



Thanks for joining us for Junior Blasts. We hope you enjoy this quarterly column. Stay tuned for some great stuff!



by Alan Garbers

*Peskunck Larrabee, illustrator*

# Junior Blasts

Young Paul was a lucky boy. He was an apprentice to his father, who was a well-known silversmith in Boston. Paul loved melting coins and other silver down to cast beautiful silverware, or hammer it into gleaming silver plates, mugs, candle sticks, and many other items.

As Paul grew older and more skillful, he learned the craft of engraving. He would carefully carve fine lines into a piece of silver until the lines made ornate designs that turned plain metal objects into works of art. Paul had a knack for engraving silver. Before long he was known as a master silversmith and one of the best engravers in the colonies.

Young Paul was good at something else. As a member of the patriot spy

network he was very clever at getting past the patrols of English troops that seemed to be everywhere. Paul's bravery, cunning, and daring saved the lives of many other patriots who were hiding from Tories or redcoats.

Even in the dark of night Paul would risk his life, riding out into the country, delivering important messages for the patriot cause. It was very dangerous, even if British troops weren't around. His horse could stumble and fall in the darkness, crushing young Paul. Or Paul could run into a low tree branch or something else in the road that could break his neck.

Luckily, Paul could often use the light of the stars and moon to see. These midnight rides were good train-

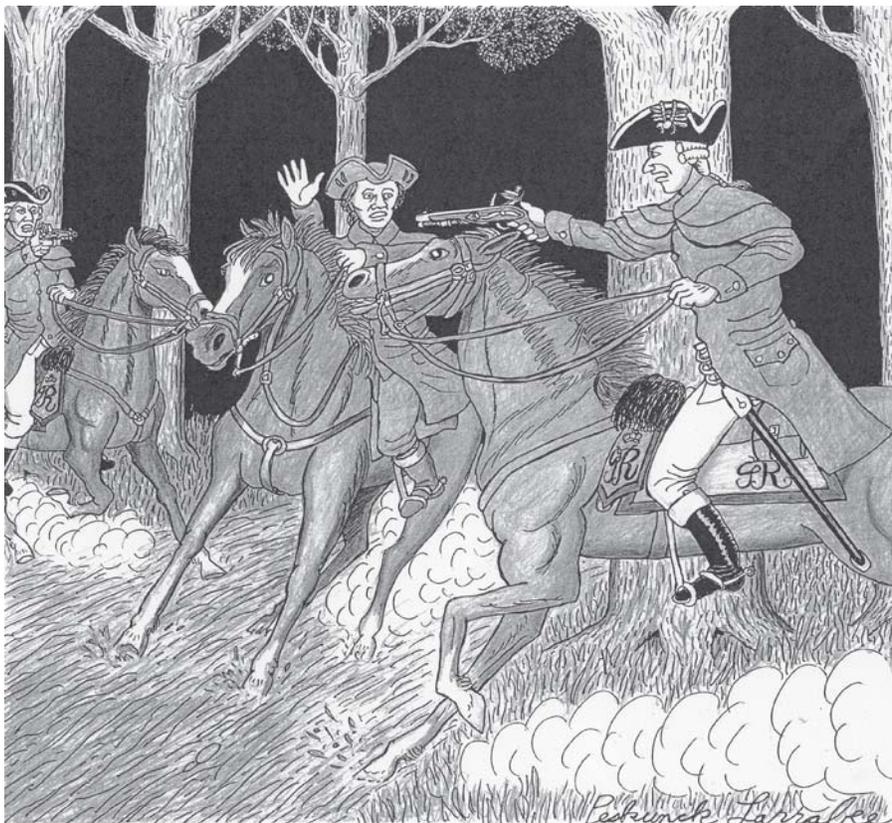
ing for something that every school child in America would learn about. Songs were even written about Paul the silversmith. You see, while Paul was well known for his silver artwork he is remembered most of all for his daring and dashing ride on April 18th, 1775 – The Midnight Ride of Paul Revere!

## Game of the Month – Animal Blind Man's Bluff

All the players except one (the "Blind Man") form a large circle. The blindfolded player is placed at the center of the circle and given a cane or stick. The other players dance around the circle until the blindfolded player shouts "Stop!" Then all players must stand still as the blind man raises the cane and points it at one of the players.

The player chosen by the "blind man" must grasp the other end of the cane in their hand. The "blind man" then calls out an animal. The other player that is holding the end of the cane must make a sound that the animal would make, such as meow for a cat, moo for a cow, quack for a duck, and so forth. The "blind man" must then attempt to guess the player's identity from the sound of their voice and the angle of the cane.

A player who is smaller than the "Blind man" will make the stick point down; taller, go up; and the same height, be level. It is allowed to disguise your voice and your height by stooping or rising up on tip toes while holding the end of the cane. If the "blind man" correctly guesses the other player's identity, then that player takes their place as the "blind man." If the guess is wrong the game resumes with the same "blind man." If after three tries the "blind man" doesn't guess correctly, the player last pointed at becomes the "blind man."



## Hunting Safety

1. Handle your firearm safely – Don't climb into a tree stand, cross a creek, cross a fence, jump a ditch, or any other activity that takes your concentration, while carrying a loaded gun. Accidents happen. Don't make it worse by having a loaded firearm go off. Unload it, un-cap it, or un-prime it. Do whatever it takes to make the gun safe. If you do have an accident and fall, be sure to check the muzzle and barrel to make sure they are clear and free of dirt, mud, or water.

2. Be aware of the firearm's range. In normal hunting situations the bullet will hit the ground in a few hundred yards. However, bullets can travel a mile or better under the right circumstances. Know what is beyond your target and what is in the danger zone.

3. Do not use a firearm when emotional. Our emotions are a powerful thing, especially anger. Being emotional can consume your thoughts and cause you to do things that you will regret soon after. Focus on what you are doing and be safe.

## What's That?

Here are some terms that you might hear when blackpowder hunting. You pick out the correct definition.

1. Worm – 1. A snake-like creature you use to catch fish.
2. To wiggle or squirm your way through an obstacle.
3. An attachment that is placed on the end of a ramrod that catches cleaning patches that come off inside a barrel.

2. Fouling Shot – 1. To hit someone in an unsportsman-like manner during a sporting event. 2. A term used to refer to hunting for game birds such as ducks and grouse. 3. A shot taken before a black powder match starts to burn excess oil out of the gun.

3. Prime – 1. The best quality, such as prime beef. 2. Of great importance or a leader, as in Optimus Prime. 3. To place gun powder in the pan of a flintlock.

## Funnies of the Month

1. Jack and Ruth were riding a horse. Ruth fell off as the horse jumped a creek. Jack spurred the horse on, ruthlessly.

2. Overheard on a sailing ship:

Sailor #1: "I once knew a pirate with one leg named Jim."

Sailor #2: "Really! What was the name of his other leg?"

3. A gentleman was riding past a farm one day when suddenly a cat ran out beneath his horse's feet and was killed. The gentleman felt bad about the dead tabby, so he went to the farmhouse and knocked.

"I'm sorry, but my horse just killed your cat," he explained to the farmer's wife.

"Oh no!" she cried. "That cat was our best mouser!"

Being the gentleman he was, the man comforted the woman and made an offer. "Madam, I would like to replace your cat!"

The farmer's wife gave the gentleman a funny look and said, "Well, I guess that will be all right. How are you at catching mice?"

**MB**

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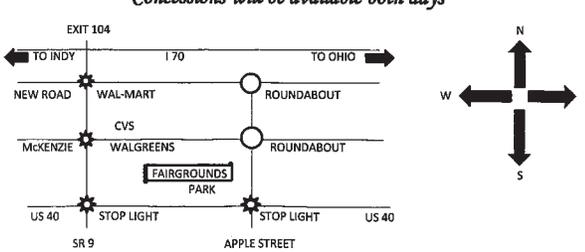
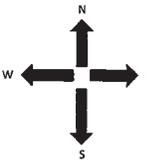
*3rd Annual 1700-1890  
Indoor Trade show  
November 8-9, 2014  
Hancock County 4H Fairgrounds  
620 N. Apple St. Greenfield, IN 46140*

*There will be rendezvous related items including leather, copperware, knives and firearms, jewelry, clothing, accoutrements, books, powder horns, cutlery, wood tables and boxes, antique guns and more. We'll be at the Hancock County Fairgrounds, in the heated Sheep barn. There will be plenty of parking available.*

*Greenfield is exit 104 off I70.*

*WHEN: Saturday November 8<sup>th</sup> 9-5pm and Sunday November 9<sup>th</sup> 9-3pm  
Admission: \$3.00; Children 12 and under Free  
No animals except service animals, please  
Vendors - \$30.00 per 8ft table. Set-up Friday 6-9pm, Saturday 6-9am  
Contact Jim Cinkoske, (317) 462-5858 for more information  
e-mail [cinkoskej@aol.com](mailto:cinkoskej@aol.com), Please put "Indoor Show" in the subject line.*

*Concessions will be available both days*

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