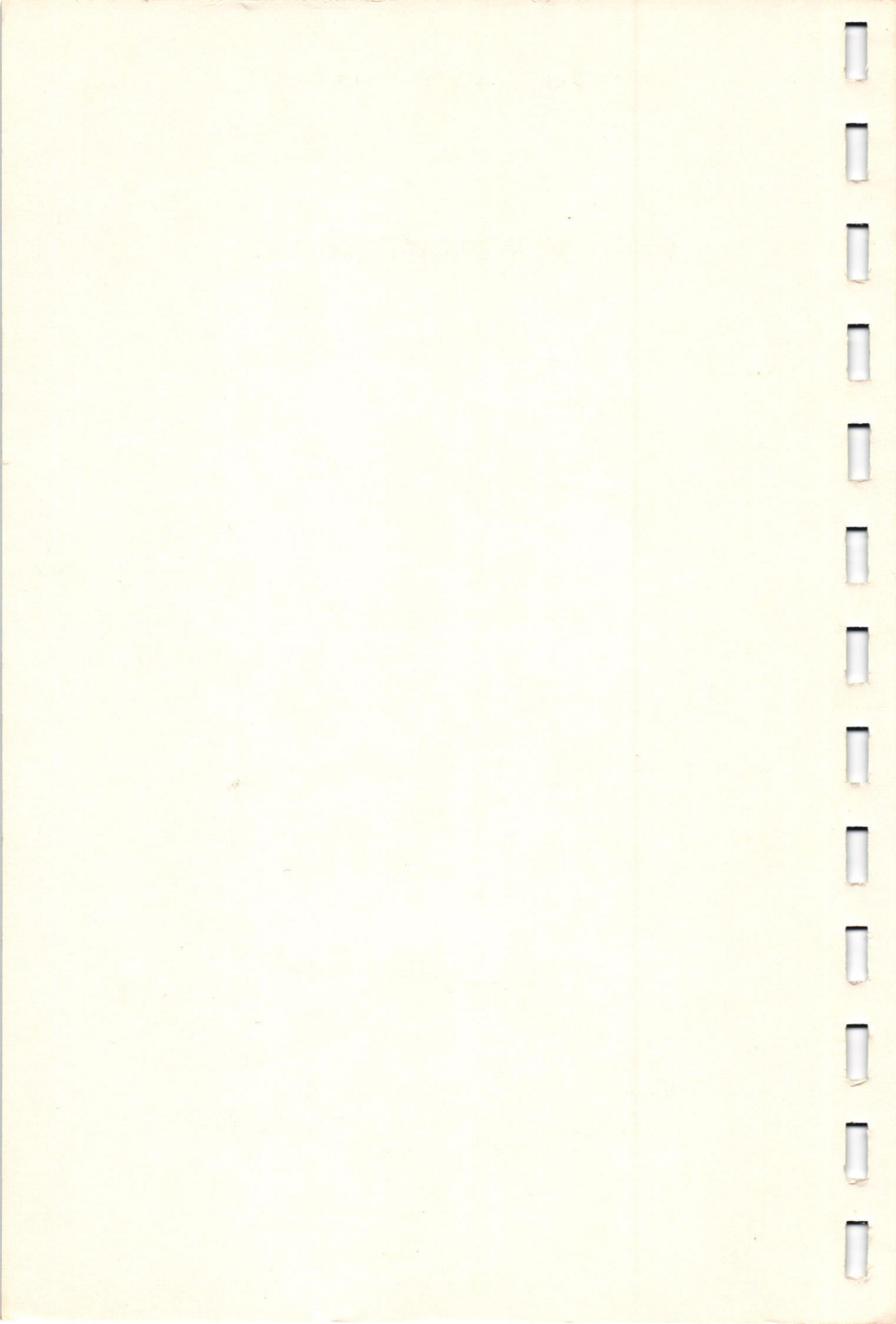


ROYAL RANGERS

BUCKAROO

LEADER'S HANDBOOK





THE BUCKAROO LEADER'S HANDBOOK

By
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Assemblies of God Men's Department

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INTRODUCTION

This Buckaroo booklet is designed to be used as a supplement to the *Royal Rangers Leader's Manual*. A large portion of the *Leader's Manual* may be used by Buckaroo Commanders to plan and coordinate their overall program. This publication contains only information which relates to the Buckaroo program.

If you do not have a copy of the *Royal Rangers Leader's Manual*, may we encourage you to secure a copy immediately. It will be very helpful. Also, you should purchase a copy of the *Buckaroo Handbook*, and study it thoroughly.

To further assist you in your leadership responsibilities, the National Office has a Leadership Training Correspondence Course. If you have not already enrolled, do so right away. This course is free of charge and you will earn several attractive awards for completing the various sections.

The following pages of this booklet are designed to aid you in coordinating the Buckaroo program. Read them carefully, and may God richly bless you in your endeavors as a Buckaroo Commander.

JOHNNIE BARNES
National Commander



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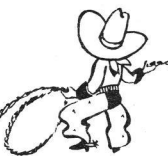
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THE BUCKAROO PROGRAM

Buckaroos is a Junior Auxiliary to the regular Royal Ranger program and is designed for boys seven and eight years old. This program has the same goals and emphasis as the other age divisions in Royal Rangers (which are to reach, teach, and keep boys for Christ), but on a more simplified basis.

Buckaroos will feature a western theme, which is a favorite emphasis for boys at this age level.

The name "buckaroo" was the first name given the American cowboy. It was adapted from the Spanish word *vaquero*. (This is the Spanish word for cowherder.) It was not until the cattle drives after the Civil War that the name "cowboy" was given to the ranch hand.



ORGANIZATIONAL STRUCTURE



OUTPOST COUNCIL

The Outpost Council is a group of from three to five men who direct the Royal Ranger program in the church. They are responsible for the appointing of the Outpost Commander and Assistant Commander. Also, they arrange a meeting place for each outpost and obtain needed equipment for activities and projects.

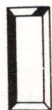
When the fellows have passed the requirements for an advancement in rank, the Outpost Council will set up a special presentation service and present them with their awards.



OUTPOST COMMANDER



The Outpost Commander directs the outpost meeting and other activities such as hikes and trips. He will assist each boy in his advancement and will decide when he passes each requirement. In many ways the Outpost Commander is like the foreman on a western ranch.



LIEUTENANT COMMANDER



The Lieutenant Commander has the responsibility of assisting the Outpost Commander in the activities of the outpost. At each meeting he directs certain activities—such as games, crafts, etc. Should the commander be absent, he assumes charge of the meeting or outing.

PATROLS

The patrol is a special gang of fellows who do things together within the Royal Ranger program. Each outpost is divided into two or more patrols. The boys of each patrol will select a name in keeping with the ideals of Royal Rangers. Each week during the outpost meeting, time is set aside for patrols to meet. Games will be played between patrols during game periods, and each patrol will sit or stand together during ceremonies.

PATROL GUIDE

The Patrol Guide is selected by the Outpost Commander and his staff. A guide must be at least a Wrangler in rank. (If the outpost is new, a guide may be temporarily selected without this rank.)

He arrives early and helps set the meeting room in order.

He should direct the patrol meetings and also lead his group in games and other ceremonies.

ASSISTANT PATROL GUIDE

The Assistant Patrol Guide should assist the guide in the activities of the patrol. In the absence of the guide, he will assume the duties of a guide.



GETTING STARTED

1. Make arrangements to meet with interested boys at a designated time and place. The leaders should make detailed plans for this meeting. The Council should be invited to sit with the leaders in the meetings if they desire.

2. Explain the purpose of the program. State it in terms that boys can understand. Help them to see that being a Buckaroo will open doors to adventure, friendship, and fun.

3. Ask the boys to look over the requirements for becoming a Greenhorn. Stress the importance of learning the Pledge and the Motto.

4. Set a definite time and place for the regular weekly meetings.

5. Give careful consideration to every phase of the planning for the first three meetings with the boys.

CHARTER RECOGNITION

1. Charter application is made after three regular meetings are held. The application form itself is usually filled out at the third meeting. The form along with the registration fees, is sent to the national headquarters. Your group will then receive a charter, membership cards, the *High Adventure* publication and the quarterly publication *Dispatch* for each adult leader. The charter is renewed annually.

2. Minimum requirements for chartering a Buckaroo unit:

- a. A minimum of five boys who have met the requirements for Greenhorn.

- b. An Outpost Council composed of a minimum of three men.
- c. A qualified Commander and, when possible, one or more Lieutenant Commanders.
- d. A registration fee of \$2 for each boy and \$3 for each adult leader. Councilmen who serve more than one group, pay only one fee.

3. Actual presentation of the charter should be handled through a special program and made as meaningful as possible.

4. It is recommended that the outpost order a neckerchief and slide for each boy, and then present them along with the membership card.

MEETINGS

The success or failure of a Buckaroo group depends upon the outpost meeting. A well-planned, well-coordinated meeting will put "life" into your program. A helter-skelter, uninteresting meeting will "kill" your program. A good leader will analyze what he wishes to accomplish and then develop ways and means of reaching these goals.

A good meeting will accomplish the following things:

1. *Inspire and challenge each boy* to be a better Buckaroo through Bible study, illustration, demonstration, and devotions.

2. *Give each boy instruction* and training in various emphases and activities of the Royal Ranger program.

3. *Give each boy opportunity for fun and recreation.*

The following pages are designed to help you achieve these results.

INGREDIENTS OF A SUCCESSFUL MEETING

In order for your meeting to achieve the desired objectives it must have certain ingredients. The following guides will give you a breakdown of the suggested elements of an outpost meeting plus suggested ways and means of carrying out each segment.

WHILE THE BOYS ARRIVE:

As the boys arrive, a leader should greet each one and give him something to do. This is very important! If boys are allowed to enter the outpost meeting room without the supervision of a leader, in most cases they will begin to engage in robust activities such as scuffling. By the time the meeting begins, unsupervised boys have "worked themselves up" until the leader finds it necessary to spend a lot of valuable time getting the boys to "settle down." This can be avoided if the leader arrives early enough to greet each boy and give him something to do. They may be given a simple puzzle or some craft work. They may be asked to help arrange the meeting room. Or, the leader may take this opportunity to talk to some of the boys about their advancement requirements.

OPENING CEREMONY: 5 minutes

A leader should begin the meeting on time and lead the outpost in a brief opening service. The pledge of allegiance to the American and Christian flags is ideal. The leader may wish to secure a large Royal Ranger poster-emblem from the Gospel Publishing House and open the meeting with a different boy pointing to each of the points of the emblem and explaining their meaning. Or, the leader may ask a boy to lead the group in repeating the pledge. Variety is good.

Regardless of what ceremony is used, prayer should always be included. A great contribution toward the atmosphere of the meeting is made when boys reverently bow their heads while someone prays for God to bless the meeting.

BUSINESS: 5-10 minutes

During this period the Commander calls the roll. If the group pays dues, this is the time to collect them. This is also an ideal time to discuss and plan special activities and projects for your group.

BIBLE STUDY: 10 minutes

One of the most vital phases of a Royal Ranger meeting is Bible study. If we fail to indoctrinate our boys in the Word of God, we have failed in one of the most important purposes of Royal Rangers.

PROGRAM FEATURE:

This part of the outpost meeting should feature the main theme of the meeting. This feature should be an item or theme related to some emphasis in the Buckaroo program.

RECREATION: 30 minutes (Read Chapter 7, *Leader's Manual*)

The opportunity for boys to have fun through recreation is a must for each outpost meeting. The leader should always allow time in his program for active games. Chapter 7 of the *Leader's Manual* contains information on the value of recreation, how to conduct games, and a list of 28 outpost games. Study this chapter carefully. It will be very helpful in planning and conducting your recreation. Each issue of the *Leader's Dispatch* also contains new game ideas.

DEVOTIONS: 10 minutes (Read Chapter 9, *Leader's Manual*)

This is perhaps the most important phase of a successful outpost meeting. Here the leaders have the opportunity of presenting a spiritual truth to their Rangers. These truths can produce a complete change in a boy's conduct or attitude. Many Rangers have accepted Christ as a result of these devotions. Because of the tremendous possibilities, a leader should spend much time in prayer and preparation for these devotions. The following suggestions may assist you in preparing your devotions:

1. Select one spiritual truth which you wish to emphasize and build your devotion around it.
2. Select a simple story, demonstration, or illustration to emphasize this truth.
3. If possible, let the boys briefly discuss how this truth applies to them.
4. Develop a ceremony that will give the boys an opportunity to respond or commit themselves. Spiritual truths are more lasting if boys can be involved in some way.
5. Above all, prayer for the guidance of the Holy Spirit is important in your presentation. Saying and doing the right thing at the right time can produce gratifying results.

Chapter 9 of the *Leader's Manual* contains a number of outpost devotions. Also, each issue of the *Leader's Dispatch* contains new devotions. Use these devotions for your group and as a pattern in developing devotions of your own.

The Commander may ask the pastor to conduct these devotions if he wishes. In some cases, another leader is appointed as chaplain for the group and he has the responsibility for the devotions.

CLOSING CEREMONY: 2 minutes

This is a brief ceremony to officially bring the outpost meeting to a close. The group may sing a song, repeat the Ranger Pledge, recite the Lord's Prayer, form a friendship circle, etc. Regardless of the ceremony used, it should be concluded with prayer. It is very good for a boy to leave the meeting with the memory of his leader praying for God to bless them. The leader should plan the meeting in such a way that the closing will be as near as possible to the set closing time. Parents may plan to pick up their boys at a certain time and a leader must keep their confidence. Send the boys on their way with words of appreciation for attending the meeting and words of encouragement to attend the next outpost meeting.

AFTER THE MEETING:

The meeting room should be cleaned up, if necessary, and all equipment put back into place. This is an ideal time for a staff meeting (Commander and Lieutenant Commander). The staff can evaluate the past meeting and make suggestions and plans for the next meeting. They may also discuss future special activities and projects for the group. Sometimes this is an ideal time for the leader to counsel boys who have problems. However, these sessions should be kept brief. Longer counseling periods should be arranged at another time.

BETWEEN MEETINGS:

Home visits are important. Strengthen your Buckaroo program by contacting the parents of the boys. Show the parents your interest and faith in their boys as Royal Rangers. When visiting an unchurched home where the parents are unsaved, invite them

and their Royal Ranger son to attend church together as your guests.

Explain the Buckaroo program to the parents of all your boys as soon as possible after your outpost is organized. They will have questions, and home visits give opportunity for individual answers in the light of their own concern.

Invite the fathers to visit and participate in special Buckaroo activities. Men who do not feel qualified to teach or lead boys may still make a valuable contribution by sharing a special interest as a program feature, demonstrating how to do some project, or even loaning equipment.

Parental interest strengthens the Royal Ranger program. Encourage it.

PLANNING AHEAD FOR A SUCCESSFUL MEETING

Good outpost meetings don't just happen. They must be well planned. The leader should make his plans well in advance of each meeting. He should give attention to each detail of the meeting. He should know what he is going to do, how he is going to do it, what he needs to do it, and who is going to assist him in doing it.

Too often a leader will announce something special to the boys with the comment, "Okay, fellows, relax a few minutes while we get things ready." He then proceeds to "kill" several minutes making preparation that should have been made in advance. Suddenly he remembers that he left something in the auto that he must have. He either goes for the item himself or sends a boy, "killing" more time. After the preparation is finished, he calls on some unsuspecting boy, who hasn't the slightest idea what is "going on," to assist him at the last minute. The leader then

wonders why his idea didn't "go over so well."

A leader should gather material and make needed preparations well in advance.

Don't be afraid to make plans. Some of the most successful Commanders are men who plan every detail of their meetings. This does not mean your meeting is rigid. Your meeting by all means should be flexible. However, it is far better to adapt or revise a well-planned meeting than to be caught unprepared with nothing to do.

There are a number of aids to help you in planning your meeting. Use them often.

1. *The Leader's Manual*. This handbook is filled with valuable information, ideas, and suggestions. It is designed to help leaders plan an effective program for boys.

2. *The Buckaroo Handbook*. This handbook outlines the major emphases and activities of the Buckaroo program.

3. *Leader's Dispatch*, with complete planning guide. This quarterly publication provides leaders with fresh ideas, devotions, games, projects, etc. The planning guide section features weekly plans, monthly themes, special activities, and group projects for outpost meetings.

4. *Buckaroo Handwork Packet*. This handwork packet has been designed to be used in conjunction with the *Buckaroo Handbook*.

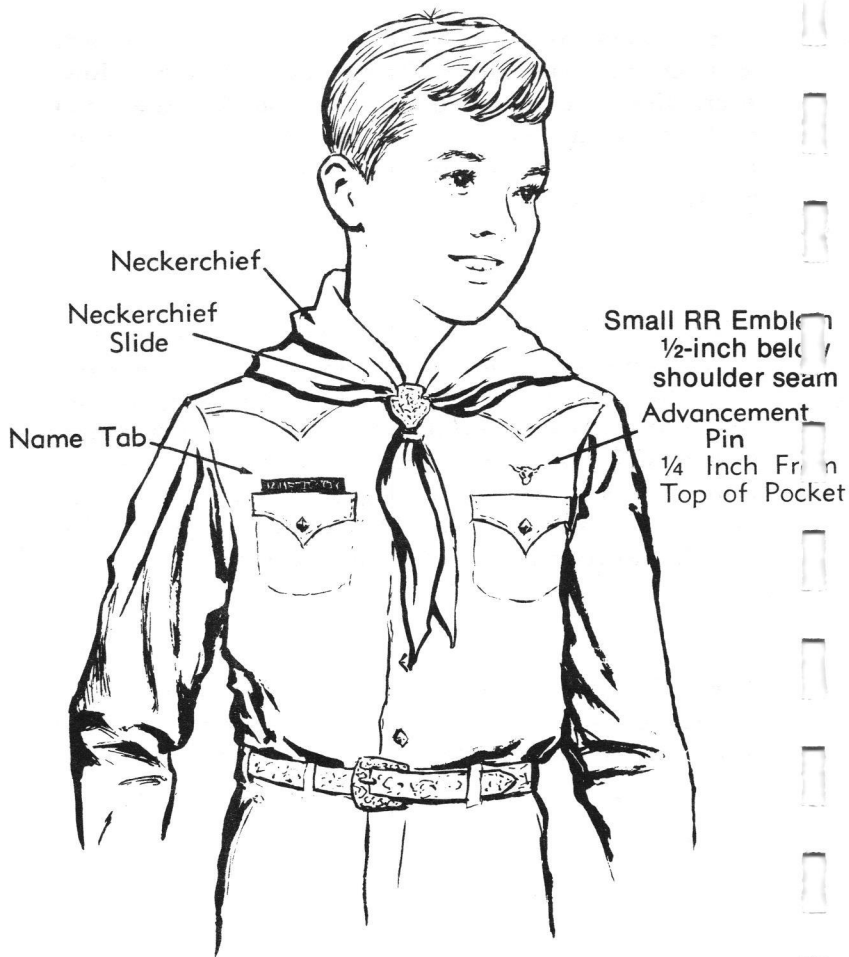
UNIFORMS

The Buckaroos do not have a complete uniform such as the other Royal Ranger age divisions. However, they are supplied with a colorful Buckaroo neckerchief, a neckerchief slide, and advancement pins. (Patrol Guides may use the regular Royal Ranger Guide Insignia.)

These items may be worn on any solid-colored shirts. However, to add more western flavor and give more uniformity to your program, we suggest that you secure from a clothing store or mail-order house western-style shirts for your boys. You may select your own design just as long as all the boys wear the same kind of shirt. The accessories and shirt may be worn with regular blue jeans.

For further information about prices of Buckaroo accessories write: The Gospel Publishing House, 1445 Boonville Avenue, Springfield, Missouri 65802.

UNIFORM ACCESSORIES



ADVANCEMENT PINS



GREENHORN



WRANGLER

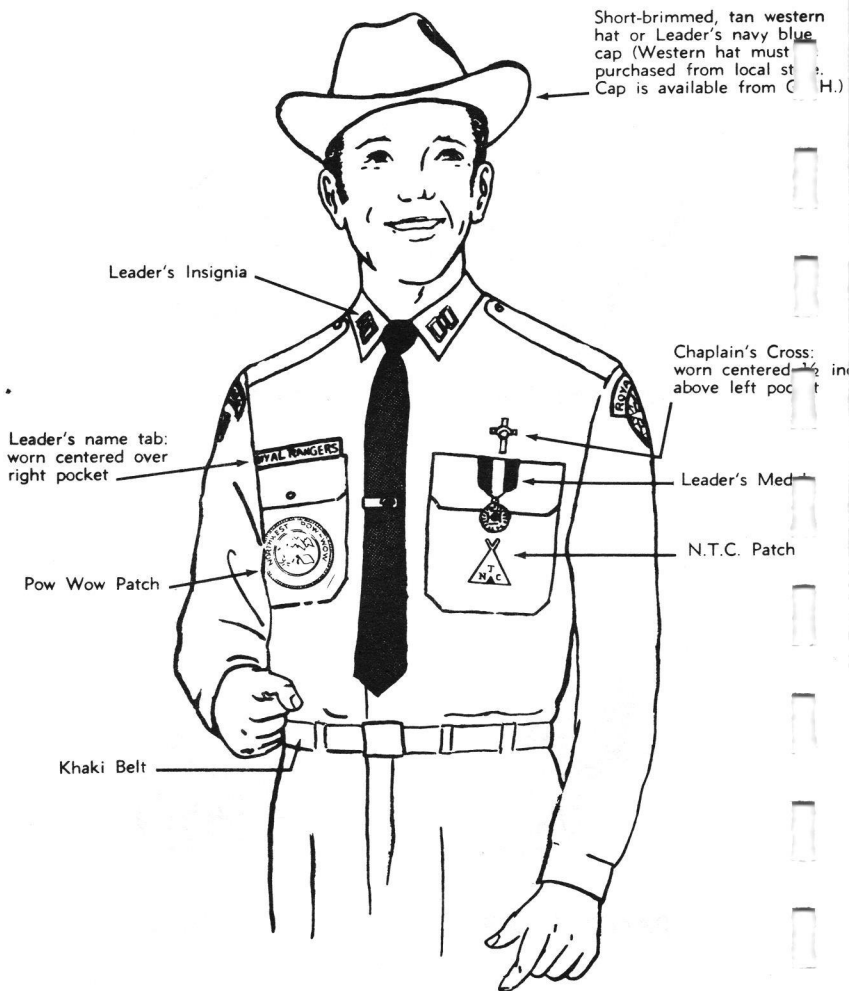


RANGE RIDER

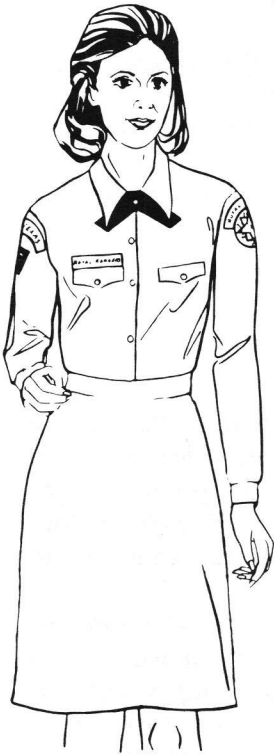


TOP HAND

THE ROYAL RANGER LEADER'S UNIFORM



UNIFORMS FOR WOMEN



CLASS A UNIFORM*

Long- or short-sleeved khaki blouse and khaki skirt, worn with navy-blue lady's tie.*



CLASS B UNIFORM*

Short-sleeved khaki blouse and khaki culotte worn with open collar and bolo tie.

Lady's uniform must be handmade.

OUTDOOR ACTIVITIES

Boys love the out-of-doors. For this reason Buckaroos should be given the opportunity for outdoor activities. We do not recommend that this age boy engage in overnight camping. However, there are many other exciting activities that are available to him.

HIKING

The opportunity to hit the trail and explore the out-of-doors is a favorite activity with boys. A properly planned and supervised hike will prove a highlight in your Buckaroo activities. However, before taking your boys on a hike give careful attention to the following:

1. Plan well in advance, giving consideration to where you're going, the mode of transportation to hiking point, what each boy should bring, when you are leaving, and when you expect to return. This information should be given to parents prior to the hike.

2. Make sure the boys have sturdy, comfortable shoes. Blistered feet will take all the fun out of hiking.

3. Encourage your boys to wear proper clothing according to the weather. They will enjoy the out-of-doors much more if they're not too hot or too cold.

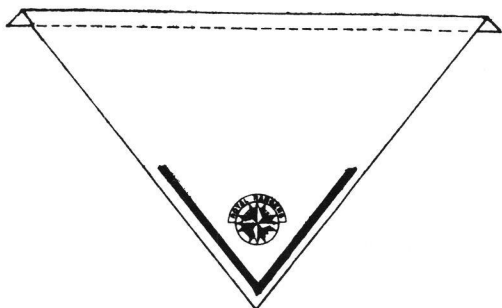
4. Brief the boys on safety rules for hiking and insist they be observed. An accident will spoil your hike and in some cases do damage to the Buckaroo program in your church. Be sure to take proper precautions.

5. Don't "overdo it." Be sure the distance and terrain are practical for your age boys. It's better to bring them home begging for more than to bring them home overexhausted.

NATURE STUDY

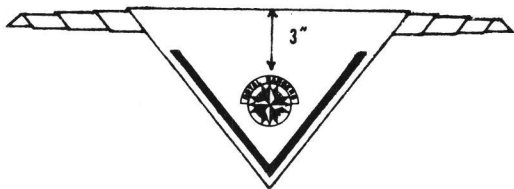
Nature study is always an interesting feature to boys. It is not only fascinating, but practical. Hiking and outdoor activities have much more meaning to a boy when he is familiar with nature. Also, an unlimited supply of spiritual object lessons is found in the study of nature. These illustrations will serve as spiritual reminders to boys each time they have outdoor activities. There is a safety value in nature study. A boy who knows how to identify poisonous snakes, insects, and plants will be better able to avoid encounters with them.

HOW TO ROLL A BUCKAROO NECKERCHIEF



All Buckaroo neckerchiefs should be rolled before wearing.

Begin rolling neckerchief by laying it down flat, then fold down the top end $\frac{3}{4}$ of an inch.



Continue rolling until top of neckerchief about three inches from the top of the Royal Ranger emblem.



Place neckerchief around neck and secure with a neckerchief slide.

HANDWORK PACKET TIPS

The *Buckaroo Handwork Packet* is designed to be used with the *Buckaroo Handbook*. The commander will need one set of the handwork packet for his own use and a set for each boy.

The *Buckaroo Handwork Packet* will help to reinforce the learning process of your boys. You will appreciate how much it helps the boys to remember what you have taught. Boys will enjoy coloring the pictures and completing the pages.

Packets should be kept by the commander or in the meeting room. Pages of the packet should be handed out as needed. You may desire to provide each boy with a notebook to keep his worksheets in.

Remember to hand out worksheets only when needed. Do not give the entire packet to a boy at one time. If a boy should drop out of a program for any reason, his packet can be used by another boy who may join the outpost.

HOW TO BECOME A BUCKAROO GREENHORN

Read through the requirements for "Greenhorn," page 7 in the *Buckaroo Handbook*. Give each Buckaroo sheet number one of the handwork packet. Have the boys color the X's and find the Motto. Use activity number one at the end of this chapter.

HOW TO BECOME A BUCKAROO WRANGLER

Read page 11 of the boys' handbook and begin teaching the Code. Use one point of the Code per week. Use pages 2 through 15 of the worksheets.

While teaching on "A Royal Ranger Is Clean," read "Your Life" on pages 16 through 19 of the boys' handbook. Begin teaching John 3:16 either this week or

next. Use a poster or flannelgraph. Review John 3:16 the next week and help the boys fill in the questions on page 19.

While doing "A Royal Ranger Is Loyal," talk about "Your Outpost" on pages 20 through 22 in the *Buckaroo Handbook*. Use activity number two at the end of this chapter.

Continue through the rest of the Code. Review what they have learned every week. Use activity four while reviewing.

After the boys say the Code, give them page 15 of the handwork packet and have them color the 8 Blue Points. Have the boys finish coloring page 15 as they learn the rest of the meaning of the Emblem.

A good time to teach Psalm 23 is between teaching the Gold Points (handwork pages 16 through 19) and the Red Points (pages 21 through 27). Have the boys do handwork page 20 and/or activity number five at the end of this chapter.

Have Bibles available or a *Books of the Bible* chart. Let the boys count the number of books in the Old and New Testaments, then fill in the blanks on page 24 of the *Buckaroo Handbook*. Show where the stories of Jesus are and help them fill in the blanks. Read with the boys "Your Church" from pages 24 and 25 of the boys' handbook.

When teaching the Red Points, be mindful of the help of the Holy Spirit and His working in the lives of the Buckaroos. Cover one Red Point a week. The Red Points worksheets are pages 21 through 27. Use this time to talk about the "Teachings of the Church." Use page 23 of the handwork packet, "Color the Hearts," after teaching on Salvation or after teaching on the four Doctrines.

When teaching the third Red Point "Divine Healing," have the Buckaroos make up a story about the boy pictured on page 25 of the handwork packet. Direct the boys to include in their story: prayer, believing, and others praying for the boy's healing.

While teaching on the Rapture, use page 26 of the handwork packet; have the boys draw in the faces. Have them color the picture of Jesus on page 27 of the handwork packet.

Have the boys read page 25 of the boys' handbook and page 28 of the handwork packet. Teach them Ephesians 6:1.

When you feel the boys are ready to receive the Wrangler pin, have them complete page 29 of the handwork packet. Make this a fun test.

HOW TO BECOME A BUCKAROO RANGE RIDER

Read the requirements for the Range Rider on page 27 of the boys' handbook.

Read pages 28 and 29 of the boys' handbook. Do pages 30 and 31 of the handwork packet. Have the boys decide what book of the Bible they would like to read. Fix a chart on the wall for the boys to help them keep track of the chapters they have read (see page 32 of the handwork packet). You may wish to give each boy a chart for keeping track of his reading.

Do pages 33 and 34 of the handwork packet on "... Serve God. . . ." Read page 33 of the boys' handbook and begin work on the Lord's Prayer.

Do pages 35 and 36 of the handwork packet. Review the Lord's Prayer.

Continue work on the Lord's Prayer if they have not memorized it and work on pages 37 through 40 "... And My Fellowman. . . ."

Read page 30 of the boys' handbook and page 41 of the handwork packet. This is a good time to review the Code. Help the boys with spelling and close this time with prayer.

Work on page 42 of the handwork packet. Explain the meaning of the "Golden Rule." Review the Pledge with the boys. This would be a great time to see if they can explain the "Pledge" to you and to complete this requirement.

Read pages 31 and 32 of the boys' handbook.

Read pages 34 through 36 of the boys' handbook then do the work on page 43 of the handwork packet. Help the boys begin to learn Matthew 25:21. Check the Sunday school records to see if the boys have been in Sunday school regularly.

Read page 37 of the boys' handbook then complete pages 44 and 45 of the handwork packet. Help them to understand the job each person has in the outpost and to call them by their proper names.

Read pages 38 and 39 of the boys' handbook. Help the boys to recite John 15:12. Do page 46 of the handwork packet (could be done sooner if desired).

Check the boys' books to make sure they are complete and all the requirements are fulfilled to become a Buckaroo Range Rider.

HOW TO BECOME A BUCKAROO TOP HAND

While working on the requirements for becoming a Buckaroo Top Hand, there are several verses of Scripture to be memorized. It might be wise to immediately begin to work on one verse every week or two. The verses are on pages 50, 52, 55, and 57 of the boys' handbook. Help the boys to understand the meaning of each Scripture verse. Keep track of the verses each one has learned.

On pages 42 through 49 of the boys' handbook, the Royal Rangers Code is explained. Each week take one part and read it from the boys' handbook. Have the boys complete the page or pages from the handwork packet (pages 47 through 58) that goes along with the part you are teaching.

A week prior to teaching "A Royal Ranger Is Clean," hand out page 49 of the handwork packet for the boys to take home and fill in. Have them return the sheet at the next meeting.

While teaching "A Royal Ranger Is Courageous," a story of David, Samson, Peter, and/or Paul would be good to tell. They are favorites with boys and help show a boy can be "courageous."

Read pages 49 and 50 of the boys' handbook with the boys. Do page 59 of the handwork packet.

While doing page 54 of the boys' handbook, it might be useful to have a city map to show the boys where the church is and also where each one lives. It is a good time to begin teaching a little map reading.

Make sure each section is complete and encourage the learning of the Bible verses.

OTHER SUGGESTED ACTIVITIES

Activity I

POINTER

Have the boys form a circle. Place one boy in the center of the circle. The boy in the circle will start out with the Royal Ranger pledge and then he will point to a boy, then another, and another. The boy who is being pointed at will have to recite the next part of the pledge.

Give all the boys an opportunity to recite the pledge and be the boy in the center.

Activity II

PASS THE BALL

Have the boys form a circle and pass a ball across the circle to another boy. The boy who catches the ball must recite the pledge, parts of the code, Scripture verses, etc. The commander calls out the assignment prior to each throw of the ball.

Activity III

TIC-TAC-TOE

Play the game of tic-tac-toe. For each block have the boys answer certain questions concerning the outpost organization and those who fill the position.

Activity IV

UNSCRAMBLE THE WORDS

Scramble the Royal Rangers Pledge or Code up into a pile. Have the boys unscramble the above and place them in order.

A Royal Rangers poster can be cut up and be used in the same manner as the above game.

Activity V

23RD PSALM BOOKLET

Make a booklet of the 23rd Psalm. Have stickers or draw simple drawings of some of the main ideas and have the boys paste and /or color them while learning the verse that goes along with it. Use a picture of Christ, a sheep, staff, field, stream, table, cup, church, or home. These pictures will help explain the psalm to the boys. This idea can be used with the Lord's Prayer also.

Activity VI

BOOKMARK

A simple but attractive bookmark can be made using two pieces of clear contact paper. Place some pressed leaves, flowers, or ferns, on one piece of the contact paper, arranging them in an attractive way and leaving a good border to seal the edges together. Cover with the second sheet of contact paper. Trim.

Activity VII

WALL PLAQUE

Take a picture from a bulletin or a calendar. Paste on a foam meat tray. Cover with clear contact paper (make sure contact paper is larger than picture). Around the edge of the picture, glue straws or rickrack trim.

Activity VIII

NATURE WALK

On a nature walk look for smooth rocks. Clean and dry thoroughly. Paint them. Try to make them look like people's heads or animals. This is a real favorite with boys.

Activity IX

NATURE STUDY

A study of animals' footprints—especially common ones like a dog, cat, mouse, and squirrel—is very interesting to boys.

Hikes around town, parks, and playgrounds can end up with a very good supply of craft things. Take a hike and look just for rocks, leaves, twigs, and the like. Other hikes could be taken to locate birds and their nests. Make sure the boys know to respect animals and not to bother their homes.

