

Watts and Wescott

Camping As A Pedagogy - A Metaphor?

Camping out may well be classed as one of the liberal arts*,
so wide is its application. Warren H. Miller, 1918

Camping has two purposes: to make us acquainted with our own souls, and to renew
our acquaintance with each other. To camp badly is to frustrate both.
Frank Chelley, 1933

Define yourself, lest others define you.
Steve Watts, 1989

Defining Classic and Traditional Camping And How They Differ

The goal of camping is camping itself...
The practice and the payoff are one and the same.
Steve Watts

Camp as if the act of camping mattered.
Camping is what you do when you get to camp, not how you get there.
David Wescott

Radical Camping and Woodcraft – Back To Basics

rad' i kel 1. of or pertaining to roots or origins; fundamental. Radical emphasizes the idea of going to the root of a matter, and this often seems immoderate in its thoroughness or completeness: radical ideas; radical changes or reforms.

Random House Collegiate Dictionary

* The 7 Liberal Arts - subjects or skills considered essential for a free person to know in order to take an active part in civic life. The Trivium - grammar, logic, and rhetoric and The Quadrivium - arithmetic, geometry, music, and astronomy.

Classic Camping Defined

Classic Camping is the use of tools, techniques and traditions in the style of the Golden Age of Camping (1880-1930).

“When the frontier skills of Daniel Boone meet the industrial age of Henry Ford.”

“Classic Camping is a snapshot in time.”

Classic Camping is:

- directly connected to it's historic context.*
- an understanding and appreciation for handmade craft.*
- the use of classic style – timeless utility - aesthetic efficiency.*
- a comfortable confessed relationship with romance and nostalgia.*
- re-creative and fun.*

Traditional Camping

Traditional Camping is the adaptation of tools and techniques reminiscent of the classic style used to camp in a modern world.

“When the skills of the Golden Age of Camping meet the 21st century.”

“Traditional Camping moves through time.”

Traditional Camping is:

- romance with tradition that connects us to our heritage.*
- skills and knowledge documented by the masters of the old style.*
- a viable alternative to contemporary/emerging technologies.*
- retention of skills and techniques over convenience and security.*
- a reconnection of skills with place.*
- a merging of past, present and future.*

4 Pillars of Traditional Camping

• **Campcraft**

Skills used in camp and on trail to live safely and comfortably in the outdoors.

• **Woodcraft**

Skills and knowledge applied to live simply and harmoniously with the outdoors. Woodcraft implies working with materials found in the environment.

• **Fieldcraft - Woodlore - Bushcraft?**

Skills and techniques informed by the land.

A working knowledge of the land.

• **Trailcraft**

Skills for the moving camp. Includes both what is done in camp - campcraft - and the skills needed to negotiate the field in order to get to camp - fieldcraft.

5 Key Skills-Sets

- **Toolcraft**

The proper use and maintenance of common camp tools – primarily edged tools.

- **Firecraft**

The production, use and care of the open flame for cooking, heating and lighting.

- **Cookcraft**

The storage, preparation, serving and clean-up of a camp meal.

- **Bindcraft**

The use of manufactured or field expedient fibers for practical camp & field applications.

- **Sheltercraft**

Mastery of items used for the comfort and safety of the human body in an outdoor setting.

3 Skills Sub-Sets

- **Campcraft/Woodcraft Skill Sub-Sets - Style determines methods**

Toolcraft

- *Edged Tools – Knife, Axe, Saw*
- *Workshop and Workbench Tools*
- *The Ditty Bag – Tools of the Trade*

Firecraft

- *Ignition and Management*
- *The Hearth and Stove Management*
- *Mitigation Methods*
- *Lighting Sources*

Cookcraft

- *Mastery of Hearth Tools*
- *Health and Sanitation*
- *Utensilless cooking*

Bindcraft - In 3 Parts

- *Ropecraft – making, management*
- *Knotcraft – knots, bends, hitches*
- *Pioneering - lashing*

Sheltercraft

- *Clothing*
- *Tenting - Tarping*
- *Bedding*
- *Kitcraft*

- **Fieldcraft Sub-Sets**

- *Expedition Behavior*
- *Landcraft - Ethics*
- *Woodlore & Wildcrafting*
- *Nature Observation*
- *Navigation*
- *Hobo Tech*

- **Trailcraft Sub-Sets**

- *Journeying – Expeditioning*
- *Horse*
- *2-Wheel – Carts, Bikes, Motorcycles*
- *Tramping - Hiking, Trekking*
- *Canoe*
- *Autocamping*