

The Green River Boys!



The GRB Handbook - Version 2.0.1

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Overview

"I need to pull Jude out and start a new club. Something along the lines of mountain man stuff. Learn actual survival techniques and stuff like that. Scouts is boring. Boys need to learn how to kill a bear with a Bowie knife." - JC, 7/18/2020

The Green River Boys is a Christian-values-based, decentralized outdoor skills group. It is based on the idea that the height of American wilderness skill, self-reliance, independence and know-how came from the "mountain man" period of the early 1800s. The goal is to train and teach young woodsmen and woods-women in the ways of mountain man skills and early Americana.

The Green River Boys is an apolitical association, and the specific details of how a Party is run, is based on the vagaries of that Party leadership. Differences of opinion at the Party level will occur and individuals are encouraged to use the open-source model to break-off and form their own party of The Green River Boys.

What's in a Name?

The Green River Boys name comes from the Green River in Wyoming, the site of the first mountain man rendezvous in 1825. Anything of top quality was referred to as being "up to Green River," hence the tongue-in-cheek reference for *The Green River Boys*.

Open Source

The documentation and details of The Green River Boys are offered free-of-charge without copyright restriction to anyone of sound moral character and bearing to form their own mountain man-based skills group.

The creators assume no liability for issues or malfeasances arising from misuse of these materials, or the dangers native to any type of wilderness skills work in an outdoors environment.

Anyone who wishes to proceed, does so at his own risk.

Event Location

Optimally, events for The Green River Boys should take place *in a wilderness setting* versus in someone's backyard. Private land is preferred (due to potential legalities around fire starting, use of muzzleloaders, etc.) but public parks will work, provided there is a suitable location away from most of the park traffic, allowing there to be more of a "wilderness" feel to the location. The location should not be too remote however, as having a location more than 1/4-1/2 mile from parking may be prohibitive or cause hardships to entry. Access for disabilities should also be taken into consideration, based on the make-up of the party.

The use of private land also gives the party the ability to create a more permanent shelter on the property, which creates a sense of belonging and camaraderie around the building of the shelter and the use of it as a semi-permanent camp.



Organization

The Green River Boys are organized along the lines of the old mountain man trapping and hunting groups, which were loosely connected into parties for hunting and trapping, but would meet-up together in larger groups for wintering and mutual defense. There is no centralized leadership in The Green River Boys, but rather individuals and parties are encouraged to customize and make their own.

Company

The largest organization of mountain men was the Company. This existed historically as The American Fur Company, The Hudson Bay Company, etc. The whole of all mountaineers in The Green River Boys is a company, connected by common skills, interests and brotherhood – of which all mountaineers are a part. Since the overall Green River Boys is decentralized – there is no central leadership structure.

Brigade

Brigades exist at the State level, and are composed of smaller parties. While there is no official leadership to The Green River Boys, Brigade leadership is based on experience and involvement, but exists more in a mentorship capacity to help the smaller parties grow and thrive.

Party

A party is three or more members of The Green River Boys, usually based on the geographical region in which they exist. For the sake of prioritizing teaching of skills and skills practice in a practical, historically focused way, it's recommended to keep the parties smaller, no larger than 10 individuals.

The party is led by a party Captain, who helps organize the events and camps, helps provide or organize group equipment (tents, etc), helps find locations for events and camps, and other administrative tasks as needed. As parties grow, they are encouraged to break off into other parties, but always consider "wintering back up" with other parties for larger camps and events.

Events



Gatherings vs. Camps

The two primary events in The Green River Boys are gatherings and camps. Gatherings are structured around approximately an hour (or more, depending on the agenda) and take place during the evening of a pre-set day of the week (Sun-Thurs). Camps take place over a single night or more, on a weekend (either Friday or Saturday night).

Gathering Details

Each gathering takes the following structure:

- Opening Prayer
- Lesson 1 – Mountain Man
- Skills Work
- Lesson 2 – Bible Story
- Skills Practical Application
- Closing Prayer
- Meal (optional)

There are 12 events in each season to match the 12 primary mountain man skills. Each season should end with a grand encampment or Rendezvous, but other camps can take place prior to the last camp.

The goal is to have a gathering or camp each month, with camps occurring during the fall, winter, and spring months, depending on local weather. There is no surer way to hamper someone's interest in camping and outdoors than to have events in weather that is way too hot or way too cold, so the goal is to plan camps around the more extreme times of year.

Variations on the First Event or Camp

For the seasonal first event or camp, it may be worthwhile to take some time after the intro prayer and before skills work to give an overview of The Green River Boys, including specific goals, plans, etc for that party.

Additionally, this should be done in an abbreviated way whenever a new mountaineer is brought into the fold.

The Camp

Camps take place monthly or every 2-3 months and amount to longer form sessions to work on mountain man skills, and to fellowship with other mountaineers in your party and brigade.

Camp Structure

The camp is built around a centralized campfire, which allows safe monitoring of a fire and a focal point for fire making and cooking activities. Lodges (tents) are located a safe distance from the common campfire, downwind of prevailing winds (smoke). Camp defense and watches are encouraged to provide a realistic feel for the privations and lifestyle of the historical mountain men.

Every camp will have a leader called Booshway. This allows other mountaineers to gain the experience of organizing and running a camp. For a mountaineer to earn the title of "Freetrapper" (see below), he

must have led and organized three separate camps. The Booshway is encouraged to wear the traditional brass gorget, used to signify the leader of the camp. In addition, the camp Booshway may decide to name a second-in-command to assist him – called the Segundo.

Since camps will have assigned watches to help keep order and keep the camp safe from “hostiles,” there will be a need for those who keep guard, referred to as Dog Soldiers. When a mountaineer is on duty as a Dog Soldier he wears a special red arm sash to denote that rank.

Camp duties for the camp Booshway include:

- Setting the meal plans and provisioning
- Setting up the water supply (referred to as “springs”)
- Designating and setting up the latrine or facilities
- Locating the central camp fire location
- Assigning campsites
- Assigning guard duty/watches and watch locations

The Council Fire

One of the most important components of the camp is the Council Fire. The council fire occurs after the evening meal (usually a group-feed or pot luck) and gathers around all of the mountaineers from the weekend event.

The Council Fire is where mountaineers can hear about upcoming events, awards for the camp, assigning of camp names, songs, stories, and other related activities.

The Council Fire is a great opportunity to tell a Bible or mountain man story, legend or other fun story. The Council Fire ends with the mountaineers going off to sleep or taking part in a nighttime activity like twilight hike, snipe hunt, or similar.

The Rendezvous

In addition, each Green River Boys party is recommended to attend local mountain man/buckskinner Rendezvous in their area to camp together, fellowship and test their skills/mettle with other fellow buckskinners and mountain man enthusiasts.



Other Events

Each party is encouraged to look into other events to help encourage the spirit and good-will of their party.

Some other recommended events to look into for a party include:

- Appleseed Shooting events
- Museums and Historical sites – especially related to the founding of the United States and the period of western expansion
- Volunteer events – age appropriate, ensuring safety is kept in mind

Skills

The Green River Boys is primarily focused on imparting young people with traditional mountain man survival skills, including:

Firestarting – creating a fire in primitive conditions, with flint and steel, bow drill and/or hand drill

Rifle – basic muzzleloader/black powder riflery, including loading, shooting, and cleaning/maintenance

Knife – knife skills and safety, including proper cutting techniques, carving, etc. Throwing knives and throwing knife theory.

Tomahawk – tomahawk/hatchet skills and safety, including proper cutting techniques, carving, etc. Throwing tomahawks and throwing tomahawks theory.

Archery and Atlatl – use of the bow & arrows, safe shooting of arrows, target shooting, woods walk and atlatls.

First Aid – basic wilderness first aid skills including kit familiarity and use, techniques – airway, bleeding, shock-prevention, etc.

Cooking over Fire – cooking meat over a fire, using a boiler to cook food, purify water, etc.

Shelter Building – creating a safe, secure shelter in the woods using natural materials

Stalking/Tracking – finding animal sign and tracking man and beast in the wilderness, covering your tracks, stalking wild game

Wilderness Survival – surviving in the woods of your area. Finding food and water, building an overnight shelter, signaling for help, wilderness wayfaring

Hunting & Trapping – hunting small and large game with period weapons. Trapping using snares and traps – both steel traps (modern and period) and traps made from natural materials

Caches – hiding your food, hides, and goods in the wilderness. Keeping your plunder safe and sound from man and beast

Each skill session/training is focused on the mountaineer learning the skill safely and effectively, with an emphasis on skills mastery and learning the ability to teach others and pass the skill on. Though everyone will be encouraged to practice and learn these skills, skills mastery is achieved when the mountaineer has the ability to teach the skill to others.



Big Medicine and the Medicine Pouch

In traditional mountain man parlance, medicine was the power that came from certain objects and experiences. Thus, if a mountain man used his Hawken rifle to take down a buffalo and “make meat” – that rifle was Big Medicine.

One of the traditions that mountain men carried over from the plains Indians was the wearing of a small leather bag or “medicine pouch” around his neck. This pouch was filled with items of great importance to the mountain man – a lock of hair from a wife or child, a pinch of dirt from an important camp, a small cross, etc.

The accomplishment of expertise in each skill allows the participant to collect a glass or metal bead for that skill, which he can add to his medicine pouch. The more skills the mountaineer has collected, the bigger medicine in his medicine pouch.

Each mountaineer earns his “medicine pouch” at the completion of all 12 skills and beads are added - either to the pouch itself or to the string/lanyard - once mastery is achieved in each skill area. A medicine pouch ceremony can occur at the end of any Gathering or Camp, depending on the agenda for that event.

Bonus and Related Skills

In addition, there is ample opportunity provided at camps and longer events to work on other related skills.

Here are some other ideas and options:

Crafting – not only does this provide a valuable skill, crafts created as part of Green River events can be brought to Rendezvous and sold on the trade blanket – teaching mountaineers valuable lessons in economics.

Tanning Hides – preparing animal hides as leather, or material to make clothing and other valuable accouterments

Breadmaking – baking bread using traditional cooking methods

Herbal Medicine – learning how to use the medicine of the woods around you to prevent illness and minor maladies.

Wilderness navigation – Map and compass skills, how to navigate through the wilderness

Animal calls – animal sounds and signs as part of learning to recognize and identify game in the wilderness

Leatherwork – making a sheath for your knife, moccasins, etc.

Blacksmithing – working metal to make tools and weapons

Primitive fishing – Camping near a river or body of water lends itself to working on primitive fishing skills – using both period fishing tackle and materials found in nature

Wood carving – making a wood spoon, bowl or other camping implements

Plains Indian Sign Language – practicing conversing using only the traditional plains Indian “hand talk”

Feel free to research and come up with more period life skills to complement camps and other events.

Rank – The Green River Boys

Rank in The Green River Boys is based on mountain man tradition and the different phases a mountaineer would go through, as he became more and more adept at living off the land.

Green Horn

The Green Horn was the new traveler to the Rocky Mountain fur trade. The name Green Horn was based on the horns of elk “being green” in the early spring. Coming from “the settlements” the Green Horn came west in search of adventure and fortune, but oftentimes had none of the skills required for, as his life as a farmer or apprentice tradesmen was pretty different from the mountains. A Green Horn was also referred to as a Tenderfoot, for his inability to walk in the woods in the Indian moccasins.

To survive his new life, he would need to know how to make fire and build a suitable shelter.

Green Horn skills include Firestarting and Shelter Building

Camp Tender

As a Green Horn learned more and more about life in the Rocky Mountain fur trade, he took on many of the responsibilities around camp – being more adept he was trusted to be able to complete these tasks well. For example, now an expert in Firestarting, the Camp Tender could be trusted to collect the appropriate firewood, depending on whether the fire was going to be used for cooking, warmth, light, or a combination of these.

Camp Tender skills include Knife and Tomahawk

Company Trapper

The Company Trapper was experienced enough to work directly for the Company as a professional trapper, so he had good woodsman skills, but not quite enough to function on his own, outside of the company organization and resupply. The Company Trapper could be counted on to take on specific roles for his trapping company like Hunter, Camp Cook, and would be able to act as an able defender for his party in the woods.

Company Trapper skills include Cooking over Fire and Rifle

Clerk

As the level of the company trapper increased, more responsibilities were hoisted upon him. As a Clerk not only was the mountaineer able to function as a viable member of the party, but he was increasingly leaned on to take a stronger leadership role, including trapping party documentation and party organization.

Clerk skills include First Aid and Wilderness Survival

Hiveranno

As the name suggested, the Hiveranno was skilled enough to live and thrive in the wilderness on his own hook, often living "aux aliments du pays" or off the "nourishment of the land," meaning he was able to find his own food and sustenance, even able to live through the harsh winters of the Rocky Mountains.

A Hiveranno should have the ability to assist in and help with leading his party.

Hiveranno skills include Archery/Atlatl and Building Caches

Freetrapper

Once a mountaineer was fully versed in the ways of the woods, he was able to wear the title of Freetrapper. Being a freetrapper meant that he was able to survive in the wilderness, in all conditions, on his own, completely without outside help or support.

A Freetrapper has the skills to not only lead his party, but to break away and create a new party.

Freetrapper skills include Hunting/Trapping and Stalking/Tracking



Camp Name

One of the more fun aspects of mountain man culture was the "naming ceremony" whereby a mountaineer receives his "camp name." The camp name was an epithet given to a specific

mountaineer based on his prowess (or lack thereof) in a specific adventure, or misadventure, or something specific to him or his skills, an attribute, etc.

Unlike the traditional camp name which would be the result of something negative, party booshways in The Green River Boys are encouraged to come up with positive camp names for mountaineers in their party. For example, a fast runner could be called "Swift Eagle," someone displaying prowess in stalking or hunting could be called "Grey Fox," or similar.

Camp names are given at camp events, usually a part of the council fire session.

Accouterments

Apart from the Medicine Bag and items needed to work on skills, no specific equipment (possibles) is required for events and camps associated with The Green River Boys. However, there are some recommended minimal possibles that will help create a better "mountain man" experience.

Small Medicine Bag



The medicine pouch is used by the mountaineer to carry small, important items, and to collect his skills achievement beads.

The small medicine bag will be given by to the all mountaineers in his party and is available from sutlers like Crazy Crow, etc. Available via Crazy Crow at \$2.95/ea (8/26/2020)

Personal “Butcher” Knife



In the style of the mountain man times, knives were fairly simple, unadorned affairs. In fact, the same style knife of the mountain man – with minimal cosmetic differences – is available today from places like Walmart for under \$20.

It is recommended that the mountaineer not *carry his knife* until mastery of the Knife skill.

Shirt



The simple calico-style shirt of the mountain man is a great way to blend into the mountain man look with a single garment, because it is usually long enough to go down to mid-thigh – covering up the modern elements of pants or blue jeans, like pockets, belt loops, etc.

Not to be confused with the leather, Plains Indian war shirt, which is a much more expensive and complicated affair.

Tin cup/Boiler



A tin cup or boiler (also called a mucket or corn boiler) can not only be used to drink from, but is also the primary individual cooking pot. It can be used to pull food out of a communal stew pot, or even to boil questionable water to make it safe to drink.

Although a period accurate boiler is recommended, more contemporary “boilers” made by Stanley (Adventure Cookset) or similar items are acceptable.

Wool Blanket



The wool blanket is one of the most versatile items for a mountaineer to have in his possibles. Not only can it keep you warm for sleeping, it can be used as a sunshade, a seat, a coat (matchcoat), and more. Wool is a perfect outdoors material, as it can still maintain most of its warmth – even when wet.

Though legit, 100% wool period correct blankets can be very expensive, a light wool, military surplus blanket can be had relatively cheap. These are mostly wool blend, so find one with the highest amount of wool to blend ratio. For example, a 70/30 blend wool blanket is 70% wool and 30% other material (cotton, etc.)

It's best to stick to original period colors, like white, navy, red and gray. OD Green was not around in the mountain man period, so is not appropriate for rendezvous, but is acceptable for Green River Boys use. A blanket pin or horse blanket pin is another good item, but can be fashioned in the field using a thin sliver of sharpened wood.

Other Recommended Items

In addition to these basics, mountaineers will need a water bottle, hiking bag or haversack, and necessary camping equipment for overnight camps, based on the Booshtway's camp plan.

A Word on Period Dress

The Green River Boys and brigade and party leaders are encouraged to don mountain man clothes and regalia, as resources allow.

Appendix – Skills Sheets

These skills sheets exist to provide an outline for how a party boosway may want to structure the teaching of the basic skills at Green River Boys events. Party boosways are encouraged to modify and make these their own, adding their own personal experiences to the skills sessions.

Safety is paramount above all and skills sessions should never be conducted without suitable provision for a safe environment, tools, and personnel.

Firestarting

"The campfire is the most important part of camping. It's far more than just a source of heat or light. It's the heart of civilization. All other activities revolve around the fire."

- David Lubar

Mountain Man story – *The Trapper* from Mountain Men by Rick Steber

Bible story – **The Fire from Heaven** - 1 Kings 18: 22-40 (NIV)

³⁶At the time of sacrifice, the prophet Elijah stepped forward and prayed: "LORD, the God of Abraham, Isaac and Israel, let it be known today that you are God in Israel and that I am your servant and have done all these things at your command. ³⁷Answer me, LORD, answer me, so these people will know that you, LORD, are God, and that you are turning their hearts back again."

³⁸Then the fire of the LORD fell and burned up the sacrifice, the wood, the stones and the soil, and also licked up the water in the trench.

Overview

The ability to create fire means you can stay warm, boil water to make it safe to drink (after filtering), and have a friend to keep you company on a dark, forest night.

Fire safety

The Three Sided Pyramid

Fire Types

- Flint and Steel
- Bow Drill
- Hand Drill
- Matches, plow fire, fire piston

Technique

Gather your supplies!

Look up – and all around you

Types of fires

- Pyramid
- Lean-to
- Log fire
- Cooking fire

Types of fuel and their use

Cedar vs. Oak



Fire Making Practice

Make charcloth and/or char wood

Flint and steel practice

Practical Exercises

Boil water

Make flame for time – rendezvous event

Bead color – RED



Rifle

“Oh! ‘our hearts are big,’ and we are all center shots.”

- *Lewis H. Garrard, Wah-to-yah and the Taos Trail*

Mountain Man story – *Milton Sublette Climbs a Tree*, from [Tales of the Mountain Men](#)

Bible story – **Sell Your Cloak and Buy a Sword** (Luke 22:35-36, NIV)

³⁵ Then Jesus asked them, “When I sent you without purse, bag or sandals, did you lack anything?”

“Nothing,” they answered.

³⁶ He said to them, “But now if you have a purse, take it, and also a bag; and if you don’t have a sword, sell your cloak and buy one. ³⁷ It is written: ‘And he was numbered with the transgressors’^[b]; and I tell you that this must be fulfilled in me. Yes, what is written about me is reaching its fulfillment.”

Overview

The rifle was the lifeline of the mountain man. He used his rifle to defend himself and his party and to make meat. Under attack from a band of hostile, horse-mounted natives, the mountain man would take his first shot at 200 yards – a hit at this range not only would serve to demoralize his fallen adversary, but also give him time to reload a 2nd shot before the band of would-be scalpers could close the gap.

Rifle Safety

- 5 Main Rules of Firearm Safety
 - o Always Keep the Muzzle Pointed in a Safe Direction
 - o Treat Every Firearm as if it was Loaded
 - o Never Put Your Finger on the Trigger until you are ready to Shoot.
 - o Know your Target and what’s behind it
 - o Never Point Your Weapon at Anything you are not willing to destroy
- The Circle of Danger
- Hot vs. Cold Range
- Safety equipment – glasses, ear muffs vs. plugs

History of Guns and Muzzleloaders

- Flintlock vs. Percussion
- Rifle vs. Shotgun
- The Hawken Gun

Loading a Muzzleloader

- Powder, Patch, Ball
- Blackpowder safety considerations

Aiming the Rifle

Rifle Practice

- Cap only practice
- 25 yard shooting at berm, clay targets

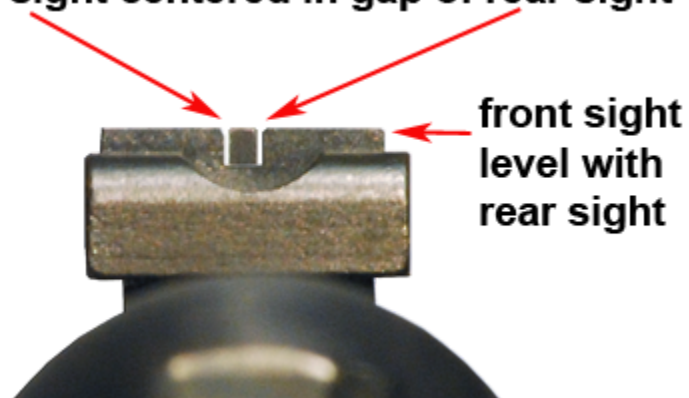
Practical Exercises

- Target shooting
- Casting Lead Ball
- Clean the Rifle
- *Advanced* – the French Woods Runner Reload

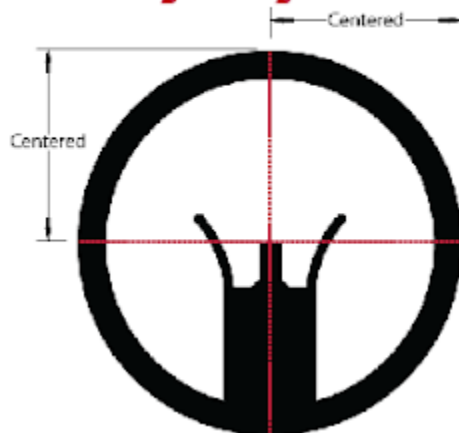
Bead color – BLACK

Sight Picture and Alignment Diagrams

front sight centered in gap of rear sight



Sight Alignment



Proper Sight Picture



Knife

"One sharp knife can feed you, clothe you, keep you warm and dry."

- "Indian Joe" Tegra, The Band of the Hand

Mountain Man story – *Hugh Glass* from Mountain Men by Rick Steber

Bible story – **Jesus Is Tested in the Wilderness (Matthew 4:1-4, NIV)**

4 Then Jesus was led by the Spirit into the wilderness to be tempted^[a] by the devil. ² After fasting forty days and forty nights, he was hungry. ³ The tempter came to him and said, "If you are the Son of God, tell these stones to become bread."

⁴ Jesus answered, "It is written: 'Man shall not live on bread alone, but on every word that comes from the mouth of God.'^[a]"

Overview

The knife is your single most important tool in the wilderness – it can help you start a fire, skin game for eating, build a shelter, and defend you from hostiles. There is no shortage to what a knife can do for you in the woods. Some of the early frontiersmen – like the French Courier du Bois – carried 3 knives as a standard. As you continue to grow in Green River Boys, you will always carry a knife and learn how to use it safely and effectively.

Mountain man style – butcher knife, The Bowie Knife; review of Hanson's Fur Trade Cutlery book

Knife Safety

- Keeping it sharp
- Cutting away from yourself, beware the tripod
- Good knife cutting form

Parts of the Knife

- Diagram review

Knife Sharpening

- Manual vs. Mechanical
- Field-expedient knife sharpening
- Use of the leather strop (belt)

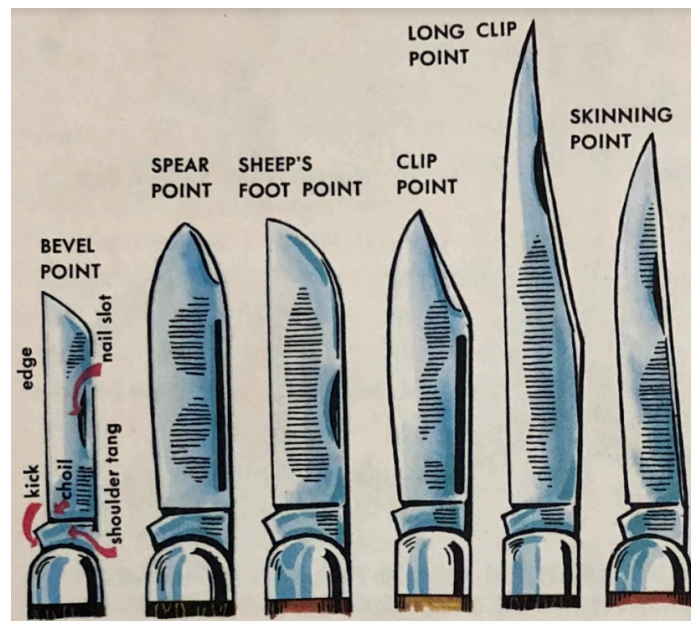
Knife Theory

- A knife is always loaded
- 21' rule

Knife Practice

- Carving, cutting
- Shavings for the fire or a fuzz stick

Practical Exercises – Throwing Knives



- Throwing “cedar block” at the GRB camp

Bead color – SILVER

Tomahawk

“Let them draw the sharpest knife, and whirl the swiftest tomahawk, for their bitterest enemy is in their hands.”

- James Fenimore Cooper, *The Last of the Mochicans*

Mountain Man story – *The Wanderer* from Mountain Men by Rick Steber

Bible story – **Against the Armies of Pharaoh** - Jeremiah 46:22 (NIV)

Egypt will hiss like a fleeing serpent
as the enemy advances in force;
they will come against her with axes,
like men who cut down trees.

Overview

Once during a trapping expedition the story is told of a French *Courier du Bois* (woods runner) who upon his canoe being swamped, immediately threw his axe upon the shore. Even if he lost the rest of his gear, he could “make do” with his axe. An axe can do a lot of what a knife can do, but a knife can’t do all that an axe can do.

History of the Tomahawk

The tomahawk is truly a purpose-specific “woods” tool - originally adapted from the Indian’s stone war clubs, the tomahawk was a steel version of the traditional Indian weapon and tool.

Tomahawk vs Axe

Unlike a hatchet or an axe, a tomahawk is designed so that the head of the tomahawk can be removed and reattached as needed. Also unlike a hatchet, which is primarily a tool, a tomahawk is designed to be a tool and a weapon.

Hatchet, trappers axe, belt axe, vs tomahawk - show and tell

Tomahawk Safety

- Keeping it sharp - file vs. stone. single direction
- Cutting away from yourself – watch for glancing blows
- Good axe cutting form, using the “holder” stick to split

Tomahawk Sharpening

- Differences from sharpening a knife
- Field-expedient tomahawk sharpening

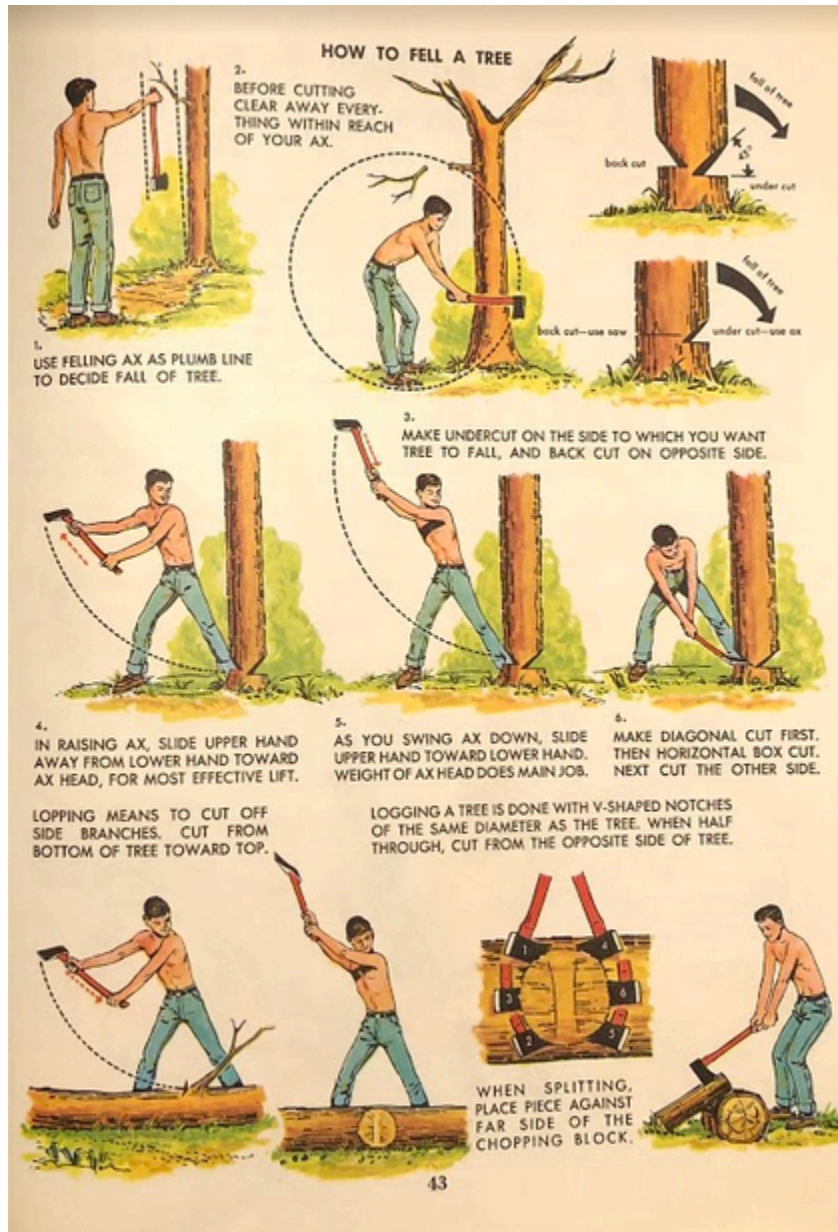
Tomahawk/Hatchet Practice

- Chopping wood

Practical Exercises

- Tomahawk Throwing
- Splitting firewood

Bead color – METAL BEAD



Archery and Atlatl

"Once I seen a Crow riding at full gallop, with the reins in his teeth shootin' arrows and guns!"

- Bear Claw Chris Lapp

Mountain Man story – **The Removal of Jim Bridger's Arrow at Rendezvous**

At the 1835 Green River Rendezvous, Dr. Marcus Whitman was making his way through the west towards the missionary fields in Oregon. At the rendezvous, he removed an arrowhead from Jim Bridger's back. Bridger had gotten the arrow wound from Blackfeet Indians, getting two arrows in the back, the first of which Tom "Broken Hand" Fitzpatrick dug out one with his knife . . .

Bible story – **Blessed is the Man with a Full Quiver** - Psalm 127: 3-5

Children are a heritage from the LORD,
offspring a reward from him.

⁴ Like arrows in the hands of a warrior
are children born in one's youth.

⁵ Blessed is the man
whose quiver is full of them.

Overview

The Plains Indians could shoot 15-20 arrows/minute, from behind a horse, riding at a full gallop. The first weapon was probably a rock, followed by the spear, then atlatl. The bow and arrow came later.

The Bow and the Arrow

Parts of the bow, parts of the arrow

Different Types of Arrow and Use

Field points, broadheads, judo points

Archery Technique - Detail

Atlatl Technique - Detail

Practice – Archery

- Static target
- The plains Indians hoop
- Water balloons

Practice – Atlatl

- Static target

Practical Exercises

- Archery woods walk

Bead color – ORANGE

First Aid

"It's just like plumbing. You need to stop the leak."

- Old Man Laster on First Aid

Mountain Man story – *Milt Sublette* from Mountain Men by Rick Steber

Bible story – **Jesus Heals the Sick** - Matthew 4:23 (NIV)

²³ Jesus went throughout Galilee, teaching in their synagogues, proclaiming the good news of the kingdom, and healing every disease and sickness among the people.

Overview - The Basics

- The human body
- Airway, Bleeding, Circulation, Massive bleeding first
- Prevent and fix the things that prevent you from hunter/gathering and walking out

Stopping Bleeding

- Direct pressure (5 mins), pressure points, pressure dressing
- Elevation – 6 inches or move over heart level
- The tourniquet – commercial, field-expedient

Allergic Reactions

- Location reaction
- Anaphylaxis

Burns

- Degrees and treatment - First, Second, Third
- Burn treatment

Environmental

- Heat emergencies – hyperthermia
- Cold emergencies – hypothermia

Airway

- The Heimlich maneuver
- Rescue breathing

First aid kit overview and review

First Aid Practice

- Bandaging and splinting

Practical Exercises

- Rescue scenarios

Bead color – WHITE

Cooking over Fire

"Elk. Poor doin's, to my way of thinking, if there's naught else about... Nigh anything's better. . . buffler, of course, far fleece and hump rib and marrow bones too good to think of. . . Painter meat, that's top now. Meat's meat!"

- Dick Summers, *The Big Sky* by A.B. Guthrie

Mountain Man story – Charles Lampenteur and the 'Mad Dog', in Tales of the Mountain Men, edited by Barton H. Barbour

Bible story – The Fellowship of the Believers - Acts 2:45

⁴⁶ Every day they continued to meet together in the temple courts. They broke bread in their homes and ate together with glad and sincere hearts, ⁴⁷ praising God and enjoying the favor of all the people. And the Lord added to their number daily those who were being saved.

Overview

Food is your fuel to keep going in the woods!

Reiteration of fire safety

- Bank dirt or rocks
- Avoid combustibles (dried grass, etc.)
- Have an extinguisher (water source)

Meal planning for the camp and woods

- Snacks (available while hiking, too)
- Meals
 - o Hearty breakfast
 - o Lite lunch (maybe on the go?)
 - o Dinner - having all day to cook a brisket, stews, etc. (camp meals)

Cooking Meat

- The Spit
- Squirrel cooker
- Grilling; use of spices (Salt, pepper, cayenne)
- Hot stone/flat rock

Boiling Water

- Making water safe to drink
- Making coffee, tea and hot cocoa

Practical Exercises

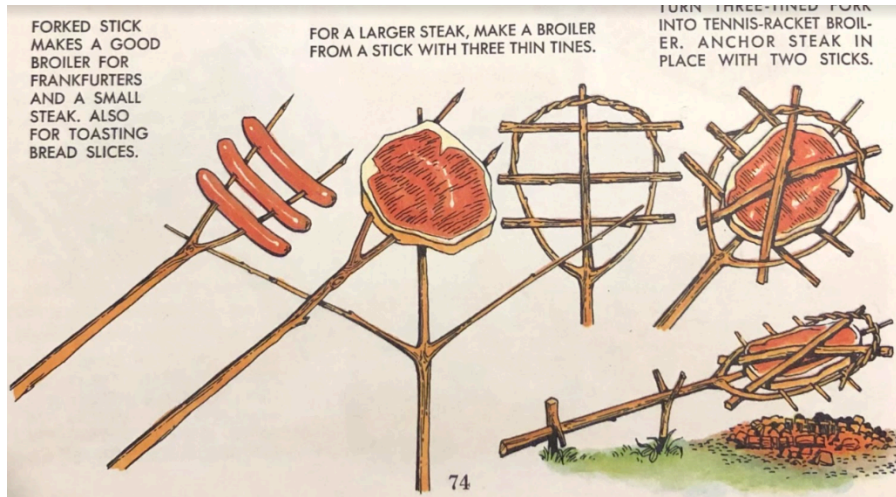
- Cooking a sausage link with a squirrel cooker
- Frying up some bacon with folding/small pan
- Using bacon grease to make corn dodgers
- Longer cook/spitting up a meat



Skill Mastery Exercise

Cook the camp dinner meal for the group – bean pot, stew, etc

Bead color – RED/MULTICOLOR

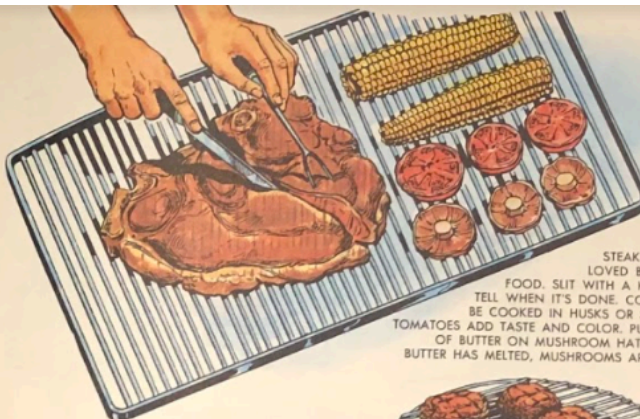


WHEN YOU USE WOOD FOR FUEL, FIRE UP EARLY SO YOU WILL HAVE COALS READY FOR COOKING AT THE PROPER TIME.

CHARCOAL IS POPULAR BARBECUE FUEL. CHARCOAL STOVES COME IN ALL SIZES AND SHAPES.



WIRE BROILER IS A HANDY TOOL FOR BARBECUING.



STEAK IS BEST-LOVED BARBECUE FOOD. SLIT WITH A KNIFE TO TELL WHEN IT'S DONE. CORN MAY BE COOKED IN HUSKS OR STRIPPED. TOMATOES ADD TASTE AND COLOR. PUT LUMPS OF BUTTER ON MUSHROOM HATS. WHEN BUTTER HAS MELTED, MUSHROOMS ARE DONE.

FRANKFURTERS ARE DONE IN A FEW MINUTES. FOR EXTRA TASTINESS, BRUSH THEM FIRST WITH MUSTARD. SERVE IN ROLLS WITH A PICKLE RELISH.



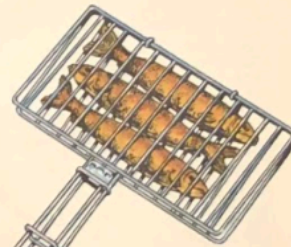
HAMBURGERS ARE FAVORITES WITH A CROWD. COOK THEM TO EVERYONE'S TASTE, FROM RARE TO WELL DONE. ADD CHOPPED ONIONS TO MEAT IF DESIRED.



CHICKEN NEEDS LONG COOKING OVER SLOW FIRE. PLACE 6" TO 7" ABOVE FIRE. COOK 30 TO 40 MINUTES UNTIL MEAT IS TENDER.



CLEAN INSIDE OF SMALL FISH BUT LEAVE HEADS ON. PLACE FISH ON BROILER, ALTERNATING HEAD AND TAIL. BARBECUE FOR 10 TO 15 MINUTES. LAST FEW MINUTES, BASTE WITH BUTTER.



Shelter Building

"The old blue blanket, which had been my house and my pillow for a twelvemonth, I have to a grinning . . . boy; the sorrow in parting with it being lessened by the idea, that with him, it would be still near the much-loved prairie."

- Louis Garrard, *Wah-to-Yah and the Taos Trail*

Mountain Man story – *Greenhorn* from Mountain Men by Rick Steber

Bible story – Why do we need shelter? Many reasons, really.. keep us dry from the rain, blocked from piercing cold winds, even hidden from enemies or predators. There is no denying that we need protection from the elements of this world, but when we face the elements, what else do we need shelter from? Anxiety, fear, and depression to name a few. For the storms of life we need to take shelter in our Merciful God. Psalm 27:5 says "For in the day of trouble he will hide me in the shelter of his sacred tent and set me high upon a rock." And in Psalm 91:1-4 we are told "Those who go to God Most High for safety will be protected by the Almighty. I will say to the Lord, You are my place of safety and protection. You are my God and I trust you, God will save you from hidden traps and from deadly diseases. He will cover you with his feathers and under his wings you can hide. His truth will be your shield and protection."

Therefore, use the skills you learn here to protect you from the world, but rely on God for the shelter of your soul.

Overview

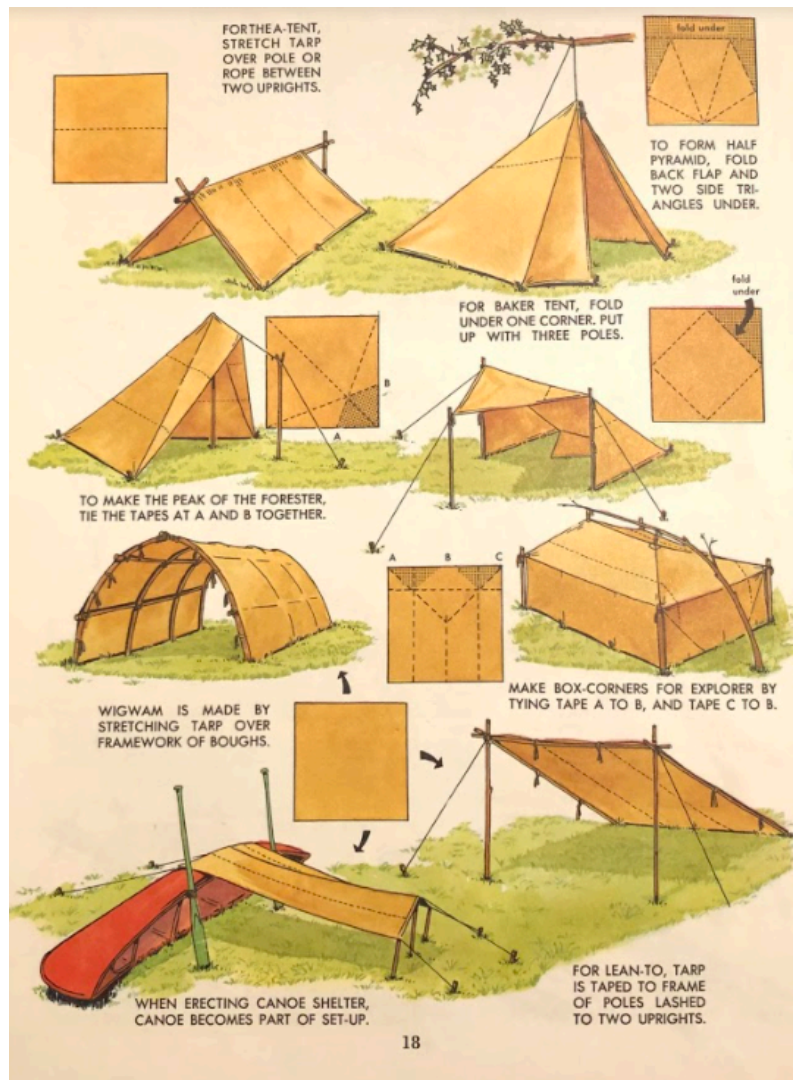
In the wilderness, you can die of hunger in three weeks, of thirst in 3 days, and of exposure in 3 hours. Because exposure is so dangerous, it is important to know how to stay dry and warm in the wilderness.

You are the shelter – clothing for wilderness travel

- Layering
- Natural vs. synthetic materials
- Wool

Wool Blankets

- Staying warm with one blanket
- Match coat
- Capote use



Shelter Types

- Ground sleeping (use insulation)
- Lean-to
- Tents, Tipis and more

Technique

- Build a lean-to camp shelter
- The Five W's of setting a camp (from Les Stroud)
 - o Wood
 - o Wind
 - o Water
 - o Wiggles
 - o Widow makers
- Field-expedient shelters
 - o Debris/brush hut
 - o Dead fall branches
 - o Natural wind breaks

Practical Exercises

- Layout shelters for camp/rendezvous

Bead color – WOOD BEAD

Stalking/Tracking

“Bridger was also a great Indian fighter, and I have heard two things said of him by the best plainsmen of this time; that he did not know what fear was, and that he never once lost his bearings, either on the plains or in the mountains.” - Grenville M. Dodge, *Biographical Sketch of James Bridger*

Mountain Man story – James “Jim” Bridger from *The Adventures of the Mountain Men*, edited by Stephen Brennen

Bible story – **The Guiding Light** - Psalm 119:105

Your word is a **lamp** for my feet, a light on my path.

Overview

The ability to stalk and track wild game and men is paramount to your survival in the wilderness. Knowing how game moves through the wilderness, being able to spot and anticipate their movement and direction, will help you successfully find your next meal. Being able to track men’s movement through the woods will help you find lost teammates and help discover if you are being pursued by hostiles.

Technique

Tracking

Animal Tracks

- Common animals of the area
 - o Deer, wild hogs, other animals
- Track traps (sand, fence brakes, etc)

Animal Spoor

- Local animals - poop, material disruption

Mantracking

- Simple direction movement, path of least resistance
- Human “spoor” vs. animal “spoor”
- Leapfrogging spoor, based on direction

Stalking

Movement

- Wilderness vision - Tom Brown’s “splatter vision” example; taking it all in; stop and breathe! 30 seconds eyes closed to begin
- Vantage point and perspective - tree example
- Moving in the woods
 - MACV-SOG example of 9 minutes still, 1 minute movement

- Foot movement - Indian “moccasin” example, toe to heel vs. heel to toe, lean forward

Countermovement

- Trailblazing - Vietcong examples, “hatchet” marks at eye level
- Noise discipline; equipment discipline
- Single file travel vs. spread out travel
- Wilderness movement - *Rogers Rules of Ranging* examples

Orienteering

- Map and Compass overview (field exercise at State Park?)
- Finding direction without compass

Practical Exercises

- Tracking and stalking game in the woods
- Tracking and stalking each other in the woods

Bead color – GREEN



BLACK BEAR



COYOTE



RED FOX



MOUNTAIN LION



WHITE-TAILED DEER



MOOSE



BISON



GRAY SQUIRREL



RACCOON



OPOSSUM



STRIPED SKUNK

Wilderness Survival

“The man who survived on the mountains had to understand everything those hills told him. They were the teacher now. Some men were lucky, but most couldn’t stand to fail more than once in this school.”

- Terry C. Johnston, *Carry The Wind*

Mountain Man story – *Memories from Mountain Men* by Rick Steber; *Across The Shining Mountains* from *Tales of the Mountain Me*, edited by Lamar Underwood (pg 171)

Bible story – **The Signs of the End Times** - Matthew 24:15-21

15 “So when you see standing in the holy place ‘the abomination that causes desolation,’^[a] spoken of through the prophet Daniel—let the reader understand— 16 then let those who are in Judea flee to the mountains. 17 Let no one on the housetop go down to take anything out of the house. 18 Let no one in the field go back to get their cloak. 19 How dreadful it will be in those days for pregnant women and nursing mothers! 20 Pray that your flight will not take place in winter or on the Sabbath. 21 For then there will be great distress, unequaled from the beginning of the world until now—and never to be equaled again.

Overview – Survival Basics - “Survival vs. Camping”

- Medical - basics, pain management, gastric issues
 - o 1st priority - consider injuries first
 - o “Issues that stop you from hunter/gathering or moving/walking”
- Shelter - clothes, field-expedient, tarp shelters, fire
- Water
- Food - traps, fishing snares, trail food
- Tools - spare knife, axe vs. machete vs. saw
- Rescue/Signaling - whistle, old CD
- Evasion/Defense - guns, lock picks, counter-capture devices

Your Survival Kit

The 5 C’s – Container, Cordage, Combustion, Cutting, Cover
Survival manuals as “calmer” and reminder
Group kit

Technique

- Use One Item from Kit to Build Group Shelter
- Putting it all together
 - o Knife use refresher
 - o Firemaking in a survival situation

Practical Exercises

- Shelter Building
- Field Maneuvers exercise
- Hunting for Food/Food Gathering
- Assembling your survival kit

Bead color – BLUE

Hunting & Trapping

“You got ‘em, pilgrim! You shot ‘em clean!”

- *Bear Claw Chris Lapp, Jeremiah Johnson*

Mountain Man story – *Old Man’s Story or Hunting* from Mountain Men by Rick Steber

Bible story – **The Garments of Skin** - Genesis 3: 21-22

²¹The LORD God made garments of skin for Adam and his wife and clothed them. ²²And the LORD God said, “The man has now become like one of us, knowing good and evil. He must not be allowed to reach out his hand and take also from the tree of life and eat, and live forever.”

Overview

Hunting and trapping are the most efficient ways to gather wild food resources in the woods. The mountain men lived successfully on an all-meat diet. Hunting is actively pursuing game using rifle, pistol, spear, bow, or other weapons.

Hunting vs. Trapping

Where hunting is an active activity – that is the mountaineer has to be at the location of the hunt - trapping is passive, meaning that a trap can be set and can “do the work” while the mountaineer is engaged in other activities.

Hunting for food vs. hunting for sport. Trapping as a means to make fur and food.

Hunting Small Game

- Small game vs. large game availability
- Small game hunting techniques
- Shot placement to preserve meat

Hunting Large Game

- The Deer Blind
- Group hunting - running deer example

Trapping Basics

- Types of traps - *The Way of the Trapper* from Mountain Men by Rick Steber
- High volume of traps
- Mountain men and the beaver

Setting a Trap

- Trap lure
- Modern traps
- Primitive traps - the figure 4
- Snares

Practical Exercises

- Lay a trapline

- Squirrel hunting
- Deer hunting

Bead color – YELLOW

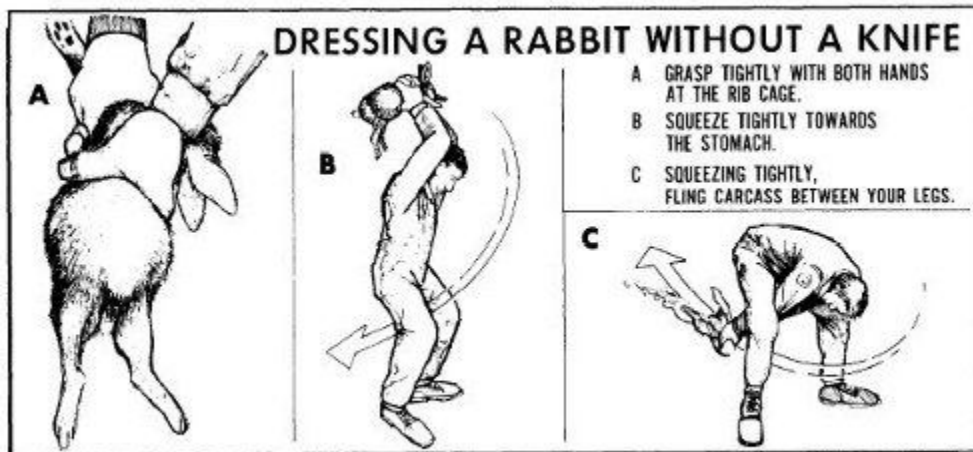
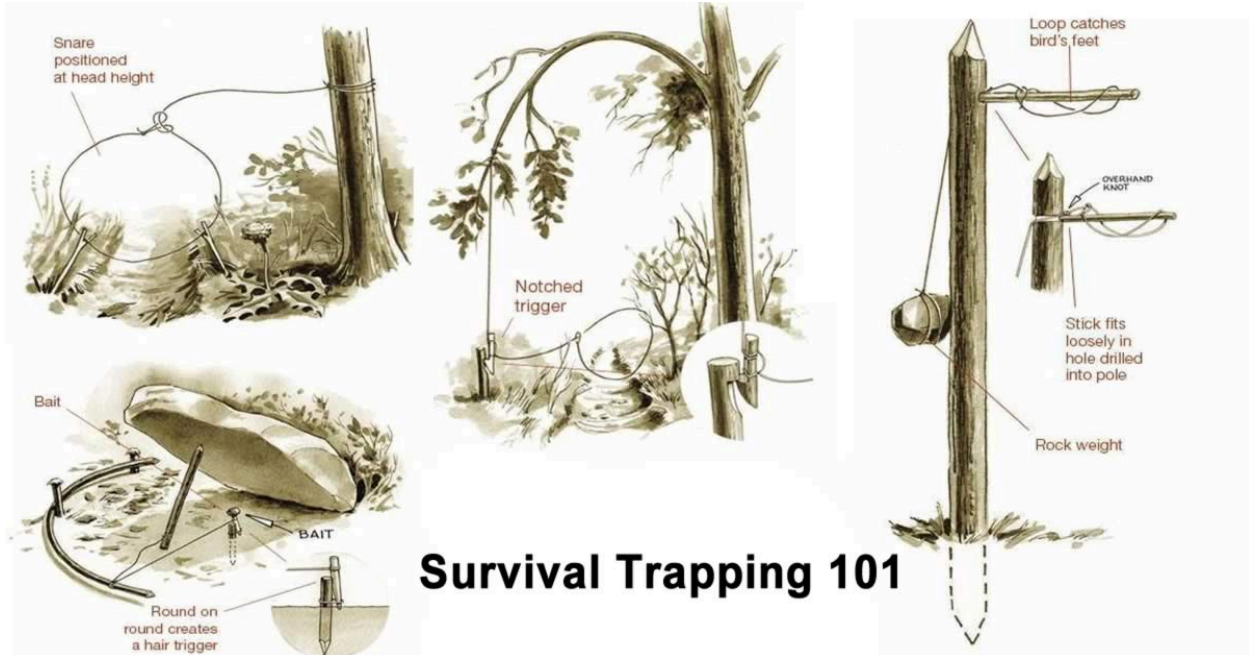


Figure 18-60. Dressing a Rabbit Without a Knife.

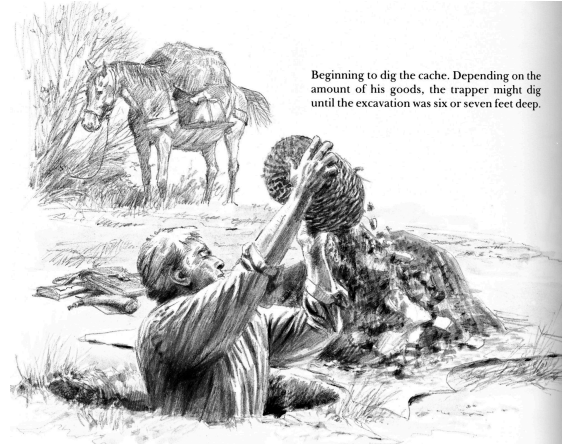
Caches

“Time to get cached.” - Old Bill Williams

Mountain Man story – Cache description from *Mountain Man Tales; Lewis and Clark Journals*

Bible story – Joseph storing or caching grain for the 7 bad years - Genesis 41:48-49 (NIV)

⁴⁸ Joseph collected all the food produced in those seven years of abundance in Egypt and stored it in the cities. In each city he put the food grown in the fields surrounding it. ⁴⁹ Joseph stored up huge quantities of grain, like the sand of the sea; it was so much that he stopped keeping records because it was beyond measure.



Beginning to dig the cache. Depending on the amount of his goods, the trapper might dig until the excavation was six or seven feet deep.

Overview

Caching is the art and science of hiding valuable goods (weapons, clothing, food, pelts, trade goods) in a wilderness setting for later retrieval. Because the mountain men moved goods across large areas of land, and would often need to store their pelts and come back to them later, they developed a pretty good way of caching goods, though not without issue. In at least one instance someone died when the cache caved in and then some caches were likely never “re-found.” They would also cache trade goods for the Indian trade and for rendezvous.

Technique

In the Ground

Mountain man cache example

Use of a box/etc

Ammo can example

Environmental and natural factors

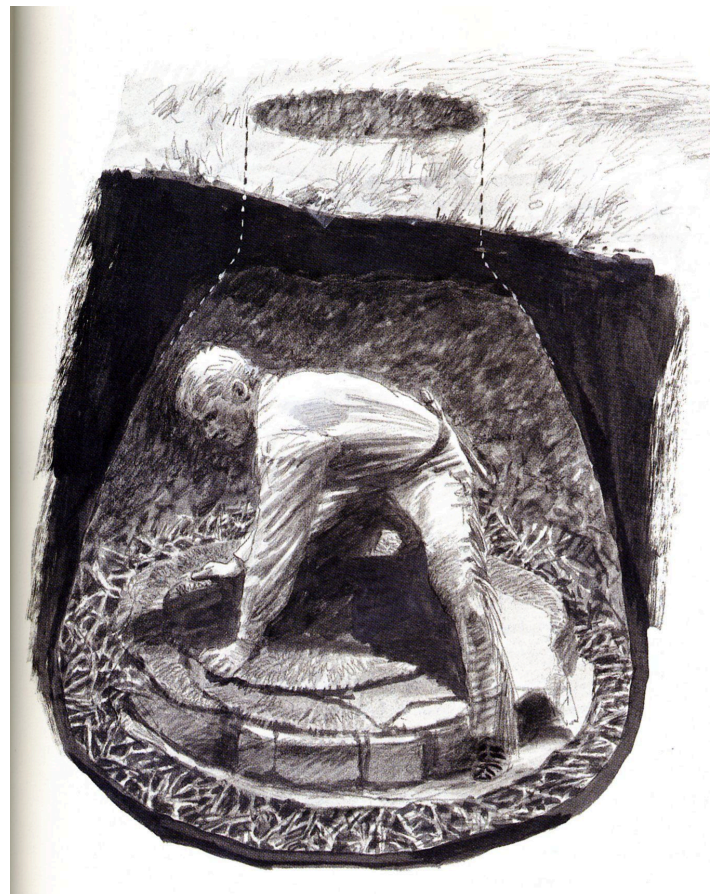
Rain, or drainage

Animals getting your cache

In the Air (Tree)

Example of Robert Rogers “caching” deer meat for his men’s retreat

Keeping food from raccoons and critters



Other options

Cave or rock overhang, ledge

Hollow log (demonstrate if possible)

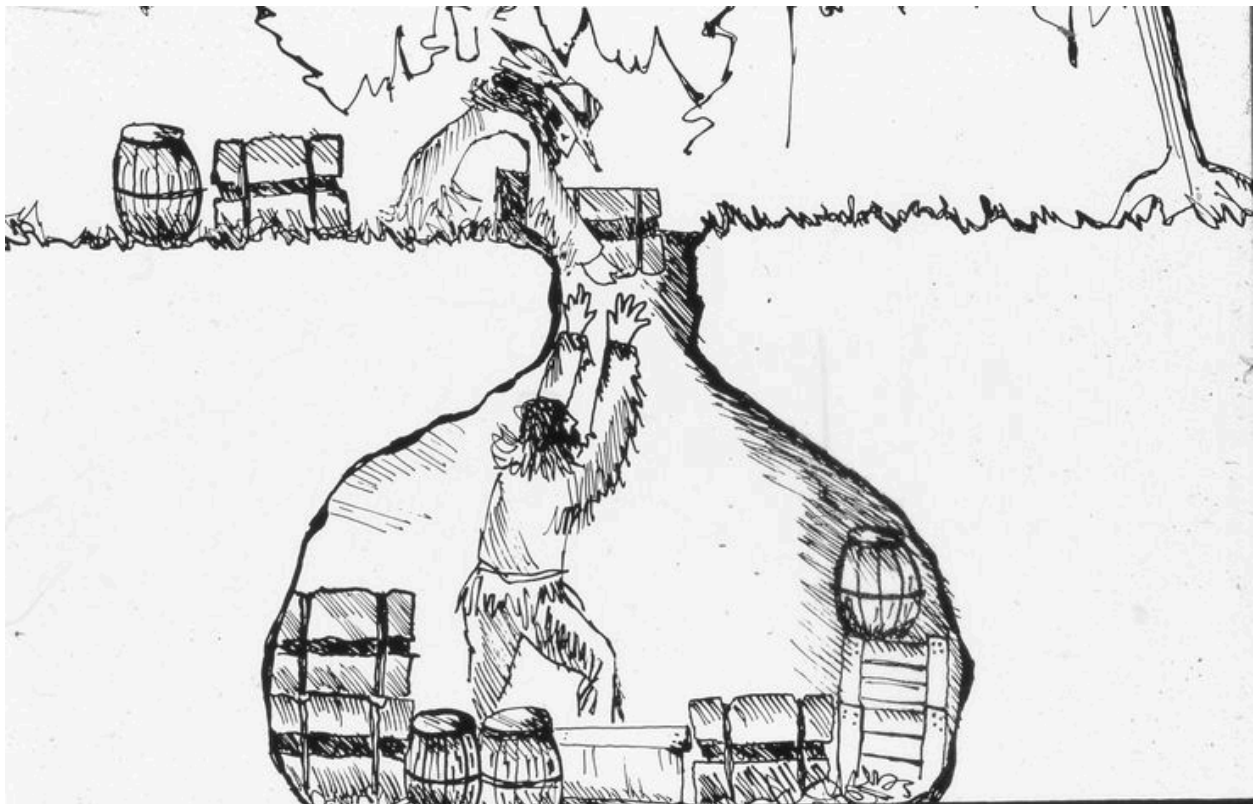
Practical Exercises

Build a cache!

1 - Cache a Food Bag in a tree to keep your food safe from animals (bonus: away from camp to prevent bears, if needed)

2 - Break into teams - one team goes into the woods and builds a cache (including goods) and then the other tries to find it.

3 - Build a cache of good in the woods and leave it. Check on it again at the next GRB Gathering. Did it stay secure? What was missing or ruined? What did you learn?



Bead color – GOLD

Appendix – Mountain Man and Biblical Lessons

Mountain Man Lessons

John Colter – Exploration and Adventure

Hugh Glass and the Bear - Fortitude

Jedidiah Strong Smith – Reverence

John Clyman – Patience

Jim Bridger and Mountain Man Yarns and Tall Tales - Storytelling

The Rendezvous - Fellowship

The Winter Camp – Perseverance

Beaver Trapping and the Fur Trade

Kit Carson – Standing Up for What’s Right

Lessons from the Bible

The Healing of the Leper - Mark 1: 40-45

The Loaves and the Fishes - John 6: 8-13

Saul on the Road to Damascus - Acts 9: 1-19

Moses and the Israelites in the Desert - Exodus 2: 11-25

The Seeds on the Rocks - Matthew 13: 1-9

Joseph Storing Grain for the Hard Times - Genesis 41: 46-57

Appendix – The Mountain Man Code

The code taken from the *American Mountain Men*

- I shall at all times consider a man's private life none of my business unless he wishes to make it so.
- I shall at all times strive to be a self-reliant individual, asking for help only if and when it is necessary.
- I shall at all times consider my word a sacred trust, a bond which is not to be broken.
- I shall at all times respect the personal property of other members, considering thievery an act deserving contempt.
- Before entering any camp or lodge I shall first make my presence known, then enter only if invited.
- I shall at no time fire any firearm in camp or give any other false warning of impending danger.
- During any survival situation, I shall be willing to divide any food and water I have and give any other assistance to people found in need.
- I shall take from nature only what I need or can actually use, practicing good conservation of our native wilderness and wildlife.
- At any association activity I shall follow the rules set forth by the Boosway in charge or leave of my own free will.
- I shall at all times strive to improve myself, my wilderness abilities and my knowledge of nature's law.

Ref - <http://americanmountainmen.org/about/objectives-and-code/>

Appendix – Mountain Man Language and Glossary

Subset of words, based on the below

AUX ALIMENTS DU PAYS

French for "nourishment of the land". All the free trappers and many engages were required to live "aux aliments du pays", surviving by using the provisions of nature.

BALL

Bullet. (The actual projectile.)

BOOSHWAY

The leader of a party of mountain men. The word comes from the French "bourgeois", used by the voyageurs.

CACHE

A safe place, often hidden, for storage of food and other supplies.

DUTCH OVEN

A large kettle with three feet and a dished lid. It can be used for both cooking and baking.

FLOAT STICK

A stick attached to a steel trap used to show the location of the trap and the trapped animal. From this comes the expression, "That's the way my stick floats", meaning, "That's the way I feel about it."

FOOFARRAW

Any fancy clothing or anything fancy on clothing. Just about anything used for decoration

FORT UP

Get ready to fight a defensive battle.

FREE TRAPPER

A trapper who worked for himself, trapping and selling where he wanted and to whom he wanted. As free a man as the elements would allow.

FUR COUNTRY

As the mountain men used the expression, The Rocky Mountains.

FUSEES

A fusil or trade musket

GONE BEAVER

Said of someone who has been dead some time. He's about to go under; but once dead, he's a gone beaver.

HIVERANNO

An experienced mountain man. One who had lived many years in Indian country. (First Voyageur, later Mountain Man)

JERKY

Dried meat made by cutting meat into strips about one inch wide, 1/4 inch thick, and as long as possible. This was then sun-dried on racks often with a small hardwood fire under the meat to smoke it and to keep insects off it. In good, hot weather the meat would be dry and ready to use in 3 to 4 days.

LODGE

The living quarters be it house, cabin, tipi, hogan, tent, or lean-to, of the Indian or mountain man.

MAKE BEAVER, TO

To get a move on, to travel in a hurry.

MAKE MEAT, TO

To hunt for and lay in a good store of meat.

MAKE MEDICINE, TO

To hold a pow-wow or meeting. To pray for spiritual guidance. To hold a religious service. To actually look for and find herbs, etc. to be used as medicine.

MEDICINE

The magic, secret charms of the Indian. Also the bait used in trapping.

MEDICINE BAG

The small bag, used to carry the medicine of the Indian. Adopted by the mountain man and used to carry anything small, especially the "secret" bait he used near his trap

MOCCASIN

The buckskin or moose hide shoe of the Indian and mountain man. Light, quiet, and comfortable.

MOCCASIN MAIL

A postal system devised by the mountain man. It consisted of leaving messages concerning the condition of the trail ahead, time and place of a rendezvous, etc, in trees, hollow logs, etc. Such messages were quite often put in an old moccasin so they would be easy to see.

PEMMICAN

Indian food made by mixing powdered jerky with dried berries and hot tallow, then packed and stored in skin or gut bags. Used by Indians and mountain men. This is a high energy survival food.

PILGRIM

Usually immigrants, people moving west. The term was also sometimes used by the mountain men to mean any man new to the fur trade.

POSSIBLES

The personal property of the mountain man, Such items as a bullet mold, an awl, knives, a tin cup, his buffalo robe or a blanket capote, his pipe and tobacco, flint and steel, sometimes a small sheet-metal

fry-pan, and other accouterments he considered necessary. Firearms were considered "pieces" or guns" and not possibles.

POSSIBLES BAG

The leather bag in which the mountain man carried his possibles. Everything from his pipe and tobacco to his patches and balls. What could not be carried in the bag were hung on the bags shoulder strap. Shooting needs were given first priority, kept where they could be found with ease and speed.

RAISE HAIR

To scalp an enemy.

RUBBED OUT

Dead or killed. This expression comes from the early attempts of the Indian to learn English. To erase is to rub out, anything rubbed out no longer exists, so must be dead. Adopted by the mountain man with the same meaning.

SEGUNDO

The second-in-command of a large party or company

SQUAW WOOD

Small dry sticks used for starting a fire or tending a very small, hard-to-see fire for cooking.

TINDER

Fine, shredded Birch bark or other highly combustible wood. Used for starting fire with flint and steel, or with a fire drill. Charred cotton was also used as tender.

TOMAHAWK

A small hatchet used by the Indians and mountain men for fighting and woodcraft.

TIPI

The conical lodge used by the Plains Indians. (Teepee)

Ref - <http://mtmen.org/amm/gloss.html>

Appendix – Camps and Camp Themes

To keep a GRB party active and engaged, it's recommended for each party to host a camp every couple of months. This gives a GRB party about 6 opportunities for camps each year.

Here are some ideas for these camps:

Regular Camp

Usually done as an "intro" into primitive camping, preferably close to bathroom facilities to make it more comfortable for new campers. This should be done in mild, cool weather (i.e. early Spring or Fall). Fire-making and Shelter-making skills work are great skills to work on at a regular camp.

In addition, some of the skills, like Riflery, tend to take more time, so these may be good to kick-off at a regular camp.

Canoe Camp

Another great camp idea is the canoe camp. This is a two-night camp where the first night's camp takes place at the disembarkation point for the canoe trip (Hudson Bay start) and the second night's camp takes place at a second disembarkation point further down river. The camp then ends the next day when the canoers/campers reach the end of the canoe journey.

To keep it fun, it's recommended to have no more than 4 or so hours of "paddling" per day.

Ranger Camp

Ranger Camp is where a GRB party can work on their "woods fighting" skills and camp like colonial ranger groups of the mid-to-late 1700s. The GRB party can learn about the history of Roger's Rangers and similar groups, and practice camping in the woods where they need to "keep safe" from adversaries, post guards, take prisoners, and have mock-warfare between camps.

For more details, see *Roger's Rules of Ranging* below.

Rendezvous!

To really enhance the GRB experience, it's recommended that each GRB party attend a local "buckskinner's rendezvous" at least 1-2 times per year.

Hunting Camp

Hunting camp happens in the late fall or early winter to coincide with the hunting season of the particular area of the GRB party. This can be focused on deer hunting, hog hunting, or even small game (rabbit, squirrel) hunting action.

Survival Camp

Survival camp is the camp where the GRB party will focus on Wilderness Survival skills.

Appendix – Books and References

All of the details/planning for The Green River Boys will be available at the website – <https://www.greenriverboys.com>

Recommended Reading

Book of Buckskinning I

Tales of the Mountain Men

Huckleberry Finn (abridged)

Mountain Man and Related Events

Buckskinning.org

<https://www.buckskinning.org>

The American Mountain Men

<http://americanmountainmen.org/>

The Appleseed Project

<https://appleseedinfo.org/>

Sutlers/Equipment/Possibles Resources

Dixie Gun Works

<https://www.dixiegunworks.com/>

Crazy Crow Trading Post

<https://crazycrow.com/onlinestore>

Townsend's

<https://www.townsend's.us/>

Northwest Traders – suppliers of fine period goods, including legit wool blankets

<https://www.nwtrader.com/>

Appendix – Rogers Rules of Ranging – Ranger Camp!

Robert Rogers' 28 "Rules of Ranging"

The rules were the result of Rogers' blend of Native American tactics and his own innovative combat techniques, ideas that were considered revolutionary by military standards of the time. Combined with intensive training and [live fire exercises](#), these rules created a mobile, well trained force that was capable of living off the land around it in order to sustain itself for long periods of time.

The original Plan of Discipline, extracted from Major Rogers's journal and intended for his [Rogers' Rangers](#) in 1759, follow:

1. All Rangers are to be subject to the rules and articles of war; to appear at roll-call every evening, on their own parade, equipped, each with a [Firelock](#), sixty rounds of powder and ball, and a hatchet, at which time an officer from each company is to inspect the same, to see they are in order, so as to be ready on any emergency to march at a minute's warning; and before they are dismissed, the necessary guards are to be draughted, and scouts for the next day appointed.
2. Whenever you are ordered out to the enemies forts or frontiers for discoveries, if your number be small, march in a single file, keeping at such a distance from each other as to prevent one shot from killing two men, sending one man, or more, forward, and the like on each side, at the distance of twenty yards from the main body, if the ground you march over will admit of it, to give the signal to the officer of the approach of an enemy, and of their number,
3. If you march over marshes or soft ground, change your position, and march abreast of each other to prevent the enemy from tracking you (as they would do if you marched in a single file) till you get over such ground, and then resume your former order, and march till it is quite dark before you encamp, which do, if possible, on a piece of ground which that may afford your sentries the advantage of seeing or hearing the enemy some considerable distance, keeping one half of your whole party awake alternately through the night.
4. Some time before you come to the place you would reconnoitre, make a stand, and send one or two men in whom you can confide, to look out the best ground for making your observations.
5. If you have the good fortune to take any prisoners, keep them separate, till they are examined, and in your return take a different route from that in which you went out, that you may the better discover any party in your rear, and have an opportunity, if their strength be superior to yours, to alter your course, or disperse, as circumstances may require.



6. If you march in a large body of three or four hundred, with a design to attack the enemy, divide your party into three columns, each headed by a proper officer, and let those columns march in single files, the columns to the right and left keeping at twenty yards distance or more from that of the center, if the ground will admit, and let proper guards be kept in the front and rear, and suitable flanking parties at a due distance as before directed, with orders to halt on all eminences, to take a view of the surrounding ground, to prevent your being ambuscaded, and to notify the approach or retreat of the enemy, that proper dispositions may be made for attacking, defending, And if the enemy approach in your front on level ground, form a front of your three columns or main body with the advanced guard, keeping out your flanking parties, as if you were marching under the command of trusty officers, to prevent the enemy from pressing hard on either of your wings, or surrounding you, which is the usual method of the savages, if their number will admit of it, and be careful likewise to support and strengthen your rear-guard.

7. If you are obliged to receive the enemy's fire, fall, or squat down, till it is over; then rise and discharge at them. If their main body is equal to yours, extend yourselves occasionally; but if superior, be careful to support and strengthen your flanking parties, to make them equal to theirs, that if possible you may repulse them to their main body, in which case push upon them with the greatest resolution with equal force in each flank and in the center, observing to keep at a due distance from each other, and advance from tree to tree, with one half of the party before the other ten or twelve yards. If the enemy push upon you, let your front fire and fall down, and then let your rear advance thro' them and do the like, by which time those who before were in front will be ready to discharge again, and repeat the same alternately, as occasion shall require; by this means you will keep up such a constant fire, that the enemy will not be able easily to break your order, or gain your ground.



8. If you oblige the enemy to retreat, be careful, in your pursuit of them, to keep out your flanking parties, and prevent them from gaining eminences, or rising grounds, in which case they would perhaps be able to rally and repulse you in their turn.
9. If you are obliged to retreat, let the front of your whole party fire and fall back, till the rear hath done the same, making for the best ground you can; by this means you will oblige the enemy to pursue you, if they do it at all, in the face of a constant fire.
10. If the enemy is so superior that you are in danger of being surrounded by them, let the whole body disperse, and every one take a different road to the place of rendezvous appointed for that evening, which must every morning be altered and fixed for the evening ensuing, in order to bring the whole party, or as many of them as possible, together, after any separation that may happen in the day; but if you should happen to be actually surrounded, form yourselves into a square, or if in the woods, a circle is best, and, if possible, make a stand till

the darkness of the night favours your escape.

11. If your rear is attacked, the main body and flankers must face about to the right or left, as occasion shall require, and form themselves to oppose the enemy, as before directed; and the same method must be observed, if attacked in either of your flanks, by which means you will always make a rear of one of your flank-guards.
12. If you determine to rally after a retreat, in order to make a fresh stand against the enemy, by all means endeavour to do it on the most rising ground you come at, which will give you greatly the advantage in point of situation, and enable you to repulse superior numbers.
13. In general, when pushed upon by the enemy, reserve your fire till they approach very near, which will then put them into the greatest surprise and consternation, and give you an opportunity of rushing upon them with your hatchets and [cutlasses](#) to the better advantage.
14. When you encamp at night, fix your sentries in such a manner as not to be relieved from the main body till morning, profound secrecy and silence being often of the last importance in these cases. Each sentry therefore should consist of six men, two of whom must be constantly alert, and when relieved by their fellows, it should be done without noise; and in case those on duty see or hear any thing, which alarms them, they are not to speak, but one of them is silently to retreat, and acquaint the commanding officer thereof, that proper dispositions may be made; and all occasional sentries should be fixed in like manner.



15. At the first dawn of day, awake your whole detachment; that being the time when the savages choose to fall upon their enemies, you should by all means be in readiness to receive them.

16. If the enemy should be discovered by your detachments in the morning, and their numbers are superior to yours, and a victory doubtful, you should not attack them till the evening, as then they will not know your numbers, and if you are repulsed, your retreat will be favoured by the darkness of the night.
17. Before you leave your encampment, send out small parties to scout round it, to see if there be any appearance or track of an enemy that might have been near you during the night.
18. When you stop for refreshment, choose some [spring](#) or rivulet if you can, and dispose your party so as not to be surprised, posting proper guards and sentries at a due distance, and let a small party waylay the path you came in, lest the enemy should be pursuing.
19. If, in your return, you have to cross rivers, avoid the usual fords as much as possible, lest the enemy should have discovered, and be there expecting you.
20. If you have to pass by lakes, keep at some distance from the edge of the water, lest, in case of an ambuscade or an attack from the enemy, when in that situation, your retreat should be cut off.
21. If the enemy pursue your rear, take a circle till you come to your own tracks, and there form an ambush to receive them, and give them the first fire.
22. When you return from a scout, and come near our forts, avoid the usual roads, and avenues thereto, lest the enemy should have headed you, and lay in ambush to receive you, when almost exhausted with fatigues.
23. When you pursue any party that has been near our forts or encampments, follow not directly in their tracks, lest they should be discovered by their rear guards, who, at such a time, would be most alert; but endeavour, by a different route, to head and meet them in some narrow pass, or lay in ambush to receive them when and where they least expect it.



24. If you are to embark in canoes, battoes, or otherwise, by water, choose the evening for the time of your embarkation, as you will then have the whole night before you, to pass undiscovered by any parties of the enemy, on hills, or other places, which command a prospect of the lake or river you are upon.

25. In paddling or rowing, give orders that the boat or canoe next the sternmost, wait for her, and the third for the second, and the fourth for the third, and so on, to prevent separation, and that you may be ready to assist each other on any emergency.
26. Appoint one man in each boat to look out for fires, on the adjacent shores, from the numbers and size of which you may form some judgment of the number that kindled them, and whether you are able to attack them or not.
27. If you find the enemy encamped near the banks of a river or lake, which you imagine they will attempt to cross for their security upon being attacked, leave a detachment of your party on the opposite shore to receive them, while, with the remainder, you surprise them, having them between you and the lake or river.
28. If you cannot satisfy yourself as to the enemy's number and strength, from their fire, conceal your boats at some distance, and ascertain their number by a reconnoitering party, when they embark, or march, in the morning, marking the course they steer, when you may pursue, ambush, and attack them, or let them pass, as prudence shall direct you. In general, however, that you may not be discovered by the enemy upon the lakes and rivers at a great distance, it is safest to lay by, with your boats and party concealed all day, without noise or shew; and to pursue your intended route by night; and whether you go by land or water, give out parole and countersigns, in order to know one another in the dark, and likewise appoint a station every man to repair to, in case of any accident that may separate you.



Ref - https://en.wikipedia.org/wiki/Robert_Rogers%27_28_%22Rules_of_Ranging%22



"I ain't never seen 'em, but my common sense tells me the Andes is foothills, and the Alps is for children to climb! Keep good care of your hair! These here is God's finest scupturings! And there ain't no laws for the brave ones! And there ain't no asylums for the crazy ones! And there ain't no churches, except for this right here! And there ain't no priests excepting the birds. By God, I are a mountain man, and I'll live 'til an arrow or a bullet finds me. And then I'll leave my bones on this great map of the magnificent..."

- Del Gue, *Jeremiah Johnson*