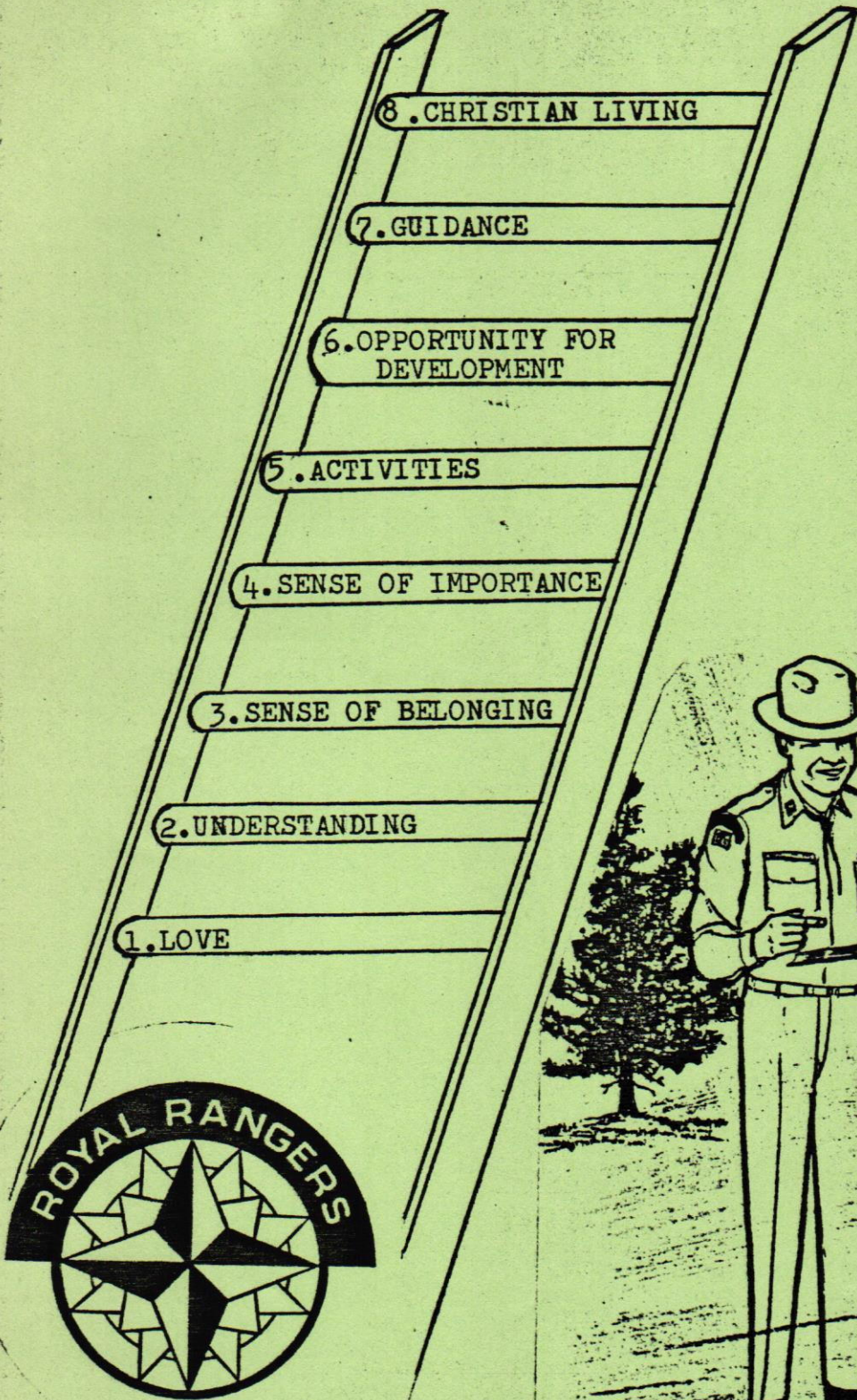


"EIGHT MAJOR NEEDS OF BOYS "



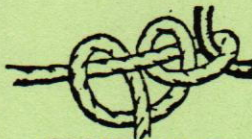
"We have boys with problems--not problem boys"

FORTY KNOTS

A VISUAL AID FOR KNOT TYING



OVERHAND KNOT



SAILOR'S KNOT



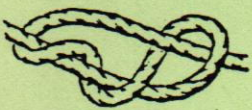
SQUARE KNOT



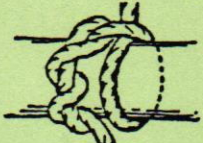
LARK'S HEAD



FIGURE EIGHT KNOT



STEVEDORE'S KNOT



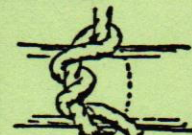
KILLICK HITCH



SHEET BEND



SHEET BEND DOUBLE



TIMBER HITCH



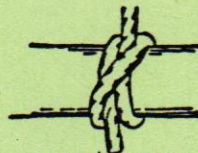
LARIAT LOOP



OVERHAND BOW



CAT'S PAW



CLOVE HITCH



BLACKWALL HITCH



GRANNY KNOT



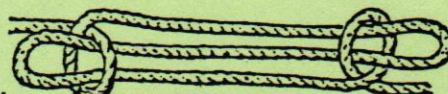
FISHERMAN'S KNOT



CARRICK BEND



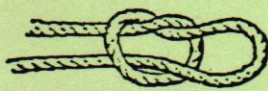
FISHERMAN'S EYE



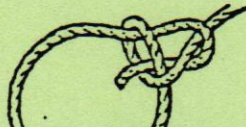
SHEEPSHANK



MILLER'S KNOT



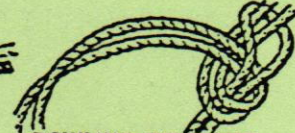
RUNNING KNOT



BOWLINE



FIGURE EIGHT DOUBLE



BOWLINE ON BIGHT



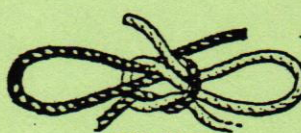
DOUBLE OVERHAND



SLIPPERY HITCH



HALF HITCH



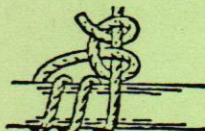
BOW KNOT



TWO HALF HITCHES



HITCHING TIE



ROLLING HITCH



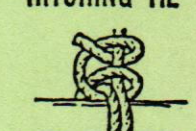
CHAIN HITCH



TAUT-LINE HITCH



HALYARD BEND



FISHERMAN'S BEND



SURGEON'S KNOT



MARLINSPIKE HITCH



MIDSHIPMAN'S HITCH



TILLER'S HITCH

STRAIGHT ARROWS

93¢
POSTAGE
+
72¢

WELCOME, to the Straight Arrow program for 5 & 6 year old boys.

After you have attended three meetings of the Straight Arrows, and learned by memory the Pledge, which is:

'With God's help, I will do my best to serve God, my church, and my fellow man. To live by the Ranger Code, and to make the Golden Rule, my daily rule.' (For the Golden Rule, read Matthew 7:12.)

Then learn the Straight Arrow Motto, which is:

'Ready', ready for anything. Ready to work, play, serve, obey, worship, and live, etc:

Now you will be authorized to wear the Straight Arrow uniform, and headdress. You may be assigned to a lodge, with other boys. You may earn a necklace of colored beads, and every month you do not miss a meeting, you will get a bead. For memorizing the memory verse each month, you will be given a bear claw, to add to your necklace. You will also have an Indian head band, and as you advance in Straight Arrows, you add more feathers to your headdress. When you earn recruit (attended three meetings and learned the Pledge and the Motto) you will be given one feather in your band. When you pass to Brave, you may wear two feathers, and when you earn Tribesman, you may wear three feathers, and when you are a Warrior, you may wear four feathers.

To become a Brave, you must:

1. Attend the Straight Arrows for at least two months regularly, and also complete the weekly craft projects.
2. Memorize the Pledge.
3. Select an Indian name for yourself, and explain why you selected it.

To become a Tribesman, you must:

1. Attend the weekly Straight Arrow meeting regularly for 5 additional months, and complete the weekly craft projects.
2. Memorize John 3:16.
3. Memorize the Golden Rule.

To become a Warrior, you must:

1. Attend Straight Arrows for an additional 7 months, and complete the weekly craft projects.
2. Memorize the Lord's prayer.
3. Explain what it means to be a Christian.



INDIAN NAME NECKLACE

T H E O U T P O S T M E E T I N G

- I. WHAT SHOULD YOUR MEETING GOALS BE?
 - A. INSPIRE AND CHALLENGE EACH BOY.
 - B. GIVE EACH BOY INSTRUCTION.
 - C. GIVE EACH BOY OPPORTUNITY.
 - D. BE KEPT ORDERLY.
 - E. GIVE SPIRITUAL GROWTH.
 - F. RECOMMENDED TIME 1½ HOURS.
 - G. SHOULD CONTAIN EACH PHASE OF OUR OBJECTIVES.
 1. ACTIVITIES.
 2. INSTRUCTION IN CHRISTIAN LIVING.
 3. INDOCTRINATION.
 - a. IN THE WORD OF GOD
 - b. BIBLE DOCTRINE
 - c. BELIEFS OF THE CHURCH

II. PARTS OF THE OUTPOST MEETING:

- A. WHILE THE BOYS ARRIVE.
- B. OPENING.
- C. BUSINESS.
- D. BIBLE STUDY.
- E. PROGRAM FEATURE.
- F. RECREATION.
- G. DEVOTIONS WITH THE COMMANDER.
- H. CLOSING.
- I. AFTER THE MEETING STAFF MEETING.

III. WHILE THE BOYS ARRIVE: NORMALLY 15 MINUTES BEFORE MEETING.

- A. WELCOME EACH BOY WITH A HANDSHAKE AND SMILE.
- B. HAVE THEM SIGN-IN.
- C. GIVE THEM SOMETHING TO DO.
 - 1. KEEP EACH BOY BUSY.
 - 2. WRONG ACTIVITY LEADS TO TROUBLE.
 - 3. CORRECT ACTIVITY SAVES TIME SPENT ON DISCIPLINE.
- D. THINGS THEY CAN DO:
 - 1. WORK ON PUZZLES, CRAFTS, ADVANCEMENTS.
 - 2. HAVE A ROYAL RANGER LIBRARY
 - 3. HAVE ATTRACTIVE DISPLAYS FOR THEM TO LOOK AT,
ON A VARIETY OF SUBJECTS.
 - a. DISPLAYS CAN BE ORIENTED AROUND MEETING THEME.

NOTE:

REMEMBER, THEY'RE LOOKING FOR VARIETY: SOMETHING DIFFERENT.

IV. O P E N I N G : 1 TO 5 MINUTES.

- A. BE ON TIME.
- B. KEEP IT BRIEF.
- C. USE VARIETY.
- D. SPOT LIGHT OR CANDLES.
 - 1. DON'T OVERUSE CANDLES.
 - 2. IDEAL FOR OPEN-HOUSE.
- E. DISPLAYS.
 - 1. AMERICAN AND CHRISTIAN FLAGS.
 - 2. BIBLE.
 - 3. ROYAL RANGER PLEDGE.
 - 4. ROYAL RANGER CODE.
 - 5. ROYAL RANGER MOTTO.
 - 6. GOLDEN RULE (MATT. 7:12)
 - 7. CONSERVATION PLEDGE.
- F. HAVE THE BOYS INVOLVED IN THE OPENING.

NOTE:

REMEMBER, IT'S THEIR MEETING.

V. B U S I N E S S : 5 TO 10 MINUTES.

A. ROLL CALL.

B. WELCOME & INTRODUCE VISITORS AND NEWCOMERS.

C. DUES ----- WHY HAVE THEM ?

D. KEEP RECORD BOOK UP-TO-DATE.

1. HELPS YOU KNOW HOW YOUR OUTPOST IS DOING.
2. HELPS WITH YEAR-END REPORT TO SECTIONAL & DISTRICT STAFFS_

E. DISCUSS PLANS.

1. CAMPOUTS
2. HIKES
3. OTHER ACTIVITIES AND OUTINGS

F. GIVE OUT ASSIGNMENTS FOR NEXT MEETING.

1. BIBLE STUDY
2. PROJECTS
3. DON'T OVERLOAD THE BOYS

G. RESPONSIBILITIES OF OFFICERS.

1. LT. COMMANDER ----- APPOINTED
2. JR. COMMANDER ----- APPOINTED
3. SR. GUIDE ----- APPOINTED
4. GUIDE ----- BOYS VOTE ON HIM
5. ASSISTANT GUIDE ----- BOYS VOTE ON HIM

H. GET THEM INVOLVED WITH ALL AREAS OF OUTPOST MEETING.

1. SUPERVISE BUT DON'T DOMINATE

I. COUNCIL WITH OFFICERS YOU ARE GOING TO APPOINT BEFORE
THE APPOINTMENT IS MADE.

1. REMEMBER YOU CAN DISAPPOINT, AS WELL AS APPOINT.

VI. B I B L E S T U D Y : 10 TO 12 MINUTES.

A. TO INDOCTRINATE.

B. TO CHALLENGE.

C. URGE TO COMPLETE.

D. NEEDED TO ACCOMPLISH OUR GOAL.

1. R E A C H

2. T E A C H

3. K E E P

BOYS FOR C H R I S T .

E. REVIEW LESSON PREVIOUSLY ASSIGNED.

F. ASSIGN LESSON FOR NEXT MEETING.

G. CENTERED AROUND THEME.

H. STAY WITHIN THE AGE GROUP LEVEL YOUR WORKING WITH.

I. GET YOUR OUTPOST CHAPLAIN INVOLVED.

NOTE:

WE MUST PROVIDE SPIRITUAL GROWTH FOR OUR YOUTH.

VII. PROGRAM FEATURE: 30 MINUTES.

A. INVITE SPECIAL GUEST.

1. POLICE CHIEF
2. FIRE CHIEF
3. MAYOR
4. CITY COUNCILMAN
5. FIRST-AID INSTRUCTOR
6. SCHOOL TEACHER
7. PARKS AND WILDLIFE MANAGER

B. TYPES OF FEATURES:

1. PHYSICAL FITNESS
2. CITIZENSHIP
3. FIRST-AID
4. CAMPING
 - a. FIRECRAFT
 - b. TOOLCRAFT
 - c. ROPECRAFT
 - d. COMPASS AND MAP
 - e. NATURE STUDY
 - f. COOKING
 - g. BACKPACKING
 - h. WILDERNESS SURVIVAL
5. CONSERVATION
6. SWIMMING AND BOATING SAFETY
7. CRAFTS AND HOBBIES

C. ORIENT FEATURES TOWARDS THE BOYS ADVANCEMENTS.

D. DISTRIBUTE HANDOUTS ON MATERIAL COVERED, SO BOYS
CAN REVIEW THEM AT HOME.

E. EACH BOY SHOULD HAVE A NOTE BOOK TO KEEP
HANDOUTS IN.

NOTE: USE RESOURCEFULNESS

VIII. R E C R E A T I O N : 30 MINUTES.

- A. TWO KINDS OF GAMES.
 - 1. SIMPLE
 - 2. NOISY
- B. INDOOR AND OUTDOOR.
- C. BE SURE THE BOYS KNOW HOW TO PLAY THE GAMES.
 - 1. DO THEY UNDERSTAND THE RULES ?
- D. WHAT ARE YOU TRYING TO TEACH THEM THROUGH THE GAME ?
- E. USE DISPATCH FOR IDEAS.
- F. BOYS MUST HAVE AN OUTLET FOR THEIR ENERGIES.
- G. USE VARIETY
- H. LET THEM GET INVOLVED WITH MAKING UP NEW GAMES.

NOTE:

HAVE AN OBJECTIVE: A PURPOSE FOR EVERYTHING YOU DO.

IX. D E V O T I O N S W I T H T H E C O M M A N D E R :

- A. EMPHASIZE ONE SPIRITUAL TRUTH.
- B. USING SIMPLE STORY, DEMONSTRATION, OR ILLUSTRATION.
- C. GET IDEAS OUT OF DISPATCH.
 - 1. COME UP WITH YOU OWN.
 - 2. LET THE HOLY SPIRIT WORK THROUGH YOU TO REACH THE BOYS.
- D. INVOLVE THE BOYS SO THEY'LL RESPOND OR COMMIT.
- E. PRAY PERSONALLY WITH EACH BOY THAT SHOWS HE WANTS PRAYED WITH.
- F. START IN A BIBLE STUDY.
- G. FOLLOW UP WITH VISITATION.

NOTE: REMEMBER YOUR MEETING THEME IS TOWARDS YOUR DEVOTION.

USE THE PLAN OF SALVATION.....

X. C L O S I N G : 1 TO 5 MINUTES.

A. TO OFFICIALLY BRING MEETING TO AN END.

B. BRIEF CEREMONY.

1. SONG
2. PLEDGE
3. LORD'S PRAYER
4. FRIENDSHIP CIRCLE
5. VARIETY

C. TRY TO CLOSE ON TIME.

D. ALWAYS PRAISE BOYS AND ENCOURAGE THEM TO RETURN.

E. TAKE BOYS OUT ON FREQUENT TRIPS ON AN INDIVIDUAL BASIS.

1. FOR COKES AND HAMBURGERS
2. FISHING
3. BOWLING

F. CALL THEM UP AND WRITE TO THEM OFTEN.

1. LET THEM KNOW YOU CARE.

XI. AFTER THE MEETING :

- A. RE-ARRANGE ROOM.
- B. PUT UP EQUIPMENT PROPERLY.
- C. USE GUIDES AND ASSISTANT GUIDES.
- D. STAFF MEETING.
- E. COUNCIL WITH YOUR BOYS.
- F. LET NO ONE HANG AROUND AFTER THE MEETING.

XII. BETWEEN THE MEETING :

- A. HOME VISITS
 - 1. STRENGTHENS YOUR OUTPOST.
 - 2. SHOWS INTEREST.
 - 3. SHOWS FAITH IN BOY.
 - 4. GIVES CHANCE TO INVITE TO SUNDAY SCHOOL.
 - 5. CHANCE TO WITNESS.
 - 6. CHANCE TO EXPLAIN ROYAL RANGERS.
 - 7. ANSWER PARENTS QUESTIONS.

XIII. KINDS OF COMMANDERS :

THOSE WHO DO THEIR JOB EFFECTIVELY.

THOSE WHO DO JOB IN OUTPOST ONLY.

THOSE WHO WEAR THEIR UNIFORM FOR TALK AND SHOW.