

ROYAL RANGERS LEADERS



DISPATCH



MARCH APRIL MAY 1972



EDITOR'S CORNER

COMPLACENCY

I would like to share a very timely acrostic with you. It was written by Warren Bebout. I believe it would apply to each one of us -- men and boys alike. See what you think of it.

- C -- Carelessness about proper planning of the outpost meetings will kill a program's effectiveness.
- O -- Overlooking the importance of keeping adequate outpost records for finances, attendance, advancement, etc.
- M -- Many people - both parents and boys - can be hurt if immediate and proper recognition is not given to boys who earn it. In turn, the outpost program suffers.
- P -- Parents of boys not visited by the Commander, and who are neglected by common complacency are ... treated as if there were no Royal Rangers program at all.
- L -- Letting little things become big things by letting "the other guy" do it -- lackadaisical in their efforts toward the program.
- A -- Avoiding the issue just to keep things quiet and smooth will not solve outpost program weaknesses.
- C -- Commanders who become over-confident with success of a program will sometimes become ... indifferent in their efforts toward the program.
- E -- "Easy does it" doesn't do it! Total effort by all the leaders is necessary. Everyone in the program must be totally involved to make the program go forward. This includes all of the Outpost Councilmen, too.
- N -- No leader is exempt from becoming complacent. Be on guard! Here is where prayer comes in -- it's the key to a successful program.
- C -- Casual concern about the progress and positions of Rangers on the Advancement Trail won't get the job done.
- Y -- Your complacency as a Royal Rangers Commander is contagious within the outpost program. When this happens, an outpost program's problems multiply.

LET'S NOT BECOME VICTIMS OF OUR OWN SUCCESS!

LEADER'S MANUAL REVISION

One of the revisions that will be made when our Leader's Manual is reprinted relates to outpost formation, found on page 14. The copy has been changed to read, "The Patrol Guide always stands at the right end of his patrol formation. The Assistant Guide stands at the left end of the patrol line." The art illustrated on page 15 has also been changed to conform with the copy change. Please make these corrections in your Leader's Manual.

WE NEED YOUR HELP!

Many of us, during the course of a year, may move or change our address. Since our mailing system is geared to the original address given, that address is automatically adhered to unless and until it is changed! If your address changes, please notify us immediately, stating your full name, old address, new address, city, state, zip code. THANKS

NATIONAL F.C.F. RENDEZVOUS

JUNE 14 - 15, 1972 SPRINGFIELD, MISSOURI

All members of the FRONTIERSMEN CAMPING FRATERNITY are cordially invited to attend the first National Rendezvous of this unique and distinctive organization. Festivities will center in and around Springfield, Missouri, where the international headquarters of the Assemblies of God is located.

The first of its kind ever held, the NATIONAL F.C.F. RENDEZVOUS promises two full days of unforgettable experiences. Men and boys from all over the United States will converge on the historic site of the F.C.F. headquarters.

This great national event will feature forty-eight hours of carefully-planned activities -- each hour jam-packed with excitement! The impressive F.C.F. spectacular will undoubtedly attract the attention of television and other news media. The Rendezvous will be under the supervision of the national and territorial representatives.

Every member of the Frontiersmen Camping Fraternity who plans to attend is urged to write to the National Office for a schedule of events, pre-registration forms, and other vital information. Your early registration will greatly assist us in making proper plans for all activities.

Registration for the Rendezvous will be \$12.00 per person. It will include two Rendezvous patches, a Rendezvous packet, the Wednesday night banquet meal, lunch at Fantastic Caverns on Thursday noon, and the big elk, wild turkey and buffalo feed on Thursday evening. (It will be necessary for each person to pay for his own lunch Wednesday, and breakfast Thursday morning -- we will be going through the cafeteria line at Evangel College for these meals, and each will pay for his own meal.)

Arrangements have been made for accommodations in one of the new Evangel College dormitories. These are twin-bed rooms with private baths and are very comfortable. The cost is \$2.50 per night, per person. Or, if you prefer, you may secure accommodations in one of the many hotels and motels in Springfield.

For those of you who wish to stay in your own tents, we have arranged for your tents to be pitched on a selected site on the Evangel College campus, near the F.C.F. cabin. However, this will be for sleeping purposes only. No fires will be allowed. There will be no charge for camping.

You will need one complete Royal Rangers uniform. A bolo tie may be worn during the day; however, a dress tie is required for the Wednesday night banquet. The uniform will be worn for the activities at Evangel College and General Headquarters on Wednesday, June 14. You will also need one complete F.C.F. outfit. This outfit will be worn for the daytime activities and the final night rally on Thursday, June 15.

By pre-registering in advance, you will receive two Rendezvous patches for your uniform, which may be sewn on prior to the Rendezvous.

If you plan to participate in any of the many contests, be sure to contact the National Office regarding descriptions, preparations, and equipment needed.

BIG DOIN'S IN THE OZARKS!

PLANNING

MARCH, 1972

F I R S T W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	FUN WITH SPORTS & GAMES (Pages 104-123, Leader's Manual)	<ol style="list-style-type: none"> 1. Value of sports and games 2. Importance of rules in sports 3. Sportsmanship 4. How to be your best (tips on physical training) 	Spring hike Athletic team practice Attend Easter sunrise service as a group Campout	Develop an athletic team and compete with neighboring Royal Rangers groups
S E C O N D W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	EMERGENCY BEFORE AND AFTER (Pages 128-140, Leader's Manual)	<ol style="list-style-type: none"> 1. Crack-up (Auto accidents) 2. "Fire, fire" 3. Outdoor emergency (Snakebite, drowning, injuries) 4. Natural turbulences (Tornado, floods, earthquakes, etc.) 	Visit airport, observe crash squad "dry-run" Examine rescue truck, observe technique Visit weather bureau Visit Civil Air Patrol unit	Prepare a complete list of needed out-post emergency equipment; make plans to obtain all needed equipment; prepare a checklist and inventory list
T H I R D W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	CITIZEN- SHIP TRAINING	<ol style="list-style-type: none"> 1. Our privileges as citizens 2. Our rights as citizens 3. Our responsibilities as citizens 4. Our goals as citizens 	Study church parking Organize a clean-up drive Plot a traffic map	Preserve, restore, and mark a historic site Give service to the hospitalized or handicapped
F O U R T H W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	CITIZEN- SHIP TRAINING	<ol style="list-style-type: none"> 1. Our origin as a God-fearing nation 2. Our spiritual foundation as a God-fearing nation 3. Our personal contribution to our nation 	Review flag ceremonies and proper procedures Invite a Congressman or Legislative member (be sure to clear with pastor) to speak to your group or correspond with your group Visit D.A.'s office	Conduct contest involving essays on "Why I Am Proud To Be An American"; tie-in with church service

GGUIDE

APRIL, 1972

F I R S T W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	ECOLOGY AND YOU (Chapter 7 in Advent- ures In Camping)	1. The world around us 2. Effects of environ- on Man 3. Man's effect on environment 4. Laws of nature (seedtime-harvest, beginning-ending)	Visit local sewage- treatment plant Have sanitation engi- neer speak to outpost Take water samples from commonly-used sources Campout	Plot the variations in your local climate Choose areas where man has polluted his environment, list according to degree of danger to human- ity
S E C O N D W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	ECOLOGY AND YOU (Chapter 7 in Advent- ures In Camping)	1. Ecology - the land, sea, and air around us 2. Air motion - effect on weather 3. Water motion - it's effect on weather 4. Earth motion - it's effects on ecology	Visit an Outdoor Lab- oratory (consult your local land management officials) Document activity of all springs, streams, and lakes within walk- ing distance of your outpost	Adopt a conservation project for your outpost Have each boy learn and practice the Conservation Pledge, Page 87, Adventures In Camping
T H I R D W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	CONSERVA- TION AND YOU	1. Wildlife (animals, insects, fowls) 2. Role of animals, insects, & fowls on our life-styles (food, clothing, fertilizer, etc.) 3. Origin of cloth & hides	Visit an aviary, zoo, stockyard Visit a packing house and rendering plant Visit a clothing-man- ufacturer Visit a shoe manufac- turer	Document all rare game in your state; list diminishing types of wild animals List game which may be legally hunted, as well as game protected by law
F O U R T H W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	CONSERVA- TION AND YOU	1. Plants & trees (role they play as fuel, air-purifica- tion, etc.) 2. Soil (types, ero- sion, etc.) 3. Outdoor manners (respect of nat- ural resources)	Take a conservation hike Visit a fish hatchery Have a forest ranger speak to your outpost	Build a forest-floor display, listing all information relative to it Collect slides of plants & trees Develop a soil-sample display

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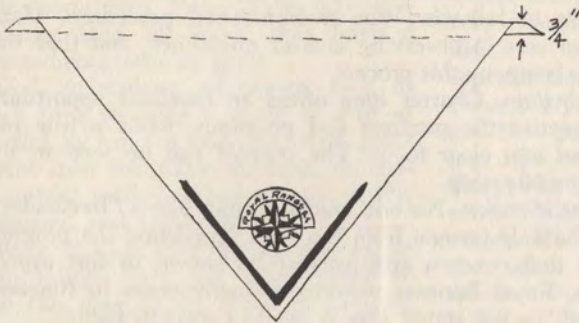
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PLANNING GUIDE

MAY, 1972

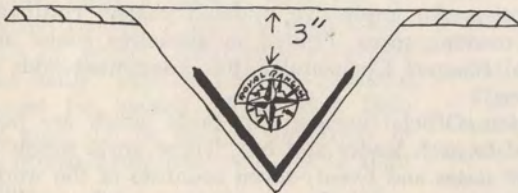
	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
F I R S T	CHRISTIAN SERVICE (Pages 79-84, Trailblazers handbook; pages 175-180, Air-Sea-Trail Rangers handbook)	<ol style="list-style-type: none"> 1. Service to God 2. Service to our church 3. Service to others 4. Opportunities for full-time Christian service 	<p>Have a Minister of Youth, or Minister of Education, or your pastor speak to your outpost</p> <p>Visit your church youth & Sunday school facilities, have a spokesman speak on Royal Rangers to each group (wear uniforms)</p>	<p>Take notes of all religious services for one month; then review in outpost meeting</p> <p>Conduct a panel on occupational characteristics of part-time and full-time Christian service</p>
W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
S E C O N D	CAMP COOKING (Pages 33-55, Adventures In Camping)	<ol style="list-style-type: none"> 1. Planning the menu 2. Cooking techniques 3. Care of food 4. Clean-up plans 	<p>Campout</p> <p>Cookout with each boy cooking his own meal according to plan</p> <p>Build camp furniture from rustic, natural sources</p> <p>Build survival kit</p>	<p>Completely outfit your outpost with all necessary camping equipment (food, storage, water, safety, tents, etc.)</p> <p>Every Ranger prepares his own, complete camping outfit</p>
W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
T H I R D	FIRECRAFT (Pages 7-16, Adventures In Camping)	<ol style="list-style-type: none"> 1. Campfire preparation 2. Types of fire and their uses 3. Lighting and extinguishing fires 4. Care of matches 	<p>Active demonstration of building and using campfire</p> <p>Demonstration of "metal match"</p>	<p>Build miniature models of each type of campfire</p> <p>Make a waterproof matchbox & prepare waterproof matches for each Ranger</p>
W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
F O U R T H	CAMP SANITATION AND HYGIENE, FIRST AID (Pages 37-57, Adventures In Camping)	<ol style="list-style-type: none"> 1. Food care 2. Shower & latrines 3. Dishwashing 4. Garbage disposal 5. Basic first-aid 	<p>Campout, demonstrating previous week's lessons</p> <p>Lost-man search-hike (utilizing emergency training)</p>	<p>Secure life-size dummy from A.R.C. for rescue-breathing practice</p> <p>Build outpost rescue-breathing model from A.R.C. plans</p> <p>Build water-safety rescue rope</p>
W E E K				

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 3/4 of an inch (3/4").

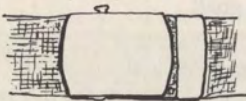


Continue rolling until top of neckerchief is about three inches (3") from the top of the Royal Ranger emblem.

The above information is included for the benefit of all Buckaroos and Buckaroo leaders. It is hoped that it will prove beneficial to you, since it has not been included in the manual.

Place neckerchief around neck and secure with a neckerchief slide

HOW TO WEAR A ROYAL RANGER BELT



In response to inquiries regarding the relationship of the brass tip to the belt buckle, we are submitting the above suggestion.



SPECIAL FEATURE

WHAT CHARTERING MEANS TO YOU!

By John Eller

An important milestone in the development of Royal Rangers is to charter as an official outpost. Thereafter, it becomes a priority item on the annual calendar of events to recharter with the National Royal Rangers office.

There are positive results in following this recommended procedure. Many outposts enjoy continued success in observing charter guidelines, and find that several important benefits accompany this process.

The first benefit is *evaluation*. Charter time offers an excellent opportunity to bring into proper perspective the progress and prognosis, while a true picture of local needs emerges into clear focus. The outpost can be seen in the light of active and inactive membership.

The second benefit is *participation*. No one enjoys feeling like a "freeloader." And since charter fees is the only income from the field supporting the program nationally, it is important that concern and interest be shown in this aspect. With no national program, Royal Rangers would eventually cease to function. Chartering participates both in the status quo as well as growth factors.

The third benefit is *identification*. Some districts restrict Pow Wow awards to outposts with current charters. It is possible, then, for the local outpost to be limited if allowed to become inactive.

The fourth benefit is *distinction*. An impressive updated charter certificate is an important addition to a meeting room. Printed in attractive colors and endorsed by the National Royal Rangers Commander, this adornment adds to the pride of being a Royal Ranger.

The fifth benefit is *recognition*. Official membership cards which are both current and attractive are issued to each leader and boy. These are a means of individual identification in all 50 states and twenty-seven countries of the world. The card makes the boy a part of a worldwide organization, while teaching him responsibility.

The sixth benefit is *satisfaction*. There is a special sense of well-being when the local outpost is cooperative with the National Royal Rangers program. This complements any other achievement whether individual or collective.

The seventh benefit is *motivation*. Total involvement in the Royal Rangers program should be the objective of each outpost and Commander. Chartering provides both a gauge and a stimulus for local activity.

Our task is important: to reach, teach and keep boys for Jesus Christ. Outposts with a current charter are more likely to attain that goal!

QUESTIONS & ANSWERS

A QUESTION & ANSWER column may be of general interest to readers of Dispatch. If you have a special question you would like to have answered by the National Office, please send it to us for future publication. We'll be happy to clarify points of interest.

UP THROUGH THE RANKS

We would appreciate learning of boys who have enrolled in the Royal Rangers program (progressing through each division), and who have entered theological school and/or have been called to the ministry, as a result of their participation in Royal Rangers. Please address all information to the National Office.

DATA PROCESSING CHANGEOVER

A new notification system is being installed regarding delinquent outpost charters. Other vital information is being carefully compiled to insure improved service and communication to everyone on our mailing lists. Your patience with us during this changeover period will be greatly appreciated.

DEVOTIONS

THE LITTLE GOOD THINGS

(Submitted by O. L. Sullenger
Bakersfield, CA)

Scripture: Zechariah 4:10 "... who hath despised the day of small things..."

Men today like to look at the big things they have done in life; but boys, on the other hand, don't despise "the little good things" that you can do every day—the kind of things that have a tremendous power for good.

God, in making all things, took as much time to make a speck of dust as He did to make a universe. And Jesus taught men the value of small things—a mustard seed, a grain of corn, a lily, a sparrow, and a little child.

Boys, if God took the trouble to do little things well, we, also, ought to take the time to do little things well, even though it is only running an errand, or helping your mom, or assisting a neighbor.

Once upon a time a little boy in England thought it did not matter how badly he wrote. "Many men of genius write badly," said the little boy, making excuses for himself. When that little boy grew up, he became an officer in the British Army and went out to fight a war.

One day he copied an order so badly that it could not be properly read. As a result, the order was incorrectly given and many men died because of it.

So, once again, boys, don't despise the little opportunities of being kind and doing good. Don't wait for big things to come along, for they may never come your way at all. You can never tell what you can accomplish just by doing your duty and being helpful and kind. Here is a little poem that bears out these ideas.

"Do what you can, being what you are,
Shine like a glowworm, if you cannot like a star;
Work like a pulley, if you cannot be a crane,
Be a wheel greaser, if you cannot drive the train."

Boys, last but not least, remember this: Whatever you are, even if it is something small or something large, be

the best you can and God will be right by your side every step of the way.

WORDS

(Submitted by Don Franklin
National Training Coordinator)

Not too long ago we all went on a very enjoyable camping trip. It seemed like everyone had a good time all except for the trip home. One person became angry when it came time to leave, and that person decided to let his feelings rule his tongue. His words became sharp. His language cut deep as he became abusive in his attitude toward others. He alone did much damage to the other campers, through *unkind words*.

Boys, God does not want us to lose the victory at any time. God wants us to live happy, useful lives—lives that are free from harmful vicious words. You see, our mouth and our tongue can do more harm in one minute than you could ever imagine!

Here are some Scripture verses concerning God and His attitude towards careless speech. Let's consider them right now. (Read from Proverbs 10:11, 19, 31; 13:3; 15:1-3, 7, 28; 18:6-8; 25:11.)

By now you can see the importance of dedicating our tongues to the Holy Spirit. Sometimes anger, disappointment, irritation, hunger, exhaustion, and resentment can cause us to blurt out something that can hurt others. The best solution to our weakness can be found by continually yielding our tongue to God, as described in Psalm 51:10.

Let's look to the Lord: "Oh God, help us to be at our best for You, at all times. Help us to consecrate and dedicate our tongues to the Holy Spirit so that we can become instruments of God's holy power. Help us to use restraint when we are angry. Help us to pray for others instead of condemning them. Help us to be like Jesus would be if He were in our situation. Oh Lord, may the words of our mouths and the meditations of our hearts be acceptable in Thy sight, O Lord, our strength, and our Redeemer!"

A CHANGE IN THE BARBER SHOP

(Submitted by Bill Hanks)

Purpose: To show boys that when young Christians have doubts and fears, they should go back to the Bible for the answer. His Word never fails nor changes.

Mr. Maben had been a drunken, blaspheming, gambling man, but somebody had shown him John 3:16 (read it through). Mr. Maben believed the scripture right then and there, and was born again.

Soon drinking, gambling, smoking dropped off like old dead leaves when the new Spring buds begin to push their way out. Various things of a sinful nature were removed from his study. Everyone saw the definite change in him.

Occasionally his old cronies would come into the shop for a haircut and say, "Maben, give us a tip for the Grand National," or some other race. He would reply, "You fellows know I've finished with that. I'm saved. I've trusted in the Lord Jesus."

"Ha ha!" they would mock, "Maben's turned religious! Don't tell us that, because we don't believe it!"

Poor barber! He was only a young convert. Doubts rushed into his mind. Was he really saved or was it an illusion? How could he regain his assurance?

In desperation he would rush into the back room, wipe his hands, take down the Bible, and turn to John 3:16, to see if it was still there! To his great relief, it was. It was still quite plain that "Whosoever believeth in Him..." still held true. "Lord, I believe in Thee," he prayed. "I believe You died to wash away my sin and shame. I believe You live now to hear my cry. Help me with those fellows."

Going back into the shop to finish the haircut, he would give such simple, sincere and convincing witness that from time to time some of those very same mockers knelt down by the barber's chair and received Christ as their own personal Saviour.

Not only does John 3:16 have rich meaning for Mr. Maben, but this truth is available to every one of you Royal Rangers, too. It can become just as mean-

ingful to you as it did to him, and the men he won to Christ. God is no respecter of persons. Will you receive Him now?

BE A GOOD TOOL

(Submitted by Buddy Renshaw)

Scripture: Romans 6:13

An axe is probably the best known piece of a camper's equipment. It is shaped similar to a hammer, with one end of the head blunt for driving in things such as tent stakes, and the other end sharp for chopping wood or kindling for a fire. An axe can be used in many good ways, but it is sometimes used wrongly. Some boys use an axe to thoughtlessly chop down small trees, or to destroy nicely arranged rocks around a campfire site, or to smash bottles and leave bits of glass strewn around. These wrong things are *not* the axe's fault!

You cannot blame your hand for wrong actions, such as stealing a package of gum off the grocery store shelf when no one is looking.

Your hand is like a tool. You are responsible for what it does and how it is used. The fault is not with your hand, but with your heart, if that hand has been involved in wrong-doing. Your heart is the *real you*. It is the control center of your whole body.

God wants every part of you so He can use you for good. But He doesn't want you to give Him your body by parts—today your tongue, tomorrow your ears—He asks you to give Him your heart—the *real you*. When He has your heart, all your love and obedience, then He knows that He also controls all of your body. Then He can use you to serve Him.

Have you ever asked God to control your life? He wants to use you to do good things for others. Yet, God cannot use you if you will not let Him. (Conduct a question and answer session at this point.)

Can God do anything with you as long as you want your own way?

What must you do before God can control your life?

Have you done this?

Pray.

TEST YOURSELF

(Submitted by Dwayne Williams
Caruthersville, MO)

Some years ago an American ship, the "Morro Castle," burned, off the New Jersey coast. One hundred thirty-four out of four hundred passengers were drowned. Most newspapers screamed the report—but not one particular Detroit newspaper. They, instead, played down the catastrophe and used this headline, "Joe Mendi Dies." Joe Mendi was Detroit's favorite ape! He had died in the zoo after an illness of several days.

That's ridiculous, you say? It is ridiculous when people show more concern over the death of an ape, to which they had thrown peanuts, than over the death of 134 people. But, in all fairness, we must admit many of us often stress the unimportant and neglect the important.

Why not evaluate your own standards right now? Think for a moment, then check the following statements in the order of their importance. Be honest with yourself and select carefully.

..... I believe the most important thing in life is personal satisfaction.

..... I believe the most important thing in life is the happiness of those I love.

..... I believe the most important thing in life is my relationship to God.

Some may argue the importance of the first and second statements. But can you honestly doubt the importance of the last one? To value the latter any less would seem even more ridiculous than valuing a monkey more than humans! Always put God first and you will have peace which cannot die.

WHY DID JESUS SAVE ME?

(Submitted by Glen Johnson)

Many years ago I lived in a very small town, at the end of a little old street. One Sunday morning I had gone outside to look around and could hear a dog barking. I didn't pay much attention to it.

Later on that morning I began to get ready for Sunday school. Upon leaving the house, I noted how very cold it was. It was wintertime and the temperature was below freezing. Standing still, I

could hear the persistent barking of a dog again, from the direction of the creek where I had previously set some mink traps. Thinking that the dog I was hearing had carelessly wandered into the trap, I immediately went to the creek to see what was wrong. Arriving at the frozen-over stream, I found the dog who had been doing all the barking. He was in the middle of the creek, having fallen through the ice. He was trapped, unable to get out, and the only thing he could do was to bark.

Seeing his dangerous condition, I laid on my side and inched my way out to him, as carefully as I knew how. Finally I touched his paws, then pulled his legs and drew him out of the water. I had saved him from a watery grave.

Boys, God will reach His hand out to you, too. All you have to do is to take hold—He's seeking you. You see, Jesus saves us to live for Him and work for Him.

Read Luke 15:3-7, 1-24. Give time for questions.

A hymn to sing: Grace Greater Than All Our Sins.

GOD'S HOLY DAY

(Submitted by Ernest Israel
Ontario, California)

Rangers, what would it be like if we were to see a calendar with one special week printed just like this: WEDNESDAY, TUESDAY, MONDAY, THURSDAY, SATURDAY, FRIDAY? How would you like a week like that?

During a week like that your mother might be doing her ironing before she did her washing! You would be playing on Friday and going to school on Saturday! And you would be off-schedule for baseball and basketball.

Of course, some people wouldn't mind a strange schedule like this because, to them, one day is the same as another day—they do the same things on Sunday that they do on other days. They never take time out for God!

Yes, there is one day that was omitted in that strange week we just described, and that day is SUNDAY, the first day of the week. This is the day we should set aside for the Lord. If we don't make it a *funday*, God will see that we have

our share of fun the other six days of the week. Let's always observe Sunday, not as a *holiday*, but as a *Holy Day*. *Prayer*: "Father, help us as Royal Rangers to put thee first in everything that we say or do. Amen."

MY ATTITUDE

(Submitted by K. Hatfield
Parma, OH)

Commander's purpose: To help each boy attain and maintain the proper attitude according to God's holy purpose for each of us.

I have heard several people ask, "What is an attitude?" "Does belonging to a church give us a proper attitude?" "What about our attitude toward our commanders?" And I might ask, "Are we willing to be cooperative and helpful to everyone?" "What is the attitude of Jesus toward us?"

According to the dictionary, an attitude is a manner, disposition, feeling, position, etc., *toward* a person or thing. In order for us to have a Christlike attitude in our lives we must have Christ in our lives. Acts 4:12.

Know how to make Him yours—John 3:16; Romans 10:9, 10. We can be sure that Jesus will keep us in the right attitude if we talk to Him and read His Word every day. Our Lord knows how to condition our attitude and use it to glorify Him. It is very important that we keep in touch with Him daily. *Ceremony*: Have some boys display some attitudes like unfriendliness, leave-it-to-the other guy, don't care, etc. Then let the boys offer ways of correcting or improving one's attitude toward God and his fellowman.

Closing prayer: The Lord's Prayer, prayed together.

BEGINNING THE DAY

(Submitted by K. Hatfield
Parma, OH)

Commander's purpose: To help each boy understand that every day should begin with a prayer. It does not have to be long, but it must be sincere.

Fellows, at the beginning of each new day we should thank God for our very life. We grow each day with prayer. If we are sincere in our prayers and ask God's divine guidance in our lives, our days will become easier and more

enjoyable.

Talking or conversing with God is very easy, because God desires our prayers. Prayers can be simple or long, but God always hears and answers the prayers of a sincere person.

Prayers will also help you in your schoolwork. Before going to different classes or taking exams, ask God's blessing upon you and your teacher.

Discussion: Does God tell us that we must all kneel when we pray? Do we always have to pray aloud?

Ceremony: Let us all pray a sentence prayer, thanking God for His tender mercies and divine guidance for this day.

Prayer: Dear God, as we come to Thee at the end of another day, may we thank You for Your tender mercies and divine guidance. Continue, Lord, to bring us closer to Thee. Amen.

OUR CONSCIENCE

(Submitted by John Adamson
Tustin, California)

Fellas, you all know what a police officer is, don't you? He's someone that catches people when they do something they shouldn't and they think no one is looking, right?

Well, we all have something in us that gives us special guidance. It tells us that what we have done is right or wrong. It is called a conscience. But it's really the Holy Spirit trying to direct our lives. Most people don't pay any attention to Him, because most people aren't Christians. They don't know how to listen to Him and follow His leading. But we know how to listen and follow, don't we? We should tell those who don't know Jesus that He loves them. We should tell them what Jesus would have them do and how they should live. Then they can have the peace and joy in their hearts that we have in ours, right? Then there would be no need for policemen to *enforce* the law, because people would then obey the laws without having to be told. Let us pray that every one of us will follow the leading of the Holy Spirit and do what Jesus would have us to do.

Pray.

IDEAS

For Leaders



GAME IDEAS

NEWSPAPER FOOTBALL

(Submitted by Warren Bebout
Arroyo Grande, California)

Equipment: Two tall tin cans; one piece of plywood (for homeplate); and one roll of newspapers (rolled up tight to resemble a bat), tied at both ends.

Divide the players into two teams. Place the two tall tin cans on either side of homeplate and the roll of tied newspapers across the tops of the cans. The first batter stands behind the rolled-up newspaper and kicks it with his in-step, and the game is on. All rules of softball are followed except for the method of putting the ball into play.

HOOK ON

(Submitted by Warren Bebout
Arroyo Grande, California)

Pick out four Rangers and separate them from the rest of the group. All the others line up at the other end of the playing field or large room. On a given signal all the boys lined up rush at the four boys who had originally been separated. They try to hook on to one of the four loose boys by holding hands. When they hook on to one, that makes two. The object of the game is to not let anyone else hook on. But if someone does, then *he becomes part of that chain.*

When all the boys have hooked on, the line that has the fewest fellows on it wins, and the first four of that line are picked to be the next four separated from the group as described originally.

PUT OFF THY SHOES

(Submitted by Al Purin,
Garden Grove, California)

In Exodus 3:5 the Lord told Moses to put off his shoes for he was standing on holy ground. In this game the leader tells his boys there is a forbidden ground area over which they must put off their shoes. Divide players in two equal teams. Have each team form a single line and face a goal. The forbidden ground is a marked off area about half-way between the head player in each line and the goal. The forbidden area may be a small section about five feet wide or larger, depending upon the available space. Place a chair on either side of the forbidden area. Tell the boys when the whistle is blown the first player in each line must rush to the chair in front of his team, sit down on the chair, pull off his shoes, walk over the forbidden area, sit down and put on his shoes, then rush to touch the goal post and back again, doing the same thing over as he reaches the forbidden area, then touch off the second player in his group who will then continue in the same manner. When a boy has touched off a player, he must take his place at the foot of the line.

The group finishing first is the winner.

WALKIE-TALKIE

(Submitted by Gene Grim
Riverside, CA)

Equipment: One transistorized walkie-talkie set, or some kind of two-way radio, transmitter, and receiver; a card for each boy containing the phonetic alphabet; one pen and paper for each boy.

Divide outpost into two groups. Station each group some distance apart, out of ear range, from one building to another, etc.

Allow each group to alternate, copying the messages called in by the other group.

Only one boy at a time may be spokesman for the group, allowing them to alternate, teaching them correct voice radio procedure.

At the end of the session, copy work should be checked. The boy with the fewest mistakes and the most messages should be given special recognition.

WARM WELCOME

(Submitted by Don Franklin
National Training Coordinator)

Conducted in an atmosphere of hilarity and laughter, boys seem to enjoy this relatively harmless game.

Purpose: To provide a "lowest possible honor" award for being late, or "goofing" an assignment or other slight misconduct.

Everyone lines up single file, facing the boy in front of him, about one arm's length behind. The "victim" must crawl, wiggle, or squirm his way through the legs of the other boys, starting at the front (facing the boys standing) and end up at the back of the line. Only the palms of the hands may be used to swat the "victim" on the *seat of his pants* only (one swat per person).

An excellent way to illustrate the relative harmlessness of this game is for the leader to volunteer first. Oddly enough, everyone will soon want to "volunteer" to be the victim. Allow time to cool off.

DEER STALKING

*GAME FOR CAMPOUT
IN WOODED AREA
(Submitted by Rodney Mayer
Sturgis, Michigan)*

One Ranger is selected as the "DEER" and takes his position at a given area. The other Rangers walk away in different directions a distance of 200 feet and fall to the ground. On a signal from the leader, the boys begin moving forward toward the "DEER" using whatever cover they can find or is available. When the "DEER" spots a Ranger he yells for him to "STAND." The Ranger who advances nearest to the "DEER" is the winner and becomes the next "DEER."

FEATHER RACE

*(Submitted by Jerry Wrinkle
Edmonds, Washington)*

Form two lines of contestants. Give each contestant a flat table knife (preferably dull) with a feather, leaf, or some other light object on it. The idea is to see who can go across the room and back again without dropping the feather from the knife. If the object falls off, it must be replaced on the spot before the contestant can continue.

MEMORY RELAY

*(Submitted by Jack Latham
Commerce City, OK)*

Using two cardboard boxes, place one at each end of the room. One box will be empty and the other will contain 6-8 items. Each patrol will have identical items in their boxes. Suggested items: Comb, pencil, key, book, chalk, eraser, button, spool.

Line up the patrols in the center of the room equal distance from the boxes. Each patrol member has a number. The commander or senior guide calls out a number, and the name of an item in a box. The Rangers with that number run up to their box, pick out the item named, run across the room and place it in the other box, and return to their patrol in the center of the room.

Score one point for each time a patrol wins. The game will get more complicated as items move from one box to another.

INDOOR CARPET HOCKEY

*(Submitted by David A. Smith
Concord, California)*

Two teams are formed. Each boy on a team has a number—from the number one on up. Any number of boys can play.

Equipment:

- 1) One piece of carpet,
18 x 18 inches
- 2) Two sticks (broomsticks)
- 3) Two goals are set up at
each end of the room—
small benches work fine
for this

The piece of carpet is placed in the center of the room between the goals. A smooth floor is necessary for this game.

Play is started by the leader, who calls out a number. The two boys with the same number (from opposing teams) then run to get their sticks and try to get the piece of carpet through their goal first.

After a goal is made, they return their sticks and return to their chairs which are lined up along the sidelines. Then another number is called (not necessarily in order) until one team scores 10 goals, the winning score (or the team with the most goals wins).

POP BOTTLE

*(Submitted by J. B. Watson
Fresno, CA)*

Set up two chairs about three feet apart. In front of each chair and about one foot apart draw two circles. Make each circle about four inches in diameter.

Put a pop bottle in one of the circles in front of each chair. Have a starting line 10-20 feet in front of the chairs.

When the starting signal is given, the guide from each patrol runs to his own team's chair, sits on it, then, with his feet, transfers the bottle from one circle to another. The bottle must be standing completely within the circle. After the transfer has been made he must run back and around his group and tag the next boy, who then follows the same procedure.

If the bottle falls, it must be picked up with the feet. No hands may be used. The first patrol to have all members finish is the winner.

WHERE'S MY NOSE?

*(Submitted by Warren Bebout
San Luis Obispo, California)*

The player who is "it" suddenly points a finger at a player, and touching his ear with a finger of his other hand, he says, "This is my nose." The player is too polite to argue about it. What he does is to touch his nose and say, "This is my eye"—or "my mouth," or "my cheek." He must always touch the feature that the leader mentioned, but he must call it by the wrong name. If he fails in this, he becomes "it." This game will be more amusing if the leader counts rapidly to five the instant after pointing at the other player. He must answer before he finishes.

BLIND BELL

*(Submitted by David Wallace
St. James, MO)*

All players except one are blindfolded and scattered over a large area. The one not blindfolded has a bell tied around his neck, so it will ring each time he moves. The blindfolded players try to catch the one with the bell as he moves among them, trying to keep out of their way. The boy who catches him changes places with him.

INDOOR SOCCER

*(Submitted by David A. Smith
Concord, California)*

This game is played with a tennis ball. Two benches, one at each end of the room, are used as goals. Regular soccer rules are used otherwise.

SHOOT THE BEANS IN THE JAR

*(Submitted by Sherlan J. Baker
Wilmont, Minnesota)*

Divide boys into teams of about five each. Have one jar and 10 beans for each team. Make a mark about ten feet from jar—this is the "foul" line. Make two circles around each jar: give 100 points to the jar, 50 points to the inner circle, and 25 points to the outer circle. Give each boy on each team a chance to kneel and toss his ten beans at the target. Add up the total points after each team has completed.

MOONLIGHT VISION

*(Submitted by Don Franklin
National Training Coordinator)*

Plan a 20- or 30-minute walk along a familiar wooded path or trail, or along a lakeshore. Announce in advance there will be a moonlight walk with no flashlights to be brought—only the leader may bring his.

Explain that the night vision we normally have can be improved by utilizing dim light provided by the moon or stars. Utilize the buddy system, stay close together, and learn to use your night vision. *Allow no lights of any kind to be used on your walk for at least 20 minutes.* Try to pick out tree-types, plants, rock formations, springs. Familiarize yourself with the unusual world of darkness. Develop confidence in nighttime navigation. Study the stars. Find the North Star. Identify star formations, such as the Big Dipper and Little Dipper.

Find a grassy spot, lie down on your back and stare at the sky for many minutes. Talk to your Rangers about God's great universe. Discuss distances from earth to sun, earth to moon, etc. Explain light years. Discuss effects of moon and sun on our ecology. Marvel at the fascinating mysteries of the night.



ROYAL RANGERS

1922 NATIONAL RENDEZVOUS



FCF

THE FIRST NATIONAL FRONTIERSMEN CAMPING FRATERNITY RENDEZVOUS WILL BE HELD JUNE 14-15, 1972, IN SPRINGFIELD, MISSOURI!

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JUNE 14 - 15, 1972