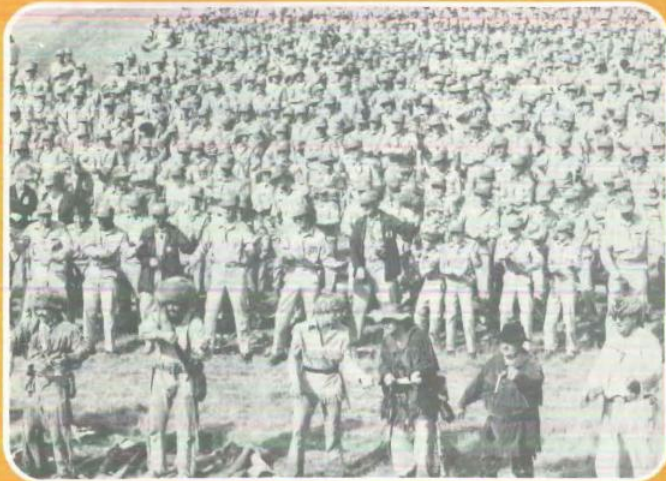


FALL 1978

DISPATCH

A ROYAL RANGER'S MAGAZINE FOR MEN



DISPATCH

FALL 1978 Vol. 14 No. 5

- 3 Take the Program to the Boys *Larry Bohall*
- 4 Write Your Own Royal Ranger Objectives *Don Franklin*
- 5 A Camper's Best Friend *Paul Stanek*
- 6 Devotions for Boys
- 7 Ideas for Leaders
- 9 What You Must Know About Bears *Stephenie Slahor*
- 10 Your Outpost Planning Guide
- 12 Ozark Indians Artifact Kit
- 13 Man of the Old West *Lucille Goodyear*

14 Dispatch Questionnaire

15 Trappers Brigade

Don Bixler

16 The Greatest in the Kingdom

Phil Wayman

STAFF

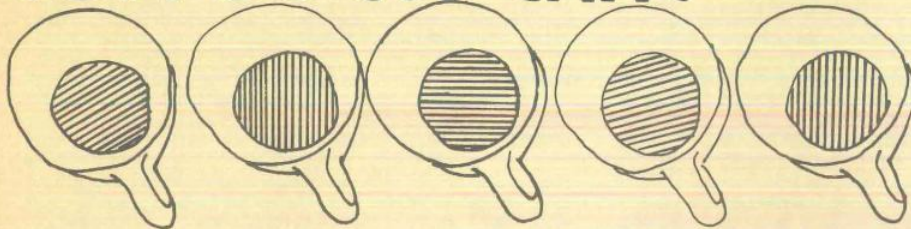
Editor: David Barnes **Assoc. Editor:** John Eller.

National Committee: Silas Gaither, Paul McGarvey, Johnnie Barnes, Paul Stanek.

DISPATCH (157960) published quarterly by Royal Rangers, 1445 Boonville Ave., Springfield, Mo. 65802. Subscription price (U.S.) \$1.50 per year. Second-class postage paid at Springfield, Missouri. Copyright 1977 General Council of the Assemblies of God. Printed in U.S.A.



Commander's COFFEE CUP CHAT



Are you "READY" for Winter N.T.C.?

It used to be that hiking and camping were summer activities suitable only in times of pleasant weather. This isn't true anymore! Winter National Training Camp wants to change the way you think about cold weather camping. On the grounds of the beautiful Singing Hills Camp in Plainfield, New Hampshire, you can receive professional training in winter sports and camping, plus an outstanding opportunity for fellowship in nature's most challenging environment.

Trainees at WNTC will be divided into small groups that will work and function together as patrols. The participants will live in cabins or lodges, and will share in patrol tasks and leadership responsibilities.

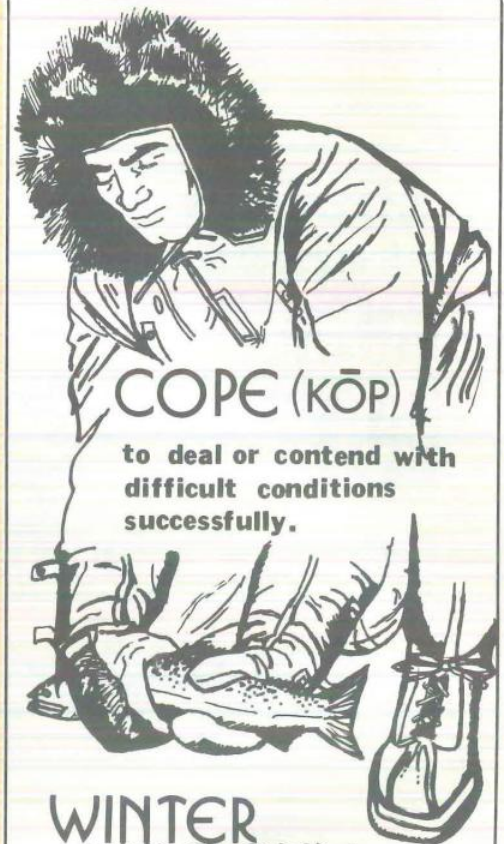
Throughout the day, the group will receive training in various winter campcraft and recreational techniques. Various methods will be used to give

each man the opportunity to demonstrate his knowledge of the instructions he will receive in each training class. Nighttime sessions on other subjects related to winter activities will also be presented. Some type of exciting nighttime winter activity will be conducted following each evening session.

One night during the camp, the group will pack all their camping gear and food and go by patrols to an "overnight winter campout." This will give each man the opportunity to put into practical use the instructions he will have received in camping and campcrafts.

Don't let ole man winter keep you from the fun and adventure of outdoor living. WNTC is designed to help you develop your winter skills and open new horizons of service for boys during those long winter months. Send for your application soon, as space will be limited.

David Barnes, Dispatch Editor



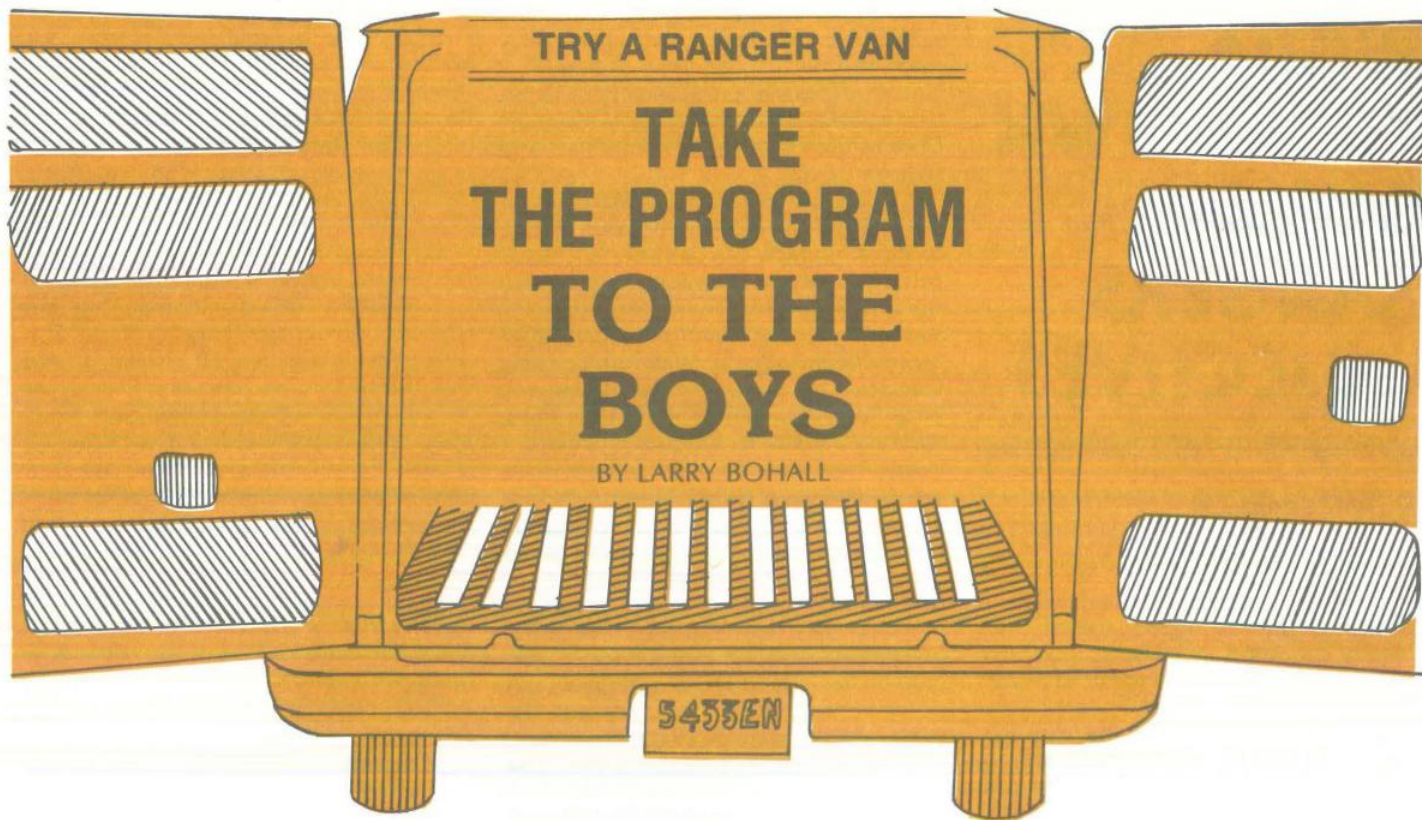
COPE (KÖP)

to deal or contend with
difficult conditions
successfully.

WINTER NATIONAL TRAINING CAMP 79

Plainfield,
New Hampshire

Jan. 18-21



Royal Rangers is a fantastic boy's (and men's) program. Not only do they learn how to camp and mature into good men, they also learn about Jesus Christ. Royal Rangers really *does* reach, teach, and keep boys for Jesus Christ.

However, the program has to come into contact with the boys in order to do them any good. And this includes more than just the boys attending your church. What about the hundreds of boys at the elementary and high schools just down the street? What about the boys that live on the other side of town? What about the boys living in the inner city? They also need Christ. They also need a chance to learn how to camp, how to fish, how to use a map and a compass. They need to know what it's like to sit in front of a dying campfire and feel the presence of God. They need the Ranger program. Shall we turn our backs on them? Shall we pray that someone will eventually take the message of Christ to them? Let us hope not—let's take the program to them!

If the Ranger program has any big problems, though, they will probably not show up here. Not many people outside of the Assemblies of God have ever heard of Royal Rangers. Mention some of the Ranger activities to someone and they will usually say something about the Boy Scouts. What we need is a way to get the program out before the people and to the boys. You can spend hundreds of dollars on advertising—using radio,

newspapers, posters, etc., but you will have no personal contact with the boys. And you will be dependent upon the boys coming to you. Some will, but most won't. And you still won't be taking the program to the boys.

So what do you do? Why not try using a Ranger van? It can be anything from one of the church buses to a van or station wagon, or possibly even a small equipment trailer. All that is needed is a little paint, the name of the church and "Royal Rangers" written on the side. You might also add the Ranger motto or purpose and the emblem on the back or sides. Be creative. The brighter and more colorful you paint it, the better. Your goal is to attract attention—and it will.

Think about the possibilities of such a vehicle. Everywhere it goes it will promote the Royal Rangers outreach in your community. And where will it go? Hauling your equipment and boys to camp, taking canoes to a river or lake, transporting your boys on a field trip, doing community service projects such as planting trees and shrubs in a local park or hauling roadside trash to the dump. Setting up first-aid displays and demonstrations at shopping centers, "busing" your boys to outpost meetings, etc., etc., etc. Why, even when it's parked on the church lot or in front of your house it will draw attention to your Ranger program. The possibilities are endless.

Let's look at a Ranger van in action. During National Royal Rangers Week (or

anytime, for that matter) you secure permission from a local school or shopping center to set up a display about Royal Rangers. You pull up in the parking lot and set up as close to the van as possible. Your display includes Ranger badges and emblems, copies of the handbook, etc. Each boy that comes to the van is given one of the introductory pamphlets available from the Gospel Publishing House, with your church's name, address and phone number. You get the names and addresses of the interested boys.

Later that same week, you take the van to each boys house. You introduce yourself to his parents and personally invite the boy to your next outpost meeting, telling him that you will be happy to give him a ride (in the van of course) to it. The night of the meeting you pick up the boys, take them to the meeting and take them home again. The boys will be *very* excited (and so will you). And they will probably be "hooked" on Royal Rangers.

With your Ranger van you will have successfully taken the program to the boys and followed through, making sure that they get to your outpost meeting. You will also have presented the program to the boys' parents, who will be glad to know that their boys will be in safe hands. And everywhere that van has gone, either moving or standing still, the Ranger outreach has been presented.

You have taken the program to the boys. What better way is there to reach, teach, and keep boys for Jesus Christ?★

WRITE YOUR OWN ROYAL RANGERS OBJECTIVES

BY DON FRANKLIN

WHAT ARE OBJECTIVES?

Objectives are *statements of ultimate ends* toward which Royal Rangers aims its activities. They define the church's purpose in practical terms that give direction to Royal Ranger programs and plans.

The words "objectives" and "goals" are often used interchangeably, but actually they are not synonymous. Outpost Council goals state a definite result to be accomplished by a certain date. Objectives define the overall Royal Ranger program's timeless intention to act.

Goals grow out of objectives. For example, an objective might be to witness for Christ both in the community and throughout the world. A goal relating to this objective might be local person-to-person evangelism and world missionary support.

WHY ARE OBJECTIVES NECESSARY?

Objectives define the Royal Rangers program's reason for existence. It is easy to assume that a large majority of leaders have a good idea of overall objectives. Unfortunately too often this is not the case. Objectives that are hammered out with full participation from responsible leaders gives the Royal Rangers program unity and reason for being.

The priority reason for being of the Assemblies of God is "to be an agency of

God for . . . evangelizing the world . . . to be a corporate body in which man may worship God . . . and to be a channel of God's purpose to build a body of saints being perfected in the image of His Son" (Assemblies of God Constitution and Bylaws, 1975).

A parallel objective of Royal Rangers is to reach, teach, and keep boys for Christ; to develop each boy spiritually, physically, mentally, and socially. A goal relating to this objective could be preparation by leaders for leadership responsibilities—enrolling in the Leadership Training Course. This would enable leaders to perpetuate their ministry and the evangelistic ministry of the parent church.

OBJECTIVES GUIDE A ROYAL RANGER PROGRAM'S WORK

Some Ranger programs move in all directions and make little progress in any direction. Objectives can bring order and direction to the efforts of the program.

Objectives function like the North Star. They enable a Royal Rangers program to keep its bearings and move with assurance in the direction God wants it to move. Written objectives are in no way to circumvent the workings of the Holy Spirit.

OBJECTIVES PREVENT ENDS-MEANS INVERSION

Activities are not ends. They are *means* to ends. Carrying out activities for activities' sake is an ends-means inversion.

Activities should be tested by overall Royal Rangers objectives. Activities that are not consistent with the objectives it exists for, or that hinder the program from moving toward its objectives, should be eliminated.

OBJECTIVES PROVIDE MOTIVATION

Royal Rangers leaders are interested in working toward objectives which they consider worthy, which they help determine and with which they can personally identify. For this reason, as many leaders as possible should be involved in determining objectives.

WHO WRITES OBJECTIVES?

The pastor, by virtue of his call of the Lord and the church, is the first key to a successful Royal Rangers program. He should join with the Ranger leaders in the development of desired objectives.

STEPS FOR WRITING OBJECTIVES

The exact procedure and time required for writing objectives will vary from church to church. The following steps are given as guidelines:

1. The pastor and Ranger leaders meet to discuss the question, "What is the purpose of our Royal Rangers program?"
2. Thought-starters found on page five of the Leader's Manual can become useful in this discussion "Our Aim and Goals for Royal Rangers."
3. After study and discussion of the foregoing has been completed, the pastor and Ranger leaders are ready to draft basic objectives.

Test the written objectives. Are they worded clearly? Do they reflect the ideal purpose for the program? Will they give direction for future action?

HOW SHOULD OBJECTIVES BE USED?

After the pastor and Ranger leaders have officially adopted the objective statements, they should not be placed on a shelf and forgotten. Objectives should become an influential factor in decisions to be made in key areas of Ranger plans.

It may be helpful to distribute copies to all leaders and to new ones as they become involved. If clarification is needed, provide it. Orient new and prospective leaders regarding the program's broad perspectives. Use the objectives as a constant frame of reference in planning sessions.

Objectives become a cornerstone of all outpost planning. Objectives determine the direction and relevance of all church and outpost plans and activities.

In fact, an outpost's *goals* should be a direct result of *objectives* and *needs*. Both long-range and annual planning should be based upon these foundations. "WRITE YOUR OWN CHURCH OBJECTIVES" CAN BE TRANSPOSED . . .

- SECTIONAL GUIDELINES
- DISTRICT GUIDELINES
- FCF GUIDELINES
- MISSIONETTES ORGANIZATIONS
- MEN'S GROUPS
- WOMEN'S GROUPS

How about . . .

- an annual review?
- an annual critique? ★



A Camper's Best Friend

BY PAUL STANEK

Camp bedding can determine the difference between an enjoyable camp or a miserable one. Experienced campers know that their health and effectiveness depends on the type and quality of their sleeping gear. The fable of wrapping up in a saddle blanket under the starry skies may be good for cowboys in the movies, but not so for the serious-minded camper.

There are many types of commercial bags on the market. Various models claim superiority over their competitors in quality, price, endurance, and practicability. There are sleeping bags for every purpose and condition, from indoor bags to the freezing Arctic-down-range bags. The cost of sleeping bags may vary from \$15.00 to \$150.00, depending on the material and fabric it is made of. How does one determine which bag is best for his circumstance? Here are a few suggestions to look for.

I. INSULATION MATERIAL

The effectiveness of your camp bed depends directly on the type of insulation it contains and the amount it contains.

A. Man-made Fiberfills

Dacron 88 and Dacron II are man-made fibers that provide for warm sleeping comfort in cold weather. Dacron 88 is the superior of the two. Dacron 88 is good for weather in the cold freezing zone, down to about 18 degrees.

Dacron fiber is unique in that it is compact, light in weight and dries quickly when wet. The Dacron stuff bags are ideal for backpacking.

Acrylic fiberfills are usefull in warm climates. They are not as warm or lasting as Dacron, but they are very serviceable in hot, humid areas.

Man-made fabrics must be aired frequently. Dacron is less resilient than down, which means that it tends to lose its warmth because of continuous weight of the camper on it. In order to vitalize the effectiveness of the bags, one needs to fluff and air before each use.

B. Waterfowl Down Bags

Waterfowl down is considered by many to be the best insulation available. Down (duck feathers) is light and holds in body heat without trapping body moisture which can cause the bag to be clammy and cold. Down bags are good for subfreezing weather, according to how many pounds the bag has. Down bags are expensive but are worth it, because of their warmth and comfort. Army

bags can be purchased at most Army and Navy stores at a very reasonable price, sometimes less expensive than man-made fiber bags.

A down bag must be maintained and protected from wetness, moths, and rodents in order to get good lasting service from it. The resilient down should be considered first when temperatures are really frigid.

C. Plant Fiber Fill Bags

A kapok fiber bag is a very inexpensive bag which is ideal for cool fall months. Kapok fiber comes from seed pods of trees native to Java. This bag is not as warm as down or Dacron 88, but it is a very serviceable bag. Ideal for the canoe enthusiast, kapok is water resistant. Kapok fiber does not make a good backpack bag because of its bulkiness. The fiber tends to deteriorate rapidly with use. The kapok fiber bags are good for temperatures from normal down to about 40 degrees.

Cotton fiber bags are indeed an inexpensive bag. Campers are quick to buy such bags because of this reasonableness. Dead dry cotton bags are better than that of wool blankets. Cotton fiber bags tend to hold body moisture, collect water from the air and sop up rain, thus causing much difficulty and lack of comfort. Cotton bags tend to soil rapidly and have less durability. Cotton bags, for outdoor use, should be considered as one's last choice for purchase.

II. OUTSIDE COVERS

There are many outer fabric covers. The most popular is rip-stop nylon which is light weight, mildew resistant, durable and tear resistant. Polyester, duck, poplin, canvas, and cotton blends are other noteworthy coverings. What ever the covering may be, it should be water repellent. A water repellent bag cover will help keep your insulation dry and warm. Many bags, now have a vinyl coating on the bottom of the bag in order to keep moisture and coldness out.

Extra outer covers can be added to most bags to provide for more warmth and wind resistance. These extra outer covers help to protect the entire bag.

III. INSIDE COVERS

There are many types of inner liners which give a bag more service. Cotton blends or bed sheeting help to absorb body moisture and keep the bag cleaner. Liners can be purchased through some camp supply stores but they can be made

from items one has at home.

Some bags have tie-ins or snap-ons, to which liners can be attached. Other linings such as blankets can be added to give the bag more warmth on colder days.

Nylon or Dacron linings are very durable but one tends to slide around inside the bag. You can avoid this side swaying movement by adding a cotton lining to the bags that are made with nylon or Dacron lining. Inner linings should be washable in order to get extended service.

IV. OTHER FEATURES

The shape and size of a bag is a determining factor that one should keep in mind. A bag should fit the owner. Mummy bags are the warmest of all the different shaped bags.

Construction feature is another factor one should look for. Many inexpensive and expensive bags may or may not be sewn together properly. A quilted construction stops the fiber from shifting from one area to another. Quilted construction provides for equal warmth throughout the bag.

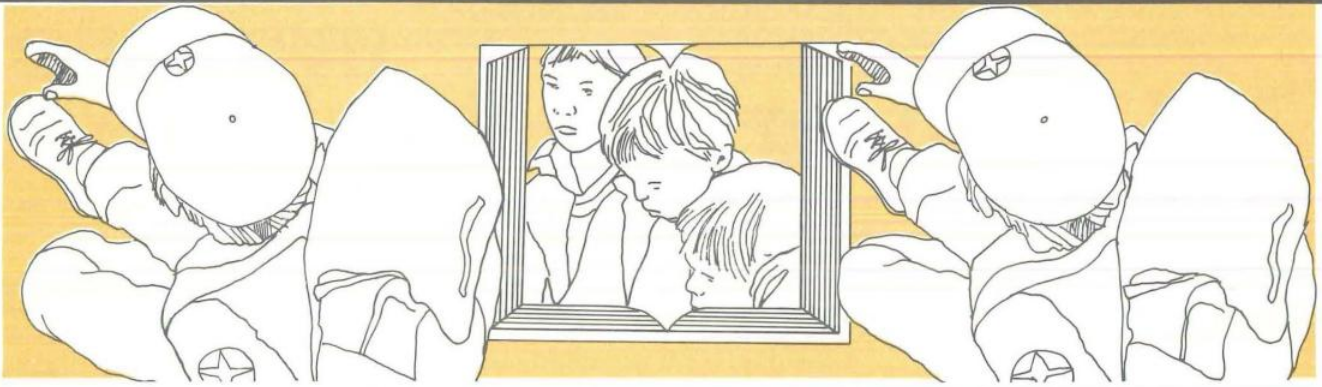
Zippers should be of heavy-duty, rust-resistant nylon or aluminum. The bag should feature a zipper that can be zipped from the inside and outside. Check to see that the zipper has a heavy duty backing to it.

Other features that one may want in a sleeping bag is a foot ventilation feature, snap-ons for liners, extra insulated casings for sub-zero weather, draw strings for the neck and head and a pocket for inserting an air mattress. There are scores of features which can be purchased with a sleeping bag, but never exchange the basics for extra features.

V. CARE OF SLEEPING BAGS

Maintenance and care is the secret of extended life of a sleeping bag. Proper care will provide for long years of service and comfort. Keep your bag aired and clean. Follow the manufacturer's instruction concerning care. Avoid dry cleaning of certain types of bags because the cleaning material, which the dry cleaners use, may be hazardous to health because of the chemical fumes that the bag may retain.

Your sleeping bag is the best friend you have on a camp-out. Treat it well and it will give you the service and comfort you deserve. ■



LOVE I Cor. 13:13

Read John 13:34, 35; Matthew 5:43, 44

When Christ told us to love everyone, did He mean just friends, perhaps people at church like your pastor, Sunday school teacher, your Commander, or did He mean families too? "Love my sister? You gotta be kidding!" "My brother? No way!" Say, that's quite a challenge isn't it? Would Christ tell you to do something that was impossible? Has He ever asked you to do something that He, as a man, was unable to do? Well, how could He love everyone? He asked His father in heaven for help. Even on the cross Jesus prayed, "Father forgive them, for they know not what they do" (Luke 23:34). That's real love—praying for your enemies!

Stephen, as he was stoned to death, also prayed, "Lord, lay not this sin to their charge" (acts 7:60). Real love, wouldn't you say?

There are some people who are harder to love than others. Some people just give you the feeling, "Man if I could just tell them off, I'd feel better!" Loving gives you a much better feeling inside than hate does. God doesn't expect you to go it alone. He will help us if we look to Him. Love is powerful, it can change your life. It can also change the life of the person you are trying to love. Someone once said, "The best way to lose an enemy is to make him a friend." Possible with God's help! Faith, hope and love, but the greatest of these is love. Real love is powerful.

If you find it hard to love a certain person, tell God how you feel. Remember to pray for those you are trying to love. It's hard to dislike someone you pray for.

ROMANS 12:2 Read Psalm 1

Have you ever thought of the difference between a thermometer and a thermostat?

A thermometer records the temperature of the room but a thermostat sets the temperature. When it's cold, you can turn up the thermostat, when it's hot, you turn it down.

Are you a thermometer or a thermo-

stat? Do you just echo the "spiritual temperature" of those around you? When your friends start talking about someone, do you join in the conversation? Do you go along with all the latest fads, whether they appeal to you or not, just to be one of the gang?

Do you follow the crowd, doing things you know Jesus wouldn't do if He were here? If you answer yes to some of these things, you're just a thermometer.

With God's help, you can become a thermostat. When conversation is taking a turn toward gossip and vulgar language, try to change it. Set some styles of your own. Have the nerve to say no to some habits and begin some that are pleasing to God. Anyone can be a thermometer, but it takes someone with a lot of courage to be a thermostat.

Pray that God will give you the courage today to just be yourself, asking to help lead others to do right.

by Lillian Moulton, Newborough Vic., Australia

CLEAN?

by Diana Tracy, Neutral Bay

Every day John used to go out to the old pump to bring in the water but one day he noticed the water from the pump was not clean. So he went into the barn and took down a can of bright orange paint and started to paint the outside of the pump. He thought this would clean up the water.

The next day when he went out to the pump, he noticed that the water was still dirty. Once more he went into the barn and this time took a can of bright blue paint and started to daub the paint on the pump. His father came out to see why he was taking so long with the water and naturally asked John what he was doing. John told his father he was painting the pump to make the water clean.

"Painting the pump!" his father exclaimed. "That won't clean up the water. That pump is dirty on the inside, if you want clean water you'll have to clean up the inside. You can paint it 50 times on the outside but you won't make that water clean."

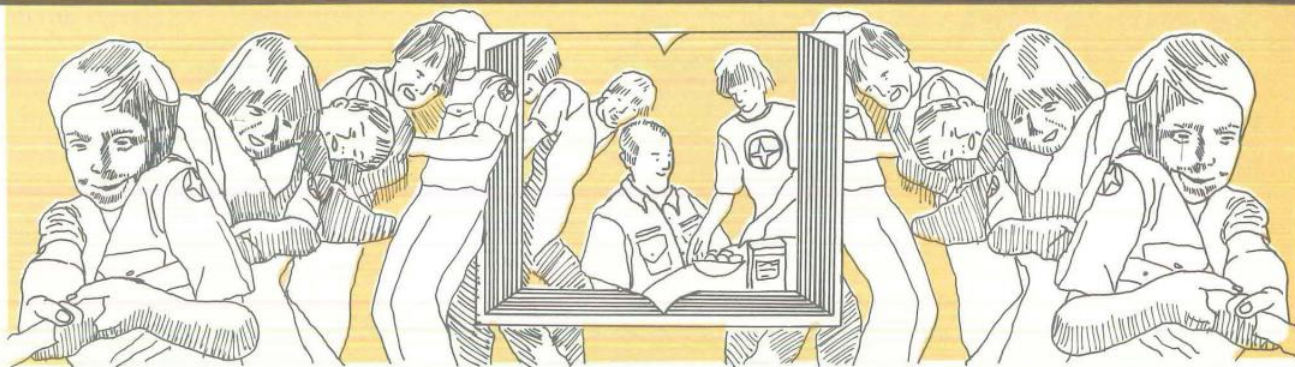
You may think John was a bit silly.

Nobody would paint the outside to clean up the inside, but many people think that by going to Sunday school and church, they can become Christians. Sunday clothes do not clean up a sinful heart. Only the blood of Jesus can change the inside wrong heart and make you truly clean. Read Matthew 23:27.

FRIENDS

John 15:14, 15 (American Standard Version)

"Ye are my friends, if ye do the things which I command you. No longer do I call you servants; for the servant knoweth not what his Lord doeth: but I have called you friends, for all things that I heard from my Father I have made known unto you." *Purpose:* To show that Royal Rangers are to be subject to their Commanders and to be subject to do their wishes, because they want to be friends and friends like to do things for their friends. Friends are often forced to prove or be tried in their friendship by others or circumstances, but true friendship will stand. Royal Rangers should be able to trust and depend on their leaders and vice versa. We as leaders and you as Royal Rangers need to understand that we are all in this program together as servants of the Lord. If one of us receives something from the Lord we should be able and willing to share our experience with the whole group so that we may all be blessed, inspired and encouraged by what has happened. Prayer: "Dear Lord, we thank You for good Christian friends but we thank You that there is a friend like You who gave His life for us. We have no other friend like that and we thank You. Help us to show ourselves friendly as You said in Your Word. Help us to be able to witness to our friends so that they may be able to have that which we have received from You. We pray that we may always be known as a pleasant and friendly person. We ask all these things in Your name and we praise You Jesus." Amen.



STOOL BALL

Items Needed: A number of large rocks, logs or benches, or any other convenient objects and a soft sponge rubber ball.

The "stools" are arranged in a circle to serve as seats for the players. In the center of the circle stands a player who holds a soft (sponge) rubber ball. Whenever he throws the ball into the air the other players must all change seats. If the thrower can catch the ball then throw it at and hit a player who has not yet sat down on his seat, the two must exchange places. Then the game goes on as before, with the new thrower in the center of the circle. If the thrower fails to make a catch or to hit a player he throws at, he must pick up the ball and throw again. Of course he must throw it high enough into the air to give the players a good chance to change places.

CHINESE TAG

One boy is designated "it." When he tags a player the tagged player must put his hand over that spot on his body on which he was tagged, and keep it there until he has tagged someone else. Since a player may be tagged on the heel, between the shoulders, or in some other place that is inconvenient for him to reach, the game may be very amusing.

CROSS TAG

This game is another version of the familiar game of tag. Let's say that Joe, who is it, is chasing Bill. Now if Ted should run between them, Joe must give up chasing Bill and chase Ted. Then if John should run between Joe and Ted, Joe must chase after John, and so on, until Joe succeeds in tagging the last boy to cross his path.

LAME GOOSE

A space about ten feet square is marked off for the goose pen, and in it the player chosen to be the goose is confined. Then the other players, who are not allowed to enter the pen, run up to it and taunt the goose. Now the goose in his efforts to tag someone is allowed to run only three steps outside the pen; after that he must hop on one foot, and then must hop back to the pen. But some of the more daring players will soon be tagged

by him; and then they too will have to enter the pen and become lame geese.

In catching the other players they will have to obey the same rules that the first lame goose obeyed. The game ends when all the players have been made lame geese. The last player caught wins the game, and becomes the lame goose for the next game.

FOX AND GEESE

Items needed: A stick, chalk line powder, or a stick of chalk, a 12-foot length of cord. If this game is to be played in the snow, mark off the given diagram with a stick. If it is to be played on a lawn or in a field, use the powdered chalk to mark it off. Mark off a large wheel with spokes and a hub as shown in the diagram here. Make the hub with a three-foot diameter, the paths 30 inches wide, and the outside diameter of the wheel 24 feet. Divide the paths equally to make the spokes. Use the 12-foot cord to draw the outside circle. Take up 30 inches to draw the outside circle. Take up 30" to make the outside paths. Then choose one player to be the fox. The rest of the players are the geese. The fox must try to catch a goose; and when he succeeds, the boy caught becomes the fox. If the fox breaks the rule, he must catch two geese instead of one before he can cease to be the fox. The "hub" or center of the ring is a safety zone where not more than two players may rest at a time. Players and the fox are all permitted to run on any of the paths in any direction.

RUN, SHEEP, RUN!

In order to make this game a success you must have two skillful leaders—older boys with quick wits and an instinct for leadership. On them the excitement of the game largely depends. After the two captains have been selected, they select their teams, choosing alternately, and then draw straws to see which side shall be the first to have their "outs." They are the sheep and the side that stays "in" are the wolves. A goal is decided on, and the wolves take up their stand by it while the leader or "shepherd," of the sheep proceeds to lead his flock away. Now is the time for him to

exercise all his foresight and ingenuity, for he must devise a system of strategy and a set of signals which will cover every emergency and bring his flock safe back to the goal. So together he and his sheep lay their plans. He "hides" them somewhere within a radius of a hundred or a hundred and fifty yards in a place that is fairly out of the way yet easy to get in and out of, and he arranges with them what signals are going to be.

"Run, sheep, run" will be the signal for them to run with all speed to the goal. When everything has been arranged, the shepherd goes back to the wolves, who start out on the hunt, with the shepherd following them. The pack doubles back and forth and noses here and there, but always stays together, and meanwhile the shepherd is calling out his signals, trying to maneuver his sheep toward the goal. He will call out false signals in order to conceal the real ones, and will seem to get excited when he wants the leader of the pack to think he is near the hiding place. In short, he will use every trick he can think of. If one of the wolves should sight a sheep, he must shout, "Run, sheep, run," and dash for the goal. And of course when the shepherd gives the command the wolves and sheep will all run full tilt. If a sheep should reach the goal first, his team will have the right to hide again; but if a wolf should get there first, the teams must exchange sides. The sheep will now become the wolves and keep the goal.

THE GUESSING BLIND MAN

Warren Bebout, Morro Bay, Ca
Equipment Needed: One blindfold.

Arrange the players in a circle seated. Blindfold one player and turn him around three times. During this procedure, have all players change seats. The blind man should walk forward and touch someone in the circle and ask the question "Who am I?" The player touched must repeat the question three times, trying to disguise his voice. If the blind man succeeds in identifying the person, that person becomes the blind man. Otherwise, the blind man should continue until he is successful.



BALLOON CRAB BALL

Warren Babout, Morro Bay, CA

Equipment Needed: One balloon, blown up and tied.

Establish two goal lines, 40 ft. apart. Divide the players into two teams and have them sit on the goal lines facing each other with their arms extended backward to support their bodies from the floor. Place a balloon on the floor midway between the goals.

On a given signal, have both teams move toward the "ball," keeping the crab position described, and attempt to kick the ball over the opposing goal. They may kick it with one foot or drop to a sitting position and use both feet. Players must not stand up and run or move in any other position than the one described. They are not to touch the ball with their hands. Teams should keep some player back to defend their goal, and send others forward to drive the ball over their opponent's goal. When the ball goes out of bounds, it is put in play by the referee at the point it went out. Touching the ball with the hand, leaving the crab position, and unnecessary roughness in kicking, striking, or shoving an opponent are fouls. The penalty is a free kick for the other side where the foul occurred. Have all opposing players 6 ft. away at the time of the free kick. Score 1 point each time a team kicks the ball over the goal. The first to score 10 points wins.



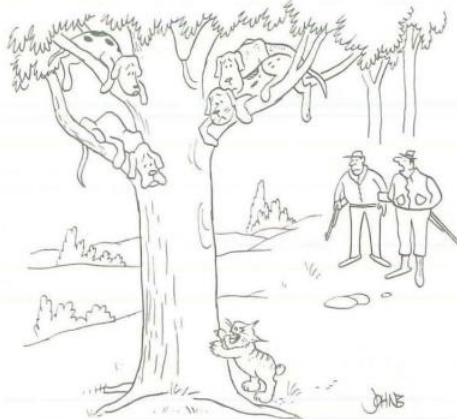
"YOU FORGOT YOUR PANTS."

BLIND BELL

Warren Babout, Morro Bay, CA

Equipment Needed: A blindfold for every player, except one, a bell.

In this game there is one "runner" and all other players are "chasers." All chasers are blindfolded, but the runner is not. He has a bell that he carried in his hand that he must keep ringing continuously. The chasers all try to tag the runner. The one who does trades places with him.



"HOW MUCH DID YOU SAY YOU PAID FOR THOSE DOGS?"

BALLOON STEEPLECHASE

Warren Babout, Morro Bay, CA

Equipment Needed: A balloon for each player, obstacles.

Inflated balloons, a few obstacles, and you have the makings of a new kind of race Rangers will really like. Any vacant lot or picnic area will do. The ground rules are simple. Lay out a course—the more obstacles the better—over and through fences, around trees, up and down steps. Give each player a balloon. On a given signal, have the players move to the first obstacle and follow the course. The balloons must not be gripped but must be bounced in the air at all times. If a balloon touches the ground, the player must repeat the previous obstacle. If a balloon breaks, the player gets a new one and continues from that point.

BLIND TEN STEPS

Warren Babout, Morro Bay, CA

Equipment Needed: One Blindfold

The chaser is blindfolded and, each time, turns around three times before calling "stop." The runners flee in any direction but stand motionless at the "stop" command. The chaser then takes 10 steps, long or short, in any direction, in an attempt to tag one of the runners. If he succeeds, he trades places with the one tagged, if he fails, he is the chaser for another try.

BARLEY BREAK

On a level piece of ground an area about 25 feet square is marked out for the "barley field." The players are divided into 2 teams, which take up their positions on opposite sides of the square. Two players who are known as the "owners" link arms together and stand inside the square. They cannot unlink their arms, and must try to keep their field free of all trespassers. The trespassers also move about in pairs, but they do not have to link arms, and when they are in danger of being tagged by the owners they may separate and run. But a trespasser may take refuge only on his side of the field; he must not run to the other team's side.

At a given signal, the game will begin and the trespassers enter the field, dancing and prancing and shouting, "Barley break! Barley break!" Linked arm in arm, the owners try their best to tag someone. When one of the trespassing couple is tagged, he must remain quietly inside the field until his partner is tagged. Then the pair of them become the owners, and the former owners join the tormenting trespassers. It is up to the owners to detect any trespasser trying to take flight to the wrong side of the field.

CATCH THE BALLOON

Warren Babout, Morro Bay, CA

Equipment Needed: One inflated balloon.

Arrange the players in a circle on the floor and have them number off. Put the highest number in the center of the circle to act as "it." He should hold a balloon and suddenly drop it as he calls a number. The holder of that number then should try to catch the balloon before it touches the floor. If he succeeds, "it" tries another number. If he fails, he becomes "it."



"ARE YOU SURE SPARKY AGREED TO GO ALONG?"



WHAT YOU MUST KNOW ABOUT **BEARS**

BY STEPHENIE SLAHOR, PH.D.

Despite the encroachments of civilization, there are still a good number of bears in the U.S. The most common are the black bears especially in Yellowstone National Park, Canada and Alaska.

This means that if you enjoy traversing wilderness areas, you may meet a bear. Generally, they are shy enough of humans to want to keep away, but they are also bold enough to defend what they deem their "territory" and their young.

No matter how cute and cuddly a cub bear may appear, do *not* attempt to lure it toward you, or feed it or pet it. Such actions are sure to bring out the cub's aggressive mother and she will fight to protect her young from what she sees as danger. Even if you see no sign of the mother about, she will be nearby. Take no chances.

Do not try to coax a bear closer to you so that you can get a good photograph. Think of your personal safety.

Part of the problems that occur in bear-human confrontations are due to garbage and food that attract bears. As they learn that certain camping areas or people leave food around, they invade these areas and lose some of their inherent fear of humans.

Don't try to run away. That will probably incite pursuit and the bear could easily catch up with you.

The bear may think that you are invading his territory, and he may still intend to charge at you. In that case, try to distract him by throwing something—not so much to hit the bear but to draw his attention to one side or the other so that you can try to withdraw, climb a tree or otherwise get yourself to a safer position.

If the bear is still advancing toward you, lie down on your stomach or your side with your knees drawn up to your chest. Clasp your hands behind your neck to serve as arm and hand protection for your face, head and neck.

Direct confrontations with bears are not all that common. But you as an outdoorsman must be prepared with knowledge and techniques for coping with the possibilities that can help you in case it's needed.

For you this means not trying to feed the bears, either intentionally or unintentionally. Any food—especially odorous food such as bacon, jelly or fruit—should be kept locked away in the trunk of your car. (Even then a bear may scratch the trunk in an attempt to reach the food.) Never leave food on the seats

or floor of the passenger compartment of the car. A bear can easily smash windows and rip out upholstery to reach such food.

In camp, suspend your food supply between two trees about 10 feet off the ground. Because bears can climb trees, you must be sure that the suspended food is at least 5 feet from the nearest tree thus out of reach of paws.

Dispose of garbage well away from your camp in a proper manner to discourage bears. In camping areas where bears are known to be in the vicinity, there are usually "bear proof" garbage containers. If you are in an area where you must dispose of your own garbage, burn it thoroughly or bury it deep enough to prevent attracting bears.

If you are hiking, make noise on the trail. That tends to "announce your presence" so that you won't come up on a bear and alarm it. This is also a way to give the bear time to run from you.

If you do spot a bear near the trail, take some kind of detour to avoid any close or direct confrontation.

These techniques also apply to hunters. Granted the noise you make may also frighten the game you're pursuing, but you must take steps to keep yourself safe. That's your priority.

If you are trying to avoid the bear, but it looks like a confrontation is imminent, there are some things you can do that may help your situation.

If possible, climb a tree that will support you but that will be difficult for a bear to climb and/or reach you. If your climbing skills are rusty, stand perfectly still. Bears may ignore something that doesn't appear to be a threat after all. ★

YOUR OUTPOST PLANNING GUIDE

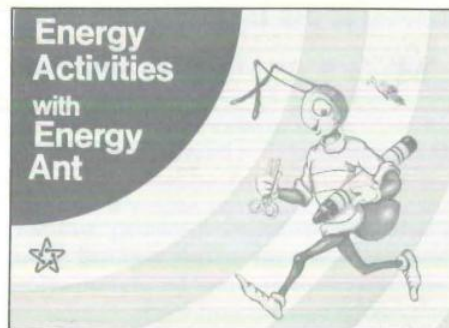


BUCKAROOS/PIONEERS

SEPTEMBER

1st Week: (Order "Energy Activities with Energy Ant" booklet for each boy for November meetings. Order FREE from, Federal Energy Administration, Office of Communications and Public Affairs, Washington, DC 20461. Plan a hike in a forest. Gather various kinds of nuts and acorns for display and eating. Prepare display boards, etc.

2nd Week: Label or display items collected on hike. Prepare some nuts and acorns for eating samples, invite councilmen to share. To prepare acorns, shell and boil, changing water each time it turns yellow and boil until water remains clear. Dry acorns and roast or grind up. You may scorch ground acorns and make the councilmen a cup of instant hot acorn drink. (Coffee substitute)



3rd Week: Drill practice . . . Proper salutes to American and Christian flags. Proper formation position, right face, left face, about face, hand salute signal, etc. Practice receiving awards for Council of Achievement, handshakes, salutes, etc. Pop corn and soda for tired boys . . . refreshments.

4th Week: Make a greenhouse (Terrarium). Plan and gather ma-

terials needed for project. 1 gallon clean jar for each boy, sand or bird gravel, charcoal, rich dirt, wood to build some type of base for jar, nails, hammer, saw, paint, etc. Put 1/2-inch layer of sand in jar (turned on side), then add layer of crushed charcoal topped by approx. 2 cups of dirt, (sloped deeper on back side to lower on front or viewing side).

OCTOBER

1st Week: Plan outing to gather wild plant and ferns for terrarium. Set plants at least one inch deep in soil, spray with water and seal jar with lid. If garden appears wet, take off lid for a few days. Garden will grow for 2 or 3 months without having to open lid.

2nd Week: Organize a STAMP collecting club. Your local post office can arrange for a repre-

sentative of the department to give you a prepared presentation on stamp collecting and a free subscription to "Stamp Fun" materials which you receive each month. Boys can save used stamps at home, purchase an inexpensive stamp book, trade and save stamps.

3rd Week: Learn basic compass directions, by taking boys on an imaginary walk on squared paper following the compass directions given below. Your starting point should be marked X on the center and right edge of paper and the 8 compass points marked on edge of paper for boys to see. When walking cardinal directions, N,E,S,W, you will walk on printed lines. When walking NE, SE, SW, NW, you will walk diagonally across squares. Directions: 1-W, 1-NW, 1-E, 1-S, 1-W, 4-S, 2-SW, 1-S, 1-SW, 2-S,

2-W, 1-NE, 4-N, 1-SW, 4-W, 1-NW, 1-SW, 1-S, 1-SW, 2-S, 2-W, 1-NE, 4-N, 5-NW, 2-N, 1-E, 2-NE, 1-E, 2-N, 4-SE, 8-E, 2-SE. (Make up more picture directions for other exercises.) Makes a picture of a pig.

4th Week: Have a Halloween party.

NOVEMBER

1st Week: Gather materials for squirrel and bird feeders. Place ears of corn on coat hangers and stock up on nuts for squirrels. Make bird feeders. Inquire at meat counters for suet, which you can simply wrap in woven wire and hang up for excellent feeders.

2nd Week: Begin work in "Energy Activities with Energy Ant" booklets you ordered September 1. Provide colors, scissors, etc., as book requires. Be prepared to share the many Bible truths about God and His provision for

man you can interject in the course of "Energy Ant" activities.

3rd Week: "Energy Activities with Energy Ant."

4th Week: Complete work with "Energy Ant." Recognize boys completing book. Make electricity by rubbing a sheet of typing paper on wall, it should then stick to wall. Run a comb through hair briskly and watch ends of hair stand up to comb or bits of paper stick to comb.

5th Week: Restock bird and squirrel feeders. Make rain gauge (for each boy). Materials needed: test tube or toothbrush tube, 8-inches long block of wood, 6-inch ruler, bands of metal or wire, and wax. Nail ruler to block of wood. Attach test tube to ruler with wire, fill test tube rounded bottom with wax to point where ruler begins. Fasten gauge to post, etc., in an open area.

TRAILBLAZERS/AIR/SEA/TRAILRANGERS

SEPTEMBER

1st Week: Wilderness Survival Award. Make plans in this meeting for a survival camp-out. Review all requirements and complete in class sessions the work you can *before* camp-out.

2nd Week: Bring and assemble equipment needed for survival campout this weekend. Review map of area, act out role of requirements #9 (lost situations) and #10 (distress signals). Gather bolo slide materials on campout.

3rd Week: Make bolo slides from material obtained on hike. Plan and practice stunts, puppet stories (write your own) to be used in entertainment portion of Sports-O-Rama next week . . . for Pioneers, Buckaroos and Straight Arrows.

4th Week: Conduct Sports-O-Rama for smaller boys. Give each boy a score card, for the following contest: Push-ups, set-ups, dart throwing, archery, (bow with rubber suction cup arrows.) Pistol shoot (rubber tip darts), bean bag throw, horseshoes (toy), ring toss, Frisbee throw, (targets of suspended hoops), Ping Pong ball blow, tennis ball bounce, etc. . . . save time for stunts.

OCTOBER

1st Week: Hunter education course. Contact certified instructor if possible, conservation agent, Royal Rangers leader, etc. so boys will receive official recognition for completing course. If no instructor can be found, obtain student manuals of "Hunter Safety and Conservation Program," from the National Rifle Association, 1600 Rhode Island Ave., N.W., Washington, DC 20036 . . . and teach course yourself.

2nd Week: Begin Rifle Marksmanship Award course. A certified NRA Instructor must teach course. For nearest instructor contact the NRA. Two or three outposts could get together for this course.

3rd Week: Awards Vest craft project. Obtain vest patterns from leather craft or fabric shop. Use suedecloth or similar material and lacing from leather craft store.

4th Week: Have local conservation agent show outdoors type film and make talk to boys on conservation, game management, etc. If awards vest project is not completed, do so at this meeting if time permits. A Halloween party could be held this week.

NOVEMBER

1st Week: Review family "Be Ready" plan in Leader's Manual, also "A Home Fire Plan." Get safety check list literature from local fire department. Have boys conduct a fire hazards check at home. Conduct quiz on fire safety.

2nd Week: Citizenship Award. Gather material needed for research. Contact a local government official, judge, sheriff, tax collector, etc., and make arrangements to visit that office. Also if possible, have the official to be at this meeting to explain or make talk to boys.

3rd Week: Gather corn stalks, pumpkins, etc., for decorating the church for the Thanksgiving weekend. Talk with pastor for ideas and arrangements, etc.

4th Week: Citizenship Award. Continue progress on completing the award.

5th Week: Citizenship Award. Complete award. Have some type of refreshment break . . . a celebration of sorts, for completing award.

Outposts—Learn about America's Indian Heritage by ordering your own

OZARK INDIANS ARTIFACT KIT



The museum of Evangel College of Arts and Sciences located in Springfield, Mo., is offering outposts the opportunity to share in their preservation of our historic past. The museum sponsored by J. Calvin Holsinger Ph.D. and his museum practicum class has assembled an "Indian Artifacts from the Ozark Highlands Museum Kit," available to outposts for no charge. The kit has attempted to display samples of useful and interesting tools and weapons used by Indian tribes of the Ozarks area.

The term Ozarks generally applies to southern Missouri, parts of northwestern and south central Arkansas, and sections of Oklahoma and southern Illinois. The Walter Davis Indian Collection of the Evangel Museum consists of over 30,000 artifacts collected in the Ozark Highlands. Since the major waterways and their tributaries found in the present state of Missouri produced many opportunities for trade and exchange among a broad group of Ameri-Indian tribes, the Davis Collection is representative of the tools and implements used by most central woodland Indian tribes.

The earliest inhabitants of the Ozarks were the Missouri and Osage tribes. The name Missouri has been interpreted to mean "people of the dugout canoes." The French explorer Marquette's map of 1673 shows the Osage to be thriving in the southwest corner of Missouri. Many other Indian groups have from time to time made their home the hilly Ozarks. Being a geographic center of trade the Indian life-styles and cultural traits reflect a combination of woodland and plains type cultures. Many of the Indian

groups which passed through the Ozarks were eastern tribes who moved west before the steadily encroaching tide of white settlers.

Among the most famous of these were the Delaware and the Shawnee. Originally a part of the central Algonquin tribes of the Carolina's these splinter groups crossed the Mississippi River at the invitation of the Spanish and settled in southwest Missouri in the early 1800's. Included in the museum collection are 70 kinds of spearheads, numerous arrowheads and 40 different types of tools. The museum kit includes 18 objects chosen from their representativeness. While most of the artifacts have been placed behind glass and mounted to the case to prevent loss, there is included in the kit four objects which Rangers can touch and examine. These are: a spade, hoe, rubbing stone, and a grinding stone.

Your Rangers might enjoy grinding grain with the grinding stone. Arrange ahead of time to have dried corn, wheat or millet available so all can take a turn at grinding.

Some of the artifacts in the kit are:

PAINT ROCK - Indians used a variety of colors to decorate their bodies for ceremonial dances and other occasions. This particular rock is "hematite" (a soft iron ore) which when rubbed with a moistened finger produces a rusty red paint. Here in Missouri deposits of hematite can easily be found in areas such as the Meramec Spring area in Crawford County.

SPEAR POINT - Used in warfare and for hunting large game such as buffalo, deer and bear, these points were quite large ranging in length from 3 to 10 inches. The points were hafted (or placed on a shaft) and propelled by throwing or sometimes using a "spear-thrower" called an atlatl.

SHORT BIBLIOGRAPHY OF EASILY LOCATED MATERIALS:

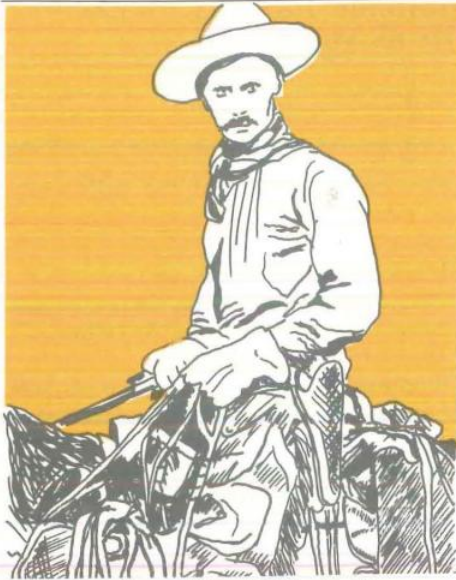
- Brownlee, Richard S., Bicentennial Issue, *Missouri Historical Review*, LXX (July 1976).
- Chapman, Carl H. and Eleanor F. Chapman, *Indians and Archaeology of Missouri* (Columbia; University of Missouri Press, 1972).
- Heckervelder, John, *An Account of the History, Manners, and Customs of the Indian Nations* (etc.) (New York: The New York Times Arno Press, 1971, a reprint of the original 1819 publication).
- McCary, Ben C., *Indians in Seventeenth Century Virginia* (Charlottesville: The University Press of Virginia 1970).
- Storstenburgh, John L., *Dictionary of the American Indian*, (New York: Philosophical Library, 1960).
- Whiteford, Andrew, *North American Indian Arts* (New York: Goden Press, 1970).

The Evangel kit is pre-packed and ready for shipping. The use of the kit is free, but you must pay all shipping costs. For information on ordering a kit write: Dr. J. Calvin Holsinger, History Department, Evangel College, Springfield, MO 65802. 🖐️

"His life and times still continue to give thrills to people the world over."

The Man of the Old West

BY LUCILLE GOODYEAR



The cowboy of the old West—there are songs about him; he's been depicted as the hero of the "Wild West" novels; and the star in movie and television presentations. He's long been a favorite among our folk heroes and his life and times still continue to give thrills to people the world over. Actually, he's been romanticized and glorified to such an extent that his true identity and contribution to the open cattle industry, as well as the development of our West, has been all but obscured.

The cattle industry as we know it today has really come about through more than just the investment of capital in cattle to be turned loose on the rangelands to graze. Most of the credit for cattle ranching greatness must be given to those skillful, dedicated and hard-working cowboys of the earlier days. They were the actual pioneers of the industry.

However, when you see the cowboy of those days depicted in a novel or in a movie, he's usually presented as an absolutely cunning, unfeeling, boldly strutting fellow—almost an egotist. One who was quick on the draw and usually quicker on the trigger. He spent his waking hours tracking down cattle thieves and various other varmints; notching or fanning his guns; and at night—was busy brawling in the saloons and dance halls. If all this were true, there never would have been any work done on any of the cattle ranches, and they never would have risen to their greatness.

Casting aside all this romanticism, what you would have found was a man doing the work he liked best to do, that of *working* on a cattle ranch. A simple and quiet man who did his job for \$25 to \$30 a month plus board. A top man got from \$40 to \$50 a month, but he had to be "right good" to get that much!

He was essentially, a product of the vast open spaces, the desert, and the mountains. His heart belonged to the open range, somewhere where the trees did not come between a man and the sky. Where a man could look for miles and miles and see nothing but the distant peaks and the gentle slopes rising to their summit. To the cowboy, the range was a lonely place, but it was also a full-of-wonder place where a man could come to know himself as never before.

Even a cowboy's clothing was adapted to his trade. Leather chaps were not worn for appearance' sake, but to protect the legs from thorns, from the horns of the cattle, and also for warmth in cold blustery weather. The high-heeled boots may have given a man a lurching walk, but the high heels kept his feet from slipping through the stirrups. They were also useful when he was throwing his lasso on foot as then he could dig the sharp heels into the ground for needed leverage. The bandanna around his neck could be whipped up as a face protection in a dust storm or in the stifling dust kicked up by a moving herd; and it could also serve as a bandage, sling, or a rope in an emergency.

The wide-brimmed hat that is so synonymous with all cowboys—gave shade from the blistering sun, and with the brim pulled and tied down over the ears, it became warmth and protection in blizzards. It also served as a bucket for drinking and washing, and for feeding and watering horses. It could be used to fan fires, slap horses into action; flag cattle into line; or signal other cowboys when the herd was on the move. And there were those that swore that it made a good pillow at night for sleeping.

A ranch cowboy has to be a "jack-of-all-trades" as horses needed shoeing, cattle had to be branded; saddles, harnesses, lariats, and wagons had to be inspected and kept in good repair. And there was always that all-important responsibility of the cattle herd.

The welfare of the ranch's herds was the prime occupation—and the cowboy had to make certain that they were on good grazing land and had enough water and salt; that they were kept to their proper domain; and that none had fallen into a mire or hole, or had become entangled in any way. Predators and rustlers were always a problem. Then too, if the cattle became sick or injured, the cowboy had to do duty as a "doctor."

As there were no fences to keep the herds apart, each rancher had his own identifying brand that had to be burned into the hides of his herd. During the spring round-up the calves had to be branded, and the cattle that were to be driven to the railhead were separated from the others. The dogies or separated calves were driven northward in herds to grazing lands in Wyoming and Montana.

The market cattle had to be trailed to a railhead or feedlot, and it was at this job that the cowboy truly figured importantly and earned his pay. Once a year, in autumn or early winter, the marketable herds were rounded up and headed out on the long drive. Of the several cattle trails connecting with railroads, the best known was the Chisholm Trail—it was the oldest and most frequently used. By 1867, the well-marked trail ran as far north as Abilene, Kansas, where it met the Union Pacific Railroad.

The trail drive was a serious business and a great responsibility for all the cowboys involved. A single herd would often have as many as 3,000 head of cattle, requiring 15 to 20 cowboys to keep it moving. It was a hard, dusty and tiring job. A drive of 12 to 16 miles a day was considered a good day's work, since the cattle had to graze along the way.

The years when cattle were driven on the long drives were, perhaps among the most dramatic of our Western history. The period lasted from 1870 to about 1885, but the stories about those drives live on.

Life in the West has changed and with it the methods of cattle ranching. Today's cowboy does not have to ride as many miles to do his job, nor does he have to participate in the long drives. But, however, he does his job and wherever it may take him—he is carrying on a tradition of the Old West—and the cowboys that made it so great! ♦

Dispatch Questionnaire

The "Dispatch" staff wants to make our magazine as effective as possible in helping you, the leaders, to provide activities which will enrich the lives of boys physically,

mentally, socially, and above all spiritually. Your frank responses to the following questions would be of great use to us in deciding the editorial policies for this magazine. Thank you.



1. Within the Royal Rangers you are a:
- Commander
 - Lieutenant Commander
 - Member of Outpost Council
 - Other _____

2. Where does your Outpost hold regular meetings?
- City _____
- State _____
- Country _____

3. What sports and activities have your Outpost participated in during the last year?
- Hiking
 - Camping
 - Canoeing
 - Baseball, Softball
 - Basketball
 - Boating
 - Bowling
 - District Pow Wow
 - Fishing
 - Football
 - Golf
 - Hunting
 - Riding
 - Riding
 - Skating (Ice)
 - Skating (Roller)
 - Skiing
 - Skin-diving, Scuba
 - Soccer
 - Swimming
 - Table Tennis
 - Tennis
 - Water Skiing
 - Other district functions: _____
 - _____
 - _____
 - _____

5. Rate how well *Dispatch* helps you as a group leader in the following categories:

Doesn't Help	1	
Helps Some	2	
Very Helpful	3	
Planning and Conducting Activities		<input type="checkbox"/>
Spiritual Leadership		<input type="checkbox"/>
General Teaching Skills		<input type="checkbox"/>
Counseling		<input type="checkbox"/>

6. Rate how much you would like to see articles about the following categories in future issues of *Dispatch*:

Not At All	1	
Somewhat	2	
Very Much	3	
Planning and Conducting Activities		<input type="checkbox"/>
Spiritual Leadership		<input type="checkbox"/>
Campcraft		<input type="checkbox"/>
General Teaching Skills		<input type="checkbox"/>
Counseling		<input type="checkbox"/>
Royal Rangers Events and Camps		<input type="checkbox"/>
Others:		<input type="checkbox"/>
		<input type="checkbox"/>

4. Which of the activities listed above would you like to see given greater coverage in *Dispatch*?

7. Do you find working with the Royal Rangers a satisfying experience?
- | | | |
|-------------------|----|--------------------------|
| Very Unsatisfying | -2 | <input type="checkbox"/> |
| Unsatisfying | -1 | <input type="checkbox"/> |
| | 0 | <input type="checkbox"/> |
| Satisfying | 1 | <input type="checkbox"/> |
| Very Satisfying | 2 | <input type="checkbox"/> |

No more questions—thank you for your cooperation. We should appreciate any comments or suggestions you might have about any subject discussed in the questionnaire.

Comments:
Thank you

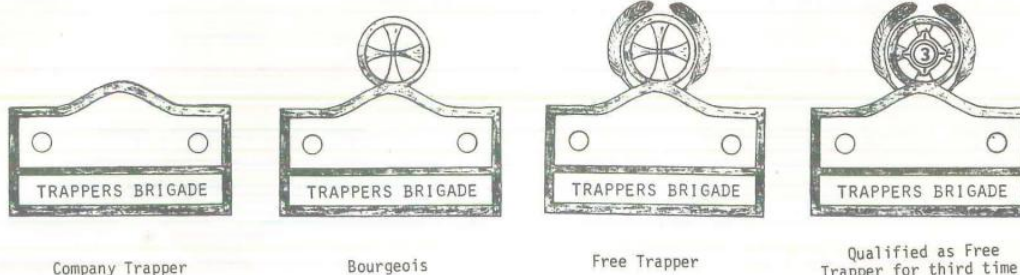
PLEASE CUT OUT AND SEND TO:
The Assemblies of God
Royal Rangers Dept.
1445 Boonville Ave.
Springfield, Mo. 65802

TRAPPERS BRIGADE

BY DON BIXLER
National FCF Scribe



Example of: Free Trapper Medal
worn behind a Frontiersman pin



The Royal Rangers ministry is taking on a new dimension to be known as the "Trappers Brigade." The Trappers Brigade is a new auxiliary group within the Frontiersmen Camping Fraternity. It was established during the 1978 Ranger Council for the purpose of promoting Christian service by the FCF members. In the past, the emphasis has been to have all of the basic frontiersmen skills perfected, the frontiersmen outfits authentic, and the frontiersmen outings and events resemble the pioneer forefathers' rendezvous. However, it is oftentimes easy to become so involved with our own causes that we neglect our service to others. The Lord is particularly pleased when we as Christians devote a portion of our time to serving others.

In order to encourage this service to others by all active members of the FCF, three steps of recognition have been established. They are the Company Trapper, the Bourgeois (pronounced Boozh-wah), and the Free Trapper. Trapper Brigade points will be given in varying amounts for various types of Christian service. The number of points required for the Company Trapper will be twenty. Bourgeois requires 40 additional points and the Free Trapper needs 60 points above the number required for Bourgeois. Each additional 30 points earned will entitle the Free Trapper to receive a numeral to be placed on his trapper's medal. All active members are eligible to work towards Trappers Brigade recognition regardless of whether or not they have attained Buckskin or Wilderness status.

In order to get credit points towards Trappers Brigade recognition, the projects may meet one or more of the following criteria:

- (1) Projects may represent a desperate need on the part of a church or individual that would have exceptional difficulty meeting that need.

- (2) The project should be over and above organized church activity in which the person would be expected to participate as a member of the church.

- (3) A log of activity must be maintained on the back of the person's FCF membership card* and approved by the person's pastor or certified by a district FCF officer.

Note: Work for a relative which would normally be done otherwise would not count for Trappers Brigade points. Also, we do not want to have a person's spiritual life, Royal Rangers ministry, church, work, job, or family life suffer as a result of effort towards Trapper Brigade recognition.

Types of Christian Service Projects

Basically, group projects would be such as:

- (1) Rebuilding a church for some small community in case of disaster.
- (2) Repairing or rebuilding a home for the aged or needy families.
- (3) Working on fund-raising projects that would help buy the necessities of life for the needy people of the community or missionaries.
- (4) Procuring, preparing, and delivering food baskets to needy families, etc., would also be considered.

Note: Only with special approval and in unusual circumstances would points be given for cash contributions to a needy cause. The work on a fund-raising project, however, would be considered an act of Christian service.

Your pastor, sectional representatives, and the District FCF Staff will be available and should be consulted for specific projects that they may know about. Discretion must be used in some cases in keeping these projects in strict confidence so that the needy persons are not embarrassed by widespread advertising of their condition. (Many times pride and the aversion to publicity may be the rea-

son they have not asked for help before.)

The District FCF Staff can help you determine in advance whether some project(s) you may be aware of would be acceptable for Trappers Brigade points. Normally the projects will be approved in advance, but it is also important to take care of the need at the proper time and get approval later if the project is acceptable to the District Staff. National guidelines will be distributed to the District Staff so they can administer the Trappers Brigade points uniformly throughout the nation.

Point System

Since the FCF and the Royal Rangers is a boys' ministry, there is a built-in emphasis on boy participation in the Trappers Brigade. Boys will earn one credit point per hour of work (or food basket prepared). Men will earn one credit point when they are responsible for a boy being involved in the same project, otherwise they earn ½ point per hour (or food basket). Travel time is not considered as work time for credit.

Frontiersmen working towards Trappers Brigade must be members in good standing. As examples, (1) current and previous years dues must be paid, (2) they must have participated in at least one-half of the District FCF activities in the previous and current year, and (3) they must be active in the Royal Rangers in their church.

Through the Trappers Brigade Christian service projects, the Frontiersmen Camping Fraternity can take on a new image. But remember, the FCF is made up of men and boys like you and me. The image we have, the impression we leave, and the reputation we build for the organization is what others see in us as individuals that represent the FCF. Let's make that new image a *super good one*.

(* It would be a good idea to also keep a record in the back of your FCF handbook in case you lose one of your past membership cards. ♦

The Greatest in the Kingdom

BY PHIL WAYMAN

Matthew 18:1-6

One of the most common problems Jesus had with His disciples was the question, "Who is greatest?" It occurs often in all of the gospels and even at the passover feast Jesus had need of girding himself with a towel and washing the feet of His disciples. None of them saw himself as the servant of all. Jesus took a little child and set him in the midst of them and said, "Verily I say unto you, except ye be converted and become as little children, ye shall not enter the kingdom of heaven. Whosoever, therefore, shall humble himself as this little child, the same is greatest in the kingdom of heaven. And whoso shall receive one such little child in my name receiveth me."

What greater honor can a Ranger leader have than to welcome Jesus into his outpost. Jesus said, "If you receive a boy into your outpost you are receiving me." No Commander would want to be guilty of turning Jesus away should he come to visit your group on Ranger night. Nor should we turn away one of the little ones who are so ready to believe in Christ.

In my training classes I like to take the organizational structure and list all the names of people involved from the national officers down to the district officers and then on down to the little boy in the Pioneer or Buckaroo patrols. Then I like to turn the structure upside down and put the boy and the district officers and national officers at the bottom. I believe this is the way God looks at our Royal Rangers structure. He that would be greatest must be servant of all.

Leadership is not displayed by our power but by our compassion. A good leader is one who has first learned to follow. Jesus did not say he was making leaders but he did emphasize followers.

One young man graduated from high school and applied at a famous university for fall entry. In filling out his application he came to a question, "Are You A Follower?" He thought of his school years of rather blah achievements and concluded that in all honesty he was a follower. He feared to mail in that answer for fear it would preclude him from admission to the great university. Several days later he received a personal letter from the President of the University. The president welcomed him to the university of 10,000 leaders but only one follower.

Jesus said, "Follow me, and I will make you fishers of men." Matthew 4:19.

If you look at your boys and see them as great as Jesus saw them, you will be thankful for the opportunity of being associated with true greatness.



One day last winter I was invited to a church in North Seattle to introduce the Royal Rangers to a group of men. On the way home that evening I stopped at a store to shop for groceries. A gentleman in the meat market recognized me and greeted me. I stopped to chat a little with him. He was a fine Christian whom I admired as a brother in the Lord. He said to me, "What brings you up here to our store?" I replied, "I've been up to a church here talking about Royal Rangers. He said, "You and I are in competition." "How's that?" He said, "I'm a Boy Scout leader and you're a Royal Rangers Commander." I replied in a flash, "We're not in competition, you're in a program and I'm in a ministry."

It is the spiritual dimension of Royal Rangers that sets apart this vital boys group as a ministry. The very idea of advancements up the Ranger trail involves advancements in the spiritual life as well. If you study the advancements of the various age levels, you will discover the great emphasis on the knowledge of the Bible and the experiences so cherished by our church that must become a vital part of the boy's life if he is to excel as a Royal Ranger.

Webster's dictionary lists program as "a plan of procedure." This of course

would apply to Royal Rangers, but a ministry is defined as "the act of ministering or giving service as a minister of religion."

Jesus said, "Whosoever will be great among you, let him be your minister; and whosoever will be chief among you, let him be your servant; even as the Son of Man came not to be ministered unto, but to minister, and to give His life a ransom for many."

Many of you Commanders remember the commitment you made at the NTC Council Fire when you threw your faggot into the fire and dedicated your life in ministry to boys. This certainly meets the qualifications Jesus gave for ministry as typified by His own life given for the service of many.

Program (plan of procedure) will wear you out. But ministry will lift you up because Jesus has promised that He would give power after that the Holy Ghost comes upon us. Commander, you need to believe God for strength and courage to meet the demands of your ministry. Just because you are not paid does not make it less a ministry, but more so. You can stand tall in the sight of God as you give your life in service to the greatest in the kingdom, our boys. 🖐️