



2014 National Rendezvous

Strongheart Award Event Rules

Registered FCF Members Only

One of the unique features of Rendezvous will be extensive skill and fun events available for registered FCF members. The 3 top scoring participants (Old Timer and Young Buck) for the individual scoring events will be awarded prizes. A select number of scoring events will count toward the **Strongheart Award**. The cumulative score from those scoring events will determine the Old Timer and Young Buck winners. The following events count toward the **Strongheart Award**:

Hawk & Knife Throwing - SH Event (30 points possible – 15 pts for Hawk & 15 pts for Knife) –

There will be two 15-station Hawk & Knife trails to test your throwing expertise. A participant will be able to choose to complete either trail for score. A shaded area will be present on all Hawk & Knife targets, which will represent the scoring part of the target.

1. A participant will earn 1 point for getting a stick in the shaded area of the target. A stick in any other part of the target will not count for score.
2. You will be allowed two throws per target for both the hawk and knife. All throws must be completed with a minimum of one revolution of the hawk or knife.
3. Only primitive style tomahawks and throwing knives may be used. Throwing knives can only have a blade on one side of the knife.
4. A hawk or knife must remain stuck in the shaded part of the target until it is retrieved to be considered a scoring throw.

Black Powder Shooting - SH Event (15 points possible) – The black powder shooting events will test your ability to shoot straight while being hindered by obstacles. Expect some new twists on old shooting standards. There will be a 15-station muzzle loading shooting trail. Hanging metal targets will be placed at a variety of distances in the forest. A shooter must hit the target (recognized by the sound of the shot hitting the target and the movement of the target) to earn 1 point.

1. All black powder rifles will be checked and approved by the range officer before they can be used. All black powder participants must have an approved shooter's card (NRA/NMRLA).
2. All black powder rifles must have a traditional/primitive firing system (flintlock or percussion). No inline rifles are permitted.
3. Patched round balls will be the only allowable projectiles.
4. All shooters must wear ear and eye protection.
5. Open metal sights must be used. No peep sights, aperture sights, and scopes will be allowed.
6. Shooters will be allowed one shot per target.

Archery - SH Event (15 points possible) – The 15-station archery trail will also test your ability to hit the target while being hindered by obstacles. The object will be to shoot 3D animal targets in a natural forest setting. Fifteen 3D animal targets will be placed at varying distances in the forest. A participant who sticks an arrow in any part of the target will earn one point. Each target will have a “kill zone” area, which will be used to determine a tie. Place an X next to the 1 in the score box in the event your arrow hits the kill zone.

1. All bows will be longbow or recurve bows without sights. Compound bows will not be allowed.
2. No sighting devices are allowed or marks/tape on the bow – all aiming must be instinctive. String silencers are not allowed.
3. Arrows should be equipped with field points or target tips. Any type of broad head tip or point will not be allowed.
4. Wood, aluminum, carbon, and graphite arrows may be used.
5. No mechanized releases are allowed.
6. Finger and arm guards may be used.
7. The participant is allowed two shots per target and will score the better of the two attempts.

Fire Starting - SH Event (15 points possible) – Participants will attempt to earn points by completing a variety of fire starting disciplines from standard flint & steel to bow drilling and from ball molding to lighting a candle.

1. A participant must provide his own flint, steel, and charred cloth.
2. Fire starting materials (bird nest) must be natural – no synthetic or treated materials.
3. Tinder, kindling, and fuel must be collected from the event site.

Rendezvous Games - SH Event (10 points possible) – A variety of five frontier games will be available for earning points. Look forward to trying your hand at rock throwing, primitive slingshot, colonial baseball, corncob darts, and a non-traditional Seneca trail. All materials will be available at the individual games for a participant to complete the game.

Outfits - SH Event (15 points possible) – Earn points based on the authenticity, craftsmanship, and appropriateness of your frontier outfit.

1. Outfits will be judged in the following categories: Colonial, Voyageur, Military, Mountainman and Longhunter.
2. Outfit judging guidelines can be obtained from the national FCF website – www.nationalfcf.org.