Frontier Tradesman

MERIT REQUIREMENTS CHECKLIST

INTRODUCTION

The Frontier Tradesman Merit is a part of the Arrowhead merit series developed by the Frontiersmen Camping Fellowship (FCF). Although Arrowhead merits are intended to provide FCF members with specialized training on advanced frontier skills, any Royal Rangers boy may earn an Arrowhead merit and any Royal Rangers leader may teach an Arrowhead merit regardless of FCF membership status. As with any merit, the boy's group leader approves the completion of all Arrowhead merits.

Boys seeking to earn this skill merit or adult leaders seeking to earn the related Arrowhead award must accumulate a minimum of 15 points from any combination of the following requirements. For information on Arrowhead merits and Arrowhead awards, refer to the *Frontiersmen Camping Fellowship Handbook* (2014 edition).

NOTE: For the Frontier Tradesman Merit, the American frontier is defined as the period of time between 1700–1840.

MERIT REQUIREMENTS

- 1. Create a high-quality trade item from one of these three categories: beadwork, quillwork, or weaving. (2 points)
- 2. Create one high-quality trade item using methods learned from one of the following American frontier tradesmen: glass blower, tinsmith, coppersmith, basket maker, or potter. (2 points)
- Create one high-quality trade item using methods learned from one of the following American frontier tradesmen: blacksmith, carpenter, or cooper. (2 points)
- 4. Make a possibles bag, haversack, or parfleche using methods and materials present during the American frontier period. (2 points)

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(Print your name on the line.)

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5.	Construct footwear using methods and materials present during the American frontier. Examples of American frontier footwear are moccasins, riding boots, lace boots, brogans, buckle shoes, etc. Demonstrate the skills learned making the footwear to another Royal Ranger or FCF chapter member. (2 points)	Leader's Initials Date
6.	Create a high-quality trade item from one of these categories: candle making, or lantern making. Provide primitive lighting for an evening service or meeting at a Royal Rangers or FCF event. (1 point)	Leader's Initials Date
7.	Create one high-quality item for your FCF outfit using methods learned from one of the following American frontier tradesmen: hatter, tailor, or tanner. The materials used to make the outfit item should be representative of the American frontier period. (2 points)	Leader's Initials Date
8.	Select a personally created trade item and create an instruction sheet for creating the item. The instruction sheet should include a detailed, step-by-step list of instructions to make the item. Give the instruction sheet to another Royal Rangers or FCF chapter member who has shown interest in acquiring the same skill. Mentor that person as he goes though the steps of creating the same frontier-related item. (2 points)	Leader's Initials Date
9.	Select a trade that you want to develop from the examples listed in the requirements above. Create five frontier-related items associated with that trade. Create a display of trade items and conduct a demonstration of the selected trade at a Royal Rangers or FCF event. (2 points)	Leader's Initials Date
10.	Make an item out of leather. The item must be functional and applicable to the American frontier period. An example of a leather item can be a knife or hawk sheath, a belt bag, a quiver, a ball bag, a rifle cover, etc. (1 point)	Leader's Initials Date
11.	Teach an acquired frontier-related trade or skill in a class setting to a group of Royal Rangers or FCF chapter members. (1 point)	Leader's Initials Date

(Print your name on the line.)

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12.	Present an original devotion at a Royal Rangers or FCF chapter event with the subject of "Trades in the Bible." (1 point)	Leader's Initials Date
		Date Completed