

ROYAL RANGERS LEADERS



# ДИПАТЧ



SPRING 1975

## DISPATCH

Volume XI Number 3  
 SPRING 1975

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### ABOUT THE COVER

Cover photo this quarter features National Commander Johnnie Barnes, dressed in Indian costume, and spinning a yarn of yesteryear. An outstanding speaker, Commander Barnes is in demand worldwide.

Shortly, the 1975 Training Camp-Training Trail-Pow Wow season will get underway. Commander Barnes will have a full schedule of appearances all year.



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### DISPATCHER'S EXPRESS

*Unforgettable* best describes the first National Camporama held last August at the U. S. Air Force Academy in Colorado Springs, Colorado. It was simply the most "unboring" camp-out ever attended!

This all-district Pow Wow is long to be remembered: camping at 8400 feet amongst Ponderosa Pines, the crescent moon setting behind Pike's Peak, the clear sky, the 45-degree night.

Memory will long recall the refreshing and dust-settling shower, followed by the fullest, prettiest rainbow since the days of Noah.

How can we forget shaking hands with a man who walked on the moon? How can we fathom the far-reaching challenge of the effervescent, ever-relevant C. M. Ward? How can time erase the impact of Dr. Thomas F. Zimmerman's address, followed by a most inspiring time of worship?

All this and more I will remember: that long moment I stood with Johnnie in the clearing while the almost endless columns of Royal Rangers marched to the music of the Air Force Academy Band. No words were spoken. What we saw was too overwhelming.

It all comes back to me now: the standing ovation for Johnnie, the scalping of Alan Gell, the hillbillies of Southern Missouri with all their absence of class, the Kansas standard in the shape of a buffalo (complete with horns and hide), and that pure Tennessee pickin' 'n' grinnin'.

This truly national event for boys registered 1,038, and yet, this represents less than one percent of Royal Rangers in the United States alone!

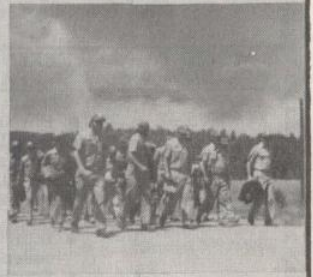
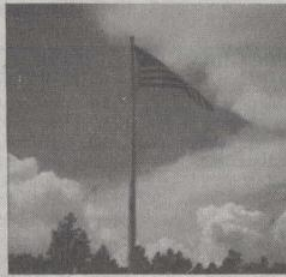
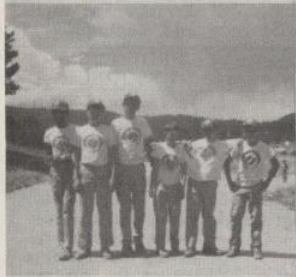
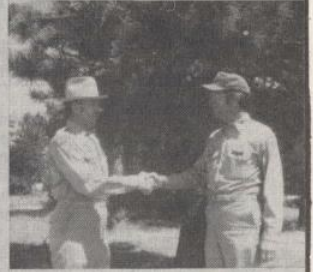
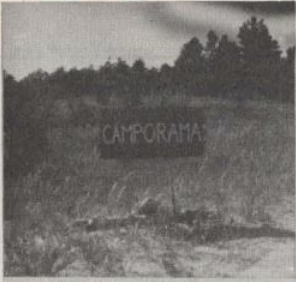
For Johnnie, the Camporama was once an impossible dream.

It's no longer a dream—neither is it impossible.

—John Eller  
*National Dispatcher*



# CAMPORAMA



# MARCH

WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	PROJECTS & RESOURCE
CAMP-OUT Planning Adventures in Camping	<ol style="list-style-type: none"> <li>Camping is a key factor in Rangers</li> <li>Outdoor life can be: <ul style="list-style-type: none"> <li>Rugged</li> <li>Meaningful</li> <li>Enjoyable</li> </ul> </li> <li>Preplanning to meet these objectives</li> <li>Share responsibility</li> </ol>	<ol style="list-style-type: none"> <li>Assign portions of Adventures in camping for home reading</li> <li>Assign each patrol to "brainstorm" for suggestions</li> <li>Check equipment</li> <li>Make repairs</li> <li>Purchase new items as needed</li> </ol>	<ol style="list-style-type: none"> <li>Distribute personal equip. checklists</li> <li>Notify Outpost Council of needs</li> <li>Resources: <ul style="list-style-type: none"> <li>Ranger Joe's 1020 Broadway Columbus, Ga.</li> <li>Camp Supply Co. 1151 S. 7th, St. Louis, Mo. 63104</li> </ul> </li> </ol>
WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	PROJECTS & RESOURCE
CAMP-OUT Preparation Adventures in Camping	<ol style="list-style-type: none"> <li>Camping with purpose</li> <li>Excitement and relaxation</li> <li>Fulfillment and accomplishment</li> <li>Satisfaction of a job well done</li> <li>Experience for future camp-outs</li> </ol>	<ol style="list-style-type: none"> <li>Outpost preparation check</li> <li>Patrol preparation check</li> <li>Individual preparation check</li> <li>Release schedules, menus, and work rotation sheets</li> <li>Call for excellence</li> </ol>	<ol style="list-style-type: none"> <li>Assign a patrol to chart campsite arrangement on poster</li> <li>Have Lt. Cmdrs. plan hikes, nature walks, special activities</li> <li>Plan a council fire with Chaplain speaking</li> <li>Arrange for music and singing</li> </ol>
WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	PROJECTS & RESOURCE
SPORTS	<ol style="list-style-type: none"> <li>Explain purpose <ul style="list-style-type: none"> <li>Physical fitness</li> <li>Social adjustment</li> <li>Mental alertness</li> <li>Self-discipline</li> </ul> </li> <li>Participation <ul style="list-style-type: none"> <li>As a team</li> <li>Individual excellence</li> <li>Sportsmanship</li> </ul> </li> </ol>	<ol style="list-style-type: none"> <li>Plan inner-patrol BB/volleyball</li> <li>Challenge neighboring outpost to softball game</li> <li>Plan field day in preparation for Pow Wow</li> <li>Visit a sporting event in uniform</li> </ol>	<ol style="list-style-type: none"> <li>Invite local high school coach to explain rules of FB</li> <li>Secure a local gym for workout</li> <li>Ping Pong Tourney</li> <li>Plan elem. acrobatics instruction</li> <li>Invite outstanding player to meeting</li> </ol>
WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	PROJECTS & RESOURCE
PATROL CAMPING Adventures in Camping	<ol style="list-style-type: none"> <li>Basic unit of outpost</li> <li>Working as a team</li> <li>"All for one, one for all" idea</li> <li>Group achievement in which all share</li> <li>Common goals</li> <li>Positive output of each individual</li> </ol>	<ol style="list-style-type: none"> <li>Plan outpost camp-out by patrol</li> <li>Emphasize separate responsibilities</li> <li>Each patrol develop standard, song, and yell</li> <li>Promote showmanship for council fires</li> </ol>	<ol style="list-style-type: none"> <li>Costume supplies information: <ul style="list-style-type: none"> <li>DISPATCH Box 470 Milan, Tenn. 38358</li> </ul> </li> <li>Leather supplies: <ul style="list-style-type: none"> <li>Tandy Leather Co., Bx. 2686, Ft. Worth, Tex. 76101</li> </ul> </li> <li>Practice drill</li> </ol>
WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	PROJECTS & RESOURCE
OUTPOST CAMPING Adventures in Camping	<ol style="list-style-type: none"> <li>Leadership preparation</li> <li>Patrol planning</li> <li>Outpost participation</li> <li>Boy involvement in all phases of camp life</li> <li>Leaders as advisors</li> <li>Follow-through in spite of failure</li> </ol>	<ol style="list-style-type: none"> <li>Call for patrol reports on planning</li> <li>Assign patrol guides to construct entrance archway</li> <li>Last-minute briefing by Leaders</li> <li>Emphasize sharing and working together</li> </ol>	<ol style="list-style-type: none"> <li>Assign devotions</li> <li>Special time for soul winning</li> <li>News releases on camp-out to newspaper</li> <li>Material: <ul style="list-style-type: none"> <li>Leader's Handbook</li> <li>BSA Field book</li> </ul> </li> <li>Report camp in church service.</li> </ol>

# APRIL

WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	PROJECTS & RESOURCE
CYCLING	<ol style="list-style-type: none"> <li>1. History of cycle</li> <li>2. Cycle as transportation</li> <li>3. Cycle for sport</li> <li>4. Racing cycles</li> <li>5. Motorcycles and motorbikes</li> <li>6. Cycling as means to spread gospel</li> <li>7. Cycling for fun</li> </ol>	<ol style="list-style-type: none"> <li>1. Plan a bike hike</li> <li>2. Dem. and explain 10-speed</li> <li>3. Plan outdoor motor-bike exhibition</li> <li>4. Plan cross-country race or hike</li> <li>5. Visit bike show-room as patrol or outpost</li> <li>6. Post bike rules</li> </ol>	<ol style="list-style-type: none"> <li>1. Secure good cycling magazine</li> <li>2. Invite dealer to outpost meeting</li> <li>3. Assign report on cycling as related to environment and energy cons.</li> <li>4. Have someone explain bike jargon</li> </ol>
OLYMPICS	<ol style="list-style-type: none"> <li>1. Greek track events begin. of Olympics</li> <li>2. Trad. began 776 BC</li> <li>3. Continued thereafter every 4 years</li> <li>4. U.S. a strong contender</li> <li>5. Worldwide participation</li> </ol>	<ol style="list-style-type: none"> <li>1. Invite local star track man to coach boys in practice</li> <li>2. Hold sports elective day: <ul style="list-style-type: none"> <li>• Tennis</li> <li>• Basketball</li> <li>• Softball</li> <li>• Canoeing</li> </ul> </li> <li>3. Emphasize hygiene</li> </ol>	<ol style="list-style-type: none"> <li>1. Softball for shot put</li> <li>2. Build discus with pans &amp; weights</li> <li>3. Javelin of bamboo or rgh. hardwood</li> <li>4. Hi jump std. with 2x4's &amp; crossbar</li> <li>5. Make trophies of tin cans, bolts, spray paint &amp; gold foil</li> <li>6. Winners stand &amp; flags</li> </ol>
CAMPING Toolcraft	<ol style="list-style-type: none"> <li>1. Camp must have tools for operation</li> <li>2. Use and abuse</li> <li>3. Right tool for the right job</li> <li>4. Proper storage</li> <li>5. Sharpening and repair</li> <li>6. Proper handling and transfer</li> </ol>	<ol style="list-style-type: none"> <li>1. Plan a tool demonstration night</li> <li>2. Dem. sharpening of axe, hatchet, knife</li> <li>3. Show how to pass tools to others</li> <li>4. Explain uses</li> <li>5. Update outpost tool chest</li> </ol>	<ol style="list-style-type: none"> <li>1. Demonstrate <ul style="list-style-type: none"> <li>• Cutting with knife</li> <li>• Cutting wood</li> <li>• Cutting a tree</li> <li>• Bow saw uses</li> </ul> </li> <li>2. Show how to avoid handle breakage for axe, shovel, etc.</li> <li>3. Explain handle replacement</li> </ol>
CAMPING Ropecraft	<ol style="list-style-type: none"> <li>1. Ropemaking began in SW Asia about 4,000 B.C.</li> <li>2. 1st Bible ref: 2 Sam. 17:13 (1,023 B.C.)</li> <li>3. Samson: Judg. 16</li> <li>4. Paul: Acts 27</li> <li>5. List uses of rope today</li> </ol>	<ol style="list-style-type: none"> <li>1. Plan a ropecraft night</li> <li>2. Teach basic knots</li> <li>3. Dem. bowline in rescue work</li> <li>4. Construct a rope-making device</li> <li>5. Invite experienced sailor to meeting</li> </ol>	<ol style="list-style-type: none"> <li>1. Plan a contest</li> <li>2. Demonstrate lashing</li> <li>3. Resource: <ul style="list-style-type: none"> <li>• Adventures in camping</li> <li>• Knots—BSA</li> <li>• Knotcraft: Allan MacFarlan, Bonanza Books, New York</li> </ul> </li> </ol>

# MAY

WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	PROJECTS & RESOURCE
BRIDGES	<ol style="list-style-type: none"> <li>Purpose of bridges</li> <li>Natural bridges</li> <li>Principal types                             <ul style="list-style-type: none"> <li>Simple girder</li> <li>Cantilever</li> <li>Arch</li> <li>Suspension</li> </ul> </li> <li>Jesus is a Bridge 1 Tim. 2:5; Heb. 9:15</li> </ol>	<ol style="list-style-type: none"> <li>Hike to nearest bridge</li> <li>List bridges in 10-mile radius bridge in area</li> <li>Visit historical bridge in your area</li> <li>Prepare report on fam. bridges of U.S. and world</li> </ol>	<ol style="list-style-type: none"> <li>Have bridge worker speak to outpost</li> <li>Identify forces ea. type bridge exerts on a chart</li> <li>Obtain permission to bridge a creek</li> <li>Build a "monkey bridge"</li> <li>Pictures for news</li> </ol>
FORESTRY	<ol style="list-style-type: none"> <li>Wood as a natural resource</li> <li>Preservation and conservation needs</li> <li>Forest fires</li> <li>Trees for construction and paper</li> <li>Joyce Kilmer's poem "Trees"</li> <li>Tree farming</li> </ol>	<ol style="list-style-type: none"> <li>Make tree identification board</li> <li>Cut budding twigs and place in water</li> <li>Count rings in a tree stump</li> <li>Make a nature trail nearby</li> <li>Collect leaves for I.D., mount</li> </ol>	<ol style="list-style-type: none"> <li>Ask forest ranger about planting projects &amp; seedlings</li> <li>Offer reward for 2 leaves that match exactly (none do)</li> <li>Resource:                             <ul style="list-style-type: none"> <li>Trees, Zim &amp; Martin, Golden Press, New York</li> <li>Encyclopedia</li> </ul> </li> </ol>
GEOLOGY	<ol style="list-style-type: none"> <li>Basic knowledge of rocks important</li> <li>Collecting for fun and learning</li> <li>Kinds of rocks                             <ul style="list-style-type: none"> <li>Earth's crust</li> <li>Igneous rocks</li> <li>Sedimentary</li> <li>Metamorphic</li> </ul> </li> <li>Jesus is a Rock Ps. 18:2; 61:2</li> </ol>	<ol style="list-style-type: none"> <li>Go on a "Rock Hound" expedition</li> <li>Identify each rock correctly &amp; label</li> <li>Make a display</li> <li>Clean samples with lukewarm water &amp; ordinary soap</li> <li>Coat with nail polish or lacquer</li> </ol>	<ol style="list-style-type: none"> <li>Use egg cartons for display trays</li> <li>Plan field trip to an old quarry</li> <li>Explore hiway cut or riverbank</li> <li>Resource:                             <ul style="list-style-type: none"> <li>Guide to Nature Projects, W. W. Norton</li> <li>Public library</li> </ul> </li> </ol>
NATURE	<ol style="list-style-type: none"> <li>God created all creatures of the wild (Genesis 1)</li> <li>Adam gave names (Gen. 2:19-20)</li> <li>Wildlife must be protected and pres.</li> <li>Do not disturb animal habitats</li> </ol>	<ol style="list-style-type: none"> <li>Collect &amp; display inspect specimens</li> <li>Make chart of animals native to your state or area</li> <li>Go "birdwatching"</li> <li>Collect &amp; feed a few amphibians</li> <li>Invite speaker from U.S. Fish &amp; Wildlife Service</li> </ol>	<ol style="list-style-type: none"> <li>Make chart of local poisonous plants and reptiles</li> <li>List biting insects and severity</li> <li>Resource:                             <ul style="list-style-type: none"> <li>Dispatch, Sum '74</li> <li>Pub. Library</li> <li>US Forest Serv.</li> <li>BSA Field Book</li> </ul> </li> </ol>

# THE OUTPOSTER

## FCF CHAPTER NAMES

ALABAMA	Confederate
ARIZONA	Bill Williams
AUSTRALIA	Cobb and Company
EASTERN	George Washington
P. FLORIDA	Seminoles
GEORGIA	Okefenokee
GULF LATIN	Azteca
ILLINOIS	Abe Lincoln
IOWA	Davey Crockett
KANSAS	Hawkins Rifle
MICHIGAN	Henry Rowe Schoolcraft
MINNESOTA	North Star
MISSISSIPPI	Choctaw
NEBRASKA	Fort Kearney
NEW JERSEY	John Fenwick
NEW MEXICO	Jedidiah Smith
NEW YORK	Adirondack
NORTH TEXAS	Shawnee Trail
NORTHWEST	Marcus Whitman
N. CALIF.	John Muir
N. MISSOURI	Lewis and Clark
OHIO	Johnny Appleseed
OKLAHOMA	Indian Nation
OREGON	Oregon Trail
ROCKY MOUNTAIN	Kit Carson
SOUTH CAROLINA	Swamp Fox
SOUTH TEXAS	Long Horn
S. CALIF.	Sequoia
S. NEW ENGLAND	The Minute Men
S. MISSOURI	Daniel Boone
SPANISH EASTERN	Pathfinder
TENNESSEE	Volunteer
W. FLORIDA	Appalachee
WIS./N. MICH.	Chippewa

Each organized FCF chapter is encouraged to select a name with which to identify themselves. All selections must be cleared with the National Office so as to avoid duplication.

Assistance in locating costume supplies may be obtained by writing to: DISPATCH, Box 470, Milan, Tenn. 38358.



## TRAINING EVENTS 1975

- NTC South Central, April 24-27, Amarillo
- NTC North Central, May 15-18, YMCA Camp, Wisconsin Rapids
- NTC Southwest, May 22-25, Circle X BSA, Oxnard, Calif.
- NTC Central, May 29-June 1, Camp Arrowhead, Marshfield, Mo.
- NTC Northwest, July 17-20, American River Camp, Wash.
- NTC West Central, August 21-24, Red Feather Lakes, Colo.
- NTC Northeast, Sept. 11-14, Mountain View Camp, Sherburne, N.Y.
- NTC North Woods, Sept. 18-21, Lost Valley Camp, Gaylord, Mich.
- NTC Southeast, Oct. 6-19, Flaming Arrow Camp, Lake Wales, Fla.
- NTT Ozark Mountain, May 1-4, Piney Creek, Mo.
- NTT Hill Country, June 5-8, south central Texas
- NTT Rocky Mountain, August 7-10, Gore Mountain Range, Colo.
- NTT Adirondack, Oct. 2-5, Adirondack Mountains, New York
- NTT Appalachian Trail, Oct. 9-12
- NCE Okefenokee Swamp, April 2-5, Suwanee River
- NCE Ely, Minnesota, Sept. 3-7
- ANTC Camp Arrowhead, Marshfield, Mo., Sept. 24-28

All camps, trails, and expeditions are limited. Register early. NTT, NCE, and ANTC open only to graduates of NTC.

Advanced National Training Camp is held in one location only, and once every two years. Next ANTC tentatively slated for September, 1977.



# ROYAL RANGERS' POW WOWS <sup>1975</sup>

District	Dates	Location
Eastern	August 1-3	Prince Gallitzen State Park
Gulf-Latin	July 24-26	Singing Hills Ranch, San Antonio
Louisiana	June 9-13	Unconfirmed
New Jersey	Sept. 19-21	District Camp, Hackettstown
	May 16-17	FCF Outing, Salem
	June 26-29	JLTC, Hackettstown
North Texas	June 19-21	Mountainview Camp
	July 14-19	JLTC, Brazos Ranch
	Nov. 7-9	FCF Outing,, National Grasslands
Northwest	June 26-28	Northwest, Cedar Springs
	July 10-12	Eastside, Farragut Idaho State Park
	July 24-26	Southwest, Montesano Ranger Camp
Ohio	June 19-21	District Camp, Big Prairie
Oklahoma	May 29-31	Unconfirmed
Oregon	June 6-8	Northern, Camp Davidson
	June 19-21	Southern, Camp Willow Creek
	June 12-14	Eastern, Meachem Camp
S. Calif.	May 2-4	Southern, Hemet
	May 16-18	Northern, Three Falls BSA, Mt. Pinos
	May 30-June 1	Central, Circle H BSA, Malibu
	July 23-27	JLTC, Three Falls BSA, Mt. Pinos
	Sept. 5-6	FCF Outing, Three Falls BSA, Mt. Pinos
S. Missouri	June 12-14	Unconfirmed
	Sept. 12-13	Unconfirmed
Wis./N. Mich.	Sept. 19-21	Spencer Lake Bible Camp, Waupaca, Wis.
Wyoming	August 15-17	Unconfirmed

## IDEA EXCHANGE

The *Outposter* has been expanded to cover two pages in *DISPATCH* beginning with this issue. We welcome your ideas concerning Pow Wows, banquets, FCF outings, etc. We are interested mostly in ideas that have worked for you.

Selections for publication will be made on the basis of uniqueness and broad appeal. Write to: *DISPATCH*, Box 470, Milan, Tenn. 38358.





# OUTPOST DEVOTIONS



## WHAT'S ON THE INSIDE

(Asta Sutherland,  
Sutherland, NSW, Australia)

Scripture texts: Matt. 15:18-20; 1 Sam. 16:7.

One Sunday a Sunday school teacher wanted to make a point—that it is the *inside of a person that counts*, and not the outside.

She brought along four cans of food: one pear, one apricot, one peach, and one corn. Then she cut off the labels and switched them around by pasting a corn label on the pear can, etc. Her students were amazed and wondered what she was doing. Finally, she picked up the pear can and announced that it was corn! Of course, the students objected, and she finally had to open it to see what was really on the inside. She pointed out that indeed you *must look on the inside to find out the truth*.

She stressed further that it is what is on the inside of our hearts that makes the difference. Without Jesus our hearts are full of sin no matter what kind of clothes (or labels) we wear. We must have a new heart to really be “new inside.” And only Jesus Christ can give us a “new heart.” Now read 1 Samuel 16:7.

## YOUTH

(Jimmie Kay Maples, Springfield, MO)

First Timothy 4:12 says, “Let no man despise thy youth but be thou an example of the believers in word, in conversation, in charity, in spirit, in faith, in purity.”

Youth is a very important commodity because once it is gone there is no way to reclaim it. Youth cannot be recycled!

How can we best use our youth? The Bible told us to be an example. First, it mentions words and conversations. A Royal Ranger is clean in body, mind, and *speech*. Yes, the language we use

every day will betray us if we don't use clean words. Our conversation will more than likely reveal to others what our minds are thinking, which can cause other people to despise us. Therefore, we must keep our thoughts clean.

Second, it's in charity (love). A Royal Ranger is faithful to his church, family, outpost, and friends. To have love you must first be loyal. If you cannot be loyal to those close to you, how can you have love or charity for others that you do not know?

Finally, we are given admonition to be examples in spirit, in faith, in purity. A Royal Ranger is mentally, physically, and spiritually alert. He does not lie, cheat, or steal, but he is polite, kind, and thoughtful. He prays, reads the Bible, and witnesses. Yes, the Bible tells us how to live. The Royal Ranger Code also tells us how to live. After all is said and done, we are the ones who need to apply it to our lives. Others cannot do it for us! Therefore, I urge you, by applying the principles set forth in the Bible and by using and keeping the Royal Ranger Code, to let no man despise you or deny you the right to serve God as you should.

## DO YOU TRUST GOD OR LUCK?

(Submitted by Robert Holliday  
Flint, MI)

**Preparation:** (Lesson for St. Patrick's Day.) Make a paper shamrock. Print these words on it: God is good. Trust in *HIM*, not luck.

**Lesson:** What is a superstition? Name some common superstitions which people repeat:

“Breaking a mirror means seven years of bad luck.”

“Walking under a ladder means bad luck.”

“You'll have bad luck if a black cat crosses your path.”

Do you repeat these, believe them, or let them worry you? Do you show your trust in God for His care and blessing if you believe in bad luck superstitions?

The Christian must not believe in bad luck charms. His trust should be in God. Nothing happens to him because he is lucky or unlucky, but because it's in God's will (Romans 8:28).

Superstitions, bad luck, ghost, goblins, dragons, fortune-telling, etc., are all of Satan. These are his methods of keeping us from full and complete trust in God. Satan wants us to ruin our Christian witness by being frightened and afraid. A healthy fear is necessary for our safety, but fear of things which do not exist is not in the will of God.

Proverbs 3:5, 6 says, "Trust in the Lord with all thine heart; and lean not unto thine own understanding. In all thy ways acknowledge Him, and He shall direct thy paths."

## MEETING OUR NEEDS

(Carson, CA)

Boys, let me tell you a story about the squirrel. Every year, just before winter arrives, some instinctive urge compels the little squirrel to gather nuts and any food he will need for the long winter ahead. He works like a trooper. He busily gathers and stores away his future breakfasts, dinners, and suppers.

Now this talent he has for gathering nuts is God-given. His very life depends on this special, inborn talent.

If God can give a tiny squirrel talent enough to find his own food, gather it and store it away in a safe place while the winter ice and snow covers the ground, just think of how much more God can do for *you!*

God said, in Matthew 7:7, "Ask and it shall be given you; seek and ye shall find; knock and it shall be opened unto you." Now let us bow our heads and let this realization sink into our hearts and minds—the realization that God can do anything. "For with God, nothing shall be impossible."

## THE TRICK NEEDLE

Equipment: One medium-size needle; small piece of wax, a pan of water.

Purpose: To help each boy realize that Jesus is a friend who always is willing to help us when we pray for His help.

Fellas, let's suppose this needle represents each one of us. If we were to live our lives without asking Jesus for His help do you think we would be very safe or have no worries in this world we're living in?

First of all, I'm going to drop this needle into this pan of water. How many of you think it will float? (Drop the needle into the pan and watch it sink to the bottom. Remove the needle and dry it with a piece of cloth.)

Okay, fellas, now we will pray to Jesus to help us. Prayer: "Dear Jesus, help us in every situation. Help us in times of fear and trouble. When our lives seem to be sinking deeper and deeper into worries and despair, please help us, Lord Jesus. Amen."

Run needle through the wax concealed under your fingernail—it will coat the needle.) Now fellas, how many of you believe the needle will still sink? Who believes it will float? (Drop the needle into the pan of water and it will float. Draw a simple conclusion to the object lesson using your own words.)

## THE USELESS UMBRELLA

(Frank Hanner, Livonia, MI)

An elderly man was walking in the rain. A storekeeper saw him as he walked by and said, "Say there . . . step in here and I'll loan you an umbrella." The elderly man took the umbrella and walked out of the store. The storekeeper continued to watch him for a while, but the old man did not open the umbrella. Instead, he put it under his coat and continued to walk in the rain, exposed to the elements. Soon the old man met another man, also walking.

"Why don't you use that umbrella tucked inside your coat?" asked the man. The elderly man looked at him and said, "Well, you see, the storekeeper was so nice—he loaned this umbrella to me and I don't want to get it wet for him."

Boys, you may think this elderly man was foolish because he did not make

good use of the umbrella—it did not do him any good. The storekeeper had loaned it to the old man to keep him from getting wet, but the elderly man simply *had not used it*.

Sometimes boys and girls do this kind of thing with God's Word, especially if they have a new Bible. They leave it on the dresser or table. They dust it off and keep it "just so" but they never use it! God did not intend for us just to have a beautiful, attractive Bible on the table. He said that we should "...hide His Word in our hearts..." If we do not memorize God's Word, if we do not read from the Bible, we are just like that foolish old man who hid the umbrella under his coat so it would not get wet. Boys, let's always *use* our Bibles.

### ALIVE AND DEAD

(Steven Woodward, Amarillo, TX)

Equipment: A dead tree limb and a live one (in selecting the live limb, be very careful to get a small one that is flexible and strong and green).

Fellas, I have here a dead branch (snap off a small part to prove your point). When a branch is dead, the wood has little water in it and the plant tissues no longer operate as living material. I can put this dead branch in the flames of this campfire (demonstrate) and we quickly see that it quite easily catches on fire.

Here is a live branch (show them the green, strong one) and we can tell it is living because it does not break very easily (demonstrate) but *will bend under pressure*. When it is placed in the flames (put the end of the branch in the fire) it does not very easily catch on fire.

You know, fellas, these examples I have just showed you are much like ourselves. If we don't have Christ in our lives, then we are "dead" spiritually and when the pressures and "fires" of life come our way we may "break" and "burn" under the pressure. But when we have Christ in our lives He makes us spiritually alive and is our constant companion. We can depend on Him no matter what problems may come our

way, for we have Christ within to see us through.

Conclude by having each boy bow his head, asking if anyone would like to accept Christ.

### LOVE AS YOU ARE LOVED

(L. K. Jones, Albuquerque, NM)

Fellas, I would like to ask you all a question. How many of you have ever had a dog or know someone who has one? (Wait for the answers.)

Have you ever noticed how a dog depends upon *you* for his food, shelter, and for the love he needs? You see, if you weren't there to give him the things he needs, your dog would starve to death very soon.

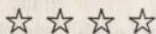
When it is snowing with maybe a foot of snow covering the ground, just think how cold and miserable your dog would be without a doghouse or a garage to stay in. Just think of how your dog must look up to you and how he must love you!

By way of comparison, let me draw a similar situation. In the same way your dog looks up to you, the same way you ought to look up to Jesus. Actually, without Jesus, how could we ever have anything to eat, since He gives the rain, sun, and provides the fertile soil. He gives us many things so that we can grow up strong and healthy. He provides shelter for us in the worst weather. Yes, we thank Him every day for all of these things. But maybe what we don't thank Him enough for is His unending love.

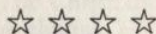
You see, Jesus loved us so much that He spent many long, painful hours on the cross so that we might live. He endured all the suffering and agony of that torture in order to atone for our sins.

Now, you might say, "Look at that stray dog—he has no master, yet he lives." Well, that may be true, but look how much more unhappy he is than the dog who lives with love in his heart for his master. And people are the same! If they do not live with love in their hearts for their Master, Jesus Christ, there is no way they can be happy, like we are. Let's all thank Jesus for His love to us, shall we?

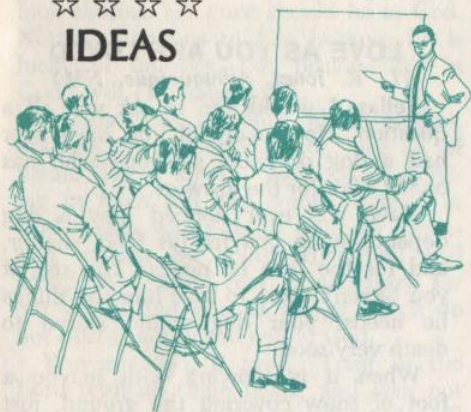
## FOUR



## STAR



## IDEAS



### NERVOUS WRECK

(Richard Wernho, Lomita, CA)

Equipment: One 8½-inch playground ball.

Formation: Single circle with one person chosen as "it" in the center of the circle.

Description: "It" throws the ball to each person forming the circle or pretends to throw it. If the catcher makes any move to catch the ball and it is not thrown, he must sit down. If it is thrown, he must catch it or sit down. The thrower must be encouraged to move very fast. The last one standing is the new "it." With small circles the game should go very quickly. Catchers may not hold on to their clothing in order to avoid flinching.

### BIG BLOW

(Otis Vanderburg, Carlsbad, CA)

Prepare two paper "cones." Put a string about three feet long through each cone and tie each end of string to the back of a chair. Pull string tight.

Have one boy go to each chair and proceed to blow into the open end of the cone (small end of cones are toward each other), forcing the cone to be propelled toward the other cone. The boy blowing the cone against the other one and forcing the opponent's cone on his side of imaginary line, wins.

## GOOSE & GANDER

(Donald Woods, West Covina, CA)

One player is selected as the "fox." The remaining players form one or more files by placing their hands firmly on the shoulders of the next player in front. The first player in each file is the "gander" and the others represent "geese."

The object of the game is for the "fox" to catch the last "goose" in the file. To prevent that, the "gander" spreads out his arms and all the geese twist and dodge in every direction, without breaking the file. If the fox succeeds in catching the last goose, the head of that file (the gander) becomes the fox, he becomes the tail, and the game goes on.

### BLIND KNIGHTS

(Ray Summers, Carlsbad, CA)

Have boys form a circle. Two boys will have paper bags over their heads. Each will have a rolled-up newspaper in his hand as a weapon. The object is to see how many times they can hit each other in sixty seconds. The one who hits the most times wins.

### TOTE YOUR PACK

(Gilbert Hernandez)

Equipment: One folding chair, one backpack, one canteen.

Form two teams of five to ten boys each. Draw a starting line. At the starting line will be a folding chair, backpack, and canteen. Mark off a circle about 25 yards away from the starting point. Two circles will be marked off for the two teams.

The object of the game is to have each boy on the team run down to the circle with his chair, backpack, and canteen, unfold the chair, place it in the circle, take off his backpack and hang it on the chair, sit down and take a drink of water from the canteen. He must then get off the chair, put his canteen away, put his backpack on and run back down to the starting line where he will give all his objects to the next boy in line, who will then take his turn doing the same. The first team through is the winner.

## HEEL-TOE RACE

(*Otis Vanderburg, Carlsbad, CA*)

All boys line up on a starting line and, at the same time, everyone starts to race by placing their heels to their toes as they move along. The first boy to go to target and back to starting line wins. (Toe must touch the back of shoes at all times when playing "heel and toe.")

## CAMP COOKING EVENT

(*Wally Jennings, Bakersfield, CA*)

Object of Event: To test the boy's ability to properly build a campfire, cook an egg over the fire, and put out the fire efficiently on a competitive basis utilizing safety rules and measures. To hardboil the egg in less than 20 minutes, if possible.

Teams: Only two boys from each outpost will participate in this event.

### Rules.

1. Event will be started by official who will blow a whistle, each team will be timed by a stop watch from start to the time the boy who has secured the fire comes to attention on starting line.
2. Only five teams may participate at one time.
3. Starting point for this event will be five feet from the outside of the large fire circle.
4. Each team will draw straws or decide by some method to determine their position around the large fire circle.
5. All necessary items and equipment will be placed 45 feet from the outside of the large fire circle, equipment will be located before start of event and teams may not pick up necessary items until they are actually needed.
6. Only tinder and kindling wood will be supplied and used. (No fuel logs).
7. No camp tools of any kind will be used.
8. Teams may build any type of fire they wish, but are not allowed to dig holes or ditches.
9. Only four matches total will be allotted to a team, these matches to be given all at one time.
10. Only standard 2½-inch wooden matches will be used.

11. No salt may be added to cooking water.

12. Cooking pot cannot be covered with a lid or any other device.

13. After egg is hardboiled, one boy will take it to the judges and the other boy will secure the fire and come to attention at the starting point, thereby ending that team's part of the contest.

14. Each team to clean their individual area of fire rubble and make it ready for next participants.

15. Only judges and participants to be allowed around the fire circle and inside of the 45 foot roped off area, spectators must stay outside.

### Equipment for event:

1. Four wooden matches for each team picked up at start of event.
2. A pile of tinder and a pile of kindling wood.
3. Small aluminum pots (from boy scout-type cook kits).
4. One white medium egg for each team.
5. One large receptacle of water.
6. One whistle.
7. Stop watches—one per judge.
8. Boundary markers and rope.
9. Items to choose team positions around large fire circle.
10. Large trash container for fire rubble.

### List of Judges:

1. One judge at each equipment area with a stop watch to time one team.
2. One official observer to check rule violations (roving).
3. Two judges to determine hardness of eggs.

(It will be necessary to have eight judges for this event.)

### Points to be judged:

1. Courtesy at the five equipment areas and to and from them.
2. Safety practices in all areas.
3. Number of matches used.
4. Fire safety at cooking fire.
5. Hardness of the yoke of the cooked egg. (No runny portion at all.)
6. Time used to complete boiling of egg.
7. Securing fire at completion of event.



### Point system:

1. Matches needed to start fire—Graded by number of matches returned to judge at end of event.
  - a. one match—ten points
  - b. two matches—no points
  - c. three matches—minus five points
  - d. four matches—minus ten points
2. Lack of courtesy at equipment areas, each offense is minus five points.
3. Lack of using safety measures, each offense is minus five points.
4. Lack of using common sense in fire safety, each offense is minus five points.
5. Fire completely out (when judge is able to put bare hand into dead ashes). 15 points.
6. Fire not completely out is minus ten points.
7. For completing event—25 points.
8. For completing event satisfactorily in less than 20 minutes (this includes cooking a *hard* boiled egg) 50 points.
9. For completing events in 21 minutes (still including cooking of a *hard* boiled egg) 25 points.
10. Every minute over 21 minutes will be subtracting one point from the 25 points in No. 9, (still including *hard* boiled egg).

### Totaling of points:

1. It is possible for a team to come up with minus points for this event.
2. Total possible points: 100 Points.

## STRADDLE BALL

(*Carl DeWees, Albuquerque, NM*)

Players stand in a circle, feet in a straddle position and touching the feet of the player on each side. One boy stands in the middle, and is "it." With a volleyball or a basketball, he tries to throw the ball out of the circle (low on the floor level) between someone's legs. The boys standing in the circle must push the ball back with their hands when the ball starts to go out of the circle. If the ball goes through one player's legs, he becomes "it."

## TREASURE DIVING

Equipment needed: handful of pennies and one dime. One plastic bag for each boy.

With all boys in the pool, scatter coins forward. On signal, search begins. Limit the search. Awards for most coins found and the dime.

## HARE & HOUND BIKE RACE

(*David Sheets, Los Angeles, CA*)

Place two markers such as pylons 50 feet apart with a starting line drawn halfway between them, about 10 feet long, forming a cross. Have one boy on each side of the pylons (on his bike) at the starting line in a counter-clockwise direction. At the sound of the starter's signal they take off. The first boy to catch the other's "rear wheel" with his "front wheel" or to have completed 10 laps first is the winner. This can also be a race between two three-man teams. The singles as well as teams draw for opponents. The size of the boy has very little to do with the outcome because strength advantages of the bigger boys are equalized by the fact that the bikes are set up for the smaller boys as well.

## ATOMIC PIONEERING

(*Dwight Borgstrand, Lompoc, CA*)

Take a five-inch strip of inner tube three feet long and tie it into a ring. Then tie four lengths of rope 25 feet long to the ring. Place a coffee can (somewhat bigger around than the rubber ring) in the center of a large open area. The can is "radioactive." The object is for four (4) boys to grab the rope and spread the ring by pulling in all four directions. Then lower the ring around the can and let the ring snap tight around it. Carry the can to a nearby garbage or waste can and drop it in without ever touching it. The fastest time wins.

## PAPER FISH

(*Dick Warren, Carlsbad, CA*)

Prepare approximately 10 paper fish, each three inches long. Obtain soda straws, one per person. Place "fish" in a small circle about three feet in diameter. Divide boys into teams, pass out one straw to each boy. The first boy on each team races to the small circle and picks up the fish (by inhaling on the straw) and returns it to the starting line, goes back and gets the next one, until five are returned to starting line. As soon as five are on the starting line, the next boy uses his straw to move the fish back to the circle until all five are back in. Then the next boys moves them from the circle back to the starting line, and so on.

## MIND READING

(Evan Barnes, Los Angeles, CA)

This game is played by placing your hands on each boy's temples, one by one, to make them think you can "read their minds."

The trick is: Have one boy "planted" among them who will agree, secretly, with you beforehand, to flex his jaw muscles the number of times the other boys have agreed upon as a number. For instance, your secret "partner" will flex his jaw muscles three times for the random number chosen as three. By feeling his temple (as well as everyone else's, thus throwing them "off") you can hit the right number every time!

Procedure: "Mind reader" goes out of the room while boys inside secretly agree on a number between one and five. Mind reader comes back in and proceeds to look off space and feel each boy's temple, guessing the right number.

An enlargement on this "secret" system of signaling would be for the "mind reader" to feel the temple of the secret assistant; the assistant could flex his jaw muscles indicating the number of boys away (three boys away, three flexes of the jaw), then immediately give the secret number given beforehand; the mind reader could go to the exact boy who gave the number, identify him and state the number he had given.

## FUNNY MARBLE GAME

(Frank Hanner, Livonia, MI)

To play this game you will need a marble and a 12-inch ruler with a groove running its full length. It is a game for two players. The first player places the marble in the ruler's groove, then picks up the ruler with one hand at each end. His opponent calls out a number between one and twelve, representing the inch marks on the ruler.

The player holding the ruler must now tip the ruler to cause the marble to roll, but he must do this carefully so that he can bring the marble to a stop at the designated number. It must be a steady roll, not a stop-and-start roll. If the marble is brought to a halt too soon, or overshoots the number, the player wins no points. On the other hand, if he brings the marble to a stop at the proper number he gets 10 points.

When a player has completed his roll, whether he wins or loses, he passes the ruler and marble to his opponent, calls out a number and the opponent gets his chance.

The players continue to take turns until one or the other has won 100 points, becoming the winner of the game. By process of elimination, the winner of each successive game can challenge others to "take him on" in another game.

## 20 QUESTIONS

(Ralph Hall, Lompoc, CA)

This is a quiz conducted by the commander and can be utilized as a "before the meeting game" or as the recreation theme.

1. Divide boys into two sides.
2. Explain that you are going to give an item from the Bible, and they, by taking turns, must identify it in 20 questions or less.
3. The only clue you will give them is whether the item is:
  - a. Animal—humans, animals, insects, etc.
  - b. Vegetable—trees, wood, etc.
  - c. Mineral—rocks, metal, etc.
4. As the boys get used to the game, the items will get more difficult to identify.
5. Other clues, such as: Old Testament, New Testament, books of the Bible, etc., may be given at the discretion of the leader.

## WORD GAME

(Gilbert Hernandez)

Equipment: One chalkboard and many pieces of chalk.

Form two teams (any number of boys in them) facing the chalkboard. Print on the board a word of ten letters or more. Place a partition extending from the chalkboard below the printed words (so teams cannot see each other). On signal, the first boys in line go to the board and begin to write as many new words from the letters of the word you have written on the board. Each boy has 15 seconds to write his words on the chalkboard. The spelling must be correct or the word is not counted. After all the boys have had their turns the correct words are totaled. . . . The team with the most correct words wins.

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