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Building and Lighting a Campfire

It is important that your campfire is built correctly, using dry dead wood and plenty of kindling. The worst way to begin a campfire is with a slow starting or non-burning pile of wood. There are many techniques for building a campfire; however the log cabin style approach is generally best if the campfire is targeted for a large audience. The Log-Cabin fire consists of a crisscross lay fire made with large logs, with smaller crisscross lays piled in rows on top. A long burning fire can be created by lighting the upper fire lay and letting the fire eat its way to the bottom. Complete instructions on fire building can be found in many publications, including the Boy Scout Handbook™.

You can add flare to your campfire by using creative methods to ignite the wood. **The Candle Method** is one such approach. Secure a candle to a block of wood, with clear fishing line attached to the wood block. Take a metal coffee can and cut out one third of the cylinder. Place the coffee can bottom up in the fireplace, then place the candle on the wood block under the coffee can. When it is time to start the fire secretly pull on the end of the fishing line and the fire will appear to start magically.

Another interesting approach to starting a campfire is to have an older Scout or adult leader dress as an Indian. This Scouter can play the part of a generic Indian or can be dressed as Akela or Chief Sequassen. At the proper time, the **Indian Runner** can sprint in with a torch to light the campfire. Or, if your campfire is held near a lake, the Indian can approach the fire circle in a canoe. If you wish to incorporate several Scouts into an opening ceremony to light a campfire, the following ceremony which requires four Scouts can be used:

The North Wind brings the cold that brings endurance,
A torch bearer enters the fire circle from the north.
The South Wind brings the warmth of friendship,
A torch bearer enters the fire circle from the south.
The East Wind brings the light of day,
A torch bearer enters the fire circle from the east.
The West Wind, from the direction where the sun sinks,
brings night and stars.
A torch bearer enters the fire circle from the west.
On direction from the MC, all light the fire.

Many other opening ceremonies are available (including the ash ceremony found on the next page) or could be developed to make your campfire special.

A third popular approach to lighting a campfire is known as the **Magic Fireball**. With this method a ball of fire will appear to descend from the sky to the heart of the fire lay, immediately igniting the fire. You will need a wooden spool, fishing line, and some type of metal wire to make the magic fireball work. String the wooden spool onto the fishing line and attach the line securely to the fire lay and to a tree. Attach bandage gauze or some other flammable material to the spool to serve as the fireball. A Scout concealed in the tree can then light the fireball and send it down the string into the fireplace. Be sure to practice this several times before the campfire; the angle of the string, the weight of the spool and the flammable material used can all impact whether or not the magic fireball will work properly.

Liquid and gas fuels should not be used in fire starting ceremonies at Scouting events. Model rocket igniters or match friction igniters are not generally prohibited but should only be used with caution by individuals knowledgeable in such fire starting techniques.

During the lighting process, chants can be said, or songs can be sung to encourage the fire to start. These chants are short groups of words repeated slowly at first and faster as the fire starts. One such chant is "Burn Fire Burn, Burn Fire Burn, etc."

If you decide to sing songs during the fire lighting, it is important to select songs that can be learned quickly or that nearly everyone already knows. It is important to get everyone participating from the start so popular patriotic songs or songs featuring repetition are good choices. Other songs like *Birds in the Wilderness* or *Boom Chick a Boom* make good icebreakers at campfires.

The Campfire Ash Ceremony (Ashes of Friendship)

The taking of ashes from one campfire to another is a ceremony done by Boy Scouts all around the world. The main purpose of these ashes is to help Scouts recognize the international aspect of the world brotherhood of scouting. Ashes taken from a campfire are sprinkled into the flames of the next campfire. The day after a campfire when the ashes are cold, they are stirred and each Scout present at the ceremony takes some ashes to mix in with the next campfire. Each Scout keeps a list of all of the campfires that they have sprinkled their ashes in. If more than one Scout brings ashes to the campfire, the lists are combined and the dates and places of all campfires are recorded and passed on. As Boy Scouts travel, the ashes circle the globe. It is a tradition that only those actually present at the campfire can receive ashes from the ceremony to carry on to another campfire.

The Ceremony

We carry our friendships with us in these ashes from other campfires with comrades in other lands. May the joining of the past fires with the leaping flames of this campfire symbolize once more the unbroken chain that binds scouts of all nations together.

With greetings from our brothers around the world, I will add these ashes and the fellowship therein, to our campfire. Will anyone with campfire ashes please come forward and join me.

Wait for others to come forward with ashes.

The ashes I spread into this campfire carry memories of past campfires dating back to _____

I will now add these ashes to the campfire.

So that you may pass these ashes on and share them with others at your next campfire, you will be given a history of where these ashes have been. *Recite history of ashes added to fire.*

One-Liners (aka Run-Ons or Walk-Ons)

Successful campfires tend to be fast paced; one-liners are a great way to avoid any breaks in the action. Immediately following any song or skit, one-liners can be acted out to allow for transition to the next event. Examples of some good one-liners follow:

Be Prepared

There are several variations of the "Be Prepared" Skit, here are the most popular

A Scout walks to the middle of the crowd, stands at attention, salutes, and yells "BE PREPARED." This action is repeated by two other Scouts. When they are all standing side by side, some surprise action is precipitated from behind the audience. Possible surprise actions might include: loud sounds, (like the sound of a motorized horn or a bullhorn) water, (spray the crowd from behind on a warm night), water balloons, leaves, (drop a large volume of leaves from above the audience), etc.

An alternative approach is for a different Scout to come out between each skit and say "BE PREPARED." The surprise activity then follows the third Scout.

The Briefcase

A Scout walks on stage holding a briefcase. The MC asks him what he is doing. The Scout responds, "I'm taking my case to court."

The same Scout enters the stage following another skit. Again he is carrying a briefcase and optionally, he can carry a small step ladder. The MC again asks him what he is doing. The Scout responds, "I'm taking my case to a higher court."

The Scout again walks on stage holding a briefcase. The MC asks him what he is doing. The Scout asks the MC to stretch out his arm. The MC complies. The Scout places the briefcase in the MC's arms and responds, "I'm resting my case."

The MC discards the case and introduces another song. After the song the Scout walks back on stage looking all around. The MC again asks him what he is doing. The Scout responds, "I've lost my case."

Parental Warning

The Master of Ceremonies randomly calls on a Scoutmaster and asks, "Did your parents ever tell you that if you made weird facial expressions, your face might freeze like that?" When the Scoutmaster says, "Yes", the MC replies, "Well, you can't say you were never warned."

Coffee

The Scoutmaster approaches a Scout complaining, "This coffee tastes like mud."

The Scout responds, "That's funny, it was just ground this morning."

Boy Dragging Rope

A Scout is seen dragging a rope around the stage area. The master of ceremonies asks, "Why are you dragging that rope?" The Scout responds, "It beats pushing it."

Good for Nothing

This one-liner requires a Scout, and a Scoutmaster who doesn't take himself too seriously. The Scout walks up to the Scout leader and says, "If I'm good throughout the entire camping trip will you give me \$10.00?" The Scout leader responds, "When I was your age, I was good for nothing."

Painting the Walls

A Scout walks in holding a paint brush and bucket. He is wearing two winter coats. He interrupts the MC stating that he is a painter, and he needs to paint this area. The MC asks him why he is dressed for winter. The painter responds that he was told to paint the area with two coats.

Spot Announcement

MC: I have just been handed a note that we need to interrupt our program for a Spot announcement.

Scout: *(offstage)* Woof, Woof.

MC: Thank you Spot.

Smoke Signals

Scout 1: Look over there, smoke signals. I wonder what they say.

Scout 2: I can read smoke signals. The message says.....HELP.....MY.....SLEEPING.....BAG... .. IS....ON.....FIRE.

Important News Flash

As scout comes forward and says, "We interrupt this program for an important news flash." This statement is followed by the Scout, turning on and off a flashlight that is pointed at the audience.

Wire for the Scoutmaster

A Scout runs on stage yelling, "Wire for the Scoutmaster, I have a wire for the Scoutmaster."

The Scoutmaster responds, "I'm the Scoutmaster."

Then the Scout hands him a wire.

The Infantry is Coming

A Scout runs on stage yelling, "The infantry is coming, the infantry is coming!" Later (you can do this a few seconds later or after the next song or skit), a second Scout comes out yelling "The infantry is coming! The infantry is coming!" This happens three or four times. Finally, one or two Scouts come out holding a small tree and they proclaim, "The infant tree is here!"

They're After Me

A Scout runs on stage yelling, "They're after me, they're after me."

The MC replies, "Who's after you."

The Scout answers, "The Squirrels, they think I'm nuts."

Throwing Up

A Scout walks across the stage tossing a ball in the air.

The MC asks, "What are you doing?"

The Scout replies, "I'm throwing up!"

The jokes in the Scout vs. Scoutmaster Section also make effective one-liners.

Skits

Skits are generally the corner stone of a successful campfire. Skits that are humorous fast paced and involve the audience generally work best. Here are a few sample skits that are generally effective:

The Four Seasons

The narrator begins by asking four volunteers to participate. Each volunteer is assigned a role in the skit; roles include a tree, a bird, a babbling brook, and the tree's lifeblood, the sap. Generally two of the volunteers are "plants" who know in advance their roles as the tree and the bird. The brook and the sap are then left to follow the careful instruction of the narrator. Each of the participants acts out their assigned role. For example, the tree raises his arms signifying leaves growing in the spring. He lowers his arms in the fall.

Narrator: To the babbling brook - you need to babble.

Brook: Babble, babble, babble....

Narrator: In the Spring, the leaves come out on the trees (the tree raises his arms above his head), the birds begin to sing (bird - chirp, chirp, chirp), and the brook begins to babble rapidly (brook starts babbling faster), and the sap, which provides valuable nutrients to the tree, begins to run (sap starts running).

The narrator continues to describe activities throughout summer and fall, and throughout this narration, the sap's job is to continue running at various paces. In the winter the dialog ends with a narration that goes something like this: In the winter the brook freezes and stops babbling (babbling stops). The birds are gone and the trees seem lifeless and without motion. But through it all there is still some activity, for you see, the sap keeps running.

Gathering of the Nuts

For this skit, the MC announces that the "Squirrel Patrol" will be performing the next skit. Members from the patrol walk around the crowd and select volunteers to help them with their skit. The volunteers are brought to the front of the campfire and members of the "Squirrel Patrol" sit down. The MC comes out and says lets give the Squirrel Patrol a big hand for that last skit which they like to call, "The Gathering of the Nuts."

The Fortune Teller

MC: I'd now like to introduce the amazing Felix who can tell you your fortune simply by smelling your shoe.

Felix: Thank you, thank you. Who would like to be my first volunteer? *(Felix selects a "plant" from the audience, the Scout comes forward takes off his shoe and hands it to Felix. Felix smells the shoe and predicts that a Scoutleader will give him a dollar. A nearby Scoutleader walks over and hands him a dollar.)*

Scout 1: Wow! Thanks a lot.

Felix: Who will be my next volunteer? *(Felix selects a "plant" from the audience, the Scout comes forward takes off his shoe and hands it to Felix. Felix smells the shoe and predicts that a Scoutleader will give him two dollars. A nearby Scoutleader walks over and hands him two dollars.)*

Scout 2: Wow! Thanks a lot.

Felix: Who will be my next volunteer? *(This time Felix selects an unsuspecting victim. The victim takes off his shoe and hands it to Felix. Felix throws the shoe to the back of the audience and says) I predict you will go for a long walk.*

The Lawn Mower

This skit requires two Scouts, one serves as the announcer, the other acts like a lawn mower. The first Scout pretends to pull the string in order to start the mower. The mower sputters but refuses to start. The first Scout then calls for volunteers to try and start the mower. The final volunteer successfully starts the mower, and the first Scout explains that all it took to start the mower was a big jerk.

Suckers on the Line

Two people walk on stage with a long rope stretched between them. One of the Scouts explains that he is a fisherman, the other explains that he runs the local fish market. They attempt to contact each other by phone, and the fisherman acts as if he can't hear the fish market manager. Volunteers are brought forward to hold up the line. When several volunteers are up holding the rope, the fisherman and the fish market manager can finally hear each other. The fisherman says that he doesn't have any salmon, but he did catch a bunch of suckers on the line.

Cheers

Cheers are a good way to insure the participation of everyone in attendance at a campfire. Some cheers are humorous, some can be done in a round, and others may require a level of skill or group co-ordination. Cheers are mostly, however, a good way to acknowledge the contributions of performers in a song or skit.

Hat in the Air Cheer

With this cheer, a leader throws their hat in the air. Scouts try to make as much noise as possible while the hat is in the air. When the hat hits the ground, all noise stops.

Bottle Cheer

One hand is clenched in a slightly hollow fist and is struck with the palm of the other hand against the thumb and forefinger. This motion is similar to trying to get ketchup out of a bottle.

We Will Rock You

To the tune of a well known song have everyone repeat, "We will, we will, - rock you!" more emphasis should be placed on the words "rock you." This cheer is usually done to a rhythmic clap that consists of two foot stomps followed by a single hand clap as follows:

Stomp, Stomp, Clap - Stomp, Stomp, Clap - Stomp, Stomp, Clap.

Campbell's Soup Cheer

In unison, Scouts say, "Mmmmm, Mmmmm, Good."

Cookie Cheer

The leader announces that the last skit deserves the cookie cheer. Each Scout places their right hand above their head as if they are holding a cookie. In unison, they pretend to crush the cookie in their hand and say, "crummy, crummy, crummy."

Fortune Cookie Cheer

Similar to the cookie cheer but substitute "Foey, Foey, Foey" for "crummy, crummy, crummy."

Big Round of Applause

Scouts hold both their hands together above their heads. A "cheer" leader says, "Let's give that last performer a round of applause;" the leader then makes a big circle with his hands, bringing them back together by his feet with a single clap. This is a round applause.

Orchestrated Applause

A group leader places his hands out like a symphony director and applause begins. If he lowers his hands Scouts should clap slower and softly. By raising his hands above his heads applause should become louder and faster.

The Symphony Director

A leader divides the group into multiple sections and tells each group to play the part of an instrument. One group can clap in unison like a base drum, another group can be the tuba section verbally repeating "omm pa, omm pa." Additional instruments can be added, and Scouts can whistle, hum, or bop (open their mouths and hit them with a hand) to represent these other sections. The leader then points to a group and asks them to perform. By pointing up the group should perform loudly, pointing down should lower the volume of the team.

"Reverse" applause

Scouts hold their hands apart as if to applaud. Instead of clapping however, Scouts move their hands apart making no sound.

The Clam Cheer

Each Scout is instructed to hold one hand above their heads. They begin making a sound by bringing the fingers of the raised hand down into the palm. This motion is like that of a clam opening and closing its shell. The slight sound is similar to applause, but is a little less than deafening.

The Flintstone Cheer

Each Scout is instructed to shake their hands over their heads while yelling, "Yabba-dabba-do."

Scout Riddles

Sharing riddles and jokes can be a lot of fun, especially at small troop campfires.

Scout Lore

What should you do if you swallow a flashlight?
Spit it out and be delighted.

How many Scouts can you fit in an empty dining hall?
One, then it is no longer empty.

What do you get when you cross a monster and a Boy Scout?
A creature that scares old ladies across the street.

Why did the Scoutmaster put wheels on his rocking chair?
He wanted to rock and roll.

Why shouldn't you place a Scout camp near a chicken farm?
You wouldn't want the campers to hear any fowl language.

What made the skating Boy Scout dizzy?
Too many good turns.

Why did the Scoutleader plan a parade for 03/04/2050?
He wanted the troops to march forth in the future.

What happened to the Scout who put a firecracker in the pancake batter?
When the pancakes came, he blew his stack.

What happened to the Scout who ironed a four leaf clover?
He really pressed his luck.

What happened to the Scout who wanted to be a piece of firewood?
He made a fuel of himself.

Where will campers sleep in the 25th century?
In the future tents.

Why did the Scout stuff dollar bills in his shoe?
He wanted to have a legal tender foot.

What badge do you earn for greeting royalty?
Hi King.

Joe Scout visited Toronto with plans to try his hand at ice fishing. He pitched his tent and got ready to cut a hole in the ice. As he pulled the cord on his chain saw, he heard a voice from above, "There are no fish under the ice."

He pulled the cord again, and the same voice emanated from above, "There are no fish under the ice."

Awestruck, Joe Scout looked reverently at the heavens. "Is that you God," he inquired.

"No," the voice replied. "I own this rink, and I can tell you, there are no fish under the ice."

When Joe Scout first went to camp, a group of boys convinced him to try his hand at elephant hunting. Several hours after he started, he returned to camp empty handed.

"You didn't catch anything, did ya," one of the boys asked Joe Scout.

"No, I gave up because the decoys got too heavy," Joe Scout replied.

Joe Scout handed his teacher a drawing featuring an airplane covered with grapes, apples, bananas and oranges. Puzzled, the teacher turned to Joe and said, "Today's drawings were supposed to be related to patriotic American songs. How is that drawing related to our topic?"

"You know the song America the Beautiful," Joe Scout replied. "Well that's the fruited plane."

Joe Scout and the members of Troop 00, visited a farm for the first time. "I've been watching that bull over there for some time," Joe Scout related, "and I don't understand how come he doesn't have any horns."

"Well," replied the farmer, "sometimes we saw off the horns when they're young so the bulls don't poke us. The horns sometimes fall off the older bulls. As for that bull there, the reason why he doesn't have any horns is because he's a horse."

After breaking his arm, Joe Scout asked the doctor, "Will I be able to play the violin when the cast comes off?"

"Of course you will," replied the doctor.

"That's great," stammered Joe. "I always wished I could play the violin."

Scout versus Scoutmaster

Scoutmaster: Each of you needs to eat all of your vegetables. There are thousands of starving children who would love to have them.

Scout: Name two.

Scoutmaster: Why do you always have to answer my questions with another question?

Scout: Why not?

Scout: If I'm good throughout the entire camping trip will you give me a dollar?

Scoutmaster: Absolutely not! When I was your age I was good for nothing.

Scout: I'm too tired to wash the dishes.

Scoutmaster: Nonsense, a little hard work never killed anyone.

Scout: Then why should I run the risk of being the first?

Scoutmaster: Why are you guys returning so late from the orienteering course?

Scout: We were following this Tate's compass, but it kept sending us in circles.

Scoutmaster: You idiots. Don't you know he who has a Tate's is lost!

Scoutmaster: Your short story entitled, "My Dog," reads exactly the same as your brother's.

Scout: It's the same dog sir.

Scout: My tent mate thinks he's a refrigerator.

Scoutmaster: Don't let it bother you.

Scout: I can't help it. He's sleeping with his mouth open, and the light is keeping me awake.

Scout: I can't sleep.

Scoutmaster: Lie down in the fireplace; you'll sleep like a log.

Scout Jokes

Scout Stories

The Scoutmaster decided to try to use some psychology to try to get his lazy Scouts to do some work. So he said, "I've got a nice easy job for the laziest Scout here. Any volunteers?"

In an instant all but one of the Scouts raised their hands. "Why didn't you raise your hand?" the Scoutmaster asked him.

"Too much work," he replied.

The highlight of the Troop 19 annual winter campout was the ice fishing competition. Each patrol drilled holes in the ice and began fishing. After several minutes the Eagle patrol was reeling in one fish after another, while the other patrols continued to have no luck. A young Scout approached the Eagle patrol leader and asked what he was doing wrong.

"Ymm umm wmm umm," the Patrol Leader replied.

"What?" asked the boy again.

"Ymm umm wmm umm," he said again.

"What?"

Finally, the patrol leader spit a bunch of worms into his hand and said, "You have to keep the worms warm."

Two Scouts were walking through the woods when suddenly a mountain lion leaped out in front of them. The first Scout cautioned the second to remain calm. "Remember what we read in the Scout Handbook. If you stand absolutely still and look the lion straight in the eye, he will turn and run away."

The second Scout said, "Fine, you've read the Scout handbook, and I've read the handbook, but has the lion read the handbook?"

Once there was a boy whose parents named him Odd. Throughout his life, everyone teased him about his name. As he grew old, he wrote out his final wishes. "I've been the butt of jokes all my life," he said. "I don't want people making fun of me after I'm gone." He asked to be buried in the middle of the wilderness with a tombstone that does not bear his name.

After his death, people stumbled upon the large blank stone and said, "That's odd."

The Wild Adirondack Cow

For those who do not live in the Northeast, this section requires a special introduction. The Wild Adirondack Cow is a carnivorous moose-like creature that inhabited the Adirondack and Berkshire valleys. Similar to a Holstein in shape and color, the much larger Wild Adirondack Cow features a wide jaw and bear-like teeth. Most scientists believe the Wild Adirondack Cow (WAC) is now extinct, nonetheless, many campers claim to have seen the creature in recent times. Tales about this vicious relative of the grizzly bear are a central theme in Indian folklore.

How do you keep a Wild Adirondack Cow from charging?

Take away his credit card

Why did the Wild Adirondack Cow say "Baa-baa, oink-oink?"

He was trying to learn a foreign language.

Where did the Wild Adirondack Cow go when he lost his tail?

To a retail store.

What do you call Wild Adirondack Cows that ride on trains?

Passengers.

What happened when the Wild Adirondack Cows entered the campground?

There was udder chaos.

What is black and white and blue all over?

A Wild Adirondack Cow at the north pole.

What is black and white and blue and hides in caves?

A Wild Adirondack Cow that's afraid of polar bears.

Where does a Wild Adirondack Cow go for entertainment?

To the mooovies.

When should Wild Adirondack Cows blow their horns?

When they're stuck in traffic.

What did the Wild Adirondack Cow say after eating a DVD?

I liked the book better.

What do you call a Wild Adirondack Cow with no ears?

Whatever you want; he can't hear you.

Joe Scout's Famous Quotes

These humorous quotes can be used by the MC as a way to keep the audience entertained between skits:

You can't go out there cold turkey with egg on your face.

You can lead a horse to water - but you can't make him put on a swimsuit.

A horse may go to water, but a pencil must be lead.

You can lead a gift horse to water, but you can't look in his mouth.

Don't count you chickens before they cross the road.

He sank to new heights.

Beauty is only skin deep in the eye of the beholder.

Mind your own business before pleasure.

He's still green behind the ears.

He hitched his wagon to a car.

Seven days without food makes one weak.

A home where the buffalo roam is generally a very messy house.

He who laughs first shall be last.

Don't shoot until you see the whites of the egg on their face.

If at first you spill your milk, cry, cry again.

Two wrongs don't make a right, but three lefts do.

Never play hide and seek with a Peking duck.

Audience Participation Stories

Audience participation stories are a way to get everyone attending the campfire involved. Here are a couple of examples of audience participation stories:

Climbing the Mountain

Divide the group into three smaller groups and assign each group one of the words listed below. Read the story. After each of the words is read pause for the group to make the appropriate response.

BOY	I'll get this right!
CHIEF	Hit thighs rhythmically
MOUNTAIN	Pooff, Pooff!

Far away in a dry southwestern country is an Indian village, set in front of a high MOUNTAIN ____, towering up out of the desert. It is considered a great feat to climb this MOUNTAIN ____, so all the BOYS ____ of the village were eager to attempt it. One day the CHIEF ____ said, "Now BOYS ____, you may all go today and try to climb the MOUNTAIN ____. Start right after breakfast, and each of you go as far as you can. Then when you are tired, come back; but let each BOY ____ bring a twig from the place where he turned."

Away the BOYS ____ went; full of hope, each feeling that he surely could reach the top. But soon a small BOY ____ came back, and in his hand he held a leaf of cactus and gave it to the CHIEF ____. The CHIEF ____ smiled and said, "My BOY ____, you did not reach the foot of the MOUNTAIN ____; you did not even get across the desert." Later a second BOY ____ returned. He carried a twig of sagebrush. "Well," said the CHIEF ____, "You got up as far as the MOUNTAIN ____ springs. Another came later with some bucks horn. The CHIEF ____ smiled when he saw it and spoke thus, "You were climbing; you were up to the first slide rock."

Later in the afternoon, one BOY ____ arrived with a cedar spray, and the wise CHIEF ____ said: Well done, you went halfway up. An hour afterward, a BOY ____ came with a switch of pine. To him the CHIEF ____ said, "Good, you went to the third belt; you made three quarters of the climb."

The sun was low when the last BOY ____ returned. He was a tall, splendid BOY ____ of noble character. His hand was empty as he approached the CHIEF ____ but his face was radiant. He said, "My father, there were no trees where I turned back. I saw no twigs, but I saw the shining sea." Now the old CHIEF'S ____ face glowed too as he said aloud and almost sang, "I knew it! When I looked on your face, I knew it. You have been to the top. You need no twigs for token. It is written in your eyes and it rings in your voice. My BOY ____, you have felt the uplift; you have seen the glory of the MOUNTAIN ____."

Oh, young Scouters, keep this in mind, badges are not prizes. Prizes are things of value taken from another. Scout badges, though are merely tokens of what you have done, or where you have been. They are mere twigs from the trail to show how far you have gotten in climbing the MOUNTAIN ____.

The Bird of Many Songs (a Navaho Legend)

Divide the group into six smaller groups and assign each group one of the words listed below. Read the story. After each of the words is read, pause for the group to make the appropriate response.

DOVE	Cooo, Cooo
EAGLE	Screech, Screech
CROW	Caw, Caw
OWL	Whooo, Whooo
ROADRUNNER	Beep, Beep
GREY BIRD	Tweet, Tweet
MOCKINGBIRD	"all the birds together"

Long ago, when the world was new, all the birds, the DOVE ____, the EAGLE ____, the CROW ____, the OWL ____, and the ROADRUNNER ____, had brightly colored feathers. When they spread their wings against the cloudless sky, they were like rainbows. When they made their nests on the ground, they were like a carpet of flowers. However one bird, the GREY BIRD ____, was not as beautiful. He had been asleep, hidden in the branches of the trees, when the colorful feathers were given to the other birds. The GREY BIRD ____ woke up to find that he alone had a coat of dull, drab gray. It made him very sad.

The wind spirit was sorry to see that the GRAY BIRD ____ had been missed. To make up for this mistake, the Wind Spirit gave him a magic necklace to wear. Each bead of the necklace was for a different song. The GRAY BIRD ____ tried the beads, one after the other, and was pleased to hear the music that filled the air. Soon, the DOVE ____ and the EAGLE ____ stopped admiring their reflections in the rivers and streams and hurried to listen. The CROW ____, the OWL ____ and the ROADRUNNER ____ tried to sing too, but the only sound that came from their throats was an ugly, rasping noise. The creatures of the woods covered their ears and ran as far from the noise as they could.

"Share your song beads with us," the EAGLE ____ and the CROW ____ begged. "You have more than you will ever use."

The plain GRAY BIRD ____ did not want to be selfish. He wanted the others to think well of him. So he gave a bead to the DOVE ____, the ROADRUNNER ____, and the CROW ____ when they each asked for one. Before he realized what he had done, the GRAY BIRD ____ had given away every bead on his necklace. Now he had no songs and no bright feathers either. Once again, he was sad.

The GRAY BIRD ____ hid his head under his wing.

The other birds noticed his silence and stopped their singing. "What can we do to help him?" the CROW ____ asked the OWL ____.

"We must give him back his beads," said the ROADRUNNER ____.

"Oh, no!" protested the DOVE ____, who was especially proud of her own sweet melody. The rest of the birds agreed with her.

"Well, if you are not willing to do that, then each of us should share a small part of our beads with him," the EAGLE ____ insisted.

So that is what they did. THE GRAY BIRD ____ put together all the pieces they gave him and made another necklace for himself. Now he could sing a little bit of the DOVE'S ____, the EAGLE'S ____, the CROW'S ____, the ROADRUNNER'S ____, and the OWL'S ____ songs. And that is why he is called the MOCKING BIRD ____.