

RENDEZVOUS DOIN'S

TUESDAY, JULY 27

All Day	-----	Register and set-up camp
7:00 p.m.	-----	Supper--provided with the compliments of the Plainsmen Territory

WEDNESDAY, JULY 28

9:00 a.m.	-----	Opening ceremonies. Bicentennial emphasis--Reverend Silas Gaither, speaker. Headquarters area.
10:00 a.m. - 12:00 noon	-----	Competitive events
2:00 - 4:00 p.m.	-----	Competitive events
7:30 p.m.	-----	Special events--Assembly area
8:30 p.m.	-----	Brush Arbor Revival
10:00 p.m.	-----	Council Fire

THURSDAY, JULY 29

9:00 a.m.	-----	Special presentation & devotions
10:00 a.m. - 12:00 noon	-----	Competitive events
2:00 - 4:00 p.m.	-----	Competitive events
7:30 p.m.	-----	Special events
8:30 p.m.	-----	Brush Arbor Revival
10:00 p.m.	-----	Council Fire

FRIDAY, JULY 30

9:00 a.m.	-----	Election of FCF officers--Assembly area
10:00 a.m. - 12:00 noon	-----	Competitive events
2:00 - 4:00 p.m.	-----	Competitive events
7:30 p.m.	-----	Presentation of awards
8:30 p.m.	-----	Brush Arbor Revival
10:00 p.m.	-----	Council Fire & closing ceremonies

SATURDAY, JULY 31

Set own schedule--break camp and return home

R U I E S

Sense there be parsel of mangey, rooten-tooten critters from all over thease here United States attending this yere Rendezvous, we figgered we best have a few rules to abide by. We'en don't want any of them city-slicker visiters to think we be uncivilized.

HAVE A GOOD TIME

It be a rule that you critters must enjoy the Rendezvous. If'in you don't, yew will be subject to treatment by a cheering-up committee.

NO LITTERING

Anyone caught draping paper, trash or any other litter on the ground will be tried before a frontier court, and it ain't human what they do to a varmit in them thar courts. So you best not litter.

WEAR A COSTUME

Yew must war some kind of FCF costume during all the doings. Any pilgrim caught without proper fixins, will be treated like a furrner and that means justice at the frontier court, and that be bad.

OFF LIMITS

Stay out of any area marked "off limits." This be for yore own protection.

ATTEND ALL SERVICES

Lessen you're sick or on special duty, yew er expected to attend all services. Shucks! it ain't no use us telling yew that, cause you jest won't want to miss one.

BARTERING

It be all right to skin any critter in trading, cept the young'en who don't know no better than believe what yew tell them, and the National President Hawk Eye and the National Director, "Strong Heart." Now the reason yew don't skin Hawk Eye and Strong Heart is they get plum put out if you do and sense they be conducting this here Rendezvous, we'en want them to be at their best.

WASHING

Now we know you critters probly smell plum aufful, and you need to wash at least once a week, and take a bath at least once a year. If'in you do wash and bathe in the creek, please go down stream below the campsite to do so. We don't want to polute the water with all that slime.

MUSIC

Every critter who are intellant nuff to play a music instument is expected to share this culture with those who caint. So bring yore foot stompers to the brush arbor service and to the council fires.

FCF NATIONAL RENDEZVOUS

BLACK POWDER SHOOTING RULES & GUIDE

EQUIPMENT RULES

1. ONLY flintlock or percussion muzzle-loading single shot rifles may be used. Cap and ball revolvers may not be used.
2. Competitors must know their equipment and how to use it properly.
3. All equipment should be working properly before entering the match.
4. It is STRONGLY RECOMMENDED to wear safety or shooting glasses.
5. Only metallic open sights may be used. NO telescopic or peep sights may be used.
6. Black powder ONLY may be used.
7. Competitors should have their own cleaning and repair equipment.

RANGE OFFICER

1. The Range Officer is in complete charge of any FCF shoot or match.
2. The Range Officer must be obeyed promptly.
3. The Range Officer may disqualify any competitor or order his expulsion from the firing range for any violation of safety or misconduct.
4. The Range Officer is responsible for the safety of all shoots.

SCORING OFFICERS

1. It is the duty of the Scoring Officers to compare and tabulate scores of the FCF shoots.

SHOOTING RULES

1. No loaded firearms are allowed in camp.
2. Load firearms at firing line only.
3. All black powder containers and powder horns must be capped or closed before firing.
4. At the "cease firing" command, no gun shall be discharged without permission of the Range Officer.
5. No gun shall be discharged until the Range Officer gives the "ready on right, ready on left, commence firing" command.
6. Any person who sees any danger or unsafe condition may call "cease firing."
7. The muzzle of the rifle will be kept in the direction of the target, or in the air until the firearm is discharged or unloaded.

8. Flintlocks - safety shields must be used where competitors are standing side by side on the firing line.
9. The shooters will be the only ones on the firing line.
10. No shooting will be done at any time without the Range Officer being on the range firing line and in full charge of the shooting.

MATCHES

1. Rendezvous Shoot
 - a. Three shots, standing at 25 yards, at special targets. (Targets will be issued at time of registration). All three shots must be fired within a ten minute period.
 - b. Scoring will be as follows: within Bull's eye----- 10 points
within 1st ring ----- 5 points
within 2nd ring ----- 2 points
within 3rd ring ----- 1 point
 - c. A trophy prize will be given to the winner.
2. Buffalo Shoot
 - a. One shot, offhand, standing at 25 yards at X target. The shot that hits in exact center of X is the winner. A tie requires a shoot off until there one winner.
 - b. A trophy prize will be given to the winner.
3. Mountainman Aggregate
 - a. One shot from over log rest, 25 yards, at mechanical turkey behind log. Shooter must gobble to make turkey show head above log, with three seconds for the shot, ten points for a hit:
 - b. One throw of tomahawk at 10" circle: Distance one revolution. Ten points for hit and stick within circle.
 - c. Start a flame with flint and steel. Points will be based on time.
 - d. Return to firing line. Load standing from pouch and fire one standing shot at 10" circle. Points will be based on time and accuracy.
 - e. A trophy prize will be given to the winner.

C. If B above has leather fringe an additional (depending on length of fringe) 1 to 5 points
 D. Hand stitched or hand laced an additional 5 points

3. HEAD GEAR

A. Authentic head gear (fur cap, plainsman style hat, tricorn hat, etc.) 5 points
 B. An additional 3 points may be added if the cap is real fur, such as raccoon, fox, skunk, etc.; rather than imitation or rabbit fur or the hat material is high grade rather than low grade 3 points

4. FOOT WEAR

A. Authentic foot gear such as moccasin, moccasin boot and saddle boot. 5 points
 B. Handmade an additional (depending on workmanship) 1 to 2 points

5. BELT

Frontier style wide leather belt (should not be tooled but may be studded or beaded). 5 points

6. KNIFE

A. Frontier style knife and sheath 3 points
 B. If knife has a handmade, leather fringed sheath, beaded sheath or studded Indian style sheath, give an additional 1 to 3 points (depending on the workmanship)

7. HUNTING POUCH

A. An authentic black powder leather hunting pouch 3 points
 B. Handmade an additional 2 points
 C. If a patch knife is built into pouch 2 points

8. POWDER HORN

A. A powder horn (not blowing horn) (depending on workmanship) 1 to 3 points
 B. Matching flash horn--additional 2 points

9. RIFLE

Muzzle loading black powder rifle (depending upon style and appearance of rifle) 1 to 5 points

10. ADDITIONAL ITEMS

For the following items there may be added depending on the workmanship and the appropriateness of the item: 1 to 3 points

Wooden canteen _____	Salt horn _____
Capper _____	Personal Pouch _____
Drinking Horn _____	Leather gun case _____

NATIONAL RENDEZVOUS

TOMAHAWK & KNIFE THROWING RULES

1. Only one bladed tomahawk may be used.
2. In the event of a broken handle or hawk, the contestant is permitted to return and complete his throws after repairs or replacement. However, he must start with his last throw--he cannot start all over again.
3. Each contestant will have three (3) throws for both knife and hawk.
4. Minimum throwing distance is one revolution for both knife and hawk.
5. Target will be a round target on a cross section of a log.
6. Hawks and knives must hit and stick to target to qualify.
7. Scoring will be as follows: Bull's eye -----10 points
1st ring ----- 5 points
2nd ring ----- 2 points
3rd ring ----- 1 point
8. A trophy prize will be given to the winner.

FLINT & STEEL CONTEST RULES

1. Each contestant must furnish his own flint and steel, charred cloth, and tinder.
2. Contestant must set his tinder aflame to qualify.
3. The contestant who produces a flame in the shortest time will be declared the winner.
4. Points toward the "Mr. Frontiersman" contest will be based on time it took to start the flame.
5. A trophy prize will be given to the winner.

FCF COSTUME CONTEST RULES

1. SHIRT or JACKET
 - A. Frontier style shirt (any material) 10 points
 - B. If shirt is leather or buckskin, an additional 5 points
 - C. If B above has leather fringe an additional (depending on length of fringe) 1 to 5 points
 - D. Hand stitched or hand laced an additional 5 points
 - E. Additional frills such as scalp locks or beaded works, etc. (depending upon how appropriate the items are and workmanship) 1 to 3 points
2. PANTS
 - A. Frontier style pants (any material) 10 points
 - B. If trousers are leather or buckskin an additional (full length legging with breech cloth are graded as trousers) 5 points

Drinking cup _____
made from native
material

Gauntlets _____
Tomahawk _____

Flint & steel _____
with tinder
box

11. OVERALL APPEARANCE

Additional points may be added for outstanding overall appearance of costume such as unusual authentic style shirt and trousers of matching leather, outstanding workmanship, unusual authentic accessories, etc. Be conservative with these points. Give only for outstanding costumes. These points are useful for very tight contest. 1 to 10 points

(May be applied to colonial costumes as well)

12. A trophy prize will be given to the winner.

ALTERNATE RULES FOR COLONIAL COSTUMES

A buckskin costume with a tricorn hat is an appropriate costume for Frontiersmen of that era. However, those who choose to wear colonial costume of a more elaborate nature, the following rules may be used in judging:

1. SHIRT

- A. Colonial style shirt 10 points
- B. If shirt has ruffle jabot at collar 3 points
- C. Colonial style rifle frock 10 points
- D. If frock is fringed 3 points

2. TROUSERS

- A. Colonial style knee length pants 10 points
- B. If pants have brass buttons at hip and knees (or brass buckles) 3 points

3. COAT

- A. Colonial style military coat 10 to 15 points
(depending on workmanship)

4. VEST

- A. Colonial style waistcoat 5 points
- B. With brass buttons 2 points

5. FOOT WEAR

- A. Colonial style buckle shoes 5 points
(with knee length white socks)
- B. Knee length riding boots 6 points

6. HEAD GEAR

- A. Tricorn hat or round hat 5 points

7.	SWORD		
	A. Colonial style sword	5 points	
	B. With sword belt and frog an additional	2 points	
8.	HUNTING POUCH		
	A. Authentic black powder leather hunting pouch	3 points	
	B. Handmade an additional	2 points	
	C. If patch knife is built into pouch	2 points	
9.	POWDER HORN		
	A. Powder horn or flask (depending on workmanship)	1 to 3 points	
	B. Matching flash horn an additional	2 points	
10.	RIFLE		
	A. Muzzle loading black powder rifle or musket (depending upon style and appearance)	1 to 5 points	
11.	ADDITIONAL ITEMS		
	For the following items there may be added depending on the workmanship and appropriateness	1 to 3 points	
	Wooden Canteen _____	Salt horn _____	
	Drinking Horn _____	Tomahawk _____	
	Flint & steel with tinder box	Personal pouch _____	

"MR. FRONTIERSMAN" CONTEST RULES & GUIDE

1. At the time of registration, each delegate will receive a number and a set of corresponding score cards. His name will be written on a large master score board beside his corresponding number.
2. When the contestant finishes an event, he will immediately bring his score card to the score keeper: who will log in the contestant's points on the master score board.
3. The contestant must enter and score in all of the following categories: rifle shoot, tomahawk throwing, knife throwing, flint and steel, and the best costume.
4. The contestant with the highest combined points in the five categories will be declared the winner.
5. The contestant will be divided into two divisions, the "01 Timers," (men over 18) and the "Young Bucks," (boys under 18).
6. The winner in each division will receive a flintlock rifle as the grand prize.

ADDITIONAL CONTESTS

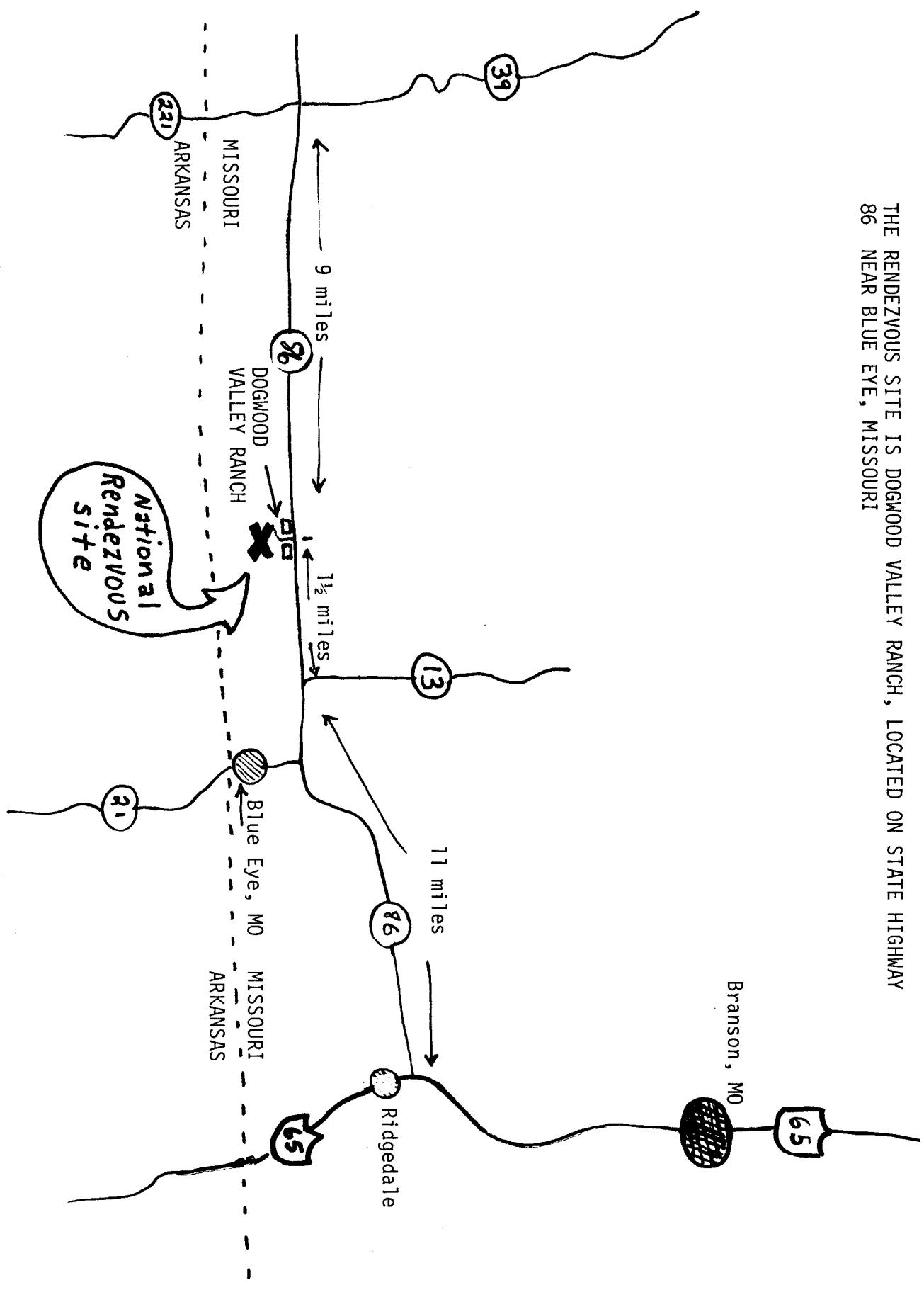
There will be a number of other contests that do not relate to the "Mr. Frontiersman" contest, such as:

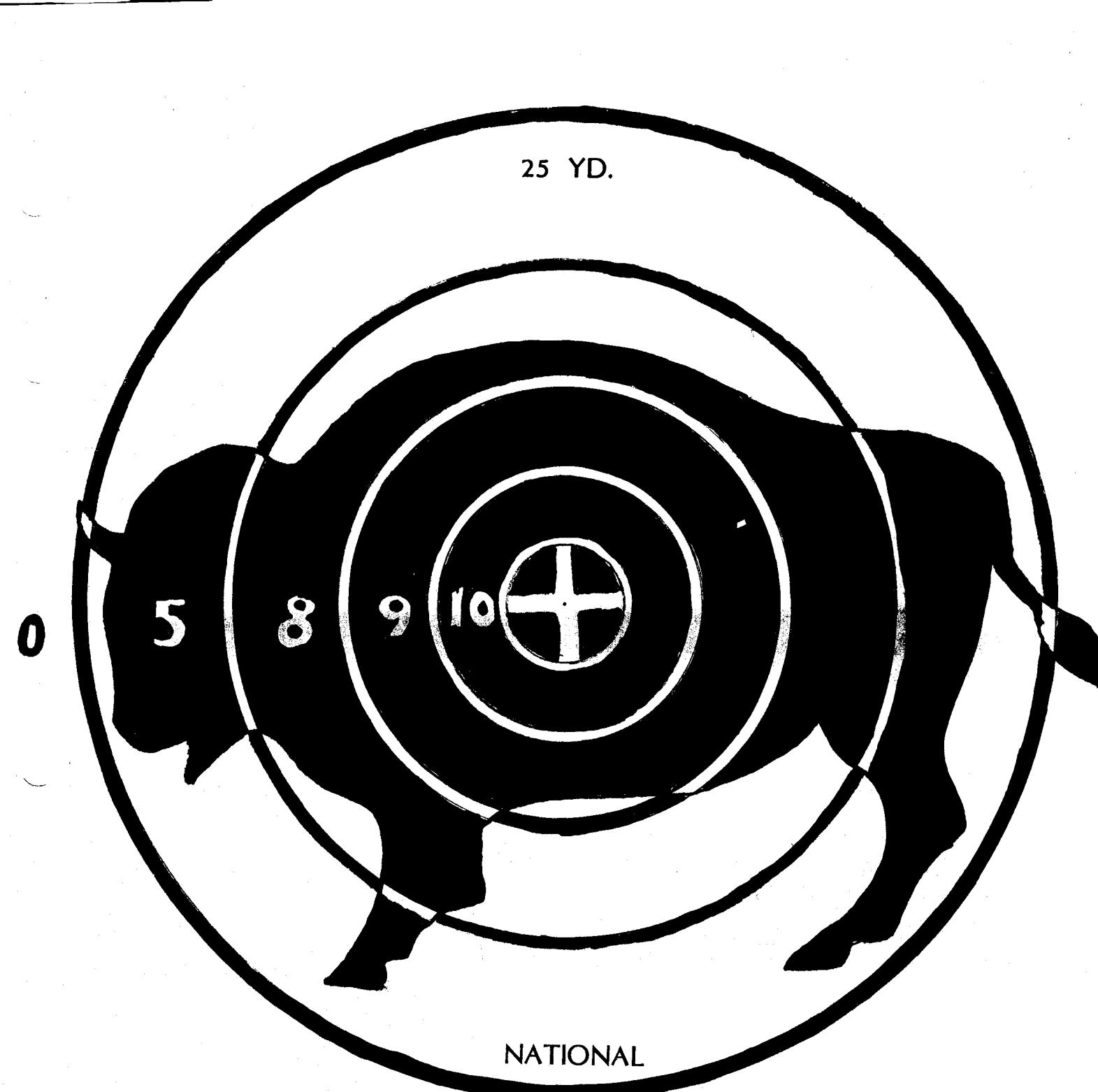
1. Best ID staff	5. Best musical group
2. Best stalking stick	6. Best handmade FCF item
3. Best horn blower	7. Mountainman aggregate
4. The buffalo shoot	

A special prize or trophy will be given to the winner in each of these categories.

NATIONAL FCF RENDEZVOUS MAP

THE RENDEZVOUS SITE IS DOGWOOD VALLEY RANCH, LOCATED ON STATE HIGHWAY 86 NEAR BLUE EYE, MISSOURI





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NATIONAL

NO. 174 OY F. C. F. 1976 OFFICIAL TARGET

NO. 174 ~~OLD TIMER~~ YOUNG BUCK

SHOOT _____ KNIFE _____

HAWK _____ SKINS _____

FLINT & STEEL _____

BICENTENNIAL

Royal



Rangers

RONDEZVOUS

