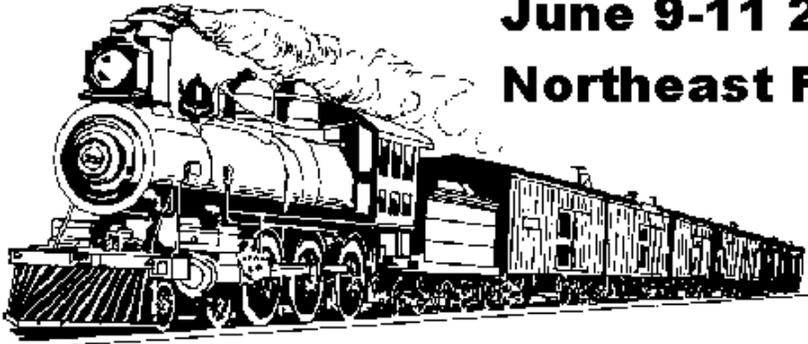


# **Skits-A-Mazoo !!**

## **Akela Calls**

**June 9-11 2000**

**Northeast Region**



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## **SKITS-A-MAZOO !!**

What is a skit?

What it can be used for?

When do you use a skit?

How it can it help fulfill the Purposes of Cub Scouting?

Most of all skits are fun...fun to write, fun to do, and fun to watch.

Skits are defined as short dramas of a serious or funny nature. They are performed at pack meeting and are appealing to boys of Cub Scout age and to adults who like to have fun.

Skits challenge a boy's imagination. He just doesn't play a pirate...he *is* a buccaneer sailing under the Jolly Roger.

Dramatics are important in the growth of boys because it gives them an outlet for the "let's pretend" part of their character. It gives the boys a chance for creative expression rather than imitations or exhibitionism. Skits let a boy express his choice of characters and develop his power of observation by helping him recognize the desirable characteristics in the people he sees. They let him play the parts he has always dreamed of...

Skits create in him the desire to improve his own interpretation of other people.

You can expect an increase in the boy's powers of observation through skits and also a gradual diminishing of self-consciousness.

Skits are not difficult to write but do require a bit of imagination and creativeness. Often the boys in your den are a good source of supply for new ideas. Get their ideas, jot them down and then condense them into a short skit. The boys can make props and simple costumes; the parents can help with these, too.

### **THINGS TO AVOID**

1. Dramatization of undesirable characters. (Drunkards, drug users, etc.)
2. Allowing a Cub to attempt a characterization which is too difficult for him, causing him to be embarrassed or discouraged.
3. Criticism which makes no attempt to suggest a better way out.
4. The tendency of the more capable Cubs to do all the work.
5. Gray areas..... cross gender characterizations, "picking on" or "singling out" (surprise water dumps), racial stereotypes, demeaning characterizations, bodily functions.....and (depending on how it is done)....underwear.

Remember - sometimes it's not WHAT is done, it's HOW it is done that makes it a "gray area"..... remember the self-esteem of the boy, and the respect for the audience.

### **KISMIF**

Simple skits, simple costumes and simple props well done are always more impressive than elaborate ones done poorly. A simple sign can often do wonders...it turns a box into a wagon, car, boat, plane, etc. It can even turn a boy into a tree. Large pieces of corrugated cardboard can be found at furniture stores, appliance stores, and grocery stores.

Fun makes a good skit. More skits and more fun mean more attendance at pack meeting. Whether the theme is serious or humorous, the skit must be fun for the boys.

1. Keep it simple.
2. Subject matter.- The content is important, whether serious or funny.
3. Keep it short. 90 seconds is best; 3 to 5 minutes at the most.
4. Avoid long memorized dialogue. Pantomimes are great.
5. Know the type of stage – is it an open floor, platform at one end of the room, or a regular stage?
6. Know what kind of lighting you'll have and what special effects you can use.
7. Use simple scenery, props, and costumes.
8. Let every boy take a part.
9. Use stage directions liberally – tell who goes where and does what.
10. Make your audience hear. Boys should speak slowly, clearly, loudly. If the audience laughs or applauds, actors should pause before continuing their lines.
11. Know your facilities, your subject, how many boys you have in your den, and what parts they'll play will get you off to a good start planning a skit.
12. Remember, the audience must like your skit. Write it to fit them.

### **RESOURCES**

Where do we find skits? All around us. in books, web sites, emails, jokes and most especially in our Cubs and the dark recess of our minds.

Joke books, old Boys Life magazines, Reader's Digest.....history.. who hasn't seen the Unknown Scout lead William Boyce through the London fog?

Your fellow Scouters..... Events like PowWow, Akela Calls.....

And...the Cubs!

## AMERICAN FOLK TALE SKIT

Narrator: America's history is full of colorful characters. I'm sure you've heard of many that you couldn't even begin to count them. But we also know that much of our country's history wasn't written down until many years had passed. Memories fade as time goes by. Now...we're not calling our historians liars...but...things were not always the way they told us. Take, for instance, the Burro Express rider.

Rider: (enters pulling the burro) "Come on Speedy, those Cub Scouters at Akela Calls are waiting for their Mail.

Narrator: "Excuse me sir? Why do you call your burro Speedy?"

Rider: Why, this here is the fastest burro in the west.

Narrator: "How fast is he?"

Rider: "Why, he's so fast he can dance his shoes off! (Burro dances, and removes his shoes and tosses them into the crowd and they leave.)

Narrator: And there's always the legend of Rip Van Winkle. It's really quite unlikely that he could sleep for forty whole years.

Rip Van W.: (entering) Sleep? Did I hear someone mention sleep. Oh, I'd love to get some sleep!

Narrator: Have a hard day Rip?

Rip Van W.: Day, day he says! Days is more like it. Ever since those Cub Scouters came to town, I haven't slept a wink. They keep knocking things over and tripping over things. And you should hear them laugh.

Narrator: Poor Rip, I guess he could use forty years sleep now.

Chef: (entering eating an ice cream cone)

Narrator: Boy that ice cream looks good. Where can I get some?

Chef: Down the road at Custard's Last Stand.

Wild Bill (hiccupping as he enters)

Narrator: Who are you, sir?

Wild Bill: Why, I'm (hiccup) Wild Bill (hiccup)

Narrator: Wild Bill Hiccup! Imagine meeting you!

Wild Bill (hiccupping as he exits)

Narrator: And that's just some of the (hiccup) ...excuse me...just some of the many colorful character-(hiccup)...sorry...some of the many color-(hiccup)...(hiccup)...Oh...(hiccup)...now he's got me doing it! (hiccup)

## The Ants

Characters: 6 to 8 Cub Scouts      Props: Paper sacks      Setting: Skit opens with boys standing together in a backyard. (Cardboard cutout trees and bushes could be used. )

1st Cub: Gee, there's nothing to do.

2nd Cub: Yeah, I know.

3rd Cub: Hey, let's have a backyard picnic.

All: Yeah!

2nd Cub: I'll bring the potato chips.

3rd Cub: I'll bring the hot dogs.

4th Cub: I'll bring the hot dog buns.

5th Cub: I'll bring the drinks.

6th Cub: And I'll bring something special!

(All walk offstage and come back carrying sacks)

2nd Cub: Here are the chips.

3rd Cub: Here are the hot dogs.

4th Cub: Here are the hot dog buns.

5th Cub: Here are the drinks.

1<sup>st</sup> Cub: Hey, you said you were going to bring something special...did ya?

6th Cub: Yep! Something no picnic should be without!

5th Cub: What's that?

6th Cub: I brought the ants!!

## Artistic Genius

The scene is an art show where judges are inspecting several canvases are displayed. They comment on the brightness, color, technique, that is used on the different pictures. They select one for the prize and comment additionally on the genius, imagination, and the beauty of the picture. The artist is called up and the winning picture is shown to him. The painter exclaims, "Oh, my goodness, that got in by mistake. That's the canvas that I clean my brushes on."

## The Baseball Game

**Note: the "volunteer" who gets wet is in on the gag!**

### Preparation

You will need an Announcer and a Pitcher, but the Batters will be volunteers. The first Volunteer should be told what is happening ahead of time, so that his performance shows others how it's done. Set up a sheet a backdrop. Two Scouts hide behind it, one with a flashlight and the other with a bucket of water (but be sure that the audience does not see the bucket). The flashlight is held against the sheet to simulate the ball. The movement of the light is the key to the whole skit.

A baseball bat or a thick stick is needed for the batter, and a baseball glove for the Pitcher. Use a roll of canvas and a stick (or something similar) to simulate the sound of the ball hitting the catcher's glove (done by a Scout behind the sheet). If it is dark, have two strong flashlights shining on the Pitcher and Batter.

### The Skit

The Announcer comes on stage and tells the audience that there will be a baseball pitching demonstration. He introduces the Pitcher as the greatest pitcher of all time, who will show us his famous specialty pitches. After a buildup about how great the Pitcher is, the Announcer positions the Pitcher at one end of the sheet. The Announcer asks for members of the audience to volunteer to try to hit this famous pitcher's best pitches. The first volunteer is given the bat and placed at the other end of the sheet. The Announcer explains that the Pitcher will throw one pitch, and the Batter must do his best to hit the ball. The Pitcher winds up and pretends to throw, as the Announcer narrates ("He's set. He winds up. There's the pitch!") The Scout behind the screen moves his light rapidly down the sheet. The Announcer yells, "Fast ball!" The Batter swings hard. We hear the sound of the ball hitting the catcher's mitt. The Announcer says, "A strike! You're Out!" The Batter returns to his seat. Another Batter is recruited. This time the Announcer calls out a curve ball, which curves wildly across the sheet. The Batter is again called out. The process continues with a knuckleball and a screwball. Finally, the Announcer introduces the famous Pitcher's dreaded Secret Pitch. He asks for a special volunteer, of especially outstanding baseball ability and unusual courage, to try to hit this pitch. A Scapegoat is volunteered by the Announcer and encouraged to come up.

The Batter is carefully placed, and the ball is pitched. As it comes to the Batter, the Announcer cries, "Watch out! It's a spitball!"

His warning comes too late, as water cascades over the sheet onto the Batter.

## Bee Sting

1st Scout "OOOOOUCH, OOOOOOH, OOOOOUCH"  
2nd Scout "What's the matter with you?"  
1st Scout "A bee's stung my thumb!"  
2nd Scout "Try putting some cream on it then."  
1st Scout "But the bee will be miles away by this time."

## Bell Ringer #1

Props: Coat with football or wadded clothing under it for the Hunchback, hat or nightstick for Gendarme.  
Announcer: The Hunchback of Notre Dame has decided to retire, and has placed an ad in the Paris Times for someone to come and learn how to ring the bells.  
Effects: (Knock, knock, knock)  
Hunchback: (Gravely voice) Oh, somebody must be here about my job. I'll go down and see. (Goes 'round and 'round the campfire, as if going down the bell tower, bent over due to hunch.)  
Effects : (Knock, knock, knock)  
Hunchback: (Angrily) I'm coming, I'm coming. There's a lot of stairs here. (Arrives at and opens the door.)  
Hunchback: Yeah ! What do you want ?  
Applicant: I'm here about the bell ringer's job.  
Hunchback: All right ! Come on up and I'll see if you can do the job. (Begins to go up (the other way around) followed by the applicant.)  
Applicant: Boy, the ceiling is not very high here, is it ?  
Hunchback: Listen, you go up and down these stairs 20 times a day for 45 years and you just learn to stay bent over. Hey, did you close that door, didn't you ?  
Applicant: I don't know. I don't remember.  
Hunchback: Well, we gotta go down and keep it locked, can't run up the church's fuel bill. (Both turn around and go back.)  
Hunchback: That's the first thing you gotta learn. Keep the door closed. Up and down these stairs, that's the hard part. (Arriving at door) O.K., so now you're here, close the door.  
Applicant: (Closes door) How are the benefits in this job ?  
Hunchback: (Both going back up) Well, it has its ups and downs. The Church board will buy you ear plugs every six months and a new bottle of bell polish once a year (Finally arriving at the bell) All right, now you stand over there, and I'll show you how it's done. First you grab the bell here and push it out very hard (steps back and follows path of bell out and back) then the bell comes back on its own. That's all there is to it. Do you think you can do that ?  
Applicant: Sure ! (does the action with the bell, but does not step back, is hit by bell and falls back, to the ground)  
Hunchback: Oh my gosh ! He's fallen 15 stories to the sidewalk. I'd better get down there. (Goes 'round and 'round until he reaches the ground)  
(Crowd enters mumbling, stops astonished at body)  
Gendarme : (Entering, calls to Hunchback) Hey you ! Do you know this guy ? (Rolls body over with foot)  
Hunchback: No, but his face sure rings a bell !

## Bell Ringer # 2

(The trick with this skit is to do it the night after doing Bell Ringer #1, and to do everything exactly the same - perhaps with a little more 'hamming it up')  
(When the Applicant arrives the Hunchback says:)  
Hunchback: You look just like the guy who was here yesterday.  
Applicant: Oh, that was my twin brother.

(Revert to the original dialog again. The audience will think it's getting a re-run and prepare itself for a 'groaner' of a cheer. When they hear the ending, you'll get a great reaction.)

(Carry on with dialog, except for the last line.)

Hunchback: No, but he's a dead ringer for the guy who was here yesterday !

### Bell Ringer # 3

(To be used ONLY when Bell Ringer #1 and #2 have been used.)

Props: Rain slickers, blanket, and Gendarme gear from above.

(Two players enter in rain slickers holding blanket between them like a jumping net. The jig and jog around the performing area.)

Gendarme : (Entering) Hey, what are you guys doing ?

Fireman #1: Well, the last two nights some guy has jumped out of that bell tower, and we came to catch him !

### The Best Spitter In The World

The key performer is the Catcher, who must wave around a can of water without spilling. He simulates the spit hitting the can by tapping on the can with his finger. He will need to practice so that he does not spill, does not show the audience that there is water in the can, and can be heard but not seen when he taps the can.

The catcher sits quietly in the audience. The can of water is on the stage, but not obvious.

A Scout loudly proclaims himself as The Best Spitter In The World. He boasts about his spitting ability, saying that he can spit farther than anyone else. Other Scouts, who have been planted at the back of the audience, challenge him to prove it, saying that they do not believe him. The audience takes up the cry.

The Spitter agrees and asks for someone from the audience to catch for him, just to prove his ability. The Catcher volunteers, acting as if he expects to be the scapegoat.

The Spitter explains that he will stand about 20 feet apart. He will spit, and the Catcher will catch the spit, just to prove the distance and accuracy. The Catcher reacts with horror, "I'm not going to touch your spit!" The Spitter is understanding, notices the can, and offers it as something to catch with. The Catcher agrees with obvious relief.

They set up a short distance apart. The Spitter winds up and spits. The catcher reaches up and catches with a solid thump.

The Spitter takes a bow, but the audience is not impressed. They say anyone can do that, do something harder. They back off and repeat the performance from a greater distance. Again, the audience yells at him.

After several tries, the Spitter claims that he can spit all the way around the world! The audience reaction is predictable. They set up; the Spitter spits; the Catcher ducks, waits, moves the pan around, and catches it.

Now the planted Scouts yell that the Spitter is a fake! They say that he couldn't really spit all around the world. The Spitter says, "Oh, yeah? Show them."

The Catcher turns and throws the water into the crowd.

### The Better Thief

Cast: 2 Scouts

There are two scouts, they each say, "I'm the better thief."

"No I'm the better thief."

Then one says, "Wait, lets have a contest, we will walk past each other three times and who ever steals the best thing wins."

The scouts then walk past each other twice pulling out objects such as knife, watch, glasses, etc.

Finally on the third pass, the first scout says, "I've got your wallet, ha, beat that!"

The second Scout looks around nervously then says, "You've got my wallet, well in that case you would win, but ... I've got your underwear!" And waves a pair of shorts in the air.

## Big Game Hunting

Two to four hunters talking together each says that he is packing a heavier and more powerful gun to shoot with. The first starts out with a small handgun and the last ending up with a very powerful rifle, shotgun, whatever. Two others come over who have overheard the hunter and want to settle a bet. Are the hunters going after wolves or moose. One of the hunters replies, "Why no, we are going after mosquitoes!!"

## Big Itch

Cast: Guy, 4 People on lunch break

Setting: Park Bench

Guy is sitting on park bench.

Guy: I'm waiting for my girlfriend. I hope she comes soon.

(Luncher #1 sits on bench and moves him over. #2 sits on end and they move over, further pushing guy. #3 comes, and #4 comes, each in turn pushing the guy a little until he falls off. Really annoyed, he starts to scratch himself a little, then a little more then all over. Lunchers look at each other, start scratching a little bit then hurriedly leave.)

Guy: (Sitting on bench again) Works all the time!

## The Blanket Tossing Team

This takes about six guys, who form a circle around an invisible blanket, with a small invisible guy (Bruce) who sits in the middle of the invisible blanket and gets tossed.

"We're an Olympic blanket tossing team, and Bruce in the middle here is our star blanket bouncer. We'll toss Bruce a bit just to warm up. One, two, three! One, two, three! One, two, three!"

On three each time, the team lets the pretend blanket go slack, then pull it taught. They watch the invisible Bruce go up in the air, then come down, and the gently catch him again in the blanket. Each time they toss him higher. The team has to be in sync, and they have to watch about the same spot -- the easiest way to do this is to have everyone just imitate the leader, who is the speaker.

"OK, we're all limbered up now?" The team murmurs in agreement. "Then let's toss Bruce a bit higher. One, two, three!"

Bruce comes up, and the team adjusts their position a bit to catch him as he comes down.

"One, two, three!" This wait about ten seconds, and move quite a bit to get under him. Move this way and that before finally catching him.

"One, two, three!" twenty seconds this time, almost lose track of him, adjust the position here, there, and here again.

"What? What's that you say, Bruce?" pause "Audience, you are in luck! Bruce wants to go for the world record blanket toss! Ready team? One! Two! Thu-reee!!!" A mighty toss! The team shifts positions, like trying to catch a high fly ball. "There he goes! He's past the trees! He's really up there!" pause, looking hard into the sky "Do you see him? I've lost him. Where'd he go?" another pause "Oh well." The team leaves the stage, and the program continues.

After another skit and song, and preferably in the middle of awards or announcements of some sort, "Bruce! Quick team!" The blanket tossing team runs back on stage, positions themselves this way and that, and catches Bruce. "Let's have a big hand for Bruce! Yay!!!"

## The Blue and Gold Banquet

Characters: Some Cubs dressed as parents and seated at a table decorated as for a Blue & Gold banquet. One Cub Scout dressed as a Cub waiter -- with an apron and a towel over his arm.

Narrator: It is the annual Blue & Gold banquet at Pack 999. Every year, the Cub Scouts at Pack 999 serve as waiters and cooked for their parents. The boys try very hard to do a good job, but every year a few little things seem to go wrong. Let's see what is happening this year....

Parent #1: Excuse me, Johnny. Is this coffee or tea? It tasted like kerosene.

Cub waiter: Then it's coffee. The tea tastes like gasoline.

Parent #2: I hope you'll hurry and bring my food. I'm so hungry I could eat a horse.

Cub waiter: Then you've come to the right place!

Parent #3: Why do you have your fingers on top of my food?

Cub waiter: (serving plate with his hand all over it) So it won't fall on the floor again.

Parent #4: Why are you stomping on my steak?

Cub waiter: (stomping something on floor) Because when you told me to bring you your food, you said to "step on it."

Parent #5: I'm afraid there's a fly in my soup.

Cub waiter: Don't worry. There's no extra charge.

Parent #5: There really is a fly in my soup.

Cub waiter: What did you expect at a Blue and Gold banquet -- a humming bird?

Narrator: Ah, yes. Another Blue and Gold banquet at Pack 999. Good eating, everyone.

## BLUE AND GOLD SKIT

Setting: The narrator, the spirit of Lord Baden-Powell is a Den Chief in full uniform wearing a campaign hat. He reads the script from a lectern, while Cub Scouts in uniform come on stage one by one.

Narrator: I represent the spirit of Lord Baden-Powell. The founder of Boy Scouting. I am also the spirit of Boy Scouting past and present. Here is our future...the Cub Scouts of America.

(First boy enters in complete uniform.)

The two colors of the Cub Scout uniform have a meaning. Blue stands for truth and loyalty; gold for good cheer and happiness.

(Second boy enters carrying Wolf Book and Kipling's "Jungle Book.")

Early Cub Scout ceremonies were based on Kipling's Jungle Tales. When Cub Scouting was organized in America in 1930. Indian themes were used.

(Third boy enters with a craft project of wood.)

Cub Scouting means fun. We have lots of fun. But most boys like making things...real boy projects...things they can play with or that follow the monthly theme.

(Fourth boy enters carrying a nature collection.)

Cub Scouts like to go on hikes and collect things for their nature collection or the den museum. They like the outdoors.

(Fifth boy enters carrying a buddy burner.)

Most Cub Scouts like to go on picnics. All boys like to eat. It is even more fun when they can cook their own food.

(Sixth boy enters - the smallest Cub Scout - holding the American Flag.)

Cub Scouts are proud to be Americans. They are proud of their Flag. They are also proud of their pack flag (points to it) because it reminds them they are part of years of Scouting. They belong!

Yes, I represent the past and the present. These boys, Cub Scouts now, are the men of tomorrow. They will be the preservers of our American heritage. Please stand and join us in singing "God Bless America".

## Brain Shop

Cast: Customer, Shopkeeper

Setting: Brain Shop

Customer: Hi! I'm bored with myself. I'd like to buy a new brain and have an all new personality.

Shopkeeper: (In one of those evil, horror movie voices) Ahh, yes. Well, I can sell you this brain from Billy Crystal for \$5000. Here. Try it. ("Unscrews" head and plops in pretend brain.) How do you feel?

Customer: (In Billy Crystal style voice) Marvelous. I ... feel ... marrvelous. But I don't think it's me. Can I try another?

Shopkeeper: Okay. Let me see. (Rummages around.) Let's try this one. It's the brain from Captain Kirk. Only \$5000.

Customer: (In Kirk voice) Scotty ... Can you fix those transporters? No, a bit too famous for me.

Shopkeeper: Sure. I'll go out back. (Rummages around in back of store.) Here's one from Ronald Reagan. It only costs \$5000. How do you feel?

Customer: (In Ronald Reagan style voice) Wellll ... Bonzo, stop that ... I think that this one's still a bit too famous for me.

Shopkeeper: Hmmmm. A tough customer. I'll have to go down to the basement. I'll be back. (Customer comments on the kind of brains he has gotten and what kind he'll get next.) Ahhh, here we are. The best in the house, not famous at all. I guarantee you'll love it. Only \$15000. (Yes ... \$15000.)

Customer: (Imitates a leader in the crowd for some notorious act, such as putting up the sign and calling out "PACK!" or admonishing the kids or doing a famous routine or the like.) Hmmmm ... this is good. But I recognize it. No, wait ... it's (Insert name of person.) I love it! But tell me ... the brains of those three famous people only cost \$5000 apiece. This one, however, comes from a virtually unknown, unimportant person. Why does it cost \$15000?

Shopkeeper: Well, it's never been used!

## The Briefcase

Scene: A person standing on a stage reciting a long story (or some other activity). A second person will enter at various stages and interrupt him, after which the story teller starts again.

The second person will need the following props: A briefcase, and a step ladder.

1. Person 2 walks on with a briefcase. First person asks him what he's doing.

Reply: "I'm taking my case to court". Walks off.

2. Enters again with a step ladder. Same as before, this time replying: "I'm taking my case to a higher court"

3. This time, person two places the hands of the story teller in front of him, and puts his case on them. "I rest my case" (This one works best when the story teller doesn't know about it).

4. Final entry, without a case: "I lost my case"

*This can of course be expanded. Seen in a variety show with many other things happening (mostly knock-knock jokes) in turn. Can be good when done properly.*

## A Brotherhood of Scouting

This skit has a Brotherhood theme, and is well-suited to the older sections (Scouts and higher) and leaders, particularly in an all-sections campfire. It is best presented near the end of the campfire, when things are winding down (and the children have settled down).

People required for the Skit: 6

Cast:

Old Man with a Staff

Spirit of the Beaver

Spirit of the Wolf Cub

Spirit of the Scout

Spirit of adventure

Spirit of the Rover

(fewer people may be used by doubling up on roles)

Skit Setup: Index cards can be used by the Spirits if there isn't time to memorize each role. (Small Flashlight recommended!)

The Old Man is inside the campfire circle, walking slowly with his staff. He is slightly hunched over with age and leans on the staff heavily.

The Scouting Spirits are evenly spaced outside the campfire circle, just far enough back not to be seen. (They should speak loud and clearly).

NOTE: When the Old Man stops each time and looks into the fire, there should be 2-3 seconds of silence before the Spirits speak.

(The memories that the Old Man says aloud should be specific to the group, so they have relevance to the audience and can feel the full impact of the skit. Consult with other leaders/ youth for ideas.)

#### The Skit:

OLD MAN (Shuffling slowly around the campfire). "My life has been long, too long, and my Scouting years are behind me. My friends are all gone and I am going to die alone. Old and Alone." (Stops and stares into the fire)

ALL SPIRITS: "SHARING"

SPIRIT OF THE BEAVER: "I am the Spirit of the Beaver. When you were young, I taught you Sharing and Caring for the World."

OLD MAN (Resumes shuffling slowly around the campfire). <Beaver Memory> e.g. "Beavers. I remember Beavers. Riverbanks and the Beaver Pond, making crafts to take home to Mom..." <etc.> (The Old Man stops again and stares into the fire.)

ALL SPIRITS: "A-Ke-Lah"

SPIRIT OF THE WOLF CUB: "I am the Spirit of the Wolf Cub. I taught you to do your best, I led your Pack through the forest and you lived by My Law."

OLD MAN (Resumes shuffling around the campfire). <Cub Memory> e.g. "Cubs. I remember Cubs. Hot Dog roasts in the bush, my first real camp-out, and of course the Kub Kar races..." <etc.>. (The Old Man stops again and stares into the fire.)

ALL SPIRITS: "On My Honor"

SPIRIT OF THE SCOUT: "I am the Spirit of the Scout. I taught you knots and how to camp without a trace, and together we explored the land."

OLD MAN (Resumes shuffling around the circle). <Scout Memory> e.g. "Scouts. I remember Scouts. Long hikes and long camps, breaking lake ice for water in the winter. And then there was Jamboree..." <etc.> (Stops and stares into the fire.)

ALL SPIRITS: "Challenge"

SPIRIT OF ADVENTURE: "I am the Spirit of adVenture. I taught you leadership and set you free, to test your limits to the skies."

OLD MAN (Resumes shuffling around the fire). <Venturer Memory> e.g. "Oh, yes, Venturers. Attending Jamboree as a Hikemaster, leading people from around the world into the Rockies. Getting my drivers license and trying to date Rangers..." <etc.> (Stops and stares into the fire)

ALL SPIRITS: "Service"

SPIRIT OF THE ROVER: "I am the Spirit of the Rover. I led you to adulthood and self-destiny. We chose to give back the love we were given through Service."

OLD MAN (Resumes shuffling). <Rover Memory> e.g. "Rovers. I could never forget Rovers. Helping out at Dream-On, putting on District campfires. And then there were the Moots and Road trips. And camps, camps, camps." (Slows down and begins to sink to the ground. He is dying.)

ALL SPIRITS (Walk straight into the campfire circle from where they stand, if possible. They should all arrive at the Old Man's body at the same time. Wait a moment or two.)

"We are the brotherhood of Scouting". <Each section says its name in order - BEAVERS, CUBS, SCOUTS, VENTURERS, ROVERS.> "If you grow up with Scouting you are NEVER alone."

-- Thanks to Gary Nelson

## The Bubble Gum on the Street

*One of those skits Cubs just love and laugh at.*

Cast: Kid, Dog, Basketball Player, Car, Jogger and Old Man

Setting: City Street

Kid: Blowing bubbles is just great. Watch. (Blows imaginary bubble; it pops and lands somewhere on the ground.) Hmm. Where did it go? I should look for it. (Goes around and exits, still looking for it.)

Enter dog, who stops, sniffs at gum, pees on it, and exits. Basketball player is dribbling ball when it gets stuck on the gum -- he tries to loosen it and finally does. Car drives right over it. Jogger goes by, his foot gets stuck on it; old man comes by and his cane gets stuck on it. Finally, Kid comes back.

Kid: Ahh! There's my piece of gum! (Picks it up, pops it in his mouth and continues chewing.)

## Bus Driver

Cast: Several Passengers, Bus Driver, "Stinky"

Setting: Bus

Bus driver drives the bus along the route, and at each stop, more and more people get off the bus, holding their noses, telling the driver to hurry up, pushing against each other, running off the bus, until finally only Stinky and the Driver are left on the bus.

Driver: (Talking to Stinky) Hey! All my passengers left. You know anything about it? (Smells something awful.) Hmm. Something smells -- it must be you.

Did you wash this morning?

Stinky: Yes.

Driver: Hmm. Deodorant?

Stinky: Yes.

Driver: Hmm. Clean shirt?

Stinky: Yes.

Driver: Clean underwear?

Stinky: Yes.

Driver: Change your socks?

Stinky: Sure! Here are the old ones!

## Campers and Bears

Two campers are walking through the forest when they suddenly encounter a grizzly bear! The bear rears up on his hind legs and lets out a terrifying roar. They're both frozen in their tracks.

The first camper whispers, "I'm sure glad I wore my running shoes today."

"It doesn't matter what kind of shoes you're wearing, you're not gonna outrun that bear," replies the second.

"I don't have to outrun the bear, I just have to outrun YOU," he answers.

## C.P.R.

The first Scout comes out walking around, he suddenly grabs his chest and falls to the ground. Two other scouts come in talking about just completing their first aid merit badge and find the scout on the ground.

They rush to his aid and begin C.P.R.. Adjust head, listen, feel for pulse and then begin (fake) compressions. The other scout counts. After about 3 sets, the other scout yells "switch". Suddenly the scout on the ground gets up, one of the two scouts lies down, and they begin again to administer C.P.R.

## Camp Coffee Sketch

Props: A large cooking pot and mugs for actors

1st Scout- (Walks to pot carrying his mug. He dips his mug in and brings it up to his lips for a drink) "This camp coffee is getting worse".

2nd Scout- (Walks to pot carrying his mug. He dips his mug in and brings it up to his lips for a drink) "This camp tea is getting worse".

3rd Scout- (Walks to pot carrying his mug. He dips his mug in and brings it up to his lips for a drink) "This camp hot chocolate is getting worse".

4th Scout- (Walks up to pot, dips his hands in and takes out a pair of wet socks. As he wrings them out he says) "I thought that would get them clean!"

## Can You Do This?

Cast: 2 People, campfire blanket

Have one person lie down on his back and the other kneel directly over him. The top person wears the campfire blanket so as to hide his legs and expose the legs of the person lying down, to create the effect of it being one person sitting down.

Person: Hi there! Welcome to Don's House of Fine Exercises and Sports Medicine. Today I'm going to ask you about your regular stretching routine. Can you do this? (Lifts up a leg so that it's parallel with the chest.) Or this? (Lifts other leg.) And how about this? (Crosses the legs.) This is an unusual one. Can you do it? (Brings feet around the neck.) And let's not forget this one. Can you do it? (Stretches out the legs in spread eagle fashion in the air.) (Elicit a no answer from a volunteer.) Well, neither can I! (Stands up.)

## Climb That

Two Scouts meet, and the first scout begins to brag he can climb anything.

Scout 1: "Can you climb that tree?"

Scout 2 "Sure I've done it lots of times."

Scout 1 "Can you climb the steep hill over there?"

Scout 2 "No sweat, no problem for me."

Scout 1 "How about the Empire State Building?"

Scout 2 "Done it, Did it."

Scout 1 "How about Mount Everest?"

Scout 2 "Boy that was I cold day, I've done that too. I told you I am the world's greatest climber, I can climb anything!"

Scout 1 "I'll bet you ten bucks I can show you something that you can't climb."

Scout 2 "Your on!"

Scout 1 pulls out a flashlight and shine the beam up into the sky "all right climb that!"

Scout 2 "Are you crazy? No Way!"

Scout 1 "I knew you would back out, now pay up!"

Scout 2 "I won't pay because its not fair. I know you, I'd start climbing and I'd get half way and you'd turn the flashlight off!"

## CONSTITUTION SKIT

Scene: Philadelphia, 1787

Characters: Narrator, 4 Cub Scouts in colonial dress, some extra Scouts.

Narrator: "While it's true that our constitution was written by truly great men, it still took 11 years to finish. Lets look in on some of these men as they go about their work. Here comes Ben Franklin and Samuel Adams."

Sam: "Let's have pizza tonight."

Ben: "I don't like pizza. How about tacos?"

Sam: "But I don't like tacos. Let's have hamburgers."

Ben: "We always have burgers."

(The two walk off stage still arguing.)

Narrator: (flustered) "Simply a difference of opinion, ladies and gentlemen. Don't worry, they'll work it out. Look there's Thomas Jefferson and John Adams."

John: "I tell you the Yankees are the best!"

Tom: "No way, it's gonna be the Braves this year."

Narrator: "Wait a minute you two, are you talking about baseball."

Tom and John: "Yes!"

Narrator: "Baseball hasn't been invented yet!"

John and Tom: "OH!" and then walk off arguing about football.

Narrator: "I don't know what's going on here. Wait, they're gathered together! Now what are they arguing about?"

(The four Scouts plus the extras are gathered around a table.....)  
Tom: "At least we agree on something...The Constitution of the United States!"

## Crazy Charlie

The scene is set up so that Crazy Charlie is portrayed as being in a mental institution. It's dinner time and before he can ask for anyone to pass the meat, someone calls out 37 and the room bursts into laughter. Moments later 57 is called out and more laughter results. Crazy Charlie asks the guy next to him what is going on. He is told that everyone knows each others jokes so well that they have numbered the jokes. After a while Charlie decides to give it a trial and call 52, but no one laughs; there is complete silence. Charlie asks his friend what is wrong. He friend tells him not to worry that there isn't anything wrong, some people can tell jokes and some people can't.

## Cub Cookout

Characters: Several Cubs around fake campfire pretending to cook hot dogs on sticks. Two Cubs dressed as mosquitoes--antennae, wings etc.

Setting: Boys around fire keep slapping as if they are being attacked by mosquitoes throughout the skit. As the scene opens, the two mosquitoes enter the stage and continue walking randomly around the boys as they deliver their lines.

Mosquito #1: Hey, I got a good one! Which sport do we mosquitoes like best?

Mosquito #2: Easy! Skin diving. Say, did you hear what the Cub Scout said to the mosquito.

Mosquito #1: No, what?

Mosquito #2: Don't bug me!

Mosquito #1: Are you related to any of the bugs around here?

Mosquito #2: Sure. My ant.

Mosquito #1: Did you hear what the mother grasshopper said to her children?

Mosquito #2: No -- tell me.

Mosquito #1: Hop to it!

Cub #1: These mosquitoes are awful! Lucky I brought the insect repellent. (Pretends to spray air.)  
(Mosquitoes exit quickly -- choking and gagging.)

Cub #2: (To cub #1) Say, what has 18 feet, red eyes, and long claws.

Cub #1: I don't know.

Cub #2: Neither do I, but it's crawling up your neck.

(All boys run screaming from stage.)

## Cub Olympics

Characters: TV reporter, 4 Cub athletes getting ready for the Cub Olympics.

Props: Frisbee for discuss, pile for javelin, bag of cookies, toothbrush and basin of water on stand, fake mike for reporter (can be dressed in suit jacket and have ID for his station on his lapel in large letters)

TV reporter: We're here today to interview the athletes at Pack \_\_\_\_\_ as they prepare for the challenge of this years Cub Olympics. As you can imagine, it takes months of training and hard work to get these athletes ready to compete. Let's see how they are preparing themselves for the big competition. (turns to Cub #1 with microphone) Tell me, how are you getting ready for your event in the Olympics?

Cub #1: I'm practicing my throw for the discus event. (demonstrates how to throw discus using Frisbee)

TV reporter: Great form! (turns to Cub #2) and you -- can you tell us how you are preparing to compete?

Cub #2: I'm polishing my javelin for the javelin throw (polishes pole with a rag.)

TV reporter: Good luck! (turns to Cub #3) What are you doing today?

Cub #3: I'm practicing for the standing broad jump. (does a couple of practice jumps)

TV reporter: Fine! (turns to Cub #4) And what are you doing to train for the Olympics?

Cub #4: I'm brushing my teeth! (uses basin of water and toothbrush --pretends to brush teeth)

TV reporter: Brushing your teeth! What Olympic event could you possibly be training for?

Cub #4: I'm training for the International Olympic Cookie - Eating event! (pulls out bag of cookies and stuffs some in his mouth.)

## Cub Scout Socks

Characters: Den leader, 3 Cub Scouts

Props: A pile of socks on a table. Den leader sits behind table.

Den leader: Boys, I'm pleased to announce that our new Cub Scout socks have arrived! Please step up for your supply of clean socks.

Cub #1: I need four pair.

Den leader: What do you need 4 pair for?

Cub #1: I need them for Monday, Wednesday, Friday, and Sunday.

Den leader: O.K. Here are your socks. Next please.

Cub #2: I need seven pair.

Den leader: What do you need seven pair for?

Cub #2: For Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, and Saturday.

Den leader: O.K. here are your socks.

Cub #3: I need 12 pairs.

Den leader: Wow, you must really be a clean guy! So why do you need 12 pair?

Cub #3: Well, there's January, February, March, April...etc.

## Dad's Tools

Characters: Narrator, Dad, Mom, Cub Scout

Narrator: As our plan begins, Dad is looking for his hammer...

Dad: Has anyone seen my hammer?

Mom: No dear, did you look in your toolbox?

Dad: It's not there. No one ever puts anything back where it belongs around here.

Cub Scout: Look, Dad. I found it. It's over here behind the door where you used it to fix the loose door hinges.

Dad: Now, where is my saw?

Mom: It should be on your workbench.

Dad: Well, it's not there. No one ever puts my tools away.

Cub Scout: Dad, don't you remember? You left it out by the garage when you were sawing those boards to build my clubhouse.

Dad: Good grief! Now where is my file?

Cub Scout: Oh, that's out in the yard where you used it to sharpen the lawn mower blade.

Dad: I can't find my screwdriver now, and I just had it! Did you use it, son?

Cub Scout: Yes, Dad. And here it is in the toolbox - right where I put it when I finished with it.

Dad: Oh! I never thought of looking for it there!

## **DANGER! BEWARE OF DOG!**

Upon entering the little country store, the stranger noticed a sign

> saying; DANGER! BEWARE OF DOG! posted on the glass door. Inside he noticed

> a harmless old hound dog asleep on the floor besides the cash register.

> He asked the store manager, "Is THAT the dog folks are supposed to beware

> of?" "Yep, that's him," he replied. The stranger couldn't help but be

> amused. "That certainly doesn't look like a dangerous dog to me. Why in

> the world would you post that sign?"

> "Because," the owner replied, "before I posted that sign, people kept

> tripping over him.

## DAVY CROCKETT SKIT

Characters: Announcer, 6 Cub Scouts in Davy Crockett costumes; 7th Cub in dress clothes and wearing a coon skin cap.

Announcer: Tonight we bring you the story of a famous American, Davy Crockett - a brave and powerful man. Raised in the woods of green Tennessee, he soon learned to know and name every tree.

Cub 1: He learned to know the critters, from the Possum to the Bear, wait until you hear what he did with just a stare!

Cub 2: He scared a coon right out of a tree with just a grin and a big old stare. He tried it on a bear, but the bear wouldn't scare, so he challenged him to a fist fight and won him fair and square!

Cub 3: A streak of lightning Davy mounted; all the stars he named and counted. He caught the tail of a passing comet, and put a piece of sunrise in his pocket.

Cub 4: Davy was caught between a panther and a bear, so you see he couldn't use just a simple little stare. He aimed "Old Betsy" at a rock between the two - the bullet split that rock and left a trail of blazing blue. One piece of rock killed the panther, the other demolished the bear. A mighty combination - "Old Betsy" and Davy's stare!

Cub 5: Davy was a fighter honest, brave and true; but fighting, it was told to me, always made him blue. A treaty was signed. Davy helped make the peace. And in that land, fighting did cease.

Cub 6: This is a fine country. It's worth fighting for. Guess I'll head for the fort called Alamo, where the Texans are fighting for liberty.

Announcer: Folks liked Davy's way of doing things. They thought Davy ought to be a congressman and help run the country., The critters seemed to think so too. Even the crickets all chirped, "Crockett for Congress! Crockett for Congress!" In the nation's capitol, Congressman Crockett made this speech:

Cub 7: I'm Davy Crockett, fresh from the backwoods. I'm half horse, half alligator, and a little bit tetchd with snappin' turtle. I got the fastest horse, the prettiest sister, the surest rifle, and the ugliest dog in Tennessee.

ALL BOYS: SING "DAVY CROCKETT"

## The Dead Body

Number of Participants: 2

Scene: One person lying on the ground, dead. Another sees him and runs for the telephone and, panicking, gasps: "Police, there's a dead person here... Where ? .... Uh, (looking for a sign), "I'm at Montgomery and Westchester... Spell it ?... Uh, M-o-t-n... Uh, M-o-t-g,," (confused), "Just a minute, I'll drag him over to King and Elm !"

## The Den Mother's Bouquet

Characters: Six Cub Scouts in summer uniform or Cub Scout T-shirts.

Scene: A nature walk.

Props: Cub - fashioned bouquet, with strands of ivy.

Cub 1: Gee, Fellas. I don't think Mrs. Brown's having a very good time.

Cub 2: Well, you didn't help things much, giving her that garter snake.

Cub 3: I was just trying to help her collect stuff for our nature display at pack meeting.

Cub 4: Yeah...and you heard what she said! "Nothin' ever again, that moves by itself."

Cub 3: So...now I know better!

Cub 5: Don't worry about a thing, you guys. I'm gonna fix everything.

Cub 6: Yeah? How?

Cub 5: Well, you know how nutty women are about flowers? So, I picked her this neat bunch of flowers...(he holds up bouquet, with trailing strands of ivy)... See?

Cub 6: Oh no... (wails). We'll never get to go on another hike!

Cub 5: How come?

Cub 6: Cause...that's poison ivy!!

## Doctor! Doctor!

The secret to success with this series of quickies is to keep them moving along. You can have one doctor and different patients, but it may add greater rush and flurry if a different doctor and patient fly in and out for each quickie.

Pat: Doctor! Doctor! I feel like a set of drapes.

Doc: Pull yourself together!

Pat: Doctor! Doctor! Am I going to die?

Doc: That's the last thing you'll do.

Pat: Doctor! Doctor! Everyone keeps ignoring me.

Doc: Next!

Pat: Doctor! Doctor! My back feels like a deck of cards!

Doc: I'll deal with you later.

Pat: Doctor! Doctor! What's wrong with me?

Doc: Have you had this before?

Pat: Yes.

Doc: Well, you've got it again!

Doc: You'll live to be 80.

Pat: I am 80.

Doc: See!

Pat: Doctor! Doctor! I've got insomnia.

Doc: Don't lose any sleep over it!

Pat: Doctor! Doctor! My friend's doctor told him he had appendicitis and, two weeks later, my friend died of heart failure.

Doc: Don't worry. If I tell you you've got appendicitis, you'll die from appendicitis!

## The Dumb Actors

*"I once directed this skit and, having prepared it with the kids a few weeks prior to the actual campfire (and the kids being from another group), I'd forgotten that I had to arrange for their brooms. So in the middle of the skit, I remembered about the brooms and quickly ran into the camp kitchen to get the brooms!"*

*"It seems to me that this one perhaps could use a little "setting the scene" -- perhaps start off with the "actors" standing around on break, and the Director calling them in, saying that they'd had enough time already. On that note, I once participated in the presentation of this skit. I was a fifth cleaner who was sort of on break, sort of working. I had a coffee cup, a broom, some towels, etc. I would go up and clean the camera, sweep around the son who was lying on the ground, occasionally try to interrupt, but not quite manage to, etc. After a verbatim presentation as follows, I added in, "Yeah guys, let's get back to work!"*

*"Otherwise known as "At the Movies" from the Leader Magazine -- text from the Best of the Leader Magazine Cut Out Pages." Author*

Cast: Director, Others in a Studio (Clapper Board, Lighting Men), Mother, Son, Doctor, Undertaker, brooms for the actors

Director: Lights, Camera, Action!

Clapper: Scene one, Take one!

The actors play the scene without the least sign of emotion as lighting people follow and cameraman films. Mother is flipping pancakes at the stove when son walks in.

Son: Mom, I don't feel too well. (He collapses)

Mom: (Goes over, looks at son.) Oh, I'd better call the doctor. (Moves to the phone, dials making click, click, click sounds.) Doctor, come quick. My son's collapsed.

Doctor: (Enters, checks pulse and breathing.) He's dead. I'd better call the undertaker. (Goes to phone, dials making dialing sounds like Mom did.)

Undertaker, you'd better come. I have a dead body here.

Undertaker: (Enters and begins to measure the body.)

Director: (Jumps up.) Cut! Cut! That was terrible. You had no emotion AT ALL! Let's do it again. This time, give me more emotion!

Cast: (Exiting) Right. More emotion.

Director: Lights, Camera, Action!

Clapper: Scene one, Take Two!

The actors redo the scene, using exactly the same words, but with great hammy histrionics. Mom weeps uncontrollably throughout, son dies very dramatically, etc. At the same point as in Take One, the Director yells, "Cut! Cut!"

Director: That was better, but too fast. Let's try again. This time, slow it down. Lights, Camera, Action!

Clapper: Scene on, Take three!

The actors redo the scene in slow motion -- talking slowly, moving slowly. For example, when the telephone is dialed it goes click ... click ... click ... and after the doctor check's the son's pulse, the son's hand falls slowly back to the floor, etc. The Director yells "Cut!" in the usual place.

Director: That was far too slow! Let's speed it up!

This time the actors do the scene so quickly that the son throws himself to the ground, the doctor is there before Mom can hang up, and so on.

Director: (At the same place) Cut! That was absolutely terrible! Actors? Do you call yourselves actors!!??

Cast: Actors? Who said anything about actors? We're the cleaners! (All pickup brooms and exit.)

## The Echo

The club leader announces during the singing that he has noticed an echo in the room and he is going to try it out (also could be on a hike overlooking a canyon). The following is a dialogue between the leader and the echo - a person out of the room or out of sight.

Leader: Hello

Echo: Hello

Leader: Cheese

Echo: Cheese

Leader: Bologna

Echo: (silence)

Leader: (to group) It must not be working now. I'll try again. (to echo) This leader is great.

Echo: Bologna

## Echo, again!

A Scout enters the campfire area, walks around and collapses to the ground. He lays there seriously ill and dying. Soon another scout enters and finds the ill scout. He screams out: "There is someone lying here!" then the echo effect from outside of the campfire area. Soon the scout calls out, "I think he is ill!", echo effect. He continues, "I think he is very ill!" echo again. The Scout beginning to panic screams out "He is dying" with the echoes responding. Finally the scout calls out "He is Dead!". But this time the echoes respond in unison, "Its about time!"

## Emergency Room Doctor

The scene is an emergency room at a hospital. The Doctor is totally self absorbed, combing hair, looking in mirror etc. A guy runs in, a hiker with a branch stuck in his stomach. He is screaming in agony. the Doctor insists that he must ask him some questions before anything can be done. The patient screams that he is losing blood. The doctor continues asking questions such as where he lives, past illnesses, type of house, how he got there etc. A phone rings and the Doctor is invited out to lunch. The Doctor runs off leaving the wounded man writhing on the floor. A stupid looking janitor with a broom wanders by and pulls the branch out. The patient stands up, says thanks and leaves.

## Emergency Test

A group of scouts come out and stand in a line across the stage. One, the announcer, stands in front of them.

Announcer: "This is a test."

All: Hmmmmmmmmm. (Or Beeeeeeeeeeep)

Announcer: This has been a test of the emergency warning system. This was only a test. If there had been a real emergency, we would have said... (Scouts throw hands over heads, yell "Ahhhhh", and run helter-skelter off stage.)

## The Enlarging Machine

Preparation: Decide which objects will be enlarged, and collect both large and small versions. For example:

A dime becomes a quarter.

A string becomes a coil of rope.

A newspaper page becomes the Sunday paper.

Set up a sheet as a backdrop, and hide a Scout behind it with the large objects and a bucket of water.

The Professor will be in front of the sheet with the small objects. If it is dark, you will need a spotlight on the action.

### The Skit

The Professor walks out and announces that he has developed a wonderful Enlarging Machine that will make anything - anything - bigger. As the Scout behind the machine makes 'machine' noises, he explains that the machine is operated simply by tossing an object over the sheet. The machine will then return the object in a much larger form.

The Professor will demonstrate his fantastic invention, but he needs volunteers to help. One by one, the volunteers come forward. The Professor hands them an object which they throw over the sheet. The machine then makes noises, and the larger object is tossed back. Each time, the Professor exclaims about the value and capability of the machine.

The last volunteer is the Scapegoat, who is volunteered by the Professor and the crowd. The Professor takes the Scapegoat by the arm and leads him toward the audience and away from the sheet. In tones of great secrecy, the Professor encourages him to have some fun with the machine and spit over the sheet. They return to the sheet, and the Scapegoat spits. He is instantly drenched by a bucket of water.

### Variation

The Professor can talk out loud about an object, but actually hand the Scapegoat a cup of water. By his actions, he implies that he and the Scapegoat are going to surprise the Scout behind the machine. This can have several outcomes; the Scout can be surprised; the Scapegoat can get wet anyway; or the Professor can get wet, to his surprise.

## The Fire

You need two players and a behind-scenes person to move the fire (an artificial campfire with invisible strings attached).

The players sit by the fire, reading, doing a puzzle, etc. The fire moves slightly. They don't notice. It moves again; they don't notice. This continues until, finally, the fire is pulled off stage. At that point, one of the players looks at the other and says, "Looks like the fire's gone out again!"

-- Thanks to Scouting (UK) magazine

## The Firing Squad

A firing squad lines up with a prisoner. The leader of the firing squad calls out "Ready ... Aim ..." The prisoner shouts, "Tornado!" The soldiers all run for cover and the prisoner escapes. A Second prisoner is brought out, the leader calls out "Ready ... Aim ..>" and the prisoner shouts, "Landslide!", the firing squad runs for cover and the prisoner escapes again. Repeat this for other natural disasters. The last prisoner

is brought out and having seen the other prisoners escape decides to do the same thing except he yells "Fire" and the firing squad does.

Version 2:

*Probably taken from "You Can't Do That on Television."*

Cast: Rifle squad, Commander, Person to be executed

Setting: Jail

Person about to be executed is standing at pole, doing a crossword puzzle.

Commander: Ready, aim ... What are you doing?

Person: The crossword puzzle from today's New York Times. A real tough one.

Commander: Did you know I'm about to have you executed?

Person: Sure. Here ... a four letter word meaning burning ... Hmm ... Do you have any idea?

Commander: Four letters -- burning -- (takes puzzle, walks in front of pole, person sneaks away) -- F-I-R-E ! FIRE! It fits!

Firing squad shoots and he buckles over with one of those knowing looks on his face.

## FISH SKIT

Characters: 2 fishermen, little boy. All three have a stick with a short string on it as a fishing rod.

Scene: Two boys with "fishing rods" are standing together fishing through the ice. The rods hang without moving, as the boys are not catching anything.

Boy 1: Boy, am I cold. I don't know how I let you talk me into coming out in the middle of the night to go ice fishing. My feet are frozen to the ice, my nose is running, my ears are like ice, and I haven't even had a bite.

Boy 2: Knock it off! This is a great spot! Just wait till we catch a few.

(Boys stand a few seconds with no bites.)

Boy 1: It's 2:00 AM and we still haven't had a bite. I think my right ear just fell off.

Boy 2: Stop complaining! Soon they'll start biting; just wait.

Boy 1: (after a short wait) 3:00AM and still no bites! My other ear just fell off.

Boy 2: Wait! Wait!

Boy 1: Talk louder, my ears fell off.

Boy 2: Cut that out!!!

(Another boy walks onto the stage at some distance from the other two. He begins to fish, and catches one after another.)

Boy 1: It's 4:00 AM; my toes just fell off. I have to go to the bathroom, but I can't afford to have anything else fall off. We still haven't had a single bite. (Watches as the new boy catch more fish.) Say Charlie, that kid over there. (points) Look at all the fish he's getting!

Boy 2: Wow I wonder how he does it? (raises his voice) HEY-KID!

Boy 3: MMMMMMMM

Boy 2: You're catching fish over there, aren't you?

Boy 3: UMMM HUMM. (Nods his head and catches another fish.)

Boy 2: You got more than ten-don't you?

Boy 3: MMMMMMMMMMM (Nods his head.)

Boy 2: How do you do it? We've been fishing here for hours without a bite, while you get them one after the other.

Boy 3: MMM MMMMMMMMMMM MMMMMMMMMMM MMMMMMMMMMMMMMM

Boy 2: What?

Boy 3: MMMMM MMMMMM MMMMMMMMMMMMM

Boy 2: I can't hear you.

Boy 3: MMMMMMMMMMM MMMMMMMMMMMMMMM MMMMMMMMMMMMM

Boy 2: I don't understand you! What are you trying to say?

Boy 3: (Loudly spits a large something into his hand.) YOU HAVE TO KEEP THE WORMS WARM!!!  
(Puts the worms back in his mouth.)

## Fishing

(The scene opens with the two players rowing an imaginary boat.)

Andrew: Whew! It sure is a long way out here.

Robert: Yep. (puts hand to eyes) I can't see the shore anymore. Ready to start fishing ?

Andrew: I think so. Looks like a good spot to me.

(Both ready imaginary rods, reels, hooks, worms, etc., and start fishing. Immediately they both start to catch fish, recast and catch more. Continue for several casts.)

Andrew: I told you this would be a good spot.

Robert: Sure is, the boat's full. Guess we have our limit.. Better get back.

Andrew: O.K. (gets oars ready)

Robert: Did you use a map to get here ?

Andrew: Nope.

Robert: How are we ever gonna find our way back tomorrow ?

Andrew: Oh, that's easy. I'll just mark the spot with a big X right here on the side of the boat ! (makes mark - both row away quickly)

## The Flea Circus

Characters: Ringmaster, Cub Scouts in Uniform (any number).

RINGMASTER: Ladies and Gentlemen, we are proud to introduce the Den \_\_\_\_\_ Flea Circus. We will now present Hugo, who will walk the tightrope. When he reaches the center, he will turn a double somersault. May we have silence, please?

[Two Cubs stretch a string. Third Cub places "flea" on the string. Cubs follow movement of flea with exaggerated head movements, as it walks to the center of the string, and turns the somersault. One boy with his mouth open gets too close to the string and gulps as if he had swallowed a "flea".]

FIRST CUB: [Puts hand over mouth, gulps loudly.] I swallowed Hugo! [Begins to cry and leaves stage.]

RINGMASTER: Err...uh...well... On with the show. Our next act is about to begin. Homer will jump from this boy's hand into a dish of water. Keep in mind the size of this tiny fellow.

[Boy makes motion of tossing "flea" into dish, then retrieves him in hand.]

RINGMASTER: Well done, Homer. Give the little guy a big hand.

[Boy claps quickly, forgetting Homer...looks shocked, and slowly parts hands, sobs and runs off stage.]

RINGMASTER: Too bad. But we must compose ourselves. Our next fabulous act features Hector, the weight lifting Flea. Hector is the strongest flea in the world. That rock may not seem large to you, but think of how small Hector is... compare his size to the size of this rock.

[Boy puts Hector on table, proudly points to him, flexes muscles, and points to Hector again.]

RINGMASTER: [To boy] Hold up that rock so the audience can get a better look at it.

[Boy holds up rock in one hand for audience to see... then plops rock back down on table without looking. Looks around for Hector, picks up rock and finds smashed Hector.]

BOY: Hector! Hector! [Sobs, hangs head, and leaves stage.]

RINGMASTER: We seem to be having a bit of hard luck. But the show must go on. I now introduce Harry, the bare-back riding flea.

[Boy removes shirt, then pretends to place "flea" on his bare back, then runs off stage yelling.]

BOY: Hang on, Harry! [Looks over shoulder while running offstage.]

RINGMASTER: [Relieved.] He made it! And now Hiram and Hillary will perform their world famous trapeze act. Hillary will make a triple somersault and Hiram will catch her.

[Boys hold up trapeze made of soda straws with a string through them. Two boys each hold one. Third boy places "flea" on trapeze and begin to swing it.]

RINGMASTER: There they go! Watch them swing! Hillary lets go, she's turning a somersault. One, two, three, and Hiram catch.. er.. misses her!

[Boys begin looking for Hillary on the floor.]

BOY: There she is! Points to floor near second boy.]

SECOND BOY: Where? [Takes a step where other boy pointed.]

BOY: You just stepped on her! Oh well, she needed more practice, anyway. Say, [to Ringmaster] we have another flea act for you. He's a man eating flea! [Opens box] Oops, he got away!  
[Ringmaster begins to scratch frantically, yells help several times, and runs off stage. (Preferably into audience. ;)]

BOYS: [Chasing him] Hey! Bring back our flea! We want our flea!  
[Curtain]

-- From the Theodore Roosevelt Council 1989 Powwow Book. Thanks to Chuck Bramlet, ASM Troop 323, Thunderbird District, Grand Canyon Council, Phoenix, Az

## Flora the Flea

Cast: Performer

The performer is putting his trained flea Flora through all her tricks, explaining all her tricks as she does them. His eyes follow every flip, jump, etc. as she performs and lands back in his hand. Then he asks her to jump to the ceiling. His eyes lose her and she doesn't return. He looks high and low (perhaps with the help of a friend) but can't find her. Finally he looks in someone's hair.

Performer: (Delighted) Flora! There you are! I'm so glad to have you back. (looks more closely.) But say ... this isn't Flora!

Alternate Ending ... when Flora has done all her tricks,

Performer: Let's hear a big round of applause for Flora! (Begins to clap, then stops, horrified, realizing what he's done.)

## Food, Water & Mirror on the Sahara

An easy 2-person skit if you have only one person who's thirsty.

Cast: 2 or 3 People, cup of water, combs, Narrator

Setting: Sahara Desert

Narrator: Here are some poor, thirsty men on the desert who've been stranded on the desert for days. Let's watch.

Two or three people are crawling, calling out for water. Time to really ham it up. Finally, they see the cup of water and stagger for it, reaching out. Finally, they get to the water and,

People: Ahhhh! (Relieved -- they take out combs, dip them in water and begin to comb hair.)

## The Fortune Teller

This is a campfire skit. You can plan it carefully if you want. If you have a good spontaneous actor, he might be able to ad-lib responses to each object presented to him, without advance planning. The Announcer should always tell the audience what object is given to the Fortune Teller, because they usually will not be able to see clearly.

### The Skit

A small tent is set up, with an old lady sitting in front of it. This can be a Scout wrapped up in a blanket, who speaks with an old lady's voice. An Announcer introduces her as a very accurate teller of fortunes who can predict a person's future by touching anything belonging to the person.

The Announcer calls up a series of Scouts. He asks the first Scout what he has brought, and the Scout produces a pencil. The Announcer hands the pencil to the Fortune Teller and asks her to tell the future of the owner. The Fortune Teller waves her hands and mumbles some words and then predicts that the owner will become a writer.

The scene is repeated. A Scout produces a comb from his pocket, and the Fortune Teller predicts that he will become a hairdresser. A third Scout has a dollar, and she predicts that he will become a successful banker.

After several of these, the Scapegoat is summoned from the audience. The announcer asks what he has to show the Fortune Teller. No matter what the Scapegoat suggests, the Announcer says it is not good

enough. Either it has been done before, or it is too easy, or "That's no fun!", or any other reason. Finally, the Announcer suggests that the Scapegoat try his shoe, and makes him take it off. The shoe is handed to the Fortuneteller, who repeats her mumbo jumbo. (If the Fortune Teller is a good pantomime, this is a wonderful opportunity to make faces, hold her nose, etc.) She then announces, "You will take a long walk in the woods!" She throws the shoe far into the woods.

## Four Leaf Clover

A person finds a four leaf clover. He feels sure that it will bring him good luck. Another person runs into him. They accuse each other of running into each other. They start hitting each other. A policeman comes along, the other guy accuses the lucky person. The lucky person is hauled off to jail. The lucky person reappears, disgruntled and unhappy. Garbage is dumped on him as he walks along and gets fined by a policeman for littering. The lucky man throws away the four leaf clover. Another finds it. The former lucky man comes back on stage. The person who found the four leaf runs on stage saying he just won a million dollars and has good luck since he found it. The former lucky man slumps down, groans, and begins to cry.

## The Frightened Hunter

Cast: Story teller, hunter, game warden

The story teller tells the story, while the hunter pantomimes the story and his actions. The game warden comes in on cue.

Story Teller: There once was this hunter who was hunting for several years in the same location. Every year, he would see a deer grazing on the edge of a cliff, which was just outside the allowed hunting zone. The deer would never come into the hunting zone. Now this was a very big deer, and would have been a wonderful prize. But the hunter was always unsure, and didn't want to lose his license. Finally one year, the hunter decided that he was going to shoot the deer anyway, as he wasn't having much luck. He went up to the deer, saw that it was dead, and threw it over his right shoulder, then put his gun over his left shoulder. All of a sudden, the game warden came up to him.

Game Warden: Excuse me, sir, I was just watching you. What's that over your shoulder?

Hunter: (looking over left shoulder) That's my hunting rifle.

Game Warden: And what's that over your other shoulder?

Hunter: (looking over right shoulder, and shakes off the deer) AAHHHHHH!

## Game Show

The skit starts out with a couple of campers (or scouts in your case) asking for some volunteers from the audience (parents will do JUST fine...evil grin).

The volunteers are then removed from the room by one of the scouts in charge of the 'Game Show' (thank you Vanna...)

After the volunteers have been removed, the 'Game' is set up. Two tables (the folding type work VERY well) are covered with sleeping bags and balls of various descriptions are placed under buckets on these tables, the catch is that in between the two tables a person (another scout perhaps) is kneeling with his head under a bucket to resemble the other buckets (of course this is well hidden with sleeping bags, or sheets or what ever you have handy) The tables are then moved close together to further hide the fact that there is anyone under the table, and don't forget to cover the front of the table so that the participant, or victim as it were, cannot see under the tables.

Bring in the first contestant...

It is then that the 'Game' is described to the contestant. He/she is to make his/her way down the line of buckets picking up each bucket and naming the ball under the bucket. Give some time record to be beaten. Then as they make their way down the line and eventually pick up the bucket off of the table under which the scout is hiding, the scout should yell/scream etc. to further the shock value.

Bring in the next contestant...etc

This skit is generally really effective and is good for a few laughs if nothing else.  
-- Thanks to James Brezina

## Gone Fishin'

Three boys sitting on a bench or chairs in the front of the room. The two boys on outside have fishing poles, the one in the middle is reading a newspaper. Boys with lines act like they are fishing.

Cub 1: Sure haven't been catching much.

Cub 3: I haven't even had a nibble.

Policeman: (walks on from offstage.) What are you guys doing?

Cub 1: Fishing, sir.

Policeman: Can't you tell this is a pack meeting?

Cub 3: No, it's a pond!

Policeman: (nudges man with paper and he lowers it) Do you know these two characters?

Cub 2: (folds newspaper) Sure, they are my friends.

Policeman: In that case, you'd better get them out of here.

Cub 2: Yes, sir. (reaching behind chair, picks up a paddle and acts as if he is paddling away.)

## Good Soup

Props: a large pot, several spoons, and a floor mop. A chef's hat would also be useful.

Announcer: This scene takes place in the camp Dining Hall.

(Several boys are seated around a large pot, sampling the imaginary contents with the spoons.)

Scott : Boy, this is sure good soup.

Brad : Yep, it's got REAL flavor.

David : Sure is, why it's even better than my Mom makes.

Matthew: Oh yeah. It's the best food I've eaten at camp all week.

Cook : (Enters waving floor mop and shouting) Hey you guys ! Get out of my mop water !!!

Version 2:

*Known by the same title in the Leader Magazine.*

Cast: Three or four Cubs or Scouts, Cook, Tub

Setting: Kitchen

#1: (Over tub, tasting contents) Good Soup!

#2: Yeah, Good Soup!

#3: I know! Good Soup!

#4: None better than this! Good Soup!

Cook: (Comes running in) Get out of my dishwasher!

## Granny! Wake Up!

Cast: Grandson, Granny (2 people), Volunteer, Victim, campfire blanket(s)

Setting: In Granny's Room

Granny is in bed (say on the floor,) and of course is covered with blankets. Your two grannies lie down on their backs, as close together as possible, with heads in opposite directions. The head of one is exposed, the other being covered and where Granny's "feet" are.

Try to figure out a way to set up the audience such that it seems like the right way to be addressing Granny, such as Her being afraid of getting any worse and wanting to be completely covered up to avoid getting cold.

Grandson: (To Granny) Granny! Wake Up! It's time for your pill! (Pause -- no response.) Granny!

Wake Up! Oh no! She may be dead! (Ham it up, boys!) My gosh, I'll need some help! (Get volunteer.)

Help me wake Granny!

Both of them: Granny! Wake UP! Wake Up!

Grandson: Oh, what ever will we do? She needs to take that pill! I think we need more help! (Get victim.) Will you help us? Just call out with us to wake up Granny.

All of them: GRANNY! WAKE UP! WAKE UP!

Grandson: Maybe if you stand over her and ask her for a sign that she's still alive.

Victim: OK. (Stands over her) Granny! Wake Up! Please! Give me a sign!

Granny's "back end" rises up and hits him on the behind.

## THE GREAT SEAL

Scene: Group of Cub Scouts are talking.

1st Cub: Bet you never heard of the Great Seal of the United States.

2nd Cub: You lose. I certainly have heard of it.

1st Cub: Okay. I'll bet you don't know where to find a picture of it.

2nd Cub: You win. Where?

1st Cub: On a dollar bill. Look. (Holds up dollar bill.)

2nd Cub: You mean the picture of George Washington?

1st Cub: No, turn the bill over and look at the two circular designs.

2nd Cub: That's the Great Seal? Why are there two designs?

1st Cub: That's the front and back of the Great Seal, like the front and back side of a coin.

3rd Cub: What do the designs mean?

1st Cub: First there is the eagle. That's our national symbol. The shield over the eagle's breast has 13 strips.

4th Cub: For the 13 original states?

1st Cub: Right!

5th Cub: (Looking at bill.) What's the eagle holding in his beak?

1st Cub: It's a ribbon with the words "E pluribus unum" which is Latin for "one from many".

4th Cub: Meaning one nation from many states?

1st Cub: Right!

3rd Cub: What's the eagle holding in his claws?

2nd Cub: I know. There is an olive branch, the symbol of peace, with 13 leaves.

4th Cub: And he's holding 13 arrows in the other claw, which means that we intend to defend our freedom.

1st Cub: Do you know why the eagle is facing right?

2nd Cub: It means that peace is right. Peace is first.

3rd Cub: What does the pyramid mean?

1st Cub: The pyramid is a symbol of strength and lasting power. But notice that it's flat on top - unfinished. That means the nation is unfinished. We still have a big job ahead.

4th Cub: What is that triangular eye above the pyramid?

5th Cub: I think it represents God watching over us.

3rd Cub: Gosh, I never realized there was so much crammed into the Great Seal.

1st Cub: And I'll bet you never realized it was right on a \$1 bill.

## The Greatest Spitter in the World

*Another 2-person skit you can plug in.*

Cast: GSITW, Partner with metal pot (with a bit of water in it) and a pebble

Setting: Boardwalk, Circus, Amusement Park

Separate GSITW and partner by about 15 feet.

Partner: Ladies and Gentlemen! May I present to you the Greatest Spitter in the World! He does all kinds of tricks with a mere spit! Let him show you the simple spit first!

GSITW sends off a regular spit, which is caught in the pot by the partner. When it's supposed to land, he hits the bottom of the pot with a secret pebble he holds in his hand.

Partner: Ladies and Gents! That is not all he can do! Watch his fastball!

Again, another spit which immediately "lands" in the pot. Continue with tricks, such as slow spit, high spit, round the world spit (in which case each turns around, backs facing each other, and the spit takes a while to come around but indeed does,) curve spit, and so on. Finally, Partner: Now for his last spit! It's a really difficult spit but we think we have it! It's a high, quadruple axle, curvy, spring jump spit! We must have absolute silence for this one! GSITW spits up, partner follows it up, doing 4 spins, it curves side to side, begins to jump up and down in air, then he seems to lose it ... no, there it is ... he goes side to side, trying to catch it, he trips and spills the water on the crowd.

## The Growing Machine

The cardboard box needs to be large enough to hold one of the players and various props. "Load" it and push it on stage, where a narrator explains that this marvelous machine has been invented by tonight's guest, Professor..., who will demonstrate its tremendous powers. He introduces the professor, who enters carrying a bag of his props.

The professor explains he has invented a wonderful machine that makes things grow. He proceeds to demonstrate. He pulls a small piece of paper from his sack, pushes buttons, etc., and throws in the piece of paper (sound effects, flashing lights). The player inside throws out a paperback book. The demonstration continues with small ball in, large ball out; piece of string in, hunk of rope out; etc. Finally, the professor throws in a baby doll. The player inside jumps out in baby clothes, cries "Daddy!", and chases him off stage.

-- Thanks to the Leader Magazine, May 1989

## The Hair Cut Machine

The cardboard box needs to be large enough for a player to poke in his head. Face the opening away from the audience. Set up a striped pole and use a few other barbershop props. The "customer" wears a tight fitting light-colored bathing cap to hide his hair and, over the cap, a long scraggly wig loose-fitting enough that he can shake it off when he needs to but well enough anchored that it won't fly off too early. Barber is on stage. Customer enters and asks for a hair cut. Barber checks him out, announces he thinks this is a job for his brand new haircut machine, and convinces the customer to try it. Customer sticks his head into the back of the box and barber turns it on (sound effects). Customer yells, flails, flops and goes through incredible contortions, shaking off the wig in the process. Barber, unperturbed, turns off the machine. Customer pulls out "bald" head and races screaming off stage.

-- Thanks to the Leader Magazine, May 1989

## HAPPY BIRTHDAY SKIT

Characters: 5 Cub Scouts plus one small Cub Scout.

Props: A 'birthday cake' large enough for the small boy to hide inside.

Cub 1: Well, here we are. But where is Ed?

Cub 2: I don't know. It's just like Ed to invite us over for the surprise party and then not be here.

Cub 3: Does anyone know who's birthday we're celebrating?

Cub 4: It isn't mine. Mine's in April.

Cub 5: Who cares?

Cub 4: I do! Besides, now that you know when it is, you can save your money and buy me a super present!

Cub 1: Boy! Will you look at that cake?

Cub 2: Man, that's big enough to feed an army!

Cub 3: Not with Jack around. You know how he is with our den snacks. He eats everything in sight!

Cub 4: I can't help it. I'm just a growing boy...just like the Law of the Pack says we should.

Cub 5: Yeah, but we're to grow up...not out!

Cub 1: Look, here's a note.

Cub 2: Read it. Maybe it will explain what this is all about.

Cub 1: Okay, okay! (Reads from note.) We're a gang that's really true, Here to celebrate our , Our organization rates an "A" plus, so let's all sing...  
Small Cub: (Jumps out of cake and yells Happy Birthday to us!)

## Harlem Globetrotters

Three scouts are doing laundry, each is sitting behind a bucket which holds his "laundry". Two of the buckets really have water and a rag or two. All three work at scrubbing and wringing water from their laundry for a few seconds. One sitting on the end shakes the water from his hands getting his neighbor slightly wet. This provokes the scout in the middle who retaliates with a splash back ... escalate in comedic fashion till the one on the end throws a wet rag at the face of the "scout" in the middle who ducks. The rag sails on till it smacks the scout on the far end (previously not involved in the water fight) in the face. The smack-ee picks up his bucket to dump on the others who take flight into the audience. The Punch line: When the actors are in the crowd the smack-ee tosses the contents of his bucket in a wide arc over as much of the audience as possible. In the version I saw the bucket was filled with pieces of newspaper but in a Scouting setting a bucket full of leaves would work just as well. If the actors have a little talent and practice this can be extremely funny.

## Have You Seen my Belly Button?

Cast: Dog owner, Passengers on bus, stuffed animal  
Setting: City Bus

Owner goes around on the bus asking people if they've seen his Belly Button. Some ignore him, women gasp, people are horrified, some respond, "The nerve of him!" "How crude!" "What a rude person!" Finally he spots the toy and exclaims,

Person: Ah! Belly Button! There you are, you bad dog!

## The Highest Tree climber in the World

*Again, this can be a 2-person skit.*

Cast: 2 Friends, HTCITW  
Setting: Campfire

Tree climber is hidden in the woods and is able to ruffle a bush or tree.

1: You know, they say there's this really good tree climber trying out for the Olympics. I wonder if he's practicing around here?

2: Call out and see!

1: Hey! Tree Climber! You around here?

Climber: Yep!

1: You practicing?

Climber: Yep!

1: How high are you?

Climber: Oh, not high. About 100 feet.

1: Wow! Can you go higher?

Climber: Yep! (Ruffles tree.) Now I'm at about 200 feet.

1: Fantastic! Can you go higher?

Climber: Yep! (Ruffles tree.) Now I'm at about 275 feet.

1: Neato! Can you go higher?

Climber: Yep! (Ruffles tree.) Now I'm at about 325 feet.

1: Great! Can you go higher?

Climber: Yep! (Ruffles tree.) Now I'm at about 400 feet.

1: Gee! I'm amazed!

2: Excuse me, Sir, but I have a book here that says that the highest tree in the world is only 360 feet high!

Climber: Ahhhhhh!!!!!! (Thump!)

## A Hot Meal!

*This one is just too gross. Don't read this one while eating lunch!*

Version 1:

Cast: 3 Lost Campers

Setting: Woods

#1: Boy, am I hungry! We haven't eaten in days!

#2: Me too.

#3: And I would just love a hot meal.

#1: (Looking to ground) Wow! A rabbit! Jump it! (#1 & 2 jump it and catch it; they start to eat it.)

#2: (Looking back at #3) Would you like some?

#3: No thanks, I'm waiting for a hot meal.

#1: Suit yourself.

(A little later)

#2: Hey! A squirrel! Get it!

(#1 & 2 get it and start tearing it apart)

#1: (To #3) Would you like a morsel?

#3: No thanks, I'm waiting for a hot meal.

(A little later)

#1: Wow! A moose!

#2: Be very quiet. (#1 & 2 jump it and kill it; they start eating it)

#1: Look, there's plenty here, we don't need to keep it all to ourselves, even if we did get this without your help. There's too much to eat anyway. Want any?

#3: No thanks, I'm waiting for a hot meal.

#2: Are you sure? You haven't eaten anything for even longer than us two.

#3: No thanks, I'm waiting for a hot meal.

(After a while,)

#1: Boy, I'm stuffed.

#2: Me too. But I think I'm getting sick. (Throws up.)

#1: I'm sick, too. (Throws up.)

#3: Wow! A hot meal!

## How Indians Tell Time at Night

The Master of Ceremonies announces that the next skit as, "How Indians tell time in the dark". He recruits a few scout to dance (Indian style) around the campfire fire and Indian chanting at the same time. The MC stops and says "listen" hearing nothing he says this is not working. He then recruits more volunteers, dance sing chant, etc. He stops the group to listen, (still nothing). He gets even more volunteers, repeat dance, sing chant, the final time when he stops the group to listen someone from offstage yells: "Would you be quiet! Don't you know its 2:00 o'clock in the morning?"

## How Much?

Characters: Bob (a cashier), Paul (a Webelos Scout) and Mr. Jones (Cubmaster).

Setting: Bob stands behind counter (table) waiting on Paul. He has a computerized check-out machine (decorated box). Groceries indicated in script are ready to be checked out (empty cartons).

Paul: Hi Bob! How much are these eggs?

Bob: Seventy cents a dozen (scanning eggs).

Paul: How much for two dozen?

Bob: One dollar and forty cents.

(Paul writes down the prices on a pad as Bob scans each item)

Paul: How much is one pound of coffee?

Bob: Two dollars and 89 cents (scans coffee).

Paul: How much for one can of peas?  
Bob: Thirty-three cents (scans peas).  
Paul: How much is one box of Betty Crocker Cake mix?  
Bob: Seventy-nine cents (scans cake mix).  
Paul: How much is a pound of American cheese?  
Bob: One dollar and 59 cents (scans cheese).  
Paul: And a bottle of grape juice?  
Bob: Seventy-nine cents (scans grape juice). Say, you certainly are keeping good records of what you spend.  
Paul: One package of oatmeal?  
Bob: One dollar and 49 cents (scans oatmeal).  
Paul: Now, how much does all that cost?  
Bob: That's nine dollars and 28 cents.  
(Mr. Jones enters)  
Mr. Jones: Hi, Bob! Hi, Paul! Are you buying food for the Webelos overnight camp out?  
Bob: Do you want all this in paper or plastic?  
Paul: Oh, no! I don't want to buy anything. I just had a math problem today. "How much would the following items cost at today's prices?" Thanks for the help, Bob! Bye!

## How to Wash An Elephant

Before introducing this stunt, choose three people to leave the room. They should not overhear the narrator. Narrator explains to audience that the stunt is called "How to Wash an Elephant", a classic example in communications. He tells the following story and pantomimes the motions as he goes.  
Narrator: One morning, Farmer Friendly went out to the barn to begin his chores (pantomime walking). He threw open the barn door, and to his surprise, he found an elephant in his barn (pantomime throwing open door, surprise). The farmer didn't know what to do with the elephant so he decided that the first thing to do was to wash it. He led the elephant from the barn (pick up the elephant's trunk and walking with it over your shoulder, open and close barn door). He left the elephant near the pump, got a bucket and scrub brush and pumped the bucket full of water (pantomime the actions). Now he was ready to begin. First he scrubbed the left side (lift up elephant's ear and wash that). Then he was ready for the stomach (lie down on floor; wriggle under elephant and scrub underside). Next, the right side (repeat actions as for left side). Then he scrubbed the elephant's face (pantomime scrubbing between eyes and down length of trunk). Almost done (walk to rear of the elephant, gingerly lift up tail and quickly scrub there). There, that's done! (Pantomime throwing out rest of water, putting the brush in bucket and setting bucket beside pump. Take the elephant by his trunk and lead him back to the barn, open door, lead him in, go out and shut door behind.)

Narrator tells audience he will call people back in, one by one, and pantomime the stunt, without benefit of narrative. The first person will do what he remembers for the second person, and so on. He will, of course, have no idea what the motions mean, so it can be very funny. By the time the actions are pantomimed for the third person, it will be distorted and bear little resemblance to the original version. After all three have tried their luck, the narrator explains the story and tells them what they were doing.

## ICE FISHING

Four fishermen standing around watching one saw a hole in the ice. They saw a hole in the ice.

First One: Gosh this is hard. Ok , Let's get started.

They all throw their lines into to water. After a while, a voice from the distance says:

"There are NO FISH there."

The group looks at each other and decides to move:

2<sup>nd</sup> Firsherman: Ok let's go here.

1<sup>st</sup> Fisherman: Oh do I have to do this again. (And starts to saw.)

They start to fish again.

"There are NO FISH there."

They look at each other and decides to move.

2<sup>nd</sup> Fisherman: Ok let's go here.

1<sup>st</sup> Fisherman: Oh do I have to do this again. (And starts to saw again.)

"There are NO FISH there."

The group looks at each other and second fisherman: Is that you GOD?

NO I AM THE ICE SKATING RINK MANAGER, THERE ARE NO FISH UNDER THIS ICE.

## I Gotta Go Wee

Five guys sleeping in a tent, all in a row. The scoutmaster on one end, the little scout on the other. The little scout climbs over all the other sleeping scouts, who try to remain asleep, and shakes the scoutmaster. "Scoutmaster! Scoutmaster! I gotta go wee!"

"Huh? Wha? Go back to sleep." The little scout crawls back over everyone and goes back to sleep for 5 seconds.

The little scout climbs over all the other sleeping scouts, who try to remain asleep, and shakes the scoutmaster. "Scoutmaster! Scoutmaster! I gotta go wee!"

"Huh? Wha? Go back to sleep." The little scout crawls back over everyone and goes back to sleep for 5 seconds.

The little scout climbs over all the other sleeping scouts, who try to remain asleep, and shakes the scoutmaster. "Scoutmaster! Scoutmaster! I gotta go wee!"

"OK! OK!", says the scoutmaster, "If you've gotta go, then go."

The little scout stands up and waves his hands in the air: "Weeee!!!!"

-- Thanks to Bob Jenkins

## Igor

No props are needed, although the actors can make up bits of costumes that emphasize their roles. The evil professor can wear a long white lab coat. Some rehearsal is wise, to get the most out of each performance.

A large Scout lies stiffly in the middle of the stage. The Professor enters and introduces himself, giving a very Russian-sounding name. He boasts about his great abilities and how he will prove that he is the greatest scientist in the world. He has created a monster named Igor, who can obey three different commands! With these commands, the Professor will control the world.

The Professor is interrupted by a loud knock on the door (from off-stage). A Scout enters, trying to sell a subscription to home delivery of the local newspaper. The Professor refuses, but the Scout persists. The Professor turns to the audience and says, "Now you will see what I can do with my monster!"

He turns and points to Igor and says, "Igor! Stand!" Igor slowly stands up. The Professor says, "Igor! Walk!" Igor stiffly walks toward the Scout.

He says, "Igor! Kill!" Igor reaches out and strangles the Scout, who dies with a great show of anguish.

"Ha! Ha!" says the Professor, "Now you see what I have achieved! Now you know that I can control the world with Igor and my three commands!" Igor slowly goes back and lies down.

The scene is repeated at least twice more, with a Girl Scout selling cookies, a religious zealot, a vote-seeking politician, or a door-to-door salesman. Each time, the Professor boasts, he is interrupted by a persistent salesman, and he uses the three commands. Each salesman is killed off.

The Professor finally comes to the front of the stage, with Igor lying among the bodies behind him. He boasts again about his three commands, and how he will use them to control the world. All he has to do is say, "Igor! Stand!" Igor stands.

"Igor! Walk!" Igor walks toward the Professor, who does not notice him.

"Igor! Kill!" Igor kills the Professor, turns, and lies back down.

## The Important Meeting

Scene: Six to eight players sit around a table scattered with papers, a couple of water glasses, etc. They mime a discussion, some jotting down notes, etc.

Enter the narrator, outfitted as a news reporter. In confidential tones, the reporter explains that this is an important meeting of the group committee, gathered on this occasion to make some very important decisions.

As the narrator says something like, "Let's see if we can get a bit closer to hear how things are going", the group at the table add some mumbling and unintelligible arguing to their mime. Occasionally, they punctuate the din with outbursts such as, "No, no!"; "I disagree!"; "That's better"; "No way!"; "That might work" and the like.

Finally, the hubbub dies, the group settles back. One member stands and announces, "Then it's decided; a 12-slice pizza with olives, mushrooms, lots of cheese, but hold the pepperoni."

All: Agreed!

## In the Furniture Store

You need a furniture store salesman and a customer who knows what is happening. Before the salesman can sell anything, he needs stock. Call for volunteers from the audience: four to lie down to make the rug; three to crouch as the couch; one or two chairs; a lamp; and most important, one good natured fellow to get down on all fours as the coffee table. When all are ready, a customer enters and asks to see a couch. The salesman shows him the furniture, extolling its high quality and low price. He pays particular attention to the coffee table: beautiful, sturdy, mark and mar-proof, etc.

The customer shows some interest. The salesman pats and wiggles the coffee table to show how firm and steady it is, then picks up a cup (empty) and says something like, "See this cup of water? Pretend it's coffee. When it sits on this table, you know it will never spill!" He places the cup between the shoulder blades of the coffee table and jiggles it gently. "See!" The customer says he'll think about it and leaves. The dejected salesman dismisses all the furniture except the coffee table and leaves. The coffee table tries to figure out how he will get up without spilling what he thinks is a cup of water all over himself. Cheer him on!

## The Infantry

*A variation of the Viper.*

A scout runs in to a camp of soldiers yelling "The infantry is coming! The infantry is five miles away!" The soldiers look up, mumble, and act nervous.

A scout runs into the camp of soldiers yelling "The infantry is coming! The infantry is one mile away!" The soldiers stand up and start gathering their gear.

A scout runs into the camp of soldiers yelling "The infantry is coming! They're just over the hill!" All the soldiers scream and run away, opposite direction that the scout came from.

Two people run in from the direction the scouts came from, carrying an infant tree. They run after the soldiers.

-- Thanks to Bob Jenkins

## The Invisible Bench

Need: 4 (or more) scouts .

First boy is squatting as though sitting on an invisible bench. The second boy comes in and asks what the first is doing.

"I'm sitting on the invisible bench."

"Can I join you?"

"Sure, there's plenty of room."

Second boy pretends to sit.

A third boy comes along, and the scene repeats.

Go on for as many boys as you want.

When the last boy comes along, asks and is answered, he says "But I moved it over there this morning!"

AAAAHHHHHH!!!! All seated boys fall down.

-- Thanks to Richard A Quinnell, Pack 609 Monterey Bay Area Council

## Is a Train Passing Today?

*Otherwise known as "Is The Train Comin'?" in the Leader Magazine. One of those skits rarely done yet quite funny if done right.*

Cast: Grandma, Grandpa

Setting: Train Station

Grandma: (In old voice) Grandpa, is a train passing from the south today?

Grandpa: (Hobbles over to station, checks the schedule, looks to the south, returns, and in an old voice,) No, Grandma.

Grandma: Grandpa, is a train passing from the north today?

Grandpa: (Hobbles over to station, checks the schedule, looks to the north, returns.) No, Grandma.

Grandma: Grandpa, is a train passing from the east today?

Grandpa: (Hobbles over to station, checks the schedule, looks to the east, returns.) No, Grandma.

Grandma: Grandpa, is a train passing from the west today?

Grandpa: (Hobbles over to station, checks the schedule, looks to the west, returns.) No, Grandma.

Grandma: Good. We can cross the tracks now.

## Joke Teller

A patrol of scouts are sitting around the campfire, eating their dinner. Every once in a while an older scout will yell out a number and all of the scout will laugh hysterically. All except one new scout who just looks around. Finally after three or four numbers have been yelled he the new scout ask his patrol leader about what is going on. The Patrol leader explains that at some camps they got in trouble for the jokes they told so they memorized the jokes. Each member just says a number in order to tell a joke. The Patrol leader gives the new scout a book of jokes to learn. The new scout finds a joke and yells "52". Nothing happens. He asks the patrol leader why no one laughed. The patrol leader says: "Some guys just don't know how to tell a joke!"

## Letters from Home

Props: Two sheets of paper.

Scott: (Enters) Gee, it's always nice to get a letter from home when you're at camp.

Robin: (Enters) Hey, look, I got a letter from my Mom.

Scott: Me too. Listen, my Mom says she's writing this letter slowly, because she knows I can't read fast.

Robin: Mine says I won't know the house when I come home.. They've moved !

Scott: Oh, my Dad has a new job with 500 men under him. He's cutting the grass at the cemetery.

Robin: Our neighbors started keeping pigs. Mom got wind of it this morning.

Scott: Oh, my goodness. My little brother came home from school crying because all the other boys had new clothes and we can't afford any for him. Mom says she got him a new hat and lets him stand in the window.

Robin: There was a washing machine in the new house. But my Mom put four shirts in it, pulled the handle and they disappeared. Guess it doesn't work right.

Scott: My Mom had her appendix out and a dishwasher put in. And, oh, my sister had a baby this morning. Mom doesn't know if I'm an Aunt or and Uncle, because she doesn't know yet if it's a boy or a girl.

Robin: Oh, dear, there's a P.S. It says, I was going to send you \$ 10.00, but I had already sealed the envelope.

Scott: Well, it's nice to know things are normal at home.

Robin: Yep. (Both exit)

(With this skit it is possible to put each boy's script on a sheet of paper, and they can read it out, as though they were reading the letter. They should rehearse, of course, to make it sound natural.)

## LEWIS AND CLARK GET LOST

Character: 4 Indians, Lewis and Clark

Scene: 4 Indians on stage, Lewis and Clark enter.

Lewis: Hello Indians my name is Lewis.

Clark: And mine's Clark, and we're exploring our way across this new land.

Indian 1: We don't think it's a new land. We've lived here for many moons.

Lewis: Great! You should know your way around very well.

Clark: And that's great because you see, we are lost. Could you help us find our way to the Missouri River?

Indian 2: Missouri River? Never heard of it.

Indian 3: Me either. I've heard of the Misery River, but it's downstream quite a ways.

Indian 4: I once ate some liver from a cow from Missouri, but I guess you're not looking for the Missouri Liver.

Lewis: You are all crazy. You've lived here all these years, and you can't tell us how to get to the Missouri River?

Clark: You must not roam much.

Indian 1: The may well be, but at least we aren't lost!

## The Lighthouse

See *"The Olde Lighthouse"* in this Big Book.

Cast:

1 narrator

3-6 Scouts for the lighthouse walls

3-6 leaders, counselors, kitchen staff, etc., number to equal the Scouts and will be 'recruited' during the skit

1 flashlight, or 2 if using 5-6 Scouts

Scouts stand in a circle, facing out, feet spread 2' - 3' apart but touching feet of Scouts on each side. The flashlight is held at eye level and is passed around the circle. Scouts stand tall and hold the beacon's beam steady.

Narrator: "Many years ago the people of a seaside village built a lighthouse to warn approaching ships of a dangerous shoal near their harbor. It's beacon could be seen for miles, even in fog and storms. For many decades, the lighthouse stood firm and gave safe passage to all who sailed by the village. But as the years went by, the villagers grew old and so did the lighthouse. The villagers could no longer make repairs, the ocean's waves wore away the foundation, the lighthouse started to sag and failed at its duty." The Scouts now stoop, heads lean to the side and bend their knees slightly; the light 'travels' a zig-zag path around.

Narrator: "When the schooners and square riggers started to go aground on the shoals, the old villagers knew they had to call in experienced people to help with their problem. People who were pillars in their own communities and who were solid as a rock."

Recruit your favorite 'I'm gonna get you now' people and instruct them to go down on their hands and knees and into the walls. Leaders are facing in with their derrieres out, and are straddled by the Scouts who again stand tall and give a steady light.

Narrator: "Now with these new rocks placed into the foundation, the lighthouse once again shines a bright beacon and stands firm in the stormy surf to withstand the pounding of the waves."

Scouts drop the flashlight and then hand paddle the leaders.

-- Thanks to The U.S. Scouting Service Project

## The Lighthouse Story

A lighthouse keeper runs in circles, pretending to run up the spiral staircase at the lighthouse, to check on the light on top. The phone rings, and he runs down the spiral staircase. He misses the phone call, and goes back up. The phone rings again and he goes down again.

The lighthouse keeper answers the phone, and finds out that he has two friends coming over to visit. He goes back up the staircase to check light. Knock on the door or a bell rings. He goes down the staircase to answer the door. He and his friends go up to the top while he checks the light. One friend faints. The lighthouse keeper sends the other friend down to call 911. He starts to call but forgets the number and goes back up to ask. He goes back down & calls for the Doctor. He goes back up.

Door bell rings and they go down to answer the door. The doctor enters and they all go up the staircase to where the fainted friend is. The Doctor tells them the fainted friend has to go to the hospital. The pick him up and go down.

On the way out the door the friend asks what that other door is for. The lighthouse keeper says it is the elevator.

## Lightening Strike

A group of scouts are out hunting along with the troop chaplain. The Troop Chaplain says "Look there goes a duck." A Scout using imaginary rifle takes a shot, and missing says something beginning with Dang. (Dang, I missed. Dang, missed again. Dang cant hit anything, etc.)

Each time the chaplain explains that he is the chaplain and cautions the Scouts for their language and that they will anger the Lord. Finally the chaplain being somewhat put outs says: "If you use that language once more, the Lord will strike you down on the spot!". Repeat the scenario, There is one, bang, Dang missed again. Then from outside of the campfire are is a loud band, One of the Scouts yells look out for the lightening, and the chaplain fall to the ground. A voice from outside the campfire says in a deep voice, "Dang! Missed Again!"

## Listen at the Wall

One person goes along a wall listening and listening. Others come along and ask him what he is doing. He says dramatically, "Listen," and the others do. One of them says, "I don't hear anything", in a disgusted voice. "LISTEN", he says more dramatically and they listen some more. Again someone says, "I don't hear anything." The original listener says, "You know," with a faraway look, "its been like that all day."

## LITTLE ERNEST

An all time favorite at Camp is this visual-effect skit where one boy is the head and feet (shoes on hands) and another behind him under a poncho or tarp is the hands.

Ernest worked on the waterfront at camp and demonstrated how to row, paddle a canoe and run the waterfront. He danced with joy at being invited to a party and got ready by brushing his teeth and attempting a quick shave.

## Living Xylophone

The instrument consists of several kneeling performers. The player strikes each on the head with a fake mallet or his fist as if playing a xylophone. Each player utters a single note when struck. Simple songs such as "Twinkle, Twinkle, Little Star" can be played this way.

## Lobster Tail

Two Scouts enter a fancy seafood restaurant, seated by Host, given menus, they study and discuss the menus, etc. Waiter arrives to take orders. One customer orders shrimp. The second says, "I'd like a

lobster tail, Please." Waiter says appropriate things, goes away, returns with a storybook, sits down near customer two but faces audience, and begins to read; "Once upon a time, there was a little lobster....."  
Narrator: And so our brave hunters took a bag of sugar and forced it down the loon's throat. Ahh ...  
Watch

## LOST DOG

CAST: DAVE & BOB.....Dave is crying

DAVE: Boo hoo hoo!

BOB: Hey Dave, why are you crying?

DAVE: (still sniffing) I lost my dog

BOB: Maybe he'll come home.

DAVE: No, he won't come home. He's lost.

BOB: Why don't you put an ad in the lost and found column of the newspaper?

DAVE: No. It wouldn't do any good.

BOB: Well, why not?

DAVE: Because my dog can't read!

## Lunch Break

Props: Lunch bags or pails.

Announcer: We see here a construction site. It is now lunch time, and two friends are about to eat.

Worker 1: (Opens lunch bag and looks very disgusted) Yechhhh !! Egg salad sandwiches again !

Worker 2: Look, if you hate them that bad, I'll swap with you.

(Both pretend to eat, then exit.)

Announcer: The next day.

Worker 1: (Enters with Worker 2, opens lunch bag and looks very disgusted) Yechhhh !!! Egg salad sandwiches again !

Worker 2: O.K... I'll trade with you again. (Both pretend to eat, then exit.)

Announcer: The next day.

Worker 1: (Enters with Worker 2, opens lunch bag and looks very disgusted) Yechhh !! Egg salad sandwiches again !

Worker 2: (Angrily) Look, if you don't like egg salad sandwiches, why don't you ask your (wife/mom/significant other) to make something else ?

Worker 1: My (wife/mom/significant other)?? She's got nothing to do with it. I make my own sandwiches !

## Mind Reading

The mind reader sits behind a table with a number of slips of paper before him. One at a time he names a famous person and his or her good turn. He writes the name of the person on a slip of paper, folds it in half, and places the slip in a clear glass. He then asks someone to come up and take a slip of paper out of the glass, look at it, but do not tell him the name written upon it. The mind reader then pours water into the glass and stirs until they are thoroughly saturated. He then pours off the water into another glass and throws the paper away into a waste basket. After examining the water in the glass, he announces the name of the slip drawn. Solution: Write the name of the first person named onto every slip of paper.

## The Magic Doctor's Chair

Characters required, 1 doctor and four patients. Props required, two chairs.

Scene begins with doctor sitting on one of the chairs.

First patient enters twitching their left arm.

DOCTOR: 'And what's wrong with you sir?'

Patient 1: 'As you can see doctor I have this terrible twitch'

DOCTOR: 'Just sit on my magic chair and you'll get better'

The patient sits on the chair and stops twitching, but the doctor's left arm starts twitching.

Patient 1: 'Oh thank you doctor. you cured me'

The patient leaves, the doctor still twitching calls for the next patient.

DOCTOR: ' Next '..... 'And what's wrong with you sir?'

This patient has the hiccups. The process of sitting in the chair is repeated. The doctor now has a twitch and the hiccups.

The third patient is called in, both his legs keep flicking in the air. The process is again repeated so that the doctor now has a twitching arm the hiccups and both legs flicking in the air.

The doctor now calls patient four. This patient looks quite normal, enters and sits in the magic chair.

DOCTOR: 'And what may I ask is wrong with you sir?'

Patient 4: 'I've got a terrible case of the trots doctor' The doctor runs off the stage holding his stomach.

*Note: TROTS is English slang for can't stop going to the toilet*

-- Thanks to the Australian Scout Association

## Measurement Problem

*It takes all kinds.*

Need: 3 scouts (2 older scouts and 1 Cub Scout).

(Two Scouts come on stage carrying a long pole. They prop it up, then stand back and look at it.)

Scout 1: Now, there are several ways we can figure out the height of this pole. How do you want to start?

(The Scouts unsuccessfully try various methods of estimation to calculate the height of the pole. The conversation goes something like....)

Scout 1: According to my calculations, that pole is about 2 m high.

Scout 2: There's no way. It has got to be shorter than that. Just look at it.

(This kind of exchange repeats several times as the Scouts obviously become more and more exasperated. A Cub strolls onto the stage.)

Cub: Hi! (he watches a bit) What are you guys trying to do?

Scout 2: We're trying to measure the exact height of this pole.

Scout 1: We haven't had too much luck, yet, but we'll get it.

Cub: Why don't you just lay the pole on the ground and measure its length?

Scout 1: (scornfully) Cubs!

Scout 2: I'll say. (To the Cub) Didn't you hear right? We want to know how tall the pole is - not how long it is

-- Thanks to The U.S. Scouting Service Project

## The Motorcycle Shop

The Motorcycle Dealer introduces himself and his shop. He stocks many types of motorcycles, and they are all in excellent condition. In fact, he will demonstrate how good they are by making a sale to the next customer who walks in the door.

First, of course, he needs some volunteers from the audience. Three are selected, and each is briefed quickly as he comes to the front. (Choose scapegoats who have characteristics similar to the motorcycle they will represent.) The first is to go slowly when started. The second will go very fast, almost losing its rider. The third should not go anywhere. They are lined up on their hands and knees facing the crowd.

"Now," says the Dealer, "You can see what fine motorcycles I have."

A Scout walks in and asks if he has any motorcycles for sale. Of course, the Dealer is eager to show his stock.

This first one is a Smith (use the victim's name). It's only 200 cc's, but a nice little machine. The Dealer makes his sales pitch and invites the Buyer to go for a ride. The Buyer straddles the Smith, raises himself up and mimics using the kick starter. The Buyer makes motorcycle noises, not very energetically. He 'rides' (actually straddles and walks) the Smith around in a slow circle, returning to the starting point.

"That's too slow," says the Buyer, "Do you have anything more powerful?"

The next motorcycle is a 1000 cc Yablonski. Again the Buyer climbs aboard and operates the kick starter. The Yablonski roars to life and races around in a circle. The Buyer can barely hold on. "That's too fast! I could kill myself on that one!"

The Dealer says he thinks he has just the right one, a Jones that he recently received on trade-in. It's in good condition and has about the right power. The Buyer climbs on and tries to start. He makes sputtering noises. After several trials, he complains that something just isn't right because the Jones won't start. He gets off and stands looking at the motorcycle.

The Dealer yells angrily to Joe, who is offstage, "Joe! I thought I told you to put gas in the Jones!" Joe replies, "Sorry Boss! I'll do it right now!" Joe enters quickly with a bucket of gas and pours water onto the rear end of the Jones.

## Mr. Boyce and the Good Turn

Narrator: It's a foggy night in London. The year is 1910. An American businessman is lost in the fog.

Businessman: (Mr. William Boyce dressed in top coat, carrying brief case and umbrella. He wonders around the stage looking for a house number.) I don't think I can find my way tonight.

(A Scout comes on stage.)

Scout: May I help you sir?

Businessman: I am looking for this address. Can you tell me how to find it?

Scout: I sure can. I'll take you there.

(They walk to a certain spot on stage.)

Scout: Here you are, Sir!

Businessman: Thank you, and here you are (gives him some money) for helping me.

Scout: Thank you, but I can't accept anything. I am a Scout and this is my Good Turn for the day.

Narrator: Mr. Boyce was so impressed with this action that he looked up the Scouting movement in England. He brought back to America a suitcase full of pamphlets. He incorporated the Boy Scouts of America on February 8, 1910.

The Boy Scouts of America grew by leaps and bounds. A Federal Charter was granted to it by Congress in 1916, an honor given to few organizations.

Today it is a world brotherhood bound together by common ideals and a common oath or promise.

## Mr. Kerplunk

Announce him as Mr. Kerplunk the world renown spitter. He could be French, German, etc. with the appropriate accent. He says he will demonstrate several of his famous spits for the group. An assistant holds a bucket across the stage for Mr. Kerplunk to spit into (tap on the bottom of the bucket to create the special effect). Here are some examples of spits to use but be creative in creating your own:

- 1) Short Shot: He spits; sound effect comes immediately.
- 2) Ricochet Shot: He spits for a side wall (tree etc. if outside) and watches it bounce around before it hits the bucket.
- 3) Long Shot: He spits and follows the long arc with his head; sound made after a long pause.
- 4) Fast Shot: Sound effect is made before he spits.
- 5) Super Shot: Advertised as the most famous. Spends a minute getting mouth full of spit, checks bulge out and finally spits. Guy in front stands up and wipes water or raw egg from eye.

## Napoleon's Last Farewell

The narrator walks to the center of the stage and says that he would now like to present for his audience, that historical event, Napoleon's last farewell to his troops, after his defeat at the battle of Waterloo. He builds up the atmosphere, by asking his audience to imagine these thousands of soldiers, weary from days of fighting etc. When this has been built up enough, the narrator sticks his right hand, under the left breast of his jacket, walks forward and says "FAREWELL TROOPS".  
-- Thanks to the Australian Scout Association

## The New Badge

Cast: Leader, 3 or 4 Kids

Setting: Meeting Hall

Leader: Boys, they're having a contest to redesign the World Conservation Badge. So you guys should try to come up with some ideas.

Kids: Sure thing, Akela.

After a pause, #1 comes in.

#1: Here's an idea, Akela.

Leader: Hmm... not bad. But isn't that too dull?

#2: Akela! Look at this!

Leader: Really nice, but the design is too complicated for the badgemakers to put on a badge.

#3: I have a really good one, Akela!

Leader: Very good. But I think it's too big.

#4: This is it Akela! It's sure to be a winner!

Leader: This is perfect! It's bright enough, simple to make, and the right size. Where did you come up with this idea?

#4: It's a copy of the old badge!

## Oh-Wa-Ta-Goo-Siam

A guru with a turban on his head comes out and sits down in the middle of the stage. Members of the audience are solicited to help bring back the ancient spirits who once inhabited the area. All are asked to kneel and with arms out-stretched, they are told to repeat the magic phrase after the guru. When ever this phrase brings enlightenment, they may return to their seat in the audience. All sit kneeling near the guru repeating the guru's actions and words. The guru moves his arms and chants "Oh ... Wa ... Ta ... Goo ... Siam ...". All chant with him. Keep it up for a long while increasing the speed of the saying. Eventually everyone catches onto the fact that they are really saying, "Oh, what a goose I am."

## Old Movie Scene

Run through a short movie scene. Use jerky motions, flashlight flicker, etc. Just as the scene is about to end, the narrator says, "Oh no! Something's wrong; it's going backwards!" Then run through the whole scene backwards. Keep the scene short to only a minute or two.

## The Operation

By setting up a white sheet and using a light behind it, a hospital operation can be silhouetted onto the sheet, which is set up like a screen. Ham it up with humorous dialogue, occasionally throwing a peeled tomato or a piece of raw liver or spurt of ketchup out to the audience. A good creative imagination would be an asset here.

## The Outhouse in the Yangtze River

You need: A boy to be the Chinese father, and three or four more boys to be his children.

The father starts out alone and calls his children to come to him. He is very angry. They all line up behind him.

Father: "As you know, someone has pushed the outhouse into the river.(To first son) Was it you?"

First Son: "No Father!"

Father: (To second son) "Did you push the outhouse into the river?"

Second son: "No Father!" He asks all of them, and they all say no.

Father: "In America, George Washington chopped down his Father's cherry tree. He told his Father 'I can not tell a lie'. When his Father heard this, he did not punish him, but he honored him for telling the truth." Now can someone tell me who did this?"

Second son: "I cannot tell a lie either Father. It was me!"

Father: "Why you little!" He runs up and starts strangling his son. Other sons try to keep him off.

Second son: Father! Why are you punishing me when I told you the truth? You said George Washington did not get punished!."

Father: "George Washington's Father was not in the tree!!"

All exit

Note: Some may find this offensive (Mainly Chinese people)You can use a scoutmaster and boys and have "Who pushed the latrine into the lake" or something like that.--

Thanks to Chris Whong of Boy Scout Troop 763, Wheaton, MD

## The Outlaw

I was recently on staff at Camp Birch of the 95' staff, and this was the most popular of them all we did. This is set in the western era in the 1800's. Characters:

An Out Law, Partner, swinging doors(that squeak when opened), One person playing Wife of the Out Law, the Son of the Out Law, Camera person, Very Outgoing Director with German accent.

ANY MISSPELLINGS ARE INTENTIONAL, THIS IS HOW IT IS SUPPOSED TO BE PRONOUNCED

Director: Pleses(Places), Pleses, evedybody. Now do we haave thees down?(Be creative)

(Every one nods)

Director: Aaalrrright aand aaction.

Out Law: Say there pardner, got a match.

Pardner: Yep.

Out Law: Can I have it.

Pardner: Nope.

Out Law: I think I'm gonna take it, what are YOU gonna do about it.

Pardner: I'ma gonna shootcha. (quickly pulls out gun and fires)

Out Law: (Falls to ground)

Son: Daddy, daddy. (Huddling over Out Law)

Wife: OH! MY POOR HUSBAND!(Huddling over Out Law)  
Director: (in a perturbed and angry voice) Cuuuuuuuuuuut! That was terrible, were do we get these aactors. Let's do it again, do eet slowwwwwer / faaster / like an opra.(CHANGE WORDING AROUND EACH TIME, it will sound repetitive if you don't)  
(look of question in faces)  
(repeat slower)  
(repeat really fast)  
(repeat like opra)  
The End

## Peanuts

Cast: policeman; three boys; police chief. (Policeman hustles scuffed looking boy up to boy sitting at the table marked CHIEF.)

Policeman: Here's a bunch of trouble- makers for you, sir.

Chief: O.K. constable. I'll deal with this. (dismisses officer, turns sternly to Boy 1.) Well, now. Why are you here?

Boy 1: (embarrassed) I threw peanuts into the lake. (Chief looks puzzled)

Chief:(sternly to Boy 2 ) Any why, then, were you brought in??

Boy 2: (defensively) I threw peanuts into the lake.(Chief scowls angrily)

Chief: (Bellows at Boy 3) And you! What have you got to say for yourself?

Boy 3: I'm Peanuts, Sir! (All exit)

Version 2:

Cast: Judge, Bailiff, 3 (or more) Scruffy Guys, Peanuts (person)

Setting: Courthouse

Judge: Order in the court! Order in the court! Bring in the first case!

Bailiff brings in a scruffy guy.

Judge: What's your problem?

#1: Duh, I like to throw Peanuts against walls! Hic!

Judge: 30 days psychiatric treatment! Next!

Bailiff brings in two more such characters, one likes to throw Peanuts out the window, into a lake, likes to hit Peanuts with a hammer and so on. Judge responds the same way and becomes increasingly bored, saying "Oh, not another," "Why do they send me all the loonies," and so on. Finally the bailiff brings in the last, really scruffy, bloodied, shirt torn, no shoes, so on.

Judge: What's your problem? (Sigh....)

Peanuts: I'm Peanuts! (Passes out.)

Version 3:

Cast: Narrator, 3 Scruffy guys, Curious Person, Peanuts

Setting: Building Roof

Narrator explains that these four guys are on the top of a building and looking over the edge.

Curious person: What are you guys looking at?

#1: I threw Peanuts over the edge of the building.

#2: I threw Peanuts over the edge of the building.

#3: I threw Peanuts over the edge of the building.

"Peanuts" comes crawling up to the top of the building.

Curious person: Who are you?

Peanuts: I'm Peanuts! (Passes out.)

## Pie in the Face

This skit requires pie plates, shaving cream, towels, 3 plastic raincoats, or something similar (i.e. plastic bags). At least five people need to be involved. There is the narrator, the three members of the pie in the face team, and the person(s) who delivers the pies to the pie in the face team. This skit works best if

everyone in the skit is serious, official, and ceremonious. Ply up the ceremony and the official part of the skit.

The skit starts off with the narrator about the history of the grand art of pie throwing. He introduces the three members of the team who will receive the pie in the face. The team marches out and stands at attention.

As the narrator continues to talk a person comes out with three pies on a tray and hands them to the three members of the pie in the face team. The narrator describes the various pie in the face throws that have evolved through the centuries. In every case the person in the middle receives the pie in the face. Examples of pie throws are the classic pie in the face, the pie on the top of the head, the double pie in the face, the pies on the side of the head, and the swing, miss and hit. You can have the person in the middle change places and still get a pie in the face. The last thing that happens is that the guy in the middle who was getting all the pies in the face gets the other two members of the pie in the face team. During all this keep the members of the pie in the face team supplied with pies. This can go on as long as you would like. Another thing is wipe off the pie in the face team faces once in a while. Be original and creative with skit.

## Potted Plant

A scout pretending to be a delivery boy comes wandering through the meeting with a potted plant which he says is for Mrs. Mergetroid. He comes back through the meeting several times each time saying, "Potted plant for Mrs. Mergetroid." Each time the potted plant gets bigger. The last time he comes in carrying a small tree. Finally the leader says there isn't any adults here, just kids. Delivery boy looks at the card and says. "Oh for heaven's sake. I've been reading it wrong, the plant is from Mrs. Mergetroid For ; Name of some one in the unit."

## The Professor's Address

*A silly fill-in for a number of dull moments.*

Cast: Announcer, Professor Glitzenshiner

Announcer: Yes, ladies and gentlemen. Today I have the great honor of presenting to you Professor Glitzenshiner. Professor Glitzenshiner is a little known quack whose main field of expertise is geography. He attended Whatsamatta U. for his undergraduate degree in geographic localization; he went to Duck University for his Masters in human geography. He did his Doctorate at the Idiot Institute of Illinois on World geography, and is now on world tour addressing crowds large and small on Systems of Geography. Please, Ladies and Gentlemen, I would like to introduce Professor Glitzenshiner who will now give you his address.

Professor Glitzenshiner: My address is 1234 Pine Street. Thank you. bows)\_\_\_\_\_

## Reggie and the Colonel

Characters: Reggie, big, dumb, Bermudas, high socks, safari hat, glasses, down on nose, mustache, carries gun in front of him. Colonel: short, limp, monocle, no gun, just small knapsack, has cane.

Scene: Walking in place through darkest Africa, speaking pronounced English accent.

Colonel: (excited, jumping and pointing with cane) Reggie, look... Did you see it, Reggie ?

Reggie: See what??! No, no, where, where ??

Colonel: Oh, Reggie, It was a beautiful condor, 8 foot wing span, beautiful colors.

Reggie: No. I didn't see it.

Colonel: Wish You'd pay closer attention. (They continue walking).

Colonel: Did you see it, Reggie?

Reggie: No, what?

Colonel: A spotted Zebra...Wish you'd pay closer attention.

Colonel: (later) Did you see it, Reggie?? Did you see it?

Reggie: No I missed it ... what was it?

Colonel: An ooh-aah bird.  
 Reggie: Ooh-aah bird. What's a ooh aah bird??  
 Colonel: An ooh-aah bird is a 2 pound bird that lays a 3 pound egg, like this:  
 Oooooooooooooohhhhhhhhhhhhhhh-aaaaaaaaaaaaahhhhhhhhhhhhhhh (face lights up). (continue walking).  
 Reggie: Whispers to audience: Next time I'll say yes - pretend like I saw it. I'll fool him.  
 Colonel: Reggie, Reggie did you see it! (excited)  
 Reggie: I saw it, I saw it!  
 Colonel: Then why in heaven's name did you step in it? !!!

## The Scout Uniform

This skit needs two Scouts, both dressed in full Scout uniform, complete with shoes, socks, neckerchief, and hat. Only a little rehearsal is needed, and it is best to ad lib as the Scouts go along. Scout #2 should demonstrate Scout#1's requests as quickly as possible, playing for the audience's response. By the end of the skit, the second Scout will be a complete mess.

Scout #1: "Good evening Scouts and parents. Tonight my associate and I will demonstrate the proper way to wear the official Boy Scout uniform for all of our mothers present, and especially for the new Scouts and their mothers."

Scout #1 reads from a list: "First, notice the lovely shade of khaki and red. See how the colors complement each other?"

Scout #2 acts as a model, posing and waving his hand in a smooth motion from hat to trousers.

"Notice the badges identifying the patrol, rank, troop number, office, and council."

Scout #2 points to each patch in succession.

"Now notice the stiff collar, the neatly sewn shirt buttons, and the absence of lint in his trouser pockets."

Scout #2 turns up the collar, pulling his neckerchief askew. He begins to unbutton his shirt, and pulls out his pants pockets, dropping the contents on the floor.

"See the neat pant cuffs, shiny leather shoes, and crumpled shirt tails."

Scout #2 lifts a pant leg (which stays up), takes off and holds up a shoe, and pulls out his shirt tails and waves them at the audience.

"Also check out the regulation hat and belt, clean undershirt, and ears."

Scout #2 takes off his hat to show and puts it back a bit lopsided. He unbuckles his belt and leaves it hanging. Then he finishes unbuttoning his shirt to show off his clean undershirt. He sticks a finger in his ear, turns it, and takes it out and inspects it.

"Finally, notice the stitched shirt cuffs, color coordinated Scout socks, and clean hands."

Scout #2 unbuttons one shirtsleeve cuff and shows it off. He takes off a sock and waves it proudly, holding it up to his shirt for comparison. Then he stuffs the sock partly into a pocket and displays his clean hands.

"Thank you ladies and gentlemen for your attention. Scouts, I expect you to wear your uniforms as proudly as my helpful assistant wears his."

## Sidewalk Climbing

Cast: 1 Sidewalk Climber. 2 - 3 Passers-by and 2 offstage personnel

Also needed: "Tools" - Climbing tools or even two tent stakes will work. Long rope

The skit begins with the "sidewalk climber" lying on his stomach on the floor. (The plastic garbage bag is used if needed to prevent splinters) The rope is tied around the climber's waist (like a safety line) and leads offstage (to the offstage personnel.)

In the climber's hands are "climbing tools" which can be anything that a climber would use to climb rocks, or even sticks, it really doesn't matter too much.

The climber simulates climbing up a rock formation by getting a good hold with his tool and pulling up (sliding across the floor), then getting a good hold with the other tool, etc....

1st Passer-by: What in the world do you think you're doing here?

Climber: "Why, I'm sidewalk climbing! It's a really dangerous hobby. It takes a lot of strength and concentration. One mistake and it's all over!" (Continues climbing)

1st Passer-by: "You're crazy!" (Passer-by walks off.)

Climber: Continues to make the climbing action across the floor.

2nd P-by: "Hey mister/lady, what ARE you doing there?"

Climber: "I'm sidewalk climbing! Not everybody can do this sport. It takes a great deal of training and strength. One slip and it's all over!"

2nd P-by: "What a nut!" (The passer-by takes one of the tools and walks off the climber now has to try to climb with only one tool - makes it look a lot harder.)

Climber: "Oh no! Thank goodness I still have THIS tool, I think I can still make it!" (Continues "climbing.")

3rd P-by: "Wow, look at this weirdo! Just what is it you think you're doing?"

Climber: "I'm SIDEWALK CLIMBING!" (Climber must grunt out the words due to the extra effort it takes to climb with only one tool.) "This is a really dangerous sport and I lost one of my climbing tools. All it takes is one wrong move and I'm in real trouble!"

3rd P-by: "This is really dumb! You're just lying on the sidewalk! There's nothing dangerous about that. Nothing will happen if you slip. Here..... I'll PROVE it to you!" (Passer-by takes the last tool out of the climber's hand.)

Climber: "Oh No!" (and tries to hang on to the tool) (Just as the tool is taken out of the climber's hand, the offstage personnel pull on the rope and pull the climber out of sight, as the climber yells "Ahhhhhhhhhh.... look what you've done now!")

3rd P-by: Looks at audience with a sheepish look on his/her face, shrugs shoulders, and quietly walks off the stage.

## A Simple Block of Wood

Characters: Each Scout holds a cardboard figure in front of him starting with a square block of wood. Boy 2 is roughed out pinewood derby racer. Boy 3 is a racer with a little paint. Boy 4 and 5 are the finished cars.

Setting: Each boy walks on to the stage to read his part. The last scout runs onto the stage shouting his line.

Boy 1: I'm only a simple block of wood,  
Cut from a tree so tall.  
Unlike the tree that thundered down,  
No noise would I make should I fall.

Boy 2: But in the hands of a wide eyed boy,  
Armed with a knife and a saw.  
There are many shapes that I can take,  
Some wide, some short, some tall.

Boy 3: A little paint, a line or two,  
Nothing fancy, but not too plain.  
No two alike, made with loving hands,  
We are all of the tree that remains.

Boy 4: Like each little boy's life,  
Starting with form.  
Like a block of wood cut from a tree,  
The loving hands of leaders like you,  
Help us each to be what we shall be.

Boy 5: And I'm gonna be a racer!

## Smoke Signals

1st Scout: "Hey George, look over there, smoke signals".

2nd Scout: "Oh yes Mike, what do they say?"

1st Scout: "Help.....My.....Blanket's.....On .....Fire."

## SMOKEY'S DEPUTIES

Characters: Narrator, 3 boys in Smokey Bear costumes with "Deputy" badges, clown.

Scene: Outdoor scene with cardboard trees and buses. Posters as indicated in script.

Narrator: Ladies and gentlemen. For the first and only time, in our stage we present a trio of performing bears directly from Yellowstone Park. (Gesturing with sweep of hand.) Take it away bears!

Bears: (enter singing...Tune: "Polly Wolly Doodle")

Oh, bears like cake, and bees like pie

And a little bit of honey is fine'

But we don't like sparks in our national parks,

And in forests of spruce and pine.

So beware, so beware,

Put your campfires all the way out.

Let the fire burn down, sprinkle water all around

Put them out without a doubt.

Bear 1: Listen friends. Before you strike one match in my forest, check the Forest Ranger or an adult camping guide.

Bear 2: Never build a fire without an adult to help you.

Bear 3: That's right! Remember to have a bucket of water or dirt handy, right next to the fire.

Bear 1: And when you're through with the fire, don't go away and leave it. No sir. Let the fire burn down.

Break up the coals with a stick. Sprinkle water or dirt on the fire until it is cold.

Bear 2: Be sure to check the fire to see that it is cold out before you leave the campsite.

Bear 3: Now everybody, please join us in the chorus of our song:

So beware, so beware

Put your campfires all the way out

Let the fire burn down, sprinkle water all around.

Put them out without a doubt.

(During the chorus, clown crosses stage carrying sign which reads: "You are no Match for Fire" When he reaches mid-stage, he turns sign over. On back side it reads: "Don't clown around with fire.")

## Soldier In the Battlefield

This skit can be played by just one person, or you can use two. A person in battle dress falls on the ground moaning that he is about to die. The orderly kneels over him frantically trying to record his name for the records. He keeps on asking his name, but he is in too much pain to bother with his name and keeps on asking for help. In desperation the orderly tells the soldier that he is dying and that he needs his name to tell his mother. The soldier reply that his mother already knows his name.

## Sounds of the Lost Scoutmaster

*A quick 2-person skit, if the Storyteller, the Lost Scoutmaster or last minute volunteers do the sound effects.*

Cast: Storyteller, Bird, Frog, Tree, Breeze, Lost Scoutmaster

Storyteller is telling the story to the campfire crowd, while the other actors, with the exception of the Lost Scoutmaster, have the option to hide in the woods, sit in the crowd, or stand beside the story teller. I suggest the first, for effect. The Lost Scoutmaster, however, must hide in the woods.

Storyteller: You know, I love camping. It's not like being in the city at all. You hear sounds that you can only hear out in the country. For instance, lots of birds. (Bird chirps a lot, sings a bird song.) Ah, isn't

that lovely? And the frogs. They have one of those great sounds. (Frog calls out ribbit sounds.) And though there's breeze in the city, it's just not the same as the breeze in the country. (Light breeze being called out.) Let's face it; there are trees in the city, but how many? The breeze through a forest is so nice (Light breeze, slight swishing of the trees.) But the sound I love to hear the most when I go camping is the sound of the Lost Scoutmaster. (Heavy thumping of the feet; calls out, "Where in the world am I?")

## The Split Ball

Characters: Bud the pitcher, Bill, the reporters, Shorty the catcher, Gentleman from Australia, Other visiting gentlemen, Two flashlight operators.

Scene: Practice field. The front stage is very dimly lit. Across the back is a sheet or lightweight curtain through which a light can shine.

The success of the stunt depends on the ability of the pitcher, catcher, and flashlight operators to coordinate their movements. The pitcher pantomimes a throw. When he says, "There," a flashlight operator turns on his light and makes it shine through the screen. The light moves along the screen to resemble the flight of the ball. The catcher pretends to catch the ball, and the flashlight goes off. The movement may or may not mimic the flight of that kind of ball in a real game.

Bud comes on stage, in front of the curtain. Bill steps up to him, followed by all the visiting Gentlemen.

Bill: Hi, Bud.

Bud: Hi, Bill.

Bill: Gentlemen, I'd like you to meet Bud, the greatest pitcher in America.

Bud: Oh, come on, Bill!

Bill: It's true. Bud, these gentlemen represent the world wide athletic association. They wanted to see the greatest American pitcher, so I brought them right to you.

Bud: Well, I am flattered.

Bill: This is Mr. Grossman from Australia, Mr. Blackwell from England, etc. (Add as many names and countries as you need. Each shakes hands with Bud and then steps away.)

Grossman: Excuse me, sir. We have heard about the different ways you pitch ball. Would you demonstrate a few balls for us?

Bud: Glad to. Have a seat. (points to a row of seats and they sit.)

Gentlemen: Thank you.

Bud: Shorty?

Shorty: (appearing) Yes, Bud?

Bud: What shall I start with, Bill?

Bill: Start with your fast ball.

Bud: O.K. a fast ball. There! (light darts across screen, quickly. Gentlemen cheer.)

Bill: A slow ball.

Bud: O.K. a slow ball. There! (light moves very slowly across screen. Cheer.)

Bill: A curve ball.

Bud: O.K. a curve ball. There! (light moves in a fancy curve. Cheer)

Bill: A knuckle ball.

Bud: O.K. a knuckle ball. There! (light moves in a zig zag line. Cheer.)

Bill: How about a sinker?

Bud: O.K. here comes a sinker. There! (light glides along waist- high, then drops into mitt. Cheer.)

Grossman: Pardon me sir. I have heard about your split ball. Could you please show us?

Bud: Certainly. A split ball. There! (The two flashlights start together. They seem to separate, one high, one low on the screen. Then just as they near Shorty, they come together.)

Every one cheers, pats Bud on the back as they all exit.

## Thar's a Bear

The object is to set up a bear warning system. One at a time set up five to eight fellows standing shoulder to shoulder. The warning system is set up by having each of them repeating the following message:

Leader: "Thar's a Bar." (correct pronunciation is important)

Bear Warner: "Whar?" (be certain that he pronounces it correct, if not correct him.)

Leader: "Over Thar." (pointing with his right hand and arm extended)

A to B: "Thar's a Bar." (at which point he will probably point, so correct him.)

B: "Whar?"

A: "Over Thar." (now he should point with the arm extended for the rest of the skit.)

B - C: "Thar's a Bar." ... and so on until the last one says it to the leader.

Go through the same procedure with the left hand. The third time have both hands extended, right leg extended, bent down. Last time the leader goes through the ritual, he pushes the guy next to him so that the rest will fall like dominoes.

## Time on the Park Bench

A Scout is sitting in a bench in the park reading the newspaper, getting tired he lies down for a nap. A few minutes latter a Scout comes by, wakes him and asks for the time. The Sleeping scouts says its 6:45. The Scout goes back to sleep. Repeat this process three times, with it being thirty minutes latter each time( 7:15, 7:45, 8:15). The Scout then takes out a marker and writes on the paper, "I don't have the Time!", places it over his head and goes back to sleep. The final Scout walks up; reads the message, wakes the sleeping scout up and says: "Hey, its a quarter to nine!

## The Twelve Days of Christmas

Characters: Bob, 12 Cub Scout friends (if den has less than 12 boys, have them repeat their entrance on stage)

Props: Items called for in skit on a table (use your imagination to create wilder items)

Setting: Bob is standing by table with props. As each boy enters, he hands him the appropriate item.

Cub #1: On the first day of Christmas my good friend gave to me -- a knob to adjust my TV. Thanks Bob.

Bob: You're welcome!

(Each cub takes items and exits. Then next cub enters from opposite side of stage)

Cub #2: On the second day of Christmas my good friend gave to me -- two napkins. Thanks Bob.

Bob: You bet!

Cub #3: On the third day of Christmas my good friend gave to me -- three French fries. Thanks Bob!

Bob: No problem!

Cub #4: On the fourth day of Christmas my good friend gave to me -- four comic books. Thanks Bob!

Bob: Glad to do it!

Cub #5: On the fifth day of Christmas my good friend gave to me -- five rusty nails. Thanks Bob!

Bob: Don't mention it!

Cub #6: On the sixth day of Christmas my good friend gave to me -- six greasy rags. Thanks Bob!

Bob: OK!

Cub #7: On the seventh day of Christmas my good friend gave to me -- seven soggy sweatshirts.

Thanks Bob!

Bob: Yeah, you're right!

Cub #8: On the eighth day of Christmas my good friend gave to me -- eight mugs for milk shakes.

Thanks Bob!

Bob: Give me five! (does high five with Cub #8)

Cub #9: On the ninth day of Christmas my good friend gave to me -- nine dirty dustpans. Thanks Bob!

Bob: Cool dude!

Cub #10: On the tenth day of Christmas my good friend gave to me -- ten leaping lizards. Thanks Bob!

Bob: Check you later!

Cub #11: On the eleventh day of Christmas my good friend gave to me -- eleven pies for pitching. Thanks Bob! ( A pie plate full of whipped cream can actually be thrown at Bob here - if you like!)

Bob: (wiping off cream) That's what friends are for!

Cub #12: On the twelfth day of Christmas my good friend gave to me -- twelve dump trucks dumping. Thanks Bob!

Bob: Bye, pal! (last cub exits, table is cleared of all props) Now, let's see. That was (singing) twelve dump trucks dumping, eleven pies for pitching, ten leaping lizards, nine dirty dustpans, eight mugs for milk shakes, seven soggy sweatshirts, six greasy rags, FIVE RUSTY NAILS, four comic books, three French fries, two napkins and a knob to adjust my TV. (looks at audience and wipes brow) Whew! I finally did it. I finally got my closet cleaned out!

## Twist Mouth Family

A mother and a father had several children, now all the children had their mouths twisted out of shape except their son John, who they had sent to college and had just returned. They all got ready for bed and Mother asked Father to blow out the light. "Yes I will," was his reply. "I wish you would," said she. "Well I will," said he. Father blows upward due to the twist in his mouth. Father asks mother (use the same sequence of phrases as in the previous sentence), she blows downward. Mother asks daughter, daughter blows to the right. Mother asks son (not John) who blows to the left. Finally, John, the college son is asked. He blows straight and blows out the candle. Father then says, "What a blessed thing it is to have a son with an education."

## Ugliest Man in the World (or Bad Breath)

### Ugly Baby

A lady is riding on a train with her baby wrapped in a blanket. A stranger comes and sits down next to her. He asked if he can see the baby. Upon opening the blanket the stranger says: "Ma'am, that's the ugliest baby I have ever seen." She yells at him ( you beast, how can you say such a thing, etc.) and hits him with her fist until he leaves. Repeat this three times. While beating the third stranger she yells for the conductor. She complains to the conductor that this is the third man who has "insulted my little darling". The conductor urges the stranger to a new seat. The conductor returns to apologize and tells the lady that he wants his riders to be happy. He tells the lady he will bring a her a drink and he'll stop by the kitchen and get a banana for her monkey.!

## Upside Down Singers

The singers are on stage. An announcer explains that they are going to sing upside down! They duck out of sight behind a curtain (a sheet held by two accomplices will do). Placing their hands in their shoes, they wobble the shoes above the curtain top looking as they are having trouble standing on their heads and are about to topple over while singing. They requires practice and the assistance of someone to direct them. To end the skit let one of the curtain holders become distracted and accidentally drop the curtain revealing the "upside down singers" in action."

## We Ain't Got the Money for the Mortgage on the Farm

*One of those repetitive jokes. Difference is, you do the skit to a beat, and everyone bends their knees in sync (or tries to.) Successful or not, the knee bending (and attempts to keep in sync) alone makes it hilarious.*

Cast: Ma, Pa, Bro, Sis, Cousin Joe, Auntie Mae, Gramps, Mr. Bankerman

Pa: (Comes out, starts bending knees to a beat, and says to the beat) Hiya, Folks! I'm Pa (people can respond ... repeat if desired.) Well, we ain't got the money for the mortgage on the farm. Boo, Hoo, Boo Hoo Hoo.

Ma: (Comes out, bends knees to Pa's beat.) Hiya, Pa!

Pa: Hiya, Ma!

Ma: Whatsamatter, Pa?

Pa: Well, we ain't got the money for the mortgage on the farm.

Pa & Ma: Boo, Hoo, Boo Hoo Hoo!

Continues with Bro coming in, saying Hiya, Ma (who responds, Hiya, Bro) to the beat, then says Hiya Pa, (Hiya, Bro) then Whatsamater Pa? who responds about the mortgage. Continue in like manner through to Gramps, each lining up beside the person before them. Continue to Mr. Bankerman, who does the same thing, but faces the line from the far side. They all go through the scene again, Hiya, Pa! Hiya, Mr. Bankerman! etc. Whatsamater, Pa? Well, we ain't .... Finally,

Mr. Bankerman: Well, Now I got Sis (abducts Sis, who of course resists.) Ha, Ha, Ha Ha Ha!

All of a sudden, everyone shoots at Mr. Bankerman, (Bang! Bang! Bang Bang Bang!) and he falls over dead. They continue their leg bending. Next line is tricky to a beat, but think of rap music. (What the heck is rap? You mean that garbage kids listen to?)

All: Now we don't have to pay the mortgage on the farm! Ha! Ha! Ha Ha Ha!

## The Weather Man

This is performed on a stage. Hang a large map, or a sheet with some outlines drawn on it, across the back of the stage. Since the skit involves water, it is a good idea to use a waterproof ground cloth to protect the stage.

Plan the skit, assemble the materials, and assign responsibilities ahead of time. Everybody except the Scapegoat knows what will happen. Let the Scouts decide what kind of weather to use, and what props are needed to represent it.

### The Skit

The Weather Man stands in front of the map, and presents a parody of the television evening news report. He reads from a script in his hand. As he announces each kind of weather, it appears, aimed straight at him from off-stage.

He announces that the South will have wind. The backdrop shakes and a large fan blows the papers in his hand.

The Weather Man reports that there will be snow in the North. White confetti drops from the sky, or over the map. He reports hail in the Midwest, and small white objects pelt him. (Plastic packing makes good hail.)

Each time the weather reacts to his report, the Weather Man acts more scared. Finally, he turns the page, stops, and protests that he can't do this any more. He needs a brave person to read the last forecast for him, and asks for a volunteer from the audience. With the help of the audience, the 'volunteer' is selected and pushed forward.

The Scapegoat is handed the script, and reads, "And tomorrow this area will have heavy rains." Instantly, he is hit by a bucket of water from offstage.

### Variation

The Weather Man and the Scapegoat will clearly expect something. In fact, the Weather Man will usually have a hard time hiding his anticipation. Without warning him about the actual outcome, get him wet instead of the Scapegoat.

### Another Variation:

Hang or hold up a large map, or a sheet with some outlines of states on it. The scouts should decided on the weather and the props in advance. The Weatherman stands in from of the map and presents a weather report, (like on TV) He reads from a script in his hand. As he announces each kind of weather, it appears, aimed straight at him from off stage. He announces that the South will have wind. The backdrop shakes and a large wind blows (be creative). The Weather man reports there will be snow in the North. White confetti falls from the sky over the weatherman. He reports hail in the midwest and white objects pelt him. The weatherman acts more and more scared. Finally he turns the page and stops

and quits. He asks for a volunteer to take over. A volunteer is force to continue. He is handed the script which reads: TOMORROW THIS AREA WILL HAVE HEAVY RAINS, the reader is immediately drenched with buckets of water. (Variation, go ahead and drench the weatherman, especially funny if you have the scoutmaster be the weatherman and he does not know skit.)

## WHAT DID YOU SAY YOUR NAME WAS?

CHARACTER: Boy in Cub Scout uniform and a group of boys in street wear.

PROPS: Toy airplane, a ball for the group of boys to bounce, sign on easel saying "small town in 1939."

SCENE: Open with boys bouncing ball to each other when Cub Scout enters. Easel is set up with a sign on far left side of stage.

CUB SCOUT: Hi fellas! (holding airplane)

BOY #1: Hi, you're new here aren't you?

CUB SCOUT: Yes, we just moved here from Ohio. I'm on my way to my first den meeting. Are you guys in Scouts!

BOY #3: What kind of airplane have you got there?

CUB SCOUT: We're building rockets in our den and I made this airplane at my last meeting in Ohio. I just thought I'd bring it to show the guys in the den. It will really fly.

BOY #4: You say you're building rockets?

CUB SCOUT: Yes, when they are finished we are going to shoot them off after pack meeting so everyone in the pack can see how they work. I'm glad to get the chance to build one. You know I'm going to fly one someday for real. Maybe I'll even walk on the moon.

BOY #5: Wouldn't that be something! What else do you do in the den meeting?

CUB SCOUT: We do a lot of different things. Of course I'm really interested mostly in aviation. I'm going to have my pilot's license by the time I'm 16.

BOY #6: Sure, sure...do you guys ever camp out?

CUB SCOUT: Sure when you become a Webelos they have great dad and son campouts. You know, I'm going to test new aircraft when I'm grown...maybe even rocket-powered planes. I've got to go now...I don't want to be late. Bye!

BOY #7: Boy those Cub Scouts think they can do anything...He sure has big ideas...What did he say his name was, anyway?

BOY #1: Neil Armstrong! What a dreamer! He really thinks he's going places.

## Why Are You Late?

*Known as "Mounted Scouts" in the Leader Magazine.*

*Once modified this to fit a space theme. You got it -- no changes to the plot or the joke, just to a few details like a space ship, a 6-legged Aldabian glop, and a rented air coaster which all broke down.*

Cast: Boss, 4 Workers

Setting: Office

Boss: Why are you late?

#1: (Rushing into work, breathless.) Sorry I'm late, Boss. My car broke down, so I took the bus. But the driver hit a tree, so I had to take a cab. And it broke down, too. Fortunately, I was near a Caläche so I borrowed the horse. But it ran so fast that it had a heart attack and collapsed. I had to jog the rest of the way!

#2 & 3 come in late with exactly the same excuse. The boss becomes a little bit more exasperated each time, until #4 finally comes in, late of course.

Boss: Why are you late? No, wait. Let me guess. Your car broke down, so you took the bus. But the bus driver hit a tree, so you took a cab. And it broke down too. Fortunately, you were near a Caläche and so you borrowed the horse. But it ran so fast that it had a heart attack and collapsed, so you had to jog the rest of the way, right?

#4: No boss, you got it all wrong! The streets were so crowded with broken down cars, buses and cabs, trees, dead horses, and worst of all some crazy joggers that I couldn't get through!



Peanuts: (Stumbles in with ripped shirt, backwards pants, beat up, in cuckoo voice.) Judge! I like to smash Peanuts with a hammer ... (Looks around; in normal voice,) Oh, sorry! I'm in the wrong skit!

## You Don't Say!

*An easy 2-person skit to place in those loose moments.*

Cast: Person on the phone, Friend

Setting: Living Room

Person: (Phone rings, picks it up.) Hello? Yes? You don't say ... You don't say ... You don't say ... You don't say? ... You don't say! ... You don't say. Bye!

Friend: Say, who was on the phone?

Person: He didn't say!

## YOU HAVE MAIL!

A den leader was in his front yard mowing grass when one of his den members who was a neighbor came out of the house and went straight to the mailbox. He opened it, looked inside, slammed it shut, and stormed back into his house.

A little later he came out of his house again, went to the mailbox, again opened it, and slammed it shut again. Angrily, back into the house he went.

As the man was getting ready to edge the lawn, here the cub scout came again. He marched to the mailbox, opened it and then slammed it closed harder than ever.

Puzzled by his actions, the man asked him, "Is something wrong?"

To which he replied, "There certainly is! My stupid computer keeps telling me I have mail!"

## One Liners

Last night I played a blank tape at full blast. The mime next door went nuts.

If a cow laughed, would milk come out her nose?

If olive oil comes from olives, where does baby oil come from?

I went for a walk last night and my friends asked me how long I'd be gone. I said, "The whole time."

So what's the speed of dark?

If you're sending someone some styrofoam, what do you pack it in?

I just got skylights put in my place. The people who live above me are furious.

We all know light travels faster than sound. Is that why some people appear bright until you hear them speak?

How come abbreviated is such a long word?

If it's zero degrees outside today and it's supposed to be twice as cold tomorrow, how cold is it going to be?

Why are they called buildings, when they're already finished? Shouldn't they be called built?

When two airplanes almost collide why do they call it a near miss?? It sounds like a near hit to me!!

Why is it, when a door is open it's ajar, but when a jar is open, it's not a door?

Tell a man that there are 400 billion stars, and he'll believe you. Tell him a bench has wet paint, and he has to touch it.

I went to a bookstore and asked the saleswoman, "Where's the self-help section?" She said if she told me, it would defeat the purpose.

Did you know that peanuts are fattening? Did you ever see a skinny elephant/?

## Quick Ones

Was that you playing the trumpet last night?

Yes as a matter of fact it was.

Will you play a solo tonight?

Solo?

Yes, so low I can't hear it!

I hear you're going away.

Yes I am.

Do you wanna fly?

I sure do.

If you wait a minute , I'll catch you one.

Do you know why all cooks are mean?

They beat eggs don't they?

How do Vampires stay healthy?

They take their BITE-A mins.

What do you get when you cross a snowman with a vampire?

Frostbite...

When the Webelos went camping why did the sleep on the woodpile?

They wanted to sleep like a log.

Why doesn't the corn like the farmer?

Because he pulled its ears.

Where do hamburgers go to dance?

The meatball.

What animal can jump higher than a house?

Any animal, silly - a house can't jump!

What kind of a doctor would you take a sick duck to?

A quack.

## Finale

"They're all around me!"

"What?"

"Cheesy run-ons!"

## Make-Up, Props, Costumes, and Sound Effects Tips

An eyebrow pencil can be used to darken or change the shape of eyebrows, to line the eyes, to make freckles, moustaches, sideburns, beards, and wrinkles.

Beards can be made with coffee grounds applied over a layer of Vaseline or cold cream.

Cornstarch powder in the hair makes characters look older. Hair usually begins to gray at the temples first. You can also use talcum powder.

A wig can be made by pulling an old stocking down over your hair and ears. Tie it off and cut off the excess. Use scotch tape to fasten colored cotton balls all over the stocking.

Scenery for skits... Scenery should be made from corrugated cardboard. Use latex or tempera paints to decorate as needed. Do not paint on over printing on the box. It will show through.

Alternatively, you can just explain to the audience beforehand, "Here is the bedroom..." and so forth, or "This is the Mississippi River...". Use the power of suggestion!

Acting the part... Too look old, walk with your feet about 8 inches apart. Too walk with a limp, place a ball of paper in your shoe.

If you plan to use sound effects in your skit, it is important to have access to a microphone. Check with the facility where you are holding your pack meetings. Most rental stores carry karaoke sound machines. Also, you can pre-record your sounds on an audio cassette and play them back when needed (do I see a den meeting idea here?).

Airplane: Heavy paper striking blades of electric fan.

Auto brakes: Slide a drinking glass across a pane of glass.

Boat whistle: A wooden or plastic spool, a 3/4" strip of balloon and a rubber band. Fasten the balloon over the hole in one end of the spool. Wrap rubber band around spool over the ends of the balloon and pull the balloon tight. Blow into open end of spool.

Crashes: (a) Fill a wooden box with broken glass and a few stones, then nail it shut. Tip the end of the box to create various kinds of crash sounds. (b) Drop two pie pans taped together with mason jar lids inside.

Creaking door or animal roar: Use a coffee can. Tie a string in the center of a pencil and rub string with violin resin. Punch a hole in the container, place the pencil inside and pull the string out through the hole.

Drag fingernails along the string to produce noise.

Crickets chirping: Run a fingernail over a fine-tooth comb.

Door slam: Slam two hardback books together.

Fire: Crumple and twist cellophane into a ball and then release it.

Gong: Hit a pan with a metal spoon.

Gurgling stream or boiling liquid: Put a straw in a cup of water and blow hard.

Hail: Pour rice on an upside down flat cake pan.

Horse hooves: Alternately tap two inverted cups or bowls on a wood floor or board.

Knock at door: Hit a half-gallon plastic milk jug on the end with a rubber spatula.

Lightning: Grasp a metal cookie sheet on one end, placing your thumb on the underside. Shake the cookie sheet so it vibrates. Bang it against the knee for an occasional loud thunderclap.

Pistol shot: (a) A rubber band is stretched around the center of a small foil pie pan. Pull out the band from bottom of pan and release. (b) Snap a yardstick or thin board on a hard surface.

Puppy dog: Blow up a balloon. With first 2 fingers of both hands stretch neck of balloon, slowly releasing air.

Rain: Fill a soup can 1/3-full of dry peas or beans. Roll the can slowly on a table.

Running water: A wooden box 1 foot x 2 foot x 2 inches is fitted with tin on bottom and ends. Finishing nails are driven into the bottom and ends in a 1 inch diamond pattern. Place a small amount of BB's into box. Tilt to make noise.

Rustling in underbrush: Crush broom straw.

Sword fight: Holding an aluminum cookie sheet in one hand, hit it with a metal spoon.

Telephone ring: Use a bicycle bell.