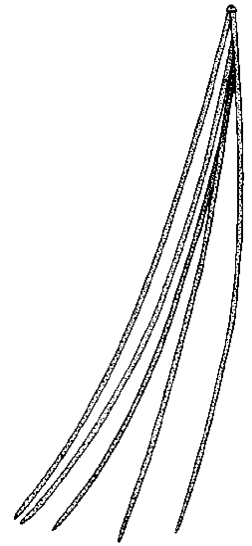


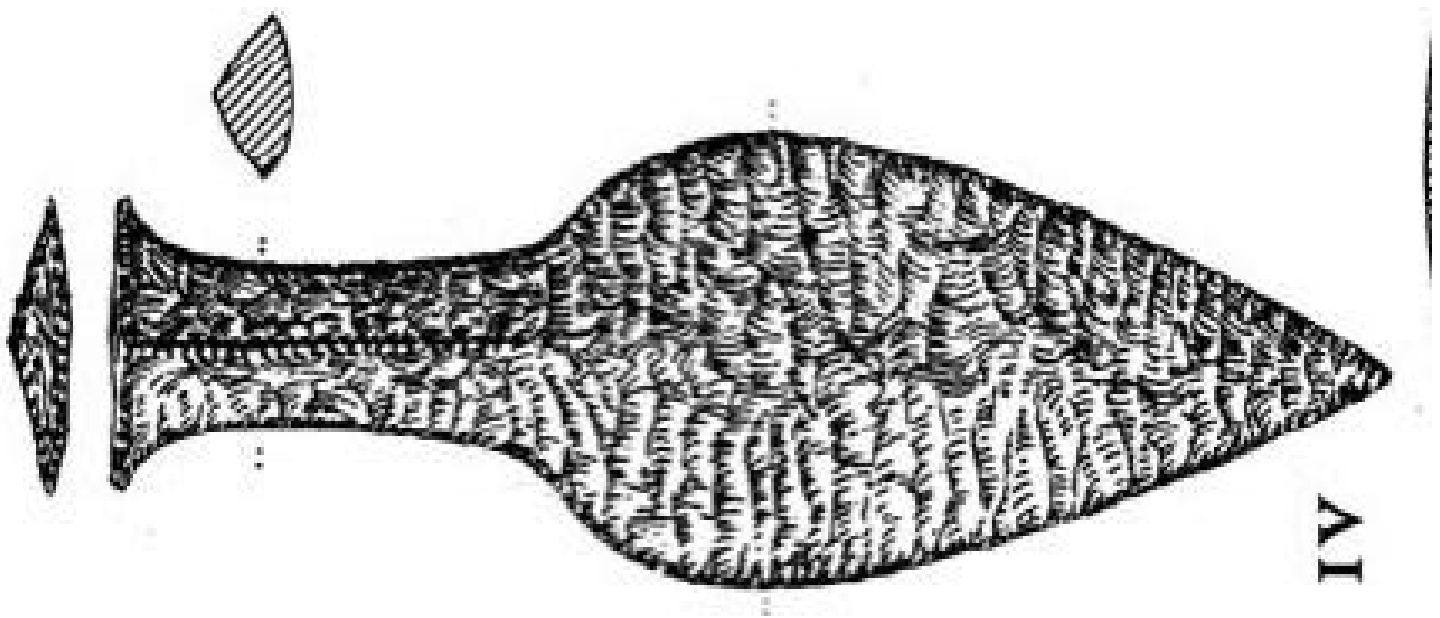
STONE

Our ancient Hominid ancestors began working stone some 3.5 million years ago. Through millenia their skills became more and more refined. Eventually stone tools would come to define the human species enabling an epic migration around the planet. The Stone Guild is the most ancient of all Guilds, here you will find the skills of grinding and shaping stone, percussion and pressure flaking of knappable rock as well as hafting and weaponry. It's important to follow safety precautions with stone reduction. You can experiment with simple bashing techniques on the river banks, but as a general rule you will want to keep your Flint Knapping in a reserved area called the Knapping Pit. Here you can keep all your tools like leather pads, and goggles. The tiny flakes of stone that are produced from Flint Knapping are often sharper than a razor blade. So be careful and follow the direction of your instructor.



White Pine Youtube Stone Guild

<https://www.youtube.com/playlist?list=PL6cF8eGs4ZB6V5QoBI3qBmPosVtugPyHA>



bashing

Bashing is really fun. Within every Stone is the potential for dozens of tools. You don't have to be a master flintknapper to make a stone tool. If you're stuck in the woods without a knife and you need fire you'll have to carve a baseboard and a rudimentary notch in order to get a coal. To do this you will need a basic stone knife. Look around the riverbanks for stones that are shiny, not granular in texture, the smooth and shiny rocks are the ones that are typically more dense and can provide a better edge. You can play around with Bashing by throwing one stone at another, or picking up another stone and smashing it down on another. Experiment with as many methods as you can to break rock, you may be surprised what type of edges and tools you can find within the stones.

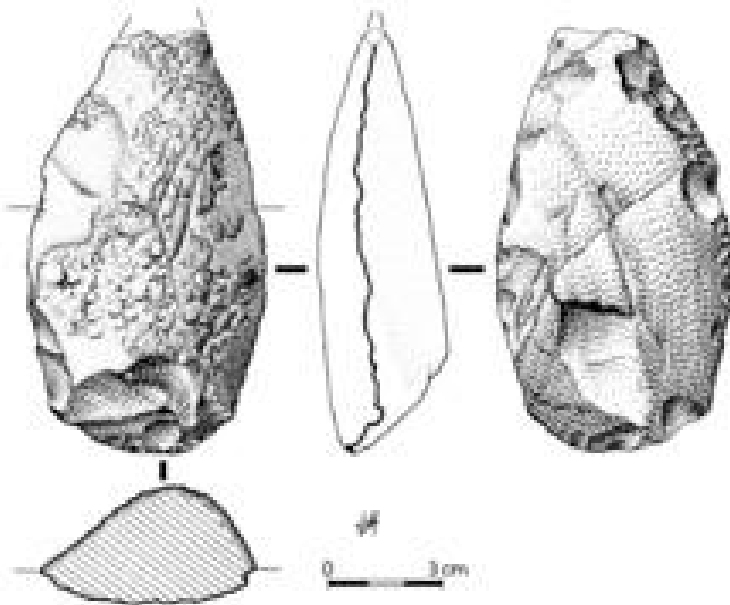


hand ax

The Hand Axe is a simple tool that does not need to be hafted. You'll want a stone that is blunt and dull on one side to hold on to and a sharpened edge on the other that you can use to chop with. You can use a Hand ax to chop through bone, trees or even to dig with. You may find through your experiments with bashing, a piece that is suitable or you may need to undertake the process of grinding and shaping your stone. When you have a good hand ax that you have made you can experiment with using it the way our ancient ancestors like Australopithecus did.

Tier 1

Present your Stone EDC (See Survivors Packing and Caching Guild)



percussion and pressure

Percussion and Pressure Flaking bring us into the refined art of stone reduction sometimes called Flint knapping. When you find nice workable stone like obsidian, dacite, chert or flint then you can bring it back to your Flint knapping area where you can really spend some time with it. Here you will utilize hammerstones, antler boppers, and pressure flakers to shape the stone into a biface. A biface looks kind of like a large unfinished spearhead, this is the foundation for spears knives and arrowheads that will come with greater refinement.



stone knife

The Stone Knife is a lot of fun. Your Knife can look a lot like a spearhead or an atlatl point or it can be more blunted on one side and sharp on the other. Decide whether your knife will be full tang with a cordage wrap around the base or if it's going to be hafted into a wooden handle with pitch and sinew, as was commonly practiced. Stone Knives can be effective and durable tools, though they are utilized differently than steel knives, they are best for skinning, butchering and wood scraping rather than carving. Stone Knives are perhaps the most primitive looking additions to a survival kit or nature museum, they speak to a true connection to ancestry.

skinning flake

The next time you get a roadkill squirrel and want to make some rawhide cordage or tan the hide you can pass on the knife for skinning and go straight to the Flint Knapping Pit. Find or make yourself a highly efficient skinning tool by simply bopping off a nice flake of obsidian with your percussion tools, when you can hold that flake up to the sky and see the light passing through the edges you know you have an edge that is over a hundred times sharper than a razor blade and can easily slice through the hide of that animal. Obsidian flakes don't hold their edge very long so you may want to gather a few flakes to complete your skinning project.

Tier 2

Present and demonstrate your Stone GoBag. (See Survivors Packing and Caching Guild)



arrowhead

The next step in refinement is an Arrowhead. A killing point for an arrowhead is often much smaller than people think, these are sometimes referred to as bird points even though they were intended for hunting mid to large game animals. A good Arrowhead is roughly the size of your thumb or sometimes just the front portion of your thumb. The difficulty with Arrowheads is that your pressure flaking will have to become quite refined, you will need to produce a point that can be hafted into the base of an arrow shaft and remember arrow shafts are often no thicker than your pinky. Making good arrowheads takes a lot of time and practice with your percussion and pressure flaking but when you make a killing point you will be well on your way to The Sacred Hunt.

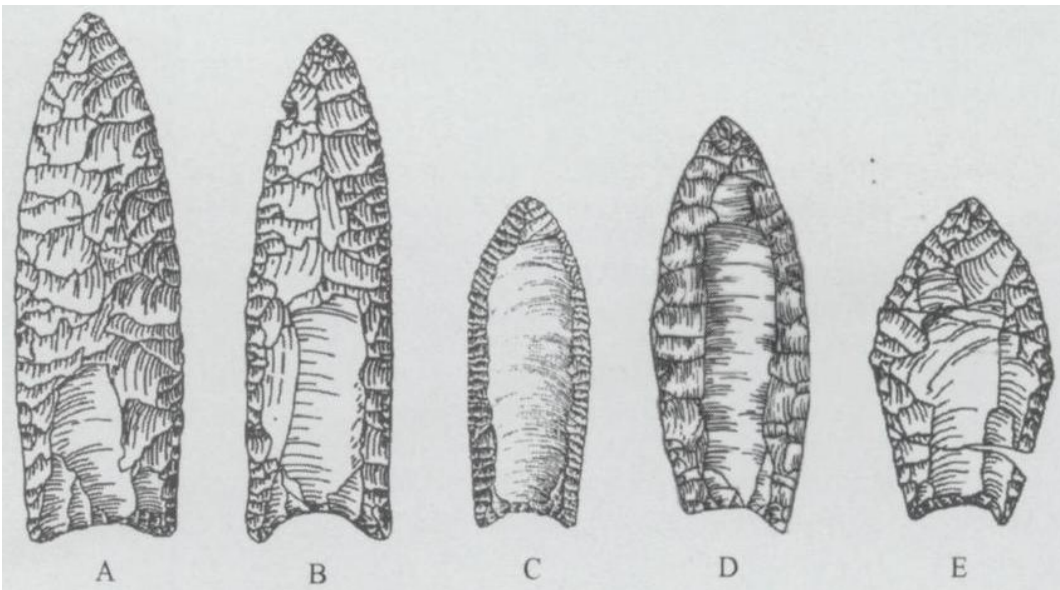


atlatl dart head

Atlatl Dart Head, these are 2 or 3 times the size of an arrowhead. You can start to experiment with notches around the base of your tools which can provide a shelf that can hold your sinew or rawhide securely when you are hafting. In all of your Flint Knapping pursuits it is the development of percussion and pressure flaking technique that will lead to long consistent flakes that allow you to create thin, stable pieces.

Tier 3

Present and demonstrate your expanded Stone GoBag. (See Survivors Packing and Caching Guild)



spearhead

The Spearhead is the largest tool that is typically made in the Flint Knapping Pit. You can begin by carefully reducing your biface, always grind and prepare your platforms while hitting below centerline and be sure to always provide adequate support for your piece either on your leg or in your hand with a glove. The goal with the spearhead is to make a piece that is sharp and stable roughly the size of your palm, that is thin enough at the base to be hafted into a spear shaft.

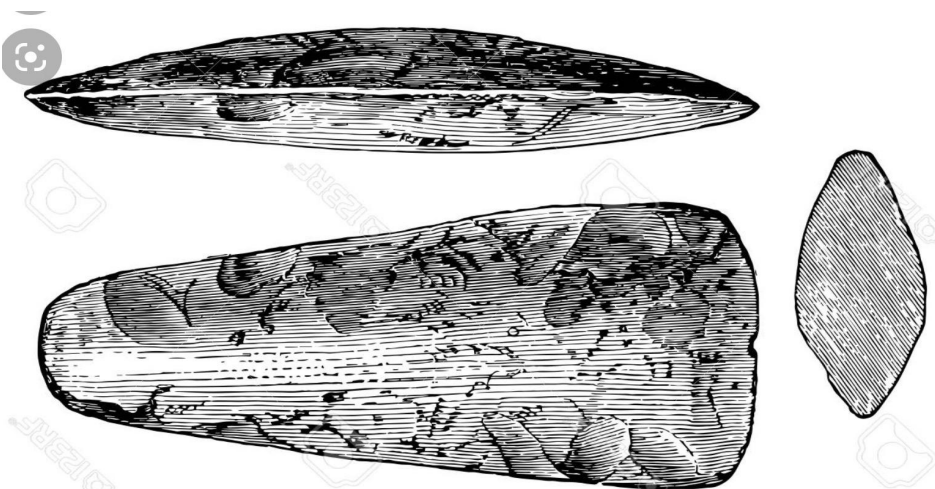


celt

Making a Celt is not that difficult but it does take time. When you're down at the river you can do some foraging for stone, really observe and appreciate the shapes of the rocks and look for something that could potentially become a Celt. The key to a celt is that the cutting edge or front is wider than at the base, this is so that when it is hafted it wedges tighter and tighter when it is struck on the front cutting face. Try to find something that is roughly 75% completed in shape, you don't want to be grinding stone for a year for a simple tool. I love to use our concrete slab at White Pine as a grinding tool but you can also often find large course boulders where you can do your shaping. Now grind, shape and refine the tool so that it has a cutting edge and accentuate the narrowness of the base while maintaining some of the mass for weight. Due to the fact that stone biodegrades very slowly it is said that celts are often passed down not just from generation to generation but from culture to culture over millennia. If you complete a Celt who knows you may have created a tool that is shared by future Stone Age cultures thousands of years from now, possibly even a village of chimpanzees, as chimpanzees have recently entered the Stone Age.

Tier 4

Present and demonstrate your Stone Tier 4. (See Survivors Packing and Caching Guild)



flint ridge

All across the country beginner to master level flintknappers gather together at rendezvous' and Knap-Ins. One of the greatest of these is the Flint Ridge Knap-In in Ohio every September. Flint Ridge has been a gathering site for flintknappers for thousands of years as it is the source of the beautiful creamy red flint that was traded throughout the midwest. Here you will find an incredible amount of resources, knowledge and guidance from some of the greatest living practitioners. So bring a notebook and your wallet as you'll want to stock up on supplies. The event was free last time I checked, plan to spend the weekend and bring a friend.



artifact

Now that you've been making your own stone tools for a while, you have unconsciously developed an eye for the shape and size of the most common stone age Artifacts. If you haven't already you'll want to start keeping a special eye open for Artifacts during your scouting missions in the woods. Throughout the fields and riverbanks of this country are ancient tools and debitage (scrap) left behind from the First Nations that lived here for millennia. These stones carry a song, the song of the Ancients, the song of Tunkashila. If you harvest in a preserve or a park you will want to turn in your piece to a conservation officer, but if you harvest from a wilderness area you can leave an offering, take it home and add it to the sacred collection in your Nature Museum.

clovis point

The Clovis Point is the characteristically fluted projectile point. Named after the city in New Mexico where the artifacts were discovered. The Clovis technique is considered a uniquely American invention and was utilized in the Paleoindian period from 13,500 to 12,800 years ago (some Knappers refer to this as the Golden Age of Knapping). Because of the tendency for basal pressure to shock and break the piece, the Clovis Point is kind of a holy grail technique for Knappers. The exquisite finished product has the size and weight of a larger point but a uniquely thin flute at the base that is ideal for hafting.

danish dagger

In ancient Europe Flint Knapping had another golden era at the end of the Neolithic period (4,400 - 3,800 yrs ago). The overall thickness of Danish Daggers is less than 1 cm, they have a unique fishtail design at the base and exquisite handle technique with overlapping flakes creating a stitching effect. These Daggers are perhaps the pinnacle expression of the prehistoric Flint Knapping Guild. The artifacts were so beautiful in design that they were more a symbol of status than a functional tool. Their ceremonial presence at gravesites is evidence that they were the prized possessions of all those that carried them.

Tier 5

Share with your community about your Quests and Medicine Areas.

Thank you for joining us in the Stone Guild, hope to see you there.

