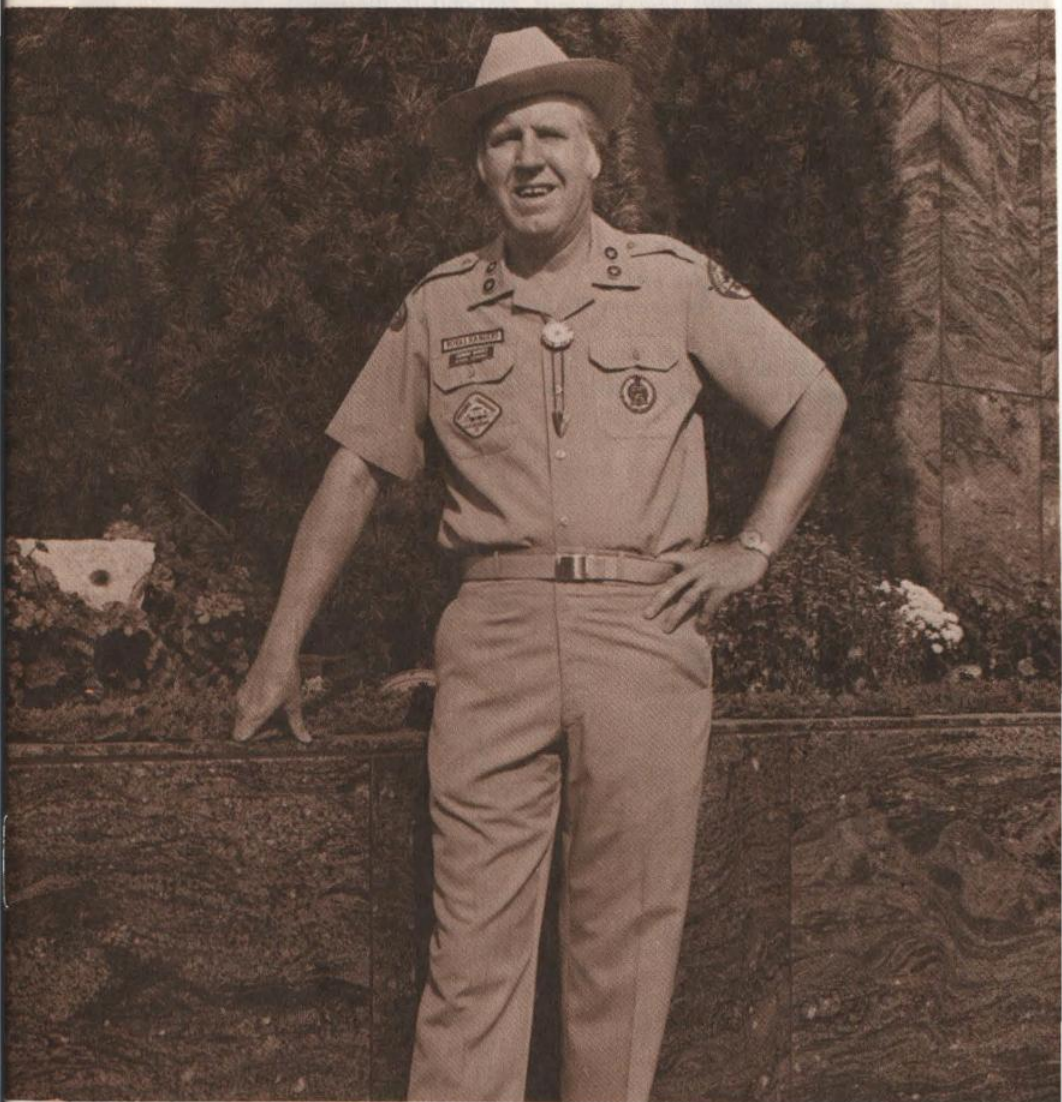


ROYAL RANGERS LEADERS



ЛІТАЦЬКА



AUTUMN 1977



Volume XIV Number 1
Autumn 1977

JOHN ELLER
EDITOR

SILAS GAITHER

National Director

Church Ministries

PAUL McGARVEY

Secretary

Men's Department

JOHNNIE BARNES

National Commander

Royal Rangers

PAUL STANEK

National Training &

Promotional Coordinator

JOHN ELLER

National Dispatcher

Royal Rangers

ABOUT THE COVER

Johnnie Barnes the founder of Royal Rangers

DISPATCH is a quarterly publication issued by Royal Rangers, 1445 Boonville Ave., Springfield, Mo. 65802. Subscription price (U.S.) \$1.00 per year. Second-class postage paid at Springfield, Missouri.

DISPATCHER'S EXPRESS

The National Royal Rangers Council met for the first time this past March, and what a meeting it was! Leaders gathered from across America and as far away as Wales to hear the challenge and respond to the need.

The National Council consists of the Royal Rangers Executive Committee, together with all District Commanders, District Aides-de-Camp, National FCF Officers, District FCF Presidents, Regional & District Training Coordinators, and Special Aides-de-Camp.

The total membership of the National Council stands at 155, while 122 of these attended the council in March. The participation percentage is 79%! This is even more remarkable considering that most of those attending paid their own way! We had more than 160 attending the closing banquet.

Several important decisions were made during the council, not the least of which was the approval to enlarge DISPATCH. When this change is effected (probably in early 1978), every leader in the chartered outpost will receive a copy, not just the commander. We will add \$1.00 to the registration fee for leaders to cover the cost of DISPATCH. A copy of HIGH ADVENTURE already goes to each leader in the chartered outpost.

DISPATCH will be enlarged to 8½" x 11" size with 16 pages. With additional space, we plan to include more articles of an inspirational nature, the type to encourage consistent service, self-improvement and total involvement. It is estimated the circulation will quadruple from the present 8,000 to more than 30,000 per issue.

Plans were also confirmed and enlarged for our Second National Royal Rangers Camporama to be held in the Summer of 1978 at Farragut, Idaho. More than 3,000 men and boys are expected to participate.

—John Eller, National Dispatcher

ADD COLOR TO YOUR CAMPFIRE

by Paul Stanek

A council fire is the highlight of a camping experience. The flickering flames dancing about the crackling logs provide a hypnotic atmosphere which will rampage through the minds and hearts of men and boys.

The council fire provides various moods by which we need to prayerfully plan our services. Adding colors to the fire will add beauty and awe to the imagination of Royal Rangers. Proper use of various chemicals will add a tinge of grandeur to your fire or torches which will be implanted in the memory of those present.

Chemically treated logs or chips may be found and acquired commercially. These products add color to indoor fireplaces and will work just as well in the outdoors. However, you may wish to purchase your own chemicals and make your own.

One must be very cautious while working to protect hands and face. The use of rubber gloves and long sleeved shirts will help. Remember that most chemicals are corrosive to metal, so be sure to use nonmetal containers such as wood or crockery. Generally, mix one-half pound of chemicals to one-half gallon of tap water.

You may wish to treat various types of fuel such as pine cones, wood chips, rolled up newspaper or magazines, or rolls of toilet paper. Place these items in a burlap or mesh bag. Submerge items in the chemical solution and weigh them down. Leave them in the mixture for one or two days so that the fuel will be completely saturated with chemical. Lift them out and allow to dry a few days.

Here are some chemicals and the colors they will produce:

Blue—copper sulphate

Yellow—table salt

Red—strontium

Purple—Lithium chloride

Vivid green—borax

Apple green—barium nitrate

Orange—calcium chloride

Lavender—potassium chloride

Emerald green—copper nitrate

Adding colors to the council fire will give additive which will be both impressive and lasting. Chemically treated fires will provide new excitement and meaning to the participants of the glowing embers of a council fire.



One of our readers sent us a recipe which may help to raise the reputation of the lowly carp: "Clean the carp," he says, "and soak it overnight in salt water with a little vinegar in the refrigerator. Then cut it into chunks and pack in jars with a teaspoon of salt. Pressure cook at pressure 115 for 90 minutes for quarts, 120 minutes for half-gallons. The fish can later be mixed with eggs and cracker crumbs and made into patties. Fry the patties in fresh lard or butter until brown, then cover with mushroom sauce and brown in the oven."

TATER BAKING

We previously suggested a method of baking potatoes in a campfire. Mrs. Adean Kee of Webster Groves, Mo., has suggested an ever better way. Soak a single sheet of newspaper in water, wrap it around the potato and then cover the potato with foil. This method takes only about half the normal cooking time in a campfire, she says, because of steam generated by the wet newspaper.



September

WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	PROJECTS & RESOURCE
ROUNDUP TIME	<ol style="list-style-type: none"> 1. Line up the STAYS 2. Roundup the STRAYS 3. Stress that roundup PAYS 4. Seek to enroll new boys 5. Make plans for Fall & Winter 6. Roundup all the LAGGERS, encourage advancements 	<ol style="list-style-type: none"> 1. BRANDING TIME Plan for special recognition of new Rangers. 2. Plan for a cook-out or camp-out 3. Special recognition for those bringing visitors to outpost meetings. 4. Plan a hike 	<ol style="list-style-type: none"> 1. Use the western theme in promoting your Round-up 2. Plan for a cross-country backpack, or horseback riding 3. Plan your activities wisely in view of Fall weather changes
WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	PROJECTS & RESOURCE
COUNCIL OF ACHIEVEMENT	<ol style="list-style-type: none"> 1. God wants us to be faithful 2. It is proper to recognize faithfulness 3. Achievement in life is important 4. Advancement in Royal Rangers is necessary for the total boy 	<ol style="list-style-type: none"> 1. Plan a council of achievement 2. Order all awards and advancement pins well in advance 3. Plan an impressive ceremony, utilizing as many leaders & boys as possible 	<ol style="list-style-type: none"> 1. Plan OPEN HOUSE in connection with the Council 2. Arrange for special displays 3. Assign special projects for each patrol 4. Rehearse for color and precision
WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	PROJECTS & RESOURCE
CAMPING Adventures in Camping	<ol style="list-style-type: none"> 1. Good camp-outs don't just happen 2. Planning & preparation essential 3. Priorities: shelter, fire & food 4. Proper equipment 5. Protection should the weather change 6. Assignments 	<ol style="list-style-type: none"> 1. Prepare an outpost duty roster 2. Assign leaders & boys specific jobs 3. Make a check list of needs 4. Select campsite 5. Plan transportation 6. Secure parental permission 	<ol style="list-style-type: none"> 1. Contact local AAA for maps, etc. 2. Check public camping areas 3. Inquire locally about farms with rustic camping areas 4. Write: U. S. Dept. of Interior, Wash. for trail info.
WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	PROJECTS & RESOURCE
CAMPING Adventures in Camping	<ol style="list-style-type: none"> 1. Go over assignments 2. Be sure plans are clearly understood 3. Announce time schedule 4. Encourage promptness 5. Challenge outpost excellence 6. Mention safety 	<ol style="list-style-type: none"> 1. Campsite activities for new boys <ul style="list-style-type: none"> ● Toolcraft ● Ropecraft ● Cooking ● Firecraft 2. Recreation: <ul style="list-style-type: none"> ● Run relays ● Log roll ● Tree climb ● Insect hunt 	<ol style="list-style-type: none"> 1. Plan Councilfire 2. Ask Chaplain to plan a Biblical skit involving boys (Feeding 5,000; Jesus calling disciples, etc.) 3. Plan music & singing 4. Do a star gaze at the close

October

WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	PROJECTS & RESOURCE
ROYAL RANGERS ANNIVERSARY (Royal Rangers Week: 15th birthday)	<ol style="list-style-type: none"> 1. Why should we have Royal Rangers? 2. Who launched the Royal Rangers? 3. How did this ministry begin? 4. What does it do for boys? 5. At what age may a boy become involved? 	<ol style="list-style-type: none"> 1. Boy-Leader Banquet 2. Son-Father cook-out 3. Recognition in a Sunday service 4. Uniform day in church, reserved section for boys 5. Boy participation as ushers, special singing, etc. 	<ol style="list-style-type: none"> 1. Public testimonials from leaders 2. Public recognition of leadership training advancements 3. Special time of prayer for local, sectional, district and national leadership 4. Promotional brochure hand-outs
WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	PROJECTS & RESOURCE
HARVEST FESTIVAL Columbus' Day	<ol style="list-style-type: none"> 1. Rehearse events which led to New World voyage 2. Mention the "flat earth" theory 3. Emphasize the adventure of his kind of courage 4. Trip ran from Aug. 3—Oct. 12, 1492 	<ol style="list-style-type: none"> 1. Assign several boys to get data on Columbus 2. Obtain a world map or globe to trace voyage 3. Secure to construct models of Columbus' flotilla: Santa Maria, Nina, and Pinta 	<ol style="list-style-type: none"> 1. Invite a teacher to speak on the historical aspects of Columbus 2. Plan outpost participation in any local observance such as a parade, etc. 3. Plan a "Discovery Day" for unsaved boys
WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	PROJECTS & RESOURCE
HARVEST FESTIVAL Missions Devotions For Boys, page 68	<ol style="list-style-type: none"> 1. Jesus commanded missionaries to go forth (Matt. 28) 2. Paul was a great missionary, made three journeys 3. Missionaries brought the gospel west 4. America has truth because of it 	<ol style="list-style-type: none"> 1. Secure missionary prayer list from Foreign Missions in Springfield, Mo. 2. Write Home Missions for needy project 3. Ask local church office for list of missionaries you support 	<ol style="list-style-type: none"> 1. Start a project to raise money for Indian missions: <ul style="list-style-type: none"> ● Fair ● Black Powder Shoot ● Tomahawk throw ● Contest 2. Use a globe or world map to show missionaries you support
WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	PROJECTS & RESOURCE
HARVEST FESTIVAL Health	<ol style="list-style-type: none"> 1. Health a gift from God 2. Divine healing & divine health go hand in hand 3. Physical fitness thru exercise 4. Discuss type of physical fitness 5. Nutrition & diet 	<ol style="list-style-type: none"> 1. Do a chart of hygiene tips 2. Emphasize personal cleanliness 3. Soap as a disinfectant 4. Make a list of harmful habits 5. Obtain a dental check list 	<ol style="list-style-type: none"> 1. Lecture by a doctor 2. Visit from nurse 3. Talk from a public health official 4. Assign a leader for a talk on the Christian life as an important health input 5. Call for testimonies on healings 6. Do a drug chart
WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	PROJECTS & RESOURCE
HARVEST FESTIVAL Reformation Day	<ol style="list-style-type: none"> 1. Recount events leading to Protestant Reformation 2. Martin Luther: Reformer 3. 95 Theses, a document for debate, was nailed to the 	<ol style="list-style-type: none"> 1. Research biography of Luther 2. Trace influence of Reformation on world history 3. Use "The Just Shall Live By Faith" as weekly theme 	<ol style="list-style-type: none"> 1. Make a chart of "Roll Call of the Faithful" from Hebrews 11 2. Assign a different boy to do a two minute report on each individual

November

WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	PROJECTS & RESOURCE
HELPING THE HANDICAPPED	<ol style="list-style-type: none"> 1. Use a Biblical story of someone blind or lame 2. To illustrate deafness, have boys stop ears 3. Jesus heals some—others must have our help 4. Refer to the Good Samaritan 	<ol style="list-style-type: none"> 1. Ask pastor or ch. office for a list of shut-ins 2. Have a handicapped person speak to outpost 3. Plan for Guide Dog demonstration 4. If ch. has a deaf class, have an interpreter visit 	<ol style="list-style-type: none"> 1. Assign each boy to contact a shut-in 2. Craft project: glue rocks on boards in the shape of turtles & paint for distribution at a Nursing Home or hospital 3. Make attic drive for handicapped
WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	PROJECTS & RESOURCE
BIBLE	<ol style="list-style-type: none"> 1. Origin of Bible 2. Illustrate different versions 3. Categorize Bible contents 4. Give Scripture references for Salvation, Divine Healing, Holy Spirit, & Rapture of the church 	<ol style="list-style-type: none"> 1. Encourage Bible reading 2. Make wall chart for chapters read 3. Emphasize memorization 4. Set a goal for every boy to read the Bible through 5. Recognize those who follow through 	<ol style="list-style-type: none"> 1. Order Bible reading guides: <ul style="list-style-type: none"> ● GPH 1445 Boonville Springfield, Mo. ● Am. Bible Soc. New York 2. Plan a Bible Reading-a-thon 3. Invite a Gideon to speak
WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	PROJECTS & RESOURCE
THANKS-GIVING	<ol style="list-style-type: none"> 1. Thanks for spiritual things 2. Thanks for nation 3. Thanks for freedom & liberty 4. Thanks for friends 5. Thanks for material blessings 6. Thanks for all good things 7. Thanks for health 	<ol style="list-style-type: none"> 1. Letters of thanks to pastor & other leaders 2. Form friendship circle and ask each boy to have a word of thanks 3. Express appreciation to someone who has benefitted outpost 	<ol style="list-style-type: none"> 1. Coordinate food & clothing baskets for needy families 2. Visit elderly & shut-ins connected with the church 3. Hold a service in a Nursing Home 4. Send cards to people in the hospitals
WEEKLY THEME	WEEKLY PROGRAM FEATURE	SPECIAL ACTIVITIES	PROJECTS & RESOURCE
WINTERIZE	<ol style="list-style-type: none"> 1. Reactions of the human body to cold 2. Wind-chill factors 3. Insulation agents 4. Techniques of winter camping 5. Priority: clothing and sleeping bags 5. Winter camping as a challenge 	<ol style="list-style-type: none"> 1. Plan a cold weather hike 2. Check actual temperatures and chill factors 3. Plan a snow day 4. Have a Klondike Derby 5. Build a giant snowman 	<ol style="list-style-type: none"> 1. Snow Day <i>High Adventure: Winter 1973-74</i> 2. Animal Tracks: <i>High Adventure: Winter 1972-73</i> 3. Winter Camping: <i>High Adventure: Winter 1976-77</i>

THE OUTPOSTER

JOHN MUIR ON STREAMS

"All the larger streams of uncultivated countries are mysteriously charming and beautiful, whether flowing in their mountains or through swamps and plains. Their channels are interestingly sculptured, far more so than the grandest architectural works of man. The finest of the forests are usually found along their banks, and in the multitude of falls and rapids, the wilderness finds a voice."—*John Muir in "A Thousand Mile Walk to the Gulf."*

SUCCESS

"A Royal Ranger Leader never plans to fail, he just fails to plan."—*Marcus McRee, Tacoma, Wash.*

DOWN UNDER

Can you name the only sizeable nation founded without civil war or revolution? Answer: Australia.

ALLERGIES

The skin specialists nationwide report a rise in the outbreak of facial allergies among men. What accounts for this? Colognes, they contend.

MANKIND'S BRAIN

Did you know that if science could conceivably construct a computer able to perform the functions of the human brain, it would have to be as large as the whole earth?

OUTPOST PROMOTIONAL GIMMICKS

The following list of promotional gimmicks to be attached to special letters and flyers has been shared with us by Rev. Rodney L. Stanbro, D-CAP of Tennessee. These could be easily adapted to outpost promotions.

GOLF TEE—"Don't be an absen'tee."

FOIL—"Foiled again by absentees!"

LIFESAVER—"This letter is mint for you, be a lifesaver and attend the meeting this week!"

TOOTHPICK—"We're picking on you!"

CANDY CORN—"We don't want you to be cornfused. . . ."

STRING—"Try stringing along with our outpost!"

TINY FLAG—"Just wanted to flag you down. . . ."

FEATHER—"A feather isn't heavy, but did you ever try to carry a feather bed? There were too many absentees from the meeting last week!"

PIN—"The point is this. . . ."

STICK OF GUM—"Don't gum up the works by being absent. . . ."

PINK FEATHER—"We'd be tickled pink. . . ."

PRICE TAG—"It costs something to be faithful. . . ."

TOY BALLOON—"Don't pop our balloon. . . ."

PIECE OF CLOTH—"What kind of cloth are you made of?"

PENNY—"A penny for your thoughts about Royal Rangers."

RUBBER BAND—"We're not stretching it a bit when we say. . . ."

RIBBON—"Honestly we're not ribbon you. . . ."

THE SIGNERS

Of the 56 signers of the Declaration of Independence not one ever fell from grace. Not one by word or deed ever tarnished his fame but remained pure in public and private life to the last.

A CHIEF SAID IT BEST

Buy our land? How can you buy or sell the sky—the warmth of the land? We do not own the freshness of the air or the sparkle of the water.—*Chief Seattle*

HONEST CONFESSION

An Ozark musician admitted to an interviewer: "My father went fishing once a year. Left in the spring and came back in the fall."

—*Springfield Leader-Press*

WHAT IS LIFE?

What is *talent* but originality robbed in resourcefulness?

What is *success* but effort draped in determination?

What is *achievement* but a dream dressed in work clothes?

What is *accomplishment* but ability stripped of its doubts?

What is *life* but a series of opportunities masked as difficulties?

—*William Arthur Ward*

FORTY KNOTS

A VISUAL AID FOR KNOT TYING



OVERHAND KNOT



SAILOR'S KNOT



SQUARE KNOT



LARK'S HEAD



FIGURE EIGHT KNOT



STEVEDORE'S KNOT



KILLICK HITCH



SHEET BEND



SHEET BEND DOUBLE



TIMBER HITCH



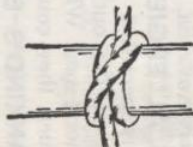
LARIAT LOOP



OVERHAND BOW



CAT'S PAW



CLOVE HITCH



BLACKWALL HITCH



GRANNY KNOT



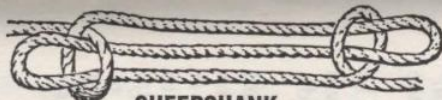
FISHERMAN'S KNOT



CARRICK BEND



FISHERMAN'S EYE



SHEEPSHANK



MILLER'S KNOT



RUNNING KNOT



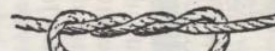
BOWLINE



FIGURE EIGHT DOUBLE



BOWLINE ON BIGHT



DOUBLE OVERHAND



SLIPPERY HITCH



HALF HITCH



BOW KNOT



TWO HALF HITCHES



HITCHING TIE



ROLLING HITCH



CHAIN HITCH



TAUT-LINE HITCH



HALYARD BEND



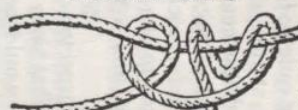
FISHERMAN'S BEND



SURGEON'S KNOT



MARLINSPIKE HITCH



MIDSHIPMAN'S HITCH



TILLER'S HITCH

OUTPOST DEVOTIONS



LOWERING STANDARDS

(Ed Curran, Waukesha, WI)

George and Andy were two ambitious young fellows. Andy knew the Lord as his personal Saviour, but George was out to have fun.

Things went along quietly for a while, but then, the guys started doing little things which seemed innocent to them. These led to bigger things such as shoplifting gum, candy, socks, gloves, and small toys. It got to the point that everytime they went into a store, they lifted something.

Andy's parents suspected something was wrong, but felt that since Andy had professed Christ, he would not get into trouble.

Finally, Andy became so involved he was hooked and could see no way out. Fear gripped his heart and he spent many sleepless nights. How could he get out of this mess?

The Lord was speaking to Andy, and he knew what he had to do. He got on his knees and confessed to the Lord all he had done. Then, he told his parents. They all prayed, and discussed what should be done.

The Lord directed them to contact the police. Andy appeared before the judge, who asked why he had done all these things. Andy replied he had only tagged along with his pal so that he could lead him to Christ, but it had backfired.

The judge ordered him to make restitution and placed him on one year probation. The final words of the judge to Andy were: "Never lower your standards for anyone. It just doesn't pay!"

Fellows, as Christian young men, we must "stand fast in the Lord" (1 Thess. 3:8). Let us bow our heads and pray for strength to stand fast.

OBEDIENCE

(Mrs. Fern E. Fick)

Johnny and his father were out hiking in the hills behind their home. They

were enjoying the beautiful day together. But soon, they became a little tired and sat down to rest.

"Don't move a muscle!" Johnny heard his father say in a firm voice.

Johnny didn't know why his father would say such a thing, but he sat very still.

Suddenly, a shot rang out—his father had shot a deadly snake that was about to strike.

"I'm glad you learned to obey and that I could depend on you to sit still," his father said, "that snake would have bitten you if you had moved!"

God has told us in His Word that to obey is better than sacrifice. If we will take heed and obey God's commands, we can save ourselves a lot of grief.

Do you fellows think Johnny was glad he had obeyed? Can you think of some instance in your life when you didn't obey a command that got you into trouble?

Let's all make a special effort to obey. Bow your heads as we ask God to help us be obedient.

TRUST

(David Webb, Lakeland, FL)

Times were very hard. Jobs were almost impossible to find. A hardware merchant needed another salesman and placed a "Help Wanted" sign in the window.

Soon, a man stopped to ask about the job, saying he was willing to work. He was taken to a storeroom and shown a large keg of rusty nails of various sizes, and asked to sort them according to size. The man promptly stated that he was a salesman, not a warehouse worker, and would not take the job.

The second who applied very carefully sorted the nails. When he finished, the shopkeeper put them back in the keg and asked him to begin again.

"What!" the man exploded, "I just sorted them!"

"Do it again," was the reply. He

refused, took his pay, and stormed out.

The third man said he needed a job. He was not a salesman, but would try to learn if given a chance. He too was asked to sort out the nails, which he did with great care. As before, the nails were put back in the keg. The man sorted them twice again. Each time he worked with care and patience.

When the task was finished the third time, the storekeeper gave this man the job saying that he was looking for an employee who could be trusted to do what he was asked.

What would you have done? Do you think the others were justified in what they did? Why or why not?

God wants us to obey Him. Jesus is our Master Ranger who has set the example for us.

THE BURNING BUSH

(Dwayne R. Williams, Caruthersville, MO)

Scripture: Exodus 3.

Moses was herding sheep on the backside of the desert one day. Suddenly, to his surprise, he saw a bush burning, but it was not burned up. To his amazement, a voice came from the bush! It was God speaking to him. God had a job for him to do. He wanted Moses to go back to Egypt and deliver His children from slavery.

Boys, see our fire. It's a little different to Moses' burning bush. Our wood is burning up and there is no voice coming from the fire. But God is speaking to us just the same. He gave us a conscience.

Did you ever start to say or do something that you knew you shouldn't, and have a voice inside you say, "You should not do that"?

God speaks today to those who will listen. Because Moses was willing to obey. God made him a great leader. Will you be willing to obey God when He speaks to you?

SOMETHING FISHY

(Eddy Schmitt, Strongville, OH)

Do you like to fish? Most boys do. But to be a good fisherman, you must meet at least two requirements. One, you must have patience, and, two, you must fool the fish.

There are several kinds of lures that are used in fooling fish. Some of these are very attractive.

Success as a fisherman depends upon your willingness to wait for the fish to be attracted to your bait, and your skill in tempting the fish to bite.

Let's look at a "fisherman" who has patience and skill! He has fooled us many times. That fisherman is the devil. He fishes after men—not fish. He wants to fool men and hook them. If he fails, he keeps trying over and again.

Ephesians 6:11 tells us "Put on the whole armour of God, that ye may be able to stand against the wiles of the devil."

The devil tempted Jesus, but our Lord did not fall for the cheap tricks and lies of the devil.

The devil is always trying to trick up, but God watches over us. Satan uses the best lures possible, but if we look to God, He will help us to outwit and overcome the devil.

THE MOUNTAIN TOP

(Rae Ladd, Hesperia, CA)

Setting: have the boys form a circle around the campfire and begin singing "Sunshine Mountain" or "Higher Ground."

Fellows, mountain tops are beautiful places. We even have mountain tops in our lives. Our birth is a mountain top for our parents. The dates are recorded and referred to as a birthday.

Another mountain top is the day we ask the Lord to come into our hearts. Learning God's Word is another important mountain top.

What about the mountain top of leading another boy to the Lord? It is a great experience we all should have. Let us strive to climb that mountain top at every opportunity.



The blazing campfire symbolizes the spirit of FCF: Personal witnessing (light), Christian love (warmth), and Dedicated service (usefulness).



HOW

MATCH IT OR KNOW IT

(Harvey Speight, Ocean Spgs., MS)

Divide the boys into two groups. Allow each team 15 minutes to collect nature objects (leaves, twigs, seeds, nuts, etc.).

Then have one boy from each team go to the opposite side with an article. If the opposing team can name it, award one point. If they can match it through their collection, award two points. The team with the most points wins.

CRUSTS AND CRUMBS

(Pam Breakspear, NSW, Australia)

Stand the boys in two lines facing each other, three or four feet apart. One line is called "Crusts" and the other "Crumbs."

The leader, rolling his 'r's,' calls out one of the names. If Crusts are called, that line runs away, the Crumbs chasing. Any boys caught before crossing a given line, change sides, and become members of the opposing team.

PYGMY

(Melvin Hobson, San Bernardino, CA)

This is a simple game which requires no equipment. The leader is in the center with the boys in a circle. One boy is told that he is a "pygmy," one inch tall, and fairly skinny. He is allowed to hide himself, in thought, behind or inside anything in full view of the other players.

When the pygmy is ready, the leader says, 'guess where,' and the boys start

guessing. Each player guesses in turn. The first boy to guess correctly is the next pygmy.

SPOT TAG

(William T. Hunt, Ojai, CA)

This is played like the game of tag. One boy is 'it' and tries to tag another boy. The only difference is that where he touches the boy, that boy must hold that particular spot while he is 'it,' and tries to touch another boy.

TOE RELAY

(Nestor Salcido)

Divide boys into two teams of equal and even numbers. Half of each team stands at one goal line, the other halves on the opposite.

Contestants must remove shoes and socks. At the signal to begin, the first from each team places a pencil between the big toe and second toe of either foot. He then begins to hop up and down—not walk or run—to the opposite goal.

If the pencil drops out of the contestant's toes, he must stop, and, using only his feet, place it back into position before proceeding.

As soon as he reaches the other goal, he must pass the pencil via feet to the next player on his team, who repeats the procedure.

The team to finish first wins.

CARD WALK

(Frederick M. Drye, La Puente, CA)

Line up two even teams, as many as you want on each team. The teams have two pieces of cardboard each.

On signal, the first boy in each line lays down a card in front of him and steps on it. He lays down the second card and steps on it, moving toward the goal line. He then reaches for the card behind him on which to move ahead, and so on.

When each boy reaches the goal line, he hands the cards to the next boy in line who starts the process again. The first team to finish is winner.

PICKIN' COTTON

(Jimmie Wilson, Holland, MI)

Line up the Rangers in two columns at one end of the room and place a basket of cotton balls at the other end.

Give the first two boys a spoon. Have them put the spoons in their teeth and on signal, walk to the basket and scoop up some cotton balls and return to the other side. (Have two empty baskets waiting as "trucks.")

Repeat the process until each boy has a turn. The truck with the most cotton wins. Balls dropped on the floor do not count.

BULL SNAKE

(Leroy Trujillo, Lakewood, CO)

Stand a milk can on the floor. Form a circle around it, with arms linked. Keeping together, the boys begin to move back and forth around the can, each trying to make the other fellow knock it over. Whoever knocks it over has been "struck by a bullsnake," and must drop out.

Game continues until only one boy is standing.

FLINCH

(Erv Reifschneider, Denver, CO)

All but one boy stands in a circle. The one remaining is in the middle with a lightweight ball. He either throws the ball or pretends to throw it. If someone flinches, they are out. Game continues on a time limit, or, until everyone is out.

WALKING STATUES

(Ken Woolver, Zion, IL)

Divide the outpost into two groups, sending one group to each end of the room. The commander stands in the center.

Teams can only advance toward the center while the leader is facing the opposite way. He turns around at will, at which time everyone in his sight must be motionless. Anyone caught in motion is sent back to the starting line. Continue until a player touches the leader.

SPOOL TOSS

(Bill Taylor, Tacoma, Wash.)

Take five spools and tie strings of varying lengths to each of them. Set an open box ten to fifteen feet away. The point of the game is for the player to swing a spook by the end of its string, and toss it into the box. Begin with the longest and finish with the shortest.

UMBRELLA BOUNCE

(Bill Taylor, Tacoma, Wash.)

Open an umbrella and set it upside down on the floor. Mark a starting line ten to fifteen feet away.

Use a rubber ball or tennis ball to bounce the ball into the umbrella so that it stays in. The ball may bounce only once. Score a point for each "hit" that stays.

THE LONGEST WORD

(Bill Taylor, Tacoma, Wash.)

Start game with a one letter word and add letters one at a time. Each new letter must make a new word. Letters may be added at the beginning, end, or middle. The object is to see who can form the longest word.

Example: "a, ay, say, stay, stray, etc."

ROUND-UP

(Ernest Ruiz, Montebello, CA)

One foreman and two cowboys are in one group, while all the other players are "wild horses."

The foreman and cowboys are in the open range, while the wild horses are in the mountains.

When the foreman calls, "Wild horses!" the horses must run from the mountains into the open range.

Horses must stay on the range until they are tagged by the foreman or cowboys and sent to the corral.

The game continues until all horses are caught. The last horse on the range is the new foreman and chooses two players to be cowboys for the next game.

INDIAN BALL

(Rich Hendricks, Azusa, CA)

One person bats with everyone else in the field. The batter hits the ball and the one who gets to it first rolls it back toward the bat on the ground. If he hits it, he becomes the new batter.

If a fielder catches the ball on the fly, he is automatically up.

PILOT TEST

(W. Butterfield, NSW, Australia)

See who can stand longest on one leg with their eyes shut.



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 campouts.
5. OUTPOST OUTINGS: 2 points for each outpost outing other than campouts.
6. ATTENDING A NATIONAL TRAINING CAMP: 10 points.
7. ATTENDING A SECOND NATIONAL TRAINING EVENT SUCH AS NTT, ANTC, AQUATIC CAMP, WINTER CAMP, ETC: 5 points each.
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 new member.
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 (150 for Buckaroo leaders).

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 31.



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 campouts. _____
5. OUTPOST OUTINGS: 2 points for each outpost outing other than campouts. _____
6. ATTENDING A NATIONAL TRAINING CAMP: 10 points. _____
7. ATTENDING A SECOND NATIONAL TRAINING EVENT: 5 pts.ea. _____
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 new member. _____
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 (150 points for Buckaroo Leaders)

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. Three dollars should be attached to cover the cost of the medal.

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



The 1978 NATIONAL CAMP-ORAMA

Farragut State Park, Idaho

JULY 25th - 29th



DON'T MISS THE EXCITEMENT!
contact your district commander.