BUCKSKIN WORKBOOK

Frontiersmen Camping Fellowship



Living the Wilderness Experience!

Revised August 2022

Continuing the Journey

Christian men and young men have been charged by Christ to reach out and be apart of spreading His salvation message to the entire world. This is the Great Commission!

During the Frontier Adventure, you demonstrated your courage and desire to join the exciting and colorful ministry known as the Frontiersmen Camping Fellowship! I am proud of you! Congratulations as you have began a new involvement in your service to Christ and your fellow man.

You are now ready to continue your walk on the Trail of the Grizzly by preparing for the Buckskin Challenge! You will participate in new adventures and take additional steps in living the Wilderness Experience!

As you prepare to advance to Buckskin, let me challenge you to become an armor bearer from those already in God's service. You will learn from these who have walked the trail in which you are following. God bless you as you prepare and grow as a Buckskin member. I know the Lord



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FRONTIERSMEN
CAMPING FELLOWSHIP

Welcome to Buckskin!

One can hardly travel across the United States without feeling the influence of the frontiersmen of the fur trade era. Many of the roads that we travel are old foot paths and game trails that the frontiersmen followed to become the rugged character that we know today as the American Frontiersman.

As the winters passed, those seasoned frontiersmen found themselves forming new trapping and hunting parties and teaching those who would have the courage to risk their lives by going into the frontier. They would learn from those who had come to live in the wilderness to become frontiersmen themselves.

The image of the lone frontiersmen who worked his traps alone and without help is an inaccurate depiction of the life these men lived. Men new to the frontier had no other choice but to mentor under experienced frontiersmen. Without the help of an accomplished frontiersman, the new frontiersmen's first season in the wilderness could have ended in disaster.

Many historical frontiersmen that became legends in their own time, men like Daniel Boone, Simon Kenton, John Colter, Jim Bridger, Jeddiah Smith, and Kit Carson all started as unlearned hunters and learned the ways of the woods from a skilled frontiersman.

As an FCF member, advancing to Buckskin is no different than those who ventured into the wilderness to conquer the frontier.
There are those who tried to make it on their own, but those efforts usually ended in failure. Those Frontiersmen who learned from those seasoned by many winters, who had mastered the skills necessary to survive are the ones that are remembered today.

Frontiersmen rarely ventured into the wilderness alone. They were almost always a part of a group. Without the support of the group, a new frontiersman would never have returned home.

You will greatly benefit from the experiences of an experienced FCF member to guide you through the necessary requirements and to help you sharpen your skills to advance to the Buckskin level. Your mentor should be someone who can give you advice when you need it, encouragement when you feel like you are too far from your goal, and pray with you in your times of need.
Who will be your mentor? This needs to be someone who has already walked down the trail you are starting. Someone who is able to work with you, and help you when you need it.
He should be someone who will be able to answer your questions when you need them answered.
Usually, the person who fills this role will be a Dad, brother, pastor, or Royal Ranger leader in your outpost or section.
The fact remains, you will need a mentor. Prayerfully consider who that person might be, and allow the leading of the Holy Spirit in making this decision.

Why Advance?
Reading this you may have thought, why would I go to all this trouble to advance to Buckskin? For some it will be the natural next step in advancement. For others it will be a great deal of work and study to get here. But what about you? Why should you advance?

Let's look at a biblical example, the disciples of Jesus.
The disciples were all called by Jesus to follow him, and they did. (they became Frontiersmen!) And when they joined him, they might have had thoughts of following him for the next 10 to 20, possibly even 30 years. What they didn't know was that Jesus was not going to let them stay where they were comfortable.

They spent three and one half years learning and training under the Master, learning how to be fishers of men and church builders. They made mistakes, didn't follow directions well and failed at times, but they kept at it.
After Jesus was crucified and resurrected, they might have been tempted to go back to their old lives, but they were about to advance to the next level. This is exactly the moment that Jesus was training them for.

Jesus had spent the last three years teaching and guiding them to go to the next level, and with the experience at the day of Pentecost and the infilling of the Holy Spirit, they were now ready.
For our purposes here, they advanced to Buckskin!
The disciples were no longer the learners, but the teachers, spreading the Good News about Jesus, and making new Christians (finding new Frontiersmen) every day.
This might seem like a stretch to compare the lives of Jesus disciples to being a Frontiersmen or a Buckskin member of FCF, but it is a great illustration showing the development of people.

In the pages of this workbook, you will find information that will guide you as you seek to become Buckskin member of FCF. Work with your mentors and do your best!

THE TRAIL OF THE GRIZZLY

Continuing the Journey

As you continue on your journey on the trail of the grizzly, you will meet new challenges.

To become a buckskin member of FCF, you will need to complete the basic requirements listed below.

As you work through this workbook you will also need to complete the following:

- Develop a complete FCF outfit of your own.
- Choose a frontier name.
- Develop a totem
- Select a trade skill and present a sample of your work.
- Memorize the FCF Pledge
- Memorize the meaning of the FCF symbol
- Memorize the Great Commandment Scripture, Matthew 28:19-20.
- Read the book ***Gods Armor Bearer Vol. 1*** by Terry Nance
- Complete two mentoring meetings with your mentor.
- Demonstrate your ability to throw a tomahawk
- Demonstrate your ability to throw a knife
- Demonstrate your ability to start a fire with flint and steel.

Upon completion of the Buckskin Challenge you will take part in a special Buckskin ceremony where you will be officially recognized by your FCF name, and recognized as an official Buckskin member of your chapter.

As you work through this workbook, prayerfully consider each part of this portion of your journey. Seek the council of your mentor when you have questions, and most of all, learn from your trek down the Trail of the Grizzly!

Advancement Fact:

The Bronze and Silver Medals of Achievement were

Training Fact:

NRMC– the National Ranger Ministry Camp is the core national training event for leaders.
This event challenges men to connect with God and

Buckskin Requirements

Boys

- Be an active member in good standing in your chapter for 1 year.
- Complete the Buckskin Challenge.
- Be an active member of a currently chartered Royal Rangers outpost and be recommended for advancement by the Outpost Coordinator and Pastor.
- Assist in conducting a Frontier Adventure.
- Achieve Company Trapper level in Trappers Brigade.
- Earned the Knife and Hawk Merit and one (1) additional merit from the following:
  - ◊ Basketry, Pottery, Dutch Oven Cooking, Metalwork, Hide Tanning, Carpentry, Woodworking, Animal Husbandry, Masonry, Leather Craft, **or** any Arrowhead Silver Merit.
- Earned the Adventure Bronze Award **or** the Expedition Rangers E1 Award.

Leaders

- Be an active member in good standing in your chapter for 1 year.
- Complete the Buckskin Challenge.
- Be an active member of a currently chartered Royal Rangers outpost and be recommended for advancement by the Outpost Coordinator and Pastor.
- Assist in conducting a Frontier Adventure.
- Achieve Company Trapper level in Trappers Brigade.
- Assist at least 1 boy in completing membership requirement for FCF.
- Be in good standing in your church, regularly practicing a Christ like lifestyle.

The Great Commission

Reach Your Community and World

In Matthew chapter 28, Jesus instructed his eleven disciples to spread the gospel to the entire world. As FCF members, we will respond to this call to fulfill the Great Commission. This message from God was so important that it was His last before returning to heaven. Royal Rangers is a tool that men and boys, serving together, can use to evangelize their world.

By fulfilling the Great Commission, FCF members provide service to their outposts, churches, communities, and world in a variety of ways. The blazing campfire symbolizes the spirit of FCF, demonstrated through the warmth of Christian love, the light of personal witness and usefulness of dedicated service.

[16] Then the eleven disciples went to Galilee, to the mountain where Jesus had told them to go. [17] When they saw him, they worshiped him; but some doubted. [18] Then Jesus came to them and said, "All authority in heaven and on earth has been given to me. [19] Therefore go and make disciples of all nations, baptizing them in the name of the Father and of the Son and of the Holy Spirit, [20] and teaching them to obey everything I have commanded you. And surely I am with you always, to the very end of the age."

Matthew 28: 16-20

We can fulfill the Great Commission in our every day lives as we look for opportunities to minister to those around us. Pray daily and ask the Holy Spirit to help us be sensitive to those around us, whether it is at home, while we travel, or on a missions trip. Remember, Jesus is with us as we spread the good news!
Remember, memorizing Matthew 28:19-20 you can earn a bonus bead during the Buckskin Challenge!

Our missions efforts in FCF, the Trappers Brigade and Pathfinders Construction teams are a way for FCF members to help further the Great Commission. Additional missions partners are outlined in the 2014 edition of the FCF handbook.

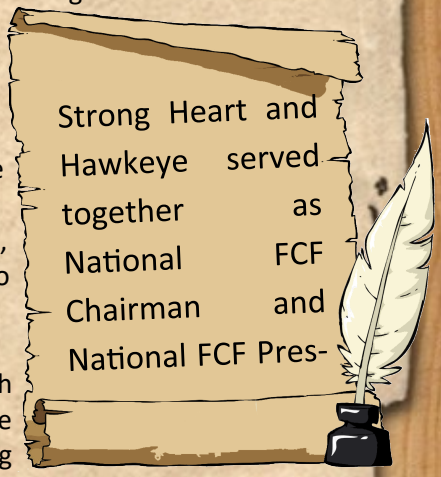


Strong Heart and Hawkeye

Our FCF Legacy

As the Frontiersmen Camping Fellowship celebrates its 50th anniversary in 2016, it is important to look back at those who built our foundation. The FCF was developed with a specific purpose of keeping our older boys involved and active in the Royal Rangers. Two men played vital roles in the founding of and the early development of the FCF. It is also important that we continue their passion and build upon the groundwork that they began.

Johnnie Barnes and Fred Deaver were a team. They were also best friends. Their vision for the development and early growth of the FCF were vital to the future of FCF.



Rev. Barnes was our founder and the first National Director of Royal Rangers. Fred Deaver, National FCF President Emeritus, caught Johnnie's vision for the FCF and also contributed to it's early expansion when he became the National FCF President in 1974.

As Christian men, they saw a need for the next generation of boys to have an outlet in which to grow spiritually. They also realized that boys and men like to have fun and be in the fellowship of other men. Their willingness to give and serve in the Frontiersmen Camping Fellowship is an example of Christ's direction to live his Great Commission. It is men like Johnnie Barnes and Fred Deaver who have travelled the path on which we are now on. It is vitally important for one generation to learn from those who have gone before. It is also our responsibility to continue to build on what those who have gone before have started. Take up that responsibility in your family, church, outpost, community and world.

Valuable Service to Our World

FCF members have a long history of providing service at the local church and to the far reaches of the earth. Our FCF motto identifies this missions effort: To give and to Serve (*Latin: Ad Dare Servire*) This means that we continually look for ways to be of service to our fellow man. We do this through the Trappers Brigade program and the Pathfinders ministry. These service ministries are described below.

Pathfinders

The Pathfinders program began in 1995 as a way for FCF members to use their advanced camping and construction skills to go to places that most missions teams would not or could not go because of the remote location and harsh conditions. Many communities across the globe now have a building to worship in because an FCF Pathfinders construction team from the United States traveled to their location to build their church.

From the first trip until today, those who participate in Pathfinder trips are fulfilling the mission of FCF– To Give and to Serve. Pathfinder trips are coordinated by the US MAPS department of the Assemblies of God for Bronze level trips, and Builders International for Silver and Gold level trips.

Those who attend a Pathfinders trip do not need to be FCF members to participate, they need only a willing heart and a strong back!

More information on Pathfinders can be found in the 2014 edition of the FCF handbook.

Historical FCF Fact:

Pathfinders started as the FCF Missions Brigade in 1992. 32 Men traveled to Old Mexico.

Trappers Brigade

- To become eligible to advance to Buckskin, you will need to earn the Company Trapper award in Trappers Brigade. This award requires a total of 40 hours of service. A minimum of five hours of service is required in each of the following areas: Outpost, Local Church, Local Community, and Missions. The remaining twenty hours can be excess hours from one of the four categories or can be from any other Christian service activity

To qualify for the Trappers Brigade award, the following criteria must be met:

- Be a member in good standing with your chapter and district. A member in good standing is defined as having participated in at least one FCF event in the last 12 months, and a member of a currently chartered Royal Rangers outpost.
- Be actively involved in your local church, faithful in church attendance, tithing, missions giving and honoring to church leadership.

Use the worksheet included in this workbook to use as a planning guide to complete the Company Trapper award if you have not already done so. If you have earned your Company Trapper, begin planning for earning your Bourgeois Trapper award.

For more information on Trappers Brigade, refer to the FCF Handbook, 2017 edition, or the national FCF website, www.nationalfcf.com.

Service Fact:

The Trappers Brigade was first introduced at the National Royal

Trappers Brigade

The Trappers Brigade has come to define greater service to our Royal Rangers outposts, churches, communities and our world at large. FCF members should continually seeks out opportunities for service, and leads the way for others to do the same. Use the information here to develop a plan for Trappers Brigade service projects.

Qualifying Activities

Qualifying service hours are those where a member volunteers his time (excluding travel time) with no consideration or wages, in the categories of outpost, church, community, or missions. Service hours must be reported to your chapter each year to qualify. Young Bucks must complete the service under the supervision of an adult leader.

- Outpost: Service hours beyond weekly meetings, regular outings, and training. The outpost coordinator pre-approves the efforts of the member to insure the service helps the outpost accomplish its "evangelize-equip-empower" mission. Projects may include but is not limited to: Camp gear preparation, cleaning and packing for trips. Meeting room cleaning, and upkeep. Outpost evangelism such as passing out Royal Rangers promotional material in the surrounding community and outpost promotion such as website and social media development, as per the outpost coordinators approval and signature on the Trappers Brigade application.

- Church: Service hours beyond the outpost. The pastor responsible for overseeing Royal Rangers in the local church pre-approves the efforts of the member to insure the service helps the church accomplish the pastoral vision. They will also sign the Trappers Brigade application. Service hours related to leadership merits of any color may be counted.

- Community: Service hours beyond the outpost and the church. These efforts will represent the church in the community. The service rendered must be pre-approved by the pastoral leadership to best represent the church in the community. The Pastor overseeing Royal Rangers in the local outpost will sign the Trappers Brigade application. Involving as many Royal Rangers as possible is encouraged, especially when done in conjunction with earning leadership merits of any color, as long as they have not been applied to Church Service.

- Missions: Service hours that benefit Royal Rangers' priority missions initiatives are suggested—Royal Rangers International, Pathfinder Missions, BGMC Master's Toolbox, and Speed the Light. Hours may include both actual hours served in ministry and hours involved in the promotion of the missions initiatives such as fund raising. Visit the national Royal Rangers ministry Web site for links to these ministry Web sites for ways to get involved. Hours devoted to other Assemblies of God mission's ministries are also worthwhile, and may be counted as mission's hours for Trappers Brigade. The service rendered must be coordinated with the pastoral leadership in advance to best represent the churches mission's efforts. The pastor will also sign the Trappers Brigade application.
  (Note: In a non-AG outpost, members should support the middle and high school-age missions program of their denomination.)

- Additional Service Opportunities: In addition to four primary areas of service (Outpost, Church, Community, and Missions), Christian service performed in areas other than the four areas mentioned will qualify for additional Trappers Brigade hours. Service may include: National Camporama/Rendezvous work week, District work days, volunteer service with organizations such as the American Red Cross, Habitat for Humanity, Humane Society, etc. Service is verified and approved by either the Outpost Coordinator or the Pastor responsible for oversight of Royal Rangers.

FCF Missions Fact: In 2013, FCF members across the nation collectively gave a total of $493,213.00



Trappers Brigade Planning Worksheet

Use this worksheet to plan your service hour requirements. Don't limit yourself to what is suggested here as projects. Talk to your mentor, your pastor and your commander to develop a plan to complete your Trappers Brigade service hours.

40 hours of service are required for each level of Trappers Brigade service. Hours above the 40 may be counted towards the next level.

Service Hours Planner

Outpost Service (5 hours)

_____

_____

_____

_____

Church Service (5 hours)

_____

_____

_____

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Community Service (5 hours)

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Missions Service (5 hours)

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Additional Service Hours (20 hours)

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With your mentor, you should be able to develop a plan for completing the service hours necessary for earning your next Trappers Brigade Award.

Trappers Brigade applications can be found on the National FCF website at www.nationalfcf.com .

BECOMING AN ARMOR BEARER

Learning the Art of Serving Others

The Need for Armor Bearers

The need for armor bearers in the church today is great. We need those who will stand with our leadership to fulfill the vision that God has given them. Armor Bearers today don't literally carry armor or fight with a sword along side their leader, but they do support them in prayer and support.

An armor bearer had a very specific role in the history of warfare. He would carry the weapons and make sure that all of the armor was clean and in good repair. He would also serve his leader, by making sure the warrior was armed and ready to fight. When his leader would plunge in to the fight, the armor bearer was right behind him.

An FCF member should strive to be an armor bearer and be ready to carry the vision of his leader and that of the Great Commission. He will honor the vision of those he serves and those who have gone before. He will be ready to serve while enlarging his mission's service. He will be ready to take on new projects that correspond with his pastor's vision in the local church, community and world. He will learn from and honor the past, to stand on the shoulders of others, and he will look towards the future as one who serves Christ.

Battles will come, even as armor bearers, and Paul reminds us in Ephesians where the true battle lies, who the enemy is and how as Christians we should arm ourselves:

12 For our struggle is not against flesh and blood, but against the rulers, against the authorities, against the powers of this dark world and against the spiritual forces of evil in the heavenly realms. 13 Therefore put on the full armor of God, so that when the day of evil comes, you may be able to stand your ground, and after you have done everything, to stand.

Ephesians 6:12-13

Examples of Biblical Armor Bearers

Elijah and Elisha

19 So Elijah went from there and found Elisha son of Shaphat. He was plowing with twelve yoke of oxen, and he himself was driving the twelfth pair. Elijah went up to him and threw his cloak around him.

I Kings 19:19.

With this act, Elijah found his armor bearer. He found a young man who was willing to be mentored. A young man, who was willing to study and better himself. A man who would be willing to accept the mantle of leadership, that will be passed to him.

Being an armor bearer for God requires a man who is willing to accept the role of student with the anticipation that one day in the future he will become a leader. A warrior for Christ!

John the Baptist

"Repent, for the kingdom of heaven has come near." These were the words of John the Baptist. John was a forerunner, who prepared the people of Israel for the coming of the Messiah, Jesus.

John was not afraid to confront sin and did not hesitate to do exactly that. He was bold in his belief of God.

John fulfilled the great commission by taking the gospel into the wilderness of Judea. His appearance and demeanor was considered rough but his dedication and commitment was strong. He was martyred for his beliefs. He would be considered an armor bearer.

Gods Armor Bearer

To help apply the armor bearer concept to your life, you are now asked to read the book *Gods Armor Bearer Vol. 1* by Terry Nance. This book will help make you a better armor bearer to your pastor and other leadership in your church and in Royal Rangers and FCF.

The Need for a Mentor

As you begin the process of becoming a Buckskin member of FCF, you will need to find a mentor to assist you through this journey. This can be a pastor, commander, or family member who can provide advice and spiritual direction to you through your journey on this portion of the trail.

Refer back to your Frontiersmen Workbook on the chapter "Choosing a Mentor" to review the information that was covered there about choosing a mentor. For this part of the Trail of the Grizzly, you will need to find a mentor who is a Paul, someone who is older than you, who can offer you encouragement and sound spiritual advice. It can be helpful to choose someone who has walked this path before you and understands the Buckskin portion of the Trail of the Grizzly, but not entirely necessary. Allow the Holy Spirit to guide you as you pray and seek out a mentor.

You want to become the best you can be through this process. Proverbs 27:17 tells us "As iron sharpens iron, so one man sharpens another." A Godly mentor can help you become the best you can be while on this journey. Here are some reasons that you need to have a mentor through this process:

Someone to Believe in You

Everyone desires affirmation. A Godly mentor will believe in you when at times you don't believe in yourself. Those times will come when you think that you just can't do the task. In those moments, your mentor will be there to stand beside you and cheer you on.

A Godly Role Model

A mentor will provide a model for daily Christian living by "leading with their life". We must be led by the Holy Spirit in all aspects of our lives, and a Godly mentor who lives their life in a Christ like way can be more valuable than gold. Seeing a Godly life lived out before others will help you in your own development as a Christian.

Promotes Spiritual Growth

A Godly mentor will challenge you to develop a daily prayer life, daily time in the Word, and to continually grow spiritually. As you develop your spiritual habits, your mentor should continually encourage you to press into God and seek Him in every aspect of your life. Your mentor should challenge you to continually grow as a man of God.

Provides Accountability

In today's society, it is easy to stray off the trail and become distracted by the allure of world. Our enemy Satan is constantly seeking ways to push us off of the path and to stray from the plan that God has for us. A Godly mentor can become a trusted friend that we will allow to speak into our lives and ask the hard questions, give wise counsel, help provide the accountability that we need to live a Godly life.

Provides Encouragement

The "me" generation of today does not promote the idea of encouragement to others. While the scriptures are quite specific in the need to be encouragers, we often allow ourselves to focus more on our own needs than the needs of others. A mentor can provide a great deal of encouragement that you will both benefit and learn from as you pursue your goals.

Helps Establish and Achieve Goals

Your mentor will provide valuable advice and insight as you develop and achieve your goals. He will help you develop S.M.A.R.T* goals that will help you as you work toward becoming a Buckskin member.

To complete this workbook, you will need to find someone who will be your mentor through this process. With your mentor, you will complete two mentoring meetings after reading the book *Gods Armor Bearer* by Terry Nance. After reading the book, you will need to fill out the next few pages and then take the time to sit down with your mentor to discuss what you have read and how you have answered the questions.

** More information about S.M.A.R.T. goals can be found in the Adventure and Expedition Rangers Handbooks, the NRMC Trainee Notebook and in the Leaders Track of TracClub.*

The mentoring concept can be found all throughout the Bible. One of the most discussed mentor relationships was the relationship between the Apostle Paul and the young pastor Timothy.



Mentoring Meeting Worksheet #1

You will need to meet with your mentor on two separate occasions to complete the mentoring meeting worksheets. These meetings should be a time for you to review your progress in your Buckskin workbook and to discuss your development as an armor bearer. Use these sessions to examine yourself and grow in the Lord as you seek to become an armor bearer.

The need for armor bearers in our world today is greater than ever. Pastors and leaders need to be surrounded by those who will serve as armor bearers supporting and defending them. To begin, we need to understand what the definition of an armor bearer is, his spirit and function.
After reading the book ***Gods Armor Bearer*** by Terry Nance, meet with your mentor and work together to answer the questions below.

- What is the definition of an Armor Bearer?

_____

_____

_____

- How can you develop the spirit of an armor bearer towards your pastor and leaders?

_____

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_____

- How can you fulfill the duties of an armor bearer in your own life?

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- Explain the differences in Saul's armor bearer and Jonathans armor bearer:

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- How can you develop the spirit of an armor bearer in your own life?

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Mentoring Meeting Worksheet #2

Each day, as FCF members, we should do our best to live by the Royal Rangers Code. As we grow and develop into Armor bearers, we should constantly follow a road map. Some of the daily indicators in our lives should be to grow, mentally, physically, spiritually and socially.
With your mentors and/or male role models in your outpost or church develop your own road map as to your life in which you will live by the four gold points of the Royal Rangers emblem. This will become your code of conduct and from it you will be able to write out your "daily mission" statement.

Road signs and daily reminders are important to keep us prepared to face our battle with Satan, who seeks to destroy us and stop our walk with God.

- To become a willing armor bearer, my mind needs to be:
:_____

_____

_____

- To become a willing armor bearer, my body needs to be:

_____

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- To become a willing armor bearer, my walk with God needs to be:

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_____

- To become a willing armor bearer, my life needs to be:

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_____

Take time and thought with a mentor to be able to put into one or two sentences your "daily mission" statement. This will be your daily reminder to yourself of how Christ would have to live as you follow Him.

My "mission statement":

_____

_____

_____

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YOUR FRONTIER IDENTITY

FCF Names, Totems and ID Staffs

While working through this workbook, you will select a frontier name, a totem, and if you choose, develop an identification staff. The frontier identity you choose will be unique to you, so choose with great care!

Choosing an FCF Name

Every FCF member who has advanced to Buckskin or Wilderness has adopted an FCF name that they are known by during FCF events. These names are chosen for a wide variety of reasons. Some have special meaning; others have been fictional characters from literary works. Here are two examples:

Our first National Commander, Johnnie Barnes, was known as "Strong Heart", a name given to him by evangelist Rev. John Mc Pherson, of the Western band of Cherokees. Fred Deaver, National FCF President Emeritus is known as "Hawkeye", which is the Indian name of the fictional character Natty Bumppo from the novel *Last of the Mohicans* by James Fennimore Cooper.

Many famous frontiersmen had Indian names from the time that they spent with Native Americans. Daniel Boone was known among the Shawnee as "Big Turtle". Jim Beckworth lived with the Crow and became a high ranking war chief known as "Medicine Calf". It was a common practice for those who lived with the Indians to be adopted by the tribe, and then be given an Indian name once they were made an official part of those people.

In the same way, we select FCF names to represent who we are. Much attention and prayer should go into the selection of the name, as it will represent who you are and will add color to the chapter.

We find in scripture many times when God called someone to his work, he started the journey with one name, and during their life or experiences, God gave them a new name. Abram became Abraham, Sarai became Sarah, and Jacob became Israel. Jesus too has many names by which we know him. Some of them are Savior, Lamb of God, Prince of Peace, Redeemer, Lord and Messiah!

Everyone's name is so important that when we become Christians, our names are written in the Lamb's book of Life. So as you can see, your name is important, and you must choose wisely how you will be known in FCF. This is a personal choice and is entirely up to you.

Every FCF chapter has unique individuals with unique FCF names, and so to prevent duplication in each chapter, you will need to check with your chapter Scribe to be sure that there are no duplications that may occur.

Other names you will want to avoid are the FCF names of nationally known FCF leaders. This will help prevent confusion later. A list of national FCF officers FCF names are listed on the national FCF website.

Sometimes names just happen. An FCF name could come from a favorite animal, or hobby. It could have a connection to your chosen trade. Pray about how you will be represented. Consult your mentor and get his input.

When you begin to develop an FCF name, write it down and place it where you will see it often. If after a month if it feels right, you may have found your FCF name.

After selecting your FCF name, you will need to send the FCF Name and Totem worksheet to your chapter FCF scribe for approval and to make sure that there are no duplications. Once your name is approved, you can continue with your totem and ID staff. The FCF Name and Totem worksheet is included in this workbook.

Totems

Totems are symbols that FCF members use to indentify their FCF name in picture form. When you chose your FCF name, you will need to also develop a totem to represent your selected FCF name. This totem will also be placed on your ID Staff.

Native Americans did not have a written language as we do today, so to help them communicate or to sign their name, they used images or pictures to let others know that they had been to that location or that they had made a particular item. Totems could also be considered an early form of brand names. You know what they are instantly because everyone knows brand name shoes or a computer logo. The FCF symbol or the Royal Rangers emblem are also a types of totems. They quickly identify who and what they represent.

In FCF, each Buckskin and Wilderness member has a totem that he has earned the right to use as an identifying mark. After you chose your FCF name, you will want to begin developing a totem that you can draw.

Like your FCF name, this will need to be approved by your chapter scribe before you can begin to use your totem within your chapter.

The following are some examples of FCF Totems of some of the National FCF Staff.



"Grey Owl"
Paul Walters
National FCF



"Many Waters"
John Hembree
National FCF



"Black Arrow"
Anthony Hubbard
National FCF



"Rolling Thunder"
Brandon Krause
National FCF

ID Staffs

Early frontiersmen and Native Americans often made a unique staff that marked their claims. During hunts for example, these staffs were driven into the ground beside the animal to show ownership. They were also placed in front of cabins or lodges to identify the owner.

In the FCF, these staffs are carried by members during FCF activities, placed in front of their shelters during traces and other FCF events, and driven into the ground in front of the members during FCF ceremonies. The ID staff is a privilege reserved for Buckskin and Wilderness members. Every FCF members staff is unique and has a story of its own, and just as the members, these too add to the color of FCF.

ID Staffs vary in size from three feet long to as much as four or five feet long. The end may have a metal point so that it is easily driven into the ground. The staff itself should be decorated by carving, painting, attaching beads, feathers and other embellishments.

You should incorporate your totem into the design of the staff. The totem should be prominently placed on the staff so that others can "read" your totem and know to whom it belongs.

On the lower end of the staff, a red ring should be painted on the staff for each year of membership in FCF. As you look around camp, you will begin to see staffs with just a few rings, and others with many rings.

The ID staff is an optional item and is not required to be made for advancement to Buckskin. However, if you do chose to make an ID staff, use these guidelines for building your staff. Building an ID staff will satisfy a 2 point requirement of the Frontier Scrivner Arrowhead Merit.

Below are some ID staff examples that correspond to the totems shown on this page.



Black Arrow



Many Waters

ID Necklace

During your Frontier Adventure, you were given a stick that you wore around your neck called a “Silent Stick”.

Now that you are working toward becoming a Buckskin member of FCF, your Silent Stick will become your ID Necklace.

This necklace can be as simple or elaborate as you wish, but you need to put some effort into making it unique.

Using the examples below, begin to plan on how you will create a one of a kind design that includes the following: Your FCF Name and the year you joined FCF. Your beads from your Frontier Adventure should also be a part of the necklace.

These necklaces can add a great deal of color to an FCF outfit, and can provide a means to tell your story .

Your stick can be carved, painted, stained, wood burned, beaded, or any other frontier medium you can think of. Use your imagination and be as creative as you can in your design.

You can earn a bead during your Buckskin Challenge by having your ID Necklace to present to your evaluators.

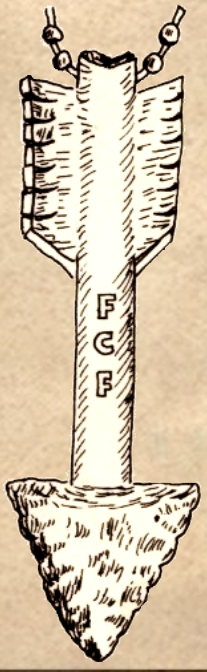












FCF Name and Totem Worksheet

Your selected FCF Name: _____

What is the significance of your FCF name? _____

Do you have a scripture verse that ties into your name? _____

Your Totem Design

After developing a name and totem, copy this page and send to your Chapter FCF Scribe for approval. This should be completed prior to the Buckskin Challenge to ensure that name or totem duplications do not occur.

Applicants Name_____

Outpost Number_____ Church Name _____

Phone Number_____

Email_____

For Chapter Scribe Use Only

Date Received	Approved	Denied	Date Candidate Contacted

FRONTIER TRADES

Developing the Frontier Arts

How do you choose a craft or trade for FCF? Some time needs to be spent to find that trade that fits you and your abilities. This should be a very specific trade that can find its roots in the 18th and early 19th centuries.

During that period of history, craftsmen had a very specific craft in a broad skill; for example, a metal smith could have been a blacksmith who worked with iron, a bright smith who worked with tin and other lightweight metals, a silversmith who worked with silver to make household items or a goldsmith who created jewelry.

There are many reference books that list trades of the 18th century that are a great place to start. Listed here are some of the trades that can be found in FCF, but is in no way a complete list.

Ask the Old Timers of your chapter about some of the trades that are available within your chapter, and talk with those who have a working trade. See what is available to learn before you strike out to do a trade and get frustrated because you may not have the tools or finances to complete a project.



Find a member that has a trade that you find interesting and think that you may be good at. Ask the member who does that skill if he would be willing to work with you to see if you might enjoy his trade as well. If you find one you really enjoy, you may wish to apprentice in that trade to learn about its tools, technique, and timing. Working under an experienced craftsman will save you a lot of time when starting out, because he will have the knowledge and the tools necessary to help you get started. Many of these trade skills can even transfer to requirements found in some of the Arrowhead Merits.



This apprenticeship should be a time of training in which the experienced craftsman teaching the skill takes time to instruct you on how to develop and hone your skill and technique. He may assist you in acquiring your own tools for the trade, and how to obtain the supplies necessary for working the trade.

The craftsman may also recommend a list of reference books that would be helpful to you in learning that particular skill.

What ever trade or craft you decide on, be prepared to bring a good quality example of the craft to present to the Buckskin Representative during your Buckskin Challenge. Items that you produce for the Buckskin testing do not have to be perfect examples of the trade, but you need to show your best! The chapter staff conducting the Buckskin Challenge understand that you are learning how to do a trade and the item presented at the Buckskin testing should show a basic understanding of the skill, not a mastery of the trade. Take pride in your work and display the best example of your trade.

Some trades that can be found in FCF:

- Horn Smith- maker of Powder Horns, horn cups, horn spoons, etc.
- Scrimshaw– Engraving on horns, ivory, antler or bone
- Weaver- Maker of Sashes, leg ties, powder horn straps, blankets, bags, fabric
- Carpenter- maker of trunks, tables, chairs, beds, etc.
- Chandler– maker of lanterns and candles
- Leather worker- maker of possible bags, belts, pouches, moccasins, leather clothing, leather trunks (called a portmanteau)
- Quill Work or Bead work
- Book binder- maker of books, bibles, journals,

paper, and printing

- Blacksmith- maker of iron ware- fire irons, knives, tomahawks, axes, tools, etc.
- Hatter (hat maker and finisher) wool hats, felt hats, fur hats
- Tailor (clothing maker, also called a dress maker) shirts, breeches, coats, frocks, waistcoats, capotes, etc.
- Gun smith– builder of firearms
- Tin smith, also called a bright smith- tin lanterns, tin goods, pewter buttons
- Bowyer/Arrow smith- maker of archery equipment
- Cooper- Barrel maker
- Brownsmith- maker of copper goods

This is in no way a complete list, but a good place to start your search on what skill you may be interested in. You may already have someone in your chapter who is very skilled in one or several of these areas. You will need their help in starting out. Ask around and see what is available where you are.

Your mentor can help you find a trade that you will be comfortable with and are able to do.

Most importantly, have fun while you are doing it!

As part of your Buckskin Challenge, you must present a sample of your trade item.

The item does not have to be a high quality item. It is presented for examination only to confirm your efforts to develop your frontier skills.

Announcing your selection of a trade and demonstrating your progress will help to strengthen this important part of FCF in your chapter . Use your skills to promote FCF and bless others with your trade.



Developing your trade

What type of frontier trade are you developing? _____

Describe your frontier trade:_____

_____

_____

List some of the items that you have built or made: _____

_____

_____

_____

What is the historical purpose of the trade? _____

_____

_____

You will need to prepare an example of your trade for presentation at your Buckskin Challenge.

ESSENTIAL PRIMITIVE SKILLS

Mastering the Skills of the Frontier

Primitive Fire Starting (Flint & Steel)

Survival in the wilderness was dependent on whether or not a frontiersman was able to make and keep a fire burning. A good fire was a necessity for warmth, food preparation and a variety of other uses. A frontiersman would have to develop the skill of making a fire in wet and desolate locations while using native materials to start and maintain the fire.

A fire could be made using a number of primitive methods such as flint and steel, bow and drill, a burning glass or fire piston. The most common method used by the American frontiersman was the flint and steel. A shower of sparks will fall from a steel striker as a piece of flint glances off the face of the striker. A good steel striker was a prized possession by individuals living on the frontier.

Regardless of the method for starting a fire in the wilderness, plenty of good charred tinder was necessary to turn a shower of sparks into a flame.

Commonly called "char cloth," this charred material would be placed in the dry tinder to catch the sparks that would then be blown into a flame. Cotton cloth, unbraided natural rope, punk wood, and tow (coarse flax) are all good materials to use to make charred tinder.

It was a common practice for frontiersmen to keep fire building tinder tucked away in his gear in the event he encountered wet conditions. Knowing he had this dry tinder gave him confidence that he could build a fire at any time if needed.
Common types of tinder are pine needles, wood shavings, cedar bark, dry grass and bird's nests.

Being able to build a fire in any condition is a valuable skill that every frontiersmen should be able to master while he is on the Trail of the Grizzly.

Starting a Fire Using Flint & Steel

In order to start a fire using a steel striker and pieces of flint, take a handful of dry tinder and roughly construct a bird's nest. Place a piece or two of "char cloth" or charred tinder in the middle of the bird's nest. While holding the steel striker in one hand, strike the sharp edge of a piece of flint downward along the face of the steel striker. A series of glancing blows will produce a shower of sparks that will land in the charred tinder. Once the charred tinder is glowing red from a spark, fold the bird's nest or tinder around the glowing charred tinder. Steadily blow through the tinder as the charred tinder creates a flame in the dry tinder or bird's nest. As the bird's nest start to flame, apply more dry tinder and kindling.

Making Charred Tinder (char cloth)

- Assemble material – cotton cloth, unbraided natural rope, punk wood, straw, a bird's nest, cedar bark, etc.
- Punch a small hole in a tin can.
- Start a campfire and create a good pile of coals.
- Place materials in the tin can and set on the glowing coals.
- In some cases, a small flame will come from the hole in the tin can.
- Once the flame on the tin can goes out, remove the tin can from the coals.
- Do not open until the can is completely cool. Doing so will cause the charred material to ignite.
- Check the material in the tin can to make sure it has been fully "charred."
- Store the charred tinder in a dry pouch or can.

Tomahawk and Knife Throwing

The skills for throwing your knife and hawk are covered in the Frontiersmen Workbook.
Refer to those pages for more information on knife and hawk throwing.
Completion of the Green Knife and Hawk merit will also give you the necessary information on this skill.

THE OUTFIT OF THE FRONTIERSMAN



"At the head of the column marched a group of woodsmen, all of course, bearing rifles. Some strode on foot, but many of them, perhaps the majority were mounted on horses that walked slowly along.
They wore loose hunting shirts, and trousers of dressed deerskin, gayley decorated with the colored fringes as widely affected backwoods fashion. Their feet were clad in moccasins and on their heads were many sorts of fantastic caps of skins or linsey woolsey, each fashioned according to the whim of its owner. Every man was girt with a leather belt from the right side of which hung a tomahawk to be used either as a hatchet or some other violent purpose. On his left side he carried his hunting knife a full powder horn, a leather pouch of home made bullets and another large leather pouch holding a quart or two of parched corn."

Anonymous Description of a Party of Long Hunters, 1773

While working through your Frontiersmen Workbook, you learned some general information about FCF outfits. As you are developing your skills for advancing to Buckskin, you will need to develop an outfit of your own.

You have several options when it comes to choosing an outfit to start with. You can find inspiration for an outfit from your region, (Mountainmen, Rivermen, Colonials, Plainsmen, etc.) you may have a favorite period of American history, or you may live in a historic place like Philadelphia, Pennsylvania, Boston, Massachusetts, Santa Fe, New Mexico, or St. Louis, Missouri. You may have an ancestor that served our nation during the time period that FCF has adopted that you may draw inspiration from.

Whatever the case, one of these will help you develop a place to begin. Will you be a Minute Man, an 18th Century Long-hunter, or perhaps a beaver trapper from the southwest? The choice is yours.

The time period of FCF is the late colonization period of North America, starting in approximately 1750, and running through the end of the fur trade era that ended with the last great western rendezvous, about 1840. Clothing changed a great deal within this time period, and was influenced by British, French, Spanish, Native American, and Mexican styles of dress. From these, the look of the American frontiersman was born.

Clothing tells a story about who you are, your profession, and where you come from. This is true even today, as we often place people in various professions or regions of the country based on how they are dressed.

This is no different with an FCF outfit. So as you develop your FCF outfit, you will begin to write a story that will reflect your history in FCF.

Additional information on the FCF Outfits that are judged in the Outfit judging categories can be found on the national FCF website.

Handmade vs. Store Bought

What makes clothing unique? What makes one FCF member stand out from among many? It could be a colorful outfit, or perhaps a flamboyant style, but many times it is the difference between something that is hand made rather than store bought.

Articles of clothing that are handmade seem to stand out because of the care taken in the design and manufacture of the garment. It also creates a "one of a kind" look to the article. So why should you try to make some of your outfit, rather than purchase everything? By making parts of it, your look starts to become your own. You have separated yourself from the others by putting a little bit of you into your outfit.

Hollywood vs. Period Correct

Much has been made over the years about FCF outfits that are or are not period correct.

Over the years, we have been supplied with an ample number of big budget movies with which to pattern our outfits from. These movies range from pirate movies to movies about the major colonial and early American wars, defending the Alamo, the fur trading Mountainmen or our founding fathers.

These are great resources that lead people into stronger interests in those time periods, but often times are not completely correct to the period.

On the other hand, there is a school of thought that all FCF outfits should be thoroughly researched from period examples or first person resources like journals, and ledgers. Doing this will lead one to a truly authentic look for an FCF member.

Which is correct? Which is wrong? Neither one. It all depends upon your resources.

You must remember that to be a member of FCF, we must first be Royal Rangers or Royal Ranger Leaders.

Our mission is to evangelize, equip and empower the next

generation of Christ like men and life long servant leaders.
Our mission is not to be the most accurately dressed person for our preferred time period, but to reach everyone we come into contact with the Gospel of Jesus Christ.
How authentic your outfit becomes is up to you. Your mentor can help you develop a great looking FCF outfit.
Lets discuss the key elements of the FCF outfit. Starting with top, we will work our way down.

Headgear-
There was a variety of headgear on the frontier, from the headdress used by Native Americans, to the store bought felt or beaver fur hats. Many hats were made out of furs that the frontiersmen acquired. Fur from animals such as beaver, otter, skunks, raccoons, fox, coyote, cougar, deer and bear were used by the frontiersmen.
Most of these were self made hats, crude in nature and showed the individuals taste. There were cotton caps called Liberty caps, some were knitted caps of the voyagers. Some were made of wool or linen. Hats were a display of an individual's taste and character.
Cocked hats or tri-cornered hats were quite common among those who lived in the east and the military as late as the early 1820's

Shirts-
Shirts worn by frontiersmen varied from region to region. Some were made of leather such as elk, buckskin and buffalo; some were made of linen or calico. Many colonists only owned one shirt and would replace it each year. You would be considered quite wealthy if you owned more than one shirt! Frontiersmen who trapped beaver would usually start out with a cloth shirt, but those shirts would quickly wear out giving way to buckskin garments.
Waistcoats were also worn. These were worn by most all men who lived in the colonies. As men moved into the frontier, they would usually wear what was referred to as a hunting shirt.

Pants and Leggings-
Most pants worn on the frontier were simple and plain. Pants did not have pockets during that time. Men who lived in the colonies wore knee breeches and trousers, soldiers wore military overalls, and frontiersmen wore buckskin pants or Indian style leggings. The materials used were buckskin, elkskin, linen, cotton, and wool.

Footwear-
The most common footgear on the frontier, east or west, was the moccasin. There are likely as many different styles of moccasins as there were different Native American tribes. In the colonies, you could find buckle shoes and boots, depending on your status in the community.
Soldiers wore gaiters and spatterdashes over their buckle shoes as part of their uniforms.

Coats-
Coats and robes were a must during the cold winter months on the frontier. On the frontier you would see the blanket capote made of trade blankets, there were robes made of buffalo and elk. Watch coats and cloaks were worn in the colonies were made of wool. Fringed frocks were worn on the frontier, made of linen or buckskin. These coats not only needed to keep the wearer warm, but to also shed water.

Accessories-
Other essential parts of the frontiersmen's outfit are:

- Shooters bag
- Haversack
- Powder horn
- Primer horn
- Knife
- Tomahawk
- Rifle
- Flint and Steel
- Belts
- Necklaces
- Personal Pouches

Additional Information on frontier outfits can be found in these resources:
Book of Buckskinning Vol. 1-8 by Muzzleloader Magazine
A Pilgrims Journey Vol. 1 & 2 by Mark A. Baker
Sketchbook 56 Series by Ted Spring
Sketchbook 76 by Robert Klinger and Richard Wilder
The Longhunters Sketchbook by James A. Hanson
The Mountainman Sketchbook Vol. 1 & 2 by James A. Hanson
The Voyagers Sketchbook by James A. Hanson
Tidings from the 18th Century by Beth Gilgun
The Packet Series by Mark R. Tulley
The Frontier Rifleman by Richard B. Lacrosse Jr.
Mountainman Crafts and Skills by David Montgomery

Remember, you will need to develop a frontier outfit that consists of these basic elements for your Buckskin Challenge. Work with your mentor to develop your outfit and make sure you have the required parts of your outfit.

The required items for the Buckskin Challenge are the following: a frontier hat of some type, a frontier shirt, frontier pants, a belt, footgear of some type, and a personal pouch or personal bag.

Additional items are not required or graded, but not discouraged.

The images on the following pages depict the typical frontiersman of our time period. His dress could be found quite commonly across the frontier of America.

The FCF Outfit





Sash tied in back

Tomahawk worn in the back



Blanket Coat or Capote made of wool

These images represent one style of outfit. There are many different styles of FCF outfits to choose from.

Work with your mentor to develop an FCF outfit that fits your tastes. Many different books and reference materials are available to help you develop your outfit.

ARROWHEAD
MERITS AND AWARDS

Developing Advanced Frontier skills

To encourage the development of different skills within the FCF, a group of merits have been developed called Arrowhead Merits. These 16 merits are identified by the arrowhead shape in the background of each of merit. These are all silver skill merits, and can be used to complete Royal Rangers advancement steps.

You don't have to be a member of FCF to earn these merits, and they can be taught by any Royal Rangers leader regardless of FCF membership status.

All of the requirements for these awards will be found in the Expedition Rangers track of TracClub.

Earning an Arrowhead is different than other merits. Each one requires fifteen points to be earned to complete the merit. While traditional merits require that all merit requirements be met, Arrowheads allow the participant to choose the requirements that they wish to complete by selecting those with the point value that they need to complete the merit. As soon as requirements total 15 points, the merit is earned. A merit patch is available from My Healthy Church (GPH) and the Arrowhead merit certificate is available only on TracClub.

Royal Ranger leaders may complete the requirements to earn the Arrowhead Award, not the merit. Leaders who complete the Arrowhead Award may be presented the official Arrowhead Award certificate available only on TracClub.

Currently, there are a total of sixteen silver merits that are classified as Arrowhead merits. These merits are indicated by an arrowhead in the background of the merit, and upon completion of three of these merits, an Arrowhead medallion is earned. Arrowhead Medallions may be awarded to Ranger leaders and Royal Rangers.

The medallions are the Pilgrim (awarded after three merits are earned), Pioneer (after six merits), Trailblazer (after nine merits) and Patriot (after twelve are earned).

While it could take some time, even non FCF members can earn the Arrowhead merits. These merits are a great way to get new Rangers and leaders involved in the FCF.

More information on Arrowhead merits can be found in the 2017 edition of the FCF handbook.







FRONTIERSMEN
CAMPING FELLOWSHIP

Learning the Organization of the Ministry

FCF is organized as a part of the Royal Rangers district, region, and nation. Each level of leadership has very different functions, but all strive toward the same goal– to further the ministry of Royal Rangers and the FCF.
This worksheet will help you learn who the officers are that lead the FCF within your chapter, your territory and the United States.
To learn the information about your chapter, contact a member of the FCF staff in your district. Regional and National information can be found on the national FCF website– www.nationalfcf.org and your FCF Handbook.

On the following pages, list the names of each of the FCF officers or names of chapters/territories.

Chapter Officers

Chairman _____

President _____

Vice President _____

Scribe _____

Scout _____

Assistant Scout- _____

Wilderness Representative _____

Buckskin Representative _____

Historian _____

What is the name of your FCF Chapter? _____

Historical FCF Fact:
The first FCF officers were elected in 1967. The positions were President, Vice President, Scribe, Scout and Assistant Scout.
These positions remain key leadership position is the FCF ministry.

List the names of the eight territories that comprise the geographical divisions of the National FCF organization.

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____

National Officers

National FCF Chairman _____

National FCF President _____

National FCF Vice-President _____

National FCF Scribe _____

National FCF Historian _____

National FCF Scout (from your territory) _____

Territorial Officers

List the name of the Territory in which you reside. _____

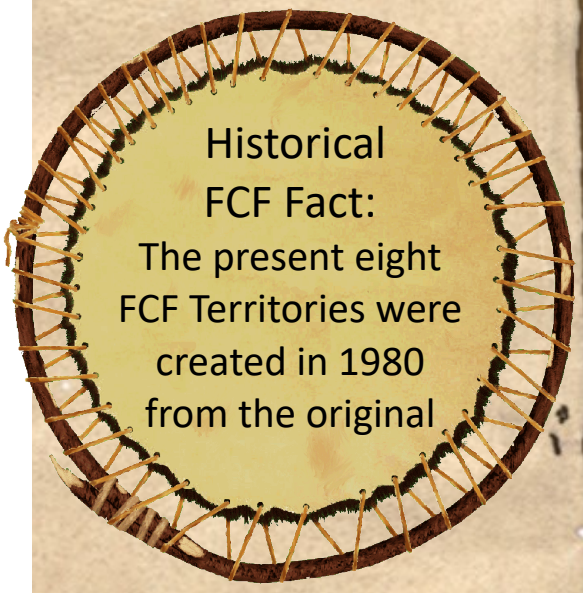
Territorial FCF Representative- _____

Territorial FCF Scout _____

Territorial FCF Scribe _____

List the Chapters that are part of your Territory.

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____



The Purpose of FCF

FCF advances the purpose of the Royal Rangers ministry by inspiring brotherhood among its members, promoting personal development through Royal Rangers Advancement and training systems, and providing valuable service to Royal Rangers and beyond as we seek to "Evangelize, Equip, and Empower the next generation of Christ like men and life long servant leaders."

Inspire Brotherhood Among our Members

FCF promotes the development of brotherhood and community within the Royal Rangers by providing specialized activities that bring boys and men together around a common interest. FCF events are well known for quality fellowship, great food, and lots of old fashioned fun that builds the bonds of friendship among its members and provides a means of connecting boys and men in a life long family of brothers.

The FCF Pledge

I share with you the warmth and glow of this campfire.
These crimson flames are a sym-bol of our fellowship and adven-tures in camping.
I promise to share with you the warmth of Christian friendship and with others the light of my Chris-tian testimony. I promise to keep

Promote Personal Development Through Advancement and Training

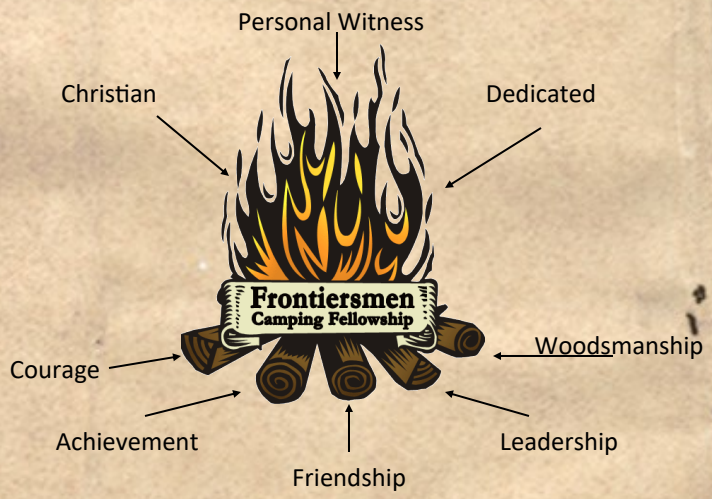
FCF membership includes prerequisites that require potential members to achieve a specified level of advancement and training in Royal Rangers. Additional steps of advancement in FCF require continued progress in Royal Rangers. FCF members represent some of the best trained members in Royal Rangers.

Provide Valuable Service to Royal Rangers and Beyond

FCF members provide service to their outposts, churches, communities and world in a variety of ways. Service activities are tracked and recognized through the Trappers Brigade program. Service is also provided by participation in approved Pathfinder Missions projects.

The Symbol of the FCF

The blazing campfire is the official symbol of the FCF. The campfire provided the early frontiersmen with warmth and light, and was essential for cooking and other vital needs.
The blazing campfire symbolizes the spirit of FCF, demonstrated through the warmth of Christian Love, the light of Personal Witness and the usefulness of Dedicated Service.
The FCF symbols includes five logs which represent the five elements that are essential to keeping alive the spirit of the FCF: Courage, Achievement, Friendship, Leadership, and Woodsmanship.



FCF Motto:

"To Give and to Serve" or Ad Dare Servire

Buckskin Challenge Worksheet

Boys

- Date of your Frontier Adventure:_____
- Is your outpost chartered? ❑ Yes ❑ No ***Your church must be chartered to apply for FCF Advancement***
- Name of church:_____ Outpost number:_____
- Date you earned one of the following:

  Adventure Silver : _____ E2 : _____
- Have you been an active member for one year? ❑ Yes ❑ No
- Date and location of the Frontier Adventure you assisted in: _____
- Date achieved the Company Trapper in Trappers Brigade: _____

Leaders

- Date of your Frontier Adventure:_____
- Is your outpost chartered? ❑ Yes ❑ No ***Your church must be chartered to apply for FCF Advancement***
- Name of church:_____ Outpost number:_____
- Date you completed the Trained Outpost Leader Advancement Level: _____
- Have you been an active member for one year? ❑ Yes ❑ No
- Date and location of the Frontier Adventure you assisted in: _____
- Date achieved the Company Trapper in Trappers Brigade: _____
- Name of the boy you assisted in becoming a Frontiersman: _____

Upon completion of these requirements, you are now ready to submit the Buckskin application to your Chapter Scribe

Buckskin Challenge Checklist

During the Buckskin Challenge you will be required to:

- Present your completed Buckskin Workbook to the testing staff.
- Display a complete FCF outfit consisting of the basic elements—a hat, shirt, pants, belt, footgear, and a possible bag or personal pouch.
- Present your chosen FCF Name and personal totem.
- Present your ID necklace made from your Silent Stick.
- Memorize the FCF pledge.
- Memorize the meaning of the FCF Symbol.
- Demonstrate your ability to throw and stick a tomahawk.
- Demonstrate your ability to throw and stick a throwing knife.
- Demonstrate your ability to light a fire with flint and steel.
- Demonstrate your ability to build a fire and boil a can of water.
- Present a sample item of your chosen trade. Be prepared to explain your chosen trade.

During your Buckskin Challenge you can earn an additional bead by completing the following:

- Memorize the Great Commandment– Matthew 28:19-20

Buckskin Workbook Journal

As you work to complete the requirements to become a Buckskin member of FCF, you are encouraged, but not required to write down your experience. You can write about seeking a mentor, the success of mastering a skill, or the Royal Rangers advancement process. By journaling your experience you will learn more about yourself and your path to becoming a Buckskin Frontiersmen. If you need help getting started, ask your pastor, commander or mentor for guidance.

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

Frontiersmen Camping Fellowship

BUCKSKIN WORKBOOK