Bible Merit Update 2019

Situation

- Current requirements state that orange Bible merits may only be received by completing (8) orange Bible lessons, brown Bible merits may only be received by completing (8) brown Bible lessons, and Spirit Challenge awards can only be earn by completing (25) Spirit Challenge lessons.*
- Boys in smaller outpost with combined age groups are not able to earn Bible merits or Spirit
 Challenges through the regular weekly meeting process and are therefore greatly hindered in
 their advancements.
- Churches are limited in their ability to include Royal Rangers in church-wide discipleship campaigns that feature specialized lessons.

Update

- Boys may now use ANY approved Bible lesson to meet orange or brown Bible merit or Spirit Challenge requirements.
- Outposts leaders teaching combined groups can teach one lesson, and every boy in the group receives credit toward his next Bible merit or Spirit Challenge.
- Approved lessons include:
 - o Any Bible lesson found in the RR curriculum
 - Any Bible lesson approved by your Pastor
- The structure of the RR advancement system remains unchanged. Only the list of sources from which Bible lesson content may be taken has changed.

Benefits

- Enables boys in outposts with combined groups to regularly earn Bible merits & Spirit Challenges
- Enables churches to include Royal Rangers in all-church discipleship campaigns
- Outpost leaders are empowered to "pastor" their boys, providing Bible lessons that are more relevant to the unique needs & situations facing the boys in their group, under the direction & leadership of their pastor.
- Churches not affiliated with the Assemblies of God are empowered to provide Bible lessons that
 reflect their specific doctrinal beliefs, removing a major roadblock to the adoption of Royal
 Rangers among independent or non-AG churches.

^{*}Boys can currently claim up to (2) of (8) Bible lessons from other sources for each orange or brown Bible merit but Spirit Challenge awards do not provide this exception.