



THE CHI OMEGA RHO
INDUCTION HANDBOOK

NOTES.....

FOR
EXECUTIVE
COUNCIL
MEMBERS'
EYES
ONLY

INTRODUCTION

Due to the requests of several people pertaining to Chi Omega Rho inductions, I have compiled this handbook. In it are tests used during actual Chi Omega Rho inductions at Central Bible College in Springfield, Mo.. These tests are suggested only. As time goes by there may be more need to standardize all COR inductions. At present though, these guidelines can be used.

The Chi Omega Rho induction is based upon the medieval "Quest". To enhance the atmosphere of the "QUEST", it is suggested that COR Knights participate in period dress (See COR handbook for clothing suggestions). The QUEST is a special time not only for fun but also as a challenge for the "squire". This is not a opportunity to reduce the squire's attitude of his situation, but to help him increase his desire to work in Chi Omega Rho and Royal Rangers. The "QUEST" has times of defeat, times of victory, times of struggle and times of ease. But as a result of all these, he should have a new attitude about his place in the Royal Ranger ministry.

Christ should be foremost in our hearts and minds during the QUEST. When we test the squires during the QUEST, we should remember that they are brothers and sisters in Christ also. Keep this in mind during the induction.

If there are any questions about the Chi Omega Rho QUEST, please feel free to contact the National Office.

"KEEP YOUR HELM HIGH AND SWORD SHARP!!"

Michael D. Harris
"Sir Stalwart, the
Oak-Heart Knight"
CHI OMEGA RHO
REPRESENTATIVE

July 26, 1985

SAMPLE MEMBERSHIP APPLICATION

MEMBERSHIP APPLICATION

Date: _____

Name: _____

Address: _____

College Address: _____

Age: _____

Years involved in Rangers: _____

Positions/ Awards/Honors in Rangers: _____

In 25 words or more, write why you want to join Chi Omega Rho:

Signature: _____

Other Comments:

PRE-INDUCTION

The Page Level

Anyone desiring to become a member of COR will become a Page upon the Shire (Chapter) receiving his or her application for membership.

The Squire Level

The Pages will become SQUIRES upon the night or day of the QUEST. They will continue to be Squires until they have completed the Quest and are knighted. If a squire fails the Quest, he shall be known as a squire until he can complete a Quest.

Squire Preparations

The Pages should be given a list of articles needed for the Quest. Remember to give them plenty of time to gather these articles together. In your list, include the chapter's dues. A model list for an induction will be provided later in the handbook.

Before the Quest...

Assign each knight to be responsible for different tests during the Quest. He or she should be responsible for gathering together and setting up all the required materials for that knight's assigned test.

Locate and obtain permission to use an area for the Quest. Check out the area and decide where each test will go. If transportation is needed to go from the initial meeting place to the Quest site, make arrangements before hand. Make sure you have a complete First Aid kit at the Quest site. Remember, a well planned Quest should be a fun and safe experiance!!!

Bead System

Each individual is given a predetermined amount of plastic jewels which can be purchased at any craft store. Usually 30 to 50 jewels are enough. The squire are also given 8 small wooden beads to be strung on their leather thong (with knots between each bead so they will not fall off when one is cut off). Everytime a inductee is going to lose a bead, he has the opportunity to "bargin" for the bead by offering any amount of his jewels. The inductor has the option to take the jewels OR take the bead. It is better to take a good balanced amount of the jewels (if not all of them) and of the beads during the course of the Quest. The squire should not have alot of jewels (if any) or very many beads when the Quest is over. The point of depleting the squire's jewel and bead supply is not just to deplete the squire's supply but instead to make the squire think and perform more carefully. The squire has to have at least one bead left and his sword to be knighted at the end of the Quest. If the squire doesn't have a bead left, one of the other squires can give him one of their own. If the squire has lost his sword to one of the inductors, he can purchase it back or if he has nothing to bargin with, one of the other squires can purchase it back for him with a bead.

The only person that is able to take a bead is the COR Regent. He then can give it to anyone of the knights he wishes. The Regent will decide on all transactions between the Knights and the Squires pertaining to the beads and jewels. For example: if one of the squires speak without being given permission and one of the knights hear him, the knight can have the pleasure of bartering for the "talking" squire's bead. If the squire and knight agree upon a certain amount of jewels, the Regent has to decide whether the deal is good and fair enough for the severity of the "crime". The knight then gets the agreed upon amount. The Regent can take a percentage of the take.

NEW MEMBERS FORM

Name of College/ Shire: _____

Regent's Name: _____

Friar's Name: _____

Friar's Address: _____

New Members' Names/Addresses/ Sir Names:

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

add additional Members on the back

Send this completed form to:

Royal Ranger Dept.
(Chi Omega Rho)
c/o Assemblies of God Headquarters
1445 Boonville Avenue
Springfield, Mo. 65802

Comments:

SAMPLE INDUCTEE LIST

Inductee:

Everyone is to meet at the Snack Shop at 5:00. Remember to have your Lady Love at the Cafeteria at 5:00 P.M.. Lady Love Colors start at 5:45. From the Snack Shop we will march in to the Ceremony area. After the Ceremony, get your gear for the Quest and meet in front of the Bookstore at 6:00 P.M.. Have these items with you for the Quest:

- 1 Doz. Cookies
- 2 Candy Bars
- 1 Lady Love -----FOR LADY LOVE CEREMONY
- 1 Lady Love Color -----
- Sleeping bag for Campout
- Ground Cloth
- Wooden Sword(42" long with 8" cross piece)
- Blindfold (may use Lady Love Color)
- Leather Thong 24" long
- Small pouch
- Bike Backpack
- Matches
- 2 candles
- Gift for Friar (may be ANYTHING!)
- Bible
- Warm Clothing

When we gather at the Snack Shop to go to Lady Love Ceremony, you will be on SILENCE! You may speak to noone but the Regent when he lets you. Have a great Quest!!!!

Michael D. Harris
Regent

Also bring \$9.00 for the year's dues. This also covers Quest expenses and your handbook.

THE QUEST

To begin the Squires' Quest, they first go through the Wind Phase. This is the easy portion of the Quest. This should be light-hearted and humorous. We suggest the Lady Love Color ceremony.

Humility Test

It is suggested that this test is done in view of alot of people.

Lady Love Colors

Materials Needed:

- 1 Chair

Scenerio:

"When the Knights of Old would go out on a Quest they would visit their Lady Love before they would leave. During this visit the Lady would give him some small item to remember her by. In this ceremony the Lady will give you a momento of her favorite color. She will place it on your left arm, the arm closest to your heart. In exchange you will give her a kiss on her right hand, one so soft that it will reflect your galantry."

Materials the Squire Needs to Provide:

- 1 Lady Love
- 1 Handkerchief or scarf

Description:

A chair needs to be placed so everyone can see it. The squires and knights march in and line up behind the chair. The Regent steps up front and tells those watching what is about to take place and then explains to the squires and audience the scenerio. The first squire then is told to come up front and ask for his Lady Love to come foward. When she does, the Regent seats her in the chair. The Regent then has the squire kneel in front of her and she places the color

(the Scarf or handkerchief) on his left arm. He then takes her right hand in his and gives her a light kiss. The Regent is to listen closely to the kiss on the hand to see if the kiss is light enough. For fun, the Regent can act like the kiss wasn't light enough and was pretty sloppy. In this case the squire is to do it over. When all of the squires have had their chance with their lady loves, the Regent marches all the squires and knights out. It is alright for the knights to give the squires a hard time during the kissing ceremony but not marching out. If a woman is being inducted, she is to have a Gentleman-in-Waiting. The procedure is the same except instead of the Gentleman sitting down, the woman squire does. The Gentleman presents her with a rose and ties the colors on her arm. The woman squire then rises and gives the Gentleman a light kiss on his right cheek. She too, can be given a hard time.

REMEMBER!!!

Just before the squires march in for the Lady Love ceremony they need to be placed on SILENCE!! They can laugh during the ceremony but thats all!

The Lady Love Color ceremony can take place in a college cafeteria, before a group of Rangers, on a campus lawn or where ever you think would be appropriate.

Remember to check with officials first!!

SAMPLE QUEST SCHEDULE

Friday Sept. 26

Wind Phase

1. Chivalry: Open doors of Chapel for ladies
2. Humility: Lady Love Color Ceremony 5:30 Cafe.
(Gift for Lady next week)
Patch over eye
Carry wooden sword all day
(Check for equipment at bookstore at 6:00)
-----Drive around to confuse-----

Friday Night

Fire Phase

Drive to Quest site. 6:30

THE QUEST

----Explain the Quest to the squires and further instructions. Give Scenerio.

3. Spiritual: Praying till the candle is gone
(1 Corinthians 10:13)
Tempter begins after Candle Gone.
4. Obediance: Blood Drink
5. Agility: The Battle Ride
6. Agility: The Seige* a test of shooting a
flaming arrow at a
7. Resourcefulness: The Troll enemy Castle.
8. Resourcefulness: Bound and Free
9. Courage: The Dragon's Lair

-----Explanation of Quest-----

Check to see if everyone has his sword
and at least one bead.

COUNCIL FIRE/ DUBBING

FEAST/ CAMPOUT

Return to School in Morning

decision made during the Quest. He does this only if he feels that something is not done right or would be to the benefit of the entire group. He makes sure the Regent makes proper decisions on debatable areas of the Quest.

Responsibility and Safety

This handbook is only a guide to help Chi Omega Rho perform their own inductions. The tests mentioned in this handbook are suggested only. The author, Royal Rangers, National Office, Assemblies of God are not responsible for injuries that may occur during Chi Omega Rho inductions. Safety and common sense should be foremost in the minds of those in charge of inductions when selecting and performing tests.

Ask yourself these questions before the induction:

1. Are the tests safe?
2. Do any of the squires have any medical problems that may hinder them during the Quest?
3. Have those in charge of each test been instructed of what they are to do?
4. Have the knights been instructed on how they are to act and what to do during the Quest?

Make the Quest memorable for the squires by having it run smoothly. Try to prevent problems before they arise so you can have a safe and fun Quest!

If there are any questions about the Quest please feel free to write the National Office-----

THE QUEST

The end of the Lady Love Colors ceremony marks the end of the Wind Phase. Now begins the Fire Phase. This portion of the Quest begins to become a little more stiff. You may notice that under each type of trait tested there may be a couple of different tests. This will give you a choice. There are some trait tests that lead directly into the next test. Try to keep these consistently together, they work better that way. The Regent is in charge of the Quest and the other knights need to realize that. The Regent needs to know what is going on at all times, especially when there is an accident. What ever the Regent says goes! There should not be any debating or bickering during the Quest. This keeps things running smoothly. When a squire has something he has to say he can only get permission from the Regent to speak. Remember to tell the squires this. The knights should not be grabbing at or touching the squires or their swords during the Quest. If a squire is going to fall or some hazard is about to befall the squire, then the knight can touch him to help him out. The knights are to be a help and not a hinderance. If a squire gives a knight his sword willingly then woe is the squire. That knight has the option to bicker with the squire for his jewels or to hang on to the sword. The Regent can grant the sword back to the squire at anytime though.

The squire's sword is very important during the Quest. He will use it to guide himself and others when in line. Great emphasis should be placed on the sword. Parallels can be drawn between the sword and God's word. The squire should be in constant control of his sword. He should never lay it down or mistreat it. As long as he is in control of it, it will be a weapon of defense and attack, comfort and safety. Make sure the squire understands its significance. A knight was never without his sword.

Starting the Fire Phase...

Line the squires up and tell them that you would

OTHER FIRE PHASE SUGGESTIONS

Torches can be used at all the test sites and to light the way for the squires. This will add to the atmosphere as well as being practical. Use your imagination on putting together the tests. If you invent new tests that you feel would benefit the Quest, please feel free to write them down with diagrams and send them to the National Headquarters.

To add to the atmosphere, have a "running" scenerio about the Quest, from one test to another. This will give it the feel of a real Quest. It might be to your advantage to take pictures of the induction for a pictorial record. Those will be for the Shire's records.

KNIGHTING CEREMONY

The knighting ceremony is described in part in the Chi Omega Rho Handbook. The ceremony should have alot of decoration and pomp. The knighting ceremony can be done right after the Quest or done at a later time. A campout near the Quest site can also be done. If the knighting ceremony is performed right after the Quest, a Sir name for each squire has to be thought up. Make up Sir names that would be appropriate and would show their character during the Quest. A feast should follow the knighting ceremony. If the ceremony is held at a later time, it might be better to have it indoors, inviting immediate friends and other Chi Omega Rho members. The feast needs to be as medieval as possible. The new members need to receive a Chi Omega Rho handbook and a list of their names and Sir names need to be sent to the National Office for their records. Make sure you include the Shire name and Regent's name and address. Also include the name of the college where the new members attend. In putting together the knighting ceremony, be creative.

The Friar

The Friar is the faculty sponser or the Shire sponser. He can be involved with the Quest and ought to. He will make sure the Quest is run properly. To fit into the Quest he can wear a monk's robe or some type of medieval costume. The Friar can override any

like to check and see if they have everthing that was on the Quest list. After they lay everthing out for the knights to check, they can then eat any food that the squires may have brought with them. The squires should be on silence. They should have been on silence since before the Lady Love Colors ceremony. The squires should now be shown how to walk in a line (See Illustration). They must not let go of the other squire's sword until told so during the induction. The squires should hold each others swords only during periods where the squires may be blindfolded.

Before the tests begin, a scenerio is given to add to the flavor of the Quest. The Regent tells the squires about the Quest and whats expected of them to finish it. Here is an example:

"Squires, as with the Knights of Old, you are about to go on a journey...a Quest. You are about to begin a search for the long lost Glass Sword. A sword born out of truth, forged through blood and sweat. You must seek out the Glass sword and discover its truth. On your Quest you will encounter different tests that will make you want to quit before you finish your Quest. Don't give up! Press on! Though things look bleak, look towards the Lord for strength. There are hazards along the way..pitfalls to avoid...Beware!! And now for a message from the Most High King, "Humble yourselves, therefore, under God's mighty hand, that he may lift you up in due time. Cast all your anxiety on him because he cares for you. Be self-controlled and alert. Your enemy, the devil, prowls around like a roaring lion looking for someone to devour. Resist him, standing firm in the faith, because you know that your brothers throughout the world are undergoing the same kind of sufferings. And the God of all grace, who called you to him eternal glory in Christ, after you have suffered alittle while, will himself restore you and make you strong, firm and steadfast. To him be the power forever and ever. Amen."

More ideas can be added to this scenerio to fit your situation.

ORIGINAL

Prayer until the Candle is out

- 1. Matches
- 1. Candle

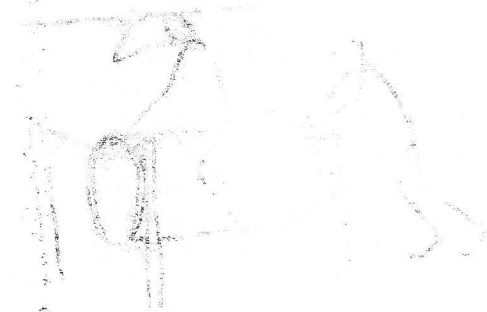
Description:

The squire is supposed to go out with the knights and find a quiet place where they may pray a few minutes in prayer. The squire should be a squire so that the prayers will be the same together as a brotherhood. After a few minutes, all of the knights and squire come together and the squire line up.

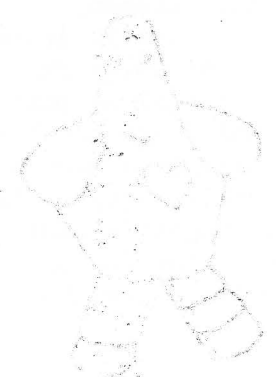
- 1. Black hood
- 1. Bob

The test is optional. Use of the knight's character. His voice should be loud in prayer. This squire will move from the knight's position, trying to persuade the knight to back, give up, etc. The knight should be a squire's bidding. He says a word or two. The Templar's job is to spring out the knight always trying to see the squire. He is to act as if there is no one else. The squire's job is that the Templar is to act as if it is in their heads.

KNIGHT'S PRAYER



A squire is supposed to go out with the knights and a knight is supposed to be a squire. The squire should be a squire so that the prayers will be the same together as a brotherhood. After a few minutes, all of the knights and squire come together and the squire line up.



1. Sword (Templar)

Hide the Sword somewhere close by so that the squire can find it. With the Sword you might add a small pouch of jewels for the squire's reward. After he is done, replace the Sword (and jewels if used) and replace the key. Now you are ready for the next squire.

A SKILL TEST

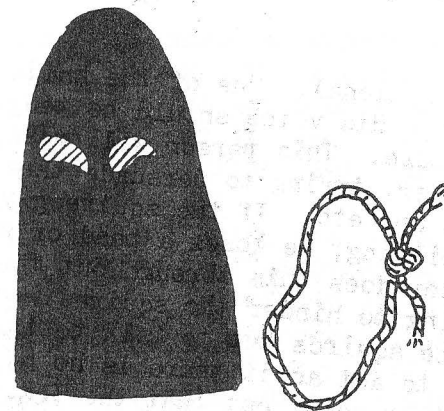
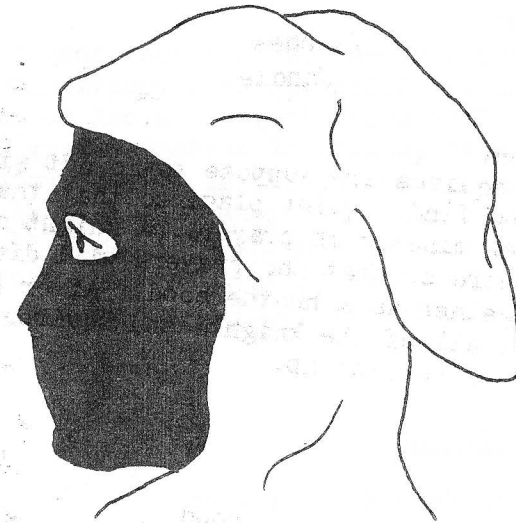
The Battle Horse

Materials Needed: 55 gal. Drum (empty)
4 post frame
4 large springs or rope
Lance
Battle Ax
Spear
Knight Targets

Description:

This test is not required but its fun to do anyway. A 55 gal. Drum is suspended on a 4 post frame by large springs. The squire is to sit on the drum. Three knight targets are in front of them, several feet away. The lance is given to the squire and he is to thrust it into a target area on one of the knight targets while one of the knights is shaking the drum. After the lance, then the squire is to throw the Battle Ax at a target then the Spear. The squire has to hit 2 out of 3 times to keep his bead. The rocking of the Drum should not be violent but as to imitate the motion of a trotting horse.

THE TEMPTER



Face mask with some sort of tie so it pulls up close to the face

OBEDIANCE

Blood Drink

Materials Needed: Large Mug or Cups
Special drink mixture

Description:

The squires are told that they need some physical fortification to strengthen them during the Quest. This drink they are about to partake of is the highest quality of instant energy. The squire is to drink one mug or cup of the entire brew or lose one of their beads. The drink must be a very foul tasting brew but made with nothing harmful. Make sure that it doesn't make them sick to their stomachs either. If you won't drink it, don't make them drink it.

Drawbridge Walk

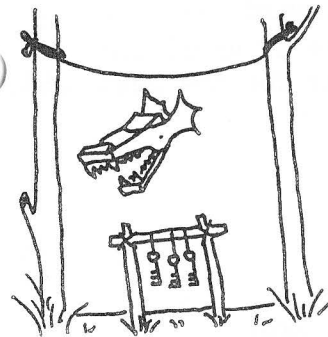
Materials Needed: 2 Planks

Description:

The squires are shown a plank that is suspended several feet of the ground. The Regent tells them that they are going to have to cross the drawbridge blindfolded, without assistance. If they fall off, they lose a bead. They are told that they will be lifted up to one end of the plank and then they are on their own. After the squires are blindfolded, another plank is laid out on supports that actually place the plank only a few inches off the ground. A squire is then picked up and placed on one end of the board. The knights then ought to get on their knees when speaking to the squire. This gives the squire the feeling that he is actually several feet in the air. When the second plank is placed on the ground, make sure that there is plenty of room for the squire to fall safely.

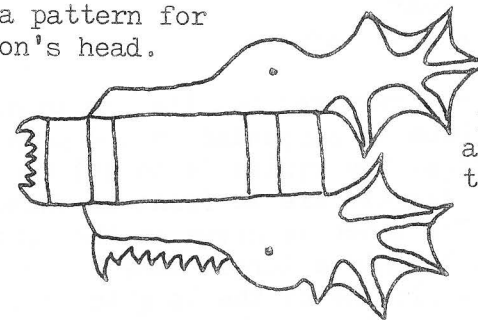
A bag of jewels could be for each squire who can complete the walk.

THE DRAGON'S LAIR



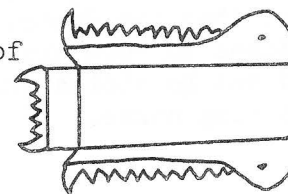
The Dragon's Lair is the Dragon's head with a backdrop behind it to hide the movements of the Knight controlling it. The key to open the box is hanging on a frame in the front, hanging on the RIGHT side.

This is a pattern for the Dragon's head.



This is the top part of the head and needs to be folded to make the head.

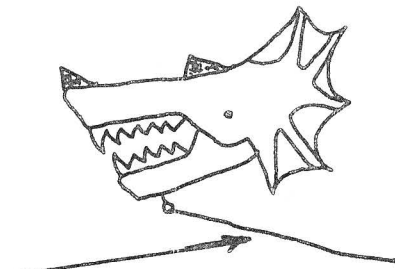
Upper jaw of Dragon.



Plexiglass Sword



Finished head.



Wire used to move jaw.

Bound and Free

Materials Needed: None

Description:

After the squires leave the Troll Puzzle test, they still have to escape from their bonds. At this point they are told to go out and find materials that they can start a fire with. They have to start a fire with 1 match. The fire must be good enough to burn through their bonds. If they cannot start a fire with 1 match they lose a bead. If they cannot burn through their bonds with their fire, they lose one bead. If the squire is smart, he will light his candle and use it to light his fire and to continually keep it lit. After the bonds are cut with flame, tell the squires not to pull the rest of the bonds of their wrists but to leave them there to remind them of their own struggles they had before Christ came and set them free of their own bonds of sin. Make sure all fires started are put out completely.

COURAGE

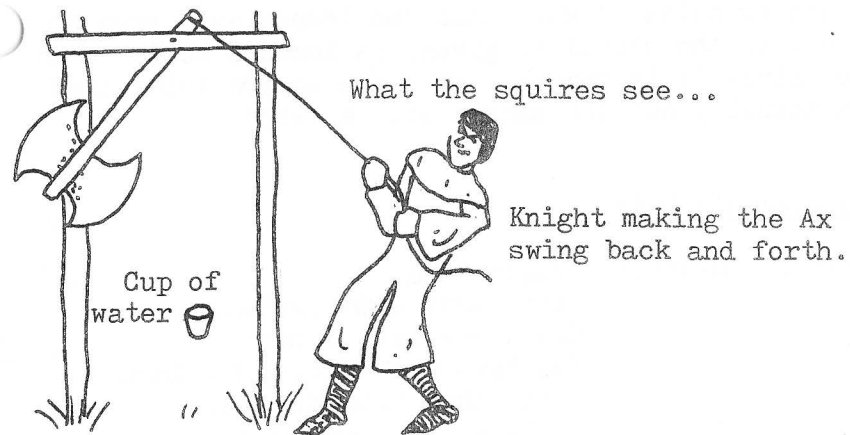
Sword Skill

Materials Needed: Bananas
Fishing Line
Sword

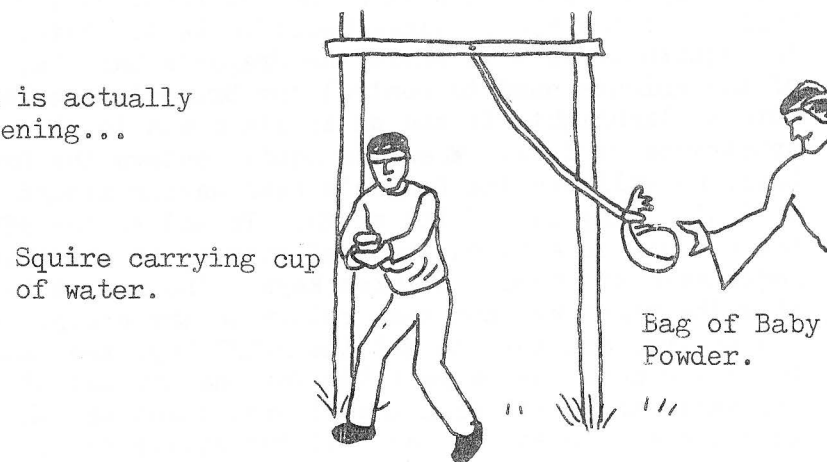
Description:

The squires are told that they are going to have to prove their courage by holding a banana as close to their nose as possible while the Regent swings his sword and cut the banana is half. The squires are then blingfolded and brought forward one at a time. A banana has been prepared before hand. A fishing line has been stitched through the banana so that if the ends of the line are pulled the whole banana will be cut in two. The banana will be held between the hands of the squire in front of his nose. Make sure the squire cannot feel the line touch his hands. At a given

THE BATTLE-AX DODGE



What is actually happening...



signal, the Regent acts like he swings his sword and two knights (one pulling on each end of the line) pull hard and quick. The banana will then be cut while the squire is holding on to it. If the squire drops the banana or holds it more than two inches away from his nose when the signal is given, he loses a bead. When the blindfold is removed, make the squire think that you actually cut the banana with a sword.

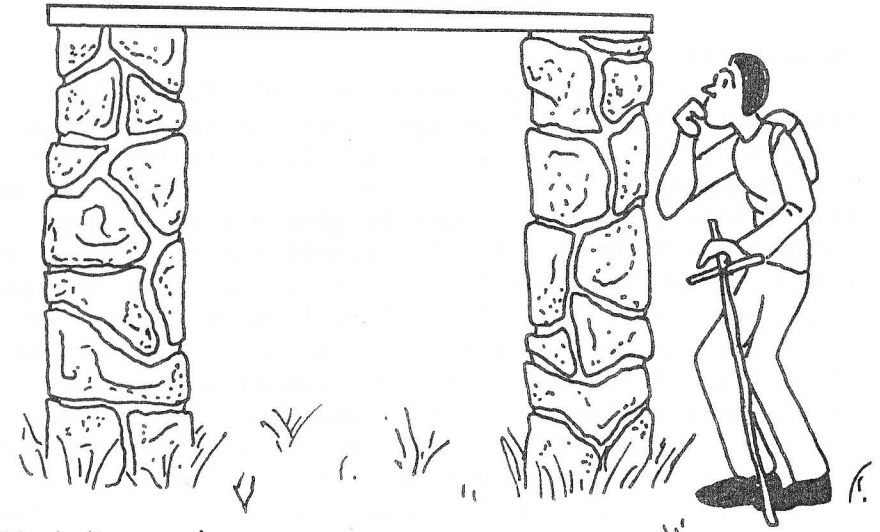
The Dragon's Lair

Materials Needed: Dragon Head
Flashlight with Red Lens
Small box with Lock
Two Keys not fitting the Lock
1 Key that fits the Lock
A piece of Paper describing the location of the Glass Sword
Glass Sword
1 watch

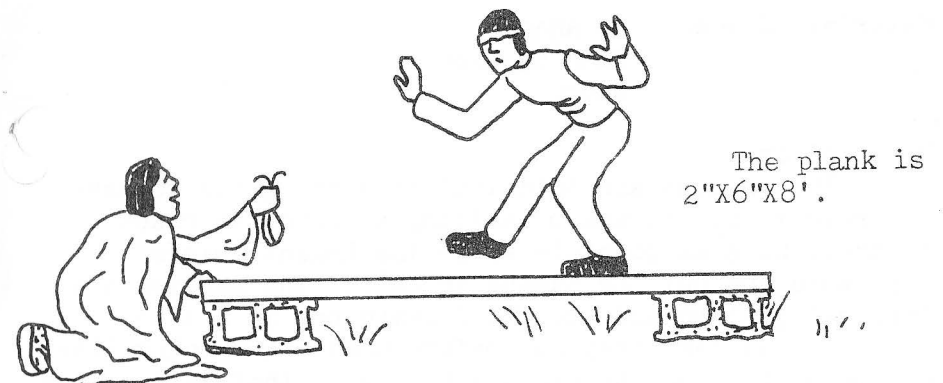
Description:

Tell the squires that they are going to have to go into the Dragon's Lair to find and bring back the RIGHT key to open a box with the instructions that tell where the Famous Glass Sword is kept. Before the squire is sent to where the Dragon's Lair is, one of the knights need to control the Dragon's head and turn a flashlight off and on in its mouth to give the appearance of fire. When the squire enters the Dragon Lair, he will see the Dragon's head waving around with a light coming out of its mouth. To add to the effect, there could be a sound track of roaring or something. Underneath the head are three keys. The squire is to pick the right key and then return to the group. When the squires are told to get the RIGHT key, they may think you mean the correct key for the box but if they are smart they will pick the literal right key which is the one to open the box. If the squire returns with the wrong key, they lose a bead. If they pick the correct one, they can open the box and get the paper which tells where the Glass Sword is hidden.

THE DRAWBRIDGE WALK



What the squires see....



The plank is 2"X6"X8'.

Whats really happening...

The knight kneeling and talking to the squire makes it seem that he is really high up. The knight has a bag of jewels.

If the "blind" squire cannot find his sword in less than 1 minute, he will lose a bead. Work it out so that every squire has the opportunity to be "blind" to find their own sword and to be able to lead a "blind" squire.

RESOURCEFULNESS

Troll Puzzle

Materials Needed: Troll Mask
Cotton Clothesline Rope
Bags of Baby Powder
Weapon

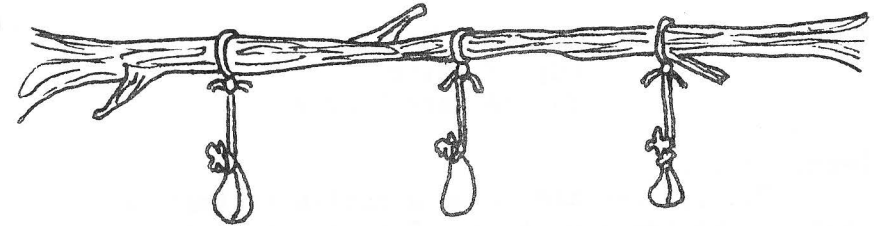
Description:

As the squires are walking along, a Troll jumps out at them waving a "dangerous" weapon. While holding everyone at bay, the Troll gives the knights rope to tie each squire up (around the wrists). The Troll then tells them to sit the squires down under a pole that has bags of baby powder suspended by rope from it. Each squire is seated under each bag. The Troll says the squires cannot pass until they are able to answer one (or two) questions. If the squires can answer the question they can leave unmolested. If they cannot, then the bag of powder will be cut to drop on their heads and they lose a bead. In this test, after the question is asked, the squires can freely discuss among themselves the answer. After the answer is given, they are then again on silence. Since this is a group participation, they will either all go free or will all get covered with powder. After the test is over, do not remove the ropes from their wrists. These will lead into the next test.

The two questions are:

1. What do these series of letters represent?
O-T-T-F-F-S-S-E-N-T? Answer: The first letters of the numbers 1 through 10.
2. What animal walks on 4 legs then 2 legs then 3 legs? Answer: MAN. 4 legs when he crawls as a baby, 2 legs when he learns to walk, 3 legs when he gets old and needs a cane to walk.

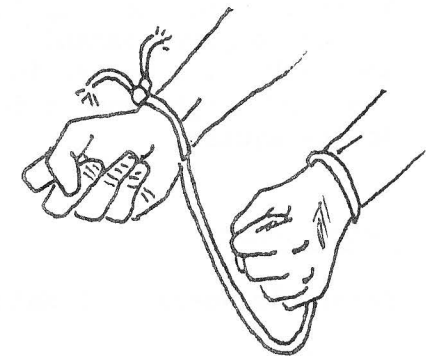
THE TROLL'S PUZZLE



Squires are seated under bags of Baby Powder. If the question is wrongly answered, they are cut to drop on their heads.



The "Troll"



The cotton ropes are tied loosely around the wrist. There should be 24" of rope between the wrists. This is where the rope is to be burned.

LOYALTY

Battle-Ax Dodge

Material Needed: Swinging Battleax Mechanism
Cup of Water
Bag of Baby Powder

Description:

The squires are shown a Battle Ax that is swinging in front of them. They are told that they will have to cross through the swinging ax and pick up a cup of water and then return through it without spilling the water. They will do all of this blindfolded and by the voice commands of one of the knights. After all the squires are blindfolded, the swinging Battle Ax is quickly taken down and exchanged for a swinging bag of baby powder. One of the knights then begins swinging the bag at an even pace. The "Caller" knight then tells the first squire to go through the ax without getting hit. He then directs the squire to pick up the cup of water and to go through the swinging bag of baby powder again. If the squire spills the water or gets struck by the bag of powder he will lose a bead. The "caller" knight is to really give good voice commands to help the squire through the test. He is not to give commands that will force the squire into the "Ax". The squire is putting his trust into the "caller" knight and is depending on the knight's loyalty to the squire.

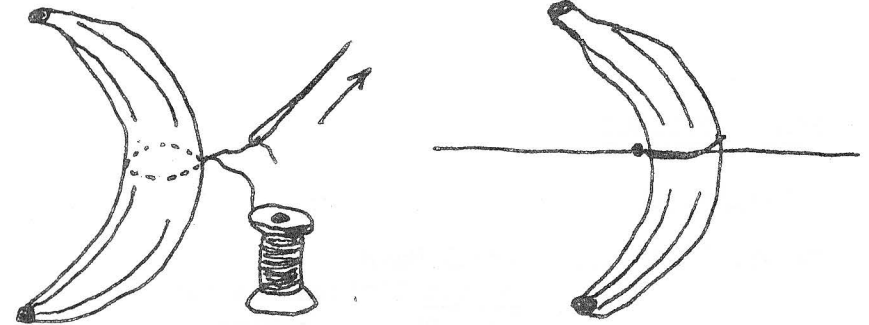
Sword Search

Materials Needed: 1 Watch

Description:

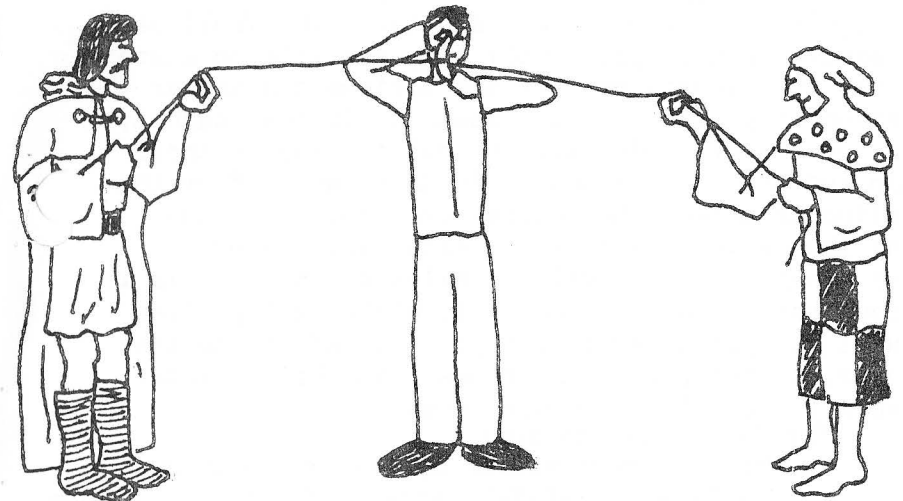
The wooden swords of the squires are collected and hidden in a certain area. One of the squires is blindfolded and one of the other squires is to lead the "blind" squire to his sword. The unblindfolded squire is shown where the sword is then must lead the "blind" squire by voice commands to it in less than 1 minute.

SWORD SKILL



A needle and thread are run through the center and around the banana and pulled tight. This cuts the insides of the banana in half. This will help the banana to cut in half easier.

How the line is tied around the banana. This is tied directly over where the thread and needle cut the banana.



How the squire is to hold the banana and how the knights are to position themselves with the fishing line. The Regent stands right in front of the squire. When the Regent shouts "Now!", then the line needs to be pulled tight to cut the banana.