

ROYAL RANGERS LEADERS



DISPATCH



SEPTEMBER OCTOBER NOVEMBER 1972



EDITOR'S CORNER

LUCKY YOU!

By Don Franklyn

So - you've been appointed as a Royal Rangers leader. O.K. - now you're it! That makes you the luckiest guy on earth!

Lucky? Well, not really. A better word might be, "Fortunate." You see, Webster defines luck as, "The seemingly chance happening of events which affect one; fortune, lot; fate..." So, the word, "lucky" technically doesn't apply to a Christian. But - let's use the word just for today.

Lucky you. You have inherited one of the world's most priceless privileges! You have been appointed by God (through your spiritual leaders) as a shaper of destiny for the boys under your command.

You have an awesome responsibility!

Look at it this way. You have been designated as a kind of "spiritual catalyst." That's right. And why not?

What is a catalyst? Again, Webster defines a catalyst as "...the causing or speeding up of a chemical reaction by the addition of some substance..." Let's apply this to you.

You can "cause" and "speed up" a SPIRITUAL REACTION in your boys by the addition of your Spirit-anointed leadership. Yes, you are a true catalyst!

Is this an accident? A careless error? No! A thousand times no!

John 15:16 says, "Ye have not chosen me, but I HAVE CHOSEN YOU, and ordained (appointed, established) you, that ye should go and bring forth fruit (new souls won), and that fruit should remain: whatsoever ye shall ask of the Father in my name, he may give it you." Glory to God!

DO YOU REALIZE WHAT THIS MEANS? You are a Royal Rangers leader by divine appointment! And this is no mistake! No accident! No clerical blunder!

God tapped YOU on the shoulder and said, "...I have chosen YOU..." Nothing in this world can compare to this all-important fact! All of the high-sounding titles and eloquent position labels can never compare to the significance of the words, "ROYAL RANGERS LEADER!" Praise God!

Yes, you now possess a top role in life. God ordained it. And God has ordained you to victory - victory over every obstacle. That promise is yours. In writing. Claim it!

LUCKY YOU.

THE PAUSE THAT REFRESHES

Someone has said, "When God plans to do a great work, He begins with a difficulty. When He plans to do a marvelous work, He begins with an impossibility!"

How many times have you secretly entertained the thought of quitting? I realize that this is a very negative thought, and, normally, we should discourage thinking negatively. But let's pursue this just a minute.

Quit? The word has a hollow, irritating sound, doesn't it? Kinda disgusting, actually. But I believe that this thought has crept into the minds of the best of us, at one time or another.

Problems prompt thoughts of "giving up," or losing interest; your right-hand man has moved away and now you're the only leader left with the burden; some parents have become quite vocal about the way you handled an emergency situation; an important order was sent to Springfield and it is long overdue; irate parents gripe about torn uniforms; an ugly woman has developed in your outpost and things are getting stickier by the minute. WHEW! Sound familiar?

TRY THE PAUSE THAT REFRESHES! And the most refreshing pause we can have is to stop everything, get alone with God for a quiet moment, and repeat these words which are loaded with promise: "I CAN DO ALL THINGS THROUGH CHRIST WHICH STRENGTHENETH ME!"

Try repeating this Scripture for ten (10) straight times. Nothing else! And then go back to what you were doing.

Will it work? Emphatically yes! You can bank on it. God honors His Word above all else.

You're not made of steel. You're made of flesh. And God knows how you are constructed. He knows your limitations. And He knows how to regenerate you when your power reserves run dry. He knows.

What happens when you quote this "magic formula"? Something dynamic happens deep inside! The Holy Spirit releases a mighty niagara of power, as described in Acts 1:8

All of a sudden you're rejuvenated, re-charged. The Holy Spirit gives the right answer. You feel "ten feet tall!"

Try it. The "pause that refreshes." It works.

EXTRA LARGE T-SHIRTS

Extra large Royal Rangers T-Shirts (size 46-48) may now be ordered: Request #08-0260.

20 PRINCIPLES OF EFFECTIVE LEADERSHIP

By Don Franklin

1. KNOW GOD'S WILL
 - a. If God calls you to minister, He'll equip you.
2. ASK GOD FOR WISDOM
 - a. James 1:5 is needed for counseling and prayer with people.
3. DEVELOP A CLEAR MIND
 - a. Believe II Timothy 1:7
4. RESPONSIBILITY & ACCOUNTABILITY
 - a. Be willing to accept the burden of responsibility (Romans 15:1).
5. BE A PERSON OF PRINCIPLE
 - a. Responsible leaders base their decisions on PRINCIPLE, not EXPEDIENCY. There's a difference!
 - b. Keep your perspective in balance.
 - c. Exercise good common-sense.
 - d. Learn how to be responsible to both internal & external forces.
6. BE WILLING TO WORK
 - a. Don't think so much about the clock.
 - b. Think in terms of final accomplishment of goals.
7. BE SELF-DISCIPLINED
 - a. Think before you express yourself.
 - b. Will your words WOUND or HEAL? (II Cor. 10:5, Psalms 19:14)
8. IMPROVE YOURSELF
 - a. Glean information from all sources.
 - b. Learn to express your thoughts simply and clearly.
 - c. Read the right kind of books: books to train your mind.
 - d. Upgrade yourself by constantly challenging your mentality.
9. LEARN TO LOOK AND LISTEN
 - a. Develop an intelligent understanding of all you see and hear.
 - b. Sharpen your observation abilities.
 - c. Say less, hear and see more.
10. ACCEPT COMPETITION
 - a. Mediocre people are content to just get by!
 - b. Your best effort comes from resistance in competition.
11. LEARN TO RELAX
 - a. Stay relaxed mentally & physically.
 - b. Tension produces trouble.
 - c. Make adequate preparation for your responsibilities, time-wise.
 - d. Avoid tension and nervousness.
 - e. Eliminate constant stress and strain under which hasty judgments are made on an emergency basis!
 - f. Anticipate reverses or alternatives regarding decisions. Develop a "back-up plan."
12. BE MODERATE
 - a. In work and play, pace yourself.
 - b. If you "talk shop" incessantly, you need to re-evaluate your goals.
 - c. Avoid intense pre-occupation (to the exclusion of all else!).
13. LEARN FROM PRESSURES
 - a. Of circumstances, environment.
 - b. Decisions over which you have no control will help you to mature.
 - c. Capitalize on your mistakes.
 - d. Learn the secret of turning a "lemon" into a "lemonade!"
 - e. Develop the ability to make sound decisions under pressure.
 - f. "...God meant it for good..." - develop weaknesses into strengths.
14. STRIVE FOR EXCELLENCE
 - a. Master your difficulties through hard work and integrity.
 - b. We will not be judged in eternity by the compliments we have received, but by how we have done our job!
 - c. How much effort have you put forth to help people to "get to the top" spiritually, mentally, physically, and financially?
15. COOPERATE
 - a. This is always a 2-way street!
 - b. If you want cooperation from others, give it first!
 - c. Don't expect more from the other guy than you are willing to give yourself.
 - d. Don't isolate yourself from others - seek their advice, counsel, and help when it is appropriate.
16. LOOK AT YOUR GOALS
 - a. Are your goals in life selfish or unselfish?
 - b. Are you interested in others' welfare more than your own?
 - c. Unconcerned persons with shallow interests are usually followers.
 - d. Develop a deep and sustained interest in those you serve.
 - e. Obey those "...Who are over you in the Lord..." and esteem them highly "For their work's sake..." (I Thessalonians 5:12,13).
17. BE HONEST
 - a. By your speech and your actions you maintain your character and self-respect.
 - b. Your actions speak louder than your words!
18. BE SINCERE AND COURTEOUS
 - a. Practice these daily.
 - b. Be "Condescending...to men of low estate. Be not wise in your own conceits."
 - c. You reveal your personality through your MOODS, EMOTIONS, and ATTITUDES.
 - d. Treat people as mature, respectable individuals. They'll respond in similar manner (Matt.7:12).
19. HANDLE YOUR MONEY WISELY
 - a. Live within your means.
 - b. Let your money work for you, not against you.
20. BASE RELATIONSHIPS ON LOVE
 - a. Learn to accept others as they are.
 - b. Keep a sense of humor - learn to accept yourself and your abilities.
 - c. Success is discovering your best talents, skills, and abilities and applying them where they'll make the most efficient contribution to your fellow man.
 - d. Discover the "Secret Weapon" in our warfare against enemy forces: the ultimate power of LOVE
 - e. Allow your love for God to find its highest expression: the total giving of yourself in dedicated, surrendered service - BODY, MIND, and SOUL.

PLANNING

SEPTEMBER, 1972

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WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
ROUND-UP TIME IS HERE AGAIN!	<ol style="list-style-type: none"> 1. ROUND-UP STRAYS (Plan and launch enlargement campaign to enroll new boys) 2. ROUND-UP PLANNING (Make plans for Fall and Winter activities) 3. ROUND-UP ALL LAZY-BONES (Encourage boys in advancement) 	<p>Branding-time: plan ceremony for new boys</p> <p>Overnight campout</p> <p>Weiner roast or special cookout for new boys</p>	<p>Make Western-type posters and props for church and meeting room, to be used in connection with Round-up campaign</p>

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WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
ROUND-UP TIME IS STILL HERE!	<ol style="list-style-type: none"> 1. HONOR MOST FAITHFUL MEMBERS (Emphasize loyalty, faithfulness, dependability) 2. ILLUSTRATE BIBLE HEROES WHO WERE NOTED FOR FAITHFULNESS (Plan "loyalty" campaign for 1 yr.) 	<p>Honor former members of your outpost (some who have grown older)</p> <p>Involve Sunday school Sup't. in loyalty emphasis</p>	<p>Develop a plaque or honor roll for outstanding Rangers</p> <p>Review all accomplishments of year in the church bulletin, entitled, "Rangers on the move!"</p>

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WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
ROUND-UP TIME IS STILL HERE!	<ol style="list-style-type: none"> 1. HAVE PASTOR PRESENT CHURCH MINISTRIES (Describe total work of the church) 2. HAVE PASTOR PRESENT ROLE OF ROYAL RANGERS IN CHURCH LIFE (Emphasize importance of each boy) 	<p>Make photographic record of all activities, put in scrapbook</p> <p>Announcements from pulpit regarding Royal Rangers Week, October 1-8</p>	<p>Make plans for Royal Rangers to act as ushers during R.R. Week</p> <p>Allow top Ranger to "sit in" on board-meeting session</p>

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WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
PLAN FOR TENTH ANNIVERSARY OF ROYAL RANGERS (R.R.WEEK)	<ol style="list-style-type: none"> 1. HISTORY OF ROYAL RANGERS (Reason for being) 2. HISTORY OF OUR NATIONAL COMMANDER (Commander Johnnie Barnes) 3. HISTORY OF OUR HANDBOOKS 4. HISTORY OF OUR LEADERSHIP TRAINING COURSES 	<p>Tape interviews with parents of top Rangers, get views on "What Royal Rangers Means To Our Home"</p> <p>Plan R.R. parade, public demonstration, booth at fairgrounds, money-raising projects</p>	<p>Contact newspapers, radio, & TV for coverage of great Tenth Anniversary of Royal Rangers (R.R. Week, October 1-8)</p>

GGUIDE

OCTOBER, 1972

	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
F I R S T W E E K	ROYAL RANGERS WEEK! OUR TENTH ANNIVERSARY!	1. DISCUSS INVOLVEMENT OF R.R. PROGRAM (29 countries) 2. DISCUSS SOUL-SAVING MINISTRY OF R.R. PROGRAM (17,000 saved each year, 8,000 filled with Holy Spirit) 3. DISCUSS FUTURE OF R.R. PROGRAM	Have all Rangers sit together, in uniform. Father-Son campout. Have Rangers usher, in uniform. Special prayer for R.R. Show films of past R.R. activities. Have sermon on R.R. Father-Son banquet or cookout.	Recognize R.R. leaders Prayer-chain for R.R. Arrange Father-Son picnic. Plan film documentary. Visit neighborhood homes, distribute copies of "Does Action & Adventure Turn You On?"
S E C O N D W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	COMPASS & MAP (Page 97-126, Adventures in Camping)	1. PARTS OF THE COMPASS (Explain in detail meaning and function of each part) 2. ORIENTATION AND USING THE COMPASS (Practical explanation of basic use)	Take a cross-country hike, using compass and topography map. Autumn hike.	Secure a topography map of your campsite area and mount it in your meeting room. Label various points of interest.
T H I R D W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	COMPASS & MAP (Page 97-126, Adventures in Camping)	1. USING A MAP WITH A COMPASS 2. FINDING DIRECTIONS WITHOUT A COMPASS (Stars, Sun, use of wristwatch)	Plan a special neighborhood compass hike, with special sealed instructions (wind up at your own meeting room)	Have each person plan a special compass route, on paper, from his home to school and back again. Plot the correctness of your own city map.
F O U R T H W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	TOOLCRAFT (Pages 17-31, Adventures in Camping)	1. KNIVES (Types and uses of knives, safety techniques) 2. CARE OF TOOLS (How to sharpen, store, and care for tools properly)	Halloween party Field trip to demonstrate use of knives Have each person make a list of uses of knives, divide between necessary and luxury	Have each person prepare a list of safe and unsafe uses of a knife; give reasons.

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PLANNING GUIDE

NOVEMBER, 1972

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WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
THANKSGIVING IN ACTION (Practical ways of showing our thanks)	1. THANKSGIVING FOR SPIRITUAL THINGS 2. THANKSGIVING FOR OUR COUNTRY	Attend Thanksgiving service together in uniform Teach boys how to respect and display the American and Christian flags - use during opening ceremonies in your outpost meeting	Secure and display an American and Christian flag for your outpost meeting room

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WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
THANKSGIVING IN ACTION (Practical ways of showing our thanks)	1. THANKSGIVING FOR OUR FRIENDS AND LOVED ONES 2. THANKSGIVING FOR MATERIAL THINGS 3. THANKSGIVING FOR HEALTH	Overnight campout Everyone write letters of thanks to pastor, Royal Rangers leaders of your state, send in one, large envelope Present letter of thanks & commendation to board member	Coordinate with pastor the giving of food baskets to needy families Visit church shut-ins, sick, elderly

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WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
ROPECRAFT (Pages 58-70, Adventures In Camping)	1. KNOT TYING (Teaching various knots) 2. KNOT USING (Practical use of various knots)	Knot-tying contest with neighboring outposts Autumn hike	Build a "monkey-bridge" Make a knot display, mount it on a special board, with appropriate designations

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WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
LASHING (Pages 58-70, Adventures In Camping)	1. LASHING (Techniques for lashing) 2. LASHING IN USE (Camp furniture, bridges, racks, etc.)	Cave hunt Have weiner roast with neighboring church outpost	Build a tower, utilizing lashing techniques: one small tower first, then one large (10-20') tower Build camp furniture

FRONTIERSMEN CAMPING FRATERNITY SECTION

RENDEZVOUS TO REMEMBER

The first National F.C.F. Rendezvous is now a matter of historical record. More than 200 Royal Rangers and leaders met at Fantastic Caverns near Springfield, Missouri, for the most spectacular event ever sponsored by the FRONTIERSMEN CAMPING FRATERNITY! Attendance as well as activities would compare if not rival, an old-time rendezvous of frontier days.

The first day involved activities at the F.C.F. Headquarters cabin. The blowing of the national horn officially opened the Rendezvous and was followed by guided tours of Evangel College and the Gospel Publishing House. After a banquet in the Headquarters cafeteria the "F.C.F. Olympics" were conducted in the Evangel College gym. Events included the discus throw, javelin, and shotput, with the substitute articles providing an interesting variety. The crabcrawl, a spitting contest, and mule trading topped the unique list.

The second day was a dandy, designed to delight the heart of every frontiersman! It began with the roasting of a razorback and Kansas antelope. There were various events and demonstrations throughout the day, including knife and tomahawk throwing, black powder shoot-outs, making of beef jerkey and smoked fish, bullet molding, pole climbing, log rolling, squaw calling (Minne-HAHA!), caterwauling, and tall tales! Awards were made for each event.

A "Big Feed" was held in the late evening, featuring the roasted meats: turkey, venison, Indian corn, and wild greens. Men sat in odd-numbered groups across the clearing, Indian-style, swapping stories and predictions about events during the Rendezvous. Often, during the late afternoon and evening, the group was visited by local TV reporters and newspapermen.

Awards were also made for the best frontier costume, best stalking stick, and best identification staff. A dozen or so came prepared to enter the beard-growing contest, while very interesting and profitable displays of leather and bead work were presented. Many were seen swapping Indian artifacts, Pow Wow patches, and assorted pocket items.

The Rendezvous came to a climax with a great rally in the Fantastic Caverns auditorium. The speaker was Johnnie Barnes, National F.C.F. Chairman and founder of the F.C.F. The closing ceremony was a council fire on the Sac River near Indian Springs, followed by the blowing of the national horn.

BLACKPOWDER

The blackpowder shoot-outs during the first National F.C.F. Rendezvous has opened a whole new area in the F.C.F.! We are encouraging our membership to become better acquainted with flinters and percussion as this is certain to develop a wide interest. Work is now underway to set guidelines for blackpowder participation in the near future.

CABIN ARTIFACTS

We are interested in receiving articles for the F.C.F. cabin from each chapter. Please package items carefully and send to: John Eller, 866 S. Cavalier, Springfield, Missouri 65802.

FRONTIER SUPPLY HOUSE

The Frontier Supply House is a special service offered to F.C.F. members by our National F.C.F. President. Coonskin caps, buckskin shirts, headdresses, belts, boots, and many other items are offered. For a free catalog, write to: 866 S. Cavalier, Springfield, Missouri 65802.

FRONTIERSMEN CAMPING FRATERNITY SECTION

Hearth to Hearth Chat



OFFICERS

Johnnie Barnes - - - National Chairman
John Eller - - - - - National President



CHAPTER NAMES

New chapter names for F.C.F. are being applied for regularly. The following have been selected and approved.

- Alabama - Confederate
- Arizona - Bill Williams
- Australia - Cobb & Co.
- Georgia - Okefenokee
- Illinois - Abe Lincoln
- Iowa - Davey Crockett
- Kansas - Plainsmen
- Michigan - Henry Rowe Schoolcraft
- Minnesota - North Star
- New Jersey - John Fenwick
- New York - Adirondack
- N. Calif. - John Muir
- N. Missouri - Lewis & Clark
- North Texas - Shawnee Trail
- Ohio - Johnny Appleseed
- Oklahoma - Indian Nation
- Oregon - Oregon Trail
- Pen. Fla. - Seminole
- Rocky Mtn. - Kit Carson
- S. Calif. - Sequoia
- S. Missouri - Daniel Boone
- South Texas - Longhorn
- Spanish Eastern - Pathfinder
- Wisc. & N. Mich. - Chippewa
- Northwest - Marcus Whitman

COMMITMENT TO F.C.F.

The levels of advancement in the Frontiersmen Camping Fraternity are very important. Dedication to the ideals of the program can be measured by individual initiative and involvement.

Initiation is the first step. This is more than another award pin, it's a symbol of distinction which can only be achieved through self-discipline.

Commitment is the second step. The Buckskin Frontiersman has secured his F.C.F. costume and participated in initiations and chapter activities.

Total commitment to F.C.F. comes with the Wilderness Frontiersman award. The vigil is the final test of sincerity and those who successfully complete this all-night test are frontiersmen of the highest caliber.

We must be careful lest any of these advancements be taken lightly or that "wholesale" inductions be made for the purpose of growth. The emphasis in F.C.F. would always be on quality, not quantity. Our National F.C.F. Chairman has stated that the purpose of F.C.F. is to build an "elite corps" of Royal Rangers camping enthusiasts. May this fraternity never be less!

-John Eller



FCF

DEVOTIONAL GUIDE



FELIX MENDELSSOHN

(Submitted by Thelma Paul
Oakleigh, Victoria, Australia)

As the young man approached the cathedral he could hear the strains of melody being played on an organ. They were the richest tones he had ever heard. Oh! how he yearned to play that majestic pipe organ. He entered the great church and found an old organist gently fingering the keyboard. "Please, could I play the organ for a while?" he asked. "No," answered the aged organist, "no stranger may ever play this organ."

But our young friend lingered by the organ, asking again and again if he could play it. At last the old man agreed to let him play for a little while, so he left his seat and the young stranger eagerly took his place.

Suddenly the cathedral was filled with rich, majestic, wonderful music. Louder it grew, filling the highest towers with wave after wave of the deepest and highest notes imaginable.

Softer and softer it became until all sound had died away, leaving the entire building in complete silence.

"Who are yo-u? What is your name?" asked the old organist. "Felix Mendelssohn," the young man replied, softly. "Why, you are the master of organ music!" the old man said. "And to think that I refused to let you play on my organ!"

Our lives are like great musical instruments. We are here to bring joy and pleasure to others. Often a stranger asks permission to use our talents, our time, and the things we own. Even now He may be asking you to give Him your life. He really isn't a stranger—*He* is Jesus! He gave His life for you. If we let Him use us He can fill our lives with harmony and happiness. He will let us bring joy to others. *He* can turn our lives into beautiful music!

BITTEN BY A SERPENT

(Submitted by Ivan Kejewski
Victoria, Australia)

Three teen-agers, from Queensland, Australia, were horseback riding during the Christmas holidays, on a typical dry, dusty day. After a couple of hours in the saddle the boys were feeling the need of rest and refreshment, but they had no water or food with them.

Soon they found a dam, then quickly dismounted. While two of the boys tied up their horses the other one ran to the waters' edge. As he bent down to splash some cool, refreshing water in his face, a big, brown, poisonous snake darted up from the water, passing right between his legs.

"I've been bitten!" he shouted, and with much excitement and panic his friends came running. "Where, where?" they gasped, as they grabbed hold of Bill.

"Fair on the bottom," the victim painfully indicated.

The boys knew they couldn't apply a tourniquet to that part of the body; and as they recalled being told the old stockman's remedy of a deep cross-cut with a knife was not very successful (and, besides, they didn't want to perform any surgery), they decided to make Bill run the 4 or 5 miles to the nearest medical help, and in this manner they would keep him alive, by making his blood circulate and not allowing it to congeal with the poison. (*Editor's note:* The proper method of treating a snake bite is radically different from that as described in this humorous, but technically wrong, narrative.)

Rangers, we have all been bitten by a serpent: the old devil himself, and he has poisoned us all with sin. And just as the boys thought poor Bill would die, we will surely die, too, because God said so in Romans 6:23 (read).

As the boys hastened Bill feverishly along the trail to get help, Bill wanted to rest. "I'm so tired!" he complained. But the more he protested the more his companions hustled him along, saying, "Keep moving, Bill, keep moving." But at last Bill's response was, "I've had it—I just want to die right here!" But, summoning courage enough to rise again, he continued on the trail with his friends in hot pursuit.

Finally, on arrival, a doctor was called. Poor old, exhausted Bill was examined. The doctor made a strange discovery: he found, not two fang marks on Bill's posterior, but three small puncture wounds where Bill had sat back upon his *spur* (a device attached to a boot, with sharp points for prodding a horse) when the snake had given him such a fright!

Collecting his wounded pride and his friends, Bill finally went on his way, headed for new adventures.

Boys—Bill was actually okay—he wasn't really bitten by a snake. Everything turned out all right. But as we said before, we all have been "bitten" by the serpent of sin. And many people have so-called "remedies" to help us on our way—they mean well. But we find life at times becomes tiring. And, like Bill, we get unhappy with ourselves—we would just like to "give up." But don't be discouraged! Jesus came to free us from sin and provide the perfect remedy for our sin-sick souls. The Bible provides the only remedy for sin, for the "bite" of satan. And the remedy is yours for the asking.

UNDERGROUND SERVICE

(Submitted by William F. Coleman
Oklahoma City, Ok.)

Purpose: The realization of the blessings God has bestowed upon America.

Supplies needed: One candle, one match; a dark, uncomfotable, chairless, small room.

Have boys come in and sit in an approximate circle. Light the candle and explain that "We have been overrun by Atheistic powers. If we are caught, we could immediately be killed for our faith in and worship of God!"

Sing songs by memory. "Do it quietly—someone might hear!"

Later, go around the group and quote as many verses of Scripture and tell as many Bible stories as can be remembered. "Remember, boys, our Bibles have been confiscated!"

The serious tone should help the boys to realize how important the Bible is, as well as the worth of our liberty in worship.

LIES!

(Submitted by Eddie Andrews
Tujunga, Ca.)

"Boys, one of the Ten Commandments is, 'Thou shalt not lie.' I want to discuss this commandment and also tell a story about lying."

There once was a boy who was asked if he had tampered with his father's car. The boy actually did do something to the car, but he lied about it and denied doing anything to it. He thought to himself, "what difference does it make?" (His father had noticed some dirty fingerprints on the car and had asked the question.)

Time went by, the boy said nothing more about it and never admitted his lie.

One day the boy went out for a while and at the same time his parents also left to go visiting. When the boy came home, he was met by a police officer. The officer related the chilling news to him that "the brakes on his parents' car failed, and both parents had been killed in an accident!" Shocked, the boy suddenly realized that he had opened the lid on the car's brake master cylinder to see what was inside, but for fear of punishment had told a lie! And as a result, the car had crashed and his parents were killed!

Discussion: "Was this really a little lie?" "What was the price of the lie?" Conclude in prayer.

GOSSIP

(Submitted by Thelma Paul
Oakleigh, Victoria, Australia)

An Italian peasant told his priest that he had spread a bad story about a good man. The priest realized that the man was sorry, but said that he should be punished for what he had done. So he

told the peasant to get a sack full of chicken feathers, drop one in every yard in his town, then come back when the task was completed.

The peasant went away thinking, "What an easy punishment!" It wasn't long before he had finished placing a feather in each yard. He went back to the priest again.

"I have finished my punishment," he declared. "No," replied the priest, "you are only just beginning. I want you now to get the sack again and pick up *every one* of those feathers and bring the full sack back here to me."

"Oh, no!" gasped the peasant, "that is impossible! Why, the wind would have blown them all over the town by now. There's no telling where some of them might be!"

The priest was wise. He knew that what had happened with the feathers is what happens when we gossip; when we spread little tales, little rumors about people we may or may not know. It is easy to drop words—unkind words—but not so easy to trace what happens to them. In fact, words once spoken, can never be gathered up again.

Jesus always spoke graciously and warned us against using idle words. Let's always be known as a group who speaks kindly of one another as well as others outside of our group.

Read Matthew 12:36, "... that every idle word that men shall speak, they shall give account thereof in the day of judgment."

DEVOTIONS
TALENT OF DAVID
(Submitted by Donald Riley
Chickasha, Ok.)

Equipment: One slingshot, 5 round stones.

Bible background: 1 Samuel 17.

Purpose: Guidance of the Holy Spirit.

"Boys, have you heard the story of how David slew Goliath? David would have made an excellent Royal Ranger. His life measures up to the eight points of our Code."

If outside, demonstrate how the sling shot works by shooting it. Pass it around with the stones, letting each boy exam-

ine the weapon.

"By being his father's sheepherder, David was a rough, outdoors-type kind of a boy."

Explain the talent required to be able to take a stone, set it properly in the sling, aim, then throw it so that it hit the giant in the forehead, killing him. Conclude by reminding the boys that it was David's faith in God that made him brave enough to face the giant Goliath. Remind the boys also that the Holy Spirit perfected his talent so that he could do his task well.

RUBBER STAMPS

Equipment needed: one rubber stamp, an inked stamp pad, and paper.

The rubber stamp represents a life changed by God; the inked stamp pad represents contact with God; the paper represents the impression we make on the world.

I am sure everyone knows we are created in the image of God. Did you know that we reflect to others what a Christian really is when we accept Jesus Christ as our Saviour?

Jesus was talking to some people one day and said for us to let our light shine before all men. How can we do this? Simply by reflecting the blessings and love of our Saviour to others.

(Hold up rubber stamp.) This is a rubber stamp made to stamp the same impressions time after time. The stamp represents our life. If we keep it clean from dirt and debris, we will make a clean impression on the paper time after time.

The ink pad represents our contact with God. In order to be a person who really loves God, we must stay in close contact with Him. In order for the stamp to make a good impression on the paper, it must make contact with the inked pad. No contact: no impression.

God gives us the power to share with others so long as we maintain contact with Him through prayer, confessing our sins and reading His Word.

The more and better contact we have with God, the better we will be able to impress others of His love, mercy, and grace.

GOD GAVE US EVERYTHING

(Submitted by Raymond Sheek
Imperial Beach, Ca.)

God gave us everything that is in this world, like the trees, flowers, and has even clothed the mountains with grass!

I would like to tell you a story about a very rich lady who had everything she could wish for. One day she called her chauffeur and said, "I want you to take me for a ride. We are going over into the slum district and see how the poor, old outcasts are doing."

The chauffeur drove the rich lady to the slums. He drove along rough, bumpy, unpaved streets, but the rich lady's limousine kept her ride so smooth she hardly noticed the bad roads.

All at once they drove by a place where they saw an old, raggedy, dirty-faced man, shoveling away in a muddy ditch. He was singing a song and it struck the rich lady with such force that she called to her chauffeur to stop the car. After the car came to a stop, the rich lady could hear the words of the singing ditchdigger. "My Father is rich in houses and lands, He holds the wealth of the world in His hands, the rubies and diamonds, the silver and gold, of the earth all are His, He has riches untold. I'm a child of the King, a child of the King, with Jesus my Saviour, I'm a child of the King."

By this time, the rich lady had gotten out of her car and was standing near the old ditchdigger. Then she said, "What? *You*—a child of a king? Huh! Don't make me laugh—you're not a child of any king! You don't look like a king's son to me! Why, look at those ragged trousers and old worn-out boots and those rough, chapped hands of yours—you *can't* be a child of a king and dress the way you do!"

But the old ditchdigger just kept on singing his song, "My Father's own son, the Saviour of men once wandered o'er earth as the poorest of men; but now He is reigning forever on high, and He'll give me a home in the sweet by and by."

The rich lady looked beyond the ditchdigger and saw an old, rough, run-down, unpainted shack where the poor ditchdigger and his family had to live. No screen doors; cardboards covering

most of the windows. She said, "Listen, man, you aren't a child of a king—look at that old shack you live in. If you were a child of a king you would live in a big, beautiful house with a big, beautiful lawn, with the latest fixtures around your place. Why, you're just an old ditchdigger, digging in that muddy old ditch to earn a living.

But the old ditchdigger just kept on singing, "I once was an outcast, a stranger on earth, a sinner by choice and an alien by birth, but now I'm adopted, my name's written down, as an heir to a mansion, a robe and a crown."

The rich old lady was so amazed about this time that she didn't know just what to say, but finally she asked, "You say your father is a king and yet you live in a shack like that? Why, your old shack isn't as good as my pet dog's house! And if you were a child of a king you would attend the big banquets and wine parties held at king's palaces. You couldn't be a king's son! Don't fool yourself—you're just an old ditchdigger!"

But the ditchdigger kept on singing, "A tent or a cottage, why should I care, they're building a palace for me over there, though exiled from home yet still I can sing, oh glory to God! I'm a child of a king."

The rich old lady got into her big, beautiful car and rode away. As she left, she said, "I don't see how anyone could claim so much and have so little!"

The old ditchdigger leaned on his shovel and watched the rich lady drive away, and said, "I don't see how anyone could claim so much *and yet have nothing!*"

Conclude by applying the values of life and the greatest value of all—salvation. Pray.

SIN IS A TRAP!

(Submitted by W. Brillhart
Van Nuys, Ca.)

Use a rat trap and a long, small stick. Set trap. Release trap by poking the trigger with stick. Try to get stick out without getting caught. Do several times.

Draw analogy to playing with sin—how eventually, if you keep on playing with sin, you get caught in it's trap. Conclude in prayer.

IDEAS

For Leaders



GAME IDEAS

CATCH ME

(Submitted by Richard B. Miller
Oceanside, Ca.)

The object of this game is: the last one left in the circle without being caught is the winner.

Draw a ten-foot circle, or mark an area approximately the same size, with a one-foot circle in the middle as a starting point.

A blindfold is put on a selected boy. All of the boys remain inside the larger circle. If any part of a boy's body touches outside the circle as he evades the blindfolded boy (such as leaning over and using the hands as a balance) he is disqualified. The boy with the blindfold must touch all the boys. As each boy is touched, he must get out of the circle.

The last five boys must begin making an audible sound every 10 seconds as they evade the blindfolded boy. Failure to do so is disqualification. Last boy left in the circle is the winner. Time limit: about 8 minutes.

SPOT TAG

(Submitted by Warren Bebout
San Luis Obispo, Ca.)

This game can be played in an area 15 feet by 25 feet long. This will be the boundary lines, and anyone going "out of bounds", will be out of the game.

No one playing is allowed to walk, run, or hop. They cannot stand. They can crawl, skoot, wiggle, or roll along on the floor or the ground. There should be

no obstacles within this area whatsoever. Anyone walking, standing, or running in the game will be out of it.

One boy is chosen by the Commander to be "it," and on a given signal, he proceeds to tag someone else. When a boy is tagged by whoever is "it," he must hold the spot where he is tagged with one hand and then he becomes "it." He must keep his hand on the spot where he was tagged while he pursues someone else. The game may be ended when everyone has had a chance to be "it" or call the game after a period of time.

GIVING INSTRUCTIONS

(Submitted by Warren Bebout
San Luis Obispo, Ca.)

Equipment needed: A blindfold for each pair of boys playing.

Divide up the boys in pairs. One boy in each pair is blindfolded. Use the same dimensions given in the "Blind Man's Relay" game. The object of this game is the same as in the "Blind Man's Relay" game, except there will be no physical contact at any time throughout the entire duration of the game.

The boy that is to be the "leader" is to lead his blindfolded partner on a given signal by giving him directions only such as—"straight ahead," "turn right," "turn left," "stop," or "back up." It is the responsibility of the boy who is leading his partner to keep his blindfolded partner from running into any other player. If this happens, or he touches his partner, or goes out of bounds, that pair must pay the penalty. The penalty for any of these violations is that the pair of boys must return to the starting line and begin all over. The penalty will also be given to any pair of boys who intentionally causes another pair of boys to touch them.

The boy who is blindfolded is not to make any movements without instructions from his partner, or until he is told to do so. Ignoring this rule will cause a pair to start over if they touch another person.

The first pair of boys to successfully complete this course after taking turns

being blindfolded will be declared the winners, but they must be the first ones to do so without penalty.

For a variation of this game, try the game with the blindfolded boys walking backwards, following the directions given them by their partner. The first pair of boys who successfully accomplishes this entire course after taking turns being blindfolded and walking backwards will be declared the winning pair. The boy leading is to walk forwards while his blindfolded partner walks backwards, but this makes the directions a little different. Caution the boys about giving instructions in this manner as their right and left sides are opposite in this manner.

WHILE THE BOYS ARRIVE:

Tricks, Puzzles, Crafts, etc. (Charles E. Travis, Jr., Lewisville, Tx)

1. ART: MY CAMPSITE.

Equipment: Paper and pencil.

As each boy arrives, give him a slip of paper and pencil and have him draw what his campsite would look like. The more detailed, the better chance of winning.

2. TRICK: CREATIVE.

Equipment: balloons.

As each boy arrives, give each boy six balloons and have him make something by blowing the balloons up and tying them together without breaking them. *Trick is the one who breaks the least number of balloons.*

3. CRAFT: SCRAP ARTIST

Equipment: scraps of different color paper, paste, cardboard.

As each boy arrives, give him several pieces of scrap and a piece of cardboard. Have him make something identifying Royal Rangers. The paste will be on a table where the boys can work.

4. TRICK: CROSS KNOT

Equipment: rope.

Give each Ranger a piece of rope as he comes in and have him tie an over-hand knot holding the two ends of the rope and not letting go of either end. *Trick is to cross arms before picking up rope and then just pulling arms apart forming an over-hand knot.*

5. GAME: MARSHMALLOW CHEW-UP

Equipment: marshmallows tied onto the end of strings.

As each boy arrives give him a string with the marshmallow tied to it and have him try and work the marshmallow up to his mouth without touching the string or dropping it.

6. TRICK: BALANCE

Equipment: three cups, one cup half filled with water, and a slip of paper about the size of notebook paper.

As the boys arrive, tell them to try and balance the cup with water in it on top of the paper resting on the other two cups (across them). *Trick is to take the paper and crease it several times, then lay it across the two cups and balance the cup with water in it on creased paper.*

7. PUZZLE TYPE: PACK-LAYOUT

Equipment: paper and pencils.

Give each boy a pencil and slip of paper when he arrives and have him draw or sketch each item normally carried in his pack. Have them try to draw the items just as they would appear in the pack.

8. GAME: RACE AGAINST TIME

Equipment: large balloons, a starting and finish line.

Give each boy a balloon as he comes in and show him the starting and finish lines. Have him try to get the balloon across the finish line in the least amount of time by using his breath and/or head. *The trick is to move slowly across the room.*

9. SOMETHING ELSE

Equipment: display of books with variety of topics used in Royal Rangers, pencil and paper.

As each boy arrives, have him go to the library set-up and find something he could talk about pertaining to Royal Rangers, for two minutes. *A good training aid.*

10. CRAFTS: ID POSTER

Equipment: paints and paper

Have each boy as he comes in, paint a small poster identifying some part of Royal Rangers.

FOLLOWING DIRECTIONS

(A pre-meeting activity for older age groups)

Submitted by Warren Bebout

San Luis Obispo, California

Equipment needed: A pencil and a copy of the following directions for each player. Duplicate the following and test the ability of your Rangers in "Following Directions."

1. If you ever saw a cow jump over the moon, write "V" in spaces 1, 2, 3, and 18. If not, write "L" in the spaces. 1.
2.
2. If "X" comes before "H" in the alphabet, write "Z" in spaces 1, 5, 13, and 16. If it comes after "H", write "A" in those spaces: 3.
4.
3. If 31,467 is more than twelve dozen, write "E" in space 8. 5.
6.
4. If you like candy better than mosquitoes, indicate with a "Y" in spaces 14 and 19. If not, better see a psychiatrist at once. 7.
8.
5. Closing one eye and without counting on your fingers, write the sixteenth letter of the alphabet in space 11. 8.
9.
6. If Shakespeare wrote "Twinkle, Twinkle, Little Star," put "M" in spaces 4, 9, and 12. Otherwise write in the letter "R." 9.
10.
7. If white and black are opposites, write "S" in space 10. If they are the same color, write "B" in space 10. 11.
12.
8. If 16 quarts make 1 pint, write "F" in space 7. Otherwise write in the letter "G." 12.
13.
9. If summer is warmer than winter, put a "D" in space 15, and add an "N" in space 6. If not, put a "T" in space 3 and add a "K" in space 9. 14.
15.
10. If you think this is foolish, write the third, second, and fourth letters of the alphabet in spaces 4, 6, and 11. If not, write the letter "I" in space 17. Now read the message. It should make a lot of sense to you! 16.
17.
18.
19.

The first boy who fills in all the blanks correctly first, is the Winnah! You can time each Ranger if you want and see who is the fastest. Correct answer: All Rangers Pray Daily.

I KNOW YOU BELIEVE YOU UNDERSTOOD WHAT YOU
THINK I SAID, HOWEVER, I'M NOT SURE YOU REALIZE
THAT WHAT I THINK YOU HEARD IS NOT WHAT I
MEANT.

MINESWEEPER

(Submitted by Charles E. Travis, Jr.
Lewisville, Tx.)

Equipment: Blindfold, starting and finish line. Indoors or outdoors—simple.

Select one Ranger to be blindfolded, then have the other Rangers scatter out over the area, standing up. Have the blindfolded Ranger, while on his knees, try to touch every boy standing up while on his way to the finish line. The boy blindfolded will be the "minesweeper"; the other boys will be the "mines." The boy that sweeps or touches the most "mines," wins the game. Time limit for each boy to cross the finish line is three minutes and they must cross it to be eligible to win.

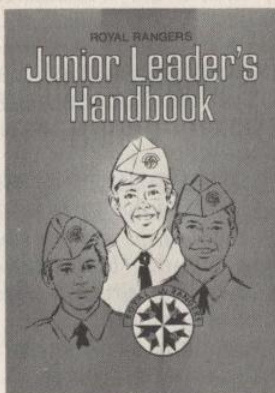
CHIEF SITTING BULL

Instruct the boys to sit cross-legged with their arms folded and looking straight ahead. (Many have seen pictures of Indians sitting in this manner at their campfires.)

A time limit of three minutes is set. Those who move their head, arms, legs, or necks will have to move quietly from the contest area. Those who are still participating at the close of the time period will get to be the first ones in line for refreshments or some other award. (Note: the Pioneers like this game. Everyone is given an opportunity to develop self-discipline. There is an individual challenge for excellence and it also gives the leader almost three quiet minutes!)

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prepared by Johnnie Barnes



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