

SECTION	SUBJECT
FCF ADVANCEMENT	SCOUT TESTING GUIDELINES

Qualifications

A candidate must be under 18 years of age at the time of a scout competition. National and Territorial scout competitions require candidates to be the selected Scout of their Chapter. In the event the Chapter Scout is unable to attend, the Assistant Chapter Scout may be added as a substitution. In each case, he must be an active FCF member of a chartered Royal Rangers outpost, and have the approval of his Outpost Commander, Outpost Coordinator, and Pastor in order to be eligible to compete for the position of Scout.

Candidates for scout must submit the Scout Application and three Personal Reference forms. The application and reference forms should be postmarked no less than thirty (30) days prior to the date of the scout competition in order to be eligible for participation. Both the scout application and the personal reference form are available on www.nationalfcf.org. All forms should be sent to the Chapter President or Territorial Representative respectively.

Scout candidates will be evaluated in eight areas of scoring. In a Chapter Scout competition, the highest scoring candidate will become the Chapter Scout and the second highest scoring candidate will become the Assistant Chapter Scout. In a National Scout completion, the Chapter Scout candidate achieving the highest score will be selected as a National Scout and the second highest scoring chapter scout will be selected as the Territorial Scout. The selected National Scout and Territorial Scout will serve two year terms.

Chapter / Territory Administration

It will be the responsibility of the Chapter President and Territorial Representative to send the completed Scout applications and personal reference forms for the selected scouts to the National Royal Rangers office within 30 days of the competition. The scout applications and personal reference forms for the candidates who did not become scout should be retained by the Chapter or Territory until the next scout competition.

Scores will be kept on file in the event that either boy becomes unable to fulfill their obligation. A new appointment will be made based on next highest score, at which time that boy's application and personal reference forms will be forwarded to the National Royal Rangers office.

The Chapter President should designate a member of their staff to coordinate the Scout competition process. The Scout competition coordinator should enlist an appropriate number of chapter members to assist in the facilitation of the competition. The Territorial Representative should designate a member of the respective territory to conduct the competition for National/Territorial Scout. It would be preferable to have a representative from each chapter with a scout candidate participate in the testing process. However, a chapter member should not judge the frontier outfit category for a scout candidate from their own chapter.

Scouts that are selected as Territorial or National Scouts will immediately resign as Chapter Scout and their Assistant Chapter Scout will be advanced to Chapter Scout for the remainder of his term.

Scout Competition

A scout candidate will be evaluated in the following eight areas:

10 points	Flint & Steel	10 points	Frontier Outfit
10 points	Black Powder Shoot or Primitive Bow Shoot	10 points	FCF Advancement
10 points	Hawk Throwing	10 points	Trappers Brigade Advancement
10 points	Knife Throwing	10 points	Royal Rangers Advancement

Flint and Steel

Event Description: A candidate must use his own flint and steel. Tinder will be supplied. All tinder given to the candidates must be the same material.

Scoring: scoring will be based on the following time intervals:

10 points	under 10 seconds
8 points	10-30 seconds
6 points	30 seconds to 1 minute
4 points	1 minute to 2 minutes
2 points	Greater than 2 minutes

SECTION	SUBJECT
FCF ADVANCEMENT	SCOUT TESTING GUIDELINES

Black Powder or Primitive Bow Shoot

Event Description: Candidates using a black powder muzzleloader must use black powder, a round ball and cloth patch for this scoring section. Black powder shooters must shoot one shot, standing off hand at 25 yards. Those shooting black powder must have a Black Powder shooters card issued by the NRA or NMLRA. Primitive bow shooters must shoot one arrow, standing at 15 yards. Bows must be a primitive wood long bow, laminate long bow, or a laminate recurve bow with no sighting devices. All shooters must use the Official FCF Target included in the scout testing guidelines.

Scoring: Points are scored by the numbers indicated on the target. An arrow/shot will be scored according to the position of the shaft/hole on the target face. If the shaft/hole touches two colors or touches any dividing line between two scoring zones, the arrow/shot will score the higher value of the two zones involved.

- 10 points Bull's eye
- 8 points first ring
- 6 points second ring
- 4 points third ring
- 2 points fourth ring

Tomahawk Throwing

Event Description: Candidate must use his own primitive style tomahawk. He will be given 10 tries to stick his tomahawk. Pacing off is allowed only once. Each throw must stay lodged in the target for at least 5 seconds to count for a point. A traditional 18-24 inch target round will be used. The target must be properly secured by a tripod or other method to prevent falling or excessive movement.

Scoring: One point for every successful stick of the tomahawk – max 10 points.

Knife Throwing

Event Description: Candidate must use his own primitive style knife. He will be given 10 tries to stick his knife. Pacing off is allowed only once. Each throw must stay lodged in the target for at least 5 seconds to count for a point. A traditional 18-24 inch target round will be used. The target must be properly secured by a tripod or other method to prevent falling off or excessive movement.

Scoring: One point for every successful stick of the knife – max 10 points.

Frontier Outfit

Evaluation Description: Candidate must wear his own frontier outfit items to the evaluation and cannot borrow items from other FCF members.

Scoring: Frontier outfit scoring form below – max 10 points.

Score each item on a scale from 2 to 10 with 10 being the best score. Each item should be evaluated on the following criteria; hand made by competitor, workmanship, and period authentic. Higher scores should be given for items that are hand-made by the scout candidate.

Poor (2 pts), Marginal (4 pts), Good (6 pts), Better (8 pts), Best (10 pts)

Outfit Item	Score
Shirt	2 4 6 8 10
Pants	2 4 6 8 10
Foot Gear	2 4 6 8 10
Coat	2 4 6 8 10
Knife	2 4 6 8 10
Tomahawk	2 4 6 8 10
Possible Pouch / Bag	2 4 6 8 10
Hat	2 4 6 8 10
Necklace	2 4 6 8 10
Overall Appearance	2 4 6 8 10
100 points possible – Total Points	
Final Frontier Outfit Score (100 points) = Points divided by 10	

SECTION	SUBJECT
FCF ADVANCEMENT	SCOUT TESTING GUIDELINES

Period Authentic: Is the item correct for the time period portrayed by the candidate?

Workmanship: Points will be scored by assessing the quality of work put into the item. Work does not have to be done by the candidate. This is purely scoring based on the merit of the item. Does the workmanship in construction of the item indicate historically accurate methods and designs? Is the workmanship appealing to the eye?

Hand-made by candidate: The candidate should be the primary person to do the work on the item however, it is acceptable to have help in making the item.

FCF Advancement

Scoring: Candidates will receive a score according to the point schedule below.

Wilderness member	10 points
Buckskin member	5 points

Trappers Brigade Advancement

Scoring: Candidates will receive a score according to the point schedule below.

Free Trapper	10 points
Bourgeois Trapper	7 points
Company Trapper	5 points

Royal Ranger Advancement

Scoring: Candidates will receive a score according to the point schedule below. Count only the highest achievement level earned. Points are not accumulative.

Score highest single achievement level with the highest possible score for the RR Advancement category being 10. A candidate cannot combine points attributed to earned awards in both Adventure and Expedition Rangers.

Gold Medal of Achievement	10 points
Adventure Gold	7 points
Adventure Silver	5 points
E3 Medal	7 points
E2 Medal	5 points

Bonus points may be awarded for young men who have earned the GMA with Merit (+1 pts) or the GMA with Honor (+2 pts)

Point Deductions

Points will be deducted for the following:

Late applications (submitted after the 30 day time frame)	-2 points
Missing Personal Reference Forms	-1 point per form

Serving Second Terms

Young Bucks who have been selected as a Chapter, Territorial or National Scout may be selected to serve a second term as scout so long as they meet the following requirements:

1. Candidate must be under the age of 18 at the time of the selection.
2. Candidate must meet all qualifications as per this document.
3. Candidate must submit all applications and documents as per this document.

Candidates for Territorial/National Scout

A current Territorial or National Scout may run for a second term. He must submit an application to his chapter and be re-selected as the Chapter FCF Scout. If he will still be under the age of 18 at the time of the territorial/national scout selection he may then submit the application for that level. He may do this while serving as a current territorial/national scout.

SECTION	SUBJECT
FCF ADVANCEMENT	SCOUT COMPETITION SCORE SHEET

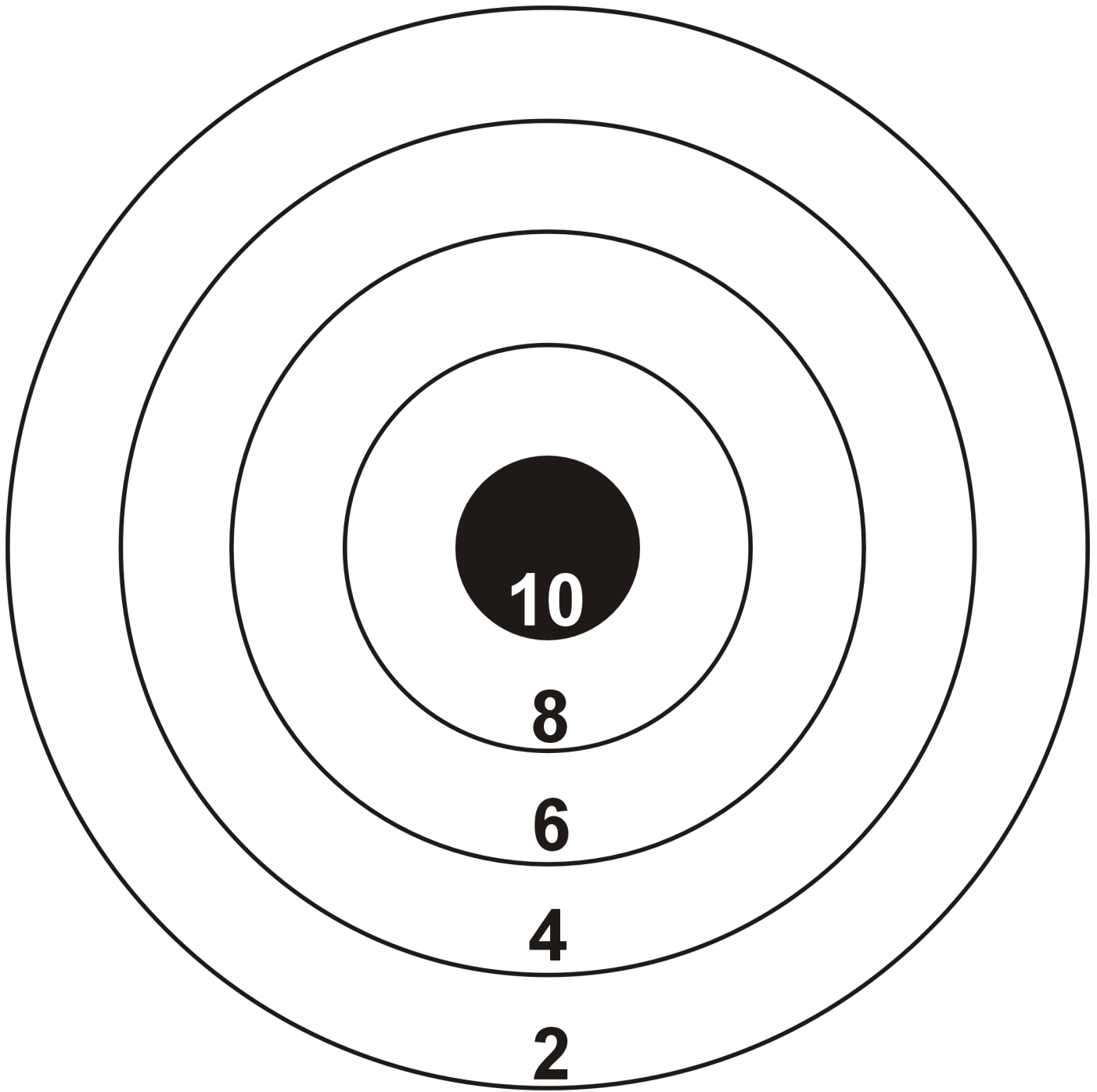
Sectional | Chapter | Territorial | National

Name: _____ Birth date & Age: _____
 Chapter: _____ FCF Name: _____

Scoring Categories		Score																																																																														
Flint & Steel Under 10 seconds (10 pts), 10-30 seconds (8 pts), 30 seconds to 1 minute (6pts), 1 minute to 2 minutes (4 pts), Greater than 2 minutes (2 pts)																																																																																
Black Powder / Primitive Bow Shot Score based on the location of the shot on a bull's eye target with 10 rings.																																																																																
Tomahawk Throwing Score one point for a successful stick – ten throwing attempts.																																																																																
Knife Throwing Score one point for a successful stick – ten throwing attempts.																																																																																
Frontier Outfit Score each item on a scale from 2 to 10 with 10 being the best score. Each item should be evaluated on hand made by competitor, workmanship, genre appropriate and period authentic. Higher scores should be given for items hand-made by the scout candidate. Poor (2 pts), Marginal (4 pts), Good (6 pts), Better(8 pts), Best(10 pts) <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th align="center" colspan="5">Outfit Item</th> <th align="center">Score</th> </tr> </thead> <tbody> <tr> <td>Shirt</td> <td align="center">2</td> <td align="center">4</td> <td align="center">6</td> <td align="center">8</td> <td align="center">10</td> </tr> <tr> <td>Pants</td> <td align="center">2</td> <td align="center">4</td> <td align="center">6</td> <td align="center">8</td> <td align="center">10</td> </tr> <tr> <td>Foot Gear</td> <td align="center">2</td> <td align="center">4</td> <td align="center">6</td> <td align="center">8</td> <td align="center">10</td> </tr> <tr> <td>Coat</td> <td align="center">2</td> <td align="center">4</td> <td align="center">6</td> <td align="center">8</td> <td align="center">10</td> </tr> <tr> <td>Knife</td> <td align="center">2</td> <td align="center">4</td> <td align="center">6</td> <td align="center">8</td> <td align="center">10</td> </tr> <tr> <td>Tomahawk</td> <td align="center">2</td> <td align="center">4</td> <td align="center">6</td> <td align="center">8</td> <td align="center">10</td> </tr> <tr> <td>Possible Pouch / Bag</td> <td align="center">2</td> <td align="center">4</td> <td align="center">6</td> <td align="center">8</td> <td align="center">10</td> </tr> <tr> <td>Hat</td> <td align="center">2</td> <td align="center">4</td> <td align="center">6</td> <td align="center">8</td> <td align="center">10</td> </tr> <tr> <td>Necklace</td> <td align="center">2</td> <td align="center">4</td> <td align="center">6</td> <td align="center">8</td> <td align="center">10</td> </tr> <tr> <td>Overall Appearance</td> <td align="center">2</td> <td align="center">4</td> <td align="center">6</td> <td align="center">8</td> <td align="center">10</td> </tr> <tr> <td align="center" colspan="5">100 points possible – Total Points</td> <td></td> </tr> <tr> <td align="center" colspan="5">Final Frontier Outfit Score (100 points) = Points divided by 10</td> <td></td> </tr> </tbody> </table>		Outfit Item					Score	Shirt	2	4	6	8	10	Pants	2	4	6	8	10	Foot Gear	2	4	6	8	10	Coat	2	4	6	8	10	Knife	2	4	6	8	10	Tomahawk	2	4	6	8	10	Possible Pouch / Bag	2	4	6	8	10	Hat	2	4	6	8	10	Necklace	2	4	6	8	10	Overall Appearance	2	4	6	8	10	100 points possible – Total Points						Final Frontier Outfit Score (100 points) = Points divided by 10						
Outfit Item					Score																																																																											
Shirt	2	4	6	8	10																																																																											
Pants	2	4	6	8	10																																																																											
Foot Gear	2	4	6	8	10																																																																											
Coat	2	4	6	8	10																																																																											
Knife	2	4	6	8	10																																																																											
Tomahawk	2	4	6	8	10																																																																											
Possible Pouch / Bag	2	4	6	8	10																																																																											
Hat	2	4	6	8	10																																																																											
Necklace	2	4	6	8	10																																																																											
Overall Appearance	2	4	6	8	10																																																																											
100 points possible – Total Points																																																																																
Final Frontier Outfit Score (100 points) = Points divided by 10																																																																																
FCF Advancement Buckskin Member (5 pts), Wilderness Member (10 pts) – score one																																																																																
Trappers Brigade Advancement Company Trapper (5 pts), Bourgeois Trapper (7 pts), Free Trapper (10 pts) – score one																																																																																
Royal Rangers Advancement Adventure Silver (5 pts), Adventure Gold (7 pts), E2 Medal (5 pts), E3 Medal (7 pts) , GMA (10 pts), GMA with Merit (11 pts), GMA with Honor (12 pts)– score one																																																																																
Total Score (80 points possible)																																																																																

Evaluator's Name: _____ Date: _____

Scout Competition Target – Black Powder or Primitive Bow



SECTION	SUBJECT
FCF ADVANCEMENT	SCOUT APPLICATION

Scout Application – Sectional, Chapter, Territorial, National

This application is to be used to submit your name to be considered for Sectional Scout / Assistant, Chapter Scout / Assistant, and Territorial Scout / National Scout.

This application should be mailed to your Chapter President or Territorial Representative
Postmarked 30 days prior to the scout testing to be eligible to be selected as scout.

Date: _____ FCF Name: _____
Name: _____ Age: _____
Address: _____
City: _____ State: _____ Zip: _____
Email Address: _____
Church: _____ Section: _____ Outpost #: _____

Is your Outpost Currently Chartered? Yes No
Level applying for: Sectional Chapter Territorial/National

1. FCF Advancement

Frontiersmen Buckskin Wilderness

2. Trappers Brigade

Company Trapper Bourgeois Free Trapper # _____
 Pathfinder Bronze Silver Gold

3. Royal Rangers Advancement

Adventure Bronze Adventure Silver Adventure Gold
 E1 Award E2 Award E3 Award
 Gold Medal of Achievement GMA w/Merit GMA w/ Honor

4. Junior Leadership Development *(Check all Junior Training events you have attended)*

RTC JTC AJTC BAC CAC WSAC AAC
 MAC SAC SSAC Junior Academy Trail of the Saber Medal

5. Outpost Leadership *-What leadership positions have you held in your outpost?*

Asst Patrol Leader Patrol Leader Asst. Sr. Patrol Leader Sr. Patrol Leader Jr. Commander
 Outpost Scout Communications Spec. Historian Chaplains Aide Gear Manager

What position do you presently hold in the outpost? _____

6. Events *(Check all that you have attended in the last 12 months)*

National Camporama National Rendezvous Territorial Rendezvous Camporee / Powwow
 Chapter Trace Frontier Adventure Winter Trace Primitive Trek FCF Business Meeting

- List any sports, clubs, or special activities you participate in at school or other venues.

- Please list any hobbies or musical activities you are involved in.

SECTION	SUBJECT
FCF ADVANCEMENT	SCOUT APPLICATION

Personal Commitment

I realize the importance of displaying integrity, respect, and courtesy in my personal life, social media, my outpost and at Royal Ranger events that I may attend as a scout. I will strive to display Christian character in all areas of my life, understanding that I represent the Royal Rangers Ministries during my term as scout.

_____	_____
<i>Candidate's Signature</i>	<i>Date</i>
_____	_____
<i>Signature of Parent/Guardian</i>	<i>Date</i>

Endorsements

After completing the application, you must get your outpost coordinator's and pastor's approval. You will also need to distribute and collect the Personal Reference forms.

_____	_____
<i>Outpost Coordinator's Signature</i>	<i>Date</i>

If 18, please verify the below statement before signing. If a minor, there is no need for the youth worker's screening form. However, the application still requires the pastor's signature.

I am personally acquainted with the applicant, and in my opinion he is a competent and qualified youth worker. I know of no facts or allegations that raise any questions concerning his suitability for working with minors in any Royal Rangers activity. The church has on file the applicant's youth worker's screening form.

_____	_____
<i>Pastor's Signature</i>	<i>Date</i>
<small>(Lead, Associate, Children's, Youth, or Board Member)</small>	

Endorsement for Territorial/National selections ONLY

I verify that the above named scout candidate is an active member of our chapter.

_____	_____
<i>Chapter FCF President Signature</i>	<i>Date</i>

This application will be retained indefinitely in the national Royal Rangers office in electronic format.

SECTION	SUBJECT
FCF ADVANCEMENT	PERSONAL REFERENCE FORM

Scout or JFA Personal Reference Form

This form is required when submitting an application for FCF Scout or JFA at any level. In order to gain some insight into the character of the individual submitting the application, this reference page should be given to three individuals making the character references. One reference will need to be a Royal Rangers leader or pastor. Two references will need to be other adults—teachers, coaches, employers, etc. Family members are not eligible to complete the reference form.

Please provide an addressed, stamped envelope for each reference.

Applicant Name: _____

This young man is applying for a leadership role in the Frontiersmen Camping Fellowship. FCF is part of the Royal Rangers ministry, which is a mentoring program for future men that will provide Christlike character formation and servant leadership development for boys and young men in a highly relational and fun environment. FCF members portray the undaunted courage and determination of the American frontiersmen on which its lore is based by using pre-1840 period camping skills, gear, and outfits as tools in developing mentorship, leadership skills, and spiritual advancement. The mission of FCF is to develop a spirit of servanthood among its members to give of their time and energy.

Please rate the applicant on the following items (1 is low; 5 is high). You are welcome to add brief comments where appropriate.

	Low			High	
	1	2		4	5
Is the applicant a positive role model?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Does the applicant have good communication skills?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Does the applicant demonstrate leadership ability?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Is the applicant enthusiastic and motivated?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Is this applicant responsible and dependable?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Do you know of any reason why this applicant would not be suitable for working with minors? No Yes

Signature: _____ Date: _____

Relationship to candidate _____

Send completed applications to your Chapter President by _____.

Please send the complete reference to : _____

_____ Applicant to provide the address.

This application will be retained indefinitely in the national Royal Rangers office in electronic format.