



ROYAL RANGERS LEADERS

ДИСПАТЧ



SEPTEMBER OCTOBER NOVEMBER 1973



EDITOR'S CORNER

CASH IN NOW:

By Don Franklin

Cash in on the unlimited, golden opportunities awaiting you! Fall is nearly here with it's wealth of autumn pleasantness. It represents school days, fantastic weather, and all-around ideal times for organizing, developing, and boosting your Royal Rangers program.

Why now? Well, it seems that summer time is relaxation time. Vacation time. People go visiting a lot and tend to leave their responsibilities at home. But now - now they're all back (hopefully). School demands attendance. Families once again are drifting back into the pleasant fall routine. Take advantage of this. How?

Start by planning BIG. Gather your leaders together and "gang-up" on your boys with some eye-popping plans, attractive activities, and super-fun times. Utilize the excellent weather to conduct hikes, campouts, nature study trips, and explorations into God's wonderful out-of-doors. Plan things that attract boys.

Attract boys with cookouts, outdoor barbecues. Mmmmm - can't you just envision those boys sniffing that delectable aroma? Plan trail feasts. Surprise them with novel, food-oriented fun times. Use anything and everything to re-acquaint boys with the wonders of the world around us. They're just itching for you to make that first move!

Visit homes, especially the homes of your newest boys. Arrive "dressed to the teeth" in your sharpest outfit. Make a big "hit" with the family by greeting them with a friendly smile and a positive attitude. Remember this: they are probably existing in an empty, monotonous life without Christ and you may be the only link between them and the inexpressible joys of Christian living! You could be God's messenger to that family. You are introducing Christ, our Master Ranger to them. And, of course, you will look and act successful in your role as a visiting, friendly Royal Rangers leader. Capitalize on your visitation potential. It works wonders!

Integrate outpost activities with your church calendar. Take advantage of every opportunity to announce your fall activities. Dramatize them. Plan a kick-off breakfast, inviting your pastor and board members. Share with them your plans, dreams, and ambitions. Relate your Rangers growth to the church growth and take it from there. Enlist their assistance in your ambitions.

Finally, summer time is moving time. Families have moved out and new ones have moved in. Exploit this fact by looking for new faces, new mailboxes. Canvass your neighborhood and the neighborhood of your church for new recruits. By reaching these untapped resources you'll round up newcomers as never before! And now - get ready for fabulous fall. Go get 'em!

WHY I BELIEVE IN THE ROYAL RANGERS PROGRAM

By Rev. James E. Griggs, Men's Director,
S. Missouri District, Assemblies of God

I firmly believe that this is our day of opportunity. Things never looked greater for the work of God. The Royal Rangers program is one of the tools that God has given to help us take advantage of the opportunities that so readily are available. From a very small beginning with a few scattered outposts the program has spread across the nation and into the various parts of the world. (Editor's note: The program is now operating in 32 nations.) The following are reasons why I am sold on the Royal Rangers program.

1) It is naturally adoptive.

Royal Rangers and boys go together like ham hocks and beans, lettuce and tomatoes, or butter and jelly. It is a natural. It appeals to the natural desires and needs of boys and fulfills their spiritual, physical, and mental requirements.

2) It is structurally sound.

Any type of construction that is not structurally sound is a menace to life and limb. A boy's program that is not structurally sound will do irreparable damage to men and boys. The Royal Rangers program is structurally sound - its purpose is to reach, teach, and keep boys for Christ.

3) It is spiritually anointed.

The program was born by the Holy Spirit. God has given special leadership in the development of the program. Without realizing it God has been preparing men for leadership in the Royal Rangers program for many years. It is God's men, in God's time, doing God's work, and receiving God's blessings.

4) It is scripturally fundamental.

Regardless of how good a program we might have, unless it is scripturally fundamental it would be of no value. The Royal Rangers program is composed of the cardinal doctrines of our church. Even the Royal Rangers emblem stands for these basic truths: Salvation, Divine Healing, Baptism of the Holy Spirit, and the Second Coming of Christ.

May the Lord give each of us the dedication, the consecration, the vision, the courage, and the determination to seize this our day of opportunity. For Royal Rangers is: for now, for boys, for men, for God, and forever!

PLANNING

September, 1973

F I R S T W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	ROUND-UP TIME IS HERE	1. ROUND UP STRAYS. (Plan and launch an 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)	Branding-time: plan special ceremony for new boys in outpost. Combine branding-time with special cookout or weiner roast for new boys Campout	Make Western-type posters and props for meeting room and your church, to be used in connection with ROUND-UP CAMPAIGN
	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	ROUND-UP TIME IS STILL HERE	1. HONOR MOST FAITHFUL MEMBERS OF PAST YEAR (Emphasize loyalty, dependability, and faithfulness) 2. ILLUSTRATE BIBLE HEROES WHO WERE ALSO NOTED FOR FAITHFULNESS (Plan "loyalty" campaign for 1 year)	Honor former members of your outpost - those who have grown older and are in older RR age groups, still active. Involve Sunday school Sup't. in loyalty emphasis	Develop a plaque or honor roll for outstanding Rangers Review all accomplishments of year in your church bulletin, entitled, "Rangers on the move!"
S E C O N D W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	ROUND-UP TIME IS STILL HERE	1. HAVE PASTOR PRESENT TOTAL CHURCH MINISTRIES (describe the total work of the church) 2. HAVE PASTOR PRESENT ROLE OF ROYAL RANGERS IN CHURCH LIFE (Emphasize the importance of each boy in church)	Make photo scrapbook Record all activities and film each event Announcements from pulpit regarding the upcoming Royal Rangers Week, October 7-14	Make plans for Royal Rangers to act as ushers and parking-lot attendants during the RR week Allow top Rangers to "sit-in" on church board meeting session
	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	PLAN FOR ELEVENTH ANNIVERSARY OF ROYAL RANGERS (RR WEEK)	1. HISTORY OF ROYAL RANGERS (Reason it was developed) 2. HISTORY OF NATIONAL COMMANDER JOHNNIE BARNES (Show photos) 3. HISTORY OF ALL RR HANDBOOKS 4. HISTORY OF OUR LEADERSHIP TRAINING COURSES	Tape interviews with parents of top Rangers, get viewpoints on "What Royal Rangers Means To Our Home" Plan RR parade, public demonstration, fair-ground booth, money-raising projects	Contact newspapers, radio, TV for coverage of great Eleventh Anniversary of Royal Rangers (RR Week, Oct. 7-14)
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GGGUIDE

OCTOBER, 1973

F I R S T W E E K	THIS IS ROYAL RANGERS WEEK! --- OUR ELEVENTH ANNIVERSARY	<ol style="list-style-type: none"> 1. DISCUSS INVOLVEMENT OF RR PROGRAM (now in 32 countries) 2. DISCUSS SOUL-SAVING MINISTRY OF THE RR PROGRAM (over 17,000 saved and over 8,000 filled each year with the Holy Spirit) 3. DISCUSS RR FUTURE 	<p>Have all Rangers sit together, in uniform.</p> <p>Have Rangers usher, in uniform.</p> <p>Show films of past RR activities.</p> <p>Have special prayer for all Rangers.</p> <p>Special sermon for all boys and needs.</p> <p>Father-son banquet</p>	<p>Recognize RR leaders. Prayer-chain for RR.</p> <p>Arrange father-son picnic.</p> <p>Plan film documentary of your church RR's.</p> <p>Visit neighborhood homes. Distribute copies of "Does Action & Adventure Turn You On?"</p>
	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	COMPASS & MAP Page 97-126 in Adventures In Camping	<ol style="list-style-type: none"> 1. PARTS OF A COMPASS (Explain in detail meaning and function of each part) 2. FINDING DIRECTIONS WITH A COMPASS & WITHOUT A COMPASS (Book, Sun, Stars, wristwatch, shadows, etc.) 	<p>Take a cross-country hike, using compass and topography map</p> <p>Autumn hike - identify leaves. Learn role of leaves in development of forest floor</p>	<p>Secure a topography map of your town or campsite area; mount it in your meeting room; label various points of interest</p>
S E C O N D W E E K	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
	COMPASS & MAP Page 97-126 in Adventures In Camping	<ol style="list-style-type: none"> 1. ORIENTATION & USE OF A COMPASS (Practical explanation of basic use) 2. Using a map with a compass 	<p>Plan a special neighborhood compass hike, with special sealed instructions. Conclude hike at your meeting room, have refreshments</p>	<p>Have each person plan a special compass route on paper, from his home to school and back again) or from church to home, etc.)</p> <p>Secure a city map and together check it's correctness & reliability</p>
	WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
F O U R T H W E E K	TOOLCRAFT Page 17-31 in Adventures In Camping	<ol style="list-style-type: none"> 1. KNIVES (Types, use, safety techniques) 2. CARE OF TOOLS (How to store, protect, sharpen, wear or carry) 	<p>Halloween party</p> <p>Field trip to demonstrate use of knives</p> <p>Have each person make a list of uses of a knife. Divide between necessary & unnecessary</p> <p>Campout</p>	<p>Have a contest in which best home-made knife only is entered.</p> <p>Make a list of safe & unsafe use of knives, giving reasons</p>

DISPATCH - Volume 9, Number 5 - September, October, November - 1973

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 Johnnie Barnes, National Commander; Don Franklin, National Training Coordinator.
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PLANNING GUIDE.

NOVEMBER, 1973

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WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
THANKS- GIVING IN ACTION (Practical ways of showing our thanks)	1. THANKSGIVING FOR SPIRITUAL THINGS (God the Father, God the Son, God the Holy Spirit, salvation, baptism in Holy Spirit, or- dinances of church) 2. THANKSGIVING FOR OUR NATION (Review our Godly beginnings)	Attend Thanksgiving service together in uniform By demonstration, show others how to respect and display the American & Christian flags. Use during the opening ceremonies of your outpost meeting	Secure and display American and Christian flags for your outpost meeting room

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

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WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
ROPECRAFT Page 58-70, Adventures In Camping	1. KNOT TYING (Teach- ing various knots) 2. KNOT USING (prac- tical use of types of knots)	Knot-tying speed con- test with neighboring outposts Autumn hike	Build a "monkey bridge" Make a knot display, mount it on a special board, with appropriate designations, prepare it with a special fixative

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WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	SPECIAL PROJECTS
LASHING Page 58-70 Adventures In Camping	1. LASHING (techniques for lashing) 2. LASHING IN THE CAMP (how to use to build camp furniture, bridges, racks, etc.)	Cave hunt Have weiner roast with neighboring church outpost	Build a tower, util- izing lashing tech- niques: one small tower first, then one large tower (10-20' tall) Build camp furniture

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 an advancement and at least 4 Councils of Achievement were conducted.
4. FOUR OUTPOST CAMPOUTS DURING THE YEAR: 10 points; 2 points for each additional outing.
5. HIGH ADVENTURE BUNDLE SUBSCRIPTIONS: 80% participation; 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.
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 each meeting.

REQUIREMENTS FOR AWARD

1. The outpost must have an up-to-date charter.
2. The Commander must have completed at least Sections I & 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. Time period - JANUARY 1 of the current year through DECEMBER 13.

New Address: The FRONTIER SUPPLY HOUSE Address is now P.O. Box 470, MILAN, TENNESSEE 38358

ANNUAL OUTPOST COMMANDER'S AWARD EVALUATION SHEET

Name _____ Address _____ City _____
State _____ Zip _____ District _____ Outpost
Number _____

FILL IN THE BLANKS WITH THE NUMBER OF POINTS EARNED:

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 boys in your outpost received an advancement, and at least four (4) Councils of Achievement were conducted. _____
4. FOUR OUTPOST CAMPOUTS: 10 points; 2 points for each extra outing. _____
5. HIGH ADVENTURE BUNDLE SUBSCRIPTIONS: 80% participation: 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. _____
10. NEW MEMBERS: 2 points for each 1% growth. _____
11. RANGER OF THE YEAR PROGRAM: 10 points. _____
12. WEARING PROPER UNIFORM: 5 points. _____
13. OUTPOST MEETINGS: 1 point for each meeting conducted. _____

REQUIREMENTS FOR AWARD

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

All outpost commanders who meet the above qualifications will be eligible to receive and wear the Outpost Commander's Award. Time period - JANUARY 1 of the current year through DECEMBER 31.

NOTE: Please complete your copy of the OCA Evaluation sheet and mail it to your DISTRICT COMMANDER, not the National Office. Your District Commander will supervise the awarding of the Outpost Commander's Award.

If all the outpost commanders of one church earn this award, the Senior Commander may wear an Outpost Commander's Award Also.

DEVOTIONAL GUIDE



MAKING TRACKS

(Submitted by E. C. Pylant
Houston, Tx.)

Items needed: A pencil and sheet of paper for each boy.

"Fellows, remember our last camp-out, when we took a hike along a nature trail? When we came to a soft place, we saw many animal tracks and had fun in trying to identify each animal by the tracks it made? Okay—let's play a little game."

"I'd like for each one of you to draw a track you remember best. Don't sign your name or identify the track. When you're through, pass them back to me—I want to see if I'm smart enough to name the tracks you have drawn. (At this point, use lots of imagination and have fun with the devotional game.)

"Say—this one is good—I knew I would be able to recognize a gooney track anywhere! And this one looks just like an oversized ostrich. And here's a mountain lion's paw, etc."

After you have enjoyed some humor regarding the drawings, etc., say, "Now fellas, this has been fun but let's be real serious for a few minutes. We knew these animals had been where they had walked, because they left tracks!" "Now I wonder, what kind of tracks have we made today? Not tracks made by our shoes, but tracks made by influences we left with people with whom we came in contact. Many people who are not Christians do not read the Bible, so their only impression of Jesus is by the action of His followers: we Christians."

"So, even though we didn't leave tracks with our feet, we left tracks in our association with others. And people see us as ambassadors for Christ."

"Now what does the Bible say about our walk?" Read Romans 8:1; 1 John 1:6, 7; emphasize the word, "walk." Make the application of the Christian "walk," then invite anyone to come and "walk" with Christ by accepting Him as Saviour.

GETTING BLESSED AT CALVARY

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

Introduction: At Calvary, we often see injustice, brutality, hatred, greed, wrath, indifference—a symphony of sin. But there were certain people who got *blessed* there!

1. *The one who bore His cross:* Mark 15:21 tells us he was the father of Rufus; Paul said, in Rom. 16:31, "Greet Rufus . . ." Simon accepted the cross and the Christ of the cross accepted Simon and his family.

2. *The one who hung by His cross:* Luke 23:33 & 39-43 tell of the penitent thief.

3. *The one who took Him down from the cross:* Luke 23:50-53 tells of Joseph of Arimathea; John 19:39 tells of Nicodemus—in the crisis hour the courage of one brought forth the commitment of another.

4. *The one who triumphed over the cross:* Luke 22:67-70—Jesus the Son of God. Sin Crucified Christ, but Christ conquered sin!

I SHALL RETURN

(Submitted by Paul W. Brown
Saginaw, Mi.)

General MacArthur, in a statement to the people of the Philippine Islands, said, "I shall return!" And he did. Relate how this was done.

Our Lord and Saviour, Jesus Christ, also said these words, "I shall return."

Two men, dressed in white, stood by the apostles and said, "Ye men of Galilee, why stand ye gazing up into heaven? This same Jesus, which is taken up from you into heaven, shall so come in like manner as ye have seen him go into heaven." Acts 1:10, 11.

Closing ceremony: Have one or two boys give their thoughts on the meeting. Then have the boys sit cross-legged on the floor in a circle. Have one of the boys stand in the middle and say the closing prayer.

MIRACLES OF GOD

*(Submitted by Al Purin
Garden Grove, California)*

A miracle is an event in the physical world deviating from the known laws of nature, brought about by a superhuman agency or power.

Much of our Bible as we now know it was translated from the Greek language. There are three words the Greeks used which are translated miracles which help us to more fully understand the meaning of the word. They are "Terata," (wonders); "Semeia," (signs); and "Dunameis," (powers, mighty works). These three definitions help us understand the verse of Scripture so wonderfully given in Hebrews 2:4, "God also bearing them witness, both with signs and wonders, and with divers (various) miracles, and the gifts of the Holy Ghost, according to His own will."

Most of the Old Testament miracles were of power and in most instances were wrought for the destruction of the enemies of God's people or for saving of the lives of God's people.

Let us see what some of these Old Testament miracles were:

1. Rod made a serpent (Exodus 4:1-3)
2. Sea divided (Exodus 14:13-29)
3. Water sweetened (Exodus 15:24-27)
4. Sun and moon stayed (Joshua 10:12-14)

Our Lord's ministry was attended from the first to the last by miracles. He was born of a virgin. His birth was announced by angels. He arose from the dead. He lived with His disciples 40 days before ascending to heaven. These were all miracles. During His entire ministry, He was continually performing miracles of power and of love.

Some of Christ's miracles were:

1. Turning water into wine (John 2:1-10)
2. The draught of fishes (Luke 5:1-6)
3. Stilling the storm (Matthew 8:24-26)

Miracles are still happening today. People are still being healed and blessed of God. The greatest miracle of our day is the birth of a soul into the king-

dom of God. Have you experienced this glorious miracle? Have you been saved? Have you allowed Christ to cleanse you from all sin? Everyone needs to be acquainted with Christ. Will you accept Him into your life? There is nothing too hard for God. If He could do all those wonderful things we have heard about tonight, He can supply any need in your life, whether it be salvation, healing, the solving of a problem, or spiritual strength. Will you allow Him to supply that need right now?

Prayer.

FIREFLIES

*(Submitted by Peter Asaro
Ferguson, Missouri)*

Purpose: To impress boys with the importance of unity.

The setting should be around a campfire, and the program begun by asking this question, "Boys, look up and around you and tell me the first thing you notice." Boys may give various answers, but someone will say, "Fireflies."

Fellows, the firefly is one of the strange creations of God, in that it is able to illuminate itself. The firefly is found only in the warm regions of the earth. The fireflies we see here tonight fascinate us, but did you know that in the West Indies there is a firefly that has two eyelike tubercles that light up?

Their light is so powerful that small print can be read by its light. In Haiti these powerful fireflies have been used to give light for domestic purposes by putting 8 or 10 into a vial. In this way enough light is given to enable a person to write.

Fellows, one firefly alone gives light, but not enough. When a group of fireflies are put together they can give light that becomes useful. Boys, by sticking together, this outpost can be useful to God, our church, and our fellowmen. Together, we can be a strong outpost and with God's help, *we will be!*

Scripture: "So we, being many, are one body in Christ, and every one members one of another." Romans 12:5.

Closing: Now, as we pray, let's stand in a circle and join hands, pledging ourselves to stick together.

Pray.

ENCOUNTER WITH FIRE

(Submitted by Gary McKee
Staten Island, NY)

Purpose: We, as Christians, need a burning bush experience with Christ.

Scripture: Exodus 3:2, 3

My, what an experience that must have been for Moses! It gave him five things he needed. And we, as Christians, also need them. Let us examine what these five things were and then apply them to our own lives.

First, Moses needed to be empowered by God Himself. The fire dwelt in a bush as Christ indwells a Christian or lives in the Christian, giving him glory and power.

Second, Moses needed to be purified just as the bush was purified by the fire. Bushes are victims of all sorts of parasites, but after the fire began to burn, there could not have been a bug left.

Third, the bush was transfigured, or changed by the fire. It was just another bush but then became what must be the most famous bush in history. It's greatness came from the fire that dwelt in it. The Lord can take anyone out of the faceless multitude and give him value.

Fourth, the fire actually protected the bush, even while the fire burned therein. The bush did not defend itself, and neither do we if a fire burns in us for Christ and of Christ.

Fifth, Moses learned that the Lord was beautiful because the bush was made beautiful by fire. Later Moses said, "Let the beauty of the Lord our God be upon us." We are often unattractive, not because we are Christians, but because we are not Christian enough!

Tonight, let's bow our heads and ask Christ to dwell in us, purify us, change us, and burn all the bugs out, defend us and show His beauty through us.

Close with prayer accordingly.

THE CAMPFIRE

(Submitted by David Adams)

Boys, it sure is nice sitting around this fire, isn't it? (Wait for an answer.) Boys, what does this campfire give us? (Wait for reply.)

That's right, it gives us light and warmth. You know, boys, without this fire it would be dark and cold for us.

There are a lot of people today who are walking in darkness and are cold inside, because they don't know about God.

You see, God is like this campfire—He can fill your life with light and warmth if you will let Him. The reason this fire is burning is because it has wood for fuel and was ignited by a match. Let's make this comparison—God is the match, and the fuel is His Word, the Holy Bible.

If you will accept Christ as your personal Saviour. He will light a fire in your heart, and by reading His Word, you will stay warm. If there is anyone here that would like to experience this everlasting fire of light and warmth by accepting Jesus Christ as your personal Saviour, then step forward (or raise your hand) and we will pray with you.

DESTRUCTION OF NATURE

(Submitted by Eddie Andrews
Tujunga, Ca.)

One day a group of boys decided to take a hike up into the hills. They knew very little about camping techniques. They just grabbed some food and left in a hurry.

Later, while hiking on a trail, they stopped and decided to build a fire and cook some food. They started a fire but quickly lost control of it. Before they could put it out, it had grown larger and larger, finally becoming a giant forest fire, consuming everything in its path.

The forest fire destroyed several hundred acres of God's beautiful country, all because of carelessness. "Boys, the entire world is God's country, isn't it? Could this fire have been avoided? Could this affect more people than just the ones who started it? How? Could floods have possibly resulted from the forest destruction?

Conclusion: "Now let's all bow our heads and close our eyes. Doesn't everyone feel the warmth from the fire that God gave to us? You see, boys, when nature is utilized properly it can be a gift rather than destruction. Let us pray that we all can learn how to use God's world properly. And let us continually give our hearts to God so He may guide us at all times." Prayer.

THE CROSSING POINT

(Submitted by Newman Savage
Port Jefferson Station, New York)

Boys, as we sit around the fire, notice how each log and stick crosses each other. I would like to tell a story to you about the phrase which is heard quite often today, "The Crossing Point."

It refers to that point where decisions are made.

Moses was tending his father-in-law's flock of sheep when the Lord appeared to him and informed him that God had heard the cry of His people in Egypt and He desired to set them free. Moses was called to that task. Moses offered many excuses. But finally he submitted to God's will. He returned to the political arena of Egypt to carry out God's orders.

The *crossing point* is where the Law of God intersects the life of man and becomes a part of his everyday experience. It is passing from "I believe with my mind," into "I know from experience." For the faith of Moses to have meaning, he had to return to Egypt and lead the Israelites into the Promised Land.

If the gospel is to speak to us today and have meaning, we must discover the *crossing point* in our lives as we confront people in the world as they really are. We must move from saying, "love your enemy," into *actually* loving our enemy; from saying "feed the hungry," into *actually* feeding the hungry.

Let us pray. "Father, may we be engaged in bringing the gospel into daily reality. May we cross from faith to practice, from saying to doing. In Jesus name. Amen."

YOUR DEVELOPMENT

(Submitted by Carl Wales, Perry, KS)

Equipment: One roll of film.

Scripture text: 1 Tim. 4:12-16.

If you look at this exposed film before development, you cannot tell what kind of pictures it will eventually make, can you?

Film looks exactly the same after snapping the shutter as it did *before*. But after development the image appears on the positive paper and you can see what the pictures will be when

printed on the regular photographic paper.

As I look at you Rangers I wonder how your "exposure" has been! You all look the same on the surface, yet I know there are differences within each one of you. Like the film, you have been exposed to good and bad things that will make an impression on you as you develop.

Unlike the film, you have brains. You know what is inside yourself and can do something to make certain your development is good.

Follow the ideals of the Royal Rangers Motto, Pledge, and the points of the Royal Rangers Emblem. If you live according to these high standards and give your heart to God, you can be sure your development will be good as you grow older.

THE COMMANDER

(Submitted by Ranger Kenneth Nash
Moses Lake, Washington)

There isn't any pay for you, you serve without reward,

The boys who tramp the fields with you but little could afford.

And yet your pay is far richer than those who toil for gold,

For in a dozen different ways your service shall be told.

You'll read it in the faces of an outpost of growing boys,

You'll read it in the pleasures of a dozen manly joys,

And down the distant future—you'll surely read it then,

Emblazoned through the service of a band of loyal men.

Five years of willing labor and of bothering with an outpost,

Five years of trudging pathways when the Rangers yell their uttermost,

Five years of campfires burning, not alone for pleasures sake,

But the future generation which the boys are soon to make.

They have no gold to give you, but when age comes on to you,

They'll give you back the splendid things you taught them how to do.

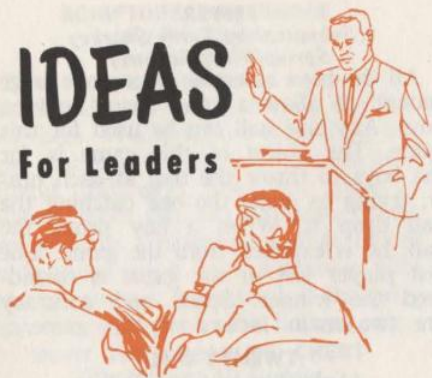
They'll give you rich contentment and a thrill of honest pride,

And you'll see your nation prosper, and you'll all be satisfied.

God's help, I will do my best to serve God, my church, and my fellowman; to live by the Ranger code; to make the golden rule my daily rule."

IDEAS

For Leaders



GAME IDEAS

MERRY-GO-ROUND RELAYS

(Submitted by Jim Logan
Corning, California)

The patrols are lined up for a relay race. At the word "go," the first player in each line runs to a marked spot on the floor, places one finger on the spot, revolves around his finger five times, and then runs back to tag the next boy in line. Continue until all boys have made the "merry-go-round." The first patrol to finish is the winner.

BALLOON VOLLEYBALL

(Submitted by William E. Baucom
Ridgecrest, California)

Mark off a small volleyball court. Stretch a net or line across the middle of the court about four feet high. Divide the boys into two teams. Arrange teams in kneeling position on the floor. Use a balloon for a volleyball, and observe regular volleyball rules as you play.

SPIN THE BOTTLE

(Submitted by O. A. Lewis
Gainesville, Texas)

A boy spins a soft-drink bottle around on the floor. When the bottle stops spinning, whichever Ranger the bottle top is pointing at must answer a question concerning Royal Rangers. It may be a question such as recite the Ranger Code, the Pledge, the points of the emblem, etc., or they may be asked Biblical questions. If the boy answers the question correctly, he spins the bottle. Continue the game until all Rangers have had an opportunity to answer a question.

GUARD THE GATE

(Submitted by Ottis DeLane Griffin
Anniston, Alabama)

A soccer ball or volleyball may be used for this game.

The players stand in a circle with hands joined and feet apart about twenty inches. The leader throws the ball into the circle. The players try to kick it out, *without* letting it pass through their own legs, or between them and the player on their right. If a player lets the ball pass between either of these gates, he is eliminated. The ball must go out below the waist of a player, and the player should try to kick with the side of his foot to keep the ball low. The last four players left are the winners.

TENNIS-BALL HOCKEY

(Submitted by Edwin Anderson
Saratoga, California)

Lay out a small hockey court, placing a chair at each end for goals. Boys are placed in various positions about four feet apart throughout the court. Captains from both teams are placed in the center of the court facing one another. The referee drops a tennis ball between the two team captains and the game begins. The object is to kick the ball under the chairs which are the goals. During play the boys must not move from their positions, and one foot must stay stationary at all times. The team with the most goals wins.

A HANDFUL OF TROUBLE

(Submitted by Fred Barbee
Pacific Grove, California)

The players are in relay formation. At the other end of the room in front of each line is a chalk circle. In each circle are about 20 clothespins. At the word "go," the leading player in each line runs to the circle, picks up the clothespins and returns to the line. He hands the clothespins, one at a time, to the next boy in line. He, in turn, passes them, one at a time, to the next boy—until all the pins have reached the last Royal Ranger in the row. The last boy returns the clothespins to the circle, then returns to the line. The first team to complete the relay wins.

DROP BALL

Two teams line up on each side of the room. The Commander or a boy drops a ball from as high as he can reach. When the ball starts to fall, one boy from each side tries to get the ball before it bounces twice. Allow one point for each ball caught.

Place a time limit on the game. The side with the most points wins.

BALLOON BLOW

*(By Mike Hatcher,
Montgomery, AL)*

Equipment: Two balloons.

Mark off two lines in front of each other, approximately eight feet apart. Inflate balloons. Divide the group into two teams.

Place two boys, one behind each line. Have someone hold a balloon over their heads, and, at the sound of "go," the people behind the lines blow the balloons. They must keep the balloons in the air without touching them—they can blow only. If the balloons fall on the floor, they must go back to the line and start over.

The first one to get his balloon across the other line scores a point for his team.

CATCH YOUR TAIL

Divide players into two teams. Each team lines up, single file, members clasping each other around the waist. The player at the rear end of each team has a rag or handkerchief (his "tail") tucked into his belt at the back. Each team chases the other, so that the captain, or first player on each team, can try to capture the "tail" of the opposing team. No member of a team may lose his hold of the man ahead. This game is sometimes even more fun when three teams are in action.

CATCH THE STAFF

Equipment: One broomstick.

Number the boys from one to the number playing. Have them sit on the floor in a circle. The leader, standing in the center of the circle, balances the staff on the floor. Then he calls a number and lets the staff fall. The boy whose number is called must catch the staff before it touches the floor. If he fails, he must go to the center of the circle. Repeat game by calling different numbers at random.

PEPPER

*(Submitted by Terry Sharkey
Springfield, Missouri)*

All the boys assemble in a circle large enough to allow a good space between boys. Any size ball can be used for this game. The object of this game is for the boys to throw the ball at each other, trying to make the one catching the ball drop it. When a boy drops the ball, he is expelled from the game. The last player left in the game is considered the winner. Speed and accuracy are two main factors of this game.

TWENTY-ONE

*(Submitted by Gary Phillips
Montebello, California)*

Equipment needed: One basketball and one basketball basket: Use of basketball court would be best.

Any number of players is acceptable, but if there is a very large group, it would be better to divide into two or three smaller groups.

The object of the game is to be the first to score 21 points. If you go over 21, you are automatically out of the game.

One person is chosen to start the game. He makes three shots at the basket from any three positions. The remaining players must shoot from the exact positions and in the same manner the first player used. The first basket is worth three points, the second is worth three points, the second is worth two points, and the third is worth one point. Each player tries to get 21 points exactly. For example, if a player gets points totaling 20, he would try to miss his first and second shots and try to make his third shot which is worth the one point he needs to win the game. Remember, the first player to get exactly 21 points wins the game.

HIDDEN MEN

*(Submitted by Ray C. Cook
Seaside, California)*

Divide boys into two or more groups (three or four is best). Each group picks a man to hide. They may communicate with him before he leaves, so they will know where he will be. At signal, the "hidden men" will hide within specified boundaries. All other players must remain in a group for at least five minutes. At a given signal, the search for all opposing "hidden men" begins. When found, each must return to home base without a struggle. The last man to be brought back is the winner.

SCRIPTURE PANTOMIME

(By Bill Altman,
Springfield, MO)

Place scriptures about a man or an animal inside several balloons, then inflate them. The scriptures should be the type that can be suitably pantomimed without difficulty. One boy pops a balloon, takes out the Scripture verse, then presents a pantomime while others try to guess what he is imitating. The one that guesses correctly has the privilege of popping the next balloon, etc.

BURY THE TREASURE CHEST

(By Edward M. Duddy,
St. John, MO)

Equipment: A compass for each group and a U.S. Geological Survey map for each group.

The day before, one of the leaders buries a treasure box and marks this on each of the maps. This should be 2 to 3 miles from the starting point.

The winner is declared as follows: The first group that finds the spot and digs up the box receives a prize for each boy in the group.

Note: An adult leader should be with each group.

FREEZE TAG

(Submitted by Walter Barthuly, Jr.
Hawaiian Gardens, California)

The playing area should be about the size of a baseball diamond. One boy is picked to be "It." He then proceeds to try and tag all the boys he can. When a boy is tagged, he must stay "frozen" in the position in which he was tagged. He stays in this position until one of the other boys, not yet tagged, touches him, freeing him to continue in the game. Every five minutes select another boy to be "It."

WOLF AND SHEEP!

(Submitted by John Eller
Valley Park, Missouri)

From a small group, choose one boy to be "it" (the wolf). While his face is hidden, the rest of the boys hide in a wooded area. From the base, the wolf goes looking for the sheep. The first one he catches and tags becomes the wolf. The next one caught by the new wolf becomes "it," etc. The game continues in this fashion for a set period of time. (Very good for younger boys.)

TENNIS BALL GOLF

(Submitted by Rocco Palermo
Alhambra, California)

Drill eight, two-inch holes in a 10-by-18-inch piece of 1/4-inch plywood. Number the holes one through eight. Lay the board on the floor or ground with the rear of the board elevated two inches off the floor. This places playing board at a slanting angle. Each boy is assigned a number. The object of the game is for the players to attempt to roll a tennis ball into the hole with his number on it. For each successful roll, he receives one point and rolls again. If the ball rolls into a hole with another player's number, that player takes possession of the ball and attempts to roll the ball into the hole with his number on it. The player with the most points wins.

SEARCH AND FIND

(Submitted by Walter C. Enoch
Theodore, Alabama)

A boy is hidden in a wooded area before the game starts. Each patrol is given a compass and a map of the area in which the boy is hidden. The boys will then search, by patrols, to find the hidden boy. Previous to playing this game, the boys should be taught the use of a map and compass.

CHALK AND BOARD

(Submitted by Jack Turner
Silverton, Texas)

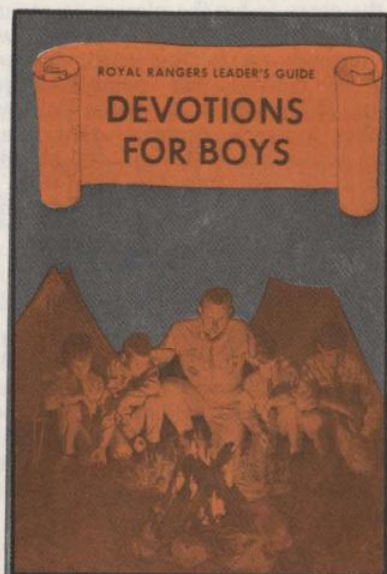
Equipment: Box of chalk and a blackboard

Game: Line up two teams according to age. Have boys remove their shoes and socks. Secure a blackboard to the base of a wall. Boys will race to the blackboard and place a piece of chalk between their toes. Each boy will then write *one* point of the Royal Ranger code on the blackboard without losing his chalk. The side with the most points of the code within a given time wins.

FAN THE FISH

(Submitted by Joe Medina
Los Angeles, California)

Cut a fish, about 8 to 10 inches long, out of a newspaper. Place a pie tin at one end of the room. Line up players in relay formation. Time each individual to see how long it takes him to fan the fish across the room and into the pie tin, using a cardboard fan or a newspaper. The player with the shortest time wins.



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