

Camp Fire Leaders Training

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Leadership

- The campfire is a tremendous way of bringing a group of people closer together. Do not underestimate the planning required
- The campfire is an experience involving emotions and feelings. Construct the programme with this in mind
- Be flexible - react to the mood of the group and change items if necessary i.e. use an action song
- Close quickly if it gets out of hand.
- Discipline is important for both the youngsters and the leaders, so everyone can enjoy themselves
- Have help - don't try to do it all yourself, especially when singing rounds
- Consider beforehand how to deal with a small disruptive element - be careful not to start a contest
- Know the songs
- A prompt start is advisable, even if you are waiting for a few stragglers
- The fire should last approx. 45 minutes

Above all, be in control

Location and Building the Fire

Location

- The fire should be away from the main camp, preferably not in an open space or on a slope
- Agree chosen location with owner / camp warden
- The seating should be in a semi-circle or horseshoe and 3 to 4 people deep to allow the Camp Fire Leader to be seen and allow everybody to watch stunts or sketches
- The wind direction must be taken into account

Building the Fire

- Cut and stack turf's in shade, keep well watered
- Place stones or large logs around edge of fire place
- Stack extra wood ready for use out of the circle
- Don't make the fire too big. It is easier to put more wood on if it dies down than to take wood off if it is too big
- Ensure that the fire is out and well watered before replacing the turf's.

Types of Timber

- Depends on site
 - Remember to ask first
 - As a last resort, take some with you
 - Good Timber includes Ash, Oak, Holly, Apple, Birch and pallet wood
- Poor Timber includes Willow, Alder, Chestnut, Elm, Cherry

Safety

- Size of fire - Do not build a tower. Distance away of the seating - will front row youngsters get to hot? Obvious, but watch out for:
 - Pallet wood - burns hotter than real wood
 - Wind - allow extra distance downwind of the fire
 - DO NOT USE liquids to start the fire. Fire lighters are much safer
 - Water - keep at least two buckets of water and a mug near the fire. Have a First Aid kit nearby.
 - Nominate an adult to look after the fire during the Camp Fire. Care should be taken when stoking the fire - sparks can burn people wearing plastic baseball caps!
 - Throwing things in the fire is an automatic red card offence - flints crack and spit when hot
 - Is there enough room for action songs? Are there enough adults around to make a ring around the fire if needed?
 - Discipline - have the adults interspersed with the youngsters. Little Johnny calms down a bit when Akela's breathing down his neck!
 - After the camp fire, keep the atmosphere - no running around, tripping over the seating
 - Make sure that there is an adult left after everyone has departed to put out the fire & make everything safe
 - Next morning, clear away the ashes
 - USE YOUR COMMON SENSE
- When setting the site, ask yourself "What can go wrong?"
Before lighting the fire, ask yourself the same question
After it's all over, ask yourself "What could have gone wrong?" - and remember it for next time; so you never have to ask:
"What went wrong?"

Conducting & Leading Camp Fire Songs

- Pitch of a song - if wrong, start again, practice getting it right before the actual campfire.
- Tempo of a song - know the correct tempo.
- You must know the song well before you use it-both the words and the tune.
- Avoid shouting - a song is sung (a yell is Shouted).
- Do not use too many songs that are unknown to the people attending the campfire.
- Rounds:
 - Know the number of parts required and when to start each.
 - Run through the song all together first. If it is not a success at this stage, try one more time before you 'drop it'.
 - Appoint someone to lead each section.
- Keep songs lively.
- Use handouts as a teaching aid, not at the campfire.

Teaching Songs

- It is important that time is beaten in a firm manner.
- The right arm beats the time, while the left should control the volume.
- A steady up and down motion is more effective than a vague waving of the arms.
- When teaching a new song the melody should be 'lah-lahed' or hummed through, so that the campfire gets to know the tune. Teach one line at a time, then join two lines together, and finally the whole verse. Correct errors before singing all the way through.

Programme Planning

- Use songbooks as resources for generating interest before the campfire.
- Recognise that every campfire is a separate event - what went well last time might not work again.
- Before formulating the programme, consider the theme of the event, the duration of the campfire and the people attending.

The programme consists of three main parts

Start	should contain well known, rousing songs
Middle or Main	should contain sketches, new songs, etc., interspersed with known songs.
End	last ten to fifteen minutes should contain quiet songs, a yarn and prayers.

Consideration should be given as to when the fire is to be lit and what words will be used to open the campfire.

At least ten items are required for every half-hour of a programme, with a few extra items in case they are needed, better to prepare too much.

Two or three stunts/sketches may be included in the programme.

Ensure anyone leading a song, etc., knows when they are required, remind and announce one song in advance.

Notices and information should be given out before the quiet songs and prayers

Yells & Activities

- Discipline and control are very important.
- Might be used to reinforce a theme for the campfire.
- May be used to great advantage for, encouragement and appreciation.
- Do not be derisory with them (even in fun).
- Helps to let off steam ready for quietening down.
- Never use at the end of a campfire.
 - Can be destructive to the physical setting and the atmosphere.

Yells

Boomalacka
Food Train
Ham & Eggs
Tizer Tizer
Oggie, Oggie, Oggie
Yuppi, Yuppi, Yuppi
There ain't no flies on us

Story Yells

Frog & Steam Roller
1st floor window
Tarzan of the Apes

Repetitive Chants

Every where we go
Bear Hunt
Button Factory

Applauders / Cheers

Bravo (1) Spelt out
(2) Rolling
Great (as above)
Good - we like it
Good - Phenomenal
Good - Tremendous
O super - Simply Stupendous
Clap Clap
One Big Hand
Round of applause
Mexican Wave
Rainstorm applause
Bravo Bravissimo

Action

Chelsea Pensioners
Bear Hunt (Chant)
Kipper dance
Muffin Man

Types of Songs

SHORT SONGS	Easy to learn
ROUNDS	Camp Fire split into sections, starting song in turn
SPLIT SONGS	Usually in two parts, but could be more
ECHO SONGS	Leaders sings line followed by Camp Fire
FUN SONGS	Especially for the younger age group
STORY SONGS	Verse tells a story as you sing
FOLK SONGS	Especially for Venture Scouts or Leader campfires
ACTION SONGS	Do not use too often if seating is not safe
QUIET SONGS	Especially used towards the end of the programme, also used after rousing song.
PARODIES	New words set to familiar tune
REPETITIVE	One or two of these in the programme
WITH A CHORUS	Leader/s or group sing verse, campfire joins in chorus
YELLS	A few of these, especially to liven up the programme
YARNS	These tend to be overlooked - the yarn must suit the occasion
THANKS	Use especially after 'guest' leader or stunt has been performed

Examples of Songs

Opening Songs

Camp Fires Burning
Hello Hello Hello Hello
Grand Old Duke of York
Half a pound of 2p rice
We're here because

Rounds

Ram Sam Sam
Life is But A
All things shall perish
Battered Elm Tree
Row Row Row your boat

Split Songs 2/3/4 Part

Ging Gang Goo
Mr. Punchinello
Farmyard Carol
China Ship
Don't put your muck in our
dustbin

Echo Songs

Flee
Everywhere we go

Story Songs

Old lady swallowed a fly
Hole in my bucket
Eskimo song

Quiet Songs

Heigh Ho
O Come & Go with me
Kum Bye Ya
Scout Vespers
Goodnight Campers
Taps

Fun Songs

Animal Fair
Music Man
On top of spaghetti
Three little angels
Bobby Bingo
Old McDonald's Bike
Purple Stew
Baby Duck
Muffin Man

Action Songs

Alice the Camel
Coming Round the Mountain
Head Shoulders Knees &
Toes
If you're happy & you know it
My Bonnie
Red Men
Black Crow's Spirit
Bumble Bee
Coming Round the Mountain
Pizza Hut
One finger one thumb
Father Abraham
Penguins
Folk Songs
Michael Row the Boat
Streets of London
On Ilkley Moor
Pick a bale of cotton

Repetitive Songs

Green Grow the Rushes O
One Man went to Mow
Ten Green Bottles
Ten in the Bed
Bear Went over the
Mountain

Michael Row the Boat

Happy Trails

Canoe song

O Alaya

Swan Song

Scouting Trail

Make new Friends

I know a song

Songs with a Chorus

Great American Railway

Crest of a Wave

Blankets & Ponchos

Blankets and ponchos serve two purposes at a campfire.

- To keep you warm before and after the fire
- To show off your collection of badges and awards

Ponchos can be easily made from an old bedding blanket by simply cutting a hole in the middle the size of your head.

Blankets take a little more time and involve putting a clip at the front.

You can also make some impressive designs to go on the back of the blankets as well as sewing on your badges

Stunts & Sketches

- The material must not offend anyone
- The ground rules must be set beforehand with the performers and the audience.
- Short items have more chance of success
- Care must be taken when selecting members of the audience for participation
- Items must be presented clearly and in a loud voice
- Find out what stunts are being used in advance
- Be prepared to stop an unsuitable item and continue with the next song
- Value contributions (avoid derogatory chants after the item)

Sketches and stunts should 'not go on 'cold' a Leader should vet them before the camp fire for suitability. The types to avoid : the blasphemous, the vulgar, and generally any type that might cause offence. The most effective sketch last for no longer than three minutes.

Examples

Ugly Monster
My Kingdom for a Horse
The Firing Squad
Brushing your teeth
Tramp and the Newspaper
Peanuts
The Orchestra is Human
I saw a ghost
The Chinese Barber Shop
Music while you work

Pink Pachydermprophfactic
A telephone conversation
Drunks telling the time
The Hippopotamus
Fire!
Chewing Gum
Don't Fall for this one

Yarns & Stories

- Yarns should be interesting and fun.
 - Telling yarns is largely a matter of self-confidence, start by relaxing.
 - Keep the story simple to start with (perhaps using personal experience or a story you like).
 - Use the local library for ideas.
 - A yarn has a beginning, middle and a climax. Build up the story step by step.
 - Make sure that you can see everyone. Look them straight in the eyes as you speak.
 - Change the tone of your voice to give the yarn more interest.
 - Know the story. If necessary have simple notes with key points.
 - The yarn should make a point applicable to the audience (for example moral, historical or social).
 - Only tell the yarn if the mood is right. If they are noisy or very tired leave it until another time.
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- Be simple - a yarn should not need questions in the middle!

Keep it simple, Practice it. Learn it. Know it. Relax.
ENJOY IT

Sample Programme

Introduction	Warm-Up Songs	Climactic Songs	Closing Songs
Great Green Gobs	[Campfire's Burning] Joe The Urge! Stan, Stan, the Lavatory Man Tarzan Of The Apes Coke-A-Cola Boom Chicka Boom 3 Blind Jellyfish Little Green Frog Blackcrow's Spirit Nosepicker Pirate Ship Pizza Hut Singing In The Rain	Oray, Oray, Oramba [African Chant] Bear Hunt Old MacDonald [Fat/Thin, Big/Little]	Kum Bah Yah B-P Spirit