

# CAMPFIRE GRADING RUBRIC

Candidate Name: \_\_\_\_\_ Troop: \_\_\_\_\_ Campsite: \_\_\_\_\_

Day: \_\_\_\_\_ Scheduled Time: \_\_\_\_\_ Actual Start Time: \_\_\_\_\_ End Time: \_\_\_\_\_

## Section 1: FIRE

Category	Description	Point Value	Points Awarded
Fire Lay	Candidate should use a proper fire lay. Options include a tee-pee, log cabin, or combination of both. If a log cabin is used candidates should notch and stake the fire lay. Notches are grooves on each end of the log so that the above log sits firmly in place without rolling, (similar to Lincoln logs). Staking is placing a stick in the corners of the lay so that if logs were to roll they will hit the stick.	3	
Area Cleared	The area around the fire should be clear of leaves, debris, and people. This should be a 10ft diameter or 5ft radius on each side of the fire. Clearly 10ft cleared area is 2pts. Attempt to clear the area but is not 10ft, 1pt. No effort to clear the area warrants no points.	2	
Materials	Fire should be built with all natural materials. No accelerants, paper, or other unnatural materials should be used. A bird's nest made out of untreated rope is acceptable.	2	
Fire Buckets	An ample amount of fire buckets should be present at the fire. Enough water should be available to put out the fire if it were to get out of control. 2pts for enough buckets with water, 1pt for having fire buckets, but not enough to control the fire, 0pts for no fire buckets.	2	
Audience Safety	Audience should be in a safe viewing area of the fire. They should not be within the 10ft diameter of the fire.	3	
Program Safety	Program should be run in a safe distance from the fire. No skits or songs should be within the 10 ft diameter around the fire. It might be wise to designate a specific area where the skits and songs are to be performed. The only time that someone should be in the 10ft diameter is if they are lighting the fire, there is a flag retirement, or it is necessary for fire control.	3	
Sufficient Tinder	Fire contains sufficient and easily burning tinder. It is evident that the candidate has used enough small wood that will light quickly with little effort.	2	
Lighting of Fire	Fire lights quickly and easily. Person lighting the fire does not struggle to get the fire going. It requires little effort to start the fire. <b>*(If it is raining, there is a fire ban, or other uncontrollable circumstances that would prevent the fire from lighting this category can be omitted.)</b>	3	
Total		20	

Comments: \_\_\_\_\_

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**Section 2: PROGRAM**

Category	Description	Point Value	Points Awarded
Theme	The campfire program should be centered around a theme. The theme should be followed throughout the program and should be appropriate. 3pts = Theme is clear and followed 2pts = Theme is clear and partially followed 1pt = Theme is difficult to identify or not followed	3	
On Time	Program should start at the scheduled time. The candidate should provide graders with the current time and should start the campfire at the scheduled time. 3pts = On time, 2pts = Within 5 minutes of the start time, 1pt = starts 6 or more minutes late.	3	
Program Length	The campfire should last between 20-45 minutes. 4pts = 20-45 minutes 3pts = 15-19 minutes or 46-50 minutes 2pts = 10-14 minutes or 51-55 minutes 1pt = 1-9 minutes or 56+ minutes	4	
Copies of Program	A copy of the program should be provided for the grading team. It should be legible and list all of the skits and songs in the program. 2pts – Copy w/ all skits and songs 1pt – Copy w/ mistakes on skit & song order	2	
Audience Enjoyment	One of the tell tale signs that it is a good campfire program is the reaction of the audience. It is evident that the audience enjoys the program and participates. (Signs include laughter, applause, engagement)	3	
Learning Experience	The campfire should provide some type of learning experience for the audience. This can be done through a Scoutmaster’s minute, a candidate’s minute, or facts provided throughout the campfire.	3	
Ingenuity	Ingenuity means that there is an aspect of originality within the campfire. This could be done through new/original skits and songs, a new story or ceremony, and other creative and original ideas.	2	
Opening	Opening should be strong and show enthusiasm. Candidate should introduce himself and introduce the theme of the campfire. 3pts – Shows enthusiasm, introduces self, and theme 2pts – Shows only two of the above components 1pt – Shows one of the above components	3	
Closing	Closing should end on a solemn note. This can be done with a Scoutmaster’s minute, candidate’s minute, reflection song, ceremony, or asking audience to leave in silence.	2	
<b>Total</b>		25	

Comments: \_\_\_\_\_

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### Section 3: LEADERSHIP

Category	Description	Point Value	Points Awarded
Showed Confidence	When most people get up in front of an audience for the first time nervousness can set in. As a candidate it is important to show confidence in himself. He should know his program and show that it is his program and his campfire.	3	
Control Maintained (Scout Sign)	Using the Scout sign to control the audience is a strong symbol of leadership for a candidate. Using the Scout sign to start the campfire, use whenever the candidate needs the audience's attention, or at the end of the campfire displays control.	2	
Taught Songs, Cheers, etc.	Not only should the candidate participate in skits and songs, he should also lead and teach them. The candidate can teach the audience the lyrics of a song or cheer, or he can lead the song or cheer with the audience.	2	
Presentation	The candidate should present himself as a leader. He should be dressed for the part. Unless his theme calls for a different costume, he should wear his Scout shirt. The candidate should put forth his best effort in presenting a program for his audience. He should "Do his Best!" The Scoutmaster who knows him best can offer the opinion on whether the Scout has done his best on the presentation of his campfire.	3	
Improvising	Improvising is needed when something may not go as planned. If the candidate does not need to improvise, because all runs as planned, he should receive full points. If there is a need for improvising the candidate should exhibit leadership and "make the show go on."	2	
Ran Program Smoothly	The program should be well planned and run smoothly. There should not be long pauses trying to figure out the next song or skit. It should run smoothly and be evident that the candidate knows the program.	3	
Involved Audience	The candidate and performers should involve the audience. This can include getting the audience to stand up for songs, clap their hands, or doing some type of interactive skit or repeat after me song.	3	
Appropriate Enthusiasm	Candidate should use strong voice inflections and arm motions. Candidate should be enthusiastic and provide energy in the campfire.	3	
Leading the Campfire	The candidate should NOT only be an MC (someone who just introduces skits and songs) The candidate should be a part of the campfire and lead skits and songs, as well as participate. The candidate should help his performers out if they are not strong. He should involve the audience if there is a lack of participation.	4	
<b>Total</b>		<b>25</b>	

Comments: \_\_\_\_\_

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## FINAL SCORING

Section	Total Points Possible	Points Earned
1: Fire	20	
2: Program	25	
3. Leadership	25	

<b>TOTAL</b>	70	
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**PASS**  
**53-70**

**NOT PASS**  
**0-52**

**(It is strongly encouraged if the campfire is a 'Not Pass' the candidate reviews areas of improvement, tweak his program and conduct another program. The team will look for improvement in the recommended areas.)**

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A traditional grading team consists of three Firecrafters who attend the campfire to judge. Because of the number of candidates in a week, it is possible that grading teams may be smaller. There must be at least one grader present for a campfire to be judged.

If the candidate properly schedules his campfire with the Firecrafter leadership, and a grading team does not make it to the site on time, the candidate should still go on with his campfire program. Afterwards he should immediately contact a member of the Firecrafter leadership to discuss the campfire. The Firecrafter leadership will consult with the Scoutmaster on the situation.

When the grading team arrives to the campsite, they should introduce themselves to the candidate. They should then ask the candidate what time he is working off of. The graders will follow the time of the candidate and set their watch to the candidate's watch. The grading team may also ask the candidate if they can look at the fire lay and where the candidate would like them to sit.

During the campfire program, the grading team participates as if they are members of the audience. At the conclusion of the campfire, the team should ask the candidate to reflect at his fire while they tally up the rubric. The grading team should then meet with the Scoutmaster to learn a little more about the Scout and ask if the Scout has done his best.

Once the rubric is completed, the team should then ask the candidate to join them. The candidate may be given the option if he would like his Scoutmaster to sit in on the review of the rubric. The grading team should conduct the candle ceremony, ask the candidate about his reflection, and review the rubric. If the campfire is a NOT PASS, the candidate is to be given the rubric and the grading team should discuss with him what areas need improvement. If areas are in need of improvement, they **MUST BE WRITTEN** in the comments section.