

Prepper Skill Groups and Skills

Attributes needed to join a group (Evaluated by Leadership):

- 1) Honest & Trustworthy
- 2) Ethical
- 3) High morals
- 4) Good common sense
- 5) Hard-working with a good work ethic
- 6) Cooperative
- 7) Positive Prepping Attitude
- 8) Loyal
- 9) Respectful demeanor
- 10) Can both lead & follow as needed
- 11) Similar goals
- 12) Intent to help rebuild society & civilization

General Prepper Skills:

- 1) Problem-solving techniques and skills
- 2) JOAT – Jack of all trades & common sense
- 3) Money management (so you have the money to make the preps)
- 4) Shopping expertise (including internet searches)(to get the best values)
- 5) Communications skills (information gathering & analysis, reading people)
- 6) Fire materials acquisition/fire starting/fire maintenance/extinguishing fires
- 7) Water acquisition/carry/storage/purification
- 8) Food procurement/carry/ preservation/storage/preparation

Skills important to get ready for an Apocalypse:

- 1) Historian (so you know what can happen)
- 2) Short-range planning (so you can decide what to do first)
- 3) Long-range planning (to follow through on the goals of short-range planning)
- 4) The art of misdirection (so people don't know what you are doing)
- 5) Situational awareness/scouting/resource evaluation/safe haven recognition
- 6) Stealth/gray man/role camouflage
- 7) Personal defense/E&E/un-armed defense/expedient weapons/firearms skills

- 8) Trade/Barter skills including the ability to evaluate livestock and other goods
- 9) Weather forecasting and tracking

Skills important to get through an Apocalypse:

- 1) Personal communications skills (to talk your way out of trouble)
- 2) Driving skills (to get away if possible)
- 3) Physical skills (walking/running/biking to get away if vehicles are not available)
- 4) Combat skills (to fight your way through if necessary or defend your home/BOL)
- 5) Medical skills (triage/first-aid/secondary aid/nursing to manage injuries)
- 6) Camouflage skills (to hide yourself or things when necessary)
- 7) Decision-making skills (so you can choose the right thing to do)
- 8) Comm equipment skills (to get & disseminate information from/to others)

Skills important to survive in a Post-Apocalyptic World:

- 1) Personal communications skills (to keep you out of trouble & maintain peace)
- 2) Combat skills (to hold onto what you survived with)
- 3) Cooking with stored foods skills (so you can use your food preps)
- 4) Gardening skills (to supplement and eventually replace stored foods)
- 5) Animal husbandry skills (for food animals to supplement & replace stored foods)
- 6) Salvage, Recovery, and Resource Mining skills (to retrieve abandoned useful items)
- 7) Cotton picking/wool shearing skills (to get the raw materials for cloth)
- 8) Spinning and weaving skills (to make the cloth needed for clothing, etc.)
- 9) Sewing skills (to make the clothing from the homespun fabric)
- 10) Building trades skills (to maintain, repair, and improve structures of the home/BOL)
- 11) Bartering/trading skills (to obtain items you don't have using items you do have)
- 12) Comm equipment skills (for information, security, & community aid)
- 13) Road maintenance and building skills (to keep travel routes open)

Short list: 5-important skills

- 1) Situational awareness skills: scouting/ resource evaluation/ safe haven recognition
- 2) Personal defense skills: stealth/ role camouflage/ E&E/ un-armed defense/ expedient weapons/ firearms skills
- 3) Water skills: acquisition/ carry/ storage/ purification
- 4) Fire skills: materials acquisition/ fire starting/ fire maintenance/ extinguishing fires
- 5) Food skills: procurement/ carry/ preservation/ storage/ preparation

Prepper group member attributes

Basically in order of importance.

- 1) Integrity/trustworthy/ethical: These are pretty much always a package deal for me. They mean essentially the same thing, with minor variations. A person needs to have all of them before I would fully trust them.
- 2) Intelligence: Makes everything easier as I do not have to guide them every step of the way for every task.
- 3) Common sense: If they do not have enough sense to duck when someone shoots at them, or come in out of the nuclear fallout, they are not of much use to me.
- 4) Hard working: There will be much hard work to be done. Anyone wanting a free ride is not welcome.
- 5) Cooperative: If they are not willing to cooperate with me and my decisions, I do not want them around causing trouble.

Just my opinion.