

9. After Dark

Opening

Sunrise - Ask each girl to curl up on the ground 'asleep'. A leader describes the land and the sky as the sun rises and a new day dawns. Girls gradually stretch, stand up and move to gather in a circle. Add a reading about celebrating a new day.

Torchlight Hide and Seek

Hide in full view, but in out of the way places, six small objects. Each Guide has a torch. Tell them what they are looking for e.g. six shells. Girls all go out together to find the objects. After a set time, they all return and describe where the objects are hidden.

Night Attack

Girls in one Patrol each have a torch and are blindfolded. They spread out in a line along a bush track. Start with everyone else at the beginning of the track. The other Patrols, one at a time, have to creep past. If the sentry patrol hears a noise they turn on their torch. If a direct hit is scored, the player falls back to the start. Leaders act as umpires.

Harbour Boom

Tie a rope between two trees and tie six torches and a lantern (mines) to the rope with the torches off. One Patrol has to creep in and set off the mines by turning on the torches or lighting the lantern. All other patrols have the job of defending the boom by staying about 10–15m from the rope.

Spies in Camp

One patrol is the Spy Patrol. Their job is to make the campfire flare bright.

Start with the Spy Patrol wearing white armbands, carrying a piece of firewood each and standing an agreed distance from a campfire that is burning well.

All other girls take up positions at least 50m from the fire. The spies must creep into camp and put wood on the fire. If they succeed, they stay around the fire. Anyone who is caught loses their wood.

Swap over so each patrol gets a turn. By the end, you will have a brightly burning campfire (we hope!)

What will you do when the sun goes down?

- ♪ Play music?
- ♪ Sing songs?
- ♪ Toast marshmallows?
- ♪ Play a night-lantern game?
- ♪ Tell ghost stories?
- ♪ Have a Yowie hunt?
- ♪ Play moonlight stalking?

Campfire

Having a campfire is a great way to finish a day with friends, fun and fellowship. There are a few things that will make a campfire a really great experience.

- ▶ A well-built fire
- ▶ Risk management – fire safety
- ▶ Memorable moments
- ▶ Enthusiastic participants
- ▶ A skilled leader
- ▶ A varied and balanced program



Set up a wood campfire

Prepare the site so it is safe. Lay large dry logs as a base and set a fire on top. As it burns, keep the logs together for a brighter flame.

You may like to have some larger wood nearby to add later if your fire is going to burn for a long time.



Equipment you'll need:

- ▶ A spade
- ▶ Matches
- ▶ Metal bucket for water
- ▶ Wood
- ▶ Food
- ▶ Utensils
- ▶ Leather gloves/thick pot holder

Set up a mock campfire

Place a series of electronic candles in a circle about 50cm across, or in a star shape. Tealight candles that are multi-coloured look very effective. Inside the circle, place a torch surrounded by a piece of red cellophane then covered with some small twigs.

Many campfires start with a ceremony to light the fire. You may like to do this to set the atmosphere, or use the Spies in Camp game to get the fire alight.

C **Campfire Leader** – know the program and songs well. Be confident and organised. Have a fun and smooth approach. Keep things moving at a steady pace

A **Atmosphere** – marvel at the night, the sky, the glow of the fire, special effects. Choose language, voice modulation and flexibility to help everyone contribute.

M **Memories and melodies** – Introduce magical moments. Use melodies that are easy to memorise or familiar to the group. There could be special sounds, sparkles or touches.

P **Program and participants** – structure the program to grow and fall just like a fire grows and then falls. Choose a good opening, work towards a high point with songs, actions, skits.

F **Fun and friendship** – sing together to break the ice and foster friendship. Add fun with actions, skits and yarns. Sway or laugh together or include international songs.

I **Interest and imagination** – make things special, more than just a singalong. Create drama, use lighting or sound for special effects.

R **Repertoire and repetition** – include songs girls know plus new ones that are easy to follow. Place good singers around the circle to help keep tunes going. Have a few extra ideas.

E **Etiquette** – it is usual to sit up in a part circle (leave a gap for smoke). Torches face towards girls, not peoples' eyes. The leader sets the speed and version of songs.

Laying the Ghosts

Tell a story about a romance, a man sees a girl with another, strangles her and then drowns himself. Each year on that night the ghosts return. Set up two leaders who are a distance from the starting point who moan softly every minute. Everyone else must find one of the ghosts, get into a circle around them and close in till all hold hands. This way the ghosts will be at rest.

Yowie Hunt

Place some 'Yowies' of different colours in a bush some distance from the start. Patrols go out with torches to find the Yowies in a given time. Each colour has a score e.g. Black = 5, Green = 4, Red = 3, Blue = 2, White = 1.

Closing

Sunset - Come together. Sing 'Taps' and as you do, gradually raise your arms, cross them and lie your head on your arms to sleep.

