



ROYAL RANGERS LEADERS

DISPATCH



MARCH APRIL MAY 1973



EDITOR'S CORNER

WE'RE NOT PASSING THE BUCK, BUT...!

In the interests of solving a longstanding mystery (the mystery of misunderstanding), I would like to clarify a few points and perhaps clear up misconceptions.

The Royal Rangers National Office is strictly PROMOTIONAL. We never handle SALABLE items. Only the Gospel Publishing House (GPH) handles salable merchandise.

DID YOU KNOW...?

The GPH manufactures an item, prices it, takes orders for it, processes and mails it (items such as books, uniforms, etc.). In fact, the Royal Rangers office is usually not even aware that an order exists unless it is called to our special attention! All we control is QUALITY.

To help eliminate further false impressions, here's how your order is handled (if it has not been lost in the mail system, over which we have no control): Incoming orders go to central mail, then are forwarded straight to GPH, then processed and shipped via U.S. Mail. (Royal Rangers never sees the order.) But, if GPH fumbles the ball, we'll never know about it until and unless you tell them or us!

Please don't get us wrong - we DO WANT you to tell us about your problems. We welcome a note from you describing in detail your situation. Then we can use our influence to correct the discrepancy, if at all possible.

BE ASSURED...

We are just as concerned as you are about your order problems and inconveniences. Please be a little more charitable toward us and consider the involved system under which we operate, the next time you are tempted to "chew someone out." Please realize that back-orders, accounting mix-ups, etc., are usually due to GPH-connected errors - not ours! Yes, it's true - problems really do embarrass us! But you can be sure we are doing everything possible to see that you get top service. Thanks, again, for your patience and understanding.

FANTASTIC—ACCOMPLISHMENT!

Goals work miracles.

Goals stimulate ambition.

Ambition is fed by the fuels of optimism.

Optimism is positive.

Positive thinking is always optimistic.

Everything you do originates in your mind.

Everything.

Your mind establishes goals. Income goals. Happiness goals.

Soul-winning goals.

No one can manipulate your mind like you can.

No one.

YOU are in the driver's seat.

You are what you think.

"As a man thinketh in his heart, so is he."

You *are* what you think.

What good are goals?

Without them we're aimless. Useless. Hopeless. Colossal failures.

But God . . . God *likes* goals.

Goals feed the fires of ambition.

Goals provide stimulus.

Drive.

Push.

Lots of it!

Goals become reference points in your life.

Stepping Stones.

Landmarks.

Memorials.

Reminders.

Goals become objects for your labors.

A focal point for your energies.

Goals crystallize your energies.

Gives them form.

Direction.

Meaning.

Goals harness your instinctual drives.

Basic instincts.

Subconscious motivations (heartfelt, inexpressible desires).

Maybe that's why Ephesians 3:20 says,

"NOW unto him that is able to do exceeding abundantly above all that we ask or think, according to THE POWER THAT WORKETH IN US."

That's potent!

How would you like to have released within you a fountain of faith?

An explosion of activity?

The formula is simple.

It's an acrostic.

A

S

K

ASK and ye shall receive.

SEEK and ye shall find.

KNOCK and it shall be opened unto you.

God believes in goals.

Do you?

PLANNING

MARCH, 1973

F
I
R
S
T

W
E
E
K

WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
SPRING ACTIVITY PREPARATION. THE SOUL.	<ol style="list-style-type: none"> 1. Emphasize need to prepare our souls before all else. 2. Outline plan of salvation, using Leader's Manual, pages 38-50. 3. <u>Win every boy to Christ.</u> 	<p>Campout or hike.</p> <p>Play cassette or re-cording of active revival service.</p>	<p>Start a soul-winning drive; place number of souls in your city on a large chart; on another chart list number of souls being won. Expect a miracle.</p>

S
E
C
O
N
D

W
E
E
K

WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
SPRING ACTIVITY PREPARATION THE SOUL.	<ol style="list-style-type: none"> 1. Emphasize need to receive the Holy Spirit. 2. Explain how to receive Holy Spirit 3. Coordinate (with special activities) 	<p>Have pastor or church spiritual leader explain & implement a special service for candidates for an infilling of Holy Spirit</p>	<p>Make a concentrated drive to enable each Ranger to receive the Baptism in the Holy Spirit.</p> <p>Expect a Holy Spirit-sent revival!</p> <p>Follow-up each conversion and infilling.</p>

T
H
I
R
D

W
E
E
K

WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
SPRING ACTIVITY PREPARATION THE SOUL.	<ol style="list-style-type: none"> 1. Explain ordinances of the church. 2. Using Bibles, explain and describe basis for belief. 3. Explain divine healing; prepare candidates for the following service 	<p>Have pastor or church spiritual leader arrange water baptismal service.</p> <p>Have same person demonstrate communion ordinance, preparatory to church communion service</p>	<p>Make effort to enable each Ranger to become baptized in water.</p> <p>Special prayer sessions for Rangers needing healing: chart a prayer-pattern (using 15-minute slots).</p>

F
O
U
R
T
H

W
E
E
K

WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
SPRING ACTIVITY PREPARATION THE SOUL.	<ol style="list-style-type: none"> 1. Explain simple mechanics of "sharing" the gospel, by use of tracts, personal witnessing, etc. 2. Map surrounding community, assign areas to visit 	<p>Have pastor explain and assist actual witnessing "field-trip"</p>	<p>Allow Rangers to pay for cost of tracts for one month, announce in bulletin and from pulpit.</p> <p>Visit shut-in boys, witness to them.</p>

G G U I D E

APRIL, 1973

F I R S T W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	SPRING ACTIVITY PREPARA- TION THE BODY.	<ol style="list-style-type: none"> 1. Health: what it is, how to get it, how to lose it. 2. Consequences of good and bad health. 	<p>Have H.S. or college athletic director speak regarding health.</p> <p>Visit local sports event together, in uniform.</p>	<p>Chart health patterns: number of days in the past year when free from sickness; number of days in school.</p> <p>Compile a percentage chart: # of days present because of good health, etc.</p>
S E C O N D W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	SPRING ACTIVITY PREPARA- TION THE BODY.	<ol style="list-style-type: none"> 1. Enemies of good health (living habits, rest, food intake, and abuses) 2. Consequences of disease. 	<p>Hike</p> <p>Have outstanding "star" athlete (a Christian) speak regarding role of health in modern athletics.</p>	<p>Secure films to portray and/or emphasize health habits.</p> <p>Project future growth patterns, life expectancy, etc.</p>
T H I R D W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	SPRING ACTIVITY PREPARA- TION THE BODY.	<ol style="list-style-type: none"> 1. How we adapt to our environment. 2. Our tolerance to temperature extremes. 3. Discuss chill factor and effects on body. 	<p>Have a doctor or medical specialist lecture on topic of arctic exploration & (International Geophysical Year) finds.</p>	<p>Plot emergency measures for disrupted utilities (gas, electricity, water, transportation).</p>
F O U R T H W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	SPRING ACTIVITY PREPARA- TION THE BODY.	<ol style="list-style-type: none"> 1. Stress physical fitness. 2. Introduce plan to keep physically fit. 	<p>"Pop" inspection - unannounced inspection, with prizes given to best uniform</p> <p>Campout. Identify emerging plant life.</p>	<p>Tape body dimensions, to be compared one year from today.</p> <p>Itemize, log, and number outpost equipment.</p>

DISPATCH - Volume 9, Number 3 - March, April, May - 1973
 Dispatch, a quarterly publication issued by ROYAL RANGERS, a division of the Men's Department of the Assemblies of God, 1445 Boonville Ave., Springfield, Mo. 65802.
 Johnnie Barnes, National Commander; Don Franklin, National Training Coordinator.
 Second Class postage paid at Springfield, Mo.

PLANNING GUIDE

MAY, 1973

	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
F I R S T	SPRING ACTIVITY PREPARA- TION	1. Upcoming campouts: What we will do and how we will do it. 2. Provide schedule of planned campouts to each boy. Dis- cuss, describe, and detail plans.	Do "dry run" campout on church grounds (set up tents, equip- ment, etc.). Have outpost dedica- tion ceremony for all Ranger equipment (en- list the assistance of each boy in preserva- tion of equipment).	Build, re-build, re- pair, or replace all camping gear and equipment. When securing new equipment, announce in church bulletin Photograph all equip- ment and boys.
W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
S E C O N D	SPRING ACTIVITY PREPARA- TION	1. First aid for campers - review and discuss.	Demonstrate special emergency first aid techniques. Take photos. Invite parents.	Conduct a Basic First Aid course (American Red Cross) for all boys. (Contact your local ARC for com- plete information.) Take photos of all participants.
W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
T H I R D	SPRING ACTIVITY CAMP COOKING (Pages 33- 55, Adven- tures in Camping)	1. Planning the menu 2. Cooking techniques 3. Care of food 4. Clean-up methods	Cookout, utilizing program feature out- lines. Take photos.	Build rustic, func- tional camp furniture Secure large, portable ice chest
W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
F O U R T H	SPRING ACTIVITY CAMP SANITATION (Pages 37- 57, Adven- tures in Camping)	1. Food care 2. Shower & latrines 3. Dishwashing 4. Garbage disposal 5. Basic first aid	Campout. Assign each boy a special job, on paper. Distribute printed schedule of campout from A to Z.	Build water-safety rescue rope Secure life-size dummy for rescue breathing practice
W E E K				

WHEN YOU'RE GONE ...

WILL THERE BE SOMEONE TO CARE ABOUT THE FUTURE OF ROYAL RANGERS?

Advancement in evangelizing the boys of America is dependent upon concerned persons like you. Many Christians have found satisfaction through remembering the ROYAL RANGERS in their will. You, too, can have a part in contributing to ROYAL RANGERS; financial support.

YOU CAN HELP

YES! I would like to help ROYAL RANGERS by making a will. Please send me more information. D-Mar

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

MAIL TO: Stewardship Department, Assemblies of God
1445 Boonville Ave., Springfield, MO 65802

SOMETHING NEW FOR YOU!

Sixteen exciting, new 1973 training opportunities are planned especially for YOU. Note: Eligibility to attend NTT, ANTC, and NCE is attained only by first graduating from National Training Camp (NTC).

NTC	Kerrville, TX (S. Central)	March 15-18, 1973
NTT	Piney Creek, MO	May 17-20
NTC	Marshfield, MO (Central)	May 24-27
NTT	Dinkey Creek, CA	July 12-15
NTC	American River, WA (Northwest)	July 12-15
NTC	Hemet, CA (Southwest)	July 26-29
NTT	Cody, WY	Aug. 2-5
NTC	Boone, IA (North Central)	Aug. 2-5
NTC	Red Feathers Lakes, CO (West Central)	Aug. 9-12
NTC	Bakers Mills, NY (Northeast)	Aug. 9-12
NTC	Gaylord, MI (Great Lakes)	Aug. 16-19
NCE	Ely, MN	Aug. 30-Sept. 3
ANTC	Marshfield, MO	Sept. 13-16
NTT	Bakers Mills, NY	Sept. 27-30
NTT	Clayton, GA	Oct. 4-7
NTC	Defuniak Springs, FL (Southeast)	Oct. 25-28

FRONTIERSMEN CAMPING FRATERNITY SECTION

STATES WITH INDIAN NAMES AND THEIR MEANINGS

Alabama-----	"Here we rest"
Arizona-----	"Tribe of man"
Arkansas-----	"Bow or bend in smoky water"
Connecticut	"Long river"
Illinois	"Tribe of men"
Indiana	"Indian land"
Iowa	"Beautiful land"
Kansas	"Smoky water"
Kentucky--	"At the head of the river"
Michigan	"Fish weir"
Minnesota	"Sky tinted water"
Mississippi	"Great father of waters"
Missouri	"Muddy"
Nebraska	"Water valley"
North Dakota & South Dakota	-----
	"Lakota, Nalrota allies"
Ohio	"Beautiful river"
Oklahoma	"Red people"
Tennessee	"River with the great bend"
Wisconsin--	"Gathering of the waters"
Wyoming	"Large plains"
	-William Alderson

NOTES FROM THE PRESIDENT John Eller

Several requests have come to us recently for information concerning the new Phase I and Phase II testing for FCF initiations.

In general terms, the first phase is designed to test a candidate's knowledge and ability in such important areas as toolcraft, ropecraft, campcraft, first aid, the Bible, etc.

The second phase is instituted at a later time. These ceremonies are conducted by the chapter members and are confidential.

Plans are beginning to take shape for the National Royal Rangers Pow Wow in 1974. More about this will be coming later from our National Commander (also our National FCF Chairman, Johnnie Barnes), but we wish to alert our FCF members who attended the National FCF Rendezvous in 1972 that your participation may be an important resource for planning.

We have received word that several of our territories are planning an FCF Territorial Rendezvous this year. At this time, however, we do not have any details. If you are interested in such a function, contact your Territorial Representative. These men are: Oliver Dalaba (Eastern), Ralph Palmerton (South-eastern), Elton Bell (Mid-western), and Paul Johnson (Western).

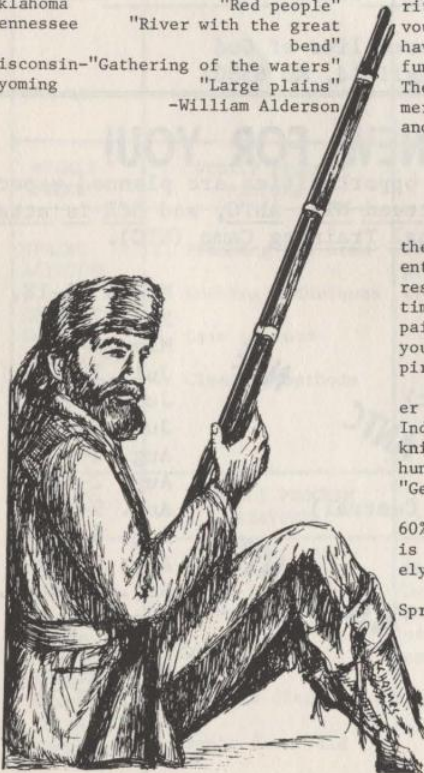
FRONTIER SUPPLY HOUSE Free Catalogues

We anticipate a price increase this year for the popular Daniel Boone coonskin caps. The present price is \$6.95 each. In view of this we have restocked the supply house and, for a limited time, are offering these for only \$6.00 each post-paid. We have small, medium, and large. Mention you saw it in Dispatch for the discount. Offer expires May 31, 1973.

Now available are authentic FCF costumes, leather shirts ("Buffalo Bill" fringed), coonskin caps, Indian headdresses, drums, necklaces, belts, knives (decorative, rustic, western, functional), hunter's horns, and boots (leather, knee-length "Geronimos").

(Editor's Note: Catalogue prices are from 20 - 60% below competitive, current prices. Selection is excellent. This is a service provided exclusively for Frontiersmen Camping Fraternity members.)

Write: FRONTIER SUPPLY HOUSE, 866 S. CAVALIER, Springfield, MO 65802. (417) 883-7380.



DEVOTIONAL GUIDE



TIME

(By John Cooper, Hamilton,
NSW, Australia)

How many times we hear people say, "I just didn't have time." There are some things in life for which we should take time.

1. Take time to think (Prov. 23:7)
Right thinking means right living.
2. Take time to play (1 Tim. 4:8)
We need recreation and clean sports.
3. Take time to laugh (Prov. 17:22)
A good sense of humor is a great asset.
4. Take time to give (2 Cor. 9:7)
A big soul is an unselfish soul.
5. Take time to work (Prov. 20:4)
Work is a blessing; idleness asks for evildoing.
6. Take time to be friendly (Prov. 18:24)
Others need us and we need them.
7. Take time to read (Rev. 1:3)
The Bible first and then other good literature.
8. Take time to pray (James 1:3)
Prayer means power.

ROMAN CANDLES

(By John Cooper, Hamilton,
NSW, Australia)

Have candles in holders at the front, and speak for a few minutes on the importance of the Book of Romans and a few interesting facts such as:

1. Number of chapters—16
2. Key word—Justification
3. Character—Epistle
4. Writer—Paul
5. Time of writing—A.D. 58

Then mention that some of the most wonderful verses in the Bible are found in Romans, and that they are like candles to light our way. Before commenting on each verse, light a candle.

Verses that can be used include:

1. Romans 1:16
2. Romans 3:10
3. Romans 3:23

4. Romans 5:1
5. Romans 6:23
6. Romans 8:28
7. Romans 12:1
8. Romans 14:12

YOU CAN BECOME EXPERT IN EXERCISING FAITH

(By Don Franklin, Springfield, MO)

Bring a good camera (preferably a Polaroid-type) to your outpost meeting, either indoors or outdoors.

Using a chalkboard or a large poster, diagram the steps of faith we can all exercise in the simple use of a camera:

1. We buy a camera (illustrate by listing cost).
2. We buy film (illustrate by listing cost).
3. We install film in camera (demonstrate).
4. We take pictures (demonstrate).
5. We start the developing process (demonstrate).

Just before you take out the *finished product* (a good picture), explain to the boys each *step of faith* you have already demonstrated (numbers 1-5).

Then ask, with special emphasis, "What will be the reward of our faith?" In answer to their various answers, dramatically pull out the finished picture (the reward of your faith in your camera).

Have a boy turn off the light switch, then instruct him to turn it on. Compare *THAT* act of faith to the *operation of a camera*. Then apply the spiritual values to Luke 11:9, 10. Discuss God's Law of Appropriation: God gives, but we must take (by faith) what He offers.

Distribute a piece of paper and pencil to each boy. Have each person (as privately as possible) write down the thing he wants most from God. Then have each boy stand with his folded request in his hand. Pray **BELIEVING FOR EACH SECRET REQUEST**.

At the next outpost meeting, list the wonderful answers to believing faith.

AUTO EATER

(Submitted by Bill Hildreth
Taipei, Taiwan)

In Los Angeles, CA, there is a giant machine that actually chews up junk automobiles into hand-sized metal chunks that are melted down and converted into usable steel. This machine handles about 1,400 cars each day, and is a big help in the problem of what to do with old and useless autos.

Cutting tools, chemicals, and powerful magnets reduce each car into the small metal chunks, as well as sort out all the impurities that the steel mills would not want to dump into their melting pots.

One of these impurities is common, ordinary dirt. In addition to selling the scrap metal, the owners of this machine also sell the dirt, which accumulates at the amazing rate of 250 to 400 tons a day. This dirt is used as landfill in the Los Angeles area.

The dirt that each automobile carries undoubtedly affects the performance of that car. In some cases it may weigh the car down enough to cause the engine to work harder just to move the car, and in other cases the dirt may have been the actual cause of the car wearing out and being turned in for junk.

On racing cars, where high performance is a must, great care is taken to keep the cars as clean as possible. Obviously, cars would run much better and much longer if it were not for dirt.

The effects of dirt on these cars is much like the effects of sin on our lives. If we allow the dirt of sin to cling to our lives we will be unable to perform in the way that God intended for us. We will become so burdened down with sin that we will be useless to God.

Unlike these automobiles, we can rid ourselves of all this dirt simply by confessing to Jesus. In 1 John 1:9 we read, "If we confess our sins, he is faithful and just to forgive us our sins, and to cleanse us from all unrighteousness." You can avoid the spiritual "junkyard" if you submit yourselves to this fast and thorough cleansing. Why not do it tonight?

CHEATED OUT OF LIFE!

(Submitted by Dan Gregg,
Chandler, AZ)

There once lived a man who worked as a janitor in a small hospital for many years. He was always cheerful and boosted the morale of all the patients with whom he came in contact. And though he and his family were living in poverty, he always took the time for the things of God.

One day he was notified that his father-in-law had died and left him with a very great fortune! Being very excited about this, he immediately quit his job at the hospital and set out to obtain the things he had always wanted in life.

After buying new clothes, furs, a house, furniture, and a new car, he decided to invest the remainder of his fortune in the stock market, only to find that, after two weeks, his investment completely failed and he lost everything he had! Then, in a fit of anger and defeat, he yelled and cursed God saying, "You cheated me out of life!" And with that, he placed the barrel of his gun up against his head and pulled the trigger!

Boys, did God *really* cheat that man out of life? I don't believe so. I think the man cheated himself more than anyone else! His biggest mistake was getting his eyes on the material wealth of this world instead of seeking for his "real" wealth in heaven. You can only find this real wealth through Jesus Christ.

Let's ask the Lord to help each one of us find His special plan for our lives and enable us to receive "spiritual" wealth. Pray.

A NEW CREATURE

(Submitted by Jordan Brooks,
Torrance, CA)

Commander's purpose: to establish boys' awareness of being a Royal Ranger and a new creature (in Christ Jesus).

Equipment needed: Bible and a picture of lifelike drawing of Jesus Christ.

Boys, I'm sure all of us can recognize this picture. It is a picture or artist's conception of our Lord Jesus, isn't it? We all know the story out of our Bible how He died for our sins. He gave His

life for all sinners, didn't He?

Now, boys, would Jesus recognize us? Did you know that when we follow Jesus, we become a new creature? We become what is known as followers of Christ (disciples). Jesus gave His life for us and if we are His, we would give our lives in service for Him.

All of you are familiar with the butterfly, but what does it look like before it becomes a beautiful butterfly? Of course—it looks like an ugly caterpillar. So are all sinners like the caterpillar, but when we accept Jesus we become a "new creature," just like the butterfly.

Read 2 Corinthians 5:17. Boys, we all want to be a new creature in Christ Jesus, don't we? Let's all bow our heads and ask Jesus to come into our lives.

FIRE

(By John Cooper, Hamilton,
NSW, Australia)

This devotion is adaptable for a campfire meeting. Speak for a few minutes about the good and bad characteristics of fire. Tell how fire is a symbol or type of the Holy Spirit in the Bible. Show how this is true by the following:

1. FIRE DESTROYS (Acts 19:19)

Have a sheet of paper filled with written words such as self, pride, doubt, temper, filthiness, bitterness, jealousy, envy and lust. After these are mentioned very briefly, set fire to the paper. The Spirit convicts us of things to be consumed.

2. FIRE MELTS (Ps. 68:2)

Light a candle and see how the wax melts. The Spirit softens our hearts that are hardened in sin.

3. FIRE PURIFIES (Isa. 6:6, 7)

Take a match and heat the end of a needle and mention that many have sterilized a needle before opening an abscess, so it would not become infected.

4. FIRE FUSES (Luke 24:32)

Put fire between two candles to melt them together. The Spirit always causes a oneness of spirit and harmony among God's children.

5. FIRE MOVES (Acts 2:3)

Point out the moving of the fire. The Spirit moves us to prayer and Bible study to win the lost and to witness.

THE CHIEF ROCK

(Submitted by Ross Curry,
Wisconsin Dells, WI)

About 35 years ago when one of the local Royal Rangers leaders was a small boy he watched an Indian Chief set up a winter camp in the woods behind his father's farm.

The Chief and his squaw first dug the sod from a space on the ground about 12' x 18'. He then cut poles from jack pine and inserted them in the ground about three feet apart around the edges of the space. The poles on the long side were then bent over and tied with cords in the middle. More poles were tied on horizontally, forming a frame which was covered by several layers of tar paper. A door was made in one end and a window in the other. A hole was left in the roof for smoke to go out. The result was a warm winter wigwam.

After the wigwam was completed, the Chief rested on a large rock outside the door and talked with the small boy who had watched him work.

Many years later when the small boy was grown, he took his own son to see the site of the Indian camp.

The Chief had died years before. His old squaw had long since moved into a better house. Gone were the poles and tar paper. Even the place where the sod was removed was now covered with young trees and tall grass. But the rock outside the wigwam where the Chief often sat was still there. It was the same color, the same size and in the same place. It *hadn't changed a bit*.

In 1 Cor. 10:4 Christ is called our *Rock*. The world changes. People are born, live, and die. They change their values, their moral standards and their concept of God, but Jesus never changes a bit.

He still calls us to the same repentance, saves us by the same sacrifice on Calvary and offers the same reward in Heaven.

We can safely rest our whole weight on a Rock like this because we know He is the same today as He was when He lived on earth 2,000 years ago.

Conclude by reading Heb. 13:8.

JESUS, THE LIGHT OF THE WORLD

(By Don Franklin, Springfield, MO)

Have each boy bring a flashlight and a Bible. Assign a special Scripture verse to each boy, instruct him to mark the place in his Bible so he can turn to it easily in the dark.

Have boys line up against one wall, all facing in the same direction—toward the opposite wall. When every boy is ready, turn out all lights. In proper sequence, let each boy, one by one, turn on his light just long enough to read his Scripture verse. Instruct him to turn off his light immediately after he has finished reading. The next boy then reads his Scripture verse, and so on.

At the end of the devotion, after each boy has had his turn, have all boys and leader focus all their flashlight beams on a prearranged spot on the opposite wall on which is printed a suitable Scripture verse for all to see. (Suggested words: Jesus, the Light of the World.) Read in unison.

The Commander concludes in prayer, in the dark. Thank God for giving us light and bringing us out of darkness." Compare Jesus as the Light of the World, the One who saves us from eternal darkness.

VAPOR

(Submitted by Robert T. O'Connor,
Gallup, NM)

Equipment: One flat pan; a one-pint container.

Boys, did you ever watch a puff of steam vapor going into the air and just disappear? The sky looks no different before or after its appearance. Maybe you've seen a vapor trail from a jet aircraft. It lasts a little longer, but the wind seems to blow it around and then it just disappears.

Fellas, the Bible tells us that our life-span is just like a vapor, too. Read James 4:14.

Each of you brought a canteen of water with you tonight and I want each one of you to pass by and pour a small amount of water into this container. Now—you see the fire and this hot pan. Let's say that the amount of water each of you poured into this container represents a life-span. I'm going to pour

out one "life-span" onto this hot pan. You hardly noticed the vapor—right? Now I'm going to pour the rest of the water onto the pan. That's a whole lot more vapor, isn't it? It surely didn't last long, did it? Now look closely where the vapor was—you can't see any difference in that space, can you? (Let them inspect it closely.)

Fellas, we can leave a mark in this world, can't we? Jesus did, and He was here only 33 years.

Time was divided according to His birth. (Explain B.C. and A.D.) But that's not the only important mark He left. Jesus did the work of His Father (God) who sent Him into this world.

Fellas, God has a job for each one of you to do—to do a work for Him. (Read Matt. 28:18-20.) Will you give your life to Him now and promise to do whatever He asks you to do? Remember, He's counting on you!

THE GREAT MIDDLEMAN

(Submitted by Dan Gregg,
Chandler, AZ)

Boys, what does the term, "middleman" mean to you? (Wait for their answers.) To help us define it, let's look at some everyday examples of a middleman. (Write this on a chalkboard.)

NEED

Food = mother - grocer - warehouse
Education = student - teacher - textbook

The grocer and the teacher are the middlemen in the above illustration. The grocer gets the food from the warehouse and then sells it to you. As you can see, a middleman is pretty important in our daily lives.

Did you know that Jesus is a "middleman" also? He is the Great Middleman." The Bible refers to it in 1 John 2:1, 2. We can illustrate it like this:

NEED

1. Salvation = man - sin = God
2. Salvation = man = Jesus - God

In line no. 1 we see where sins separated man from God. But in line no. 2, we see that Jesus is there, making it possible for us to reach God! (Now read John 3:16.)

Let's pray and thank Jesus for being willing to become our middleman and for forgiving our sins.

IDEAS

For Leaders



GAMES TO PLAY WHILE THE BOYS ARRIVE

(By Charles Forrend, El Monte, CA)

Compass Reading: Commander places objects around room. Have boys take a reading on each object, compare results.

States and Capitals: Commander calls state, boys guess capital. Or Commander calls capital, boys guess state.

Old or New Testament: Commander calls name of book, boys guess which Testament.

Find the Scripture: Commander calls book and scripture, first boy to find book and read scripture wins.

Flash Cards: Cards can be made up with pictures of poisonous snakes, or poison ivy or oak or sumac. Repeated drills with flash cards will develop instant recognition of poisonous species of plants, animals, or reptiles.

BATTLING BOOTS

(By Jack Selland, Vandenburg, AFB, CA)

The boys are instructed to remove both shoes and place them in a row. The boys line up, waiting for a signal at the starting line, about 50' from the shoes. The leader then picks up the shoes and mixes them all up and then places them in a disorderly heap.

The boys are instructed to find both of their shoes, put them on, and run back to the starting line.

The laces of both shoes do not need to be tied. The boys may throw any shoe (that does not belong to them) as far away as is safely possible (look out for windows at this point!).

The first boy back to the starting line is the winner!

CATTLE RUSTLING

(By John Cooper, Hamilton
NSW, Australia)

All remove shoes, and go to end of room, except for one or two Rangers in the center, who are the bushrangers. Lights are put out, and the steers creep to the opposite end of the room without being "thrown" (made to touch the floor with their shoulder blades) by the bushrangers. Thrown steers join the ranks of the bushrangers and the game continues. As the chief training in the game is stalking on the one hand, and careful listening and quick action on the other, absolute silence is essential, and any scraps that occur must take place in deathly silence except for the inevitable sound of scuffle. It works if the commander starts each new journey by word or whistle, rather than allowing the steers to pass to and fro indiscriminately.

TRASH CAN BALL

(By Ken Johnson, Cudahy, CA)

Equipment: Trash can or large box; one bean bag or tennis ball or big wad of paper.

Mark off about six throwing lines, each one about one foot apart. Boys will take turns throwing bean bag into trash can. Each time they succeed in throwing the bean bag into the can, they move back one line (away from target). The winner is the boy who gets the bean bag into the can from the farthest distance away.

EGG THROW

(By Richard Ward, Colton, CA)

Teams of two boys each are selected and an uncooked egg is given to each couple.

Each team stands only 6' apart as the egg throw begins, but they move backwards (away from the other team) one step at a time (each time they throw the egg).

Suggestion: the other team gets to throw the egg at the one who drops and break theirs. Make sure suitable clothing protection as well as floor covering protection is provided. Or use this game at a camp-out where water is available and rough clothing are worn.

NO MAN'S LAND

(By Daniel Gregg, Williams
AFB Chandler, AZ)

Equipment: One frisbee and two 10' lengths of rope.

Lay out the two pieces of rope parallel to each other and at least 30' apart. Then mark off two equal side boundaries so you'll have a playing field 30' x 10'.

Choose four boys to do the throwing and the rest of the boys get in the middle of the playing field. The object of the game is as follows: while the four boys are throwing the frisbee back and forth, the boys in the middle try to dodge it. If a boy in the middle gets hit, then he's "out." When all the boys get put out, then choose four new boys to throw and start over again.

CRAB RELAY

(By J. T. Gall, Brea, CA)

Divide the players into two teams and have both teams stand in line at one end of the room. At the other end of the room, tape a piece of string across the floor for a boundary line.

At the word, "Go," the first player of each team sits down on floor, puts his hand on the floor behind him and then lifts himself up onto all fours backwards.

In this position they travel sideways across the room to the boundary line. Once they have crossed the boundary line with both feet, they travel back to their teams without turning around.

In other words, if they travel out by way of their left side, they must travel back by way of their right side.

When the first player of each team gets back, he tags the next player on the team, who then continues the race in the same manner, and so on. The first team to finish wins.

WHO NOSE MOST?

(By Richard Ward, Colton, CA)

The cover of a small box of safety matches is passed from nose to nose without using hands. The one who is "it" tries to make the other person drop the box by confusing him with talking, shouting, waving arms, etc., but he cannot touch the other person. The person who drops the box becomes "it."

BRING 'EM BACK ALIVE

(By Kenae Viena, Torrance, CA)

Equipment: One basketball; a field 30' x 30'.

Scoring: 3 points for each time the ball crosses the goal line.

Divide boys into teams of two. Each team is placed at opposite ends. Place the ball between the two teams. The object of the game is to bring the ball back to their side or end of field. Each player must be on his knees at all times.

PASS THE RING

(By Donald Delaney, Colton, CA)

Place boys in a large circle, have each one sit in a chair. The Commander places a ring on a string and then makes a circle as large as the circle the boys have formed. (The string will be one continuous length which is long enough to stretch around the circle of boys.)

Show the boys how to pass the ring so "it" cannot see who has the ring, that person then becomes "it" and the game continues.

AVALANCHE!

(By Don Franklin, Springfield, MO)

Have boys gather around a tabletop and watch you line up a large number of dominoes. Allow a domino on the end to fall against the others, producing a sequential-falling of all dominoes.

Have boys line up about 12" apart, all facing the same direction.

The Commander gets behind all of the boys and, without any signal, pushes the end boy against all the others. Suggestion: place the biggest boys at the other end, at the bottom of the "avalanche."

Next, repeat the preceding with all eyes shut!

Next, repeat the preceding with all lights out!

Finally, re-position all boys and place the Commander at the end of the line where all of the weight of the combined bodies will "avalanche" on top of him! Allow best (or worst?) comedians to give a command performance for all the others.

Conclude by shaking hands backwards!

COCKFIGHT

(By Lester Dunn, Santa Mario, CA)

Group forms a circle with leader in center. Leader selects two players who represent two cocks.

They stand back to back while the leader pins a ribbon or a piece of paper on the back of each "cock." The cocks then face each. Each tries by moving about or jumping about to discover the color of the material on the back of their opponent, without letting the opponent see *theirs*.

Can be played in teams, or by elimination.

THE APOSTLES

(By Ray Mansfield, Azusa, CA)

Boys are divided into two *equal* groups. Have each group sit on chairs in a line facing each other, some distance apart. Each group is named, "The Apostles." The leader stands in the middle.

Leaders begin the game by talking aloud about The Apostles. He must call them by name.

He may call "Judas," "Thomas," or any of them but when he says, "The Apostles," all players must rise from their chairs and rush to the opposite side and find a chair. The object is for the leader to get a chair when the exchange is taking place. The player who does not have a chair when all are seated must take his place in the center. This player then becomes the leader and he must start talking in the same way to find a chair. The player in the center may say, "The Apostles" whenever he wishes.

BIBLE BASEBALL

(By Fred Johring, Cerritos, CA)

Items needed: Lost list of Bible questions; four "bases"; four "runners" (boys).

Place players around a table. Two teams will sit at the table.

Set the bases upon the table in a diamond-shape, like a ball diamond.

Questions will be "pitched" to one team at a time. Correctly answered questions are "singles." Wrongly answered questions are "outs." Go through nine innings, moving quickly, as in a regular game.

HOW TO QUIET BOYS DOWN!

(By Don Franklin, Springfield, MO)

After approximately 50 minutes of varied outpost activities, you are ready for the recreation period.

Allowing about 30 minutes for this active, participation feature, the mood and tone of your outpost meeting suddenly changes from one of comparative quiet to one of vigorous activity. Pulses quicken. Bodies become heated. The Commander blows his whistle, signaling the hectic action to come to a halt. Now what?

The answer is simple: *give each boy a big wad of gum*. Request that they sit on the floor, as quietly and comfortably as possible. *Let them concern their mouths with chewing*, rather than excited conversation.

The result will be their undivided attention, *silent* attention, as you render the next item on your outpost agenda, the devotions. Try it—it works like a charm! (Suggestion: enlist each boy's help in discarding *all* gum at *all* times in the wastebasket, *no where else!*)

ANIMAL IMITATION

(By Richard Ward, Colton, CA)

Each boy is given a slip of paper with the name of an animal or bird on it. Each boy, in turn, stands and imitates the sound or call of his animal or bird. Other boys must guess the identity of the animal or bird.

STRETCHER RELAY

(By Fred Johring, Cerritos, CA)

Items needed: two stretchers

Have the boys divide into two teams. Mark a starting line near the boys and another mark about 50 yards away.

After saying "go," one member from each team will place himself on the stretcher while two others prepare to properly transport him to the distant mark and back again.

Upon returning, the next three in line will repeat this until all the boys have had their turn.

Of course, the fastest team is the winner! This can be played using the four-man carry, or the two-man carry, or even the one-man drag, if belts are available.

Now in its 5th printing

ADVENTURES IN CAMPING

New revised and enlarged
edition with over 26 new
pages of camping information.



Knowing how to camp makes a difference. And **Adventures in Camping** simply and practically presents the basic information young people must know to enjoy camping fully. In this best-selling camping book, published by the Gospel Publishing House, boys and girls alike become acquainted with the necessary skills of firecraft, cooking, shelter, safety, first aid, ropecraft, compass reading, and sanitation—a well-rounded knowledge that adds up to joy, inspiration, and safety in camping.

Formerly written for Royal Rangers, by National Commander Johnnie Barnes, **Adventures in Camping** is now suitable for all young people.

Your young camping enthusiasts will have fun hiking, camping, living in the open, swimming, paddling a canoe . . . following in the footsteps of pioneers who led the way into the wilderness. But everyone must be ready for this adventure. Read this book carefully. Learn each skill. Then, when you and your group hit the trail for a camping trip, all of you will be **READY!**

02 RR 0686

\$1.25



SEND YOUR
ORDERS TO:

GOSPEL PUBLISHING HOUSE

1445 BOONVILLE AVENUE, SPRINGFIELD, MISSOURI 65802

GOSPEL PUBLISHING HOUSE BOOKSTORE

1514 SECOND AVENUE, SEATTLE, WASHINGTON 98101

WORD OF LIFE BOOKSTORE

415 NORTH ST. CATHARINE ST., SANTA ANA, CALIF. 92701

Postpaid in U.S.A. Prices outside continental U.S. slightly higher