

# HOW TO RUN A CAMPFIRE PROGRAM

## 1. OPENING

### a. HYPER SONG

- i. BOOM CHICKA BOOM
- ii. SCOUTING SPIRIT
- iii. SWIMMING HOLE
- iv. WADDLEACHA
- v. THE GREEN GRASS GROWS ALL AROUND.
- vi. ETC...

### b. HYPER SKIT

- i. THE KING, THE QUEEN AND THE GATE
- ii. WILD WEST SHOOT OUT?
- iii. MAKING EGGS

## 2. SONGS FOR THE MIDDLE OF THE PROGRAM

- a. IF I WERE NOT IN B.S.A.
- b. WERE FROM NAIROBI
- c. JOHNNIE VERBECK
- d. GRANNYS IN THE CELLAR
- e. SUFFOCATION
- f. DING DONG
- g. THE QUARTER MASTER'S STORE
- h. THE SILVERY MOON
- i. MOO MOO
- j. SUNNY SIDE OF LIFE
- k. JOHN JACOB

### 3. SKITS FOR THE MIDDLE OF THE PROGRAM

- a. RAISINS
- b. VERY IMPORTANT PAPERS
- c. FETCH ME MY RED JACKET
- d. SUBMARINE
- e. LETTER FROM SUMMER CAMP
- f. THE QUARTERMASTER STORE
- g. PICK POCKET CHAMPIONSHIP
- h. MAYNARD
- i. FLIPPING CHANNELS
- j. WEIGHER
- k. TWEET TWEET
- l. ECHO CANYON
- m. CROWBAR FROM KMART
- n. MOTORCYCLE GANG
- o. THE ADVENTURES OF SUPER SCOUT
- p. AMERICANS VERSUS THE GERMANS
- q. I SEE A BEAR
- r. THE FINER THINGS IN LIFE
- s. THE WONDER HORSE

### 4. QUICKIES

- a. LIGHT SNACK
- b. LEAVING
- c. MINE IS BIGGER
- d. KICKING BACK
- e. DRAGGING A BELT
- f. THE VIPER
- g. CLIFF CLIMBER
- h. POKING AROUND
- i. BRANCH OFFICE

5. SCOUTMASTER'S MINUTE

a. NOT FOR ANNOUNCEMENTS

b. MEANT TO HAVE A LESSON OR INSPIRE.

6. CLOSING SONG

a. TAPS

b. VESPERS

c. KUMBAYA

d. WHERE HAVE ALL THE FLOWERS GONE?