TERRITORIAL RENDEZVOUS

RESOURCES

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Rendezvous Resources
The following sections will provide you and your team with resources and information that would be helpful in preparing for the rendezvous. It would be wise to read through all of this information and to work as a team to use this information in preparing for the rendezvous. Doing this will give you the edge on those who have not taken the time to prepare and will make the event a highlight of your scouting experiences.
Moccasins
The standard footwear for the American Indian and the Mountain Man was Moccasins. Many of the mountain men who came west with boots soon learned how much more convenient it was to have and wear moccasins like the Indians. They were much more practical and easy to make to replace worn out boots. These moccasins had to be made as they were not available in a local shoe store to purchase.

Each Indian tribe had their own unique style and way to make moccasins. The patterns were so representative that a man could tell what tribe of Indians he was looking at by the shoe they wore. There are many different styles of moccasins and many different books and methods of construction. The Plains type was made of one piece. The Woodland was made with a “vamp”. The Apache even had a hardsole type and one that went up to the knee. Indians decorated their moccasins with beadwork, porcupine quills and paint.

Moccasins are fun to make and comfortable to wear. This is an excellent footwear suited for camping, and stalking deer or other game. Each of the different types of moccasins are suited for different types of terrain. Decide which style you prefer to make before you cut the leather. It is best to make your pattern from butcher paper or out of a brown paper sack. Assembling this pattern will ensure that your finished moccasin will be a good fit. Each persons feet are different and moccasin making is great because it is custom fitted by each individual making their own footwear. The following illustrations will show the types and styles which can get you started on a project. There are also several moccasin kits available from craft stores, leather stores or Indian shops.
Sample Moccasin Patterns:

Woodland One-Piece Soft-Soled

Woodland Pucker Toe

Plains One-Piece with Long Tongue

Plains One-Piece with Separate Tongue

Plains Two-Piece Hard-Soled

Plains One-Piece Soft-Soled
Pouches and Bags
Traditionally the Mountain Man did not have pockets in their buckskin pants, thus the need to have some way to carry and hold items that would normally be carried in the pants pockets. A possibles bag is used to carry anything and everything that you need to have immediately available to you. Possibles bags vary greatly in size but are usually around 10 inches square. They usually have a long strap which can be put around your neck and on a shoulder to carry them so the bag hangs close to the belt line. Things today that you might want to carry in a possibles bag are keys, paper, pencil, cash, wallet, or even black powder supplies.

A smaller pouch called a medicine pouch was often worn by the Indians and mountain man as well. This pouch is usually about 3 inches square and hangs around the neck. Although by definition these bags contained medicines (usually of natural herbs and plants), it was probably more commonly used to contain “spiritual” medicines for the soul. These medicines might include a piece of hair from the tail of their favorite horse, or a bit of ashes from a sacred campfire that they had attended. Today it can be used in a similar way so that you can always remember your outings by carrying a small piece (ashes, dirt, etc.) from these special occasions. The medicine pouch is considered to be sacred to it’s owner and should never be opened by others.

Another type of pouch used by the Mountain Man is the Strike-a-Light pouch. These come in a wide variety of shapes and sizes are used to contain fire starting equipment and supplies. These pouches are normally connected to your belt and hang on your waist.

Other bags made by the mountain man include pipe bags and shooting bags. Modern day versions might include a cell phone or radio pouch or an ammunition pouch.

The following pictures show different types of design ideas, shapes and sizes of pouches. These are easy to make and can be very inexpensive. The smaller pouches can be made from small scrap leather pieces. Most tanneries will sell scrap at a reduced rate. You can also find leather purses and jackets (from which to make pouches) at your local thrift stores. Even traditional purses can be recovered to render great pouches. Pouches can also be made from old jeans or other heavy cloth materials. Use your imagination and have some fun.
**Medicine Pouch Patterns**

One piece folded and stitched or two pieces stitched together.

Stitch inside out.

A = Short - 2.4 inches
B = Narrow - 1/2 of A or less

Can be worn around neck. Decorate with beads or quills.

Small Medicine Pouch

Straps

Front Flap

Back

Possibles Pouch

Back

Simple Buckskin Pouch

Different Bag Designs
Different Bag Designs (cont)
Capotes
The fur traders made use of the natural repellency and warmth of wool blankets by making Capotes. A capote is a hooded overgarment or coat. Capote is an anglicized version of a French word meaning “Cape Cod Coat”. It dates back to the early 1700’s. There are also many period drawings of soldiers wearing them in early American history. They came from the early French influence on trade of Northern England and Canada. This coat, used by Indians and Mountain Men, made use of colorful and functional wool blankets to keep warm and take the chill out of low winter temperatures. It was even warm at night as sleeping bags had not yet been invented. Most of the capotes had a hood that could be pulled over the head in cold weather. They were also water resistant to light snow or rain. They can be used as a coat or as an extra blanket in cold weather. Because of these reasons, the capote became an important part of the clothing used during the fur trapping era.

The capote is relatively easy to make once you get past the fear of cutting into an expensive wool blanket. The main materials needed are a 72 x 90 inches of a wool blanket. Note that larger men may require larger blankets. Wool is recommended as the newer man-made fibers are not as warm and do not repel water as well. The traditional capote was made from Hudson Bay or Whitney blankets. These blankets today sell for 60 to 150 dollars and up. For a less expensive capote there are many options available including thrift and discount stores and military surplus stores. Patterns are available from Indian and mountain man craft stores. The Eagle View patterns are good ones to use but there are probably many other patterns available as well.

Here’s some simple directions for making your own capote:

First, make a pattern from some wrapping paper. Measure your arm length from the top of your shoulder to the wrist, adding an extra inch. Measure the length of the coat body from the back of your neck to whatever length you desire; preferably a little past the kneecap. Most Hudson Bay blankets are 72 x 90 inches, so keep that in mind when laying out your pattern. See diagram 5 for remaining measurements. (Helpful hint: You may want to use an old coat as a pattern. Remove the threading from the seams and take the coat apart completely.)

Remember that the body of the capote is made from one piece of cloth. When you think you have all the pieces you need, lay them all on heavy wrapping paper and trace around each piece. Mark the items ”left arm,” ”right arm,” etc. Cut out each piece with scissors.

Construct the capote by putting all the pieces together with pins or tape. Follow diagram 5 closely. When you have satisfied yourself with a decent fit, you are ready to cut the actual pattern out of the blanket.

When laying the pattern onto the blanket, make certain that the colorful stripes are all going in the right direction. Also, lay the paper pattern onto a lightweight, inexpensive fabric, and cut out the pieces. This fabric can be sewn together like a lining and later used as such, and you’ll prob-ably end up getting a better fit. When hand sewing, follow the sketch and use red wool yarn for sewing pieces together and for the edging. The last piece is simple. Cut a belt to circle your waist with enough left to hang over. It should be about 3 inches in width. You now have a nice warm Lone Hawk capote.
Capote Pattern:
Period Hats

Each mountain man had a hat of his own that might have been of a standard shape, but over time had been customized for them. Each mountain man had a unique hat which made them recognizable from quite a distance. Here are some of the basic types of hats used during the mountain man era:
Shirts

Cape Woodsman's Frock

Broadtail Drop Front Breeches

Early Frontiersman's Leather Pants

Early Drop Sleeve Shirt

Authentic American Shirt

Leggins

Early Frontiersman's Shirt

Indian War Shirt

Breechclout

Frontiersman's Shirt

Period Clothing
**Pants**

The mountain man pants were traditionally made from buckskin leather. They had button down flys but no pockets. A breachcloth was also worn in conjunction with these pants. Today buckskin can be very expensive to buy, especially for varsity age youth. One solution to this is to get raw animal skins and learn tanning so that you can make your own buckskin and use that material for pants, jackets and shirts. Another option is to make pants from other materials such as canvas or heavy cotton cloth, called “sail Cloth” at the time. You can easily make a pattern by taking an old pair of blue jeans (that fit already!) and cut them down the seams. Add just a little bit to this size for the new seams and use this as a pattern. Using this method pants can be made very quickly in one or two team meetings.
Knives

Throwing Knife

Patch Knives

Fighting Knife (Bowie)

Famous Green River Knives

Utility Knives
Tomahawks

One of the activities that is commonly done at rendezvous is the throwing of hawks and knives. To assist you in preparing for this type of activity the following information is included.

A Basic Manual on Tomahawk Throwing
by R. E. Valade with illustrations by E. J. Valade

People familiar with tomahawks and their use often refer to them as "hawks". Similarly, terms like pipe-tomahawk have been shortened to pipe-hawk. Tomahawk targets frames are usually called hawk-boards or hawk-blocks.

The average tomahawk has a blade up to 4 inches wide at the cutting edge and a handle from 14 to 20 inches long. Weights run from half a pound to three pounds. The average throwing hawk weighs a little less than two pounds. A forged blade is preferred as it can be readily sharpened with a file and will take considerable abuse without breaking. Handles, however, are not as forgiving and should be considered, at least to some extent, expendable items. This is especially true during the learning period. The sides of the handle should be thinner. This helps in holding the hawk straight and in grasping it the same way every time. The handles on most good quality hawks are a drive fit down through the eye of the blade. The handle, therefore, should also be tapered to some degree. Some hawks are drilled and a pin is driven through the eye of the blade and the handle. This often tends to weaken the handle and encourage splitting. The best way to install a handle to a blade is to make sure the wood of the handle is as dry as possible when they are driven together. Normal moisture will cause the wood to swell slightly to make the fit all the more snug. The blade does tend to slide down the handle from time to time through usage. This usually occurs when the handle end of the hawk strikes the target first. When this happens, merely drive the blade back on the handle until it is snug again.

It is strongly recommended that if one happens to be fortunate enough to own a good pipe-hawk or other ceremonial type hawk, he refrain from throwing it for fear of damaging the frail, hollow or decorative handle.

Since most hawk throwing is done at a minimum distance of 12 feet, measure off that distance from a suitable target and then take one full step back.

Stance
The suggested stance is feet comfortable side by side. The weight should be shifted to the right foot, assuming you're right handed, just before throwing. At the same time as the swing of the throwing arm, step forward with the left leg. The action of the feet is not unfamiliar to that of a man throwing a ball. Some people find it more natural to reverse the footwork and step forward with the right leg. Choose whichever is more comfortable and natural to you.

Grip and Release

Take hold of your tomahawk as you would hold a tack hammer. The thumb should be at the side of the handle while the fingers are wrapped around the handle. (See Fig. 2) Point the hawk, cutting edge down, and the throwing arm fully extended towards the target. The throwing arm is then raised over the shoulder without fully bending the elbow. When the arm is brought down to a near horizontal position, (see Fig. 3) the fingers are opened for the release. At the moment of release, when the fingers are opened, the position of the hand is similar to the appearance of a hand being offered in a handshake. Be careful not to twist the wrist as this will make the hawk go somewhat sideways. Use mostly arm motion and a
minimum of wrist action. Don't try to throw too hard. The average hawk, if sharp, will almost stick of it's own weight. Power, speed and more important, accuracy will come with time and practice.

Making the Hawk Stick
Even if you're using a hawk with a spike, (see Fig. 4) we're only concerned with making the cutting edge stick in the target. If after throwing your hawk a half way each time, you can't get it to the hawk strikes the target first dozen times, the exact same stick, notice what part of the head of the hawk hits first, you are probably using too much wrist action. Try again releasing a little earlier and controlling your wrist action more. If the handle hits first, throw again in exactly the same way except back up six inches to a foot at a time until you get “blade” in the block. Once you get your distance, measure it and pace it off. Remember that distance, it is your "standard" throwing distance. Practice at that distance until you can consistently get at least ten throws in a row to stick in the block. Now you'll be looking for accuracy. From this point on it's practice and more practice.

Variations
Once you get your "standard" throw down pat, you will want to experiment with variations of the basic throw. The standard throw causes the tomahawk to make one full revolution. By backing up about 9 or so feet, you can get the hawk to make two full turns and stick. By backing up about 5 feet from your standard distance, and holding the hawk cutting edge up, you can get your hawk to make one and a half turns and stick with the handle pointing up. As with your standard throw, you will have to experiment a bit to find your particular proper distances. As you get more and more proficient through practice, you will find that your distances no longer need be so exact as you will have developed better control of your throwing technique. Remember, it is more important to be very good at one distance than to be just fair at many distances.

You will want to be able to throw your hawk at a run. In doing so, try to run by your target rather than towards it. In doing so, your distance from the target will remain more constant. If necessary, run towards the target then cut to your left and throw to the side rather than to the front. Try to maintain as close as you can to your standard distance while running by the target. Here again, success follows practice.

Targets
A slice of soft wood one foot or more in diameter and 4 inches or so thick makes an excellent hawk-board. Bore 3 holes as illustrated to make a tripod stand. Use 2 inch diameter legs. The center of the slice should be about 4 feet from the ground.

A soft wood log one foot or so in diameter and six or seven feet long makes a good target also. The log should be buried a foot or so deep. The front
should be blazed to form a flat target area. The log can be braced, if necessary.

A more formal target can be made by using 6 x 6's. Two 4 footers and two 8 footers are bolted together using half inch threaded rod. The rod ends are counter bored so that no metal is exposed. The long pieces are buried about 2 feet deep.

It is considered a bad practice to throw at live trees as the cuts in the tree can cause a heavy sap loss which can kill the tree.

Targets for an informal match or for practice purposes can be anything from a playing card to a piece of paper or bark stuck in the log. Scoring can be improvised accordingly.

**Handles**

Should replacement of a broken or split handle be necessary the choice of wood should be Hickory or Ash, in that order. Both woods are strong and springy. Oak and Birch are strong enough but don't have the "give" that is necessary for a good hawk handle. Maple makes a good decorative and ceremonial handle. Soft woods should be avoided except for temporary emergency purposes. The grain of the wood should run from poll to blade. The cross-section of the handle at the eye of the hawk should be tear-drop shaped so that it fits snugly into the eye of the hawk. (See Fig. 5) The cross-section at the bottom should be egg-shaped with the smaller diameter at the front. (See Fig. 6) This shape is conducive to a strong and comfortable handle. The length can run from 14 to 20 inches depending on the size of the head. The taper should be very gradual from top to bottom. Don't make your handle too smooth, this tends to make the handle slippery and hard to handle in wet weather. By the same token, don't leave it so rough as to get splinters in your hand. A good oil stain is all that is necessary to finish a functional tomahawk.

**Uses**

The type hawk I personally prefer and use is the forged type offered on the market as the "squaw-hawk". It has a 15 inch handle and a total weight of 3/4 pound. This hawk, because of its weight and size is an excellent one to carry. It is nowhere near as cumbersome as the larger ones and it can be thrown all day without "throwing your arm out".

As a man is familiar with the possibilities of his rifle, so should he be familiar with the possibilities of his tomahawk. It is a tool and he should seek as many uses as he can for it. If kept properly sharpened, one can easily field dress and skin a big game animal with a hawk. The pelvic bone problem is solved with a flip of the wrist. In skinning, a natural for the hawk, the poll is held in the hand with the handle sticking out on side or the other. (See Fig. 7) It's obvious use as a hatchet for chopping or splitting wood needs no explanation. The poll can be used, to some degree, as a hammer. My hawk poll is kept somewhat flat for that purpose. If you have a spike-hawk, you have a built-in pick. Of course, any hawk can be used as a digging tool in an emergency. Hawks have even been used as paddles. The many uses of the tomahawk are limited only to the user's imagination.
Rendezvous

Hawks Used by the Mountain Man
Traps and Trapping
Common beaver traps used during the mountain man era:

Parts of a Beaver Trap

- Upper Bow
- Pan
- Jaws
- Swivel Hook
- Lower Bow
- Base
- Dog
- Cross
- Pan Post
- Jaw Post
- Spring
- Chain
- Ring
Tanning
A good portion of a deer's live weight is made up by the hide. Having a tanned hide from a deer that you have taken can add to your sense of accomplishment. It is also a good feeling to know that nothing has gone to waste. Here is one method of chemical tanning. There are many other methods available including using the animals brain or “braintanning” which was the most common in the days of the mountain man.

Skinning Deer Hides
Skin your deer keeping the hide in one piece. Make cuts on the insides of the legs if possible: This will add to the attractiveness of your finished hide. While skinning your deer try not to cut holes into the skin because this will be difficult to repair and can be hard to work around.

After the hide is removed from the carcass, be sure to skin the tail as well. The bones should be removed by making a cut along the underside of the tail.

Tanning a Deer Hide

Step 1
The first and most important step in tanning your deer hide is to remove the fat, membranous tissue and any remaining flesh from the deer skin. This is done by laying the hide on some type of raised surface such as a sawhorse and scraping the flesh side with a long bladed knife. It is important that your knife be sharp and that every last bit of tissue is removed from the skin. If any tissue is left on the hide, it will not tan in those areas. If you plan to tan the hide with the hair on, skip steps 2&3 and proceed with step 4. If you plan to remove the hair and tan the hide into a “buckskin”, go to step 2.

Step 2
To remove the hair from the hide and make a buckskin, do the following: In a large plastic garbage can mix: 1 gallon of hardwood ashes, 2 pounds of household (slaked) lime, 5 gallons of warm water. Stir the above mixture until it is dissolved. Completely immerse the deer skin in the mixture. Stir the mixture 2 or 3 times a day until the hair comes off easily. This will take 2 to 3 days. If the hide is left in the mixture too long, it will begin to deteriorate. After you remove the hide, proceed to step 3.

Step 3
Rinse the hide with water. Place the hide on a raised surface with the hair side up. Use the back of a knife blade to scrape off the hair. Rinse the dehaired skin several times with clean water. Soak the hide for 24 hours in the garbage can in a mixture of 10 gallons water and 2 quarts vinegar. Stir this mixture with the hide in it every few hours. At the end of this 24 hour period, empty the garbage can and fill it with clean water. Soak the hide in the clean water overnight. Go to step 4

Step 4
In a small plastic bucket, dissolve 1 pound of alum in one gallon of warm water. In the garbage can, dissolve 2 1/2 pounds of salt in 4 gallons of water. Pour the solution from the small bucket into the garbage can and mix thoroughly. Immerse the skin and soak for 6 to 8 days. Stir the mixture 2 times each day to make sure that all parts of the hide are exposed to the mixture. After the soaking period, remove the skin and drain it thoroughly. Rinse the skin with running water for approximately 15 minutes. Go to step 5

Step 5
Tack the wet hide to a flat surface such as a sheet of plywood. If you have opted to leave the hair on the hide, tack the skin on the surface with the flesh side facing out. Keep the skin out of the sun but allow it to partially dry. When the skin is almost dry, rub it with a light coating of warm neat's-foot oil. Remove it from the board and repeat the process on the other side. Remove excess oil from the hide with an absorbant cloth. Proceed to step 6

Step 6
Dampen the skin with a moist cloth. DO NOT get the hide too wet! Rub the skin over a dull edge such as a saw horse until it is supple and soft like a chamois cloth. As the softening progresses SPARINGLY apply
some warm neat's-foot oil to the hide. If you are working with a hide with the hair still on, only work on the flesh side. Proceed to step 7

**Step 7**
After the hide has been softened, rub some fine grit sandpaper over every square inch of exposed skin to smooth the surface. Only do the flesh side of hides with the hair still on. When the hide takes on a smooth appearance, it is ready to be used as a rug, wall hanging, or sewn into some other type of useful item.

**Tanning Tools**
Firemaking
There are several methods of making fire that were used by the Indians and the mountain man. Among the most common are flint and steel and the bow drill. Both methods require just a few simple tools which can be easily made.

To make a flint and steel kit, first make the striker by using an old file. Forge (heat and bend with hammer) the material to get it to the desired shape. Heat it until it is red-hot in the center. Cool the material by immersing it in water. Use an old tin box of any kind to pack it in. A common shape for strikers is shown below:

You will also need char-cloth. This cloth is used to catch the sparks from the striker hitting a flint stone and allow the sparks to ignite the cloth easily. To make char-cloth, first you’ll need cloth you can burn. Sheet material is a good choice. It should be 100 percent cotton and not a blend with synthetic fibers. Cut the cloth into small patches about 2 inches square. Place the pieces in a small, airtight metal can with a small nail hole in the top. (You’re right, it is no longer airtight with the hole in it.) It must be tight enough so that the cloth does not burn. Throw the can into the fire. A faint wisp of smoke coming from the nail hole indicates that the cloth is charring. The cloth should be dark brown to black when it is charred.

Flint rocks are easy to find in most areas. Try to find one with sharp edges as they will work best against the striker. Once you have all these items, make a small leather pouch (strike-a-light pouch), bag or container to carry it in. To start a fire you will need to build a “birds nest” of pine needles or other easily flammable materials. Place a piece or two of char-cloth in the center of your birds nest and position this under your flint stone. Curling the striker around your fingers bring it down firmly against the edge of the stone quickly. The stone will put off hot sparks downward which you should try to catch in the char-cloth in your birds nest. Once a spark hits the char cloth it will cause a slight glow. Gently blow on the glow until it increases to a full flame. You should have tinder ready in a fire pit to put the birds nest into and from there you can build up your fire. With a little practice you should be able to start a fire in less than 30 seconds with three or four good strikes.
Lodges

Many different styles of lodging were used by the mountain man but most of it was quick to setup and easy to move. Here are some of the more common styles used:
Team Building Games

One of the keys to success at the rendezvous for your Squad and Team is Teamwork. By preparing ahead of time you can truly act as a team and succeed beyond any possible individual efforts of one person. Here is some activities that will help you build teamwork among your team. Begin preparing today by including one of these activities at each of your team meetings.

Birthday Line-up

Have your team line up in order of their birthdays (month and day, year isn't necessary). The trick is, they CAN NOT TALK AT ALL. You'll find they resort to sign language, nudges, someone might try to start directing, etc. Variations include no talking, blindfolded, mute and deaf, etc. (communication)

Group Knot

Have your team stand in a tight circle, with their hands in the center. Then each person grabs another hands at random. The puzzle is then for the whole group to work together to get themselves untangled without letting go of hands. Sometimes you'll find that the group has actually formed several smaller circles. This may get frustrating if you've formed a troublesome knot, but let them keep trying.

Loop-de-loop

Have your team stand in a circle and hold hands. Start one hula hoop (or innertube, long loop of fabric, etc.) hanging over one pair of joined hands. Each person in the circle must pass the hoop/loop over him/herself and on to the next person - WITHOUT letting go of hands. This can also be done with 2 or 3 loop/hoops going at the same time in different directions.

Keep the Ball Up

Using a beachball, have team members start hitting it around and trying to keep it off the ground. Then challenge them to keep it in the air for 20 hits, or 30 hits, etc. Encourage them to develop some strategy (such as establishing "zones", or an order, etc.) to try to keep the ball up for as many hits as possible.

Oath / Law Puzzle

Write out the oath and law on pieces of two foot by two foot 1/4 inch masonite. Use a jigsaw to cut out each word so when done, each word is on a separate piece of the puzzle. Take turns in groups of four putting the puzzles together. The groups can be timed to see which group is the fastest to assemble the puzzles. Not only will this help them learn the oath and law really well, It will also forced them to work as a team if they want to be the winners.

Stick

Everyone in group touches stick at same time. Break stick in half and repeat. Continue until stick is very small. (it's easier to start with a simple goal and work up to a harder one...)

Tree Climbing

Have group climb a tree holding hands or have group cooperate to climb a tree without low branches.

Minefield

Have group discuss things that are detrimental to functioning as a group. For each characteristic/action, throw an object into the playing space, the "minefield." Have group choose partners. One partner is blindfolded at one end of field. The non-blindfolded partners stand at the opposite end of the field and try to talk their partners through the minefield without running into any of the obstacles.
Three Balls
Have group pass 3 balls/objects through the group consecutively in the shortest possible time. Choose your words carefully and remember them exactly so that the instructions can be repeated when asked. (different ways to do things, cooperation)

Poison Peanut Butter
Draw two lines to represent the edges of the poison peanut butter. Hand group bandannas. Group needs to get everyone safely across using only the bandannas as safety zones. Variations include using too few bandannas for a continuous chain across or stating that once a bandanna has been placed on the ground, it cannot be moved. In the second case, be sure there are enough bandannas to make it across if placed strategically. (must plan ahead)

Group Juggle
Establish pattern of tosses including everyone in a circle. Add additional objects periodically.

A variation to help a group of strangers remember at least one person’s name forever.

1. Have the group stand in a circle, fairly close together.

2. Toss a ball across the circle, calling out the player’s name to whom you toss it to. That player tosses to a different player and so on until everyone has caught the ball and thrown it on once. It should be back in your hands at this point.

3. Repeat the sequence a couple of times. Add a second bell and then a third. Add as many balls as you want.

Variations? Make a wide circle out of doors.
Use toilet paper instead of balls.
Use various size balls.
The game ends when no one will play anymore.

Canyon Bridge
Two groups meet on a log/bench/etc. (the bridge) The groups need to pass each other to get to the other side of the canyon. Anyone who falls off goes to the end of their group.

Canoe/Rowboat
Lay a board out to a boat a few feet from the end of a dock. Everyone needs to get into the boat.

Boat Paddling
A group needs to complete a boat course around buoys or other objects without the aid of paddles or oars.

Trust Falls
One partner falls backwards with other partner spotting. Variations include forward falls where partners extend arms and fall toward each other, connecting hands. This can be done from fairly far apart provided there are spotters ready to catch the fallers in the middle. (editor's note: Trust falls must be highly supervised, in case scouts decide to experiment. Also a variation where there are at least 2 spotters, legs spread, one in front of the other, works well. For older scouts.)

Wind in the Willows
A variation on trust falls involving the entire group. Group stands in a circle with one person in the middle. Person in middle falls in any direction, trusting spotters to catch him/her and stand him/her back up.
Blind Walk
Divide group into pairs with one member of each pair blindfolded. Seeing partner leads blind partner on a walk. The walk should be challenging, including such obstacles as climbing over tables, crawling under chairs, walking up or down stairs, climbing over railings, etc.

Blanket Volleyball
Divide group into two teams, each with a blanket held like a parachute. Toss in an object that is volleyed from team to team using the blanket for propulsion. Can add objects.

Trolley Walk
Group coordinates efforts to walk while standing on wooden trolleys (long boards with ropes to hang on to every few feet).

Group Jump-Rope
Given long piece of rope, group tries to jump rope simultaneously (again, easier to start with simple task - one or two people - and work up to larger goal gradually)

Blind Shapes
Group is blindfolded or with eyes closed. Have group form themselves into a square or a triangle, etc. Can use a rope with everyone holding on. (communication, leadership)
Black Powder

Black Powder and Muzzleloading has always been a part of the mountain man legacy. At a rendezvous, black powder competitions are almost always present. Here is some information on black powder that might be useful to you.

Samples of Black Powder guns used by the mountain man:

HOW TO: Work Up A Black Powder Load

Adapted from an article by Cooper Jerret

As long as Varsity Scouts have been shooting black powder, the one question that I have heard repeatedly is, "What is the best load for my gun?" If you hang around black powder shooters for any length of time you will find that there are more answers to that question than grains in a can of powder. So you might say, "It depends." So if it depends, then perhaps I can help with what it depends on. The first thing that it depends upon is whether you are target shooting, and this includes plinking, or hunting. The difference is really obvious. You never have to worry about a target running off, and targets taste terrible no matter how you cook them.

Let's start with target shooting, we'll cover hunting in another article. Now the objective to target shooting is to produce the tightest group possible. Notice I said group and I did not mention score. You tighten up the group and the score will come with it. In fact there is a primitive match where the winner is determined by the tightest group.
There are four components to every black powder load, the powder, the patch, the lubricant and the ball. Varying any one of these can greatly affect your group. Let's assume that you have a new .50 caliber percussion rifle. You've picked this rifle because the caliber is suitable for target shooting, plinking and hunting deer sized animals. Your first decision is what caliber ball to pick. With a modern gun the manufacturer will usually recommend a caliber. This is a good place to start. With a custom gun or such, measure the bore with a caliper and select a caliber about .005” less than the bore measurement.

Now I am assuming that you already have a safe place to shoot, a comfortable bench to shoot from and the gun will at least print on paper. If you are an excellent shot and never miss then you can skip the bench. I have only met one person like that and she out shot me all day long. The first thing you want to do is wipe the barrel and then fire a couple of caps, muzzle pointed to the ground, to clear any oil from the barrel. Next you must decide how much powder to use. For target shooting the best bet is to start low and work your way up. I'd recommend a starting charge of 45-50 grains for a fifty caliber. Yes I know it's light, but I have never had to shoot an angry charging target. This is a starting load. Your next step is to select a patch and lubricant. I'd start with a .010 or .015 patch. Use cotton material only. Save the exotic stuff for the idiot down the road. Lubricate the patch, start the ball and patch down the bore and seat them with your ram rod. My lubricant of choice is spit. Works good but at times the patches taste terrible. Kind makes you wonder where they've been. One thing about spit, it's tough to run out of.

Okay, now you're ready to shoot. Before you shoot, remember, you're not interested in anything but your group. If you're on the paper, your doing fine. After each shot wipe the bore with a damp patch, then a dry patch. When you reload, try to seat the ball with the same pressure each time. Make sure the ball is seated on the powder. (A marked ram rod is handy for this.) Don't beat the ball into the powder, just seat it firmly. After shooting five good shots that means no flinching, eyes open, etc., collect your target.

Here is where the fun begins. By varying your load, patch, and lubricant you can adjust your group size. Some guns shoot best with tight patches and grease lubes, other do better with looser patches, spit lube or lighter loads. The secret to success is to experiment and be consistent. Now I can help guide you on some of this, but the rest you have to do yourself. In my experience most black powder guns do well with a snug patch and ball combination. Snug is when the ball and patch can be started by hitting your ball starter with a sharp smack from your open palm. If you're a lady, a light tap from a plastic hammer head. If you have to beat the ball and patch in, then your deforming the ball. A good way to judge is to retrieve your patch, although this nearly impossible at a well-used range. Look for cuts in the patch, a sure sign that the patch is too tight. Also look for burned edges, a sign that the patch was too loose. Anything in between is good. I always start by varying my powder load, usually in five grain increments. I like to shoot five to eight shot groups. After each group I remove the target and mark the load, patch, lubricant on the target. These become my reference points and records. Ideally as you work through heavier loads, you will see your group tighten up and then widen.
Sometimes you have to try lighter loads, but usually it works the other way. When you get to the point where the group widens, then the previous load was the best. Shoot another group at the best load to verify your assumptions. By the way I have never had a target charge greater than 70 grains in a .50 caliber rifle. If the gun has a lot of recoil then your way too heavy. Lighten the load.

After I have determined the powder charge, I start varying the patch and ball combination. Depending upon how tight the original combination was, I might try slightly heavier patch material or a different type. Sometimes a pillow tick seems to work better than straight patch material. If I see an improvement, using my best powder load, then I try a lighter patch and slightly large ball. Or at times I go the other way. Each gun is different. Finally I vary the lubricant. Remember always try to remain consistent and keep a record.

Working up a load is an easy but time consuming process. Of course and trip to the range is better than yard work. It may take several trips to the range to get close and a lot more to get the ultimate group. But with your gun holding a 3/4" group at 25 yards you'll be one step closer to that 50-xx score.
Black Powder Supplies

- Black powder
- Powder horn
- Powder flask
- Brass
- Antler
- Powder measure
- Commercial made
- Shorts (lead)
- Homemade
- Cap patch
- Capper
- Caps
- Patch
- Patch knife
- Balls (lead)
- Cleaning jag
- Nipple wrench
- Nipple pick
- Worm
- Ball puller
- Cleaning rags
- Cleaning patches
- Tools
- Gun oil
- Cleaning solution
Muzzleloading Safety
Adapted from an article by Rick Kindig

All of the basics of safe firearm handling that apply to modern guns apply to muzzleloading firearms as well. However, in addition there are a few special considerations:

- Use only black powder or Pyrodex. Never use any type of modern, smokeless powder. The "black" in black powder refers to more than color. Black powder has a totally different chemical formula than smokeless.

- Always seat the projectile directly onto the powder charge, never leave a bullet part-way down the bore. If you fire many shots without cleaning the bore in between, you may reach a point where the bore is so heavily fouled that you can't seat the next round. If a bullet should become stuck part-way down the bore, don't try to shoot it out as it could burst, or at least bulge, the barrel. If necessary, drive the bullet down with a heavy rod and a hammer, then fire it. Failing this, pour several tablespoons of solvent down the bore. In a few minutes the solvent will dissolve the fouling holding the bullet, allowing it to be removed with a bullet puller attached to your ramrod.

- Many shooters have experienced the situation in which the percussion cap will fire, but the gun will not go off. In nearly every case this is a direct result of improper or incomplete maintenance. When this occurs, keep the muzzle pointed in a safe direction for at least one minute, in case a delayed ignition or "cook off" should occur. Often times a second or third cap will fire the piece.

- Questions often arise about transporting or storing a muzzleloading rifle with a charge in it. Check the law in your own state, but in Ohio it is legal to carry a muzzleloading firearm in an automobile this way, as long as it is not primed. While this is legal, it is NOT safe, nor is it recommend. Many hunters want to leave a rifle loaded overnight if they expect to hunt the next morning. If a rifle is left loaded and then plans change, it is quite possible to forget the rifle is loaded, creating a potentially deadly situation days or even months later. We know of one hunter who unknowingly left a muzzleloading rifle loaded from one season to the next. When preparing for the next season, he snapped a cap and shot a hole in his gun room wall. He was lucky. We strongly recommend emptying the rifle by firing, pulling the bullet and dumping the power, or discharging the load with a CO2 ball discharger. While this may cost a little time, labor and material, it is the safe way to transport or store the firearm. There have been cases reported in which a rifle was discharged when there was no cap in place. Apparently a trace of priming material stuck to the nipple when the cap was removed, and this ignited the next time the hammer was dropped. If you choose to leave a rifle loaded overnight, de-prime it, lock it in a safe place, and mark it as loaded with a sign. Don't take a loaded rifle from a cold outside environment into a warm and humid building, as condensation will likely cause a misfire the next morning.
• Black powder and Pyrodex are stable products that can be handled and stored safely. Store in the original container and protect them from fire and humidity. Neither one is sensitive to shock under normal conditions. Two high-risk situations involving powder are:
  
  **Smoking while using powder.**
  
  **Unauthorized use by a non-shooter (i.e. amateur use in fireworks).**

Neither of these situations should be allowed to exist. Black powder and Pyrodex must be respected and used properly, but both can be used safely with a little common sense.
Powder Horns

- Lobe (lip) with carrying strap holes
- Peg holes
- Octagonal nuts
- Raised ring
- Spout designs
- End caps
- Designs for raised ring
- Lip designs
- Peg designs
**Trading and How to Prepare**

One of the highlights of the Rendezvous is the trading blanket. Here you can buy, sell and trade mountain man regalia and accessories. Planning ahead will allow you to make the best of this opportunity. It is usually not possible for your team to have time to make a full set of regalia for each team member. However you can take a few items and make more than one of them. For example, if your team learned how to tan leather, you could tan more than what you need and bring some of your tanned leather to trade at the rendezvous. This could be traded for shirts, knives, possibles bags, medicine pouches or other items that you did not have time to make.

Other items such as possibles bags and medicine pouches are also of trading value. One thing to keep in mind though is that simple bags are a dime a dozen. If a bag has been customized by paintings, beadwork, sewing, etc. then it becomes valuable. The more time you put into a piece to make it special, the higher trading price it will bring. A few years ago a varsity scout brought two scrimshawed powder horns to trade on the blanket. For his investment of $8, some time and some artistic talent he traded for about $60 of other items. Another youth took a $1 rabbit hide and made a pouch out of it. With that he traded for something else, enhanced it with beads, traded it again and on and on. By the time he was done enhancing and trading items he had a $50 knife in exchange for his time and a $1 investment.

Working as a team you can begin to prepare now for the trading blanket. Some team members might be good at tanning or sewing. Others might have artistic talent for painting. Others might be good at cutting wood or designing. Use your team’s collective talents to leverage your abilities to create. Then come prepared to trade for what you want!

Here is a list of some items that could be traded on the trading blanket:

<table>
<thead>
<tr>
<th>Shirts</th>
<th>Furs</th>
<th>Necklaces</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pants</td>
<td>Leather</td>
<td>Tails</td>
</tr>
<tr>
<td>Leggings</td>
<td>Moccasins</td>
<td>Animal Teeth</td>
</tr>
<tr>
<td>Breachcloths</td>
<td>Possibles bags</td>
<td>Animal Skulls</td>
</tr>
<tr>
<td>Knives</td>
<td>Medicine Pouches</td>
<td>Flint Striker</td>
</tr>
<tr>
<td>Scabbers</td>
<td>Ball Bags</td>
<td>Charcloth</td>
</tr>
<tr>
<td>Sheaths</td>
<td>Belts</td>
<td>Homemade Whistles</td>
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<tr>
<td>Powder Horns</td>
<td>Candle Lanterns</td>
<td>Flutes</td>
</tr>
<tr>
<td>Ball Starters</td>
<td>Walking Sticks</td>
<td>Homemade Canteens</td>
</tr>
<tr>
<td>Tomahawks</td>
<td>Bone Hairpipe</td>
<td>Horns or Antlers</td>
</tr>
<tr>
<td>Bone or Antler Buttons</td>
<td>Tin Cones</td>
<td>Horse Hair</td>
</tr>
<tr>
<td>Bird Feathers</td>
<td>Conchos</td>
<td>Porcupine Quills</td>
</tr>
<tr>
<td>Indian Crafts</td>
<td>Jerky</td>
<td>Beads</td>
</tr>
<tr>
<td>Belt Buckles</td>
<td>Iron Work</td>
<td>Wooden Boxes</td>
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</tbody>
</table>
Flintknapping

What is Flintknapping?
prepared by Tim Rast

Flintknapping is one of the methods by which people work stone into tools. Its is also called Flaking or Chipping. It involves striking or pushing carefully controlled flakes off of the stone being worked. This can be done in a variety of ways, including 'direct percussion' which is simply hitting the rock with another rock or a billet made of antler, wood, or similar material. In contrast to direct percussion, there is 'indirect percussion' which makes use of a punch between the rock which is being struck and the hammer doing the striking. The final common method of removing flakes is 'pressure flaking'. Pressure flaking is usually done in the final stages of tool manufacture, by using a pressure flaker made of antler or (more common today) copper, in essence, involves 'pushing' flakes off of the piece being worked by the application of force to a precise point on the tool edge. A variety of other techniques, which make use of levers and anvils are less common but not unknown. I said that Flintknapping is ONE of the methods by which people work stone into tools, another common technique involves grinding or abrading the stone down. This process involves a combination of pecking, grinding, or polishing the stone into shape. Tools produced in this fashion are generically referred to as ground. A popular misconception is the myth that stone tools were made by using fire and water. This is completely false. It is also terribly dangerous. Heating a rock and dropping cold water on it creates unpredictable fractures and sends shards flying dangerously and violently. NEVER NEVER NEVER try to flake stone using this method.

Safety

It would be irresponsible of me to begin talking about flintknapping without mentioning safety. Flintknapping is not dangerous, if you are careful and are aware of just how sharp flakes can be. Blades of obsidian (volcanic glass) are used by optical surgeons because they are far sharper than any industrial steel can ever hope to be. You can think of the flakes flintknappers make as broken glass, because, in effect, they are. Safety glasses or goggles should be worn AT ALL TIMES and a supply of band-aids should be kept on hand. If you flintknap, you will cut yourself. There is no way to avoid it. But by using common sense you can avoid serious injury. DO NOT test the sharpness of flakes on yourself, your little sister, your spouse, your neighbor's spouse, or your pet; they will cut you. Keep your workspace clean. If you knap inside, sweep up after yourself, or put a tarp or blanket down to catch the shatter. Flakes love bare feet and they will hide in carpets for weeks waiting for you to walk across them on the way to the bathroom in the middle of the night.

From Pop Bottle to Arrowhead

prepared by Tim Rast

This section describes how to knap an arrowhead out of a glass bottle bottom. This includes breaking a bottle and working with extremely sharp broken glass. YOU CAN BE CUT AND SERIOUSLY INJURED. GOGGLES MUST BE WORN AT ALL TIMES.

Materials Needed:
- Glass Bottle (empty)
- Hammerstone
- Pressure Flaker
- Notching Tool
- Leather Palm Pad or Heavy Denim Substitute
- Safety Goggles
- Heavy Leather Gloves
- Large Box Band-Aids

Recommended Materials:
Step 1: Selecting the Bottle
Don't overlook the importance of this first step, finding a good bottle to start with will determine how successful your knapping attempt will be. The best part of the bottle to use is the bottom, because the glass tends to be thicker than the sides of the bottle, and much less curved. So when picking your bottle, pay special attention to the bottom.

1. **Colored glass is better than clear glass.** Its very difficult to see what you are working on when you work clear glass. Amber or green glass bottles work well

2. **Flat bottoms are crucial.** Wine bottles with big kick-ups are not good for knapping. Most bottles have some curvature to the bottom - its best to avoid noticeable concave bottomed bottles in favor of flatter bottoms.

3. **Avoid bottoms with elaborate embossed markings,** like makers marks, numbers, or other designs. These lumps and bumps can be tricky to get rid of.

4. **Begin with a smaller bottle before you try a larger flat bottomed wine bottle.** They are less difficult to hold and its easier to cover a smaller surface with flakes than a larger one. You can work up to large bottles.

Step 2: Breaking the Bottle
Now you are going to need to break the bottle. You want to break it in such a way that the bottom will not be broken. Throwing it against a wall or rock is NOT a good way to start as the bottom is likely to break. Try wrapping it up in a corner of your tarp or a very heavy plastic bag and hitting the shoulder of the bottle with the hammer. NOTE: Wrapping the bottle up like this contains the mess, it does NOT protect you from the broken glass - The breaking glass can cut through the tarp and plastic bag quite easily. **WEAR HEAVY LEATHER GLOVES.**

It's easier to break a bottle by hitting it in the middle, but you have a greater chance of breaking the bottom if you hit it there, so strike the shoulder. If you don't have a hammer, try a hammer stone. Be very careful. Alternatively, it is possible to cleanly pop the bottom off of a bottle by putting a nail into it (tip down) and shaking it straight up and down with your thumb over the mouth of the bottle. A bigger nail is necessary for wine bottles. I use a round file as a substitute. If successful, the bottom of the bottle will pop out as a sharp glass disc.

Step 3: Cleaning the Hanging Glass off the Bottom
Unwrap your broken bottle. Hopefully the bottom will be in one piece. If it is, it will likely still be attached to sharp glass from the sides of the bottle. You will need to trim these hanging shards off, so that you have a nice flat bottom to work with. Hold the bottom upside down so that the shards hang down. **HOLD THE BOTTOM WITH LEATHER GLOVES OR WITH YOUR LEATHER PALM PAD.** Brush the hanging glass off with your hammerstone or the hammer. If you have a stubborn shard, try changing the angle you are holding the piece before you try striking harder. Don't brush too much, you just want the bottom to be flat - too much brushing will make nasty step fractures. Step fractures are failed flakes which break and end with straight edges, rather than gently feathering out. When you are done, look at the bottom and you will see "dents" on the inside of the bottle where you broke the hanging shards off. These dents are **flake scars.**

Step 4: The Serpentine Edge - Alternate Flaking
Now the fun begins! To knap an arrowhead out of a bottle bottom you need to 1) make a bifacial edge, 2) cover both faces with flakes, 3) shape it, and 4) notch it (optional). Points 2 & 3 will be discussed in the next section, and you don't have to worry about notching yet. We are going to start by making a bifacial edge all the way around the bottle bottom. A **bifacial edge** is an edge which has been worked on both (bi-) sides or faces. Look at your bottle bottom. If you followed the instructions in step 3, you will only have flakes scars from removed hanging shards on the inside of the bottle bottom, and none on the outside. Pieces worked only on one side are called **unifacial.**
Ok, lay the bottle bottom flat in the leather pad in the palm of your left hand (if you are right handed), and clamp your fingers down on top, to firmly hold the glass. It doesn't matter which side is up or down, just make sure that the edge you want to start working is exposed. You should have a little sandwich in your hand which goes; fingers, leather, glass, leather, palm. Now rest the back of that hand against the inside of your left knee for support. Using your copper flaker, you want to push down on the edge and detach a flake from the underside of the glass.

Don't pry the flake off, push it off. You really have to push hard to get a flake to come off. If detaching the flake hurts or bruises your palm, double or triple up your leather palm pad.

The flake removed will look something like a little half cone, and the flake scar will be a negative cone. You can fit the flake back into the scar to see what I mean by a positive cone (flake) and negative cone (flake scar). Ok, put your flake somewhere that people won't step on it and get back to your bottle bottom. Flip the glass over so that the flake scar that was on the bottom is now on the top. You will use that flake scar as the platform for your next flake. The platform is the place where you place the tip of the flaker to push a flake off. You want to place the tip of the flaker to the left or right of the center of the flake scar, so that the next flake you remove will be off to one side of this first flake. Again, push down with the flaker and take another flake off. What you should have now is a bottle bottom, with two flake scars: one on each face. Now flip the glass over again and use the flake scar left from the second flake removal to remove a third flake. Continue to alternate flake around the entire edge of the bottle. When you are done you will have a wavy, bifacial serpentine edge!

**Step 5: Shaping**

Now you have a wickedly sharp, bifacially worked bottle bottom. It doesn't look anything like an arrowhead yet - why? Its not shaped like one, either in cross-section or outline. The flake scars are only around the edge, they don't cover the face of the glass yet. You need to pressure flake it into shape. To do this, you need to change strategies a little. Instead of taking short chunky flakes off, like you did to make the serpentine edge, you need to take long, flat flakes off, which cover the faces of the bottle bottom, not just the edges. To do this, you change the angle you are flaking. Instead of pushing down, you want to push into the glass.

**Shaping - Cross-section**

If you look at your bottle bottom from the side, you will see that it is now, more or less, hexagonal. It has two flat faces and steep bevelled edges. It will also have a slight curvature to it, with a concavity on the bottom face and a slightly convex top surface. Arrowheads are, most often, lens shaped in cross-section. To achieve this lens shape, you need to get rid of all the concave curvature of the glass. In the process you will also be covering the blank faces with attractive flake scars. Most of the work you need to do is on the bottom, concave side of the glass. It will be very tempting to remove flakes from the upper, convex side because flakes love to travel across convex surfaces. The flakes you remove from the bottom will be very short by comparison, but that's okay. They will get longer as you work at removing the curvature of the glass. Taking beautiful long flakes off of the upper, convex side of the glass will only make the curvature worse.

To remove the cross-section shaping flakes you will need to use the serpentine edge you've created. Creating the serpentine edge has made a whole series of platforms. The wavy edge zigzags up and down across the centerline of the edge. This is important. Your edge has peaks which are above the centerline and valleys which are below the centerline. Your edge looks something like this: /\/\/\/\ You use the valleys as platforms to take off flakes. Look at you glass and find the peaks and valleys. The valleys are the platforms. Imagine the centerline. Now flip it over. Find the peaks and valleys. Find the platforms.

Hold the bottom in your hand, the same as when you made the bifacial serpentine edge. Make sure that the concave face is on the bottom. Find the peaks and valleys. Place the flaker tip against one of the valleys. Instead of pushing down, push into the glass. Push hard, build up a force and then push down a little to detach the flake. Remember push in, then down. Don't flip the glass over. Instead, move to the next valley and remove your next flake. Go all the way around. Then do it again. Don't be discouraged if your flakes
aren't very long. You may have to go around the glass 3 or 4 or 5 times before the flakes reach all the way to the center. Everyone's flakes are short the first time around. As you knap, your edge will get higher and your platforms (the valleys) will become less pronounced. So you will have to make new ones. You can do this a couple of different ways. One way is to use the tip of your flaker to brush up on the edge. This will remove tiny flakes from the upper surface of the edge (WEAR GOGGLES!). This will get rid of the thin brittle edge, making it stronger and lower. The second way to make new platforms is to grind the edge with an abrading stone. I just use one of my hammerstones.

Again, you want to prepare your platforms in the opposite direction that you are flaking. Flip the glass over, so that the face you want to flake is facing up and brush the edge, in a downward motion, with your abrader stone. Flip the glass back over, look for the platforms below the centerline, and keep knapping. Keep this up until you achieve the desired lens shape. Remember to spend most of your time removing flakes from the concave side. It won't take you very long to cover the convex side with flake scars.

Shaping - Outline
While you are working on the lens shaped cross-section, you will also want to coax your bottle bottom into an arrowhead shape. There are no hard and fast rules for shaping the outline of your arrowhead. If the bottle bottom is circular you can arbitrarily select a pointy end and a base end. Gradually change your circular bottle bottom into a triangle.

If your glass is not perfectly round, look for the longest axis, and align your triangle along that. The first step is to stop thinking about the bottle as a circle and start thinking of it as a chubby triangle. Instead of working around and around in a spiral, work from three directions - in from the two sides of your arrowhead and up from the base. When you abrade your platforms, keep the triangle in mind and work towards that goal.

Step 6: Notching
Wow! You made it - you have a lens-shaped triangular arrowhead. All you have left to do is notch it! The notching tools I typically use are sections of coat hanger mounted in broom handles, which have been filed to a chisel shape or copper wire which has been hammered flat.

Pick the point on the edge of the arrowhead where you want to start your notch. Use your notching tool to create a little nick in the edge, the same way you made your first flake on your serpentine edge. Flip it over. Take another flake of in the same place you took the first little flake off. Flip it over and keep doing it. Its the same sort of process as you used to make the serpentine edge, except you are flaking straight into the body of the piece instead of around the edge. Repeat the process for your second notch.

Tip: I like to make both notches at the same time, rather than finishing one and starting on the second one. I find that they turn out more uniform if I work on them together.

Step 7: There is no step seven.
**Mountain Man Terms**

**AIRLINE** The shortest and straightest line between two points. This term was in use long before the invention of aircraft.

**APAREJO** A large, padded packsaddle designed to handle awkward, heavy loads. Very likely the first type of packsaddle. Unlike the sawbuck, panniers cannot be handled with this saddle.

**APISHEMORE** A saddle pad, often made of hair.

**APPALOS** An early camp food made by skewering alternate pieces of lean meat and fat on a sharpened stick and roasting over a low fire. When it was possible to get them, pieces of potato or vegetable, were intermixed with the fat and the meat. This method of cooking was much used by many tribes of Indians, as well as the Mountain Men.

**ARKANSAS TOOTHPICK** A large, pointed dagger used mostly by river men.

**AS THE CROW FLIES** See "Airline"

**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.

**AVANT COURIER** A French word meaning "scout". This word was used by both voyageurs and mountain men.

**AWERDENTY** Whiskey.

**BALL** Bullet. (The actual projectile.)

**BARK ON, HE HAS THE** Said of a courageous person.

**BARK TO** To skin an animal. To scalp a man. A squirrel by shooting the tree bark from under him.

**BIG FIFTY** The .50 caliber Sharps rifle used by the buffalo hunter.

**BEAM** A fallen tree used for fleshing hides. This was also called a graining beam or a fleshing beam.

**BEAR PEN** A type of trap in which the fall acts as a lid over a pen, thereby catching the animal alive.

**BEE LINE** See "Airline".

**BLACKBIRD STORM** An unexpected cold storm in late spring.

**BLANC BEC** A term used by voyageurs for a new man who had yet to travel the Missouri past the Platte River. As with many voyageur terms, this was later adopted by some Mountain Men with much the same meaning.

**BOIS DE VACHE** Buffalo chips used as fuel.

**BONE PICKER** A despised human scavenger who hunted for, and sold, the bones of dead animals, mostly buffalo.

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

**BOSCHLOPER** See "Bossloper".

**BOSSLOPER** A trapper or hunter

**BOUDINS** The real treat of the mountain man. A buffalo gut containing chyme, which was cut into lengths about 24 inches long and roasted before a fire until crisp and sizzling.

**BREED** A person of Indian and White blood. A half-breed.

**BRIGADE** A keelboat crew.

**BUCKSKIN** Tanned deerskin from which much of the clothing of the Indian and mountain man was made. If Indian tanned, buckskin was usually a very light dotor, often almost white. Darker color was usually obtained by smoking the skin over an open fire.

**BUFFALO BOAT** A boat made of raw buffalo skins, much used by traders. This boat differed from the Bull Boat in that it was larger and had a normal boat shape.

**BUFFALO CHIP** Buffalo manure, dried and used as fuel.

**BUFFALO CIDER** The fluid found in the stomach of the buffalo. Used by both mountain men and Indians to quench thirst.

**BUFFALO DANCE** An Indian dance used to insure success on a buffalo hunt.

**BUFFALOED** Confused.

**BUFFALO GUN** See "Big Fifty".

**BUFFALO LICK** A natural saltlick used by buffalo and other game animals. Usually a very good place to find game.

**BUFFALO RANGE** Any wide-open feeding area used by buffalo.

**BUFFALO ROBE** The skin of the buffalo, tanned with the hair on. Used by traders, Indians, and mountain men as ground covers, robes and blankets.
BUFFALO WALLOW The depression made by buffalo rolling and dusting themselves. The same
walls were used year after year often becoming quite deep.
BUFFALO WOLF A large, gray wolf found around buffalo herds. Young buffalo calves were the natural
food of this animal.
BUG'S BOYS The Blackfoot Indians.
BUG-TIT A derisive term used to mean any company official who tended to think that he was more
important than he actually was.
BULL BOAT A bowl-shaped boat having a willow frame-work covered with green hide. Easy and quick
to make; but very difficult to handle.
BULL CHEESE Buffalo jerky.
CACHE A safe place, often hidden, for storage of food and other supplies.
CACHE, TO To put or store something in a safe place.
CAHOOTS, TO GO IN To go into partnership.
CALABOOSE Jail.
CALZONERAS A form of Mexican trousers often worn by traders.
CANOT DU MAITRE A 35- to 40-foot long canoe propelled by fourteen men, (voyageur)
CANOT DU NORD A 25-foot long canoe propelled by eight men. (Voyageur)
CAROT See "Carrot"
CARROT A bundle of tobacco, wrapped in linen, then whip-wrapped with cords thus forming a crescent-
CAYUSE A horse. Also a tribe of Indians in Oregon.
CHAFF, TO To make fun of someone. To rub someone the wrong way.
CHAFFER, TO To haggle over prices or trade goods.
CHAPARRAL A thicket of scrub oak and other brush.
CHEF DE VOYAGE A party leader. (Voyageur)
CHILD See "Coon".
CHINOOK A warm wind, usually in the spring. This is a common term in the Northwest.
COCK THE The hammer of a rifle or pistol.
COLD FEET, HE HAS He is a coward. Someone who seeks shelter when the going gets tough.
CONE THE The nipple on a percussion rifle or pistol.
COON A raccoon. Also a friendly name early mountain men called each other.
COUNT COUP To show bravery and receive honor by touching an enemy, usually with a special stick
used for that purpose only. In some tribes, touching a living enemy had more honor than touching a
dead enemy. Touching a man had more honor than touching a woman. The first to touch received more
honors than the second or third. Credit was seldom if ever, given after the third. When feathers were
awarded for coup, they were sometimes depending on the tribe, cut or painted to indicate the type and
amount of honor they represented. Oddly enough, killing the enemy did not count for coup the first to
touch took the honor, be he the killer or not. When used by the mountain man, the expression "I'll
count coup on him" usually meant "I'll kill him", after which, the taking of the dead man's scalp was
normal.
COUREURS DE BOIS A woods runner or hunter an early French trapper, (Voyageur)
COURIER A messenger, A term used mostly by traders.
CRIMPY DAY A very cold day.
CROOKED RIVER Any river which is filled with sand bars reefs, or actual bends.
CURLY WOLF A man who can brag and is willing to back his talk with his fists or other means.
CUT FOR SIGN, TO To walk or ride back and forth across an area looking for evidence of a man or
animal passing.
DEAD FALL A tree blown down by the wind or other force of nature. Also, a trap which utilizes a falling
log or stone as the actual trapping mechanism.
DEAD MEAT Carrion.
DIAMOND HITCH A hitch (knot) used to fasten cargo to a pack saddle.
DIG UP THE TOMAHAWK Start a war. Often the word "hatchet" was substituted for "tomahawk".
DRY, I AM I am thirsty, likely for something stronger than water.
DUMPLING DUST Flour. This term originated from the early practice of mixing dough by pouring water
in a depression made in the flour while it was still in the sack, causing small puffs of dust. Both the
term and practice are still used by north woodsmen.
DU PONT  Gunpowder.
DUTCHMAN  Any type of temporary prop or support.
DUTCH OVEN  A large kettle with three feet and a dished lid. It can be used for both cooking and baking.
EASY WATER  Calm, smooth water on a river or lake.
ENGAGEMENT  A 3-year agreement between a trapper and a fur company.
ENGAGES  Company trappers bound for 3 years to sell all they trap to only one company.
FACTOR  Chief of a trading post or trading party, authorized by the company to sell or trade company merchandise.
FATHER OF ALL WATERS  Mississippi River. An Indian term.
FAT PINE  Pitch pine, very good for starting fires.
FEAST CAKES  Pancakes.
FILLY  A young, female horse; although just as likely to be applied to a young, shapely, good-looking woman.
FIRE WATER  Whiskey. This term comes from the Indian practice of throwing a cup of whiskey into a fire to see if it would burn. If it would not flame up, it would not be accepted.
FIZZ-POP  A very early soda pop made by mixing a little vinegar and a spoon of sugar in a glass of fresh water. Just before drinking mix in about a quarter of a spoon of soda.
FLASH IN THE PAN  A misfire. Also a man who spends a great deal of time bragging, but never seems to be around when it comes to proving himself.
FLESHED  Any skin or hide which had the flesh and fat scraped off before it was dried.
FLESHING  The process of removing the excess flesh and fat from a skin or hide.
FLOAT BOAT  A large scow used to float up to three tons of fur and skins to St. Louis.
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.
FORK A HORSE (or MULE)  Mount the animal.
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.
GALENA  Lead.
GALENA PILLS  Lead balls (bullets).
GALETTE  A basic flour and water bread made into flat, round cakes and fried in fat or baked before the open fire. (Voyageur)
GALLUS’S  Suspenders.
GANT UP  Tighten up on a rope or belt.
GET YER BRISTLES UP, TO  To get angry.
GEWGAWS  Beads, bells, small mirrors, etc. used for decoration.
GONE, HE’S  He’s dead.
GORDOS  Flapjacks (hotcake, pancakes whatever).
GO UNDER, TO  To die.
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.
GRAINED  See “Fleshed”.
GRAS  Animal fat.
GRAS LAMP  A lamp made by filling a tin cup with bear or other animal fat, then inserting a twisted rag or piece of cotton rope to act as a wick.
GREASE HUNGER, I HAVE  An expression meaning “I am hungry for meat.”
GREASE AND BEANS  An expression meaning “Food”.
GREEN HAND  A term used by early traders meaning an inexperienced man.
GREEN MEAT  Meat which still had the animal heat in it.
GREEN RIVER  A western river (see any good map). The hilt of a knife (from the old GR trade mark up near the hilt). A knife made by Russell Green River Works. A copy of a Russell Green River Works knife.
GREEN RIVER, UP TO Anything of quality was said to be "up to Green River".
GRUB Food. This very old term is still widely used.
GULLY WASHER A very hard downpour of rain.
HAIR OF THE BEAR, HE HAS The greatest praise a mountain man can say of another.
HALF BREED A person of mixed blood, Indian and White.
HALF-FACED CAMP A floor less shed, closed with poles on the back and sides, closed with skins and
blankets on the front. The roof sloped from the rear of the shed to the front. This form of house or shed
was greatly used by settlers until they had time to construct a log structure.
HAWK Short for "Tomahawk".
HEFT, TO A very old term meaning "to lift and feel the weight of".
HELLO THE CAMP A traditional greeting given before entering any strange camp. Better given at a
slight distance or the visitor may not leave in the same manner that he entered,
HIDE HUNTER A rather low breed of man who killed buffalo for the hides only. Usually despised by all
who came into contact with him. "Buffalo skins for the belts of industry."
HIVERANNO An experienced mountain man. One who had lived many years in Indian country. (First
Voyageur, later Mountain Man)
HOGSHEAD A large wooden barrel or cask capable of holding from 100 gallons up.
HOGAN A stick and earth lodge used by the Navaho Indians,
HOLLER CALF ROPE Give up, surrender. An expression used by river boatmen.
HORRORS Delirium Tremans. After the first night or two at the Rocky Mountain Rendezvous many a
mountain man faced the horrors.
HUMP RIBS The small ribs which support the buffalo's hump. Roasted they were another favorite of the
mountain men.
INDIAN ANNUITY Payment given to Indians as part of a treaty agreement. More often than not, a
sizeable portion went into the pocket of some bureaucrat.
INDIAN BREAD Corn meal bread.
INDIAN DOCTOR Medicine man. Also, a White man well versed in natural medicine,
INDIAN FILE Single file.
INDIAN GOODS Trade goods. Often just trinkets of little value to the White man, but of great value to
the Indian.
INDIAN HATCHET Tomahawk.
INDIAN SCOUT An Indian on scouting duty with the U.S. Amy.
INDIAN SIGN Evidence of Indians in the area.
INDIAN UP To sneak up on someone or something.
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.
JORNADA A day's journey. A journey between pre-determined points.
KEEL BOAT A 60- to 80-foot long flat-bottomed boat about 16 feet wide. In wide use before steamboats.
KEENER A man who is an exceptional shot.
KINNIKINNICK A firm of smoking tobacco made from the leaves of the tobacco plant plus the leaves
and bark of other plants, the actual formula depending on the tribe making it.
KYACK A rawhide box designed to be strapped to a pack saddle.
LARRUPT TO To eat in a hasty and sloppy manner
LARRUPING GOOD Anything which has an extra fine flavor.
LASH ROPE The rope used to tie a load to a pack saddle.
LAVE HOI Time to roll out of bed. This expression, usually given in a good, loud voice, was used to
awaken a partner or a whole party.
LEGGINGS The buckskin, later blanket, trousers of the Indian.
LIGHTS WENT OUT, THE He died.
LOBO Timber wolf.
LOCK, STOCK, AND BARREL In total; the whole thing. For examples "He sold his shop, lock, stock,
and barrel". This expression comes from the 3 major parts needed to construct a muzzle loading rifle or
pistol.
LOCO Crazy.
LODGE The living quarters be it house, cabin, tipi, hogan, tent, or lean-to, of the Indian or mountain man.
LODGEPOLE The main cross-supporting pole of a lodge.
LODGEPOLE PINE (Pinus contorta) Once one of the most valued trees in the Rocky Mountains, due to its many uses. Also known as "Screw pine" and "Tamarack pine".
LONG FORM A crude bench long enough to seat three or more people.
MACKINAW A boat approximately 40 feet long, 10 feet across the beam, and 4 feet deep, pointed at both ends. This boat, widely used on the Mississippi, Missouri, and Ohio River systems, was capable of holding a cargo of approximately 10 tons. Often these were used for downstream travel only.
MADE WOLF MEAT, HE WAS A dead man left where he fell, for the wolves to dine on. An act of contempt.
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.
MAL DE VANCHE An illness common to the mountain man and voyageur. It was caused by eating too much fat or fatty meat and not enough vegetable matter.
MANGEUR DE LARD Voyageur term for a fur company recruit. These men, considered useful for common labor only, were usually fed salted pork, hence the name. The term was later adopted by the mountain men to mean any man new to the fur trade.
MANTILLA A shawl used as a trade item with the Indians,
MEAT BAG, THE The human stomach.
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 traps.
MEDICINE PIPE The sacred pipe of the Indian. This pipe was used only during special ceremonies, was kept in a special, sacred bundle, and was NEVER allowed to touch the ground.
MEDICINE LODGE A sacred lodge used only for religious ceremonies. In some tribes it could also be used as a meeting place for the secret societies of braves. The sweat lodge (an early American form of sauna bath) used by many tribes was also considered a “medicine lodge”.
MESA A table-top (flat) mountain or hill.
METATE The stone mortar used for grinding corn and other grains. The word is Spanish, not Indian.
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.
MUD HOOKS Human feet. This expression is still often heard among country people.
MULA Mule.
NEAR SIDE Left side
NOON IT, TO To stop for the mid-day meal and rest.
NO-SEE-UM Buffalo gnat.
NUTRIA Although actually the common name of the myocaster coypusv many mountain men used it to mean "beaver".
OFF SIDE Right side.
OL' COON A friendly nickname used between mountain men.
OL' EPHRAIM Grizzly bear.
OL' HOSS See "Ol' Coon".
ON HIS OWN HOOK, HE IS A free trapper.
PAGAMOGGON A very effective Indian weapon made by attaching a 2-foot long leather-covered handle to a 3-pound stone. Used as a club.
PALAVER Talk.
PANNIER See "Kyack".
PAPOOSE An Indian word used by many frontiersmen and mountain men to mean any Indian child.
PARFLECHE Rawhide made from buffalo hide. It is exceedingly tough. In fact, its name (French) comes from the fact that it could not be pierced by arrows or spears. The word also refers to a carrying case or envelope made of dried buffalo hide and widely used by both Indians and mountain men in place of a trunk.
PASS A passage through a range of mountains.
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.
PENOLE Flour made from parched corn.
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.
PINCE The pointed bow and stern of a canoe. (voyageur)
PIPE The jourada of the voyageur. The distance between rest stops, which were the only times his pipe could be lit up and enjoyed.
PLEW Beaver pelt (skin).
PONCHE Trade tobacco.
POO-DER-FE A destructive, frigid west wind. (Crow Indian word)
POOR BULL FROM FAT COW TO KNOW To know good times from bad. Either term could also be used alone, such as: "Them days war Poor Bull and that be a sure fact", meaning, "those days food and plews were hard to get and that is a fact".
PORTAGE A trip between waterways or around a waterway obstruction, carrying everything along with you.
PORTAGE TRAIL The trail used to carry a canoe and supplies between waterways or around a waterway obstruction.
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.
POUDRERIE Dry snow driven through the air by a violent wind.
POW-WOW An Indian word meaning a meeting followed by dancing and feasting. The mountain man's term for any discussion between two men, or for a planned meeting.
PRO-PELLE-CUTEM The motto of the Hudson's Bay Company, meaning "for a pelt, a skin".
PSALM SINGER A very religious person.
PULL FOOT To turn tail and run.
READ HIM A PAGE FROM THE GOOD BOOK To give someone a tongue, lashing, or perhaps something a little more forceful.
RAISE, TO To steal from another's cache. Any man found doing this was likely to become wolf meat.
RAISE HAIR To scalp an enemy.
RAWHIDE The dried, dehaired but untanned hide of any animal, usually cattle or buffalo. Very strong and useful.
READING SIGN Interpreting the tracks, etc. when tracking.
REDSTICK Indian.
ROBE HIDE The winter-killed hide of the buffalo. Usually used to make buffalo robes.
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.
SANTA FE TRAIL A well-used route between Independence, Missouri and Santa Fe, New Mexico.
SAW BUCK A cross-frame used for cutting wood. Also a pack saddle.
SCALP FEAST A time for counting coup, feasting dancing, and chanting over battles won.
SCALP LOCK A challenging lock of hair grown on the crown of the heads of the warriors of some Indian tribes.
SCALP POLE The pole used to display scalps taken from enemies.
SEGUNDO The second-in-command of a large party or company.
SHARPS A breechloading percussion rifle invented by Christian Sharps.
SHINING Splendid. To shine means to be extra good at something.
SHINING MOUNTAINS An early name for the Rocky Mountains.
SHONGSASHA A form of tobacco made from the bark of the red willow, sometimes mixed with Indian tobacco plant leaves.
SKIN TRADE, THE The fur trade.
SKOOKUM Good. An Indian word much used in mountain man slang.
SLEDGE A flat-decked sled used for transporting provisions.
SLINGING A method of securing provisions to the back of a mule.
SNAG A dead tree in a river. Capable of sinking a canoe.
SNOW EATER, A A chinook.
SOURDOUGH Fermented dough used for making bread, biscuits flapjacks, etc.
SPUDS Potatoes.
SQUARE A term of respect. Any man of courage, honesty, self-reliance, and devotion to what he believed to be right was "square" and darn proud of it.
SQUARE SHOOTER, A See "Square".
SQUAW CAMP A camp for women and children while the men were away hunting or at war.
SQUAW HITCH A simple hitch used in place of the Diamond Hitch.
SQUAW MAN A White man married to an Indian woman.
SQUAW WIND An unexpected warm wind in the middle of a very cold spell. Like a chinook, but in the dead of winter.
SQUAW WOOD Small dry sticks used for starting a fire or tending a very small, hard-to-see fire for cooking.
STIRRUP Bread made from flour, fat, and water. It was baked in a Dutch oven or on a stick placed over or near a fire.
Sweep The steering oar on keel boats, rafts, etc.
TANGLE FOOT Whiskey.
TAOS LIGHTNING A whiskey made near Taos New Mexico.
TERRAPIN Dog meat.
TENDER 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.
THERE GO HORSE AND BEAVER An expression meaning "I just lost everything I owned or had with me".
THRUNS The fringe on buckskin or leather clothing.
THROW IN WITH, TO To join a group or party. To go into partnership with someone.
THROW SMOKE, TO To shoot a firearm
TIMBER WOLF A large, gray wolf found at one time throughout the United States, now found only in the far north.
TOMAHAWK A small hatchet used by the Indians and mountain men for fighting and woodcraft.
TOMAHAWK TALKS Councils of war. Treaty councils. The tomahawk was an important symbol in both war and peace.
TIPI The conical lodge used by the Plains Indians. (Teepee)
TOW Unspun flax used for cleaning firearms. Also used as tinder.
TRACE, A A trail.
TRADE GUN See "Fusees".
TRAPPER'S BUTTER Marrow from the leg bones of large animals.
TRAPPINGS Accouterments, especially for a horse.
TRAVEE A travois, a form of sled made by fastening two long poles together over the back of a horse or dog, then building a platform near where they drag to support a pack or cargo of some sort.
UP TO BEAVER An expression meaning a very cunning persona who can hold his own in any situation.
VALLEY TAN Mormon whiskey.
VARA The Spanish yard (33 inches); the unit of measurement used by many early traders.
VOYAGEUR A trapper for one of the very early fur companies. Most voyageurs were French-Canadian.
WAGH An exclamations, used by both Mountain Men and Indians, usually denoting admiration or surprise. This grunt-like sound is supposed to resemble that made by a bear. It is, in fact, believed to have ordinate from the sound made by a bear when mildly surprised.
WAMPUM An Indian term for belts of small beads or shells that were used as money. Many mountain men adopted this term to mean all money.
WAR PATH. ON THE A person spoiling for a good fight is said to be "on the war path."
WASNA Pemmican. (Dahcotah word)
WATTAPE The fine root of a coniferous tree, used as thread or twisted into rope. (Voyageur)
WAUGH See "Wagh."
WENT UNDER To die.
WHITE INDIAN A White man who went native and joined a tribe of Indians. Many captured White children became White Indians.
WICKIUP The lodge of some southwestern Indian tribes.
WIGWAM The dome-shaped lodge of some eastern Indian tribes.
WILLOW KILLER The first real cold spell of Fall. When the leaves all fall off of the willows due to the cold, it is a sure sign that winter has arrived.
WIPE OUT, A A massacre. Many a so-called "massacre" was not really one at all, as both sides had weapons and were able to and did fight.
WOLFER A man who made his living hunting wolves for bounty. The wolfer was only considered a degree or two better than the hide hunter. Neither were ever considered a part of the skin (fur) trade.
WOLFISH, I'M I am hungry.
YELLOW LEGS Dragoons.
YUNKS Children.