



FRONTIERSMEN CAMPING FELLOWSHIP

OFFICER PROCEDURES AND GUIDELINES



SUBJECT	SECTION
6.0 ADVANCEMENT	6.2 BUCKSKIN ADVANCEMENT TESTING

INTRODUCTION

The following procedures detail the process of the Buckskin Advancement Testing. This will raise the proficiency level of the Frontiersmen and provide a preview of the skills needed for Wilderness advancement. The Buckskin Testing Day is designed to teach additional Frontiersmen skills and require the candidate to demonstrate proficiency in order to score points.

PRE-REQUISITE

Candidates must finish the Buckskin Workbook before participation in a Buckskin Advancement Testing will be allowed. Along with the Buckskin Workbook, a silence stick, a complete outfit, ID staff and a trade item must be brought to the Buckskin Advancement Testing. These items will be evaluated and scored toward achieving the required points to advance to Buckskin. Candidates should practice basic Frontiersmen skills learned in the Frontier Adventure before attempting to pass a Buckskin Advancement Testing.

TESTING

Buckskin testing is conducted by Buckskin and Wilderness members only. Scoring is divided into 9 areas. A candidate must score at least 70 total points to advance to Buckskin.

SCHEDULE

12:00 noon	Candidate Check-in (Instruct candidates to eat before arriving) Trade item turned in for evaluation Buckskin Workbook, I.D. staff, and outfit evaluated Memorization Tested	
1:30 pm	Knife and Hawk safety class (See Safety Precaution page 18 in Buckskin Workbook)	
2:00 pm	Hawk and knife throw	
3:00 pm	Primitive Cooking Instruction	
5:00 pm	Primitive Meal – Cooked by Candidate, Flint and Steel evaluation	Cooking Outline
6:30 pm	Buckskin Ceremony	on page 6

CHECKLISTS

Buckskin Candidate Checklist

- | | |
|---------------------------|--|
| 1. Outfit / Accoutrements | 6. Tomahawk |
| 2. Flint and Steel | 7. ID Staff |
| 3. Throwing knife | 8. FCF Handbook |
| 4. Buckskin Workbook | 9. Hand made trade item |
| 5. Silence Stick | 10. Period correct cup, plate and utensils |

Chapter Checklist

- | | |
|--|--|
| 1. Char cloth and can, tinder | 5. Throwing targets and tripods (see hawk description) |
| 2. Printed shooting targets | 6. Evaluation point sheets |
| 3. Primitive meal food items (including drink) | 7. Fire safety equipment |
| 4. Water | 8. Buckskin pins |



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SCORING

Candidates will be scored for proficiency in the following areas:

- 10 points Flint & Steel
- 10 points Tomahawk
- 10 points Knife
- 20 points Outfit
- 10 points FCF Memorization
- 10 points Trade Skills
- 10 points ID Staff
- 10 points Buckskin Workbook
- 10 points Primitive Meal and Cooking

EVALUATION

1. Flint and Steel

Objective: To determine proficiency with flint and steel

Event Description: A candidate must use a piece of flint and steel striker. Tinder will be supplied. All tinder given to the candidates must be the same material.

Scoring: Time required to bring to flame

- 10 points 20 seconds or less
- 8 points 30 seconds or less
- 6 points 40 seconds or less
- 4 points 50 seconds or less
- 2 points 60 seconds or less
- 0 point higher than 60 seconds

2. Tomahawk

Objective: To determine proficiency and accuracy with a primitive style tomahawk

One point for every successful stick of the tomahawk

Event Description: Candidate must use a primitive style tomahawk. He will be given 15 tries to stick his tomahawk. Pacing off is allowed only once. Each throw must stay lodged in the target for at least 5 seconds to count for a point. Tomahawk must make one revolution. A standard 18" to 24" diameter round will be used. The target must be properly secured by a tripod or other method to prevent falling off or excessive movement. Do not attach to live trees.

Scoring: One point for every successful stick of the Tomahawk – Maximum of 10 points

3. Knife

Objective: To determine proficiency and accuracy with a primitive style throwing Knife

Event Description

Candidate must use a primitive style knife. He will be given 15 tries to stick his knife. Pacing off is allowed only once. Each throw must stay lodged in the target for at least 5 seconds to count for a point. Knife must make one revolution. Knives must be thrown by the handle and are not allowed to have double- edged blades. A standard 18" to 24" diameter round will be used. The target must be properly secured by a tripod or other method to prevent falling off or excessive movement. Do not attach to live trees.

Scoring: One point for every successful stick of the knife – Maximum of 10 points

4. Outfit

Objective: To determine the candidate's effort and knowledge level exhibited by his FCF outfit

Event Description: Candidate must wear his own outfit items to the evaluation and cannot borrow items from other FCF members. He will be judged by the following score sheet.

Scoring: Use Buckskin Testing – Outfit Evaluation Form – Maximum of 20 points



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Buckskin Testing - Outfit Evaluation Form

Candidate Name _____ Evaluated By: _____

Outfit Item	Max 5 pts Period Authentic	Max 5 pts Appropriate	Max 5 pts Workmanship	Score only in one area			Total Points
				Max 5 pts Handmade by Candidate	Max 4 pts Traded	1 pt Given	
Shirt							
Pants							
Foot gear							
Coat							
Knife -1							
Tomahawk							
Belt							
Hat							
Accoutrements- 1							
(180 Possible Points) TOTAL POINTS							
FINAL SCORE (20 points maximum) = TOTAL POINTS DIVIDED BY 9							

Period Authentic: Is the item correct for the time period portrayed by the candidate?

Appropriate: Is the item something that would have been carried by the character portrayed even though the item may be accurate to the time period?

Workmanship: Points will be scored by assessing the quality of work put into the item. Work does not have to be done by the candidate. This is purely scoring based on the merit of the item. Does the workmanship in construction of the item indicate historically accurate methods and designs? Is the workmanship appealing to the eye?

Hand made by candidate: The candidate should be the primary person to do the work on the item however, it is acceptable to have help in making the item. Score according to the percentage of work completed by the candidate in making the item. 1/10 effort = 1/2 point.

Traded: The candidate is allowed to have traded an item to acquire an item. Only score high on this section if the item that was traded away was an item that was handmade by the candidate. Score according to the percentage of work completed by the candidate in making the item that was traded for the exchange. 1/10 effort = 1/2 point. Money exchanged for items should not score more than 4 points. Gifted items that were traded to acquire the item should score only 1 point.

Given: Items that were given to the candidate are scored 1 point for having the item. Any item whose design is clearly out of era will not receive points.



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5. FCF Memorization

Objective: To determine the candidate can recite from memory; the FCF pledge and the meaning of the FCF symbol.

Scoring: Candidates will receive a score according to the point schedule below.

FCF Pledge 5 points

FCF Symbol 5 points

6. Trade Skill

Objective: To determine if the candidate has successfully developed a trade

Scoring: Candidates must present an item from his trade and be scored

List Trade Item	Max 5 pts Period Authentic	Max 5 pts Appropriate	Max 5 pts Workmanship	Max 5 pts Handmade by Candidate	Total Points
(20 Possible Points) TOTAL POINTS					
FINAL SCORE = TOTAL POINTS DIVIDED BY 2 (Maximum points 10)					

7. ID Staff

Objective: Evaluate the candidate's effort in creating an ID Staff

Scoring: Candidates will be scored on the quality of workmanship, resourcefulness and design.

ID Staff	Max 5 pts Quality	Max 5 pts Properly sized and Constructed	Max 5 pts Totem and Service Rings	Max 5 pts Extra Effort Points	Total Points
(20 Possible Points) TOTAL POINTS					
FINAL SCORE = TOTAL POINTS DIVIDED BY 2					

8. Buckskin Workbook

Objective: Review and evaluation of candidate's completed workbook.

Scoring: Candidates will be scored on the completeness and thoroughness in finishing the Buckskin Workbook.

Buckskin Workbook	Max 10 pts Complete	Max 10 pts For thoroughness	Total Points
(20 Possible Points) TOTAL POINTS			
FINAL SCORE = TOTAL POINTS DIVIDED BY 2			



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9. Primitive Meal and Cooking

Objective: To cook and eat primitive foods with primitive cooking methods

Scoring: Candidates will be scored on the use of methods taught to them and the quality of the cooked meal.

Meal Items	Max 5 pts Proper fire type chosen	Max 5 pts Proper cooking method	Max 5 pts Quality of meal	Max 5 pts Meal Presentation	Total Points
(20 Possible Points) TOTAL POINTS					
FINAL SCORE = TOTAL POINTS DIVIDED BY 2					

BUCKSKIN CEREMONIES

The Buckskin Name

Selecting a Buckskin name is the prerogative of the candidate and is not to be assigned by anyone without the candidate's approval.

When presenting a new Buckskin member to the membership at a Buckskin Ceremony, giving the member his chosen name is called "dubbing". The Wilderness member instating the new Buckskin Member should stand behind the Candidate and place his hands on the shoulders of the new Buckskin member and state the following when "dubbing". The dubbing of a Buckskin member is usually performed by the Chapter President, however he may assign a Wilderness member to perform the ceremony in his place.

"The Frontiersman known as "(Surname)" has successfully accomplished the requirement to advance to Buckskin and shall be called "(New FCF Name)" from this day forward"

A Buckskin advancement pin will be presented to the new Buckskin member in the Ceremony.

Sponsors should be prepared to present a Frontier gift item to the candidate during the Buckskin Ceremony.

(See also Buckskin Ceremony Section 6.2.1 and Buckskin Workbook Section 6.2.2)



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BUCKSKIN TESTING COOKING OUTLINE

Fire Preparation

- A. Review proper fire safety
- B. Selecting firewood
 - 1. Soft wood – fire starting
 - 2. Hard wood – cooking coals
- C. Review proper fire starting
 - 1. Birds nest
 - 2. Flint and Steel
 - 3. A-frame
 - 4. Teepee fire
- D. Tending the fire
 - 1. Keeping the fire burning to produce coals
 - 2. Moving coals to the cooking area of the fire pit

Primitive Cooking Methods

- A. Preparing green limbs for a roaster or spit
 - 1. Shish kabob style cooking or dough spiraled around stick
- B. Flat stone cooking
 - 1. Preheated in fire or stacked on two stones and coals raked beneath it
- C. Reflection baking
- D. Direct Cooking on a bed of coals
 - 1. Potato buried in the coals – cook until center is soft. Outside skin will be hard
 - 2. Dough balls will burn on outside but will be cooked in center
 - 3. Corn on the cob in the water soaked husk will steam the corn properly

Proper Cooking Technique

- A. Demonstrate preparation of foods for cooking
 - 1. Properly prepare cut food items for a Shish Kabob
 - 2. Cutting thin meat strips for flat stone cooking
 - 3. Properly attach meat to a rotisserie for controlled rotation
- B. Demonstrate temperature regulation
 - 1. Hand heat tolerance 2 to 3 inches above desired cooking height
 - a. 6 to 8 seconds = slow 250-350 degrees (120-175C)
 - b. 4 to 5 seconds = moderate 350-400 degrees (175-200C)
 - c. 2 to 3 seconds = hot 400-450 degrees (200-230C)
 - d. 1 or less seconds = very hot 450-500 degrees (230-260C)

Demonstrate Cooking of multiple demonstration meals

- A. Shish Kabob roasting on a green limb
- B. Meat filets / egg on smooth rock
- C. Rotisserie spit roasting
 - 1. When cooking a small animal like a duck, squirrel or rabbit the problem is often encountered of the meat not turning with the stick, as you turn it. This problem can be solved by drilling two holes in the middle of the stick you are using to skewer with. Whittle two smaller sticks that will fit through the diameter of the holes you just drilled snugly, pointing them on one end. Now, skewer the beast as before and pierce the body through with the two smaller



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sticks, through the drilled holes and through the other side of the meat you are cooking. Now, it will turn when you turn the skewer, rather like a rotisserie. You may also wish to bind up the meat with some sort of string to keep legs and such from dangling and falling into the fire as they cook.

Candidate Skills Evaluation (provide adequate cooking wood for candidates)

- A. Candidates will prepare a cooking area in the demonstration fire pit. They will use coals from the existing fire to perform.
- B. Candidate must start a small teepee fire using flint and steel to begin his cooking evaluation.
- C. Have each candidate prepare a Shish Kabob with chicken, onion and bell peppers

Candidate Scoring

- A. Proper fire usage and cooking heat management
- B. Proper cooking method – technique
 1. Support for skewer
 2. Proper distance from coals
 3. Reasonable time to complete meal
- C. Quality of meal –
 1. Taste, moisture
 2. Thoroughly cooked
- D. Meal presentation
 1. Cooking items secured and kept from falling into the dirt
 2. Green limb skewer not burned or broken
 3. Clean up – Cooking area orderly and practicing personal cleanliness



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Buckskin Testing Score Sheet

Check one Young Buck Old Timer

Given Name _____ Chapter Name _____
 FCF Name _____ Sponsor Name _____

Possible Points	Point Areas	Tester Initials	Points Scored
10 points	Flint & Steel		
10 points	Tomahawk		
10 points	Knife		
20 points	Outfit		
10 points	FCF Memorization		
10 points	Trade Item Evaluation		
10 points	ID Staff		
10 points	Buckskin Workbook		
10 points	Primitive Meal / Cooking		
(100 points possible / 70 points needed to advance to Buckskin)			
TOTAL POINTS			