

Your name

(Print your name on the line.)

• silver merit •

Frontier Knifeman

MERIT REQUIREMENTS CHECKLIST

INTRODUCTION

The Frontier Knifeman 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).

MERIT REQUIREMENTS

1. Using an eighteen-inch diameter round target, throw a knife at single-revolution distance and stick the throwing knife ten times in a row. (1 point)
2. Using blacksmithing skills, hammer forge a functional throwing knife. (3 points)
3. Develop and conduct a knife-throwing trail walk including at least three different throwing stations at a Royal Rangers or FCF event. (3 points)
4. Properly sharpen a knife using methods that would have been available between 1750 and 1840. Demonstrate knife-sharpening skills at a Royal Rangers or FCF chapter event. (1 point)
5. Construct a standard for holding an eighteen-inch diameter round target and conduct a knife-throwing event in a local outpost as an FCF promotional event. (2 points)

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6. Using a twelve-inch diameter knife target, throw the knife at single-revolution distance and stick the knife ten times in a row. (2 points)
7. Make a sheath for a throwing or belt knife using materials and methods that would have been available between 1750 and 1840. (1 point)
8. Mark an eighteen-inch round target into four equal quadrants. On four consecutive throws, stick the knife in each of the four quadrants. (1 points)
9. Using an eighteen-inch diameter knife target, throw the knife at double-revolution distance and stick the knife seven out of ten attempts. (1 point)
10. Make a belt, utility, or patch knife that includes a sharpened blade and a wood or bone handle. (2 points)
11. Spend a minimum of one hour with another Royal Ranger developing your knife-throwing abilities. (1 point)
12. Work with another Royal Ranger to develop a three-station knife-throwing competition. Present the three-station knife-throwing competition at a district or sectional event as an FCF promotional event. (2 points)

Leader's
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Date
Completed _____