

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. Men and women are both encouraged to participate. 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. Tallow River Trappers also charge a \$5.00 per non-club member to use the range.

General rules:

- 1. No multiple projectiles are to be used during this competition; I.E. buck shot, buck and ball, multiple balls, shot, etc. are NOT allowed.*
- 2. A hit is defined as a hole or dent that hits any part of the target (Guy Baconbottom), including the firelock, bayonet and various bags, clothing, etc. Hits on Guy Baconbottom) generally produce a lovely clang!
Fire three to five shots depending on number of competitors.*
- 3. Before moving to the next station, the requirements for the current station must be complete. IF you have made at least the minimum number of shots vs hits at the shooting station, and wish to proceed, a time penalty will be applied for each hit not achieved. If a fire has not been started and your resources/fire starting supplies are gone, you may proceed to the next station and a time penalty added. If for some reason after making an attempt at setting up the shelter, you may proceed with a time penalty added. See scoring for details.*
- 4. All your gear/required items must accompany you to each station. If you leave an item at a station, you must go back and get it before completing the next task. **Powder horns must remain outside the fire starting area, and cartridge boxes/pouches must be secured closed while at the fire starting station. Your firelock MAY NOT be used to start the fire.***
- 5. Assure that all edged weapons or tools are properly stowed before moving to the next station*
- 6. Time penalties will be added for missing items, and incomplete task completion. (See scoring section for details)*
- 7. Time starts with "Go!" and ends when your bayonet or knife or tomahawk or club etc. hits the target at final station. There is no time limit.*
- 8. Be Safe! No powder horns may be within 3 feet of the fire starting area.**

Required items: (Note: the objective is that each participant be able to carry his gear as per his or her chosen persona. There may be variances in bag or conveyance other than a knapsack, haversack, etc.)

1. Knapsack, market wallet, bedroll or other conveyance; with at least the minimum personal items as listed below:

Bowl, plate or other item on which to place food.

Cup, small kettle, or other cooking vessel (to boil water)

Spoon and/or fork, or other eating utensil

Extra pair of stockings or foot covering

Extra shirt

Blanket

Fire starting kit. Can contain basic fire making items, such as flint, steel, bow drill, char, tinder, kindling, etc.

Cartridge box or shooting bag as appropriate for your person

2. Haversack or other bag with **at least two** of the following approved food items inside:

Two biscuit / ship's bread or bread

Cheese

Fruit, dried or fresh

Meat: Fresh, Dried or boiled, bacon, salt beef/pork/fish, etc

Flour

Meal (I.E. course ground grains, cut oats, etc)

Fresh or Dried vegetables I.E. peas, beans, corn, etc.

Other food item per your persona

3. Canteen or other appropriate water vessel.

4. Hand axe, tomahawk, belt knife or sword and or bayonet or club as applicable to your persona.

5. Flintlock Firelock and the basic tools to keep it functioning. (Also, it is wise to have twice the amount of powder and ball as you think you will need....)

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 Pig sized target (Guy Baconbottom) at approx. 25 yards, for a total of 3 to 5 shots.

Upon completing your 3 to 5 shots, scores will be based upon hits. Then move on to the next station. All your gear must accompany you to each station. (Move back to Tomahawk throwing area for next skill)

Start a fire using period correct means, and then bring at least 1 cup water to boil in a pot or other vessel. Fire must be extinguished (no flame) before moving to the next station. Water, cup measure, and some wood will be provided as needed. **A fire starting kit will NOT be provided, nor a vessel to boil water in. Please assure cartridge boxes, etc. are stowed safely while in the fire area. Powder horns must remain at least 3 feet outside the fire starting area. Your firelock MAY NOT be used to start a fire.**

Assemble a **free-standing** improvised shelter. Please bring your own gear for this skill such as:

- Canvas oilcloth or wool blanket or tarp.
- Rope and twine
- Various stakes

○ **You must (with all your gear) lie down under / in the shelter when completed.**

○ The shelter must be taken down and gear stowed before moving to the next station.

After completing your shelter, 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 / club/ etc. **(No throwing of the tomahawk/knife)**