

Bossloper Application Form

- 1. You must have a minimum of one full probationary year. This includes all new applicants, experienced or not!
- 2. You have two (2) years to advance to Bossloper degree. If you do not do so in this time, your application will be dropped.
- 3. To advance to Bossloper degree, you must complete (and check off) at least ten of the requirements listed on the back of this form. Include a copy of this form with date(s) completed, with whom (when applicable), location(s) and a brief description of what you experienced. (Unless self-sponsored, a copy of your entire journal is not necessary).
- 4. If you are associated with an A.M.M. party, the party booshway and the party clerk must attest that you have fulfilled these requirements. If you are not associated with a party, you must get the sponsoring signatures of two (2) Bosslopers or one (1) Hiveranno member. These signatures must be on this form.

If, after your probationary period, you decide to remain with us, fill out your part of the certification below, get the necessary signatures and return this form to the Brigade Booshway, (make a copy for yourself before sending this form).

WITHOUT THIS CERTIFICATION YOUR ADVANCEMENT TO BOSSLOPER WILL NOT BE ACCEPTED

_____, certify that I have fulfilled the necessary requirements to the satisfaction of the brothers whose signatures appear below and I hereby apply for full membership. Your signature A.M.M. Party of State of For Sponsoring Members and Office Use Only _____card #______Degree______ Date Sponsoring Member card # Degree Date Sponsoring Member or card # Degree Date Party Booshway card # Degree Date Recommended by Brigade Booshway Date

Received by the Chief Clerk Card # issued Date

AMM form 2002

BY LAWS Article II, section 2. REGULAR MEMBER- To become a Bossloper, a man must have completed at least one full year as a Probationary member. From the list of Hiveranno requirements (Article III, below), he must complete at least 10 requirements. The selection of which 10 requirements to do are the Pilgrim's choice, except that requirements 1 and 2 are mandatory, and requirement 16 is not applicable for advancement to Bossloper.

- 1. Must have a full set of hand-cut and -sewn clothing and handmade accoutrements. These must be researched for authenticity of the 1800-1840 period and be of a type which would have been seen on men in, or moving to, the Rocky Mountains. Period weapons, saddles, traps, blankets, and other accoutrements that would normally have required the work of a specialized craftsman need not be handmade, but must be as authentic as can be purchased today.
- 2. Must have spent at least two days and one night in a primitive camp during each season of the year.
- 3. Must have spent an accumulative time of two or more weeks in the wilderness under primitive conditions in the company of no more than one other member. Each stay must be at least three full days and two full nights.
- 4. Must have spent at least one full week in a primitive encampment in the company of other members at the Territorial AMM Rendezvous (Eastern or Western) or the National (Rocky Mountain) AMM Rendezvous.
- 5. Must be able to demonstrate the skills needed for primitive survival in the wilderness of his area and must be willing to teach said skills to other members when requested by a Party Booshway or Director of this Association.
- 6. Must be able to demonstrate trapping ability using steel traps, snares, and traps made from natural materials found in the area. As many states do not allow the use of some, or any, of these traps, the actual taking of game is not required, although it is suggested where possible and legal.
- 7. Must be able to demonstrate ability to track man or animal under natural wilderness conditions.
- 8. Must be able to demonstrate the ability to properly pack a horse, canoe, bullboat, or a man for distance travel under possible adverse conditions.
- 9. Must be able to properly field dress (clean and skin) a game animal under primitive conditions.
- 10. Must be able to start a fire in wet, as well as dry, weather using flint and steel or fire drill using tinder and wood found under natural conditions.
- 11. Must be able to show ability to tan or Indian-dress hides.
- 12. Must have spent at least five days traveling on foot, snowshoe, canoe, and/or horseback. One method or a combination may be used. Bullboat may be used in place of canoe. You are expected to gain as much distance as possible. This trip must be under primitive conditions, taking nothing that would not have been available to the mountain man between 1800-1840. Period weapon with accoutrements and knife must be along.
- 13. Must be able to cook a meal of meat using only the meat, fire, a knife, and materials found in nature.
- 14. Must be able to converse using Plains Indians hand talk. The 200 words on page 64 of Tompkin's book "Indian Sign Language", will be used as a basis for conversation. To complete this requirement, you must demonstrate your ability to read the signs for 50 words, as well as to give the signs for 50 words.
- 15. Must have hunted for and killed at least one game or fur animal with a muzzleloading firearm or primitive bow and must have used the skin and/or meat for food, clothing and/or accourrements. The hunt must be made from a strictly primitive camp, the hunt accomplished under primitive conditions within the limits of local game laws.
- 16. Must have at least three full years of membership in AMM.
- 17. Must be able to properly skin an animal and prepare the skin for market.
- 18. Must have served as a Booshway for at least two activities of the AMM.
- 19. Must spend three days and two nights totally alone under primitive conditions and aux aliments du pays ["off the nourishment of the land"].
- 20. Must have made a study of the life style of the mountain man, frontiersman or American Indian before 1840 and must submit a report of this study to the association Capitaine.