them; then blend them into the mixture. Add cayenne pepper, working it thoroughly through the mixture.

Put the pemmican in plastic tie bags, or, if you want to go completely natural, pack it into sausage casings.

Keep the pemmican in a cool, dry place. It will keep indefinitely and can't be beat as a snack or lunch on the trail!





Now most black bears usually weigh between 200 and 300 pounds. Although they are called black, they may be brown, light brown, or cinnamon in color.

Now, pilgrim, grizzly bears be a shade from brown to blackish gray, and they got a big hump on their shoulders, and their hair be silvery gray. Now they may weigh as much as 1000 pounds and be 10 feet tall.

But I reckon the biggest bear be the brown bear, better known as the Kodiak bear. He may weigh as much as 1,500 pounds and be 11 feet tall.

Well now, pilgrim, I reckon ya see now why that ol' bear can be a heap o' trouble when he wants to.

Well sir, the Injuns and pioneers had a great respect to count "coup," that is, to touch a live bear and not kill it—or get kilt doing it. They knowed 'twere bad medicine to mess around with ol' bear. Now, pilgrim, I'll tell ya a story that goes like this.

'Bout 1828 or 1830, when they was good fur trade and beaver skin were same as gold in yar poke, ol' Joe Meek, a mighty mountainman and free trapper, were at one of the big rendezvous—up in Yallerstone country it be. Now ol' Joe thought himself to be a mighty brave man, and were a mind to say so.

Now it seems that Joe's bravery weren't as much as another trapper thought his were. So Joe and this here other trapper got into it over which one were the bravest. It looked like thar were gonna be a shoot-out to settle the matter, when 'bout that time an ol' grizzly bear came walkin' into camp. Now, pilgrim, ol' Joe run right up to that ol' grizz, whipped out his shootin' stick, and slapped the grizz three times across his nose before he shot 'em with his big bore [Hawkins rifle]. And that ended the fussin' over who be the bravest.

Well, sir, I know you've heard 'bout ol' Dan'l Boone and Davey Crockett, and how they'd brag 'bout how they could grin a bear to death. Well now, that be truer than ya might think, pilgrim. Cause, ya see, back in them days, what with the ol' flintlock shootin' irons they had, ya had only one shot. And if 'un ya just wounded or ya missed, they weren't nothin' else left to do 'cept jest stand thar and grin!

Well now, pilgrim, ya take ol' Lewis and Clark. When they went up into the Yallerstone, they told 'bout how hard 'twere to put ol' Ephraim to ground with the wepuns they carried. Seems that ol' grizz could carry more lead in his hide than a good mountainman



Hawkeye

could carry in his huntin' pouch. So it was that they stayed clear of ol' "heap-o-trouble" when they could.

Well now, pilgrim, even today ol' bear is still respected—an' even feared. Many a modern-day sportsman consider the grizzly bear more dangerous than the African lion, and it might surprise ya to know that each year folks still get mauled and kilt in this country by bear.

Well now, back in the early 1800s they were a famous mountainman name of Jedidiah Smith. Ol' Jed were a leadin' some trappers up the west side o' the Black Hills when all a suddenly ol' Jed were face ta face with ol' grizz. 'Fore they could kill that bear, ol' Jed lay gashed and bleedin', with some ribs broke. Seems the bear had got ol' Jed's head in his jaws and near scalped him. With one ear tore off, ol' Jed told a feller the name of Clyman to get a needle and thread an get to sewin'. Well, sir, ol' Clyman did a right nice job stitchin'—an' a course Jed was God's mountainman—and in a little more'n 2 weeks Jed were up and leadin' his trappers on into Crow Injun country.

Well now, pilgrim, let me tell ya one better'n that'en 'bout Jed.

Seems they were a Major Andrew Henry, leadin' some 13 trappers fer a man name of General Ashley, head of a big fur company. I reckon it were in the spring of 1823, 'bout 150 miles out of Fort Kiowa, when a man name ol' Hugh Glass with Major Henry's party was out ahead of the rest of the trappers. When all a suddenly ol' sow grizzly with two cubs charged ol' Hugh Glass. Now ol' Glass took aim an' shot that ol' grizz sow right in the chest. But 'twern't enough to kill that ol' sow, and she caught Hugh after a short chase.

Now ol' Hugh whipped out his butcher knife and did all he could to defend hisself, but the bear near kilt ol' Hugh. It looked like Hugh were a gone coon. Everone figgered he wouldn't last that night, but come sunup ol' Hugh were still hangin' on. So Major Henry asked fer a couple of men to stay till ol' Hugh give up the ghost. Right off a young man—whose name would become famous in due time—volunteered to stay. His name were Jim Bridger. Now another man, who were somewhat reluctant to do it, said he'd stay. His name were John Fitzgerald. Major Henry reckoned he'd pay \$40 each fer riskin' losin' their scalps to stay with ol' Hugh.

Now ol' Hugh still were hangin' on, and each day it looked like his last. Now this went on fer 5 days, and ol' Fitzgerald said he'd stayed as long as he were gonna. If 'un Jim wanted to keep his

hair, he'd best come with him and leave Hugh. He was same as dead anyway. So it was that Jim Bridger and John Fitzgerald left Hugh Glass to die—alone. Now they took Hugh's rifle, knife, and all his fix-uns.

Well now I tell ya, pilgrim, ol' Hugh's life didn't look worth a British musket ball. But ol' Hugh didn't give up. He ate berries and drank water from a nearby spring. Now Hugh were in much pain and couldn't walk, but all Hugh could think 'bout were getting even with Jim and John for leavin' him to die. Now ol' Hugh were able to kill a rattler for meat, and each day Hugh got stronger.

One day he saw some wolves that had jest kilt a buffalo calf. Now Hugh crawled up close to that kill, and fer the first time since



Heap Of Trouble II

he had been mauled by the bear, Hugh with all his strength stood on his feet and ran the wolves off with a club. Ol' Hugh survived 7 weeks after the bear attack, and crawled and walked 150 miles through hostile territory back to Fort Kiowa.

Well, now, when ol' Hugh finally found Jim, you can imagine how Jim must have felt. But ol' Hugh forgive Jim Bridger and John Fitzgerald after all, and so be it.

Well, pilgrim, ya can see why Injuns and frontiersmen wore their bear claw necklaces with pride, and a bearskin robe is mighty nice on a cold winter night. And bear meat ain't too bad if 'un that's all ya got—after all meat's meat.

But I tell ya all, this ol' child is gonna always give old silvertip, Ephraim, and grizz the right-of-way on any trail we happen to meet! Cause ya see ol' Hawkeye aims to keep his skin in one piece, and most of all stay out of a heap o' trouble.











# GOD'S MOUNTAIN MAN

The Story of Jedediah Strong Smith by Esther Loewen Vogt

**P**art wildcat. Part leather. Durable as all outdoors—and sold out to God. That was Jedediah Strong Smith.

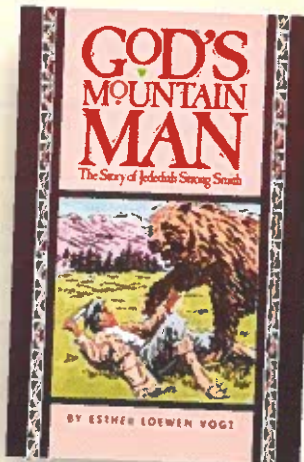
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