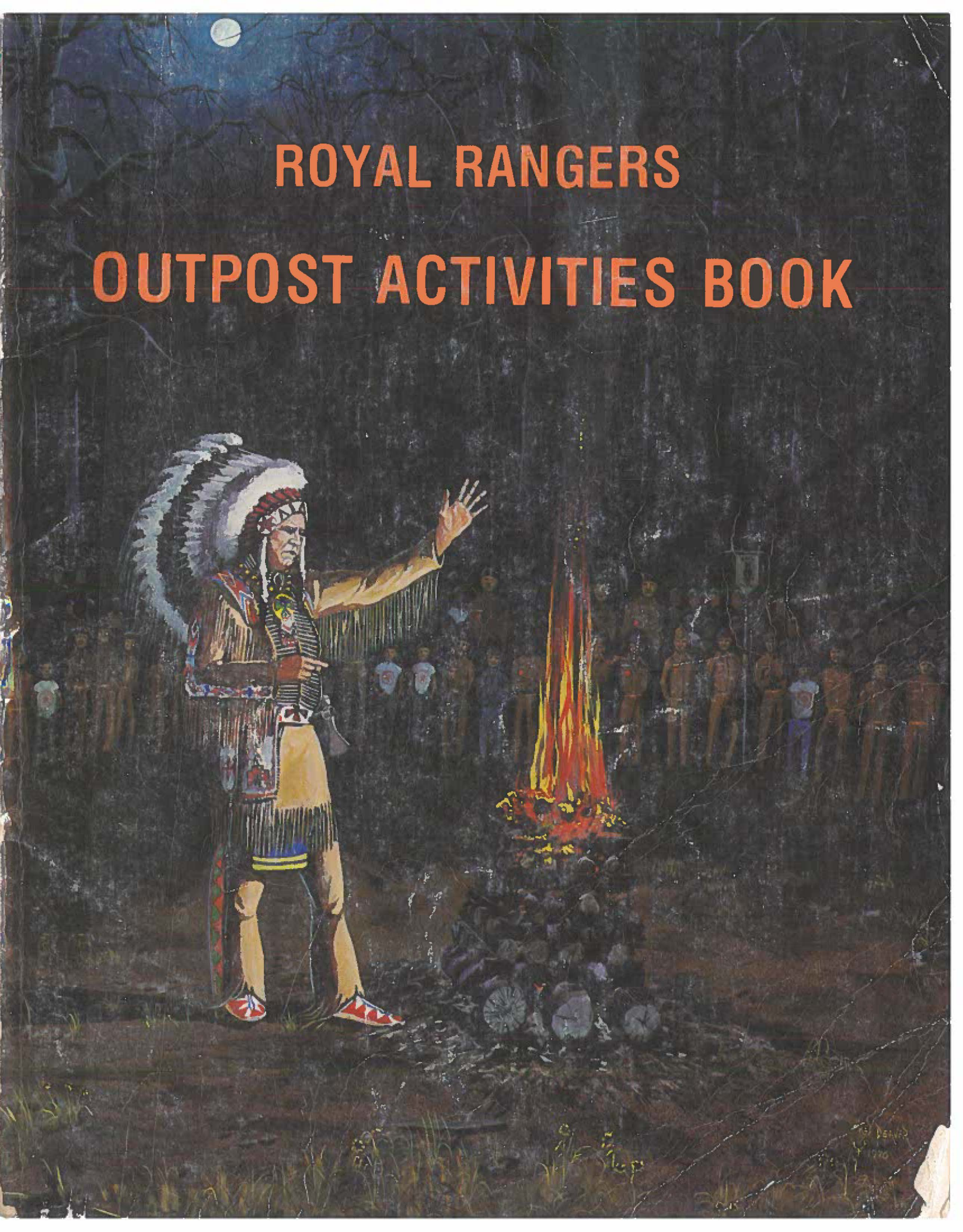


# ROYAL RANGERS OUTPOST ACTIVITIES BOOK





# **ROYAL RANGERS OUTPOST ACTIVITIES BOOK**

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## ACKNOWLEDGMENTS

### DEDICATION

The idea for this book was born in the heart and mind of Elton Bell, a great Royal Rangers leader. He was commissioned by the national office to prepare this book, but during its preparation was killed in a tragic accident. He will be well remembered for his leadership on the various levels of the Royal Rangers ministries, and for the many articles he wrote. Many of his articles and campcraft ideas appear in this book. He particularly distinguished himself on the staff of the National Training Camp. His personality and contributions have made a lasting impact on the Royal Rangers ministry.

This book is, therefore, gratefully dedicated to his memory.

Also, special thanks to the following:

- \* *Dispatch & High Adventure* magazines for materials used from these publications.
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# PART I OUTPOST MEETING ACTIVITIES



## PREMEETING ACTIVITIES

What do you do when boys arrive early for the outpost meeting? You are trying to make last-minute preparations. You need to meet with your staff. You need to see that the facilities are in order. There are those unforeseeable problems that arise. What can be done with early arrivers?

Planned premeeting activities will help you keep order and provide a wholesome environment. Games, puzzles, advancements, and assignments are ways to productively occupy early arrivers. Place someone in charge to arrange the meeting room, to provide activities for early comers, and to work with boys on their advancements. This will free you to do other important things.

Remember to keep your "While Boys Arrive" activities low-key. Energetic activities before the meeting will cause the boys to be "hyper" and uncontrollable during the outpost meeting. A well-planned "While Boys Arrive" period will set the tone for the rest of the outpost meeting. Make these sessions interesting, constructive, and purposeful.

## GET ACQUAINTED IDEAS

Have you ever tried to lead a meeting and had the feeling your audience wished they had never attended? When this happens, something is lacking and a sparkler is needed to bring about a happy mood. The ideas here can be adapted for preopening moments and can serve as icebreakers in getting your meeting off to a good start.

### Indian Yell

Ask everyone to stand and follow the leader. First stamp your feet three times. Then slap your knees three times. Beat your chest three times, and follow this with a loud Indian yell, patting your hand over your mouth.

### With a Bang

Give everyone a balloon when they arrive for the meeting. Open your meeting by having the group pop their balloons all at once or blow them up until they burst.

### Powwow

Explain that when you call out, "Pow," the group is to respond with, "Wow."

### The Row Handshake

Tell everyone sitting at the end of each row to shake hands and become acquainted with the person next to him. The greeting is then passed down the line.

### Three Big "Hows"

Ask everyone to stand and give three big "hows" as loud as they can. This usually gets things started off with a lot of excitement.

### A Bag Handshake

As everyone arrives, give him a small paper bag and a rubber band to hold the bag on. Tell him to put it on his right hand and shake hands with everyone while wearing the bag.

### Everyone Get Acquainted

Have each one shake hands with those beside him. Then tell each one to turn around and shake hands with the person behind him. If each one has followed directions, there will be no one behind to shake hands with for he too will have turned around.

### Lulu the Snake

One of the official greeters asks each person to guess the length of Lulu. She has been painted on approximately 16 feet of wrapping paper stretched on the floor. Regardless of the answer, the greeter says, "Right on the nose," and gives each participant a ticket good for a cup of coffee or bottle of soda pop (to be served later).

### Let's Get Acquainted (Take a Peek)

Near the entrance put a single peek-show box with a sign reading: "Take a peek at the person who makes the difference in our outpost." Inside this lighted box have a small mirror.

### Barnyard Acquaintance

Give everyone the name of a common farm animal on a piece of paper . . . dog, cat, cow, horse, etc. On signal, each one begins making the sound of his animal. The object is for all animals of the same species to seek each other out through identifying noises. The first group to get all together in one spot wins.

### Mix

Tell everyone that when you say "mix" everyone is to find a partner and introduce himself. When you say "mix" again those two people are to find a third one and all introduce themselves. You can keep adding as many as you desire.

### Musical Acquaintance

As people arrive distribute cards with song titles on them. Give instructions for everyone to find others with the same song title. When the groups are formed they are to get acquainted and rehearse their songs. Then each group is to perform.

### The Lucky Handshake

Secretly give a member of the group an ample supply of candy for him to dole out to every sixth person who shakes hands with him.



## A Welcome

Welcome all newcomers by having them introduce themselves. Then sing all together: "Hail, Hail, the gang's all here. Hail! Hail! the gang's all here. Never mind the weather. Here we are together. Hail! Hail! the gang's all here. Let the fun begin right now."

## Sack Faces

Give each person a crayon and a paper sack large enough to go over his head. After placing the bag over his head, on signal, he is to draw his features. Have judges choose the best-looking and the ugliest. Prizes may be awarded.

## Chop Chop

Explain that when you call out, "Chop chop," the group is to respond with a loud enthusiastic reply, "Timber!"

## Hubba Hubba

When the leader yells out, "Hubba hubba," the group should reply loudly, "Ding dong!"

## Hand Shake

Have everyone, including the leader, stand and raise their hands above their heads and vigorously shake their hands. After a short period, the leader says that he didn't want anyone to feel unwelcome, so he decided to shake hands with everyone present!

## PREMEETING IDEAS

### Idea Number 1

Have several 40-foot lengths of  $\frac{3}{8}$ -inch rope on hand. Set up a target such as a chair, box, or circle on the floor. Teach the boys how to coil a rope and throw it at the target to simulate rescuing a person in distress. Each Ranger gets 10 tries. Select first- and second-place winners.

### Idea Number 2

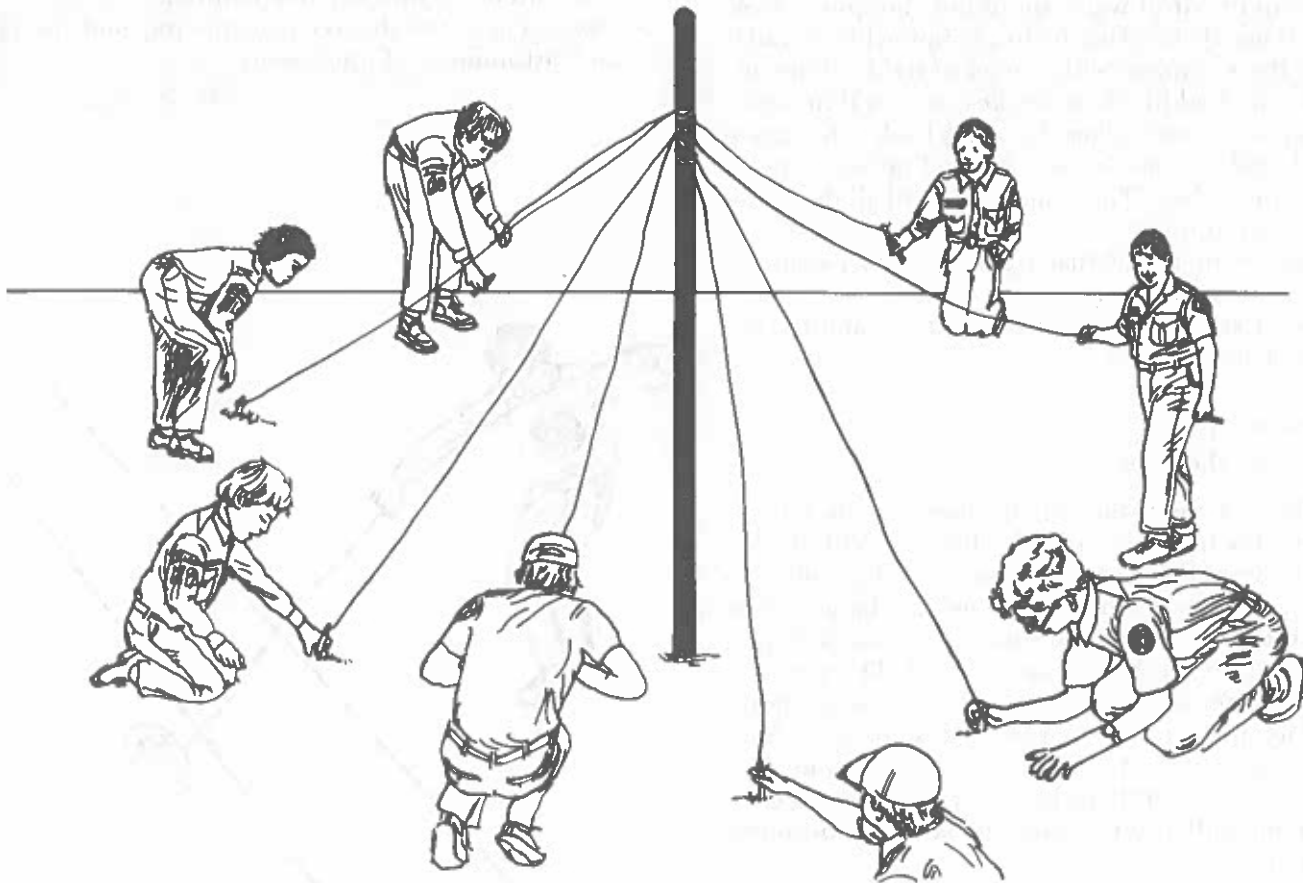
Observation Test—Have one of the outpost leaders stationed at the entrance to your meeting room. As the Rangers arrive, send them outside and tell them to study an area, selected in advance by the commanders. About 10 minutes before meeting time, have them return to the meeting room and conduct an observation quiz. The commanders will ask questions to see how observant the Rangers are.

### Idea Number 3

#### Maypole Race

EQUIPMENT: 8 tent pegs; 8 pieces of  $\frac{1}{4}$ -inch rope, each 8 ft. long and whipped; 1 stave or sapling.

PREPARATION: Drive stave or sapling (maypole) into the ground so it stands firmly. Attach the lengths of rope to the stave about a quarter of the way down from the top. Drive tent pegs into the ground in a circle around the pole.



**ACTION:** Members take their positions, each behind a tent peg in the circle. On signal, each boy, using a rope from the maypole, ties a taut-line hitch to the tent peg in front of him. At a second signal, they stop and their knots are checked. Then the knots are untied, and the next group continues the game. The winner is the one who ties the most correct knots to tent stakes within a prescribed time, or the patrol with the most correct knots wins.

#### Idea Number 4

Have two or three bottles of Coke set on the table or floor. Have the boys stand some distance away and toss rings, trying to place their ring around the bottle. If they succeed they are rewarded with the Coke to drink.

#### Idea Number 5

Give each boy as he arrives a piece of paper and instruct him to make a glider. Then have a wastepaper can or box as the target for the Rangers to sail their gliders into.

#### Idea Number 6

##### Strike the Match

**EQUIPMENT:** A hand ax, a chopping block, and a stick match for each Ranger.

**METHOD:** Boys choose up sides or work as patrols. Boys or patrols are in relay formation with a chopping block and an ax in front of each. On signal, the first Ranger in each group or patrol walks up to the chopping block, places his match (head up) in the chopping block, and is allowed three strokes with the ax to light the match. When he has had his three strokes (or less if he lights the match with less strokes) he walks back to his group or patrol, and touches the next boy in line who repeats the same procedure. This continues until all the members have tried it.

The group or patrol that lights the most matches wins. This is not a race.

**WARNING:** Exercise safety precautions in handling the axes and matches.

#### Idea Number 7

##### Sorry to Pass the Shoe

All players remove their right shoes and place them in a circle. Each kneels and holds his shoe with the toe pointing toward the center. The object of the game is to pass the shoes around the circle from one Ranger to the next, to the tune of a simple song. Each player slaps a shoe in front of the Ranger to his right. The speed is continually increased, until soon, the shoes are fairly flying. Anyone who misses or lets shoes pile up in front of him drops out, and takes one shoe with him. The game is continued until the last two players facing each other are left with just two shoes to pass. One becomes the champ.

The song, sung to the tune of "Farmer in the Dell," goes like this:

*Sorry to pass the shoe,  
Hurray, hurray, hurray,  
Sorry to pass the shoe so fast,  
If you miss you cannot play.*

#### Idea Number 8

##### Name That Fish

Place pictures or silhouettes of several kinds of game fish on the wall of the meeting room, such as bass, perch, sunfish, walleye pike, northern pike, bluegill, crappie, trout, and sheepshead. Allow each boy or patrol a certain amount of time to identify them. Score 2 points for each fish correctly named and subtract 1 point for each fish incorrectly named.

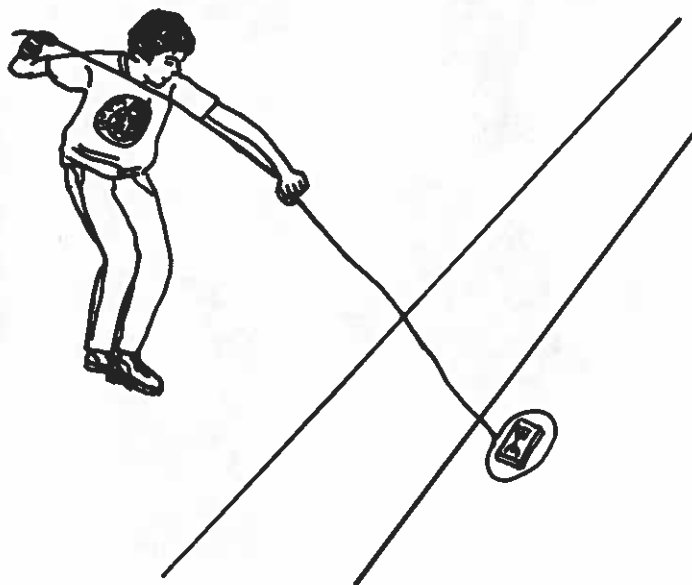
#### Idea Number 9

##### Over the River

**EQUIPMENT:** For each patrol, four staves, several lengths of rope for lashings, and a mousetrap.

**METHOD:** To form a "river" draw two parallel lines, 10 feet apart, the length of the room. Patrols line up on the "river bank." On the opposite bank from each patrol is a cocked mousetrap. Each patrol must make a gadget or contraption to enable them to get the trap over to their bank. They may pull or lift, as long as they stay on their side of the river. If they spring the trap while attempting to get it across the river, they may reset it. If they fail in three attempts, they are disqualified.

**SCORING:** The patrol that recovers the trap and springs it the least number of times wins.



### Idea Number 10

#### Flying Saucers

Fasten two paper plates together, one upside down on the other, using tape, glue, or staples. Then color or paint them. The object is to see who can sail his saucer into a box 10 feet away the most times.

### Idea Number 11

#### Hypnosis Lift

You will need four Rangers as lifters, one chair, and one volunteer. With the volunteer seated on a chair, the four lifters stack right hands, and then place their hands on the volunteer's head. After exerting a slight downward pressure, they quickly remove their hands, and each lifter laces his fingers together with forefingers extended. Two lifters place their extended fingers under the volunteer's armpits. The other two place their fingers under his knees. On a count of three they raise the volunteer.

### Idea Number 12

Here are two good riddles:

QUESTION: What do all ships weigh regardless of their size?

ANSWER: Their anchors.

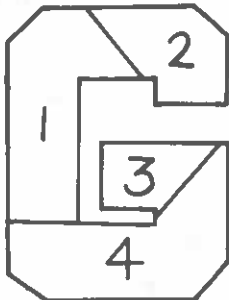
QUESTION: What can be built of stone and yet be light?

ANSWER: Lighthouse.

### Idea Number 13

#### Block G Puzzle

Enlarge the design shown here and trace it on plywood or heavy cardboard. Cut it out, using a coping saw or jigsaw if necessary. Make several puzzles so the boys can have speed contests.



### Idea Number 14

#### Table Balloon Blow

Choose two teams. Place members of each team alternately around a long table. Have them all kneel down and place their hands under the table. Place a different color balloon at each end of the table. The object of the game is to blow the opponents' balloon off the specified *end* of the table. If the balloon falls off the side of the table, it must be replaced by the commander.

### Idea Number 15

#### Push a Barge

This game requires teams of two or more players. Each team is equipped with five 1- x 2- x 4-inch blocks and a 3-foot stick. At a signal, the first player from each team lines up the blocks (barges) end to end and, using the stick, pushes them to a designated line. He then pushes them back to the next player, who continues the relay. If the barges break loose, the player must rearrange them with the stick and continue the race.



### Idea Number 16

#### Footprints Race

Using heavy cardboard or  $\frac{1}{8}$ -inch Masonite, cut out "footprints" 15 inches long and 8 inches wide. Two footprints are needed per person or team.

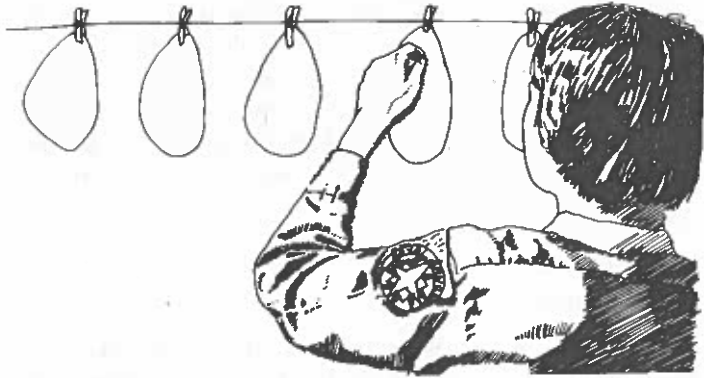
Have the boys place both footprints, one in front of the other, on the floor. They should step on one with one foot and on the second with the other foot. Then have them lift the rear foot, pick up the footprint, and move it ahead. The lifted foot should be moved into the new position. The same thing should be done with the other foot, and so on, step by step.

### Idea Number 17

#### Mystery Bags

Insert different tied knots in cloth bags that are about the size of a bean bag. Pin the bags shut so no one can see what is in them. Number the bags and fasten them to a clothesline. As the Rangers arrive, ask them to feel

each bag with a different tied knot in each. Then they should either go and tie a knot that corresponds with the one in the bag, or write down the name of the knot.



**Idea Number 18**  
Birds Fly

Have the Royal Rangers stand with their hands on their hips. The leader should state that a certain animal "flies." If the players agree that that animal does fly, they should make flying motions with their elbows. They should remain motionless if the animal does not fly. When any of the group makes false motions, he must sit on the floor. To confuse them, the leader should call names rapidly and move his elbows every time.

EXAMPLE: Ducks fly, pigeons fly, pigs fly, and butterflies fly.

**Idea Number 19**  
Crossing the Quicksand (teaches balance)

Place small pieces of board or paper on the floor to form a winding line of stepping-stones—some close together, others far apart. Each Ranger, in turn, should try the course, while balancing a tennis ball on a flat board.



**Idea Number 20**  
Measuring Worm Race

In this race all Rangers line up at the starting line, fall forward, and rest their weight on their hands. Next they draw their legs up under them and fall forward again on their hands. This operation continues until the winner reaches the finish line.

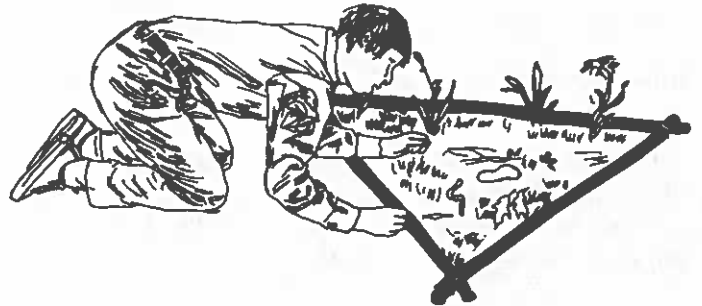
**Idea Number 21**  
Feed the Crocodile (teaches agility)

Set a block of wood (the crocodile) on end. The Rangers should join hands to form a circle around it, and try to pull one another so the block is knocked over.

The Ranger who knocks over the block has been eaten by the crocodile and goes out of the game. Continue until one boy is left—the winner.

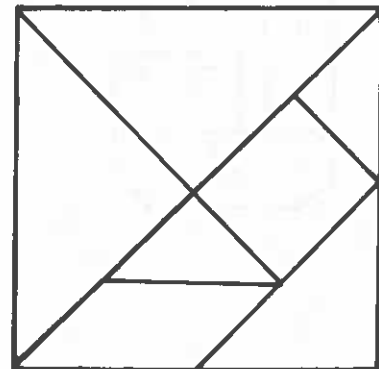
**Idea Number 22**

Each Ranger should mark off with sticks a triangular section of a lawn or field. He then should list everything he can find within the triangle: leaves, worms, bugs, clover, etc.



**Idea Number 23**  
Variety Block Puzzle for Geniuses

This puzzle can be assembled to form 12 different shapes. Trace or paste a design on cardboard or plywood and cut it out. For a better puzzle, double the dimensions.



### Idea Number 24

#### Ring Hockey

Prepare for this game by driving two strong stakes into the ground, about 30 feet apart. Attach a strong wire or cord between the stakes; pull it very taut, about 6 inches above the ground. A metal ring about 2 inches in diameter should be hung from this wire by means of a wire ring about 1 inch in diameter. The rings should be placed halfway between the two stakes. A player on each side of the wire then tries to score by driving the bottom metal ring forward by sharp strokes of a driver (round stick  $\frac{1}{2}$  inch x 18 inches) until the ring touches his opponent's stake.

Continuous pressure cannot be exerted on it, so the game is won by sharp attacks and good judgment rather than by strong wrists. The end of the driver must always be pointed toward the ground, and blows must be struck below the wire. Any player who disregards this rule loses, and forfeits the right to play.



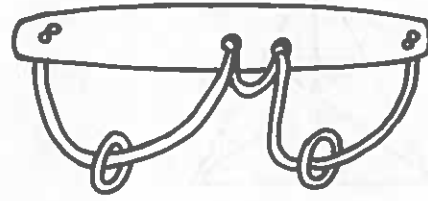
### Idea Number 25

#### Yoke Puzzle

Make the puzzle from a tongue depressor (or a 1-inch by 6-inch piece of cardboard), string, and two washers. Drill holes at the ends and center of the wood and fasten the string and washers.

Have the boys try to get the washers together without untying any of the knots.

The puzzle is quite easy to do. Pull the center loop straight out about 2 inches. Slide the washer through the loop. Now pull the center loop back through the center hole. Slide the washer through the center loop onto the opposite loop. Now pull the center loop back through the hole. The washers are now hanging on the opposite loop. To get the washers back to the original sites, reverse the process.

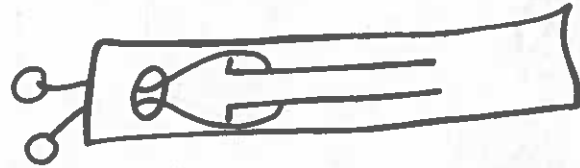


### Idea Number 26

#### Puzzle

Make two parallel cuts in a strip of leather or vinyl. Cut a hole just above the parallel cuts. Now pass a string under the slit and through the hole and fasten buttons or washers to the ends of the string.

The object is to remove the string without untying it. This can be easily done by bending the leather and drawing the narrow strip through the hole. The string and button now can be easily removed.



### Idea Number 27

#### Peg-Leg Knee Bend

Have the boys stand on one leg with the other leg raised. Complete one knee bend without the raised leg or the hands touching the floor.

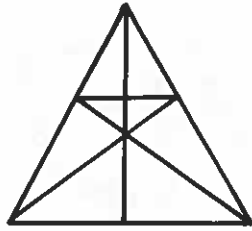


### Idea Number 28

#### How Many Triangles? (Puzzle)

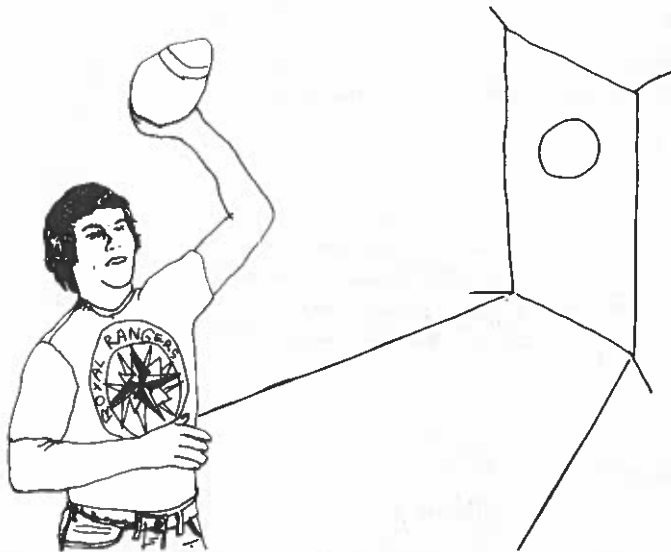
Give each Royal Ranger a sheet with the triangle puzzle on it. (See illustration on page 12.) Have them count and see how many triangles they can find. There are a possible 24 triangles to be found in this puzzle.





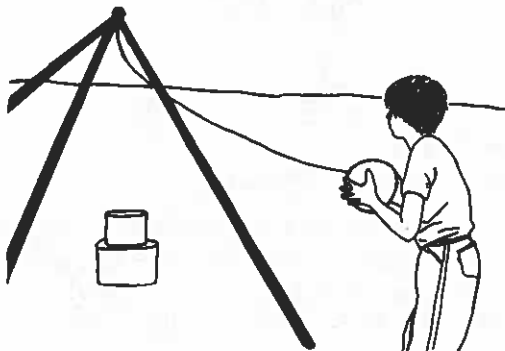
**Idea Number 29**  
Football Target

Hang a piece of canvas or plastic with a 12-inch hole in the center. Let each Ranger practice his pass by trying to throw the football through the hole from different distances. Any type of ball may be used in this game.



**Idea Number 30**  
Knock the Pin

Set up a small tripod with a rope hanging down with a ball attached to the end. Place two tin cans on top of each other on the ground below the ball. Swing the ball so it will pass by the cans on the forward swing and knock down the cans on the return swing.



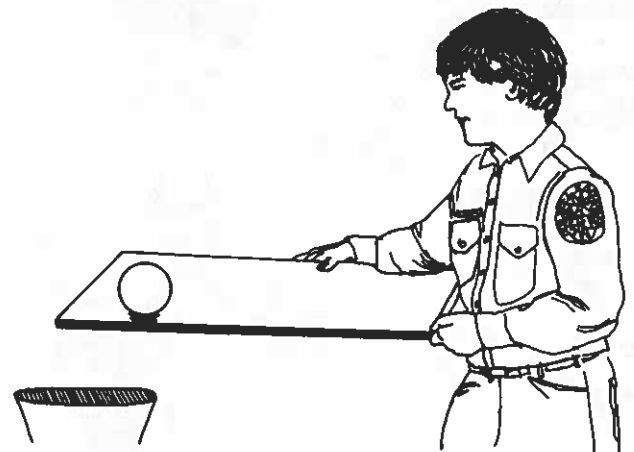
**Idea Number 31**  
Scoot Along

This is a simple game. It may be done in relays or against the clock. Each person sits in a cardboard box and pushes himself along the floor by using two mop handles with protective tips.



**Idea Number 32**  
Board and Ball

Have the player balance a ball on a 3-foot board and drop the ball into a waste basket.



**Idea Number 33**  
Ping-Pong Balance

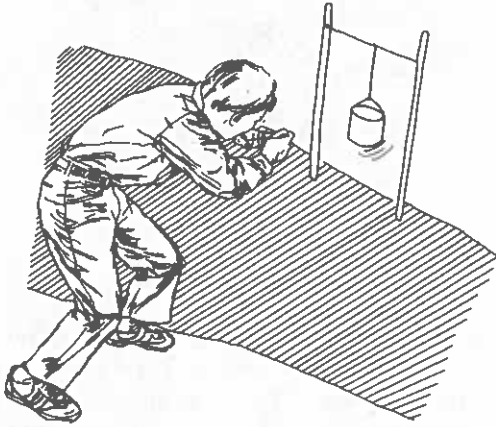
Give a boy a plastic spoon and a Ping-Pong ball. With the ball on the spoon and the handle of the spoon between his teeth, have the boy pass through, over, and under, an obstacle course that was previously arranged.



**Idea Number 34**

**Rubber Band Shoot**

Have each boy stand on a line and give him five rubber bands. He is to shoot the rubber bands off his thumb at a swinging open tin can. The object is to see how many rubber bands he can get into the can.



**Idea Number 37**

**Feed My Face**

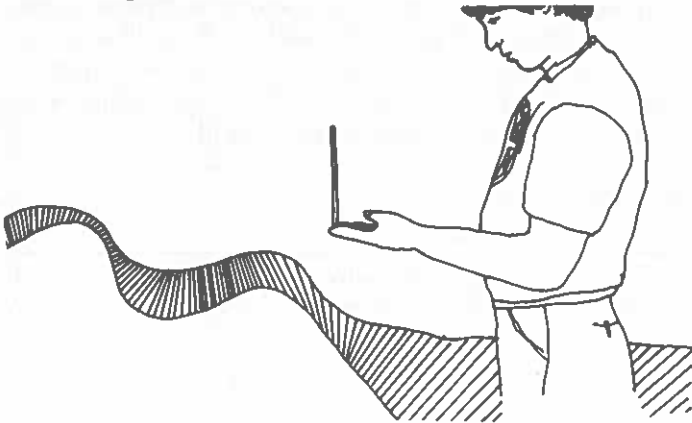
Have two blindfolded boys sit at a table facing each other. Each boy should try to feed the other marshmallows, using one hand.



**Idea Number 35**

**Finger and Straw**

Give each boy a soda straw. Have the boys balance the straw, end up, on the index finger while walking a simple obstacle course. If the straw is dropped, the player replaces the straw and resumes the course.



**Idea Number 38**

**Straw and Saucer**

Have the boys balance a paper plate on the tip of two soda straws and walk a given course.



**Idea Number 36**

**Self-portrait**

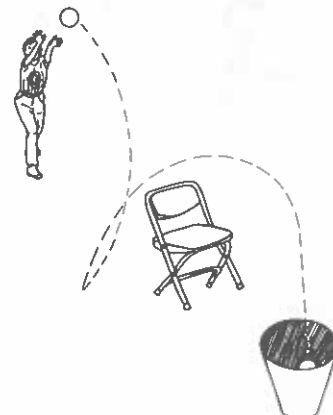
Give each boy a paper bag and a crayon. Have the boy place the bag over his head and draw his portrait on the bag while it is on his head.



**Idea Number 39**

**Ball Bounce**

The object of the game is to throw a rubber ball 5 to 10 feet away. The ball must bounce over a chair and then land in a can or basket.



**Idea Number 40**  
Carry the Marbles

Have the boys take off their shoes and socks. The object of the game is to see how many marbles a boy can carry between his toes or on his feet while walking a total distance of 20 feet.

**Idea Number 41**  
Peanut Blow

Have the boys kneel on their hands and knees and blow unshelled peanuts on a given course. The best time wins.

**Idea Number 42**  
Rubber Faces

Give each of the boys a large sturdy rubber band. Instruct them to stretch the rubber band over their heads, placing it on the tips of their ears. On a given signal, they are to work the rubber band from their noses down around their necks without using their hands.

**Idea Number 43**  
Flapjack Flipping

Equipment needed is a frying pan and a linoleum circle (simulated flapjack). The object of the game is to flip the pancake from the frying pan and back into the pan. The game can be made more complicated by flipping the cake one complete revolution, or having two boys, each with a frying pan, flip the cake to each other at various distances.



**Idea Number 44**  
Trick Cross Knot

Give each boy a piece of string when he comes in. Have him tie an overhand knot, holding the two ends of the string and not letting go of either end. The trick is to cross the arms before picking up the string, then pull the arms apart, forming an overhand knot.



**Idea Number 45**  
Bag the Mallow

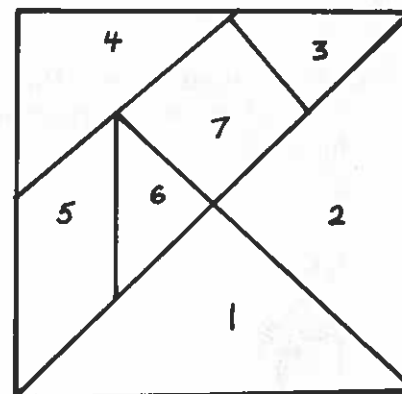
Give each boy a string with a marshmallow tied to the end of it. Have each boy tie one end of the string around his head above his ears. The marshmallow should be hanging in the center of the chest. The object of the game is to flip the head back and catch the marshmallow in the mouth without using their hands.

**Idea Number 46**  
Draw My Buddy

Give each boy a pencil and a piece of paper. Have him take off his shoes and socks and sit in a chair. He is to draw a picture of his buddy with his feet. The pencil is held between the two larger toes of one foot while the other foot holds the paper still. Later the commander should comment on their fine works of art.

**Idea Number 47**  
Seven-piece Puzzle

Give each boy an envelope with a puzzle in it. Tell the boy to use all seven pieces and make a square, rectangle, triangle, or one of several other combinations. There are approximately 112 possibilities.



### Idea Number 48

#### Pop the Can

Tie a number 10 can to a rope. Tie the rope around the boy's waist with the can in front. From 10 feet away, have the boy bounce a tennis ball on the floor to the wall. Upon the rebound from the wall, the boy is to catch the ball in the tin can without using his hands. The distance should be increased with each successful catch. To make it more challenging, the can may be placed on the side of the hip.

### Idea Number 49

#### Hop the Stick

Have the boys bend down and grasp their ankles. The object of the game is to hop over a stick without releasing the ankles or touching the stick.

### Idea Number 50

#### Pencil Roll

Give each boy a pencil. Have him get on his hands and knees, facing a wall. The object of the game is to place the pencil across the bridge of his nose and roll the pencil up the wall until the person is standing erect. Only the nose and forehead may touch the pencil. This could be a timed event.

## OPENING CEREMONY

The opening ceremony should be short, colorful, and inspirational. Include group participation in your ceremonies. Keep props simple. Always give the opening ceremony the dignity it deserves.

Opening ceremonies don't just happen. Ceremonies need to be planned. They require imagination, planning, creativity, preparation, and execution. We should not take opening ceremonies for granted. An impressive opening ceremony will highlight our activities and set the spiritual tone of our meeting.

Ceremonies are a natural part of our lives. We use ceremonies to give honor to God, country, and outstanding achievers, and to the dead and the living. We use ceremonies at weddings, church memberships, school graduations, and the like. Ceremonies are important. We need to make our outpost ceremonies impressive and meaningful.

### Ceremony Number 1

The color guard presents the colors. The lights are then extinguished, and a single spotlight or flashlight illuminates the flag. The group sings the first verse of "America, the Beautiful." The lights are then turned on and the colors posted.

### Ceremony Number 2

**LEADER:** "Rangers our nation will be celebrating Citizenship Day on \_\_\_\_\_. This is a day to remind us of our heritage and our rights, privileges, and responsibilities as Americans. Let's begin our program by singing 'God Bless America.'"

### Ceremony Number 3

The group comes to attention as the color guard presents the colors. **LEADER:** "Rangers, Christmas, the season of goodwill and giving in nearly all the free world, is near. But let us remember that for Royal Rangers the spirit of this time should prevail all year. The sixth point of the Ranger code is—courteous—and applies to every month, not merely December, and to every day."

Ask each boy to clasp the hand of a neighbor. Then ask the group to repeat in full the code's sixth point: "A Royal Ranger is courteous—He is polite, kind, and thoughtful."

### Ceremony Number 4

The group forms a hollow square with the color guard at the open end. The leader asks everyone to hold up his hand and repeat the Royal Rangers Pledge. Then he leads the pledge of allegiance, following which the colors are posted.

### Ceremony Number 5

After the posting of the colors and the pledge of allegiance, lead the group in singing the Royal Rangers March. (Number 1 in *Royal Rangers Campfire Songs*.)

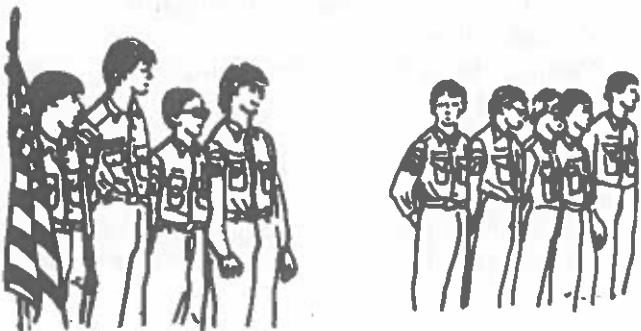
### Ceremony Number 6

Present the colors and play "The Star Spangled Banner" on a portable record player (or sing it). Follow with the pledge of allegiance.

### Ceremony Number 7

Before the opening ceremony place a candle at one side of the stage or room and in view of everyone. When it's time for opening, the leader should make the following statement: (*Light the candle.*) "This candle represents the spirit of Royal Rangers. It is going to burn throughout our meeting, representing the fun and friendship we have enjoyed together here."

For the closing, the leader should say: "Throughout our meeting this evening this candle, which represents the spirit of Royal Rangers, has burned. Look at it steadily for a moment. (*Pause.*) Now close your eyes. The image remains with you. Open your eyes. Now we will blow out the light. As the image of the light remains in



our memory, so will the spirit of Royal Rangers stay with us. This evening of fun and the spirit we have let shine will not soon be forgotten."

### Ceremony Number 8

LEADER: "Fellows, let's all gather around the table in a circle. Now let's turn out all the lights. I want you to think about the darkness. It makes us gloomy and uncomfortable, doesn't it? Now I'm going to light this small candle. Even this one tiny flame makes the room seem quite cheerful again. That's just the way it can be with a Royal Ranger. Many times he isn't very big, but he can light up his home and make the people around him a little happier if he keeps the Royal Rangers spirit always alive."

### Ceremony Number 9

Present the colors and turn out the lights. With a spotlight on the American flag, the leader should comment on the significance of the flag to all good Americans.

LEADER: "The flag represents a great team of over 200 million Americans working together in the 50 states. Let us as Royal Rangers continually look for ways to emphasize and demonstrate how proud we are to be members of this great team."

### Ceremony Number 10

The color guard should present the colors. Advance the American flag beside the Outpost Commander.

COMMANDER: "I hold in my hand several wooden matches. You can see that one match alone is easy to break. (*Demonstrate by breaking it in two.*) But when I put five or more together, they are almost impossible to break. (*Make an unsuccessful effort to break the bundle.*) Each month we learn more about the wonderful freedom and responsibilities our flag stands for. If it could speak, it could tell about the many battles fought to maintain these freedoms we love. When our outpost works together to uphold these wonderful traditions, we too will be hard to stop."

### Ceremony Number 11

Color guard enters with flags and stands in front or on stage. Individual letters of AMERICA should be cut from cardboard or printed on cardboard; some red, some white, and some blue. As each Royal Ranger recites his line, his letter is held or tacked up so as to spell out the word *America*.

A is the Almighty whom we seek;  
M is for Men who liberty keep;  
E is our Effort to live for truth;  
R is Rights of others we learn in our youth;  
I is our Intent to live by laws;  
C is for Courage to defend freedom's cause;  
A is the Allegiance we feel to our land.

LEADER: "Let us now pledge it with heart and with hand." (*All pledge allegiance to the flag.*)

### Ceremony Number 12

Place the flag of the United States on a pole, with rocks or boulders at the base of it. The color guard should be wearing canteens on their belts, and helmets. "Our flag ceremony this evening takes only a few minutes, but at Iwo Jima it took 25 days and 20,000 American casualties to raise our flag on Mount Suribachi." Hand salute. (While all salute the flag, the bugler sounds "to colors." At the last note of the bugle, the leader gives the command to end salute.)



### Ceremony Number 13

"This Old Flag." All read this poem in unison as the United States flag is held aloft.

This old flag is my protection,  
This old flag is my birthright,  
This old flag is full of beauty,  
May it fly both day and night,  
It's an honor to salute it,  
And with pride we hold it high,  
We will keep it flying o'er us,  
Like a symbol in the sky.

Hain't gonna allow no one to tramp it,  
Hain't gonna allow no one to 'buse it,  
Hain't gonna allow no one to shun it,  
Hain't gonna allow no one to use it,  
Hain't gonna allow no one to down it,  
For some flag to use,  
Going to keep that old flag flying—  
And we dare you to refuse.

A week before this ceremony is to be used, ask each Royal Ranger to prepare and bring to the next outpost meeting a 10-line statement on "What My Flag Means to Me." Select an interesting one and have the author read it.



#### Ceremony Number 14

Senior Patrol Guide holds the flag in the center. House lights should be out, and the spotlight on the flag.

COMMANDER: "Today, as we gather, let us all keep in mind our flag and the meaning it has for us:

"The red is for blood of Americans true  
Who gladly would give up their lives for you.  
The white is for purity, in both thought and deed,  
A rule of conduct, we all might heed.  
The blue is for justice, for all, not one—  
A tenet we fought for and so dearly won.  
The stars are a symbol of God's guiding hand.  
Over the Union in this mighty land.  
There isn't a one our flag won't protect,  
Don't you think we could show it—greater respect?"

#### Ceremony Number 15

Gather patrols by silent signals. As each patrol is formed, it should give the patrol yell, cheer, or song. Follow with the posting of the colors and the pledge of allegiance.

#### Ceremony Number 16

Hold uniform inspection. Have the newest recruit lead in the Royal Rangers pledge.

#### Ceremony Number 17

COMMANDER: "Rangers, before we recite the pledge of allegiance to the flag, I would like to say a few words about the flag. First, what is this flag? We can see it is made of cloth. It contains 13 stripes, one for each of the 13 colonies, and 50 stars representing each of the 50 states. But, it is also a lot more things.

"This flag is our past, our present, and our future. It is the Pilgrims braving unknown dangers to find religious freedom. It is Washington fighting to establish a nation. It is the Alamo. It is Lincoln fighting to keep the nation united. It is Iwo Jima. It is a hungry child being helped in some far-off land. It is the people and their church gathered together to worship God without fear. It is all these things and many, many, more. Please think of these things as we recite the pledge of allegiance to the flag of the United States of America."

#### Ceremony Number 18

While this opening is being done, have some soft background music playing such as "God Bless America" or "America the Beautiful." Have a leader say the pledge of allegiance and the rest of the outpost recite the accompanying lines:

LEADER: "I pledge allegiance. . . ."

OUTPOST: "On this given occasion."

LEADER: "To the flag. . . ."

OUTPOST: "As a symbol of a united peace-loving people."

LEADER: "Of the United States of America. . . ."

OUTPOST: "A land we uphold above all others."

LEADER: "And to the Republic for which it stands. . . ."

OUTPOST: "A people who care for the dignity and self-expression of all men."

LEADER: "One nation, under God. . . ."

OUTPOST: "Whose Son is our guidepost and strength."

LEADER: "Indivisible, with liberty and justice for all."

OUTPOST: "A nation of liberty and justice for all."

LEADER: "Please recite the pledge of allegiance with me."

#### Ceremony Number 19

Bring in a Royal Ranger who is blindfolded, gagged, and tied. A commander stands by.

COMMANDER: "This boy is privileged to be an American. The American Revolution and the blood of untold thousands have made him free. (*Untie the boy.*) The Constitution of the United States guarantees him the right of free speech. (*Ungag the boy.*) A free education is given to every American so he may understand and develop to his fullest potential. (*Take off the blindfold.*)

"The Royal Rangers program is part of this glorious heritage. We are all part of the American dream. Let us develop ourselves to make America strong and free."

#### Ceremony Number 20

Before the opening ceremony, place four gold candles in front of a Royal Rangers flag. These candles represent the four ways a boy grows. Lower the lights and have a boy light a candle.

FIRST BOY: (*Light candle.*) A Royal Ranger grows physically.

SECOND BOY: (*Light candle.*) A Royal Ranger grows spiritually."

THIRD BOY: (*Light candle.*) "A Royal Ranger grows mentally."

FOURTH BOY: (*Light candle.*) "A Royal Ranger grows socially."

COMMANDER: "Rangers, these candles are symbols of the building blocks of life. As each candle was lit, it provided more light to see by. So it is true in life. The more we develop physically, spiritually, mentally, and socially, the brighter and more effective we will be as Christian young men. Let us recite the Royal Rangers pledge."

#### Ceremony Number 21

Have one boy hold the Royal Rangers flag with another boy on each side of him. Turn the lights down and spotlight the flag. Have the boy on the right side of the flag recite the Royal Rangers pledge and the boy on the left side of the flag recite the accompanying lines:

BOY ON RIGHT: "With God's help. . . ."

BOY ON LEFT: "Who gives me life day by day."

RIGHT: "I will do my best. . . ."

LEFT: "By dedicating myself, my talents, and my substance."

RIGHT: "To serve God. . . ."

LEFT: "Who is the Creator of all the universe."

RIGHT: "My church. . . ."

LEFT: "Whose mission is to spread the gospel throughout the world."

RIGHT: "And my fellowman. . . ."

LEFT: "To whom I extend my cooperation in relieving suffering, depravity, and hunger."

RIGHT: "To live by the Ranger code. . . ."

LEFT: "A guide to pattern my life after."

RIGHT: "To make the Golden Rule my daily rule. . . ."

LEFT: "A principle for living together that we love one another."

RIGHT: "Rangers, let us recite the Royal Ranger pledge."

### Ceremony Number 22

Drape a Royal Ranger flag on a wall. Cut out 6-inch letters spelling the word *ready*. Have five boys place the letters on the flag one at a time while reciting their lines.

FIRST BOY: (letter *R*): "A Royal Ranger is ready. Ready to work and to share his load or responsibility (*Pin letter on flag.*)"

SECOND BOY: (letter *E*): "A Royal Ranger is ready. Ready to play and to develop the attitude of sportsmanship and fair play." (*Pin letter on flag.*)

THIRD BOY: (letter *A*): "A Royal Ranger is ready. Ready to serve God, country, and his fellowman." (*Pin letter on flag.*)

FOURTH BOY: (letter *D*): "A Royal Ranger is ready. Ready to obey his parents, leaders, and those in authority." (*Pin letter to flag.*)

FIFTH BOY: (letter *Y*): "A Royal Ranger is ready. Ready to worship, pray, read his Bible, and witness." (*Pin letter to flag.*)

COMMANDER: "A Royal Ranger is ready. Ready to live the fullness of life which God has given him. Let us recite the Royal Rangers pledge."

### Ceremony Number 23

Use black construction paper to cover the red points of the Royal Rangers emblem poster, and place the poster on a wall prior to the opening ceremony. Let one boy at a time pull one of the black pieces from the poster and recite his lines.

COMMANDER: "The red points of the Royal Rangers emblem stand for the four cardinal doctrines of the Bible. Let us see what they mean."

FIRST BOY: (*Pull one covering from poster.*) "The first red point stands for salvation. The Bible says . . ." (*recite John 3:16 and Acts 2:38.*)

SECOND BOY: (*Pull one covering from poster.*) "The second red point stands for the Holy Spirit. The Bible encourages us to be filled with the Holy Spirit." (*Recite Ephesians 5:18-20.*)

THIRD BOY: (*Pull one covering from poster.*) "The third red point stands for healing." (*Recite Isaiah 53:5.*)

FOURTH BOY: (*Pull one covering from poster.*) "The fourth red point stands for the Rapture." (*Recite John 14:1-4.*)

COMMANDER: "Let us pray."

### Ceremony Number 24

Prior to the opening ceremony prepare three posters. The first one should have a silhouette of a head with an outline of a brain; the second should have a silhouette of a boy exercising; and the third should have a silhouette of praying hands. Also, pin paper letters spelling the word *alert* to a Royal Ranger flag. Then hang the flag on the wall.

FIRST BOY: (*Hold poster 1.*) "A Royal Ranger is alert. He is mentally alert. He studies, learns, and becomes aware of things around him. 2 Timothy 2:15 says. . . ." (*Recite the verse.*)

SECOND BOY: (*Hold poster 2.*) "A Royal Ranger is alert. He is physically alert. He should exercise, eat the proper foods, and get enough rest."

THIRD BOY: (*Hold poster 3.*) "A Royal Ranger is alert. He is spiritually alert. He prays, reads the Bible, and witnesses."

COMMANDER: "Let us recite the Royal Ranger Code."

### Ceremony Number 25

Place a Christian flag in the center of the room. Have the outpost circle the flag. Have the boys recite the pledge of allegiance to the Christian flag, while some soft background music plays.

### Ceremony Number 26

Have two boys hold open the Christian flag so all can see it. Dim the lights and spotlight the flag. Have different readers from various parts of the room recite their lines.

FIRST READER: "The Christian flag stands for no one creed or denomination, and contains no symbol of warfare."

SECOND READER: "The white ground represents peace and purity."

THIRD READER: "The blue field in the upper right corner is the color of the unclouded sky and the symbol of fidelity and truth."

FOURTH READER: "The cross of red is the emblem of Christian sacrifice."

COMMANDER: "Join me in the Lord's Prayer."

### Ceremony Number 27

Spotlight the American flag. Have a fan blowing on it so it will wave in the breeze. Turn out the lights. Have various Rangers recite their lines from different parts of the room.

COMMANDER: "I am the American flag. I stand erect and proud. I am more than a piece of cloth. Listen to what I am."

FIRST BOY: "F stands for the freedom that was purchased by patriots' blood."

SECOND BOY: "L stands for liberty which the Constitution guarantees each one of us."

THIRD BOY: "A stands for the achievements of our great country. From the Pilgrims' shores to the vastness of outer space."

FOURTH BOY: "G stands for the glory of God's providence on our country's flag."

COMMANDER: (*Step into the spotlight next to the flag.*)

"I am an American.

I stand erect and proud.

This is my flag.

America the beautiful,

With her I stand."

"Stand and let us sing 'America the Beautiful.'"

### Ceremony Number 28

Prior to the opening ceremony, place a miniature American flag on a staff upon a large Bible. While the ceremony is being performed, play a soft instrumental recording of "God Bless America." Spotlight the Bible and the American flag.

SENIOR GUIDE: "America was founded on the Biblical principle that all men are created equal in the image of God. God has blessed our nation above all nations. As long as we remain strong in mind, body, and spirit, God will continue to direct our country's affairs to a new greatness. Second Chronicles 7:14 says. . ."

READER: "If my people, which are called by my name, shall humble themselves, and pray, and seek my face, and turn from their wicked ways; then will I hear from heaven, and will forgive their sin, and will heal their land."

SENIOR GUIDE: "Let us keep America great. Let us keep the Bible as the foundation of our country's life. Let us be strong in mind, body, and spirit. Let us pray."

### Ceremony Number 29

Have a general uniform inspection. Give an honor ribbon to the best looking patrol. Have the patrol place the ribbon on their patrol staff and then give their patrol yell.

### Ceremony Number 30

Present the colors and turn out the lights. With a spotlight on the flag, softly play an instrumental recording of the "Battle Hymn of the Republic."

LEADER: (*Stand out of sight and read the following.*)

"I am Old Glory. For more than 200 years I have been the pillar of hope and freedom for generation after generation of Americans. Born amid the flames of America's fight for freedom, I am the symbol of a country that has grown from a little group of 13 colonies to a nation of 50 sovereign states. Planted firmly on the high pinnacle of American faith, my gently fluttering folds have proven an inspiration to untold millions. Men

have followed me into battle with unwavering courage. They have looked on me as a symbol of national unity. They have prayed that they and their fellow citizens might continue to enjoy the life, liberty, and pursuit of happiness, which have been granted to every American as the heritage of free men.

"So long as men love liberty more than life itself; so long as they treasure the priceless privileges bought with the blood of our forefathers; so long as the principles of truth, justice, and charity for all remain deeply rooted in human hearts, I shall continue to be the enduring banner of the United States of America."

After the reading, a Royal Ranger should step up and lead the group in the "Battle Hymn of the Republic."

### Ceremony Number 31

This flag ceremony, which can be adapted for either opening or closing, is based on a statement by the late Dwight D. Eisenhower.

An honor guard forms two lines and the flag is brought forward between them. The senior patrol guide leads the pledge of allegiance while all salute. READER: "This flag is a piece of cloth worth perhaps \$4. Why, then, do we honor it? Let us hear what President Eisenhower, one of a long line of patriots stretching back nearly 200 years, had to say about it."

"To tell you why I love and respect our flag so much would take a book, for it would be the long, brave story of America. Briefly, I love our flag because it is the most beautiful national banner of all, and because it stands, today and always, for the finest nation on earth. Today we urgently need a new commitment to the basic principles that made our nation great. Our flag is the symbol of these principles, and I would hope that all of us might find some way to display it, not merely on patriotic holidays but every day in the year. Such a visible upsurge of respect for flag and country will do much to help bring about a new national solidarity, a renewed pride and faith in America."

"Let's remember President Eisenhower's words whenever we see this piece of cloth. It stands for America—and, therefore, it stands for you and me!"

### Ceremony Number 32

Patriotic Flag Skit

STAGING: Flag in flag stand on table, under which "voice" is concealed; or post flag near a screen concealing "voice."

(*Ranger in uniform walks by flag and starts to "speak."*)

FLAG: "Hey, Ranger!"

RANGER: "Who's that?"

FLAG: "Me, your flag!"

RANGER: "What do you want with me?"

FLAG: "I want to know something. You hear of people in other lands burning me, but recently you've heard of people in the United States showing disloyalty and disrespect to me. What's wrong?"

RANGER: "That's a hard question for me to answer. I think they do this because they don't know how hard it was to get you. We fought hard, not only to get you, but also to spread your ideas to other countries. Much of today's younger generation doesn't know how hard it was to do this!"

FLAG: "Well, what would you suggest?"

RANGER: "I'd say, to start with, we need to increase our America-building organizations such as the Royal Rangers and give them more support . . . and to start programs that will increase patriotism. People need to be encouraged to fly the flag on national holidays and to have inspiring flag ceremonies at meetings."

FLAG: "You have some good ideas, son."

RANGER: "The Royal Ranger program has taught me to respect the flag and to love my country."

FLAG: "Royal Rangers! Yes, there's hope, after all. You've given me a real lift. Thank you, Royal Ranger."

RANGER: (*Wave hand or salute flag and walk offstage.*) "Any time."

### Ceremony Number 33

Have each patrol stand in a circle with their right hands on their patrol staff and shout their patrol yells or songs.

### Ceremony Number 34

Have a boy explain in his own words what the pledge of allegiance to the American flag means to him.

### Ceremony Number 35

Have a boy explain what the pledge of allegiance to the Christian flag means to him. Have the outpost recite the pledge.

### Ceremony Number 36

Have a boy hold an open Bible. Ask the outpost to recite the pledge to the Bible.

### Ceremony Number 37

Place eight candles on a stand. Have eight boys each light one candle and recite one point of the Rangers code. This is done until all eight points are covered and the eight candles are lit.

### Ceremony Number 38

Spotlight the American flag. Have the boys look at it and then close their eyes.

COMMANDER: "Fellows, you have observed our flag of freedom. Now your eyes are closed and you can still see the image of our Red, White, and Blue. May the principles of what this great flag stands for burn in your heart forever. Let us repeat the pledge to the American flag."

### Ceremony Number 39

Have a boy stand between the American flag and the Christian flag. Have him explain in his own words the meaning of the Golden Rule (Matthew 7:12).

### Ceremony Number 40

During a special roll call have each boy make the sound of a particular animal or thing. For example, the Senior Guide may call out "Bear Johnnie Horn," "Fox Terry Simon," "Rabbit Art Cooper." When the person's name is called he should respond with the noise made by that particular animal or thing.

### Ceremony Number 41

Have a Royal Rangers flag draped on the wall. Cut out letters to spell *loyal*. Fasten these letters across the flag. Place balloons over each letter so the letter cannot be seen. Have each boy break a balloon and recite his part of the opening ceremony.

FIRST BOY: (*Break balloon with "L" under it.*) "A Royal Ranger is loyal. To be loyal is to be faithful."

SECOND BOY: (*Break balloon with "O" under it.*) "A Royal Ranger is loyal. He is loyal to his church."

THIRD BOY: (*Break balloon with "Y" under it.*) "A Royal Ranger is loyal. He is loyal to his family."

FOURTH BOY: (*Break balloon with "A" under it.*) "A Royal Ranger is loyal. He is loyal to his outpost."

FIFTH BOY: (*Break balloon with "L" under it.*) "A Royal Ranger is loyal. He is loyal to his friends."

### Ceremony Number 42

Have a Christian flag centered in the room with the boys standing around it. Let each boy (eight in all) light a candle and recite one point of the Royal Rangers code. COMMANDER OR SENIOR GUIDE: "As each one of you lit your candle the room became brighter. Likewise, if we let our lives shine as Christian young men, the world will be a brighter and better place to live. Recite with me the Royal Rangers pledge."

### Ceremony Number 43

Have the boys sing "Royal Rangers Go Marching Along" (found in the *Royal Rangers Campfire Song Book*). Let the boys shout their patrol names when the chorus indicates this (to shout it strong).

### Ceremony Number 44

Have a large map of the United States spotlighted on the wall. Have the boys sing "America." The commander should then pray for our great nation.

### Ceremony Number 45

Hang on a wall a silhouette of the United States with the Royal Rangers emblem centered on it. Place a paper cross on the center of the Royal Rangers emblem. Spotlight the background. Have the boys hold hands and sing "God Bless America." Have the chaplain pray an appropriate prayer.

### Ceremony Number 46

Place a Bible on a table. With right hand raised and left hand on the Bible, have the boys recite the Royal Rangers Pledge.

### Ceremony Number 47

Have the boys join hands and recite the Lord's Prayer.

### Ceremony Number 48

Cut out a paper silhouette of a church. Cut the silhouette into four irregular parts. On each part write one of the main teachings of the church with Scripture references. Have each boy place his piece of the puzzle on the wall and quote the proper Scripture reference. Have the commander give some brief remarks on the meaning of the four main teachings of the church.

### Ceremony Number 49

Some outposts have their own outpost flag. Have the boys salute the outpost flag and give the outpost yell or song. Open in prayer.

### Ceremony Number 50

Place the boys in formation. Have the color guard bring in the colors. Have a bugler play "To the colors." Post the flag.

## PROGRAM FEATURES

The outpost meeting feature should emphasize the main theme of the Royal Rangers meeting. The meeting feature should be directed to the boys' education and advancement programs. The different Royal Rangers handbooks will give you many ideas and potential meeting themes. Put variety in your meeting features. Make them informational, fun, and challenging. Use outside materials and personnel to make your meeting features inviting and interesting.

The following are a few meeting themes that may be useful as your program features. The Royal Rangers leaders *Dispatch* has volumes of ideas and meeting feature themes that will help you in planning a successful outpost weekly meeting. Remember that a well-planned meeting feature will produce results and progress on the advancement trail for your boys.



### Feature Number 1

THEME: Cooking

AGE-GROUP: P, T, AST

Have each Ranger make a charcoal cookstove. Each boy needs an empty 3-lb. coffee can, a wire coat hanger, and a piece of screen wire cut the size of the coffee can's diameter. Each patrol needs pliers, a can opener, and wire-cutters.

1. Three inches from the bottom of the can, punch four holes at the four compass points (i.e., lines joining pairs of lines should be perpendicular).
2. Cut two lengths of coat hanger about 2 inches longer than the can's diameter, and insert them in the holes. Use pliers to bend the ends down to keep them in place.
3. Cut screen material in a circle the same size as the can. Lay the material on the coat-hanger wires inside the can.
4. One-inch from the top of the can, punch two holes opposite each other. Make a curved handle out of coat-hanger wire. Insert wire ends through holes and bend.
5. Punch holes with a can opener along the bottom sides of the can, about 1 to 2 inches apart.

### Feature Number 2

THEME: Communication

AGE-GROUP: P, T

Go over with the boys the proper methods for writing letters. Cover such items as: addressing the envelope, (return address, zip code), and writing the letter (heading, date, greeting, body, closing, signature). Teach the proper language to use in letters—the difference between a business letter and a personal letter. Use handouts, overheads, or charts to illustrate the right and wrong ways to write letters.

### Feature Number 3

THEME: Hiking

AGE-GROUP: P, T, AST

Prepare a list of interesting places in or near your community. These might include museums, monuments, parks, zoos, beaches, etc. All should be within 3 miles of your church, or wherever your outpost is meeting. Help the Rangers plan the route of a 5-mile hike the outpost will take at the end of the month. Plan the route to include at least two of the points on the list, if possible. Discuss such items as: where to stop for lunch, money needed for sightseeing or refreshments, etc.

### Feature Number 4

THEME: Looking at Ourselves

AGE-GROUP: Adaptable to any age.



Give a brief history of the Royal Rangers and how it has grown. Then talk about the history of your outpost; show old photos, handbooks, uniforms, etc. This is a good theme for Royal Rangers week.

#### **Feature Number 5**

**THEME:** Swimming

**AGE-GROUP:** P, T, AST

Go over with the boys the precautions they should take before they go swimming. Discuss in detail the eight-point defense plan, as well as other factors such as: how to dress to get from your house to the swimming area, protection against the sun, the dangers of walking around barefooted, etc.

#### **Feature Number 6**

**THEME:** Rescue

**AGE-GROUP:** T, AST

Stress the importance of being able to give accurate directions. In an emergency, a Ranger may be asked to report on the location and extent of a disaster and the conditions of persons and property.

Give each Ranger a pencil and paper. Then beginning at some known point, describe in detail the route to a fictitious disaster scene. Have each Ranger take notes on the directions, then get together by patrols to sketch a map of the route. Check to see who has the best map.

#### **Feature Number 7**

**THEME:** Nutrition

**AGE-GROUP:** B, P, T, AST

Have a group discussion about the kinds of food we should have in our daily diet. Stress the four food groups: the milk group, the fruit-vegetable group, the bread-cereal group, and the protein group. Discuss the kinds of food in each group. Then talk about how much of each group we should eat each day. (Milk group—3 servings for children 9-12; 4 servings for teenagers. Fruit-vegetable group—4 servings. Protein group—2 servings. Bread-cereal group—4 servings). Have the outpost make up a sample day's menu which meets the above recommendations.

#### **Feature Number 8**

**THEME:** First Aid

**AGE-GROUP:** P, T, AST

Split the outpost into teams (Preferably by patrols). Each team should be given a first aid book for reference and asked to discuss the way to treat a certain problem. For example: team #1 may be assigned to discuss how to treat blisters, and team #2 may be asked how to recognize poisonous plants, etc. Each team should be

allowed 10 minutes to meet in different parts of the room and research their topic. Then bring the outpost together and seat them in a semicircle. Call on each team to demonstrate the treatment they learned.

#### **Feature Number 9**

**THEME:** Telephone Communication

**AGE-GROUP:** Adaptable to any age.

Cover the uses and importance of the telephone. Include: knowing where telephones are located in your neighborhood, not damaging public telephones, knowing how to operate a pay phone, using telephone courtesy, identifying oneself in an emergency call, keeping emergency numbers handy, etc.

#### **Feature Number 10**

**THEME:** Morse Code

**AGE-GROUP:** P, T, AST

Have a chart or handouts showing Morse code. Go over briefly with the boys the history of Morse code and how it is used. Then let the boys team up and practice sending messages to each other.

#### **Feature Number 11**

**THEME:** Astronomy

**AGE-GROUP:** P, T, AST

Discuss the major constellations with the boys, stressing the groupings of the stars, why they are changeless, and how they can be used in navigation and direction finding. It would be helpful to have charts illustrating the various constellations. The fact that certain constellations are visible only from certain parts of the earth should also be discussed.

#### **Feature Number 12**

**THEME:** Swimming

**AGE-GROUP:** P, T, AST

Have those boys who know how to swim practice "land drill" activities. Some of these are:

1. The kick land drill for the crawl. (Lie face down, hands under the thighs, palms up, legs straight and nearly together, toes pointed, and head slightly raised, helping to arch the back. Kick the legs alternately from the hips 50 times.)

2. The arm stroke land drill for the crawl. (Lean forward, hands at sides. One arm should be extended forward, the other backward. Pressing down firmly with the palm of the hand, bring one hand back past the thigh, while bringing the other arm forward past the ear. Continue alternating overhand arm movements.)

3. Drills for kicking and arm strokes for the backstroke.

While the swimmers practice these drills the nonswimmers should learn how to breathe while

swimming. Place a large washtub on a table. Fill the tub with water up to about 2 inches from the brim. Have the Rangers try this breathing exercise: First put one side of the head in the water. Breathe in through the mouth. Then turn the face down in the water. Blow air out through the mouth and nose. Turn the head to the side again, and continue repeating. Encourage the boys to open their eyes under water by placing coins in the tub, and asking them to try to read the date on the coins. Make sure plenty of towels are handy!

### **Feature Number 13**

**THEME:** First Aid

**AGE-GROUP:** P, T, AST

Prepare a dummy to use in demonstrating and practicing artificial respiration. Use a large gallon jug (plastic) for the head of the dummy. Cut a "mouth" in the jug. Attach rubber hosing from the neck of the jug to a hot-water-bottle "lung" and place a weight on the hot water bottle. This dummy can now simulate artificial respiration when one blows in the "mouth." Demonstrate mouth-to-mouth resuscitation, then allow the boys to practice. (A bottle of alcohol should be available to wipe the dummy's mouth after each person has practiced.)

### **Feature Number 14**

**THEME:** Health

**AGE-GROUP:** Adaptable to any age.

Prepare a large poster for the wall (about 4 feet x 6 feet—butcher paper is good) with six headings: Rest, Grooming, Cleanliness, Fresh Air/Sun, Checkups, and Exercise. Ask the Rangers to help you list examples for each heading. As they give suggestions, list them on the poster. Leave it on the wall until the meeting ends.

### **Feature Number 15**

**THEME:** Newspaper Communication

**AGE-GROUP:** Adaptable to any age.

Discuss the beginnings of the newspaper in ancient China and the Roman Empire. Ask the Rangers to discuss the different sections of the modern paper, and list them as they name them. For example: advertisements, comics, sports, want ads, local news, etc. Discuss with the Rangers how a newspaper story gets printed. Show the boys how to use the newspaper; for example, to help in finding a job, to advertise something they want to sell, etc.

### **Feature Number 16**

**THEME:** Self-reliance

**AGE-GROUP:** T, AST

Give simple instructions in easy repairs that can be done at home. Practice these if possible.

### **Feature Number 17**

**THEME:** Getting Ready

**AGE-GROUP:** T, AST

Your program feature for the week just before a fund-raising project for your outpost should involve the boys in getting ready for this event; as well as provide some good publicity for the event. Have the boys make posters and handouts to publicize your fund-raising project. Then, post the poster in the area where you will be holding your event (a couple of days early, if possible).

### **Feature Number 18**

**THEME:** Physical Fitness

**AGE-GROUP:** P, T, AST

Prepare physical fitness cards for each Ranger. These cards should have spaces for recording the number of push-ups, pull-ups, and sit-ups a boy can do, as well as the distance he can run. At the meeting, have the boys do as many of these exercises as they can. Then write down the results on their cards. (There should be a rest period after each exercise, of course.) There should also be spaces on the boys' cards for them to fill in each day, for 30 days, how many of each exercise they can do, and how far they can run without stopping. At the end of 30 days, this meeting feature can be repeated, and the boys' cards checked.

### **Feature Number 19**

**THEME:** Health

**AGE-GROUP:** P, T, AST

Divide the outpost into three groups. Give each group a slip of paper with questions on it about the dangers of smoking, drinking, or drug abuse. (Each group should have a different topic.) Have the groups meet for about 10 or 15 minutes in different places, then call everyone together. Ask a Ranger from each group to read the questions assigned to his group and report on their answers. Allow 3 minutes for each report.

### **Feature Number 20**

**THEME:** Energy Conservation

**AGE-GROUP:** P, T, AST

Discuss with the boys, (preferably using slides or other visual aids), the different types of energy sources that are available to us today. Be sure the discussion covers how we can help conserve energy and why it is important to do so.

### **Feature Number 21**

**THEME:** Service

**AGE-GROUP:** P, T, AST

At any church, there are always odd jobs to be done around the grounds. Arrange with the pastor to allow your outpost to take care of some of these jobs during an outpost meeting, as your program feature for that night. Explain to the boys that, as part of the church, they have a responsibility to help improve the church in any way they can.

#### **Feature Number 22**

**THEME:** First Aid

**AGE-GROUP:** P, T, AST

Demonstrate various ways to bandage different types of wounds. Then, allow the boys to practice on each other.

#### **Feature Number 23**

**THEME:** Primitive Cooking

**AGE-GROUP:** P, T, AST

Have the boys practice making primitive cooking tools that they can use to cook with on their next camp-out. Silverware, cups, bowls, frying pans, etc., could be made. (This should be taught to an outpost that is already familiar with camp cooking.)

#### **Feature Number 24**

**THEME:** Survival Kits

**AGE-GROUP:** P, T, AST

Go over with the boys the items that should be included in a personal survival kit. You should have a survival kit at the meeting to display each item and discuss why it is included. Also, make sure each boy is aware of the proper way to pack a survival kit. If possible, after the demonstration, lay out a number of items, and ask the boys which should and which should not be included in the kit.

#### **Feature Number 25**

**THEME:** Public Speaking

**AGE-GROUP:** T, AST

Go over the rules of public speaking with the boys. Discuss the various professions that require a lot or, at least, some knowledge of good public-speaking techniques. Show how public-speaking techniques are applicable to business conversations. Demonstrations are the best way to cover this feature.

#### **Feature Number 26**

**THEME:** Archery

**AGE-GROUP:** P, T, AST

Give a brief history of archery and explain the different types of bows and arrows. Explain the safety rules and precautions for archery. Give a demonstration in

the art of shooting. Let the boys shoot the bow and arrow.

#### **Feature Number 27**

**THEME:** Auto Mechanics

**AGE-GROUP:** T, AST

Briefly describe the various functions of the major parts of an automobile. Demonstrate how to do a safety and maintenance check on the car. Show the boys how to check the radiator, battery, belts, brake fluid, lights, and oil, and how to change a tire and do a minor tune-up.

#### **Feature Number 28**

**THEME:** Boating

**AGE-GROUP:** P, T, AST

Point out the main parts of a rowboat and oars. Define the various nautical terms in boating. Demonstrate the proper methods of boarding, launching, and docking. Demonstrate how to use the oars. List the safety rules for boating.

#### **Feature Number 29**

**THEME:** CPR

**AGE-GROUP:** P, T, AST

Show a film on cardiopulmonary resuscitation (heart massage). Have an authorized instructor show the boys how to do CPR. Have the boys practice CPR.

#### **Feature Number 30**

**THEME:** Fire Building

**AGE-GROUP:** P, T, AST

Explain the safety rules and precautions in building and lighting a fire. Demonstrate how to build four or five different types of fires and tell when they should be used. (This information can be found in the *Adventures in Camping* handbook.) Show the boys how to use flint and steel, a metal match, and a fire bow to light a fire.

#### **Feature Number 31**

**THEME:** Tool Craft

**AGE-GROUP:** P, T, AST

Demonstrate how to open, close, pass, and sharpen a pocketknife. Demonstrate how to properly pass and sharpen an ax. Demonstrate how to use a camp saw. Show how to use these tools safely.

#### **Feature Number 32**

**THEME:** Map Reading

**AGE-GROUP:** P, T, AST

Demonstrate how to use a road map and road atlas. Explain all map symbols. Show how to use the index of an atlas to find a certain location. Demonstrate how to estimate mileage from place to place. Illustrate how to use a mileage and driving-time map.

### **Feature Number 33**

THEME: Cycling

AGE-GROUP: P, T, AST

Demonstrate how to take apart and clean a bicycle and put it together again. Demonstrate how to repair a flat. Teach safety rules of the road and hand signals.

### **Feature Number 34**

THEME: Fishing

AGE-GROUP: P, T, AST

Teach the boys to identify 10 different fish found in the area. Demonstrate how to use a casting, spinning, and fly pole and reel. Illustrate how to make dry and wet flies. Show how to dress and cook fish.

### **Feature Number 35**

THEME: Hide Tanning

AGE-GROUP: T, AST

Explain or illustrate how to remove a hide from an animal. Demonstrate how to clean and tan a hide. Show how to use hand-tanning tools safely. List what steps should be taken in case of an accident or emergency during the process of tanning a hide.

### **Feature Number 36**

THEME: Carpentry

AGE-GROUP: P, T, AST

Demonstrate how to use hand tools such as a saw, hammer, hand drill, hand plane, etc. Show how to care for the tools. Build a birdhouse, bird feeder, patrol box, or similar project, and then paint or varnish it.

### **Feature Number 37**

THEME: Plumbing

AGE-GROUP: T, AST

Show how to repair a leaky faucet, a water hose, or a pipe. Demonstrate and list various tools that are useful in plumbing repairs at home.

### **Feature Number 38**

THEME: Home Safety

AGE-GROUP: P, T, AST

Illustrate various safety hazards that may be found in a home (such as fire, electrical, chemical, and mechanical hazards). Help the boys to develop a safety and

emergency program for their homes. Show them what action they should take in case of fire, poisoning, and medical and weather emergencies.

### **Feature Number 39**

THEME: Photography

AGE-GROUP: P, T, AST

Demonstrate how to use various types of cameras. Identify the parts of a camera. Demonstrate how to develop a roll of black-and-white film. Let the boys develop the film.

### **Feature Number 40**

THEME: Gun Safety

AGE-GROUP: P, T, AST

Have a qualified NRA lecturer teach the safety rules for using a rifle on a shooting range. Demonstrate how to operate a rifle safely. If possible, give the boys an opportunity to fire a rifle under the supervision of an NRA instructor.

### **Feature Number 41**

THEME: Weather

AGE-GROUP: P, T, AST

Explain the cause of fog, clouds, dew, rain, snow, sleet, and hail. Describe the various types of clouds and fronts. Demonstrate how to use a thermometer, barometer, rain gauge, and wind gauge. Explain how to read a weather map. Explain how the weather and climate are affected by the sun, the tilt of the earth, and the earth's orbit and rotation.

### **Feature Number 42**

THEME: Survival

AGE-GROUP: P, T, AST

Demonstrate how to build survival shelters. Show how to construct snares, tools, and fishing gear from natural material. Identify various edible plants in your area and show how to prepare them for consumption. List various animals that may be caught for food. Demonstrate how to build a fire without matches. Make a survival kit.

### **Feature Number 43**

THEME: Tin Craft

AGE-GROUP: T, AST

Demonstrate how to make useful camp items out of tin cans and wire. Demonstrate how to use hand tools safely. Let the boys make a cooking kit or reflector oven out of tin cans.

### **Feature Number 44**

THEME: Pioneering

**AGE-GROUP:** P, T, AST

Under supervision have the boys build a support tower or bridge. This will give the boys an opportunity to utilize their skill in tool craft and rope craft.

#### **Feature Number 45**

**THEME:** Frontiersmen Camping Fraternity

**AGE-GROUP:** P, T, AST

Have an FCF member come dressed in his outfit and present the requirements and purpose of FCF. If possible, have him demonstrate frontier skills, such as tomahawk throwing, knife throwing, starting a fire with flint and steel, and black-powder shooting.

#### **Feature Number 46**

**THEME:** Leather Craft

**AGE-GROUP:** P, T, AST

Demonstrate how to use leather craft tools. Explain the kind of leather necessary for certain types of projects. Allow the boys to construct a small leather article or to tool a design on leather.

#### **Feature Number 47**

**THEME:** Kites

**AGE-GROUP:** P, T, AST

Explain the history of kite flying. Illustrate the various types and kinds of kites. Demonstrate how to build a kite and to fly a kite. Let each boy build a kite and fly it.

#### **Feature Number 48**

**THEME:** Home Electrical Repair

**AGE-GROUP:** T, AST

Explain the history of electricity. Explain the difference in AC and DC electricity. Demonstrate how to use various tools for electrical repairs. Demonstrate how to change fuses and to turn off and on switch boxes. Demonstrate how to repair faulty plugs or wires. Demonstrate how to change light bulbs. Explain the dangers and hazards of faulty electrical circuits and wires. Explain how to put out an electrical fire. Demonstrate first aid for electrical shock.

#### **Feature Number 49**

**THEME:** "Old Glory"

**AGE-GROUP:** P, T, AST

Demonstrate how the national flag should be raised and lowered, and how it should be displayed with other flags. Show how to display the flag indoors and on a platform. Give a brief history and evaluation of the American flag. (The *Trailblazers Handbook* gives details on how to fly the flag.)

#### **Feature Number 50**

**THEME:** Knowing the Bible

**AGE-GROUP:** Adaptable to any age.

Discuss the origin of the Bible. Display various versions and explain how they came about. Show how the Bible is categorized into sections and divisions. Show the boys how to use the self-helps in the indexes and prefaces. Discuss various Bible-study methods and the use of the Bible as a resource book. Demonstrate the use of Bible dictionaries, commentaries, concordances, maps, and other helps.

### **RECREATION IDEAS**

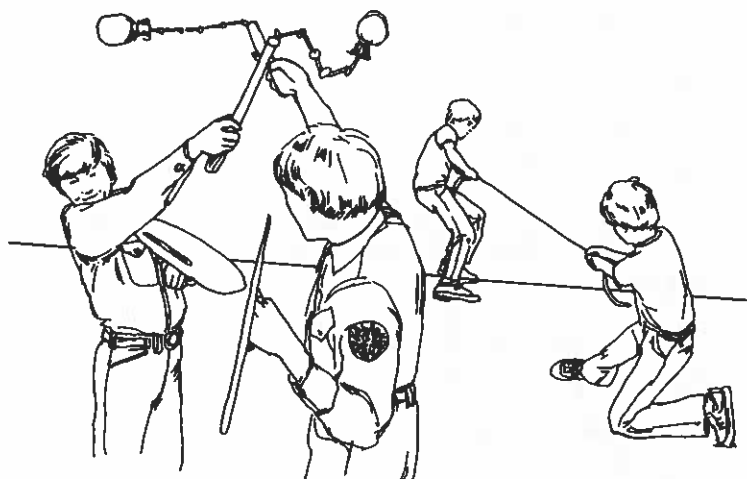
Recreation is a boy's work. It helps him to develop a healthy attitude and strong body. Through games, a boy learns to share and to respect others. He learns to face defeat with dignity and to walk humbly in victory.

Recreation is a facet of our outpost meeting that helps to develop the total boy into Christian adulthood. Planned and organized games will be a catalyst to make your outpost meeting a success.

Let the boys try new games. Don't play the same games they play at home or school. Variety will ensure excitement and add life to your recreation period.

Remember to adjust the games to fit the ability and skills of your boys. Boys mature physically and mentally at different rates. Vary your games so that no one boy is left out because of lack of ability or skills.

Make sure the boys know how to play the game and what the rules are. Provide supervision and direction during the recreation period. Growth and learning are by-products of play. Let us have fun while we grow together in our outpost recreation period.





### **Idea Number 1**

#### **Burst the Bag**

**EQUIPMENT:** One paper bag for each Ranger.

Patrols should line up in relay formation. Give each Ranger a paper bag of identical size. At the signal, the last Ranger in each patrol line should blow up his bag and burst it on the back of the Ranger in front of him. As soon as the Ranger hears the pop of the bag bursting on his back, he should blow up his bag and burst it on the back of the Ranger in front of him. This should continue until the front Ranger is reached. Then he should blow up his bag, run to the back of the line, and burst his bag on the back of the last Ranger in line.

**SCORING:** The patrol that bursts all their bags first is the winner.

### **Idea Number 2**

#### **Soda-Cracker Relay**

**EQUIPMENT:** Soda cracker for each boy.

Divide the outpost into patrols. Give each boy a cracker. At the signal, the first boy should run to a chair a short distance away, eat the cracker, and then try to whistle. As soon as he is able to whistle, he should return to the line and tag the next boy. The first patrol to finish is the winner.

### **Idea Number 3**

#### **Bean and Straw Relay**

**EQUIPMENT:** Soda straw and bean for each player.

Have the boys line up in patrols for a relay race. Have the first player in each line pick up a bean with a soda straw, carry it across the room, and deposit it in a container. The first patrol to have all its players carry the bean is the winner.

### **Idea Number 4**

#### **Potato Race**

**EQUIPMENT:** One potato per patrol.

Line up your patrols in a relay line. Have the first boy place a potato on his right foot, then walk a given distance with the potato on his foot. If the potato falls off, he may replace it and continue his course. After completing the course, the boy should tag the next boy in line. This should continue until all the boys have run the course. The first team to finish is the winner.

### **Idea Number 5**

#### **Balloon Basketball**

**EQUIPMENT:** Balloons, toothpicks.

Lay out a basketball court area. Divide the outpost into two teams. Two adult leaders should stand in stationary positions at each end of the court, with a tooth-

pick in their hands—the leaders are the goals. The two teams should drive the balloons through the air and burst them on the toothpick at their goal. Each balloon burst is worth 2 points. The balloons must be kept in the air and not bounced on the floor.

### **Idea Number 6**

#### **Balloon Volleyball**

**EQUIPMENT:** Balloon and volleyball net.

Lay out a small volleyball court. The net should be about 4 feet high. Divide the outpost into two teams. Arrange the teams in a kneeling position on the floor. Use a balloon as a volleyball and observe regular volleyball rules.

### **Idea Number 7**

#### **Fan the Fish**

**EQUIPMENT:** Paper cutout of a fish, paper fan, and a pie tin for each patrol.

Cut out of newspaper a fish about 1 foot long. Place a pie tin at the end of the room. Line up the patrols in a relay formation. The first boy should lay the fish on the floor and fan it across the room onto a pie tin. Then he should pick up the fish, run back to the line, and give the fish to the next boy, who then runs the same course. The patrol who runs the course first is the winner.

### **Idea Number 8**

#### **Skin the Snake**

Divide the outpost into patrols. Have each Ranger stoop over, putting his right hand between his legs and grasping the left hand of the Ranger behind him.

At a signal, the last Ranger in line should lie on his back, with his feet between the legs of the Ranger standing in front of him. The next boy should walk backward, straddling the body of the one behind him, and then lie down. Each boy should continue doing this until the whole patrol is lying down. The first patrol lying down is the winner.

### **Idea Number 9**

#### **Penny Relay**

**EQUIPMENT:** Pennies and paper plates.

Divide the outpost into patrols. Give each patrol a penny and two paper plates. The patrols should be divided up so half of each patrol stands on opposite sides of the room.

The first player should place a penny between his knees and, at a given signal, make his way to the other side of the room. There he should drop the penny on the plate. The next team member then picks it up, places it between his knees, and takes it back to the other side of the room. This is done until all patrol members have had an opportunity to carry and drop the penny.

The first patrol to finish wins. If the penny is dropped, the carrier has to start over from his plate.



#### Idea Number 10 Shoe Scramble

Have the outpost form a circle and remove their shoes. Place all the shoes inside the circle and mix them up while the boys turn their backs. Turn off the lights. On a signal, have the boys rush into the circle, find their shoes, and put them on. The boys who have their shoes on within 1 minute are the winners.

#### Idea Number 11 Peanut Toss

**EQUIPMENT:** Unshelled peanuts, a 1-gallon can, a chair, and a mirror.

The object of the game is for a boy to sit in a chair and, while looking in a mirror, try to throw his peanut over his shoulder into the gallon can 10 feet behind him. Let each boy have five turns. The boy with the most peanuts in the can gets all the peanuts.

#### Idea Number 12 Bull Snake

**EQUIPMENT:** Three tin cans.

Stack three tin cans on top of each other on the floor. Have the Rangers form a circle around the cans with arms linked. The boys should move back and forth around the cans, trying to make the other fellow knock the cans over. Whoever knocks them over has been "struck by the bullsnake," and must drop out. The game continues until only one boy is left.

#### Idea Number 13 Duck Fight

Two opponents squat and grasp their ankles. At a signal, they try to knock the other off balance. The person who releases his hold or falls over is the loser.

#### Idea Number 14 Blind Bell

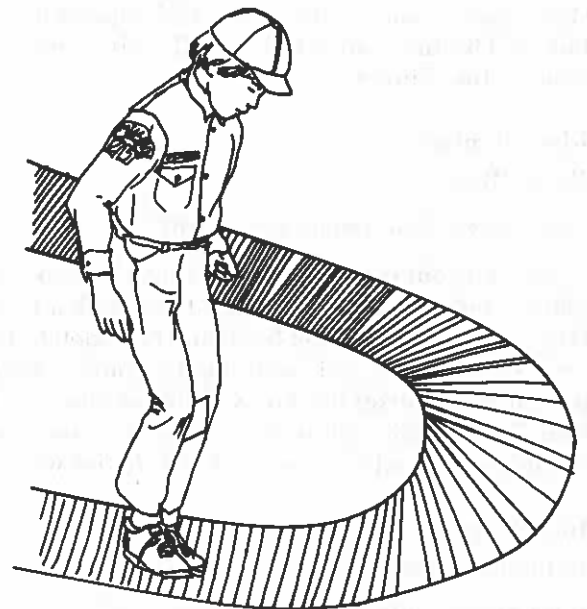
**EQUIPMENT:** A Christmas bell and blindfolds.

All players except one should be blindfolded and scattered throughout the room. Tie a bell around the neck of the boy who is not blindfolded. Then the blindfolded boys should try to find and tag the boy with the bell, who is continually moving about the room. When the boy wearing the bell is tagged, he exchanges places with the boy who tagged him.

#### Idea Number 15 Kangaroo Jump

**EQUIPMENT:** Index cards.

Line up the outpost into patrols for a relay race. Have the first boy in each line place an index card between his ankles, holding it only with his legs. On signal, the boys should jump to a line about 25 feet away, and then return and tag the next boy in line. This procedure should continue until all have run the course. If the card is dropped it must be replaced before continuing the race.



**Idea Number 16****Top the Bottle**

**EQUIPMENT:** Six Ping-Pong balls and six pop bottles per patrol.

Set three bottles on each side of the room in the path of each patrol. Place three balls on the bottle tops at the end of the room. At a signal, the first Ranger in each patrol should run to the bottles, remove the balls, and place them on the bottles at the other end of the room. Then he should tag the second player who should bring the ball back to the original bottles, and so on. The first patrol to finish wins.

**Idea Number 17****Lame Dog Race**

Line up the patrols for a relay. Have the first Ranger stand on two hands and one foot while holding the other foot out behind him. He should travel a given course, then tap the second boy in line, and so on. The first patrol to finish wins.

**Idea Number 18****Down the Elbow**

Have two rangers sit back to back on the floor and lock arms. Each boy should try to make his opponent touch his elbow to the floor.

**Idea Number 19****Neck Pull**

Have two rangers face each other, while bending forward with their heads up and clasping each other around the back of the neck with both hands. At a given signal, they should pull, each trying to pull the other over 5 feet.

**Idea Number 20****Seal Race**

Line up the boys into patrols. Have the first Ranger lie on the floor, face down, with his hands on the floor and pointing outward. He should then walk on his hands, while dragging his legs behind him. (The legs should be kept straight.) The patrol that runs the course first is the winner.

**Idea Number 21****Back-to-back Hop Relay**

Have half the patrol at each end of the room. Have two boys at one end of the room stand back to back, hooking elbows, and each lifting one leg. In this position, the boys should hop to the other end of the room and tag their teammates who, in turn, then run the course. The patrol that completes the course first wins.

**Idea Number 22****One-leg Race**

Have the first boy raise one leg behind him and grasp it with both hands. He should then hop a given course and tag his patrolmate. Continue this procedure. The first patrol to finish wins.

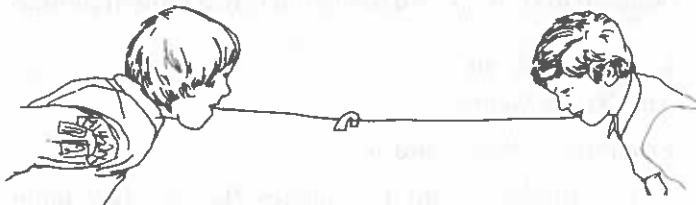
**Idea Number 23****Toehold Race**

Line up the boys into patrols. Have the boys, in turn, bend forward, cross their hands, and grasp their toes on each foot. In this position, they should run a given distance and tag the next boy in line, until all have run the course. The first patrol to finish wins.

**Idea Number 24****Gum Chew**

**EQUIPMENT:** String and a stick of gum.

Tie a stick of gum to the middle of a 4- to 6-foot piece of string. Have each opponent place one end of the string in his mouth. At a signal, the boys should begin to chew. The one who gets to the gum first wins.

**Idea Number 25****Rattlesnake Swat**

**EQUIPMENT:** A rolled-up newspaper and a baby rattle.

Arrange the outpost in a circle. Place two blindfolded boys in the circle; one boy holding a rolled-up newspaper and the other boy holding a rattle. The boy with the newspaper should yell, "Rattlesnake." At which time, the boy with the rattle (the "rattlesnake") must shake the rattle. The boy with the paper should try to swat the "rattlesnake," who is trying to escape from being hit. Once the snake is hit, new boys should take their place in the circle.

**Idea Number 26****Flying Saucer**

**EQUIPMENT:** Paper plates and a paper bag or box.

Place a paper bag in the center of the room. Every 3 feet from the paper bag (up to 12 feet) draw a line, and give each line a point value. (The further away from the bag, the greater the point value.)

Let each boy throw a given number of paper plates. The object of the game is for the boy to stand on whatever line he chooses and throw the paper plate into the bag. The highest scorer wins.

**Idea Number 27**

## Picking Cotton

EQUIPMENT: Plastic spoon for each player and cotton balls.

Have the boys place the handle of the spoon in their mouth with their hands behind their backs. The boys, in turn, should walk on their knees to a pile of 8 to 10 cotton balls on the floor, scoop the cotton balls up, and return them to the starting line. (This may take more than one trip.) The boy with the best time wins.

**Idea Number 28**

## Knuckle Down

Have the boys place their toes on a chalk line, kneel on the floor, and then rise to a standing position without using their hands or moving their feet.

**Idea Number 29**

## Lollipop Talk

EQUIPMENT: Lollipops.

Give each boy a lollipop. Have him place the lollipop beneath his tongue and recite the Royal Ranger pledge.

**Idea Number 30**

## The Name Game

EQUIPMENT: Paper and pens.

Have the boys print their names, then see how many words they can make from the letters contained in their names.

**Idea Number 31**

## Discus Throw

EQUIPMENT: A paper plate or tin plate.

Have each Ranger lie on his back, with a paper plate between his feet. Have boys try to throw the paper plate over their head without using their hands. The farthest toss wins.

**Idea Number 32**

## Ring Toss

EQUIPMENT: Rings and a chair.

Turn a chair upside down. Have the boys toss a ring on to the legs of the chair. Score 5 points per ringer.

**Idea Number 33**

## Feather Blow

EQUIPMENT: A light fluffy feather (or a balloon).

Line up two patrols on a marked chalk line. Throw the feather up in the air. Each patrol should try to blow the feather over to their opponents' side.

**Idea Number 34**

## Blind Man Touch

Arrange the outpost in a circle. Blindfold one boy and place him in the center. Spin him around three times, then have him walk forward and touch someone. The blindfolded boy may pass his hands over the uniform and face of the boy he touched. Then he must try to guess who the boy is.

**Idea Number 35**

## Stick the Balloon

EQUIPMENT: Balloons.

Give each boy an inflated balloon. Let him rub the balloon against his clothes and place it against a wall. (Because of the static electricity caused by the rubbing, the balloon should stick to the wall.)

The boy whose balloon stays up the longest is the winner.

**Idea Number 36**

## Stone Face

See which Ranger can keep a sober face the longest while someone tries to make him laugh.

**Idea Number 37**

## Artist at Work

EQUIPMENT: Pens, paper, and chairs.

Have each boy sit in a chair, barefooted, with a pencil between his toes and a sheet of paper in front of him on the floor. Have the boys draw a portrait of their commander. The best portrait wins.

**Idea Number 38**

## Mirror Vision

EQUIPMENT: Pens and paper.

Tell the boys you are going to have a speedwriting contest to see who can write Merry Christmas the fastest backwards (*samtsirhc yrrem*). On a given signal, the boys should begin to write. The first to complete the task correctly wins. (To make the game more complex, have the boys write with the pen handle held in their mouth.)

**Idea Number 39**

## Airport

EQUIPMENT: Paper airplanes

Have each boy make a paper glider. Draw an X with chalk in the middle of a large room. The object of the game is for the boys to throw their gliders from various set distances and have them land on the X. The boy whose plane lands the closest wins.

**Idea Number 40**

## Hand Slap

EQUIPMENT: Chalk.

Have two boys face each other with their left feet on a chalk line and their right feet held behind their backs. The boys should slap each other's right hand, trying to off balance their opponent. (Sometimes an intentional wide miss will cause the opponent to lose his balance.)

**Idea Number 41**

## Pencil-toe Relay

EQUIPMENT: Pencils.

Have each patrol sit barefooted in a circle. Place a pencil between the toes of one of the boys. The object of the game is to pass the pencil around the circle by placing the pencil between the toes of the next person. Only the feet may be used to pass the pencil. The patrol that finishes first wins. (If the pencil is dropped it may be picked up and replaced between the toes.)

**Idea Number 42**

## Continuous Lash Relay

EQUIPMENT: Balls of kite string.

Have the boys sit in a circle. The first boy should take the end of the string and tie it around his waist. At a given signal, he should wind the string around himself once, then pass it to the next boy who also winds the string around himself—and so on around the circle. After going around the circle once, the boys should reverse the process and unwind themselves, rolling up the ball of string. The first group to finish wins.

**Idea Number 43**

## Knot-tie Relay

EQUIPMENT: Rope.

Line up each patrol in a straight line. At a signal, the first boy in each line should run across the room, while the commander calls out a knot for him to tie. After tying the knot, the boy should return and tag the next boy. This procedure should continue until all in the patrol have had an opportunity to run. The first patrol to finish wins.

**Idea Number 44**

## Frontier Stalker

EQUIPMENT: Closed jackknife or similar item.

Have the outpost sit on the floor in a large circle. Place one blindfolded boy in the center with the closed knife in front of him. The object is for a couple of chosen Rangers to stalk up and take the knife. If the blindfolded boy thinks he hears someone coming, he should point in that direction. If he points correctly the

stalker has to return to the circle and a new stalker may try his skills.

**Idea Number 45**

## Plant Recognition

EQUIPMENT: 20-25 plants or leaves.

Place before the patrols a variety of plants. Allow the patrols 3 minutes to write down the plant names. The patrol with the most correct names wins.

**Idea Number 46**

## Snakebite

Place a couple of patrols in a chalk-marked circle. Each boy, with one foot lifted behind him, should try to force the boys from the other patrol out of the circle—they have been “snake bit.” The patrol that has the most snakebites loses. After a boy has been snake bit he must sit outside the circle.

**Idea Number 47**

## Walk the Log

EQUIPMENT: An 8- to 10-foot log, 6 to 8 inches thick, or a two-by-four, 8 feet long.

Have two boys walk on top of the log starting at opposite ends. The boys should try to throw their opponent off the log without being pushed off.

**Idea Number 48**

## Pass the Marbles

EQUIPMENT: Flat paper plates and 10 marbles for each patrol.

Have each patrol sit in single file. Have the first boy pass the plate of marbles over his head to the second boy, and so on down the line. When the last boy receives the plate of marbles, then the reverse process should begin. He should pass the plate of marbles forward over his head to the next person. The patrol finishing first and with the most marbles left on the plate wins.

**Idea Number 49**

## Pass the Card

EQUIPMENT: One index card per patrol.

Place each patrol in a circle. The first boy should hold the index card between his upper lip and nose. The object of the game is to pass the card around the circle until the first boy receives it again. Hands cannot be used. If the card drops, it may be picked up and replaced between the lip and nose. The group finishing first wins.

## CRAFTS

Handcrafts are enjoyed by young and old alike. They help develop skills, self-expression, creativity, resourcefulness, and initiative.

Give the boys in your outpost the opportunity to develop their imagination, motor skills, and creativity through the use of handcrafts. At the same time, you can instill in the boys a sense of fulfillment and accomplishment. Through handcrafts the boys can learn, create, and grow.

Handcrafts can be inexpensive; often discarded materials can be used. Craft ideas can be found in many magazines and books. Check with your local bookstore and library.

Plan your craft project weeks in advance. Make a checklist and use it. Listed below are some things you may wish to put on your craft checklist.

1. What craft project shall we do?
2. Will it fit into the theme of the outpost meeting?
3. Will it interest the boys?
4. Do the boys have the ability and skills to complete the project?
5. What materials are needed?
6. What tools are needed for the job?
7. Where can the materials be obtained?
8. Where can the tools be obtained?
9. What will the project cost?
10. Who will pay for the materials?
11. Who can help and assist in the project?
12. Where will we meet (workshop)?
13. Who will be responsible for cleanup?
14. Will this handcraft help the boys develop and grow?

After answering these basic questions, you are ready to develop your handcraft project.

Remember the safety of your boys should come first. Make sure you have skillful adult supervision at all times. You may need to limit the use of certain tools and machines because of the danger involved and a lack of skills in using these tools.

Handcrafts will bring new adventures to the boys. Let them create and develop their skills. Handcrafts will provide an added dimension to your outpost meetings. The world of handcrafts is limited only by your imagination, creativity, and initiative.

The following are a few handcraft ideas you may wish to use in your ministry to Royal Rangers.

### Handcraft Idea Number 1

Attach a leaf to construction paper. Hold spray paint can 8 to 12 inches away and spray evenly.

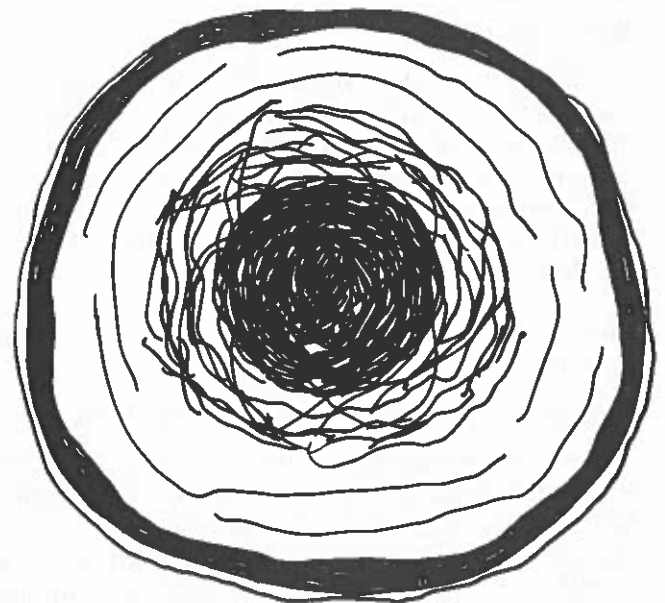


### Handcraft Idea Number 2

Lay a leaf on a white piece of paper. Wipe a cloth over wax shoe polish, brush the cloth lightly over the outline of the leaf. Pick up the leaf and you will have a leaf imprint left.

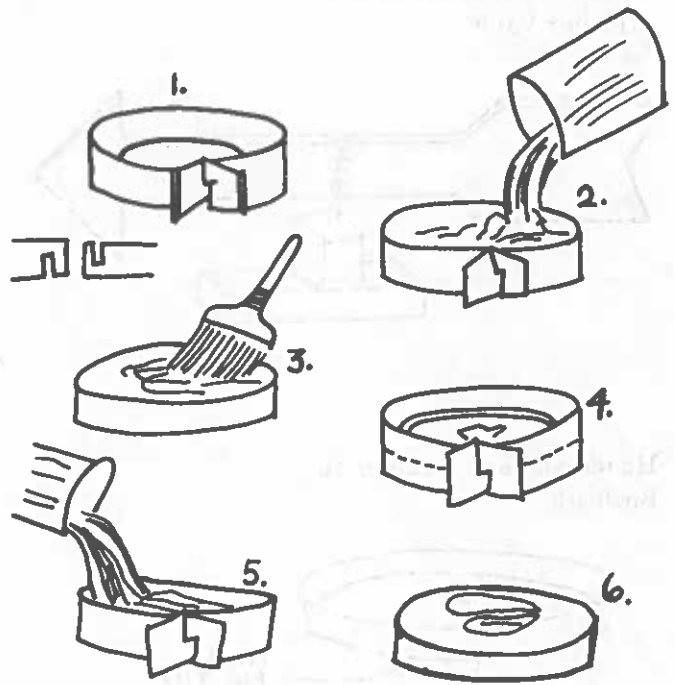
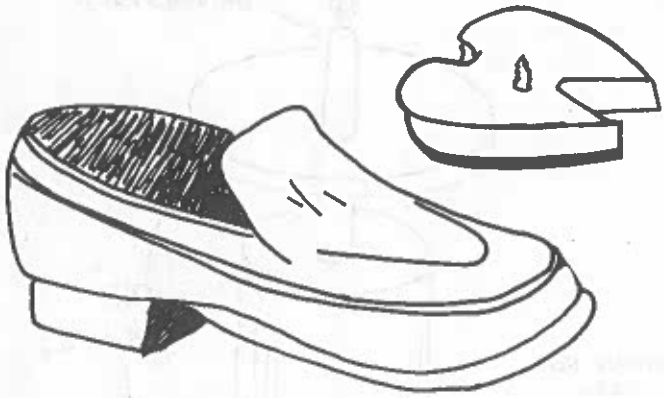
### Handcraft Idea Number 3

Mount a bird's nest on a cross section of a log. Then label the project.



#### Handcraft Idea Number 4

Shape blocks of wood to match animal feet and screw the blocks to the heels of an old pair of shoes. This project can be used to provide excellent practice in animal tracking.



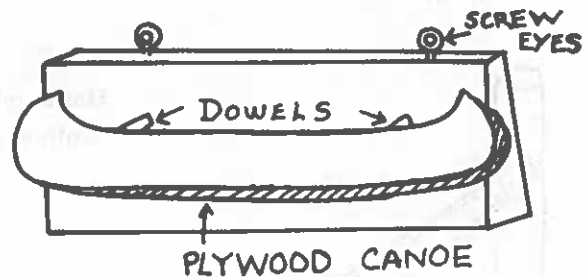
#### Handcraft Idea Number 5

Simple tracking irons for making tracks on hard ground can be made by screwing or nailing scrap iron to the bottom of boards fitted as sandals. Shapes can be varied to make several distinctive tracks.



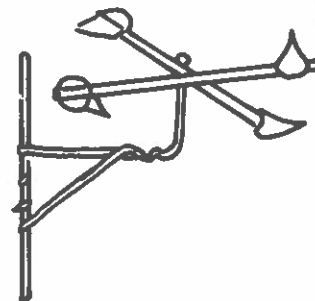
#### Handcraft Idea Number 7

Tie Rack



#### Handcraft Idea Number 8

Anemometer



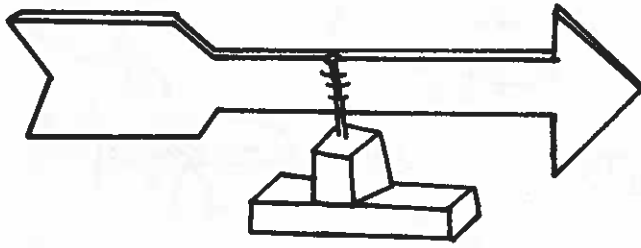
#### Handcraft Idea Number 6

A Plaster Animal Track Cast

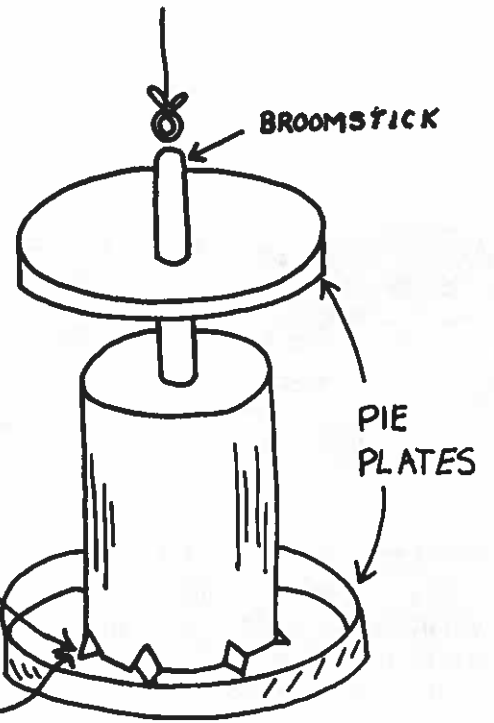
1. Cut a cardboard collar from a milk carton.
2. Fit the cardboard around an animal track. Pour plaster of paris mixed to the consistency of thick cream.
3. When set, remove the cast and brush off any dust.
4. Coat negative cast (the cast you've just made) with petroleum jelly and attach cardboard collar.
5. Pour in another mixture of plaster of paris.
6. When set, remove the negative cast and you have the finished cast.



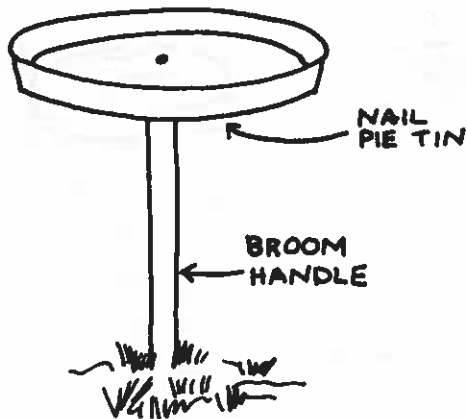
Handcraft Idea Number 9  
Weather Vane



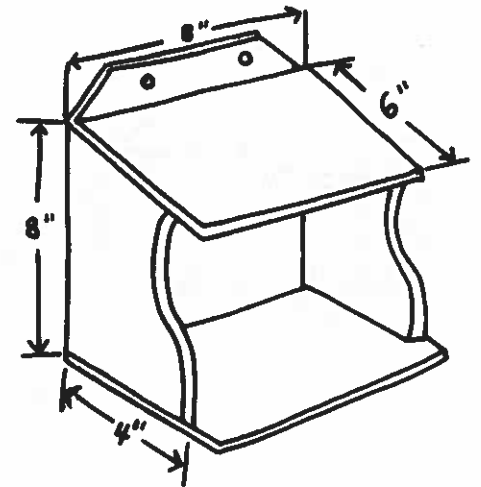
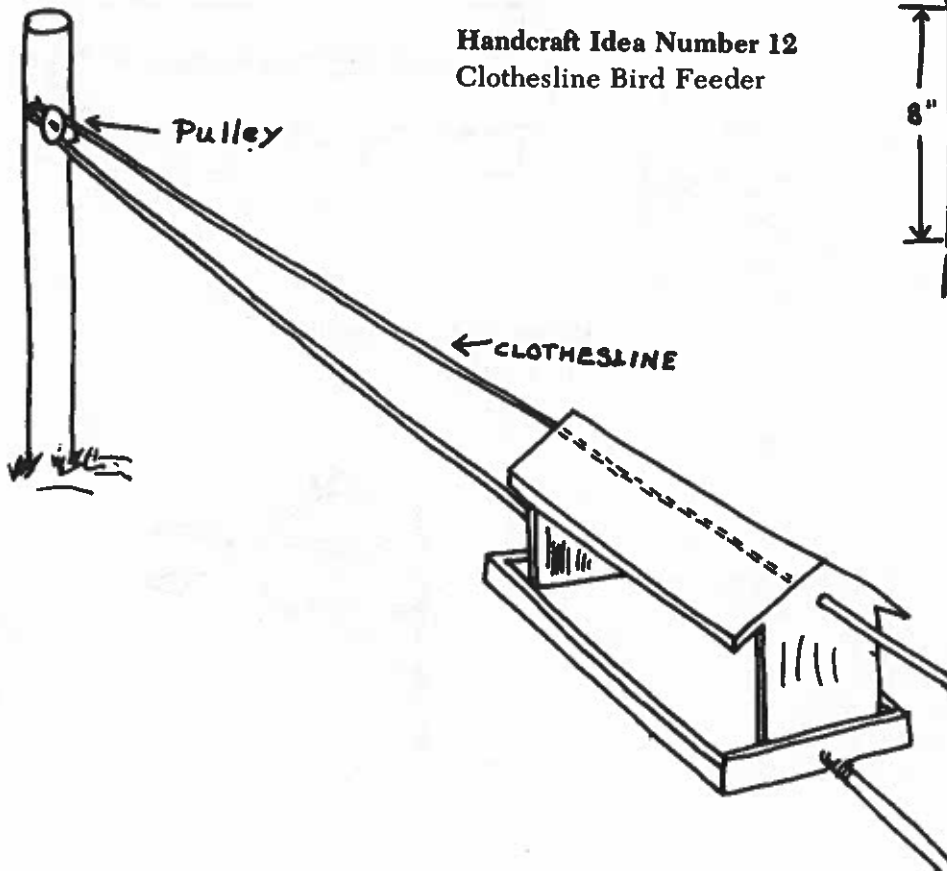
Handcraft Idea Number 11  
Bird Feeder



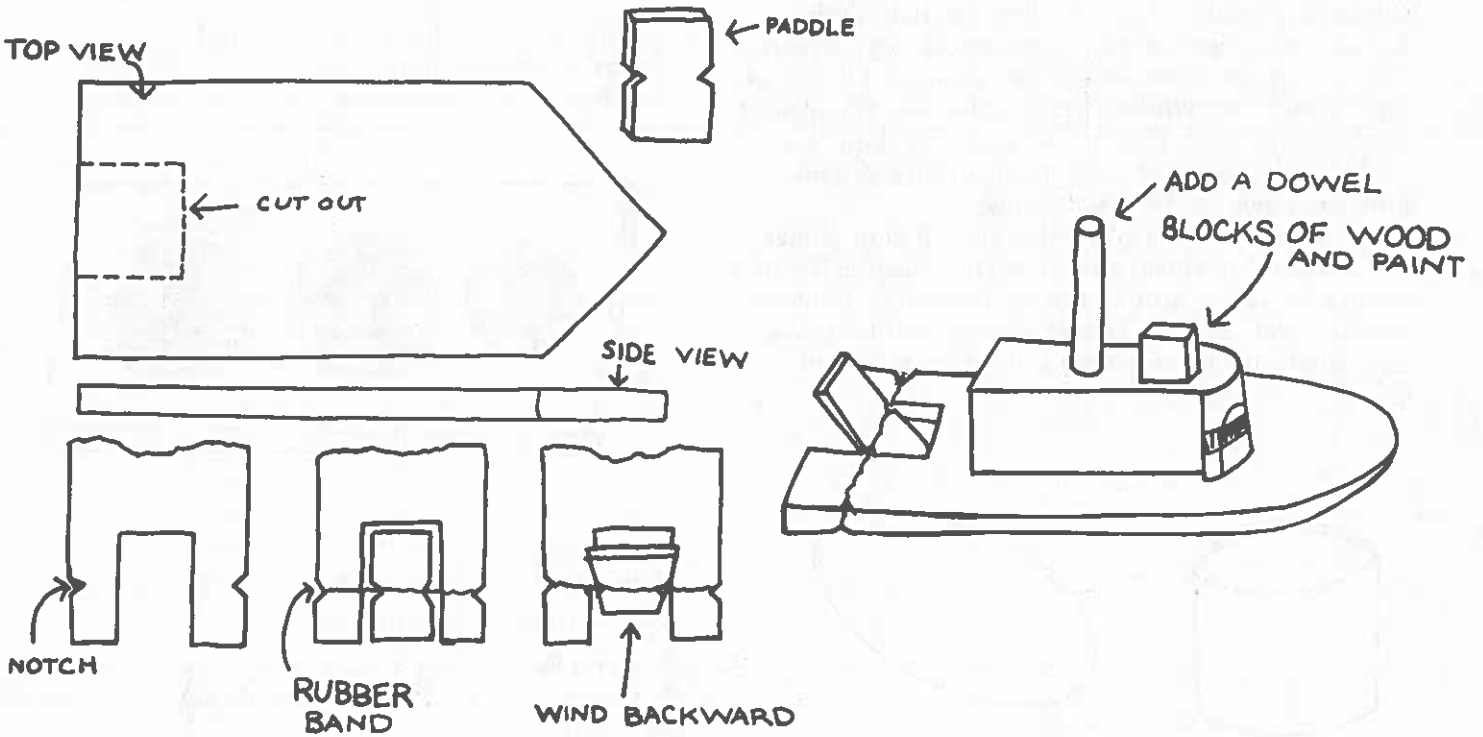
Handcraft Idea Number 10  
Birdbath



Handcraft Idea Number 12  
Clothesline Bird Feeder



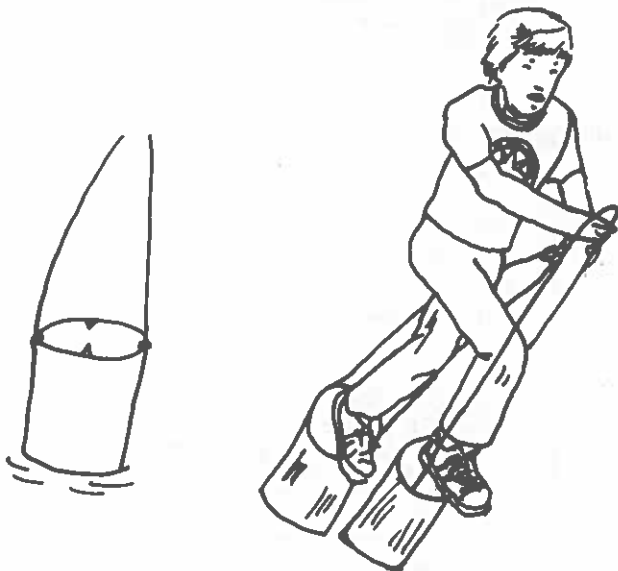
**Handcraft Idea Number 13**  
Paddle Wheel Boat



**Handcraft Idea Number 14**  
Tin Can Walker

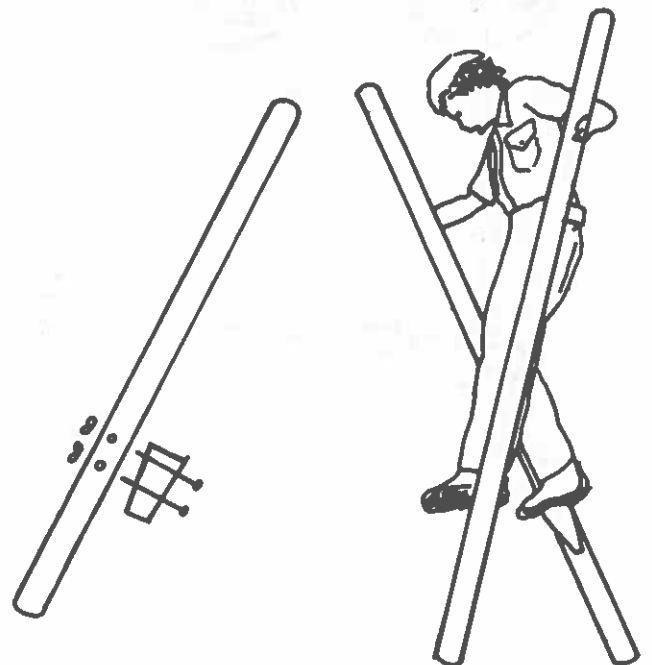
EQUIPMENT: Two 48-ounce juice cans, and rope.

Tie ropes to each side of the can. Ropes should be long enough (3 to 4 feet) to reach above the waist.



**Handcraft Idea Number 15**  
Adjustable Stilts

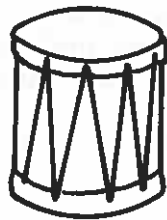
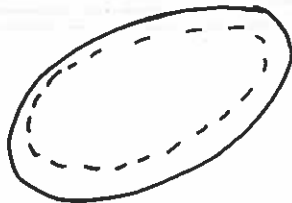
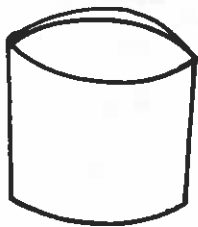
1. Use 2-inch wood studs to make stilt poles. Round off the top of the poles.
2. Cut out a step piece for each pole.
3. Drill bolt holes at different levels to match holes of step piece.
4. Place two bolts through step piece and stud pole.



### Handcraft Idea Number 16

#### Indian Drum

1. To make an Indian drum use a large cardboard carton or a 5-gallon lard can. Remove both ends.
2. Cut two pieces of 15-ounce canvas, 2 to 3 inches larger than the diameter of the cylinder. Fit  $\frac{1}{8}$ -inch rope around the cylinder. Remove the rope and place it on the drum head. Fold the edge of the cloth about 1 inch over the cord and sew with heavy thread. This will form the edge for the drum lacing.
3. Paint on the can a colorful design of your choice.
4. Lace the drum head on with rawhide lacing. Be sure to pass the lacing around the cord which is under the canvas cover. Tighten rawhide lacing and tie down.
5. To make the beater, wrap a stick tightly in cloth and tie off.

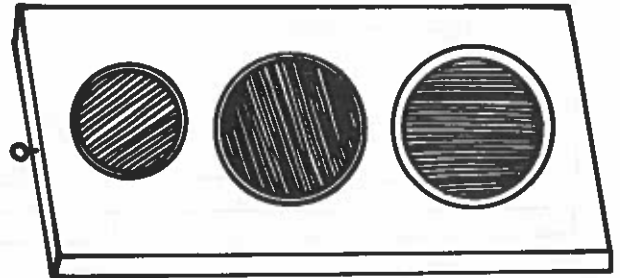


### Handcraft Idea Number 17

#### Handy Dan Jar Holder

EQUIPMENT: A 4- x 12-inch board  $\frac{3}{4}$ -inch thick.

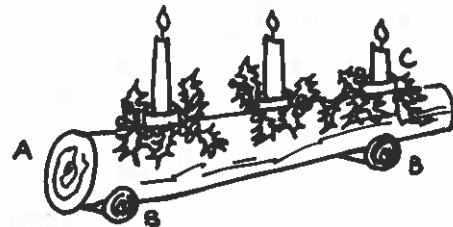
1. Paint or finish the wood as desired.
2. Nail bottle lids to the board.
3. Add eye hook to the top.



### Handcraft Idea Number 18

#### Candle-Holder Centerpiece

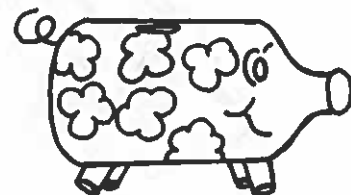
1. Cut a log 4 inches x 12 inches.
2. Cut two 1- x 4-inch logs and nail them crosswise to each end of the first log.
3. Paint and nail ketchup bottle lids to the first log.
4. Add decorations, such as evergreens, pinecones, and holly.
5. Insert candles into lids.



### Handcraft Idea Number 19

#### Milk Bottle Piggy Bank

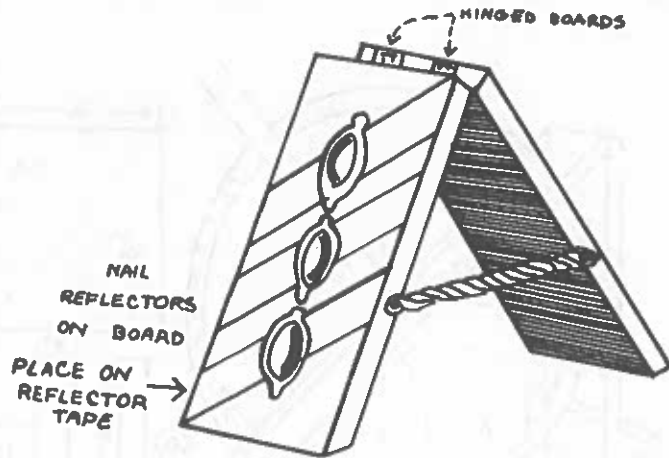
1. Paint a 1-gallon milk bottle.
2. Glue four thread spools on for legs.
3. Cut a money slot in the top of the "pig."
4. Attach a pipe cleaner wire for a tail.



### Handcraft Idea Number 20

#### Emergency Car Reflector

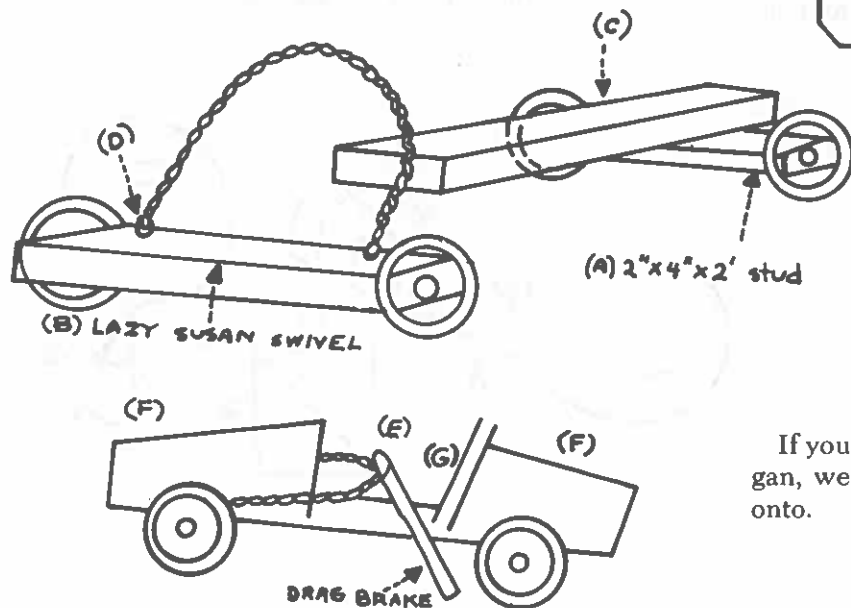
1. Hinge two 3/4- by 6- by 12-inch boards together.
2. Paint the boards white.
3. Add reflector tape.
4. Nail on reflectors.
5. Nail on rope brace.



### Handcraft Idea Number 21

#### Trash Can Go-Cart

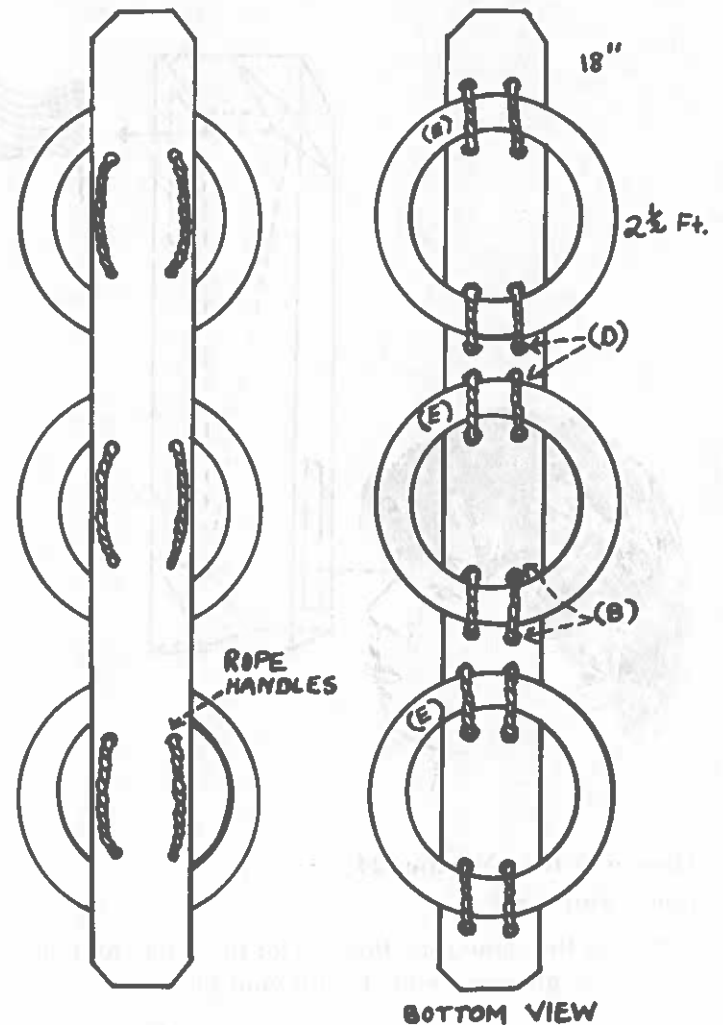
1. Cut two studs, then bolt and nail buggy axles to the studs.
2. Attach a lazy Susan swivel to the front steering axle board and riding board.
3. Nail the rear axle board to the riding board.
4. Screw in eye hooks for the steering rope; tie on the steering rope.
5. Attach pivoting drag brake.
6. Screw on plastic trash cans.
7. Attach a plywood backrest with bracing.
8. Paint and decorate the go-cart as desired.



### Handcraft Idea Number 22

#### Inner Tube Raft Toboggan

1. Cut out a 1-inch x 12-inch x 10-foot board.
2. Drill holes for U-bolts.
3. Recess holes on top of the board so that the nuts will be below board level.
4. Attach U-bolts
5. Lash inflated tube through U-bolts and tie off.

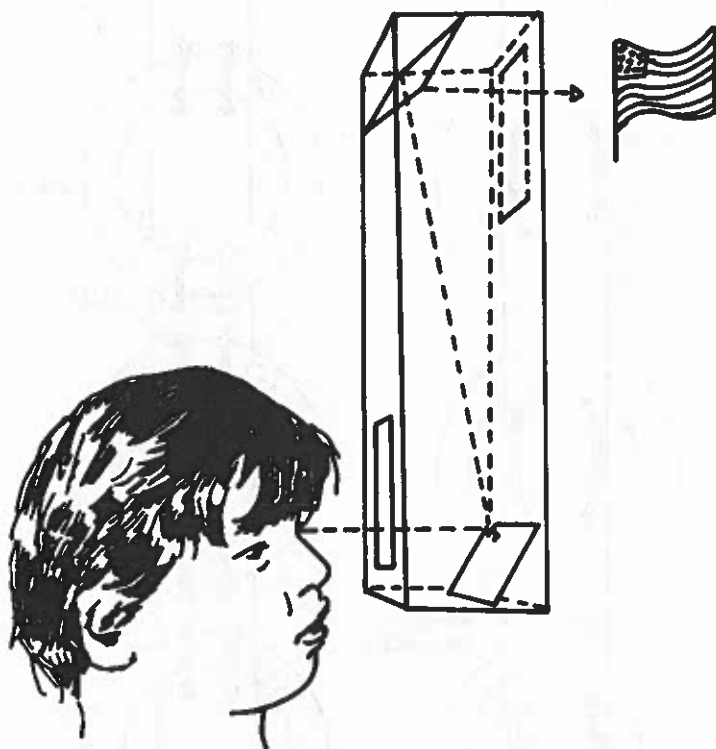


If you are going to use the inner tube raft as a toboggan, we suggest that you add a rope handle to hang onto.

### Handcraft Idea Number 23

#### Periscope

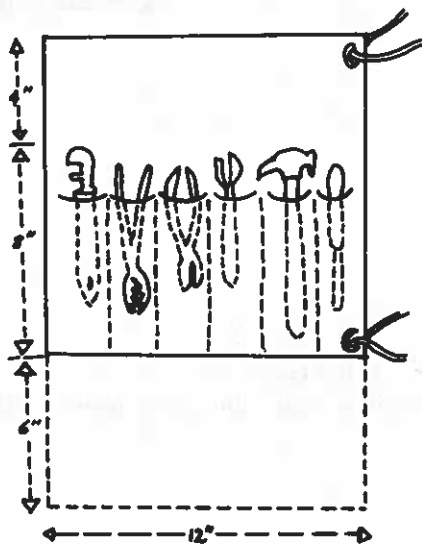
1. Use a long narrow cardboard box approximately 4 x 4 x 3 inches.
2. Cut a square hole (2 x 4 inches) on opposite sides, one on each end.
3. Tape a metal mirror to the box at such an angle so that one can see through the scope.
4. Decorate as desired.



### Handcraft Idea Number 24

#### Camp Toilet Kit

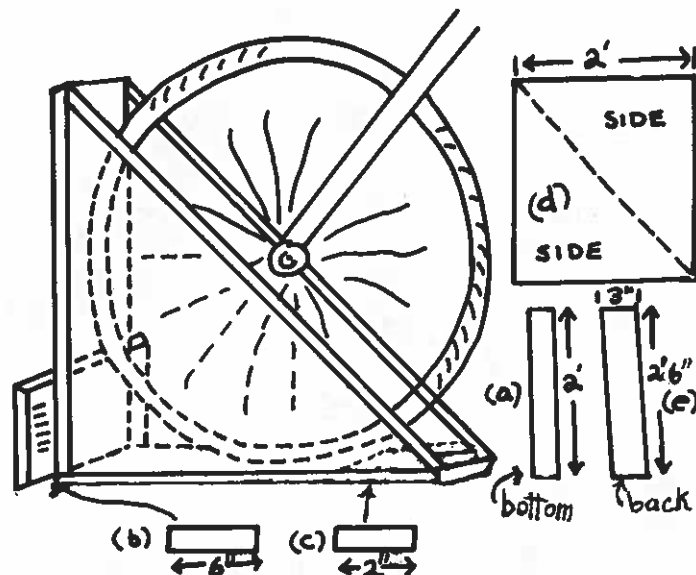
Follow the same directions as for the travel tool kit. Adjust the measurements to suit your needs.



### Handcraft Idea Number 25

#### Bike Rack

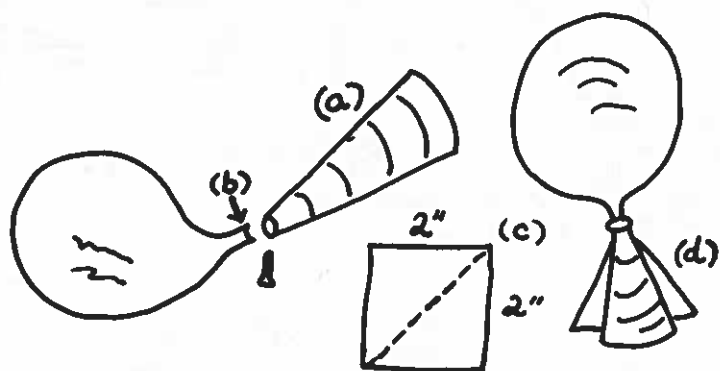
1. Cut a board 2 inches x 4 inches x 2 feet.
  2. Cut a board 2 x 4 x 6 inches.
  3. Cut a board 2 x 4 x 2 inches.
  4. Cut a 3/4-inch x 2-foot diagonal.
  5. Cut a board 2 feet 6 inches x 3 inches.
- Nail these pieces together as shown below.



### Handcraft Idea Number 26

#### Rocket Balloon

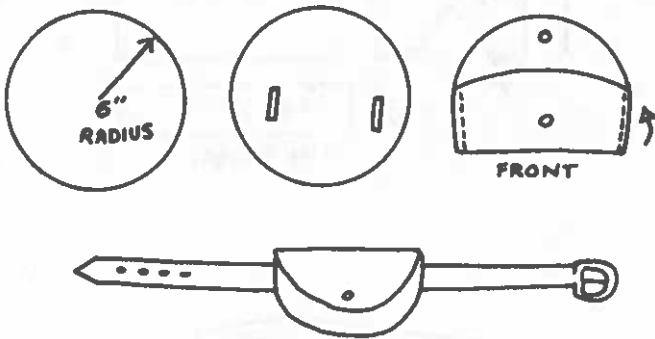
1. Roll a 4- x 5-inch sheet of paper into a cone shape.
2. Tape a balloon and the cone together so the air won't escape.
3. Cut two pieces of 2- x 2-inch paper to make fins.
4. Tape the fins on the cone.
5. Blow up the balloon and let it go.



### Handcraft Idea Number 27

#### Belt Rack

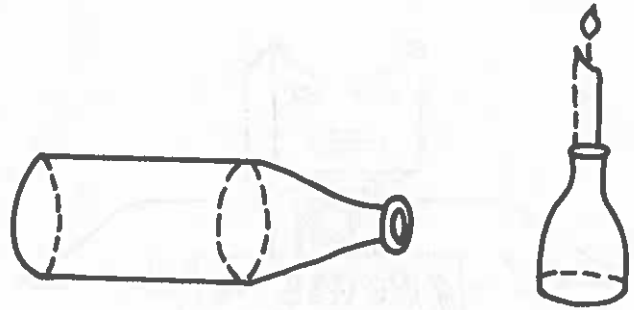
1. Cut a 12-inch circle of cloth or leather.
2. Fold the lower part one-third of the way up toward the top and sew the sides.
3. Sew on a button, snaps, or tie offs.
4. Slot the back for the belt to pass through.
5. Put the belt through the slot and close the cover.



### Handcraft Idea Number 28

#### Bottle Candlestick

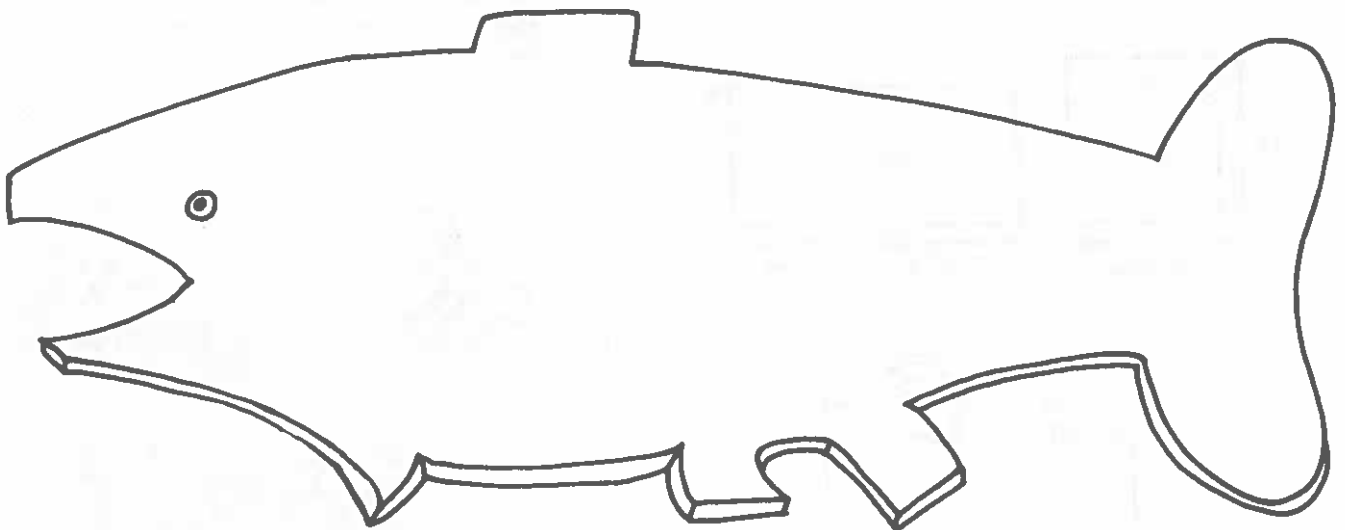
1. Cut the top off a bottle and sand the edge.
2. Insert a candle.



### Handcraft Idea Number 29

#### Chopping Block

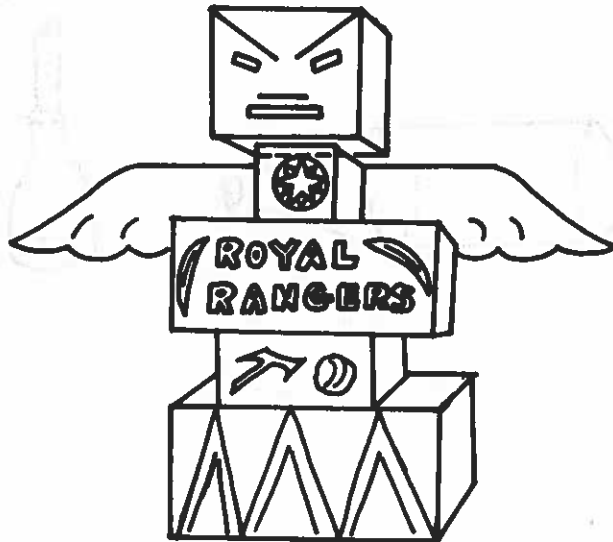
1. Cut out a block of 3/4-inch thick wood.
2. Level and sand the edges.



### Handcraft Idea Number 30

#### Totem-Pole Chest

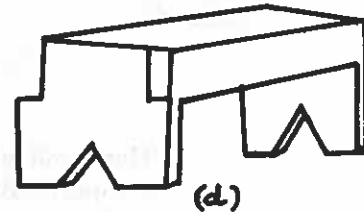
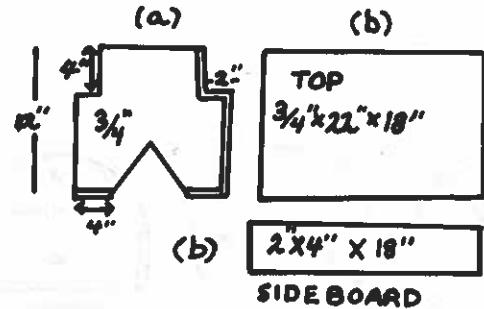
1. Cut boxes of various sizes out of wood.
  2. Cut out wings and mount them.
  3. Paint on designs as desired.
  4. Store items in the back of the totem.
- OPTIONAL: Put roller casters on the bottom box.



### Handcraft Idea Number 32

#### Footstool

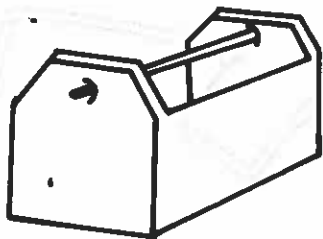
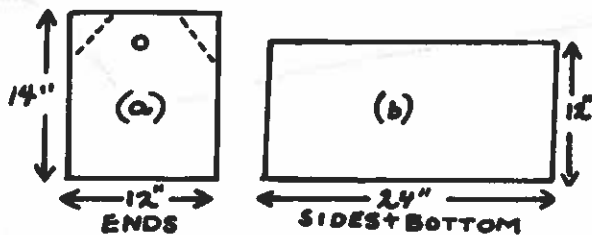
1. Cut out two pieces for ends.
2. Cut out two pieces for sides.
3. Cut out one piece for the top.
4. Screw and nail together.
5. Varnish or paint.



### Handcraft Idea Number 31

#### Tool Box

1. Cut out two pieces for ends.
2. Cut out three pieces for sides and bottom.
3. Cut hole so that dowel or broomstick will fit in tightly.
4. Nail or screw together.



### Handcraft Idea Number 33

#### Thongs or Sandles

1. Use an old pair of shoes or sneakers.
2. Cut the soles off the shoes.
3. Staple and glue toe or foot harness. (Harness can be made of leather, rubber, etc.)



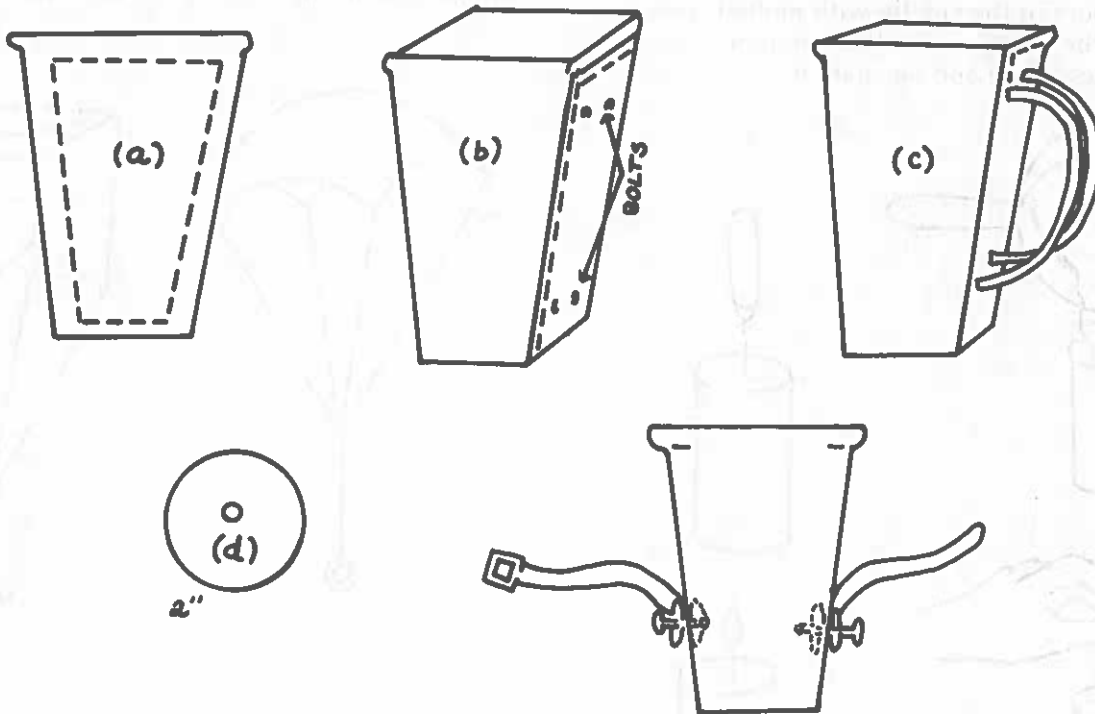


### Handcraft Idea Number 34

#### Trash Can Pack

1. Cut two pieces slightly smaller than the shape of the trash can, out of  $\frac{1}{8}$ - or  $\frac{1}{4}$ -inch paneling or plywood.
2. Place one piece inside and one outside—then bolt the boards together.
3. Bolt on shoulder straps.

4. Cut out four 2-inch circles from plywood and drill holes in them.
5. Place one circle inside and one circle outside and bolt on waist belt. Place the other two circles in like manner on the other side.
6. You may wish to leave the cover on the trash can to make your pack rainproof.



### Handcraft Idea Number 35

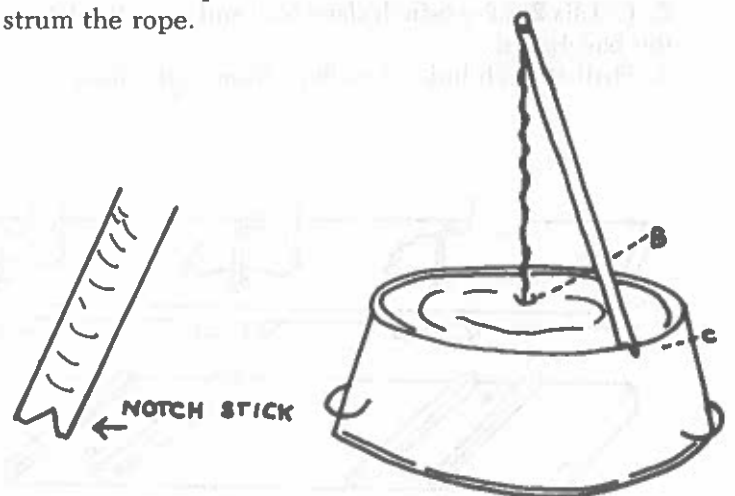
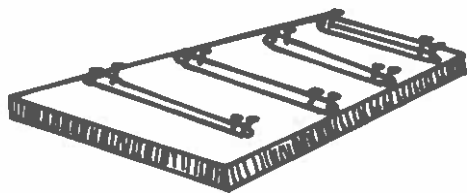
#### Rubber Band Harp

1. Nail eight penny nails into board as shown below.
2. Stretch various sizes of rubber bands over nails at different tensions.
3. Strum strings with fingers or paper clips.

### Handcraft Idea Number 36

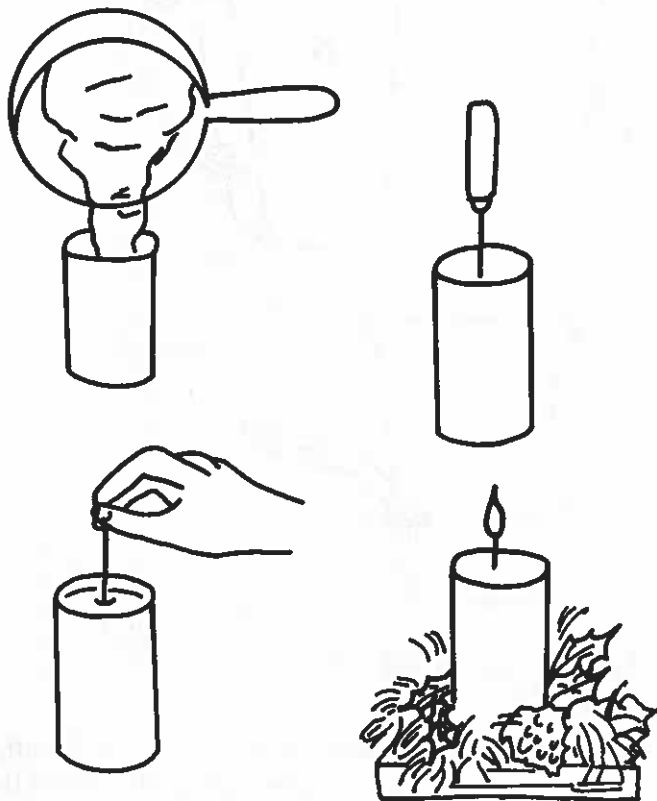
#### Tub Fiddle

1. Tie clothesline rope to the top of a broom handle.
2. Drill a hole through the center of the bottom of the tub. Insert the rope through the hole and tie a large knot so the rope won't return through the hole.
3. Place the bottom of the broomstick on the bottom edge of the tub.
4. Pull on the top of the broom at different tensions and strum the rope.



### Handcraft Idea Number 37

1. Melt wax in a double boiler.
2. Rinse the inside of a tin can or milk carton.
3. Pour in the wax and let it harden.
4. Heat an ice pick and make a hole down the center of the candle.
5. Dip a string in melted wax—let it harden. Drop the end of the string into the hole in the candle.
6. Fill the hole in the candle with melted wax.
7. Remove the candle from the container.
8. Mount the candle and decorate it.

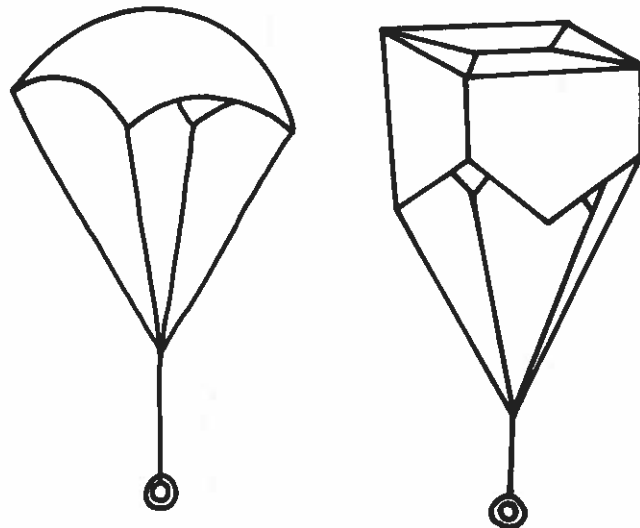


### Handcraft Idea Number 38

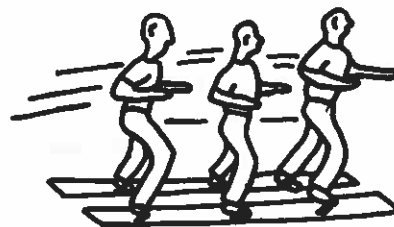
#### Parachute

1. Tie the corners of a handkerchief with strings.
2. Tie the four untied ends together.
3. Tie a heavy bolt or washer to a 6-inch string.
4. Tie the other end of the string to the parachute.

NOTE: To make a paper parachute, cut the paper bag as shown below, then follow the same directions.



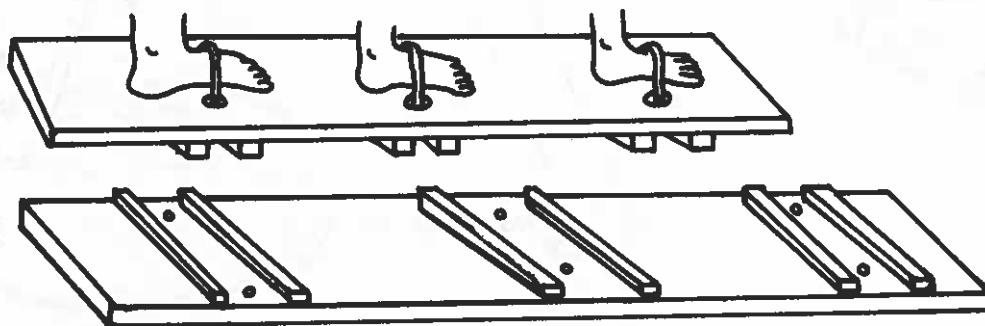
4. Insert 1/4-inch cotton rope ends or rubber tubing into the hole and tie a large knot so the rope won't come out. Leave enough slack so that the feet can slide under the rope.



### Handcraft Idea Number 39

#### Three-Man Hawaiian Walkea

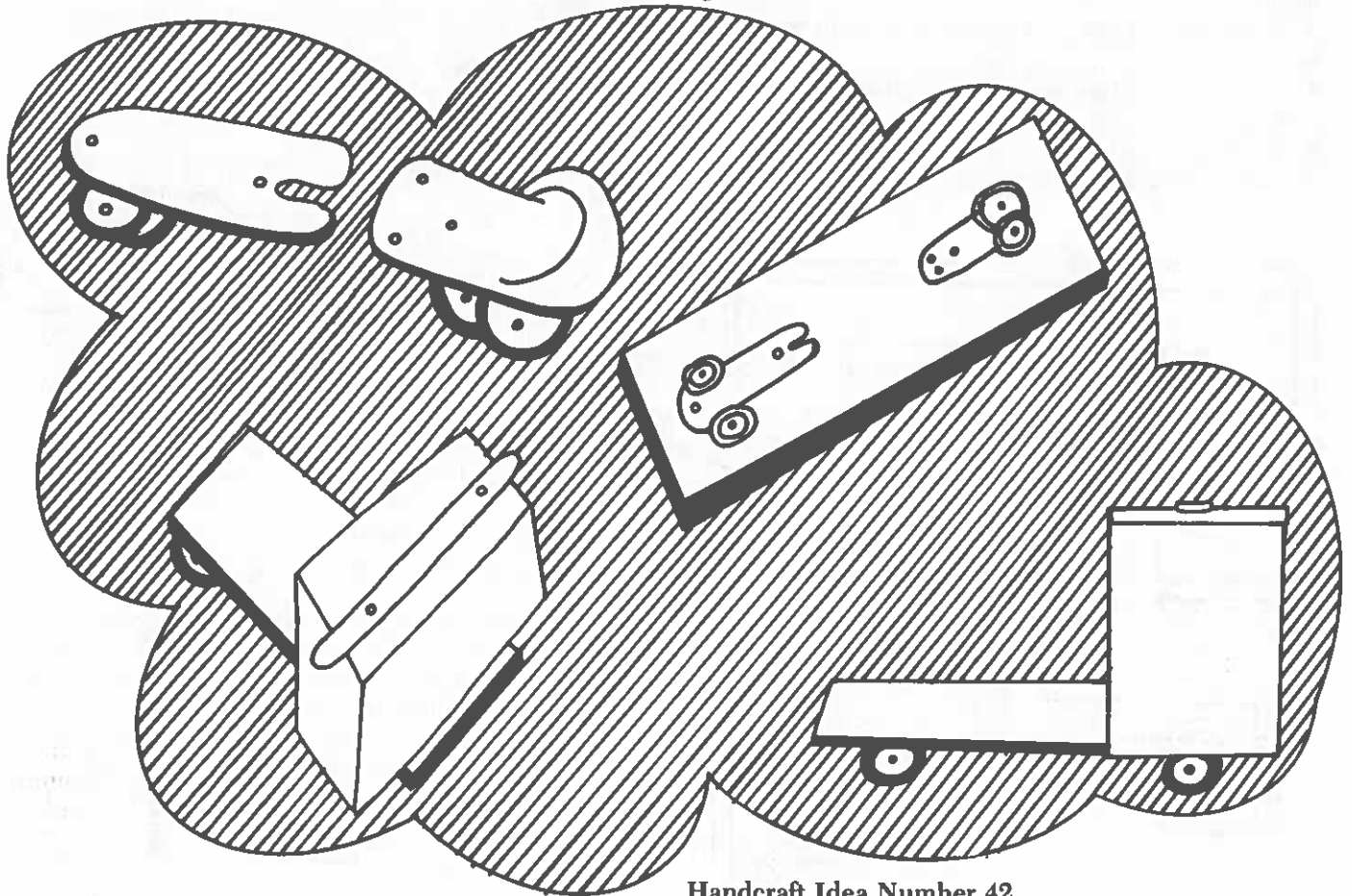
1. Cut 3/4-inch x 6-inch x 4-foot board.
2. Cut six 2- x 2- x 6-inch slats. Nail and glue the slats on the baseboard.
3. Drill 1/4-inch holes 1 inch in from both sides.



### Handcraft Idea Number 40

#### Skate Scooter

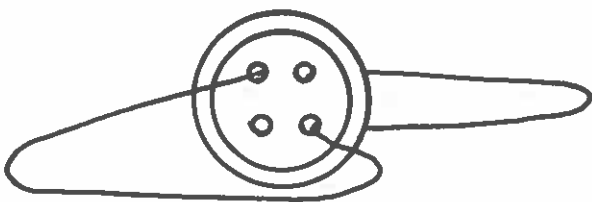
1. Take an old skate apart.
2. Screw a half of the skate on each end of a board.
3. Screw handgrips on top of the box.
4. Screw the box onto running board.



### Handcraft Idea Number 41

#### Button Spinner

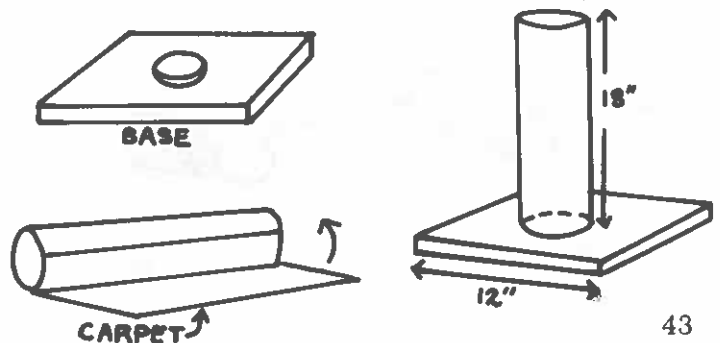
1. String a thin piece of twine through a button hole and tie the ends together.
2. Pull and release the tension on the string—the button will spin.



### Handcraft Idea Number 42

#### Cat Tree (for cats to claw on)

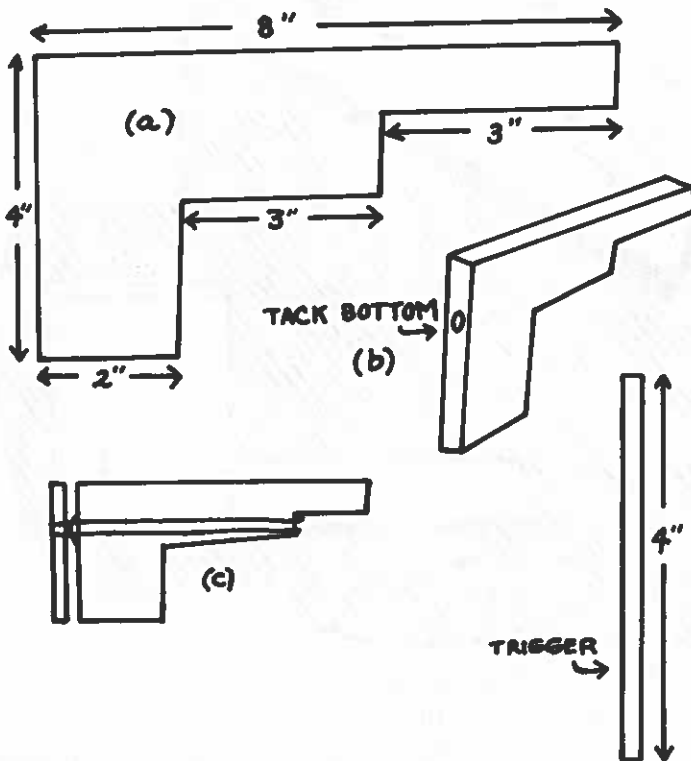
1. Cut an 18-inch-long section from a heavy cardboard cylinder. (The cylinder can be obtained from a local carpet store.)
2. Cut two circular plugs, 1 inch thick, so they will fit snugly in the ends of the cylinder.
3. Nail one plug to the center of the base.
4. Cut out a piece of rug to fit around the cylinder. Glue and staple the seams.
5. Place the cylinder over the plug on the base and tack it down.
6. Place the remaining plug on top of the cylinder.



### Handcraft Idea Number 43

#### Rubber Band Shooter

1. Cut a  $\frac{3}{4}$ - x 4- x 8-inch piece of wood. Measure out shooter and cut out.
2. Tack a small button less than halfway down the handle.
3. Place the trigger (a clothespin) on with two rubber bands.
4. Place one end of rubber band (shot) into the hammer.
5. Stretch rubber band over tip of barrel.
6. Aim and squeeze the trigger.



### Handcraft Idea Number 44

#### Tin Can Telephone

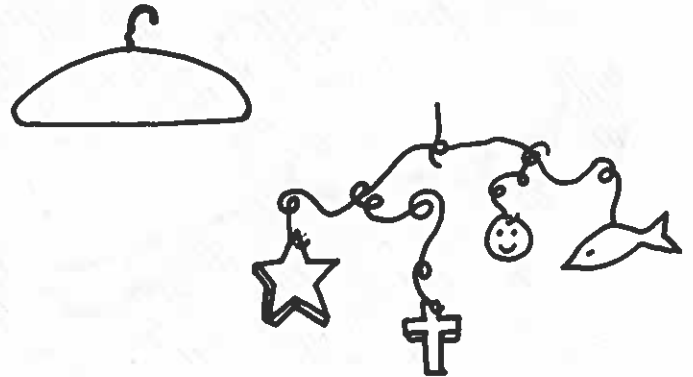
1. Remove one end of two soup cans and poke a hole in the center of the other end.
2. Insert a string or thin wire through the holes and tie a knot at the ends of the string.



### Handcraft Idea Number 45

#### Coat Hanger Mobile

1. Cut hangers and design a mobile.
2. Be sure all sides are well balanced.
3. Attach decorations as desired.



### Handcraft Idea Number 46

#### Packs in Technicolor

First, sketch a general idea of what you want your completed pack to look like. Select a design that can be easily copied or make an original design. Get all the materials together and start on your pack.

Use oil stencils. They are probably the neatest and the colors last indefinitely. Trace the design on oiled paper and cut it out with a sharp knife or razor blade.

Use an oil paint that dries quickly. The kind that comes in tubes is the best. An old toothbrush can serve as an applicator.

Decorating camping packs is a handcraft with a purpose. In addition to providing an outlet for the creative ability of the Rangers, it develops pride of ownership and encourages hiking and camping, in order to show off the finished packs.

Can't you see your outpost on a hike, each Ranger proudly carrying a gaily decorated pack showing patrol emblems, personal totems, and colorful sketches portraying outstanding incidents in the life of the outpost or patrol? This is an idea that should appeal to Rangers everywhere. Suggest it to your patrol guide and let him foster the idea in his own group.

#### What Kind of Decorations?

Here's where Ranger imagination comes in. This is an opportunity for creating unique designs as well as choosing a variety of colors. Packs may have colorful designs of red, yellow, blue, black, green, or white, or you may want to use your outpost or patrol colors. Each patrol may have its own ideas or the whole outpost may choose a central theme, such as Indians or pioneers, with patrol variations.

## Ideas for Pack Decorations

Patrol animals or totems.

The outpost number (letters or numbers should be kept to a minimum or they will detract from the design.)

Symbols of a state or hometown, such as the longhorn steer of Texas, the sunflower for Kansas, and the badger for Wisconsin.

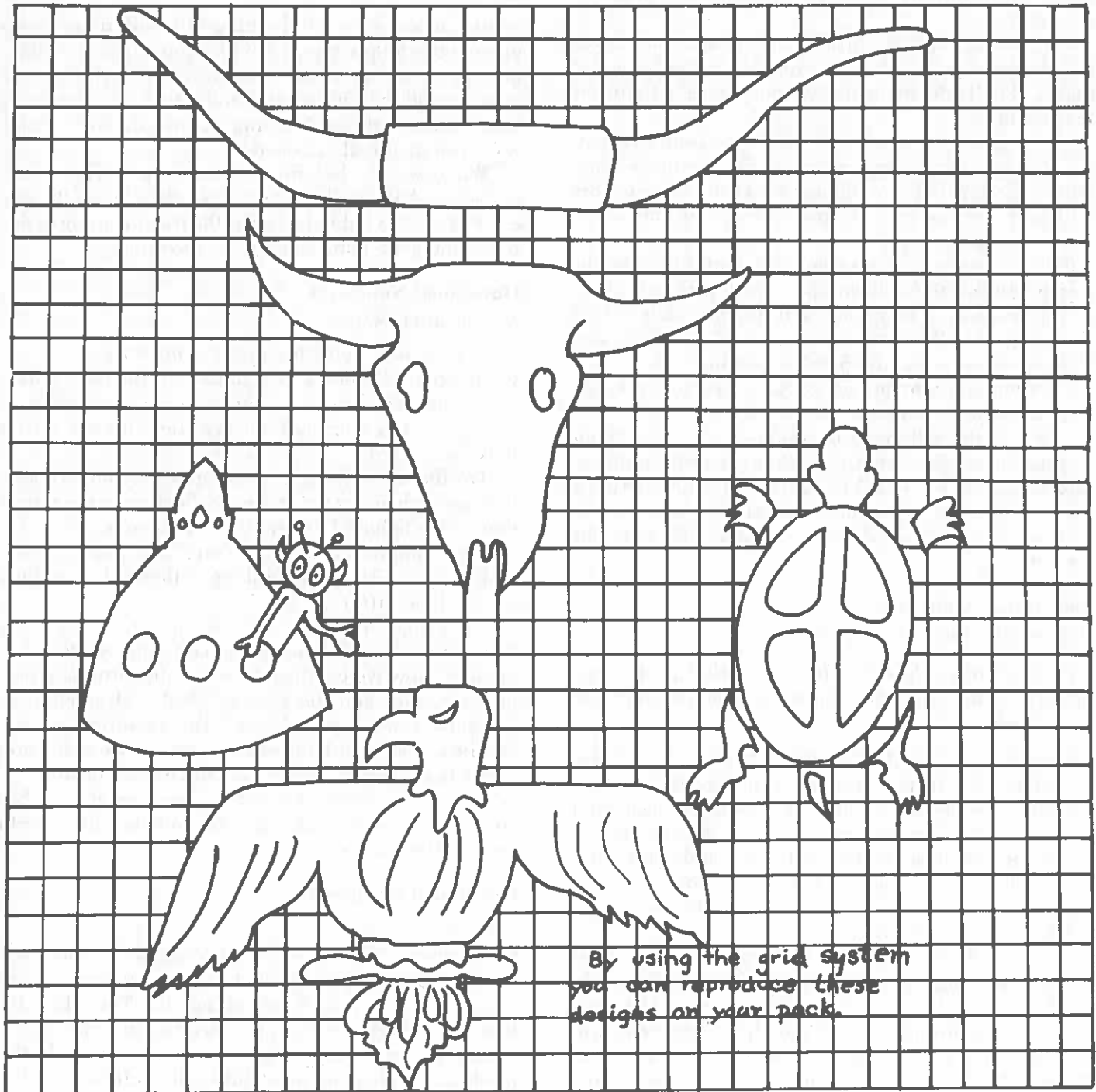
Animal designs such as the buffalo, bull moose, and rattlesnake.

Stories and pictographs of patrol or outpost adventures.

The picture of an outstanding event in the camper's life.

Indian themes—beaded strips, crossed arrows, feathers, tepees, imitation beadwork designs (in oils), pictograph symbols (like the one used on Sioux war shirts), a totem pole (on the side panel of the pack).

Place the stencil on the pack in just the right position, dip the brush in the paint, and dab, dab dab with an up-and-down motion, working the paint into the cloth. Be sure you get paint into the corners and over all the design. Use extreme care when you remove the paper or you may smudge your design.



## THE DEVOTIONAL

The devotional is a vital period of the Royal Rangers outpost meeting. If we fail to indoctrinate our boys in the Word of God, we have failed in one of the most important purposes of Royal Rangers. Devotions will have a lasting effect on your boys. Prayerfully plan and present your short devotional at the level of the boys' understanding and comprehension. The way you present your devotions may evoke a positive or negative response.

Your own spiritual attitude will affect your devotional presentation. Make it a regular matter of prayer that God will effectively use the message and help you to present it.

The lack of the staff's spiritual preparedness may affect the impact of the devotional. Prior to the outpost meeting, your staff should meet for a brief prayer. This will help set the proper atmosphere and encourage unity among the staff.

The atmosphere of your environment will have direct results on the outcome of your devotional. Make this period one of reverence and respect. Believe that God's Spirit will move on the hearts of your boys and staff. Be sensitive to the Spirit's leading.

Remember the devotional is a sacred period in which boys are confronted with the Living Word.

Many of the following devotions are reprints from Royal Rangers Leaders *Dispatch*, a quarterly publication issued by the Royal Rangers, a division of Men's Ministries of the Assemblies of God. God bless you as you prepare for the adventure of affecting lives for eternity.

### Devotional Number 1

#### Respect the Property of Others

*(Commander selects in advance a public poster that has been defaced or a newspaper item on the subject of vandalism.)*

COMMANDER: "Too often we hear or read about those who have no respect for the property of others—whether it be private or public. Vandalism is most often done for a thrill or because of a dare. Afterward, the guilty person usually feels ashamed and wishes he hadn't done the damage. There is nothing manly or brave about vandalism, and most certainly it is not the mark of a good citizen.

"A Royal Ranger respects the property of others at outpost meetings, in camp, and in all other places. He can be expected to be courteous. An outpost of Rangers is a small community. All the members of that community should be good citizens and help to keep the Royal Rangers Code. When the code is broken, the outpost ceases to be a good place in which to live.

"We want others to respect our property, and we have no right to expect that unless we respect the property of others."

### Devotional Number 2

#### Ready

*(Commander shows a display card on which is printed "Ready.")*

COMMANDER: "Most of us are happiest when we are doing something for others. Think for a moment of a time when you were helpful to someone. Chances are it made you feel pretty good. Of course, we feel best when we do something for others without their knowing it.

"It can be a very simple thing—like offering to help one of your fellow Rangers with a job in camp or at an outpost meeting, doing something special for your mom or dad without waiting to be told, or offering to help your neighbor. Helping people in these small ways can give real satisfaction.

"When we are helpful to others regularly, it soon becomes a habit and we do it naturally. Once a Ranger establishes this habit, he learns the true meaning of the Royal Rangers motto 'Ready' for anything."

### Devotional Number 3

#### A Look at Ourselves

*(Commander holds up a pocket mirror.)*

COMMANDER: "When I look in this mirror I see a likeness of myself. However, my reflection is actually reversed. Just as a printed message held up to a mirror looks backward.

"On the other hand, a photo gives a true likeness, because it does not reverse my reflection as the mirror does. This is how I appear to other people.

"We sometimes hear people say, 'That photo doesn't look like me.' They are thinking of themselves as they appear in a mirror.

"Let's apply this principle to our daily lives. How does your character and personality appear to other people? How we conduct ourselves in patrol and outpost activities and the way we deal with our fellow Rangers, school friends, and the members of our families—like the photo, will show us as we really are, rather than the way we see ourselves in a mirror.

"Try to see yourself as others see you. Remember you're always on *Candid Camera*, and the whole world can see the real you."

### Devotional Number 4

#### Your Label

COMMANDER: "The label on a package in a store does several things. It identifies the item's contents—such as soup, corn, beans, or something else. The label also lists the ingredients used to make the product, and it carries the trademark of the company that made the product. People place great faith in the reliability of the label on everything they buy.

"Your label is your Royal Rangers uniform. On it you find badges that describe some of the ingredients of the package. To the general public, your Rangers uniform says: "The enclosed package lives up to the Rangers code and motto. He is prepared to help in emergencies and goes out of his way to be helpful."

"How well do you meet this description on your uniform label? Does your label honestly describe the contents of the package? Just as your mother relies on the label in the store, can people rely on your Royal Rangers label? If not, there's only one person that can change the contents of the package—that person is you! Only you can live up to the ideals of the code and pledge."

### Devotional Number 5

#### A Knot or Nothing

*(Tie a slip knot, then grab both ends of the rope and pull it out. Do this to emphasize main points throughout the devotional.)*

COMMANDER: "Now fellows, a slip knot is a good knot. But there is something wrong with this one. 'What?' you may ask. Well, it seems when I pull both ends it comes undone. Some Christians are like this. They try to be Christians all by themselves. But sometimes the devil will pull on them and their Christian experience collapses.

"Now, if we slip the loop of this slip knot over some strong stick and pull both ends, all it does is pull tight around the stick. If we will tie ourselves around Christ by reading our Bibles, witnessing and praying, when the devil comes and applies pressure, he will only succeed in pulling us tighter around God."

### Devotional Number 6

#### The Compass Plant

COMMANDER: "There is an interesting bush found in the state of Texas called the compass plant. This perennial prairie flower grows from 3 to 10 feet tall and has blossoms resembling those of the sunflower. It is unique in that all its leaves point north and south. Historians tell us that in this manner, Indians were able to find their direction even at night.

"While some have discounted the fact as an old fable, a careful scientist has discovered much truth in the tale. Both sides of the young leaves were found to be sensitive to light, thus standing edgewise to the earth and pointing in two principal directions. The older leaves, however, which have become loaded with dust and dirt, lost their strength and may be found pointing in all directions.

"What a lesson is here for every Royal Ranger! Each of us should be like the young leaves of the compass plant, always pointing to the Lord Jesus Christ. We must take care not to let sin come into our lives. Or, like the leaves that become covered with foreign particles

and lost their usefulness, we too will fail in pointing others in the right way.

"May we all follow the scriptural exhortation: "Keep thy heart with all diligence; for out of it are the issues of life" (Proverbs 4:23).

### Devotional Number 7

#### Habits and Weeds

PURPOSE: To show the boys the danger of bad habits in their lives.

SETTING: Outdoors, on a lawn.

COMMANDER: "The story is told of a lad who was helping his dad weed the garden. The dad explained to him the difference between weeds and the small spears of corn. 'Because the weeds will grow very fast, they must be pulled out or they will suffocate the tender corn and it will not grow. In other words, the weeds will outgrow the corn.'

"The father continued, 'So it is, son, in your own life. It is very important that you pull the weeds of bad habits out of your life so good habits can grow and ripen, forming a good character.'

"The boy started down the row pulling the weeds. Although he tried to be very careful, roots from the big weeds would quite often pull up those of the tender corn shoots.

"His dad noticed his trouble and said to him, 'This is the way with weeds (bad habits) in our own lives. We must get rid of them when they are young or we will have difficulty getting rid of them later.'

"Fellows, anything you attempt to grow will probably become infested with weeds unless you constantly work at weeding. A lawn such as the one you are sitting on must have constant attention to keep it free of wild grass and weeds. Flower gardens must be weeded or weeds will take control.

"It is the same with your life as a Royal Ranger. You must overcome the habits in your life while they are small, before they become too large to uproot."

### Devotional Number 8

#### What Killed the Elm?

PURPOSE: It is the little things that often make us stumble.

COMMANDER: "There is a true story about a school-teacher who had taught in a little town for over 30 years. Outside his office window stood an old elm tree. He passed by the tree every day and often wondered how old it was. It must have been at least 100 or more years old! He thought about how the old tree had weathered all sorts of storms and many times had been struck by lightning. It had even withstood three tornadoes. How tall it stood, pushing its limbs into the heavens!

"One day, however, the teacher began to notice something odd about the old tree. Its leaves were falling off 5 or 6 weeks earlier than the other trees'. He



called a man to come examine the tree. He discovered the old majestic tree was dying.

"What is killing the elm?" asked the teacher. The tree expert explained that a little bug that attacks only elms was killing the tree. A very small bug was doing what the storms could not do.

"It is the little things that often keep us from serving God. We need to search our hearts each day to be sure they are free from all sins, large and small."

### Devotional Number 9

#### Bearing Fruit

**PREPARATION:** Have the boys seated around the campfire and give each one a dead branch.

**COMMANDER:** "Fellows, what would happen if we took this dead branch and planted it again? There is no way we could return life to this dead branch. It is dead. Only God could put new life into the tree.

"You know, we were like this dead branch at one time. We couldn't help ourselves at all; but God took us and made us alive again. He put us in our place in the living tree. Now, instead of dead twigs, we bear the fruit of Christian living such as kindness, love, joy, and goodness."

**CLOSING CEREMONY:** Have each boy throw his branch into the fire. Then read John 15:6.

### Devotional Number 10

#### A Bang-up of a Letdown

**COMMANDER:** "Last night I had a terrific fall. For almost eight hours after my head hit, I was unconscious. You see, my head hit the pillow and I fell asleep.

"Do you see what I did with my very first sentences? I built you up to an awful letdown. You expected to hear me tell you about slipping on a sidewalk and hitting my head on the pavement, or about falling down the cellar stairs. Certainly I started out as if I had something exciting to tell, but all of a sudden I let you down by relating the most uninteresting tale of an ordinary night's sleep. A quick build-up often leads to a quick letdown. Some people do that in life.

"Anything that is worthwhile is seldom completed with a spurt or a dash. Those who know will tell you that life is more like a cross-country run than a 100-yard dash. We must climb hills, cross ditches, meet obstacles, and battle the elements, and the man who cannot hold out will give out.

"Demas is mentioned only three times in the New Testament. In the first passage he is mentioned as just another name; no special importance is attached to him. It is that way with most of us until we come into contact with a person or cause that gives meaning to our lives. Demas came into contact with such a person and such a cause when he met Paul. Paul immediately pointed him to the Lord. In that faith and fellowship 'Demas became a fellow-laborer' with Paul.

"No one would have guessed during those early days of Demas' eagerness and enthusiasm that he was building toward a 'bang-up of a letdown.' Sorrowfully, we note the last and final reference to Demas: 'Demas hath forsaken me, having loved this present world' (2 Timothy 4:10). The man who started out with feelings of loyalty and devotion was tripped up by the vain show of worldly things around him.

"Any man who falls in love with material things, who is more concerned about worldly gains than virtue and honesty, is letting himself 'in for a fall.' Only God can measure the meaning of the loss of Demas. 'For what shall it profit a man, if he shall gain the whole world, and lose his own soul?' (Mark 8:36).

"In Galatians 6:9 Paul writes: 'Let us not be weary in well doing: for in due season we shall reap, if we faint not.'"

### Devotional Number 11

#### Spiritual Compasses

**PURPOSE:** To demonstrate the need to be faithful to Christ.

**EQUIPMENT:** A compass and a pinwheel.

**COMMANDER:** "Sitting around this campfire reminds me of another fire in Mark 14. Like our fire, this nighttime fire was being used to keep warm. Around this fire we find many different people, but one man interests us. That man is Peter. Christ is on His way to be crucified, and Peter is fearful for his own life. When he is confronted as being a friend of Christ, Peter denies he knows Jesus and even goes so far as to curse and swear.

"One day not long after this, something happened to Peter that made him a different man. He was filled with the Holy Spirit on the Day of Pentecost and became bold and fearless in proclaiming Christ. In fact, he preached the first sermon about Christ.

"What is this object? (*Hold up pinwheel.*) That's right, it's a child's pinwheel. Often you will see children holding one out of a car window so it will spin in the breeze. Notice how it spins when I blow on it. Now, Fred, you blow on it. And you, Commander Smith. Notice how it spins no matter who blows on it? What kind of Christian does this represent? Those who are easily swayed, crowd followers, etc. This represents that period in Peter's life before Pentecost.

"Now observe this object. (*Show compass.*) Why does a compass show us direction? It always points north. What happens when I blow on it? Nothing. Suppose I turn it around? The needle still points north. What type of Christian does this represent? One who always points to Christ."

**CLOSING CEREMONY:** "Let us all stand around this fire and look at the North Star. The North Star represents Christ. Let us pray we will always live in such a way that we will point others to Christ."

## Devotional Number 12

### Staying Close to the Master Ranger

**EQUIPMENT:** Several kitchen matches, a nail, a length of string or cord.

**COMMANDER:** "Fellows, you have all seen a match like this before, haven't you? (*Hold up a match.*) You know how easily it can be broken? (*Break the match in half and let a couple of the boys break a match to stress the point.*)

"Now, fellows, look at this nail. It would be very hard to break it, wouldn't it? But let's put a match and the nail side by side and wrap this string around both of them and tie the ends. Can the match be broken now? (*Attempt to break it.*) I can't seem to break it! Maybe some of you boys can. (*Pass it around to several of them—if the match is joined securely to the nail and wrapped tightly, it cannot be broken.*)

"Fellows, the match represents each of us, and the nail represents the Master Ranger (the Lord Jesus Christ). Perhaps you can already see a great truth illustrated here. By ourselves we can easily be broken by Satan. But when we completely tie ourselves to Christ, there is nothing that can break us or make us fall."

## Devotional Number 13

### Matches

**EQUIPMENT:** Two wooden matches, one waxed and one plain; a water glass, half filled with water.

**COMMANDER:** "These two matches represent two lives—one without Christ (the plain match), and the other with Christ and filled with the Holy Spirit (the waxed match). (*Hold the two up together.*) They look pretty much the same. Oh, if you look closely the one looks a little different from the other, but they are identical—except for one important thing (one is covered with wax—the Holy Spirit).

"Now this glass of water represents the world and our journey through it. I will put these two lives into the world. (*Put the matches in the glass of water. Then place your hand over the mouth of the glass and shake the matches violently in the covered glass of water.*)

"This is the violent, stormy world. Notice that both lives are going through the same trials.

(*Stop shaking the glass and pick out the plain match.*) "This is the life without Christ. (*Strike the match against the match box. There will only be a little smoke with a fizzle. Now take the waxed match out of the glass.*) This is the life filled with Christ. It strikes, lights, snaps, pops, and burns brilliantly. What a difference! The Christian ends with a brilliant light as a witness to others. The non-Christian just fizzles and never shows a light. Which match would you rather be?"

## Devotional Number 14

### The Oldest Chemical on Earth

**EQUIPMENT:** One glass of water.

**COMMANDER:** "Water is the earth's oldest chemical and perhaps the most valuable and necessary for man's existence.

"Water is the same chemical it was a billion years ago when the dinosaurs wallowed in it and the saber-toothed tigers lapped it up.

"Its form changes; it may appear as ice, sleet, hail, snow, rain, or fog. It travels over the seven seas. People in every land touch it. It becomes muddy, dirty, and contaminated, but it always returns to its original composition—two parts hydrogen and one part oxygen. The sunshine causes it to vaporize; then it falls back to earth as clean rain, snow, or hail.

"Like water, God can purify us too. Just as water is indestructible, so is the human soul. God can cleanse and purify our souls over and over again, if we ask Him. Each night before we go to bed, we should kneel and ask God to forgive us and cleanse us from all impurities. Then we can rise in the morning with pure hearts.

"Just as God purifies water, He also provides cleansing for our everlasting souls."

## Devotional Number 15

### Key to Heaven

**PURPOSE:** To show there is only one key that unlocks the door to heaven.

**EQUIPMENT:** One lock and key; five other keys that do not fit the lock. (The key that fits the lock should be painted red. All the other keys should be painted another color.)

**COMMANDER:** "Boys, here is a lock and six keys. We want to find out how we can go to heaven. We will let the lock represent heaven. Let us see if we can find a key that will open the lock or the door of heaven.

"Here is a key marked 'Good.' Can we get to heaven by being good? (*Try the key and see if it will open the lock.*) No, this key will not open the lock; therefore, we cannot get into heaven by just being good.

"We have another key here marked 'Obedience.' The fifth commandment says, 'Honor thy father and mother.' This also means to obey them. We should obey our leaders and all those in authority too. Can we go to heaven by being obedient only? Let's try the key marked 'Obedience' and see if it will open the lock. No, this key will not open the lock either. We cannot get to heaven by just being obedient.

"Here is a key marked 'Good works.' Do you think we can get to heaven by doing good works? We will try the key and see if it will open the lock. No, this key will not open the lock. Good works is not the key that opens the door to heaven.

"This key is marked 'Reading your Bible.' This may be the key that will unlock the door to heaven. Let's try

it. Do you think we can go to heaven by just reading the Bible? This key doesn't open the lock either. No, we cannot just read our Bible and expect to go to heaven, although this may help us and it is a very good habit.

"The next key is marked 'Prayer.' Prayer is wonderful and we all should pray. Let's find out if prayer is the key to getting into heaven. What do you think about it? This key will not even fit into the lock. Prayer, alone, is not the key that opens the door to heaven, although it is of great help to us.

"Here is the last key. It is painted red and marked 'Jesus Christ.' This key fits the lock perfectly. As you can see, it is the only one that also *opens* the lock. Now we have found that *Jesus Christ* is the key that unlocks the door to heaven. The Bible says in Acts 4:12: 'For there is none other name under heaven . . . whereby we must be saved.' We know we *must* trust in Jesus Christ if we are to get to heaven.

"Do you know why this key is red? The red stands for the blood of Jesus Christ which He shed on the cross so we might receive forgiveness of our sins."

## Devotional Number 16

### Knowing the Trail

EQUIPMENT: Compass, map, New Testament or small Bible.

#### I. Compass

##### A. A must for every outdoor person

1. Soldiers
2. Hunters, fishermen, campers
3. Royal Rangers

B. To have this instrument and know how to use it could save time, money, pain, headaches, and perhaps a life!

#### II. Map

##### A. Every traveler must have a map

1. Shows the traveler the best route to take
2. May indicate shortcuts, detours, or road conditions

B. The traveler doesn't go just in any direction, or wherever there is a road

1. He has a destination
2. He has a plan on how to arrive at that destination

#### III. Bible or New Testament

##### A. We are all travelers, campers, hunters, fishermen, woodsmen, or soldiers (spiritually)

1. Life has set us on a journey in a strange place where we've never been before (Joshua 3:4)
2. We will never be able to pass this way again, so we need help and direction

##### B. Where do we find it?

1. How to be saved
2. How to live
3. Jesus' promise to take us home when this life is over

## Devotional Number 17

### The Miracle of a Tree

SETTING: Boys gathered around a campfire, with trees in the background.

EQUIPMENT: A live branch and a withered branch.

COMMANDER: (*Point out a tree.*) "The tree is made up of four parts—the roots, the trunk, the branches, and the leaves. Each is important for the tree to live and bear fruit. The roots transport water and nourishment from the soil to the leaves, which manufacture food for growth. The tree is like a Christian whose roots are planted firmly in the Word which provides nourishment for growth (Psalm 1; Isaiah 61:3).

"What would happen if the leaves and branches did not receive any water and food via the roots? (They would wither.) This is what happens to the Christian who does not read God's Word. Do you want to be like this withered branch? (See John 15:3, 4.)

"A tree must be cared for and pruned or it will produce poor quality fruit or none at all. The Christian must follow carefully God's standards for growth or the result will be the same.

"The fruit of a tree contains a seed (Word) which, when planted (sown in another's heart) begins to grow into a new plant and so on. The life cycle continues in the spiritual realm just as in the natural.

"The annual life cycle of a fruit tree—including the dormant period, the receiving of life again through buds and leaves, the blossoming, and the fruitbearing—shows the phases of the Christian experience. The dormant phase (winter phase) shows the believer's death to self and the flesh and his rising again to life for God. The old life and nature are still there, but the new life takes over. Then the Christian begins to grow and show evidences of new life (buds and growth rings.) Blossoms portray the beauty and fragrance of the Christian, while the fruit shows the fruitfulness that is the aim of a fuller life for God.

"Isn't it amazing how God designed the plants and trees to illustrate spiritual aspects of life! What planning and forethought He put into creation!

"The tree's ability to withstand years of pounding rain, wind, and ice demonstrates its durability and strength. This illustrates the Christian's strength which he receives from God to withstand trials, temptations, problems, and the storms of life.

"The trees provide a haven and shelter for birds and animals. Likewise, the Christian can be helpful to others by offering comfort, support, and prayer in times of difficulty and need.

"Most trees stand as pictures of spectacular beauty, perfect peace, and stillness; full of sustaining life within, yet providing satisfaction and refreshment for God's other creatures. This is God's wish for every Christian (Revelation 22:2). Is God's desire being manifested in you and your life?"

## Devotional Number 18

### Will You Be Ready?

**EQUIPMENT:** Two axes—one well-kept, sharp, and clean; the other, rusted and with nicks in the blade. Prepare a small log.

**COMMANDER:** (*Hold up a clean, sharp axe.*) “Rangers, here is an ax that’s ready to do a job!” (*Cut a clean notch in the log.*)

“This ax has been well-kept. It is sharp and shiny. It has never been abused by misuse or carelessness. Its owner took pride in it as a useful tool of the forest.”

(*Hold up a rusted ax.*) “This ax has been mistreated. Its owner took no pride in its condition.” (*Take two or three swipes at the log with this ax to show it is not capable of clean, sharp work.*)

“These two axes were once the same, but the owners were different! If you had to spend a day in the woods working with an ax, which of these would you choose?”

“Did you ever stop to think that your body can be compared to these axes? If you abuse your body by improper diet, smoking, lack of sleep, or improper care, it will resemble the rusty ax in its *lack* of ability when called on to do a job.

“Keep your body shiny and sharp like the well-kept ax. You know you wouldn’t want to work a whole day in the woods with a rusty ax; neither would you want to face life with a ruined body. Determine now to follow the advice of Romans 12:1.” (*Read the Scripture passage.*)

## Devotional Number 19

### Talking Shoes

**EQUIPMENT:** Bring a shoe that is well worn.

**COMMANDER:** “Everyone wears shoes. Right? People’s shoes could tell some very interesting stories if they were able to talk!

“Suppose *your* shoes began to speak and they told your parents every place you went this week. Would you be happy with their report, or would they say something you wouldn’t want your parents to hear?”

“The Bible tells us God sees and hears *everything*. So, remember the little “talking shoe” the next time someone suggests you walk in the wrong direction. And because we want to please God and show Him how much we love Him, we will cause our shoes to walk *always* in only the right direction.

## Devotional Number 20

### Sin Is a Trap

**EQUIPMENT:** A rat trap and a long, small stick.

Set the trap. Then release it by poking the trigger with the stick. Try to get the stick out without getting caught. Do this several times.

Draw an analogy to playing with sin: if you keep

playing with sin, you will eventually get caught in its trap.

Conclude in prayer.

## Devotional Number 21

### Lies!

**COMMANDER:** “Boys, one of the Ten Commandments is, ‘Thou shalt not lie.’ I want to discuss this commandment and also tell a story about lying.

“One day a father noticed some dirty fingerprints on his car, so he asked his son if he had tampered with it. The boy *had* done something to the car, but he was afraid of being punished. So he lied about it, thinking, *What difference does it make anyway?*”

“Time passed, but the boy never admitted his lie. One day while he was out, his parents left to go visiting. When the boy returned home, he was met by a police officer. The officer related to him the chilling news that the brakes on his parents’ car had failed and both of them had been killed in an accident! Shocked, the boy suddenly realized he had opened the lid on the car’s brake master cylinder to see what was inside, and, as a result, the car had crashed and his parents were killed!”

**DISCUSSION:** “Was this really a little lie? What was the price of the lie?” Conclude in prayer.

## Devotional Number 22

### Gossip

**COMMANDER:** “An Italian peasant told his priest that he had spread a bad story about a good man. The priest realized the man was sorry, but told him he should be punished for what he had done. So he told the peasant to fill a sack with chicken feathers, then drop one feather in every yard in his town, and return when the task was completed.

“The peasant went away thinking, *What an easy punishment!* Soon he had placed a feather in each yard, and he returned to the priest. ‘I have finished my punishment,’ he declared.

“‘No,’ replied the priest, ‘you are only beginning. Now, get the sack and pick up every one of those feathers and bring the full sack back to me.’”

“‘Oh, no!’ gasped the peasant, ‘that is impossible! Why, the wind would have blown them all over town by now. There’s no telling where some of them might be!’”

“The priest was wise. He knew that what had happened with the feathers is what happens when we gossip; when we spread little tales, little rumors, about people we may or may not know. It is easy to drop words—unkind words—but not so easy to trace what happens to them. In fact, words once spoken, can never be gathered up again.

“Jesus always spoke graciously and warned us against using idle words. Let’s always be known as a group that speaks kindly of one another as well as others outside our group.” (*Read Matthew 12:36.*)

## Devotional Number 23

### Rubber Stamps

**EQUIPMENT:** One rubber stamp, an inked stamp pad, and paper. The rubber stamp represents a life changed by God; the inked stamp pad represents contact with God; the paper represents the impression we make on the world.

**COMMANDER:** "I am sure everyone knows we are created in the image of God. Did you know that after we accept Christ as our Saviour, we reflect to others what a Christian really is?"

"Jesus said we should let our light shine before all men. How can we do this? Simply by reflecting the blessings and love of our Saviour to others.

(*Hold up rubber stamp.*) "This is a rubber stamp made to stamp the same impression time after time. The stamp represents our life. If we keep it clean from dirt and debris, we will make a clean impression on the paper time after time.

"The ink pad represents our contact with God. To make a good impression on the paper, the stamp must make contact with the inked pad. No contact—no impression. To be a person who really loves God, we must stay in close contact with Him.

"God gives us the power to share with others as long as we maintain contact with Him by praying, confessing our sins, and reading His Word.

"The more, and better, contact we have with God, the better we will be able to impress others with His love, mercy, and grace."

## Devotional Number 24

### Rope Strength

**EQUIPMENT:** A thick piece of rope about a foot long and a pair of scissors.

**COMMANDER:** "Rangers, we have here a short piece of rope, the same type we use to play 'Tug o' War.' If I unravel one end of the rope, we can see it is made of small strands that are tightly woven together. I can take one of these strands and cut it in two with the scissors. But if I try to cut the whole rope at once, we see that it is too tough.

"Fellows, each of us is very much like the small strands that make up this rope. We may be weak alone, but when we come together like the strands of this rope, we can be a strong outpost for our Master Ranger."

**CLOSING CEREMONY:** Join in a friendship circle by holding wrists. Offer prayer for unity and strength.

## Devotional Number 25

### White Squirrels

**COMMANDER:** "In Southwest Missouri, there is a beautiful little town called Marionville. It has become famous as the home of the white squirrel.

"Hundreds of little white squirrels scamper around lawns, in trees, on fences, and wherever else they please. But no one ever touches them or harms them. Why?"

"The Marionville white squirrel is protected by law. Citizens of the town agreed to protect the little creatures and allow them to live without being hunted or harmed. Even the police officers wear a little replica of a white squirrel on their uniforms.

"Boys, just as those little white squirrels are protected by law from extinction, so God has provided protection for His believers. When we use the term *under the blood of Jesus*, we mean that we are under a divine kind of protection guaranteed through the blood shed by Jesus on Calvary's cross.

"As a born-again Christian who knows Jesus Christ as his own, personal Saviour, you can go through life assured of His loving protection. He never goes to sleep on the job; He never takes a vacation. He always looks out for His own. He watches over us and protects us even while we sleep.

"If the citizens of a small Missouri town can protect a special species of squirrel, think how much more important you are, as a child of God, and how concerned your Heavenly Father is in protecting you!"

Conclude by reading aloud all eight verses of Psalm 121, then pray.

## Devotional Number 26

### Sanctification Illustrated

**SETTING:** To illustrate sanctification or holiness to the Rangers.

**EQUIPMENT:** Cotton ball or small amount of gauze; glass of water; black watercolor pen.

**COMMANDER:** "Boys, see this white piece of cotton I have in my hand? This represents a born-again life cleansed by the blood of Jesus Christ and sanctified, or set apart, and made holy for Jesus to use here on earth.

"Now, let's say that one bad habit of lying was not given up at this boy's conversion. So we will put a black spot on the cotton to represent this sin. Also, the sin of cheating on tests at school was not given up, so we will put another black spot on the cotton for this second sin.

"Now this life is no longer completely set apart or holy before God, is it? What must the boy do to get rid of these sins in his life? He must pray and believe in his heart that Christ will, by His shed blood, cleanse these black spots in his life.

"Watch as I dip this spotted cotton, representing the life with sin, into the glass of water, which represents the pure blood of Jesus. Wow! Out it comes—spotless and clean! Now, let's read about this in the Bible." (*Read Hebrews 13:12 and 1 Peter 1:16.*)

## Devotional Number 27

### The Circle

**PURPOSE:** To show the need to plan time for prayer and Bible study.

**EQUIPMENT:** A ring—to illustrate how complete a ring really is.

**COMMANDER:** “A farmer promised his wife he would plow the back 40 acres, so early one morning he started out to do just that. When he tried to start the tractor he found it was out of gas. On his way to get gas he noticed the potatoes needed weeding. Then, he remembered he had promised to get wood for the woodbox. On his way to the woodpile he. . . . No need to go any further—you can see he didn’t accomplish a thing he had set out to do!

“So many boys are like the farmer when it comes to finding time for prayer and Bible study! They just never seem to get down to it! Before long they find the day is gone and nothing has been accomplished.”

**DISCUSSION:** (1) How can we find time? (2) What does it require? (3) How important is the thing we give up? (4) Should this be done daily?

**CLOSING CEREMONY:** “This ring is complete because it has no loose ends. Our days can be complete and much can be accomplished if we remember every time we see a ring that we should pray and read our Bibles. Now, let’s all form a circle by holding hands, and sing an old song, ‘Will the Circle Be Unbroken?’ I’m sure it will remain intact if we all pray and follow God’s Word.”

## Devotional Number 28

### The Trick Needle

**EQUIPMENT:** A medium-sized needle; a small piece of wax; a pan of water.

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

**COMMANDER:** “Fellas, if we were to live our lives without asking Jesus for His help, do you think we would be very safe or have no worries in this world we’re living in?”

“Let’s suppose this needle represents each one of us. I’m going to drop it into this pan of water. How many of you think it will float?” (*Drop the needle into the pan and watch it sink to the bottom. Remove the needle and dry it with a piece of cloth.*)

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

*(Run the needle through the wax concealed under*

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

## Devotional Number 29

### Characters Like the Code

**PURPOSE:** To relate Bible characters to the Royal Rangers Code.

**COMMANDER:** (*Enlarge on each character in your own words.*)

**ALERT**—He is mentally, physically, and spiritually alert. (Gideon’s 300 men were disciplined, trained, and dedicated.)

**CLEAN**—He is clean in body, mind, and speech. (Joseph was a model prisoner, trustworthy as a servant, and faithful as a ruler.)

**HONEST**—He does not lie, cheat, or steal. (Zacchaeus met Christ and became truthful and upright, and made restitution.)

**COURAGEOUS**—He is brave in spite of danger, criticism, or threats. (David survived the odds with the giant, ignored objections to his worship of God, and trusted the Lord in spite of King Saul’s harassment.)

**LOYAL**—He is faithful to his church, family, outpost, and friends. (Mordecai was true to God in the face of death, warned his family of approaching danger, was faithful to the king, and used his influence to save the entire Jewish nation from annihilation.)

**COURTEOUS**—He is polite, kind, and thoughtful. (Solomon was diplomatic, a man of peace, and mindful of others. He once said: “A soft answer turneth away wrath: but grievous words stir up anger”; Proverbs 15:1.)

**OBEDIENT**—He obeys his parents, leaders, and those in authority. (Paul encouraged children to obey their parents, sought to cooperate with the church leadership of his time, and challenged all Christians to respect civil authority. And in his own words, Paul was “not disobedient unto the heavenly vision”; Acts 26:19.)

**SPIRITUAL**—He prays, reads the Bible, and witnesses. (Timothy was a man of prayer who had knowledge of the Holy Scriptures since he was a boy. Paul admonished him to “preach the word”; 2 Timothy 4:2.)

**CLOSING CEREMONY:** “Let us each hold our Bible or New Testament over our heart and ask God to help us measure up to the code, as did these characters from the Bible.

## Devotional Number 30

### The Chigger

**SCRIPTURE:** Song of Solomon 2:8-17.

**COMMANDER:** “Many men who can face great and mighty problems and overcome them, have gone down

because of some insignificant detail of little or no consequence. It is much harder to be faithful in the small and seemingly unnoticed tasks than to tackle some great obstacle.

This is true in the spiritual life. Many Christians can slay the lions of temptation but go down before a handful of ants.

A famous explorer in South America was driven back and forced to abandon his journey by an army of almost invisible foes. He was equipped to meet leopards, serpents, and even crocodiles. He had guns and ammunition for these.

Wild animals were no threat—but he had failed to reckon with the LITTLE fellows! These were the millions of “chigoes,” better known as “chiggers,” which are so tiny they’re almost invisible.

These lilliputian invaders were capable of driving back experienced explorers who were unable to cope with such an enemy! Someone has composed a ditty, quite apropos to our subject:

*Here's to the chigger,  
The bug that's no bigger  
Than the end of a very small pin;  
But the point that he raises  
Itches like blazes,  
And that's where the rub comes in!*

Watch out for the little things that may spoil your testimony. You are probably ready to face the big problems, but be on your guard against the little foxes—the evil thought, the hasty word, the outburst of temper, that bit of gossip, the snap judgment. King Solomon did not fear bears and lions but little foxes.

Watch out for the “NO SEE’UMS BUT BIG BITE’UMS.” Keep your armor tight, for “he that is faithful in that which is least is faithful also in much” (Luke 16:10).

### Devotional Number 31

#### The Sword of the Spirit

SCRIPTURE: Ephesians 6:11-18

EQUIPMENT: Meat cleaver, corrugated blade knife, broken knife, dull knife, ice pick, and a good sharp knife. (Have an assistant display and remove the knives as a safety precaution.)

COMMANDER: *Meat cleaver.* This is not the Sword of the Spirit, although some may use it to try to beat and batter. Lay it aside.

*Jagged knife.* Some would use just portions of Scripture to prove their own points. This will not do.

*Broken knife.* Others would use God’s Word to break rather than make others. Lay it aside.

*Dull knife.* Hearing but not taking heed to the Word of God is a dullness which influences others. This won’t do.

*Ice Pick.* Many wounds are received at the hands of friends who pick at faults. Lay it aside.

*Sharp knife.* (Display with Bible.) God’s Word rightly divided is “quick, and powerful, and sharper than any two-edged sword” (Hebrews 4:12).

### Devotional Number 32

#### The Change Christ Makes

EQUIPMENT: Jar, water, iodine, and acetic acid.

Hold up the jar so the boys can see the clear water. Add iodine until the water turns dark. Explain that this is what your heart looks like when it is full of sin.

Then add acetic acid to the mixture and the water will become clear again. Explain to the boys that this is what happens when Christ comes into your heart.

### Devotional Number 33

#### Fire

This devotional can be adapted for a campfire meeting. Speak for a few minutes about the good and bad characteristics of fire. Explain that fire is a symbol or type of the Holy Spirit in the Bible. Show how this is true by the following:

##### 1. FIRE DESTROYS (Acts 19:19)

Have a sheet of paper filled with written words such as: self, pride, doubt, temper, filthiness, bitterness, jealousy, envy, and lust. After these are mentioned briefly, set fire to the paper. The Spirit convicts us of things to be consumed.

##### 2. FIRE MELTS (Psalm 68:2)

Light a candle and see how the wax melts. The Spirit softens our hearts which are hardened in sin.

##### 3. FIRE PURIFIES (Isaiah 6:6, 7)

Take a match and heat the end of a needle. Mention that many people sterilize a needle before using it to open an abscess, so the wound will not become infected.

##### 4. FIRE FUSES (Luke 24:32)

Put a flame between two candles to melt them together. The Spirit always causes a oneness of spirit and harmony among God’s children.

##### 5. FIRE MOVES (Acts 2:3)

Point out the moving of the fire. The Spirit moves us to pray and study the Bible, to win the lost, and to witness.

### Devotional Number 34

#### Making Tracks

EQUIPMENT: A pencil and a sheet of paper for each boy.

COMMANDER: “Fellows, remember our last camp-out, when we took a hike along a nature trail? When we came to a soft place, we saw many animal tracks and had fun trying to identify each animal by the tracks it had made.

“Now let’s play a little game. I’d like for each one of you to draw the track you remember best. Don’t sign your name or identify the track. When you’re through,



pass them back to me—I want to see if I'm smart enough to name the tracks you have drawn." (At this point, use lots of imagination and have fun with this devotional game.)

"Say, this one is good! I knew I'd be able to recognize a gooney track anywhere! And this one looks just like an oversized ostrich! And here's a mountain lion's paw!" (Enjoy some humor regarding the drawings.)

"Now, fellas, this has been fun, but let's be real serious for a few minutes. We knew these animals had been where they had walked, because they left tracks! Now, I wonder, what kind of tracks have we made today? Not tracks made by our shoes, but tracks made by the influence we had on the people with whom we came in contact.

"Many people who are not Christians do not read the Bible, so their only impression of Jesus is formed by the actions of His followers. So, even though we may not leave tracks with our feet, we leave tracks' in our association with others. And people see us as ambassadors for Christ.

"What does the Bible say about our walk?" (Read Romans 8:1 and 1 John 1:6, 7. Emphasize the word *walk*. Make the application of the Christian "walk," then invite anyone to come and "walk" with Christ by accepting Him as Saviour.)

### Devotional Number 35

#### You Can Become Expert in Exercising Faith

**EQUIPMENT:** A good camera (preferably a Polaroid-type), and a chalkboard or poster board.

**COMMANDER:** Using a chalkboard or a large poster, diagram the steps of faith we all exercise in the simple use of a camera:

1. We buy a camera (illustrate by listing cost).
2. We buy film (illustrate by listing cost).
3. We load film in camera (demonstrate).
4. We take pictures (demonstrate).
5. We start the developing process (demonstrate).

Just before you take out the finished product (a good picture), explain to the boys each step of faith you have already demonstrated (numbers 1-5).

Then ask, with special emphasis: "What will be the reward of our faith?" In answer to their various responses, dramatically pull out the finished picture (the reward of your faith in your camera).

Have a boy turn off the light switch, then instruct him to turn it on. Compare that act of faith to the operation of a camera. Then apply the spiritual values to Luke 11:9, 10. Discuss God's law of appropriation: God gives, but we must take (by faith) what He offers.

Distribute a piece of paper and pencil to each boy. Have each person (as privately as possible) write down the thing he wants most from God. Then have each boy stand with his folded request in his hand. Pray **BELIEVING FOR EACH SECRET REQUEST.**

## CLOSING CEREMONIES

The closing ceremony should be brief, impressive, and simple. The closing ceremony should be the consummation and finalization of what has happened in the outpost meeting. Let the whole outpost participate in the closing. All closing ceremonies should end with prayer.

Many of the closing and opening ceremonies found in this book may be interchanged with some modification. We trust these ceremonies will be a blessing to you and your outpost.

### Closing Ceremony Number 1

Have the outpost clasp hands, forming a circle, and close in prayer.

### Closing Ceremony Number 2

Have each patrol form a circle around their patrol flag. Each member should place his right hand on the patrol staff and give the patrol yell.

### Closing Ceremony Number 3

Have the outpost close by reciting the Ranger code.

### Closing Ceremony Number 4

Have the outpost close by reciting the Ranger pledge.

### Closing Ceremony Number 5

Have the boys sing taps once and then hum it twice, while the commander recites the Lord's Prayer (during the humming).

### Closing Ceremony Number 6

While the colors (American flag) are being retired, the outpost should sing "God Bless America."

### Closing Ceremony Number 7

Have four boys each hold a corner of the American flag. Have the outpost form a circle around the flag. With right hands extended toward the flag, have everyone pray to God to help us keep America free.

### Closing Ceremony Number 8

Have the Christian flag draped on a wall with a spotlight shining on it. Have the boys hum "Amazing Grace" while the commander closes in prayer.

### Closing Ceremony Number 9

Form a circle with each boy's arms around the shoulders of the others. Have them sing "Auld Lang Syne."

### Closing Ceremony Number 10

While the American colors are being retired, have the bugler play "retreat."

### Closing Ceremony Number 11

Have the boys form a circle and raise their right hands to recite the Ranger pledge. Prior to reciting the Ranger pledge, have each boy use his left hand to grasp the right wrist of the fellow next to him.

### Closing Ceremony Number 12

COMMANDER: "A Royal Ranger is ready. Are you ready?"

OUTPOST: "We are ready, sir."

COMMANDER: "Good night then, gentlemen, and God bless."

OUTPOST: "Good night, sir, and God bless you."

### Closing Ceremony Number 13

COMMANDER: (*Turn off all lights. Light a candle.*) "Fellows, this small candle gives light to us all. This candle stands for each one of us. Look around you at each of your fellow Rangers. Now close your eyes. You can still see your buddies in your mind. May each of us let our lives shine so all can see. Let us recite the Royal Ranger pledge."

### Closing Ceremony Number 14

COMMANDER: (*Place a burning candle on a Bible.*) "Rangers, we as Christians are commanded to let our light shine in the world. With the help of the Holy Spirit and the written Word of God, do you pledge to do your best to let your life shine for Christ?"

OUTPOST: "I do."

COMMANDER: "Let us pray."

### Closing Ceremony Number 15

Have each patrol clasp hands and sing or give the outpost yell.

### Closing Ceremony Number 16

Have all the Rangers bow their heads in silent prayer.

### Closing Ceremony Number 17

Have the boys hum taps and ask the senior guide to recite the Ranger pledge.

### Closing Ceremony Number 18

Have the boys hum taps and ask another boy to recite the Royal Rangers code.

### Closing Ceremony Number 19

Have four boys each light a candle and recite one part of the red points of the Ranger emblem.

BOY #1: "The first teaching of the church is salvation."

BOY #2: "The second teaching of the church is the Holy Spirit."

BOY #3: "The third teaching of the church is healing."

BOY #4: "The fourth teaching of the church is the Rapture."

BOY #5: "The Royal Rangers pledge says, 'With God's help I will do my best to serve God, my church. . . .' Let us always remember the four teachings of the church and apply them to our lives."

### Closing Ceremony Number 20

Have four boys come forward one at a time and recite one of the gold points and hold up a letter.

BOY #1: "A boy grows physically" (letter G).

BOY #2: "A boy grows spiritually" (letter R).

BOY #3: "A boy grows mentally" (letter O).

BOY #4: "A boy grows socially" (letter W).

COMMANDER: "The Book of Luke says that Jesus grew in these ways. Let us grow strong and be examples, just as Christ is an example to us."

### Closing Ceremony Number 21

Have each patrol form a circle with right hands toward the center, forming a wagon wheel. Have the boys sing their patrol song.

### Closing Ceremony Number 22

Have the boys sing the doxology.

### Closing Ceremony Number 23

BOY #1: "When we speak of a Royal Ranger being alert we are saying that he is ready for everything."

BOY #2: "A Royal Ranger is alert. He is mentally alert. He is ready to learn, create, and reason. A Royal Ranger is alert. He is physically alert. He eats the proper foods, exercises, and gets enough rest."

BOY #3: "A Royal Ranger is alert. He is alert spiritually. He is sensitive to God's Word, the Holy Spirit, and the needs of others."

COMMANDER: "Let us be alert in all things. Let us pray."

### Closing Ceremony Number 24

BOY #1: "When we speak of a Royal Ranger being clean, we are referring to purity of being."

BOY #2: "A Royal Ranger is clean. He is clean in body. He will keep his body washed and not defile it with harmful materials."

BOY #3: "A Royal Ranger is clean. He is clean in mind. He will endeavor to think only good things. He will read and listen to things that are constructive and that will honor God."

BOY #4: "A Royal Ranger is clean. He is clean in speech. He will not use profanity or words that are not becoming of a Royal Ranger."

COMMANDER: "Yes, a Royal Ranger is clean in body, mind, and speech. Recite with me the Ranger code."

### Closing Ceremony Number 25

BOY #1: "A Royal Ranger is honest. This means to be truthful and upright at all times."

BOY #2: "A Royal Ranger is honest. He does not lie. He is truthful to himself, his friends, and God."

BOY #3: "A Royal Ranger is honest. He does not cheat."

He will always be upright and honorable.”

BOY #4: “A Royal Ranger is honest. He does not steal. He will not take or use anything without permission. He will respect the property of others.”

COMMANDER: “Yes, Royal Rangers are honest. Let us be honest in all things. Recite with me the Golden Rule.”

### Closing Ceremony Number 26

BOY #1: “A Royal Ranger is courageous. This means he is brave in spite of circumstances.”

BOY #2: “A Royal Ranger is courageous. He is brave in spite of danger. He will face danger with courage and respect.”

BOY #3: “A Royal Ranger is courageous. He is brave in spite of criticism. He will stand for the right no matter what others think or do.”

BOY #4: “A Royal Ranger is courageous. He is brave in spite of threats. He will stand for justice for all and keep his faith holy unto God, no matter what the threat.”

COMMANDER: “A Royal Ranger is courageous. Let us have courage to do the harder right instead of the easier wrong.”

### Closing Ceremony Number 27

BOY #1: “A Royal Ranger is loyal. Loyal means to be faithful.”

BOY #2: “A Royal Ranger is loyal. He is faithful to his church. He will attend and support his church in every way.”

BOY #3: “A Royal Ranger is loyal. He is faithful to his family. He will love and give of himself to his family.”

BOY #4: “A Royal Ranger is loyal. He is faithful to his outpost. He will serve his outpost faithfully and be part of the fellowship of Royal Rangers.”

BOY #5: “A Royal Ranger is loyal. He is faithful to his friends. He will make friends and be a friend. He will cherish his friends.”

COMMANDER: “The Royal Ranger pledge says: ‘With God’s help, I will do my best to serve God, my church and my fellowman.’ Recite with me the Royal Ranger pledge.”

### Closing Ceremony Number 28

BOY #1: “A Royal Ranger is courteous. Courteous means to be respectful.”

BOY #2: “A Royal Ranger is courteous. He is polite. He is polite to all persons and respectful toward authority and to his elders.”

BOY #3: “A Royal Ranger is courteous. He is kind. He is generous in hospitality and deeds.”

BOY #4: “A Royal Ranger is courteous. He is thoughtful. He will place himself second in consideration of others.”

COMMANDER: “Yes, a Royal Ranger is polite, kind, and thoughtful. Recite with me the Golden Rule.”

### Closing Ceremony Number 29

BOY #1: “A Royal Ranger is obedient. This means to follow the commands or guidance of those who have the rule over us.”

BOY #2: “A Royal Ranger is obedient. He obeys his parents. For this is a law of the Bible.”

BOY #3: “A Royal Ranger is obedient. He obeys his leaders. He will submit to those who have leadership over him.”

BOY #4: “A Royal Ranger is obedient. He obeys those in authority. He will honor, respect, obey, and pray for those in authority.”

COMMANDER: “Rangers, Christ subjected himself to the authority of God, his parents, the leaders, and the government. We are admonished to be obedient. Let us pray.”

### Closing Ceremony Number 30

BOY #1: “A Royal Ranger is spiritual. Spiritual means to be sensitive to the relationship with God the Father, the Son, and the Holy Spirit.”

BOY #2: “A Royal Ranger is spiritual. He prays. He talks to God and he lets the Spirit of God speak to him.”

BOY #3: “A Royal Ranger is spiritual. He reads his Bible. He studies the Scriptures and applies its truths to his life.”

BOY #4: “A Royal Ranger is spiritual. He witnesses. He tells of the love of God to his friends, his family, and the world.”

COMMANDER: “Rangers, God wants us to grow spiritually. The Holy Spirit is available to live daily within us. Let us pray.”

### Closing Ceremony Number 31

BOY #1: “The Royal Ranger motto is ‘ready.’ The word *ready* means to be prepared for anything.”

BOY #2: “A Royal Ranger is ready. He is ready to work. He is willing to carry his part of the load and responsibility.”

BOY #3: “A Royal Ranger is ready. He is ready to play. He is willing to follow the rules of the game and support his team.”

BOY #4: “A Royal Ranger is ready. He is willing to serve. He is willing to serve God, his church, and his fellowman, as stated in the Royal Ranger pledge.”

BOY #5: “A Royal Ranger is ready. He is ready to obey. He will follow the seventh point of the Royal Ranger code.”

BOY #6: “A Royal Ranger is ready. He is ready to worship. He prays, reads his Bible, and witnesses.”

COMMANDER: “A Royal Ranger is ready. He is ready to live and to do whatever he is called on to do. Repeat with me the Royal Ranger pledge.”

### Closing Ceremony Number 32

Have the senior guide give last-minute announcements and dismiss in prayer.

### **Closing Ceremony Number 33**

Have the boys read a short Scripture passage and close in prayer.

### **Closing Ceremony Number 34**

During the retirement of the Royal Rangers flag, have the boys sing "Royal Ranger March" (*Royal Rangers Campfire Songs*, #1).

### **Closing Ceremony Number 35**

During the retirement of the Christian flag, have the boys sing "My Lord Knows the Way" (*Royal Rangers Campfire Songs*, #45).

### **Closing Ceremony Number 36**

Have the boys hold hands in a circle and sing "Whisper a Prayer" (*Royal Rangers Song Book*, #46).

### **Closing Ceremony Number 37**

Place a world globe on a table with a cross next to it. Have the boys sing "He's Got the Whole World in His Hands" (*Royal Rangers Song Book*, #48).

### **Closing Ceremony Number 38**

Spotlight an open Bible. Have the boys sing "Oh River of God" (*Royal Rangers Song Book*, #41).

### **Closing Ceremony Number 39**

Spotlight the Royal Ranger outpost flag. Lead the boys in the chorus "If You're Glad You're a Ranger" (*Royal Rangers Song Book*, #35).

### **Closing Ceremony Number 40**

Have the boys form a friendship circle. Lead them in "Vive L' Amour" (*Royal Rangers Song Book*, #2).

### **Closing Ceremony Number 41**

Have the boys stand around the council fire and sing "Now the Day Is Over" (*Royal Rangers Song Book*, #51).

### **Closing Ceremony Number 42**

Spotlight a portrait of Jesus Christ. Have the boys sing "They That Wait Upon the Lord" (*Royal Rangers Song Book*, #50).

### **Closing Ceremony Number 43**

Have the boys sing "Tell Me Why" (*Royal Rangers Song Book*, #52). Have the commander close in prayer.

### **Closing Ceremony Number 44**

Place on the wall a picture of the pierced hands of Christ. Dim the lights and sing "For God So Loved the World" (*Royal Rangers Song Book*, #44).

### **Closing Ceremony Number 45**

Turn down the lights. Light one small candle and

lead in the song "Standing Somewhere in the Shadows" (*Royal Rangers Song Book*, #45).

### **Closing Ceremony Number 46**

COMMANDER: "The Bible says, 'Give honor to whom honor is due.' Let us stand at attention as we call out the ranks, from the highest to the recruit. When your rank is called, come by and salute the Royal Ranger flag and shake my hand."

### **Closing Ceremony Number 47**

Have the patrol guides step forward with their patrol flag and form a wagon-wheel circle with the flag toward the hub. The chaplain, standing at the hub, should give the benediction.

### **Closing Ceremony Number 48**

Give each boy a 2-foot rope and have him tie each end with a square knot to the rope of the person next to him—until the circle is completed. Have the Ranger flag in the center of the circle. The commander should close the meeting with a prayer.

COMMANDER: "Father, thank You for Royal Rangers and for each boy in this circle. We know as a Ranger outpost we are as strong as the weakest member. As we have tied our knots and ropes together, we have become one continuous large fellowship. We know, Lord, that the strength of our rope friendship circle is as strong as the knots that hold it together. Help us, Lord, to be strong. Help each of us to be Royal Rangers of the Great Commander, Jesus Christ. Amen."

### **Closing Ceremony Number 49**

Have the boys bow their heads and repeat in unison: "May the Creator of heaven and earth and the Great Commander of my life, Jesus Christ, be with you until we meet again." Then have them leave the room quietly.

### **Closing Ceremony Number 50**

Have a candle for each Royal Ranger lit at the exit. As each boy leaves, have him blow out his candle. The commander should be the last to blow out a candle. As each candle is blown out, the room will get darker. (The candles may be lit while the boys come in for the meeting.)

**PART II**  
**COUNCIL OF ACHIEVEMENT**  
**PROGRAMS**



## COUNCIL OF ACHIEVEMENT PROGRAMS

A Council of Achievement is a special event honoring boys for their achievements and progress on the Royal Rangers advancement trail. Every boy who has earned an award should be recognized as soon as possible. A Council of Achievement should be planned periodically to insure that a boy receives prompt recognition and awards.

A good Council of Achievement should be inspirational and impressive. Much planning and coordinating will have to be done to develop a well-rounded ceremony. The Council of Achievement program should be conducted with dignity, honor, and respect according to the occasion.

Your Council of Achievement program should include the boy and his parents—with the outpost, friends, and relatives looking on. A successful Council of Achievement ceremony should be filled with symbolism that has deep meaning and values.

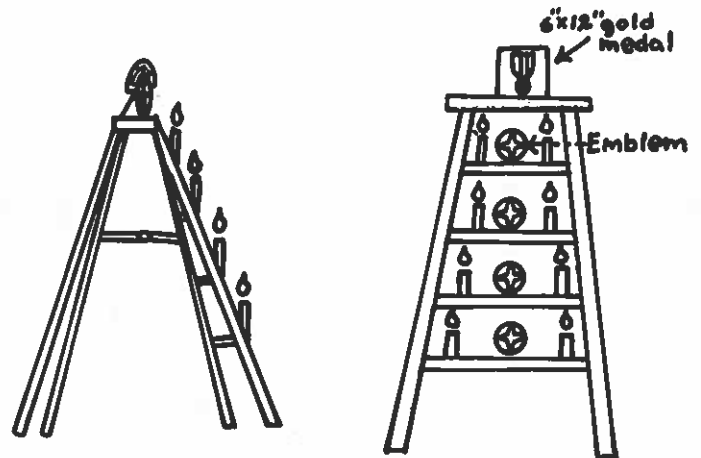
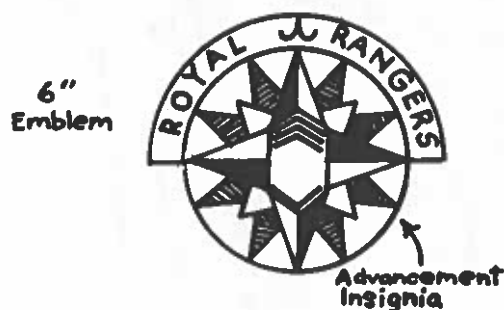
A Council of Achievement should be more than just handing out awards. A well-planned program will leave a lasting impression on the boys and their families concerning the values of the Royal Rangers ministry. A Council of Achievement will challenge a boy to achieve further advancement in Royal Rangers, and further his development as a Christian young man in a changing world.

The following are ideas and ceremonies that will be of help to you in planning your Council of Achievement. The chapters titled "Opening Ceremonies" and "Closing Ceremonies" will also help you in developing an impressive and inspirational Council of Achievement.

### Advancement Ladder

Cut out a 6- x 12-inch emblem of the gold medal of achievement.

Cut out five 6-inch Royal Ranger emblems—place rank insignia on the center of the Royal Ranger emblems. Mount emblems on the ladder.



### Ceremony

**OPENING:** Presentation of Colors

Pledge to the Bible

Song: "America the Beautiful"

**BOY #1:** "The Royal Rangers motto is "ready." We are here tonight to recognize some of our Royal Rangers who have made their lives ready for new adventures and achievement. We wish to thank you for coming tonight to pay tribute to these special young men."

**BOYS #1 to #8:** *Each boy lights a candle which represents a point of the code. As he lights the candle, he recites the appropriate point of the code. (The candles should be lit from lower left to right and upward.)*

**COMMANDER:** "The advancement trail is symbolic of what is happening in the lives of our boys. Our boys have been working very hard to achieve required goals for a particular award. We are proud of the achievement steps each of our boys has made. All of them started at the bottom of the ladder and are progressing to the higher elevations. To advance up the ladder, it takes hard work, study, application, and the endurance to achieve.

"Tonight we have with us such outstanding individuals. They have run the race, they have endured, and they have come out winners. As I call out your name, please step forward to receive your awards of which you are so deserving."

**COMMANDER:** *(Closing.)* "Would each of you take a close look at our advancement ladder which is lit brightly? Now close your eyes. You can still see the advancement ladder in your mind. You can see the next step that you wish to achieve. Now open your eyes. Soon our candles will be put out, but the light of the Royal Rangers advancement trail will still shine in your mind and desire.

"If it is your desire to progress up the ladder of achievement, recite with me the Royal Rangers pledge."

## Tripod

1. Construct two tripod stands—one for gold and red points; one for blue points.
2. Nail or screw block to stand.
3. Mount Royal Rangers poster on plyboard and attach to tripod.

## Ceremony

OPENING: Presentation of Colors

Music: "God Bless America"

BOY #1: "Prior to constructing a large building or tower, one needs to know if the foundation is sure enough to hold the edifice. If a foundation is sandy or muddy, the building will not stand. An edifice built on a solid rock will stand erect and sure.

"So it is with our lives. If we build our lives on sandy soil, we shall fall. If we build our lives on solid rock, we shall stand tall and erect.

"Let us see how the Royal Rangers advancement trail has helped us to build on the solid rock."

BOY #2: (*Lights red candles.*) "The foundation of Royal Rangers is the living Church and Word. These four red candles stand for the four cardinal doctrines of the church. They are salvation, the Holy Spirit, healing, and the Rapture."

BOY #3: (*Lights four gold candles.*) "Upon the sure foundation of the Word, we learn to grow. These four gold candles represent the four ways a boy grows. They are physical, spiritual, mental, and social."

BOY #4: "We learn to grow on the sure foundation. We learn to live by the Royal Rangers code. The points of the code are . . ." (*recite points of the code.*)

NOTE: *Have the boy light the candles from the lower right to left and upward as he recites the Royal Rangers code.*

COMMANDER: (*After all the candles are lit.*) "Before us, brightly lit, are candles representing the spirit of Royal Rangers. This tripod is symbolic of what is happening in the lives of our Royal Rangers. The advancement trail has given the boys opportunity to build their lives on a sure foundation. Many of our boys have been progressing on their advancement trails. They have been building on old experience with new achievements. Tonight we wish to honor each of these builders and achievers.

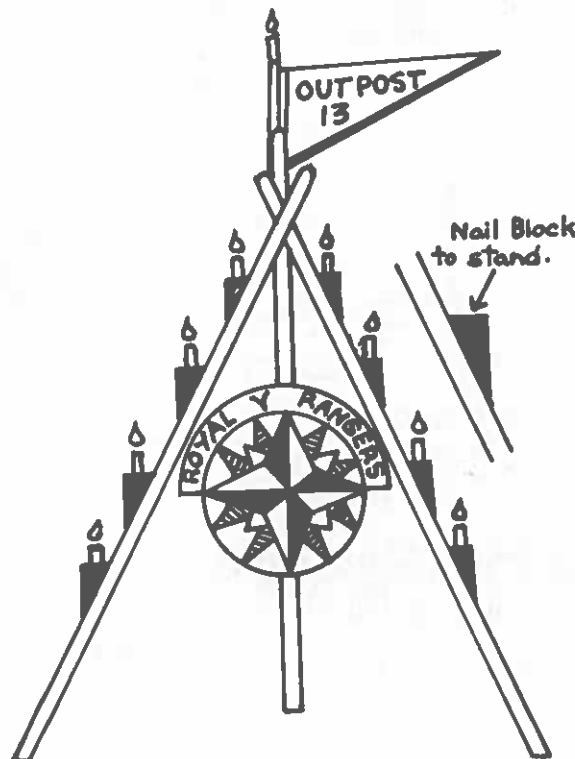
"As I call your name, please step forward and receive your well-deserved awards."

COMMANDER: (*Closing.*) "Now our ceremony is drawing to an end, but not so our building on the sure foundation. Time will pass rapidly, but our boys of whom we are proud, will continue to build their lives on the principles of Royal Rangers. Let us clasp hands and recite the Lord's Prayer as we put out the candles."

NOTE: *While reciting the Lord's Prayer, have one boy put out all the candles, with the exception of the gold candles.*

COMMANDER: "As you can see, some of the candles are still burning. They are the sure foundation of the Royal Rangers program. Now I take this unlit candle and place it on each of the gold candles' flames, symbolizing that Outpost \_\_\_\_\_ of \_\_\_\_\_ Assemblies of God church is ever endeavoring to build lives on the solid foundation." (*Place lit candle over outpost pennant.*)

"Recite with us the Royal Rangers pledge in closing."



## The Ingredients of Character

Cut out pictures of food used in a stew and write one of the eight points of the code on each one.

1. Place dry ice in a no. 10 tin can.
2. Place tin can in the pot.
3. Add water. A foggy mist will overflow the washpot.
4. Place award in pot around can.
5. Place letters on pot to spell the word *character*.

### Ceremony

OPENING: Presentation of Colors

Music: "God Bless America." Show slides of various monuments in America.

COMMANDER: "America is the greatest and most prosperous country in the world. It is a land of opportunity and privileges. Our country was not built on natural resources alone, but on freedom of human expression and initiative.

"America is great because her people are hard-working achievers. America is great because of her desire to give, share, and help those who are less fortunate. America is great because of her national character in a free land. Character has always been the main ingredient of a grand country or individual.

"We have before us some young men who have been hard workers and achievers. They have been building on the foundation of Christian stewardship and service. Through their dedicated work on the Royal Ranger achievement trail, they have been learning what manly Christian character is. They have learned more than just tying knots, cooking over a fire, or some other camping skill; they have learned how to apply the ingredients of good character to their Christian life.

"As I call your name, please come and stand beside me with your parents. Here are the names of the boys who have learned the value of good character and achievement." (*Call names.*)

"Friends, before me is a cast-iron pot. This pot has on many occasions been used to cook some outstanding gourmet food. The right ingredients and spices are needed to make a mouth-watering meal. Let us see what ingredients were learned while these young men worked on their advancements and what rewards there are when the right ingredients are put together.

"First, to make a stew one must add certain ingredients. Let us see what we need to add to our pot to produce manly Christian character."

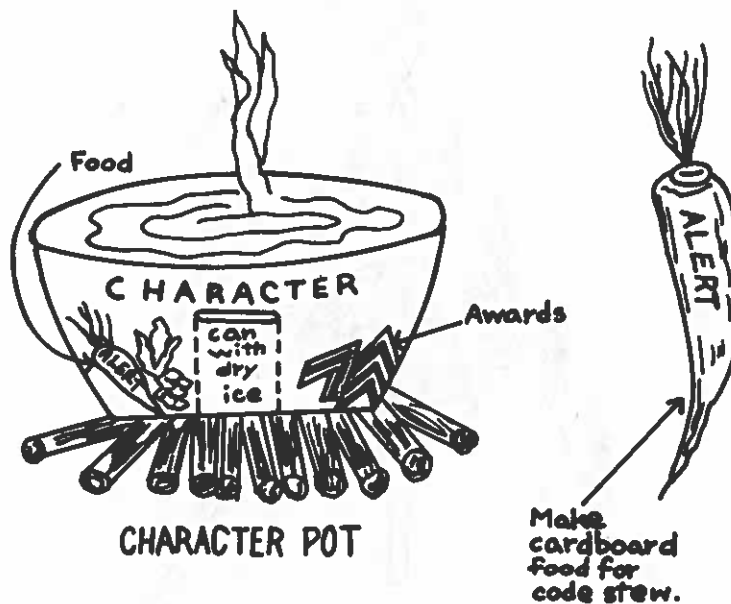
NOTE: *Eight boys will come forward one at a time, each with a picture of a certain food, and recite the appropriate point of the Royal Ranger code. After each boy recites, he will place the picture of the item in the pot. The last boy will slowly sprinkle a cup of water into the can of dry ice.*

COMMANDER: "The ingredients of character building are found within the Royal Ranger code and on the advancement trail. The advancement trail has given these young men the opportunity to add to their lives the ingredients of character. Tonight we honor these young men for their achievement and hard work. We are proud of each one of them.

"Let us now see what our pot of character has for us." (*The commander at this time reaches into the pot and pulls out the awards and presents them to the boys.*)

"We are indeed proud of each of you. We trust you will continue to achieve and advance on the advancement trail. We are thankful that you have learned to apply the ingredients of good conduct and character to your lives. We pray you will continue to do so.

"If it is your desire to strive and to move forward in character building and achievement, recite with me the Royal Rangers pledge."





## Gold Medal of Achievement Recognition Ceremony

OPENING: Presentation of Colors

VOICE OF THE GOLD MEDALIST: *(Can be live or taped.)*  
“This is the voice of the gold medalist, the gold medalist whose heights you have struggled hard to reach. We remember well when you first came to the base of the mountain—how you looked up with ambition and determination.” *(Music plays softly in the background.)*

“Look back for a moment. Look down the mountain you have climbed. Look back at the experiences you have gained in your ascent. These experiences should not be forgotten—and you should profit by making sure that the adverse ones do not occur again. Experience is a valuable teacher if you will heed its teachings.” *(Music builds up. A bell tinkles.)*

“We remember when you took your first step on the trail leading upward. With that step you began to start living the Royal Rangers code and pledge. And while you were on the trail, we watched you study and learn by doing.

*(Eliminate this section if the boy wasn't a Buckaroo.)*  
“First you were only a recruit, building yourself physically, mentally, and spiritually. Your brother Royal Rangers called you a Greenhorn Buckaroo—and they were right, you were indeed a Greenhorn.”

*(Music plays softly. Escorts and candidates walk slowly to the Greenhorn sign.)*

“But you continued your climb, and soon you reached a ledge on that mountain trail where you were greeted by a large group of Second Class Pioneers.” *(Change to Trailblazer if boy was not a Pioneer.)*

*(Music builds up. A bell tinkles. Escorts and candidates advance to Second Class Pioneer sign.)*

“Some, like yourself, were stopping to catch their breath before continuing along the trail. You began to study more, you worked harder, and before long, you came to another ledge, where First Class Trailblazers dwell.”

*(A bell tinkles. The music builds up, then becomes softer. Escorts and candidates advance slowly to First Class sign.)*

“Gold medalist, please recite the code.”

*(After recitation the Voice continues.)*

VOICE: “There you found a beautiful green meadow by a crystal-clear stream, and you were tempted to remain. Yes, you could have stayed there to live in First Class glory, but your ambition stirred you on. And we remember your progress when you became an Advance Rating Ranger.”

*(A bell tinkles. The music builds up, then becomes softer. Escorts and candidates advance slowly to Advance Rating sign.)*

“You found the trail from First Class to Advance Rating had been an optical illusion—not as difficult as it had seemed. This spurred you on, and again you climbed further. The trail became steeper and less worn. Fewer Rangers seemed to be headed in your direction. You looked back and saw the crowds below you. You looked up and saw the few above you, and with the same determination with which you started your climb, you continued on the trail.”

*(A bell tinkles. The music builds up, then becomes softer. Escorts and candidates advance slowly to Master Rating sign.)*

Soon the badge of Master Rating was placed on your uniform. You will never forget the thoughts in your heart; they have been experienced by most Rangers on reaching the ledge of Master Rating: ‘Now I am close to the Gold Medal of Achievement.’

“The trail became tougher, but more interesting, as you began climbing to the top rating in the Air, Sea, or Trail Rangers. The original simple principles, the Royal Rangers code and pledge, now had a fuller meaning; your understanding of them was greater.”

“Yes, we have watched your character unfold and become more manly. We have watched your leadership ability expand into a valuable asset. We have watched your mind develop and your wisdom increase. We have watched all these things in you, and now that you are at the threshold of your goal, we welcome you, for you have done your climbing in a true Ranger manner.”

*(The music builds up, then becomes softer. The lights should be dimmed.)*

“Will the pastor now escort the Gold Medal of Achievement candidate forward to receive the award of Gold Medal of Achievement?”

*(The music stops.)* “Senior Commander, has this gold medal candidate conducted himself in a manner that exemplifies the real ministry of Royal Rangers?”

*(The senior commander stands and answers from the audience.)*

SENIOR COMMANDER: “He has.”

VOICE: “Gold medal candidate, you will rededicate yourself by repeating the Royal Rangers pledge. Resolve to uphold forever its principles with the same ambition and perseverance that have brought you this far.”

*(Candidate recites Royal Rangers pledge.)*

VOICE: “The code of the gold medalist is the Royal Rangers code. Your fellow Rangers will tell you the code which you know so well. Take heed of this advice and wisdom.”

*(A number of Rangers should repeat the code.)*

VOICE: “Please return to your seats.”

*(The music starts again.)*

VOICE: “(Candidate’s name), your conduct along the trail has been excellent. You have rededicated yourself to the principles of the Royal Rangers ministry. You have heard again the call of the gold medalist. But, one more thing is important—your future.”

“As a gold medalist you will become a leader of other Rangers below you. You will become an example in your community. Remember that your actions are a little more conspicuous and people will expect more of you. To falter in your duties would reflect not only on you, but also on your fellow gold medalists. The torch you carry is not just yours; it is ours.” *(The music stops.)*

“Will \_\_\_\_\_, District Commander of \_\_\_\_\_ District, please come to the front and administer to our Rangers the Pledge of the Gold Medalist?”

*(The oath is administered by the district commander and repeated by the candidate.)*

DISTRICT COMMANDER: “I, \_\_\_\_\_, do realize the obligation to my fellowman, my home, my country, and my God. I will at all times do my best to assist other Rangers who are climbing the trail of the gold medalist; to give back more to the Royal Rangers ministry than it has given me; to assist my outpost as much as possible; and to be a living example of the Royal Rangers pledge and code to the best of my ability.”

VOICE: “Will the parents of the candidate come to the front of the presentation area?”

RR REPRESENTATIVE: “Fellow gold medalists, we now proclaim to all the world your accomplishments. The symbol of your success is the Gold Medal of Achievement now presented to your father by your district commander. Your father is the one who has wisely counseled and advised you. He will hand the medal to your mother who, in turn, will pin it over your heart. She is proud of you, fellow gold medalist, as is your father. Never let them be disappointed in you. Their lives and their all have been for you.

“Mother, will you as your son is presented, kindly pin on his emblem of achievement?”

*(All Rangers salute and audience stands as medal touches uniform. The music plays softly, then stops.)*

“And now, gold medalists, in recognition of the many hours of patient guidance given by her and your efforts, will you pin a corsage on your mother?”

“Now, my fellow gold medalists, let this not be the end of your Royal Rangers ministry, but go on to greater heights and share with other boys the benefits of your experience.” *(Close in prayer.)*

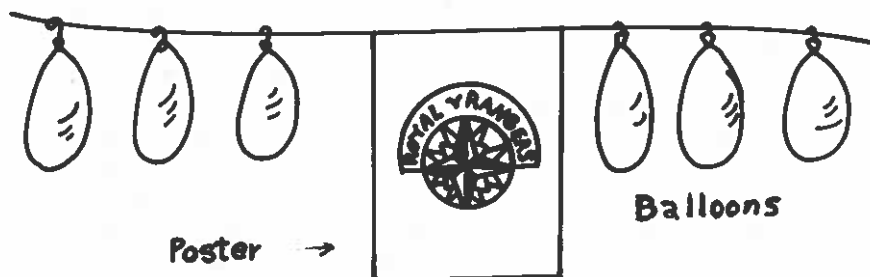
“Senior commanders, please be first to congratulate the boys.”



### Balloon Burst Ceremony

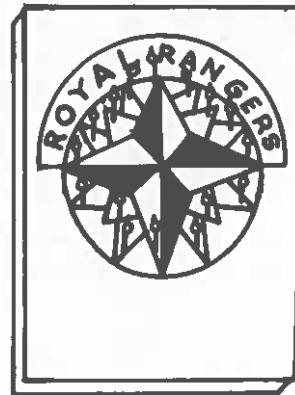
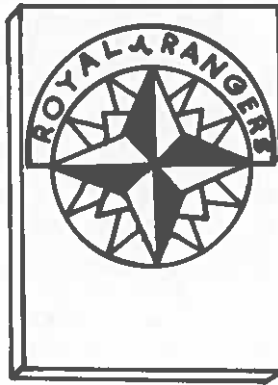
1. Make a Royal Rangers poster banner.
2. Place advancement pins in balloons.

3. Blow up the balloons and tie on the banner.
4. Have the boys pop their balloon to retrieve their awards at an appointed time.



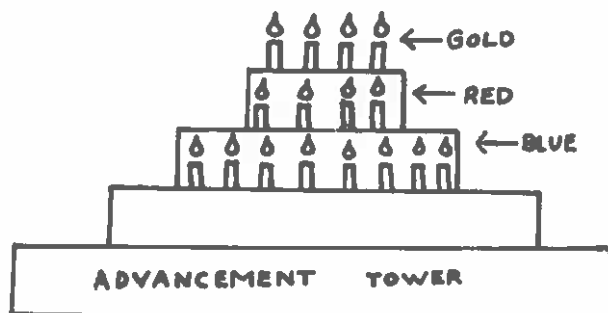
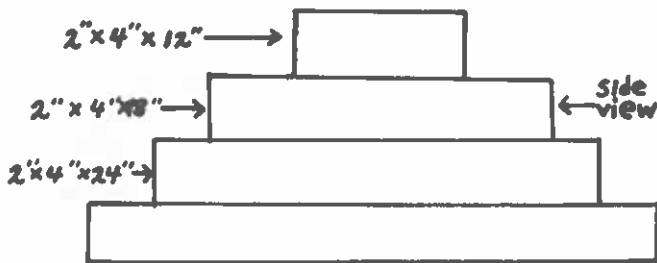
### How to Make an Emblem—Candle Board

1. Cut 3/4-inch plywood and glue RR poster to surface.
2. Drill 16 holes for each point of emblem and mount candles. There should be four red candles, four gold candles, and eight blue points.



### How to Make an Advancement Tower Board

1. Nail or glue blocks together.
2. Drill candle holes.
3. Paint.
4. Add RR emblem.
5. Write in large letters the word "READY."





# PART III

## OUTDOOR ACTIVITIES



## TYPES OF CAMPS

Put variety in your outpost camping program. There are many types of camps and camp skills which your boys will enjoy. Using different types of camps will put life and enthusiasm into your program.

Prior to certain types of camps, a specialized training effort must be made during outpost meetings and other periods. Train your boys so they can fully enjoy the different types of camps.

### Camping Idea Number 1

#### Nature Study Camp

The purpose of a nature camp is to observe and study nature. Participation in a nature camp will give your boys a better understanding of conservation, preservation, and ecology.

When planning a nature camp-out, select only one subject of nature to study at a time. Subjects such as animals, birds, fish, insects, plant life, reptiles, rocks and minerals, etc., are a few areas your boys will enjoy learning about.

### Camping Idea Number 2

#### Survival Camping

Survival camping should be reserved for the more skillful and mature boys under trained adult leaders. The purpose of survival camping is to train boys to live off the land with only a small amount of equipment. Food usually consists of wild vegetation, fish, small animals, insects, reptiles, and wild fruit. Shelter is improvised from natural surroundings and materials.

A small survival kit is usually prepared that includes bandages, razor blades, a knife, a compass, matches, tinfoil, a fish line and hooks, copper wire, water purification tablets, and other desired materials.

Prior to taking the boys on a survival camp-out, be sure you get expert training and information. Survival classes can be held as part of your outpost features.

### Camping Idea Number 3

#### Pioneer Camping

Pioneering camping provides the boys with opportunities to learn and test their pioneer skills such as lashing; building camp equipment, shelters, towers, and bridges; and using anchorages, rope tackle, and other primitive tools of pioneering.

### Camping Idea Number 4

#### Fishing Camp-out

Teach your boys how to use various fishing tackle and gear. Take them on a fishing camp-out with a minimal amount of cooking gear. The boys can prepare their catch for their meals.

### Camping Idea Number 5

#### Ski Camping

Teach your boys how to use cross-country skis. Take them on a cross-country overnight camp-out. Be sure they have mastered the skills of cold-weather camping prior to any snow-related camp.

### Camping Idea Number 6

#### Truck Camping

Truck camping is the easiest of camping. All the gear is brought in by automobile. Modern gear such as gas stoves, heaters, cots, pup tents, and other convenient equipment is used. Truck camping is a good way to start your boys on a camping program.

### Camping Idea Number 7

#### Horsepacking Camp

Boys enjoy horseback riding. A horsepacking camp is a blend of camp skills and horsemanship that will prove to be a highlight of your camp program.

### Camping Idea Number 8

#### Blind Man Camp

The boys are blindfolded for a duration of time and actually live in a camp situation. They cook, wash dishes, and build fires as usual. The purpose of a blind man camp is to use and develop the human senses other than sight, and to learn to depend on and trust those who are not blindfolded.

This type of camp-out requires strict supervision. The boys should be put into two-boy teams. One boy is blindfolded and the other boy is the eyes for the blindfolded boy.

### Camping Idea Number 9

#### Canoe Camp

Canoe camping requires knowledge of small watercraft, water safety, portaging, and canoeing skills. Canoe camping trips are a favorite among older boys. Canoe camping will prove to be a challenge to your boys.

### Camping Idea Number 10

#### Farm Camp

Many of today's youth have never been on a farm or seen how a farm operates. Having a farm camp will give the boys the chance to see how a farm is managed. The boys may even have an opportunity to help the farmer with some of the farm chores.

### Camping Idea Number 11

#### Conservation Camp

A conservation camp is visiting and camping in a county, state, or federal conservation area. Many agen-

cies will provide programs and opportunities for boys to learn about conservation programs of wildlife and management. The boys may even have an opportunity to help in a conservation project such as planting trees.

### **Camping Idea Number 12**

#### **Competitive Camp**

A competitive camp is when two or more outposts come together in a camp setting for outdoor competitive games. This type of camp will build outpost spirit. Competitive camps will give the boys opportunity to make new friends and to meet other Royal Rangers.

### **Camping Idea Number 13**

#### **Father and Son Camp**

The purpose of a father and son camp is to cultivate a better dad-son relationship. The father and son will have the opportunity to learn, share, and work together. All camp activities should be geared to a boy-and-dad team effort.

### **Camping Idea Number 14**

#### **Display Camp**

A display camp is when the outpost sets up a model outpost campsite and program. The church family and the public are invited to visit. A meal may be prepared by the boys for all visitors. A nominal fee for the meal may be charged.

This type of camp lets the church know what is happening in the Royal Rangers program. It also provides an opportunity for a special advancement ceremony.

### **Camping Idea Number 15**

#### **Boat Camp**

Motorboating or sailing is an exciting adventure. Combining boating with a camp-out will add new excitement to your camp program. You may wish to travel by watercraft to a particular site or even camp aboard the craft.

### **Camping Idea Number 16**

#### **Snowshoe Camp**

Teaching your boys to snowshoe, then taking them on a snowshoe camp will expand their experience in winter camping and winter outdoor lore. Prior training in winter camping is a must for this type of camp.

### **Camping Idea Number 17**

#### **Snowmobile Camp**

Snowmobiling is a growing sport. It makes people more mobile in snowbound country. Snowmobiles will open up many winter wonderland areas to campers that were previously closed because of deep snow.

### **Camping Idea Number 18**

#### **Hunting Camp**

Boys trained in a hunter safety course may enjoy going hunting during hunting season. Camping and a hunt will give the boys opportunity to use their skills in a supervised hunt. Trained adults should direct and oversee such a camp.

### **Camping Idea Number 19**

#### **Inner Tube Camping**

Tube camping is a unique experience. Using an inner tube as a mode of travel, one can travel downstream on a tube with the gear tied to another inner tube. Prior to taking such a trip, the stream or lake should be checked out. This trip should be limited to swimmers only.

### **Camping Idea Number 20**

#### **“Wagon Ho” Camp**

Horse-and-wagon camping will take your boys back to the frontier days. The uniqueness of wagon camping will add spice and adventure to your camp program. (Training in frontier-type skills will be very helpful.)

### **Camping Idea Number 21**

#### **Trail Bike Camp**

Your older boys will enjoy this unusual type of camp. Traveling cross-country or by road on trail bikes to a campsite will ensure a positive response from your boys. Careful training and planning is a must for such a camp activity.

### **Camping Idea Number 22**

#### **Bicycle Camp**

Traveling by bike from one campsite to another will provide many opportunities for the boys to develop various skills. Skills such as bike safety, road safety, packing, bike repairs, and physical fitness are a few things that may be learned.

### **Camping Idea Number 23**

#### **Beachcombing Camp**

There is something exciting about camping on a seashore, hunting for shells and lost treasures, and having a bonfire at night. A beachcombing camp will provide opportunities for swimming, nature study, fellowship, and many other exciting experiences.

### **Camping Idea Number 24**

#### **Tin Can Camp-out**

Have the boys make different camp utensils and tools from tin cans. They will use these items on a camp-out, instead of commercial cooking gear. Tin can camps will show that makeshift equipment can be successfully used and substituted for store-bought equipment.

### **Camping Idea Number 25**

#### **Stick Cook-Out Camp**

Take your boys on a camp-out, but take no cooking gear. Have the boys use sticks to cook all their food on.

### **Camping Idea Number 26**

#### **Paper Cup Camp**

Give each boy a couple of paper cups. They are to camp overnight and to cook all their meals in a paper cup. A paper cup filled with water will not burn while sitting on hot coals. The paper above the water line will burn, but the paper below the water line will not. Have the boys boil their meals or cook a stew in a paper cup.

### **Camping Idea Number 27**

#### **Stone Man Camp-out**

Have the boys build a shelter out of natural material and cook their food on hot rocks (stone griddles). They are to light their fires by flint and steel, or by fire bow and drill. They may make snares and spears to catch animals and fish. Food can be cooked over hot rocks. Underground cooking may also be a challenge.

They may even wish to dress the part of a caveman.

### **Camping Idea Number 28**

#### **Hobo Camp**

Have the boys make a hobo stove out of cans. Each boy should bring one type of vegetable or meat from home. Using the makeshift stove, have the boys cook a hobo stew and camp overnight. Don't tell the boys what particular food to bring. Whatever food the boys do bring, a hobo meal has to be made and eaten.

### **Camping Idea Number 29**

#### **Swamp Camp**

Take your boys camping in a swamp. They will sleep in hammocks, cook their food on a makeshift fire platform, hike through swampy areas, and learn to survive in a swamp.

### **Camping Idea Number 30**

#### **Backpack Camp**

Teach the boys how to live and camp out of their backpacks. All supplies, food, and gear is carried on the boys' backs. Backpacking camping is a challenge to all boys.

### **Camping Idea Number 31**

#### **Cave Camping**

Cave camping is a lot of fun, however, special training and preparations are called for. Only a safe cave should be used—when in doubt, don't use it.

### **Camping Idea Number 32**

#### **Training Camp**

The purpose of a training camp is to teach camp skills, cooking, nature study, patrol methods, and teamwork.

### **Camping Idea Number 33**

#### **Crack-a-Barrow Camp**

A crack-a-barrow camp is a camp with no planned schedule or activities. The camp is geared toward recreation and having fun. All activities are spontaneous. The menu is potluck. The boys are free to do what they want, within reason and certain guidelines.

### **Camping Idea Number 34**

#### **Indian Camp**

Have the boys dress up as Indians. They will sleep in teepees, participate in Indian skills and games, and have a council fire powwow. Activities such as spear throwing, hawk and knife throwing, a bow-and-arrow shoot, etc., are highlights of the camp.

### **Camping Idea Number 35**

#### **Paul Bunyan Camp**

Have the boys dress up as old-time lumberjacks. Activities such as a log toss, log roll, crosscut-saw race, fire building, axmanship skill competition, etc., are but a few of the highlights you can emphasize. During the night, have a bonfire and a meal fit for any big lumberjack.

### **Camping Idea Number 36**

#### **FCF Greenhorn Camp**

Have your district FCF put on a trace and invite nonmembers to the activities. The purpose of this type of camp is to promote FCF and encourage new people to join their ranks.

### **Camping Idea Number 37**

#### **Advanced Award Camp**

An advanced award camp gives the boys opportunity to work toward a particular advancement award. An advanced award camp should emphasize only one advanced award at a time. This will give the boys opportunity to concentrate on one award at a time.





## CAMPCRAFT

A Royal Ranger should be able to adapt to all camp circumstances. Campcraft devices and equipment can be easily made at home or right on the campsite. Camping is not "roughing it." Camping is living as comfortably as possible with whatever you have. A knowledge of basic campcraft lore will help make camping more exciting, challenging, and comfortable. Campcraft projects are easy. Give it a try and have a pleasant camping experience.

(Some of the following campcraft ideas have come from the Royal Rangers *High Adventure* magazine.)

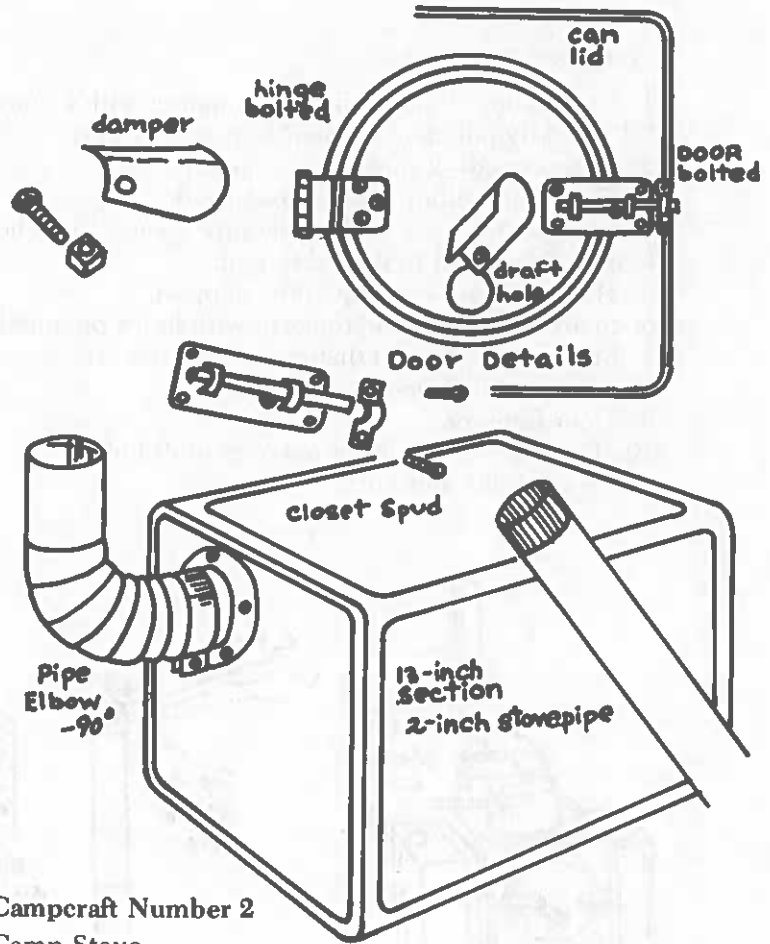
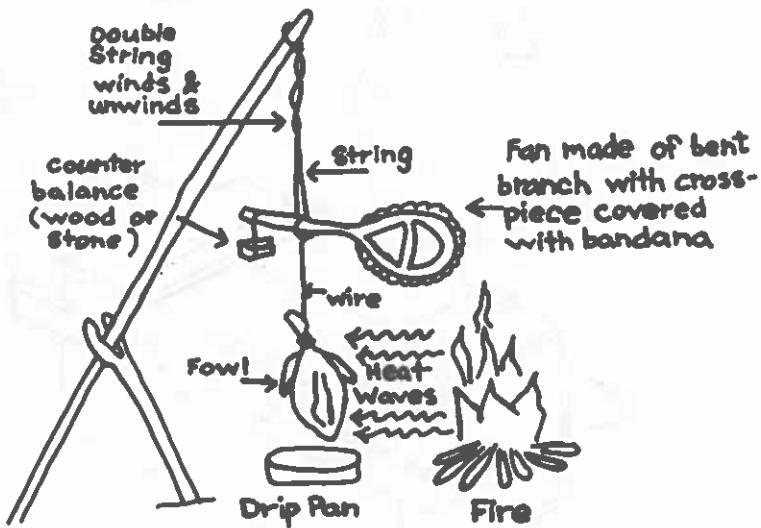
### Campcraft Number 1 Dingle-Fan Roaster

Making this dingle-fan roaster is a pioneer stunt you can try on your next camp-out. With this setup you can roast meat and fowl. Let's start with chicken.

First you stuff the bird with a well-seasoned bread dressing, then sew up the belly. The basting pocket is the slit left where the crop is taken out. Juice oozing out of this pocket during cooking keeps your chicken moist and tender. Pour the drippings back into this pocket.

Now why, you ask, does your bird turn? Well, the fan moves away from the heat and winds up the string. Then the string unwinds, and your chicken gets browned all over while you relax.

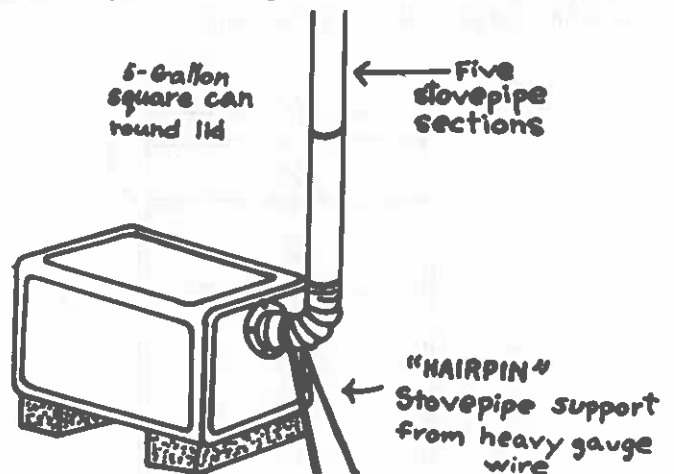
For this job you will need a medium-sized fire. It should be steady and hot and about a foot from the bird. Try to fight off temptation for an hour while your chicken cooks.



### Campcraft Number 2 Camp Stove

An added benefit from this stove can be gained by placing a 2-gallon can of water at each side of the stove. Much heat is given out at the sides of the stove—this is used to supply ready hot water for dishwashing immediately after each meal. If these "saddle tanks" are used, the stove should sit on bricks to raise the tops of the cans; otherwise, a large griddle or pot may hit the side cans.

In many areas of the nation open cooking fires are no longer permitted in the forest. The camp stove described here will make it possible for Rangers to legally cook in these areas. It also has the advantage of eliminating blackened pot bottoms.



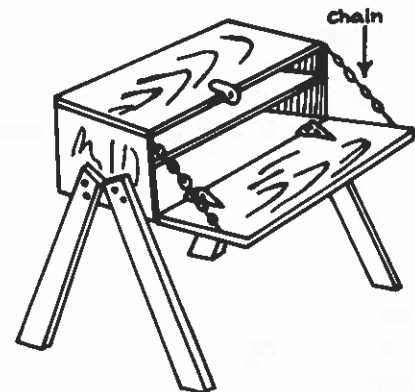
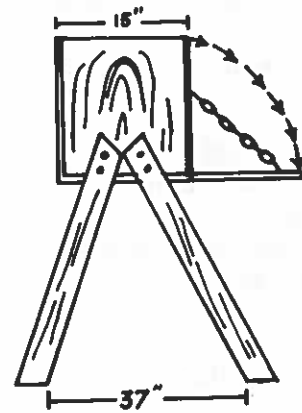
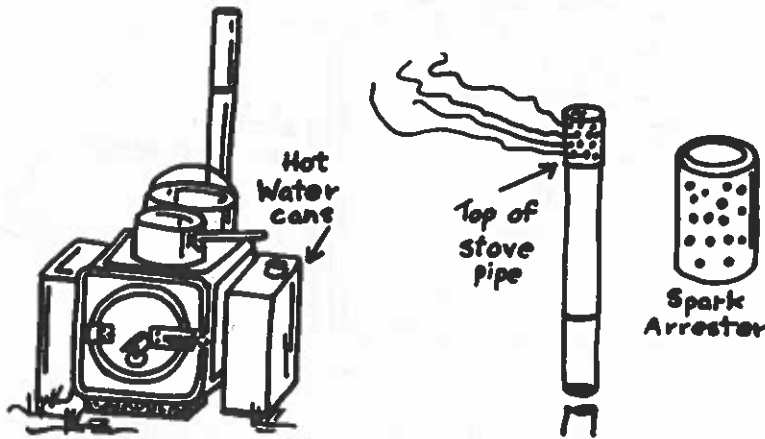
**MATERIALS:**

1. Five-gallon square can-type container with a round lid, used by potato chip manufacturers, is best.
2. Closet spud—2 inches in diameter.
3. Drain pipe elbow to fit closet spud.
4. Five sections of 2-inch smokepipe—each 13 inches long and crimped to fit end to end.
5. Heavy-gauge wire stovepipe support.
6. Spark arrester made from can with holes punched.
7. Stove door—the lid that came with the can.
8. Hinge to hold door to stove.
9. Door fastener.
10. Damper—piece of tin to cover draft hole.
11. Stove bolts and nuts.

Every up-and-at-'em patrol in every live-wire outpost dreams of having a complete outfit and doing lots of camping with it. First you'll have to decide what you'll need; how to go about earning the necessary money; which things to get first; which items can be made by an individual Ranger or by a whole patrol; and which things must be provided by the outpost.

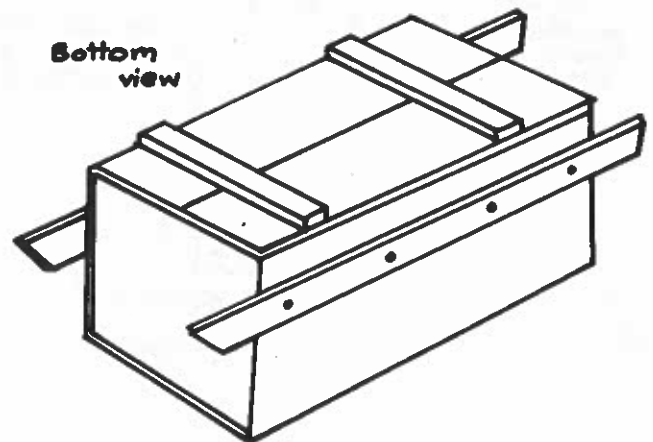
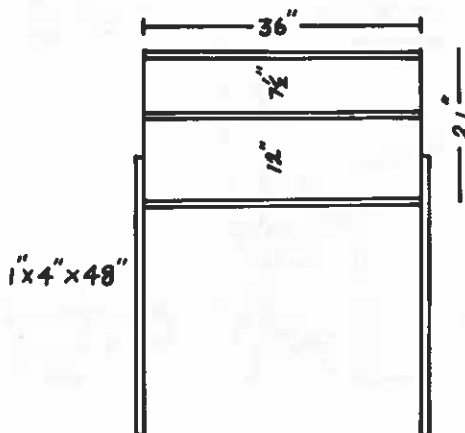
By all the patrols pitching in and working together, you'll speed along until you reach the outpost goal of having every patrol fully equipped for all kinds of Ranger camping.

Here is a piece of equipment that will add to the efficiency of setting up your campsite—serving as both a storage area and a worktable.



**Campcraft Number 3  
Worktable & Storage Area**

I always get a terrific thrill out of seeing a well-uniformed patrol hike onto a campsite and finish setting up its camp within an hour after arriving. That kind of efficiency comes only when you have two things in perfect order: complete equipment for patrol camping and an effective organization for making camp—with a tenting crew responsible for the housing and a cooking crew in charge of feeding the gang.

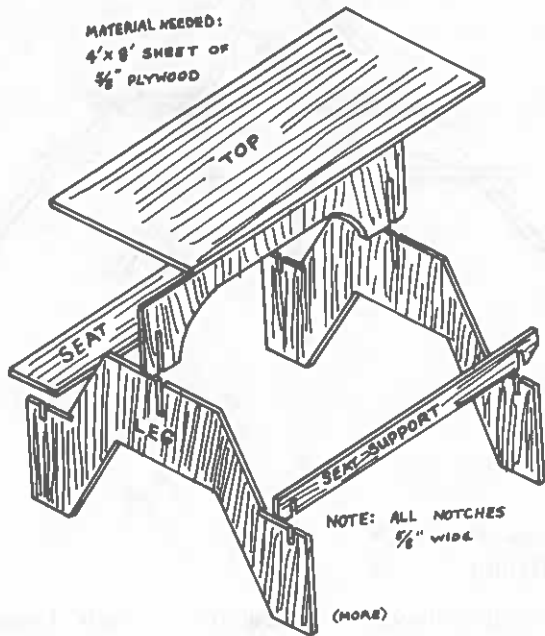


### Camcraft Number 4 Camp Table

Here's a great idea for a portable camp table. Just follow the instructions.

**MATERIAL:**

A sheet of plywood 4 x 8 feet, and 5/8-inch thick.  
(Note: All notches should be made 5/8-inch wide.)

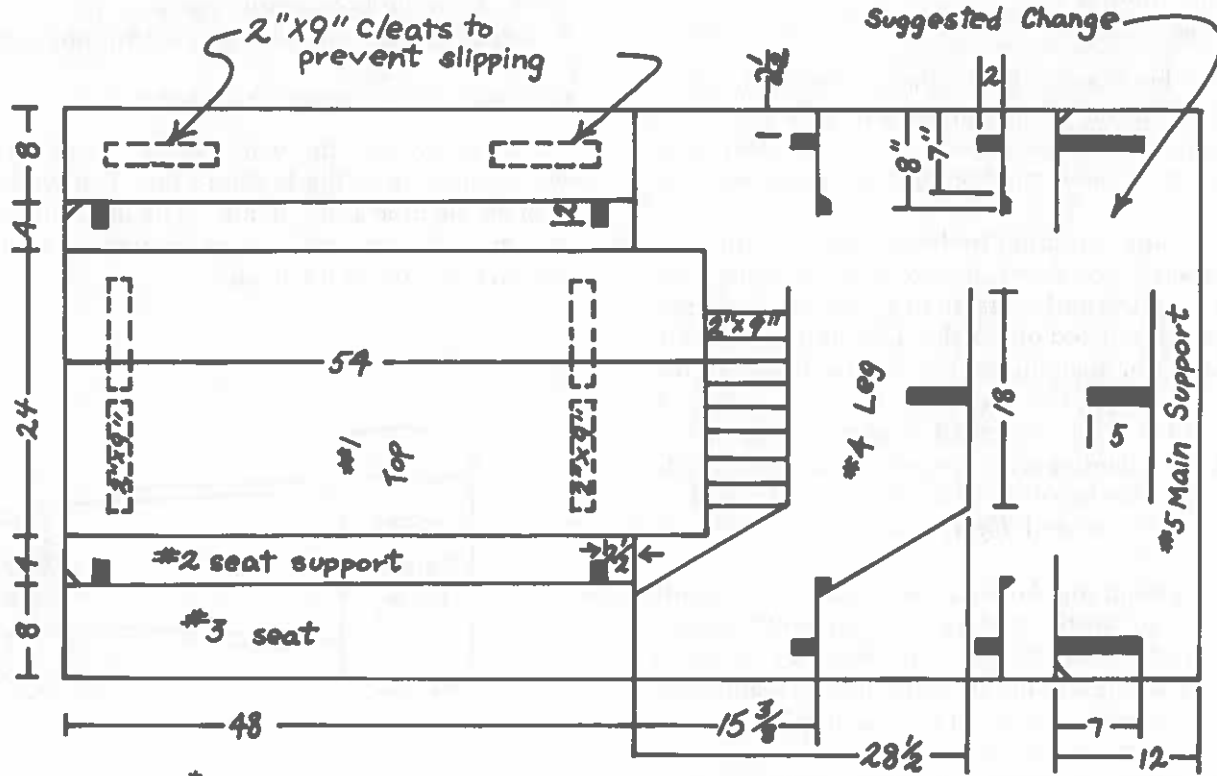
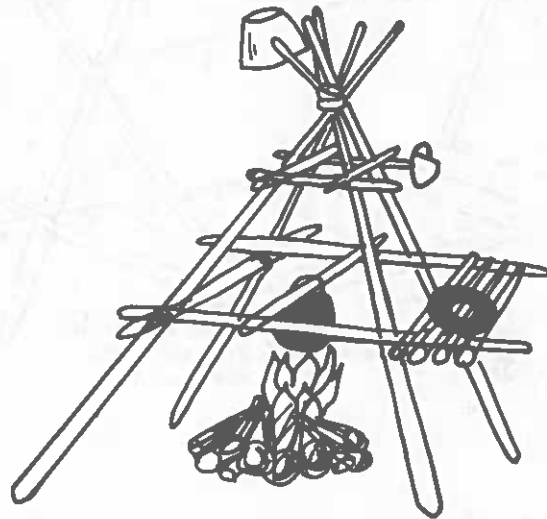


### Camcraft Number 5 Chippewa Kitchen

Camping is the ability to make oneself as comfortable as possible while living in the outdoors. A good camper, therefore, should develop the ability to construct useful camp furniture and gadgets using lashing or the dovetail notch.

Unless you are in an area where selective cutting of saplings is permitted, use only deadwood.

Here's one of the most practical and convenient camp devices ever contrived. Instead of having cooking utensils scattered, this kitchen will keep them together. Make the tripod with a shear lashing. Then you have the choice of completing the job with the dovetail notch or the proper lashings.

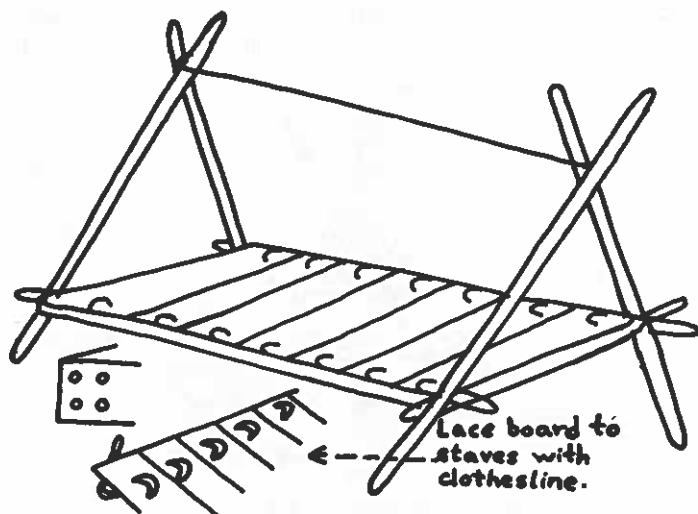


\* HOW TO CUT PLYWOOD SHEET \*

## Campcraft Number 6 Portable Camp Table

### EQUIPMENT:

- Six 6-foot poles
- Six 3-ply top boards each  $\frac{1}{4}$  x 10 x 26 inches
- Two pegs for guy rope
- One guy rope, 25 feet long
- Two 12-foot lengths of regular clothesline for tabletops
- Two 8-foot ropes for shear lashing
- Four 7-foot ropes for square lashing



## Campcraft Number 7 Pole Table

Knowing how to attach two pieces of wood together securely and at the proper angle will give you a real advantage in the woods. You can then make things for convenience, to meet emergencies, or sometimes, just for fun.

When lashing (binding) timbers together with rope, it's important to use ropes of the correct thickness and length. For staves and spars up to  $1\frac{1}{4}$  inches in diameter, use tough twisted or braided line (binder twine is unsuitable). For spars up to 3 inches in diameter, use  $\frac{1}{8}$ -inch line or rope. For spars over 3 inches use  $\frac{3}{8}$ -inch rope. As for length, allow 1 yard of rope for each inch of the combined diameters of the spars. Example: in lashing a 3-inch brace to a 4-inch leg, add 3 and 4 to make 7 inches. Thus, you need 7 yards or 21 feet of rope for lashing.

With your knots and lashings down pat, you're ready for one of the most exciting outdoor crafts going: pioneer-building structures of timbers for practical purposes. It will test many skills, including teamwork.

Probably your first try ought to be a simple project—but you may get your gang really steamed up by the notion of a bridge to avoid long walks around a gully, stream, or pond on your campsite. So bridge it with fun!

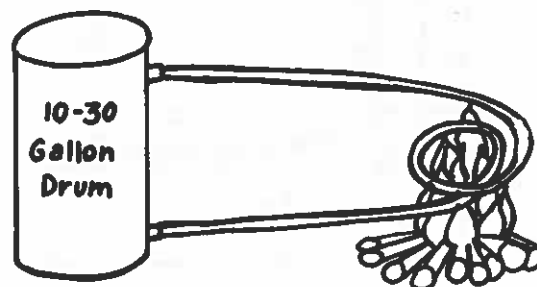


## Campcraft Number 8 Water Heater

This is a unique way to heat a large amount of water.

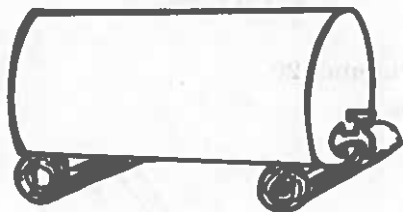
1. Attach a spigot to a drum in order to draw hot water.
2. Place a union (joiner) 6 inches from the top and 6 inches from the bottom into the barrel.
3. Attach copper coil tubing to the unions outside the barrel.
4. Place coiling piping into the fire.

This is the way the water heater works: The cold water comes from the bottom tube. The water passes through the tube and is heated. The hot water is forced away from the fire and upward through the tube until it reenters the top of the drum.

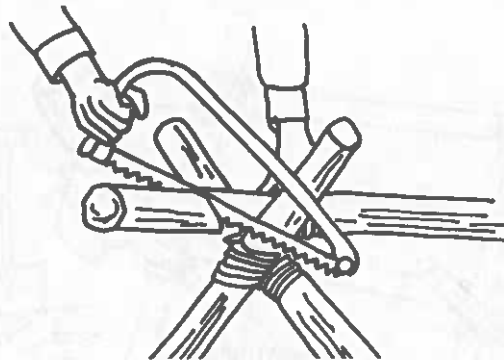


**Camcraft Number 9**  
**Water Barrel**

For extended dry camps, a water barrel can be used. Place a spigot on top of the barrel. Set the barrel on its side with the top end of the barrel a few inches lower than the back end. Loosen the drum cap to prevent a vacuum.

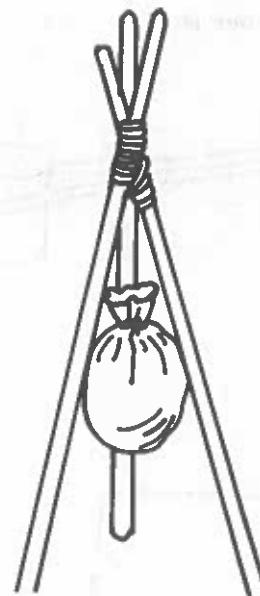


**Camcraft Number 12**  
**Sawhorse**



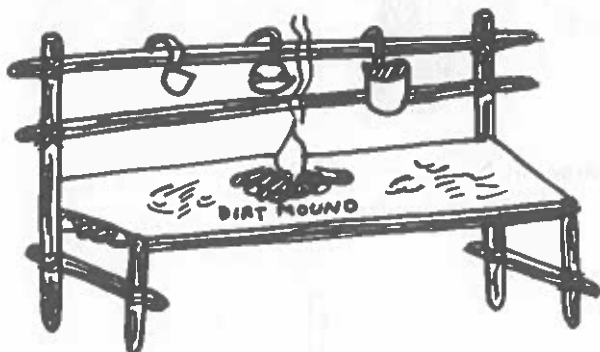
**Camcraft Number 13**  
**Tripod**

Wrap food in a plastic container and support it to keep it off the ground.

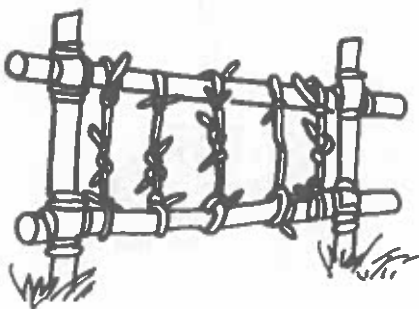


**Camcraft Number 10**  
**Altar Fire Kitchen**

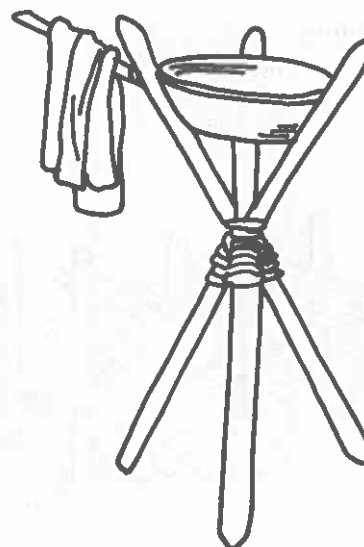
Place 3 to 4 inches of dirt on a table about 18 inches wide and 3 feet long. Take hot coals from the ground fire and place them on the dirt pod or build a small fire on top of the dirt pod. Cooking now can be done on the altar fire without having to stoop down over a fire. Wood fuel may be stored beneath the table.



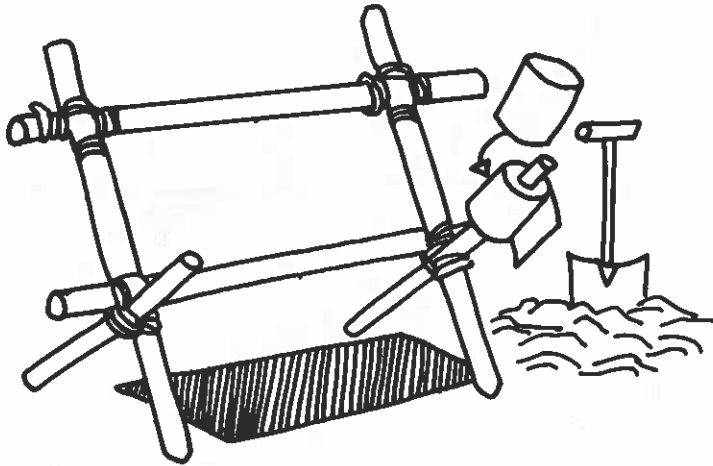
**Camcraft Number 11**  
**Knot Rack**



**Camcraft Number 14**  
**Washstand**



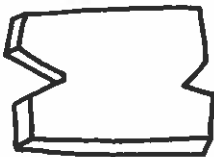
**Camcraft Number 15**  
Latrine Seat



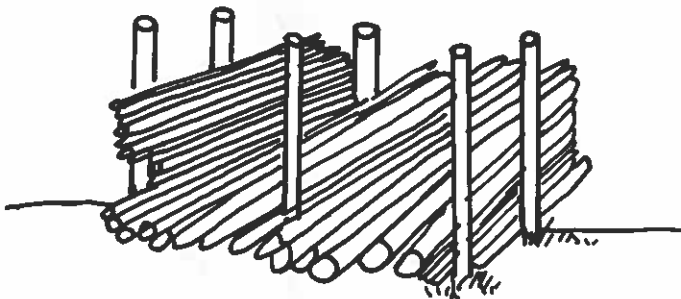
**Camcraft Number 16**  
Hot Pot Tong



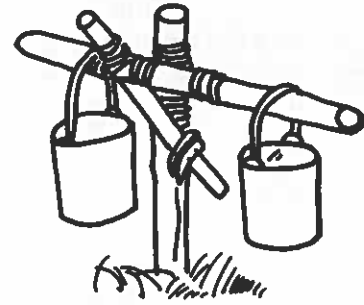
**Camcraft Number 17**  
Camp Chair



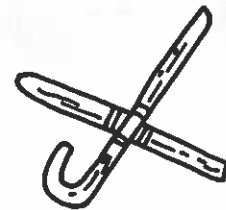
**Camcraft Number 18**  
Woodrack (for storing firewood)



**Camcraft Number 19**  
Fire Bucket Back



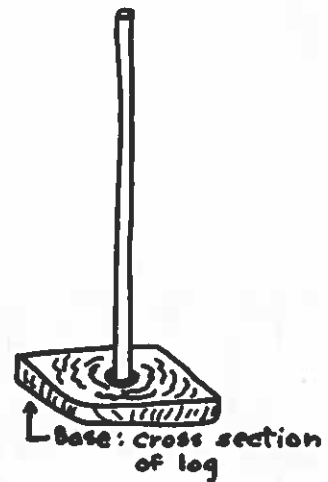
**Camcraft Number 20**  
Coat Hanger



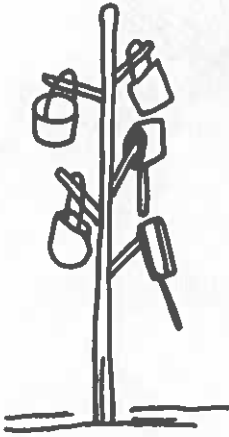
**Camcraft Number 21**  
Pot Hook



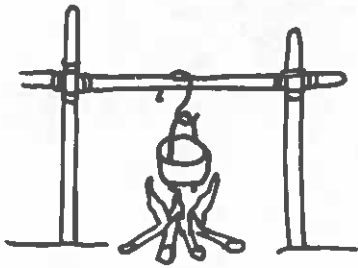
**Camcraft Number 22**  
Tent Pole Base for Inside Frames



**Camcraft Number 23**  
Pan Tree



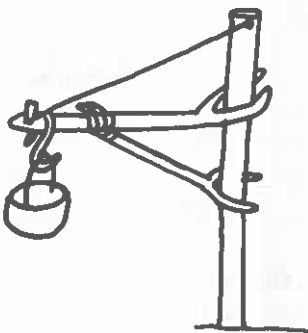
**Camcraft Number 24**  
Standard Crane



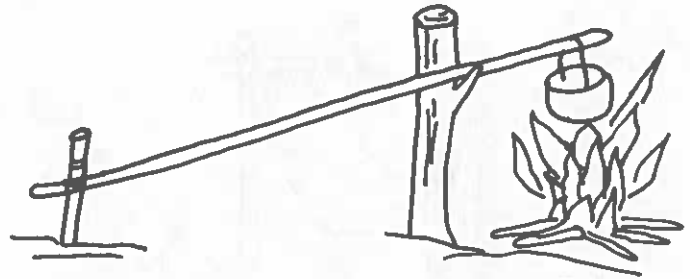
**Camcraft Number 25**  
Pot Hook



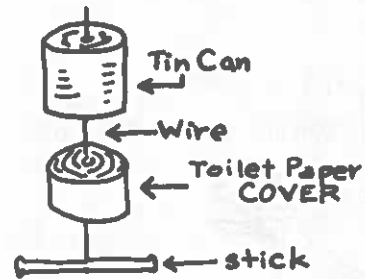
**Camcraft Number 26**  
Swinging Crane



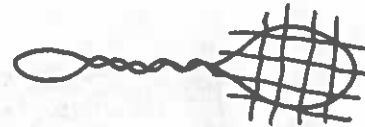
**Camcraft Number 27**  
Adjustable Crane



**Camcraft Number 28**  
Toilet Paper Shelter



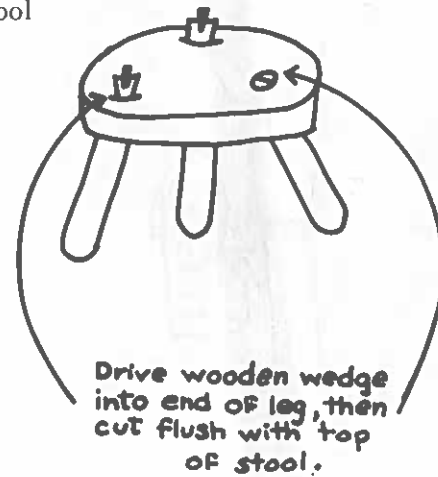
**Camcraft Number 29**  
Coat Hanger Fryer



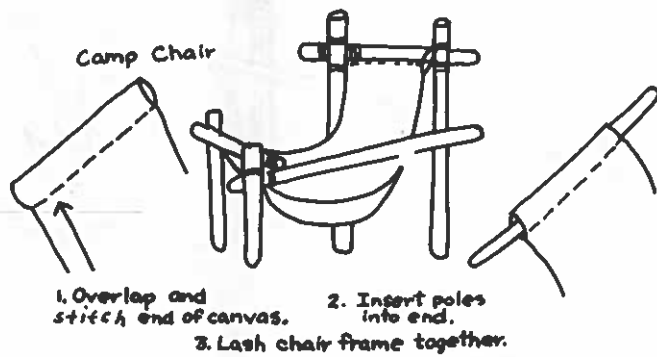
**Camcraft Number 30**  
Fork Made From Hangers



**Camcraft Number 31**  
Camp Stool



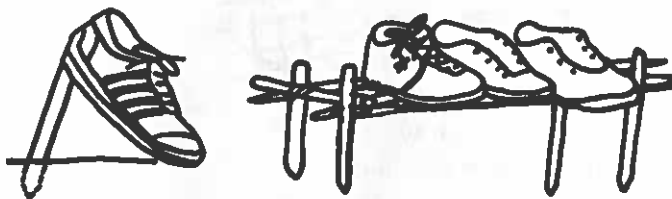
**Campcraft Number 32**  
Camp Chair



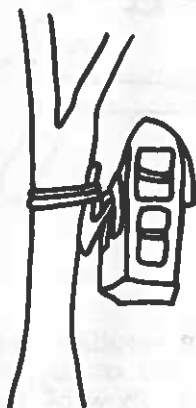
**Campcraft Number 33**  
Cooking Whip (to whip eggs, potatoes, etc.)



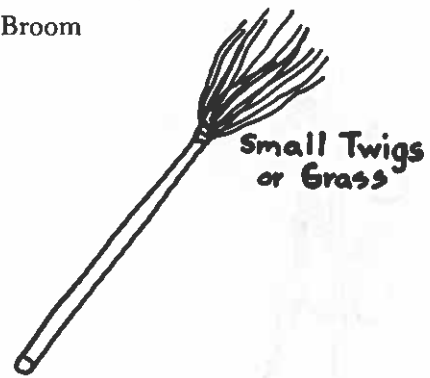
**Campcraft Number 34**  
Shoe Racks



**Campcraft Number 35**  
Backpack Hook



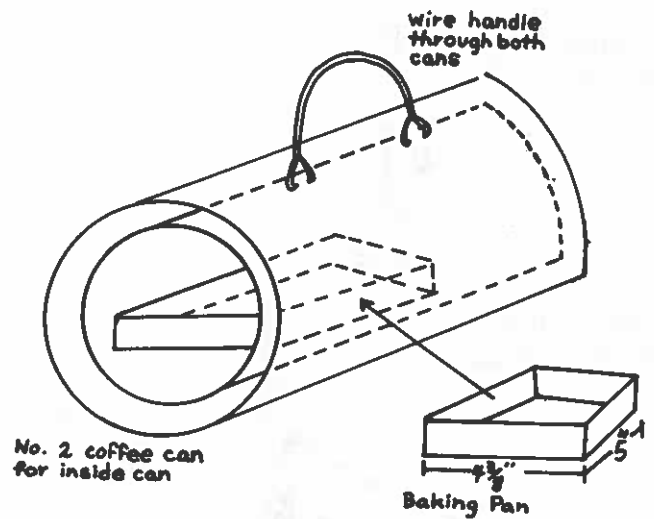
**Campcraft Number 36**  
Camp Broom



**Campcraft Number 37**  
Camp Fork



**Campcraft Number 38**  
Can Oven



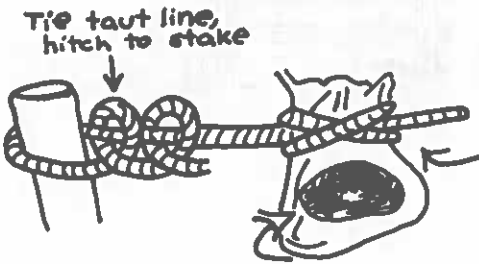
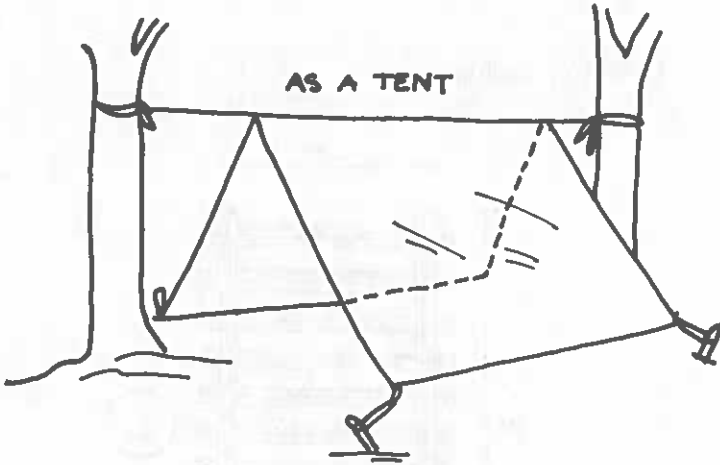
This efficient little tin-can oven will cook up a batch of biscuits very quickly. Make extra pans so you can mix and form several biscuits at one time. Maintain heat with coals heaped around and over the oven.



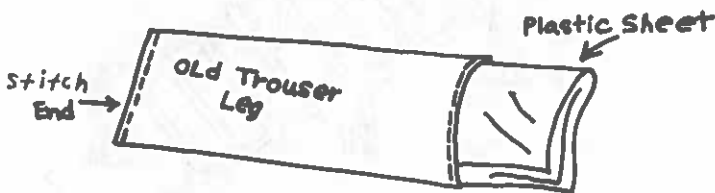
**Campcraft Number 39**  
**Camp Shelter**

No outpost need hamper their camping program because of a lack of funds to buy tents. You can make an excellent 7- x 12-foot shelter from no. 4 polyethylene sheeting. Make a bag to hold it by cutting the leg from an old pair of trousers. The same size sheeting will also make a satisfactory dining fly.

(Because of the short life of the plastic sheeting, it should be used only as a temporary shelter for camping until you are able to secure regular tents.)

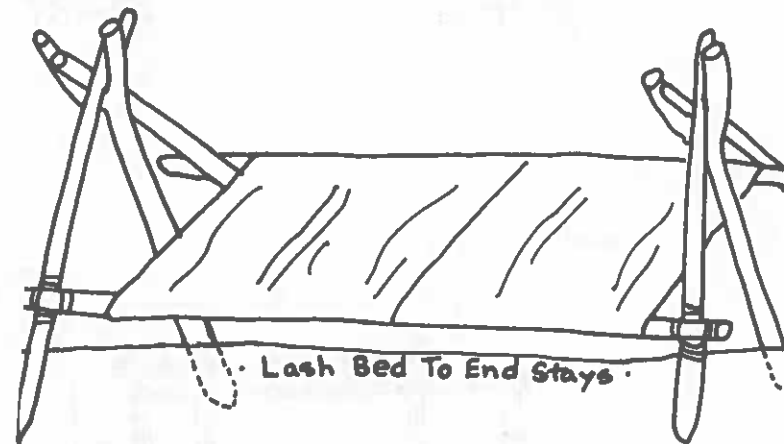
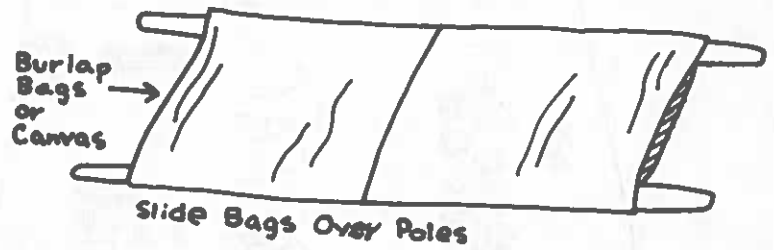
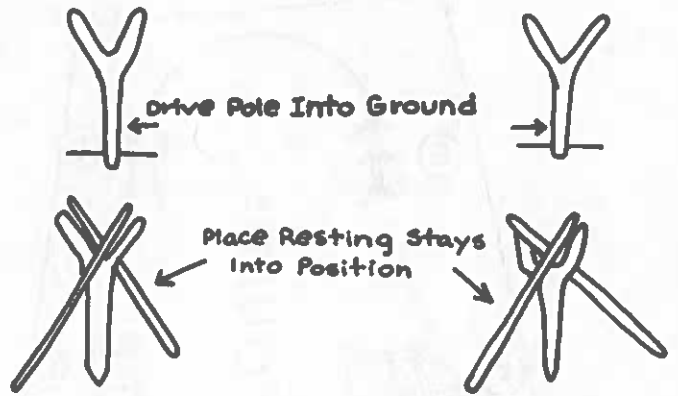


To secure rope to plastic sheeting - tie rock inside of plastic with dove hitch.



**Campcraft Number 40**  
**Bushcamp Bed**

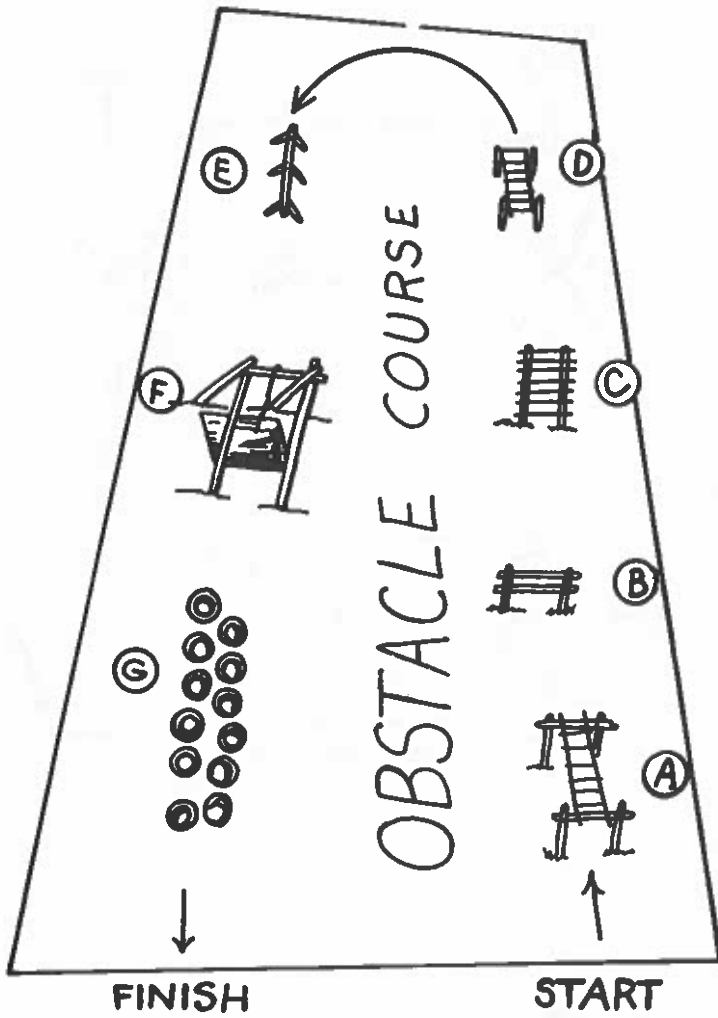
1. Drive poles into ground.
2. Place resting stays into position.
3. Slide bags over poles.
4. Lash bed to end stays.



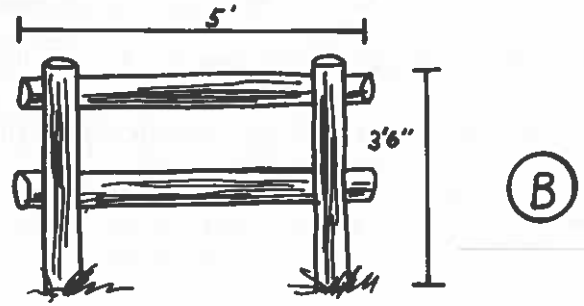
**Campcraft Number 41**

**Obstacle Course**

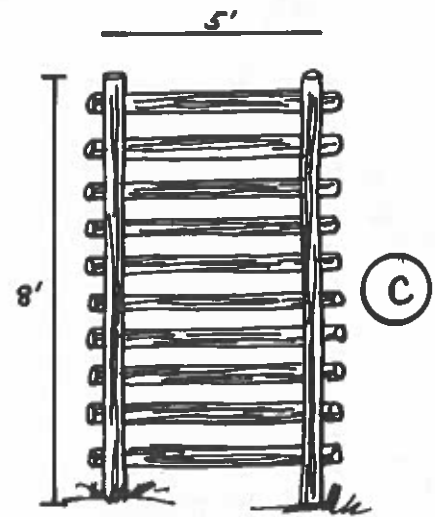
An obstacle course can be challenging and a lot of fun while helping to develop physical fitness. Here's how to build a course.



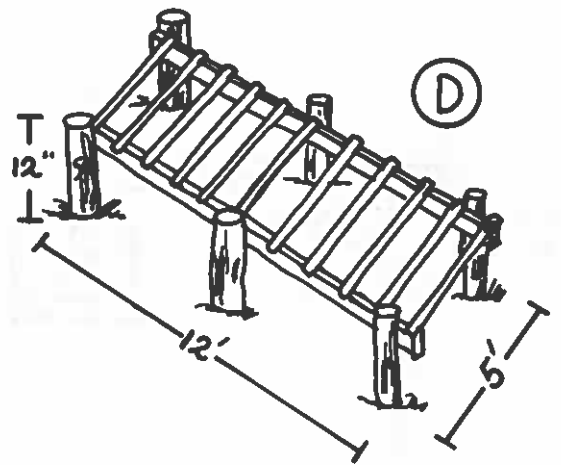
**2. Vaulting Fence**



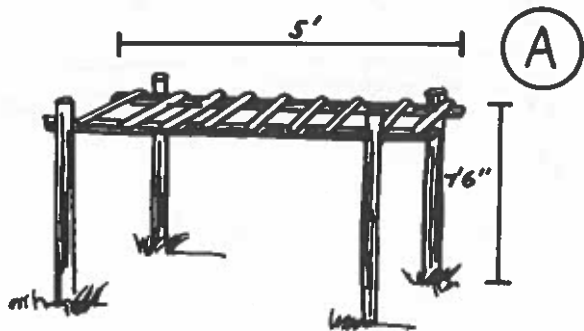
**3. Scaling Ladder**



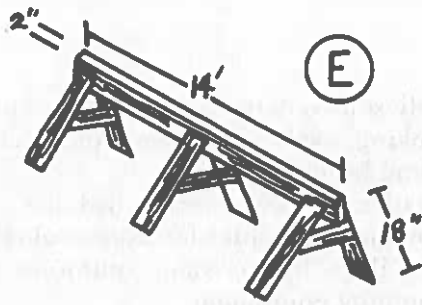
**4. Crawl Rack**



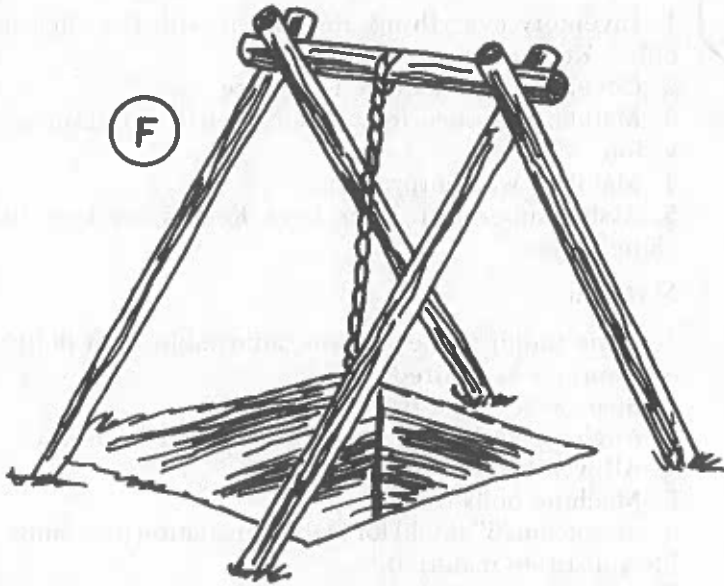
**1. Overhead Ladder**



5. Walking Rail



6. Rope Swing



7. Old Car Tires

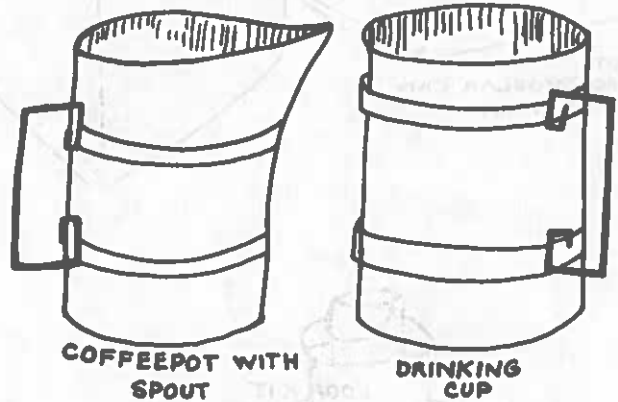


Campcraft Number 42

Don't Can It! Use It! (Tin-Can Craft)

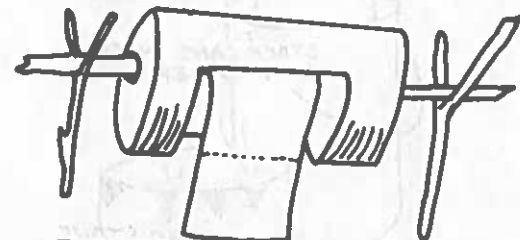
Don't throw away tin cans; they are the most versatile items around. You can wash a tin can with soap and water, and you have a cup. You can cut it and you have a cook kit. You can poke holes in it and you have a popcorn popper. You can beat and hammer it and you have a cookie sheet. With imagination, you can make decorations and useful objects out of discarded tin cans.

With a pair of tin snips, wire, a hammer, nails, a hacksaw, and gloves, thousands of tin cans await the artistic imagination of the tin-can generation. Why not have a tin-can camp-out?



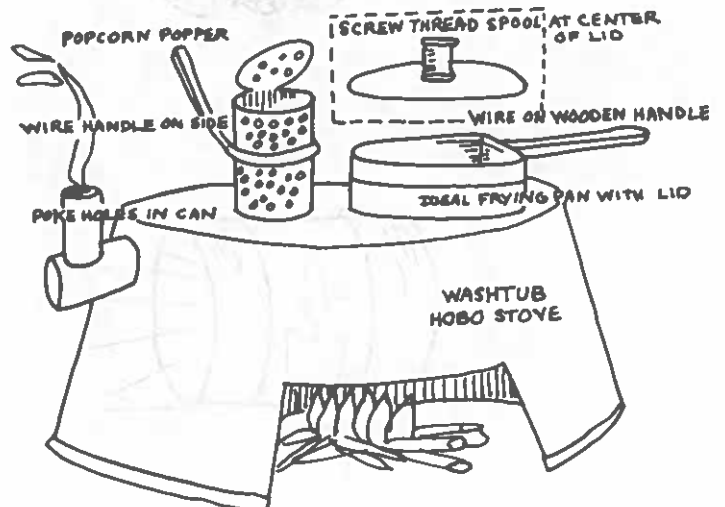
COFFEESPOT WITH SPOUT

DRINKING CUP



TOILET PAPER OR PAPER TOWEL HOLDER

CUT DOOR AT CENTER OF CAN SO PAPER MAY PASS THROUGH. POKE HOLES AT END OF CAN AND INSERT DOWEL.



## Campcraft Number 43

### Chuckwagon

#### USES

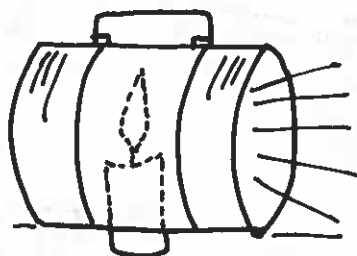
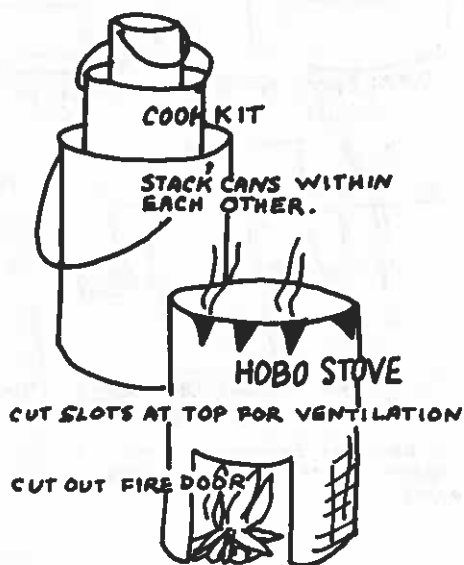
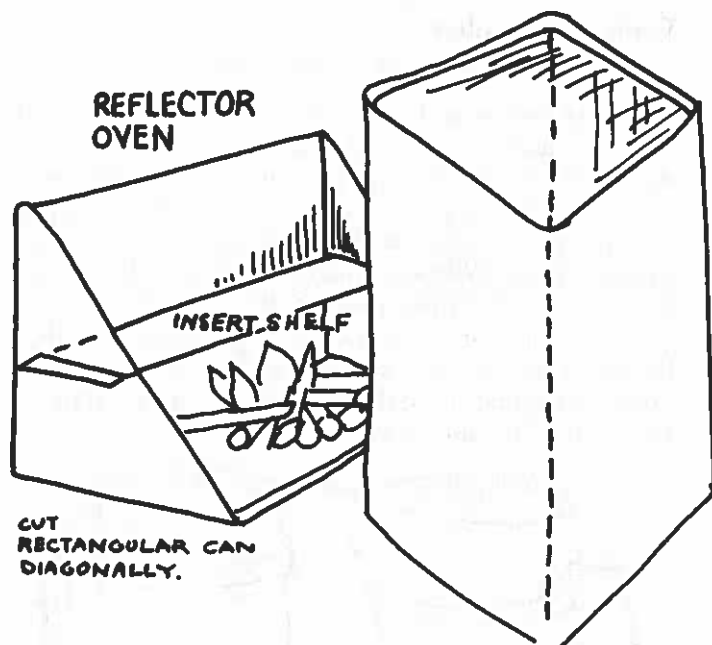
1. As a completely self-contained all-purpose vehicle for on-the-site cooking, washing, refrigeration, weather protection, camping headquarters.
2. As a mobile trailer ready for instant road use.
3. As a compartmentalized trailer for storage of tents, tools, fuels, poles, flags, lights, water, uniforms, and miscellaneous camping equipment.
4. As a dry, weatherproofed, lockable storage space.

#### SUGGESTIONS

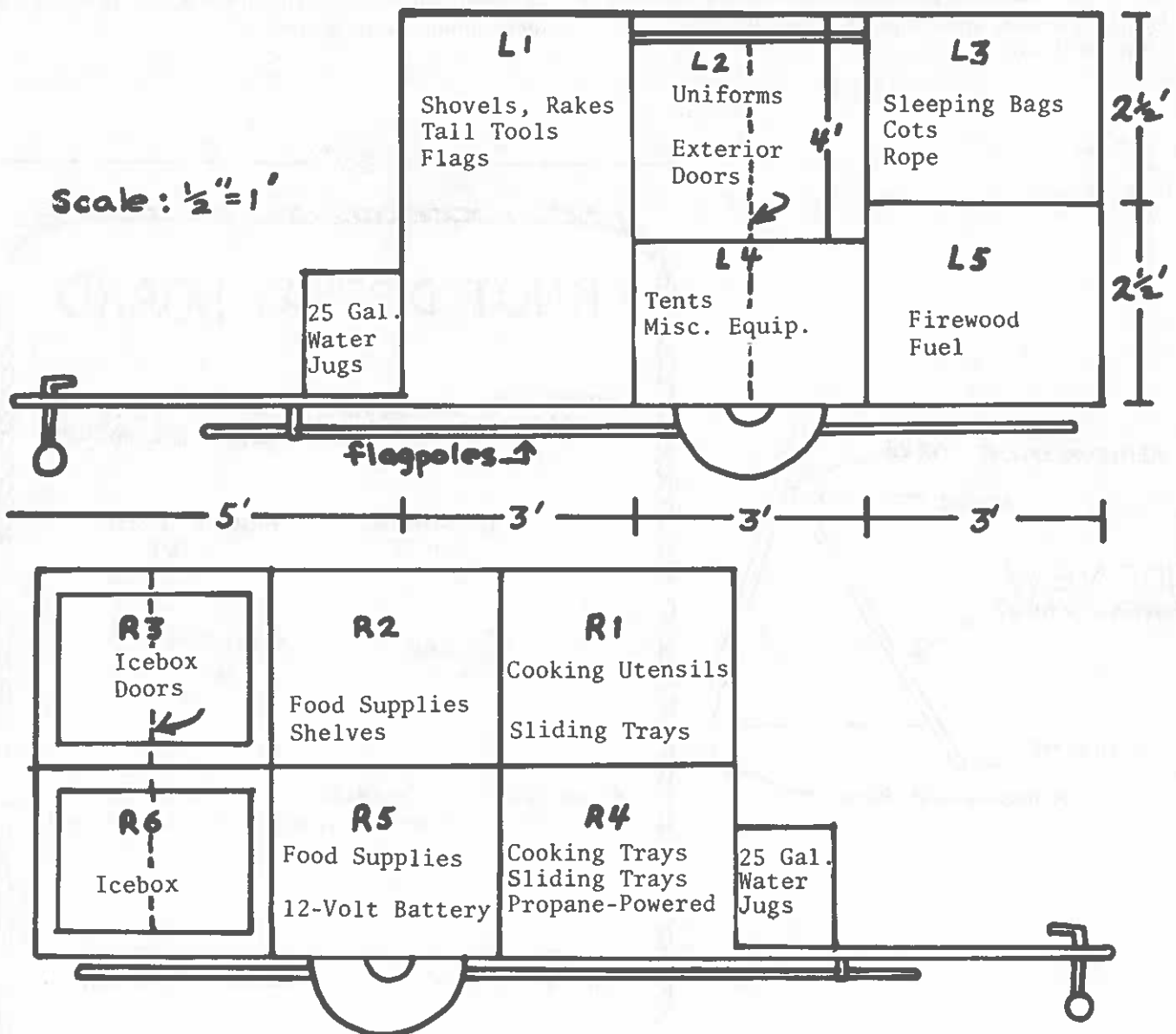
1. Inventory everything. Register it with the church office. Keep a separate list.
2. Cover it with adequate insurance.
3. Maintain top security with locks, chains, and supervision.
4. Maintain weatherproofing.
5. Assign supervisor. Issue keys. Keep spare keys in church office.

#### MATERIALS:

1. Basic trailer frame, wheels, adjustable front dolly, axle/springs as desired.
2. Spare wheel and tire.
3. Angle iron (1½") for vertical/horizontal framework.
4. All-weather plywood (½").
5. Machine bolts (½").
6. Styrofoam (3" thick) for icebox insulation (or a suitable substitute material).
7. Icebox trays, shelves, as desired.
8. Strap iron for strengthening, pole hangers, etc.
9. Clothesline wood rod (1") with accompanying sockets.
10. Rustproof water containers.
11. Propane tank(s) with flexible dispensing hose for stove(s).
12. Propane stove (jetted for propane), size as desired.
13. Fire extinguisher with mounting bracket.
14. 115-volt electrical wiring (household), plus bulbs.
15. 12-volt electrical wiring (car), plus bulbs. Heavy-duty 12-volt battery.
16. Jacks, for leveling, as desired.
17. Wheel stops.
18. Poles for elevating side doors as roofs.
19. License plate and proper legal identification.
20. Safety chains for car hookup.
21. Locks and spare keys.



(See blueprints on next page.)



Chuck wagon showing both side views

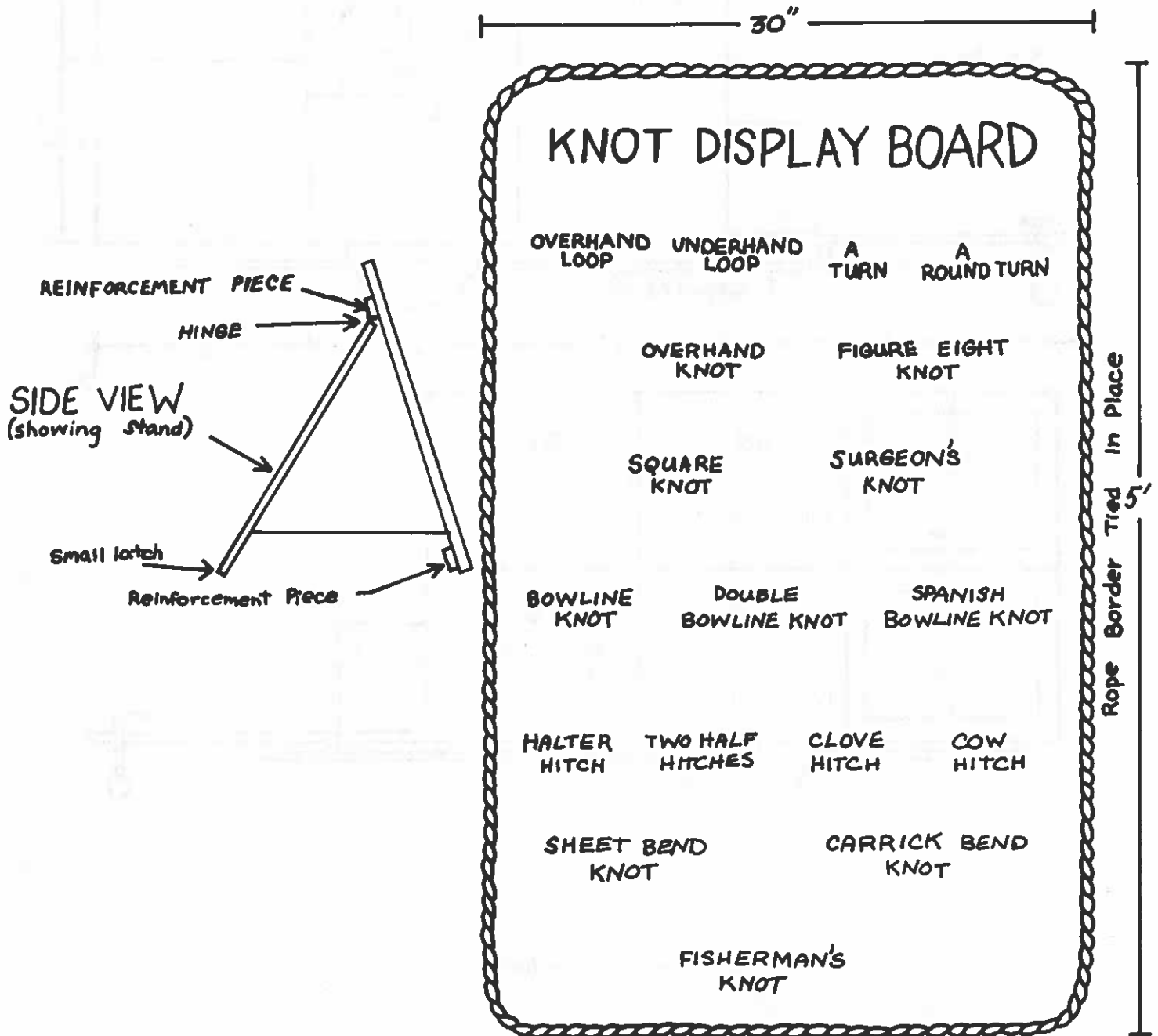
**Campcraft Number 44**  
**Knot Display Board**

**MATERIALS:**

- One 30-inch x 5-foot piece of plywood, 1/4-inch thick.
- One length of manila rope long enough to go around the entire border.
- Enough rope to tie all the Royal Ranger knots given here.
- Two 1- x 3- x 29-inch pieces for back reinforcements.
- One 1- x 3- x 51 1/2-inch piece for stand brace.
- One small hinge.

- One small latch (to fasten down the brace when not in use).
- Enough nylon tie to tie all the knots and rope to the display board.
- Small nails.
- Clear varnish.
- Black enamel (for lettering).

**NOTE:** The top reinforcement piece is located 3 inches down from the top of the display board. After completing the display board, tie all the knots as labeled and secure them to the board.



## HIKING AND BACKPACKING ACTIVITIES

Hiking is an activity that will put excitement into your Royal Rangers program. To hike a foot-trodden mountain trail just to see where it goes is intriguing. Hiking provides an excellent opportunity for a boy to learn, live, share, and experience the total world of nature.

There are unlimited adventures in hiking. It will open a wider world for those who are willing and ready to accept the challenge. Help broaden the experience of your boys. Let hiking be part of your total Royal Rangers program. When planning a hike for your outpost, always keep in mind the health and safety of your boys and the basic courtesies of the trail.

### Health Rules for Hiking

#### Medical Examination

Each person should have a medical examination at least yearly. It is important that every hiker is medically fit to endure the stress of the trail.

#### Physical Fitness

A hiker needs to be physically fit to be able to hike various distances and carry a pack on his back. A daily exercise program should be initiated weeks prior to the hike in order to build leg, back, and shoulder muscles.

#### Clothing

A hiker needs to learn to dress according to the activity, climate, and weather conditions.

#### Rest

A fatigued body will decrease one's physical and emotional endurance. Frequent rest stops are necessary on the trail. A good night's rest will also make the hike more enjoyable.

#### Food

Hiking causes a loss of energy and heat to the body. A proper diet and high energy foods will help keep up one's strength. Eat light and drink plenty of liquids. Try to keep regular eating schedules.

#### Watch Your Limitations

The purpose of hiking should be to enjoy yourself and to meet a challenge. Pushing boys beyond their limitations physically and emotionally will have adverse effects. Stay well within the bounds of everyone's ability, strength, and emotional stability. Plan your hike realistically so all may enjoy its benefits.

### Take Care of Your Feet

Foot problems are the main cause of a bad hiking experience. It is important that boots are properly fitted and broken in to prevent blisters. Changing socks will also aid in foot care. Keep your feet clean and dry. Wear proper-fitting footwear and you will enjoy your hike much more.

### Safety Rules for Hiking

#### Hike Together

Never hike alone. Always have someone with you. Even better, have two others with you. In case of an emergency, one person can go for help while the other cares for the person who is ill or injured. Having others with you on the hike will also give you an opportunity to enjoy their fellowship, the challenge, and nature.

#### Face Traffic

Always face traffic when you are hiking on a road. This will give you the advantage of seeing the oncoming traffic and the traffic will see you. Walking with the traffic places you in greater jeopardy because you cannot see oncoming vehicles behind you.

#### Hitchhiking

Hitchhiking should not be tolerated. The safety and welfare of your boys could be endangered. The liability of the driver is also increased if he picks up hitchhikers.

#### Clothing

While hiking between dusk and dawn, a hiker should wear light-colored clothing so he may be easily seen on the road. If you are wearing dark clothes at night, a white handkerchief or cloth should be tied to your elbow and knee.

#### Reflector Devices

Reflector tape may be fastened to your pack or outer clothes. This will make you more visible to oncoming vehicles. Reflectors mounted on your waist, elbows, and knees by elastic bands may also be used.

#### Flashlight

Lights are the best insurance that you will be seen on the road by an oncoming vehicle. Don't shine your light in the eyes of the approaching driver; instead, swing it back and forth to draw his attention.

#### Road Guards

Use road guards when crossing any intersections. There should be a road guard in front of the column and one at the rear. The road guards should wear the international reflective orange vest that hunters use while hunting. The job of the road guard is not to control traffic, but to make the drivers aware that your hikers are in the process of crossing the intersection.

## Water

Carry your own water. If you have to use other sources of water, make sure it is safe to drink. If in doubt, boil it, add water-purification tablets to it, or leave it alone. Don't take chances!

## Scout the Trail

Never take your outpost on a hike that has not been completely scouted out beforehand. You can find out about various trails from maps, other hikers, state or county offices, and by checking the trail out for yourself.

## Plan Your Hike

You need to plan your hike according to time, terrain, water stops, rest stops, overnight camping spots, and possible changing weather conditions. Alternatives must also be planned in case of emergencies or in case you fail to reach your objective that night.

## Let Others Know

Don't ever take a hike without letting some responsible person or authority know your plan of action for your hike. In case of emergency, the authorities can find you more readily if they know your plans. If you change your plans during the hike, leave a note in an observable place on the trail, explaining the change of action.

## Courtesy of the Trail

### Obey All Signs

All serious hikers will obey all signs and laws. Signs are placed there for the direction and safety of all concerned, and are to be followed and obeyed.

### Permission to Use Land

When we cross a particular piece of land, we are infringing on the rights of others. A hiker should always get permission to cross private property or to camp on it. Remember, when permission is granted, you are guests on that property and you should act accordingly. Always thank the owners for the privilege of using their land.

### Don't Cross Cultivated Fields

On approaching a cultivated field, it is best to travel around the field to prevent damage to the crops.

### Don't Tease the Animals

Leave animals alone. If you find animals fenced in, don't let them out. Close all gates that you found closed; leave all gates as you found them.

### Respect Fence Lines

Do not climb fences if any other alternative is available. But if it is necessary, help each other to cross the fence so that no harm will come to you or the fence.

## Clean as You Go

Don't litter. Clean the trail as you go. Pick up trash and debris whether it is yours or not. It is the job of every hiker to do his part to keep the trail clean.

## Be Thoughtful and Helpful

Always be ready to assist others who are on the trail. Respect the rights, privacy, and property of others. Be willing to share what you have. Follow the Golden Rule.

## TYPES OF HIKES

Hiking is more than endurance or how far one can travel in a particular time period. Hiking should be fun, educational, and self-satisfying. There are many types of hikes. The following are examples of different types of hikes you may wish to integrate into your outpost activities.

### Track-Casting Hike

The purpose of this hike is to make plaster-of-paris molds of various animal tracks and plant impressions.

### Star Hike

Night hiking provides the opportunity to study the stars and various constellations.

### Nature Hike

The main purpose of a nature hike is to study nature in general.

### Bird-study Hikes

This type of hike is to specifically study various birds in the area.

### Cross-country Hike

A cross-country hike is traveling over land without following an established road or trail.

### Historical Hike

Hiking to a historical place can be educational and rewarding.

### Conservation Hike

The purpose of this hike is to observe conservation projects and needs in a particular area.

### Trail-clearing Hike

This particular hike will give the boys the opportunity to help keep trails clean and to prevent natural beauty from being spoiled and polluted by mankind.

### Compass Hike

A compass hike will give the boys the challenge of trying out their skills in compass reading and map reading.



## Fishing Hike

Hiking to and from a fishing hole or lake can be a pleasant activity. The combination of these events will excite most boys.

## Overnight Hike

Overnight hikes give the boys the opportunity to live out of their backpacks and to rely on their campcraft skills to live in the outdoors.

## Photo Hikes

Photography and hiking are a unique combination. The boys will have the opportunity to learn photography and to capture their hiking experiences in photos.

## Flip Coin Hike

A flip coin hike is fun. Every time your group comes to an intersection in a trail, a coin is flipped to determine what direction you should take.

## Rainy Day Hike

Hiking in the rain provides opportunities for the boys to test their skills in facing adverse weather. Hiking, fire building, cooking, and personal care demand more when confronted by bad weather.

## Stream-End Hike

Following the winding pathway of a stream to its source will challenge your boys.

## Snowshoe Hike

A snowshoe hike is a unique experience. The boys will learn to use snowshoes and to appreciate nature's beautiful winter scenes.

## Moonlight Hikes

Let the boys hike a trail using only the light of the moon. Nature has a different appearance in the moonlight which can only be appreciated by a moonlight hiker.

## Stalking Hike

Have a group of boys follow another group without being seen or heard.



## HOW TO BUY A BACKPACK

Many an adventurer buys a pack and frame to carry his equipment into the wilderness, but ends up with "pack ache," because of lack of foresight. A good pack and frame are essential for outdoor backpackers. Serious-minded campers know that an inadequate pack can mean loss of time, money, energy, pleasure, and comfort. A serviceable pack is one that is comfortable and practical for a specific purpose. A proper pack is a blessing to a person's mental and physical welfare.

There are many types of commercial packs and frames. Commercial competitors will claim superiority of their gear over others'. There are packs for every purpose and situation, from day bags to overnight packs, to heavy work packs. The cost of backpacks may vary from a few dollars to \$100 or more, depending on the material and workmanship.

Many people buy packs by looks only, and end up with gear that is not suitable for their needs. How does one determine which pack is best for his circumstances? to avoid "pack ache," here are a few directives to guide you in purchasing your backpacking equipment.

### Types of Packs

The choice of a backpack or frame should be based on the activity in which the backpacker will be involved.

#### BELT PACKS

Belt packs are small packs that attach to one's belt. They are used to carry items such as a first-aid kit, a lunch, a camera, a raincoat, or several small lightweight items. Ideal for nature lovers, the belt pack can hold 3 to 5 pounds of lightweight baggage. The disadvantage of the belt pack is its limited space and weight capacity.

#### DAYPACKS

Day packs are ideal for those hearty people who desire to carry a 15- to 20-pound load. The day pack is lightweight and compact for easy carrying and storage. The disadvantage of a day pack is its limited volume and weight capacity.

#### CROSS-COUNTRY PACKS

Cross-country packs are large enough to carry all the items needed on an overnight camp-out. The weight capacity of these packs is about 30 to 40 pounds larger than the day pack. The cross-country pack provides ample room to carry food, clothing, shelter, and camp equipment for a few days.

### Kinds of Packs

When purchasing a pack or frame, make sure it fits you. You should be fitted into a pack. The wrong size bag or frame will wear hard on your strength and body.

Your body structure and weight will determine the size pack or frame that is best suited for you. Ask the salesman to show you the manufacturer's size chart for their product, then select your pack according to your needs and body structure. If you don't, you will find yourself disappointed and uncomfortable on the trail.

#### RUCKSACKS

Rucksacks are soft bags that can carry light loads of basic camping gear. They come in different sizes and shapes and are made of various materials. Some have side pockets and some have compartments on the inside. Rucksacks are ideal for short trips and trail packing. They are lightweight, practical, serviceable, and compact for storage.

The disadvantage of the rucksack is that sharp items and metal items, if improperly packed, tend to rub and dig into one's back. Wrapping sharp or metal items in cloth or paper may eliminate this problem.

#### DULUTH BAGS

Duluth Bags are overgrown rucksacks and are claimed by many to be ideal for canoeing and short, heavy hauls. Early trappers and traders used the Duluth bag because one bag could be carried on the person's back and one on his stomach at the same time. These stout pioneers carried up to 80 pounds in each bag.

The Duluth bag is very serviceable but not at all comfortable for pleasure hiking. One of its greatest weaknesses is the bad bent-over posture the person has when carrying a load, placing a great strain on the back, shoulders, and neck. The Duluth bag is recommended for short hauls with heavy and bulky items.

#### THE BASKET PACK

The basket pack (Adirondack pack) is light, strong, and roomy. This stiff, woven pack is ideal for those who carry sharp, rough objects in their pack. Since the pack holds its own shape, it can be used as a storage container at camp or at home. The basket pack needs a waterproof or water-repellent cover in order to protect the luggage from becoming water-soaked.

This disadvantage of this pack is that the load has to fit the basket. There is no way to carry any larger load than what the basket can handle. With small loads, the items in the basket may rattle or bounce around. Bulky items, such as sleeping gear, may not fit in the basket, and there isn't an easy way to attach items outside the basket. The wooden slats have to be kept varnished and dry to avoid splintering of the wood.

A well-built basket pack can last a person for a lifetime, and has many uses and purposes.

#### THE PACKBOARD

The packboard is a device by which a load can be lashed. Packboards are ideal for heavy, bulky loads, for

light loads, and for short or long trips. The packboard permits a person to walk erect, thus putting the weight in line with the person's vertical axis. A packboard permits items to be added, and there is no restricted volume area. Items can be lashed on until the weight becomes impractical. Sharp items such as axes, picks, and traps, can be easily tied down on the packboard without danger to the carrier or to other equipment.

Packboards can be easily made or purchased at a sporting goods or camping store. For unlimited loads and good body posture, the packboard is serviceable and comfortable.

#### THE TUMPLINE

The tumpline is a strong strap rather than a sack. It can handle any size weight or volume of baggage that can be carried. The tumpline has a center strap that fits around the forehead and two straps that go around the shoulders. Extending from these straps are longer strong straps that can be tied around any object.

The tumpline pack is not ideal for camping or hiking pleasure. It is strictly a work item for hauling. With modifications, a tumpline can be added to a rucksack type of pack to ease the load on the shoulders.

Prior to the use of a tumpline pack, one should exercise the shoulders and neck. The tumpline places much of the load strain on the neck muscles, and body posture is not good when this type of pack is used.

#### THE PACKFRAME PACK

The packframe pack has the advantages of all of the above. It provides the services of a packboard and has the capability of a rucksack or cross-country pack. It also permits a person to walk upright.

There is a variety of packframe packs. The type of bag and frame one desires depends on one's taste and economic status. The packframe pack is considered by many to be the most all-around serviceable and practical pack on the market. The bag on the frame may be detachable, adjustable, or permanent.

A packframe pack is versatile. The frame may be extended with extension bars in order to carry additional loads, such as skis, rifles, etc. For general camping and hiking, the packframe pack should be considered.

#### Construction of Gear

The quality of a pack or frame is worth the price. The proverb, "You get what you pay for," is so true. How many times have you been detained because of faulty workmanship and/or materials? If you plan to be a serious backpacker, you need to beware of "bargains and deals" on camp packs.

Quality doesn't always mean expensive gear. Expensive equipment may be faulty in materials or craftsmanship. A faulty product will cost more in the long run. Here are some of the things you should look for in the construction of a pack or frame.

## PACK BAGS

1. Are the straps wide enough? Shoulder straps should be 2 inches or wider and made of strong material. Padded shoulder straps and waist straps are far better than nonpadded ones. Make sure the straps are heavily reinforced where they are attached to the bag itself. Most of the strain of the pack is at this point.
2. Are the seams of the bag double- or triple-stitched? A bag that isn't properly stitched can present problems on the trail. A bag made of the best material, but not sewn together properly, will give bad service. Check to see if the area where two or more seams come together is reinforced by added stitching or other reinforcements.
3. Are there flap coverings on all zippers? Zipper flaps protect the zipper as well as other items in the bag from the weather. A pack without zipper flaps will allow moisture and water to enter the pack.
4. If the pack is made of nylon or other man-made fabric, has the material been hot-cut? Hot-cutting prevents fraying and increases the strength of the material. Check to see if the material has been cut properly for size and fitting.
5. Does the pack have a top flap that is long enough and wide enough? Many pack bags look nice in the store, but when you put your equipment into the bag, the flap is not long enough. Many bags have skimpy flaps on them. Watch out for this.
6. If your bag is reinforced with grommets, are they fastened securely to all layers of the material?
7. Is the weave of the material close together? Badly woven or snagged material may cause breakage of the material and, thus, loss of water-repellent protection.

## THE PACK FRAME

There are many types of pack frames on the market. Most of them are very serviceable but their quality and craftsmanship should be checked.

1. Will the pack frame fit your specific bag? When purchasing a frame without a bag, make sure it will fit your bag. Some frames will fit most bags, but check your own bag for size first.
2. Will the frame fit your body? Be sure you have the proper size frame to fit you. Ask the salesman for a fitting-size chart of the manufacturer's recommendations.
3. Will the frame grow with you? Many bags and frames are adjustable in order to fit campers while they are growing up. Adjustable frames and packs are an asset because several people may be able to use the same gear.
4. Is the frame (metal frame only) Heli-arc welded? Heli-arc welding provides maximum penetration with a minimum of annealing. Heli-arc welding is superior soldered or brazed frames.

5. Are all holes precision drilled and deburred? Off-centered holes and metal burrs can cause difficulty and damage your bag or other equipment.
6. Is your metal frame made of aircraft quality seamless tubing? Seamless tubing provides much more strength than seamed tubing.
7. Are the cleves, pins, and locking wires that attach the bag to the frame made of heavy-duty material? The cleves, pins, and locking wires are very important because they hold the weight of the baggage to the frame. It is suggested that extra pins be carried with you for possible breakdowns. Every once in a while, check to see if the locking wires and pins are worn. If they are, replace them.
8. How many crossbars does the frame have? Four crossbars will prove sufficient to provide rigidity and strength.
9. Are there vertical struts on the frame to keep the back bag from touching the back bands and the hiker's back? These struts should be curved enough to keep the bag off the back bands.
10. Does the frame have a lower and upper back band? These back bands should be made of a mesh material which will provide ventilation. The lower back band may be padded for added comfort and support.
11. Does the frame have a padded waist belt? A waist belt is a blessing to a frame or pack. With a waist belt on a frame, as much as 80 percent of the load can be transferred to the hips and legs—which is where the load should be carried for safety and efficiency. A belt that is padded provides further comfort.
12. Does the waist belt have a quick-release buckle? A buckle that doesn't slip but releases quickly is a must. A good buckle will hold and not slip.
13. Can extension bars be added? Extension bars can make your pack frame more versatile. Extension bar accessories are a luxury rather than a necessity in most cases.

## The Material of Bags and Frames

Pack bags and frames are made of many types of fabrics, metal, plastic, and wood. Much of the effectiveness of your pack bag and frame depends directly on the type of material used. The endurance and practicability of the material should be considered. Here are a few suggestions of what to look for in the material of a pack bag and frame.

### Backpack Bag Materials

1. Nylon: Backpack bags come in different fibers and materials. The most popular is the nylon bag. When purchasing a nylon pack, make sure it is rip-stop nylon that is lightweight, mildew resistant, durable, and tear-resistant. Nylon bags keep their beauty and strength while in use.

The disadvantage of nylon is that it doesn't hold its

waterproofing agent as long as other fabrics. Rewaterproofing a nylon bag is much more difficult than other conventional materials. Nylon is more flammable and doesn't keep its shape as well as duck, poplin, or canvas.

Because of its serviceability, endurance, and lightweight, the nylon bag is considered by many to be the best bag on the market.

2. Duck, poplin, and canvas are other noteworthy materials to consider. Nylon or Dacron is lighter and stronger for its weight, but the stiffness of canvas bags helps them keep their shape better than man-made fibers. Canvas bags hold their waterproofing longer than synthetics and are easier to waterproof. There are some hearty men who wouldn't use anything but canvas bags.

3. Zippers on a bag should be of heavy-duty, rust-resistant nylon or aluminum. Check to see that the zipper has a heavy-duty backing on it.

4. Watch out for junky hardware. Look for sturdy buckles. Rings and snaps should be made of rustproof steel, brass, or bronze.

#### Pack Frame Material

1. Lightweight aircraft aluminum is basic for pack frames. Magnesium frames are lighter than aluminum, but may be more expensive. Some pack frames and packboards are made of wood and other metals. All these materials are serviceable and practical. Aluminum and magnesium frames are considered the most reliable.

2. Back bands should be of a breathable material such as nylon or Dacron mesh. Canvas back bands are serviceable but they tend to absorb body moisture and rain. Whatever the fiber, it needs to be durable and lasting.

3. Padded waist belts and shoulder straps should be made of durable padding with a water-repellent covering. The thread throughout your bag and frame should be bonded nylon thread, if possible. Nylon thread is stronger than conventional cotton thread.

4. Cleaves and locking wires should be made of rustproof material.

#### Pack Bag and Frame Accessories

There are many items that can be added to your backpack and frame. Some of these accessories are:

1. A frame extension allows another crossbar to be added to the top of your frame for extra bulky loads. When ordering a frame extension, be sure it will fit your present frame.

2. Extra side pockets can be ordered for your pack. These pockets come in different sizes and must be sewn on or snapped on.

3. A pack rain cover is a helpful item to protect your pack and frame from the elements. It will help preserve the life of your bag and frame.

4. Extra tie-down straps are useful to tie down items, such as a tent, a sleeping bag, tarps, etc., on the top or bottom of your frame or bag.

5. A loading shelf, similar to the frame extension, adds a vertical shelf to a frame, giving additional support for extra gear.

6. A padded waist belt is an added blessing to any frame.

7. Plugs, to fit the top and bottom of your frame.

8. Turnbuckles are good to help keep your nylon back bands from loosening.

9. Extra pins and rings (which hold the bag to the frame) will be handy if a breakdown occurs.

10. Snappers are designed to take the place of rings and pins to hold the bag on a frame.

11. Insert frames, for pack bags, which conform to the back and hips. These inserts help to distribute the weight of the luggage.

12. Ice ax loops can be added to carry ice axes on your pack.

13. A tumpline will give added support to carry the weight.

There are scores of other features that can be purchased with a pack or frame. Remember to buy according to your needs and activities. A basic quality pack and frame are more serviceable than a cheaply made pack with a lot of accessories.

#### Care of Your Pack and Frame

Maintenance and care is the secret of an extended life for your back gear. Proper care will provide long years of service and comfort. Keep your bag clean and aired. Keep the pack stored in a dry place when not in use. Waterproof it when needed.

Replace all loose or worn items on your pack and frame. Follow the manufacturer's instructions concerning care and maintenance.

#### Reminder

Remember to shop around. Don't buy the first thing you see. Read the manufacturer's promotional material, compare prices and products, and discern your needs. Buy quality, but be conservative. Make sure the bag and frame fit your body construction. Check on accessories that can be added later. Check on warranties and maintenance service availability.

If you keep all these things in mind, your new pack and frame will give you untiring service. Treat it well and you will not have to worry about "pack ache."

Your pack should be big enough to hold all of your personal equipment for hikes and overnight camping. It should be lightweight, because every extra ounce makes a difference when carried any distance.

It should be strong and waterproof. Choose one that is well made and can stand the test—because you will want to use it for several years. It must fit you and ride well, with the greater part of the weight high in the pack and toward the back.

## Packing the Pack

1. Place soft padding materials next to the part of the pack that rests against the back.
2. Have a definite place for each piece of equipment.
3. Put things together that belong together.
4. Gather small articles in separate bags. This will make your packing neater and the articles easier to find. Label the bags and you will save time.
5. Keep rain gear, outer garments, ax, flashlight, etc., in an available position. Weigh your pack after you have placed all personal equipment and your share of the patrol items in it. It should not weigh more than 30 pounds.

Patrol members must have sufficient room in their packs for their share of patrol equipment and food. The amount each one carries depends on his size and strength as well as the size of his pack and the available space. In other words, take a common sense approach and issue equipment accordingly.

If you find there is too much weight, you may have to leave some things out. It could be that some patrol members are carrying unnecessary personal gear. A few hikes will help the Rangers learn how much they can carry comfortably. They will also learn that packing the gear properly makes a difference.

A properly packed pack is one filled with sacks. There is a set of plastic bags made for this purpose. However, you can use cloth or plastic ones from the kitchen or laundry or you can make them. Plastic is cheap, transparent, and waterproof. Group your items together for convenience. For instance, pack your socks, underwear, handkerchiefs, etc., together and use another bag for dirty clothes.

An outpost overnight camping trip requires certain personal and patrol items. The following checklist will serve as a guide for including the items you'll need for the kind of camping trip your outpost is planning.

## Personal Gear

### Camping: What Do You Need?

1. Clothing to protect yourself.
2. Food and water for sustaining yourself.
3. Cooking gear.
4. Tools for work or play.
5. Bedding for rest.
6. Shelter for protection.
7. Pack for storage and carrying.

### Packing (A proper pack is a sack of sacks)

1. Easier to pack and to find stuff.
2. Tie on sleeping bag first to give it a base.
3. Tote-litter bag and repair kit, bottom inside.
4. Extra clothes including shoes.
5. Toilet kit.
6. Food bag and mess kit (eggs inside cup).
7. Paper towels cut in half.

8. Hand ax, blade turned from you.
9. Coffee can with crushable foods.
10. Buddy up (help one another).

### Outside Pockets (Items to get to quickly)

1. Rain gear.
2. Tent.
3. Flashlight.
4. Ditty bag.
5. Compass.
6. First aid.

## Footwear and Care

### Socks

Wool socks are best (thin or medium in warmer weather). Several layers of medium-weight wool socks provide air space for warmth in the colder months. Buy good wool socks; cheaper wool tends to mat and wear out fast. If for any reason you cannot wear wool, try wearing a pair of thin cotton or nylon socks under the wool socks.

Some hikers and campers wear two pairs of medium-weight wool socks and a pair of cotton or nylon socks. If you do, fine—but your shoes should be a full size longer and wider than your school shoes, especially if you are going to do any hiking. A tight fit disrupts blood circulation. Good circulation, plus the dead-air space provided by several layers of loose wool, will help keep your feet warm.

In fact, strange as it may sound, keeping your head and hands extra warm will help keep your feet and body warm. When your head gets cold, your brain sends a message to your heart to send more blood. When this happens, your hands and feet often get cold, because the blood is borrowed and sent to the head. So, if you keep your head warm, it will help keep your hands and feet warm—believe it or not!

### Shoes or Boots

Remember two things when it comes to proper camp and hiking shoes. They should fit properly and they should be broken in. What is a proper fit? The ideal is a boot that is not snug, but not loose—one in which you can wiggle your toes when you're wearing two pairs of medium-weight or lightweight wool socks. If it is too snug, it'll hurt, and in the winter your feet will be cold. If it's too loose, it'll flop, and you will get blisters.

Buy boots that will be suitable for the type of country that you will camp in the most, and consider when you will do most of your camping. In other words, buy the boots that best fit your anticipated outdoor experiences.

In rocky country the upper part of your boots should be tough leather that will withstand scraping. Six-inch uppers are the most comfortable and are best for general use. Avoid boots that are higher than 10 inches.

As for soles, leave the heavy lug-soled boots to the mountain climbers and mountain sheep hunters.

Leather soles are for dress shoes—not camping and hiking. Look for composition soles that won't slip.

If you buy new boots, leave them home until you break them in. After about a month of occasional wear around home, they should be ready for more rugged outdoor use. Breaking in shoes on a hike or at a powwow may be a blistering experience.

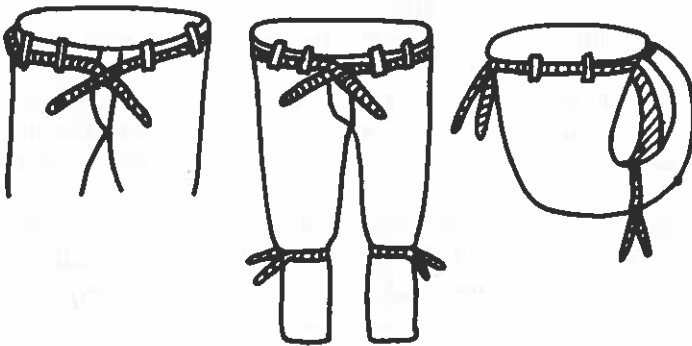
Moccasins and sneakers are great on camping trips, but only for relaxing around camp at the end of the day.

### Makeshift Backpacks

Backpacking does not need to be an expensive activity. A makeshift pack may be easily made from general items found in the home. The following are ideas on how to make makeshift packs.

#### Pants Pack

1. Place a 2-foot rope through belt loops.
2. Tie each knee and cuff with a 1-foot length of rope.
3. Bring back trouser legs and tie cuff ropes to waist-belt rope and belt loop over rear pockets.
4. Place equipment in makeshift pack.
5. Pull waist-belt rope to secure top of pack, and tie off.
6. Place pants pack on back-waist of pack, facing up. Slide arms through leg loops.



#### Plastic Trash Can Pack

##### EQUIPMENT:

One plastic garbage can (the size that best suits your need).

Eight 1½-inch bolts and nuts.

Sixteen matching washers for each end of bolts.

Four pieces of ½- x 14-inch plywood.

One set of shoulder straps.

1. Place two pieces of plywood on the inside of the plastic trash can.
2. Place two pieces of plywood outside trash can, and bolt inside wood to outside wood.
3. Buy or make up shoulder straps and fasten the ends of the straps to the upper and lower bolts.
4. Place the lid on the trash can to have a watertight pack.

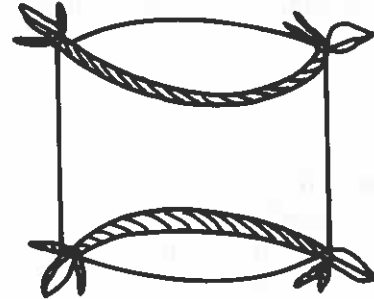
(See illustration in craft section.)

#### Bag Pack

##### EQUIPMENT:

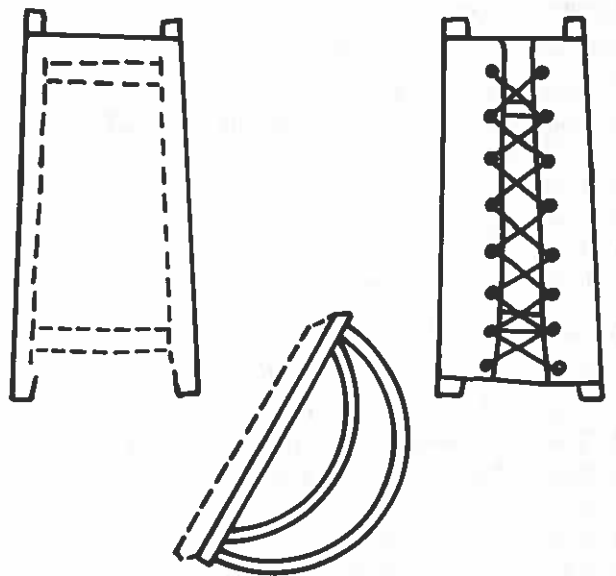
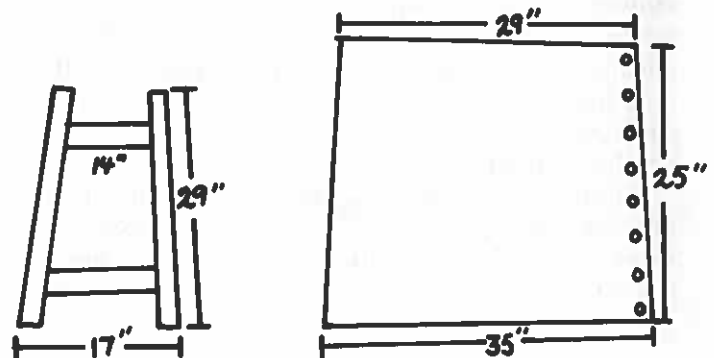
Pillow case or burlap bag

Tie the ends of the straps to the corners of the bag. The straps will serve as the shoulder harness to hold the bag on your back. Fill the pack with your personal gear.



#### Pack Frame

1. Cut ½- x 3-inch boards to size and build together.
2. Cut canvas to size and put in grommet eyelets.
3. Fit the canvas on the pack frame and lace the canvas tightly.
4. Bolt on shoulder straps and a waist belt if desired.
5. Tie on your gear or hang your pack on the frame.



## FIELD DAYS

Special Royal Rangers field days will bring excitement to local outpost, sectional, and district activities. A well-planned field day will give your boys an opportunity to learn new skills, practice old skills, and compete with other Royal Rangers of their own age.

There are many types of field days which will prove successful and rewarding. The following are a few that have been enjoyed by Royal Rangers throughout our program and ministry. Try some of these field days in your program on the local, sectional, and district levels. You will find the participation will be enthusiastic.

### Field Day Idea Number 1

#### Skillarama

A skillarama gives each boy an opportunity to participate in advancement skills. The boy goes from one skill event to another skill event at his own pace. A skillarama card listing the requirements of the events is given to each boy. When a boy completes a certain skill, his card is signed by that particular skill director. The skills that are completed can be a valuable reference in meeting future advancement requirements.

Most skill events come from the Royal Rangers advancement requirements found in the boy's handbook. A skillarama could provide opportunities for the boys to pass the requirements for advancement.

### Field Day Idea Number 2

#### Sportsarama

A sportsarama will provide opportunity for the boys to demonstrate their skills in related sports field events. Events such as the shot put, broad jump, discus throw, javelin throw, 50-yard dash, and 1-mile run are examples of various individual field events.

### Field Day Idea Number 3

#### Royal Rangers Olympics

A Royal Rangers olympics is full of fun and excitement. Outposts compete against outposts. Rangers of each age-group compete against other Rangers the same age. Competitive games such as baseball, touch football, soccer, tug of war, and basketball will build outpost enthusiasm. Play-offs are held until the top team has won that particular event.

### Field Day Idea Number 4

#### Snow Day

Snow day is an exciting day for the boys. Activities such as ice skating, snow tubing, snow sledding,

snowmobiling, tobogganing, and other winter recreational activities are events the boys will enjoy participating in.

### Field Day Idea Number 5

#### Winter Olympics

A winter olympics is different from a snow day, in that there is no sports competition in a snow day. A winter olympics provides the boys with competitive activities, such as sled racing, hockey, snowmobile racing, snowshoe racing, ski racing, and ice skating relays. The various events can be geared to individual or group participation. The winter olympics can be a highlight of your Royal Rangers winter activities.

### Field Day Idea Number 6

#### Bible Quiz

A Bible quiz will give the boys an opportunity to demonstrate their knowledge of the Assemblies of God Junior Bible Quiz material. Excellent resources to use in your Bible quiz may be purchased from the Gospel Publishing House. The Assemblies of God Youth Department also has resource materials for a Bible quiz program.

### Field Day Idea Number 7

#### Kite Derby

A kite derby is a lot of fun. Be sure your boys are given the rules and regulations far in advance. This will give them time to make their kites. You may wish to make this a father-and-son joint effort. You may wish to judge and give awards in various categories.

#### PREFLIGHT CATEGORIES

(1) Largest kite; (2) Smallest kite; (3) Best-made kite; (4) Most unique kite; (5) Best-looking kite.

#### FLYING CATEGORIES

(1) First kite up; (2) Highest-flying kite; (3) Most acrobatic kite; (4) Fastest-climbing kite; (5) Stablest kite.

Kite derby regulations and rules may be obtained through your local Cub Scout office.

### Field Day Idea Number 8

#### Water Carnival

A water carnival is a big thing with boys. It lets them demonstrate their competitive skills in swimming, diving, canoeing, rowing, etc. Individual and group events will highlight your aquatic program. Ideas for water carnivals may be found in the chapter titled "Water Activities" in this book.



## Field Day Idea Number 9

### Water Olympics

A water olympics differs from a water carnival in that: a water olympics is held within a swimming area such as a pool, and small water craft competition is not part of a water olympics. Activities such as swimming relays, diving competition, an underwater swim, etc., are events that make an exciting water olympics program. (Other activities may be found in the chapter titled "Water Activities.")

Rules and regulations for a water olympics may be obtained through the physical education department of your public school or college. The American Red Cross Safety Department may also have resource materials to help you plan an effective water olympics program.

## Field Day Idea Number 10

### Pinewood Derby

A pinewood derby is well accepted by Rangers. Boys build their own race cars and enter them in various types of competition. Rules and regulations should be given out early, so the boys have enough time to make their cars according to regulations and to enter them in special events.

Rules and regulations for a pinewood derby may be obtained from your local Cub Scout office.

## Field Day Idea Number 11

### Hunter Safety/Shooting Match

Shooting matches should be well supervised under authorized (National Rifle Association instructors) personnel. Regulations for competitive shooting may be obtained through your local or state hunting/safety department. The National Rifle Association can also provide resources and services to help you put together a hunter safety/shooting match.

## Field Day Idea Number 12

### Bike Rodeo

A bike rodeo is a series of bike-rider skill events coupled with a safety inspection of bikes. An outpost bike rodeo could be restricted to Rangers, or it might be a safety project put on by the outpost.

Contestants in a bike rodeo provide their own bikes. Before competing in the events, all contestants must submit their bikes for a thorough safety check. Several checkpoints should be set up and manned to avoid delay in starting the events. All of the following points could be reviewed at one station, or each station could handle three or four areas of inspection, with cyclists moving from station to station.

#### INSPECTION CHECK

1. Loose handlebars
2. Defective handle grips
3. Loose seat

4. Wheel loose at hub
5. Loose mudguards
6. Defective spokes
7. Warped rims
8. Worn steering post
9. Worn pedal treads—tires
10. Defective pedals
11. Chain too loose or too tight
12. Defective brakes

When the bike has passed inspection an "OK" tag or sticker should be fastened to it, certifying it for competition.

#### EVENTS

1. Ride three times around the figure 8 formed by two touching circles. Stay just inside the 8-inch lines of the circle. The circles are 20 feet in diameter.
2. Ride 30 feet on a straight path 8 inches wide, flanked at 6-foot intervals on alternate sides with fist-sized stones, without touching them.
3. Ride in a straight line. At the sound of a whistle, followed by a command of "left" or "right," obey the command.
4. Ride just inside an 18-foot circle, without touching the circle's edge and without stopping.
5. Ride directly toward a sawhorse and stop, with the front edge of the front tire not more than 10 inches from the obstacle.
6. Ride along the left side of the 12-foot line and then turn about clockwise. (Check the rider's ability to turn without touching his foot to the ground for balance.)
7. Check the participant's knowledge of road signs.
8. Check the rider's knowledge of hand signals.

## Field Day Idea Number 13

### Advancement Day

The purpose of advancement day is to teach the Rangers skills and to pass them on their advancement requirements. A group of qualified instructors is assigned to teach certain skills and to help the boys pass that particular skill in their advancement. Advancement day should be done on a sectional or area level. Advancement day is very helpful, in that it gives the boys an opportunity to work on their advancements. Their outpost may not have enough time or personnel to help individual boys. Advancement day is an effort to help all the boys on the advancement trail.

## Field Day Idea Number 14

### Ranger Expo

A Ranger expo is a large exhibit sponsored by a section or district. Local outposts bring their exhibits for display. These exhibits reflect what the local outpost is doing in their crafts, skills, and outpost meetings. An outpost may enter more than one exhibit. Individual Rangers may wish to display their hobbies or collections, or to demonstrate various skills.



Parents and friends are invited to attend the Ranger expo to observe what Royal Rangers are doing in their local churches across the district. You may wish to set up a snackbar or provide meals for the families while they are visiting. A charge for the meals and an admission fee will help finance the Ranger expo.

You may wish to present prizes for various categories of exhibits or entries. Recognition may be given to a church, outpost, or individual. A Ranger expo will give the boys opportunity to display, exhibit, and demonstrate Ranger skills, crafts, hobbies, and expertise.

### Field Day Idea Number 15

#### Advanced Award Day

An advanced award day is a set period of time for boys to work on a particular advanced award. This sectional event will bring qualified advanced award counselors and Ranger boys together to work on specific advanced awards. Many times there is no qualified man in the local church who can work with a boy on a specific advanced award. The purpose of an advanced award day then is to find qualified men throughout the section, assign them to become advanced award counselors, and set up dates on which the boys may meet with them.

The sectional staff is responsible to find and recruit qualified advanced award counselors and to bring the boys and the counselors together. An advanced award day given periodically will help keep the boys from getting discouraged and disheartened with Royal Rangers because there is no one to urge them on in their advancement. Such a program will spur more boys on toward their Gold Medal of Achievement.

### Field Day Idea Number 16

#### Fishing Rodeo

A fishing rodeo will test your boys' knowledge and skills in the art of fishing. Boys and men may wish to enter various skill events or different skilled classes. Competitive events will highlight the day's activities, along with fun, fellowship, and the challenge of catching that "big one."

#### COMPETITIVE EVENTS

- Casting for distance
- Casting for accuracy
- Fly casting for accuracy
- Best fly made
- Spin casting
- Heaviest fish caught
- Biggest fish caught
- Smallest fish caught
- Longest fish caught
- Best fishing pole

#### CLASSES

- Fly making
- Types of poles
- Types of reels
- Types of boats
- Types of fish
- Cooking fish
- Dressing fish
- Fish identification
- State fishing regulations
- Fishing safety—first aid
- Fishing gear—boots

A fish rodeo can be a family affair or a father-and-son activity. A good fish dinner will top off the day's activity. A fish rodeo can be packed full of fun and adventure.

### Field Day Idea Number 17

#### Science Fair

A science fair is a place where Royal Rangers can display their science projects and exhibits. Possible subjects for science projects may include: solar testing, aviation, synthetic fuels, conservation, biology, chemistry, automobile engineering, etc. The above projects may be a direct result of one of the boy's advanced awards or may reflect his interests.

Special recognition will be given to individuals who enter their projects. Judges could be appointed to judge various categories. A science fair could spur more boys on to get involved in research and technology for the needs of the future.

### Field Day Idea Number 18

#### Art Show

An art show will give the boys opportunity to display their art, painting, and special talents. An art show can help encourage the boys to develop their artistic skills and talents.



## Field Day Idea Number 19

### Musical Talent Show

A musical talent show can be enjoyed by all. Individuals or groups may wish to share their musical talents with others. A talent show may be just for pleasure or it can be a competitive program. The national Youth Department of the Assemblies of God has rules and regulations for their Teen Talent program which may be helpful to you in arranging a competitive musical talent show.

## Field Day Idea Number 20

### Archery Meet

An archery meet is a competitive event in which boys and men try out their skills in shooting. Rules and regulations for archery competitive events may be obtained from your Boy Scout office, library, sporting goods store, or archery club.

## Field Day Idea Number 21

### Outpost Mobile Derby

Dads will be needed for the program committee, inspection team, registration team, and track operations team, and as jacks-of-all-trades.

#### PROGRAM COMMITTEE

This committee must: (1) plan a snappy opening (ribbon and scissors are used for the ceremony); (2) set up an award platform for presenting awards; (3) provide for crowd control; (4) string pennants for decorations; and (5) secure a public-address system or bullhorns.

#### INSPECTION TEAM

The responsibilities of this team include: (1) making a jig of cardboard or wood to check over dimensions; (2) checking for correct attachments and safety requirements; and (3) numbering each car.

#### REGISTRATION TEAM

Men are needed to: (1) enter car numbers and names of entries for each run on a tally sheet (leaving space for time for each car); (2) determine final standing of each patrol car, and present awards to patrol and boys; and (3) announce fastest times.

#### TRACK OPERATIONS TEAM

The following officials are needed: (1) starters—two men with green flags; (2) judges—two men with checkered flags; (3) gatekeepers—two men to line up cars; and (4) timers—one man for each car.

#### JACKS-OF-ALL-TRADES

Other dads are assigned to: (1) set up signs and tables for awards; (2) set up ramp and mark lanes in street; (3) make a large sign to hang above award platform; (4)

rope off racing area where necessary; and (5) provide ribbons for winners of preliminary heats.

#### BUILDING AND OPERATING SPECIFICATIONS

These are the specifications for the outpost mobiles. Each patrol makes one auto.

1. Wheels must not exceed 12 inches in diameter.
2. All wheels must be equipped with solid rubber tires.
3. The frame is to be made from two-by-four construction lumber.
4. Use roundhead ¼-inch bolts to hold the frame; screws are the second choice. (Nails will work loose.)
5. All cars must have a seat and braced backrest, placed so a boy can steer comfortably with his feet.
6. Steering is done with the feet, which are placed on the front axle; also by holding with the hands a rope fastened to the front axle.
7. If threaded axles are used, the nuts should be secured with cotter pins or wire.
8. Cars should be equipped with an adequate safety belt securely fastened to the main backbone of the car.
9. Each Royal Ranger, while participating in the race, must wear a protective head covering such as a football helmet, racing helmet, or construction "hard hat."
10. The overall length of the car is to be a maximum of 5 feet; the wheelbase a maximum of 4 feet. The wheel tread may vary from 30 to 36 inches.
11. Cars are to be equipped with a handbrake, with its rubbing surface faced with a rubber material such as a strip of old tire. This, when dragged on the ground, will stop the car.
12. During the race, two 2- x 4-inch blocks fastened ½ inch from the centerboard will limit the turning radius.
13. The suggested track length is about 150 feet with additional stopping space available.
14. Equip the starter with a green flag and the finish-judge with a checkered flag.
15. Cars start from a standstill by means of gravity. A ramp is usually used. This may be as simple or as elaborate as the committee wishes. Sheets of heavy plywood are effective and usually can be rented. This eliminates the need for storage. Consider safety when determining the pitch of the starting ramp.

#### INSTRUCTIONS

The following instructions should be given to contestants and parents:

1. The derby is run in heats. Each patrol has one racer, and each boy in the patrol races the car once. The patrol with the best average racing time wins.
2. The patrol brings the car to the inspection station where it is checked and numbered.
3. Car and drivers then go to the registration table where names and cars are checked on the heat schedule.

4. As his name is called by the announcer, each Royal Ranger enters through the gate and is helped into his car. His seat belt is fastened.

5. After each heat, the winners go to the awards platform.

#### PREPARING THE TRACK

Get a permit from the city, county, or park officials to use a smooth-surfaced hill that is neither too long nor too steep. Permission should be obtained for closing the street during the derby. If possible, the lanes for each outpost mobile should be marked off with crepe paper or chalk. (For safety, Royal Rangers should be instructed to stay in their lanes.)

Usually a ramp is set up to start the cars. They start from a standstill by force of gravity, running down the ramp and the slope to the finish line. No pushing or pumping with the feet is allowed.

It would be wise to have a first-aid kit on hand in case of slight scratches.



#### Field Day Idea Number 22

##### Kayak Race

Have the boys build their own kayak racer by mounting roller skate wheels to the ends of a two-by-four and nailing a wooden box onto the board. Pad the ends of a 4- to 6-foot pole and the race is ready to start. Lay out a set course. The boys will sit in the box and use their padded poles in a kayak fashion to propel themselves across the course. The rules and regulations are similar to that of the mobile derby race.

#### Field Day Idea Number 23

##### Chariot Race

A chariot race is packed full of fun and skills. Your boys will be thrilled at the prospect of entering this event. Daniel L. Pfeil shared these instructions.

#### CHARIOT SPECIFICATIONS

	Minimum	Maximum
Weight	25 pounds	None
Body Height	3 feet	None
Body Length	8 feet	None
Wheels	20 inches	None
Pennant Height	8 feet	None
Crew	5 boys	9 boys

Chariots can be any color or design the boys desire. The only other requirement besides the minimum specifications is that the chariot have the patrol name on the front and the outpost number on each side.

Chariots will be judged after the race for design and originality. So, the chariot should be built strong enough to take the punishment of the race. The chariots can be built to disassemble for ease of transportation to and from the race. No more than two wheels can be used on the chariot at a time, but a spare can be carried in case of an accident to the wheels.

Any method can be used to tow the chariot, but the chariot must have a tongue similar to a wagon.

#### PENNANTS

Pennants may be of any shape or design, but they must be in the following colors:

Pioneers—Red

Trailblazers—Brown

Trail Rangers—Maroon

Sea Rangers—Navy Blue

Air Rangers—Light Blue

These colors are to aid the judges in identification during the competition. The pennants should also have the outpost number and city name.

#### TESTING STATION AND SCORING

These stations can be in any order. Each boy on the patrol should know every item since the judges can ask any boy any one of the testing questions.

##### Station No. 1—Bible

Each boy must know four Scripture passages, one for each of the main teachings of the church—salvation, the Holy Spirit, healing, and the Rapture. The boys should know the verses word for word and also where the verse is found in the Bible.

##### Station No. 2—Book Knowledge

Each boy on the patrol must know the following:

1. Pledge
2. Motto
3. Golden Rule
4. Code
5. Emblem

##### Station No. 3—First Aid

Each patrol must have their own first-aid supplies to treat the following properly:

1. Scalp wound
2. Severely gashed hand

### 3. Compound fracture of the lower leg

The patrol will be judged on whether or not the treatment was performed properly and in a sanitary way, and also, if the proper first-aid supplies were used.

### Station No. 4—Fire Craft

Patrols will be asked to build either an A-frame fire or a tepee fire and to boil a pan of water on that fire. Patrols are responsible for firewood, tinder, matches, a pan, and water. Patrols will be graded on the following:

1. One-match fire (extra points).
2. Was fire properly built?
3. Water in pot boils within specified time limit.
4. Fire properly extinguished.

### Station No. 5—Rope Craft

Each boy on the patrol must know the following knots:

1. Square knot
2. Bow line
3. Clove hitch
4. Double half hitch
5. How to whip the end of a rope

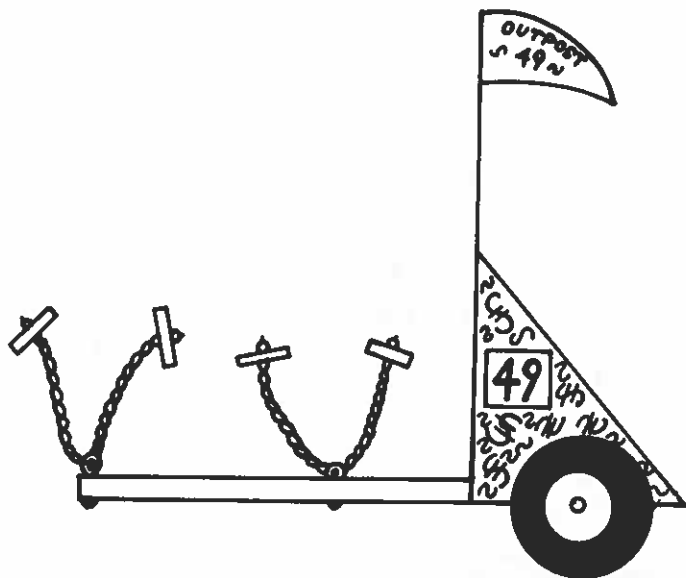
### Station No. 6—Tool Craft

Each patrol is to have one of each of the following:

1. Hand ax
2. Pocket knife
3. Sheath knife
4. Sharpening equipment

Any boy on the patrol may be asked to demonstrate the following skills:

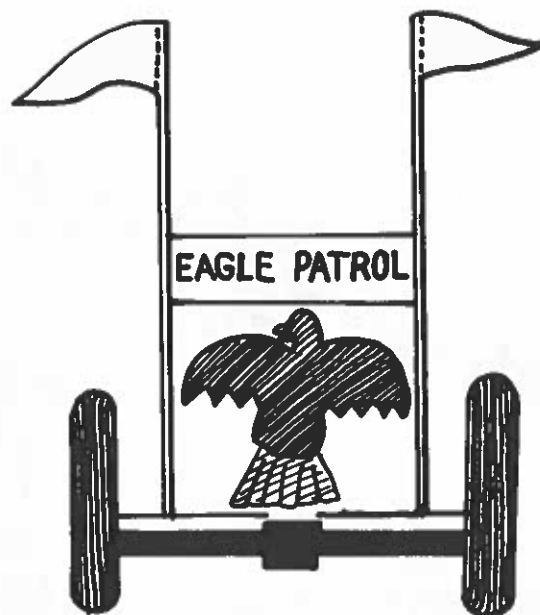
1. The proper way to pass, carry, or use any of the tools.
2. The proper way to sharpen and care for the tools.



### Station No. 7—Camping Skills

Each patrol member must know how to make a blanket sleeping bag. Any number of boys may be asked to complete the task. The patrols must supply their own blankets and ground cloths.

All of the tests may be found in *Adventures in Camping* or in the boys' handbook. They are all part of the requirements for advancements in the boys' handbooks, so the boys who learn these should have their books marked accordingly.



CHARIOT SPECIFICATIONS

NAME OF SPEC.	MINIMUM	MAXIMUM
weight	25 lbs.	50 lbs.
body height	3 ft.	5 ft.
body length	8 ft.	12 ft.
wheels	20 in.	none
Pennant height	8 ft.	none
crew	5 boys	9 boys

## OUTDOOR WATER ACTIVITIES

Outdoor water activities can add an exciting dimension to your Royal Rangers program. Just the mention of swimming, boating, diving, etc., will inspire the boys' enthusiasm. Wherever there is a body of water, you will find boys ready to challenge the aquatic world with their skills, strength, and determination.

The call of the deep will lure the boys into such activities as fishing, sailing, rowing, motorboating, swimming, skin diving, and canoeing. This magnetic pull of the aquatic world will give your Rangers opportunity to learn various water skills, nature study, conservation, preservation, and stewardship.

Prior to entering the aquatic world, the boys need to learn some basic skills in swimming, water safety, and adapting their skills to the activity. Boys have a tendency to misjudge their abilities when it comes to water activities. As a commander, it is your responsibility to provide for the training, safety, and supervision of the boys according to their skills in the activities.

Outdoor water activities will put life and challenge into your Royal Rangers program. Plan your activities to meet the skills of your boys. Provide training to help your boys expand their knowledge and skills, and to adapt their abilities to the world of water.

### Eight-Point Defense Plan for Safe Swimming

#### 1. MEDICAL EXAMINATION

You and your boys should have a yearly medical examination to see if you are physically well enough to involve yourself in the rigors of water activities.

#### 2. TRAINED SUPERVISION

Trained supervisors are necessary to oversee the health, safety, and welfare of the boys. They will supervise water activities in accordance with environmental, physical, and safety conditions of the swimming area.

#### 3. SAFE SWIMMING AREA

The swimming area needs to be roped off according to the boys' swimming ability. The condition of the water, currents, obstacles beneath the water, and the land surface beneath the water should be suitable for a safe swimming area.

#### 4. LIFEGUARDS

During every swimming period a trained certified lifeguard should be on duty. The purpose of the lifeguard is to oversee the safety of your outpost swimming and to meet any emergencies that may arise.

#### 5. LOOKOUTS

Lookouts are persons who watch and pay attention to what is going on in the water and beach area. They are the extra eyes to help the lifeguard watch for problems and emergencies. Lookouts are to notify the lifeguard of any emergency or safety problem that may be observed.

#### 6. ABILITY GROUPS

A good waterfront person will gear various water activities according to each individual boy's swimming ability. Boys should be grouped according to their swimming ability and restricted to certain areas and water activities.

#### 7. BUDDY PLAN

Never swim alone. Always swim with a buddy. A buddy can notify a lifeguard in case his partner is in need of assistance. Each buddy is to watch out for the other during the total swim. Buddies need to be in the same swimming-ability group or the stronger swimmer will have to step down to the ability group of the weaker swimmer during the swim.

Every 10 minutes a buddy check should be called. On a given signal, the buddies will grasp hands and raise them high in the air. This gives the lifeguard a quick way to account for everyone.

#### 8. GOOD DISCIPLINE

Waterfront discipline is necessary. Adherence to safety rules cannot be compromised. It is everyone's responsibility to adhere to safe swimming rules and to discipline himself to follow them. Safety is everyone's business.

### Aquatic Games

There are many water games that will try the skills and knowledge of your boys. The following are some water activity ideas that have proven to be a challenge to boys. Remember to fit the boy's abilities and skills to the activity. Provide a safe place for these activities under the supervision of a qualified lifeguard.

#### EVENTS FOR BEGINNERS AND NONSWIMMERS

##### Water Activity Number 1

###### Drop the Marble

Each boy is given five marbles. The object of the game is to pick up a marble between his toes, wade a given distance, and drop it in a can that is under water. He then returns and picks up another marble. The boy who drops all his marbles in the can first wins.

##### Water Activity Number 2

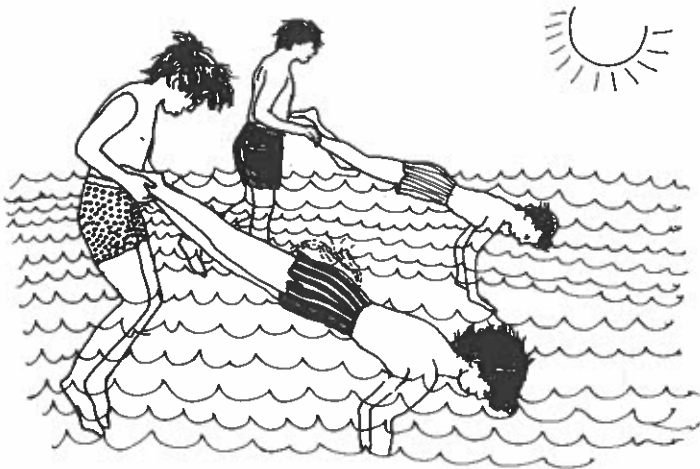
###### Candy Hunt

Wrapped candy is placed in waist-deep water. At a given signal, the boys rush into the water in search of the candy. Each boy may keep the candy he finds.

### Water Activity Number 3

#### Wheelbarrow Race

One boy holds the feet of another while the other boy walks on his hands. The race is done in 1 to 2 feet of water.



### Water Activity Number 4

#### Backward Run Race

In chest-deep water, the boys run backward on a given course. The first to cross the finish line wins.

### Water Activity Number 5

#### Log Roll

Two boys roll a 5-foot log over a given course in waist-deep water. The team to cross the finish line first wins.

### Water Activity Number 6

#### Water Hand Wrestling

The purpose of the game is to try to place the opponent off balance until he falls.

### Water Activity Number 7

#### Egg-and-Spoon Race

A boy holds a spoon handle in his mouth, with an egg on the spoon, as he runs, swims, and crawls a given course. The person who crosses the finish line first wins.



### Water Activity Number 8

#### Hop-along

In knee-deep water, the boy has to hop on one leg over a given course while holding one foot in his hand.

### Water Activity Number 9

#### Water Basketball

Water basketball is played just like regular basketball except it is done in waist-deep water. An inner tube anchored in place on the water may be used as a basketball hoop.

### Water Activity Number 10

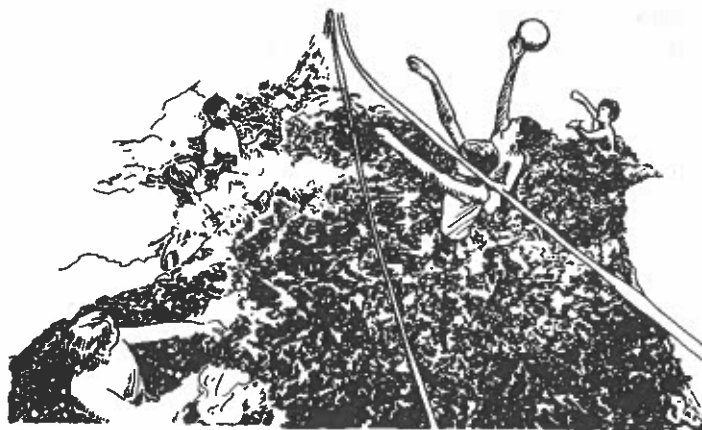
#### Water Flag Football

Same as regular flag football except played in waist-deep water.

### Water Activity Number 11

#### Water Volleyball

Same as regular volleyball except played in waist-deep water.



### Water Activity Number 12

#### Water Baseball

Use the same basic rules as baseball but on a much smaller field. Use a plastic bat and ball. This game can be played on foot in knee-deep water or played on inner tubes.

### Water Activity Number 13

#### Over and Under Relay

Line up each team in waist-deep water. The boy at the end of the line leapfrogs over the boy in front of him and swims under the legs of the next boy. This procedure is followed until he reaches the front of the line. The boy on the end now follows the same procedure as the first boy. This is done until all the boys have gone over and under. The first team to complete the relay wins.

### Water Activity Number 14

#### Dredging Race

In 2-foot-deep water, the boys walk on their hands and kick their feet. The boy who crosses the finish line first wins.

### Water Activity Number 15

#### Water Tug-of-War

Uses the same rules as in tug-of-war, except it is played in waist-deep water.

### Water Activity Number 16

#### Balloon Ball

Have the teams play "keep away" with a beach ball.

### Water Activity Number 17

#### Sweat Shirt Relay

Line up the patrols in chest-deep water. The front boy takes off a sweat shirt and passes it back to the boy behind him who puts the shirt on and then takes it off again. This is done until everyone in the patrol has put on and taken off the shirt. The first team to complete the relay wins.



### Water Activity Number 18

#### Cup Race

In knee-deep water, each boy places a small paper cup in the water and blows on it until it crosses the finish line. If the cup swamps, the boy may not continue. The first to cross the finish line wins.

#### EVENTS FOR SWIMMERS

### Water Activity Number 19

#### Delivering the Eggs

This game is the same as the egg-and-spoon race except the boys have to swim under water.

### Water Activity Number 20

#### Horse and Rider

Two man teams—one boy gets on the back or shoulders of another boy. Two opposing teams try to unseat the other team's rider from his horse. This game should be played in chest-deep water.



### Water Activity Number 21

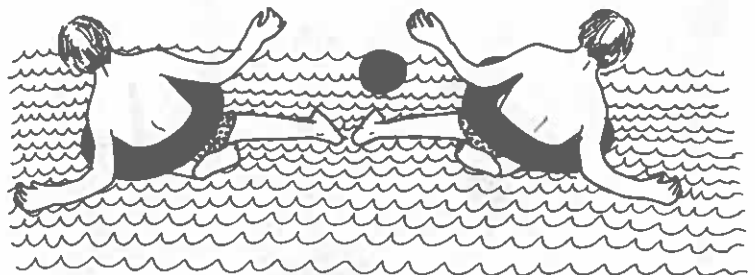
#### Touch Tag

The object of this game is for a boy who is "poison" to touch another boy, making him "poison." This game can be done in deep or shallow water.

### Water Activity Number 22

#### Water Soccer

Uses the same rules as soccer, except that each boy is seated on an inner tube. The boys can kick or bat the ball with their feet or hands.



### Water Activity Number 23

#### The Bottle Push

The swimmers swim a given course while pushing a plastic milk bottle with their heads. The bottle cannot be grasped with the teeth or any other part of the body. The first swimmer to cross the finish line wins.

### Water Activity Number 24

#### Underwater Swim

Two-boy teams—the boys are to swim underwater for a given distance. They must stay totally submerged. The boy who swims the greatest distance in a straight line wins.

### Water Activity Number 25

#### Relay Race

Four men per team—One swims using the breaststroke, the second the backstroke, the third the sidestroke, and the last a freehand stroke. The team to finish first wins.



### Water Activity Number 26

#### Freehand Relay

Four boys per team. Each boy swims a given course. The first boy swims with a button between his teeth. He hands off the button upon reaching the second boy who enters the water and swims the course with the button between his teeth. This is repeated until the total team completes the course. The first team to finish is the winner.

### Water Activity Number 27

#### Old Glory Race

Four men per team—The rules are the same as for the freehand relay, except each team carries in their hands a small American flag on an 8- to 12-inch flagstaff. The flag cannot get wet.

### Water Activity Number 28

#### The Greased Watermelon

Grease down a watermelon with lard. Place it in deep water. The team that retrieves the melon and places it on shore wins. NOTE: Strict supervision must be enforced during this event.



### Water Activity Number 29

#### Canoe Jousting

Two-man teams—One man paddles the canoe. The second man stands on the gunwale and holds a padded lance. The two canoes approach each other trying to joust the standing opponent with their lance. The one left standing is the winner.

### Water Activity Number 30

#### Bucket Canoe Battle

Two-man teams—This is similar to canoe jousting except the bowman is armed with a bucket instead of a lance. The bowman must fill his bucket from outside the canoe. The object is to capsize or swamp the opponent's canoe by throwing water in it.

### Water Activity Number 31

#### Swamp Canoe Race

Two- or four-man teams—Each team lines up its swamped craft. The teams sit inside on the bottom of their craft. At a given signal, the teams paddle with their hands over a set course. The team to cross the finish line first wins.

### Water Activity Number 32

#### Over the Gunwale Rescue Race

Two men per canoe, two canoes per team. Line up each canoe. Each canoe team is called "A" or "B." At a signal, "A" rows to a prescribed point and swamps their canoe. When canoe "A" is swamped, canoe "B" takes off to rescue them by using the cross-gunwale method to empty canoe "A." When the canoe is empty and right-side up, teammates "A" enter the canoe and paddle back to the finish line. Canoe "B" remains in the rescue area. The first canoe to cross the finish line wins.

### Water Activity Number 33

#### Canoe Obstacle Course

One- or two-man teams—An obstacle course is laid out on water and land. The team must pass through the obstacles, racing against time. The team with the best time wins. At each point of the obstacle course you may want to test some skill, such as fire building, first aid, portaging, etc.

### Water Activity Number 34

#### Kangaroo Race

One-man teams. At a signal, each boy mounts the gunwale near the stern. He propels the canoe by bouncing up and down, causing the canoe to move forward. The person crossing the finish line first wins. The course should be downwind.

### Water Activity Number 35

#### Bow Paddle Race

One-man teams. Each boy stands on the bow gunwale with a paddle. At a signal, he paddles a given course. The first to run the course wins.

### Water Activity Number 36

#### Canoe Swamp

Three- or four-man teams in each canoe. Paddles cannot be used. Canoes must be paddled by hand. The purpose of the contest is to swamp all other canoes by splashing water into the opponent's canoe. At no time may a team touch an opponent or an opponent's canoe. If they do, the offending team is disqualified. When a canoe is swamped, the team must stay with it until help arrives. All canoes are out of the contest after being swamped. The last canoe afloat wins.



### Water Activity Number 37

#### Canoe Tug-of-War

Two-man teams with paddles. Each end of a rope is tied to the stern of two canoes. On a signal, each team tries to pull the other team across a set mark.



### Water Activity Number 38

#### The White Whale Battle

The white whale battle uses the same rules as the canoe swamp. The teams go into a given area, searching for the white whale (a floating object). They must tie the whale off their stern so it will float freely behind them. Then they must return to the starting line without being swamped. If the canoe that has the whale is swamped, they are out of the race and must freely surrender the whale to the group that captured it.

### Water Activity Number 39

#### Two-Man Gunwale Race

Two boys stand on the gunwales, one on the bow gunwale and one on the stern gunwale. Both boys use paddles to propel their canoe on a given course. The team to cross the finish line first wins.

### Water Activity Number 40

#### Battle Sweep

Two-man teams. The stern man uses a paddle. The bowman uses a broom, while standing up in the canoe. At a given signal, the bowman must, in sweeping motions, push a floating plastic milk bottle alongside his canoe. The bowman cannot wedge the bottle against the canoe. The first canoe to cross the finish line is the winner.

### Water Activity Number 41

#### Hand Canoe Race

Four men per team. At a signal, the teams enter their canoes and run a given course as instructed (without paddles), until they cross the finish line.

### Water Activity Number 42

#### Canoe Bounce

A man on each end of the canoe stands on the gunwales. At a signal, they try to throw their opponent off balance into the water. If either boy touches the canoe with his hands after the contest begins, he forfeits the contest.

### Water Activity Number 43

#### Canoe In and Out Race

Two-man teams enter their canoe with paddles. After the boys are afloat, a signal is given periodically by a whistle blast. At the blast of the whistle, the boys jump out of the canoe, then reenter it and resume their course. The first team to cross the finish line wins.

### Water Activity Number 44

#### Sculling Race

One man per rowboat. At a given signal, the contestants scull their boat to the finish line.

### Water Activity Number 45

#### Two-man Rowboat Race

Two men per team; each man has an oar. At a signal, the teams propel their boats over a given span of water to the finish line. The first team to cross the finish line is the winner.

### Water Activity Number 46

#### Three-man Boat Race

The same as the two-man rowboat race except the third man acts as a rudder-man with an oar.

### Water Activity Number 47

#### Rowboat Paddle Race

Two men per boat. One man paddles from the bow and the other from the stern. In a standing position, the boaters paddle their course over the finish line.

### Water Activity Number 48

#### Backward Race

One or two boys per craft. At a given signal, the boater(s) rows his (their) boat backwards until the finish line is crossed.

### Water Activity Number 49

#### The Cookie Spin

One- or two-man crew. The crew oars the craft along a given course. At a whistle blast, they make a complete spin to the port side until they recover on course. At two blasts of the whistle, the spin is to the starboard. The first crew to cross the finish line wins.

## OUTDOOR GAMES

### Outdoor Game Number 1

#### Log Raising

Patrol vs. patrol (or choose up sides)

#### EQUIPMENT (for each patrol)

Two upright poles, 12 feet high, placed 8 feet apart,  
with crossbar 10 feet up from ground  
One 3-foot log, 8 inches in diameter  
One 50-foot length of ½-inch rope

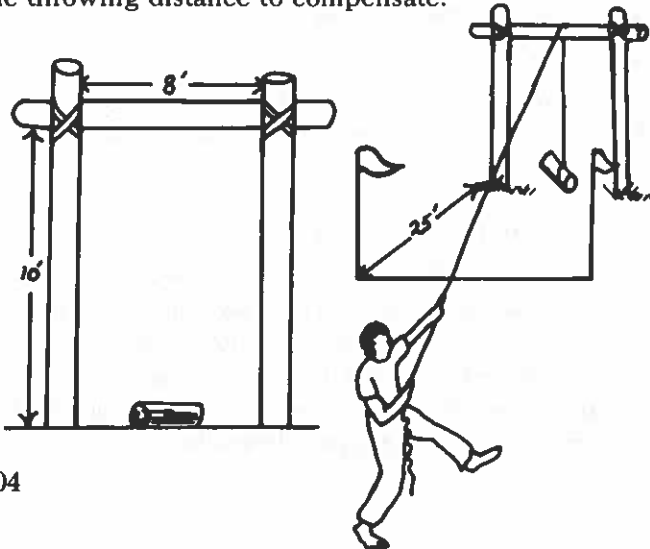
#### PROCEDURE

Patrols line up, relay style, at the starting line, 25 feet from the crossbar. On signal, Ranger #1 of each patrol coils the rope at the starting line and throws one end of it over the crossbar. With the other end of the rope, he ties a timber hitch around the log. Then he hoists the log off the ground by pulling on the free end of the rope. After the log has cleared the ground, he lets it drop, unties the timber hitch, pulls the rope from the crossbar, carries one end of the rope to the starting line, and taps Ranger #2 who repeats the performance. This continues until all members have run the course.

#### RULES

Throwing the rope over the crossbar and raising the log with a timber hitch must be completed successfully. If the Ranger misses the crossbar or the timber hitch becomes untied, he must return to the starting line, recoil the rope, and repeat the attempt until he is successful.

While this event calls for a crossbar fastened at a 10-foot height on side poles, the setup can be improvised easily for an overnight camp contest. Select a tree with an overhanging branch, with clearance above and below. If the height of the branch isn't 10 feet, extend the throwing distance to compensate.



### Outdoor Game Number 2

#### Tent-peg Relay

Patrol vs. patrol (or choose up sides)

#### EQUIPMENT (for each patrol)

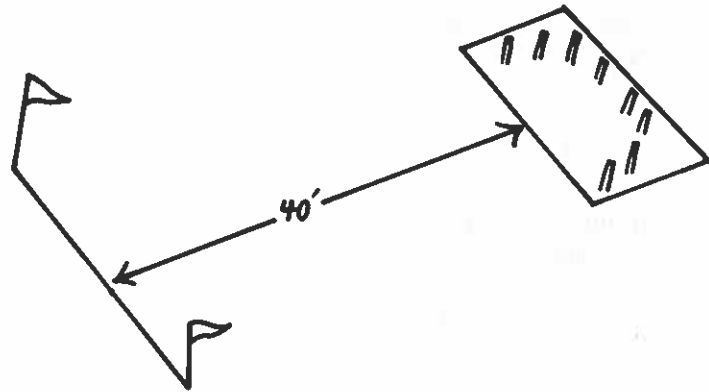
Eight tent pegs, 12 inches long  
One wooden mallet

#### PROCEDURE

Patrols line up, relay style. On signal, Ranger #1 races to a designated spot where eight tent pegs are piled. He drives them into the ground with the mallet, making certain that all pegs are far enough in the ground to remain standing. Then he races back and touches off Ranger #2 who knocks the pegs over and drives them into the ground with the mallet. This is repeated until all members have run the relay.

#### RULES

All pegs must remain standing after each Ranger has driven them into the ground. Should one (or more) fall down, he must return and drive it in, then run back, and touch off the next Ranger.



### Outdoor Game Number 3

#### Wood-chopping Relay

Patrol vs. patrol (or choose up sides)

#### EQUIPMENT (for each patrol)

One log, 12 inches in diameter, 3 feet long  
Four stakes to hold log firmly in place  
One ax

#### PROCEDURE

The object of this relay is to cut the log in half using the shortest number of strokes. Patrols line up in relay fashion, about 20 feet from the log. On signal, Ranger #1 runs up to the log, grabs the ax which is stuck in the log, and takes six proper cutting strokes with the ax. Then he replaces the ax in the log and runs back, touching off Ranger #2. The patrol cutting through in the fastest time wins.

### Outdoor Game Number 4

#### Logrolling

Patrol vs. patrol (or choose up sides)

#### EQUIPMENT

One log, 3 feet long, 8 to 12 inches thick  
Eight stakes for trail

#### PROCEDURE

Stakes are set in pairs (in staggered position) just far enough apart for a log to pass between them. On signal, two members of the patrol roll the log up the course between the sets of stakes, around the turning point, and back through the sets of stakes to the starting point, where the next pair of Rangers takes over. This continues until all have completed the course. The first patrol to finish wins.



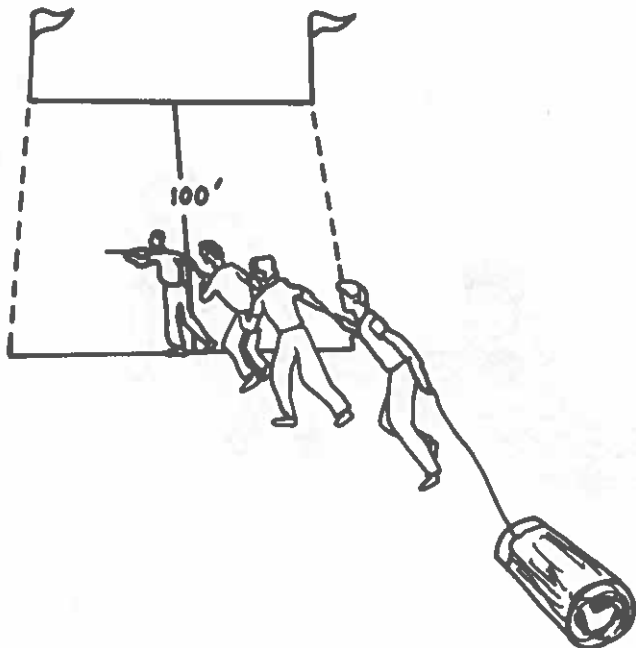
### Outdoor Game Number 5

#### Log Pulling

Patrol vs. patrol (or choose up sides)

#### EQUIPMENT

One log, 8 inches in diameter, 5 feet long  
One rope 50 feet long



#### PROCEDURE

At a signal, Rangers run from the starting line to the log. One Ranger ties a timber hitch around the log. Then each Ranger ties a bowline on a bight, at intervals along the rope, places it over his shoulders like a harness, and all together they haul the log back across the line. The first team to cross the finish line in the shortest amount of time, with all knots tied correctly, wins.

### Outdoor Game Number 6

#### Nail Driving

Patrol vs. patrol (or choose up sides)

#### EQUIPMENT

One four-by-four long enough to provide 3 feet of space for each patrol  
One hammer for each patrol  
A supply of spikes

#### PROCEDURE

Patrols line up, relay style. The first Ranger in each patrol runs up to the timber, starts a spike into the wood until it will stand, and then takes six strokes with the hammer, driving it in as far as possible. Then he runs back and touches off the next Ranger who also takes six strokes.

If any man succeeds in driving the spike flush, he starts a second spike in the same manner as the first. He can then take any remaining strokes when he finished on the first spike. This is continued until all the Rangers have taken their six strokes. The patrol that drives the most spikes into the timber is the winner. Bent spikes that can no longer be driven and cannot be straightened are not counted.

### Outdoor Game Number 7

#### Crab Crawl

Patrol vs. patrol (or choose up sides)

#### EQUIPMENT

One tennis ball for each patrol

#### PROCEDURE

Patrols line up in relay formation at an established line. The leader marks a second line, 25 to 30 feet from and parallel to the starting line. On signal, the first boy in each patrol lies on his back, supports himself with his hands and feet, places the ball on his stomach, and proceeds to crawl, "crab style," to the second line. If the ball rolls off his stomach, he must stop and retrieve it before continuing. After crossing the second line, he runs back with the ball to the next patrol member who assumes the crab position and continues the relay. The patrol that finishes first is the winner.

## Outdoor Game Number 8

### Chariot Race

Patrol vs. patrol (or choose up sides)

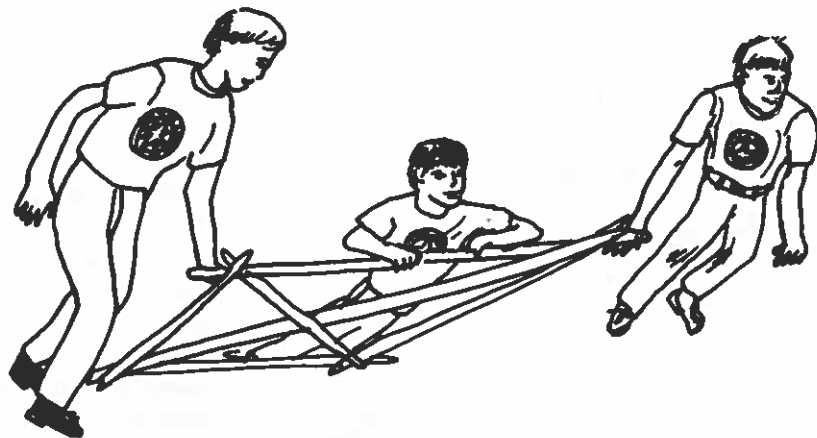
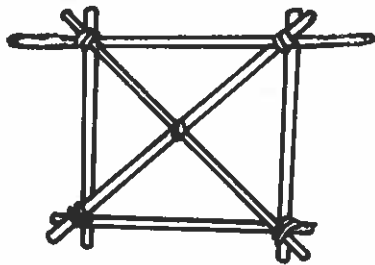
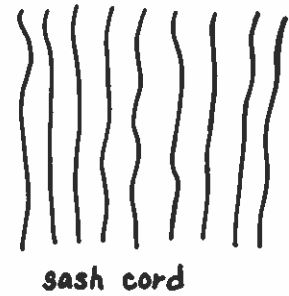
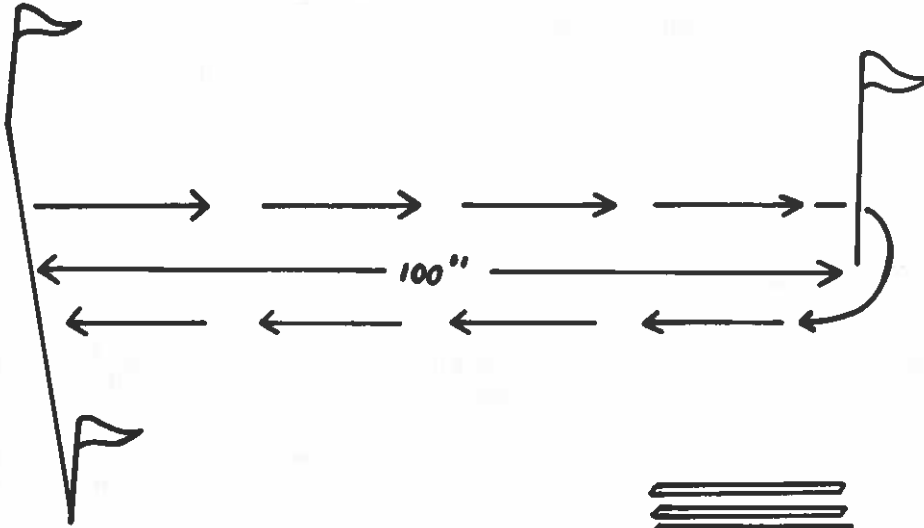
#### EQUIPMENT

Six staves

Nine pieces of sash cord for lashings

#### PROCEDURE

Equipment is placed in a pile opposite the patrols. On signal, the patrols run and lash the "chariot." This is done by making a "trestle" frame, as in building a bridge (four staves form a square, fifth and sixth staves are lashed diagonally to two opposite sides). When the frame is finished, two Rangers pull the "chariot" and a rider down the field, around a marker, and back to the finish line.



### Outdoor Game Number 9

#### Raising a Flagpole

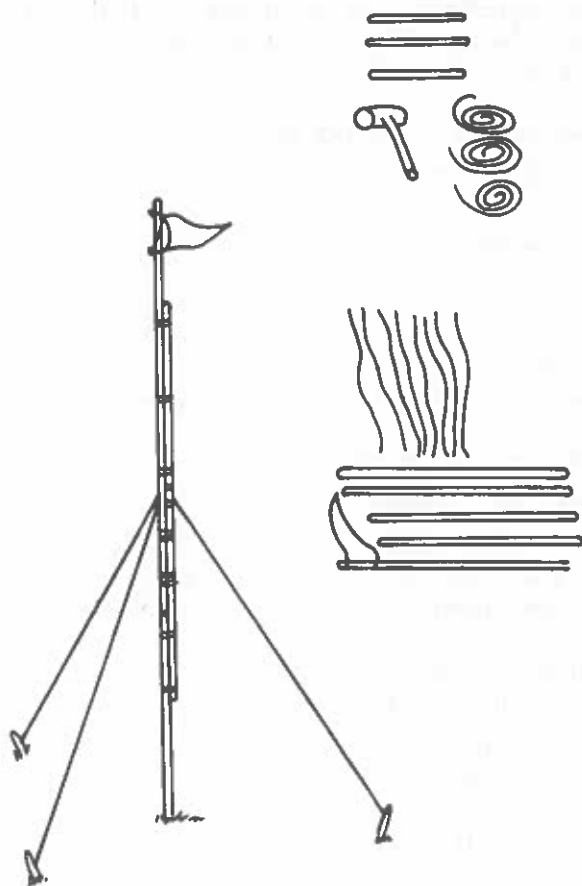
Patrol vs. patrol (or choose up sides)

#### EQUIPMENT

Five staves  
One patrol flag  
Eight pieces of sash cord for four double lashings  
Three wooden stakes  
An ax or mallet for driving stakes  
Three guy ropes, about 18 inches long

#### PROCEDURE

Each patrol lines up with four staves and the patrol flag attached to the fifth staff. On signal, the Rangers lash the five staves together (with the patrol flagstaff at the top) to form a pole approximately 20 feet long. This is done by putting three staves on the ground, end to end, leaving a 1-foot space between them. Next to these go two staves, parallel and centered. Then comes the shear lashing, omitting frapping, and putting a clove hitch around both staves. Then attach three guy lines about two-thirds of the way to the top, raise the pole, and stake down the guy line, so the pole stands vertically. When finished, the patrol steps back and stands at attention.



### Outdoor Game Number 10

#### Two-man Crosscut

Patrol vs. patrol (or choose up sides)

#### EQUIPMENT

One log 6 to 8 feet long, 12-inch butt  
One two-man crosscut saw  
Two logs for "sawhorse," 3 x 4 feet, 12-inch butt

#### PROCEDURE

The patrols line up in relay fashion. On signal, the first two Rangers run up to the log and saw off a 4-inch thick disc from the end of it. Then they run back and touch off the next pair of Rangers. In case a saw handle comes off, the contestant may put it back on and continue cutting. The first patrol finished wins.

### Outdoor Game Number 11

#### Log Toss

#### EQUIPMENT

One log, 3 feet long, 8 inches in diameter, weighing about 30 pounds (use a lighter log for small boys)

Each contestant steps up to the line and throws a log for distance. Each boy gets one throw. The distance is measured from the line to where the log first hits the ground. The boy with the greatest distance is the winner.

### Outdoor Game Number 12

#### Pole Climb

Contestants climb up an upright metal pole that has been greased. One dollar is placed on top of the pole. The contestant who climbs the pole wins and keeps the dollar. Time limit—20 seconds per person.

### Outdoor Game Number 13

#### Spear Throw

Each contestant is allowed two throws. The boy with the longest throw is the winner.

### Outdoor Game Number 14

#### Field Spear Throw

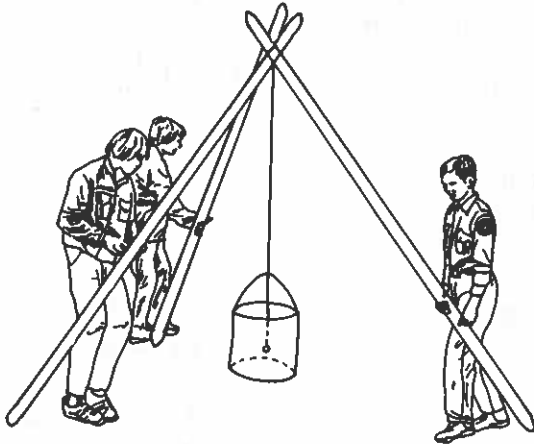
A 10-foot target should be placed downfield. The target is made up of four concentric circles. The outside circle is worth 5 points, the second circle 10 points, the third circle 15 points, and the fourth circle 20 points. The contestant begins at the 10-yard mark and moves back 5 yards per throw. His last throw will be from the 30-yard mark. The person with the highest points is the winner.

### Outdoor Game Number 15

#### T.N.T.

Prepare a 6- to 8-foot tripod. Suspend a soup can in the middle of the tripod by tying the can off on the three poles so the can will be centered within the tripod. Tie a cord from the top of the tripod extending down half-way into the can. Tie a nut or washer to the end of the cord, which is in the soup can.

The object of the game is for three boys to move the T.N.T. a distance of 25 feet by holding on to only the poles and without having the washer touch the inside of the can. If the washer touches the can, they must start over.



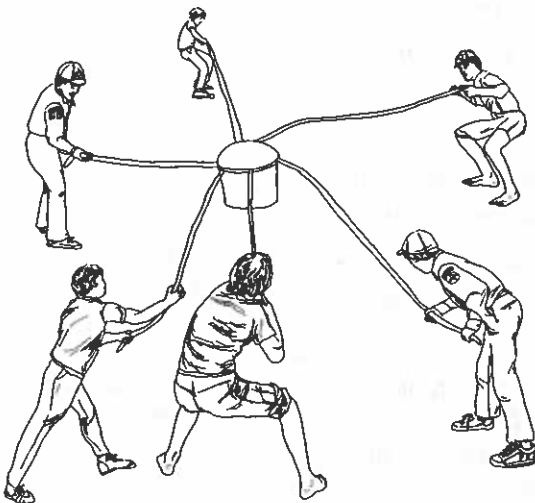
### Outdoor Game Number 16

#### Radioactive Isotope

##### EQUIPMENT

Six pieces of 10-foot cord  
One #10 tin can filled with water

Tie each cord (spaced evenly) through the top of a large can. Fill the can with water. The object of the game is for a patrol to carry the can of water over a given obstacle course, without spilling any water and by holding only the ends of the rope. You may run patrol against patrol. The first to get back with the most water is the winner.



### Outdoor Game Number 17

#### Turtle Race

Cut 1-foot turtles out of thin plywood. Drill a hole through the head of each turtle. Run a 20- to 30-foot cord through the hole. The object of the game is to walk the turtle to the other end of the rope by lifting up and down with the rope. The rear feet of the turtle cannot leave the floor.

### Outdoor Game Number 18

#### Vittles Race

Two boys act as a team. One boy receives a pine board and a metal match. The other boy receives  $\frac{1}{2}$  cup of pancake batter. The team is furnished with a metal match, knife, skillet, and spatula.

On the command "go," the first boy runs a distance of 25 yards to where the second boy is standing. He then uses a knife or tomahawk to split the wood that was provided, and starts a fire with the metal match. After the fire is started, the second boy cooks a pancake in the skillet. The pancake must be brown on both sides before the first boy can eat it. The first boy must eat all of the pancake and swallow it. The fastest team wins.

### Outdoor Game Number 19

#### → Water-soup Fire

Give each boy a soup can  $\frac{3}{4}$  full of water with a teaspoon of soup in it. The object of the contest is for the boy to build a fire and boil the water until the soup boils out of the can. The boy or team whose soup boils out first wins.

### Outdoor Game Number 20

#### Hidden Treasure

Lay out a cross-country compass course. At each compass degree-point reading, place a piece of paper giving the next degree reading. At the end of the course, place a prize for the patrol that finishes first. Give each patrol different readings covering the same distance and terrain, so they will all end up in the same place. The first patrol to arrive wins the prize.

### Outdoor Game Number 21

#### Progressive Supper Compass Course

Lay out a compass course. At each degree-point reading have a portion of the meal. When the total course is covered, the patrol will have eaten the whole meal.

### Outdoor Game Number 22

#### Hounds and Fox Race

Have a boy (fox) walk along a given course through the woods. The rest of the patrol (hounds) must run the same basic course and pass the fox without being seen or heard. If the fox can identify the person who is seen, the fox yells out that one's name. The person caught joins the fox.

### Outdoor Game Number 23

#### Capture the Flag

Lay out perimeter boundaries. Place a patrol flag in the center of the designated area. The object of the game is for a patrol to steal the patrol flag without being tagged by the patrol that's guarding it. The guarding patrol has to stay 20 to 30 yards away from the flag unless they are trying to catch and tag someone who is trying to take the flag. If a person is tagged, he is out of the game. Set a time limit on the game. If the flag is captured or time runs out, rotate the patrols and begin the game again.

### Outdoor Game Number 24

#### Flashlight (night game)

Divide the outpost in half. Give each boy a flashlight. Send group "A" out to hide. After group "A" has had time to hide, send group "B" out, with their flashlights on, to search for group "A."

At 1-minute intervals, the commander blows a whistle and group "A" must blink their lights on and off three times into the sky. If a boy from group "A" is tagged by a person in group "B," the "A" boy is taken back to the starting line and placed in jail until all have been caught or the time limit runs out.

### Outdoor Game Number 25

#### Tent-pitching Race

Line up the patrols. At a signal, have the boys run to a given spot, set up a tent, take it down and fold it, and then fall in at the starting line. The first patrol to finish wins.

### Outdoor Game Number 26

#### Lost Willie

Give a compass and map to each patrol. Tell the patrol that "Willie" is lost and was last seen in a particular area. Send out each patrol as a team in search of "Willie." The patrol with the best time in rescuing "Willie" and returning to the starting line wins. (A plastic air toy may be used for "Willie." Place "Willie" in position prior to the patrol's rescue search.)

### Outdoor Game Number 27

#### Blind Man Compass Walk

Provide each boy with a paper giving distance and degree readings, then place a paper bag over his head. The boy who comes closest to the final point wins. The bag cannot be removed until the course is finished.

### Outdoor Game Number 28

#### Stalking the Bear

Have a boy (bear) walk a given course. His patrol tries to follow him without being seen or heard. The

bear, knowing he is being followed, must count to three very slowly before he turns around, whenever he hears a noise. This will give his patrol time to take cover.

### Outdoor Game Number 29

#### Fire by Friction

Provide each boy with a firebow and wood. At a signal, the boys start a fire using the firebow. The first boy to light his fire wins.

### Outdoor Game Number 30

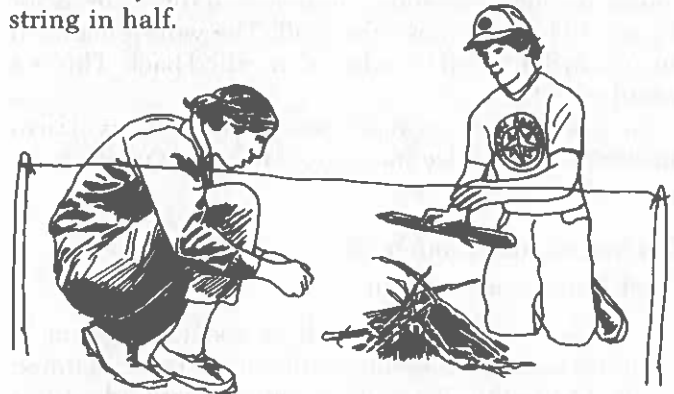
#### Metal Match Race

Follows the same procedure as the fire-by-friction race, except a metal match is used.

### Outdoor Game Number 31

#### String-burning Race

Stretch a string between two poles. The string should be 12 inches above the ground. The object of this race is for the boys to build a fire until the flame burns the string in half.



### Outdoor Game Number 32

#### Fireman's Ladder

Provide each patrol with the material needed to lash a 10-foot ladder together. At a signal, the boys lash a ladder together. Then one boy climbs to the top of the ladder while it is supported by the patrol. The first patrol to accomplish the task wins.

### Outdoor Game Number 33

#### Stretcher Race

Provide each patrol with two 8-foot poles and one blanket. At a given signal, the patrol runs 10 yards, improvises a stretcher, and picks up one of their patrol members and places him on the stretcher. Then the patrol picks up the stretcher and rushes back to the starting line. The first group to finish wins.

### Outdoor Game Number 34

#### Tower-Building Race

Have all the material to build a tower already laid out. This is a timed event. The patrol who erects the tower and places their patrol flag on top first wins.

### Outdoor Game Number 35

#### Split the Match

Place three matches erect into a log with the match head on top. The matches should be approximately 6 inches apart. Allow each boy six swings of the ax to split the matches. The ax has to be swung straight down upon the log. The boy who splits the matches with the least swings wins.

### Outdoor Game Number 36

#### Rope Bridge Race

Have all the material laid out to build a rope bridge. This is a timed event. Have the patrol erect a rope bridge and every patrol member cross the bridge. The patrol with the best time wins.

### Outdoor Game Number 37

#### Tracking the Wolf

Have a boy (wolf) wearing spiked shoes walk a given course through soft soil. The object of the game is for the patrol to track down the wolf. The wolf remains in his place (den) until he is found or called back. This is a timed event.

To make this event more complicated, the wolf can backtrack, leave false trails, etc. More time needs to be allowed if this is done.

### Outdoor Game Number 38

#### Plant Identification Hunt

Send out each patrol to collect a stated amount of plant life and return to the starting line. This is a timed event. The patrol that collects and correctly identifies the plants wins.



### Outdoor Game Number 39

#### Find Me Out

Lay before each patrol pieces of bark, leaves, roots, etc., of various plants found in the area. For example,

the commander may have a wild crab apple leaf displayed before the boys. The patrols are then sent to search for the crab apple tree and bring back another part of that tree (bark, root, twig) and identify the plant. This is a timed event. The patrol that uses the least time to find and return with the matching plant parts, and can identify these plants, wins.

### Outdoor Game Number 40

#### Tree Tag

Give each patrol eight cards with names of plants on them. Have the patrols go out and tag the plant. Each correct tag is worth 1 point. The patrol with the most points wins.

### Outdoor Game Number 41

#### Spider Web

Tie off heavy rope between three to five trees. Attach connecting ropes to form a spider web. The web should be 3 feet above the ground. Have the boys try to walk across the web without using their hands.

### Outdoor Game Number 42

#### Blind Man Hike

Have the outpost line up behind each other and take off their belts. Place blindfolds on each person. Have each person hold one end of the belt in front of him with his left hand and the belt behind him with his right hand. Then a commander (who is not blindfolded) leads the column through, around, under, and over various obstacles.

### Outdoor Game Number 43

#### Survival

Send the patrols out in search of edible plants and medicinal plants. One point is given for each correctly identified plant. Send the patrols out for 30-minute periods. The patrol with the greatest number of points wins.

### Outdoor Game Number 44

#### First-aid Relay

Give each boy in each patrol an assignment, such as: splint an arm, put on a head bandage, put on a knee bandage. Line up the patrol and have one boy act as the victim. The object of the game is for a boy to complete his assignment and tag off the next boy. The first group to complete the relay wins.

### Outdoor Game Number 45

#### Track and Mold

Provide each patrol with water, plaster of paris, etc., to make molds of animal tracks. Send out your patrols for a stated period. The patrol that returns with the most molded tracks, and can identify them, wins.



### Outdoor Game Number 46

#### Nose Your Plants

Blindfold your patrols and take them into the woods. Let them smell different plants. If they can identify the plant through their sense of smell they earn a point. Use various plants that have a distinctive aroma. The patrol that "nose" their plants the best wins.

### Outdoor Game Number 47

#### Nature Braille Readers

Blindfold your boys and take them on a blind man hike. Let them feel various plants. If they correctly identify the plant through their sense of touch, they earn a point. The patrol with the most points wins.

### Outdoor Game Number 48

#### Chain Gang

Provide each boy with two 4-foot pieces of rope. One end of each rope is tied to each ankle and the other end

to the ankle of the person in front of him. The boys have to run a given course in chain-gang fashion. While the boys are running the stated course, a particular whistle signal is sounded to untie the ropes on a particular leg and retie it by using another knot around the ankle. When all have stopped and retied the new knot, they begin to run the course again.

Whistle signals for the game are:

Long blast indicates left ankle

Two long blasts indicate right ankle

One short blast—two half hitches

Two short blasts—clove hitch

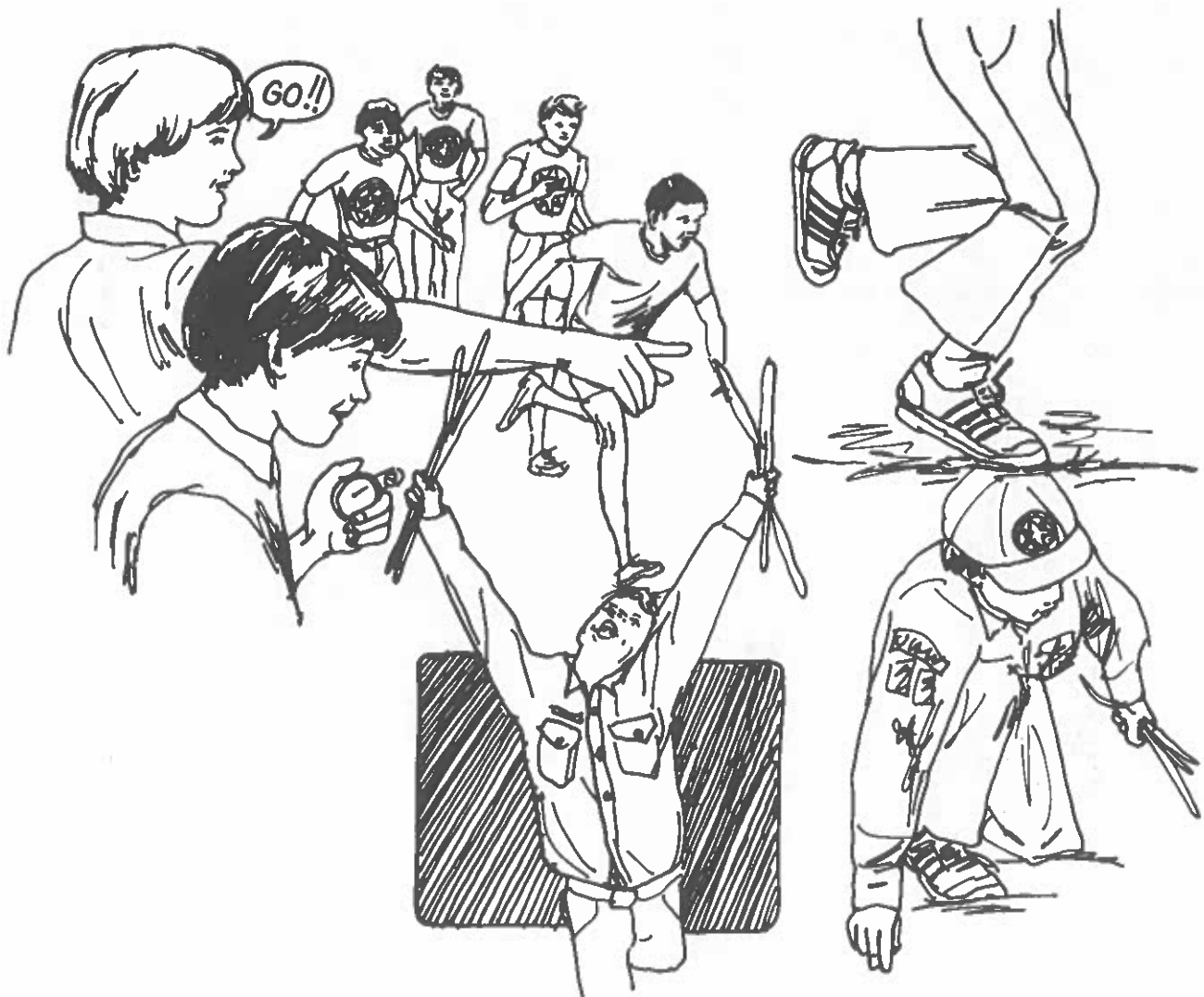
Three short blasts—bowline

The first team to cross the finish line with the correct knots on the proper legs wins.

### Outdoor Game Number 49

#### One-Hand Bowline

See which boy can tie the bowline the fastest using only one hand. The bowline must be around his waist.





# PART IV

## COUNCIL FIRES



## COUNCIL FIRES

The campfire will no doubt be part of the most outstanding memories of all your hiking and camping activities. The fun of sitting around a campfire with friends and singing your favorite songs, listening to a good story, playing your favorite games and stunts, or just staring into the glowing embers and dreaming will embed itself in your memory for years to come. Although the faces and names may fade away in time, the warm memories of a council fire will live on.

### The Six S's of a Council Fire

Council fire programs don't just happen. An effective council fire takes planning, practice, group participation, work, coordination, and prayer. Many council fires fail because of lack of preparation or because the council fire itself was not properly built. The six S's of a council fire program will give you direction and guidance toward a successful fire.

#### 1. SETTING

Plan a theme for your service. Some examples are: Indian, frontiersman, circus, cowboy, knighthood, outer space, naval, and patriotic themes. Special days such as Thanksgiving, the Fourth of July, Christmas, Valentine's Day, Easter, Good Friday, and Halloween, also provide possible themes for a council fire program.

An exciting theme will add spice to your council fire program. Imagine an Indian drumbeat shattering the stillness of a moonlit night, as feathered, war-painted faces stand silently before majestic tepees. A flickering torch gives an amber glow to the serene countryside, and an Indian chief steps forward to pray, with hands stretched toward the starry skies. The council fire flares up into flames, stirred by some unknown power. The mood is set, and the boys are intrigued with the setting.

A theme and some simple props will help you set the tone of your council fire service. Take time to plan your theme and make your props. Pay attention to details. Have a schedule of events. Have plenty of seating and an activity area for stunts.

#### 2. SONGS

Boys enjoy singing. There are many types of songs. Plan your songs to match your council fire theme. Songs should be peppy and full of action during the beginning, and quiet at the end of your council fire service.

Songs will help you set the stage and mood of your service. Songs will help you make the transition from one mood to another and from one period of events to another. For example: You may wish to make a transition from the lighthearted mood of a stunt period to a more somber mood of worship. Singing a patriotic song followed by spiritual choruses will bring your boys into

the proper mood for worship. Songs properly scheduled will provide a flowing transition from one council fire period to another.

Don't always use the same songs. Novelty songs will add life to your program. Remember that singing will set a mood. Inappropriately scheduled songs may hinder the flow of your council fire mood or transitional periods. Plan what songs you will sing and when you plan to sing them.

#### 3. STUNTS

Stunts are a lot of fun. There are many types of stunts—action stunts, humorous stunts, educational stunts, spiritual truth stunts, contest stunts, and magic (trick) stunts.

Stunts should be cleared through a stunt coordinator prior to the council fire. Stunts should not be degrading to any race, religion, creed, or belief. Clearing the stunts with a stunt coordinator will prevent possible duplication, embarrassment, destruction of property, and safety hazards.

Let everyone participate in the stunt time. See that all props are prepared and set up prior to the council fire to conserve time during the service.

Always give controlled appropriate applause after each stunt presentation. Be sure to keep the stunts moving. Be prepared to fill in with "quickies" between stunts or while a patrol is setting up their props.

#### 4. STORIES

Stories can serve as an important part of your council fire program. The purpose of a story is to entertain, educate, or inspire the boys. Your stories should be full of action and life.

The storyteller should put himself into the mood of the story. He should paint a colorful word picture that will make the story seem alive and real. He should talk to the boys in descriptive language they will understand. He should know when to pause in order to place emphasis on the highlights of the story. He should be able to use his imagination while presenting the story.

A good storyteller should be able to "read" the effectiveness of his story. Watching the boys' faces and expressions will tell you how you are coming across. A good storyteller will always rehearse his story until he can see and feel the whole story in his mind.

There are various types of stories—adventure stories, ghost stories, humorous stories, frontier stories, historical stories, Bible stories, etc. Your library, bookstore, and *High Adventure* magazine are full of appropriate council fire stories.

#### 5. SHOWMANSHIP

Showmanship is the way you light your council fire, the way you present yourself, the way you play a part, the costumes you make, the props you produce, the lighting of your stage, the atmosphere you formulate,

and the way you blend talent, skills, staging, and personal emotional involvement.

A good showman will take time to plan, rehearse, and make preparations. He will give all he has emotionally, physically, and spiritually to his presentation. The blending of talent, staging, simple props, costumes, and lighting will show a true showman.

A real showman knows how to "ham it up" and how to communicate. He becomes completely and emotionally involved in his presentation. He directs his presentation *to* the boys and not *at* them. He knows how to manipulate his environment to get his audience involved in the council fire program.

A showman will plan his program and will follow it. He knows how to keep things moving. He should always be sensitive to the emotional and spiritual response of the council fire audience. He should be sensitive to the moving of the Holy Spirit.

#### 6. SPIRITUAL THOUGHT

Every council fire should end with a spiritual thought or devotional. Every boy should leave the council fire with a spiritual thought and challenge for his life.

Devotions should be short and to the point. They should emphasize one spiritual truth and be directed at a specific age-group. Devotions should be prayerfully prepared and presented.

Time should be allowed for the moving of the Holy Spirit and for the boys' response. Council fire devotions are one of the most effective ways to reach boys for Christ. Thousands of boys each year find new life during simple council fire devotions.



#### Building the Council Fire

The success of a fire service largely depends on how the fire is built, how it burns, and how it is lit. Many a service has been hampered because improper wood was used or the fire was hastily built.

Take time to build your fire. Use the proper fuel and practice lighting the fire, especially if you are using magic fire starters. A successful fire will have a positive effect on your service and spiritual emphasis. An ill-built fire may hinder your service and kill your spiritual thrust. The success or failure of a fire will indirectly affect the outcome of your service and spiritual emphasis. You cannot afford to build a slipshod fire.

Most council fires are lit from the top. This method of lighting will give off more light and the fire will burn much longer. Make sure you have plenty of tinder on top of the fire. Also, stuff the frame throughout with kindling.

Make sure the area is properly cleared for a fire. Have enough fire-fighting equipment and water available for emergencies, and to put out the fire after the service.

#### Types of Fires

There are various ways to build an effective fire. The following are some fires that have been successful.

Pyramid Fire

Log Cabin Fire

#### Add Color to Your Campfire

A council fire is a highlight of a camping experience. The flickering flames and the crackling logs provide a hypnotizing atmosphere that will capture the minds and imagination of the boys and men.

The council fire can provide various moods, so you need to prayerfully plan your services. Adding colors to the fire, by properly using various chemicals, will bring a touch of beauty and grandeur that will always remain in the boys' memories.

Chemically treated logs or chips may be acquired commercially. These products add color to indoor fireplaces and will readily serve in the outdoors; however, you may wish to make your own by purchasing various chemicals from your local drugstore.

Extreme caution must be taken while working with these chemicals. Rubber gloves and a long-sleeved shirt should be worn and the face should be protected. Remember that most chemicals are corrosive to metal, so use wooden or ceramic containers to mix your chemicals. Generally, mix one-half pound of chemicals to one-half gallon of tap water.

You may wish to chemically treat various types of fuel such as pinecones, wood chips, rolled-up newspapers or magazines, or rolls of toilet paper. Place these items in a burlap or mesh bag, then submerge the bag in the chemical solution and weight it down. Leave it in the mixture for one or two days so the fuel will be

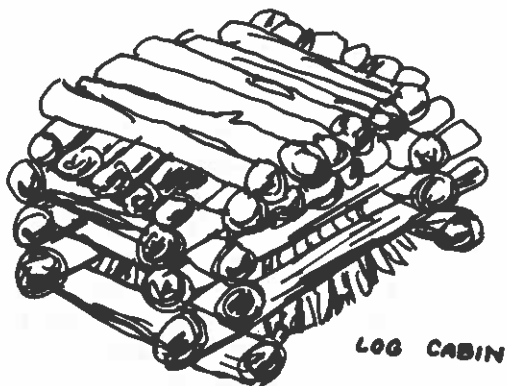
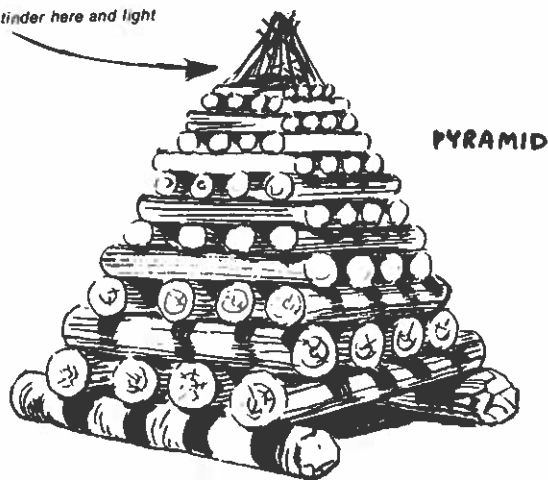
completely saturated with the chemicals. Then lift the bag out and let them dry for a few days.

Listed below are some chemicals and the colors they will produce:

Blue	Copper sulfate
Yellow	Table salt
Red	Strontium
Purple	Lithium chloride
Vivid Green	Borax
Apple Green	Barium nitrate
Orange	Calcium chloride
Lavender	Potassium chloride
Emerald Green	Copper nitrate

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

Place tinder here and light



## Fire Starters

The way you light your fire will set a specific mood. An impressive fire lighting will leave your boys spellbound and give intrigue and life to your program.

When using magic fire starters, practice the technique until perfection is achieved. A wise person will always have a backup plan, in case the magic fire starter fails to start.

### STEEL WOOL LIGHTER

Use a 6-volt battery (car battery), copper wire, and steel wool. The current from the battery will ignite the steel wool.

### BRAKE FLUID AND CHLORINE POWDER LIGHTER

Put 5 to 6 tablespoons of brake fluid into a paper cup. Place a piece of cardboard over the cup with 2 teaspoons of dry chlorine on the cardboard. Attach a string to the cardboard, then pull the string until the chlorine falls into the brake fluid. The chemicals will burst into flames within a minute or two.

### ROCKET IGNITER

The rocket igniter used in small, solid-fuel model rockets makes a fantastic fire starter. Using copper wire and a battery, the rocket igniter will burst into flames. Check with local hobby stores.

### FIREBOLT

Thread a wire through a sewing spool. Attach one end of the wire to a tree (pole) and the other end to the log fire. Attach an old car air filter to the spool with wire. Douse the filter with kerosene, light it, and let it slide down the wire onto the log fire.

### FIRE CAN LIGHTER

Cut out a side and the end of a tin can. Attach a pull line. Place a lighted candle inside. When it's time to light the fire, have someone pull the line; pulling the can away from the candle. The flame of the candle will then light the council fire. (Have the opening of the can facing away from the audience so the light won't show).

Another version of the above is to place the pull line on the candlestick base, and pull the candle out in order to light your tinder.

### FIRE SNAKE

Cut 3 feet of ½-inch rope and wrap it with cloth. Attach the "snake" to sewing spools. Douse it with kerosene, light it, and let it slide down into the log fire.

### FLAMING ARROW FIRE STARTER

1. Wrap the wire and point of the arrow with a kerosene-soaked piece of cloth. Let it dry. Soak the cloth in wax.
2. Mount the arrow on spools and wire.
3. Attach one end of the wire to a pole and the other end to the log cabin fire.

4. Light the tip of the arrow. Using a bow, shoot the arrow into the fire.

#### COMET FIRE STARTER

1. Mount an emergency flare on a sewing spool and wire.
2. Light the flare, spin the flare, and let it slide down the wire.

#### CHEMICAL FIRE STARTER

1. Place a teaspoon of chromis anhydride on very fine tinder.
2. Place a small quantity of rubbing alcohol in a cup above the tinder and chromic anhydride.
3. Attach a thread to the cup. Pull the thread to tip the cup over onto the tinder and chromic anhydride. The fire will start immediately.

#### MATCH-BOARD FIRE STARTER

1. Cut two boards, 1 inch x 3 inches x 6 feet.
2. Drill holes on the surface of one board and mount wooden matches (heads up).
3. Glue fine sandpaper to upper board and place on top of matches.
4. Pull wire—and presto! The matches will light. (Note: The wire may be attached either to the lower board or the upper one.)

#### FIRE BY CURRENT FROM STARTER

1. Hammer two nails into a board and attach a dragline.
2. Wire three or four wooden matches between the nails.
3. Run one end of the wire to the negative pole on the battery.
4. Touch the remaining end of the wire to the positive pole, and buff. The matches will light.
5. Pull the dragline if you wish to salvage the apparatus.

#### SUPPLEMENTARY FIRES

Supplementary fires may be needed to light up a greater area or to add to the atmosphere of the service. Additional council fires may be made or torches may be lit. Torches may also be used to light the trail or to bring your boys down to the council fire ring. In addition, they are effective as stage lights and in lighting up the activity area.

The following are various methods of making stage lights and general-purpose torches.

#### TOILET ROLL TORCH

Wire a roll of toilet paper to the pole. Soak it with kerosene.

#### BUDDY BURNERS

Wire a can to a pole. Place a roll of toilet paper in the can and soak the paper with kerosene. Light the torch.

#### STAGE LIGHT TORCH

1. Place rags or paper in a #10 can.
2. Soak it with kerosene.
3. Light it and place it on the ground.

#### CATTAIL TORCH

1. Soak a cattail in bacon grease.
2. Light it and let it burn.

#### SAWDUST TORCH

1. Mix melted wax with sawdust.
2. Place it in a tin can.
3. Place the can on the ground and light it.

#### SAND TORCHES

1. Fill a can with sand or dirt.
2. Saturate the sand with kerosene.
3. Place the can on the ground and light the torch.

#### PAPER SACK STAGE LIGHT

1. Place a lit candle or flashlight in a shopping bag.
  2. The bag will give off a large glow.
- NOTE: Don't let the flame touch the sides of the bag.

#### Placing the Main Fire and Stage Lights

The purpose of the fire itself is to adequately light up the activity ring and the immediate area around it. The council fire and stage lights should be laid out to provide the best lighting possible for the activity. The stage particularly needs to be well lit so that the facial features of the participants will be visible. Properly placed stage lights and main fires will provide adequate lighting for most activities.

Additional torches or stage lights may be needed when the main fire dies down and darkness begins to close in. The torches can be lit independently whenever more lighting is needed during the service.

Buddy torches are extremely valuable during an altar call. There is something about darkness that will hinder the boys from responding to the Holy Spirit. Well-placed "buddy torches" around the perimeter of the audience will give you better control of your boys and a more positive response to the altar call. These perimeter torches will also provide a better view of those boys who do not go forward during the altar call.

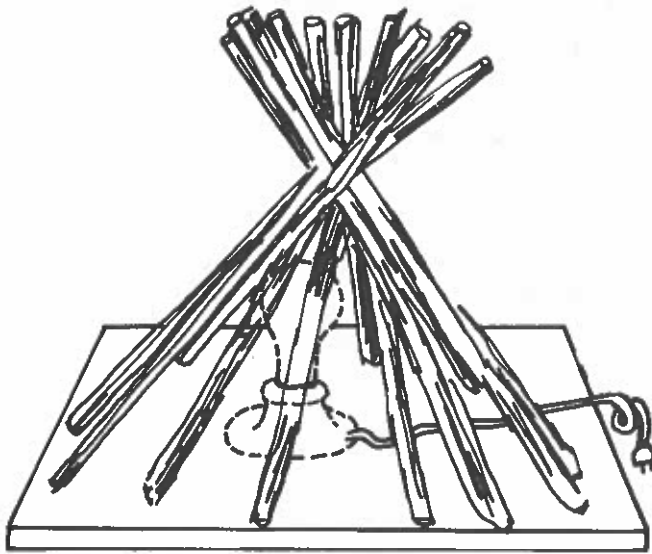
#### Indoor Campfires

Some outposts have a fireplace as part of their meeting room where they can have a real blazing campfire for their closing devotions. However, even those outposts that don't have a fireplace can achieve the desired effect with an artificial fire.

One of the most effective periods of time at your outpost meeting is spent around the campfire, just before closing. The wise commander knows magic can be woven in the dim light of the campfire.

What do you do around the campfire at your meeting place? The same things you do around an outdoor campfire. Have some singing, stunts, a story, and a short devotional. Make good use of this opportunity for inspiration.

### Indoor Campfire



## CAMPFIRE STUNTS

Stunts should always be in good taste. A good rule to follow is, "When in doubt, leave it out." Another good rule is to make the skit brief. Send the boys away wanting more. An amateur show is often slow and draggy; a professional show is usually short and snappy.

Jokes and comical situations, such as those appearing in *High Adventure* magazine, lend themselves to stunt development. Of course, stunts require a little costuming, some imagination, and a little "ham" in your actors, but they have a novelty that will appeal.

### Stunt Number 1

#### Indian Talk

To start off the campfire service, two Indians are talking.

FIRST INDIAN: "Ugh."

SECOND INDIAN: "Ugh."

FIRST INDIAN: "Ugh."

SECOND INDIAN: "Ugh."

FIRST INDIAN: "Ugh, Ugh."

SECOND INDIAN: "If you are going to change the subject, I'm going to leave." (*Walks off, leaving the first Indian standing all alone.*)

### Stunt Number 2

#### Lost Coin

Boy #1: (*Runs in and falls on his hands and knees by the campfire, looking around on the ground.*)

Boy #2: "What are you doing?"

Boy #1: "I lost a dime."

Boy #2: "Where?"

Boy #1: (*Points a finger to some dark spot quite a way from the campfire.*) "Over there!"

Boy #2: "But why are you looking for it here?"

Boy #1: "Because it's a lot lighter here."

### Stunt Number 3

#### Paper Bag

Boy #1: (*Comes in carrying a paper bag in his hand.*)

Boy #2: "Say, what are you carrying in that bag?"

Boy #1: "Milk."

Boy #2: "You can't carry milk in a bag."

Boy #1: "Oh, yes I can, cows do!"

### Stunt Number 4

#### Rope Skit

Boy #1: (*Comes in pulling a rope.*)

Boy #2: "What are you doing?"

Boy #1: "Pulling a rope."

Boy #2: "What are you pulling a rope for?"

Boy #1: "Well, did you ever see anyone push one?"

### Stunt Number 5

#### So Tired

Boy #1: (*Comes in pulling a rope.*)

Boy #2: "Hey, what have you got there?"

Boy #1: "I'm so-o-o tired . . . I don't know if I lost a cow or found a rope!"

### Stunt Number 6

#### Farmer and Three Hares

A farmer purchased a farm, and on the backside of this farm there lived three hares, a fox, and a goon. Every day the farmer would go to the backside of his farm and see his three hares, the fox, and the goon. One day, as the farmer was watching the three hares and the fox play, one of the hares made the fox mad, so the fox killed him. This made the goon very sad but also very angry.

The next day, while the farmer was watching the hares and the fox play, another hare made the fox mad, so the fox killed him. This again made the goon very sad but very very angry. Now, the third day, the same thing happened with the farmer's last hare! This made the goon so angry that he killed the fox and ran away.

Now the moral of this story is—hare today and goon tomorrow! (To make this story more effective, choose people to act out the parts of the hares, the fox, and the goon. A narrator will also be needed. Use your imagination!)



### Stunt Number 7

#### Canoe Race

Call for volunteers to represent canoes. The canoes lie facedown on a ground cloth, which represents water. Each contestant gets in his "canoe" by straddling it near the back on his knees. Then the starter says, "Ready! Set! Paddle!" The fun lies in the fact that the contestants paddle the "canoes" instead of the water! You may use a shingle for a paddle or paddle with the hands.

### Stunt Number 8

#### Chasing the Elephants Away

Boy #1: (*Runs around the campfire waving both hands in the air above his head.*)

Boy #2: "What are you doing?"

Boy #1: "Chasing the elephants away."

Boy #2: "There's not an elephant around here for miles."

Boy #1: "Well, it sure works doesn't it?"

### Stunt Number 9

#### Little Echo

(*Beforehand, the leader secretly stations three boys separately around the campfire, some distance away. These boys play the part of the echo.*)

LEADER: "This is a beautiful place, but it sure has an echo. Good evening."

Boy #1: "Good evening."

Boy #2: "Good evening."

Boy #3: "Good evening."

LEADER: "How are you?"

Boy #1: "How are you?"

Boy #2: "How are you?"

Boy #3: "How are you?"

LEADER: "Big dummy."

Boy #1: "Big dummy."

Boy #2: "Big dummy."

LEADER: (*Pauses.*) "Something is wrong, our echo did not finish. Let's try one more time. . . . Our commander is a great fellow."

Boy #1: "Our commander is a great fellow."

Boy #2: "Our commander is a great fellow."

Boy #3: "Big dummy!"

### Stunt Number 10

#### A Horrible-looking Man

The group performing this skit says they have found the most horrible-looking man in the world. "The horrible man" is brought in with his head covered. Several of the group file by, lifting the cover enough to see the face. They immediately "drop dead." One of the group calls for a volunteer to look at the face of the "horrible man." As the volunteer lifts the cover, the "horrible man" runs away! (He cannot stand to look at the face of the volunteer!)

### Stunt Number 11

#### Royal Rangers Prophet

Ask for several volunteers and take them to an area where they cannot see or hear what the group is doing. Choose someone to be "the prophet." Cover him completely with a blanket. Cue the group to yell, "Louder, louder!" when the leader gives the signal.

Bring in one of the volunteers and tell him to kneel and bow before the "prophet." He is then to ask, "Oh great prophet, what have I done?" At this point the leader signals the group to say, "Louder, louder." The volunteer continues to repeat his question in a louder voice. Then the "prophet" says to him, "Thou hast made a fool of thyself!" Bring in the other volunteers one by one and repeat the process.

### Stunt Number 12

#### A Real Tame Horse

The leader tells the group, "We have a real tame horse here." The horse is then brought in. (Two boys under a blanket make up the horse.) The leader says: "We will prove to you how tame he is by having him step over a boy without touching him."

A boy lays down and the horse steps over him twice. As the horse steps over him the third time, a small can of water is poured on the volunteer.

### Stunt Number 13

#### Send Me a Canary

The leader lays a small piece of cloth on the ground. He kneels before the cloth and says, "Oh, great prophet, send me a canary." Looking under the cloth, he sees no canary. He then asks for a volunteer to help him. Together they ask again, but no canary. Another volunteer comes and helps, but still no results. Then the leader stands up, looks at his volunteers, and says, "I didn't get a canary, but I did get two pigeons!"

### Stunt Number 14

#### The Running Sap

The group that puts on this skit must have several boys to act as trees. A volunteer is called for who runs in and out of the "trees." The narrator begins by telling the story: "In the spring of the year, the trees come to life (*"trees" wave arms*) and the leaves begin to appear on the branches. (*Boys flutter fingers.*) In the fall, the frost comes and kills the leaves and they fall to the ground (*boys put down their arms*), but the sap continues to run. Here before us we have a running sap!"

### Stunt Number 15

#### Cannibal Chief

CHIEF: "What did you do before I captured you?"

NEWSMAN: "I am a newspaper man."

CHIEF: "Are you an editor?"

NEWSMAN: "No, I am a subeditor."

CHIEF: "Tonight you can look forward to being an editor in chief!"

### Stunt Number 16

Montgomery Ward

MAN #1: (*Walks by Man #2.*) "Man, where did you get that beautiful coat?"

MAN #2: "From Montgomery Ward."

MAN #3: (*Walks by Man #1.*)

MAN #1: "Hey, where did you get that good-looking pair of pants?"

MAN #3: "From Montgomery Ward."

MAN #4: (*Walks by Man #1.*)

MAN #1: "Say, where did you get that beautiful shirt and tie?"

MAN #4: "I got them from Montgomery Ward."

MAN #5: Walks by in his undershorts.

MAN #1: "You there! Who are you?"

MAN #5: "I am Montgomery Ward."

### Stunt Number 17

Seasickness

CAPTAIN: "Sailor, I see you are not feeling well."

SAILOR #1: Bends over and heaves.

CAPTAIN: "Soldier, you look rather green behind the gills."

SAILOR #2: Bends over and gags.

CAPTAIN: "Say there, marine, you got a weak stomach?"

MARINE: "No sir, "I'm throwing it just as far as anyone."

### Stunt Number 18

Too Tired to Move

(*Man and wife in bed.*)

MA: "Pa, what's that noise out there?"

PA: "I don't know."

MA: "Go see what's the matter."

PA: "I'z too tired to move."

(*Repeat above three times.*)

MA: "Pa, go and see what that noise is."

PA: Gets up and slowly walks outside, and then returns.

MA: "What were all the noise about?"

PA: "It twere an ol' coyote a sittin' on a cactus. . . . He were just too tired to move."

### Stunt Number 19

Tarzan

(*Tarzan is behind the scenes.*)

TARZAN: (*Gives out a Tarzan yell.*)

MAN #1: "Hey, did you hear that? It sounds like Tarzan. Tarzan, is that you?"

TARZAN: (*Gives Tarzan yell.*)

MAN #1: "Hey, Tarzan, what are you doing?"

TARZAN: "I'm swinging from a grapevine."

MAN #1: "Tarzan, there are no grapevines around here!"

TARZAN: "Now, you tell me!" (*Crash, scream.*)

(A crash of tin cans is made at this time.)

### Stunt Number 20

Indian Who Tells the Future

NARRATOR: "Wow, I hear that the Indian chief who can tell the future is coming to our council fire. Here he is now."

MAN #1: "Chief, I understand you can tell the future by smelling a man's moccasin."

CHIEF: "You speak with straight tongue. Me—great chief—tell future."

MAN #2: "I don't believe in that stuff. You can't tell the future."

CHIEF: "Givem me moccasin. (*Chief smells shoe.*) Me tellum future. You gonna die laughing."

MAN #2: "I don't believe it. You're a phony. (*Man #2 begins to laugh and drops dead.*)

NOTE: *This process is repeated with two other nonbelievers. Man #3 dies coughing and Man #4 dies sneezing.*

MAN #1: "That is something! The chief's prophecy has worked three out of three times. That's fantastic! Do you all believe?" (*Man #1 goes out into the audience and picks out a nonbeliever who is not part of the stunt and brings him forward.*)

MAN #1: "Great chief, here is a pale face who does not believe."

CHIEF: "Um, pale face, gife shoe. Me tell um future. Me see um pale face future. Pale face will take a long walk in the dark."

*The chief then throws the man's shoe out into the woods.*

### Stunt Number 21

Running Water

NARRATOR: "The setting is a camp-out. A commander is sitting at a table and a Royal Ranger steps up."

COMMANDER: "I'm ready to eat now."

RANGER: "Yes sir."

COMMANDER: "Ranger, look at this fork. It still has food on it. Don't you clean these?"

RANGER: "It's as clean as running water can make it." (*He turns to leave.*)

COMMANDER: "Ranger, look at this glass. It has grease smudges on it. Don't you have any clean glasses?"

RANGER: "It is as clean as running water can make it." (*He turns to leave.*)

COMMANDER: "Ranger, look at this plate. It still has dry eggs on it. This is the worst dishwashing I've ever seen."

RANGER: "But, sir, it is as clean as running water can make it."

COMMANDER: "I demand to see your dishwasher. Send him to me."

RANGER: "Here boy! Come, Running Water!" (*The boy then whistles for his dog.*)

### Stunt Number 22

#### Horse Seem No Good

NARRATOR: "A pale-face horse trader is searching for horse buys on an Indian reservation."

WHITE MAN: "Say there, chief, that's a fine-looking horse you have there. Is he for sale?"

CHIEF: "But horse don't look so good."

WHITE MAN: "He looks pretty good to me. I'll give you \$50 for him."

CHIEF: "But horse don't look so good."

WHITE MAN: "I know you are a hard dealer. I'll give you top dollar—\$150."

CHIEF: "But horse don't look very good."

NARRATOR: "The white man leaves without a buy. He wants the horse real bad. He returns to the chief a week later."

WHITE MAN: "Chief, I am going to give you a deal that you can't pass up. I'll give you \$200 for that horse."

CHIEF: "But horse don't look very good."

WHITE MAN: "I'll be the judge of that!"

CHIEF: "Okay. . . . Me take money."

NARRATOR: "Two weeks later the horse trader returns to the reservation very angry."

WHITE MAN: "Chief, you ripped me off! That horse you sold me is blind in one eye and half blind in the other. What do you have to say about that?"

CHIEF: "But me tell you, horse don't look very good."

### Stunt Number 23

#### It's All Around Me

MAN #1: (*Runs in screaming.*) "It's all around me! It's all around me."

MAN #2: "What's all around you?"

MAN #1: "My belt!"

### Stunt Number 24

#### Fire Man

*During various parts of your program have a man walk by holding a glass of water.*

MAN #1: "Excuse me. You have been walking by holding a glass of water throughout the program. What are you doing?"

MAN #2: "There is a fire at (*name camp site or tent*)."

MAN #1: "There is a fire at (*repeat place*)? You can't put out that fire with that glass of water!"

MAN #2: "Who said this is water? It's kerosene!"

### Stunt Number 25

#### Snakebite

NARRATOR: "The setting is in the country. One Ranger has been bitten on his seat by a snake. Other Rangers are trying to decide what to do."

### SCENE 1

RANGER #1: "Are you all right? Are you hurt?"

RANGER #2: "I've been bitten by a snake—right here! Help me! Get a doctor!"

RANGER #3: "What are we going to do?"

RANGER #2: "Help me—oohh!"

RANGER #1: "I'll run to check with the doctor."

### SCENE 2

RANGER #1: "Doctor, doctor, I've got a man who has been bitten by a snake. What shall I do?"

DOCTOR: "Well, take your pocketknife and cut x's over the fang marks. Then suck the poison out."

RANGER #1: "How do I suck out the poison?"

DOCTOR: "Use a suction cup. If you don't have a suction cup use your mouth!"

### SCENE 3

*(Boy returns from the doctor.)*

RANGER #2: "Thank goodness you have returned! Tell me what the doctor said."

RANGER #1: "The doctor said you're gonna die!"

### Stunt Number 26

#### Who Sneezed?

NARRATOR: "The setting is on the front lines during World War II. The general is inspecting a formation of troops."

MAN #1: (*Sneezes.*)

GENERAL: "Who sneezed? Did you sneeze?"

MAN #2: "No, sir."

GENERAL: "You lie. Guard, take him out and shoot him."

MAN #1: (*Sneezes.*)

GENERAL: "Who sneezed? You dare to sneeze in front of your general?"

MAN #3: "I did not do it, sir."

GENERAL: "You lie. Guard, take him out and shoot him."

NOTE: *This procedure is continued until only one soldier is left—Man #1.*

MAN #1: (*Sneezes.*)

GENERAL: "Did you sneeze?"

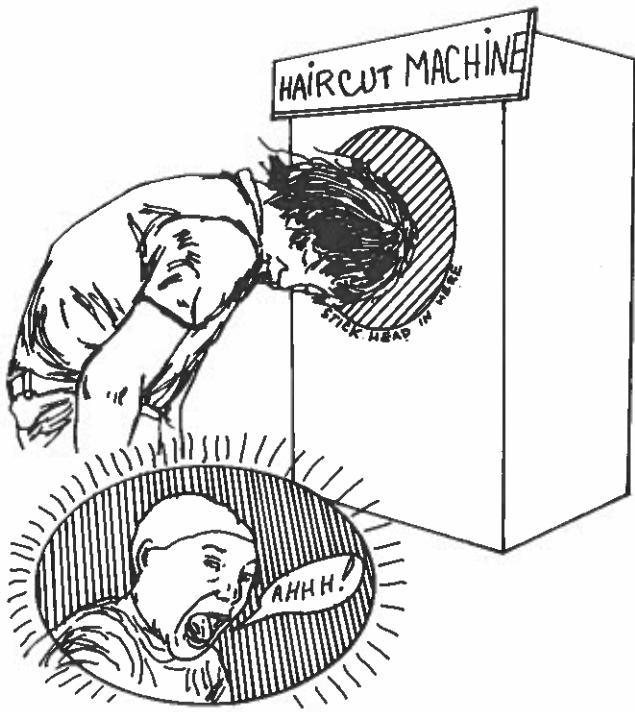
MAN #1: "Y-y-yes, sir."

GENERAL: "Gesundheit!"

### Stunt Number 27

#### Haircut Machine

A boy wearing a large wig enters the "barbershop" and asks for a haircut. The barber asks him to stick his head in the haircut machine (a large box). The boy puts his head in the box, and there is much yelling, accompanied by the sounds of machinery. The boy switches his wig for a bathing cap. Then he removes his head from the machine and runs wildly off the stage.



### Stunt Number 29

#### Litterbug Skit

(Paint props with show-card colors. Use dull colors on "Dirty" and bright colors on "Tidy.")

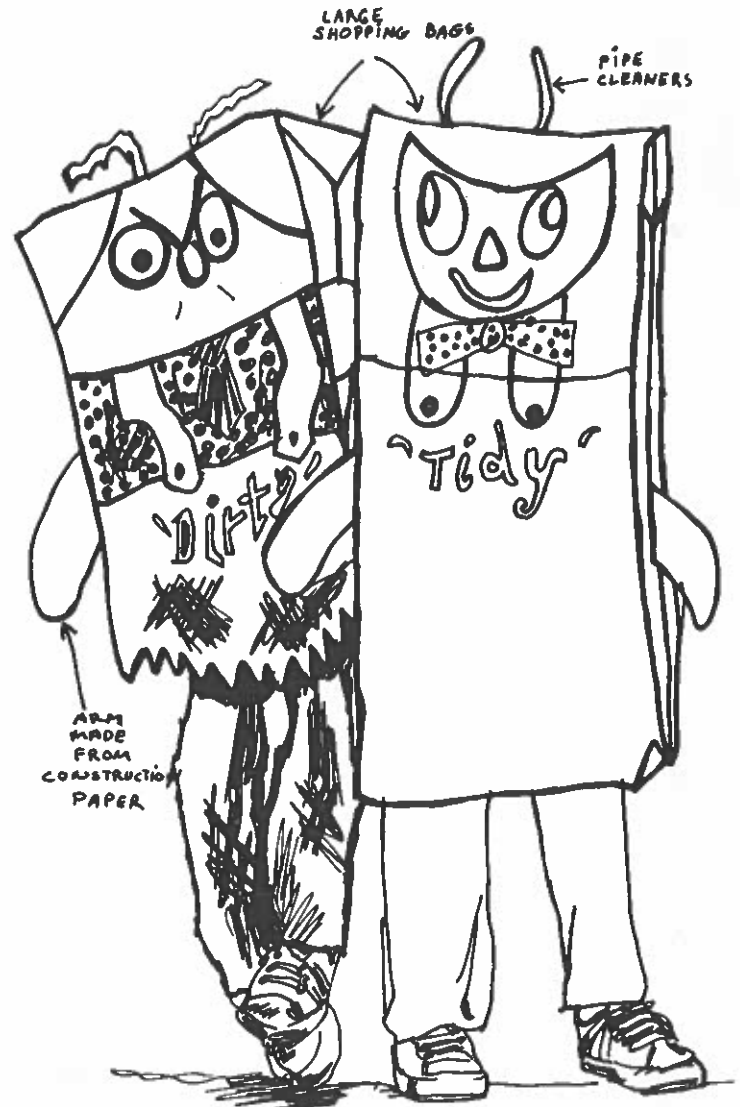
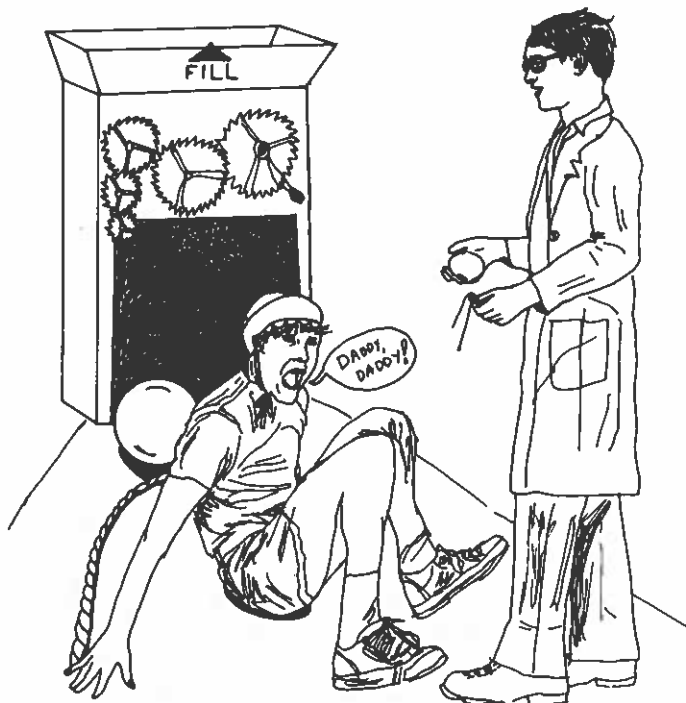
**LITTERBUG:** "My name is Litterbug Lou,  
And, oh, what us litterbugs do!  
We clutter the country with papers and trash,  
At making a mess we're really a smash.  
The roadsides and parks are scenes of our folly,  
We really enjoy it and think it quite jolly  
To leave behind garbage, bottles, and paper  
As little mementos of our daily labor."

**TIDYBUG:** "I'm Tidybug Ted of the Tidybug clan,  
We work to keep things spick and span.  
We pick up the litter wherever we are,  
And always carry litterbags in our car.  
We'll K. O. Lou and all of his band,  
And make America a beautiful land,  
Free of litter, trash, and clutter,  
Won't you help us, dear Father and Mutter?"

### Stunt Number 28

#### Growing Machine

Find a cardboard carton large enough to hold a boy. Dress him in baby clothes. Equip the box with imitation cranks, levers, and dials. The "inventor" explains that he will now demonstrate his growing machine. He drops in a baseball; the hidden boy throws out a basketball. He drops in some string; out pops rope—and so forth. Finally, he drops in a baby doll. Out pops the hidden boy himself, who runs to the inventor shouting, "Daddy, Daddy!"



## DIFFERENT TYPES OF APPLAUSE

Rather than the same old routine of hand clapping, here are some different types of applause that can be used at various meetings. They will spark up even a routine meeting and arouse enthusiasm.

### **Applause Idea Number 1**

#### **Watermelon Applause**

Pretend you have a big piece of watermelon in your hands. Put your mouth over it and make a loud "slurping" noise while eating it. Of course you'll get a mouthful of seeds, so you'll have to make an even louder noise spitting them out!

### **Applause Idea Number 2**

#### **Muskmelon Applause**

Pretend you have a muskmelon (cantaloupe) in your hands—make one quick noisy bite, and one short, loud spitting-out of the seeds!

### **Applause Idea Number 3**

#### **Two-and-a-Half "Hows" Applause**

On signal, everyone yells together, "How! How! Ugh!"

### **Applause Idea Number 4**

#### **Give-a-Hand Applause**

Call out, "Everybody give a hand!" Most of the time they will clap their hands. You will have to stop them and repeat, "I said, 'Give a hand!'" Then hold out your hand.

### **Applause Idea Number 5**

#### **Paper Applause**

Throw a piece of paper in the air with instructions for the applause to last until you catch it or until it falls to the floor.

### **Applause Idea Number 6**

#### **Rock Applause**

Throw a rock into the air with instructions for the applause to last until it hits the ground. About all you will get is one clap. If the clapping continues after it touches, have some penalty for the ones who do not stop. Suggested penalties are: performing a quick skit, singing a song, doing a stunt, etc.

### **Applause Idea Number 7**

#### **Pat-Your-Head and Rub-Your-Stomach Applause**

Have the group pat their head with their left hand and rub their stomach with their right hand at the same time. For variety change hands.

### **Applause Idea Number 8**

#### **Three Big Hows Applause**

Ask the group to yell as loudly as they can, all together, "How, how, how!"

### **Applause Idea Number 9**

#### **Clap Your Hands Applause**

Just plain old hand clapping. This is nothing new, but it will arouse a lot of enthusiasm.

### **Applause Idea Number 10**

#### **Train Applause**

Divide the group into two sections. The first section starts out with a single clap. The second section responds with a clap. This is repeated back and forth, starting slowly at first then gaining momentum. The leader then runs back and forth in front of both groups, yelling, "Toot, to-o-ot, to-o-o-!"

### **Applause Idea Number 11**

#### **Bottle Applause**

One hand is doubled into a fist and struck with the palm of the other hand against the thumb and forefinger of the first, as if trying to force something out of the bottle. A few grunts will add to the effectiveness.

### **Applause Idea Number 12**

#### **Cry Applause**

When a boo-boo is made, have the group begin to cry and act like they are shedding big crocodile tears for the one who has made the mistake. After crying, they yell, "Crocodile, crocodile!"

### **Applause Idea Number 13**

#### **Lazy Applause**

When a skit or joke is only fair, raise one arm and close the hand up and down slowly.

### **Applause Idea Number 14**

#### **Sleepy Applause**

Lean way back and yawn loudly, patting the hand over the mouth while yawning.

### **Applause Idea Number 15**

#### **Donkey Applause**

Stick a thumb into each ear and spread the fingers. Wave the hands (donkey ears) up and down, and say, "Hee Haw! Hee Haw!"

### **Applause Idea Number 16**

#### **Timber Applause**

Yell out, "Chop Chop!" The boys shout in return, "Timber!"

**Applause Idea Number 17****Horse Gallop Applause**

Have the boys beat out the rhythm of horse hooves on their knees. Start out softly in a walk, and then loudly in a gallop rhythm, and then softly again.

**Applause Idea Number 18****Skunk Applause**

Have the boys hold their nose and say, "Pee ewe!"

**Applause Idea Number 19****Razor Strap Applause**

With a "pretend" razor strap in the right hand, sharpen the razor on the razor strap (left arm) with a back-and-forth motion.

**Applause Idea Number 20****Sneeze Applause**

Everyone sneezes three times.

**Applause Idea Number 21****Rain Applause**

Clap the two index fingers together to imitate falling rain. Vary the tempo of the clap.

**Applause Idea Number 22****Bunny Rabbit Applause**

Everyone should squat down, drop his hands, and wiggle his nose.

**Applause Idea Number 23****Hubba Hubba Applause**

The applause coordinator yells, "Hubba Hubba." The boys return with, "Ding Ding." (Repeat this three times.)

**Applause Idea Number 24****Tarzan Applause**

Have everyone give a Tarzan yell.

**Applause Idea Number 25****Back Scratch Applause**

Wiggle the shoulders and back. Reach behind and scratch the back, and say, "Ohhh!"

**Applause Idea Number 26****Gum Stomp Applause**

Pretend to stomp on some bubble gum. Lift up a foot and say, "O-o-o-o-o!"

**Applause Idea Number 27****Cookie Crumb Applause**

Pretend to crumble a cookie between the hands, and yell, "Crummy, crummy, crummy!"

**Applause Idea Number 28****Monkey Applause**

Jump up and down like a monkey and make a monkey sound.

**Applause Idea Number 29****Mosquito Applause**

Make the sound of a mosquito buzzing. Clap your hands together, killing the mosquito, and yell, "Got ya!"

**Applause Idea Number 30****Runny Nose Applause**

Pretend to wipe your nose on your shirt sleeve.

**Applause Idea Number 31****Banana Applause**

Pretend to peel a banana, pop it in your mouth, smack your lips, and say, "Yummy yummy for the tummy!" Then pat your stomach.

**Applause Idea Number 32****Handshake Applause**

Hold both hands above your head, shake them vigorously, and yell, "Hurray!"

**Applause Idea Number 33****Jumping Bean Applause**

Place your hands in your pockets and with your feet together jump up and down.

**Applause Idea Number 34****Toe Stinker Applause**

Hold the left toe with the right hand, and with the left hand hold your nose. Jump up and down and yell, "Pugh—my feet."

**Applause Idea Number 35****Knee-Knocker Applause**

Stand and knock your knees together.

**Applause Idea Number 36****Blow the Feather Applause**

Pretend to blow a feather into the air above your head. Blow to keep the feather in the air.

**Applause Idea Number 37****Bite the Fly Applause**

Turn your head from side to side and chomp your teeth as if trying to bite a flying fly.

**Applause Idea Number 38**

**The Bongo Applause**

Beat with your open hands as follows:

Two beats on the ankles

Two beats on the calf

Two beats on the thigh

Two beats on the stomach

Two beats on the chest

Two beats on the top of the head

Then raise your hands and yell, "Hoo lay!"

**Applause Idea Number 39**

**Rooster Applause**

Yell out three rooster calls.

**Applause Idea Number 40**

**Quacker Applause**

Place thumbs under each armpit to form a duck's wing. Shout, "Quack, quack, quack!"













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