

of the hiding group comes back and announces that all is ready. The guidelines for Seekers are as follows:

- The object of the game is to find as many of the Hiders as possible.
- Point scores are kept for each team.
- The Seekers are taken to the trailhead and told that from here on, they can expect to find hidden people on each side of the trail.
- The Seekers must stay on the trail.
- When someone thinks he has spotted a Hider, he calls others over to have a look. If the consensus is that there is actually someone there, the attending instructor shines his flashlight directly at the spot indicated by the Seekers. If a Hider is revealed, the Seekers get a point. If there is no one there, the Hiders get a point.
- If all of the Seekers pass a Hider on the trail, the instructor calls the group back and points out the Hider with a flashlight. The Hiders then get a point, and that particular Hider may join the group and silently cheer on his group.

This procedure continues until the last Hider has been found or is revealed. Points are added up. The teams then reverse roles and the game is played again.

The reason the Seekers remain indoors until the Hiders are set is to show what a difference night vision makes for safe walking in the dark. The exercise is a natural lead-in to a discussion about how nocturnal animals can see in reduced light. Mention bats, owls, and cats.

Do not allow any flashlights to be carried, except by the leader.

*Variation:* The trail could be laid out using trail signs.

### **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 campfire 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 attended 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*.