

ISSUE 03



FALL 2005

www.royalrangers.ag.org

LEADER'S EDITION

High Adventure

THE OFFICIAL MAGAZINE OF ROYAL RANGERS

Godliness with contentment
is great gain. For we brought
nothing into the world, and we
can take nothing out of it.

— 1 TIMOTHY 6:6-7



OVER 7,000 CAMPERS • NATIONALLY KNOWN SPEAKERS
WORLD RENOWN MUSIC ARTIST • COLORFUL PAGEANTRY



THE ADVENTURE

*Exploring God's Plan
For Our Lives*

JULY 17-21, 2006



Please send me the official packet for the
2006 National Camporama

NAME _____

ROYAL RANGERS POSITION _____

OUTPOST NUMBER _____

CHURCH ADDRESS _____

Send completed coupon to:

NATIONAL ROYAL RANGER MINISTRIES
1445 N. Boonville Ave., Springfield, MO 65802-1894

How To Attend...

Each boy must be accompanied by a commander of his outpost and his district leadership.

Outpost leaders should submit applications through their respective districts.

Two Easy Steps To Start

1 Return the coupon for a Camporama packet, which includes a colorful Camporama poster, fundraising ideas, and Camporama information.

2 Contact your district commander for application forms and additional Camporama information. The application form and registration fee—made payable to "Royal Rangers" (credit cards accepted)—are due to your district Royal Rangers office, postmarked by April 3, 2006.



High Adventure

ISSUE 03 FALL 2005

*He who pursues righteousness and love,
finds life, prosperity and honor. — PROVERBS 21:21*



inside

HIGH ADVENTURE — Volume 35, Number 3
ISSN (0190-3802) published quarterly by
Royal Rangers; 1445 North Boonville Avenue;
Springfield, MO 65802-1894. Subscription rates:
(*High Adventure Leader* only) single subscription
\$9.95 a year; bundle (minimum of five subscrip-
tions, all mailed to one address) \$9.00 a year,
\$13.95 (foreign mailing address).

©2005 General Council of the Assemblies of God, Inc.,
Gospel Publishing House. Printed in USA.
Periodicals postage paid at Springfield, Missouri.

POSTMASTER:

Send address changes to
HIGH ADVENTURE
1445 North Boonville Avenue
Springfield, MO 65802-1894

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COVER IMAGE: ©2005 iStockPhoto

High Adventure Needs Your Help!

We would like to give you
the best *High Adventure*
publication possible, and
we are asking for your
assistance. Send your name,
address, what Royal Rangers
group you are in (Ranger Kids,
Discovery Rangers, etc.)
along with your comments to:

High Adventure Readers' Panel
Royal Rangers Ministries
1445 N. Boonville Avenue
Springfield, MO 65802-1894
rangers@ag.org

*Hope to hear from
you soon!*

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GOLD MEDAL of Achievement

The Value of Royal Rangers

by Eugene "Austin" CHAMBERS III
OUTPOST 175
Calvary Chapel Assembly of God, Garland, Texas

Royal Rangers, to me, is *the* most valuable Christian ministry organization for boys. In Royal Rangers, boys can have fun and learn about God at the same time. I believe that Royal Rangers is the best place for boys and men to learn more about God and get closer to Him.

Maybe this sounds corny, but Rangers gave me a dad. I have personally seen my dad go from cursing and yelling all the time to being kind, generous, and forgiving. He used to be very hard on my brothers and me all the time—even for stuff we didn't do. God, through the Rangers ministry, has changed him. He is much easier to be around and talk to. If not for church and Rangers, my dad would not even be walking today. He was bedridden because of a motorcycle accident and could not walk. One morning he decided he would take his chances with God and believe that healing is possible. That morning he got up and walked. The very day that he prayed and gave it all to Christ and believed, he was healed.

I believe that boys and men can gain important life strategies and morals from Royal Rangers and gain some awesome life experiences. Where else can you experience great camping with great Christian friends?

In Royal Rangers, you also learn physical, social, and spiritual survival strategies that you can actually use in the real world. If it hadn't been for Royal Rangers, I would never have gotten as close to God as I am. When you are at a campout with Royal Rangers and God is the total focus of the camp, you can spend hours worshipping Him, getting closer to Him, and loving on Him.

Rangers can change anyone who joins. When I was younger, I had no respect or any thought of responsibility, and now I have gained a lot of respect and responsibility. Most of what I have learned has come from Rangers, and I have become a young man of character.

Most of who I have become and what I have come to enjoy, such as camping, derby races, and first aid, I have learned in Rangers. If not for Rangers, I wouldn't be as successful in life, nor would I be as confident as I am today. Rangers is where I gained my love for first aid, which is why I decided to become a student trainer at my school.

I have been through PTC, AMC, JLTC (twice, because I failed the first time), and AJTC. These camps at Sarge Academy have given me most of the life skills that I have. In PTC, I learned the basics. In AMC, I learned the skills. In JLTC, I learned how to start building a puzzle of myself as the man I want to become. I also learned to get up, dust myself off, and try again. Success is attainable.

AJTC was the most difficult experience of my life. Even so, I learned a lot about myself—other than that I can put an awesome shine on an old pair of boots. I also learned more about the Holy Spirit, teamwork, respect, and honor, and I learned to *never* give up. Always *charge* toward the goal! "Quitting is not an option, Sir!" You see, in my mind, everyone could use a little Royal Rangers in his life.

The eight blue points of the Rangers emblem are the eight points of the Ranger Code and are the first things that I learned in Royal Rangers. Nothing could teach you more about the way you should act toward others and how you should act when you are alone; they are *real* character traits! When you live by the Ranger Code, your life will be the way God intended—much easier. You ask what Rangers means to me? Rangers made me!

Commanders, I have finished my puzzle. *Thank you* to all the Royal Rangers commanders who have influenced my life. You know who you are, and because of you, I know who I am.

by Jordan GOMPERTS — OUTPOST 6
First Assembly of God, Raleigh, North Carolina

Throughout my time in Royal Rangers, I have learned many things. I have learned to be Alert, Clean, Honest, Courageous, Loyal, Courteous, Obedient, and Spiritual. Most of all, I have come closer to God. As I progressed toward my Gold Medal of Achievement, I had many obstacles that I had to overcome. Through each of those obstacles, I feel I took another step in the plan God has chosen for me. The fact that my entire family is involved in Royal Rangers has also helped me. There is always someone around the house who is working on a merit or adding to his or her uniform to get ready for an upcoming Wednesday night Royal Rangers meeting.

I feel that the Royal Rangers ministry has encouraged me to finish everything that I start. It has taught me not to quit and to do the best that I possibly can. The Royal Rangers ministry has had a big impact on my life.

Since I attend public school, there aren't a lot of Christian principles being practiced. In the public schools, popular kids who are

swearing and slacking off on their schoolwork are influencing a lot of children. Although God has given me a chance to minister to those kids and to share with them the unconditional love that God has for us, there is still a very negative attitude always going around the school. This negative attitude around me motivates me to stay close to the Lord, to keep my eyes on the prize, and to keep making forward progress. The attitude in the public school system is also making me look forward to every Wednesday night Rangers meeting where I can just focus on God, take a break from the pressures of the world, and take my mind off of schoolwork.

I feel that there is a balance between the need to have some structure and some fun while in Royal Rangers. The paperwork inside the Royal Rangers classroom isn't really my strong point, and I have the most fun when we are out on campouts or doing hands-on activities. Some of the times that have influenced me most occurred at District Training Academy. There we struggled at first but learned to work together and, eventually, became a team of friends. I remember when we were working on the Cooking merit and were cooking eggs. We thought the dishwashing soap was the pepper and put it in the eggs. It was not fun at the time, but now we all look back on it and laugh uncontrollably.

Another big influence on me is FCF. In FCF, I learned many things that I could never learn anywhere else. I remember when I won the shooting competition at the fall trace and got recognized as the best shooter. It was one of the best feelings I could imagine. I remember all of the sermons at the 2004 National Rendezvous and how I applied them to my life. Meeting Commander Mariott during lunch at the Johnnie Barnes Lodge and getting my picture taken with Fred Deaver next to his golf cart are opportunities most Rangers don't get, and ones I will always remember.

I believe that, through the Royal Rangers ministry and the skills I have learned in Rangers, God has prepared me to take on whatever mission He has for me. I never would have been ready without Royal Rangers and my participation in it. In conclusion, when I hear the words "Royal Rangers," I think of many good times, some trials, and how much I have learned. This is what Royal Rangers means to me.

by Jeremy **SPENCER** — OUTPOST 72 *Calvary Temple Assembly of God, Wayne, New Jersey*

I have been in church all my life. I never realized until now how Royal Rangers has had a great impact on my life. I have been in Rangers for years trying to earn the Gold Medal of Achievement. I only focused on the GMA, not the whole picture. It wasn't until a couple of weeks ago that I realized that not only can you earn awards in Royal Rangers, but Rangers is to lead young men to the Lord and to get non-Christians saved.

Royal Rangers has had an impact on me because without Royal Rangers and school I could easily become very lazy. Royal Rangers has kept me fit from what I learned while I was working on the Physical Fitness merit. Rangers has kept me on the cutting edge and allowed me to stay motivated to keep working on my merits.

Royal Rangers has taught me many things about God and about the outdoors. If I didn't go to Royal Rangers, I would not know anything about knot tying, camping, and building fires. It has taught me a lot of things that I will remember forever.

What I like about camping trips is that you learn to work together. For example, when we are doing a group activity, we all need to work together to accomplish the task. I will also remember the council fires on the camping trips. This is always the most important time of the whole trip. The Lord touched me many nights that I was there.

When I go to Royal Rangers on Wednesday nights, I love the atmosphere. It feels like there is love everywhere. The commanders will do anything to help you with whatever you need.

When I was working on my Christian Service project for the GMA, it taught me to be a better leader in all that I do. I did a coat drive for my project, and I learned a lot. One of the things that I learned is that no matter how small or young you are, you can do anything for the Lord. You may not see it now, but later on the impact will come. I don't think I would ever have planned a service project if I were not going for the Gold Medal of Achievement.

I am grateful I did this project. In Royal Rangers, I also learned to help others. When we are doing a project, I help others who do not understand what we are doing or why we are doing it.

Royal Rangers has also helped to keep me close to God. With all the Bible merits and the Gold Bible merit, Rangers has allowed me to read the Bible for my own good and also earn a merit.

In conclusion, there are many ways that Rangers has impacted me—more than I can say on paper. I think Royal Rangers has equipped me for life. I will see where God leads me, and I will remember everything that I learned. I would also like to impact other boys in their walk with Christ so they can have an opportunity to experience what I have experienced.

by Roel J. **TAMBOLINI** — OUTPOST 223 *Calvary Church at the Fountains, Sugar Land, Texas*

This is my story about a boy who was changed through the Royal Rangers ministry. I will begin by saying, "Thank you Royal Rangers for being there for me through a difficult period in my life." When I was a young boy, 6 years old, my father went to be with the Lord after his battle with colon cancer. It was very hard for me to understand why he went to be with Jesus when I needed him to hold me and play with me as he did every day. But, thank God for my mother who assured me that we would see my father again one day in heaven.

My mother and I began going to Christian Life Center where I was introduced to Royal Rangers Outpost 7. It was a Wednesday night meeting, and I was a visitor. I was welcomed, and I stepped right in and began working on whatever the boys were already doing. Little did I know the changes going on inside of me. I could not wait until the next Wednesday night. God had a plan and a purpose for me, and I was happy and smiling all the way to my first campout and, after a few years, to my first council fire and powwow. I was having the best time of my life.

I have never experienced anything like a council fire service at a powwow where hundreds of boys are broken and yearning for the presence of the Lord. It was there that I asked the Lord to come into my heart and was baptized in the Holy Spirit. God touched my heart and soul. The fire was ignited, and my spiritual walk with the Lord began to take its course.

God also put a very special person in my life—Senior Commander Cecil Pruitt. He is a man of God who has taught me a lot of what I know and who has guided me and believed in me even when I didn't believe in myself. He is very special to me, and I know I have a friend for a lifetime.

Royal Rangers has challenged me to overcome many hurdles in my life. It's helped me in my schoolwork (especially reading and writing). One hurdle, my dyslexia, has been a constant challenge. Though it be mental, physical, social, or spiritual, Rangers has shown me how to handle myself and be "ready for anything." I can "do all things through Christ who strengthens me."

I attribute many of my accomplishments in life thus far to Royal Rangers. I can only imagine what I might be today if God had not used the Royal Rangers ministry to reach me and keep me on His path. My mother and I moved about a year ago to a new area of town where God directed us to Calvary Church at the Fountains, Outpost 223. Here I was able to pick up where I left off from the other outpost. I'm very grateful to all my commanders who are working with me to finish up the work for my Gold Medal of Achievement.

I was also able to pass the FCF test and am looking forward to many years of life-changing adventures and rendezvous! I'm going to try out to be the scout for the Longhorn chapter. This will give me many opportunities to learn more about FCF.

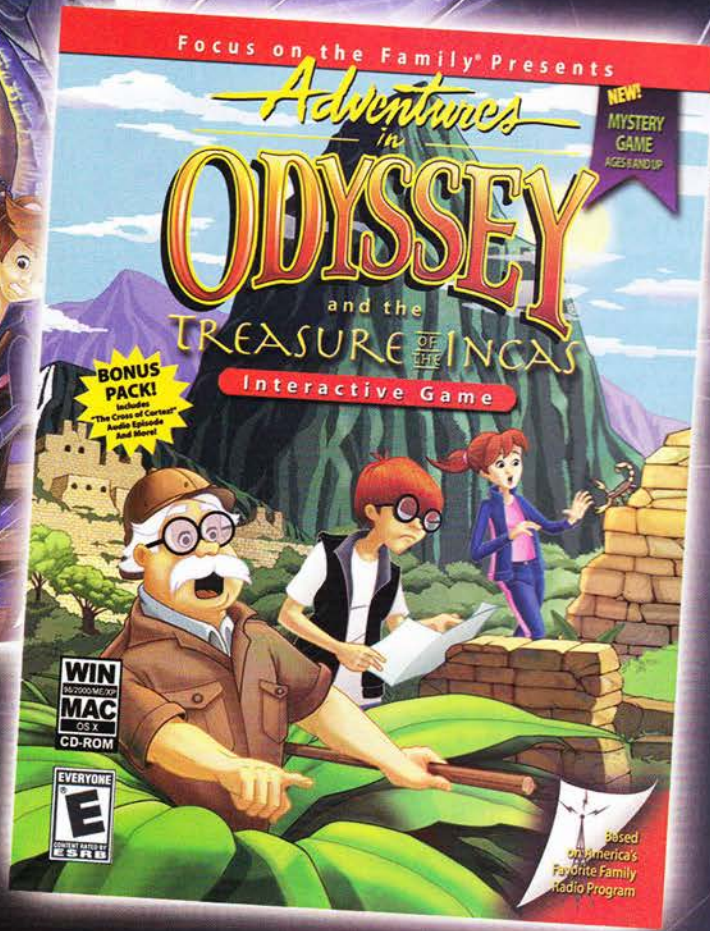
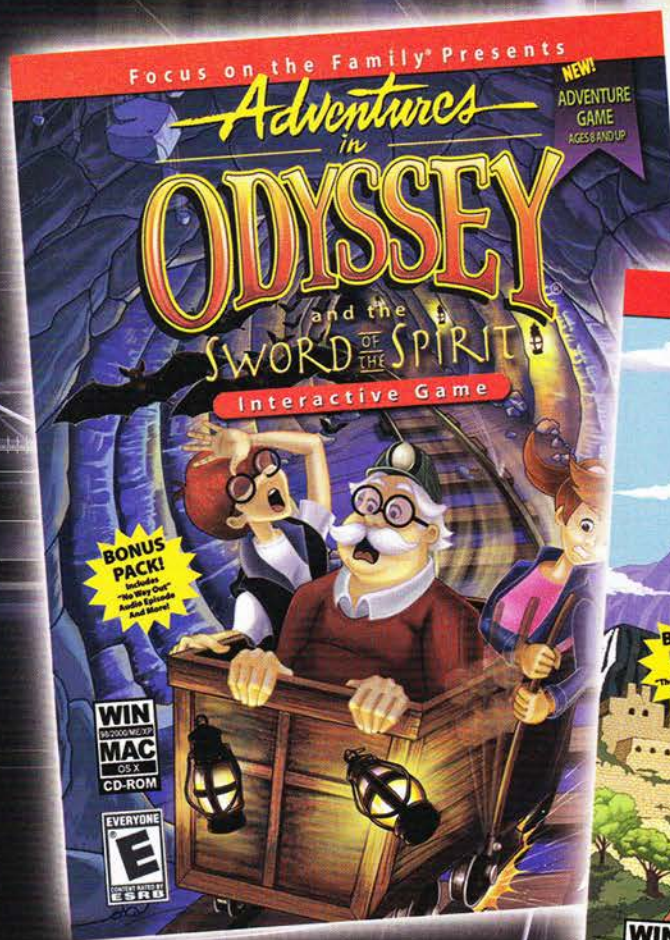
I know that whenever I need help or someone to talk to, I can contact any of my commanders who are a phone call or e-mail away. Thank you, Royal Rangers, for guiding me and pointing me in the right direction. I'm hanging on to the adventure of my life.

Special mention to my mother, Liz: Thank you, Mom, for all your love and support and for teaching me to live a life of faith. Love you.

Everyday Adventures —

*Video Games that
Bring the Challenge Home*

by Karin CURRIE



Navigate through secret passageways or travel to exotic jungles, testing your skill and smarts in exciting new video games that also help build character!

You've hiked up steep trails with packs weighing almost as much as you do; you've set up camp in conditions you'd rather watch from behind a window; you've found your way out of miles of woods with nothing but a compass; you've ridden down mountains on two wheels going faster than some speed limits; you've climbed up rocks higher than some buildings, and while you've achieved these feats, you've learned about yourself and about God. Now everyday you can go on adventures as you navigate through secret passageways or travel to exotic jungles, testing your skills and smarts in exciting new video games that also help build character.

Started by three members of Harbor Light First Assembly of God church in Fremont, California, Digital Praise, Inc. is a company that makes fun video games with valuable lessons. In fact, Digital Praise's president is Tom Bean, who was a Royal Ranger for nine years as a boy, became a junior commander when he was older, and has been an Adventure Rangers commander at Outpost 89 in Fremont, Calif. for the past two years. His brother, Bill Bean, the vice president of Marketing, was also a Royal Ranger and junior commander in his younger years and served as a Royal Rangers commander for two years! Additionally, Digital Praise employs Keith Silveira, a Royal Rangers commander for 30 years and currently a Royal Rangers senior commander, also of Outpost 89 in Fremont, Calif. These guys know all about "high adventure," and adventure is what you get with Digital Praise's first two Adventures in Odyssey® video games, released March 1, 2005.

With Digital Praise games, players get to take on the role of their favorite characters from Focus on the Family's® popular radio program, *Adventures in Odyssey*®. In *Adventures in Odyssey* and the *Sword of the Spirit*, players accompany Eugene, Connie, and Whit as they discover the legend behind the ancient sword, chase through secret caves, and ultimately undergo tests of character. The *Gauntlet of Virtues* has nine tests of character that can only be mastered by completing mentally stimulating puzzles and arcade-style games. In *Adventures in Odyssey* and the *Treasure of the Incas*, players journey with their animated friends to the exotic jungles of Peru on a quest for hidden treasure and a discovery of true virtue. Players decipher written codes, navigate through jungle mazes, unscramble treasure maps, and solve mysterious puzzles.

Digital Praise's goal is to create games that are just as cool as the best games out there, just not violent or negative. One of the company's founders and chief engineer of Technology, Peter Fokos, says, "I guess I just want to make sure that there is good stuff out there for kids, an alternative." Digital Praise seems to have done just that. Each game is designed by talented artists and engineers, who worked on games that you already know, like *Oregon Trail 5*®, *Where in the World is Carmen San Diego?*®, *Cluefind-*

ers®, and *Reader Rabbit*®. These designers have created extremely fun movie-quality, arcade-style games.

"I love these games," said Matthew Porter, 10-year-old Royal Ranger from Outpost 89 in Fremont, Calif. "It's just like the radio shows and videos, only now I get to be a part of the action."

Alexzander Landers, 9-year-old Royal Ranger from Outpost 379 in Roseville, Calif., said, "I loved playing *Adventures in Odyssey*® PC games from Digital Praise. They were very fun and challenging. They kept me busy, and the many mazes and puzzles that the games have kept me interested. One of the things I liked about the games is that my mom doesn't have to worry about what I am playing. My mom likes that they teach good Christian values. I think that other children would enjoy these games too. Please make more!"

Sixteen-year-old Jason Barnes, a long-time fan of the *Adventures in Odyssey*® radio program and Royal Ranger, said, "I love the *Adventures in Odyssey*® radio show, and I love playing games on my computer. The Odyssey gang is always up to something fun. I can't wait to be able to play along with Eugene, one of my favorite characters, and the others. That's just too cool!"

These games can be purchased online at Digital Praise's website www.digitalpraise.com, Focus on the Family's website www.whitsend.org, through www.Amazon.com, or at your local Christian retailers. Each game retails for \$29.95.

In addition, Royal Rangers outposts can sell these games to raise money for exciting adventures. Ask your commander to call Digital Praise, Inc. at (510) 770-0244 or view the fundraising campaign online at www.digitalpraise.com. (See the box below for instructions on how to register.)

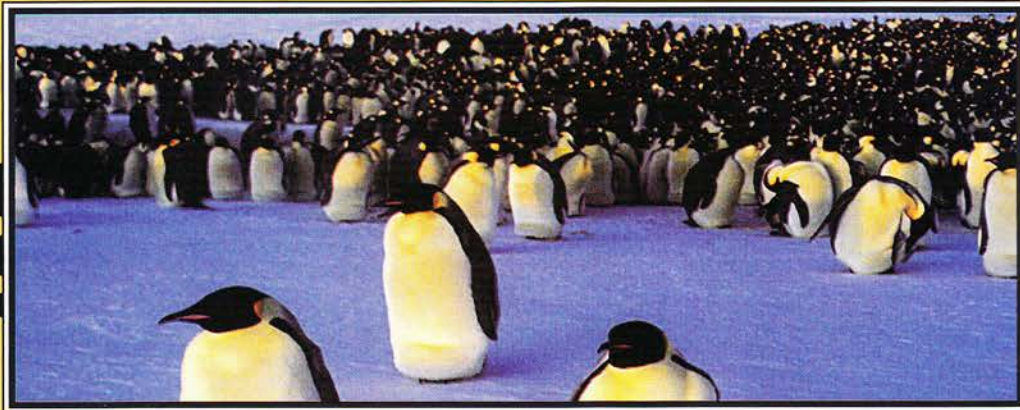
Now along with camping, hiking, sighting wild animals, backpacking, horseback riding, mountain biking, and rock climbing, Royal Rangers can add playing *Adventures in Odyssey* and the *Sword of the Spirit* and *Adventures in Odyssey* and the *Treasure of the Incas* to their list of "high adventures!" As Ecclesiastics 38:24 instructs, "The wisdom of a learned man cometh by opportunity of leisure." Play Digital Praise, Inc. video games and find wisdom within the fun.

Register Online to View the Fundraising Campaign

- Log onto www.digitalpraise.com.
- Click on the "Community" tab on the menu bar at the top of the page (not "Community Log-in" drop-down).
- Click the blue "REGISTER NOW!" button.
- Fill out the "Outreach Registration" page completely.
- You will receive email approval.
- Once you are approved, you will be able to access the fundraising campaign.

Feature Creature

by Sonia A. RANDALL



Those Marvelous Parents — Emperor Penguins

Emperor penguins can't ever complain about their offspring being underfoot all the time. The fact is that their offspring are on top of mom or dad penguin's feet for much of their early life—even in the egg!

It takes a lot of energy and dedication for penguin parents to incubate their single egg and raise the fledgling in one of the harshest climates on earth—the frozen Antarctic continent.

After courtship, the penguins leave the ocean and walk many miles inland to the desired breeding grounds. They walk because penguins do not fly. When they get there, the female lays her egg and the male quickly rolls it up onto his feet.

Fortunately, God has given the male penguin a special fold of skin, called the brooding pouch, made of densely-packed feathers that keeps the egg warm and in place on his feet. He has to keep the egg warm in a climate where the temperature may drop to minus 76° Fahrenheit and have winds of 125 miles per hour.

He incubates the egg for approximately two months (65 days) without eating. During the coldest part of the winter in the harshest climate imaginable, the emperor penguin huddles closely with other penguins—sometimes as many as a thousand—to conserve warmth. He sleeps a lot with his bill tucked under a flipper since this saves energy.

While the father is egg-sitting, the mother penguin returns to the sea. She spends close to two months eating fish and recovering her strength. When it is almost time for the egg to hatch, she returns to her family.

When the chick hatches, the father quickly brings it up onto his feet. If a penguin chick is left on the frozen ground for even two minutes, it could die.

When the mother returns, the father transfers the chick to the mother's feet. Then he goes off to find food since he has lost about half of his body weight.

When the chicks are old enough, the whole community of penguins goes back to the sea, which is their natural habitat. Once there, they feed in the icy waters where they are most at home.

It is a mystery why God ordained that emperor penguins should live only in this harsh, unyielding climate, swimming in the coldest water on earth. But God designed the penguins to be able to cope with the cold. They have a thick layer of blubber under their skin for insulation; an undercoat of downy feathers, which helps hold in heat; and a thick waterproof coat of overlapping feathers. There are approximately seventy feathers per square inch. They also have marvelous feet with strong claws for gripping the ice. God has given them everything they need to survive where He has placed them.

Do you know Jesus as your personal Savior?

If you haven't asked Jesus into your heart as Savior and asked Him to forgive you of your sins, it is as simple as following these steps:

- A. ADMIT YOU HAVE SINNED.** *"For all have sinned and fall short of the glory of God"* (Romans 3:23).
- B. BELIEVE IN JESUS.** *"For God so loved the world that he gave his one and only Son, that whoever believes in him shall not perish but have eternal life"* (John 3:16).
- C. CONFESS AND LEAVE YOUR SIN.** *"If we confess our sins, he is faithful and just and will forgive us our sins and purify us from all unrighteousness"* (1 John 1:9).

If you would like someone to pray with you about your decision to know Jesus as your personal Savior, talk with your Royal Ranger commander, your pastor, or call: 1-800-4PRAYER, the National Prayer Center.



ROYAL RANGERS

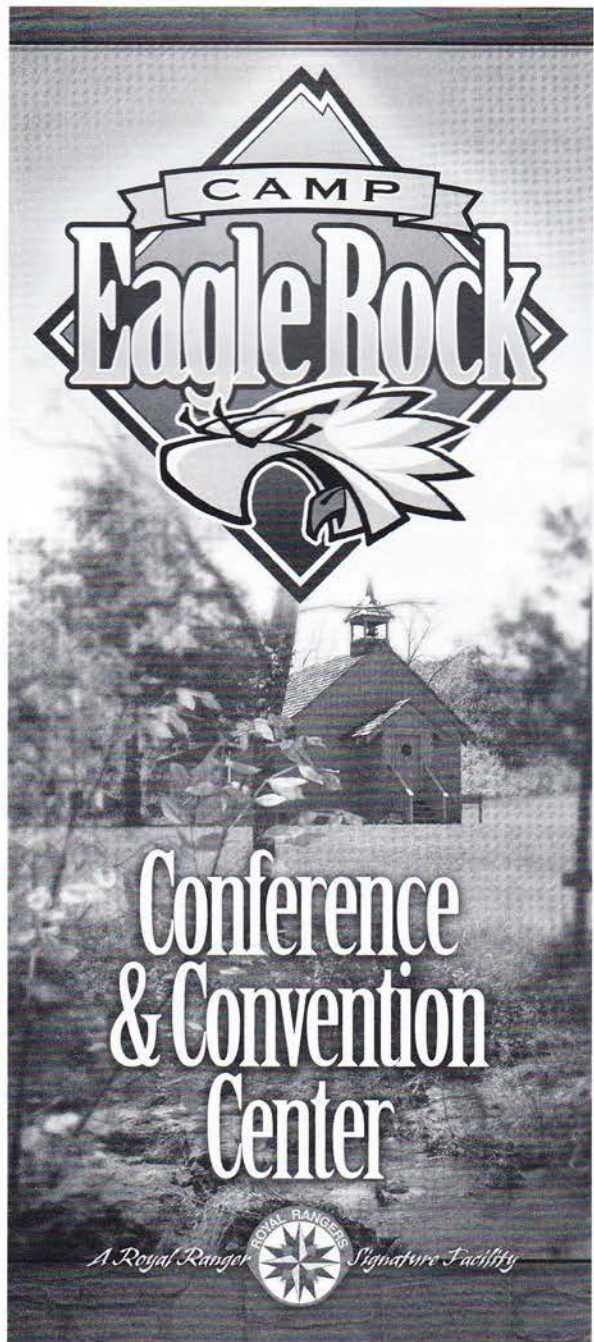
HIGH ADVENTURE

Leader

VOLUME 35

FALL 2005

NUMBER 3



Eagle Rock Campground

by Richard MARIOTT

The national Royal Rangers campground is a great place to bring your outpost, church retreat, section or district camps, and youth camps. Camp Eagle Rock is located in southwest Missouri in the heart of the Mark Twain National Forest. It is an easy drive from Missouri, Kansas, Oklahoma, Arkansas, and many other surrounding states. The campground is 130 miles from the Tulsa airport and 80 miles from Springfield/Branson airport. Camp Eagle Rock is nestled in a beautiful valley, surrounded by gentle rolling hills and seasonal creeks. Table Rock Lake and other lakes are nearby. Other special interest areas to visit within a short drive are Roaring River State Park, Eureka Springs, Branson, Silver Dollar City, and much, much more! The campground has over 1,400 areas of native and planned camping. Camp Eagle Rock is the site of the National Royal Rangers Camporama every fourth year.

If you have not been to Camp Eagle Rock since the 1998 Camporama, you are in for a big surprise! Today, it is a different place with many new and upgraded facilities and activities. It would be impossible to list all the improvements that have been done over the past six years. Here are some highlights.

Today, we have five specific locations to meet the different needs of any event:

The Johnnie Barnes Lodge

has four upstairs bedrooms with four beds in each room. These bedrooms have heating and air conditioning and a great over

view of the campground. The basement of the JB Lodge will sleep a maximum of twenty-two people. There is also a large bathroom with showers connected to this room. This was one of the first buildings constructed when Royal Rangers purchased the property from the Farwell family.





The Eagles Resort Conference Center is one of our newer facilities at the campground. The Eagles Lodge has a large meeting room, restrooms/showers, and a kitchen. This facility also has seven cabins with sides A and B, sleeping six on each side. All have their own shower room, bathroom, and two sinks. All cabins and the meeting room have heating and air conditioning. This is an excellent facility for approximately eighty people. An outdoor council fire ring is nearby. Five RV sites are available with complete water, sewer, and electrical hook-ups. This facility is excellent for retreats and youth camps that need indoor sleeping facilities.



Deaverton Old Western Town phase I is completed. Designed for the lower cost, it has eight cabins with different Old West front elevations. Each bunkhouse has two sets of bunk beds for a total of four people per cabin. This totals thirty-two people for all eight cabins. Currently, these cabins do not have electric or water; however, complete restroom and shower facilities are adjacent for use. Cooking can be done over campfire or on your own Coleman-type stove. This is an excellent facility for the camping experience with the comfort of indoor cabins for sleeping. (Phase II is coming soon for additional accommodations.) This is highly recommended for the outpost at \$3.00 per night per person.

Old Town is one of our original facilities, with a Chapel, Trading Post, and Blacksmith Shop. Log cabins are now available for smaller groups. Each cabin has log bunk beds, a front patio, and a rock fireplace, providing the



homestead atmosphere of years ago. There is no electric or water in these cabins; however, restroom and shower facilities are nearby. It has enough beds for twenty-six people and includes the use of the Chapel. Cooking can be done over a campfire or on your own Coleman-type stove.

General Camping is available in numerous locations, according to the size of the group. We have many restroom and shower houses around the camp. It can accommodate groups from the very small to over 7,000 campers. Camp Eagle Rock is host to the National Royal Rangers Camporama, which had over 5,500 campers in 2002.



Activities Available - On site we have hiking, a bouldering wall, high ropes course, BMX course, mountain bike course, rappelling tower, archery and rifle ranges, swimming pools, and huge meadows for various activities. Of course, some of these events are seasonal, and others may require special arrangements for instructors or counselors to be on site for your health and safety. Plenty of other opportunities are available nearby, such as canoeing, boating, swimming, fishing, and caving or spelunking.

Camporama 2006 is coming next July and will be the place to be! So if you don't live within driving distance to use the camp, start planning now to come to the Camporama in July 2006. This will be an experience of a lifetime. For more information about the Camporama, go to our website (www.royalrangers.ag.org) and click on the Camporama link or contact your district commander.



Our webmaster is working on a new website for Camp Eagle Rock and will have a link from our national Royal Rangers site. The website is www.eaglerockcampground.com.

For more information or a brochure, contact Camp Manager Roger Heppner at 417-271-3900 or email at rheppner@ag.org.

Basic DTC & Basic JTC



INTRODUCING Junior Leadership Training to Your Outpost

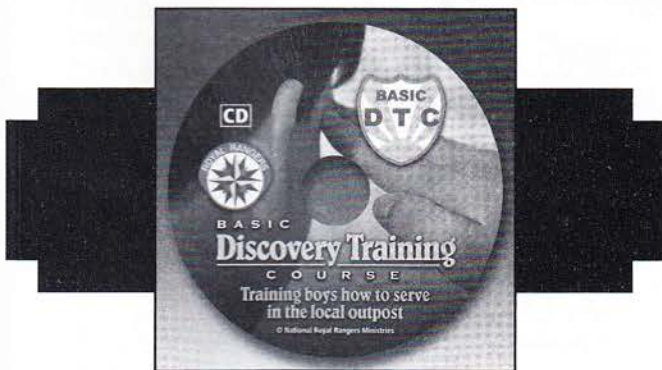


By Mike Laliberty
National Training Coordinator

Have you ever wondered if there was a way to start the patrol system operating in your outpost? Or maybe you wished there was a clear, easy, repeatable way to teach boys about junior leadership and the importance of being part of the outpost leadership team. Well, now there is a way!

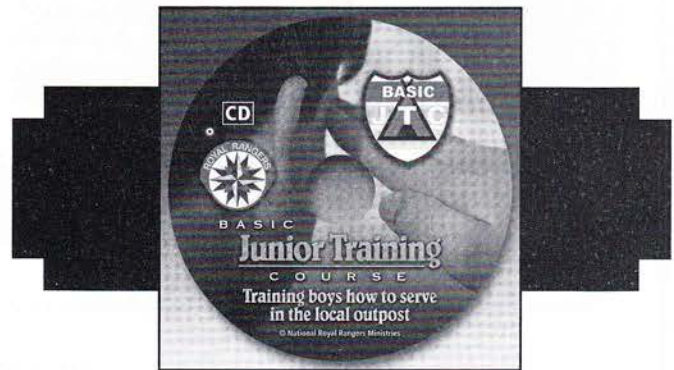
During the month of June, three CDs were mailed to all chartered churches throughout the U.S. as a benefit of chartering. One CD was the much anticipated Royal Rangers Data Manager, which was described in the Spring 2005 edition of *High Adventure Leader*. The other two CDs were the Basic DTC (Discovery Training Course) and the Basic JTC (Junior Training Course).

The purpose of these last two CDs is to provide a tool to the local outpost leader to assist him in developing junior leaders within his group or outpost. These introductory junior training courses were designed to be taught in a non-camping environment in the local outpost or daytime training event at the sectional level. Both CDs have an auto-loading, front-end, menu-driven format to provide a customer-friendly interface to all the training materials.



The training in the Basic DTC focuses on the following sessions:

- The Outpost Organizational Structure
- Patrol Spirit
- Formations and Salutes
- The Outpost Scribe
- The Outpost Quartermaster
- The Outpost Chaplain's Assistant
- The Assistant Patrol Guide
- The Patrol Guide
- The Senior Guide

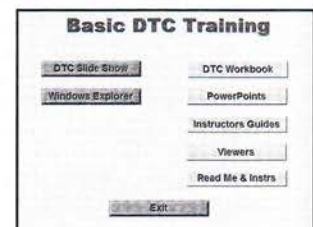


The training in the Basic JTC focuses on the following sessions:

- Flag Ceremony Protocol
- The Patrol Staff Meeting
- The Outpost Scout
- Outpost Chaplain's Assistant, Scribe, and Quartermaster—Part 2
- Assistant Patrol Guide—Part 2
- Patrol Guide—Part 2
- Senior Guide—Part 2
- Junior Commander, Junior Chaplain, and Junior Leader's Service Award

Each of the above sessions is designed to take approximately eight to ten minutes of training, which allows the outpost leader the option of presenting the materials during the Business and Patrol Corners segment of the outpost meeting plan. Depending on the material being taught, the Advancement or Recreation segments of the outpost meeting could also be used to complete the worksheet for each session. In addition, team-building games could be used during the Recreation segment to reinforce the patrol system concepts.

To start the Basic DTC or Basic JTC presentations automatically, select the "Slide Show" button. The presentation will begin immediately once the program has loaded. Audio and video clips lead the student through a presentation of each session. Special software is **not** required



— Continued on next page



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to observe this presentation. The presentation can be stopped at any time and resumed later at any point in the materials. This allows the leader to tailor the training to the needs of his group or outpost.



An alternate method to the automated presentation is also provided. The leader may study all the materials provided in the Instructor Guides and present the materials, using the PowerPoint sessions.

The common element for either presentation method is the Student Workbook material. Each session has a worksheet containing tasks, projects, and/or activities that must be successfully completed by the student.



The answers to each of the worksheets are available in the "Read Me" and "Instructions" sections of the CD.

At the successful completion of either the Basic DTC or Basic JTC course, the appropriate patch would be awarded to each student.

The patches may be ordered directly from GPH, using the following item numbers:

Basic DTC Patch 72-9666 Basic JTC Patch 72-9667

JUNIOR LEADERSHIP TRAINING

— *It's Good for Your Outpost!* —

Royal Rangers Welcomes

John Hicks

Public Relations Coordinator to the National Staff

John Hicks joined the national office team in June 2005. Before coming to Springfield, John served the Arkansas district as the district training coordinator for seven years. He also served as a sectional commander, area commander, and district buckaroo/straight arrow coordinator in the Arkansas and Southern Missouri districts.

John was originally born and raised in the Springfield area. He is a graduate of Missouri State University with a BS in Finance and a Technical Certificate in Information Systems. In 1993, he moved to Arkansas to accept a position at Hillcrest Children's Home where he worked for twelve years as an accountant, office manager, and case manager.

John has been involved in Royal Rangers since he was seven years old. He joined FCF in 1981 and earned the Trail Ranger Woods Master rating that same year. He has served as an outpost commander for over twenty years. He and his wife, Amanda, served as children's pastors at Lakeview Assembly of God in Hot Springs, AR for six years where they attended with their four children: Nathanael, Abigail, Sarah, and Caleb.

John was a contributing writer for the development of the new program materials, released in 2003. He has served as an LTA certified instructor and instructor trainer for several years and has completed or served on staff at numerous training camps, including NTC, ANTC, National Academy, and Advanced National Academy. He has also developed and coordinated numerous junior training events during his time as district training coordinator.

We look forward to working with John. We hope you will welcome him to his new position.





“READY” Evangelism Force Funds at Work

by Douglas MARSH, director, Royal Rangers International

Royal Rangers Finland hosted the second Annual Royal Rangers International (RRI) Council meeting in early May. In Royal Rangers' 43-year history there has never been a service and fellowship organization like RRI, charged with the duty of coordinating the expansion of Royal Rangers around the world. The result of this strategy speaks for itself. Within the last three years, since founding RRI, Royal Rangers has grown from 56 nations to 70.

Over the last year, districts have been challenged to raise “READY” Evangelism Force funds—that is, to find seven churches in their district to support RRI at \$35 per month to establish Royal Rangers in nations where it does not exist. The efforts are paying off; the funds are fueling growth!

The key agenda item of the May RRI Council meeting in Finland was to deliver the new *Royal Rangers Global Curriculum*—an economically feasible and adaptable overseas evangelism curriculum. Such a tool has been a huge obstacle to growth. Few nations have the finances or expertise to develop such resources. With this hurdle cleared, nations have begun to translate the materials and adapt them to their context



ROYAL RANGERS
— INTERNATIONAL —

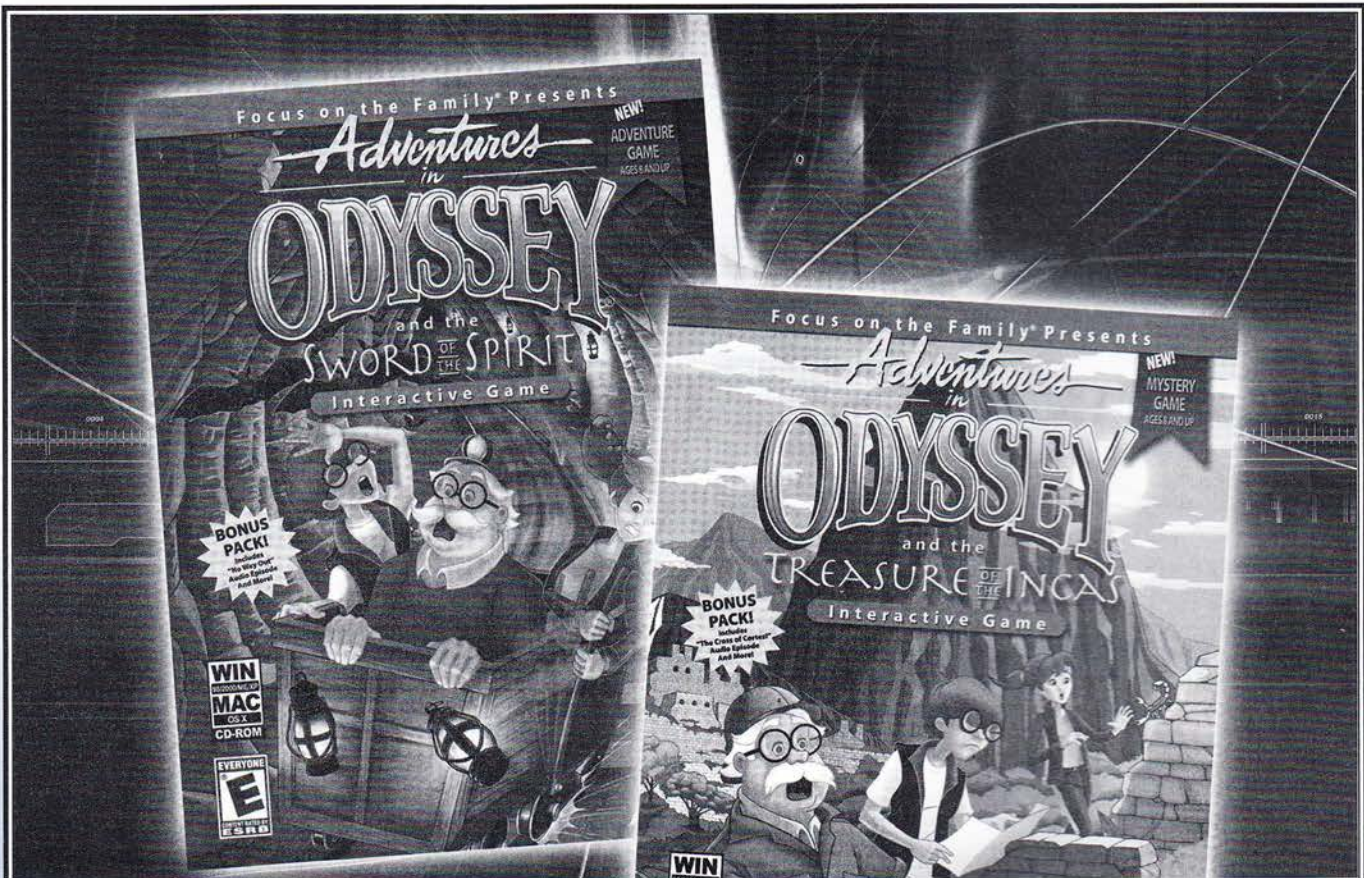
(culture, economy, school system, etc.).

The introduction of the new *Royal Rangers Global Curriculum* so motivated Jukka Piirainen, the elected European RRI coordinator, that with less than ten days to prepare himself, he traveled from Finland to attend the Camp Eagle Rock Advanced National Academy in Missouri at the end of May. “I want to be on the cutting edge of these changes,” Jukka told me. “So it is very important I attend the Academy.”

On Jukka's watch, Royal Rangers has recently been established in three new European nations. The future is even brighter!

These valuable evangelism resources will result in ministry growth in Europe and in each of the other overseas regions—Africa, Asia, Eurasia, and Latin America and the Caribbean. Picture it. There are 970 million unsaved boys in the world. Equipped with these resources, the members of the RRI Council have the tools to rescue an ever-increasing percentage of these boys for Christ. Your “READY” Evangelism Force funds are at work and making an eternal difference!

NOTE: To learn how you, your church, outpost, or business can participate in the “READY” Evangelism Force, visit www.RoyalRangersInternational.com.



Christian Video Game Company Teaches Kids Virtues, Not Violence



by Karin Currie

It's a fact of life—kids love to play video games, no matter how active they are in sports, clubs, youth groups, or academics. However, many of today's video games reward actions that we would never want to see carried out on the street and contain content that we would rather our children not witness. So how then do we let them play but continue to instill the morals and values we've been reinforcing for years? We now have the answer to this dilemma with the opening of Christian start-up Digital Praise, Inc., a company that develops and publishes faith-based entertainment software for families seeking wholesome, high quality, and just downright fun video games.

Digital Praise is committed to finding new ways to do what Royal Rangers has always done better than any other organization—teach moral lessons that last a lifetime in ways that are fun and engaging. Digital Praise's mission is “to glorify God through the development of software for children, teenagers, and families that spreads the gospel of Jesus Christ while entertaining, enlightening, and encouraging faith.” Digital Praise fulfills this mission by creating video games that promote virtues and family values like cooperation, forgiveness, tolerance, and kindness. Their games do not include the violence, hatred, horror, and adult content that fills computer gaming today. Philippians 4:8 instructs us to think

on "whatever things are true, whatever things are noble, whatever things are just, whatever things are pure...if there is any virtue and if there is anything praiseworthy," and Digital Praise games give families these things, along with adventuresome game play!

The Digital Praise team is involved as a company and individually in a wealth of community, Christian, and philanthropic programs and activities. These ministries and community outreach activities assist the company in understanding the best ways they can be effective in educating and enlightening today's kids.

In fact, all three of the company founders are members of Harbor Light First Assembly of God in Fremont, Calif. The one with the big idea for the company and veteran engineer in the interactive entertainment industry is Chief Technology Officer Peter Fokos, a faithful A/G member. Digital Praise's president is Tom Bean, who was a Royal Ranger for nine years, became a junior commander when he was older, and has served as an Adventure Rangers commander for the past 2 years. His brother, Bill Bean, the vice president of Marketing, was also a Royal Ranger and junior commander in his younger years and served 2 years as a Royal Rangers commander. Additionally, Digital Praise employs Keith Silveira, a 30-year veteran

Royal Rangers commander who is currently senior commander of Harbor Light's Outpost 89. These guys know all about "high adventure," and adventure is what you get with Digital Praise's first two *Adventures in Odyssey*® video games, released March 1, 2005.

Digital Praise's goal is to create games that are just as challenging and cutting-edge as the best games out there, just not violent or negative. As Pete says, "I guess I just want to make sure that there is good stuff out there for kids, an alternative." Digital Praise seems to have done just that. Each game is designed by veteran artists and engineers whose reputable backgrounds include companies, such as Riverdeep—The Learning Company, Disney Interactive, and Activision. This is the team who worked on the educationally-renowned *Oregon Trail 5*®, *Where in the World is Carmen San Diego?*®, *Cluefinders*®, and *Reader Rabbit*®. Bringing their talents to Digital Praise, Inc., these designers have created movie-quality games engineered to be challenging, entertaining, and rewarding.

With Digital Praise games, players get to take on the role of their favorite characters from Focus on the Family's® popular radio program *Adventures in*

Odyssey®. In *Adventures in Odyssey and the Sword of the Spirit*, players accompany Eugene, Connie, and Whit as they discover the legend behind the ancient sword, chase through secret caves, and ultimately undergo tests of character. The *Gauntlet of Virtues* has nine tests of character that can only be mastered by completing mentally stimulating puzzles and arcade-style games. In *Adventures in Odyssey and the Treasure of the Incas*, players will journey with their animated friends to the exotic jungles of Peru

on a quest for hidden treasure and a discovery of true virtue. Players decipher written codes, navigate through jungle mazes, unscramble treasure maps, and solve mysterious puzzles. Both interactive, arcade-style games are designed for ages 8 and up and are available in Windows and Macintosh platforms.

The following for Digital Praise's games is growing and growing. In fact, Digital Praise has recently been featured in newspapers, magazines, journals, and online sites around the country! Among the multiple articles, *Just Adventure*, the largest and most-visited adventure site on the Internet, posted a raving review of the games, giving them high ratings. Also, Digital Praise has received numerous awards for their two newest games, receiving a "4 out of 5" rating from

the Dove Foundation, winning an "Exceptional" Shepherd's Staff Award, and recently earning Dr. Toy's "Best Vacation Product of 2005" award. Probably the most important signs of Digital Praise's growing popularity are the testimonials from kids—and not just any kids, Royal Rangers!

"I love these games," said Matthew Porter, a 10-year-old Royal Ranger from Outpost 89 in Fremont, Calif. "It's just like the radio shows and videos, only now I get to be a part of the action."

Alexzander Landers, a 9-year-old Royal Ranger from Outpost 379 in Roseville, Calif., said, "I loved playing *Adventures in Odyssey*® PC games from Digital Praise. They were very fun and challenging. They kept me busy, and the many mazes and puzzles that the games have kept me interested. One of the things I liked about the games is that my mom doesn't have to worry about what I am playing. My mom likes that they teach good Christian values. I think that other children would enjoy these games too. Please make more!"

Sixteen-year-old Jason Barnes, a long-time fan of the *Adventures in Odyssey*® radio program and Royal Ranger, said, "I love the *Adventures in Odyssey*® radio

Digital Praise's
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create games
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or negative.



show, and I love playing games on my computer. The Odyssey gang is always up to something fun. I can't wait to be able to play along with Eugene, one of my favorite characters, and the others. That's just too cool!"

These games can be purchased online at Digital Praise's website www.digitalpraise.com, Focus on the Family's website www.whitsend.org, through www.Amazon.com, or at your local Christian retailers. Each game retails for \$29.95.

In addition, Royal Ranger outposts can sell these games to raise funds for their own exciting adventures. Digital Praise, Inc., a committed supporter of the Royal Rangers Ministries, wants to offer each Royal Rangers outpost a fundraising campaign with significantly discounted prices on the video games, allowing the outpost to make generous profits! This is a unique opportunity to fundraise in a way that no group has before. Relatives, friends, and neighbors will be pleasantly surprised by the Digital Praise games—surely a step above cookie dough or candy! Here's what Commander Lisa Landers from Harvest Community Church, Outpost 379, in Roseville, Calif. had to say about using Digital Praise games for her fundraiser: "When I got the games, I put them out and could not believe the response I got. Absolutely every person that came to my table to see the games had nothing but wonderful comments about the name behind them—how great the games looked and what a wonderful thing that Digital Praise was doing for Royal Rangers, giving our outposts 60% of the



Register Online to View the Fundraising Campaign

- Log onto www.digitalpraise.com.
- Click on the "Community" tab on the menu bar at the top of the page (not "Community Log-in" drop-down).
- Click the blue "REGISTER NOW!" button.
- Fill out the "Outreach Registration" page completely.
- You will receive email approval.
- Once you are approved, you will be able to access the fundraising campaign.

profits. I had no problem selling them at all. It was fun, and they practically sold themselves. Digital Praise has given Royal Rangers such a wonderful opportunity to not only help support our young future Christian lead-

ers, but to also teach kind, godly Christian behavior in the process!" To take advantage of this fundraising opportunity, commanders can call Digital Praise, Inc., at (510) 770-0244 or view the fundraising campaign online at www.digitalpraise.com. (See the box above for instructions on how to register.)

Now along with camping, hiking, sighting wild animals, backpacking, horseback riding, mountain biking, and rock climbing, Royal Rangers can add playing Adventures in Odyssey and the Sword of the Spirit and Adventures in Odyssey and the Treasure of the Incas to their list of "high adventures!" As Ecclesiastics 38:24 instructs, "The wisdom of a learned man cometh by opportunity of leisure." Play Digital Praise Inc. video games and find wisdom within the fun.





The Tools of a Spiritual Message

by Paul CORRIGAN

A very bright moon reflected off the rippling water in the lake. I watched silently from the woods, carefully checking my props. The boys sang a song or two around a small council fire on the sandy beach with a commander playing a solo acoustic guitar. Then, of course, they acted out a skit—a silly one without too much work put into it, but it was fun. There was a tinge of expectancy in the air.

Then several gunshots (not real gunshots) rang out from the trees up the embankment on one side of the cove. A startled blue heron took flight from the other side, squawking and flapping its wings. Both noises echoed together in the air above the boys' heads.

Running quickly out from the trees, a lone figure (me) jumped down the embankment and hurried into the safety of the fire circle. Catching my breath and looking back over my head to see that no one was following me, I said, "I made it. I'm safe."

I was dressed in a frock with a dangling fur hood and was wearing moccasins on my feet. I had leather pouches and bladed weapons strung from my shoulder and belt. As far as the boys could tell, I had just stepped forward several hundred years through history.

I illustrated my message with a bottle of poison, a nasty club, and a bag of dirty money, which for my analogy represented methods the enemy uses against Christians. "We are in a war," I told them, "to rescue lost souls who are captive prisoners of war. Jesus needs men who will stand up and be warriors!" The boys and the parents who came as volunteers grasped onto every word I said.

At the end of my message, I drew a line in the sand with my sword, challenging them to cross it and commit to be those warriors. The crossing was unanimous. Immediately when the service was over, a group of them visited a neighboring campsite to share Jesus. After that, they stayed up late praying over each other.

This council fire service is an example of how effective it is to use specific tools to impart a spiritual message. The setting at the lake, the way I entered the scene, the props I used, my costume, the story I told, my figurative language—these were all simply tools.

Whether furs, traps, beads, and leather; construc-

tion equipment like hard hats and jackhammers; radio technology, short wave and Morse code; transport trucks; forestry science; skateboarding; or computerized special effects—find the tools that will reach your particular audience. I found that my boys in North Carolina, the Adventure Rangers at Raleigh First Assembly of God, are interested in a number of things; they enjoy target shooting, fishing, rockets, computer games, movies, fireworks, smoke, and fog. They are particularly attentive to dramatic stories; for example, they listened to the espionage agent with the shaved head, dark

shades, and long black coat who rappelled down from a balcony into the middle of their council fire service to warn them about ousting the sabotaging sin.

Our responsibility in Royal Rangers is to exemplify the radical Christian faith. Jesus said in Matthew, "Deny yourself, take up your cross, and follow me." That's pretty radical and exciting. If we live this out and make it relevant in our messages and activities, how can the boys be anything other than excited about living for Jesus? In that excitement is where principles and values can be instilled that will bedrock the boys' faith.

How effective will your message be if you have a group of boys who are enthralled with martial arts and you put on boxing gloves and talk about the hard work involved in training for the ring and how that relates to daily suffering against the desires of the flesh? How effective will your message be if your boys want to be in a band, and you bring in a guest musician to play and talk about keeping in tune with God through His Word? Assuming you have the other details in order (prayer, the Holy Spirit, etc.), your message will be very effective.

Wherever God has placed you and with whatever audience, discover what they enjoy, what excites them, and what holds their attention and use the most effective tools you have available. Action and adventure caught my boys' attention. Your boys may be looking for something else. Find what they are looking for and allow the Spirit of Christ to show through that. Remember, in God's service your resources are unlimited even if sometimes you have to use approaches you had never thought of before. Go impact your boys for Jesus Christ!





TRAIL RANGER

Advancements

— TRANSITION PLAN —

Of the three advancement trail opportunities (Air, Sea, and Trail Rangers) provided to earn the Expedition Rangers Achievement Medal, only the Trail Rangers lack a sufficient number of available silver merits needed to obtain all six advancement levels. These levels are described on page 17 of the *Expedition Rangers Handbook and Spirit Challenge* book. Presently, of the twenty (20) silver merits listed for the Trail Rangers advancement trail, only ten (10) merits are available. Fifteen (15) silver merits are required to earn the Achievement Medal.

Therefore, the following transition plan may be substituted for the merit plan on pages 34-35 of the *Expedition Rangers Handbook and Spirit Challenge* book.

Trail Ranger Required Silver Merits** (Complete the five (5) currently available.)

- | | |
|--------------------------------|------------------------------------|
| 1. Advanced Backpacking | 7. Public Health |
| 2. Advanced Pioneering* | 8. Search and Rescue* |
| 3. Advanced Wildlife* | 9. Soil and Water Conservation |
| 4. Mammals | 10. Weather Maps and Signs* |
| 5. Mountaineering* | 11. Wilderness First Aid* |
| 6. Pathfinder* | 12. Wilderness Survival |

* Merits under development for future release

Additional Merits** (Complete a minimum of 5 merits from this list.)

- | | |
|-------------------------------|------------------------|
| 1. Advanced Archery* | 8. Hunter Safety |
| 2. Advanced Astronomy* | 9. Kayaking |
| 3. Air Rifle | 10. Mountain Biking |
| 4. Animal Husbandry | 11. Rappelling* |
| 5. Fly Fishing | 12. Rock Climbing |
| 6. Geology | 13. Winter Camping |
| 7. Hide Tanning | 14. Whitewater Rafting |

* Merits under development for future release

Additional Transition Options** To complete the required fifteen (15) silver merits, you may choose a maximum of any five (5) additional merits found in your *Expedition Rangers Workbook*. A chart for recording your advancement trail work is provided on pages 209-210 of your *Expedition Rangers Workbook*.

** This transition plan will only be available during the transition time that the denoted (*) merits are under development.



ADDITIONAL PLEDGE & CEREMONY Protocols

— ROYAL RANGERS EXECUTIVE COMMITTEE —

In an effort to provide a clear set of standards, the Royal Rangers Executive Committee has approved the following protocols regarding the Pledge of Allegiance and the National Anthem for all Royal Ranger groups.

Pledge of Allegiance Protocol

Outdoors:

When reciting the Pledge of Allegiance, whether in Class A, B, or C (includes logo T-shirts and RR ball caps or berets) uniform, with or without headgear, a Royal Ranger will stand at attention, face the flag, and render a hand salute.

The command will be: "Hand (*pause*), salute!"

Indoors:

Royal Rangers always remove their headgear when indoors. The only exception is an individual who is a member of a color or honor guard.

When reciting the Pledge of Allegiance, whether in Class A, B, or C (includes logo T-shirts and RR ball caps or berets) uniform, a Royal Ranger will stand at attention, face the flag, and place the right hand over the heart.

The command will be: "Heart (*pause*), salute!"

"The Star-Spangled Banner" or "To the Color" Protocol

Outdoors:

Upon hearing the first note, whether in Class A, B, or C (includes logo T-shirts and RR ball caps or berets) uniform, with or without headgear, a Royal Ranger will stand at attention, face the flag, render a hand salute, and hold it until the last note of music is played.

The command will be: "Hand (*pause*), salute!"

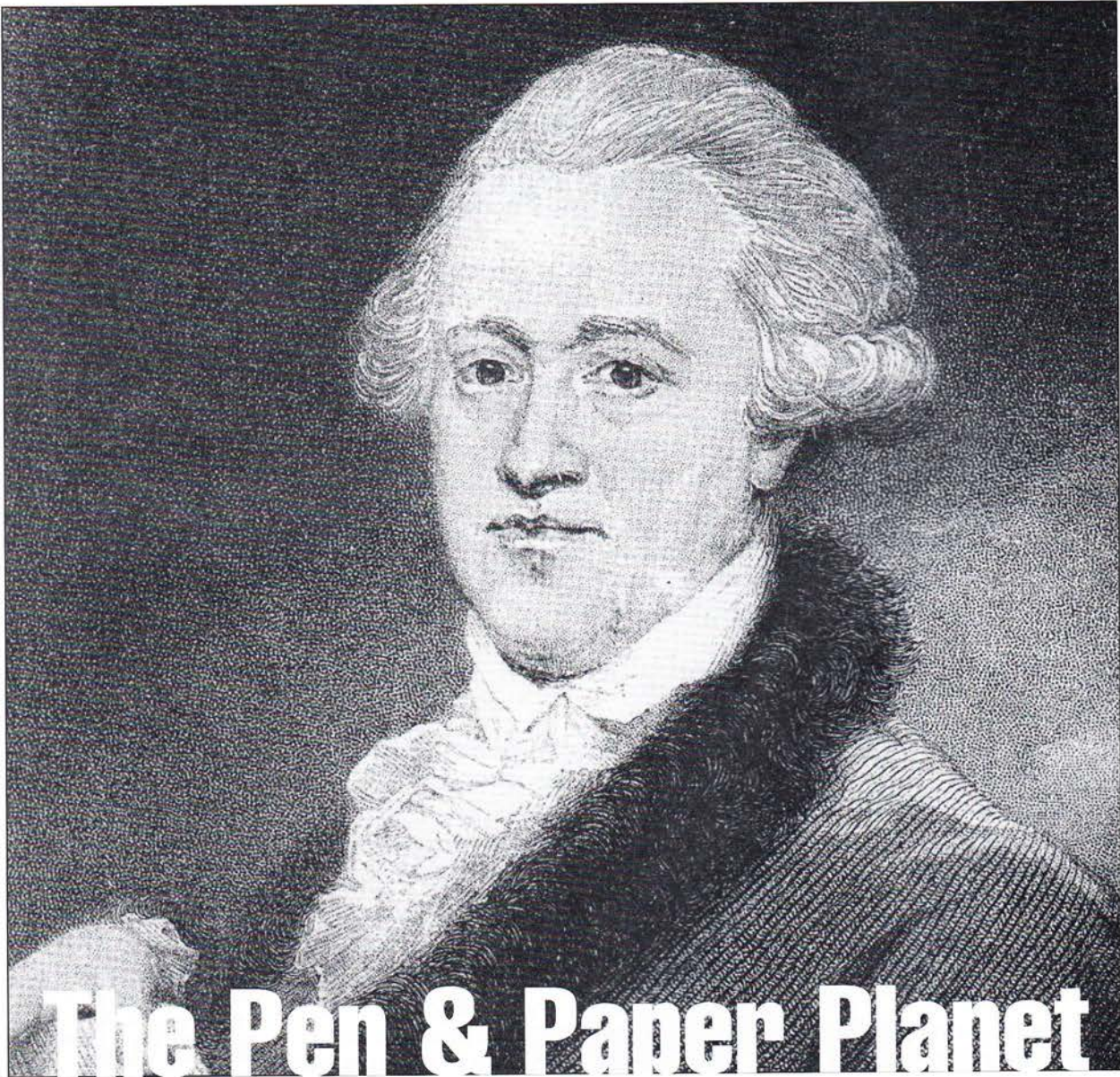
Indoors:

Royal Rangers always remove their headgear when indoors. The only exception is an individual who is a member of a color or honor guard.

Upon hearing the first note, whether in Class A, B, or C (includes logo T-shirts and RR ball caps or berets) uniform, will stand at attention, face the flag, and place the right hand over the heart, and hold it until the last note of music is played.

The command will be: "Heart (*pause*), salute!"





by John Hudson Tiner

In 1781, William Herschel discovered the planet Uranus. Astronomers followed it carefully from year to year. By using Newton's law of gravity, they calculated its orbit. But Uranus did not follow its predicted path. What could be causing Uranus to change its course?

Some astronomers offered an exciting possibility. "Suppose an unseen planet orbits further out. It's gravity is nudging Uranus out of its original path!"

A mathematics student at Cambridge, John Couch Adams, agreed that another planet could be causing the change in Uranus' orbit. Far in the outer reaches of the solar system, a lonely planet orbited. The new planet, if it existed, would be difficult to see. Telescopes would show it, provided astronomers knew where to look.

John Couch Adams decided to calculate the orbit of the unseen planet and predict its position. Locating the planet by its slight gravitational tug

The planet Neptune became known as the pen-and-paper planet because it was described first on paper before it was seen through the telescope.

on Uranus required the utmost mathematical skill, but Adams had the skill.

Adams lived before the invention of computers or calculators. All of the work was done by hand. After two years of intricate pen and paper calculations, he succeeded in predicting the correct position of the undiscovered planet. In triumph, he wrote a detailed account of his discovery.

Adams decided to deliver his report in person to George Airy, who directed the Royal Greenwich Observatory. Airy was England's foremost astronomer. However, Airy was in Paris. A month later Adams tried again. The butler answered the door.

"The Astronomer Royal is away but will return later in the day," the butler told Adams.

Adams left his report and promised to call in the afternoon. At last, the Astronomer Royal was in, but—

"The Astronomer Royal is eating and cannot be disturbed," the butler said. He refused to invite Adams inside.

John Couch Adams was intensely disappointed. He'd spent two years in his calculations, yet Airy thought his meal more important than a new planet. Discouraged, John Couch Adams returned to Cambridge without ever having met George Airy.

Adams had left his report behind. George Airy made the greatest mistake of his professional life. At first, he ignored the letter. When Airy did read it, he refused to waste precious telescope time searching for the planet. Rather than excitement at the possibility of a new planet, Airy expressed doubts about the whole idea. He wrote Adams with some minor questions about the law of gravity itself.

The questions baffled John Couch Adams.

Then he remembered that years earlier George Airy had written a book about Uranus. In the book Airy stated his belief that Newton's law of gravity did not hold true so far from the sun.

Several months passed. Across the English Channel, a well-known French astronomer, Joseph Leverrier, made the same calculations as Adams and arrived at the same result. He wrote to Johann Galle at the Berlin Observatory and described the planet's predicted location.

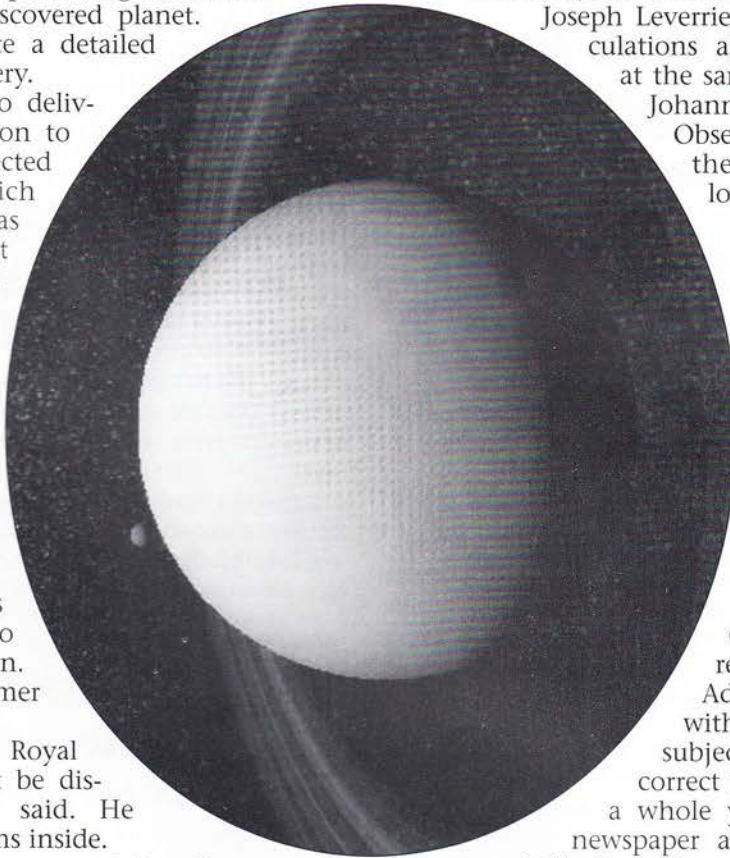
Johann Galle did not delay. On September 23, 1846, he received the letter. That very night, Galle opened the observatory dome. Within 30 minutes, he found the planet.

The discovery was bitter news for England. France and England were rivals. George Airy quickly retrieved the report by Adams. He rushed out with the news that a British subject had predicted the correct position of the planet a whole year earlier. A French newspaper accused Airy of being behind a plot to steal the discovery

from Leverrier. Uproar ensued. The wonderful accomplishment became mired in an international squabble.

Leverrier and Adams, however, never had a harsh word for one another. The next year Leverrier met with Adams in England. Each understood the intense efforts the other had expended to find the planet.

Although Johann Galle was the first to see the planet, later named Neptune, Leverrier and Adams were given credit for its discovery. The planet Neptune became known as the pen-and-paper planet because it was described first on paper before it was seen through the telescope.





Devotionals for Boys

by Kimberly ELLIOTT

PROVERBS LESSON 1: The Power of the Tongue

"The tongue that brings healing is a tree of life, but a deceitful tongue crushes the spirit." (Proverbs 15:4)

ITEMS NEEDED:

Banana, bandages or gauze, paper sack, small glass object that appears to have value (A cheap vase from a dollar store will do. You will shatter this object. It will work best with thin glass.), hammer, and one volunteer

Place the banana on one side of a table. Show the students the small glass object and comment on how beautiful it is. Place the small glass object into the paper sack and fold the top of the sack down several times. Lay the sack on the other side of the table and pick up the hammer. While you are doing this, talk to the boys about times that people have said bad things to them. Ask questions, such as, "Have you ever had someone tell a lie about you? How did that make you feel?"

Using the hammer, begin to gently tap the banana. Discuss how some of the things that we say can hurt others. Discuss what the hammer is doing to the banana—bruising it. Now begin tapping the glass object in the bag, gradually tapping it harder and harder. Again, discuss how the things we say can hurt others. Don't hit the object too hard. You want to hit it hard enough to break it, but you don't want to appear to be trying to break it. (Don't get too carried away or glass may escape from the paper bag.)

Open the banana and show the children the bruises, discussing how some of the things we say can bruise others. (For younger boys, you will need to explain that these are bruises to their feelings or their heart. These are not bruises the boys can see with their eyes.) Show the children how the banana looked the same on the outside but inside it was no longer the same.

Next, open the bag with the broken glass. If possible, carefully remove some of the glass to show the students. Mention how the outside (the bag) looked the same as it did before we hit it with the hammer. Remind the boys of how beautiful the glass was before it was crushed and how the glass can never be the same again, even if we tried to glue it back together.

Now ask for a volunteer from the audience. Discuss how the nice things that people say can bring healing. Using the bandages or gauze, demonstrate how we use bandages to aid in the healing of wounds.

Read Proverbs 15:4, "The tongue that brings healing is a tree of life, but a deceitful tongue crushes the spirit."

Ask the boys, "How does God want you to treat others? Does He want us to crush and break their spirit, or does He want us to be the person who brings healing?"

Discuss how our words can do the same thing that the hammer and the bandages do. We must choose our words carefully and remember to obey God with our tongues.

PROVERBS LESSON 2: The Power of a Smile

"A cheerful look brings joy to the heart, and good news gives health to the bones." (Proverbs 15:30)

ITEMS NEEDED:

Digital camera (or other type of camera)

Tell the children that you are going to take a group photo. (You could also select a group to pose for the photo.)

Ask the boys to make the most horrible faces they can for the photo. When the boys have their "horrible faces" on, tell them to hold that look until you take the photo. Begin to count to three but act as though you are having camera troubles. Have them

continue to hold their faces while you keep trying for the photo. After about 60 seconds, their faces will begin to cramp. Take the photo.

Show the boys the photo. Discuss how hard it was to hold a horrible face. Ask if any boy felt his face hurting. Explain that we have to work at making horrible faces. Ask these questions, "How do you feel when you make horrible faces? Does it cheer you up?" Explain that a bad attitude not only makes others miserable but it also makes us miserable, too.

Read Proverbs 15:30, "A cheerful look brings joy to the heart, and good news gives health to the bones."

Now, tell the group that you would like to take another photo of their smiling faces. Take the photo. Ask how making the horrible face compared to what they felt when they were showing their smiling faces.

Explain that God created our faces to smile. When you smile a lot, you bring joy to others, and Scripture says that when you smile it brings joy your own heart.

PROVERBS LESSON 3: The Power of a Guard

*"He who guards his mouth and his tongue keeps himself from calamity."
(Proverbs 21:23)*

ITEMS NEEDED:

Anything that protects or guards you. Examples: catcher's mask (guards your face from injury); football mouth guard (guards your teeth from injury); power saw with guard (guards your hands from injury); sword with a guard near the handle (guards your hand from slipping onto the blade); bicycle with chain guard (guards your pant leg from getting caught); light switch or outlet cover (guards you from getting electrocuted); tent or sleeping bag (guards you from the weather).

NOTE: You can do this object lesson without the objects.

Show a selection of these items and see if anyone can figure out what they have in common. After some discussion, explain that each item guards us from something. Discuss about how each one is used, what it guards, and what would occur if you didn't use the guard. (Examples: Without a tent, you could get wet and cold in a storm and get sick. Without a chain guard on your bike, you could get your pant leg tangled, tear your pants, and crash. Without a catcher's mask, you could be hit by the ball and get a black eye.)

Guards protect you from getting hurt by something. Explain that Scripture talks about guarding your mouth and tongue. Ask, "What does guarding your mouth and tongue protect you from?"

Read Proverbs 21:23, "He who guards his mouth and his tongue keeps himself from calamity." Ask the boys what kind of mean or bad things our mouths can be used for. (Possible answers: Swearing, lying, talking back, bad attitude, hurting others, smoking, drinking, etc.)

Ask the boys to suggest ways that guarding their mouths help to protect them. (Possible answers: Protects your bottom from a spanking, protects you from detention at school, protects you from getting your face hit by a bully, protects your reputation from being that of a liar, protects us from hurting others, etc.)

Most of all, guarding your mouth and tongue protects your heart from sin. (You can read James 3:4-10 to close this lesson.)

PROVERBS LESSON 4: The Power of Protection

*"In the paths of the wicked lie thorns and snares, but he who guards his soul stays far from them."
(Proverbs 22:5)*

Paint a word picture for the boys. Have them close their eyes and imagine they are standing at the beginning of a path. As they look down the path, they see broken glass, rusty nails, big thorns, maybe some giant mousetraps. With the items so close together, have the boys try to see a way to walk down the path safely. Then have the boys imagine another path. This path does not have any of the harmful things that the first path had. The boys can see that they could easily walk on this path without any problems. (Really try to get the boys to see the difference in the paths. Feel free to use your own description.) Have them open their eyes and compare the paths. You could ask them, "Which path would be easier to walk on? Which path would you be able to walk on quicker? Why?"

Read Proverbs 22:5, "In the paths of the wicked lie thorns and snares, but he who guards his soul stays far from them."

Explain that people who don't follow the Lord cannot see the thorns and snares. They are going through life blind to the traps and dangers. They are walking into things that will harm them because of their bad choices. When we guard our soul, it means we protect ourselves from things that will lead us astray, or away from God. Ask the boys to make a list of things that can lead people astray. Discuss each with the boys and the effects each could have on them. (Possible answers: Friends, music, books or magazines, television, movies/videos/DVDs, video games, skipping church, alcohol, smoking, and drugs. Keep in mind that the first several items on this list can be good or bad influences on people.)



THE ADVENTURE

*Exploring God's Plan
For Our Lives*

July 17-21, 2006



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Moon Mad

by John Hudson TINER

On a cold March morning in 1926, Robert Hutchings Goddard set up a rocket in a field outside Worcester, Mass. Robert Goddard lit the rocket with a blowtorch. The flimsy contraption shot into the air and landed 200 feet away. He'd flown the first modern rocket.

Only two of Robert's friends came to watch the test. Robert usually worked alone except for Esther, his wife.

Robert dreamed of a rocket to the moon. Robert looked into the problems of space travel. He'd read books on the atmosphere, the theory of flight, and astronomy. People learned of his interest in flights to the moon. Most people dismissed the idea as wildly impractical. Some called him "moon mad."

Professor A.W. Bickerton of England delivered an address to the British Association for the Advancement of Science. He described Goddard's work as silly. "This foolish idea of shooting at the moon is basically impossible."

Robert continued his experiments for twenty years. He built the first rocket engine to burn liquid fuel. His fourth liquid fuel rocket stood 11 feet high. He packed a barometer to measure air pressure, a thermometer to read the temperature, and a small camera to photograph its flight. The rocket carried the first scientific payload.

He flew the rocket on his Aunt Effie's farm near Auburn, Mass. Unfortunately, the hot rocket engine started a grass fire. Farmers complained that the terrific roar from the engine disturbed their cows. Neighbors called the police. Officials ordered an end to the rocket flights.

Robert and Esther moved to Roswell, N.M. In the lonely desert, they built a small space center, complete with a launching tower. For the next ten years, Robert carried out experiments that led to success after success.

The *New York Times* claimed that a rocket motor wouldn't operate in the emptiness of space. The newspaper said, "The motor would have nothing to push against."

Years earlier, Robert had settled the question of whether a rocket could operate in the vacuum of space. While still in college, he pumped the air out of a long pipe. He fired a small rocket motor inside. As hot gases escaped the engine, they pushed the rocket forward. The engine developed thrust in a vacuum.

Robert knew the real problems of space flight. As gasoline and liquid oxygen burned, the intense heat soon melted any metal. Goddard installed fuel lines that spiraled around the backside of the hot chamber. The fuel cooled the chamber before entering the engine to be burned.

He also needed to steer the rocket. Robert used a gyroscope, a small spinning top that revolved in a cage.



The rapidly spinning gyroscope automatically resisted any force that tried to change the rocket's course.

Still, no one thought space travel possible. Professor J.W. Campbell of Canada said, "Rocket flight would appear to be more than 100 years in the future."

By 1935, Robert Goddard's rockets reached 7,500 feet at a speed of more than 500 miles per hour. One of his rockets traveled faster than the speed of sound. Yet, the United States ignored his discoveries. Dr. Vannevar Bush, a government scientist, said, "A rocket shot from one continent to another is, in my opinion, impossible for many years."

Only forty years after Robert Goddard launched his four-foot-high rocket in the Massachusetts field, astronauts aboard Saturn V blasted off for the moon. They set foot on the moon on July 20, 1969. If Robert Goddard had still been alive—he died in 1945—he would have been pleased to see the scientific uses of his rocket discoveries.

ROYAL RANGERS ADVENTURES

story & letters by
CRAIG W. SCHUTT
art by **JAVIER SALTARES**
color by **CRAIG &
MARSHA SCHUTT**



MAN, IT'S
GOTTA BE 105
OUT HERE.
NOTHIN'S WORTH
THIS MUCH
WORK!

ROYAL RANGERS



I'M
TELLIN' YA,
TANK--
CAMPORAMA IS
GREAT!

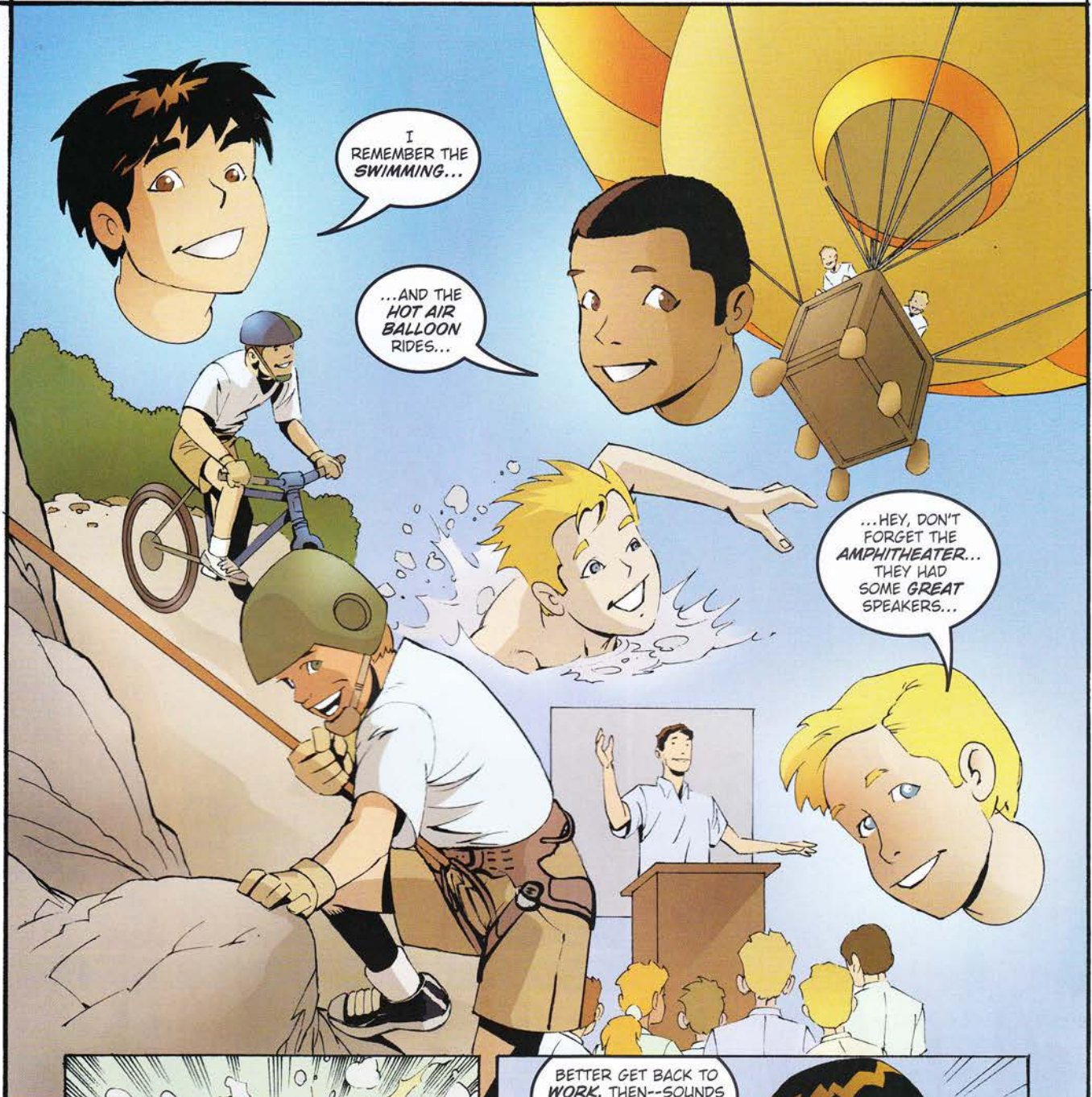
I
CAN'T WAIT
TO GO
AGAIN...

BUT
THAT'S MY
POINT: IT'S ALMOST
A YEAR UNTIL
CAMPORAMA '06--WHY
ARE WE WORKIN' SO
HARD NOW?

BECAUSE
IF WE START
FUNDRAISING TOO
LATE, WE MIGHT
NOT GET TO
GO!

WOW--
REMEMBER THE LAST
CAMPORAMA? THE
ARCHERY CONTESTS? THE
RAPPELLING? IT WAS
RADICAL...





I REMEMBER THE SWIMMING...

...AND THE HOT AIR BALLOON RIDES...

...HEY, DON'T FORGET THE AMPHITHEATER... THEY HAD SOME GREAT SPEAKERS...



SPLASH

HEY!



BETTER GET BACK TO WORK, THEN--SOUNDS LIKE IT MIGHT BE WORTH THE SWEAT, AFTER ALL!

DURING THE WEEK OF JULY 17-21, 2006, AN ESTIMATED 7,500 BOYS AND MEN FROM THE U.S. AND MANY FOREIGN COUNTRIES WILL TRAVEL TO EAGLE ROCK, MISSOURI. START PLANNING YOUR FUNDRAISERS NOW, AND MAKE SURE YOU DON'T MISS THIS ONCE-IN-A-LIFETIME EVENT!

END



SKY FEVER

by Maude WILSON

PART 1

Tommy broke into a run as he saw Dad's car in the driveway. "Hi, Dad! Glad you're home early. Can we go to the airport? You promised, remember?"

"Sure, I think we can fit it in before dinner. What's that book—homework?"

"It's a new one on sport parachuting. Looks super!"

Tommy had been hooked on airplanes and sky diving as long as he could remember. His friends thought he was crazy when he said he'd be a parachutist some day.

At the airport, they ran into one of Dad's friends, a pilot and experienced sky diver. He swung in to talk with them as they walked toward the terminal.

"Seems busier than usual. What's all the commotion?" asked Tommy's dad.

"Getting ready for the air show this weekend. Big crowd expected. Come on out while I talk to Duane, one of my trainees. He's been sky diving for some time. What do you think of the sport, Tom?" Bruce Wilder asked.

"I think it's the greatest, Mr. Wilder. Hope to be a parachutist myself if I can convince my mom it's a safe sport. It really is, isn't it?"

Bruce Wilder smiled at Tom. "There are a lot of precautions taken and safety rules to be followed to guarantee the parachutist gets back to ground in one piece. So, yes, it is considered to be one of the safest sports. However, accidents can happen as in all sports. Now, let's find Duane, and you'll get a look at all the required equipment."

Tommy and his dad followed Mr. Wilder into one of the hangars where a sleek Cessna 182 was being readied for flight. They met Duane, who happily gave them a rundown on his equipment: a jumpsuit, helmet, goggles, and, of course, his parachute. In fact, two parachutes. He explained that divers usually carry an extra for emergencies.

"Believe it or not, the total weight of all this gear is almost 50 pounds. Getting into the plane is almost harder than jumping out!" The young diver laughed.

"Why don't you come out next week and take a ride," offered Mr. Wilder. "Maybe we can persuade Duane to give you a demonstration. Would you like that?"

"Just say when!"

"I'll give you a call," promised Mr. Wilder.

Tommy was so excited that he told the boys at school. "Guess what? I'm going to go up with one of the best parachutists around. He might even let me take a jump. I've been reading up on all the techniques; I'm sure I'd know what to do."

His friends jeered. "You're so skinny you'd probably break every bone in your body when you hit the ground. You wouldn't dare jump."

He'd show them...just wait 'til next week.

PART 2

Finally, it was Thursday, the day Bruce Wilder invited them to watch from the plane as Duane made a practice jump. Mom hadn't been too happy when she heard about

it, but Dad assured her it was safe enough. When they got to the airfield, Mr. Wilder had an idea.

"Say, Tom, how would you like to get suited-up—just to see how it feels to carry all that weight around? Maybe you'll change your mind and take up tennis."

"Great! But I'll never change my mind, Mr. Wilder."

Soon they were ready to take off. In a matter of minutes, they were in the air and over the target area where Duane was to make his jump. Tom heard Mr. Wilder give the signal. When the door opened, he was standing so close the wind snatched his breath away. His heart was pounding in his ears. Looking down, he could see the landscape rushing by. He'd never imagined it would be like this. Duane floated gently down under the big white umbrella. Mr. Wilder was explaining, "When he gets down to 500 feet, he'll turn his chute into the wind to land. He won't watch the ground when he hits; he'll roll over on his back to protect his legs. That ground is pretty hard, and it comes at you fast. It's about like jumping from a 14-foot building without a chute. We're circling around so you can watch his landing."

Tommy shuddered. Where would he get the courage to step out that open door into nothingness? Suddenly, Mom's words came to him, "When you trust Jesus, you find yourself able to do many things that seem impossible." Tommy took a deep breath.

Dad smiled at him. "Pretty exciting, wasn't it? Someday, I'll be sitting here watching while you hit the silk. I think that's what they say, isn't it, Wilder?"

Mr. Wilder nodded. "You'll make a fine diver, Tom. But, I warn you, it calls for a long training period. There's a lot to learn on the ground before you take to the air. Would you like to start?"

Tommy hesitated. "Right now, the tough part will be explaining to the guys at school why I didn't jump."

The plane landed and approached the hangar. Tommy's classmates were waiting. "We knew you'd chicken out," they jeered, but they looked disappointed.

Tommy looked at them and then at Bruce Wilder. "I have a lot more to learn before I jump. Mr. Wilder has agreed to teach me when I'm ready." He turned to the pilot. "Do you think we could begin the ground training next week?"

"Sure thing, Tom, and I promise you, the next time you get to that open door, you'll be ready to step out." Mr. Wilder laughed. "I'll never forget my first jump. Standing in that door, ready to go, I got the shakes so bad I just collapsed in a heap. And the next time—believe it or not—I had to be pushed out." He howled with laughter and the others joined him. Tommy grinned at his dad.

"I'm pretty lucky that you went to school with Mr. Wilder. I'd never find a better teacher."

His heart was pounding in his ears. Looking down, he could see the landscape rushing by. He'd never imagined it would be like this.

Name the Nine

by Katrina CASSEL

Identify which of the nine planets is described in each riddle below.

Mercury

Venus

Earth

Mars

Jupiter

Saturn

Uranus

Neptune

Pluto

1. The smallest planet am I; in one of the two outer orbits I lie. _____
2. God created life on me, a big blue ball; from the sun outward I am three. _____
3. Photos of me have shown desserts or reddish sand, cold and windblown. _____
4. My surface is broiled by the sun's rays; a year on me is just 88 days. _____
5. The largest planet of all am I; inside me all the other planets could lie. _____
6. The second largest planet of all; icy rings surround this ball. _____
7. Next door to Earth is this planet so bright; sometimes at night you can see its light. ____
8. An outer planet am I; surrounded by rings on my side I do lie. _____
9. In one of the two outer orbits I lie; two moons do circle me by. _____

Katrina Cassel, M.Ed., lives in the Florida panhandle with her husband, five of their children, and an assortment of pets. She has written hundreds of stories and articles and five books including *The Junior High Survival Manual* (Concordia press), *Celebrate Creation* (Shining Star), *The Christian Girl's Guide to Being Your Best* (Legacy Press), and *The Christian Girl's Guide to the Bible* (Legacy Press, July 2003).

Answers: 1. Pluto 2. Earth 3. Mars 4. Mercury 5. Jupiter 6. Saturn 7. Venus 8. Uranus 9. Neptune

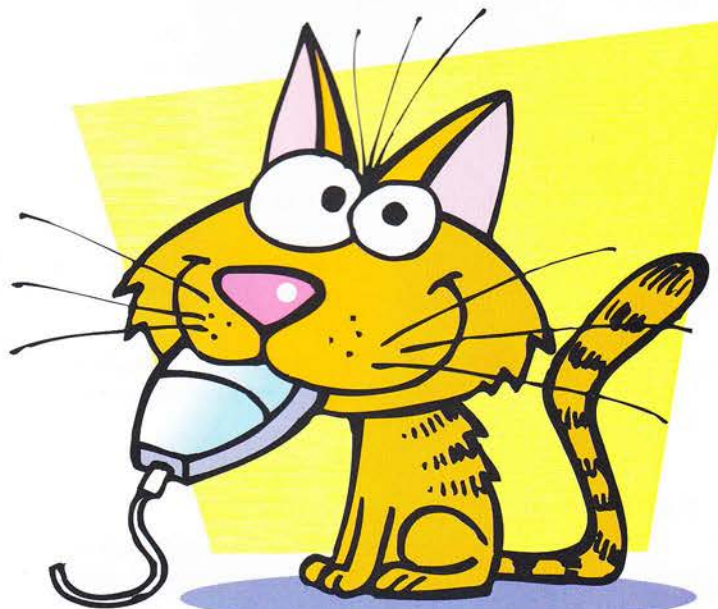
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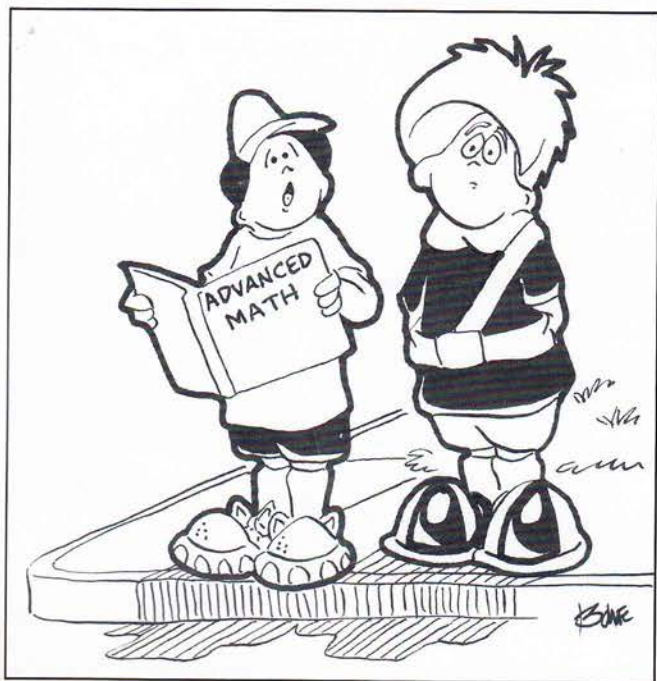
10 COMMANDMENTS

That Are Sure To Make Your Cat a Sour-puss

By Duane Hague

1. Thou shalt not bite the hand that feeds you.
2. Thou shalt not use humans as scratching posts.
3. Thou shalt not shred the furniture.
4. Thou shalt not roam the kitchen counters.
5. Thou shalt not sleep on the computer monitor.
6. Thou shalt not spray the appliances.
7. Thou shalt not use the houseplants as litter boxes.
8. Thou shalt not disgorge hairballs on the carpet.
9. Thou shalt not bring snakes or snake parts into the house.
10. Thou shalt not covet thy neighbor's canary.





"I think I'm going to need more fingers."

What do firemen put in their soup?

(Fire crackers)

Why did the cookie go to the doctor?

(Because it was feeling sort of crummy!)



"Your dad is the music teacher isn't he?"

COMEDY CORNER

Why did the chewing gum cross the road?

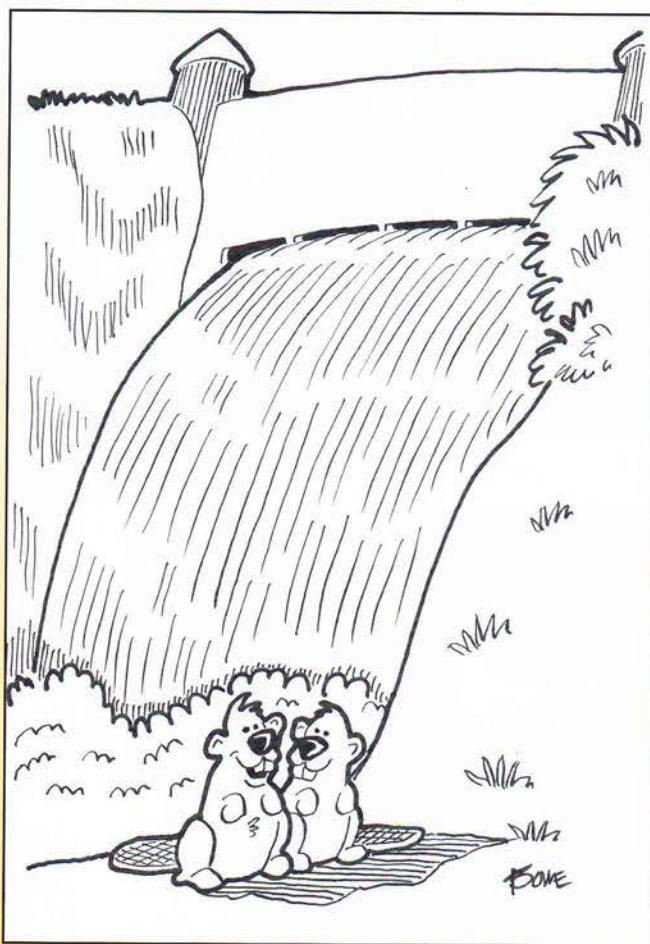
(It was stuck to the leg of a chicken!)

How do you know if there's an elephant under your bed?

(You bump your nose on the ceiling.)

Why is Turtle Wax so expensive?

(Because turtles have such tiny ears.)



"Don't look at me, I didn't do it!"

A sloth is out for a walk when he's mugged by four snails. After recovering his wits, he goes to make a police report.

"Can you describe the snails?" asks the officer.

"Not well, it all happened so fast," replies the sloth.

Did you hear about the two silkworms who had a race? It ended in a tie.

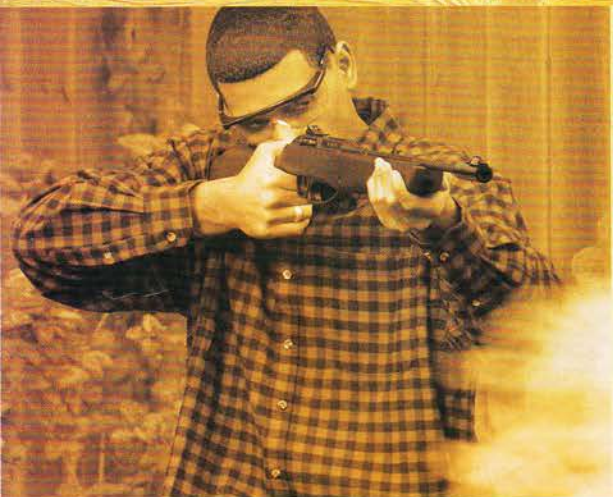
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