

Program Application Matrix

The following chart represents four possible ways in which the various elements of the Royal Rangers program may be applied in churches of any size. These four options are not intended to represent the only ways in which the program could be applied but as representative examples of possible ways. In reality, an outpost may be represented by some combination of these options or somewhere in between them.

	Level 1 “RR Lite”	Level 2 “RR Lite+”	Level 3 “RR Limited”	Level 4 Full Program
Group Structure	Combine all boys into one group	Divide boys into multiple groups with mixed ages	Divide boys into (2) groups – RK/DR and AR/ER	Divide boys into (4) separate age groups - RK, DR, AR, ER
Weekly Meetings	<ul style="list-style-type: none"> All boys work on the same materials Simplified format <ol style="list-style-type: none"> Opening Bible Lesson Meeting Feature (skill or activity) Recreation 	<ul style="list-style-type: none"> Each group works on a different skill/activity each month Boys choose which activity or group they want to attend each month Same meeting format as Level 1 	<ul style="list-style-type: none"> Groups work on actual RR merits, but not advancement steps Simplified format <ol style="list-style-type: none"> Opening Bible Lesson MF: Skill or Leadership Merit Recreation 	<ul style="list-style-type: none"> Groups work on merits specific to their group Groups follow the standard RR 10-point meeting plan
Awards & Insignia	<ul style="list-style-type: none"> Teach “skills” & “activities” as defined by the church, based on RR materials but not teaching actual RR merits. No merits or advancement steps are earned No awards are presented 	<ul style="list-style-type: none"> Teach “skills” & “activities” as defined by the church, based on RR materials but not teaching actual RR merits. No merits or advancement steps are earned Present custom “certificates” to recognize boys for their accomplishments as defined by the church 	Teach actual RR skill & leadership merits <ul style="list-style-type: none"> RK/DR – red, blue, orange AR/ER – gold, green, brown 	Boys earn regular merits & advancement steps as defined by the advancement system
Uniforms	T-shirts & jeans	T-shirts & jeans Wall charts	T-shirts & jeans Awards Vests	Utility Uniforms Awards Vests
Jr Leader Development	Use older boys to help in teaching younger, according to their abilities	Use older boys to help in leading groups or activities	Form boys into groups that work & learn together	Utilize the full, standard Patrol System