

ROYAL RANGERS LEADERS



DISPATCH



DECEMBER JANUARY FEBRUARY 1972-'73



EDITOR'S CORNER

NATIONAL TRAINING CENTER

The 1972 Aides-de-Camp Council and District Commander's Conference approved the development of a NATIONAL TRAINING CENTER for Royal Rangers, to be located near Bolivar, Missouri, approximately 30 miles north of Springfield, Missouri.

The NATIONAL TRAINING CENTER will be utilized for special training and other national events, such as NATIONAL TRAINING CAMP, JUNIOR LEADERSHIP TRAINING CAMP, etc.

WE ARE APPEALING TO ALL ROYAL RANGERS LEADERS TO ASSIST US BY CONTRIBUTING EITHER FINANCES OR EQUIPMENT FOR THE DEVELOPMENT OF THIS CENTER. All contributions are tax-deductible, of course. Please designate all contributions, "FOR ROYAL RANGERS NATIONAL TRAINING CENTER," account #252-529. For further information, contact the ROYAL RANGERS NATIONAL OFFICE, 1445 Boonville Ave., Springfield, MO 65802.

WOMEN LEADERS IN THE ROYAL RANGERS PROGRAM

A request was made by the 1972 Aides-de-Camp Council and District Commander's Conference for the National Royal Rangers Committee to make a study on the involvement of women in the Royal Rangers program; and to issue an official statement on this matter. The National Committee has completed its study, which included consultation with the National WMC Department, and now makes these recommendations:

In the event men leaders cannot be secured for the Buckaroo program, women leaders may assume this role. It will be left to the discretion of the local Outpost Council regarding the availability of men. However, the involvement of women as leaders will be in the Buckaroo program only. These women leaders will be permitted to take the Leadership Training Course and may wear the LTC awards. However, they will not be permitted to attend the National Training Camps or become members of the Frontiersmen Camping Fraternity, since these areas are geared for men and older boys. If, however, there should be enough demand for NTC-type training for women leaders, the National Committee would certainly give consideration to developing an NTC experience exclusively for them.

The National Committee also will make recommendations regarding uniforms for women leaders. These uniform suggestions will appear in the next revision of the Buckaroo Leader's Handbook. These women leaders should be extended the same courtesy and cooperation as the men leaders receive.

The question also arose regarding ladies attending Pow Wows. The National Committee has recommended from the beginning of the Buckaroo program that 7 & 8-year old boys not be involved in Pow Wows or overnight-type camping. There would therefore be no necessity for women leaders to attend a Pow Wow except, perhaps, as day visitors. The National Committee wants to assure the women now involved in the program and those who will become involved that we deeply appreciate their interest in boys and their willingness to serve.

SPECIAL 10th ANNIVERSARY PATCHES

In celebration of the Royal Rangers 10th anniversary, a limited number of colorfully designed patches have been prepared. The wording on the patch is as follows: "Royal Rangers 10th Anniversary; Rendezvous 1972." These patches may be used by anyone - they were designed specifically for our tenth anniversary. They may be obtained for 75¢ each by writing to: Ollie Dalaba, 1879 Pennington Road, Trenton, NJ 08618.

KEY '73 PRAYERS

WE INVITE YOU TO JOIN US DAILY FOR KEY '73 NOON PRAYERS!

WONDERFUL DAYS ARE AHEAD!

By Don Franklin

The busy year of 1972 will soon be history! And the new year of 1973 promises to become ROYAL RANGERS' greatest year yet! I would like to urge you to take advantage of every golden opportunity to spread the good news of ROYAL RANGERS. 1973 can become the most exciting and rewarding year you have ever experienced, as you move aggressively forward for our Master Ranger, Jesus Christ! Remember, THIS IS OUR FINEST HOUR!

May we take this occasion to wish you, your family, and your outpost a very MERRY CHRISTMAS and a PROSPEROUS NEW YEAR!

BRAINSTORMING!

Let me share a nugget of information with you. It offers a goldmine of answers to you and your leaders. It just possibly could revolutionize your motivations!

What is BRAINSTORMING? The BRAINSTORMING concept was introduced in 1939 by Alex Osborn, an advertising agent. Since then it has been widely used in business, government, the military, education, and religious circles.

BRAINSTORMING is conducted in small groups - about six persons per group. Responses are encouraged in rapid-fire order, and ideas are evaluated later. It is a problem-solving technique and is a good method to use to develop creativity and get a wide participation. It requires very little in the way of equipment. Skilled leadership is not a prerequisite. Usually only a few minutes are allotted for BRAINSTORMING.

There are four (4) basic rules for BRAINSTORMING: (1) No one's ideas are criticized, (2) "freewheeling" is encouraged, even if it seems farfetched, (3) quantity of production is emphasized. The more ideas the better, and (4) "hitchhiking" is encouraged. Participants are urged to improve the ideas of others and to combine ideas to form new and better ones.

Remember that any idea is acceptable. Avoid evaluating ideas as they are being offered. Record everything for followup discussions. Seek for a variety of ideas and views. The more diverse the approaches to a question, greater will be the number of different ideas for the solution to the problem.

When should you BRAINSTORM? After outpost meetings, Pow Wows, on way home from Pow Wows, special Royal Rangers breakfasts (or dinners or coffee klatches), on outings and campouts (after the boys are bedded down), Outpost Council meetings, leadership seminars, and whenever and wherever Ranger leaders get together for meaningful discussions.

BUZZ GROUPS are another effective means of dealing with difficult problems, controversial issues, and a host of other things. For further information regarding BRAINSTORMING, BUZZ GROUPS, and LISTENING TEAMS, your FREE copy is available by requesting the "Buzz Groups-Braintstorming" brochure from the National Sunday School Department, 1445 Boonville Avenue, Springfield, Missouri 65802. The above excerpts were taken from the contents of this interesting and informative brochure.

THIS WORKS WONDERS! I have personally used the above suggestions and have unearthed a storehouse of ideas, discovered solutions to thorny problems, and have stimulated the creative powers of my leaders! THIS I HEARTILY RECOMMEND AS A VERSATILE, USEFUL TOOL FOR DISCOVERY, PROBLEM-SOLVING, and MOTIVATION!

HIGH ADVENTURE MAGAZINE THE BEST OF ITS KIND!

The popular HIGH ADVENTURE magazine is penetrating American homes as never before! Providing boys with worthwhile, enjoyable reading, its wholesomeness challenges them to higher ideals and greater spiritual dedication. It promotes the spirit of Royal Rangers through stories, ideas, and illustrations.

OUR BOYS DESERVE THE BEST! And they get it in HIGH ADVENTURE! It contains colorful, fast-moving adventure stories, fabulous camping ventures, professional tips on campcraft, rare facts about nature, do-it-yourself projects, exciting reports of Royal Rangers activities, stories of the wild frontier and the great American west, jokes, cartoons, devotions - all this and more!

WHAT BENEFITS DO HIGH ADVENTURE PROVIDE? This high-quality magazine can help upgrade boys' attitudes toward the church and the kingdom of God. The result will be improved spiritual awareness. By promoting HIGH ADVENTURE and making it available to each one of your Rangers, you can have a definite part in influencing their minds and shaping their lives. You and your church will reap the benefits of your wise investment!

Single subscriptions are \$1.50 a year; bundle subscriptions (5 or more to one address) are only \$1.30 a year. Extra copies of the FALL 1972 HIGH ADVENTURE (with four pages of colorful FCF events) may be secured for only 25¢ each by writing to ROYAL RANGERS, 1445 Boonville Ave., Springfield, MO 65802.

HIGH ADVENTURE copies make excellent gifts (Christmas is coming!), calling cards, and souvenirs. In fact, the First National FCF Rendezvous copy (FALL, 1972) will make an excellent collector's item! If you are not now enjoying HIGH ADVENTURE, why not brighten your 1973 days with your own subscription? It's the greatest!

PLANNING

DECEMBER, 1973

WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
FIRST WEEK	WINTERIZE!	<ol style="list-style-type: none"> 1. Plan upcoming camp-out. 2. Plan cold-weather safety: fuel for fires (storage & weather-proofing), food-cooking techniques (allow for rain, wind, etc), special concluding council fire. 	<p>Outpost campout</p> <p>Assign each Ranger the responsibility of providing his own cold-weather insulation for clothing (such as home made gloves, newspaper insulation, head protection): actually use each item as a "field try-out." <u>Take pictures!</u></p>
SECOND WEEK	WINTERIZE!	<ol style="list-style-type: none"> 1. Discuss last week's campout in detail. 2. Make notes on the "critique" - distribute to everyone. 3. Finalize plans now for January's campout: posters, special announcements, pictures of last campout, special assignments. 	<p>Give special prize for "best winter camper" (gloves, etc.) Make snow into ice-cream (bring ingredients, let boys mix) Make snow-man.</p> <p>Have contest for best essay or article on "Winter Wonderland"</p> <p>Promote outdoor activities such as tract-distribution, canvassing. After explaining "chill factor," pass out individual copies for future reference.</p>
THIRD WEEK	WINTERIZE!	<ol style="list-style-type: none"> 1. Conduct outpost meeting in large cave, or barn, or protected outdoor area: shorten meeting but maintain a theme of winter exploration. 2. Discuss ice-rescue. 	<p>Serve hot chocolate & donuts. Have snow fight. Make snow kool-aid. Go ice-fishing. Play "snowball-football," using large wad of snow as ball: losers are pelted with snowballs.</p> <p>Go snow-mobiling. Go ice-sailing. Go tobogganing.</p>
FOURTH WEEK	CHRIST, THE REASON FOR CHRISTMAS	<ol style="list-style-type: none"> 1. Assign boys to tell story of origin of Christmas: use many scriptural references and background data. 2. Special devotional: Each boy pray a special prayer of thanks to Jesus (aloud) 3. Give a special <u>GIFT TO JESUS!</u> 	<p>Have a Christmas party Exchange gifts. Send a special gift to an "adopted" RR-age boy (whose parents are Assemblies of God missionaries): take pictures, publish in church bulletin</p> <p>Visit similar-age boys in hospital: everyone wear RR uniforms. Visit shut-ins. Take special basket of food to family in need (ask pastor in advance)</p>

GGGUIDE

JANUARY, 1973

	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
F I R S T W E E K	OUR GOALS FOR '73	1. Using chalkboard, list boys' suggested goals; then give the goals a priority number; then list your goals for your outpost: put them all together; read Matt. 18:19 in unison, then thank God in <u>faith</u> for victory	Form witnessing teams. Secure suitable tracts and guidelines from pastor. Cover specified areas with house-to-house contact (everyone in RR uniform). Utilize SS hour for recruiting.	Every Ranger prays for '73 goals every day: each outpost meeting total up the minutes of prayer. Indicate (by large thermometer on wall) total minutes prayed. Place special list of answered prayer-goals nearby. Accent <u>PRAYER!</u>
	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
S E C O N D W E E K	BIBLE EMPHASIS	1. Origin of Bible. 2. Kinds of Bibles (versions). 3. Categorize Bible contents. 4. Conclude by giving salvation, Holy Spirit, Healing, and Rapture verses.	Make large wall thermometer to portray the number of chapters read. Emphasize memorization of Scripture; have pastor challenge boys. Make up a Bible display.	Goal: every boy reads Bible every day. Secure "My Reading Record," order from GPH, #13-6607. Special award for boys who read entire Bible through in '73
	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
T H I R D W E E K	ASSEMBLIES OF GOD: WHO AND WHY WE ARE	1. Discuss origin: date and place. 2. Explain AG organization. 3. Describe AG Headquarters & GPH.	Discuss ways & means to beautify church & property. Consider planting of shrubs; landscaping; tithing of time for pastor-approved projects Outpost campout (find some deserted house; camp in a hay mow).	Order from GPH Public Relations: "Who We Are & What We Believe;" "Facts & Figures;" "Meet the Assemblies"-Distribute to boys. Special prayer for our AG leaders.
	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
F O U R T H W E E K	MY CHURCH	1. Pastor explains our church's organization. 2. Introduce church board or trustees to each Ranger. 3. Discuss meaning of becoming a church member 4. Discuss tithing and giving; general finances	Special ceremony: re-dedicate everything in your church to God. Include pastor. Walk the perimeter of church grounds and re-consecrate each life. Include pastor. Conclude by having a "victory celebration."	Allow Rangers to "sit-in" on a token board meeting (for about 10 minutes). Ask them a few typical questions, such as: How do we pay off this church? How do we pay utility bills? How and when can we enlarge?
	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS

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PLANNING GUIDE

FEBRUARY, 1973

F I R S T W E E K	<p>WEEKLY THEME</p> <p>CRAFTS AND HOBBIES Pages 120 & 121, LEADER'S MANUAL</p>	<p>WEEKLY PROGRAM FEATURE</p> <ol style="list-style-type: none"> Let's have a hobby. This is <u>my</u> hobby. (Crafts & hobby sharing by boys) Let's have an outpost craft project (Let the boys help you decide on an outpost project). Working together with crafts. 	<p>SPECIAL ACTIVITIES</p> <p>Family night crafts & hobby show</p> <p>Hike; sledding; ice-skating.</p>	<p>SPECIAL PROJECTS</p> <p>Begin & complete an outpost hobby and/or craft project.</p> <p>Tape-record everyone's voice.</p> <p>Film-record everyone.</p>
S E C O N D W E E K	<p>WEEKLY THEME</p> <p>EQUIPPING YOUR OUTPOST</p>	<p>WEEKLY PROGRAM FEATURE</p> <ol style="list-style-type: none"> Using chalkboard, list all desirable equipment (let boys volunteer choices) Establish a priority on items needed. Discuss ways & means of raising funds to buy equipment. 	<p>SPECIAL ACTIVITIES</p> <p>Establish a master list of all equipment. Insulate and prepare all equipment for use and storage; secure proper dry storage facilities.</p> <p>Erect model outpost campsite in front of church, complete with uniformed RR & signs.</p>	<p>SPECIAL PROJECTS</p> <p>Obtain a RR trailer or chuckwagon; equip it to sustain as many boys as are in your outpost; appoint a custodian of all equipment.</p> <p>Repair and prepare all outpost equipment.</p>
T H I R D W E E K	<p>WEEKLY THEME</p> <p>COMMUNICATIONS MEDIA</p>	<p>WEEKLY PROGRAM FEATURE</p> <ol style="list-style-type: none"> Discuss types of communications media now available: TV, radio (transistors, stereos), tape recorders, walkie-talkie, telephones, sound-transmission devices, mirrors, whistles, 8-track cassettes. 	<p>SPECIAL ACTIVITIES</p> <p>Build a "home-made telephone" (two tin cans and one, long thin wire).</p> <p>Tape record everyone's voice. Demonstrate versatility of modern communications media. Tape entire program. Transmit secret messages to each other.</p>	<p>SPECIAL PROJECTS</p> <p>Provide a tape-recording of your church services to shut-ins.</p>
F O U R T H W E E K	<p>WEEKLY THEME</p> <p>CURRENT EVENTS, COMING EVENTS</p>	<p>WEEKLY PROGRAM FEATURE</p> <ol style="list-style-type: none"> Announce plans for 1973 campouts, outings, Pow Wows, and special events: Council of Achievement, RR banquet, father-son-banquet, fund-raising drive, RR open-house, etc. Organize & coordinate above plans 	<p>SPECIAL ACTIVITIES</p> <p>Outpost campout, or some outdoor activity.</p> <p>Special film on outstanding events of 1972. Be sure to include pictures of Pow Wow and campout participation.</p>	<p>SPECIAL PROJECTS</p> <p>Build trophy case for Pow Wow awards.</p> <p>Build rustic camp-type furniture (see Adventures in Camping).</p>



ARE YOU CONCERNED ABOUT HIS FUTURE?

HIS FUTURE AND THE FUTURE OF ROYAL RANGERS IS UP TO YOU!

Continued progress in evangelizing the boys of America is dependent upon the constant financial support of concerned individuals like yourself.

HOW YOU CAN HELP TO INSURE THE FUTURE OF ROYAL RANGERS

1. Carefully plan your will to guarantee security for your family.
2. Contribute a gift of real estate, such as homes, business, apartment houses, or farmland.
3. Donate a life insurance policy by naming ROYAL RANGERS (a division of the General Council of the Assemblies of God Men's Department) the beneficiary, or give a new policy by assigning ownership to ROYAL RANGERS. (Premiums paid on such policies are deductible on income tax returns.)
4. Donate a gift of stocks and bonds. (Elimination of the capital gains tax is a prime advantage of this form of giving.)
5. Arrange a gift annuity agreement, which enables you to contribute now and yet be assured of a fixed income during your lifetime.

ACT NOW!

YES! I AM CONCERNED! Please send me more information on how I can help Royal Rangers by:

Gift annuity agreement

My will

Stocks and bonds

A gift of real estate

A life insurance policy

FREE ADDITIONAL INFORMATION IS YOURS BY WRITING TO:

The Stewardship Department
General Council of the Assemblies of God
1445 Boonville Avenue
Springfield, MO 65802

OUTPOST COMMANDER'S AWARD

We are happy to announce a special achievement award for Outpost Commanders who have demonstrated outstanding service in achieving the goals of the overall Royal Ranger program. The following is a list of categories in which points may be earned for this award. Except for the Leadership Training Course, National Training Camps and National Training Trails, all points earned must be earned for service rendered during the current calendar year.

1. AN UP-TO-DATE CHARTERED GROUP: 25 points
2. COMPLETED LEADERSHIP TRAINING COURSE: 25 points (or 5 points for each completed section)
3. ADVANCEMENT PARTICIPATION: 25 points if at least 50% of the boys in the outpost received a step up in advancement and at least four (4) Councils of Achievement were conducted during the year.
4. FOUR OUTPOST CAMPOUTS DURING THE YEAR: 10 points; 2 points for each additional outing.
5. BUNDLE SUBSCRIPTIONS FOR HIGH ADVENTURE WITH AT LEAST 80% OF THE BOYS RECEIVING A COPY: 15 points
6. ATTENDING A NATIONAL TRAINING CAMP: 10 points
7. ATTENDING A NATIONAL TRAINING TRAIL: 10 points
8. OUTPOST PARTICIPATION IN A DISTRICT POW WOW: 10 points

9. BOYS WON TO CHRIST: 5 points for each boy won to Christ during the year.
10. NEW MEMBERS IN THE OUTPOST: 2 points for each 1% of growth in the outpost during the year.
11. OUTPOST PARTICIPATION IN THE RANGER OF THE YEAR PROGRAM: 10 points
12. WEARING PROPER UNIFORM DURING ALL OUTPOST FUNCTIONS: 5 points
13. OUTPOST MEETINGS CONDUCTED DURING THE YEAR: 1 point for each meeting conducted during the year.

REQUIREMENTS FOR AWARD

1. The outpost must have an up-to-date charter.
2. The Commander must have completed at least Sections I and II of the Leadership Training Course.
3. A minimum of 175 points are needed to qualify.

All Outpost Commanders who meet the above three qualifications will be eligible to receive and wear the Outpost Commander's Award. The time period will run from January 1 of the current year through December 31.

The Commander's Award Evaluation Form will be printed in the Fall issue of Dispatch magazine. Forms will be sent to the district offices for processing.

PLEASE NOTE: In the event all the Commanders in a church receive the Commander's Award, the Senior Commander is also permitted to wear the award.



DEVOTIONAL GUIDE



ARROWS

(Submitted by Donald Lanoue,
K.I. Sawyer A.F.B., MI)

Equipment: bow, three (3) arrows: one bent, one with no feathers, and one perfect.

Bible background: Matt. 7:13, 14.

Purpose: How, when following the straight pathway, the goal of heaven can be reached.

Boys, you have all seen a bow and an arrow. Have you ever considered how and why they are made as they are? As you know, the arrow is placed across the body of the bow, with the notch of the arrow inside the string. (Insert the *straight* arrow and fire into the target.)

You see, boys, a properly constructed and placed arrow will fly true and into the target. This is the way our lives should be. By proper living we can go the straight way to our ultimate heavenly target.

Next, insert the bent arrow at a high or a low string position, and fire it—it will veer off over or under the target.

Boys, you see that arrow was not mounted properly to start with and was not in true alignment. We must determine that heaven is our ultimate goal and aim our lives toward that goal. (Now insert the arrow with no feathers and fire it—it should go straight but will swerve some and miss).

As you see, boys, this arrow has no feathers or guides to keep it on a straight path. So, also, is our quest for heaven—we, too, must have a guide. Our guide is the Holy Bible, God's spoken Word. Used properly and read daily, it will take us to heaven. (Now use bent arrow, fire it. It will swerve and twist and either miss or hit off the bull's eye.)

Boys, this last arrow had all the necessary parts to go straight, but it got bent and led off by uncontrollable forces.

So, also, can be our Christian lives—we can be led off by friends, dares, and other worldly pleasures. We must have an aid to walk as our friend and keep us from swerving. Jesus Christ will be our help to carry us on our straight way to heaven. Would you like to be as the straight arrow, knowing you are on the straight and narrow way? Conclude with an altar call.

LIGHT & DARKNESS

(Submitted by Ezequiel Correa,
Brooklyn, NY)

Equipment: a flashlight and a brown, paper bag.

Read any Scripture text referring to a Christian being a "light." (1 John 1:7 is suggested). Explain the importance of walking in the light of Jesus. Take one boy and put the brown paper bag over his head. Demonstrate to the other boys that he is like one who "walks in total darkness, not knowing the way." (Let the boy struggle around, obviously losing his way.)

Turn off the lights. Give another boy the flashlight, have him turn it on. Then say, "The boy with the flashlight knows his way around because he is led by the Spirit of God—he *walks in the light!*" Contrast the advantage of light over darkness, salvation over being unsaved.

THE SAFETY MATCHES

(Submitted by Ezequiel Correa,
Brooklyn, NY)

Purpose: to encourage unity.

Equipment: Several safety (kitchen) matches.

Christ is the head of the Church; and we Christians compose His Body (The Body of Christ is the term regarding the collective group of born-again believers).

This "body" must perform in harmony and in close relationship. Otherwise, we cannot live a very happy life. Our physical bodies must work in a very sophisti-

cated manner—a way that we call a “system,” in order to enjoy perfect health and well-being.

In the same way the Church (we) must work, think, perform in complete harmony and unity to achieve our goals in life and as a group in the Royal Rangers program.

(Proceed to illustrate with the matches).

You see this single match? If alone, by itself, it can't do very much. (Ask for a boy to come forward and try to bend the match.)

You see, fellas, the match broke—it was all alone and could not withstand the impact of the attack.

(This time take two matches, repeat the same step.)

You see, fellas, it wasn't too easy to bend this time, but it still bent and broke.

(Try a few more times and finally, when you put a lot of matches together it will be impossible to break.)

You see, fellas, when all these matches got together, they became invincible, unbreakable, and took all of that force without any problem!

In the same manner we Royal Rangers should stand together and be counted as a victor. You cannot achieve victory by being alone like that first match! Let's stand together and remember that in unity there is always *strength!*

WRONG DIRECTIONS

(Submitted by Donald Lanoue,
K.I. Sawyer A.F.B., MI)

Equipment: model car body, spare parts, Bible.

Object lessons: reading the Bible.

This service can be most effectively used right after a car model building and judging contest. Prior to starting, apply parts all over model car. Example: engine in back seat, wheels on top, transmission on hood, etc. Place this out of sight of boys.

Boys, tonight we had a contest and saw some beautiful model cars. Now I want to build one myself. (Show spare parts.) I want you to help me by telling what I need, component-wise. (The boys will tell you to use tires, engine, body, frame, windshield, etc. As they call off

each item, take it out of the box and appear to apply it to your model.) After it is all done, show your messy, mixed-up model and ask why yours doesn't look as good as the others. The boys will give reasons of different kinds. When one boy says, “You should have followed directions,” then say, “All right, we *must* have directions. Here (hold up Bible) are the directions for a Christian life. We must follow these directions to have a beautiful life that will end similar to our model contest, with worthwhile results.”

DON'T GET HOOKED

(Submitted by Carl Wales, Perry, KS)

Equipment: Fishhook and a piece of cloth.

Fellows, it sure was a cinch to put this hook into this piece of cloth! But you can see how hard it is to back it out!

It's just like a bad habit—awfully easy to start, but awfully hard to stop!

Other fellows may try to get you to start on a bad habit by saying, “C'mon, man, try it once—you'll like it!”

Millions have tried to stop smoking and drinking, but they just couldn't “get the hook out!”

Realizing all of this, let's look at it this way: If it is so hard to stop a bad habit, then why start in the first place? God's Word will give us the strength and courage to resist any and every temptation that comes our way (read 1 Corinthians 10:13).

TIME IS RUNNING OUT!

(Submitted by W. Brillhart
Van Nuys, CA)

Use a stopwatch to demonstrate timing. Stop and start it several times. Then start it and leave it running. Compare it to our lives. Mention how short a time we are on earth. As you talk about the time in life when “our time is up,” stop the watch, letting the boys see your actions.

Emphasize the importance of being ready to meet Jesus at any time and the importance of knowing your sins are forgiven. Give altar call or opportunity to anyone to give his heart to Jesus before it is too late.

WILL YOU BE READY?

(Submitted by Carl Wales, Perry, KS)

Equipment: Two axes: one well-kept, sharp and clean; the other should be rusted and with nicks in the blade; prepare a small log.

(Commander holds up clean, sharp axe). Rangers, here is an axe that's ready to do a job! (Cut a clean notch in log.)

This axe has been well-kept. It is sharp and shiny. It has never been abused by misuse or carelessness. It's owner took pride in it as a useful tool of the forest.

(Commander holds up rusted axe.) This axe has been mistreated. It's owner took no pride in it's condition. (Commander takes two or three swipes at the log with this axe, showing that it is not capable of clean, sharp work.)

These two axes were once the same, but the *owners* were different! If you had to spend a day in the woods working with an axe, which one of these axes would you choose?

Did you ever stop to think that your body can be compared to these axes? If you abuse your body by improper diet, smoking, lack of sleep or proper care, it will resemble the rusty axe in it's *lack* of ability to do a job when called upon.

Keep your body shiny and sharp like the well-kept axe. You know you wouldn't want to work a whole day in the woods with a rusty axe, and neither would you want to face life with a ruined body. Determine now to follow the advice of Romans 12:1 (read).

THE MAN WHO WAS MORE THAN A LEGEND

(Submitted by Rev. T. Wieferich, San Ysidro, CA)

More than 1,900 years ago there was a man born contrary to the laws of nature. This man lived in poverty and was brought up in obscurity. He did not travel extensively. Only once did he cross the boundary of the country in which he lived and that was during his exile in childhood.

He possessed neither wealth nor influence. His relatives were inconspicuous and had neither training nor formal edu-

cation. He puzzled doctors. He ruled the course of nature, walked on the water, and hushed the storms at sea!

He never wrote a book; yet no library in the nation can hold the books that have been written about him.

He never wrote a song; yet he has furnished the theme for more songs than all the song writers combined. He never led an army; yet, no leaders ever had more volunteers.

Who is this remarkable person? Who is he?

THE WONDER OF GOD

EQUIPMENT: Colorful pictures of the four seasons, wildlife, flowers, rainbow, rivers, streams, waterfalls—anything of nature that really “stands out” with beauty.

Tonight, boys, we're going to talk about the wonder of God, His greatness around us, and how we can recognize this greatness simply by looking about us and listening, whether it be in the cool of the evening, at a campsite, or in our own backyard.

Many people have said that “God is dead” and that the corruption of the world is becoming so disastrous that, in another twenty years, there won't be anything left worth seeing or having.

TALKING SHOES

Bring a shoe that is well worn.

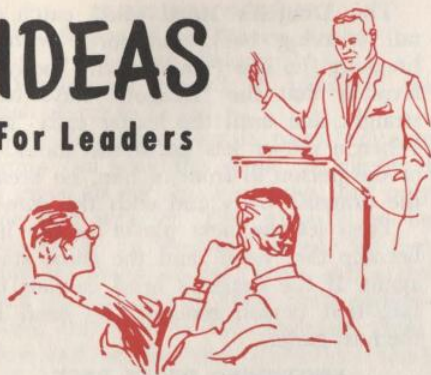
Everyone wears shoes. Right? They could tell some very interesting stories if they were only able to talk!

Just suppose *your* shoes began to speak and you heard them tell your parents every where you have gone this week. Would you be happy with the report they would give or would they say something you wouldn't want your parents to hear?

The Bible tells us that God sees and hears everything. So, remember the little “talking shoe” the next time someone suggests you walk in the wrong direction. And because we want to please God and show Him how much we love Him, we will cause our shoes to walk *always* in only the right and proper direction.

IDEAS

For Leaders



GAME IDEAS

WORD SCRAMBLE

*(Submitted by Sam Sciortino
West Covina, CA)*

Material: Use letters from a Scrabble game.

Pick a subject. (Such as miners, vegetable, animal.)

Place all the letters on the table or floor. Letters face down. The starting person will pick up five (5) letters and place them before him. He will try to make a word out of the letters he has picked up. If he cannot make a word, he will pass and the next boy will do the same.

Keep picking up five letters at a time until all of the letters are used up. The person with the most words formed is the winner.

If no more words can be formed and there are no more numbers to use, all the players will place their unused letters face down on the table and start over again in order to make more words. Do this only one time.

LOST CHILD HIKE

*(Submitted by Donald Coplin
Seattle, WA)*

Utilizing various skills taught in outpost meetings, this exercise can become a good training experience. Compass and map reading are a "must" for this game.

The entire Ranger group is alerted—a child has been reported "lost," the spokesman says. "A search has been going on all night. So far, the only place that has not been covered is the stretch of woodland area indicated on this map

(show everyone the area being discussed) which each patrol guide will receive before we start out."

"Are you ready? Here's where each one of us can learn just how a search is accomplished."

Without their knowing it, you have prepared a life-sized dummy or doll dressed in child's clothing and placed it in the area assigned for a "search." Indicate to the patrol leaders what you expect of them and how to go about the search.

Stress the importance of staying together and going to an assigned area of the search zone, and plan to meet at a predetermined area and time known to everyone, even if the "child" is not found.

Plan carefully each step of this attempt and be sure each step is clear in the mind of each boy. Prepare ample paperwork, directions, information, etc., to make the entire exercise profitable.

BALLOON STOMP

*(Submitted by Don Franklin
National Training Coordinator)*

Equipment: One large balloon for each contestant; enough string to tie each inflated balloon to each contestant's ankle, allowing about 6 inches of string between the ankle and the balloon.

After each person has his balloon securely tied to his left ankle, he places his hands in his pockets, and waits for the signal to begin. The idea is to stomp out anyone's and everyone's balloon without the aid of the hands. If two contestants are left, conduct a grand play-off. Winner gets a free cold drink or candy bar.

POP THE WHIP

*(Submitted by Howard Mulkey
Thayer, MO)*

Have each boy take the hand of the boy next to him, until there is an unbroken chain of arms and boys. The boy at the extreme right end starts running until all boys are moving in a forward direction. The boy at the right end stops suddenly, which causes the others down the line on the opposite end to have a whipping effect. Vary the movements for maximum effect.

This game should be played on a soft, grassy lawn.

PASS THE RING

*(Submitted by John Gould
Warren, OH)*

This is an indoor game. Number the boys and make a circle of chairs with one less chair than boys. Get a string that will reach around the circle. Have all the boys except one sit in a circle. One boy stands in the middle of the circle and is "it."

The boy in the middle is shown the ring and then he shuts his eyes for a few seconds.

The boys begin to move their hands back and forth on the string, passing the ring from one person to another. After the ring has moved from the starting place, the boy in the middle tries to guess or find out who has the ring. All players in the circle must keep their hands on the string and keep their hands moving. The object is to move the ring without the boy in the middle seeing it. The boy in the middle may ask any player to open his hands at any time. If he catches a player with the ring, he gets to take that boy's place and the "loser" becomes "it." Coach the boys to "fake" passing the ring, especially when the boy in the middle is watching.

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 "coffeepot" in place of the word. He may ask, "Do you 'coffeepot' in any special room?" or "Do children 'coffeepot'?" If you like, you may limit the number of questions he may ask each person.

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 line, "The Dragon's Head."

The Dragon's Head must catch its tail 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.

KNOT-TYING RELAY RACE

*(Submitted by D. Bohman
Carlsbad, CA)*

Equipment: One piece of 1/4-inch rope about five feet long for each boy.

Divide into two or more teams. Have one boy from each team (smallest and lightest boy) sit on floor approximately 30 feet in front of each relay team, with his back to his team members.

Line up the team members in single file behind a line 30-40 feet from the boy. At a given signal, the first boy from each team runs to the boy sitting on the floor ahead of him and proceeds to tie his piece of rope around the boy's waist—beginning by tying the bowline knot. As soon as the first knot is tied, he runs back to his team and touches the next boy in line, who runs to the boy sitting on the floor and ties a square knot to the end of the first boy's rope. That boy then runs back to his team and touches the next boy in line, and so on until at least the five basic knots used by the outpost have been tied.

When the last boy ties his knot around the boy sitting on the floor, he returns to his team. Then one boy (the biggest and strongest) runs to the boy on the floor with all the knots, grabs the end of the last rope which has been tied, and pulls the boy across the floor back to his own team across the starting line. The first team to succeed in getting the boy across the starting line wins.

Note: Knots must not slip out when boy is being pulled across the line. Penalty: Disqualification.

BLIND MAN'S RELAY

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

Equipment needed: A blindfold for each player to be led.

Divide up the boys in pairs. Any age group can play this game. A blindfold is given to each pair of boys, but only one will wear it. This game is to be played in an area of about 30 feet long by about 15 feet wide. After the area is marked off using these dimensions, this will be the boundary lines. One end of the area (boundary line) will be the starting and finish line, as this is a foot relay game.

One boy is blindfolded and is led by his partner by only touching the inside tips of the little finger on the right hand. Line up each pair of boys on the starting line and on the command "go" all of the boys proceed to lead their partners to the other end of the court and back without running into any other boy, whether he is being led or not, without breaking contact with their partner's finger, and without going outside of the boundary line. Any pair of boys that does any one of these violations will be penalized by returning to the start line and starting over. The little fingers cannot be hooked around each other. Only touch at the finger tips inside the fingers will be allowed. The object of this game is to be the first pair of boys to make it to the 30-foot line and back without being penalized, after each boy has taken turns in being blindfolded. The first ones to do it will be declared the winners. No time should be wasted in exchanging blindfolds at the starting line, as others may catch up. Make sure each boy is properly blindfolded and that it is secure.

FLOOR HOCKEY

*(Submitted by Ken Hayes
Seattle, WA)*

Equipment: One chalkboard eraser; two goals (either a rope or a string or board to indicate a goal line).

Divide boys into two groups, opposite each other. With shoes off, have boys line up, facing opponents. Referee drops the eraser in the middle of the "court" and the game is on.

Each member attempts to pass the eraser to his teammates who, in turn try to score a goal point. After a point is made, the referee places the eraser back in the middle for continued play.

WASHERS

*(Submitted by Jim Pemberton
Renton, WA)*

Equipment: Four washers, at least 2 inches in diameter.

Four players are involved in this game. This game is played very much like "horseshoes," but instead of having stakes, you dig two holes in the ground not less than 15 feet apart. A player will then try to toss a washer into one hole while standing behind the other hole. A washer in the hole counts as three points, one on the side of the hole counts as two points, and one leaning over the hole counts as one point. The first one to get 20 wins the game.

BIBLE BASKETBALL

*(Submitted by Jarold Hopkins
Hutchinson, KS)*

Lay out a center circle, foul line, X's for positions of players, and the baskets. Six players, or even less, with a roving center will work satisfactorily. Ten or twelve players, total, would be a maximum for a fast game.

Game plan: the "referee", who asks the Bible questions, "tosses up" the ball at center. The first of the centers to answer correctly "shoots" the ball toward his basket, pointing to the forward on his team to receive the next question. The referee then tosses up another question for the forward and guard. If the forward wins, he scores a goal and two points. If the guard wins, the next try goes to the forward he indicates on his team. If the opposing guard wins this time the play goes back to center.

Anyone "telling" allows the opposing player a free throw for a possible correct answer and one point. It is important that the referee have a well-prepared list of questions. Much depends upon his ability to keep the game moving. To speed up the game a time limit may be used, in which case the ball goes "out of bounds" and back to the centers with a new question.

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