

ROYAL RANGERS LEADERS



DISPATCH



JUNE JULY AUGUST 1972



EDITOR'S CORNER

FOLLOW DIRECTIONS BEFORE USING

One old cliché always guaranteed to make us laugh is the one that says, "If all else fails, follow directions!" It reminds us of the inevitable problems that arise when we fail to follow instructions properly.

I have been privileged to enjoy the rich blessings of Royal Rangers for nearly nine years. Yet, I occasionally learn of someone who has become disenchanted with this magnificent program, perhaps because they may have developed a poor attitude or failed to FOLLOW DIRECTIONS BEFORE USING the program.

A strange contrast presents itself: We see a program that has risen from nothingness to one that now encompasses 29 countries; we see scores of thousands of boys who have been saved and filled with the Holy Spirit as a direct result of Royal Rangers; we see an army of God-fearing boys, led by Spirit-filled leaders, all of whom are blazing Christian trails across this great land of ours. On the other hand, we may hear of someone who may say, "That program is no good - it won't work!" But, in nearly every case, after careful examination, an analysis shows conclusively that those involved did not FOLLOW DIRECTIONS BEFORE USING!

Experience reveals that violations of rules and regulations often result in disappointments, a diminished return on labor invested, and a total net loss. And we can apply this logical principle to any rules and regulations by which we may live, even outside of the Christian realm.

"Ignorance is bliss," so some may say. But a judge would say, "Ignorance of the law is no excuse!" If a traffic principle has been violated, we only pay a fine. But when a Ranger leader violates a Royal Ranger principle, precious lives and the destiny of souls are seriously influenced, negatively. The results are obvious.

God foresaw our human weaknesses when this Scripture was inspired in James 4:17: "Therefore to him that knoweth to do good and doeth it not, to him it is sin." These may be words of condemnation and judgment concerning one who carelessly regards rules.

Deterioration usually occurs to a program that is operated in violation of correct rules and procedures. It seems that all of God's provisions and blessings are contingent upon obedience, cooperation, and self-discipline. Holy Scripture is liberally sprinkled with references to rules, principles, and disciplines.

We do not contend that our literature is inspired by the Holy Spirit on an equal plane with the Word of God. But I do contend that those who developed the program were definitely led by the Holy Spirit. I do feel obligated to extend my best cooperation with every concept of this great program.

Abundant success in our Royal Rangers program is guaranteed by God in writing! Experience has shown that our guidelines and blueprints can be followed to the letter with the fullest of confidence. Results show that our churches and communities will quickly feel the vibrant effects of our vigorous, evangelistic outreach, stemming from outposts operated by-the-book. For best results, may I suggest you FOLLOW DIRECTIONS BEFORE USING this great masterpiece boys' program!

ATTITUDES, POSITIVE AND NEGATIVE

Two prisoners look out from their prison bars. One saw the ground, the other saw the stars! Attitude! From the rich wealth of our hindsight, nearly all of us can look back at some of our grandest mistakes, our colossal blunders. Those we don't easily forget! With the luxury that can only come from the safety of time and distance, we can critically analyze our mistakes, judge our weaknesses, and plot a course of action heading for success.

If we suffer from spiritual rigor mortis, don't call a mortician - call upon God! An intensified prayer life will re-vitalize us immensely! In summation, we can say that our program has become great not because we ignored the rules, but it became great because we followed the blueprints in our books. We gave it a chance, and the rest is history. It takes discipline to be a successful leader, lots of it. But it pays, and pays, and pays. It's worth it - boys' lives are at stake, and that makes all the difference in the world. Agreed?

MASTER MAILING LIST

As of May 1, our mailing list is current and up-to-date. This master list is geared to your chartering, so please keep your charter up-to-date. We realize our past service has been erratic, and we are confident that our new system will greatly reduce error and increase accurate service. Thank you for your patience and understanding during our data processing changeover.

REVOLUTIONIZE YOURSELF

Smart leaders all over America are taking advantage of one of the least expensive yet most profitable training facilities ever offered. Because of their unparalleled successes, the Royal Rangers NATIONAL TRAINING CAMPS enjoy enviable reputations!

Designed especially for Royal Ranger leaders, each one of the yearly regional camps offer unsurpassed training in unforgettable surroundings. Geared to the exacting standards demanded by quality, each NATIONAL TRAINING CAMP majors in excellence. Each NATIONAL TRAINING CAMP is as modern as tomorrow!

Realizing that no organization can rise any higher than its leadership, National Commander Johnnie Barnes conceived of the idea of a complete, practicable training facility just for Royal Ranger leaders. The thriving, new Royal Rangers program deserved the best. And we got it!

In the short span of five years, over 1,000 men have responded to the challenges of leadership by attending and completing NATIONAL TRAINING CAMP. Each man received a fresh injection of enthusiasm as never before! NATIONAL TRAINING CAMP, for these men, became the birthplace of progress!

Grateful pastors, laymen, and men from all walks of life express their admiration for N.T.C. in glowing terms. Bill Farmer of Atlanta, Georgia, has this to say about N.T.C.: "My trip to the Royal Rangers National Training Camp was an enjoyable and enriching one. The Royal Rangers program was presented in such a way as to give me great desire to promote it. The camp presented Royal Rangers to the leaders from the viewpoint of the boys. With this type of training I am better prepared to teach boys. The Spirit of God was felt in all our services and in all our activities. During the camp I dedicated my life to the Royal Rangers program. I dropped a sprig of evergreen into the council fire as a symbol of my willingness for my life to be consumed in dedicated Christian service for boys. My prayer is that everything I do will be used of God to reach, teach, and keep boys for Christ."

Richard Cornish of Federal Way, Washington, remarked: "If all the National Training Camps are like this, I wouldn't miss one! The night we had our own council fire while on our pack trip was so precious. The men were melted before God and worshiped for an hour or so with an outpouring of spontaneous praise!"

Eight regional training camps are being conducted this year in some of America's most scenic wonderlands. Located in areas that are easily accessible to all our Ranger leaders, each camp offers three days of intensive training that produces tangible results. For the modest sum of 32¢ per hour, you'll reap endless dividends from one of the best investments you'll ever make!

IF YOU are a Ranger leader with the "Leadership blahs," then REVOLUTIONIZE YOURSELF by attending the NATIONAL TRAINING CAMP nearest you. TRY IT - YOU'LL LIKE IT!

GOSPEL PUBLISHING HOUSE

'73 IMPACT CALENDAR PROJECT

It will soon be that time again, so start planning now for your Royal Rangers group to get in this year on the profits to be made from distributing the '73 Impact Calendars.

Last year Ranger groups sold approximately 50,000 Scripture text calendars! And by selling just 100 calendars, your group makes a profit of \$65.00! Several Ranger groups sold as many as 500 calendars, which meant a profit to them of \$375.00! Your boys can do it too! Distributing these calendars will not only help your boys to raise funds for camping equipment, special projects, and Christian service requirements, but it is also an excellent way for them to share the Good News in thousands of homes in their community.

Don't miss out on this great fund-raising opportunity. Start now to make your plans with the boys in your group to sell these colorful calendars.

POW WOW PATCHES

Are you interested in collecting or swapping Royal Rangers Pow Wow patches? One of our outstanding leaders has patches of all kinds to trade or exchange. He also has a list of others who are also collectors. If you would like to be put in touch with those who share your hobby, write to: Warren Bebout, P.O. Box 993, San Luis Obispo, California 93401.

PLANNING

JUNE, 1972

F I R S T W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	LET'S HIT THE TRAIL (Hiking and back-pack- ing)	<ol style="list-style-type: none"> Hiking equipment How to pack your pack Special packfoods and cooking techniques Hiking safety 	<p>Campout</p> <p>Take a backpack into semi-remote area</p> <p>View a special film on mountaineering</p>	Build a home-made backpack
S E C O N D W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	LIFE IN CAMP (Adventures in Camping Handbook)	<ol style="list-style-type: none"> Camp Layout (making a campsite efficient and comfortable) Camp cooking Camp sanitation 	<p>Plan a complete campout on paper, assigning duties on arrival, etc.</p> <p>Describe and plan a complete campout menu</p>	<p>Make special effort to obtain adequate equipment for extended campout</p> <p>Make a trail first-aid kit</p>
T H I R D W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	LIFE IN CAMP (Adventures in Camping Handbook)	<ol style="list-style-type: none"> Camping safety Camp activities Camp management Camp first-aid 	<p>Extended Campout</p> <p>Memorize Conservation Pledge, make a survey within 2 miles radius of ecological imbalance</p>	<p>Film extended campout</p> <p>Build rustic furniture at campsite</p> <p>Consult with forest or park ranger, arrange to plant trees or improve camping area</p>
F O U R T H W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	THE WORLD OF WATER	<ol style="list-style-type: none"> Water life (plants & animals) Water activities Water safety 	<p>Swimming trip</p> <p>Downriver boating trip</p>	Make lifesaving & swimming safety equipment

G G U I D E

JULY, 1972

	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
F I R S T W E E K	AQUATIC FUN	<ol style="list-style-type: none"> 1. Group swimming 2. Non-group swimming 3. Swimming techniques 4. Water games & sports 5. Lifesaving (without entering water) 	Swimming-campout Swim-meet with neighboring outpost Fishing trip	Adapt rescue-breathing to water rescue techniques, live demonstration Enroll in swimming-instruction classes Make a water-safety poster for meeting room
	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
S E C O N D W E E K	ADVENTURE CALLING	<ol style="list-style-type: none"> 1. Adventuring in nature study 2. Adventuring in the wilderness (woodlore and survival) 3. Preparations for wilderness (physical, mental, spiritual) 	Walk circumference of city (following city map as guideline) Take a nature walk (take notes on wildlife, identify birds, animals, etc.) Campout	Build an outpost rescue kit Build a personal first aid kit
	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
T H I R D W E E K	STAYING AFLOAT	<ol style="list-style-type: none"> 1. History of boating 2. Boating safety 3. Boating technique (rowing, paddling, sailing, operating an outboard motor) 4. Boating emergencies 	Boat trip Field trip to boat factory	Conduct a model boat-building contest
	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
F O U R T H W E E K	EXPLORE THE WORLD AROUND YOU	<ol style="list-style-type: none"> 1. Explain roadmaps (city, state, federal) 2. Discuss and make list of places to explore 3. Plan exploration with help of expert 	Explore caves Explore wilderness area Explore underwater Explore seashore Explore a mine	Make a film record of exploration Stock a wilderness refuge building with fuel
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PLANNING GUIDE

AUGUST, 1972

F I R S T W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	LET'S BUILD	<ol style="list-style-type: none"> 1. Building shelters (humans, animals, insects, etc.) 2. How dams are built 3. How waterways are built 4. How powerhouses are built 	<p>Build a treehouse</p> <p>Build a rock garden</p> <p>Build a fence</p> <p>Visit a large construction site</p> <p>Study power-supply rooms of largest buildings in town</p>	<p>Build a birdhouse</p> <p>Build a doghouse</p> <p>Build a dam</p>
	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	LET'S REPAIR	<ol style="list-style-type: none"> 1. Discuss costs of typical structural repairs (house, church, business, hospital, etc.) 2. Discuss auto repair 3. Discuss public utilities repair 	<p>Campout</p> <p>Visit auto assembly plant</p> <p>Visit auto repair shop (body, motor)</p> <p>Visit utilities repairs in progress</p>	<p>Repair an elderly person's fence</p> <p>Repair church equipment</p> <p>Beautify church grounds</p>
S E C O N D W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	PUBLIC SERVICE WEEK	<ol style="list-style-type: none"> 1. Discuss public servant job 2. Discuss community beautification 3. Discuss community waste disposal 4. Discuss city government (cost, etc.) 	<p>Visit Police station</p> <p>Visit City Hall</p> <p>Visit city dump</p> <p>Visit water treatment plant</p>	<p>Paint someone's house or fence</p> <p>Clean, paint, repair church building or improve grounds</p> <p>Collect papers bottles, can</p>
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	THE CHURCH	<ol style="list-style-type: none"> 1. Have pastor discuss church management 2. Discuss origin of the church 3. Discuss meaning of church membership 4. Discuss world ministries 	<p>Campout</p> <p>Arrange for Royal Rangers to conduct a service or visit shut-ins</p> <p>Have missionary speak to group</p>	<p>Conduct special church service at campsite</p> <p>Visit pastor's home</p> <p>Visit a theological school</p>
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ROOSTER FIGHT

*(Submitted by Harry Blakely
Freeport, PA)*

With hands clasped around knees while in a squatting position, two Rangers try to upset each other while inside of a six foot circle.

CATCHING THE DRAGON'S TAIL

*(Submitted by Chuck Collier
Redondo Beach, CA)*

Line up all players in single file row, facing forward. Tell them to place their hands on the shoulders of the person in front of them. Name the first players in the line, "The Dragon's Head."

The Dragon's Head must catch its tail by weaving back and forth without breaking the line (which is the "body"). Explain that the "Dragon" stays in a straight line until the leader calls "go." When a player lets go of the shoulders of the person in front of him, he breaks the dragon's body and ends the game.

Then let the next player in the line become the "head" and the game starts again. If the dragon's head catches the tail, that person remains the head for the next game.

BALLOON RELAY

*(Submitted by Steven Tague
St. Encinitas, CA)*

Divide boys into two equal sides. Blow up at least two balloons. Have the first boy on each side place the balloon between the upper part of their legs. They must carry the balloon without "popping" it, from start to finish around a predetermined course. Each boy can use his hands to transfer the balloon to the next person on his team. The first team to complete the course without popping the balloon wins. In case of popping the balloon, replace it and start from the beginning of the course.

INFILTRATION

*(Played at night)
(Submitted by Sam Luchansky
Allison Park, PA)*

One boy acts as goaltender. He, alone, carries a flashlight. Other boys scatter around the playing area in the dark. The boys try to advance to the goal without being detected by the goaltender. If caught, the boy must go back out and try again. If a boy is not detected by the goaltender, he gets to be

the goaltender and game is started over again.

BROOMSTICK TWIST

*(Submitted by Warren Bebout
Arroyo Grande, California)*

Equipment: One broomstick for every two boys playing.

Select boys of equal height and weight, or very close to it. They are to grasp a broomstick horizontally with both hands. Each one tries to touch the broomstick to the floor on his right. The winner of each pair of boys challenges the winner of another pair until all have been eliminated, down to the last Ranger.

BICYCLE RALLYE

*(Submitted by Don Franklin
National Training Coordinator)*

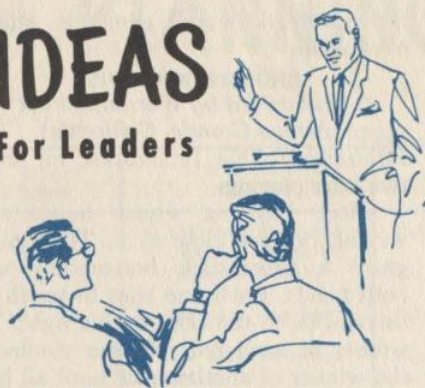
Following roughly the same pattern as is used in sports-car rallyes, set up an elaborate plan for bicycles, in which each participant will follow, TOGETHER, a preplanned trip.

It is suggested that the leader signal each change of activity by a blast on a loud whistle, at which time everyone jumps on his bike, ready to follow the leader.

Use imagination and flexibility. For example, leaving from the church, all bikes head first for the nearest school, where everyone circles the school four times; then to the fire station, where everyone goes in for a drink of water and right back out again; then to a drive-in for a quick atom bomb (Coke, root beer, and cherry drink mixed); then to a school playground where everyone takes X number of spins on the equipment, then back to the bikes; then a trip to the country to a "haunted house" (any, old, abandoned shack will do) where you will "discover" some old bones from some dark, mysterious past, etc. Quickly do a Chinese fire drill (everyone runs madly around the haunted house five times at full speed, hollering and yelling), then back to the bikes; then a climb up some large tree; then a trip to the cemetery; and on and on. End up at the church where sandwiches, potato chips, and cold drinks are served, while wild stories of the RALLYE are told and retold.

IDEAS

For Leaders



GAME IDEAS

COFFEEPOT

*(Submitted by Bruce Martin
Houston, TX)*

The person who is "it" leaves the room while the other players decide on a secret word. The secret word must be a verb, or word showing action, such as "run," "eat," or "swim."

When "it" comes back into the room he tries to guess the word by asking questions using "coffee-pot" in place of the word. He may ask, "Do you 'coffee-pot' in any special room?" or "Do children 'coffee-pot'?" If you like, you may limit the number of questions he may ask each person.

GREEN LIGHT, RED LIGHT

*(Submitted by Roger Nelson
Bakersfield, CA)*

All boys line up on one side of the room except one, who stands on the opposite side of the room from the other boys.

All boys face the same way. The one boy who stands alone is "it." When he says, "Green Light," all boys start toward the opposite side of the room. When "it" says "Red Light," any boy caught moving must go back to the starting line. The object is to be the first boy to the opposite wall without being caught.

THREE-LEGGED RACE

*(Submitted by Don Franklin
National Training Coordinator)*

Divide boys into two teams. Give each team a gunnysack. Have two boys from each team share a gunnysack by putting one boy's right leg and the other boy's

left leg into the sack. Have each two-some race the other team's twosome to a target and back again. Then let the other members of the team repeat the process. When all have had their turn, the first team to race to the target and back again, wins.

TENT-PEG RELAY

*(Submitted by Dave Franklin
Springfield, Missouri)*

Equipment: Hammer or mallet; one straight board or yardstick; enough pegs (6 to 8 inches long, pointed at one end, about 1-inch in diameter) to supply several 5-man teams; two large pegs (stakes) approximately 14 inches long.

Prepare pegs out of strong sticks stiff enough to be pounded into the ground without breaking.

Form teams of 5 boys each (form as many teams as you wish, as long as you can provide 5 pegs per team).

Pound the two longest stakes into the ground about ten feet away from the starting point. The small stakes are to be driven into the ground even with an imaginary line running between the two large stakes.

When the signal is given, the first boy from each team grabs a mallet and one peg, races to the ground area between the two large stakes, and proceeds to pound one peg into the ground directly in line with the two large stakes (each peg must be about 2 inches apart). Each peg top must be level with the others, so that a yardstick can be placed along the top of all the pegs simultaneously—they must all be level. Failure to keep all pegs level will lose valuable time—any peg that is out of line or unlevel must be corrected before that boy can return to his team.

As soon as the first boy finishes his peg, he returns to his team, hands over the mallet to the next boy, who in turn takes his one peg, races to the imaginary line of pegs and proceeds to pound his peg.

The winning team can be the team who has (1) the straightest line of pegs, or (2) the most level tops, or (3) the straightest and most level pegs driven in the *fastest*.

DEVOTIONAL GUIDE



STRAIGHT AS AN ARROW

(Submitted by Harvey Cooper
Lithgow, N.S.W., Australia)

Equipment needed: Three arrows made from cardboard—one straight, one bent and one broken.

Read: 1 Samuel 20:1-22. Recount to the boys the covenant Jonathan made with David (1 Samuel 20:18-22), how David was to hide by the stone Ezel; if Jonathan discovered Saul still intended to kill David, Jonathan would come out pretending to have target practice and would shoot three arrows out past the stone; then he would send a boy out after the arrows and say, "The arrows are beyond thee," indicating to David (who was hiding) that he must escape to safety.

Hold up the straight arrow. Say, "I imagine that Jonathan, being a soldier, had good, straight arrows. They flew where he aimed them." Thus, David got the message quite clearly.

Hold up the bent arrow. Say, "I don't imagine Jonathan's arrows were bent like this one! They wouldn't have gone where he aimed them, and David might not have gotten the message."

Hold up the broken arrow. Say, "Jonathan's arrows wouldn't have been broken like this one. If they had been broken like this they would have been useless—David could never have been warned to flee to safety!"

Read: Psalm 127:4 "As arrows are in the hand of a mighty man; so are children of the youth." Say, "We are children of God and He wants us to be arrows in His hand—let's be *straight* arrows so that we can fly straight and true where God would 'aim us', so that we may bring the message of *escape* from the penalty of sin through Jesus Christ and His shed blood. Let's *not* be bent arrows that won't fly straight, and let's *not* be broken arrows that

can't even be used, but, as Royal Rangers, let us become true and straight so that we may carry the message of deliverance from sin through Jesus Christ our Lord."

Close in prayer.

THE CAMEL'S STOMACH

(Submitted by Bill Wells
Lithgow, N.S.W., Australia)

Text: 1 Peter 2:2

The stomach of a camel is divided into compartments. The walls of each of these compartments are lined with large cells, every one of which can be opened and closed at will by means of powerful muscles.

When a camel drinks, it drinks a great volume. It drinks so much that you would wonder just how much it could really hold! The fact is, the camel is not only satisfying its thirst, but it is filling up its "cisterns" (storage areas) as well.

One after another the cells in its stomach become filled with water. As soon as each cell becomes full, it is then tightly closed. Then, when the camel becomes thirsty again, all that it has to do is to open one of the cells and allow the water to flow out. This can continue to happen until the entire supply of water is gone, usually about five or six days after "filling up."

In this curious way, the camel is able to travel through the hot, dry desert where water wells are often hundreds of miles apart.

Strange as it may seem, Christians cannot live this way—they cannot go long periods of time without spiritual "water." Christians must "drink" often, by means of regular times of prayer, Bible study, church attendance, and the feasting on God's provisions. (Make the spiritual application of water and its life-giving power.)

THE SLAVE

(Submitted by Mrs. Gillian Cathie
Graceville, Queensland, Australia)

One day (back in the days of slavery), old Joe stood in the marketplace awaiting the auction. He was a grand specimen of manhood—big, strong, healthy. But at that moment only anger and stubbornness was seen in his facial expressions.

His master had died. He and many other fellow-slaves were to be sold at public auction to the highest bidder. How he hated it all! While he stood there, he determined in his heart that he wouldn't be bought, and even if he were bought, then he wouldn't work for his new master!

Presently his name was called. Immediately Joe yelled out, "I will *not* work!" But the auctioneer ignored him and went on giving Joe's name, age, weight, etc., concluding with, "What am I offered?" Once again Joe yelled at the top of his voice, "I *won't* work!" but no one bothered to listen to him.

At last the price was reached and the purchase made, and Joe had a new master. The new master came to him and Joe quickly told him that "no matter what he did, he wouldn't work," but his new master said nothing and just led Joe away to the wagon.

At last they arrived home, and the master did something very strange. Instead of taking Joe to the dirty slave quarters, he led him to a neat little cottage, remarking that this would be Joe's home while he lived here.

"Is this really for me?" Joe asked. "Thank you, but I *will not work!*" The master said, "You do not need to work—just live here as long as you please."

"But, master," cried Joe, "aren't you going to make me work?"

"Oh, no," said the master, "I bought you to *set you free!*"

"To set me free?" cried Joe, falling at his master's feet. "Then I will serve you for the rest of my days and will gladly do anything for you." And from that moment on Joe became the most faithful and loyal servant his master ever had.

What his master had done for Joe, Jesus did for you and for me. Jesus saw

us chained as a slave to sin. His heart of love made Him go to the cross of Calvary just so He could pardon us (free us) from our sins. He made it possible for the chains of sin to be removed from us, freeing us from the penalty of sin. Jesus Christ paid the price to set us free!

Let the boys discuss the price Jesus paid. Tell the story of the Cross and the meaning of Calvary.

Finish with a prayer, thanking God for sending His Son as our Deliverer, our Redeemer, freely giving Himself so that we may be saved.

GOD'S PROTECTION

(Submitted by Harvey Cooper
Lithgow, N.S.W., Australia)

Setting: Campfire

Fellows, as we are gathered around our cheery campfire tonight, we can see the flames dancing and devouring the sticks; we're being warmed by the heat of the flames and it feels great! I'm reminded of an incident in the Bible, in the New Testament, concerning a man who really needed the warmth of a campfire, because he had just swum ashore after being shipwrecked. And as he was helping to throw firewood on the fire, a viper, which is a very poisonous kind of snake, fastened its fangs on his hand!

Read: Acts 28:1-6, especially how Paul shook off the viper as if it were nothing.

The people standing around watching thought that Paul was a bad man and was being punished because of it—his punishment was being bitten by a poisonous snake! They waited expectantly, looking for signs of swelling and complete collapse, ending in death. But when the people saw that Paul was absolutely unaffected by the snake's poison, they reasoned that he must be very different—they changed their minds, and "said that he was a 'God.'"

Paul lived faithfully for the Lord, and the Lord looked after Paul in every trial. God used him in many wonderful ways. And I believe the Lord wants to use us as He did Paul. God wants us to yield our lives completely to Him so that we may serve and glorify our Heavenly Father. Close in prayer.

THE LONGEST CANDLE

(Submitted by Bill Wells
Lithgow, N.S.W., Australia)

Text: Psalm 90:14

Equipment needed: 6 candles of different lengths
1 special, different candle
Board (as a base for candles)

Begin by telling the story of a missionary (at this point light the single, special candle) who went to a village where the name of Jesus had never been heard before.

After a period of time the missionary was able to lead one of the families of the village to know the Lord Jesus as their Saviour. There was a grandfather, a mother, a father, a boy, a girl, and a baby—6 people. They rejoiced greatly in God's love because they received the *light of the gospel*. (Light the 6 candles with the single candle, representing the missionary.)

Ask this question: Which candle represents the different members of the family?

You will then observe that most boys will choose the larger of the candles to represent the grandfather. Next, explain that, in actual fact, the *longest* candle represents the baby! Why? Because the *youngest* child will "burn" for Jesus the longest. Encourage the boys to live and "burn" for Jesus while they are still young. Emphasize the privilege of working for Christ, especially as a boy.

Conclude by reading Matthew 5:16. Pray a prayer of rededication and consecration.

HEART IN TUNE

(Submitted by Harvey Cooper
Lithgow, N.S.W., Australia)

Equipment needed: One automobile carburetor

Explain the purpose and functions of the carburetor—it is a complicated mixing valve that supplies the proper fuel-air mixture to the motor. When the carburetor is operating properly, we get the best performance out of the motor.

Our hearts are also complicated mixing valves, physically supplying fresh life-giving blood to our bodies. Spiritually speaking, the Holy Spirit and the

Word of God flowing through our hearts keeps us serving God. When our spiritual hearts are in tune, God gets the best out of us. But when our hearts are out of tune, we give God very poor service, very poor performance.

From this spiritual application we have learned that we need to keep ourselves "in tune" with God at all times so that we may maintain proper efficiency, giving God good service and performance.

CAMPFIRE EXAMS

(Submitted by Bill Wells
Lithgow, N.S.W., Australia)

The Bible tells us to "... Let a man examine himself." And so, just before we retire tonight let's do just that.

We will take the letters in "CAMPFIRE" and discuss the things a good Royal Ranger should *not* be. We'll start with each of the letters in CAMPFIRE. (There will be more than one meaning for the letters, so allow the boys to discuss briefly each letter, making the proper spiritual application as you go.)

Suggestion: C — Cruel

A — Angry

M — Mean

P — Proud

F — Foolish

I — Insulting

R — Rude

E — Envious

Close the session with prayer and an appeal.

WHAT ARE YOU WORTH?

(Submitted by Marvin E. Barbee
Salinas, California)

You boys look at yourselves for a moment. Now what do you think you are really worth? Probably not very much. But look at Don Drysdale, Wilt Chamberlain, Arnold Palmer, and a host of other professional sportsmen. Don't you imagine they are worth quite a bit? But as a Royal Ranger, how much are you worth? How much money do you have? How much property do you own? How much money do you make in a year in allowances or a part-time job? How many bicycles do you own? Yet, in all of this, you are not worth much.

Scientists tell us that our bodies are worth very little. If we took all the calcium, iron, phosphorus, and all the oth-

er chemicals in our bodies and put them in a package, we would bring about 98c. Some of you are not even worth that much because of your small size.

Now, take your parents for a moment. They believe you are really worth something. Think of all the money they spend on groceries, clothing, medical and dental bills, hobbies, and all the other things you needed or wanted while growing up. Yet, this does not prove the value of what they think you are worth.

God looked down and He saw you and me; and He said, "That Royal Ranger is worth *something*." Because He thought you were worth something, He gave His Son, Jesus Christ to die on the cross for your sins. In the sight of God you are very valuable, so valuable that He wants you to have eternal life through His Son, Jesus Christ. To gain this recognition you must accept Jesus Christ as your Master Ranger.

A HARDBOILED PRISONER

(Submitted by David A. Smith
Concord, California)

Equipment needed: Milk bottle and a hardboiled egg.

Did you fellows know that tonight we have with us a prisoner? That's right! There's a hardboiled prisoner right here in this room. (Pause and then present the bottle with the egg in it.) This egg is a prisoner in this bottle (shake bottle, turn upside down and shake some more). No matter how hard it tries, it cannot get out!

This reminds me of when Peter was in prison. However, Peter was not hardboiled—he was a kind, Christian man and was unjustly imprisoned. And it seemed like Peter would never be able to get out because Herod had placed a special guard over him. But Herod forgot one thing—that God answers prayer! That night, while Peter was sleeping, an angel came and delivered him!

Someone has said that, "prayer is the Christian's breath," and this gives me an idea on how to get Mr. Egg out of his prison. (Place mouth to bottle and blow. Before removing mouth, turn bottle upside down so that egg falls into neck of bottle—compressed air will force the egg out.)

Rangers, you may never be in prison as Peter was, but there will be problems in your life which can only be solved with *prayer*.

FAIRNESS AND COOPERATION

(Submitted by Jim Talley
Santa Maria, California)

Scripture: Romans 14:19. How many of you have watched the launching of a manned spacecraft on television? Most of us in this country have.

To get those men into space required the cooperation of many people. Let's make a list of some of those outstanding people.

Probably there are many others who help in this program about whom we know very little. What if some of those people quarreled and refused to do their part? What if the men who loaded the fuel did not like one of the astronauts and decided not to put in the full amount of fuel?

What if some of the communications men argued about who would get to do the most important job, and the one who had the least important job did not do his part right?

If everyone did not do his part exactly right and at exactly the right time, perhaps the launching could not be accomplished. Or something could have gone wrong and lives could have been lost.

When we have arguments with our friends or schoolmates, usually nothing tragic happens. But God has shown us that He wants us to get along well with others and to settle our differences with them quickly and congenially.

What are some of the things we can do to settle our differences? (Make a list.)

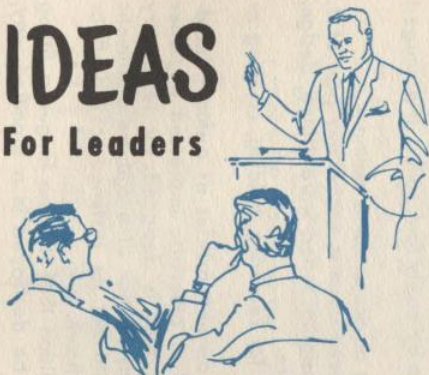
A president of a large company near Los Angeles says that when someone does things to make him angry, he tries to think of all the good things he knows about that person. Soon he is no longer angry, and he and the other person are getting along well together.

Do you think this is God's way?

Let's bow our heads and ask the Lord to teach us how to get along with others and to help us to be kind—to show His love in all that we do and say.

IDEAS

For Leaders



GAME IDEAS

BALLOON STOMP

*(Submitted by Charles Hendricks
Hartford, Illinois)*

Give each boy a balloon. Instruct them to inflate the balloon, tying the end in a knot. Then give each boy a string approximately 18 inches long. Have them tie one end of the string to the knotted end of the balloon and the other end of the string to their ankle. When everyone has done this, the game is ready to start. Have the boys form a circle. When the leader says, "go," they all try to step on each other's balloon and explode them, while at the same time they try to keep their own balloon from exploding. If a player's balloon is exploded, he leaves the game.

The last one left with a fully-inflated balloon tied to his ankle is the winner.

AERODYNAMICS

*(Submitted by Gary Bennett
Sunnyside, WA)*

Using a chalkboard, have each boy draw just one part of an airplane. After the "picture" is complete, make some jokes about its crude design and the appearance of not being airworthy, or able to fly.

Explain the principle forces of an airplane, comparing the principles to our Christian walk, such as: lift, gravity, thrust, and drag.

Explain how we have a guidance system which is similar to the control panel on an aircraft. Tell the boys our controls are similar, such as: rudder (Holy Spirit), elevator (praising our Lord), brake pedals (Holy Spirit), the wheel (our will). It is best to take an

encyclopedia and make a simple outline from it. Leaders who are not familiar with flying will enjoy this demonstration.

RED LIGHT—GREEN LIGHT

*(Submitted by Murrell Taylor
Lynwood, CA)*

1. Choose one boy to be "it."
2. The rest of the boys in the game against "it."
3. Two lines are drawn—one where "it" stands, another where boys start out. (This line can be 50-100 feet from the "it" line.)
4. When "it" is ready to start game he closes his eyes and bows his head.
5. When "it" says, "Green Light," the boys may move toward "it" slow or fast.
6. Before "it" can raise his head to see who is moving, he must say, "Red Light."
7. Any boy "it" sees moving is out of the game until next time, or "it" can send boy back to starting line.
8. This continues until a boy gets over "its" line.
9. The boy that gets over the "it" line without being caught, then becomes "it" and game starts over again.

SAND BAG

*(Submitted by Donald A. Case
Whittier, CA)*

Equipment: One, 20-foot rope; small bag of sand.

Attach the rope to the bag of sand. One man gets down with the rope in his hand and swings the bag in a circular motion, close to the floor. All the rest of the Rangers jump as the rope with the bag comes their way. If one of the Rangers stops the bag, he is out of the game. By a process of elimination, one boy will remain as the winner.

BEAST, BIRD, OR FISH

*(Submitted by Bruce Martin
Houston, TX)*

The players sit in a circle with a leader in the center. The leader calls on each player in turn to name a beast, bird, or fish, before the leader counts to 10. The players must remember all the creatures named because nothing can be used twice. The player who stays in the game longest changes places with the leader.

Things to Remember About Displaying the U. S. Flag

DO'S

It is the universal custom to display the flag only from sunrise to sunset on buildings and on stationary flagstaves in the open, but it should not be displayed on days when the weather is inclement. The flag may be displayed at night upon special occasions when it is desired to produce a patriotic effect.

Always hoist the flag briskly. Lower it ceremoniously.

Display the flag on all days that weather permits, but especially

on national and state holidays and other days that may be proclaimed by the President of the United States. On Memorial Day, the flag should be half-staffed until noon.

The flag should be displayed on or near the main building of every public institution, during school days in or near every school-house, and in or near every polling place on election days.

DON'TS

Never in any way should any disrespect be shown the flag of the United States of America.

The flag should never be dipped to any person or thing. Regimental colors, State flags, and organization or institutional flags are dipped as a mark of honor.

The flag should never be displayed with the union down except as a signal of dire distress.

The flag should never touch anything beneath it—ground, floor, water or merchandise.

The flag should never be carried horizontally, but always aloft and free.

Never use the flag as drapery, festooned, drawn back, nor up in folds, but always allowed to fall free. For draping platforms and decoration in general, use blue, white and red bunting. Always arrange it with blue above, the white in the middle, and the red below.

The flag should never be fastened, displayed, used or stored in

such a manner as will permit it to be easily torn, soiled or damaged in any way.

Never use a flag as a covering or drape for a ceiling.

The flag should never have placed upon it, nor on any part of it, nor attached to it, any mark, insignia, letter, word, figure, design, picture or drawing of any nature.

The flag should never be used for receiving, holding, carrying or delivering anything.

It should not be embroidered on such articles as cushions, handkerchiefs, and the like, printed or otherwise impressed on paper napkins or boxes or anything that is designed for temporary use and discard; or used as any portion of a costume or athletic uniform. Advertising signs should not be fastened to a staff or halyard from which the flag is flown.

When the flag is in such condition that it is no longer a fitting emblem for display, it should be destroyed in a dignified way, preferably by burning, privately.



The flag, when carried in a procession with another or other flags, should be either on the marching right (the flag's own right) or, if there is a line of other flags, in front of the center of that line. Never display the flag from a float except from a staff, or so suspended that its folds fall free as though staffed.



The Flag of the United States of America, when displayed with another flag against a wall from crossed staffs, should be on the flag's own right, and its staff should be in front of the staff of the other flag.



The Flag of the United States of America should be at the center and at the highest point of the group when a number of flags of States or localities or pennants of societies are grouped and displayed from staffs.



When other flags are flown from the same halyard, the flag of the United States should always be at the peak. When other flags are flown from adjacent staffs, our national flag should be hoisted first and lowered last. No flag may fly above or to the right of the flag of the United States (except flags of other nations)



When flags of two or more nations are displayed, they are to be flown from separate staffs of the same height. The flags should be of approximately equal size. International usage forbids the display of the flag of one nation above that of another nation in time of peace.



When the flag is displayed other than from a staff, it should be displayed flat, or so suspended that its folds fall free. When displayed over a street, place the union so it faces north or east, depending upon the direction of the street.



In the chancel of a church or on a speaker's platform the flag is placed to the speaker's right. Other flags to the speaker's left. When displayed elsewhere than on the platform, it should be placed at the right of the audience as they face the platform. Other flags to the left of the audience.



If displayed flat against the wall on a speaker's platform, the flag should be placed above and behind the speaker, the union of the flag in the upper left hand corner as the audience faces the flag.

ROYAL RANGERS

Buckaroo Advancement Chart

MEMBER'S NAME



GREENHORN

WRANGLER

BANDY BOYS

TOP HAND

ROYAL RANGERS

PIONEER ADVANCEMENT CHART

PIONEER'S NAME



SECOND CLASS RATING

FIRST CLASS RATING

MEMBER RATING

MAKER RATING

ROYAL RANGERS

TRAILBLAZER ADVANCEMENT CHART

TRAILBLAZER'S NAME



SECOND CLASS RATING



FIRST CLASS RATING



ADVANCED RATING



MAKER RATING

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