

THE QUEST



THE CHI OMEGA RHO INDUCTION

HANDBOOK

1987

THE QUEST

INTRODUCTION

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.

PRE-QUEST

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 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. Here is a sample list of things they may need (this list takes in account a overnight camp-out after the Quest):

1 Doz. Cookies	Wooden Sword (42" long with a 8"crosspiece)
2 Candy Bars	Blindfold
Sleeping Bag	Leather thong (24")
Ground Cloth	Small pouch
36" Cotton Cord	Bike Backpack
1 Candle	Gift for Friar (may be anything!)
Bible (N.T. pocket-size)	Warm clothing
Matches	\$__ .00 for Shire Dues

Explain to squires where they should meet, include date and time.

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 test unless the shire has its own equipment.

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!! During the Quest, 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. Whatever the Regent says goes! There should not be any bickering or debating during the Quest. This keeps things running smoothly. When a squire has something 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 the 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 to 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 in a 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 it, it will be a weapon of attack or defense, comfort and safety. Make sure the squire understands its significance. A knight was never without his sword!

STARTING THE QUEST

Ground Rules

After all the squires are together, line them up and tell them that you would like to check and see if they have everything that was on the Quest list. After they lay everything out for the knights to check, the knights can take and eat any food the squires brought with them. At this point they squires should be placed on SILENCE! Show the squires how to walk in the Squire Formation (see illustration). They must walk in this formation unless otherwise told.

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

"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 sword and posses it to finish your Quest. On your Quest you will encounter different tests that will make you want to quit, give up, 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
SUFFERED ALITTLE WHILE, WILL HIMSELF
RESTORE YOU AND MAKE YOU STRONG, FIRM
AND STEADFAST. TO HIM BE THE POWER
FOREVER AND EVER."

Bead and Jewel System

Have the squires get out their leather thongs and small pouches. Pass out 15 to 20 "jewels" (plastic or glass jewels that can be purchased at any craft store) to each squire for him to put in his pouch. His pouch should then be tied to his person in some way. This makes it more easier to get to. The bike pack that the squires have will hold every thing else they have. The squires are now given 5 wooden beads to be strung on their leather thong (with a knot between each bead). Every time a squire fails a tests, talks when he shouldn't or does something that he was told not to do he has chance of losing a bead. But instead of losing that bead he can barter with the knights with the jewels he has (for example: instead of losing a bead for failing the drawbridge walk, he barter with a knight and ends up giving 7 jewels to the knight instead). If the Quest goes as it should, the squire will end up with no jewels and 1 or 2 beads. The point of depleting the squire's jewels and beads is not just to do so for its own sake but to make the squire think and perform more carefully. The squire should have at least one bead left and his sword to be knighted at the end of the Quest. If the squire doesn't have one bead left, one of the other squires can give him one of theirs. If the squire has lost his sword to one of the knights, he can purchase it back with a bead (and maybe some jewels) or if he has nothing to bargain with, the other squires might be able to give him whats needed.

The only person that is able to take (cut) a bead is the COR Regent. he can give it to the other knights as they wish. The Regent should choose three knights to be the "Committee" for making final decisions over delicate situations (for example: a squire passes a test but the knights feel the squire shouldn't have passed it because of cheating or something...). If a squire and a knight will not agree on a barter, the "Committee" then can step in a decide what is fair for the "severity of the failure". The determined amount is then given to the knight and it would be nice if the Regent would receive a percentage of the take.

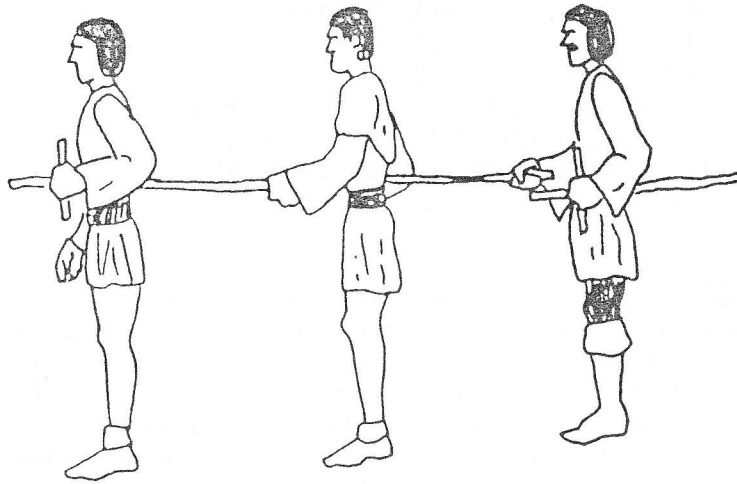
THE QUEST

TELL THE SQUIRES TO BLINDFOLD THEMSELVES AND ASSUME THE SQUIRES' FORMATION. WALK THEM TO THE FIRST TEST SITE AND TELL THEM TO UNBLINDFOLD THEMSELVES.

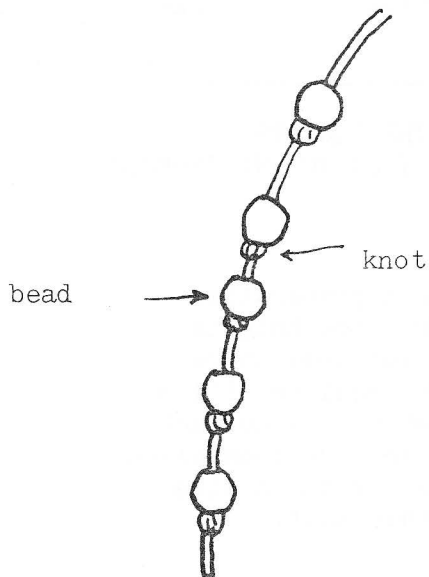
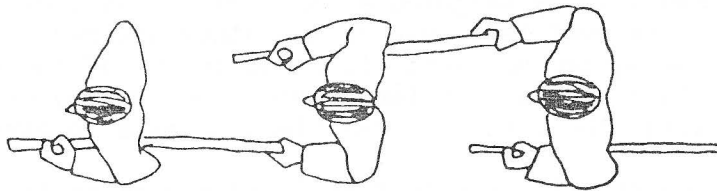
THE SPIRITUAL READINESS TEST

Tell the squires that this is a time of spiritual preparation for the night as well as for the entire ministry. Tell the knights to take aside one or two squires apiece and find a quiet spot where they can share with each other and pray together. The squires will be off silence during this time and will be on silence when they go back to formation. Tell the squires to use their candles to give themselves light. The Regent should allow a fair amount of time for the squires to pray. There is really no way the squire can fail this test.

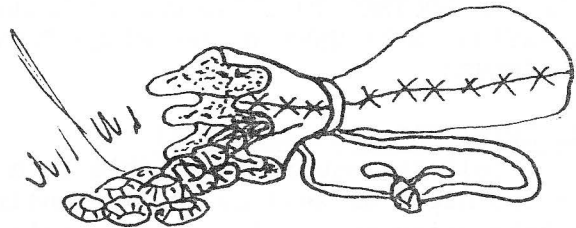
SQUIRE FORMATION



Top View:



jewels and pouch



TELL THE SQUIRES TO BLINDFOLD THEMSELVES AND ASSUME THE SQUIRES' FORMATION. WALK THEM TO THE NEXT TEST.

SWORD PLAY

Things needed: 1 sword that has somewhat of an edge
A stand or something to hold the carrot at eye level
1 carrot for each squire
Some sort of lighting such as a lantern or torch

This is a test of coordination. Each squire is given a chance to cut a carrot in half (the carrot must be struck in the upper half). One swing is allowed and the carrot has to be cut, not knocked off. Any misses or cuts to the lower half of the carrot is considered failure. If the squire drops the sword, one bead is automatically taken. The swing that is taken by the squire has to be done with ONE hand only!

TELL THE SQUIRES TO BLINDFOLD THEMSELVES AND ASSUME THE SQUIRES' FORMATION. WALK THEM TO THE NEXT TEST.

THE WARHORSE

Things needed: 1 Battle ax (A tomahawk will do)
A target in the shape of a knight
A 55 gallon drum or something the squire can sit on that moves

This is a test of steadiness. Each squire is required to sit on the drum and throw the battle ax at the knight target. The battle ax only needs to hit the knight target, not to stick it. A miss is considered a failure. It is suggested that the drum be up off the ground so that the squire will not be able to place his legs on the ground for balance.

TELL THE SQUIRES TO BLINDFOLD THEMSELVES AND ASSUME THE SQUIRES' FORMATION. WALK THEM TO THE NEXT TEST.

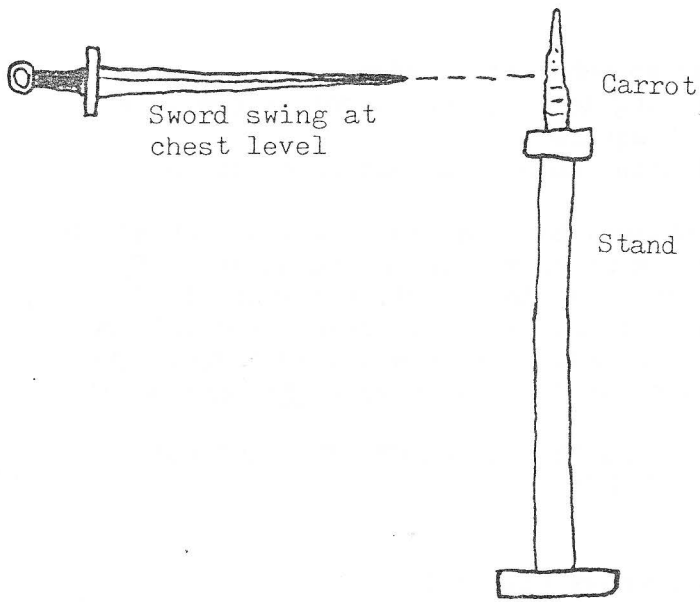
THE DRAWBRIDGE

Things needed: 2 identical planks
2 blocks of wood or bricks

This is a test of agility. Tell the squires to unblindfold themselves and to allow them to see a plank over a deep creek bed or hole. Explain to them that they have to cross over the plank to the other side... unassisted and blindfolded! Tell them all to blindfold themselves again and the knights will assist each squire to the plank, one at a time. What actually happens is that you have the 2nd plank set up on the blocks off to the side or where the squires cannot see it. The plank actually sits 4 or 5 inches off the ground. Once the squires are blindfolded again, some of the knights can lead a squire over to the "fake" drawbridge and help him mount it. From that point, the squire is on his own. If the squire steps off of the bridge or falls, he fails. Make the squire feel that he really is walking over a suspended bridge! This adds to the feel of this test. Remember to place the 2nd plank in a spot where the squire will not be hurt if he falls.

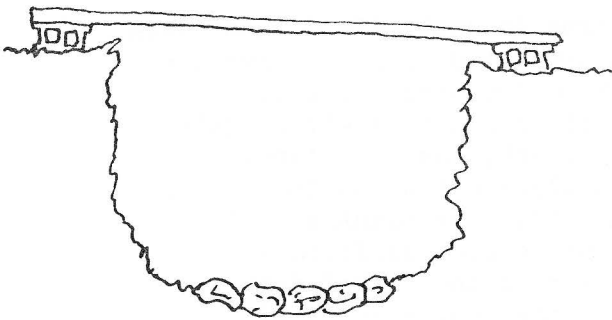
TELL THE SQUIRES TO GET INTO THE SQUIRES' FORMATION. DO NOT
BLINDFOLD THEM!

SWORD PLAY

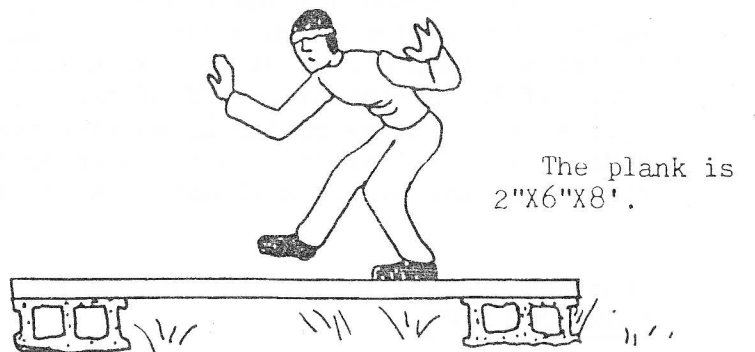


DRAWBRIDGE

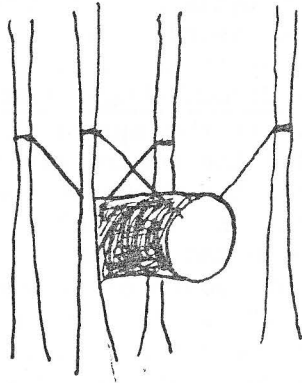
This is what the squires see



This is what really happens



THE WARHORSE



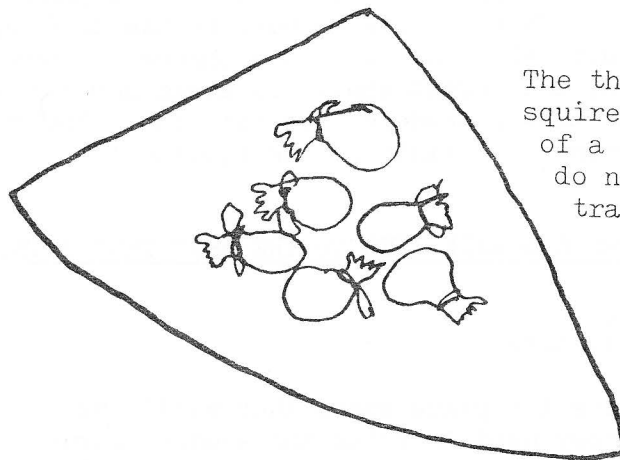
Battle ax



target

55 Gal. Drum mounted between
4 trees

THIEVES!



The thieves can carry the
squires' pouches on the back
of a shield. Make sure you
do not lose any when
transporting!

THIEVES!

Things needed: 1 Leader Thief
2 or more Thieves
Weapons for the Thieves are optional

This is a test of self-control. As the squires are walking along, the thieves suddenly jump out and surround the knights and squires. The Leader Thief gives the command to the Knights and squires to drop their weapons and swords, including the wooden swords. The Regent should then tell the knights and squires to drop their swords. If the squires do not drop their wooden swords UNDER DIRECT ORDERS FROM THE REGENT the Regent should immediately cut a bead. If the squire still refuses, the Regent should continue to cut beads until the squire gives up his sword. At this point the Leader Thief instructs the other thieves to collect the wooden swords and the knights' weapons. He then tells the squires to give the thieves their pouches of jewels and get out their cotton cords. If a squire refuses to give up his pouch of jewels, once again the Regent should tell him to give it up, if he still refuses the Regent should cut one of the squire's beads until he gives it up. The Leader Thief tells the knights to tie up the squires. The squires should be tied according to the illustration. There should be at least 15 inches of cord between the squire's hands. Once all the squires are tied, the Leader and his Thieves take the wooden swords and pouches of jewels and leave.

DO NOT BLINDFOLD THE SQUIRES AND WALK THEM TO THE NEXT TEST SITE.

FIRE OF FREEDOM

This is a test of resourcefulness. Take the squires to a spot where they can safely start small fires. Tell the squires that the only way they can be freed from their bonds is to BURN them through. Tell them to use ALL the resources that they have at hand. Tell them that any fires they start should be done with 1 match only! Any failures with this test will cost them a bead because the Thieves have their jewel pouches! If the squire cannot start a fire with 1 match or his match goes out, he fails. If he builds a fire and his fire goes out before he can burn through his rope, he fails. If the squire is real smart he will get his candle out and light it to start a fire or just use it to burn through his rope. This is fine because he was told to use all his resources. The squire will have only one chance to burn his ropes through. If he fails, the Regent should go ahead and cut his rope through (and of course take a bead for his failure). The burnt or cut ropes can remain around the wrists of the squires for the remainder of the Quest.

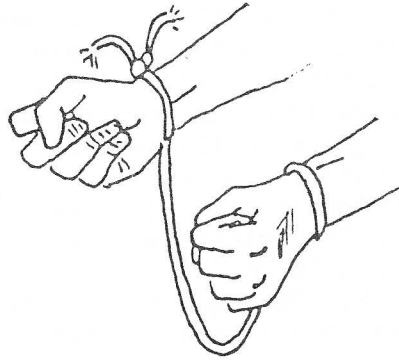
DO NOT BLINDFOLD THE SQUIRES AND WALK THEM TO THE NEXT TEST SITE.

ATTACKING THE THIEVES' CAMP

Things needed: A torch or lantern

After the thieves leave the place where they stold the wooden swords and jewel pouches, they need to bring the wooden swords to the Thieves' Camp and take the jewel pouches to the next test site. The wooden swords need to be stacked or piled up around the torch or lantern. All the thieves need to then lie around on the ground near the wooden swords and lantern. They need to act as if they are asleep.

THIEVES!



The cotton cord should allow as much room as possible between the wrists.

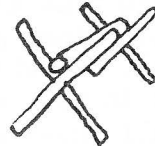
THE BLUE KNIGHT



Target



Spear



Barrier

When the squires have completed their last test they are taken along the trail and should see the lantern burning up ahead. The Regent should stop the group and send a knight up ahead to investigate the light. When he returns, the knight tells the Regent and the group that it is the Thieves sleeping around a lantern. The wooden swords are piled up around the lantern. At this point the Regent tells the squires that they are to sneak up on the Thieves and retrieve their own sword without WAKING the sleeping Thieves. If one of the Thieves sits up and points at a particular squire, that squire is to return back to where the Regent is standing. Before hand, the thieves have been instructed to listen carefully as the squires approach. If the thief would happen to hear a squire really making a racket while he is approaching the wooden swords, the thief should quietly sit up and point at that squire. The squire should then turn around and leave and the thief should return to "sleeping" and listen carefully for another squire. The thieves should be fair in making a judgement on the squires and not be too picky. The squires that are caught being too noisy and sent back should lose a bead. After all of the squires have had a chance to retrieve their sword and had returned to the Regent, the Regent tells the squires that together, the group will now attack the thieves. The Regent should make it clear that the squires are to surround the thieves and are not to touch them in any way! On the command of the Regent, the group of knights and squires run in and surround the thieves. The thieves are immediately awakened and give up. The Regent questions the Leader Thief about the jewel pouches and the Leader Thief tells him that the evil Blue Knight has them and the thieves work for the Blue Knight because he threatened to destroy their lands and crops and kill their families. The Regent then asks if they would be willing to join them on their Quest. The Thieves are reluctant but they agree. One of the thieves tells the Regent that he would guide them to the Blue Knight but could not help kill him because he and the other thieves were too afraid. The only thing that could kill the Blue Knight is a spear (which he has!).

DO NOT BLINDFOLD THE SQUIRES AND WALK THEM TO THE NEXT TEST.

THE EVIL BLUE KNIGHT

Things needed: 1 Target in the shape of a Knight
1 Spear (One of the thieves should have it with him)

The thief shows the group where the Blue Knight is. The thief gives the first squire the spear and directs him towards the Blue Knight. There should be a barrier to prevent the squire from getting too close to the Blue Knight. The squire is to run up to the barrier and throw the spear at the Blue Knight. A miss is failure and a hit is success. The thief will then go and retrieve the spear (and set up the target if need be). He will return and give the spear to the next squire and tell him what to do. After all squires have had an opportunity to throw the spear and all those who failed had their beads cut off, the thief tells the group that the Blue Knight is dead and their jewel pouches lie at his feet. The squires should be allowed to get their jewel pouches from the pile and tie them back on themselves.

One of the thieves tells the group that he knows someone who might be able to help them find the Sword that they seek. He leads them to the next test.

DO NOT BLINDFOLD THE SQUIRES AND WALK THEM TO THE NEXT TEST.

THE GATEKEEPER

Things needed: A knight or someone to play the Gatekeeper
A sword or weapon that the Gatekeeper can carry

As the thief is leading the group of squires and knights along, they come to a clearing or a open place in the woods. All of the sudden a strange-looking character jumps out in front of the group. "Halt!", he says, "None shall pass!". The Regent steps up and tells him what they are seeking and asks him if he will allow them to pass. The Gatekeeper tells him that he will allow them to pass if they can answer 3 riddles that he has. Here are three riddles that can be used or your group can use other ones:

"What creature has 4 legs then 2 legs then 3 legs?"

ANSWER: MAN. Man crawls on 4 as a baby, walks on 2 legs when he is older and uses a cane when he is too old to walk on his own.

"I can tear down mountains
yet I can build up castles,
I blind men's eyes
yet help them see,
I hold men up
yet make them sink.
What am I?"

ANSWER: SAND. The force of sand can tear down mountains. Sandstone blocks are used to build castles. Wind blown in your eyes will blind you but sand also is used to make lens for glasses. Sand holds you up when you walk on the beach but you can also sink in quicksand.

"The man who built it didn't want it,
The man who bought it didn't use it,
The man who used it didn't know it.
What is it?"

ANSWER: A COFFIN.

The Gatekeeper gets the riddles to the squires one at a time and the Regent will allow the entire group of squires to talk and discuss among themselves for the answer to each riddle. Choose one of the squires as the spokesman for the group when giving the answer. The Gatekeeper can also give the squires the option of just paying him 2 beads and 8 jewels apiece and he will let them pass without answering the riddles. If the squires decide to try and answer the riddles and fail, the Gatekeeper will take only 1 bead and 4 jewels apiece. If the squires can answer all the riddles, they are allowed to pass. Whatever decision is made, it has to be made by the squires AS A GROUP! They will either all pass as a group or fail as a group! If the group failed and the Gatekeeper collects all of the beads and jewels, he can distribute these to the knights. After all debts paid or their right to pass is secured, the

Gatekeeper now tells the squires that for a fee from each squire he would tell them some information that he has. If the group wishes, they may also try and go on by themselves. If the group of squires decide to go on, the Gatekeeper will let them pass but the Regent is to lead them on a wild chase and go around in a circle. After they come back to the Gatekeeper, he will charge them double for the information. If the squires decide to take the information the first time, the Gatekeeper should charge them a fee of roughly 5 or 6 jewels apiece. After the squires have paid the fee, the Gatekeeper show the squires a key that he has. He tells them that there is a Dark Knight who lives in the woods. There is no way of killing the Dark Knight but there are three boxes near a light in which one of them contains treasure and a map of how to find the lost Sword. Each squire is to go up to the light and choose the RIGHT box for the other ones are empty. The RIGHT box should be emphasized because the map and treasure will be in the RIGHT box. When the squires are told this, it should not be too apparent but if the squire is sharp he will figure out this clue. The Gatekeeper will send a squire up to where the Dark Knight lives and the squire is to quickly snatch up the RIGHT box, not the wrong one, and bring it back to the Gatekeeper so he may see if the key fits and opens it. NOTE: The squires should still be on silence except when they discussed the answers to the riddles together and they made the decision about whether or not to buy information from the Gatekeeper.

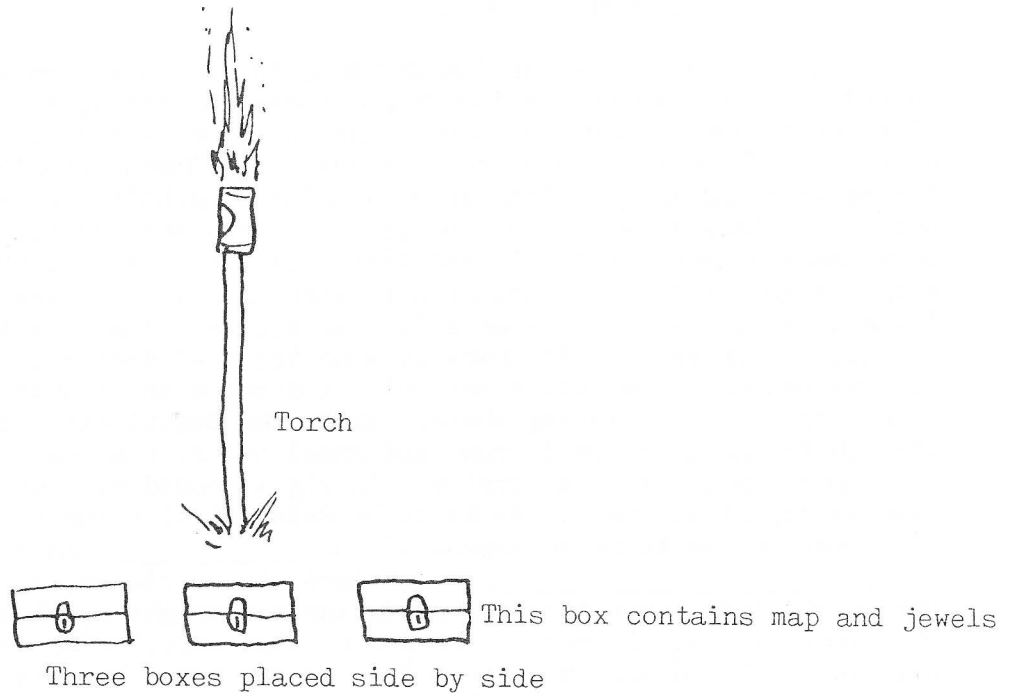
DO NOT BLINDFOLD THE SQUIRES.

THE DARK KNIGHT

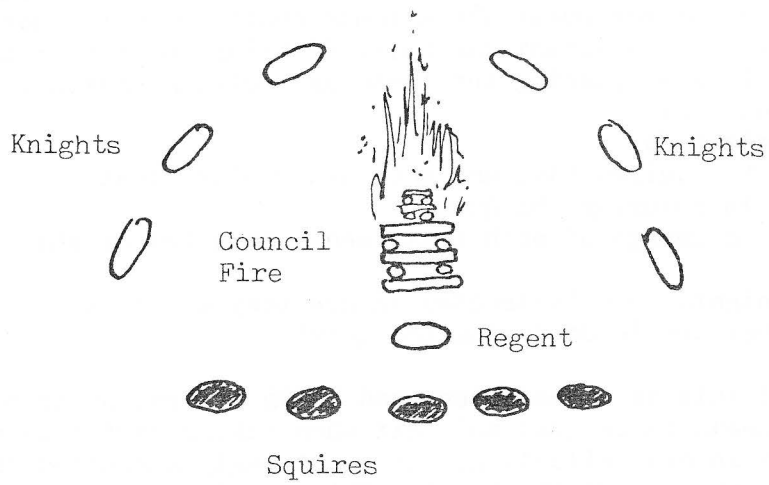
Things needed: Someone to play the Dark Knight
1 Sword or weapon
Cardboard helmet (and full armour)
3 Locked boxes
1 Key (for the Gatekeeper) that fits one of the locks
1 lantern or torch
Map of where the Sword is
1 Glass Sword (make out of plexiglass)
Couple of handfulls of extra jewels for the box

Have a torch or lantern set up in a clearing. Sitting at the base of the lantern or torch are three boxes, side by side. The box with the map and jewels is set on the far right due to the clue (the RIGHT box). The person playing the Dark Knight is hiding off to the side. When a squire approaches the lantern the Dark Knight should come out of hiding and yell and scream at the squire and act "menacing"! The Dark Knight should not come too close to the squire but should just scare him off AFTER he has chosen one of the boxes. When the squire returns to the Gatekeeper, the Gatekeeper takes his key and tries to open the box. If it opens the squire gets to read the map to himself and gets to have some of the jewels in the box (Leave some for the other squires). Take this squire and separate him from the squires that fail to pick up the RIGHT box. Have one of the knights return the box for the next squire. After all of the squires have had a chance, barter with those who have failed and the other squires who have passed can now follow the map and find the Glass Sword. Make the map easy to follow or leave a clue on the paper that tells where the sword was hidden, maybe near a landmark along the trail that the squires followed. After the squires follow the map directions and find the Glass Sword, the Quest is officially over.

THE DARK KNIGHT



KNIGHTING CEREMONY



DO NOT BLINDFOLD AND WALK THE SQUIRES TO THE KNIGHTING CEREMONY AREA.

THE KNIGHTING CEREMONY

Things needed: 1 Small Council fire
1 candle or torch for each knight
1 Dubbing sword

Just before the Knighting Ceremony takes place, the knights need to get together and decide the knight names for the squires. Please give the squires names that they would be proud of and not stupid names! After all of the names have been decided, the Regent should get all of the squires and knights into formation. (see Knighting Ceremony illustration). One of the knights should go forward and start the Council fire. He then takes a torch or candle and lights it off of the Council fire. The knight takes that candle and goes to each knight, lighting his candle or torch as well. The Regent asks if ever squire has at least one bead and his wooden sword. If there is a squire that does not, then other squires can help him out. After this is done, a short devotion would be appropriate. Following the devotion, the Regent calls the name of the squire and asks him to come and kneel before him, on his left knee. The Regent is to tap him first on his right shoulder, then the left, then on top of his head. He is to be knighted with the words, "By the power vested in me as Regent of the _____ shire, I dub thee, Sir _____, be gallant, be courteous, be loyal." The Regent then leans over and gives the new knight a slight tap to the right side of his neck. The Regent then says, "Arise Sir _____!". The New Knight should then proceed to go and greet the other knights holding the candles and be welcomed to the Shire. After all of the squires have been knighted, the Regent should end the ceremony in a prayer. It is suggested that the Shire have a medieval-type feast prepared for the new knights. Refer to the Chi Omega Rho handbook for further variations of the Knighting Ceremony.

SUGGESTIONS

Make this Quest colorful and exciting. Medieval costumes and weapons really add to the feeling of the Quest. The knights really need to "ham it up" and speaking with a English accent can help. Carrying torches or candle lanterns is a nice touch. When placing the tests and setting them up, ask yourself these questions:

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 they are to do during the Quest?

The Regent should treat this as a real Quest and is in control as to how the Quest is run. He needs to be just and fair when making decisions and quick to make decisions in ever situation. It is strongly suggested that the Shire's Friar to be present at the Quest. This way if any decisions that are major will be supervised by another adult.

While the Quest is going on, the Regent ought to have a "running Scenerio" to add flavor to the Quest. For instance, when the group approaches a test the Regent will tell about the test in medieval terms and in clauer terms. For example:

the group is approaching the Warhorse:

"AH! I see up ahead the field of honor! Squires... here we are at the battlefield of challenge. It will be your duty, as a challenge of skill and bravery, to fight the knight that stands in your way of the Quest. You are required to mount this mighty stead (the 55 gal. drum) and throw this battle ax (tomahawk) and strike down the enemy knight before you!" The squire mounts the drum, throws the hawk and strikes the target. The knights cheer and the Regent comments, " Well Done! Well, Done, Squire!".

The Regent needs to have in mind what story he needs to tell about each test or lead into the next situation.

If there are any questions about the Quest, please feel free to write the National Office or the National Chi Omega Rho Representative..

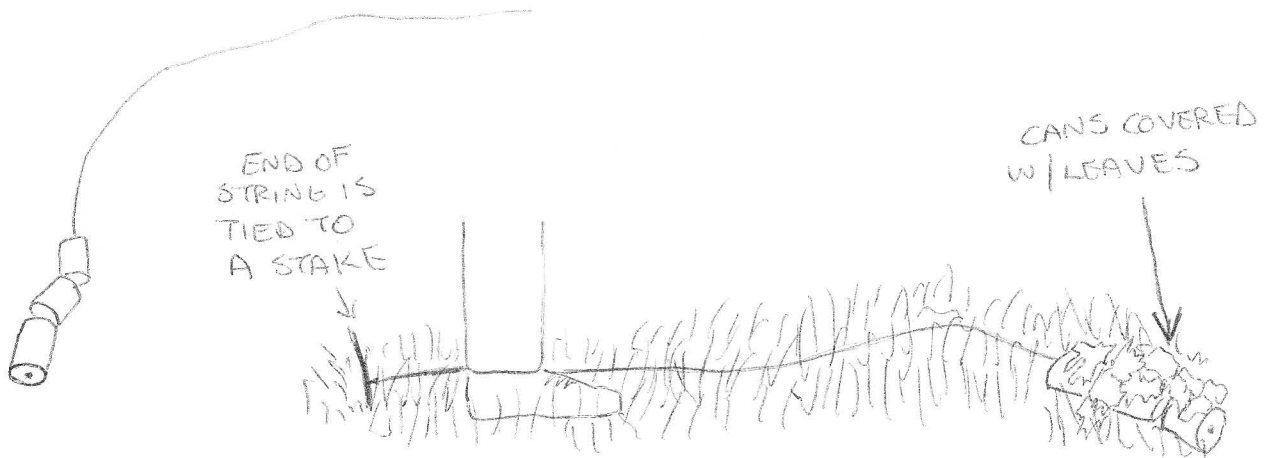
HUZZAH!!! ON TO THE QUEST!!!

*This handbook is only a guide to help Chi Omega Rho chapters perform their own inductions. The tests mentioned in this handbook are suggested only. The author, Royal Rangers, National Office, the Assemblies of God are not responsible for injuries that may occur during the 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.

SUPPLEMENT:

THIEVE'S CAMP

To add to the difficulty level of this test, take some tin cans and string and set up trap/alarms around the area. Punch a hole in the bottom of 2 or 3 cans. Run a long (5 or 6 foot) string through the cans. Lay the trap out so the string is not easily seen. Tell the squires to be careful when they sneak into camp or they might be detected. If the squire trips on one of the traps, he will drag it with his foot and cause it to rattle. One of the "thieves" who hear the squire get caught will sit up and point at him to go back having failed the test. If the squire is careful when he sneaks up on the thieves, he will step over the traps..



ITEMS FOR THE SQUIRES TO BRING

Beef jerky, parched corn, grape juice, bread can be brought instead of candy bars or cookies.

THE QUEST

CHI OMEGA RHO SQUIRE:

We will meet in front of the Evangel chapel at _____ . Bring all of your gear as well as your dues and gift for the friar. If you have any questions about getting your gear together or about anything else please see the Regent or Vice-Regent.

Things you will need for the Quest:

Bike bag (to keep all your things in)
36" leather thong
36" 1/4" cotton cord
Beef jerky (as much as you wish to bring)
parched corn or nuts "
Bread (1/2 loaf)
Grape juice (1 pint)
1 6" candle
1 box of wooden matches
Small N.T. Bible
Dress for the weather
Sword (Wooden; 8" crosspiece, 42" long)
Blindfold (Lady Love Color: a handkerchief given to you to wear during the Quest)
Poncho or some kind of rain gear
Gift for the Friar (can be anything you want to give)
Dues \$ _____
Jewel pouch (5" X 5" with drawstring)



Things to bring for staying overnight

Sleeping bag
Blanket

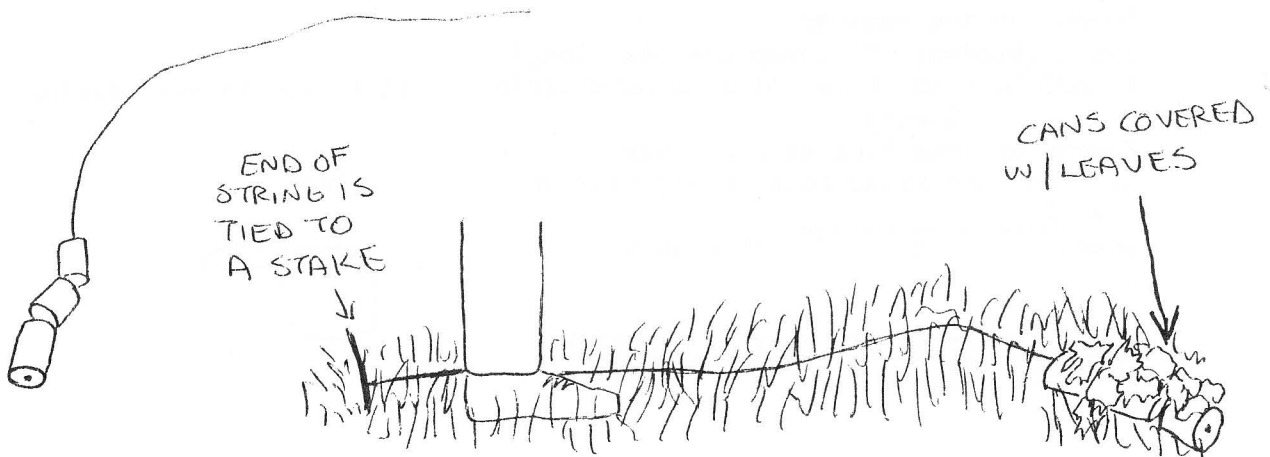
The Story:

Once upon a time there was a great King who ruled a great Kingdom named Kyrigrym. He had a great sword called the Crystal sword because it was made of that which is pure and just. The forces of darkness attacked the King's kingdom and a great battle ensued. Through treachery the kingdom was broken up. To keep the sword from falling into the hands of the evil ones, the King went into the Wilderness and hid the sword. He then gathered together a few of his knights and told them to gather others to search for the sword. When they have found it, he will return to rule again. At that moment the King mounted a great white stallion and left to live in his Father's kingdom. When the Crystal Sword is found it will be used to guide the Kingdom once again. You are called upon to search for the lost Crystal Sword and during your Quest, you will encounter many trials. Don't lose heart! The King is watching!

SUPPLEMENT:

THIEVE'S CAMP

To add to the difficulty level of this test, take some tin cans and string and set up trap/alarms around the area. Punch a hole in the bottom of 2 or 3 cans. Run a long (5 or 6 foot) string through the cans. Lay the trap out so the string is not easily seen. Tell the squires to be careful when they sneak into camp or they might be detected. If the squire trips on one of the traps, he will drag it with his foot and cause it to rattle. One of the "thieves" who hear the squire get caught will sit up and point at him to go back having failed the test. If the squire is careful when he sneaks up on the thieves, he will step over the traps..



ITEMS FOR THE SQUIRES TO BRING

Beef jerky, parched corn, grape juice, bread can be brought instead of candy bars or cookies.