csbministries

BUILDING MEN

Leading with Integrity and Skill

CHRISTIAN SERVICE BRIGADE®
Since 1937

A Leader's Guide to the Discipleship of Junior-Age Boys for Jesus Christ

The Stockade "reVISION" began in 2010.

The vision is to establish the Stockade Program's relationship-building potential between the boy and the man and especially between the boy and Jesus Christ.

While CSB's resources have always pointed the boy to Jesus, the new materials focus on the "action" of life – the stuff that excites a boy as well as his leader – and then wraps it within the context of a Christ-centered worldview.

An ACTION FOCUS wrapped in a BIBLICAL TRUTH – this has always been the appeal of Christian Service Brigade.

Boys love action. CSB says that a boy wants to "Be", to "Do" and to "Know". He wants to be accepted. He wants to be active. He wants to know about the details of living. The same is true for a man – his leader. So, CSB has built upon this reality to allow a man to share the good things of his life with the boys of his family, church and community.

Imagine talking to a man about his favorite activities. They could be anything from photography to restoring cars, from astronomy to Biblical archaeology. There is something great that every man just loves to do. Now imagine asking him to share that passion with a boy, and then wrap it in a Biblical truth. Isn't that what the man of God – the Christ-following man – wants for his family, church and community?

That's what the new Stockade resources are all about – putting a man and boy together doing the things they love and then making it all about Jesus Christ.

A BIBLICAL TRUTH wrapped in an ACTION FOCUS.

It is so simple.

CSB Ministries - Christian Service Brigade

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Stockade

Men Reaching Boys

One word describes Stockade: *excitement.* One word describes junior-age boys: *energy.* Together they can make a terrific weekly program for boys and men.

The basic grouping within Stockade is the *Post.* A Post normally consists of four to eight boys and is led by at least one man, called a *Ranger.* Boys ages 8 and 9 (Grades 3 and 4) are *Builders, and* boys ages 10 and 11 (Grades 5 and 6) are *Sentinels.*

The Ranger provides an important example of Christian manhood. In the Post, the Ranger and his small-group of boys meet together, have fun together and learn together. For boys who are in this buddy stage, the Post is a great experience.

The Post is a good opportunity for a man to become a real friend to a junior-age boy to help him through his growth years, to disciple him before life becomes more complex.

Through Achievement, projects, games, Bible memory, stories and activities, boys and men are drawn together in friendship and are stimulated in their love for Jesus Christ and in their desire to serve Him.

People Who Make Stockade Effective

Ranger – the Key Man

In Stockade, boys look to the Ranger as their guide, counselor, arbiter and authority on everything from the number of legs on a beetle to the right way to fry bacon.

As a result, the impact of Stockade is largely determined by the Ranger. It's the Ranger who talks, works, plays with and teaches them. The Ranger sets an example. The integrity of this man is often reflected later in the boys' lives.

Some Stockades have two Rangers working with each Post. This makes it possible for boys to get more personal attention as the Post works on various activities. This also permits new leaders to learn from more experienced men as they lead a Post together.

Men of all ages, including mature teens and retirees, serve effectively as Rangers, provided they have a personal relationship with Jesus Christ and want boys to know Him as well. A prospective Ranger needs patience, a sense of humor, imagination and a willingness to serve in a father, grandfather or older brother role to boys. In addition, a Ranger must have a team spirit as he works with other men in the Stockade or Post.

Chief Ranger

The Chief Ranger coordinates the work of the Post Rangers, and he leads the parts of the program in which Posts are combined. His own work with the boys is more limited than the Rangers' because his primary role is in serving men who lead boys. One of his main responsibilities is to set the spiritual tone for the entire Stockade program. Working with his pastor and leadership of his church, he shepherds his Rangers in their spiritual growth and their development as effective leaders.

The Chief Ranger is responsible to keep the program moving, especially the meeting schedule. His leadership with all the Rangers in monthly program planning sessions is vital.

Together with the Brigade Chairman/Coordinator, the Chief Ranger orders supplies, organizes group activities and coordinates the Stockade with other parts of the church program. His chief function is to work with men, so he must be a leader and an organizer. **The better this man can organize, the more the Rangers can concentrate on their ministry with the boys in their Posts.**

Fathers

Effective Rangers work with each boy's father. Because of their common interest in boys, Rangers become partners with the parents in helping the boys grow toward Christian maturity. However, non-Christian parents also desire increasing maturity for their sons. When Rangers identify with this purpose, they often gain the cooperation of these parents.

Christian fathers are also recruited as Stockade Achievement guides to bring them together with their sons. When parents understand that the Achievement program is designed to help the boy develop spiritually, mentally, physically and socially, fathers are often willing to get involved with their sons.

An exciting way to involve fathers more deeply is to establish a ***Partner Post*** for boys of a particular grade and their dads. Dads take part in the total meeting except that they concentrate on working with their own sons during the Achievement activity.

Fathers of Stockaders occasionally join together for special events with the boys and for fellowship as men. Fathers often give valuable assistance in transportation, finances and outings. Sometimes, fathers become Rangers.

Rangers should speak with the boy's parents to better address needs and expectations. Parents appreciate knowing what their son is doing and meeting the man who is spending time with him. This is especially important for parents who do not attend the same church as the Stockade leaders. The Ranger, in turn, benefits because he can learn about the boy in his home setting.

Other Men

All men of the church who have an active or potential interest in the discipleship of boys become a resource for the Stockade. Some men pray for individual boys, some help on special projects, some share financially and some participate in outings with the group.

These are **Brigademen** – alumni, friends and supporters. Their backing provides not only a strong foundation for Stockade, but also a potential resource for future leadership.

The Boys

While Stockade is built around the adult Christian man as a leader, boys have opportunities for leadership responsibility too. Even from his first meeting, the boy discovers that no one is expecting to hang up his coat for him. He learns that these men do not regard him as a young kid, but that they expect something from him.

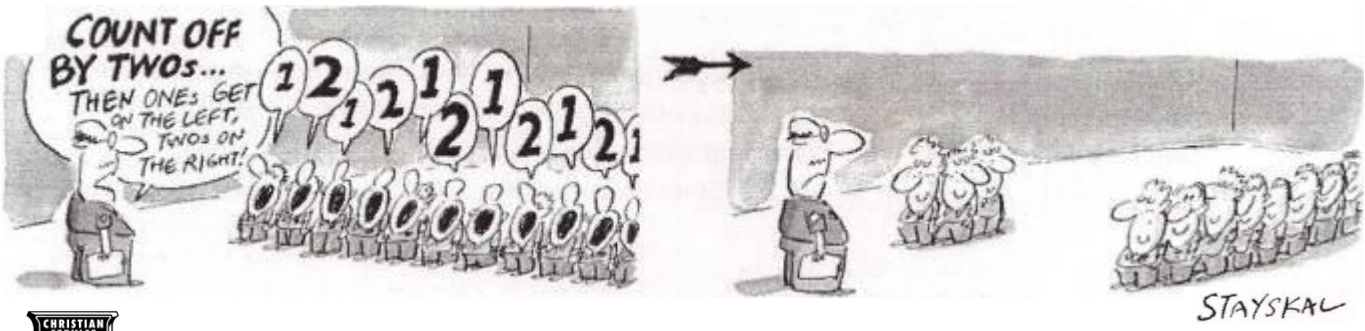
All boys should have an opportunity to be ***Courier*** and ***Lookout***. Naturally, the duties assigned to these boys should be adjusted to fit their levels of maturity as well as the needs of the situation.

What does the ***Lookout*** do? He assists the Post Ranger during ***Post Check-In*** and ***Post Achievements***, handling records, tools and supplies. Any ability he may show for helping and leading other boys should be encouraged and guided by the Ranger.

The ***Courier*** holds the Post Banner in formation and serves as the messenger, carrying the ***"Post Dispatch"*** to the Chief Ranger at the close of the Post Meeting.

Choose boys in their order from the ***Duty List*** (a roster of prospective Lookouts and Couriers). This permits all members to serve as they prove themselves. Each honor position is usually held for a period of one month.

Relationships between people are central to the success of Stockade. What are the places in which these interactions occur? What do the men and boys do when they are together?



The Weekly Meeting

The weekly meeting is the center of Stockade activity and Achievement. It is the focal point of a Ranger's contact with his boys. This meeting usually takes place on a weeknight, although some churches conduct their Stockade programs on Saturdays or Sundays. The church selects a meeting place, which often is a large multi-purpose room in the building. A typical Stockade meeting might follow a schedule like this:

The Stockade program allows for plenty of variety. Be sure to discuss the schedule thoroughly in your planning sessions. Build your ministry to fit your time parameters. Be flexible in your planning. Include every segment of the meeting, as each part is essential to the building of a well-balanced ministry.

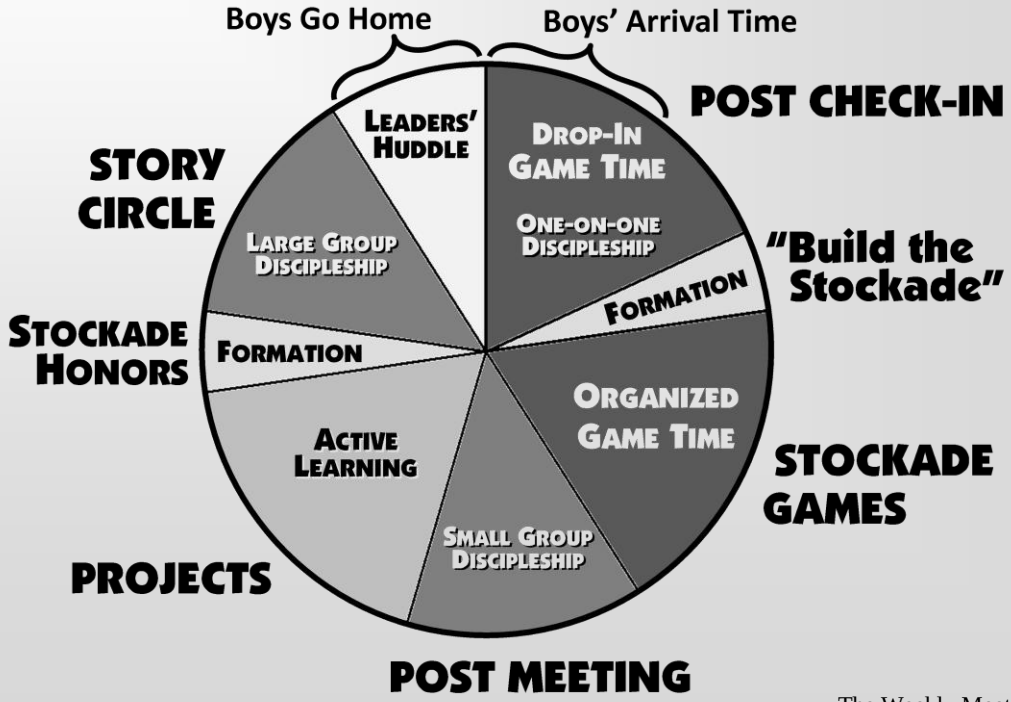
The Stockade meeting is explained in detail on the following pages.

6:50	**Post Check-in**	20 minutes
7:10	**"Build the Stockade"**	5 minutes
7:15	**Games**	20 minutes
7:35	**Post Meeting**	15 minutes
7:50	**Project**	20 minutes
8:10	**Stockade Honors**	5 minutes
8:15	**Story Circle**	15 minutes
8:30	**Dismissal/Leaders' Huddle**	10 minutes

This example shows a nominal 7pm start time. To understand the meeting format more fully, use the Weekly Meeting Pie Chart below. This balance of action and discipleship is what gives the weekly Stockade meeting its strong appeal.

Balancing the Meeting

This pie chart shows the relationship between the various parts of the Stockade weekly meeting. No matter how much time your group has to work with, it must find a balance of these important meeting features. Almost half of the meeting is made up of games… purposeful action. Over half of the meeting is focused on active learning and discipleship. There is ceremony and the recognition of achievements by individuals and by groups. There is a regular routine to which the boys readily adjust. However, there must be a balance of the elements.



The Weekly Meeting Pie Chart

4 - Stockade

Post Check-in (20 minutes)

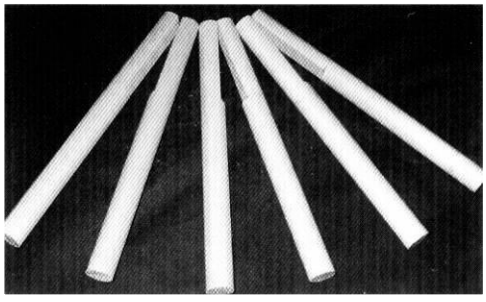
- This is the busiest part of the weekly meeting: boys are arriving at different times; leaders are getting their Posts in order; the boys want to complete their Achievements quickly and then get on with the drop-in games.
- Provides an immediate personal connection between the Ranger and boy.
- Ensures group order as each Post works independently.
- The Post Ranger meets individually with each boy, doing Achievement, taking attendance, and collecting ***Shares***.
- A "drop-in" game or a special interest activity (see the Leader's Guide for suggestions) under the supervision of a designated Ranger, keeps the rest of the boys active.
- The Chief Ranger interacts with the leaders, boys and/or parents as they arrive for the meeting.

Shares are the voluntary contributions of each boy toward the expenses of their group or for a special missions project. It is recommended that Shares from at least one meeting each month be designated as "missionary shares" and given for missionary work.

Shares are an important part of teaching a boy the habit of supporting God's Work.

50¢ a week or more.

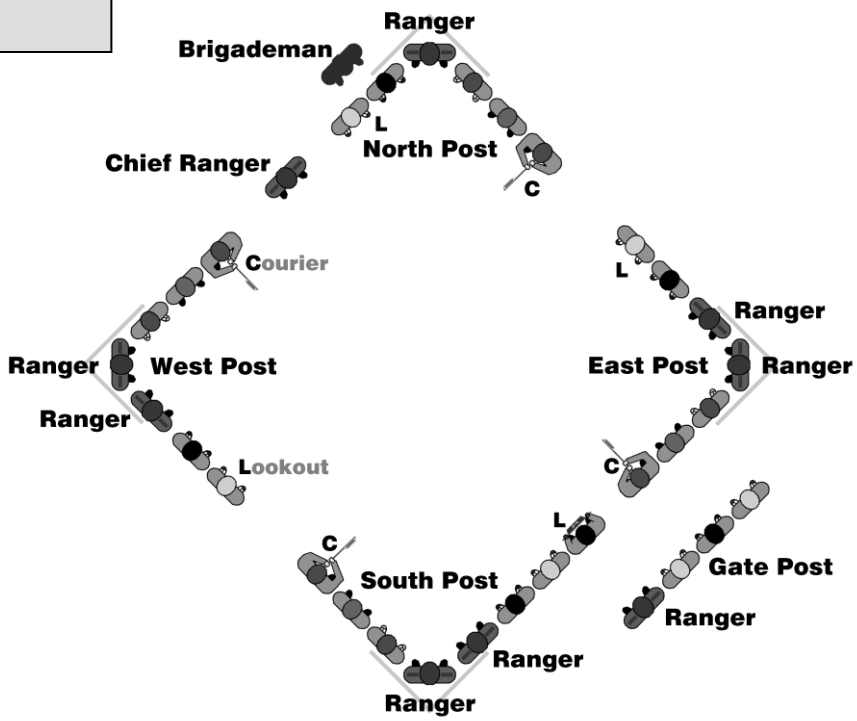
The Notch Stick – A great way to keep track of attendance, to show Achievement progress and to reward the boy during the Stockade Honors ceremony. Each boy hangs his Notch Stick in its spot as he arrives. During Stockade Honors, the Chief Ranger carves a notch in it for each Blockhouse or Station completed.



Build the Stockade (5 minutes)

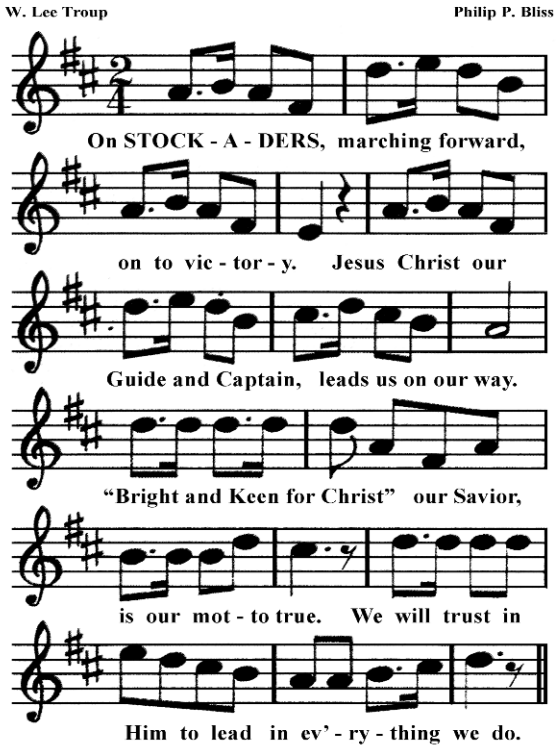
- With the raising of his arm, the Chief Ranger calls **"Build the Stockade"**. This brings the entire Stockade together for its opening "ceremony".
- Every boy and leader quickly moves to his place, standing at **"Alert"**; this is similar to **"Attention"** but with arms down and fingers intertwined in the Stockade Sign. Note: Banner-holders simply stand at Alert with the staffs pointing forward at the waist. (See the diagram below and others in the appendix for Formation Options.)
- The Chief Ranger calls for **"Stockade Silence"**, at which everyone but the flag-bearers folds their fingers into the ***Prayer Sign*** and bows their heads. The Chief Ranger or his designate leads in a short prayer, committing the meeting to the Lord Jesus Christ.
- The Chief Ranger then calls **"Colors"**. The National Flag, the Christian Flag, the Brigade Flag and the ***Honor Flag*** can be used for the ceremony.
- He then calls **"Banners"**, at which the Post Flags are returned to the flag stand.
- Some Stockades now repeat their country's Pledge of Allegiance or pledge to the Bible, Christian Flag or their country's flag.
- The Stockade Song is sung (optional).
- The meeting's Key Passage/Memory Verse is repeated.
- Visitors are greeted and announcements are made.

The Stockade Formation



The Stockade Song

W. Lee Troup — Philip P. Bliss



(found in Builder Trails 1 – Blockhouse 4)

Games (20 minutes)

- Game time is a highlight for many boys.
- Be intentional – have the games planned out in advance.
- **Focus on one game and do it well.**
- If playing several games, start with an action game and end with a quiet, thinking game.
- Rangers should join in, being examples of fair play and good sportsmanship.
- When playing team games, divide the group evenly.
- End a game before it gets stale. Have a second game ready as an alternate.

Remember: Boredom leads to chaos!

- Use games that are built around the meeting's theme. See the Module Leader's Guides for game ideas.

Post Meeting (15 minutes)

- The Post Meeting is a small-group time designed to build the relationship between each boy and the Post Ranger.
- It is also useful for building team spirit, learning God's Word, completing group ***Achievements*** and sharing common experiences.
- The Post Meeting is typically divided into two parts: Theme Verse and Post Achievement. These work together to draw the boys into the adventure of discovering God through His Word and His creation.
- The ***Passage*** provides the focus for the Post Meeting. It is connected to the purpose for the entire Stockade.
- ***Post Achievement*** ties the Theme Verse to the real world. It is a practical application of God's Word to the meeting's theme. These Achievements are credited to the boy in his Outpost Adventure or Trail Guide.
- Some meetings may require longer Post Meetings or no Post Meeting at all. Remember that it's the relationship built between the Ranger and each boy that's important.
- Post Meetings are described in detail in the Leader's Guide, including the preparation requirements.
- The Post Meeting concludes with the completion of the Post Dispatch and its delivery to the Chief Ranger by the Post Courier.

The Post Dispatch – This is a short report detailing the Post's attendance, shares, Achievements and special comments.

Project (20 minutes)

- The Project is flexible. It can be any craft, activity or hands-on learning experience.
- These are described in detail in the Leader's Guides.
- Posts can work separately, or all Builder Posts can work together on Projects, as can Sentinel Posts. The entire Stockade can work together on the same Project, but try to ensure that the boys work as Posts with their own Post Rangers.

Stockade Honors (5 minutes)

- The Chief Ranger calls "**Build the Stockade**".
- Use the Honor Flag and Post Banners.
- The Honor Flag is presented to the deserving Post according to local unit standards. This is often based on attendance, participation and Achievement.
- Individual boys are recognized for Blockhouses and Stations completed. Badges are awarded and Notch Sticks notched.
- Stockade Honors closes with the "**Form the Story Circle**" command.

Story Circle (15 minutes)

- This is the climax – the focal point – of the meeting.
- It is an exciting presentation of the Gospel or a challenging story of Christian growth and service.
- The Chief Ranger calls **"Form the Story Circle"** to begin.
- The boys sit in a circle with all the leaders sitting among them, participating with them and setting an example. The Rangers are responsible for maintaining good order.
- To encourage discipline, have the boys sit on the floor with their legs crossed. They will be less inclined to move around.
- Story Circle is led by the Chief Ranger or another leader or guest. This man comes prepared to share a story and its application
- Stories should last about 10-15 minutes.
- The Leader's Guide provides a story based on the meeting's theme. There is also an Application to help the story leader turn each boy's attention onto what God wants for him.
- Often, it is better to substitute a story from the speaker's life and trust the Lord to align it with the meeting's theme. (This is the Chief Ranger's decision.)
- Story Circle ends with the Stockade Prayer and the boys are dismissed to go home.

The Stockade Prayer

Lord, our Savior, Guide and Captain,
Be a solid wall around us.
Make us all courageous servants.
Help us grow to be like Jesus. Amen.

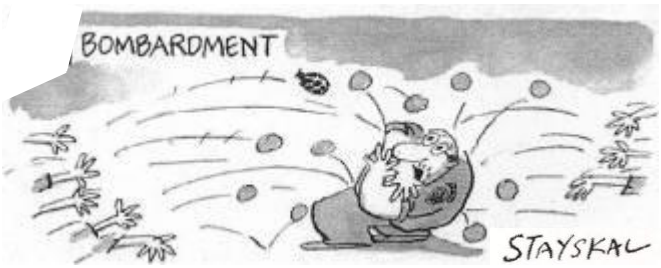
This concludes the official meeting and the boys are dismissed.

Dismissal/Leaders' Huddle (10 minutes)

- With the rest of the Stockade heading home, the leaders meet for a brief evaluation of the meeting and for prayer.
- Plans are also discussed but the focus should be on the needs of the boys and how they are being met.
- If supervision by one of the leaders is needed for boys waiting to go home, this is done on a rotating basis. You will want to maintain the unity of the leadership team during the Huddle.

There is a lot of flexibility in the weekly meeting. In fact, you should expect to change the times for all the elements according to the purpose of the meeting. Not every meeting is the same. Some may be entirely dedicated to games and a Story Circle. Others may involve a group outing. Still others may involve active Post Meetings without the need for Games. Sometimes, and perhaps permanently, you can move the segments of the meeting around to fit the needs of your particular situation. Don't be afraid to experiment. This is where Stockade truly is…

Flexible.



The Stockade Module

One of the most important features of the Stockade program is the Stockade Module. It is made up of two components: the ***Leader's Guide*** and the ***Outpost Adventure***. Together, these provide the Stockade leader with innovative communication tools that help connect him with junior-aged boys. While the Module is named for its Action Focus, its power is in the Biblical Truth to which it's firmly tied. Boys, like their leaders, are attracted to real-life action, but it is only in the application of Biblical principles that this action has real meaning in a Christian's life. By focusing on the action, men find themselves doing "stuff" that they and the boys really enjoy, and the Biblical truth makes Jesus that much more real.

Modules help with three kinds of Christ-centered discipleship: Large Group, Small Group, and One-on-One.

Leader's Guides

Large Group Discipleship

The Leader's Guide provides a detailed framework for each meeting so that the leaders can focus on the discipleship of the boys for Jesus Christ. One man should be responsible for coordinating the whole Module, from the organizing of the Projects to helping the Post Rangers prepare for their small-group meetings. Often, this man is the Chief Ranger.

Meeting Purpose... gives a description of the meeting's theme: The Biblical Truth taught through an Action Focus over 4 weeks of active learning.

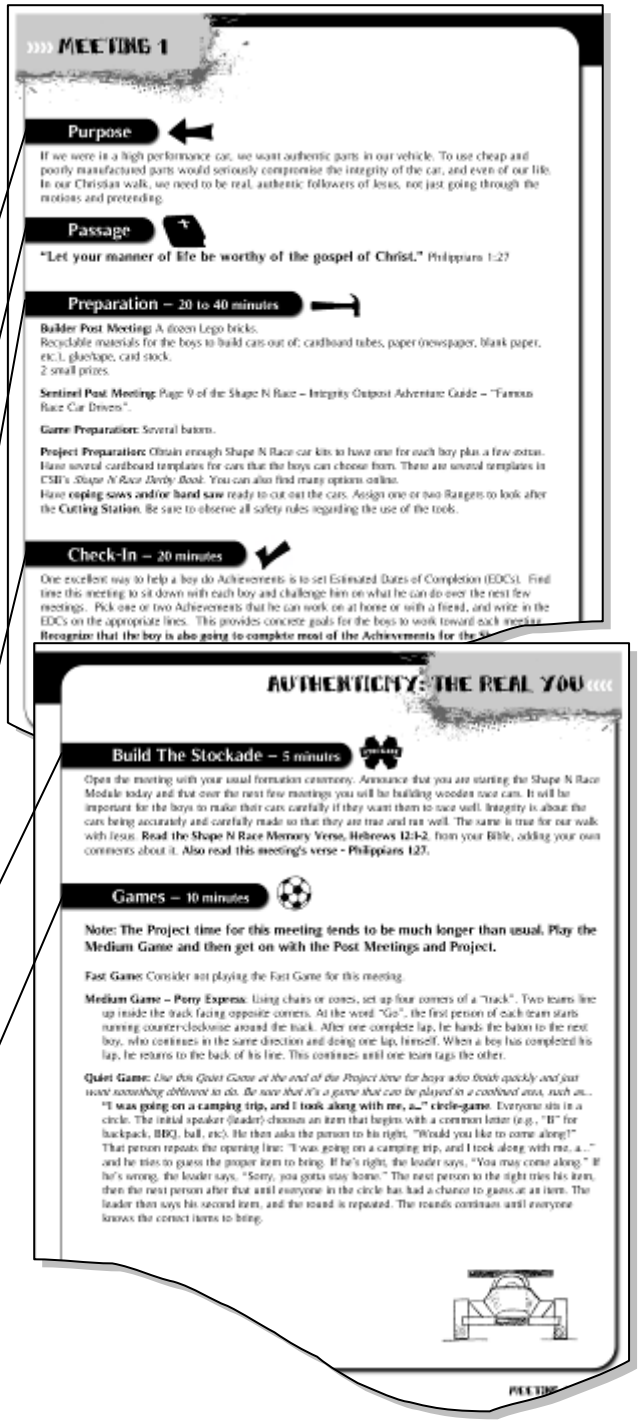
Bible Passage... provides the starting point for discovering Biblical Truths. There is a new key verse each week and a Memory Verse for the Module.

Group, Post and Project Preparation... present an overview of the supplies needed to complete the meeting. There are usually two activities: one for the Post Meeting and a Project for the entire group.

Check-In Activities... provide reminders of what each Ranger is to be doing. A Check-In Game is suggested.

"Build the Stockade"... helps the Chief Ranger focus on the opening prayer, the Module Memory Verse, the meeting's Bible Passage and the announcements.

Stockade Games... offer the boys the opportunity to be active. These are organized games and contests which move from high energy team sports and races to quieter, thinking games. These are "suggested" games. Warnings are given when other parts of the meeting are expected to cut into the game time.


MEETING 1

Purpose

If we were in a high performance car, we want authentic parts in our vehicle. To use cheap and poorly manufactured parts would seriously compromise the integrity of the car, and even of our life. In our Christian walk, we need to be real, authentic followers of Jesus, not just going through the motions and pretending.

Passage

"Let your manner of life be worthy of the gospel of Christ." Philippians 1:27

Preparation – 20 to 40 minutes

Builder Post Meeting: A dozen Lego bricks.
Recyclable materials for the boys to build cars out of: cardboard tubes, paper (newspaper, blank paper, etc.), glue/tape, card stock.
2 small prizes.

Sentinel Post Meeting: Page 9 of the Shape N Race – Integrity Outpost Adventure Guide – "Famous Race Car Drivers".

Game Preparation: Several batons.

Project Preparation: Obtain enough Shape N Race car kits to have one for each boy plus a few extras. Have several cardboard templates for cars that the boys can choose from. There are several templates in CSB's *Shape N Race Derby Book*. You can also find many options online.
Have **coping saws and/or hand saw** ready to cut out the cars. Assign one or two Rangers to look after the **Cutting Station**. Be sure to observe all safety rules regarding the use of the tools.

Check-In – 20 minutes

One excellent way to help a boy do Achievements is to set Estimated Dates of Completion (EDCs). Find time this meeting to sit down with each boy and challenge him on what he can do over the next few meetings. Pick one or two Achievements that he can work on at home or with a friend, and write in the EDCs on the appropriate lines. This provides concrete goals for the boys to work toward each meeting.
Recognize that the boy is also going to complete most of the Achievements for the S

AUTHENTICITY: THE REAL YOU

Build The Stockade – 5 minutes

Open the meeting with your usual formation ceremony. Announce that you are starting the Shape N Race Module today and that over the next few meetings you will be building wooden race cars. It will be important for the boys to make their cars carefully if they want them to race well. Integrity is about the cars being accurately and carefully made so that they are true and run well. The same is true for our walk with Jesus. **Read the Shape N Race Memory Verse, Hebrews 12:1-2**, from your Bible, adding your own comments about it. **Also read this meeting's verse - Philippians 1:27.**

Games – 10 minutes

Note: The Project time for this meeting tends to be much longer than usual. Play the Medium Game and then get on with the Post Meetings and Project.

Fast Game: Consider not playing the Fast Game for this meeting.

Medium Game – Pony Express: Using chairs or cones, set up four corners of a "track". Two teams line up inside the track facing opposite corners. At the word "Go", the first person of each team starts running counter-clockwise around the track. After one complete lap, he hands the baton to the next boy, who continues in the same direction and doing one lap, himself. When a boy has completed his lap, he returns to the back of his line. This continues until one team tags the other.

Quiet Game: *Use this Quiet Game at the end of the Project time for boys who finish quickly and just want something different to do. Be sure that it's a game that can be played in a confined area, such as...*
"I was going on a camping trip, and I took along with me, a..." circle-game. Everyone sits in a circle. The initial speaker (leader) chooses an item that begins with a common letter (e.g., "B" for backpack, BBQ, ball, etc). He then asks the person to his right, "Would you like to come along?" That person repeats the opening line: "I was going on a camping trip, and I took along with me, a..." and he tries to guess the proper item to bring. If he's right, the leader says, "You may come along." If he's wrong, the leader says, "Sorry, you gotta stay home." The next person to the right tries his item, then the next person after that until everyone in the circle has had a chance to guess at an item. The leader then says his second item, and the round is repeated. The rounds continues until everyone knows the correct items to bring.

4 - Stockade

Post Meeting... focuses on the Biblical Truth and ties it to God's Word through the meeting's passage and the Module Memory Verse. These small-group discipleship resources are common to all Posts but then transition to age-specific activities through the Outpost Adventure.

Outpost Adventure Achievements... These short activities bring the Biblical Truth into the Action Focus. Builders and Sentinels have their own Achievements right out of their ***Outpost Adventure Guides***. These count toward the boy's personal Achievement progress.

Project... provides a wide range of experiences based on the Action Focus. The use of tools and new skills get special attention as the Rangers lead in everything from building projects to doing experiments and making discoveries. There are often three group projects to choose from, including one of the group's own creation.

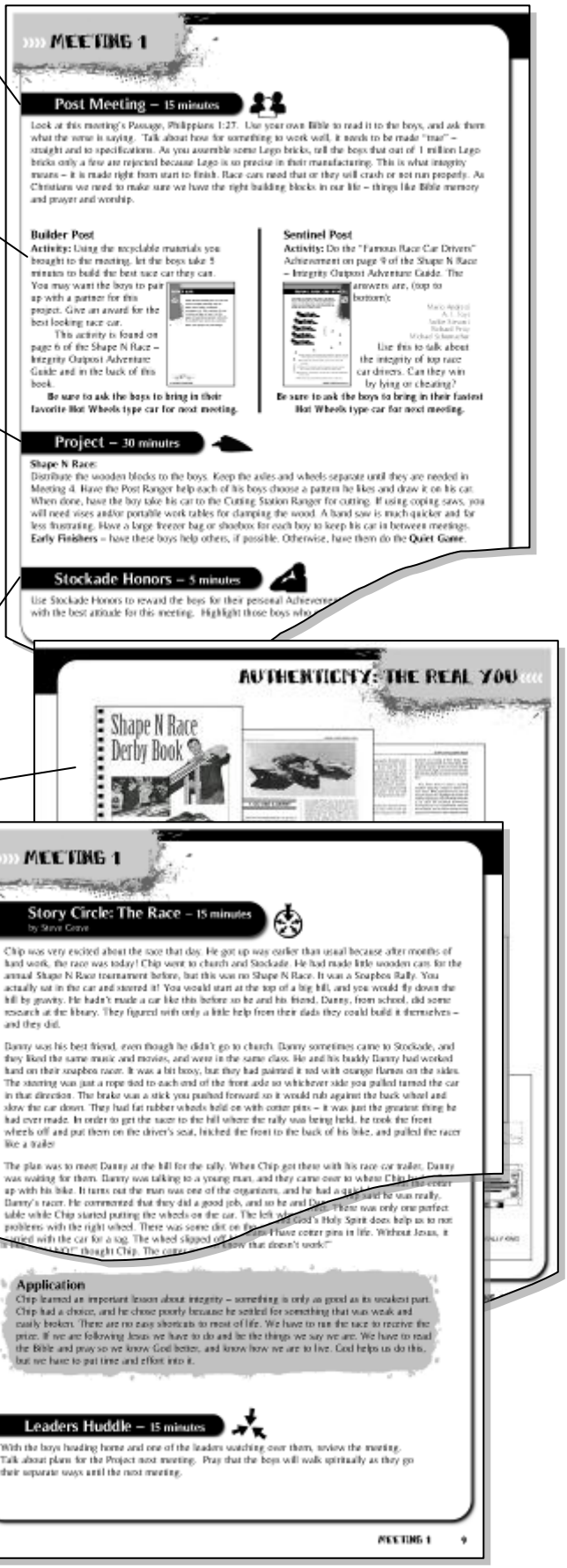
Stockade Honors... draws the large group together to honor the boys and Posts for their Achievements. Helpful reminders are listed here.

Work and Resource Pages... provide helpful photos, diagrams and resources pertinent to the meeting. Room for notes is also made available for local planning.

Story Circle... ties it all together. This is an engaging story based on the Action Focus. It is set in a real life situation that provides an application of the meeting's Biblical Truth. Some stories come right out of the Bible and others are from the lives of people today. Boys love stories and will remember many throughout their lives. Great stories are a Stockade tradition.

Application... connects the activities of the meeting to the Story Circle, showing the boy how the Biblical Truth applies to him. It also gives the leader an excellent opportunity to encourage the boys to respond to God's grace.

Leaders Huddle... offers intentional time to debrief on how the meeting went and to pray for specific needs. It also serves as a reminder for upcoming meetings and activities.



The Importance of the Post
Small-Group Discipleship

The Post is the primary division for small-group discipleship. Posts usually consist of 4 to 8 boys with (one or) two Post Rangers. They are usually divided by age or grade. Boys ages 8 and 9 (grades 3 and 4) are in Builder Posts; boys ages 10 and 11 (grades 5 and 6) form Sentinel Posts. This helps the Rangers lead their boys through Post Achievement activities as the small-group is composed largely, if not entirely, of boys of the same age, in the same grade, sharing similar interests and having comparable abilities. It is easier to keep them all focused on the same activities.

The connection between the boy and his Post Rangers begins with ***Post Check-In***. While this is where the Post business is done with the boy – Achievement, attendance and Shares – it is primarily an opportunity for the Rangers to find out how the boy is doing, to hear what's happening in his life, and to generally be the boy's friend. This is the Ranger's ***one-on-one discipleship*** time with each boy.

The ***Post Meeting*** and ***Project*** give the Rangers opportunities to build their own small team of men-in-training.

Outpost Adventures

These resources have a dual purpose. First, they form the basis of the small-group discipleship which happens during the Post Meeting, and second, they are part of a boy's personal Achievement program.

These are short guides that center on the discoveries and adventures of the Action Focus. The Outpost Adventures are in two sections: Builder and Sentinel. Each section has an age-appropriate ***Bible Memory Verse***, and usually three "How Things Work" and "Adventures in Action" Achievements (two of one type, one of the other). Choices such as "Do one of two" are given to allow for flexibility.

Post Choice Achievements

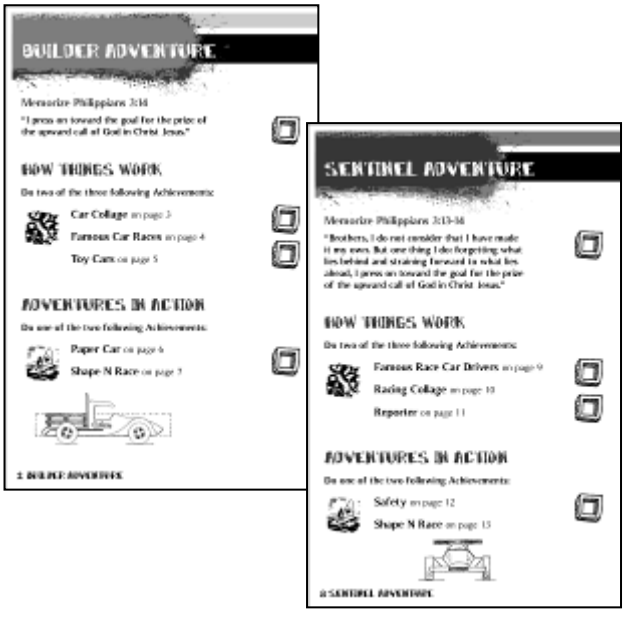
The Achievements in the Outpost Adventure do not have to be completed exactly as described. In fact, substitutes that are quite different can be made. The Ranger may write in a "Post Choice" beside an Achievement where a substitution is being made. The new Achievement must be of similar value and effort. This allows the Ranger to help the boy make up for missed activities or to account for activities that are unique to the Post or to the Stockade.

Using a Different Post Achievement

The Post Ranger may use a different Achievement from the Outpost Adventure for his Post Meeting. It is NOT recommended to use one from the other section (e.g. a Builder activity for a Sentinel Post), as this would limit the boy intending to complete the entire guide.

Earning an Outpost Patch

Whether the boy is working on an Outpost with his Post or is doing it by himself, he must complete its requirements to receive the Outpost Patch.



Earning the Honor Star

The boy may go on to complete all the requirements of the other section of the Outpost Adventure to earn an Honor Star. If the boy is a Builder, then he must complete the Sentinel section as well. If he is a Sentinel, then he must complete the Builder section as well. This work must be done within a reasonable time. An Outpost that is completed as a Builder and then later as a Sentinel does not qualify for the Honor Star. He receives two Patches instead, one for each rank.

Personal Achievement
One-on-One Discipleship

Builder Trails 1 & 2 and ***Sentinel Trails 1 & 2*** are one-year long personal Achievement guides for boys which take Stockade action both to and from the home. As a Stockade boy moves through the required activities (many of which are completed with the help of a parent or another adult), he finds himself involved in the excitement of exploring interesting topics and doing things he might not otherwise attempt. The Achievement program contains a broad range of age-based and well-balanced activity options and opportunities.

Achievement Structure

Stockade Achievement has two basic age divisions: ***Builder***, for boys ages 8 and 9 (grades 3 and 4), and ***Sentinel***, for boys ages 10 and 11 (grades 5 and 6). The activity suggestions are geared to the interests, needs and abilities of the different ages. Thus, when a boy reaches grade 5, it is important for him to leave the Builder program and move directly into Sentinel. At the beginning of the program year (usually in September or October), or when a new boy joins, he is typically assigned to a Post appropriate for his grade.

Boys are guided in their Achievement experiences by the age-based ***Trail Guide***. Because a Sentinel-age boy is older and capable of greater concentration, thought and skill, the suggested activities are more complex and involved. Each ***Trail Guide*** includes a progression of difficulty, seeking to challenge the boy as he grows. Often the later material builds upon earlier steps, deepening as well as broadening a boy's experience and understanding.

While most boys will be satisfied with completing these two levels of Achievement, there is another level reserved for the Sentinel ***Super Achievers***: ***Expedition Trails***.

Introducing Achievement with "Welcome to Stockade"

The introductory booklet, ***Welcome to Stockade***, helps boys and new leaders get acquainted with Stockade. Written especially for newcomers, it explains important elements of the Stockade program and concludes with a sequence of simple requirements which lead to membership. Usually this booklet is presented to the newcomer when he attends his first meeting.

The simple Achievement steps can be completed by a boy together with a Ranger or as part of a group of newcomers. Often this group is known as a ***Gate Post***. Led by the Chief Ranger or an assistant, the ***Gate Post*** meets separately for several Post Meetings to go through the booklet together.

After completing the requirements in ***Welcome to Stockade***, the new member receives the Builder or Sentinel shoulder patch and is assigned to a Post according to his age level.

Blockhouses and Stations

The ***Builder rank*** consists of individual units called ***Blockhouses***; the ***Sentinel rank*** is divided into ***Stations***. There are eight such units in each rank. A boy earns recognition for each unit completed as well as the ***Builder or Sentinel Pin*** upon completion of the first four units. A special ***Builder or Sentinel Star*** is awarded for completing all eight units in the rank.

Blockhouses or Stations are awarded as they are earned. These badges are worn on the Stockade uniform shirt: Builder on the right front; Sentinel on the left front. If a boy does not own a uniform shirt, he may use his awards on another item or attach them to the title page of the appropriate Blockhouse or Station.

Each Builder Blockhouse or Sentinel Station follows a basic pattern, each containing six elements found in two distinct sources: 1) ***Exploring God's Word***, ***Stockade Foundations***, ***Trail Signs*** and ***Others and Me*** are found in the ***Trail Guides***. These elements challenge the boy with a planned progression of difficulty and concept, starting with fundamentals and moving toward a more complete development. 2) ***Adventures in Action*** and ***How Things Work*** are in the ***Outpost Adventures***. These are selected by the boy according to his likes or are done with the group as a ***Module***. This arrangement of elements encourages the boy to move more quickly through his Achievement.

Trail Guides

Builder Trails 1 & 2 and ***Sentinel Trails 1 & 2*** contain the following five age-based elements:

1. **Exploring God's Word**

Builders are introduced to God, Jesus and the concept of sin and redemption through stories about the great men of the Bible. Similarly, advanced Builders learn about living for Jesus. Sentinels read stories about the holiness of God and His expectations of men. Advanced Sentinels learn to follow Jesus through a guided Bible study of the Gospel of Mark.

These Achievements are followed by fun activities that help reinforce the Biblical truth and its importance to the boy. A talk with his Ranger is usually all a boy needs to complete these.

2. Stockade Foundations

These Achievements serve to reinforce the boy's understanding of his Stockade, its history, the things it does and his role in it. Each of these is completed through a simple conversation with his Ranger.

3. Trail Signs

The Trail Signs are carefully selected Bible verses related to the theme of the Blockhouse or Station. These verses tell the boy of promises from God that he can claim as he faces the challenges of his daily life. The verses are age-appropriate, and are intended to build upon the boy's ability to learn and memorize. Memorization of all the Trail Signs is required.

4. Outpost Adventures

Each Blockhouse or Station requires the completion of one, two or three Outpost Adventures. These are divided into two sections: Builder and Sentinel. There are four Achievements required (of the six to eight provided) that focus on the things that are of interest to the boy. From ***Flight*** to ***Bikes & Boards***, from ***Team Sports*** to ***Cars and Trucks***, from ***Woodworking*** to ***Shape N Race***, from ***Weather*** to ***Swimming***, there is a growing list of Outpost Adventures from which a boy can choose. Upon completion of his section, the boy is rewarded with an ***Outpost Adventure Patch***. If he completes both sections, he receives an additional ***Honor Star***. These are worn on his uniform.

These guides include a related memory verse and then concentrate on the more active elements of the boy's Achievement program, which are:

Adventures in Action

This element introduces the boy to activities beyond the Stockade meeting. These include field trips, outdoor action – hiking, campcraft, and water activities, sporting events, hobbies and exploration. These are the things that add action and excitement to a boy's life.

How Things Work

These Achievements include puzzles and games, identification, scientific observation, experiments, workshop projects, and the use of various tools and skills.

5. Others and Me

This section focuses on the boy's need to interact with others. He is encouraged to develop a good self-image and an attitude of service at home, at church and in his community. These age-based Achievements help him better understand his responsibilities both as a citizen and as a Christian in a lost world.

Completing Achievement - More than a Date and Initials

Stockade Achievement is designed to help the junior-age boy experience a growing world of action and opportunity; a world that is focused on Jesus Christ, its Creator. It is all about the boy discovering God in everything he does, and seeing that God is a real part of a real world. Achievement is not just about earning badges. It is an opportunity to join with his Ranger in a life-journey that transcends time.

The Stockade Ranger must remember that his role is to help deepen a boy's relationship with our God and Savior. At the same time, he is to build a relationship of Christian friendship that the boy can depend on throughout his life. So, when a Ranger meets with a boy to "complete an Achievement", his objective is to use that Achievement to open doorways of communication with the boy.

At the end of each Blockhouse and Station, there is a "My Achievement Record" page which lists all the requirements for that unit.

When completing the boy's Achievement, talk to him about his efforts and accomplishments. There is a "right answer" to the Achievement. It is expected to be obvious and is based on a Christian worldview and ethics. The Ranger must find the balance between encouraging the boy to make discoveries for himself and giving him the answer. The Ranger wants the boy's relationship with Christ to grow through this experience. Often, Achievements are used to talk to the boy about other aspects of his life. Occasionally, this time can be used to bring the boy to Christ for Salvation.

Date and initial completed Achievement.

Use the **EDC's** – "**Estimated Dates of Completion**" – to help the boy set goals for himself, guiding him through the successful completion of a Blockhouse or Station.

Post Choice Achievement Option

Although not specifically noted in the boy's Trail Guides, Rangers can substitute any Achievement with one of equal value and difficulty to the boy. He simply writes in "Post Choice:" along with a simple description of the activity.

Super Achievers

A boy who completes all eight of the Builder Blockhouses or Sentinel Stations is given the title "Super Achiever". Sentinel Super Achievers are allowed to proceed to the Expedition Trails.

Expedition Trails

Upon his completion of Sentinel Trails, a boy has the option of moving on to Expedition Trails. This Trail Guide contains four units called ***Expeditions***. The Achievements of Expedition Trails focus on a boy's spiritual growth through the same elements found in his earlier Achievement Trail Guides.

Bonus Bars and Awards

An *optional* area of Achievement is available in the form of Bonus Awards. These are activities conducted by the Stockade and usually with the boys of his Post. Bonus Award activities are done outside the Stockade meeting and must be at least two hours in length. Both the Ranger and the boys are entitled to wear the Bonus Awards upon completing the activities. Boys can earn one Bonus Award per Blockhouse or Station. These are small pictographic ***Patches*** or ***Bars*** worn on the left sleeve.

Stockade Planning

Careful planning is foundational for a successful Stockade program. Reaching goals is only achieved with careful attention to the details. Planning flows from overall objectives and moves toward specific program features.

The Chief Ranger is responsible for long-range planning for the entire Stockade. He involves his leaders in charting goals for the year. Rangers develop monthly plans based on the selection of Modules and their own Stockade's unique opportunities. **Care must be taken to balance Modules with meetings of the Stockade unit's own creation.**

It is helpful to have a regularly scheduled time for Stockade planning meetings. If a separate meeting time cannot be found, an extended Leaders' Huddle can be held after one of the Stockade meetings or a team meeting substituted for one Stockade meeting per month.

The activity of the Stockade and each Post from meeting to meeting grows out of the *Stockade Module Leader's Guides.* Be sure to regularly check with CSB or your Regional Director for new Modules.

The Challenge of Growth

Sometimes an influx of boys will result in an insufficient number of adult leaders. If the church is unable to secure enough men, it may be necessary to limit Stockade enrollment until additional men become available. While this is a difficult decision, it is in the best interest of the boys. A Post that is too large restricts the amount of attention for individual boys as the leader focuses on maintaining control of the group. When boys no longer receive the proper attention from leaders, the program ceases to meet the boys' needs and fails to carry out its spiritual purpose. Quality rather than quantity should be a primary consideration in Stockade.

Consider these two suggestions if it's necessary to limit enrollment:

1. As boys apply for membership, place them on a waiting list. When another Ranger is ready for service or when there is a vacancy, boys on the list are invited to join. When a new Post is formed, the entire Stockade should recognize it in some way. The congregation should also be aware of these developments.
2. In a new group, when the number of prepared leaders is not proportionate to the number of boys, it is best to form a Sentinel-only Stockade, receiving fifth and sixth-grade boys at first. After additional Rangers have been trained, Posts for fourth and third-graders can be added.

Transition to Battalion

Every boy someday grows out of Stockade. The preparation of boys leaving Stockade to join Battalion is important because they have been the most advanced members of the Stockade who suddenly find themselves the youngest among Battalion members. Boys who do not readily adjust to this situation either become discouraged and drop out of the Battalion or resort to misbehavior in order to gain attention.

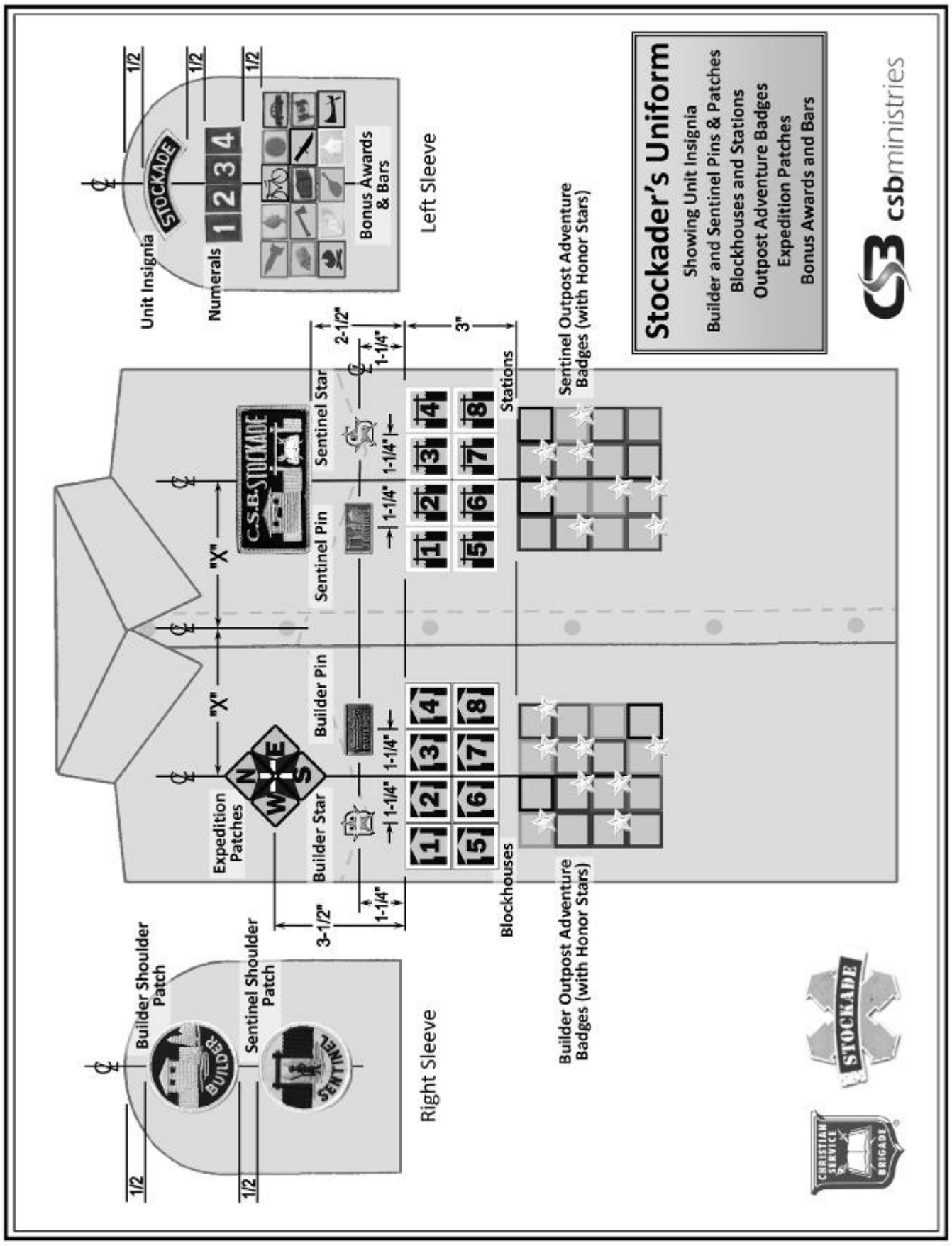
Boys who are ready to leave Stockade and join Battalion need to be introduced to it. This can be done by visiting a Battalion meeting and inviting Battalion leaders to talk to the Stockade.

The timing of the move into Battalion should be planned carefully. Sixth-grade boys should complete their final year in Stockade even if they turn 12 years of age before the end of the school year.

Most churches follow the school year schedule, so sixth-grade Stockaders should "graduate" to Battalion as a group, either in spring or fall. By making the transition as a group, boys can enter Battalion with their friends. Some Stockades even choose to form an Observer squad prior to the transition so that the sixth-grade boys can start their Battalion Achievement before they actually enter Battalion.

NOTES:

4 - Stockade


Stockader's Uniform
Showing Unit Insignia
Builder and Sentinel Pins & Patches
Blockhouses and Stations
Outpost Adventure Badges
Expedition Patches
Bonus Awards and Bars
csbministries
Unit Insignia
Numerals
Bonus Awards & Bars
Left Sleeve
Sentinel Star
Sentinel Pin
Builder Pin
Builder Star
Expedition Patches
Stations
Sentinel Outpost Adventure Badges (with Honor Stars)
Blockhouses
Builder Outpost Adventure Badges (with Honor Stars)
Builder Shoulder Patch
Sentinel Shoulder Patch
Right Sleeve
"X"
1-1/4"
2-1/2"
3"
3-1/2"
1/2
STOCKADE
BUILDER
SENTINEL
C.S.B. STOCKADE

Stockader's Uniform Patches, Badges and Pins

Builder and Sentinel Shoulder Patches— When a boy completes "Welcome to Stockade" and moves to being a Builder or Sentinel, he is given this shoulder patch. The Sentinel patch is sewn on below the Builder.

Outpost Adventure Badges—

Earned as a Builder on the right.
Earned as a Sentinel on the left.

These patches can be completed as an individual using an Outpost Adventure Guide, or with the Stockade as part of a Stockade Module. They are sewn on four-across in the order in which they are earned. Border colors show the category of the Adventure: **Christian Life**—gold

Basic Skills—brown
Outdoors—green
Science—red
Special Skills—turquoise
Sports—cobalt blue

Honor Stars—These are used to recognize the completion of both the Builder and Sentinel sections of the Outpost Adventure

"C.S.B. STOCKADE" Patch is provided pre-sewn to every Stockade uniform. It's location provides the centerline "X" that determines the position of all the other uniform badges, patches and pins.

Expedition Patches (formerly "Out Post Trails Awards")—These four patches mark a boy's progress through the optional Expedition Trails, which follow the completion of Sentinel Trails 2.

Builder and Sentinel Pins—

These are awarded upon completion of Blockhouses 1 to 4 or Stations 1 to 4.

Builder and Sentinel Stars—

These are awarded upon completion of all 8 Blockhouses or all 8 Stations. The cloth patch can be used or the metal pin.

Blockhouses and Stations—

Each of these numerals is awarded upon the completion of the specific Blockhouse or Station requirements in the Builder or Sentinel Trails 1 or 2 Guide.

Unit Insignia—**"Stockade"** is worn at the top of the left sleeve.

Numerals—These are the Stockade's unique Unit Number.

Bonus Bars and Awards—

Bonus Bars (USA) are older solid-color patches used to commemorate special activities done with the Stockade or Post outside of the normal meeting. Blue Bars are for Builders; Gold Bars are for Sentinels.

Bonus Awards (Canada) are pictographic patches used to commemorate special activities done with the Stockade or Post outside of the normal meeting. Each Stockade determines the purpose and meaning of the patch.

All Bonus Bars and Awards are located together on the left sleeve, whether they are earned as a Builder or Sentinel.

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MORE NOTES:

BUILDING MEN

A Leader's Guide to the Discipleship of Junior-Age Boys for Jesus Christ

STOCKADE UPDATE

"Leading with Integrity and Skill" means putting into practice the teachings of Christ and investing in the training that makes a leader effective.

In this chapter, you'll find out about:

- The People Who Make Stockade Effective
- The Stockade Weekly Meeting
- The Stockade Module
- The Importance of the Post
- Outpost Adventures & Patches
- Achievement – One-on-One Discipleship
- The Stockade Boy's Uniform
- Helpful Notes

  including: Shares
  Notch Sticks
  Bonus Awards & Bonus Bars
  Stockade Planning
  The Challenge of Growth
  Transition to Battalion

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