

Colonial Frontier Skills Competition: A Timed Event

This competition showcases the skills used by the early colonists and Native Americans when on the frontier or in wilderness settings. These skills included, but weren't limited to: marksmanship, fire building, shelters, etc. Having the appropriate gear was also important. As reenactors who portray the colonial period, it is important that we too have an understanding and working knowledge of these skills, which gives us a greater understanding and appreciation for their lives and sacrifices. This contest should be fun. Enjoy yourselves and learn at the same time. Hurt feelings are not allowed, and good-natured ribbing is encouraged..... Please bring a "blanket prize" valued at around \$10.00 as your entry fee.

General rules:

1. No multiple projectiles are to be used during this competition; I.E. buck shot, buck and ball, multiple balls, shot, etc.
2. A hit is defined as a hole or dent that cuts any part of the target outline or within the outline, including the firelock, bayonet and various bags, clothing, etc.
3. Before moving to the next station, the requirements for the current station must be complete.
4. All gear must accompany you to each station.
5. Assure that all edged weapons or tools are properly stowed before moving to the next station
6. A 30 second penalty will be added for each item borrowed from someone else. (Multiples of an item such as round ball will be counted as one item).
7. Time starts with "Go!" and ends when your bayonet or knife or tomahawk hits the target at final station. There is not time limit.
8. Be Safe!

Required items:

1. Knapsack, market wallet, or bedroll; with at least the minimum personal items as listed below:
 - Bowl or plate
 - Cup or small kettle
 - Spoon
 - Fork
 - Extra pair of stockings or foot covering
 - Extra shirt
 - Blanket
 - Fire starting kit
 - Cartridge box or shooting bag as appropriate for your persona.
2. Haversack or other bag with **at least two** of the following approved food items inside:
 - Two Hardtack / biscuit
 - Cheese
 - Fruit
 - Dried or boiled meat, bacon, salt beef, or salt pork
 - Flour
 - Meal (I.E. course ground grains, cut oats, etc)
 - Dried peas, beans, corn, etc
 - Bread
3. Canteen or other appropriate water vessel.
4. Hand axe, tomahawk, belt knife or sword and or bayonet as applicable to your persona.
5. Flintlock Firelock



Competition: 5 stations, 6 tasks

- Unpack and lay out your gear. Your gear will then be inspected for accuracy and applicability to your persona. Be prepared to answer questions about your gear. Then, starting about 5 feet away from your gear (the judge will say "GO!" and start the clock) go to your gear, pack it up and don your gear in the proper order and fashion for your persona
- With all your gear on, shoot a man sized target or steel gong at 40 yards, for a total of 5 hits. Upon completing 5 hits, move on to the next station. All your gear must accompany you to each station.
- Start a fire using period correct means, and then bring at least 1 cup water to boil in a pot. Fire must be extinguished (no flame) before moving to the next station. Kettle, water, cup measure, and wood / tow will be provided as needed, but you can use your own as desired. **A fire starting kit will NOT be provided.**
- Assemble a improvised shelter using the following items, **(which will be provided)**: Note: **You DO NOT have to use all the items provided.**
 - Canvas oilcloth or wool blanket
 - A selection of wood poles, up to 8 may be provided but no fewer than 4, no shorter than 5 feet, no longer than 8 feet.
 - Rope and twine
 - Various wood stakes
 - Any personal items from your gear
 - You must (with all your gear) lie down under / in the shelter when completed.
 - Shelter must be a free-standing structure.
 - The shelter must be taken down and gear stowed before moving to the next station.
- Return to the shooting station and fire an additional three rounds into a man sized target or gong.
- After completing your three hits on the target, fix your bayonet, charge and bayonet the dummy. If the participant's persona would not have a bayonet, stabbing the target with his/her knife or axe / tomahawk is acceptable. Time ends when the dummy is contacted by the knife / tomahawk / bayonet.