

out being spotted by the sentries. They may walk, crawl, or run. If the sentries shine a flashlight on an infiltrator, that player must go back to his starting line and wait 5 minutes before resuming play.

**Scoring:** One point for each player who makes it safely to the other line within half an hour or other specified time.

### **YOUR CAMPFIRE PROGRAM**

A troop campfire program should have elements of fun, inspiration, and good fellowship. It should leave each Scout with pleasant memories.

The campfire does not need to be an elaborate production, but it does require planning. You will want lots of variety, including ceremonies, songs, skits and stunts, games, and, usually, a Scoutmaster's Minute. The general rule is that the campfire program "follows the fire." That is, while the fire is blazing, you have lively songs, games, and skits. As the fire dies, you have inspirational songs, the Scoutmaster's Minute, and other more serious elements.

In many troops, the patrol leaders' council plans the camp-

fire and assigns elements to each patrol. In others, one patrol is assigned to build the firelay and another to plan the program. In either case, the Scoutmaster or other adult leader should stay in touch with the planners to make sure that many boys (not just the campfire planners) will have a part and that all activities, stunts, and songs will be in good taste. If questions arise, the adult leader should make it clear that there is no place in Scouting for poor taste, poor manners, or hurting anyone in body or spirit.

The campfire planners should figure on a program lasting about an hour, or a little less. It's better to end the program while the Scouts are enjoying it than to let it drag on until they become restless. One way to ensure a fast-moving, well-planned campfire is to use the Campfire Program Planner, No. 3696. With that sheet to guide them, the planners can estimate the time for each element and end the program accordingly.

If your troop has Scouts who have been to several big campfires at camporees, they will have lots of ideas for skits, stunts, and songs. If not, refer the patrol leaders to the ideas for campfires in the *Patrol Leader Handbook*.