

FCF Trace 2026 - Awards & Competition Rules

Awards will Given for the Below Events

Young Buck Champion & Runner Up

- Knife
- Hawk
- Archery
- Fire Starting
- Necklace
- Cooking

Old Timer Champion & Runner Up

- Knife
- Hawk
- Archery
- Fire Starting
- Necklace

Seneca Run

- Team Champions (2 First Place Medals)
 - Team Runner Up (2 Second Place Medals)
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Competition Rules

Fire Starting Competition

1. Time to see flame: the amount of points depends on how quickly you produce a flame.
2. Build fire high enough to burn 5 strings: the amount of points depends on how many strings you burn.
3. For every string burnt, they must mention one of the FCF Symbol logs: each log mentioned adds points.
4. Only when all 5 strings are burnt, you qualify for the bonus....say what the FCF Flame represents = Bonus points
5. 3 Minutes to complete. In case of tie, call them back to a face off. Fastest Flame wins.

Team Seneca Run

*One Young Buck and One Old Timer participant.

**Old Timer can run with a second Young Buck, ONLY IF no other Old Timer is available.

Young Buck is not allowed to run twice.

***Time Period Compass Skills, Knife Throwing Skills (1 stick), Hawk Throwing Skills (1 Stick), Fire Starting Skills, Atlatl Throwing Skills (distances to be determined), Horse shoes Skills (1 in radius), Snare Setting Skills will be tested!!

1. Coordinates will be given to each team
2. Team must follow coordinates and complete stations in order
3. Team members must alternate using the compass from station to station
4. Each team member must choose 3 different skills
5. This is a timed event. Any incorrect order of stations adds 30 seconds to time. It is possible that you get the first station wrong and 30 seconds is added to every single station.

Cooking Competition

*Desserts Only

****Young Buck only**

1. Bring your own ingredients
2. Must be made at camp, from scratch
3. Must use period correct tools
4. Any safe cooking method is acceptable
5. Must use period correct cooking methods: Fire and Coals only, No propane, Butane, Electric, etc. (you get the idea)
6. Must be physically made by 1 individual, coaching is allowed
7. Remember to share your recipes and create your cookbook. This may count as one of the Frontier Cook (Silver Arrowhead Merit) requirements.

Leather Craftsman

***Young Buck only**

1. Make Archery Arm Guard at camp
2. Demonstrate Skills: Staining, Stamping, Engraving, Burning, etc.
3. You may decorate it
4. Submit for judging

****You may bring and use your own materials and tools**

*****Does not need to be functional (a functional arm guard is a bonus)**

Cupids Revenge Competition (Archery Alternative to 4x4 shoot)

***Teams of 4: No more than 2 Old Timers per team; an all Young Buck Team is OK**

****Must Register at camp before cutoff time (TBD)**

*****Fast Paced**

******Commands: Archers to the line, Clear to fire, Cease fire, Rotate, Retrieve Arrows**

1. 1st team member lines up and fires ONLY when instructed by Range Officer.
2. 2nd team member lines up and fires ONLY when instructed by Range Officer.
3. 3rd team member lines up and fires ONLY when instructed by Range Officer.
4. 4th team member lines up and fires ONLY when instructed by Range Officer.
5. Cycle repeats until the first team knocks down all the objects.

*******It is possible to hear the Range Officer command: "Cease Fire", BEFORE you get off your shot. It just means you took too long. Remember, this is fast paced.**

Knife & Hawk Games

*Same games and rules for both Knife and Hawk.

**All practice throws are to be done on designated targets only.

***All Games get 2 throws - Zero practice throws allowed.

Game 1: Slice and Dice (Step Counting Allowed ONLY for Frontiersmen)

1. Roll Dice, remember your number and color.
2. Stick your number = 3 points
3. Any stick other than your number = 1 point
4. Misses = 0 points

Total possible points = 6, must at least touch by hair to receive points (remember.....honor system)

Game 2: Green Light Red Light (Step Counting Allowed ONLY for Frontiersmen)

1. Stick your 1st color slice = 3 points
2. Stick your 2nd slice (same color, different slice) = 3 points
3. Any other stick = 1 point
4. Misses = 0 points

Total possible points = 6, must at least touch by hair to receive points (remember.....honor system)

Game 3: Le Revolucion! (Step Counting Allowed ONLY for Frontiersmen)

1. Stick the small area = 3 points
2. Stick the medium area = 1 point
3. Stick the large area = 0 points
4. Misses = 0 points

Total possible points = 6, must at least touch by hair to receive points (remember.....honor system)

Game 4: Double Revolution Fever (Step Counting Allowed for ALL)

{Knife and Hawk MUST make at least 2 revolutions}

1. Stick the small area = 3 points
2. Stick the medium area = 1 point
3. Stick the large area = 0 points
4. Misses = 0 points

Total possible points = 6, must at least touch by hair to receive points (remember.....honor system)

Game 5: Up High Down Low (Step Counting Allowed for ALL (Knife and Hawk MUST be thrown underhand)

1. Any Stick = 3 Points
2. Misses = 0 points

Total possible points = 6

Game 6: Time Wood Derby (Step Counting Allowed for Frontiersmen AND Buckskin ONLY)

{Only 1 Knife and Hawk can be used}

1. Any Stick = 1/2 point
2. Misses = 0 Points

Total Points = Unlimited, 20 seconds only. If the last throw has started on the 20th second, it counts Remember, Jesus is watching)

Handles Competition Rules

*Must register for event

**Best to start with a clean / new handle (see below)

***Numbers are drawn

1. Throw tomahawk, if it sticks = leave it there
2. If you miss or it doesn't stick without hitting another hawk = referee will stick it sideways with majority of handle on inside of target.
3. If you hit another hawk and it does not stick = retrieve your hawk.
4. If your hawk is not throwable, or safe to throw = referee will determine if you're out
5. After the time limit (loosely based on how long the competition is going), referees will count the number of notches on your hawk. The Tomahawk with the least amount of damage is declared the Champion.

****If it's too close to call, we may need a head to head competition.