

DISPATCH

A ROYAL RANGERS MAGAZINE FOR MEN



SPRING 1978

Don't Be Afraid to Dream
A Positive Point or Two
Animals of the Bible
Pioneer Teacher
Joshua's Plow

DISPATCH

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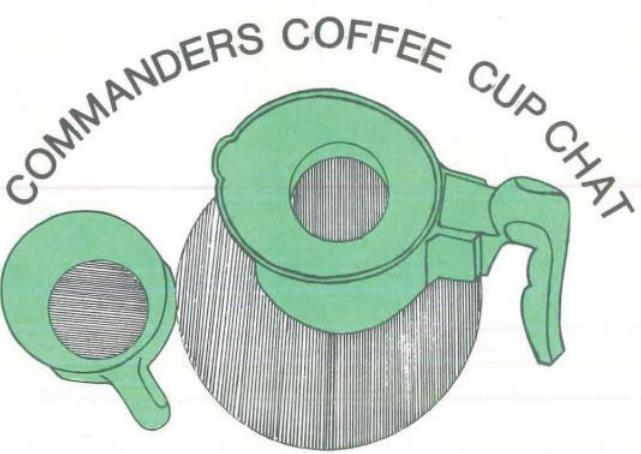
Don't Be Afraid to Dream
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SPRING is the time of *awakening*. Seeds buried all winter long come to life. Your local Royal Rangers Outpost should be experiencing this exciting process just now! You've planned all along to get *Straight Arrows* underway. Do it now, before another year passes over your head!

Spring is also the time of *rebirth*. Plants blasted by icy winds and cruel frost start to sprout. This process should be evidenced right away with your *Buckaroos*, *Pioneers*, *Trailblazers*, *Air-Sea-* or *Trail Rangers*. New interest should be promoted in such areas as advancement, uniform correctness, patrol spirit, and outpost teamwork.

Spring is always a time for *renewal*. The activities of Nature which may have seemed long forgotten are suddenly remembered. This should signal recommitment in your outpost to the ideals of the Royal Rangers ministry. Our purpose is to reach, teach, and keep boys for Jesus Christ. Christ-centered curriculum coupled with the challenge of adventure both indoors and out, directs the development of the total boy in spiritual, physical, mental and social aspects of life.

Spring is surely a time of *revival*. Animals awake from their burroughs in the ground, trees put forth their leaves, dry grass turns green again, and the shallow streams are filled to capacity once more. Likewise, your outpost should begin to feel the surge of renewed spiritual life. Emphasis should be placed upon Salvation, the Holy Spirit, Divine healing, and the rapture of the Church. Never settle for just a good boys' program—be sure it is a *Pentecostal* boys' program!

Spring is certainly a time for *vision*. "First the blade, then the ear, after that the full corn in the ear" (Mark 4:28). The budding is only the beginning. In addition to outpost activities, you should anticipate exciting participation in your sectional, district, territorial, and national events this year. Encourage your older boys and leaders to become eligible for the Frontiersmen Camping Fraternity. And plan now to participate in our National Camporama at Farragut State Park, Idaho, July 25-29.

We will watch for you along the trails of adventure this year!

—John Eller, National Dispatcher

by O. J. Robertson

Has someone called you a dreamer? Consider it a compliment. Those who have dreamed and worked with heart and soul, with mind and hand, to make their faroff dreams come true are the people who have changed the world.

Do you want proof? Look around you. Flip the closest light switch. What happens? In an instant, an ordinary-looking glass bulb glows with a brilliance that instantly pushes away the darkest night. If Edison had not been a dreamer—if he had not hoped and prayed and labored—the world might have had to wait years before another man conceived the idea of lighting the world with electricity.

The men who wrote the Constitution of the United States and established our government were dreamers. Their dream was a nation governed by law and order and supported by a freedom-loving people who believed in liberty and justice and were willing to die to uphold these ideals. At times the dreams of these men seemed to fade. But they held on; they dared where it seemed unwise to dare! Backed by the support of men and women who believed as they did, our forefathers settled on solid rock a “government of the people, by the people, for the people.”

George Washington Goethals must have been something of a dreamer in addition to being an American engineer and army officer. Behind his work of cutting two great continents apart and uniting two oceans was a dream. He and his

men fought against great handicaps to build the Panama Canal, where two men before him had failed. Moving mountains of earth was a difficult task. Guarding against disease required constant vigilance. Sometimes, plans did not work out as Goethals had hoped they would. Yet in spite of all these hardships, the dreamer kept his dream before him as a goal to reach. The successful completion of the canal in 1914 demonstrated to the world that dreamers—who dare enough—become doers!

An example of a modern-day dreamer is Billy Graham. He dreamed of spreading the story of love to millions of people. You have heard him on the radio and watched him on television. His dream is his life. Because he dared—and still does—thousands of people have found a better way of living. Others will find the way because of him.

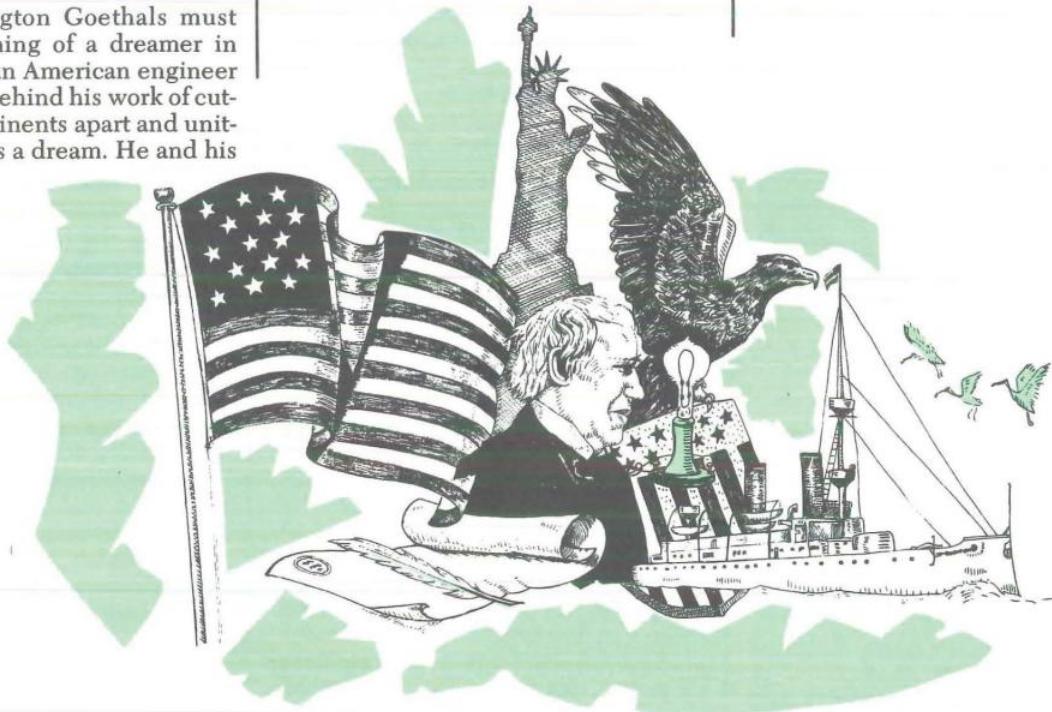
And now to you. You say you cannot be an Edison, a Goethals, or a Graham. You are probably right. Only a few are destined to be great in this sense of the term. But you are wrong if you think you cannot be a dreamer. A small-scale dream that changes only one life is worth

while, and the person who never dreams is like driftwood floating away from shore. He is of little use to himself or to the world.

What can I dream, you ask? Do you love beauty? Then create it. Landscape a yard. Plant a flower garden. Beauty attracts and affects people. They will stop and look over what you have done. They will go away happy, and you will have an inner satisfaction, knowing that your fulfilled dream has made the world more pleasant and beautiful. Do you or your neighbor have a workshop? Do you like to “fiddle” with wood and wheels and motors and wires? Then fiddle! Fiddling is a way of dreaming, and you might just come up with a new machine or a labor-saving idea! If you don’t, and do nothing more than make a toy for some child, consider your time well spent. Anything given to another brings a blessing to the giver.

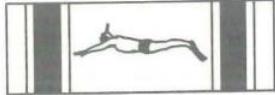
There are thousands of dreams waiting to come true for someone. Build a roadside park. Organize a hobby club. Take those music lessons you have been thinking about. Find some paints and put the colors of trees and sky and flowers on canvas. You may not produce a masterpiece, but you will have fun.

There is a dream waiting somewhere for you! Find it! Then dare to make it come true. You will be a winner if you do.



DON'T BE AFRAID TO DREAM

Advancement Trail



SCUBA DIVING AWARD

REQUIREMENTS:

Earn your basic Scuba Diving Certificate from one of the following:

- a. Professional Association of Diving Instructors (PADI).
- b. YMCA.
- c. National Association of Underwater Instructors (NAUI).
- d. National Association of Scuba Diving Stores (NASDS).



FISHING AWARD

REQUIREMENTS:

1. Name ten different fish in your area. Identify them.
2. Catch three different kinds of fish, clean for cooking.
3. Name the parts of a pole and reel.
4. Name different kinds of rods and reels and their unique purpose.
5. Catch and identify four kinds of bait.
6. Show how to take care of fishing tackle.
7. Explain the feeding habits and breeding locations of fish in your area.
8. Explain where to find fish during different temperatures.
9. When is open season on game fish in your area?
10. What is your State Fish Conservation doing to promote better fishing in your area?
11. Visit a fish hatchery or a local Fish and Game Conservation office.
12. Learn your state fishing regulations.

Challenge Your Outpost with all the possibilities!

EXCITING! NEW! Advanced Awards



TOOLCRAFT AWARD REQUIREMENTS:

1. AX
 - a. Name the parts of an ax.
 - b. Name the different types of axes.
 - c. Explain the proper way of passing an ax and other safety factors.
 - d. Demonstrate how to sharpen an ax.
 - e. Demonstrate the proper use of a hand ax and a longhandle ax.
 - f. Replace a handle in an ax.
2. KNIFE
 - a. Name the parts of a knife.
 - b. Describe five different types of knives and their purposes.
 - c. Explain the safety factors in using and passing a knife.
 - d. Demonstrate how to sharpen a knife.
3. CAMP SAWS
 - a. Name the parts of a saw.
 - b. Name the types of saws.
 - c. Explain the difference in saw teeth and the purpose for each difference.
 - d. Explain the safety precautions in using a saw.
 - e. Properly sharpen a camp saw.
 - f. Demonstrate your ability in using a camp saw.



MOTORBOATING REQUIREMENTS:

Successfully complete the American Red Cross Motorboating Course.



CARDIOPULMONARY RESUSCITATION (CPR)

REQUIREMENTS:

Earn the CPR certificate through the American Heart Association, or the American Red Cross.



WATER SAFETY INSTRUCTOR AWARD REQUIREMENTS:

Earn the Red Cross Safety Instructor Certificate.



SAILING AWARD REQUIREMENTS:

Earn the Red Cross Sailing Certificate, or meet the following:

1. Write a 500 word essay on the history of sailing.
2. List five types of sailboats and briefly describe them.
3. Name and describe five types of sails.
4. Name the main parts of the riggings and sails and explain their use.
5. Name the main parts of a sailboat and explain the function of each.
6. List the required and recommended equipment required by law for day and night sailing.
7. Explain what the Federal Rules of the Road are in detail.
8. With the aid of another person, properly do the following:
 - a. Rig a sailboat.
 - b. Get underway from a dock or mooring.
 - c. Set sails.
 - d. Beating, reaching, running, jibe.
 - e. Upright a capsized sailboat.
 - f. Anchor.
 - g. Dock landing and a mooring.
 - h. Furl and stow sails.
9. Demonstrate your ability to tie the following:
 - a. Figure eight knot
 - b. Slipped reef knot
 - c. Sheet bend
 - d. Bowline
 - e. Round turn and two half hitches.
 - f. Fisherman's bend
 - g. Rolling hitch
 - h. Short splice
 - i. Eye splice
 - j. Long splice

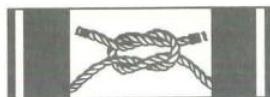


HIDE TANNING AWARD

(Genesis 3:21)

REQUIREMENTS:

1. Read two books on hide tanning.
2. Know or obtain information on at least three different tanning solutions.
3. What are the antidotes for each solution used in question two?
4. Describe and list at least five tools used in hide tanning.
5. List the safety precautions to be followed in using tools and solutions in hide tanning.
6. Explain in 100 words or less, the complete process of tanning a hide and give solutions used in this process.
7. Explain how to take a hide from an animal.
8. Secure a fresh or salted hide and tan it (under adult supervision).



ROPECRAFT AWARD

REQUIREMENTS:

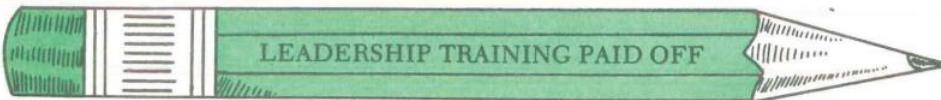
1. Explain the history of rope.
2. Explain six kinds of ropes, their value and purpose.
3. Explain how to care for ropes.
4. Learn six additional knots other than those listed in your Rangers book.
5. Make a rope machine and manufacture a 6-foot length of rope, $\frac{1}{4}$ -inch thick.
6. Demonstrate your skills in these:
 - a. Short splice
 - b. Eye splice
 - c. Return splice
 - d. Square lashing
 - e. Diagonal lashing
 - f. Sheer lashing
 - g. Continuous lashing
7. Construct one of the following:
 - a. Rope bridge
 - b. Tower
 - c. Table and etc.



COOKING AWARD

REQUIREMENTS:

1. Plan a menu for a three-day outing (nine meals).
2. Make a food list showing cost and amount of food needed for an eight-man patrol on a three-day outing.
3. Make a list of utensils needed to complete the above menu.
4. Cook six complete meals over a campfire, using three different methods (such as baking, frying, boiling, tinfoil cooking, etc.).
5. Use safe food-handling practices and clean up site thoroughly.



A Positive Point or Two

by Shelby Lanier

Two things are essential for a growing, properly functioning RR church program: (1) trained leaders, and (2) a strong spiritual emphasis.

Part of my responsibilities as a children's pastor is RR. In order to reach, teach, and keep boys for Christ, I had to train and then train others.

Next, a strong spiritual foundation had to be laid for RR to become a ministry to win boys to Christ and prepare them for life.

My first step was to follow the systematic program of leadership training offered by the RR. I enrolled in the RR Leadership Training Course and progressed through all five levels of train-

ing. I attended the National Training Camp, the National Canoe Expedition, and the Advanced National Training Camp.

The training took the mystery out of leadership responsibilities. Leadership principles were in simple language. I gained insights into youth ministry I never knew possible. Having experienced the revolutionizing benefits of RR LTC, I encouraged my RR leaders to embark upon a similar program of leadership development. Our church sponsored and paid their camp fees, thus providing a tremendous boost. This proved one of our best investments. The results of our leadership training exceeded our fondest expectations! A chain-reaction of enthusiastic involvement resulted in scores of boys pouring into our church services, Sunday school, Christ's Ambassadors/youth services as well as RR. We experienced an attendance explosion!

We gained access into many new homes. RR opened the doors to new areas of visitation and ministry. Soon all the departments of our church felt the impact of this surge in youth evangelism. As a result we have enlarged our facilities and secured more space time after time, and our total involvement has taken on massive proportions. While our numbers have grown many times over, our *spiritual* gains have been above and beyond our greatest dreams. Praise God!



Leaders crossing monkey bridge at A.N.T.C.

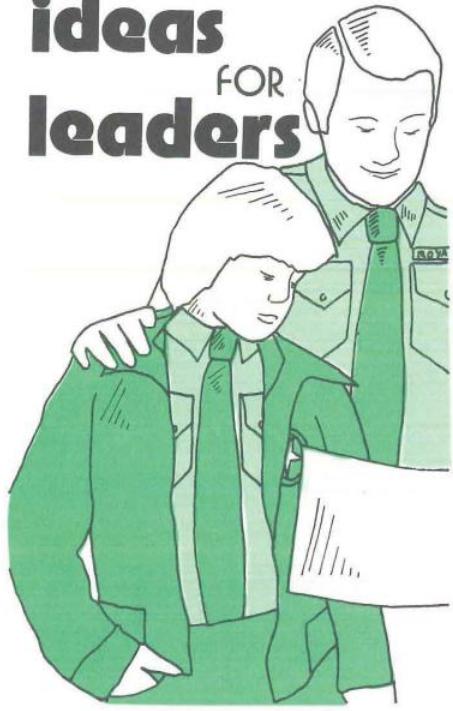
Leader learning by doing at N.T.C.



Yes, RR LEADERSHIP TRAINING has provided a stimulus not only to me, as a youth pastor, but also to many other leaders in our church who daily minister to youth. The results are fantastic!



ideas FOR leaders



ANIMAL RACES (Frank Riley, Visalia, CA)

In this race everyone walks like an animal. They can hop like rabbits, gallop like horses, or waddle like ducks, but everyone must do the same animal walk in each race. The first one to finish, using the animal walk, is the winner.

A fun thing to do, is choose up sides for a relay.

PASSING RELAY (Ivan Geffert, Carver, MN)

Groups of 4 or more compete. "Lead passer" of each group stands 10 feet or more from the rest of his group, standing in a line facing him. On signal lead passer passes ball to number one who returns the pass, then to each of the others in his group. After passing to the last member, he passes to number one again and so on. The first group to complete three rounds is the winning group.

SELLING APPLES (Ivan Geffert, Carver, MN)

Leader tells the group he is going to show them how to sell apples. He then recites, "Apples, apples, apples, who can sell apples? Can you sell apples?" During this recitation he taps out an intricate pattern on the floor with a broom handle or other stick keeping time with the rhythm of his recitation. He then allows another to try to "sell apples." The trick requirement to qualify as a successful salesman is to audibly clear your throat before the recitation.

POT OF GOLD

(Napoleon Cedres, Camarillo, CA)
Can be played anywhere—two or more players.

You say, "If I found a pot of gold at the end of a rainbow, I'd buy this." Then you show by acting out what you would buy. If you choose a puppy, you can whistle to it, pretend to stroke, etc. If you choose a watch, pretend to wind it up. The others try to guess what you bought, and the first one to guess becomes the new actor, unless the players have decided instead to take turns in a regular order.

EYE WITNESS (Indoor)

(Jerry Honeycutt, Ventura, CA)

Divide the group into teams of two boys each. Each team is given a pencil and a piece of paper. At this point a "subject" (any person from another group) is brought in wearing any combination of clothes to be viewed for one minute by the group, and then taken out. After three minutes, have the "subject" return and have each team call out their description as listed on their piece of paper. The team having the most complete description of the "subject" is the winner.

UMBRELLA TOSS

(Don Englar, Eden Prairie, MN)

Open an umbrella and place upside down on the floor. Form a line 4 feet away. Toss a marble shooter or jack ball so that it bounces and falls in the umbrella. One point is scored each time the ball remains in the umbrella.



"JIMMY, IT'S TIME TO GET UP, IF YOU STILL WANT TO GO FISHING WITH ME!"

INDIAN AND WARRIORS (Outdoor) (Wayne O. Hoffman, N. Las Vegas, NV)

The Indian is blindfolded and spun around in a circle, while the Warriors get a good distance away. When everyone is ready, the Warriors try to sneak up and touch the Indian. As the Warriors are sneaking up, the Indian listens and when he hears something he points to it. If it is one of the Warriors, he is out. The first warrior to sneak up and touch the Indian is the winner, and becomes the Indian.

LISTEN AND GUESS

(Gloria McGirr, Indio, CA)

Players write down numbers from one to ten. Leader stands behind a screen or curtain. At reasonable intervals he drops an object from his hand to the floor.

He announces the number of each item. He may be asked to repeat the performance on any item. The listeners guess what is being dropped. The objects might be: bunch of keys, comb, bag of broken glass, spoon, ball, beanbag, wet towel, shoe, coin, book, newspaper.

HOT POTATO

(Don Englar, Eden Prairie, MN)

Set in a circle, facing in. Keep the circle tight. Select one to serve as it, and place him in the center. The players toss a handkerchief from one to another, across and around the circle. "It" tries to touch the handkerchief, and if he succeeds, the player who touched it last is "it." The players must keep the handkerchief moving as fast as possible.

CIRCLE BALL

(Evan Geffert, Carver, MN)

Arrange boys in a circle with ankle of each boy touching ankle of neighbor. A light 10" plastic ball is rolled slowly across the circle and boys begin to bat the ball with hands, attempting to knock ball off the circle between the legs of a boy. When a boy allows the ball to pass between his legs, he drops out of the game. Continue until only four boys are left.

CHARIOT RACE

(Jon Caviness)

Held on any level ground. The distance line is 40 feet from the starting line. Boys are lined up in columns. Boys work in groups of 3 (horse, chariot, rider). The horse stands erect, the chariot bends forward at the hips and grasps the horse at his hips, while the rider sits on the chariot. On signal, the horse and chariot carrying the rider run to a designated line and return. If the rider falls off, he must remount and continue. When these three have returned to the starting line, the next three in line start.

MAKIN' PEMMICAN

When an Indian hunter went on a hunt, he traveled as light as possible, carrying only jerked or pemmican as foods and foraging on natural food as he went.

An excellent camp stew can be made by just adding flour and water to pemmican and slowly simmering it.

The first lightweight camping or "traveling" food was the Indian pemmican, and is as valuable and easy to make today as it was then. The original pemmican was made from buffalo, elk, or venison jerky and whatever else happened to be handy. This included almost all kinds of berries and nuts and honey if it was available.

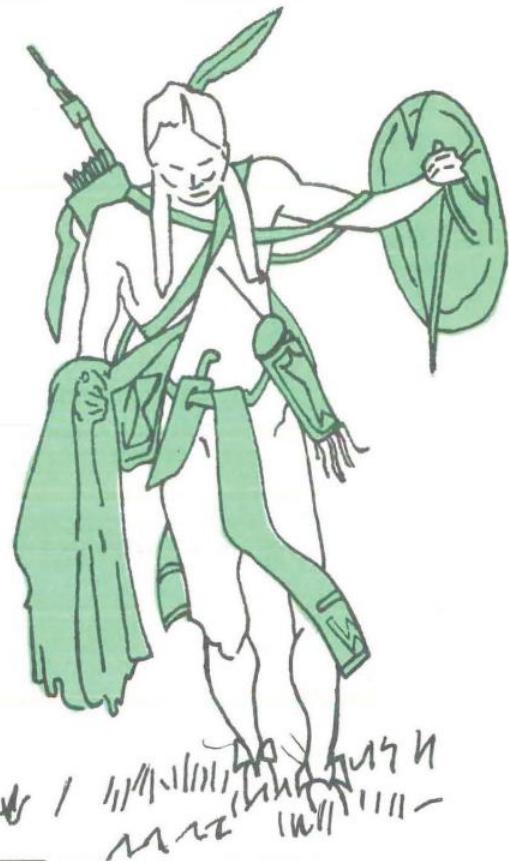
1. Cut all fat from beef, then cut into thin slices. Dry in oven with door open at lowest temperature and door open slightly until meat will break and crumble.
2. Pound meat into powder or grind using an electric blender.
3. Add raisins, dried blueberries, chopped dried apricots, peaches, pecans, peanuts.

4. Heat honey and peanut butter to soften it, then blend into the mixture. Add the cayenne pepper and make sure it is worked thoroughly through the mixture.
5. If you want to go completely natural, pack the mixture into sausage casings (available at meat counters), or you can put the mixture into plastic "tie bags."
6. Keep in a cool, dry place. Pemmican will keep indefinitely and can't be beat as a snack or luncheon on the trail.

RECIPE

FOR MODERN PEMMICAN

-Dried beef	8 oz.
-Raisins	8 oz.
-Unroasted peanuts or pecans	8 oz.
-Honey	2 tsp.
-Peanut butter	4 tblsp.
-Cayenne pepper	¾ tsp.



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Selling CYALUME LIGHTSTICKS is a fun and easy way to raise funds. Your Rangers can participate in this program which has proven successful for many group and organizations. Whether its raising funds for Camporamas, Pow Wows, camping equipment, or other worthwhile church-related projects, you'll want to check into CYALUME LIGHTSTICKS and how they can help your program.

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ANIMALS of the BIBLE

"Let the Earth Bring Forth Every Kind of Animal"
(Genesis 1:24).

Animal life is all about us, and so are Christian outdoor education adventures. The study of animals fascinates our Rangers and can be channeled very easily into an unforgettable spiritual adventure. The excitement of finding an animal track imbedded in the earth is enough to send a Ranger's mind into an inquisitive state. The opportunities for spiritual awareness at this stage are now unparalleled. Through utilizing the material in this article, Animal Track Identification, your Rangers will not only obtain the skill of learning how to identify animal tracks, they will also be aware of our Lord's use of animals to relate spiritual values.

Christian outdoor education uses many different activities to achieve the goal of providing wholesome individual experiences which totally involves the challenges the Ranger's spiritual awareness. By using the outdoors as a spiritual resource, we can fully achieve the goal of developing the Ranger's sensitivity and awareness of himself as he relates to others, his environment, and most important, his Creator.

SUGGESTED PRE-TRIP ACTIVITIES:

In presenting this activity, certain recommendations should be followed in order to maximize the potential of the spiritual experience. Below you will find a number of activities which will enhance and compliment the actual track lesson. They are designed to take place before the outdoor spiritual experience to insure that the concepts covered in the activity will be understood. These activities will also heighten the spiritual possibilities of the experience by providing a good background into our Lord's use of Biblical animals.

8

1. Discuss the relationship between God, man and the animals of the earth. (Genesis 1:24-31)
2. What responsibility does man have to animals? (Genesis 2:20; 9:1-3; Psalms 8; Exodus 22:19)
3. Discuss the usefulness animals have to man. (Genesis 9:2, 3; I Timothy 4:3, 4)
4. Discuss where animals came from. (Genesis 1:24, 25; 2:19)
5. How does God care for the animals? (Genesis 9:9, 10; Matthew 6:26; 10:29; Luke 12:6, 24; I Corinthians 9:9)
6. Discuss which animals were forbidden to be eaten in the Old Testament. (Lev. 11; Deut. 14)

PRE-TRIP ORIENTATION:

The orientation period should take place no more than 3 to 5 days before the outdoor spiritual experience is conducted. It should contain a brief review and discussion on the activity, create the proper mood, a positive attitude, and a spiritual setting for the actual Christian outdoor adventure. In addition, all technical aspects of the adventure should be gone over to be sure that the Ranger understands what is expected of him. The following is a brief outline of orientation procedures which will help to facilitate animal identification and spiritual awareness.

1. Discuss animal tracks including what animals made them, and what can be determined from them. Things that can be determined:
 - a. Direction animal was going.
 - b. Animal activities.
 - c. Whether he was frightened, running or walking.
 - d. What was he feeding on.
 - e. Where animal was going.
 - f. Where he lives.
 - g. Type of animal.
 - h. Approximate weight and size of the animal.
 - i. If an animal has an injury.
 - j. Different animals living in the same habitat.
 - k. If animal was alone or with other animals.
2. Draw a sample track on the chalkboard and use as an illustration. Review terms such as claws, hoofed, tail drag, hind feet, forefeet, webbed feet, etc.
3. Discuss proper clothing. This is an essential area and a thorough job should be done in order to insure positive spiritual awareness.
 - a. Thin layers of clothing are better than one thick layer.
 - b. Proper foot wear for spring outdoor activities should be stressed.
 - c. The head is just as important to keep warm as any other extremity, and is the body's thermostat.
 - d. Pants should be loose but not baggy.
7. Discuss the animals of the Old Testament that were used for sacrifices. (Gen. 4:4; 8:20; Lev. 1-7)
8. Discuss what happens to animals when they die. (Ecc. 3:19, 20)
9. Discuss whether or not wild animals can be eaten. (James 3:7)
10. Discuss why animals should not be objects of worship. (Ex. 20; Deut. 4:14)

Badger -

"And thou shalt make a covering for the tent of rams' skins dyed red, and a covering above of badgers' skins." Ex. 26:14.



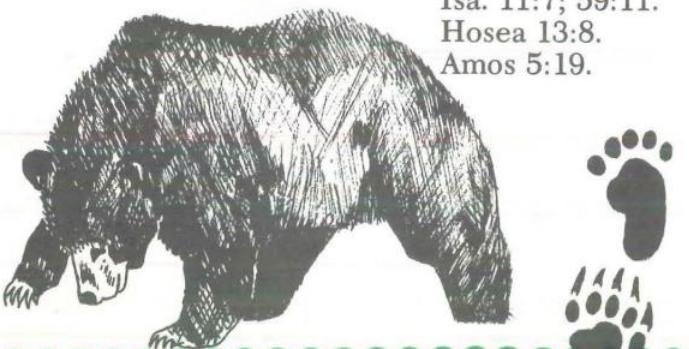
Other references:

Ex. 25:5; 35:7, 23; 36:19; 39:34; Num. 4:6-25;
Ezek. 16:10.



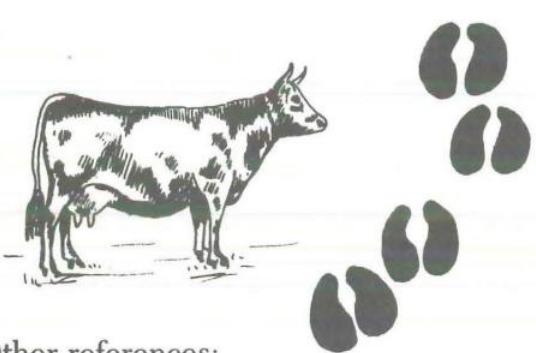
Bear -

"And there came forth two she bears out of the woods, and tare forty and two children of them." 2 Kings 2:24. Other references: 1 Sam. 17:34-37.
2 Sam. 17:8.
Prov. 17:12; 28:15.
Isa. 11:7; 59:11.
Hosea 13:8.
Amos 5:19.



Cattle -

"And his princes gave willingly unto the people, to the priests, and to the Levites: Hilkiah and Zechariah and Jehiel, rulers of the house of God, gave unto the priests for the passover offerings two thousand and six hundred small cattle, and three hundred oxen." 2 Chron. 35:8.



Other references:

A term used for sheep, goat, and cattle. Flocks of sheep and goats were sometimes called *small cattle*.



Coney (Coney, Pika, Little Chief Hare) -

"And the coney, because he cheweth the cud, but divideth not the cud, but divideth not the hoof; he is unclean unto you." Lev. 11:5.

Other references:
Deut. 14:7.



Deer -

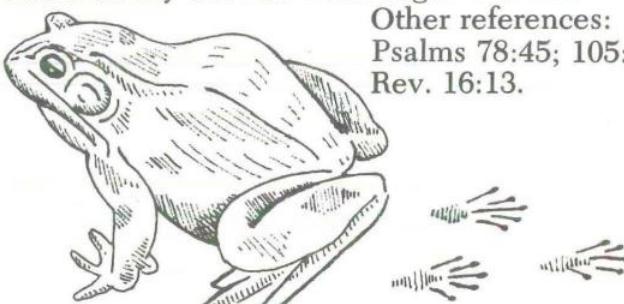
"The hart, and the roebuck, and the fellow deer." Deut. 14:5.



Frogs -

"And if thou refuse to let them go, behold, I will smite all thy borders with frogs." Ex. 8:2.

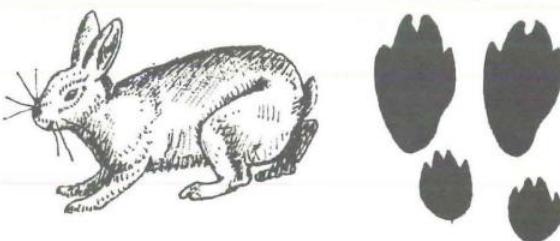
Other references:
Psalms 78:45; 105:30.
Rev. 16:13.



Hare -

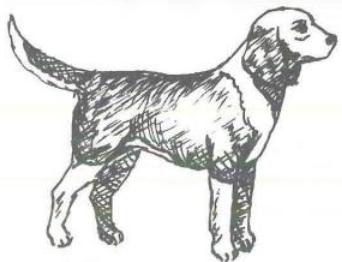
"And the hare, because he cheweth the cud, but divideth not the cud, but divideth not the hoof; he is unclean unto you." Lev. 11:7.

Other references:
Deut. 14:7.



Dog -

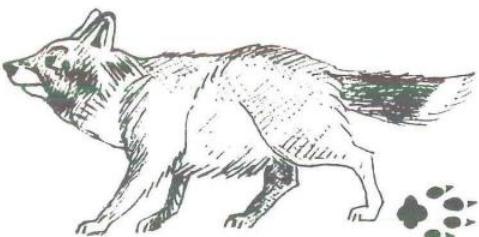
"But Jesus said unto her, Let the children first be filled: for it is not meet to take the children's bread, and to cast it unto the dogs." Mark 7:27.



Fox -

"They shall fall by the sword: they shall be a portion for foxes." Psalm 63:10. Other references:

Neh. 4:3.
Jud. 15:4.
Lam. 5:18.
Ezek. 13:4.
Matt. 8:20
Luke 9:58.



Mole -

"And the ferret, and the chameleon, and the lizard, and the snail, and the mole." Lev. 11:30.



Mouse -

"They that sanctify themselves, and purify themselves in the gardens behind one tree in the midst, eating swine's flesh, and the abomination, and the mouse, shall be consumed together, saith the Lord." Isa. 66:17.

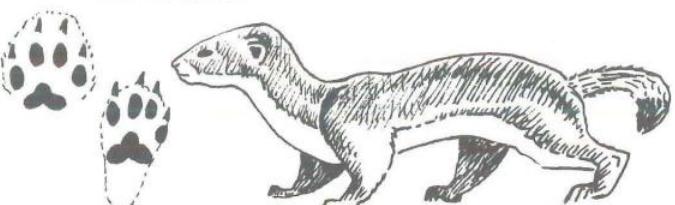
Other references:
Lev. 11:29.



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Weasel -

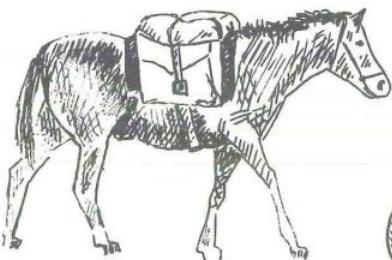
"These also shall be unclean unto you among the creeping things that creep upon the earth; the weasel, and the mouse, and the tortoise after his kind." Lev. 11:29.



Horse -

"He delighteth not in the strength of the horse: he taketh not pleasure in the legs of a man." Ps. 147:10.

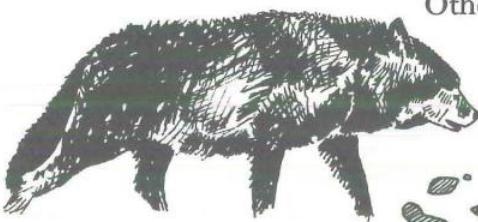
Other references:
Ex. 15:1, 19, 20.
Kings 20:20, 25.
2 Chron. 23:15.
Esther 6:8-11.
Job 39:18, 19.
Isa. 43:17.
Jer. 8:6; 51:21.



Wolf -

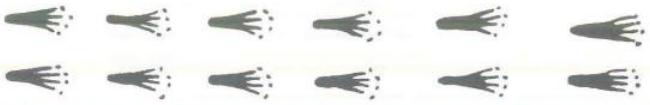
"The wolf also shall dwell with the lamb, and the leopard shall lie down with the kid; and the calf and the young lion and the fatling together; and a little child shall lead them." Isa. 11:6.

Other references:
Gen. 49:27
Isa. 65:27.
Jer. 5:6.
John 10:12.
Ezek. 22:27.



OTHER ANIMALS OF THE BIBLE:

- | | |
|---------------|-------------|
| 1. Apes | 15. Hind |
| 2. Ass | 16. Kine |
| 3. Bat | 17. Leopard |
| 4. Behemoth | 18. Lion |
| 5. Boar | 19. Onycha |
| 6. Bull | 20. Ox |
| 7. Camel | 21. Ox |
| 8. Chamois | 21. Pygarg |
| 9. Dromedary | 22. Ram |
| 10. Fish | 23. Roebuck |
| 11. Ferret | 24. Sheep |
| 12. Goat | 25. Sevine |
| 13. Greyhound | 26. Unicorn |
| 14. Hart | 27. Whale |



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2. Murie, Olaus, *A Field Guide to Animal Tracks*, Houghton Mifflin Co., Boston, 1954.
3. Sparans, Vin T., *How to Read Animal Tracks*, Outdoor Life, Dec., 1975.

POST TRIP ACTIVITIES:

The post trip activities in any Christian outdoor educational experience is just as important as the actual activity, if not more so. The post trip is designed to organize and reinforce in the Ranger's mind the information that was acquired during the "hands" or "spiritual experience." In this activity you will find your Rangers highly motivated, which in turn provides a desirable spiritual situation. Listed below are activities that can provide direction for the Rangers motivation so that maximum spiritual awareness can occur.

1. Discuss what animal was most prevalent in the area surveyed, and what physical characteristics God has given him in order for survival. Compare this to the gifts God has given man for his survival.

2. Determine the largest/smallest tracks found and why God made all animals different. Discuss why God made man.

3. Discuss the largest/smallest animal found. Discuss what it means to be a "big" man according to the world's standards, according to God's standards.

4. Discuss the different size and shapes of the tracks found. Discuss what can be determined about the animal from the shape of his track. Discuss the tracks left by man and what our Lord meant when He said, "they will know you by your fruits." Matthew 7:16.

5. What type of animals have claws? Webbed feet? Hoofs? Discuss what type of Ranger you are.

6. What type of animals have different hind feet from forefeet? Discuss the type of person who

proclaims to be a Christian but his actions are those of an unsaved one.

7. Discuss other methods used in identifying animals. Discuss the fact that there are no other methods of achieving eternal salvation but through the Lord Jesus Christ. (John 14:6)

8. Discuss the different habitats of the animals found. Compare this to Luke 9:58 when Jesus states, "but the Son of Man hath not where to lay His head."

9. Discuss and determine the different nocturnal animals found. Discuss how man can turn from darkness to the light. Acts 26:18.

10. What special stories can be determined from the tracks found? Discuss how the "tracks of your life" can be changed through Jesus Christ.

COMMANDER TIPS

In implementing this Christian outdoor education activity certain suggestions should be made to eliminate unforeseen pitfalls.

1. Commander should pre-scout the area or use an area known for its wildlife.

2. Take advantage of good track identification weather. The ground should have a medium moisture content.

3. Look for (do not weigh upon) teachable moments with Rangers using the tracks. Let the Holy Spirit lead you and the love of Jesus will indeed shine.

4. One hour is adequate time for the activity.

5. In conducting this activity take a track identification reference source with you.

by O. J. Robertson

PIONEER TEACHER BATTLES WILDCAT

It was a warm October day in 1783. John McKinney, teacher of the village school in Lexington, Ky., leaned over his big oak desk. He was checking the arithmetic problems his pupils had worked on their homemade slates.

School was over for the day. The children had hurried home. The schoolhouse windows were open. The heavy wooden door swung ajar. A soft Indian summer breeze blew into the room.

As he reached for another slate, there was a noise at the door. McKinney looked up. He saw a large wildcat standing on the doorstep. Wild animals—bears, panthers, wildcats—were common on the Kentucky frontier.

McKinney shivered. *I'll sit still, he thought. Maybe the cat will go away as quietly as it came.*

A window shutter creaked. The big cat looked up. It saw John McKinney! There was a wild look in its shining eyes. The cat began to crouch. It was going to attack!

Quickly McKinney looked around for a stick—anything to fight off the animal. But the cat was too quick. The schoolmaster could not even grab a ruler before the wildcat pounced upon him. It began to bite and scratch. Sharp claws tore into his arm.

McKinney soon realized he could not save himself.

"Help! Help!" he screamed as loudly as he could. Maybe a hunter or woodcutter was passing. Maybe someone in the village would hear and run to see what was wrong. He called again and again, but no one came.

No one was coming to help him! He would have to save himself. But what could he do? Then an idea came. It might not work, but he must try.

With the big cat hanging onto his body, McKinney staggered around the heavy oak desk. He managed to stand upright; then he let his tired body fall against the desk. The cat howled madly when it hit the sharp edge.

The cat gasped and groaned. Its movements weakened. Still McKinney could not loosen the sharp teeth from his ribs.

Once more he fell against the desk. This time McKinney knew he had won the battle. He heard bones breaking. The big cat gasped for breath. It was dying!

There was a loud noise at the door. Did the cat have a mate? McKinney was afraid to look up.

Then he heard friendly voices. Someone had come!

The village folk were shocked to see a dead wildcat hanging to the schoolmaster's weary body. It took careful work for the men to loosen the wildcat from the schoolmaster.

For a long time, McKinney's battle with the wildcat was exciting news around Lexington. People said he was a hero. They gave him a new name—"Wildcat" John McKinney. He was known by this name as long as he lived. It is the name by which he is known today in the history of Kentucky.



SEVEN THINGS GOD HATES

TEXT: Read Prov. 6:16-19: "These six things doth the Lord hate: Yea, seven are an abomination unto Him . . .

1. A PROUD LOOK.

Prov. 21:4—An high look, and a proud heart, and the plowing of the wicked, is sin.

Prov. 28:25—He that is of a proud heart stirreth up strife . . .

Rom. 1:30—Backbiters, haters of God, despiteful, PROUD, boasters, inventors of evil things, disobedient to parents,

2 Tim. 3:2; I Pet. 5:5).

2. A LYING TONGUE

Prov. 17:4—A wicked doer giveth heed to false lips; and a liar giveth ear to a naughty tongue.

1 Jn. 4:20—if a man say, I love God, and hateth his brother, he is a liar: for he that loveth not his brother, whom he hath seen, how can he love God whom he hath not seen?

Rev. 21:8—. . . all liars, shall have their part in the lake which burneth with fire and brimstone: which is the second death. (I Jn. 2:4, 22).

3. HANDS THAT SHED INNOCENT BLOOD.

Gen. 4:10, 11, 13—The voice of thy brother's blood crieth unto me from the ground.

And now art thou cursed. . . . And Cain said unto the LORD, My punishment is greater than I can bear.

Mt. 27:3-5—Then, Judas which had betrayed him, when he saw that he was condemned, repented himself and brought again the thirty pieces of silver to the chief priests and elders, Saying, I have sinned in that I have betrayed the INNOCENT BLOOD. And they said, What is that to us. See thou to that.

And he cast down the pieces of silver in the temple and departed and went and hanged himself.

4. AN HEART THAT DEVISETH WICKED IMAGINATIONS.

Gen. 6:5-6—And GOD saw that the wickedness of man was great in the earth, and that every imagination of the thoughts of his heart was only evil continually.

And it repented the LORD that he had made man on the earth, and it grieved him at his heart.

Rom. 1:21—Because that, when they knew God, they glorified him not as God, neither were thankful; but became vain in their imaginations, and their foolish heart was darkened.

2 Cor. 10:15—Casting down imaginations, and every high thing that exalteth itself against the knowledge of God, and bringing into captivity every thought to the obedience of Christ;

5. FEET SWIFT IN RUNNING TO MISCHIEF.

Prov. 24:8—He that deviseth to do evil shall be called a mischievous person.

Prov. 24:1, 2—Be not thou envious against evil men, neither desire to be with them.

For their heart studieth destruction, and their lips talk of mischief. (Acts 13:8-11).

6. A FALSE WITNESS.

Prov. 25:18—A man that beareth false witness against his neighbour is a maul, and a sword, and a sharp arrow. (Ex. 20:16; Mark 14:55-60).

7. HE THAT SOWETH DISCORD.

Prov. 6:12-15—A naughty person, a wicked man, walketh with a froward mouth.

He winketh with his eyes, he speaketh with his feet, he teacheth with his fingers;

Frowardness is in his heart, he deviseth mischief continually; he soweth discord.

Therefore shall his calamity come suddenly; suddenly shall he be broken without remedy.

MAN'S CONSCIENCE

REMARKS: By conscience we mean the moral sense within a man which urges him to right conduct and living. God has so created man to be aware of this knowledge; perception; sensation; or feeling, and he should safeguard his conscience by correct living. The United States Government recognizes the conscience

and allows men to fill in "conscientious objectors forms" in time of war. Also, they have the "conscience fund" for people who have defrauded the Government out of money. The Devil's philosophy "let your conscience be your guide" has helped to populate hell.

1. THE GOOD GOD GIVEN CONSCIENCE WILL—

A. Bring Conviction of Sin.

John 8:9—And they which heard it being convicted by their own conscience went out one by one, beginning at the eldest even unto the last; and Jesus was left alone, and the woman standing in the midst. (Gen. 42:21; 2 Sam. 24:10; Acts 2:37; Matt. 27:3).

B. Is Purified By Christ Blood.

Heb. 9:14—How much more shall the blood of Christ, who through the eternal Spirit offered himself without spot to God, purge your conscience from dead works to serve the living the living God? (I Tim. 3:9).

C. Brings Peace of Mind.

Acts 24:16—And herein do I exercise myself, to have always a conscience void of offence toward God and toward men. (2 Cor. 1:12).

I John 3:21—Beloved, if our heart condemn us not, then have we confidence toward God.

2. A BAD CONSCIENCE IS—

A. Evil.

Heb. 10:22—Let us draw near with a true heart in full assurance of faith having our hearts sprinkled from an evil conscience, and our bodies washed with pure water.

B. Seared.

I Tim. 4:2—Speaking lies in hypocrisy; having their conscience seared with a hot iron;

C. Defiled.

Titus 1:15—Unto the pure all things are pure: but unto them that are defiled and unbelieving is nothing pure; but even their mind and conscience is defiled.

D. Is A False Guide.

Acts 26:9—I verily thought with myself, that I ought to do many things contrary to the name of Jesus of Nazareth.

3. BRINGS MAN TO JUDGEMENT AND CONFESSION.

A. As Adam and Eve.

Gen. 3:8—And they heard the voice of the LORD God walking in the garden in the cool of the day: and Adam and his wife hid themselves from the presence of the LORD God amongst the trees of the garden.

B. As Cain.

Gen. 4:13—And Cain said unto the LORD, My punishment is greater than I can bear.

C. As Ahab.

I Kings 21:20—And Ahab said to Elijah, Hast thou found me O mine enemy? . . .

D. As Felix.

Acts 24:25—And as he reasoned of righteousness, temperance, and judgement to come, Felix trembled and answered Go thy way for this time; when I have a convenient season, I will call for thee.

E. As Judas.

Matt. 27:3, 4—Then Judas, which had betrayed him, when he saw he was condemned, repented himself, and brought again the thirty pieces of silver to the chief priests and elders. Saying, I have sinned in that I have betrayed the innocent blood. . . .

GOD ANSWERS PRAYER . . .

REMARKS: Many Christians live in a state of spiritual perplexity simply because they can't obtain answers to their prayers. They know they live good moral lives, pray, read the Bible, go to church, pay tithes, etc., but to get answers they just don't. This condition they are conscious of; it saps their victory; it destroys their faith in what they believe; and it hinders them from helping others. May God's word give the answer.

1. IF OUR FAITH IS UNWAVERING.

Jas. 1:6, 7—But let him ask in faith, nothing wavering. For he that wavereth is like a wave of the sea driven with the wind and tossed.

For let not that man think that he shall receive any thing of the Lord.

2. IF WE ARE RIGHTEOUS.

I Pet. 3:12—For the eyes of the Lord are over the righteous, and his ears are open unto their prayers: but the face of the Lord is against them that do evil.

3. IF WE KEEP HIS COMMANDMENTS.

I John 3:22—And whatsoever we ask, we receive of him, because we keep his commandments, and do those things that are pleasing in his sight.

4. IF WE ASK OR CALL.

James 4:2—... ye have not, because ye ask not. Matt. 21:22—And all things, whatsoever ye shall ask in prayer, believing, ye shall receive. Jer. 33:3—Call unto me, and I will answer thee, and shew thee great and mighty things which thou knowest not. Isa. 65:24—And it shall come to pass, that before they call, I will answer; and while they are speaking, I will hear.

5. IF WE ASK IN JESUS' NAME.

John 16:23, 24—... Whatsoever ye shall ask the Father in my name, he will give it you.

Hitherto have ye asked nothing in my name: ask and ye shall receive, that your joy may be full.

John 14:13, 14—And whatsoever ye shall ask in my name, that will I do, that the Father may be glorified in the Son.

If ye shall ask any thing in my name, I will do it.

6. IF WE COME BOLDLY.

Heb. 4:16—Let us therefore come boldly unto the throne of grace, that we may obtain mercy, and find grace to help in time of need.

7. IF IT IS GOD'S WILL.

I John 5:14—And this is the confidence that we have in him, that if we ask any thing according to his will, he heareth us: (James 4:3).

8. IF WE PRAY FORGIVING OTHERS.

Mark 11:25—And when ye stand praying, forgive, if ye have ought against any: that your Father also which is in heaven may forgive you your trespasses.

BE CAREFUL WHAT YOU WHISPER

(John Lund, Vancouver, WA)

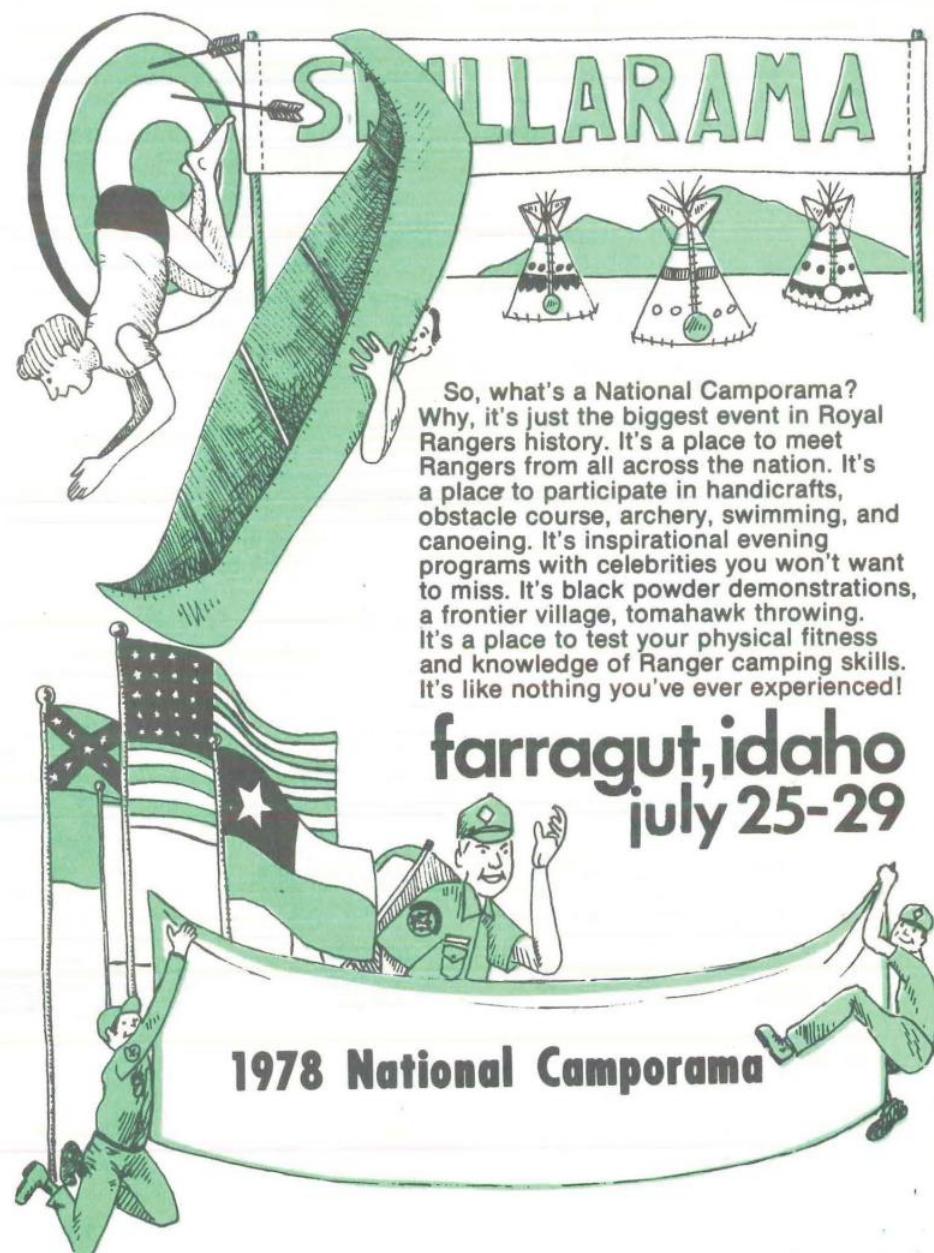
Luke 12:1-3

Have you ever watched your mother make bread? She puts the yeast into the

center of the flour, covers it over with more flour, and then kneads the dough thoroughly. You can't see the yeast, but that lump of dough doubles its size.

Leaven is yeast, and Jesus said the hypocrisy of the Pharisees was like leaven. Hypocrisy is pretending to be what we are not. Soon this hypocrisy had made them look like big men! But Jesus warned that though it was hidden from peoples eyes, it would one day show up, and everyone would know what small, mean men they really were.

Would you like the things you have whispered about to be shouted from the housetop or shown on the TV screen? We need to be careful what we say, and what we pretend to be. Would you like your friends to know what you are thinking about all the time? Remember God knows.



YOUR OUTPOST

MARCH

- 1st Week: Spring roundup. Plan a hike and cook-out for the boys. Instruct boys to look for signs of Spring. Share experiences around the campfire. Plan food boys can assist in cooking.
- 2nd Week: Plan a field trip to a state park, hiking trail, or interesting landmark in your area. Plan ahead for softball games, field contests, or track exercises. Give the boys opportunity to enjoy the fresh air and sunshine. Close the day with a wiener roast or shishkebab.
- 3rd Week: Time for Spring clean-up of the outpost meeting room. Dig into storage of equipment to see what needs repair. Replace worn-out items. Make a want list for the next Outpost Council meeting. Spruce up the meeting room with new posters, photos, or wall charts. Make the room "come alive."
- 4th Week: Call for uniform inspection night. Be sure each boy has an up-dated uniform. Encourage purchase of new items where needed. Be sure each boy has a handbook for his age group. Encourage work on advancements.



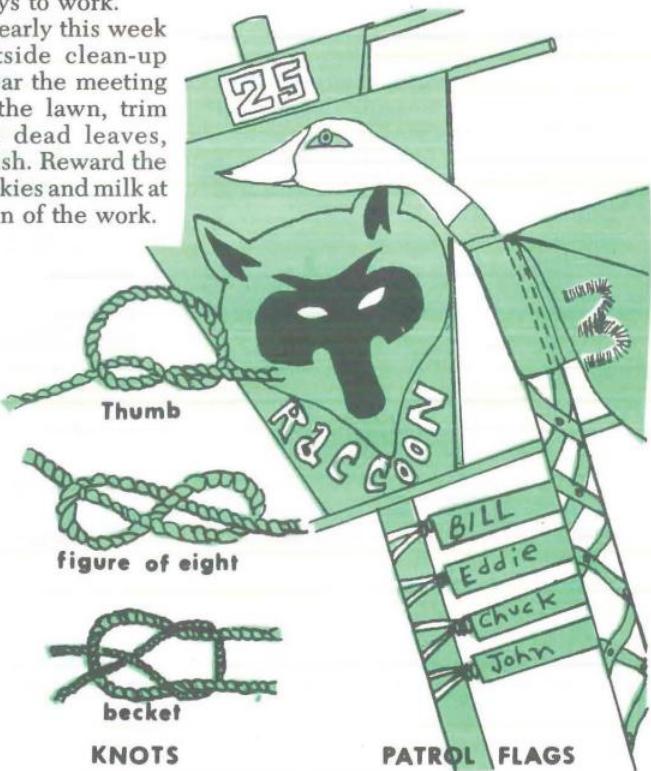
APRIL

- 1st Week: Start the boys on crafts which could be displayed in your District Pow-Wow or convention. Encourage craftsmanship as opposed to speed. Emphasize the quality of work. Be sure each boy understands what he is doing and why.
- 2nd Week: Conduct an elementary tool-craft demonstration. Show the boys how to properly handle and store basic camp tools. Teach respect for tools while pointing out their usefulness.
- 3rd Week: Call for an outdoor ropecraft demonstration. Use a chart or knot board for basic knots. Offer a small reward for each boy who learns to tie 10 different knots correctly.
- 4th Week: Plan a hike to the nearest stream of water. Hold a brief devotional there, closing with a friendship fire. Return to the meeting room for boys to work on advancements. Announcement of the next Council of Achievement will help challenge the boys to work.
- 5th Week: Plan to meet early this week to begin outside clean-up and fix-up near the meeting room. Mow the lawn, trim shrubs, rake dead leaves, remove rubbish. Reward the boys with cookies and milk at the conclusion of the work.

BUCKAROOS - PIONEERS

MAY

- 1st Week: Plan an outing for the boys to some unusual geological spot in your area. Plan fun-things to do along the way. Get the boys involved in exploring the area for rocks, unusual vegetation, or animal life.
- 2nd Week: Announce open house for next week. Keep the boys busy with advancements, crafts, and displays. Encourage them to bring items from home which may be of general interest.
- 3rd Week: Open house. Display patrol flags, crafts, charts, and projects. This would be a good time to interest other boys in Royal Rangers ministry. Encourage each boy to bring a friend to the meeting.
- 4th Week: Flag night. Go over the basic rules of transporting and displaying the colors. Be sure each boy knows the pledges to the American and Christian flags, and to the Bible.



PLANNING GUIDE

MARCH

- 1st Week: Begin planning now for your District Pow Wow, Divisional Extravaganza, or Sectional Campout. Challenge the Rangers to excel in all areas of camp life.
- 2nd Week: Check advancements. Work on a time schedule each boy will need to complete work for the Gold Medal of Achievement, Gold or Silver Buffalo awards, or master ratings. Encourage work on special awards. Inform the boys that the God and Country awards program is now open to Royal Rangers. Promote interest in First Aid, Lifesaving, Search & Rescue and Gun Safety.
- 3rd Week: Plan an overnight campout within a 50-mile radius. Assign all duties to the Rangers themselves. Encourage each boy to follow-through on his assignments.
- 4th Week: Begin a paper or bottle drive to raise funds for outpost equipment. Plan a car wash. Offer to do odd jobs around the neighborhood. Make a want list of new or replacement items in the outpost equipment inventory.



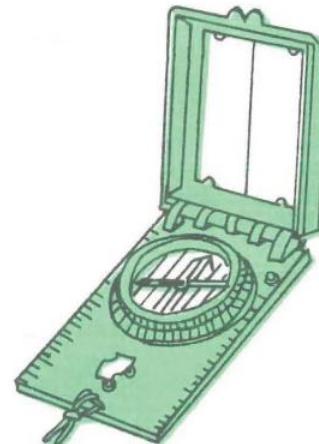
APRIL

- 1st Week: Field trip to secure rustic wood and saplings to be used in lashing projects. Plan a friendship fire at the close of the activity to discuss the kinds of rustic camp furniture to be made later. Close with devotions by the commander.
- 2nd Week: Begin lashing projects in view of Pow-Wow competition. Assign each Ranger a special project over which he should supervise. Encourage team work on larger projects such as a monkey bridge or signal tower. Lashing for wash basin stands, tables, tool racks, archways, or chairs should be done by twos.
- 3rd Week: Continue work on lashing. Plan for special demonstrations in your camp area which may include firecraft, ropecraft, toolcraft, First Aid, primitive camping, food storage, or compass and map.
- 4th Week: Begin work on special banners, signs, or flags to be used in your Pow-Wow participation. Check all tents for repair and accessories. Be certain all tools are usable. Cultivate a team spirit in view of competition.
- 5th Week: Plan a backpacking experience for the boys. Trailblazers should be working on the advanced camping award in view of FCF. Trail Rangers should plan an overnight to a mountain top or a cave. Air Rangers should be encouraged to finish Ground School and consider enrollment in flight training. Sea Rangers should be busy preparing for a sailing or boating demonstration for the entire outpost.

TRAILBLAZER-AIR-SEA-TRAIL

MAY

- 1st Week: Plan for an all-day course in Basic First Aid or Multimedia.
- 2nd Week: Field trip to practice Search & Rescue and Map and Compass. Have the boys compete by patrols or by twos. Select a wilderness area the boys are unfamiliar with. Instead of using a "dummy," have one of the commanders "fake" an injury.
- 3rd Week: Signaling. Plan for demonstrations in morse code, semaphore, and Citizen's Band radio. Make open house fun for everybody.
- 4th Week: Begin development of a "crack squad." Have a commander with drill experience work with the boys to achieve excellence. Go over all the basics of formation and reporting. Practice marching skills.



Joshua's Plow

by Esther A. Peterson

Joshua turned his back to the setting sun as he rounded the last turn of the field and made his way to the sod shanty that had been home for the last four and one-half years. His six-foot frame was strong and his spirit was stubborn. He had to be that way to survive the unmerciful challenge of merely staying alive.

For Joshua, the battle with the prairie seemed unending: Joshua versus the drought. Joshua versus the grasshoppers. Joshua versus a raging blizzard. Joshua versus a prairie fire. Sometimes he felt it was Joshua versus God himself. But that was a guilty thought that stayed deep inside of him.

This had been his land of hope. Their land of hope. His and Sonja's. It was hard for her, too.

As he trudged behind the plow he thought of how she looked the first time he had seen her. She worked at the shoe factory and was only 14. She had a gentle quality about her that seemed out of place in a factory.

Great expectations

Every morning when she arrived at work, she had an undefinable fresh look about her, but by nine o'clock wisps of her long blond hair escaped the braid that encircled her head like a halo. The wisps formed into ringlets that became pasted against her forehead and cheeks, while beads of perspiration etched deep lines into the fine powdery muck that shrouded her face and neck. But when she looked at him her eyes seemed to dance.

He remembered Sonja's quick laugh when they were first married. She always had such great expectations from life, even when they worked in the Chicago factories and lived in the fourth-floor flat of a north-side tenement house.

They both knew of the difficulties, but she was just as eager as he when they heard of the new homestead act. One hundred and sixty acres would be all theirs if they would settle on the land and till its soil. They would build themselves a place they could be proud of, and they would have children. But now their whole dream seemed to be a barren one.

During the first year he broke the soil with eager anticipation. But time and tools were limited and when the first snow fell, the ground had returned his seed to him plus only enough extra to grind flour and to purchase kerosene, sugar, coffee, and a few other things for that first long, cold winter.

Yet they were not discouraged. Sonja had had the look of hope in her eyes when she said to him, "Josh, you know next year will be better. We hardly got a chance to get started. We'll even be able to get cattle."

Next year wasn't better. At first it looked as though all their needs would be met. By early June the grain was almost two inches high, but the heavens closed and no rain fell until August. So the second winter was worse than the first.

There was a faraway look in her eyes when she said, "Josh, we've got each other and it wasn't much better when we were in the factories. Maybe next year." Three in a row

The third year was the hardest of all. The drought continued, and later everyone would remember it as the year of the fire. Joshua, too, would never forget it. He had said, "Look, Sonja—at the sunset. Isn't it glorious and heavenly? Surely it contains a promise of happier times."

But the sunset grew fingers of fire that came licking, then roaring. He recalled that awful moment of realization when he had shouted, "The prairie is on fire. God in heaven protect us!" He had joined with the other settlers in fighting the fire, while the women carried food and water. Only a little grain east of the coulee was saved, but they felt fortunate to have escaped with their lives.

As winter came that year, Sonja's quick laugh was gone and bitter lines began to appear around the corners of her mouth. Then there was the blizzard. He had become utterly lost and when his horse, Star, brought him home, he was almost dead from exposure. How carefully she had warmed him and cared for him. But pneumonia set in, and it took almost three months for him to regain his health.

They didn't talk much that winter—just went through the motions of existing. When spring came, her chin puckered when she said, "This year has to be better. It can't get much worse."

Their hopes remained high throughout that summer. But just as they were getting ready to cut the wheat and make the shocks, grasshoppers came like a cloud and descended on the field. At night, when Joshua and Sonja were trying to sleep, they could hear the grasshoppers munching as they devoured the crop.

In the daytime the men worked hard and fast to get the grain before the locusts, but it was futile.

Once again they got their seed back and enough for the vital things, but no more. It was another tough winter.

What would this year bring? Things looked good until a month ago. But now it was dry—very dry. If rain didn't come soon, there wouldn't be a harvest. Perfect in weakness

As Joshua neared the edge of his field he thought of the circuit rider who had been through last month. He had said Satan couldn't tempt us or send more grief than a man could take. He told them that the Lord says, "My grace is sufficient for you" and that the Holy Book says, "God's power is made perfect in weakness."

Letting go of the plow, Joshua cried out, "God, if you're out there, then I'm mighty weak." His voice was full of anguish as he shouted, "Oh, God! How much can a man take, anyhow?"

As he neared the sod shanty, Sonja came out to meet him. Her face was soft once again and the bitter lines were gone from around her mouth. A sudden breeze lifted her hair from around her face, and when she spoke, her voice was gentler than a spring rain.

She said, "Josh, there's going to be a child."

From behind them came the rumble of an approaching summer shower, and there was the sweet smell of rain in the air.

Joshua whispered, "Can it be?"

