

The Big Book of Skits, Cheers, Applause, Yells and Run Ons

Originally Compiled by R. Gary Hendra, the MacScouter, 1997

gary@macscouter.com, http://www.macscouter.com

Edited and Re-compiled by Chuck Ulle, Troop 64, Painesville, OH July 22, 2003

INTRODUCTION

The MacScouter's Big Book of Skits is the result of compiling skits from various Internet Scouting sources, and lots of creative people. This is the first major revision of the Big Book, incorporating more than 150 new skits. At last count there are 377 skits in the Big Book -- this may be the biggest collection of skits in the world. With a little luck, the book will be updated irregularly, as more material comes in.

The Big Book started with the Scouts-L Skits FAQ, and a few other small compilations of skits. People have sent me individual skits and groups of skits. My sincere thanks to Merl Whitebook, the most prolific contributor to this volume. My thanks also to Hans Hussman, Bob Jenkins, the US Scouting Service Project, the Australian Scouting Association, and a cast of other characters.

R. Gary Hendra, The MacScouter, January 1997

I've added to and compiled a few more sections, like applause and cheers, in addition to what the original authors included. Some are from my own experience and some from the wealth of sources on the Internet. The resources are to numerous to list and in many cases the skit or applause appears in multiple places and are attributed to different authors and sources.

Chuck Ulle

c_ulle@hotmail.com

Staging Skits

by Merl Whitebook, adapted by the MacScouter

Skits are usually never longer than 3 to 5 minutes and are ideally somewhere around 90 seconds.

Sources of your skits are imagination, Leader magazine, jokes from books, Reader's Digest, campfires, kids, and other leaders, and of course the MacScouter's Big Book of Skits.

Watch out for scratch skits from the kids, because they usually aren't funny, are too long and don't make any sense, not to mention the kids forget what they're supposed to say and do. A real bore to watch. Which leads to the next point -- reserve the right to edit or veto the kids' skits, within reason of course. You've got to avoid swearing, hitting, and stupid, no-sense skits. Though I have seen some original beauties from kids, as well as some wonderful modifications from them, both of which through little if any leader intervention.

Generally, a good way to get the kids involved in a good skit is to provide them with a choice of about two or three skits and let them choose a tried and proven skit, then help them modify it to the number of kids available and the theme.

Rehearse the skit beforehand. It will increase the kids' confidence and can help to avoid whispering, fumbling, amnesia, arguing about who says what, and all sorts of problems.

This task is impossible, but essential to work on. The boys have to speak up so that everyone can hear them. Who cares how good the joke is if you can't hear it. That's where rehearsing comes in handy.

Cue cards can be useful for the kids so that they can remember their lines. Make poster size cards with large, simple writing. A far out idea, but can be useful if the kids can read. And hey! It may unintentionally turn out to be the gag of the weekend! (How about a skit involving cue cards, and the punch line being "But Sir! We can't read!")

Besides the variations mentioned, most of these skits lend themselves rather well to variation of some sort, allowing for easy use throughout a variety of different themes. I saw "The Beer Commercial" originally as a filming of Romeo and Juliet, "The Dumb Actors" can be a filming of any theme related scene, "Peanuts in the Lake" originally had flat out refusals from the relatives, but was modified for an environmental theme, and "Rise, Walk, and Kill, Igor" can have a Scout Troop selling fertilizer, Dr. Mad's Grandmother visiting and the cable company coming by to install a new TV.

Of course, some skits such as "You've Broken the Rules!," "Nosebleed," to some extent "Trimming the Christmas Tree" and "The Infantry is Coming!" are a little more situation specific and depend on prescribed scenery and situations to get the joke done properly. But when possible, decide what you need and then change a skit, even if only minor details mentioned can be changed to fit. The scripts aren't cast in stone.

Avoid rancid skits such as Veech Boton, Ugliest Man in the World, Is it Time Yet?, Nosebleed, and any skit you or your kids have done three times in row (or three times in the past year.) Yes, the kids do love these skits and want to do them again and again, but they become bored sooner or later and start to complain "Not another campfire..." or they call out "I know the joke! He's got a nosebleed!" So try a new skit -- it's just as fun and will improve greatly the enjoyability of your campfires.

Watch out for using or modifying skits that touch on sensitive topics. What used to be considered acceptable jokes no longer are, such as ethnic or handicapped targets. Keep to topics of common ground.

In your skits, a volunteer is usually a pre-selected person who you seem to pluck out of the audience, but of course is planted there. In a pinch, you can just choose your volunteers at random and give them instructions as part of the act. A victim, on the other hand, is a person who is chosen at random or pre- selected (without their knowledge) to be the butt of the joke. Of course, discretion is advised. Try your good humored DC or that Beaver leader who just won't run out of energy.

Have a cheermaster. A CM is someone who keeps track of group songs, yells, cheers and skits. Over time, you can start weeding out the good from the bad from the seen too many times and you can get quite a collection -- here's mine! With many sources you can pick up as many as you desire.

Build up a repertoire of one man skits, or, if you have one of those friends who's been with you in your Scouting endeavors since you were a Scout and probably will always be with you till beyond the grave, act as a team and memorize some skits that without even a moment's notice you can use to fill in a space. There are a number of skits listed here that require only one or two participants or whose "volunteers" can usually be chosen at random.

Examples -- "The Bubble Gum in the Studios;" "Flora the Flea;" "The Bigger Jerk;" "The Highest Tree Climber" (just have the person talk to himself); "7 Jerks on the Line;" "Spring is Sprung;" "The Viper" (just two people, same one running in over and over again); "You Don't Say;" "Highest Jumper in the World;" "The Well-Trained Elephant;" "Food, Water and Mirror on the Sahara;" "You Need a Tie, Sir;" "A Hot Meal;" "Brain Shop;" "Pet Shop;" "The Ghost of Midnight;" "I'm Gonna Get You!;" "News Flash!;" "Learning the Alphabet;" "The Wrong Skit;" and "The Ghost With One Black Eye."

Make your skits enjoyable!

OTHER SOURCES OF SKITS

There are a few books I know on skits, yells and campfires:

The "BSA Scout Leader How-To Book". It is built to help the Scout pack and den leaders running programs that kids enjoy. A section of 15 pages is dedicated to skits, yells and applauses. ISBN 0-8395-3831-6.

"Creative Campfires" is another fine publication. Half of the book contains songs, and the rest is crammed with skits, stories, yells and tips to set up an entertaining campfire. (Sorry - no ISBN, but it can be ordered worldwide from the BSA Supply Division - Fax +1-704-588-5822).

"Campfire Stories....Things That go Bump in the Night" by William Forgey, M.D. contains 21 campfire stories, with large typeface summary of each. Also includes the author's suggestions for how to be successful at telling campfire stories. ISBN 0-934802-23-8 published by ICS Books. Approximate price: $10US $13CA

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The Airplane

7-Scouts acts as the pilot, co-pilot and radioman on an airliner. 4 other scouts are on the wings as the engines, on the wings of the plane.

The pilot announces to co-pilot that engine one has failed. Engine one (ham this up) sputters, makes noise and dies, Co-pilot instructs radioman to inform tower and tell them they will be arriving 15 minutes late(radioman radios tower and repeats message). Soon after engine two fails, repeat the process again but this time tell the tower they will be 30 minutes late. Then engine three with more panic tell the tower we will be 1 hour late. Finally the pilot announces the fourth and final engine has failed. The radioman then says: "Boys I'd better radio the tower, we may be up here all day!"

Airplane Short Runway

Cast: 2 scouts (If more are desired, they can be passengers, with suitable sound effects and actions. Seating for pilot and co-pilot, and for passengers if required and a compass.

Announcer: This scene is on board a very low budget airline.

Pilot: Well, are we anywhere near the airport, co-pilot ? Co-Pilot: (peering out the window) I don't know... I see lights over there to the port. That's likely it. Bring 'er around and have a look. Pilot: (lurching plane hard to the left) Boy, I can't tell. I wish the company would buy us some instruments. Co-Pilot: (pulling compass from pocket) Oh, I've got my trusty compass and the sun went down about 20 minutes ago, so we've got to be on course. (Excited) Look, see that spot down there, that must be it. Pilot: Okay, here we go. Give me 20 degrees flaps, I'm going in. (Puts plane into a nose dive, sound effects.) Pilot: This is going to be tough. Give me more flaps, cut back the engines. (Louder) More flaps, less throttle ! Co-Pilot: (Appropriate actions and sounds, acting panicky.) Pilot: QUICK, cut the engines, give me brakes. MORE BRAKES ! Both: (Sighs of relief) We're down, we made it ! Pilot: Boy that was a short runway ! Co-Pilot: (Looking right, then left) Yep, and wide too !

All Face

An Indian and a white man are traveling together. It's cold and the white man is shivering. The white man is all bundled up and the Indian has very little on (i.e. pants, no shirt) and his blanket. The white man complains about the cold and doesn't understand why the Indian isn't. The white man asks the Indian how he stays so warm. The Indian asks if his face is cold. The white man says no it isn't. The Indian replies, "Me all face."

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 Scouts at Southside are waiting for their Male.

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 Scouts came to town, I haven't slept a wink. Their Den Leaders 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, and looking over and under and around things, saying...."Nope, not here, etc. and "I know it's around here somewhere." Continuing to look.)

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

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

Narrator: What are you looking for?

Chef: A mine.

Narrator: You mean the Lost Dutchman Mine?

Chef: No the lost Italian Mine of course. I hear they have the greatest pizza.

Narrator: There was a guy over there who was talking about pizza earlier. I think his name was Wild Bill.....(hiccup) Wild Bill.....(hiccup)....

Chef: Yeah, I know him, Wild Bill Hiccup - Hiccup...(leave the room)

The Ants

Characters: 6 to 8 Scouts

Props: Paper sacks

Setting: Skit opens with boys standing together in a backyard. Cardboard cutout trees and bushes could be used.

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

2nd Scout: Yeah, I know.

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

All: Yeah!

4th Scout: But it's going to rain.

1st Scout: I don't think so. If it does, we can eat in the house.

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

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

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

5th Scout: I'll bring the drinks.

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

(All walk offstage and come back carrying sacks)

2nd Scout: Here are the chips.

3rd Scout: Here are the hot dogs.

4th Scout: Here are the hot dog buns.

5th Scout: Here are the drinks.

6th Scout: (Drops his sack) Oh, no!

5th Scout: What's wrong?

6th Scout: 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 Great Aug

Important Guy: "OK, Aug, I want you to sell these pencils."

Aug: "Pen-solls"

Important Guy: "That's right, Aug. Now, when you see someone coming down the street, I want you to tell them what you're selling."

Aug: "Pen-solls"

Important Guy: "Yes, Aug. Be more enthusiastic about it!"

Aug, waving his hands in the air: "Pen-Solls!!!"

Important Guy: "Very good, Aug. Now, people will want to buy your pencils, and they'll ask how much they are. They come in $2, $5, and $10 packs. Got that?"

Aug: "Pen-solls?"

Important Guy: "No: Two, Five, Ten."

Aug: "Two .. Five ... Ten!!!"

Important Guy: "I think you've got that. Now Aug, one more thing. Someone might ask why they should buy your pencils. If they ask that, Aug, I want you to tell them this. 'If you don't, somebody else will'".

Aug: "If you don't ... somebody else will!"

Important Guy: "Very good. Now, get out there and sell pencils!"

The important guy wanders offstage, and Aug wanders to the other side of the stage. A man on the street approaches Aug. Aug runs to him waving his hands.

Aug, in his face: "Pen-Solls!!!"

Man on street: "Hey, you're a real jerk! How many people have you done this to?"

Aug: "Two, Five, Ten!"

Man on steed: "You're really asking for a punch in the mouth, buddy."

Aug: "If you don't .. somebody else will!"

Man on street punches Aug, who falls flat, that's the end of the skit.

The Babies & Dads

Cast: Doctor, three Dads

Setting: Hospital

Doctor: Mr. Thompson, congratulations. You're the proud father of twins!

Thompson: What a coincidence -- I come from Two Mountains!

Later --

Doctor: Mr. Smith, you now have triplets!

Smith: That's quite astonishing! I come from Three Rivers!

Third father faints; doctor revives him.

Doctor: Mr. Smart -- what's wrong? Your wife hasn't even given birth yet!

Smart: I come from Thousand Islands!

Backpacking

Two scouts lay down on sleeping bags on the stage. Two other scouts, pretending to be bikers "ride" over to one of the scouts who is on top of the bag and proceed to beat him up. They do anything they want to make it look like they have hurt him. They see him moving and "ride" off.

The scout who just got beat up turns to his buddy and says, "Two bikers just came through the woods and beat me up." His buddy turns to him and says, "It was just a dream, go back to sleep."

This happens two more times, with the bikers beating up the guy, but on the third time, something different happens. The guy who gets beat up turns to his buddy and tells him what happened again. This time his friend says, "Fine, if it will make you feel better, I'll switch places with you."

Now the bikers come back and go up to the same sleeping bag again, and one turns to the other and says, "This guy's had enough, let's get the other guy."

A Bad Turn

Leader: "Now, (Scouts name), you know you should always do Good Turns."

1st Scout: I tried, honest!

Leader: OK

Each Scout enters and says similar things to Leader

Last Scout: (carrying a small frying pan with a "pancake" in it) I did a good turn! (flips pancake over and catches it in pan). But you should see the mess in the kitchen! (other Scouts look ashamed)

Balloon Orchestra

The players in the orchestra each hold a balloon. They blow up their balloons in unison, then let out the air in a squeak at a time to the rhythm of some easily recognized rhythm such as "Blue Danube" or "Jingle Bells". To end the skit all fill their balloons with air and let go at the director's signal.

The Baseball Game

This is great fun in warm weather at a campfire, and it takes a little practice for the perpetrators. There is plenty of room for variation, depending on what the Scouts can imagine and how the volunteers react at the time. As usual, the Scapegoat gets wet.

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.

Bear Hunt

A variation on A Talking Martian! and Saloon.

Cast: Bear, two hunters

Setting: The woods

#1: (Whispering) Ah! There's a bear! I can shoot it and I'll have my take for the day! (Bang! And the bear falls down.) Well, I'll go get some rope to drag it.

#2: No! It's mine!

#1: Hey! I shot that bear myself. It's clearly mine.

#2: Look. You couldn't have shot that bear if I didn't drive us here.

#1: Well, I've got news for you. I just killed that bear. It's mine.

#2: And another thing, ...

The two continue arguing when all of a sudden, the bear rises, growls, and frightens the two hunters away.

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."

The Root Beer Commercial

Cast: Actor(s), Director, Cameraman, Others in a studio

Setting: Studio

Director: Okay, People! Let's get going!

Cameraman: But Sir!

Director: No interruptions! Action!

Actor, speaking in a dull voice, does a commercial for Scout Root Beer, talking about its great taste, made from dishwater and leftover porridge, and lots of the special ingredient, "Hop to it," which the Scout leader often said, from Scout camp when ...

Director: Cut! That sounded like you don't like the stuff! Sound sincere!

Okay! Let's try it again!

Cameraman: But Sir!

Director: No buts! Action!

Actor begins again, appropriately sincere, and there are the usual interruptions by the director, saying it's too fast, too slow, whispers into the actor's ear(who then checks his zipper) until finally, everything goes smoothly. All the while, the Cameraman keeps on interrupting the Director at the same time.

Director: Cut! And Print! That was fantastic! Let's get out of here!

Cameraman: But Sir! We don't have any film!

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 place 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 it's 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 it's 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 !

Be Prepared

First scout walks to center of stage, stands to attention, salutes and says, "BE PREPARED." This is repeated by three other scouts. When they are all standing side by side, a loud motor horn or explosion is let off behind the audience.

The scouts then all say, 'WE TOLD YOU TO BE PREPARED'

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 you're underwear!" And waves a pair of shorts in the air.

The Bicycle Shop

(The scene begins with three players on their hands and knees, in a row, as bicycles.)

Shop Owner: Well, there we are, three brand new bicycles all set up for sale.

Customer: (Entering) Hi. I'd like to buy a bicycle.

Shop Owner: Sure thing. Why don't you try them on for size? (Customer sits on the first bike and it falls down. The second is too big, while the third is too small.)

Customer: I sure like the first one, let me try it again.

Shop Owner: Why not ? (Setting up bike again) There you are, it's all set up again. (Customer sits on it, and again it falls down.)

Customer: I don't know. I really like this one but it keeps falling down. I'm afraid it's not made well enough.

Shop Owner: Our bicycles are all very well made. It was just assembled this morning, and it may need a little adjustment. Let me get some help.

(A volunteer is chosen from the audience, who is instructed to hold one 'wheel' of the now upright bicycle.)

Customer: (Sitting on the bike) That's perfect now. What was the problem ?

Shop Owner: Oh, we just need a big nut to hold it together !

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 relies," "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 Bigger Jerk

A simple, one-person skit that is great for those loose moments in a campfire.

Cast: 1 Person, log (or imaginary mower), "Volunteer," Victim

Person: (Groans and grunts as he's bent over carrying "heavy" mower.) Uhh. (Lets it down.) These old models, I tell you. They are so heavy, and they don't work well. Maybe I should buy a new mower this week. Well, let's get going. (Pulls rip cord to start, but it won't start. Makes appropriate sputtering noises. Tries again and again. Maybe get a "volunteer" to help. Again, no success. Get your victim to try, and on first try, it sputters to great life!) I guess it just needed a bigger jerk!

The Biggest Turkey

Cast: Box or suitable covering, Person in Box, Announcer, Victim, regular and serving spoons, stick and log, paper and book, rubber chicken, small cue card

Setting: Circus, Boardwalk, Technology Show

Announcer: Ladies and gentlemen! To demonstrate my enlarging machine, I will need a volunteer! (Get your victim.) I need you to help me while I explain what is going on. Now, look at what this machine can do! Please, will you put this spoon into the machine? (He does, and out comes the serving spoon, noises.) Isn't that amazing, ladies and gentlemen! Now watch. (Victim puts in stick, and log comes out.) My goodness, something to heat your home with! This is amazing! And please put in this piece of paper. (Book comes out.) Even I am amazed! (Finally, chicken is put in, and say you expect a turkey to come out. But cue card comes out.) This is amazing! The machine says that the biggest turkey of them all is right here!

An alternate ending is to complain about how slowly the machine is working, and it needs to be washed. The operator throws a small cup of water on the side, and a moment later a large bucket of water hits him.

Black Bart

There are several Black Bart skits, all revolving around the basic plot of the hero chasing Black Bart. The hero and BB come face to face. BB is cornered, building up the tension. Destroy it with the anticlimactic line of: "You get the ping pong ball and I'll get the paddles and I'll meet you in five minutes." Or "Oh, all right, Black Bart, you use that one and I'll use the one upstairs." Use the latter one when BB is trapped in some room.

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!!!"

Blindfold

Recruit three or four volunteers and blindfold each one. Have the volunteers stand in front of the audience and instruct them to take off anything they have on. The smart ones will remove their blindfold, but those caught up in the joke will continue to remove items. Continue with those remaining one item at a time, until it borders on indecency. Then remove the blindfold and let them in on the joke.

Bonfire

A leader begins to explain how to lay a campfire. The leader decides to use members of the audience to represent different pieces of wood. The bonfire builders bring up various volunteers. Some of the volunteers are bunched in the center for tinder with others placed for kindling with the "big" logs stacked on top of each other in increasing larger sizes. The leader then says that the fire is ready to light, strikes a match, whereupon, several accomplices yell out that its ON FIRE and dash several buckets of water on the fire.

Border Crossing

A variation on The Ghost of Midnight and The Ghost With One Black Eye.

Cast: Border Guard, Supervisor, Several Crossers, 2 Brooms

Guard: Hi, Boss! I'm new here! What do I do?

Supervisor: Well, you have to make sure that people don't try to cross the border without stopping first. You can shoot at them if you have to.

Guard: With what?

Supervisor: Well, we're out of guns, so here's a broom. People won't know the difference if you just go Bang! Bang! Bang!

Guard: OK. (He goes to the side, and someone tries to cross without stopping, so he shoots at him. The crosser falls.) Boss! Boss! It worked!

Supervisor: See? I told you. Now whenever it doesn't work, here's a pretend bay onet. If they don't fall from the fake gun, you can always try stabbing them.

Guard: OK. (He goes to the side, and someone tries to cross without stopping, so he shoots at him. It doesn't work, so he tries stabbing him. The crosser falls.) Boss! Boss! It worked!

Supervisor: See? I told you. Now go to work and don't stop until your shift is finished.

Guard: OK. (He goes to the side, and someone tries to cross without stopping, so he shoots at him. It doesn't work, so he tries stabbing him. It doesn't work either.) Boss! Boss! What do I do?

Before boss answers, crosser points a broom at the guard and goes Bang! Bang! Bang! and the guard falls.

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 ... marrrvelous. 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.) Hmmm ... 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!

BRAIN TRANSPLANT

A group Scout goes to a new Scientific Laboratory where they have developed a new process for brain transplants. The Scouts asks to see the selection of brains. The doctor shows them a selection. (the brains may be in cans, where they look in it). The first one is marked $500.00. The scouts ask about it and are told it is the brain from a peddler. The next $1,000.00,-a policeman, 1,500.00 - a teacher, etc up to $5,000.00 for the brain of the greatest physicist in the world. The Scouts then see a container marked, $20,000.00 and ask about it. The doctor explains "It is the brain from _____ (DE Camp Director or Leader) and has 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 stepladder.

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 stepladder. 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 storyteller 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 Scout

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 SCOUT: "I am the Spirit of the Wolf Scout. 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). <Scout Memory> e.g. "Scouts. I remember Scouts. Hot Dog roasts in the bush, my first real camp-out, and of course the Pinewood Derby Car 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, SCOUTS, SCOUTS, VENTURERS, ROVERS.> "If you grow up with Scouting you are NEVER alone."

The Bubble Gum on the Street

One of those skits Scouts 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, which 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.)

The Bubble Gum in the Studios

A quick, 2-person skit you can use to fill a moment when a six or patrol isn't ready (but should be.)

Cast: Announcer, Boy

Setting: Stage

Announcer: Ladies and Gentlemen! Welcome to the world famous WHEEL OF FISH! (Boy comes crawling onto stage.) I say, young man, what are you doing down there?

Boy: (Looking up) I'm looking for my bubble gum!

Announcer: Well, where did you lose it?

Boy: Backstage!

Announcer: Then why look here?

Boy: The lighting is better here!

Buffalo Stories

These are a variation of the popular elephant jokes. They can be set up with two boys for each "joke".

Scout 1: How can you tell if a buffalo is under your bedroll?

Scout 2: The ceiling of your tent is very close.

Scout 3: Did you know buffaloes are originally from Italy?

Scout 4: You mean like in the song " Oh where is the home for the buffaloes -- Rome!

Scout 5: What do you find between the hooves of buffaloes?

Scout 6: Slow buffalo hunters.

Scout 7: What do you get when you cross peanut butter with a buffalo?

Scout 8: You either get peanut butter that roams the range or a buffalo that sticks to the roof of your mouth.

Scout 9: How can you tell a buffalo from a field mouse?

Scout 10: Try to pick it up. If you can't, it's either a buffalo or a very overweight mouse.

Scout 11: How can you tell a buffalo has been in the refrigerator?

Scout 12: His hoof prints are in the jello.

Scout 13: How can you tell when there are two buffaloes in your refrigerator?

Scout 14: You can't shut the door.

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!

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.

Camel Patrol

A Scout dressed in a turban enters the campfire circle. He places a blanket on the ground, kneels and begins to pry. He prays by bowing down and with his arms out-stretched, he chant "Oh Allah, bring me a camel." Repeat a number of times, and then he looks under the blanket. He shakes his head sadly and asks for a volunteer to help him. The two kneel and pray to Allah for a camel. Again the first scout looks under the blanket and finds nothing. He continues to recruit volunteers two or three at a time, each time praying for a camel. (if the volunteers are not really helping then egg them on.) When there is no more room on the blanket for volunteers the first scouts stand and says: "Allah hasn't sent me a camel, but he has sent me a lot of silly jackasses!"

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 ex pose 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.)

The Candy Shop

Ask for two volunteers, who just stand there in the candy shop.

A customer comes in and asks for chocolate covered cherries. Sorry, no chocolate covered cherries. Peanut brittle? Sorry, just sold our last peanut brittle. Toffee. You must have toffee. Um, well, not today. Licorice? Fresh out of licorice.

Well, what do you have? "Well, all we've got are these two suckers."

The Candy Store

This one can be really hammed up and included the kid walking up in a dance kind of way and the old storekeeper, being old, very laboriously climbing up a ladder, getting the candy jar, coming down, counting out the candies, and so on.

Cast: Old storekeeper, very young kid (4 years old)

Setting: A Candy Store

Kid: (Kid walks up to storekeeper and asks) I want five of those penny candies way up at the top.

Storekeeper: You mean those penny candies, way, way, waaaaaayy up top?

Kid: Yes, please.

Storekeeper: Sigh! (Kid takes innocent pleasure in watching the storekeeper go up.)

Storekeeper climbs up and get him five candies, and receives the five cents.

This scene repeats itself several times over 3 more days, with the storekeeper being more and more tired each time and becoming equally more frustrated until,

Storekeeper: Oh! I see that kid coming. I know what he's coming to get, so I'll climb up now to get the candies before he comes in and have it ready for him. (Kid walks in.) I bet I know what you want. I bet you want five of the penny candies from way up top, right?

Kid: Nope! Not today!

Storekeeper: Sigh! Now I have to climb back up to put them away. (He climbs up, puts them away, then comes down.) Now, sonny, what would you like today?

Kid: I would like three of those penny candies way up at the top!

Candy Store

The leader gives instructions for playing candy store. He asks that one person take a long string and hold on and then adds others until there is a long line of people holding onto the string. Then the leader explains that this is a candy store because there are some suckers hanging on the line.

Candy Store (variation)

A candy storeowner enters carrying a long pole. He asks two members of the audience to hold the pole, draping a blanket or sheet over it, explaining that this is the candy store. One by one customers come in asking for different types of candy, to each, the owner replies that he doesn't have any. Finally, a customer asks what he does have. The owner states he doesn't have any candy left except for these two suckers on a stick, pulling the blanket away at the same time.

Change Underwear

Have the boys march in, single file, with one boy leading them like a drill sergeant. The sergeant tells them to stop and addresses them. He tells them he has some good news and some bad news. The good news is that they get a change of underwear. The boys cheer and he cuts them off. The bad news is that they have to change underwear with one another. The boys groan.

Chewing Gum

You will need: 5 Scouts, props should include a lamppost, park bench, tree.

Scene: Park area, Scouts walk on one at a time. This is a pantomime skit and is great to use with younger Scouts and shy boys.

One SCOUT walks on stage chewing imaginary gum (use exaggerated motions - chewing, blowing bubbles, pulling gum out of mouth, putting it back in), leans against lamppost for a bit, takes gum out of his mouth and sticks it to the lamppost. He then walks off stage. Second SCOUT comes on stage, leans against lamppost, feels gum stick, pulls the gum off and sticks gum to bench. Second SCOUT exits. Third SCOUT enters and sits on bench. Notice gum, pulls it off himself and throws it to the ground. Fourth SCOUT walks on stage, steps in gum, removes gum from shoe and sticks it to tree. Exits. Fifth SCOUT enters, leans against tree and finds gum. Removes gum from tree and sticks it on the lamppost. First SCOUT enters again. Walks up to lamppost, finds gum and sticks it back in his mouth. Walks off stage chewing gum.

Chief Shortcake

Pick a "volunteer" to be the dead Chief Shortcake (adult leader) and have him lie down covering with a towel/sheet except for his head. Have each boy repeat a line on what to do with Chief Shortcake such as: burying the Chief with all his worldly possessions, should be burned in a great ceremonial fire, put in a cave and seal him up, and so on for as many as you need. The last Indian says that they are all wrong, "I bury Shortcake" and squirts whipped cream on Chief Shortcake's face.

Chin Faces

Performers arrange themselves with their heads hanging upside down over the edge of a table with a sheet or other drape covering their body with holes cut out exposing their mouth and chin. Place sunglasses just below the chin in front of the neck for "eyes." The chin becomes the nose, the mouth is the mouth - but upside down, so to smile you need to actually frown. The "chin face" makes a short silly speech or sings a harmonious song. Several "chin faces" in a row can form a singing group or mime a recording. Variation: Have the "chin face" be a chicken instead of a person.

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!"

THE COMPASS

Props: A good compass and a map

Announcer: In this scene, we see a Scoutmaster teaching a Patrol about maps and compass.

Scoutmaster: Now fellows, if you take a bearing from the map this way you can now stand up and, keeping the compass away from your belt buckle, walk along the bearing until you reach your destination. John, you try that.

John : (Does as instructed, exits, re-enters)

Scoutmaster: (Standing) In the same way you can take a bearing on a distant object, and use that to find where you are on the map. Now, each of you take a bearing on that big tree on the hilltop.

Other boys : (Do as instructed, passing compass around, making suitable comments.)

Scoutmaster: (After a few moments) All right, let's all gather around. That wraps up tonight's compass lesson. There is just one more important point ! Never, never buy a TATES compass.

Tom : Scouter, why should we never buy a TATES compass ?

Scoutmaster: You know the old saying: "He who has a TATES is lost!"

THE COMPLAINING MONK

Cast: Monk, Abbot, narrator

Scene: Abbot's office

Narrator: This skit is about the monks in a monastery who are only allowed to speak two words every ten years. Our friendly monk is about to come in and say his two words, after ten long years of silence.

Abbot: (Chants some blessing, then,) Yes, my son, what do you wish to say?

Monk: Bad food!

Narrator: Well, ten years have gone by, and of course our friendly monk's time has come again to say his two words. He of course is not quite as young as he used to be, and walks a touch more slowly.

Abbot: (Chants some blessing, then,) Yes, my son, what do you wish to say?

Monk: Uncomfortable bed!

Narrator: Well, yet another ten years have gone by, and of course our friendly monk's time has come again to say his two words. He is really old at this point, having been at the monastery for thirty, long, devoted years.

Abbot: (Chants some blessing, then,) Yes, my son, what do you wish to say?

Monk: I quit!

Abbot: I'm not surprised! You've been here for thirty years and all you've done is complain!

Contagious Disease Ward

The scene takes place in the waiting room of a doctor of contagious and communicable diseases, Dr. Ringworm, M.D., L.S.D., V.I.P., and L.C.B. Have four chairs and a stand for magazines or books. In walks a fellow (a) with an itch that he scratches periodically in different places. He grabs a magazine and attempts to read but is disturbs periodically by his itch. After a while , a second fellow (B) comes in with a serious hand twitch. B sits next to A. B gradually starts to scratch with the itch, while A's hand starts to twitch. When it has been well established that they have contracted each other's disease, a third person enters with a serious leg twitch. Pretty soon all three have the hand twitch, leg twitch, and itch all over. a fourth guy comes in bouncing all over the place and shaking every muscle in his body. The actions of the four guys become more frantic and are bouncing around in their chairs. Then a boy dressed like a pregnant lady strolls in casually and the other four scramble for their lives. If possible or desired have some jazz music playing in the background for the scouts with the diseases to keep the beat to.

Court Case

Second person walks in with a suitcase. First person already on stage asks where he is going and the first person's reply is that he is going to court. A little while later he comes in with the case and also a ladder. This time he says that he taking his case to a higher court.

Court Scene

Guy brought in - "I'm Innocent! I was just picking up pebbles on the beach!" Two or more with similar stories. Last person comes on stage either dressed like a guy dressed like a girl or a girl, saying, "Hi, I'm Pebbles", in an alluring manner.

Crazy Charlie

The scene is set up so that Crazy Charlie is portrayed as being in a mental institution. It's dinnertime 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 other's 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.

Scout Cookout

Characters: Several Scouts around fake campfire pretending to cook hot dogs on sticks. Two Scouts 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 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!

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

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

Scout #1: I don't know.

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

(All boys run screaming from stage.)

Scout Olympics

Characters: TV reporter, 4 Scout athletes getting ready for the Scout 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 Scout 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 Scout #1 with microphone) Tell me, how are you getting ready for your event in the Olympics?

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

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

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

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

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

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

Scout #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?

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

Scout Socks

Characters: Den leader, 3 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 Scout socks have arrived! Please step up for your supply of clean socks.

Scout #1: I need four pair.

Den leader: What do you need 4 pair for?

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

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

Scout #2: I need seven pair.

Den leader: What do you need seven pair for?

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

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

Scout #3: I need 12 pairs.

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

pair?

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

Scout Shop

Cast: 4 Shoppers, Storekeeper, Kid (in underwear, or nightgown), full uniform

Setting: Store

#1: I'd like to buy the Scout Shirt.

Storekeeper: Sure. One moment, please. (You hear the kid struggling with the keeper in the background -- "No, you can't have it!") (Comes back with a shirt.)

#2: I'd like to buy the accessories to the Scout Uniform.

Storekeeper: Sure. One moment, please. (You hear the kid struggling with the keeper in the background -- "No, you can't have them!") (Comes back with accessories.)

#3: I'd like to buy the pants to go with the Scout Uniform.

Storekeeper: Sure. One moment, please. (You hear the kid struggling with the keeper in the background -- "No, you can't have them!") (Comes back with pants.)

#4: I'd like to buy the right kind of shoes for the Scout Uniform.

Storekeeper: Sure. One moment, please. (You hear the kid struggling with the keeper in the background -- "No, you can't have them!") (Comes back with shoes.)

Kid: (Comes running out in underwear/swim suit) How am I supposed to go to Scouts without my uniform?

Damn! (or should I say Darn?)

Cast: Director, 2 Workers, Cameraman, Clapperman, Light Man, Soap

Setting: On the Setting of a Movie

Director: Okay, people! Remember what I said about the language! Action!

Clapperman: Scene 5, Take 1!

Worker 1: (Eating lunch with #2) You know, Gerry, the wife is always nagging me for some more money. And I just don't have it.

Gerry: I know what you mean. The (DARN) kids are always ...

Director: Cut! What did I say about the language? You know the rules ... soap in the mouth. (Pantomime director washing out Gerry's mouth with soap.) Okay, let's try that one again. And watch the language!

Continues the same way , but each time something happens where a different person says "Darn" -- clapperman gets fingers caught in clapper (don't do the whole scene over again, of course,) cameraman trips while filming, light person drops light, #1 says "the darn wife ..." Finally, the director is about to start the scene again when he looks at his watch.

Director: Oh darn. Look at the time ...

Cast & Crew: Cut! You know the rules ... (Pantomime washing out mouth with soap)

Dancing Knee Dolls

Paint faces on the knees of the performers. Use dresses (or pants and shirt) to dress the legs as dolls with the arms bulging out. The clothes can be made out of crepe paper, cloth, or real clothing. Cover the upper legs and body with a sheet. Direct a flashlight (spot) onto each knee.

The Dangerous Tent

Cast: 2 guys, 2 bikers

Setting: Campground

#1: Well, time to go to bed. AND I GET THE TENT! (Beats up little guy.)

#2: But... Oh well, it's no use. (He sets up his sleeping bag under the stars.)

Bikers: (Make motorcycle noises & come in.) Ha! Ha! Let's beat up this guy! (They beat up little guy.)

Next morning,

#2: Hey! Last night some bikers came here and beat me up!

#1: You're just jealous that I took the tent. Be a man.

The next night and morning, the same routine occurs, with the little guy complaining even more. Finally, the big guy lets the little guy have the tent, with much ado about him being a wimp. That night,

Bikers: (Make motorcycle noises & come in.) You know, I think we've beat up on the guy outside enough the past two nights. Let's beat up the guy inside the tent tonight!

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 Scouts in summer uniform or Scout T-shirts.

Scene: A nature walk.

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

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

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

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

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

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

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

Scout 6: Yeah? How?

Scout 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?

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

Scout 5: How come?

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

Did You Have V-8?

Cast: Weakling, three or four Thugs, Old Lady, Director, Cameraman

Setting: Street Corner Set in a Studio

Weakling: Hi there. I'm advertising the great effects this wonderful vegetable cocktail, V-8, has on your stamina. You, Sir. (To a tough looking thug.) Did you have your V-8 today?

Thug: Duh, no. Real men don't drink V-8.

Weakling: Sure they do. Watch! (He beats up thug.) See? I had my V-8 today!

You Sir! Did you have your V-8 today?

Thug 2: (Has crowbar) No, I don't need it!

Weakling: Sure you do. (He beats up thug.) You can tell I do! And you Sir! Did you have your V-8 today?

Thug 3: Ask me again and I'll beat you up.

Weakling: Heh, heh. Did you have your V-8 today? (Thug tries to beat him up, but weakling takes care of him no problem.) So you see, having your V-8 is great for you.

An old lady walks in; weakling looks puzzled, whispers to director saying he hadn't heard about an old lady in the script; director says to go on and ask her anyway.

Weakling: Excuse me, Ma'am. Did you have your V-8 today?

Old lady: As a matter of fact, young man, I did -- and I'll prove it! (She beats him up.)

Dinner Special

Characters: two customers, waiter. Let actors develop actions and dialogue from the situation

Props: table with tablecloth, candles, menus, etc. Most important - a storybook

Two customers enter a fancy seafood restaurant, study 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 face audience and begins to read; "Once upon a time, there was a little lobster...."

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!

Doctor's Office

First patient comes in hiccupping and asks to see the doctor. The second patient comes in cross-eyed, with a silly look on his face. The third person can't control his muscles and is all jittery. They are all asked to sit down. The first person is asked to go in. There is a real commotion and the patient comes out fine. The same thing happens to the second and third patients. The nurse tells the doctor it is time to go home. The doctor emerges with the symptoms of all his patients and goes offstage.

Doggie Doctor

A person comes to a psychologist and says that he needs help, he thinks that he is a dog, holding up his hands like a dog begging. Through out the skit the person acting like a dog, does dog-like things, like scratching behind his ear, whining, etc. Doctor asks how long he has had this problem. Ever since he was a puppy is the reply. The doctor asks if he will lie on the couch but the person says that he can't since he can't get on the furniture. Doctor's advice is to make sure that he gets all his shots and don't go chasing any cars.

Doggie Doo

Cast: Two friends, doggie doo

Setting: Street

Two friends are walking along the street, perhaps having a conversation about something, talking about a movie or the latest hockey scores, when all of a sudden --

John: Hey Frank! Watch out! That may be doggie doo! Smell it to see if it smells like doggie doo!

Frank: (Smells it) Yep! Smells like doggie doo!

John: Touch it to see if it feels like doggie doo!

Frank: (Touches it) Yep! Feels like doggie doo!

John: Taste it to see if it tastes like doggie doo!

Frank: (Tastes it) Yep! Tastes like doggie doo!

John: Well! It's a good thing we checked and didn't walk in it!

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, mowing 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.)

Easter Bunny

The Easter Bunny is out delivering his eggs and the police arrest him for breaking and entering a house. The police don't believe that he is the Easter Bunny, but finally decide to believe him and let him go. He decides to finish delivering and tries to enter another house where an old lady or man accuses him of stealing. The Bunny says, "Oh no, not again!" and is run off the stage by the old lady swinging a stick or umbrella.

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!"

Echo Point

Once modified this to suit a space theme -- it was a tour around the galaxy to different planets, people traveled in a spaceship to get from planet to planet (a drawing of the USS Enterprise, no less,) and they went back to the star base. But essential details of the dialogue, and of course, the joke itself, were exactly the same.

Cast: Guide, Tourists, Echo hidden in the bushes

Setting: A Tour of the Countryside

You might want to lengthen it a bit at first, to tell a more complete story, but for the sake of brevity, you might not.

Guide: (To tourist group) And this over here is the famous site where John Smith first discovered gold. Now if you'll follow me, we'll be going to Echo Point next. (Walks around a bit with group.) Here it is. What makes Echo Point so special is that whenever you call out the name of a food, it will echo three times. Listen. Yogurt! (Echo: "Yogurt! Yogurt! Yogurt!") See? Now, would anybody else like to try?

Tourist #1: I would. Banana! (Echo: "Banana! Banana! Banana!")

Tourist #2: Salad! (Echo: "Salad! Salad! Salad!") Hey! Neato!

Tourist #3: I want to try. Baloney! (Echo: "Baloney! Baloney!" -- ONLY TWICE!)

Guide: (After a pause,) That's strange -- it's never repeated a food only twice. Maybe we should wait a moment more. (Pause -- nothing happens.) I'm so embarrassed. Well, I guess we should go back to the base, where the food is so good!

Echo: Baloney!

Elevated Gum

A boy enters chewing gum, acting like a businessman, with a briefcase etc. Walks up and enters a elevator, sticks gum on the wall. A kid listening to rock & roll on his portable stereo, dances into the elevator, leans on wall, hands sticks to gum. Tries hard to pull hand off the wall. The kid looks at the gum, stretches it, picks his nose, sneezes, etc.; all getting on the gum. Throws the gum at the back of the elevator where it sticks. Dumb, spacey, jock stereotype enter the elevator, leans on the back wall and the gum gets stuck to the following places: first head and elevator, then head and hand, both hands, foot and both hands, both feet and hands, hands, knees, and hand to face. He finally gets free and sticks gum back on sidewall. Businessman enters the elevator after the Jock leaves, see gum and decides to chew it again, then leaves.

The Elevator

The scene opens with an elevator operator intoning "Ground Floor". A passenger gets on and begins to jiggle slightly. The elevator operator intones each floor with a description of what's on that floor. A passenger gets on at each floor and begins to jiggle as well. As the elevator gets higher the passengers begin to jiggle more. When the top floor is reached the passengers begin to jiggle like mad, the operator intones bathrooms and they all rush quickly off. The operator suddenly looks funny, begins to jiggle, shouts "ME TOO!" and runs off the stage.

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.

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 that 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.

Eskimo Pie

Scene: Group of Scouts around a table.

Props: Ping-pong ball, sponge, white golf tees, pan with ice cream bars in the bottom.

Scout 1: Isn't it great our leader is letting us make a pie for our Patrol meeting treat?

Scout 2: Sure is. I don't know what kind of pie it is, but here are the directions.

Scout 3: Let's see, first you put in these walrus eyes.

Scout 4: Walrus eyes? Are you sure?

Scout 3: Says so right here. (Puts ping pong balls in pan.)

Scout 5: OK, next put in a pound of blubber.

Scout 4: A pound of blubber? Are you sure?

Scout 5: That's what it says in the recipe. (Puts in white sponges.)

Scout 6: The next thing to add are two dozen polar bear teeth.

Scout 4: I don't believe that. Why would you put teeth in a pie?

Scout 3: Hey, you have to have teeth to eat a pie!

Scout 4: Oh yeah, go ahead.

Scout 6: Here go the teeth. (Puts in golf tees.)

Scout 1: Now we let it freeze for one hour. (Put lid on pan.)

Scout 2: (Hold up sign that says "one hour later".)

Scout 1: Let's see what we've got. (Uncovers pot.)

All: (Look into pan and exclaim.) Eskimo pies!!!! (Pull out ice cream bars, open and eat.)

The Failed Reporter

"I'm a reporter. I have been for 12 years. And in all that time, I've never had a real scoop. Never. I'm a failure. I've done this long enough, so now I'm going to jump off this bridge and kill myself. One, two, ..."

"Wait! Wait! Why are you jumping?"

"I'm a failed reporter. I've never had a real scoop."

"Oh. You think you have it bad, I'm a truck driver, and I've got hemorrhoids. I think I'll join you."

"One, two, ..."

"Wait! What are you all doing?" "We're committing suicide." "Oh, I'm a grade school teacher. I just realized that I can't stand whiney little kids. I think I'll join you."

"One, two, ..."

"Wait! What are you doing?" "We're committing suicide." "Well I'm a florist, and I've got hay fever." sneeze! "I think I'll join you."

"One, two, ..."

"Wait! What are you doing?" "We're committing suicide." "I'm a dentist, hic and I've had the hiccups for the last hic five years. Would you like a tooth removed hic?" He holds one of those pointy dentist things, and each time he hics his hands jerk around "No!" "Then I think I'll hic join you."

"One! Two! Three!!!" They all jump, except for the reporter.

"Four people jump to their grisly deaths! What a scoop!" He runs offstage, scribbling furiously on his notepad.

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!"

Firebuilding

When we entered the campfire theater the first four scouts walked in with large cans filled only with torn up news paper. The Staff immediately noticed and gave us their attention. One or two came over to see what was up. We let them examine the cans and they found only paper. As everyone was seated, the leaders delivered additional cans, these had water balloons covered with paper. I even threw some paper in the air as we delivered the cans. During the other skits, I sat down with staff carrying a dummy can and left it there. Now for the skit:

Have four volunteers stand across from each other with arms on shoulders making a square. The Next four volunteers bend over with their rears pushed out and their arms around the waist of the four who are standing. The Next four get behind the knees of the four bent over, on all fours. The announcer continues to talk about fire lays and the importance of building a great fire lay. Ham this up and joke about the funny logs the scouts have brought for the fire lay. With everything in place, the announcer reminds all of fire safety and that you must always put out the fire when you are finished. (at this point the senior staff member was heard assuring the others, no fear, its only paper)The Staff was then properly "put out"! It was a great sales job, and worked so well.

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:

Cast: Rifle squad, Commander, Person to be executed

Setting: Jail

Person about to 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 Market

Two people, one a fisherman and the other a fish market manager come on stage and hold a long cord between them. The fish market man attempts to call the fisherman on the telephone to see if he has any fish today, the fisherman acts as if he can't hear him. Volunteers are brought out of the audience and hold the cord between the fish market man and the fisherman one or two at a time with the market man attempting to call each time. When several people are holding the line, the market man is able to communicate with the fisherman. The fisherman says that he doesn't have any trout but he does have a lot of suckers hanging on a line showing the line the volunteers are holding up.

Fishin'

Center stage is a lad fishing from a billy can or bucket, he keeps pulling the rod as though he has something on the line. A passer by looks at him as he walks by and then walks on, after a few steps the passer by comes back to the lad.

Passerby: "What are you doing there then?"

Fisher: "I'm fishing, what does it look as though I'm doing?"

Passerby: "Fishing eh!, what are you fishing for."

Fisher: "I'm fishing for suckers."

Passerby: "Have you caught any?"

Fisher: "Yes you're the third today"

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)

Fishing on a Park Bench

Three guys are sitting on a park bench. Goober is quietly reading, Gomer is pretending to swim in a lake (jumps off bench and swims around). Gopher is pretending to be fishing, reeling fish after fish. Policeman comes in and watches them. Policeman asks Goober if he knows the other two men. Goober says they are his friends. The policeman thinks Goober ought to take care of his friends. Goober says okay and asks the others to climb into his boat. The policeman ask Goober what he is doing: Goober says: "Somebody has to row the boat" pretends to row off stage (the policeman staring after them, shaking his head in disbelief).

Fishing Success

Five or six fishermen sit on the end of the dock (chairs), casting and winding in their lines. One fisherman is catching all the fish: the others have no luck. In turn, the unlucky ones ask the successful fisherman why he's doing so well. Each time, he mumbles a reply without opening his mouth, and nobody can tell what he is saying. The other fisherman get more irritated. After each question, the fisherman catches another fish, bigger than the last. (ham this up) The other gripe and protest. When the last person asks the question, the successful fisherman sighs, spits into his hand, and says, "You have to keep the worms warm."

The Fishing Trip

Cast: 4 to 8 Scouts.

Props: Fishing gear, a small row boat or cardboard silhouette of a boat, and a sign that says "boat dock".

Setting: The scene starts with the boat about 10 feet away from the boat dock. The Scouts and their Den Chief are on their way to go fishing. The first Scout stops at the dock then walks out across the water and gets in the boat.

Boy 2: Hey wait for me! (he walks out to the boat)

Den Chief: Oh well... (steps into the water and pretends to fall in and drags himself back to shore)

Boy 3: Hey wait up. Here I come (walks out to the boat)

The Den Chief tries and fails again. The sequence continues until all the boys are in the boat and only the Den Chief remains on shore. Finally, one of the Scouts says: "Should we tell him where the rocks are?"

Flasher

One member seems to be wearing nothing but an overcoat in front of the campfire. As each scout approached him, he would (with his back turned to the audience) flash the "innocent" bystander. Each time that he flashed, the person would either be frightened off or else roll down a hill in uncontrolled hysterics. After his third victim he turned to the crowd and asked "Hey what's the deal?" Revealing that he was wearing shorts with a letter-sized photocopy of the face of the leader, camp director or the like. Once again showing that it's not always so hot to be popular

Flea

Boys standing in a line, first boy scratches, then second on down the line, last boy feels it and says "Oh there you are Marvin, I've been looking all over for you. You've got to stop hopping around, Marvin (boy acts as though Marvin has hopped away) you come back here.(goes out into the audience looking and touching people) There you are Marvin, you've got to stay here (looks at pretend speck) Hey you aren't Marvin, (puts it back into the audience) Oh Marvin where are you?

The Flea Circus

Characters: Ringmaster, 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 Scouts stretch a string. Third Scout places "flea" on the string. Scouts 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 SCOUT: [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]

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. The 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.)

Fly in the Soup

Customer: Waiter, waiter, there's a fly in my soup !

Waiter : (Enters, very snooty, peering into the soup) Oh, yes, you are right sir. That will be an extra 25 cents for the meat.

Customer: But waiter, he's swimming all over the top !

Waiter : (Still snooty) You are right, sir. It doesn't know it's a fly, sir. It's doing the Butterfly stroke.

Customer: Well, I think it must be an Australian !

Waiter : Why do you say that sir ?

Customer: BECAUSE IT'S DOWN UNDER NOW !

Flying High

Boys on a flight to Germany or other destination. They act up and really give the stewardess or steward (den leader, 11 year old patrol leader etc.) a hard time. Finally, one of them bumps into her/him and knocks a tray on him/her. The steward/stewardess smiles and says, "Why don't you boys just run outside and play."

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Customer: BECAUSE IT'S DOWN UNDER NOW !

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.

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 Four Seasons

The narrator narrates, everyone else is volunteers.

"I need eleven volunteers for this skit."

"This skit is called the Four Seasons. You three are trees. You three are leaves in trees, get up in the trees. You're poison ivy, cling to the roots of one of the trees. You're tree's blood, you run through the trees. You two are birds, flit from tree to tree and sing. And you're the babbling brook. You have to babble."

"Babble babble babble babble ..."

"In the spring, the leaves come out on the trees. The birds flit from tree to tree."

"In the summer, the leaves open up and the sun shines down on the forest. The birds form flocks"

"In the fall, the leaves drop from the trees. The birds fly away south."

"In the winter, the brook freezes and stops babbling. All seems still in the forest. But beneath it all there is still life. Look! The sap is still running!"

Fred the Trained Flea

"Here in my hand is Fred the Trained Flea. Fred will perform for you some amazing feats. Watch closely."

"Fred, do jumping jacks! Very good! Cheer, everyone!"

"Fred, do a somersault!"

"Fred, do a high jump!" Watch him go way up, then back down.

"Now Fred will do a long jump. I need a volunteer to catch Fred." Pick a scoutmaster, or someone in authority.

"Fred, do a long jump!" Watch Fred jump to the volunteer "Oh! He seems to have jumped into your hair!"

Walk over to the volunteer, start picking through their hair. "Here we are .. no, that's not Fred." toss the flea over your shoulder "Ah! No, that's not Fred." "That's not Fred." "Fred, are you in there?" "That's not Fred either." "Boy, there's a lot of fleas in here." "Fred? Fred?" ...

Friends of Years

Three guys are sitting on a park bench. Goober is quietly reading, Gomer is pretending to swim in a lake (jumps off bench and swims around). Gopher is pretending to be fishing, reeling fish after fish. Policeman comes in and watches them. Policeman asks Goober if he knows the other two men. Goober says they are his friends. The policeman thinks Goober ought to take care of his friends. Goober says okay and asks the others to climb into his boat. Goober pretends to row off stage (the policeman staring after them, shaking his head in disbelief).

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 warder 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.

Gathering of the Nuts I

An announcer asks if the audience will help with the squirrel's harvest. Several boys dressed up like squirrels with paper ears, tails, and brown clothes go out into the audience bring back people known for their crazy behavior. They are gathered on the stage and the announcer says that the title of the skit will be, "The Gathering of the Nuts."

Gathering of the Nuts II

Vincent: I am the famous artist, Vincent Van Go Go. I have come here this evening at great expense to create one of my living nature paintings which will express the atmosphere of this camp ! First I am going to need some trees. (Two trees are selected from the participants in the audience, and are directed where to stand. They wave their arms gently.)

Vincent: Now I will need some birds to twitter among the trees. (Three birds are selected and they move around the trees making twittering sounds.)

Vincent: (Stands back to view scene) Perhaps a sun to shine on everything. (A tall participant stands on a bench and smiles brightly.)

Vincent: (Again viewing) It's not right yet. I know, some rabbits hopping around. (Assistant Leaders are chosen for rabbits)

Vincent: One last touch. A babbling brook. Scouter, will you be the brook, you're always babbling ? (The brook takes his place.)

Vincent: (Turns to audience) There it is, another Vincent Van Go Go original nature scene. I call it "The Gathering of the Nuts."

The General Store

The scene is a general store, with the Storekeeper behind the counter. The counter is easily represented by a long table with a few items piled on it.

Behind the Storekeeper is a curtain, which conceals another Scout, the Storekeeper's Son. He has a full change of clothes with him.

The Storekeeper introduces himself. He explains that this is his store and his Son helps him to run it. He is very proud of how hard he works to satisfy every customer, no matter what the customer wants.

A customer enters, walks up to the counter, and asks for a hat. The Storekeeper turns and calls out, "Hey Son, I need a hat." The curtain moves, and a hand reaches through with a hat. The customer admires it, and they agree on a price. The customer pays, puts on the hat, and walks out acting pleased.

Other customers repeat the process for a jacket, a shirt, shoes, socks, and a pair of pants. Each time, there is more movement of the curtain, and a longer delay before the clothing is handed through the curtain. There are sounds of grumbling, and the Storekeeper reminds his son about their commitment to sell whatever the customer needs.

The last customer walks in hesitantly and asks in embarrassed tones for underwear. The Storekeeper does not hear him, and makes him repeat it until everybody can hear clearly. Finally he says, "Oh of course. Underwear! Son, we need some underwear." Nothing happens.

The Storekeeper repeats his request several times, each time emphasizing the word, "Underwear." There is no answer. He apologizes to his customer for his lazy son, and says he will get the underwear himself. He stomps off behind the curtain.

The curtain shakes, and we hear, "No, Pa! No, Pa! No!" The Son runs through the curtain and across the stage wearing only underpants.

The Ghost of Midnight

Cast: Ghost, Family asleep in house

Setting: House at Night

Ghost: (Going up to Mom, wakes her up -- uses scary ghost voice.) I am the Ghost of Midnight!

Mom: Ahhh!

Ghost: (To Dad -- same thing.) I am the Ghost of Midnight!

Dad: I'm getting out of here!

Ghost: (To son.) I am the Ghost of Midnight!

Son: Help! Mommy!

Ghost: (To daughter.) I am the Ghost of Midnight!

Daughter: (Looks at watch.) Aww, shut up! It's only 11:45!

Ghost With One Black Eye

Cast: Ghost, 3 Pedestrians

Setting: City Street

#1: (Bends over; picks up coin.) Wow! A loony!

Ghost: (Comes out; scary voice.) I am the Ghost with one black eye!

(#1 scared; drops loony; runs away)

#2: (Bends over; picks up coin.) Wow! A dollar!

Ghost: (comes out) I am the Ghost with one black eye!

(#2 scared; drops dollar; runs away)

#3: (Bends over; picks up coin.) Wow! Money!

Ghost: (Comes out.) I am the Ghost with one black eye!

#3: Keep it up, and you'll get another!

Ghostcatchers

Two guys start a ghost catching business. They go to this house and can't get rid of the ghost. The ghost finally leaves because one of the guys sings very badly and off key. The ghost can't stand it and leaves.

Giant Worm

On stage you have a boy concealed in a sleeping bag that is open on both ends, he is the Giant worm. Several "hikers" happen upon the worm. The hikers are eating and carrying with them a supply of candy bars. They look at each other in amazement ask each other "I wonder what he eats" The hikers hold some candy bars near the mouth of the worm. The worm gobbles up the candy bars wrappers and all. Then the worm quickly discards empty wrappers form the other end.(stuff happens). The hikers run away. Another group of hikers comes along drinking soft drinks and repeats the routine. The third group comes along with nothing to eat or drink. this group should have your smallest scout. this group also ponders what this giant worm would et. At that moment the worm gobbles the smallest scout. Then discards a pair of pants and shirt out the other end. The worm walks off with the eaten scout under the sleeping bag. The hikers run away.

Glass of Water

There is a glass of water in the middle of the stage. First scout crawls across the floor crying for water. He dies dramatically shortly after beginning his crawl. The second person dies just short of the glass of water. The third person on his last bit of strength really hams up his desperation as much as he can. He reaches the water, takes out a comb, grooms his hair with the water, sighs with relief and goes off stage.

Go Cart

(One participant is on hands and knees as the 'Go Cart')

Driver : Oh, this fool Go Cart is always giving me trouble ! Now the front wheel has come off. (Selects member of audience) Would you come over and give me a hand. Thanks. (Selected person may have some comments to respond to - then they are led to the cart.)

Driver : Here, if you would just be the wheel I need. That's right, get down on your hands and knees up there and be the front wheel. Now let me try it again. (Driver gets on car, tries to start it up.)

Go Cart: (Makes sputtering noises, starts, moves forward, then sags and sputters out.)

Driver : Now what is it ? (Driver moves to rear, lifts cart, lets go and cart sags again.)

Driver : Now that old suspension has gone, I need more help. (Selects someone else) Please come over here and be the suspension. That's right, just hold the back end up there. Now I'll try it again. (Gets on car, starts engine.)

Go Cart: (Sputters to life, moves forward, wobbles, and stops)

Driver : (Getting off) Oh, no. Now the rear wheel is loose. I'll go and get more help. (Selects more help) (New help is positioned at rear wheel.)

Driver: This wheel is loose. If you will just hold the wheel (indicates leg) tightly so it doesn't fall off, you'll be a big help. Thanks. (Driver gets on cart, starts engine)

Go Cart: (Starts up, runs fine, moves forward)

Driver : (Braking to halt) Oh, that's perfect now ! All I needed was a few NUTS to get it going !

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.

Scout 1: Sure haven't been catching much.

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

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

Scout 1: Fishing, sir.

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

Scout 3: No, it's a pond!

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

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

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

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

The Good Samaritan

A Scout walks out from backstage, stumbles, and falls on his face. He struggles noisily to get up, but keeps his forehead on the floor. He sometimes succeeds in getting into a position with his feet and his forehead on the floor, and his butt in the air. He rotates in this position, keeping his forehead in one place. He calls for help for help, repeating "My forehead is stuck!"

As he struggles, other Scouts walk casually past. They ignore him, or look with curiosity, but they do not help.

Finally, a Scout comes running up and heaves the victim to his feet. The victim is effusively grateful, but the rescuer just looks at his face. He reaches out, plucks something from the victim's forehead, and pops it into his mouth. "Thanks," he says, "I knew I'd lost my gum somewhere around here!"

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 Scouts 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 dishwater!

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.

Granny's Candy Store

Paint a verbal picture of the various scouts acting as a cash register (person says ching, ching), popcorn machine (goes pop, pop), door (person holds arms horizontal, swinging saying creak, creak), tree, chair, etc. Have three guys standing there with no parts to play. Have several scouts come in one at a time, as customers. They ask Granny for various items of candy; licorice, gum, etc. Finally disgusted, a customer asks what she does have, and she says all she has left is these three suckers standing in the corner.

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 that 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.

Grease

Boy 1: Tonight we are going to be talking about ancient Greece.

(Boy 2 walks on stage carrying a can of Crisco.)

Boy 1: No, no; not that kind of grease. You know Greece, the place.

Boy 2: Oh yeah, that's in back of the cafeteria.

Green Side Up! Green Side Up!

Characters: A Building Contractor, A Couple (if lady isn't available, changes can be made for one person)

Contractor (inside house): Okay, we need a color for the wall in the living room. (walks to space that is living room).

Wife: I like white.

Husband: No, how about blue?

Wife: How 'bout tan?

Husband: Okay.

Contractor: Okay...(writes down on paper) um.. wait just a second. The contractor goes to the window looks out, he opens the window leans out and shouts, "Green side up!"

This repeats for two more rooms. Each time after the Contractor says "Green Side Up", couple converses between themselves and are not sure about the sanity of the contractor.

After the last room:

Husband: Mr. (whatever you want his name to be), why do you keep yelling "Green Side Up!" outside the window? We didn't order any green wall paper!?!

Contractor: Oh. I am sorry folks. Boy scout troop is being lead by Scout Master and we just want to make sure the sod gets laid down right.--

The Greyhound Bus

Cast: Shopper with a BIG package higher than his head, Pedestrian, People who are Cars and One Bus

Setting: Busy Intersection

Cars and trucks whiz by and don't stop for pedestrians.

Shopper: Excuse me, Sir, could you tell me when there's nothing coming down the street, so that I may cross?

Pedestrian: Sure. (Pauses until cars stop whizzing by. Bus begins coming down the street.) Now you can cross. There's only a dog coming. (He begins to cross; bus hits him.)

New Setting: Hospital Ward

Pedestrian: (To shopper in bed) Gee, I'm really sorry about what happened to you.

Shopper: It's all right. These things happen once in a while. But tell me, why did you say there was a dog coming down the street when it was really a bus?

Pedestrian: Well, it was a Greyhound!

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.

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.

Hairy Hamburger

A man sits down in a restaurant and orders a hamburger. The waiter bring out his hamburger. The man starts eating his hamburger and finds a hair in it; complains to waiter and another one is brought out. The second hamburger has a hair in it and is taken back. The third hamburger also has a hair in it. The man gets upset and demands to see the cook. The cook comes out and the man asks him how he makes his hamburgers. The cook says that all he does is roll the meat and demonstrates making patties by placing the meat under his arm and squeezes.

Harlem Globetrotters

Three scouts are doing laundry, each is sitting behind a bucket that 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 a 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 Heart Attack

Cast: Heart Attack Victim, 2 "Rescuers"

Setting: City Street

HAV is walking down the street and all of a sudden, he falls to the ground, holding his chest. Two men come up and seeing this, they begin CPR.

#1: Mister! (Claps hands.) Hmm. Check for breathing! I'll check for a pulse! (nothing) We need to do CPR. Give AR!

#2: (Does two breaths)

#1: (Pumping chest, counting aloud) 1,2,3,4....15! Again!

(Repeats 3 times; then checks; then.)

#1: Okay -- check for breathing, and I'll check for a pulse! (They check.)

Nothing! Switch!

All THREE, including victim, switch places!

Heaven's Gate

You can get your favorite leader or friend with this one.

Need: 5 or more scouts (1 is an announcer, 1 is an Angel).

Announcer: Here we are at the Gates of Heaven.

Scout 1: (Walks up to angel at gate) Hello, I see I've come to Heaven.

Angel: Well, you're not in yet ! First you've got to tell me how you suffered on Earth.

Scout 1: Well, I spent a week eating camp food.

Angel: I'm sorry, you haven't suffered enough. (Scout 1 exits dejectedly.)

Scout 2: (Enters) Hi, I'm here to get into Heaven.

Angel: Fine, fine. And how have you suffered ?

Scout 2: I went on a long hike and got blisters all over my feet.

Angel: Sorry. That's not enough suffering to get into Heaven. (Scout 2 exits)

Scout 3: (Enters) Can I get into Heaven ?

Angel: How did you suffer ?

Scout 3: I'm in (Pick someone's name who can take a joke) (troop/pack/six/class, etc.)

Angel: Well, come on in !!

-- From The U.S. Scouting Service Project

Herman, The Trained Flea

The trainer has a flea various tricks, when suddenly he loses Herman, his trained flea. He searches around for Herman, calling for him, eventually a person is brought forward with a flea in his hair. The punch line is, "This isn't Herman!"

Hiccup for Me

A boy comes out and says something like, "Hic - I can't - Hic - get rid of these Hic-ups". Another person comes out and asks what wrong. He is told and yells "BOO!" to help the boy get rid of his hiccups. It didn't work. Several more people try various methods to get rid of the hiccups and they are fail. Last method is tried and seems to work, but just as he leaves the stage starts hiccupping again, so he falls to the floor in despair.

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!

Version 2:

Cast: 5 People, Cabby

Setting: Outside of Restaurant

#1: Boy, what a meal. I really gorged myself.

#2: Me too.

#3: Eating that much makes it hard to walk. Let's get a cab.

#4: Agreed.

#5: Taxi!

(They all get in.)

Cabby: Get ready for a good ride, boys.

The cabby pantomimes driving, going along like a race driver, swerving from side to side, up and down hills, does a real roller coaster ride. Sort of like my driving, if you've experienced it. The people swerve left to right with the driver, all hanging on to dear life and lunch, until they all throw up.

Cabby: Wow! A five course meal!

How do I do That?

There are roughly 255 quintillion quazillion variations of this skit out on the market, including robbers, suicide pills, car crashes and so on. You may more commonly know this one as "Veech Boton?" I'll give you the version I learned and the only non-rancid version I've seen yet. [This is also similar to "Submarine Patrol" here in the Big Book.]

Version 1:

Cast: 5 Guys kneeling in line (1st is captain, last is dummy)

Setting: Submarine

Captain: (Looking through periscope) Aim torpedo 1!

2: Aim torpedo 1!

3: Aim torpedo 1!

4: Aim torpedo 1!

5: How do I do that?

4: How do I do that?

3: How do I do that?

2: How do I do that?

Captain: With button 1!

And so on down the line.

5: Oh! (Presses button 1.) (Poof!)

Captain: Ahch! We missed!

And so on down the line.

Captain: Fire torpedo 2!

And so on down the line, after which is, "How do I do that?" "With button 2!" on down the line. Continue down through to torpedo 4 (or 5 or however many,) each time the captain becoming more frustrated and annoyed and calling the guy names etc. Each exclamation, for the best effect, should be repeated down the line. Finally, they run out of torpedoes and then...

Captain: The only thing left to do now is to kill myself (shoots himself.)

And so on down the line.

5: How do I do that?

Version 2:

Same kind of situation, but this time it's a bunch of garbage collectors, racing their truck down their route.

Driver: Okay! Try the first one! (They miss.)

Others: Darn! Next time we'll get it right! (And so on at every stop.)

Finally...

Driver: Well, guys, we missed all of the garbage stops. I guess the only honorable thing to do is to pick up the garbage properly! (And they do.)

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 to Make the Team

Two boys, one eats vegetables, exercises, ballerate (ballet & karate), runs (gets a kid to chase him home-school bully). The other kid eats candy bars, plays baseball with guys. First guy (vegetable eater) makes the team and the other kid doesn't. The other kid says; "What did I do wrong? Whaaa ! ! !"

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.

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: "Weee!!!!"

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!" say s 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.

I'm Gonna Get You!

Cast: Murderer, BUTTER knife, Jar of peanut butter, Sleeping Family Members

Setting: In House at Night When All Are Asleep

Thief is looking around the house, with a flashlight perhaps and holding the BUTTER knife (anything else would be overkill, and dangerous) and is always saying, "I'm gonna get you!" in a way that COULD suggest he's trying to find the members to kill them in their sleep. Be CAREFUL to only make references that are VERY vague. He goes around in the different rooms of the house, sometimes saying, "Not here," perhaps in reference to sleeping people. Finally,

Murderer: Ahh! They sure do keep the peanut butter in a crazy place in this house! (Starts to enjoy the PB using the butter knife.)

I'm Russian!

One of those skits that may be inappropriate.

Cast: 4 Russians, 1 Person late for work

All actors come out one at a time, using Russian accents except the last person.

#1: (Comes out) I'm Russian!

#2: I'm Russian! Thank you! (Bows.)

#3: I'm Russian! Qvestions?

#4: I'm Russian!

#5: I'm late for work and I'm rushin' too!

The Important Papers

The setting can be either a king or a boss in his office who beckons to a courtier or assistant that he wants his royal or important papers. The person runs in with a sheath of papers, the king or boss quite agitated tosses them aside and demands that they bring him his important papers. Other people bring in other things one at a time such as a Boy Scout Handbook etc. the king throws them aside and gets more and more upset demanding that he have his important papers. At last the some one comes in with a roll of toilet paper (court jester, office boy etc.). The king knights him or the boss promotes him thanking him profusely and runs off the stage in visible relief.

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.

Version 2:

Cast: 3-4 People, Person carrying a sapling

#1: (Runs in) The Infantry is coming! Go to the bomb shelters!

#2: (A moment later, runs in) The Infantry is coming! Save yourselves!

#3: (A moment later, runs in) The Infantry is coming! Let's help them!

#4: (A moment later, runs in) The Infantry is coming! Let's watch the tanks!

(A moment later)

Person: And here it is, the Infant Tree.

The Injury

One person is laying on the floor. Two other people walk up.

First person: "Hey this guy is hurt." he goes and checks his heart beat.

First person: "No heart beat, help me do CPR"

Second person goes down and starts pumping on the chest and the first guy does the mouth blows. Do this for a little while.

Second person: "I'm getting kind of tired here I think it is time to switch."

First person: "OK, ready"

At this point the person on the ground gets up, one of the other people goes down and they start doing CPR again.

There you go, this is a good skit to do with leaders.

The Inspection

Cast: Leader, 3-4 Kids in messy uniforms, missing hats, inside out, not tucked in, and so on, and One Kid in perfect, full uniform

Setting: Meeting Hall

Leader: Troop! (Does the sign.) Line up for inspection.

Kid in perfect uniform is at end of line. Leader checks each one, says "Hmm," at each one, writes down something. Gets to last kid.

Leader: Johnny! You're in perfect uniform! How many times will it take for you to get it right! You make the others look bad!

Intelligence

Two ditch diggers are digging a ditch when their boss walks by and then just stands around. One digger turns to the other and ask why they have to do all the work, while the boss gets paid more. The other man does not know and suggest the he go ask the boss. He then asks the boss, who explains its "intelligence". The worker asks "what do you mean?. The boss says "let me demonstrate it to you" whereupon he puts his hand against a tree and tells the worker to hit his hand as hard as he can. When the worker tries, the boss pulls his hand away, and the worker hits the tree instead. The boss says, "You see that's intelligence, now go back to work!". When he returns to the ditch, the other man asks him what the answer is. The injured worker explains its "intelligence". He explains to the other worker by putting his hand on the front of his own face and says: "See this hand, hit it as hard as you can!"

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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.

Is a Train Passing Today?

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.

Is Captain Kidd Afraid of Himself?

Cast: Captain Kidd, Other people walking by, Mirror

Setting: Street

C.K.: I'm the roughest, toughest, meanest, ugliest pirate to roam the seas. Watch this. (Tries to scare first man walking by.)

Man: I'm not scared of you!

C.K. keeps on trying to scare people going to work ("Late for work!") walking the dog (Dog runs up and starts to play with C.K.) kids (they laugh, "Hey! Halloween isn't till next month!") and so on. Finally, he's quite dismayed.

C.K.: Hmm. Maybe I'm not so scary after all. Maybe I should go into movies. (Looks at himself in the mirror.) Ahhh! (Runs away scared.)

Is It Time Yet?

Version 1:

Have several boys standing in a line (facing the audience) with one arm on the next boys shoulder. The first boy in line looks at the second and asks the second boy, "IS it time yet?" The second boy asks the third boy the same question and so on down the line. The boy at the end of the line looks at his watch and says to the boy next to him, "No, its not time yet," and this continues on up the line to the first boy in the line again with each boy saying it in turn. This can continue a couple times; then when it gets to the last boy, he says, "It's time!" and when the message gets back to the first boy each boy moves his arm from the other's shoulder and puts his other arm on the boy next to him.

Version 2:

Line of 5-8 Scouts standing with left foot crossed over right, right arm crossed over left.

First Scout in line asks: "IS IT TIME YET?" -

Second Scout asks third, etc down the line.

Last Scout says: "NO"

Word is passed back to the first Scout, one Scout at a time.

After a lonnnnnnnng pause, First Scout asks: "IS IT TIME YET?"

It goes down the line as before.

Last Scout says: "NO"

Again and the word is passed back.

Another long pause.....

First Scout asks again: "IS IT TIME YET?" etc and,

Last Scout says: "YES" the answer is passed back. Just after the first Scout gets the word, they all change to right foot over left and left arm over right.

Version 3:

Text from Best of Leader Magazine Cut Out pages:

Six to ten players sit in a line facing the audience, legs stretched out in front of them, left leg crossed over right at the ankle. The player at one end asks the one beside him, "Is it time yet?" The question passes from person to person down the line. The last player looks at his watch and tells the person beside him, "No, not yet." The reply passes from player to player back up the line to the first person. Players send question and answer up and down the line three or four times, each time becoming more and more impatient and fidgety. Finally, the end player replies, "Yes, it's time now." The news passes from one to another up the line to the first player who says, "Oh, thank goodness!" At this point, all the players uncross their legs and re-cross them right over left.

I Gotta Go Weee!

Cast: Patrol asleep (i.e. lying down) in tent

Scout 1: Scouter, I gotta go wee!

Scouter: Go back to sleep.

Scout 1: (A little later) Scouter, I gotta go wee!

Scouter: Go back to sleep!

Other Scouts wake up and mumble, "Aw, keep quiet," "Stop whining," "You're keeping us awake," etc.

Scout 1: (A little later) Scouter, I gotta go wee!

Scouter: (Annoyed) Go back to sleep!

Other Scouts wake up and mumble, "Aw, keep quiet," "Stop whining," "You're keeping us awake," etc.) (continues once or twice more. Finally,

Scout 1: But Scouter, I really gotta go Wee!

Scouter: (Really annoyed and exasperated) Fine, Johnny, GO WEE!

Scout 1: (Sits up, starts wiggling arms and calls out,) WEEEEE! WWWEEEEEEEEEE!

J.C. Penney

Version 1:

One Scout is standing on stage. A Second Scout walks up. The First Scout says, "Those are nice shoes. Where did you get them?" The Second Scout says, "J. C. Penny [J.C. Penny is a department store in the USA.] " and walks off.

A Third Scout walks up. The First Scout says, "That's a nice shirt. Where did you get it?" The Third Scout says, "J. C. Penny" and walks off.

A Fourth Scout walks up. The First Scout says, "That's a nice pair of pants. Where did you get them?" The Fourth Scout says, "J. C. Penny" and walks off.

A Sixth Scout walks up. The First Scout says, "That's a nice hat. Where did you get it?" The Sixth Scout says, "J. C. Penny" and walks off.

A Seventh Scout walks up wearing only a towel. The First Scout says, "Who are you?" The Seventh Scout says, "I'm J. C. Penny."

Version 2:

Cast: Person standing on street, 3 Friends passing by, JC Penny in underwear/swim suit only

Setting: Street Corner

Remember that all of the friends come from the same side of the stage, and leave on the same other side (i.e. all are walking in the same direction.)

Person: Hey, Frank! Nice to see you! Hey, I like those shoes! Where'd you get them?

Frank: JC Penney! Look, I gotta run! Bye!

Another friend comes up.

Person: John! Nice shirt! Where did you get it?

John: JC Penney! Real nice clothes! See you!

Another friend shows up.

Person: Steve! Hey! The pants! I love 'em. Where'd you get 'em?

Steve: JC Penney! Bye!

JC Penney comes running through.

Person: Hey! Who are you? Why are you running around like that?

JC: I'm JC Penney! I'm trying to get my clothes back!

Join the Army!

Cast: Army Recruiter, Trainees

Setting: Gymnasium

Recruiter: (To audience) Join the army and learn some great skills! You can become rough and tough like me! For instance, you can learn wrestling! (Two trainees wrestle on the floor) And how about judo! (Trainees do a judo flip) And Tai-Chi! (Trainees do Tai-Chi moves.) And my personal favorite, Karate! (Tries a Karate chop on a trainee; trainee blocks it, recruiter hurts himself and runs away crying.)

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!"

Jumbo Burgers

Cast: 2 People, Radio Voice

Setting: Park

#1: Boy, what a lunch! Those Jumbo Burgers were really strange -- but good. I wonder why they wouldn't tell us what kind of meat was in it?

#2: Oh, you know, they tell that, then people will expect the kinds of spices and other ingredients they put in and they'll lose their secret recipe.

#1: You're right. But I'm still curious.

#2: Yeah, but forget it. Maybe we'll go back tomorrow and have another. Let's turn on the radio.

Radio Voice: Jumbo the Elephant from Lodge's traveling circus died last night during a performance from a heart attack. And for this week's "Poor Taste" award, given to restaurants for serving poor quality food, goes to Richi's Burger House. It appears that they have been serving "Jumbo Burgers" whose origins seem to be a little vague .... (Guys realize what they ate and start to throw up.)

The Jump

One of those exceptionally good skits that is known out there but strangely is rarely ever done; always a hit. (Probably any good joke makes an exceptional skit; the key is not repeating it too often.)

Cast: Reporter, Doctor, Bus driver, Pilot, Mechanic, Cook, Tax Consultant (and/or just about whoever you need -- the only constant is the Reporter.)

Setting: Cliff

Reporter: I haven't had a single story in weeks, so I'm going to commit suicide by jumping off this cliff. (Swings arms to 1,2,3) One ... Two ... (Suddenly,)

Doctor: Hey! What are you doing?

Reporter: I haven't had a single story in weeks, so I'm going to commit suicide by jumping off this cliff. Why are you here?

Doctor: I haven't had a patient come to visit me in weeks. And I goofed all of the operations I've filled in for. Hey! Why don't we commit suicide together?

Reporter: That sounds great. (They swing arms to 1,2,3) One ... Two ...

Bus Driver: Hey! What are you doing?

Reporter: I haven't had a single story in weeks, so I'm going to commit suicide by jumping off this cliff.

Doctor: I haven't had a patient come to visit me in weeks. And I goofed all of the operations I've filled in for. So we're going to commit suicide by jumping off this cliff. Why are you here?

Bus Driver: I keep on having accidents with my bus, so they fired me. Hey! Why don't we commit suicide together?

Reporter and Doctor: That sounds great. (They swing arms to 1,2,3) One ... Two ...

Pilot comes in at the same time and asks what's going on -- same thing happens, he gets asked why he's here, so he says that he keeps on crashing planes. They all are about to jump when the cook comes in, and the same thing happens, and he says that he always burns the food he cooks. They all are about to jump when the tax consultant comes in and explains, the same way the others did, that he keeps giving bad tax advice and the government is jailing his customers for tax fraud. Finally, they all are about to jump, and they do -- except for the reporter who says,

Reporter: Hey! What a story!

Karate Orientale

Once done with a Pirate theme whereby instead of having a karate expert, had a pirate who was good with a sword. No change in progression or punch line, though.

Cast: Karate Expert, 3 Muggers, 1 Mugger with a gun

Expert: I now can feel safe when I walk through the park and not have to worry about muggers now that I know karate from all over the world. For instance,(mugger sneaks up to him, gets a karate chop,) Hiii-Ya! I learned that Japanese Karate Chop in Osaka, Japan. (Another mugger sneaks up.) I learned this --(flips him) -- the Chinese Mugger Flip -- in Southern China. (Yet another mugger sneaks up.) I learned the Round the World Kick, like this one (does a turn & kicks him) in Korea. So you see, I'm quite safe in the Park.

Suddenly another mugger runs in and shoots the expert dead.

Mugger: That was a shot from a .45 special I got from the Sears Catalogue!

Keep Canada Beautiful Contest

Otherwise known as "The Contest" in the Leader Magazine. Text from The Best of the Leader Cut Out Pages. You could just as easily do this as Keep America Beautiful or any other country for that matter.

Cast: 6 Scouts

Setting: Five Scouts Sitting in Their Clubhouse (indicated by appropriate signs) playing a game.

Scout 1: (Runs in, very excited) Hey, you guys! Did you hear about the big contest?

Scout 2: What contest? What's it about?

Scout 1: The "Keep Canada Beautiful Contest," that's what!

Scout 3: Are there prizes? A contest is no good without prizes.

Scout 1: Sure, lots of prizes. Neat ones like bicycles and radios, and lots of good stuff!

Scout 4: (Gloomily) I bet it's hard. Contests with neat prizes are always hard.

Scout 1: Nope! It's easy. Even the rules say it's SIMPLE -- in big letters. The winner is the one who picks the easiest way.

Scout 5: The easiest way to do what?

Scout 1: The easiest way to keep Canada Beautiful. That's what I've been talking about!

Scout 6: (With a swagger) Ha! Then I'm a cinch to win!

Scout 1: Why's it so cinchy for you? What's your great way to keep Canada beautiful?

Scout 6: (Takes out comb and combs his hair) See! That's the easiest way I know to keep Canada Beautiful.

The others look at him, then at each other. Quickly they surround him, carry or drag him to a large box marked TRASH, and dump him in.

Scout 1: Like he said, fellahs, we're a cinch to win! That's the easiest way I know to keep Canada beautiful. (they exit, laughing while Scout 6 stands up in the trash box with a disgusted look on his face.)

Knot Demonstration

A person comes out with a length of rope. He proceeds to give a knot demonstration some of which do not turn the way he expects. He has creative and imaginative names for his knots such as the double hitch back loop tie, clove hitch with a triple loop bight, etc. The last knot he ties is one that he says that a person can't loosen. The more they try to loosen the knot the more it tightens. He demonstrates a temporary version of this around his neck. He pulls on the knot when he is finishes and exclaims, "Oh no, I've tied the wrong knot, I've tied the permanent version, and leaves the stage choking.

The King's Raisins

"I am the King. Bring me my raisins!"

First squire, "Here are raisins, sire, from the hills of California!"

"Those raisins are not fit for peasants! Bring me my raisins!"

Second squire, "Here are raisins, sire, from the vineyards of France!"

The King, "They are hardly worth sneezing at. Bring me my raisins!"

Third squire ,"These raisins, sire, were hand-picked with tweezers by Benedictine Monks in Germany! "

The King, "These are the worst yet! Bring me my royal raisin supplier!"

Two guys drag in the royal raisin supplier

The King, "Why have you not brought me my raisins?"

Royal raisin supplier, "My rabbit died!"

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The Land Shark

The scene is a living room with a radio playing. A Scout is changing stations. There is an announcement, read from off stage: "We interrupt this station to bring you an important news bulletin. A criminal known as the Land Shark has been seen on the streets of this town! He knocks on the doors of suspecting people, disguises his voice, and upon entrance, devours them leaving no traces. If the Land Shark shows up at your door, do not open it, and call the police immediately. We now return you to our regularly scheduled broadcast."

Scout, turning off radio: "I hope that Land Shark doesn't show up here."

Three loud knocks are heard. "Who is it?"

Offstage: "Pizza delivery"

Scout: "Oh, great! Come on in!" He reaches offstage to open the door. Hands reach out and pull him off with a loud growl. Curtain closes.

Curtain opens on another Scout: "I've heard so many rumors about that Land Shark. I'm curious." (Three loud knocks.) "Who is it?"

Offstage: "Luke Paterson from Metropolitan Life."

Scout: "What do you want?"

Offstage: "I need to review your policy. Your never know when something might happen!"

Scout: "Come in." Opens door. Loud growl. Grabbed and pulled offstage. Curtain closes.

Curtain opens on an older Scout. He hears three knocks. "Who is it?"

Offstage: "Pharmacy delivery."

Scout: "I didn't order any medicine."

Offstage: "Candygram."

Scout: "From whom?"

Offstage: "Plumber."

Scout: "My pipes are fine! Say, I know who this is. It's that nasty Land Shark!"

Offstage, in a small voice: "I'm only a guppy, sir."

Scout: "Oh, all right. Come in, then." Opens the door and is pulled offstage. More growls. Curtain closes.

Curtain opens on an old, sharp Scout. He hears three knocks. "Who is it?"

Offstage: "Boy Scout Troop 144. Would you like to buy some fertilizer, sir?"

Scout, looks at the audience and smiles knowingly: "Just a minute." He gets a large stick and prepares to hit the Shark. "Come in."

He swings the stick offstage. There is a loud thump. A very young Scout in full uniform stumbles onto the stage and dramatically falls, face first.

The Lawn Mower I

One person bends over pantomiming a lawn mower. This "mower" rumbles and shakes, sputtering, as the gardener tries to start it. It doesn't start. Other members of the skit try to start it with no luck. The gardener chooses a volunteer out of the audience to try and start it and it starts up right away chugging along. The gardener explains all it took was a bigger JERK.

The Lawnmower II

(One participant is on his hands and knees as the mower.)

Owner : (Yanking imaginary rope, while mower sputters) This darned old mower, I can't get it going. I need some help. (Gets help from another participant.)

Helper #1: So you just want me to yank on this rope, and get it started ? That's easy ! (Yanking rope)

Mower : (Splutters, bobs up and down)

Helper #1: I'm sorry. I can't seem to do it. Have you checked the gas ?

Owner : Yes, I have. Thanks anyway. Well, let's see who else has a strong arm. (Selects another participant) What I need you to do is to give a real good yank on the starting rope and make it run.

Helper #2: Sure thing. (Yanks rope a couple of times.)

Mower : (Bobs up and down, sputters, coughs)

Helper #2: Sorry, I can't do it either.

Owner : What I need is someone big and strong (Selects a Leader) (Leader will probably make some comments, but let him talk and get him to pull the rope)

Mower : (Splutters, coughs, starts to vibrate and run)

Owner : There. All it needed was a good jerk.

Learning English

Yet another which may be considered inappropriate.

Cast: Narrator, French Person, Storekeeper, Border Guard

Narrator: This man (indicate French person) wanted to learn English so that he could go to the US to do some shopping. So he went to a store and bought a radio (transaction made with shopkeeper.) He listened to it all the time until finally, when he thought that his English was good enough, he went to the border.

Border Guard: Where are you going, Sir?

Frenchman: (Crackles a response, like radio with bad reception.)

Learning the Alphabet

Cast: Teacher, Kid

Setting: Classroom

Kid: (To teacher) May I go to the washroom?

Teacher: First you have to recite the alphabet.

Kid recites the alphabet BUT leaves out the letter P.

Teacher: You forgot the letter P. What happened to it?

Kid: It's running down my pants!

LET ME HAVE IT!

This is an old, old vaudeville stunt. It depends on the interaction between the players and the crowd. Overacting and showing off should be encouraged. The only prop needed is a length of rubber tubing, such as a piece of old bicycle inner tube.

The skit should be practiced, both for the greatest effect and for the protection of the Scout, who must know how to absorb the blow. The Scout turns his back to the Master of Ceremonies. He bends partly forward, and pulls the tubing over his shoulder. When the tubing is released, he falls forward and rolls toward the opposite shoulder. If he holds the tube properly, it will fly over his shoulder with a 'Snap!' He will not be hurt unless he takes the blow squarely. The Master of Ceremonies should know what is going to happen and how he should act, but he does not have to know when he will receive his long-distance phone call.

The Skit

The Master of Ceremonies is presiding over a Court of Honor or a campfire. A Scout runs onto the stage and interrupts him dramatically, " I have a long distance telephone call for you!"

The Scout has a length of rubber tubing. He hands one end to the MC, explaining that this is the phone line. "I'll get the line straightened out and connect you. When I say 'Ring-Ring', you hold it up to your ear and say 'Let me have it', and you'll get your call."

The MC looks skeptical, looks at the Scout, then at the tube, then at the Scout again and finally agrees. The Scout stretches the line and says, "Ring- Ring". The MC looks at the audience, then at the Scout, and plays dumb. "What was I supposed to say?"

The Scout walks back and repeats his instructions very patiently. He rehearses the MC, making him repeat the lines. They try again. The Scout stretches the line further than before. He says, "Ring-Ring". The MC forgets again.

The Scout goes through it all again. This time he gets the audience to help by saying the key phrase, "Let me have it!" With a big grin for the audience, he repeats this several times.

This time he stretches the tube to its limits, turning his back to the MC, bending over, and holding the tube over his shoulder. He looks at the audience. "Ready?" "Ready!" "Ring-Ring."

The MC looks at the audience and grins. Now he understands. "Wait. What am I supposed to say?"

The Scout frowns at the audience, loses his temper, and calls out, "Let Me Have It!" The MC lets go.

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.)

Lie Detector

A transparent container (i.e. an old vase) and a coin with a string attached. The container sits on a table with a cloth over it. Have two guys start up a conversation where one tries to convince the other that the container and coin is a lie detector. The coin jumps up and down pulled by another person below the table when somebody tells the truth. The second guy doesn't believe the first guy that the vase is a lie detector. Punch line is that the boy with the container and coin says he isn't lying and that he hasn't lied in his whole life where the table falls over with the container revealing the boy underneath.

The Lighthouse Sketch

First of two guys: "This is the lighthouse sketch. We need a volunteer from the audience to be the lighthouse. Any volunteers?" (Pick a girl, but don't say you need a girl.) "OK, you are going to be the lighthouse. I need you to stand up straight right here, and don't move. Oh, you're moving! Stand straight and still."

First guy: "Now we need to row out and light the lighthouse." The two guys sit on the floor, pretending to be in a rowboat. "Stroke! Stroke! Stroke!" They scoot along backwards to the lighthouse, like they are rowing a rowboat.

First guy: "Now it's time to light the lighthouse. Matches! Matches?"

Second guy, hitting his forehead: "We forgot the matches!"

Pretend to row back to shore and get the matches, then row back

First guy: "Matches? Good. Wick?"

Second guy: "We forgot the wick!"

Pretend to row back to shore and get the matches, then row back

First guy: "We've got the wick now? Good. Matches?

Second guy: "Um, ..."

First guy> "You forgot the matches again."

Second guy nods. Pretend to row back to shore and get the matches, then row back.

First guy: "Matches."

Second guy: "Matches."

First guy: "Wick."

Second guy: "Wick."

First guy: "Finally! Now it's time to light the lighthouse!"

Both guys kiss the girl on the cheeks, then run offstage as fast as they can. Hopefully the girl will blush, lighting the lighthouse.

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 an 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.

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!"

Lights, Camera, Action

This skit is performed on a Hollywood sound stage, you have a director, cameraman and actors: Doctor, leading man and maiden. The man is on his death bed, maiden runs to call for the doctor, doctor comes and says he can't help, with the maiden at his side the man dies in her arms. The maiden sobs on the doctor shoulder. The Director every time stops the movie here and changes the directions: Too slow, too fast, too sad, too happy,. The real fun comes from the actors following the instructions, fast is running and voices like bees, slow is slow motion, etc. (when the man dies slow, it takes forever.) The last direction is do it normal, everyone performs and the director is please, the director instructs them to do it again and says to the cameraman, now put the film in the camera!

Litter Hurts

A scout comes out and begins talking about low impact camping and the importance of preserving nature. As he walks around, he sees a piece of litter and picks it up. He complains about the thoughtlessness of campers who litter. Next a scout enters and drops lots of litter in his path. Other scouts rush the littering scout and beat him up. Finally they pick up the littering scout and ask him if he has learn anything fro this experience? He answers painfully: "I learned that every litter bit hurts!"(exit holding injured parts of body.)

Little Green Ball

First scout comes on and says 'Oh no I've lost it' He then starts to search around on the floor. Second scout comes in and asks what he is looking for. First scout replies that he has lost his little green ball. Both scouts continue searching the floor. Several more scouts come on and are told about the lost little green ball. even members of the audience can be persuaded to join in the search. After enough time has been dragged out, the first scout, sticks a finger up his nose and says "Don't worry I will have to make another one" YUK!!!!!

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."

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....."

The Loon Hunt

Cast: Narrator, two hunters, Melican, Loon, wise man

Setting: Out in the woods

Narrator: This is the story of the little-known Melican and two hunters' efforts to capture it. For instance, watch.

The Melican, which has been dancing around during the Narrator's speech, suddenly spots the two hunters, who blunderingly, and unsuccessfully, attempt to catch the Melican. During the next speech, all actors act according to the Narrator's storyline.

Narrator: Several times our bold hunters attempt to catch this Melican; they use traps, "Melican" calls, even a sick loon. (Every once in a while the actors make appropriate comments.) But all this was to no avail. Finally, they consulted a wise man.

Hunter 1: Wise man, we have been trying to catch the Melican for quite a while, but without any success. We even tried to lure it with a sick loon, because we'd heard that it was a good idea. What do you suggest?

Wise man: (In one of those old, strained, many years-of-experience sage voices,) You have been going about it almost in the right way. But the Melican also needs a sweeter trap!

Hunter 1: (Bewildered) Uh... Thank you, Wise man! Let's go!

Hunter 2: What did he mean by a sweeter trap?

Hunter 1: I don't know. Maybe we should feed our sick loon some sugar!

Hunter 2: Sugar?

Hunter 1: Yeah! You know, like sugar cured ham!

Narrator: And so our brave hunters took a bag of sugar and forced it down the loon's throat. Ahh ... Watch now as the Melican spots our loon.

The Melican sees the loon and DIVES for it, at which point, the hunters capture the Melican.

Narrator: Out brave hunters have finally succeeded in capturing the Melican. Which, dear audience, leads to the moral of this story ... A loonful of sugar helps the Melican go down!

Lost Item around Campfire

First boy searches the ground around the campfire.

Second boy: "What are you looking for, maybe I can help you find it.

First boy: "I dropped my neckerchief slide."

Second boy: "Where were you standing when you dropped it."

First boy: "Over there." (He points into the darkness."

Second boy: "Then why are you looking over there."

First boy: "Are you kidding? It's too dark over there. You can't see a thing."

The Lost Lollipop

(Small boy is sitting, crying)

Passer-by #1: (Enters) What's wrong little boy, why are you crying?

Boy: (Sobbing) I lost my lollipop !

Passer-by #1: Have you looked for it ?

Boy: (Continues to sob) Oh, yes, I've looked under my bed, in my sock drawer, and even in Charlie's pocket.

Passer-by #1: I've heard that chanting often works. You think very hard about the lollipop until you can see it in your mind, and chant 'lollipop' over and over again.

Boy: (Closing eyes tightly) Big red yummy lollipop, big red yummy lollipop, big red yummy lollipop.

Passer-by #1: (Nods approval and strolls out)

Boy: (Continues chanting for a while, then starts crying again)

Passer-by #2: (Enters) What's wrong, little boy?

Boy: (Sobbing) I lost my lollipop, and I hunted and hunted, then this man told me to chant, and I did, and it didn't work !

Passer-by #2: Chanted?

Boy: Yeah, like this (Demonstrates, then starts to cry)

Passer-by #2: Don't cry little boy. Maybe we need more help.

Boy: (Turns to audience) You're my only help to get my lollipop back. Everybody, very softly now, chant with me, "Big red yummy lollipop, big red yummy lollipop, big red yummy lollipop." (Gets everyone doing it in unison) Great! I think it's working, keep going now.

Passer-by #1: (Re-enters) Hi little boy. Did it work ?

Boy: (Loudly) No, it didn't, but I did find a whole lot of suckers !

The Lost Quarter

Number of Participants: 5 or more

Props: Flashlight

Scene: One person acts as a lamp post, shining a flashlight on the ground. Another (#1) is groping around in the pool of light.

A third person enters, sees # 1, and asks: "What are you looking for ?"

1: "A quarter that I lost".

He joins # 1, and helps him search. A fourth and fifth enter and repeat the above scene.

Finally one of them asks # 1: "Where did you loose the quarter ?"

1: (Pointing away) "Over there:.

Boy: "Then why are you looking here ?"

1: "Because the light is better over here !"

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!

Mad Reporter

The scene is a bridge where a very depressed reporter is about to jump off (the end of the stage or a platform could be the end of the bridge). The reporter says that he has had it, can't get a big story, all washed up and wants to end it all. He calls out; one, two, swinging his arms when another person shows up and asks what is going on. He tells him his sad story which encourages him to tell him his; they both get depressed and decide to jump. They call out, one, two, and another person shows up. They each tell this person their sad story and he decides to jump to. Once more they call out One, ... Two, ... Three! All the people jump except for the reporter who runs off saying; "I've got a great story, two people jump off the bridge. Wait until the boss sees this." A building could be used as well as a bridge.

The Magic Bandanna

Two guys come out; one is the magician, one his not so smart assistant. The magician introduces his act and sends his assistant to a table behind him. The magician facing the audience tells Herkimer to do exactly as he says. There is a table by Herkimer that has a bandanna and a banana. The magician asks Herkimer to pick up the bandanna and to perform various actions such as put the bandanna in his right hand, fold it in half, fold the four corners together, stuff it in his left fist and upon one, two, three, it will disappear. However, Herkimer picks up the banana, not the bandanna and performs these actions. At the end when Herkimer is supposed to show his fist, for the disappearance of the bandanna, he throws the mashed up banana at the magician instead. The magician chases him offstage.

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

Martian Mamma

Mamma is washing dishes, back to baby. Baby says that he wants a drink. "Right in front of you dear", says mamma. Baby picks up green drink. Baby says that he wants Martian Cream Pie, getting real pushy, aggressive, and bratty; throwing the drink on the floor. Baby tells mamma that he spilled his comet juice. Mamma turns around putting out two fake arms telling the baby that she only has four arms.

Measurement Problem

It takes all kinds.

Need: 3 scouts (2 older scouts and 1 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 Scout strolls onto the stage.)

Scout: 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.

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

Scout 1: (scornfully) Scouts!

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

Medical Genius

Setting is the office of a famous psychiatrist. He is seated behind a table. Nurse brings in a patient with a flowerpot on his head. Another patient enters and runs around, waving his arms as if flying. Next patient keeps brushing his clothes and complains about bugs crawling on him. Doctor says: "For heaven's sake, don't brush them off on me!"

Military Genius

Sergeant is drilling a group of uniformed men, who are a pretty sloppy lot - shoestrings untied, shirt tails out, collars unbuttoned, hats at odd angles etc. Sergeant drills in a march, but they go in the wrong directions, trip while turning, and so on. Finally, he has of the group marching left and the other half marching right. He instructs them to reverse direction and turn and march toward each other. Instead of passing between each other, they meet head on and all fall down. Sergeant weeps bitterly into a large handkerchief, steps among the prostrate bodies and pretends to jump up and down on them.

Mixed Body Acting

Fasten a shirt backwards around the first person's neck, leaving the sleeves empty. Have a second person stand behind the first and put his arms through the shirt sleeves. A sheet is held by two others behind the head of the singer hiding the second person. As the first person sings, the second person gestures with his hands. This can be done with more than one singer. Variation 1: Instead of singing have the second person trying to do various ordinary acts such eating from a bowl, tying shoes, cooking such as cracking eggs (on the narrator as one possibility) etc.

Mixed Up Magic

Child is told to clean room. The child hates to clean his room so he gets out his book of magic spells and use one to clean the room. Unfortunately, the room gets worse with clothes etc. thrown in from offstage. This happens again twice. The child decides he might as well clean up this mess and proceeds to do so. When the room is finally clean, the child is ready to throw the magic book in the garbage. The child talking to himself says, "Enough of this Hocus Pocus". More stuff flies in. The child moans not again!

The Motorcycle Gang

Sometimes the loser loses, no matter what he tries.

A small tent is set up on stage. It should be easy to collapse, and probably should not be your best tent; it gets collapsed by the weight of several Scouts.

Two Scouts walk on stage together. They call each other "Master" and "Slave" as they discuss the trip they are taking. They notice that it is getting dark, and decide to spend the night. The Master announces that he will sleep in the tent. As he climbs into the tent, the Slave starts to come in also. The Master tells him that there is only room for one person, and that the Slave must sleep outside. The Slave protests weakly, looks disgusted, and eventually lies down on the ground. They go to sleep.

A gang of motorcyclists roars onto the far end of the stage, making motorcycle noises and pretending that they are riding. They stop, discover and point at the sleeping Slave, and discuss among themselves, "Let's get him!" They rush across the stage and beat up the Slave, who screams and calls for help. The gang rushes away, "Let's get out of here!"

The Slave rushes to the Master's tent and wakes him. He tells excitedly about the attack, and begs to sleep in the tent. The Master refuses to believe him, accuses him of inventing the story, and sends him back to sleep outside. Again they go to sleep.

The motorcycle gang reappears, and repeats the scene. The Slave is terrorized and insists on sleeping in the tent. He gets down on his knees and pleads. The Master is angry, and calls him a coward. Just to show the Slave that there is nothing to fear, the Master decides that he will stay outside and the Slave will sleep in the tent.

The motorcycle gang appears again, and confers at some length. They decide, "This time, let's get the guy in the tent!" They knock the tent down and fall on the Slave - again.

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 or gas can and pours water onto the rear end of the Jones.

MR. KERPLUNK

Announce him as Mr. Kerplunk the world-renowned 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.

MUSICAL GENIUS

The announcer makes a flowery introduction about how fortunate the audience is to have the opportunity to hear the splendid vocal group about to perform. After the introduction, the group marches onto stage and lines up across the front. The announcer states that their first number will be that appealing ballad "The Little Lost Sheep". Following a short musical introduction, singers open their mouths and produce a long, loud "Baa-a-a".

MUSICAL TOILET SEAT SALESMAN

A scout is a door-to-door salesman, selling Musical Toilet Seats: If you have some cardboard make props like toilet seats. Salesman approaches each home knocks on the door and sells the seat:

Salesman: "Good morning sir, I like to show you the newest thing in electronic technology. My company has developed the new musical toilet seat. Would you be interested in buying this modern day marvel?"(ham this up, plead beg, etc. be a door-to-door salesman) Customer 1: "Do you have one that plays Dixie?" Customer 2 asked for "Eat the Rich" . Customer 3 asked for "Star Spangled Banner" Salesman, I sure do, here it is, and I hope you like it. I'll come back tomorrow to make sure you are satisfied."

The next day the Salesman goes back and asked of each customer: How did you like the musical toilet seat.? Customer 1: "It was great, it played Dixie and I sat there with a bucket of fried chicken enjoying each note. Customer 2: "It was great. I listened and read a copy of the Rolling Stone magazine." Customer 3: "I hated it, it just did not work out.

Salesman responds to Customer 3: "we have never had an unsatisfied customer, what went wrong? Customer 3: " It's that music. "Every time I sit down on the toilet, it starts playing the Star Spangled Banner and I have to stand up again!"

Nanook

Nanook is an unusual young Scout who is very proud of being self-sufficient, and likes to tell us about his ability. He is a little uncoordinated, much to the delight of the audience.

This skit is best presented indoors with a relatively small audience, so Nanook's demonstration is appreciated up close. The skit is best if not rehearsed.

Preparation

Nanook is two people. The audience sees one from the waist up. His hands are inserted into a large pair of boots that are propped up on the table. He has a blanket-covered hunch back, which conceals the second Scout. The second Scout reaches his hands under the arms of the first; these are Nanook's hands. The visible Nanook should be a Scout who likes to talk and can keep a happy outlook in the face of some physical discomfort.

Collect all materials in advance, and plan the order in which they will be used. Encourage the Scouts to suggest ideas, but do not plan too many activities. The skit should not run more than 10 minutes at the most. A plastic sheet on the floor will help with the cleanup.

The Skit

The curtain opens, and Nanook is seated behind a table. The table is draped with a blanket or sheet so that the audience cannot see behind it.

Nanook introduces himself, gesturing with his hands. He knows that he looks a little strange, but he is a very capable and independent Boy Scout. He is very proud that he knows how to take care of himself. Nanook would like to show us how he gets up in the morning. As he demonstrates, he talks about what he is doing.

"First, I wash my face." A Scout brings a basin of water and a washcloth. He washes, getting water over a wide area.

"Then, I shave." Applies shaving cream and shaves. (Use a safety razor without a blade!)

Because the person operating his hands cannot see, the results are, well, interesting. He washes off the soap and dries his face on a towel.

Nanook then puts toothpaste on his toothbrush and brushes his teeth. He brushes his hair.

Once he has cleaned up and the washing materials have been removed, it is time for breakfast -- a good big bowl of oatmeal, which he eats with a large spoon. He uses a big napkin to wipe his face. "Umm, that was good!"

Now he is ready to face the day. All he needs is his hat, a knitted cap.

Nanook thanks all the nice people for coming to see him. He hopes they have enjoyed their visit!

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".

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, Leader.

After a pause, #1 comes in.

#1: Here's an idea, Leader.

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

#2: Leader! Look at this!

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

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

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

#4: This is it Leader! 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!

The New Car

Cast: Salesman, Buyer, 5 People to be Tires, Victim

Setting: Car Showroom

4 of the tires are crouched in "tire" formation as on a car. The fifth is the spare tire at the back.

Salesman: Here, Sir, is our latest and best model. It also has an unbelievably low price. Let me show you the quality. (He "kicks" one of the tires -- tire falls flat and makes a hissing sound.) My, I'm so embarrassed. (He "kicks" another tire -- same thing happens. Start hamming it up, interacting more and talking with the buyer, apologizing profusely and being very embarrassed. Salesman successively kicks each tire until all 5 are kicked. Finally,)

Salesman: Hold on, let me get one of my men from the back. (Get your victim) Do you think you can fix these flats? (Instructs him to lift up each tire and so on, and each one rises to original position.) Well, I guess all that was needed was a nut to hold it up!

Version 2

Cast: Salesman, Buyer, 4 people to be bicycles, Victim

The five "bicycles" are in doggy position.

Salesman: Here, Sir, is our most popular model. It also has an unbelievably low price. Try it.

Buyer: OK -- (tries it) -- no, it's not the right size.

Salesman: Then try this one. It's go 25 gears and goes really fast.

Buyer: No, I don't need that many.

Salesman: All right, try this one.

Buyer: I don't quite like the color.

Salesman: This one is a great mountain bike; great reports from everyone.

Buyer: Hmmm... OK. Hey! I really like this!

All of a sudden the mountain bike collapses -- falls down.

Salesman: My, I'm so embarrassed. Are you sure you wouldn't like to purchase one of the other bicycles? They're very good.

Buyer: Not really. I really liked this last one.

Salesman: Hold on, let me get one of my men from the back. (Get your victim.) Do you think you can fix this bike? (Instructs him to lift up the bike and pull this, tighten that.) Now Sir, try it.

Buyer: Hey! This is great! You've just sold this bike! What did your technician do?

Salesman: Well, I guess all that was needed was a nut to hold it up!

New Saw

Announcer: This scene takes place in a hardware store in a small north woods lumber town.

Lumberjack: (Enters) My old crosscut saw is worn out, and I need something that will let me cut more wood, or I'm going to go broke !

Owner : Yes, sir ! For only one hundred bucks you can be the proud owner of this chain saw. I guarantee that it will cut twice as much wood in a day as your own crosscut.

Lumberjack: (Handing over money) O.K. great ! (Exits)

Announcer: The next day.

Lumberjack: (Enters tiredly) There's something wrong with this saw. I worked very hard yesterday, and only cut half as much wood.

Owner : Well, sir, I have a lot of faith in this product. Here, I'll put a new chain on it and you give it another try.

Lumberjack: O.K., but if it doesn't do any better, I'll be back ! (Exits)

Announcer: The next day.

Lumberjack: (Enters exhausted) This darned saw is no good. I worked even harder, and still it won't cut half the wood of my old saw ! I want my money back !

Owner : Yes, sir ! Just let me check it out here. (Pulls starter rope)

Announcer: (Makes sound effects of saw running.)

Lumberjack: Oh, my gosh ! What on earth is all that noise ?

NEWS FLASH!

Cast: Reporter, Editor, toy gun

Setting: Newsroom

Editor: Okay, you're new on the job, so I'll give you a tip. You have to go and get a current story. Something new.

Reporter: Right, boss. Great news.

Goes out, comes running back in.

Reporter: Boss! Boss! Two weeks ago John Doe died falling into a manhole!

Editor: That's old news. I told you, something more recent.

Reporter: Fine, boss. Something newer.

Goes out, comes running back in.

Reporter: Boss! Boss! A week ago there was fire downtown!

Editor: (A little annoyed.) That's still old news. Something even more recent.

Goes out, comes running back in.

Reporter: Boss! Boss! A car wreck two days ago!

Editor: (Annoyed) No good! Too old! Something new! That's why they call it news!

Goes out, comes running back in.

Reporter: Boss! Boss! Editor of a major newspaper got shot today!

Editor: (Interested) Oh really? Who?

Reporter: You! (Shoots him with toy gun, and the editor falls to the ground.)

NO ROCKET SCIENTIST

Setting: Rocket pilot in cockpit on one side of stage. Ground control with computer on other side.

Rocket Pilot: Mayday! Mayday! Engine on fire. Mayday!

Ground control: We read you. Hang in there. We're going to try and lock in on you with our computer.

Rocket Pilot: Well, hurry up! I can't hold on much longer. I'm surrounded by flames.

Ground Control: O.K. This is critical. Before you eject -- state your height and position.

Rocket Pilot: Oh, I'm about 5 foot 6, and I'm sitting down. Bye! (Pretends to push eject button and jumps out of cockpit.)

NOSEBLEED

One of those skits the kids can do really easily, but becomes rancid very quick.

Cast: Person with nosebleed, 3 Pedestrians, 4th Pedestrian

Setting: City Street

Nosebleed person is looking down at the ground. #1 comes in and looks around, then down, and mumbles,

#1: Hmm, what's going down, man? (No answer.)

#2 walks in, does the same thing, as does #3. #4 walks in, looks up for a moment, then asks,

#4: What are you guys doing?

Nosebleed: I don't know what these guys are doing, but I've got a nosebleed!

No Skit

Scout #1 Oh, no!

Scout #2 What's the matter?

Scout #1 whispers to Scout #2. No one hears them.

Scout #2 Oh, no!

Scout #3 What's the matter?

Scout #2 whispers to Scout #3. No one hears them. This continues down the line.

Second to last Scout, to last Scout Oh, no!

Last Scout What's the matter?

Second to last Scout (Whispers loud enough for everyone to hear) We don't have a skit!

Everyone exits

Nutty Fisherman

Center stage is a lad fishing from a can or bucket, he keeps pulling the rod as though he has something on the line. A passer by looks at him as he walks by and then walks on, after a few steps the passer by comes back to the lad and asks "What are you doing there ?" Scout "I'm fishing, what does it look as though I'm doing?" Passer by: "Fishing eh!, what are you fishing for." Scout: "I'm fishing for suckers." Passer by: "Have you caught any?" Scout "Yes you're the third today!"

The Nurses

The scene is an emergency room at a hospital. The nurse is totally self-absorbed, combing hair, looking in mirror etc. Whether you have a male nurse or a boy dressed up like a girl is up to you. A guy runs in, a skier with a pole stuck in his stomach (a branch could be used also for a hiker). He is screaming in agony. the nurse insists that she must ask him some questions before anything can be done. The patient screams that he is losing blood. The nurse continues asking questions such as where he lives, past illnesses, type of house, how he got there etc. A phone rings and a Dr. Killjoy asks the nurse out to lunch. The nurse runs off leaving the wounded man writhing on the floor. A stupid looking janitor with a broom wanders by and pulls the pole out. The patient stands up, says thanks and leaves.

Offensive Bus Passenger

Players are pretending that they are riding a bus. There is a bus driver and several passengers. Every time the bus stops, the passengers hold their nose, coughs, etc. looking at a specific passenger as they get off the bus. The bus driver complains to the offensive passenger that he is driving everyone off his bus. The passenger says that it isn't his fault. The driver accuses him of a peculiar smell and asks if he has taken a bath, washed his shirt, socks, feet, etc. The passenger claims that he has. Irritated the passenger pulls a pair of dirty, smelly, socks out of his back pocket, as proof.

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 the 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."

The Old Gum

This skit is entirely silent.

The first person comes in, chewing gum. He blows a big bubble, it pops, he scrapes it off his face. He wads up his gum, throws it over his shoulder, and walks offstage.

Second person walks in. Halfway across stage, they stop. They've stepped in gum, it's all over their shoe. They make a face, pick the gum off their shoe, wad it up, and throw it over their shoulder.

Third person is a jogger. The gum lands in their hair. They pull the gooey gum out of their hair, it's really stuck in there, eventually they pull most of it out, wad it up, and throw it over their shoulder.

Fourth guy is walking his dog and stretching. The gum lands in his armpit. He pulls the gooey gum out from his armpit, wads it up, throws it on the ground. His dog pees on it.

The first guy comes back in. He bends over, picks up the gum, sniffs it, tosses it back in his mouth and starts chewing. He walks offstage.

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.

Old Socks

A group of scouts approach a scout and smell a foul odor. After some carrying on, the scouts determine it smells like old socks. One scouts says: "Good Grief, when is that last time you washed your socks? The Scout replies: "1959". The other scout says" "goodness, you mean you have not washed your socks in 35 years!" The Scout says " what are you talking about?" The other scout says: "You said you hadn't washed you socks since 1959". The Scout with a big grin says: "well what the big deal its only 2100 hours now!"

The Olde Lighthouse

See "The Lighthouse" in this Big Book.

Cast: Storyteller, Person with Flashlight, 4 "Girders" who are collaborators, 4Victims

Person with flashlight is the lighthouse -- he holds it on his head and turns around so the light turns around to act like a lighthouse -- also, he occasionally booms out a foghorn.

Storyteller: There once was this lighthouse that did a very fine job of being a lighthouse. It turned around all the time and gave a nice beam of light. It even had a foghorn in it. (Foghorn....) So it was a very fine lighthouse indeed. But after many years of fine service and many more storms, it began to be a little shaky in the wind. (Lighthouse begins to wobble.) So what the authorities did was to put in four girders to support the lighthouse so that it would give many more years of fine service. (Bring in your girders and place them around the lighthouse, facing outwards and bent over on a 45-degree angle, with arms stretched out. Lighthouse promptly becomes straight again, still continuing to turn.) And it indeed did do that. It stood straight for many long years until again storms caused it to be shaky in the wind. (Wobbles again.) So the port authorities again tried to get the lighthouse to become straight again. They figured boulders around the bottoms of the girders would do a great job, so they placed boulders there. (Place your victims in a crouching position, facing in toward the lighthouse, underneath the outstretched arms of the girders.) And once more, the lighthouse was straight. And it remained so for many, many years. During the first storm the lighthouse had to endure after the boulders were placed, the authorities watched to make sure that the lighthouse survived. They saw the rain coming close; they heard the wind; the water began to rise; and the waves came crashing in on the boulders (Girders start hitting the boulders' behinds.)

Olympic Drama

Have den line up on stage. One scout steps forward and announces that this is the first international exhibition of a new Olympic event. This is the cue for the rest of the scouts to grin as wide as possible. The narrator announces that this was the Standing Broad Grin.

OOOOOO A Bug!

Have a huge wag of chewing gum (or homemade modeling clay), green and black, lying on a plate in the middle of a table on the stage. First boy walks in, looks at the table and comments on how gross the bug is. Other boys come in one at a time commenting on how terrible the bug looks, that someone needs to step on it, not sure if it's dead etc. The last boy comes in asking if anyone has seen his gum, sees the gum on the plate and tells the other boys never mind picks up the gum and pretends to put it in his mouth and walks away. The other boys comment on how disgusting and sickening that was.

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.--

The Outhouse Sketch

Father Indian lines up his three sons. "One of you pushed outhouse over cliff, two nights ago. Which of you did it?" "Not me" "not me!" "Not me!!!"

"Come on, I promise not to punish you. Who did it?"

"Not me!" "Not me!" "Not me!"

"Let me tell you story of great American hero, George Washington. When he was a boy, he chopped down a cherry tree. His father came to him and asked, 'George, did you chop down that cherry tree?' 'I cannot tell a lie, father, I chopped down the cherry tree,' said little George. 'You should not have done that, but since you told the truth, I will not punish you.' And George Washington grew up to be President of the United States!"

"Now I ask you. Who pushed outhouse over the cliff?"

"Not me!" "Not me!" "I cannot tell a lie, father, I pushed the outhouse over the cliff."

"!@#$%!!!" (The father beats up the son who pushed the outhouse over the cliff.)

"Why did you beat me up? When George Washington told the truth, his father did not punish him!"

"George Washington's father wasn't IN the tree when George Washington chopped it down!"

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: Aaalrright 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! Thaat was terrible, were do we get these aactors. Let's do it again, do eet slowwwwer / 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

This skit is hilarious, you can have fun doing it and adding your own episodes onto it.

Over the Cliff

The Senior patrol leader arrives with his troop and begins to admire the view from the top of the cliff, upon which they are standing. He begins to organize things and asked for various items such as food, saw, matches, water, etc. Each time another scout says begins to look in his pack and tells the SPL that he either left the item at the car or lost it on the trail. The SPL gets angrier with each answer. He finally asked who brought the tent. At last a scout says he did. The SPL says "Finally, no food, water, matches, or saw, but at least we have a tent. Okay pitch the tent." The Scout says :"But... but" The SPL screams 'I said Pitch The Tent! The Scout throws the tent over the edge of the cliff!

The Page (The Skit)

Cast: The Scout Master, Assistant Scout Master, The Eagle Scout, The Life Scout, The Tenderfoot, and the Monster.

Setting: A plague has taken over the Camp. A monster is lurking a nearby forest known as "Dark Forest" home of the monster: "Yellow Fingers". The only hope is to obtain a magic potion from the old sorceress.

Scout Master: Eagle Scout, our Camp is in ruins. The plague is killing everything in out camp. The Experts give us no hope. The only way to save our camp is to obtain the magic potion from the old sorceress, who lives in the nearby Dark Forest. However, beware of the monster Yellow Fingers, who if he catches you in the Dark Forest will squeeze you to death.

Eagle Scout: Yes, Sir, I will go, anything to save the camp and for Scouts everywhere.

(The Eagle Scout leaves and you hear a struggle and a deathlike scream)

Scout Master: The Eagle Scout has failed. Life Scout, you must slay Yellow Fingers and save the Camp.

Life Scout: Yes, Sir, I will go and save our Camp, I am prepared.

(The Life Scout leaves and you hear a struggle and a deathlike scream)

Scout Master: Call for my Star Scout, He must save the camp.

Star Scout: (acting afraid) Oh, my Scout Master, I don't think I have the training or skill to go into the Dark Forest, Isn't there anyone else?

(The Star Scout leaves and you hear a struggle and a deathlike scream)

Scout Master: My Eagle Scout, my Life Scout and my Star Scout have all

failed, Now who shall do battle?

The Page: I will. I will do it for my Scout Master and the Camp.

Scout Master: But you are only a page. You have ONLY earned your TENDERFOOT. You cannot believe that you have the skills to travel through the Dark Forest.

The Page: Send me Sir, I shall kill the beast.

(The page leaves and you hear a struggle and the page returns)

The Page: Yellow Fingers is dead. Here is your magic potion to save the camp.

Scout Master: Page, how is it that my Eagle, Life and Star Scouts all failed, but you, a mere tenderfoot has saved the camp?

The Page: Its very simple -- From now on let your pages do the walking through the Yellow Fingers."

Painting the Walls

In the middle of the singing a person wearing two coats, holding a paint bucket, paint brush, and a step ladder pushes through the crowd. He excuses himself saying he is a painter and needs to do the next room. The leader asks him why he is dressed for winter. The painter replies that he was told to paint the room with two coats.

Panther Tracks

Two Scouts are walking along when they spot some interesting tracks.

Scout One - "Hey!! Look animal tracks! I wonder what kind of tracks are those?"

Scout Two - " They look like cat tracks, big cat tracks. Let's take a closer look."

Scout One - "Gee... you don't suppose these are Mountain Lion tracks, do you?

Scout Two - Down on hands and knees examining the tracks with a magnifying glass, looks up and proclaims with certainty; "No, these are definitely Panther tracks; absolutely no doubt about it".

Scout One - "How can you tell? They just look like big cat tracks to me".

Scout Two - "Its easy, you just need to be observant, look closely at the bottom of this track over here; see, there is an ant squished at the bottom. And there is one in this track over here too. The animal that made these tracks was purposely stepping on ants as he walked."

Scout One - "OK I'll buy that, its a big cat that likes to squish ants, but I still don't see how you can be so sure that it was a Panther?

Scout Two - "Why its easy, Just look at this strange pattern; (scout pointing to each track in turn) Dead Ant, Dead Ant, Dead Ant, Dead Ant, Dead Ant, Dead Ant, Dead Ant, Dead Dead Dead Ant, ..."

The Parachute

Two scouts "on stage" First Scout showing the other a backpack.

First Scout: This is our top of the line parachute, guaranteed to work.

Second Scout: What is this cord for?

First Scout: That's the rip cord, you pull that and the parachute opens.

Second Scout: What's this other cord for?

First Scout: That's the reserve chute, if the first one fails to open you pull that cord and the reserve chute opens.

Second Scout: What if that one fails to open.

First Scout: Bring it back and we'll give you another one, no charge.

The Party Warehouse

Cast: Warehouse Person, Store Manager, 5 Customers, Two Victims, Broomstick

Setting: Party Supplies Store

Get two victims to hold, at each end, the broomstick -- this will be your manager's store counter.

Customer #1: Hi! I'd like to buy some balloons for my daughter's birthday party.

Manager: Of course, Sir. Let me check with the back. (Calling to back of warehouse.) Do we have any balloons?

Warehouse: (Calling from back -- an accent works well, or he's hard of hearing.) Let me check. (Pause) No! No balloons!

Manager: Gee, I'm sorry, Sir. Thank you for stopping by!

Continue with each customer trying to get cakes, party favors, "Just the bottom of the line, no frills birthday party supplies," candies, games for the little darlings, hats, and so on. Each time, the Manager calls back, the warehouse person responds that he'll check, says no, and the manager apologizes. Finally,

Last Customer: I've been waiting in line here for a while and I've noticed that you don't have anything that anybody wants. What do you have for parties?

Manager: (Slowly looks at each of the victims, considering each.) Well, I do have two suckers on a stick!

Pass the Pepper

As per usual with repetition skits, the more actors the merrier up to about 6 or7.

Setting: Family Sitting at the Dinner Table, talking in a very thick Southern Drawl.

Ma: Pass the peppa, Pa.

(Goes down the line to Pa, who responds)

Pa: Here's the Black Peppa, Ma.

(Goes down the line to Ma, who responds)

Ma: No, not the Black Peppa, Pa.

(Goes down the line to Pa, who responds)

Pa: Oh. Here's the Chili Peppa, Ma.

This goes on through different kinds of Peppa i.e. Banana Peppa, Jalepeno Peppa, Red Peppa, Green Peppa, and so on until,

Ma: Can't you pass the toilet peppa, Pa?

PATIENCE, JACKASS, PATIENCE!

You can ham this up a bit, but here's the gist of it. Two scouts enter (one on all fours if conditions allow) and move across stage as the skit proceeds. One is the mule and the other is the driver. A narrator stands just offstage.

Narrator: "In the heat of the Mojave Desert, the mule driver pushes his beast toward town. Day one."

Mule: "Water, master, water!"

Driver: "Patience, Jackass, Patience!"

Narrator: "Still they drive on relentlessly. The second day. . ."

Mule: "Water, master, water!"

Driver: "Patience, Jackass, Patience!"

Narrator: "Without mercy, they push to their goal. The third day. . ."

Mule: "Water, master, water!"

Driver: "Patience, Jackass, Patience!"

Narrator: "Still far from town, they go on. The fifth day. . ."

Voice offstage: "What happened to the fourth day?"

Driver: "Patience, Jackass, Patience!"

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.)

Peanuts in the Lake

Each person has a handful of peanuts hidden away (except girl's peanuts which are visible), perhaps in campfire blanket pocket. All family members are present on the stage.

Cast: Girl, Mother, Father, Brother, Sister, Cousin, Aunt, Uncle, Grandmother, Friend etc. and a Bag of Peanuts.

Setting: Up at the Cottage, Lakeside Resort, Beach

Girl: Gee! I've got all these great peanuts! I want to throw some into the lake! I'll go ask Ma if I can. Ma! Can I throw peanuts in the lake?

Ma: Are peanuts biodegradable, dear?

Girl: What?

Ma: Are peanuts biodegradable? You don't want to hurt the lake.

Girl: Gee, I don't know.

Ma: Then you'd better not throw peanuts in the lake, darling.

Girl: (On the side) I'll go ask Pa.

Repeat the scene through each person. Use appropriate hamming it up and histrionics, such as "Granny always lets me do whatever I want" and a hard of hearing, senile uncle. All still ask the biodegradable question, girl occasionally responding, "Bio de what?" "Biodependable?" ("No, Biodegradable!") sometimes being told, "You go to school, don't you? Ask your teacher!" She always responds that she doesn't know and goes on to the next family member. Finally, she gives up.

Girl: Well, I guess I'd better find out what biodegradable means, and if peanuts are biodegradable. (She leaves.)

Ma: Hey gang! She's gone now! Peanuts are biodegradable! (Throw peanuts into crowd.)

Pencils

Man Wearing Cap Sideways (looking Goofy) holding pencils says, quietly: Pencils, Pencils, Pencils

People Walk by in disgust

Good Scout: Let me help you sell your Pencils

Vendor: Okay!

Good Scout: First you need to get their Attention first you must Yell "PENCILS!" Now you try it

Vendor: Quietly "pencils"

Scout: Louder

Vendor: a little louder "Pencils"

Scout: Really Loud

Vendor: Jumping up and Yelling at the top of his lungs: "P_E_N_C_I_L_S!!"

Scout: Okay, Now how much are they?

Vendor: Duh, I dunno

Scout: Say "3 for 5"

Vendor: 3-4-5

Scout: Okay are they Sharp?

Vendor: I dunno

Scout: Say Some are, Some aren't

Vendor: Some are , Some aren't

Scout: Okay if someone does not want to buy them what do you say?

Vendor: I dunno

Scout: Say If you don't someone else will

Vendor: If you don't someone else will

Scout: Good, that ought to help you have a good day!

Man enters holding magazine...

Vendor jumps up and knocks the magazine out of man's hands yelling ,"PENCILS!"

Man: Do you know how much this magazine costs?

Vendor: 3-4-5?

Man: Is the rest of your family as smart as you are?

Vendor: Some are, Some aren't

Man: Would you like me to knock your head off?

Vendor: If you don't someone else will!

Version 2:

A sales manager is trying to teach a dumb salesman how to sell. The manager tells the trainee to listen to him carefully and he will teach him how to sell. He gives him the following instructions:

1. Hold pencils in your hand and say, "Pencils for sale." Practice saying that.
2. Next people will ask how much they are so say, "Ten cents. Three for a quarter."
3. Then they will ask what color so you tell them yellow.
4. Now they will either buy them or they won't. If they don't buy say, "If you don't, someone else will."

The manager has him repeat the instructions back and leaves him on his own. What happens is that the trainee is left on his own and starts calling out pencils for sale when another person rushing by and the trainee doesn't notice him and they collide falling to the ground. They have the following dialogue:

1. The customer asks if he knows how much the suit cost and the trainee tells him ten cents, three for a quarter.
2. The customer getting mad asks the trainee who do you think I am, to which the trainee replies, "Yellow."
3. The customer really mad says, "Do you want someone to punch you in the nose." To which the trainee replies, "If you don't, someone else will."

At this point the customer beats up the trainee salesman and they leave the stage.

PET SHOP

Cast: Customer, Shopkeeper

Setting: Pet Shop

Customer: I'd like to buy a turtle.

Shopkeeper: Well, here's one of the only three turtles I have left -- they sell real well out here but turtle shipments are few and far between.

Customer: Gee, thanks! Just the kind I was looking for, too!

Later, customer comes in with dead turtle and is a little distraught.

Customer: Look! He's dead already! How old was he?

Shopkeeper: Here, here. Let me see. Hmm. Look, having pets die on customers on the first day they buy them is bad for business, so here's a new one. No charge.

Customer: Thank you! That's so gracious of you.

Later, customer comes in with dead turtle and is more distraught.

Customer: Are you sure these turtles are okay? This one died on me too!

Shopkeeper: Let me see. Hmm. Well, here's the last of my three turtles, and though I won't get another shipment for a while, you can have it for free.

Customer: You are the nicest man I know. Thank you so much!

Later, customer comes in with dead turtle and is hysterical and crying.

Customer: What are you trying to do to me? This one died too!

Shopkeeper: Let me see this. This is bugging me too. Say. They all have scratches on the shells. Why? What were you doing with them?

Customer: (Sniffing) Well, I was only trying to give my car a turtle wax!

Pickin' Cotton

A guy is standing in the middle of the ring. Someone wanders in, stage left, carrying a boom box.

"Hey, nice radio! Where'd you get it?"

"Pickin' Cotton" and he continues wandering off stage right.

Another guy wanders in wearing a fancy shirt, stage left.

"Wow, cool shirt! Where'd you get it?"

"Pickin' Cotton" and he wanders off stage right.

Another guy wanders in wearing bright pants and fancy shoes, stage left.

"Awesome shoes, man. Where'd you get them?"

"Pickin' Cotton" and he wanders off stage right.

A guy limps in, stage left, beat up and wearing nothing except a towel wrapped around him.

"Who are you??"

"I'm Cotton!" and he limps off stage right.

Pickpocket

"Freddy Fingers and Hands Harry" meet and embrace each other. They Tell where they've been in the last few years, and as they say good-bye, one says to the other, "on you may want this." He gives back his watch. This exchange of articles continues until one hands back the other person's pair of underwear. Variation: This can also be done as a contest with one of the finalists ending up with the underwear. The other finalist looks into his pants yelps and runs off.

Pickpockets

Two friends meet and ask each how they are doing. Each reveals that he has become a pickpocket and claims to be the best pickpocket ever. They agree to find out. They back up ten steps and walk toward each other, bumping into each other as they pass.

The first person says: "Well I guess this settles it, I am the best. Look at all the stuff I got (show these items). Here is your wallet, your watch, you pocket knife, and your comb. I still have all those things, so I guess I win."

The other man says "I guess so, All I got was this! (he holds up a pair of underwear!)

Pickpockets #2

The two pickpockets decide to demonstrate how great they are upon the innocent man walking down the road. The two pickpockets bump into the innocent man, and walk past. The then show everything they got. Use your imagination.

Then the ask the audience if the saw how they did it. Audience says no, so the pickpockets say they will do it once again. Repeat the act. Ask again if the audience saw it. When they say no, agree to do it one more time.

This time the pickpockets do it in slow motion! The pickpockets bump into the innocent man, pick him up, turn him upside down, shake, and then put him down and walk off!

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 he 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.

The Pilfered Warehouse

Otherwise known as "The Empty Boxes" in the Leader Magazine. Text from The Best of the Leader Cut Out Pages.

Cast: Manager, Guard, 3 Workmen, large cardboard boxes.

Setting: Factory Gate.

Manager: (To new guard) I'm giving you the very responsible position of gate guard at this factory. Because of the lack of vigilance by your predecessors, the workers have stolen so many finished articles that the firm is heading for bankruptcy. Your duty is to ensure this is brought to an end. Do you understand?

Guard: Yes Sir. I am to stop stealing.

Manager: That's right. You can search people if necessary. Now it's up to you, and let's see some results.

Guard: Very good, Sir. (Manager leaves; guard takes post; first workman enters carrying a cloth draped box.) Just a moment. What have you got in that box?

#1: What do you mean?

Guard: What have you got in that box? It's my duty to see that no one takes stuff out of the factory.

#1: Why didn't you say? There's nothing in the box. Look! (He shows everyone the box is empty.)

Guard: Oh, well, that's all right then.

#1 leaves and #2 enters, box draped as before. Guard and workman go through routine of looking in the box. Repeat with #3. After #3 has left, the manager races in enraged.

Manager: You idiot! I hired you to stop this pilfering. You've only been here half an hour and already we're losing things!

Guard: But the only people who went out were three men with boxes. I stopped them all and they all had nothing in them.

Manager: You fool! We make boxes!

The Pirate Family

A good joke on Scouting. Of course it can be easily modified, but keep the punch line.

Cast: Pirate Parents, three or four Pirates, one or two Beavers, Scouts or Scouts in full uniform

Mom: You know, we came from a great lineage of pirates. All were really mean and ferocious. For instance, there was Long John Silver.

LJS: (Comes out) Yo Ho Ho and a bottle of Rum! Let's see if I can catch that bum!

Dad: And of course we can't forget Captain Hook.

Hook: (Comes out) Let's get that Peter Pan once and for all!

Mom: Then there was Captain Kidd that nobody was afraid of. But he was still a great pirate.

Kidd: (Comes out, looks funny) I may look funny but I'm great with a sword. (And he proves it.)

Mom & Dad: But look at us! All we had were Scouts! (Scouts walk out.)

Plane Landing

Pilot and control tower voice are located on opposite sides of the stage area. A out of sight on the pilot's side makes engine noises. Another person starts the skit by saying, "I think that there is a plane overhead."

PILOT (yelling loudly): "Pilot to control tower - "I'm coming in. Give me landing instructions!"

CONTROL TOWER (in loud monotone as if through a microphone): "Control tower to pilot - why are you yelling so loud!"

PILOT: "Pilot to control tower, pilot to control tower -- I haven't got a RADIO!"

Play Ball

The scene is set with an umpire, a catcher, a pitcher, first baseman, second baseman and third baseman. The players run out to their positions, start talking and acting like they're ready to play ball. The Umpire tells the players to play ball. Then the pitcher looks around with a worried expression and starts to cry. The catcher goes out to see what is matter and starts to cry as well. Follow the same routine with First, Second and Third Baseman. The Umpire finally asks in expiration what is the matter. The pitcher replies that they don't have a ball.

PLC 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 Patrol Leaders Council, 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, "hen it's decided; a Large pizza with mushrooms, onions cheese, sausage and pepperoni., hold the anchovies." "All: Agreed!"

Poison Spring

One by one the boys drag on stage crying for water. Each reaches a bucket with a ladle and takes a drink, splashing some water to show there is really water in it and dies. Ham up the dying as much as you want. More than ladle may be needed so that there is plenty of water to slosh around. The next to the last person starts to drink from the bucket, when the last person comes in sees all the dead bodies and yells for the other guy to drink from the bucket, that it is poison. The last person throws the bucket in the audience which really only contains rice or confetti; only the ladles had water.

The Poor Excuses

Boy, do skits ever present variations of themselves over time, this one over but a period of a month.

Cast: Army sergeant, 3 privates

Setting: Boot Camp

The three privates are in line, side by side, listening to the sergeant's instructions.

Sergeant: (using one of those yelling voices) OK men! Listen up! We're going to do a long, hard, invigorating, uphill quick march! I don't want any weenies! Left turn! (They all turn; sergeant takes up the front.) Quick forward march!

They all begin doing a quick march (stay in place, of course.) All of a sudden, the private in back sneezes.

Sergeant: Company Halt! OK, who did that? You? (Pointing to the first private.)

Private: N-n-no Sir!

Sergeant: I said no weenies! Integrity is important! All liars die! (Shoots the private.)

Private: Oh! You shot and killed me! (Dies.)

This last scene repeats itself with some variation, but essentially it's the same.

The scene continues to repeat itself until finally,

Sergeant: Who did that? You?

Private: Y-y-yes Sir!

Sergeant: Oh, you poor darling, do you have a cold? Here, have a tissue!

Version 2:

Essentially the same, but each private, having just been asked "Any objections?" giving a leering, threatening look, gives an excuse such as "I have to take care of my aging grandmother," "I left a tap running," and so on. Each one is killed, or dismissed, according to your desires. Finally, after all are dead or dismissed, he exclaims, "Ah, good! I wasn't looking forward to this march anyway. I'll just go lie down."

Pop Commercial

Have one fellow standing, holding an unopened pop bottle, the next holding a bottle opener (or stands ready to open the container, one hand as if holding the container and the other hand raised over it), the other two doing nothing. The first guy examines the bottle real close and passes it to third guy who guzzles it, pretend or for real, and passes the empty container to the last guy. This guy looks at the empty bottle or container with a sick look on his face and then burps as loudly as he can.

Post Office / King's Royal Paper

Version 1: Post Office

Cast: Post Office Clerk, People in line, Person, a few letters and small boxes, and one wrapped box with a roll of toilet paper in it.

Setting: Post Office

Person is last in line, clerk is behind a desk, serving people, box with toilet paper

1: 5 stamps, please.

Clerk: $2.00, please.

2: My mail, please. (Clerk hands it to him.)

3: This to Albuquerque.

Clerk takes it.

4: Has my package arrived yet?

Clerk: (Checks.) No, I'm sorry Sir.

Next day, same type scenario occurs, with person 4 always last in line, always asking for his package, which hasn't arrived yet. Each day this repeats, his legs become more and more crossed, he's more fidgety, more nervous, more anxious, more desperate, till finally, on the last day he's up again.

4: (Yelling out) Has my package arrived yet?

Clerk: Yes Sir! Here it is!

4: (Relieved, tearing open the box) Thank you! Now I can go to the washroom!

Version 2: The King's Royal Paper

Essentially the same type of cast plus a guard; you also need newspaper, a notepad, scrap paper, cardboard and so on. Have servants ham it up when their head is about to be cut off.

King: I want my Royal Paper!

1: Here, Sire, The Royal Newspaper!

King: No! That's not it! Guard, Off with his head!

2: Sire! Your Royal Writing paper!

King: Fool! Off with his head!

3: Your Highness! Here is The Royal Scratch Paper!

King: (Furious) If I wanted to draw I'd have called for Crayons! Off with his head!

4: Your Grace! Here is the Royal Paper! (Hands him the toilet paper.)

King: Thank you! (Runs off to washroom.)

Potted Plant

A scout pretending to be a delivery boy comes wandering through the meeting with a potted plant that he says is for Mrs. Mergertroid. 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 aren'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."

Presents for the Teacher

Kids bring in presents for their teacher on the first day of school. The teacher can tell what the child's parents does by the present he brings such as apples from parent's fruit stand, baker's child brings rolls, candy maker candy. The last person brings in a crudely wrapped package, with yellow liquid leaking out. The teacher tastes the liquid and states that his father must run a bottling factory. The child replies that no his dad is a dogcatcher and that it is a puppy in the package.

Prisoner

A prisoner is brought before a judge. The policeman says that he caught him red-handed. Judge asks if it is true and the prisoner says, "Well, maybe so and maybe not". The prisoner is asked if he has stolen before and he replies, "Mmmm ... now & then". Judge, impatient now, asks where he stole these things and the prisoner replies here and there. Judge tells the policeman to lock him up ! Prisoner asks when he will get out of jail. Judge smugly says, "Oh, sooner or later."

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 Gliztenshiner. Professor Gliztenshiner 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 Gliztenshiner who will now give you his address.

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

Puppy in the Box

Props: A cardboard box, and a stuffed dog (or rabbit, etc.)

Announcer: This scene takes place on the street outside a grocery store.

(Several participants are gathered around outside the store, chatting.)

Roger : (Enters holding the box) Hi guys, would you please hold this box for me while I go into the store ? (Exits)

Martin: I wonder what's in the box ?

Gerry : I don't know, but something is leaking out !

Bob : (Rubs finger against the bottom of box, then licks finger) Hmmm, it tastes like lemon soda.

Martin: (Also rubs box and tastes finger) No. I think it's more like chicken soup.

Roger : (Returns, looks in box) Oh, you naughty puppy !

Version 2:

Cast: Owner, 1st Pedestrian, 2 Friends, box

Setting: Street Corner

Owner: (Walking up to #1) Would you hold my box? I have to go into a store for a moment.

#1: Sure! Be glad to.

#2: (Walks up.) Hey! What's in the box?

#1: I don't know. This guy comes up to me and hands it to me. Hey! It's leaking! Maybe it's ice cream and it's melting. Let's taste it. (Taste drip) Tastes like vanilla ice cream to me!

#2: (Tastes it.) Chocolate it is, my friend. Hey Joe! Try this -- what does it taste like?

Joe: (Tastes it.) Definitely pistachio.

#1: Naw! It's vanilla!

#2: I told you, it's chocolate!

Owner comes back.

#1: Mister -- what's in the box? Vanilla ice cream?

#2: Or chocolate?

Joe: It tastes like pistachio to me!

Owner: How foolish of you guys. That's my pet dog!

Guys show disgusted faces.

A Quiet Day

One player stands with his ear to a fence (an old painted sheet will work) as if listening intently. Several others enter to watch. One of them asks, "What do you hear?" "Listen!" he says dramatically. They all listen, look puzzled. Another says, "I don't hear anything. " "Listen!" first player says again. The routine repeats once or twice more. Finally, one player says with great disgust, "I don't hear anything!" "Funny," says the first player, "it's been like that all day!" Players exit.

Raisin

1st Scout comes out: Gets down on all fours, pretending to be a table. 2nd Scout comes out, looks at the table and declares "Ahh, a fly, I think I'll pull it's wings off" Proceeds to pick it up, pluck the wings, put it back on the table, and walks off.. 3rd Scout comes out, looks at the fly on the table and says; "Oh, a fly with no wings, I think I'll pull it's legs off", With great precision and animation, picks up the fly, removes it's legs, and puts it back and walks off. 4th Scout comes out, looks at the fly and announces; "Say, a fly with no wings and no legs, I think I'll pull it's head off." Then proceeds as the other Scout before him. Last Scout comes out looks at the table, then carefully inspects the object with out picking it up and says very quickly "A raisin !" and quickly picks it up and eats it.

Real Thing

7-up salesmen is sent to Africa to establish a market there. He is reported missing with along with a large supply of 7-up. A search party is sent out after him. After a long search, they finally come to a village of cannibals. Questioning the cannibal chief, they find out he has been eaten.

The Chief explains: "we ate his head and drank 7-up, then we ate his arms and drank 7-up,, when we ate his legs, we drank 7-up, and then we ate his thing."

The search party puzzled asks, "why didn't you drink 7-up after eating his thing?". The Chief replies: "Don't be Silly, Things Go Better With COKE!"

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: Ooooooooooooohhhhhhhhhhhhhh-aaaaaaaaaaaaaahhhhhhhhhhhhhhh (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 Restaurant

Use plastic glasses, and have the Waiter wear an apron and carry a towel over his arm. The Waiter will need a tray for glasses of water.

Two volunteers are recruited from the audience. The get down on their hands and knees. The Announcer welcomes everybody to his restaurant, and introduces the volunteers as his tables.

Some Scouts enter and sit or kneel around one table. They call for the Waiter, and order glasses of water. They sit and talk while they are waiting. Another group of Scouts also enters, and also orders water.

The Waiter serves both groups, placing glasses on the backs of the 'tables'. The groups sit and talk as they sip their drinks, returning them to the table each time.

One or two at a time, the Scouts make their excuses, and get up and leave. "This water is terrible." "Let's go over to Joe's Bar and have another round." "Sorry, guys. I've got to be getting home."

Eventually, the tables are left alone, with the glasses of water still full on the tabletops. The Master of Ceremonies moves on to the next event.

Restaurant Minutes

The scene is two guys enter a greasy spoon type of restaurant that has a customer and a grill type cook with a stained apron. The cook says that all they have is soup and a hot dog. The first man says he will take the soup and the other man says he wants the same. The cook tells them if one wants the soup the other has to have the hot dog. The second man agrees and asks to have mustard put on the hot dog and the waiter leaves. The third asks if they steal, referring to the cook. The first man says the cook will steal your shirt off your back if he could. The first & second man get their order, the cook dropping the silverware, then wiping them off with his dirty apron. Second man tells the cook that he wanted mustard on his hot dog. The cook squeezes mustard off his apron onto the hot dog. First man says that there is a fly in his soup. The cook retrieves the fly out of the soup, squeezing it, telling the fly to spit it all back. The third man disgusted, makes a comment and walks out without his pants. His pants have been stolen.

Rise, Walk, and Kill, Igor

Cast: Dr. Mad, Igor, Bank Manager, Cable Company, Electrician

Setting: Dr. Mad's Laboratory

Dr. Mad: (Talking to crowd, with one of those sinister, horror movies voices.) I just love my new invention, Igor. He is a robot and is such a good servant. I would just love to demonstrate him to you. (Someone knocks on the door.) Ah! Here's my chance. Come in!

Manager: Hello, Sir. I've come today to talk to you about your banking. It seems your account is overdrawn by twenty million dollars.

Dr. Mad: Oh, please, come in. I would love to discuss this over coffee. But first, may I show you my newest invention? This is Igor. You see, whenever I say, Rise, Igor, he rises (Igor rises.) And if I say, Walk, Igor, he walks (Igor walks toward manager.) And should I say, Kill, Igor, he kills (Igor strangles manager, then lies down on his table.) This is so neat what I've invented. (Someone knocks on door.) Oh, someone else is at the door. Coming!

Cableman: Hello, Sir. I've come today to disconnect the cable, because you haven't paid you cable bills in 6 months.

Dr. Mad: Oh, please, come in. I would love to discuss this over coffee. But first, may I show you my newest invention? This is Igor. You see, whenever I say, Rise, Igor, he rises (Igor rises.) And if I say, Walk, Igor, he walks (Igor walks toward cableman.) And should I say, Kill, Igor, he kills (Igor strangles cableman, then lies down on his table.) I say, what an invention. (Someone knocks on door.) Oh, someone else is at the door. Coming!

Electrician: Hello, Sir. I've come today to talk about your power consumption and how to reduce it. I seems that you are often short-circuiting the system.

Dr. Mad: Oh, please, come in. I would love to discuss this over coffee. But first, may I show you my newest invention? This is Igor. You see, whenever I say, Rise, Igor, he rises (Igor rises.) And if I say, Walk, Igor, he walks (Igor walks toward electrician.) And should I say, Kill, Igor, he kills (Igor strangles electrician then lies down on his table.) Without a doubt, a great invention. (To audience again.) I am so impressed with myself and my invention. You see, all I have to do is say, Rise, Igor and he gets up (Igor Rises.) Then I just say, Walk, Igor and he walks (Igor walks to Dr. Mad.) And just by saying, Kill, Igor, I solve many problems! (Igor strangles Dr. Mad.) AHHHHHHHH!

River Run

The narrator tells the audience they are going to explore the wilderness. He sets the scene with members of his patrol. Two members are the river, (they are always moving around. The Trees, bushes remain still. The uniformed volunteers play the rocks and they in the front with their backs to the rest of the cast. The narrator walks to each person as he describes the items.) Then trees, bushes, squirrel, rabbit, etc. When you run out of members, solicit two or three volunteers to be the rocks. Sit them down in front of the rest of the scene.

Now the narrator says: "Come with us now as we explore the beautiful wilderness. Here with have these great oak trees, mixed among the giant pine trees. Next we have these rabbits and squirrel playing in the wilderness. And we find these rocks. Remnant of the very beginning of our planet, nestled here near the river bed. These are wild gooseberry bushes. Notice the berries are growing all over. Finally we come to the rushing river. Always moving, the river tumbles down the canyon, hurries through the rapids and washes up against the rocks!" (at this point the people playing the river grab buckets of water and douse the persons playing the rocks.)

Rowing

Four or more people sneak up behind the speaker and set chairs down so that "the speaker can't see them." They then begin to go through the motions of casting a line and reeling it in. After a while the audience is watching what the group is doing and then the "speaker" looks over and asks, "What are you doing?" "We're fishing!" is the reply of the fishermen, after which they go back to their motions and the speaker resumes talking. After a short time the speaker looks over and says - "But you can't fish here!" "Why not?" asks another fisherman?" Because there's no water here!" (speaker)

"Oh, well, they weren't biting anyway!" (fisherman) The fishermen then turn their chairs so that they are lined up in a single line, facing in the same direction. They go through the motions of putting their gear away, and then, acting as if they are rowing a boat, slide their chairs backwards across the stage."

Salesman

A scout begins to sell white water balloons to scouts at summer camp.: He is yelling water balloons for sale. Various customer come up to he to buy one. However they want colored balloons and the salesman only has white balloons. The salesman is very rude to them. He replies: What's the matter. These plates are the same shape as what you want only a different color." Finally one of the first customers comes back and asked to buy a balloon. The Scout hands the salesman a penny for the balloon. The Salesman stops him and says: "Hey what this, they are 10 cents!" The customer replies: "What's the matter, the coin is the same shape as the one you want, a similar size, only a different color!"

Saloon

Cast: 2 Cowboys, Sheriff, Goofball

Setting: Saloon

#1 & 2 and the sheriff are in talking to each other while goofball is polishing his gun.

#1: I'm so brave that I once faced a pit full of hissing, poisonous snakes and shot each one before I climbed out.

#2: That's nothing. I once was all alone helping all sorts of people when a flood came through town.

Sheriff: I'm really brave, that's why I'm sheriff. I once put away 20 bad guys all by myself.

(Goofball's gun fires accidentally.)

Goofball: (All three guys run off, really scared.) Gee, I was only washing my gun!

Sarge And The Private

Sarge and private walking.

Private: "I want to rest!"

Sarge: "No! we have to finish this hike keep going!"

Private: "But my feet hurt" etc. (Whining.)

Here you can be creative, add a few more excuses...

Sarge: "Absolutely NOT!!!"

Private: "Ill cry..."

Sarge: "Go ahead!"

Private: "WaaaaaaHHHHHHHHhhhhhhhhhhh!!!!!!!!!!"

Here Sarge gives in and they rest. Next the private wants to stop and ' take a wee' (you can always use the "Weeee!" when the Sarge finally gives in after the same Rigmarole. and next a drink, and finally food. But this is only a day hike so there is no food. After more tears, the Sarge finds a worm and the private will only eat it (on the threat of more tears) if the Sarge eats half. Of course when he finally does, the private starts bawling again and screams

Private: "You ate my half."

School's on Fire

Scout wanders through area several times holding a glass of water: When asked what he is doing, he replies that the school is on fire. Leader: How do you expect to put the fire out with a tiny glass of water?" Boy answers, "this ain't water, it's gas.

Scientific Genius

The scene is the launching pad of a large rocket that can be cut from a large piece of cardboard. There is an elaborate countdown, but the rocket fails to go off at zero. All those present inspect it and check on a number of highly-scientific-sounding devices - the supersonic sector wire; the exhaust fin fan stand; the sub-stabilizer oxidizer, etc. All seem perfect. Finally the smallest boy says: "I've found the trouble. Somebody forgot to put in the fuel.

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."

Scoutmaster's Brains

A Scout goes to the trading post and asks to buy some tenderfoot brains, that'll be 25 cents. OK, (money and brains exchanged).

Narrator: six months later. Same Scout back at trading post. "I'd like to buy some second class brains." "That'll be 50 cents." OK, (as before)

Narrator: six months later I'd like to buy some first class brains - 75 cents - OK…

Narrator: a year later I'd like to buy some star brains - 1.00 - OK…

Narrator: a year later I'd like...Life brains - 1.25 - OK

Narrator: a year later I'd like... Eagle brains - 1.50 - OK

Narrator: 15 years later Same Scout goes to trading post again. "I'd like to buy some Scoutmaster's brains" "That'll be 200 dollars an ounce" "200 dollars, why so much?"

"Do you have any idea how many Scoutmaster's it takes to get an ounce of brains?"

Scoutmaster's Gift

Six or seven scouts each bring in a wrapped present. The "presents" can be anything (paper clips, envelopes, a pencil, a block of wood); The Scoutmaster (camp director) being honored stands in front of the group. Scout 1 comes up with his present (paper clips, for example) and gives it to the SM.

SM opens the package. "Oh gee, paper clips! How nice!"

Scout 1: "Oh it was nothing, Mr. Jones. My dad works in a paper clip factory."

Scout 2 comes up with his present (envelopes, for example) and gives it to the SM.

SM opens the package. "Oh boy, envelopes. Thanks, Tommy."

Scout 2: "No problem, Mr. Jones. The old man works in a stationery store."

And so on to the last one -- Last scout comes up with a box, dripping water out of the bottom, and says, "I'm sorry, Mr. Jones, but my dad works in a pet store..."

Scoutmaster's Saw

Announcer: This scene takes place in a hardware store near Camp _____ home of the oldest surviving Scoutmaster.

Scoutmaster (very old man): "My old crosscut saw is worn out, and I need something that will let me cut more wood for camp!"

Owner: "Yes, sir! For only one hundred bucks you can be the proud owner of this chain saw. I guarantee that it will cut twice as much wood in a day as your old crosscut." Scoutmaster: (Handing over money) "O.K. great!" (Exits)

Announcer: "The next day."

Scoutmaster: (Enters tiredly) "There's something wrong with this saw. I worked very hard yesterday, and only cut half as much wood."

Owner: "Well, sir, I have a lot of faith in this product. Here, I'll put a new chain on it and you give it another try."

Scoutmaster: "O.K., but if it doesn't do any better, I'll be back! You can count on that!" (Exits)

Announcer: "The next day."

Scoutmaster: (Enters exhausted) "This darned saw is no good. I worked even harder, and still it won't cut half the wood of my old saw! I want my money back!"

Owner: "Yes, sir ! Just let me check it out here." (Pulls starter rope)

Announcer: (Makes sound effects of saw running.)

Scoutmaster: "Oh, my gosh! What on earth is all that noise?"

The Screwy Navel

Cast: Story Teller, Boy, several characters such as Mom, Dad, Bro, Sis, Drunk, Repairman, Priest, Clerk, Bus Driver, and so on.

Teller: There once was a little boy who had a screw instead of a belly button, and was always curious about it. Finally one day he asks his Mom,

Boy: Mommy, why do I have a screw instead of a belly button like everyone else?

Mom: (Brushing him away,) I don't have time right now. Ask your father.

Teller: The boy goes to his father and asks him the same question.

(He asks; gets the same type of answer ("Paying the bills.") He goes around to several people in the town to whom he is referred by the last person, but always getting the same type of answer. Finally, he goes to the priest.)

Boy: Father, why do I have a screw instead of a belly button like everyone else?

Priest: My son, only God knows of such things. You should pray and ask him.

Boy: Thank you, Father. (Begins praying.) God, why do I have a screw instead of a belly button like everyone else?

Teller: All of a sudden, a big hand appears with a large screwdriver, connects with his screw, and turns. All of a sudden the boy falls down and hears,

God: The screw is there to hold you together!

Shape Up!

Scout 1: I can lift an elephant with one hand.

Scout 2: I don't believe you.

Scout 1: Give me an elephant with one hand and I'll show you.

Scout 3: I can bend bars with my bare hands.

Scout 4: Iron bars?

Scout 3: No, chocolate bars.

Scout 5: Why are you jumping up and down?

Scout 6: I took some medicine and forgot to shake well before using.

The Short Runway

Number of Participants: 2 (If more are desired, they can be passengers, with suitable sound effects and actions.)

Props: Seating for pilot and co-pilot, and for passengers if required. A compass.

Announcer: This scene is on board a very low budget airline.

Pilot : Well, are we anywhere near the airport, co-pilot ?

Co-Pilot : (peering out the window) I don't know... I see lights over there to the port. That's likely it. Bring 'er around and have a look.

Pilot : (lurching plane hard to the left) Boy, I can't tell. I wish the company would buy us some instruments.

Co-Pilot : (pulling compass from pocket) Oh, I've got my trusty compass and the sun went down about 20 minutes ago, so we've got to be on course. (Excited) Look, see that spot down there, that must be it.

Pilot : Okay, here we go. Give me 20 degrees flaps, I'm going in. (Puts plane into a nose dive, sound effects.)

Pilot : This is going to be tough. Give me more flaps, cut back the engines. (Louder) More flaps, less throttle !

Co-Pilot : (Appropriate actions and sounds, acting panicky.)

Pilot : QUICK, cut the engines, give me brakes. MORE BRAKES !

Both : (Sighs of relief) We're down, we made it !

Pilot : Boy that was a short runway !

Co-Pilot : (Looking right, then left) Yep, and wide too !

The Shrimpy Boxer

Version 1:

Cast: Announcer, big boxer, 72 pound weakling, fry pan

Announcer: Ladies and Gents! May I bring your attention to the center ring where we will have our main attraction! Little John will be fighting against a new contender, named Shrimpy! 1-2-3 Go!

They box -- Shrimpy gets hit this way, that way, is really losing until at the last moment, he throws one weak punch and Little John falls unconscious.

Announcer: 1! 2! 3! Shrimpy wins! Now let's look at that in slow motion!

Boxers get up, and the scene repeats itself slowly in slow motion, and when Shrimpy is throwing his punch, someone quickly -- and I mean unaffected by slow motion -- runs up and swings the fry pan against Little John's head.

Version 2:

Similar to the above, but it never gets to the fight. The Announcer is explaining the rules and says "We'll have none of this!" (kicks Little John in the groin) "Or this!" (breaks arm over his knee) "Or this!" (kicks in the knees) "And of course this! is prohibited!" (hits over the head with the fry pan) "Understood? Good! Go!" And of course one weak punch from Shrimpy knocks him out.

Shut Up!

Cast: Shut Up, Trouble, Police Officer, Narrator

Setting: Woods, Then a Police Station (as per narration)

Narrator: There once were a brother and sister called Shut Up and Trouble. They liked to go on walks together. (SU & T are walking through the woods.) One day, they were walking along in the woods together and Trouble got lost. (T walks off; SU looks around but can't find her.) So Shut Up went to the police station to report a missing person.

Police officer: Can I help you? What's your name?

Shut Up: Shut Up, Sir.

Police Officer: That's a bit impolite. What's your name, boy?

Shut Up: Shut Up, Sir.

Police Officer: You should watch your manners, boy. What's your name?

Shut Up: Shut Up, Sir.

Police Officer: Young man, are you looking for trouble?

Shut Up: Yes, Sir, she's lost! Do you know where she is?

The Siberian Chicken Farmer

Farmer: "Here, chick chick chick ... Here, chick chick ... chick ..."

Two military types come up behind the farmer.

Police: "Comrade! Vat are you Doink!"

Farmer: "I'm feedink my chickens"

Police: "Vat are you Feedink dem, Comrade??"

Farmer: "Corn."

Police: "Fool! There is a shortage of corn!!!"

They beat him up. Oof. Ow.

Police, dragging him away: "Three years in the work camps for you!"

Narrator: Three years later, ...

Farmer: "Here, chick chick chick ... Here, chick chick ... chick ..."

Two military types come up behind the farmer.

Farmer, standing up some: "Uh oh ..."

Police: "Comrade! Vat are you Doink!"

Farmer: "I'm feedink my chickens"

Police: "Vat are you Feedink dem, Comrade??"

Farmer: "Wheat."

Police: "Fool! There is a shortage of wheat!!!"

They beat him up. Oof. Ow.

Police, dragging him away: "Five years in the work camps for you!"

Narrator: Five years later, ...

Farmer: "Here, chick chick chick ... Here, chick chick ... chick ..."

Two military types come up behind the farmer.

Farmer, standing up some: "Uh oh ..."

Police: "Comrade! Vat are you Doink!"

Farmer: "I'm feedink my chickens"

Police: "Vat are you Feedink them, Comrade??"

Farmer: "Rubles."

Police: "Rubles? But vy are you feedink them rubles, Comrade?"

Farmer: "They can buy their own food!"

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.

Singer

A guy comes on stage singing in a terrible voice. He acts pompous to a friend saying how is such a great singer. Friend says that he had better quit because of poor health, not the singers, but everyone else's.

Six Wise Travelers

The six wise travelers came to a river and discuss ways to get across. One of them sees a boy with a boat and asks him to take them across. the boy says they can use the boat, but he will not take them across. The travelers all get in the boat and it sinks. They scramble out of the river and count themselves, but do it wrong and come up short a person. This can be done more than once. They tell the boy if he can find the missing traveler they will give him a bag of gold. The boy counts them. gets it right, they give him the gold telling the boy how good he is and that maybe he will grow up to be as smart as they are. The travelers then jump in and swim across the river.

The Sleep Walker

You will need three scouts or male scout leaders and one girl scout or lady leader. You can do this with adults or youngsters, but do not mix adults and youngsters.

The scene is that three boys are chatting in a group when from the side of the stage, a young lady walks on, hands in front of her, sleep walking.

She walks up to the first boy, takes off his tie and walks off taking his tie with her.

1st boy " Hey she's pinched my tie." (another word for Pinched is stole or took)

2nd boy " It's dangerous to wake sleep walkers, don't worry shell bring it back when she wakes up."

The girl walks back and takes the second boys jacket, she walks off carrying it with her.

2nd boy "Hey she's pinched my jacket."

3rd boy "It's dangerous to wake sleep walkers, don't worry shell bring it back, when she wakes up."

The girl walks back still sleep walking, grabs the 3rd boy by the arm and walks off with him.

3rd boy "It's dangerous to wake sleep walkers, but don't worry shell bring me back when she wakes up."

Slug Trainers

Several slug trainers bring on their trained slug and deposit it in the stage center. The slug is a person encased in a sleeping bag. On command the slug performs various trick such rolling over, leaping in the air slightly, etc. A volunteer is brought from the audience and is told that the slug is trained to crawl over the human body. The volunteer lays down and the slug crawls across him leaving a dribble of water or brown cotton balls. The trainers apologize and exclaim, "Sorry, but our slug isn't potty trained."

The Smart Scout

A young Eagle candidate is brought in for his Eagle Board of Review. He is asked if he has completed all of his required Merit Badges? The scout says, "Well, maybe so and maybe not".

The Scoutmaster asks the Scout if he has lived with scout spirit? The scout replies, "Mmmm ... now & then".

Scoutmaster, impatient now, asks if him where he did his Eagle project and the scout replies "here and there". The Scoutmaster dismisses the Scout.

The Scout asks "when will I receive my Eagle award. The Scoutmaster smugly

says, "Oh, sooner or later."

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."

The Sneeze

A line of Scouts comes on stage marching. The scout in the back sneezes. The leader turns to the second in line and asks, "did you sneeze?" The second in line says "no". The leader says, "liar" and hits the second in line. He falls to the side.

The line of Scouts continues marching. The scout in the back sneezes.

The leader turns to the new second in line and asks, "did you sneeze?"

The new second in line says "no". The leader says, "liar" and hits the second in line. He falls to the side.

This continues until there is only the leader and one other Scout. They continue marching. The other Scout sneezes. The leader turns and says, "did you sneeze?" The other Scout says, "ahhhh yea". The leader says, "gazoontight" and pats him on the back.

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.

Someone Chanted Evening

Props: Blankets and rope to make Monk's Cassock.

Friar: Good morning, everyone.

Monks: Good morning.

Friar: For our Matin, we are going to practice chanting. All together now, repeat after me: (Chanting) Morning, morning, mor-or-ning.

Monks: (Rather raggedly) Morning, morning, mor-or-ning.

Friar: Not bad, but we need to get more feeling and rhythm into it. Let's try again. (A couple more attempts are made, each one better, then on the third try it sounds excellent, but one Monk chants loud and clear, "Ev-en-ning".)

Friar: Cut, Cut ! What was that ?

Brother Daniel: What's wrong, Friar ? I thought it sounded good.

Friar: (Breaking into song) Someone Chanted Evening !

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 Sounds of the Wilderness

Four or five Scouts enter the stage (more can be accommodated) and stand facing the audience. The announcer explains to the audience, "If you listen quietly you can hear the sounds of the wilderness: the birds" (one Scout whistles a bird song, then stops).

The announcer continues: "... or the deer" (another Scout makes swishing sounds like a deer traveling through the brush, then stops).

The announcer continues: "... or the bear" (another Scout growls).

And so on, for as many Scouts has you have on stage.

Finally, the announcer says, "And if you are very, very quiet, you can hear the sound of the lost Boy Scout..." From offstage, you hear, "HEY! WHERE ARE YOU GUYS?"

Sour Notes

The director tunes up the orchestra or chorus and they begin to make music. One by one each player hits a sour note. Each time the director gets upset and throws the player offstage. Repeat until only the accompanist and the director is left. The director then turns to the accompanist and begins a solo. The director hits a sour note and the accompanist jumps up and throws the director off stage coming back on stage with a smug look on his face, bows to the audience and exits.

Space Derby Skit.

While Scout Master is doing the pack meeting Two adults enter. They are wearing coveralls and motorcycle helmets. They carry their jet (made from an eight foot piece of Styrofoam and set it by the derby track They pay no attention to what Dan is saying..

Scout Master: " Excuse me, gentlemen, EXCUSE ME GENTLEMEN!!!"

This gets First adult's attention and he taps Second adult on the shoulder. They both turn and face Scout Master like men from Devo.

Scout Master: "What are you two trying to do?"

Both Second adult and First adult make flying motions with their arms.

Scout Master: "Oh you two think you are going flying do ya?"

Both Second adult and First adult nod their bodies yes from the waist up. They butt heads??

Scout Master: "Which one of you is the pilot?"

First adult raises his hand.

Scout Master: "What does the other guy do?"

Second adult make the sign of the cross and put his hands together to pray.

Scout Master: "Oh you pray huh? Do either of you two have any flying experience?"

First adult and Second adult pull out paper airplanes from their coveralls and fly them.

Scout Master: "Is that the only experience you have.

Both Second adult and First adult nod their bodies yes from the waist up. They butt heads??

Scout Master: "I'm afraid I am going to have to see your flying permits before I let you take off on our course."

First adult and Second adult look at each other, dig through their pockets, then look at Scoutmaster and shrug.

Scout Master: "Well if you don't have any permits you know what that means don't you?"

First adult and Second adult wave good bye and pick up their airplane and leave.

Scout Master: "Yes it means good-bye and don't forget to file your flight permit before you come back.

The Special Papers

"I am King, squire, and I need you to bring me my special papers."

Bringing in some diplomatic looking things "Here are your papers, sire."

"Fool! These are not my special papers. Off with his head! Squire two, bring me my special papers! Do not fail!"

Bringing in a Wall Street Journal "Here are your special papers, sire"

"Fool! These are not my special papers. To the dungeons with him! Squire three, bring me my special papers!"

Bringing him a roll of toilet paper "Here are the special papers, sire"

"And just in time!" The king grabs the toilet paper and runs offstage.

Spelling Contest

Contestants have numbers on their shirts and the judges have badges to distinguished them from the contestants. Need a list of spelling words, toy guns (or hand if necessary) and a trophy. There are two judges and four contestants. Judge #1 asks are you ready for the annual spelling contest. The contestants say yes and Judge #2 tells them good luck and let's begin. The first contestant steps forward misses the word and is shot by the judge. Second contestant steps forward, spells the word, the judges confer, answering right. The third contestant spells the word wrong and is shot. Contestant #4 comes forward spells his word, the judges confer, say he is wrong and one raises the gun to shoot him. Contestant #4 tells the judge wait, he is sure the word is spelled right. The judges confer again, say the contestant is right and they are wrong and shoot themselves. Contestants #2 and #4 say that they guess that means they both win and walk off together with the trophy.

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.

SPL's Too Tough To Be Tasty

A mamma bear (or other large carnivore) enters a butcher shop. She asks the butcher what he has special today.

Storekeeper: "Road kill possum, only $.50/LB"

Mamma Bear: "No thanks what else?"

Storekeeper: "Fresh venison $1.00/LB"

Mamma Bear: "No thanks, had that last week."

Proceed through several more choices each slightly more expensive than the last. The shopper refuses each one.

Storekeeper: "How about some fresh Boy Scout, $30.00/LB"

Mamma Bear: "Thirty dollars a pound? Why so expensive?"

Storekeeper: "Did 'ya ever try to clean one?"

Spring

Gather to the front of the group some people to be trees, birds, and babbling brooks. Then ask for a volunteer to be the most important part, the hero. When he comes to the front, have him run among the trees. Have a little narrative and then say; "Maybe the rest of you wonder when we know it's spring; that's easy, because the sap is running through the tress."

Spring is Sprung!

A one person skit that is one of my perennial favorites, and another one of those repetitive skits.

Cast: Poet, Grass, Flowers, Birds, Frogs, 3 Trees, Victim

Setting: A Poetry Reading Session

DO NOT READ THIS POEM IN ITS ENTIRETY; READ IT LINE BY LINE AS INSTRUCTED; AT EACH STOP, GET YOUR VOLUNTEERS!

Spring is sprung,

The grass is growing,

The flowers are blooming,

the birds are singing,

And the froggies are ribbitting.

The leaves on the trees are growing,

And the sap is running through the trees.

The poet is standing in front of the crowd and announces his ode to spring.

Poet: This is my latest poem, called Sp-ring is Sp-rung. (A great place to ham it up, by lengthening out all the "r" & "l" words.)

Reads out the first line and proceeds to the next -- stops at "the grass..."

Poet: Hmm. I need some grass to demonstrate. (Get "grass.") Here, do just like this (crouch down; hands over head, put together pointing up, then stand up slowly.) Now, let's start again.

Starts again, the grass grows on cue, and gets to third line -- stops after blooming.

Poet: I need at least one flower. (Get "flower.") You would be a great help. Just like the grass, only make a circle with your hands instead when you're standing up.

Starts again, grass grows, flower blooms, gets to the fourth line, just before the word "birds" and of course stops.

Poet: I need a couple of birds. (Get "birds.") On cue, you will chirp like birds, and perhaps flap your arms.

He starts again, gets to the frogs, hits his head with his hand,

Poet: I forgot the frogs. (Get "frogs.") You guys know how to jump like frogs and go "ribbitt?" Good. Remember, on cue.

Yet again, he starts from the beginning, and guess what happens when he gets to the trees? You got it, Pontiac -- he gets 3 trees, spreads them a few feet apart and instructs them to lift out their arms like tree branches, and wiggling their fingers, of course on cue.

Poet: I think I may have it right this time.

Once more from the top he goes, and BEFORE he starts the last line, he gets the victim,

Poet: Oops, I forgot the last person. (Get your victim now.) Now on cue, you will simply run back and forth between these here trees. Got it? Great.

Once more he goes through the poem and gets through it all the way.

Star Gazing

A scout walks to the center of the campfire looking up at the sky, keeping his head and neck very still. Soon he is joined by another scout and then another and so on. Each scout looks around and then begins to look toward the sky. The last scout enters and asked the scout next to him, "what are we looking at. He answers "I don't know." and then that scout asked the next until the question and get to the original scout. The original scout replies: "I don't know. I've got a stiff neck!"

St. Peter

Announcer: Here we see St. Peter at the Pearly Gates.

Ian : (Walks up to St. Peter) Hello, St. Peter. I see I've come to Heaven.

St. Peter: Well, you're not in yet ! First you've got to tell me how you suffered on Earth.

Ian : Well, I spent a week eating camp food.

St. Peter: I'm sorry, you haven't suffered enough. (Ian exits dejectedly.)

Doug : (Enters) Hi, I'm here to get into Heaven.

St. Peter: Fine, fine. And how have you suffered ?

Doug : I went on a long hike and got blisters all over my feet.

St. Peter: Sorry. That's not enough suffering to get into Heaven. (Doug exits)

Brad : (Enters) Can I get into Heaven ?

St. Peter: How did you suffer ?

Brad : I'm in (Pick someone's name who can take a joke) (troop/pack/six/class, etc.)

St. Peter: Well, come on in !!

The Statue Warehouse

A good alternative is to have a Museum of Working History, the last person being a window washer, and uses a pump spray. No mess.

Cast: Tour Guide, Group of Tourists (optional), 1 Victim, Statues, Aquaman Statue with mouthful of water

Setting: Statue Museum (or Warehouse of Old, Unused Statues)

Guide: Welcome to the museum of Superheroes. We have an unique collection of statues in that you can press a button and the statues come alive to imitate their real life counterparts. See here, for instance. This is Superman. Watch as I push the button on his chest.

Superman comes out of stiff standing position and takes a flying position, then resumes a stiff standing position. Guide continues through the tour, occasionally letting someone try the statues of Spiderman, the Flash, Batman, Wonderwoman, each with a different action and way of activating them (pull arm, press nose, and so on.) Finally they get to Aquaman.

Guide: Now this is our last statue; Aquaman is our pride and joy. However, it seems that sometimes it just won't activate. Better let me try first. (Pulls arm. Nothing. "Aquaman," he whispers. He tries the arm again. Nothing.) (To victim) You, Sir? Would you like to try? He's rather finicky. Maybe he'll work if you try.

Victim tries and Aquaman spits out a mouthful of water at him.

Statues in the Park

The scene opens with a statue (boy, standing still) posed as a famous statue such as The Thinker or The Discus Thrower. Another person introduces himself as Dr. Arthritic Kneecap of the University of Amputation and Mutilation. He talks about having discovered a formula to revitalize calcium deposits; even would work on this statue he says. The doctor pours the bottle on the statue and it slowly comes to life. The statue and the professor talk about being alive. The doctor then asks the statue what is the first thing you want to do. The statue says that he wants to kill 5,000 pigeons with his bare hands.

The Strange Trees

A cute play on French accents & associated puns -- a real groaner. Some sort of French accent greatly adds to the credibility of the skit.

Cast: General Montcalm, Sergeant-Major, Captain, Sergeant, Private

Setting: French base in Quebec City during Montcalm's and Wolfe's historical confrontation

General Montcalm, wanting to know what General Wolfe was up to and what his position was, decided to send out some reconnaissance.

General Montcalm: (To Sergeant-Major) Send out a Scout to see what General Wolfe's troops are p to!

Sergeant Major: (To Private) Find out what General Wolfe's troops are up to!

Private goes off, then a moment later comes limping back, injured, just barely clinging on to his life.

Sergeant Major: (To Private) What's wrong? Did you find anything about Wolfe's troops?

Private: (In raspy, dying voice) Bacon Tree! (And he dies.)

Sergeant Major: Inexperienced fool! (To Sergeant) Find out what General Wolfe's troops are up to!

Captain goes off, then a moment later comes limping back, injured, just barely clinging on to his life.

Sergeant Major: (To Sergeant) What's wrong? What's Wolfe's position?

Sergeant: (In raspy, dying voice) Bacon Tree! (And he dies.)

Sergeant Major: He obviously wasn't inconspicuous enough! (To Captain) Find out what General Wolfe's troops are up to!

Sergeant goes off, then a moment later comes limping back, injured, just barely clinging on to his life.

Sergeant Major: (To Captain) What's wrong? What's Wolfe doing?

Captain: (In raspy, dying voice) Bacon Tree! (And he dies.)

Sergeant Major: What's wrong with you people? I guess I'll have to find out what General Wolfe's troops are up to myself!

Sergeant Major goes off, then a moment later comes limping back, injured, just barely clinging on to his life.

General Montcalm: (To Sergeant Major) What's wrong? What are General Wolfe's

troops up to?

Sergeant Major: (In raspy, dying voice) Bacon Tree! (And he dies.)

General Montcalm: What's this Bacon tree? I guess I'll have to find out what General Wolfe's troops are up to myself!

General Montcalm goes off, then a moment later comes limping back, injured, just barely clinging on to his life.

General Montcalm: (In a raspy, dying voice) Those fools! That was no Bacon Tree! That was a Hambush! (And he dies.)

Submarine

Get one volunteer from the audience and the den/patrol lines up sitting in a straight line with the volunteer at the end. The scout in front (Captain) looks through his periscope and yells, "Enemy Ship!" which is repeated down the line. The Captain then issues the following commands which are repeated down the line: "Fire Torpedo One!...."We Missed!"...."Fire Two!"..."We Missed!"...."Fire Three!"...."We Missed Again, You Blockhead"...."Enemy Torpedo Coming our Way!"...."We've Sprung a Leak"....as the last command is repeated the next to the last person throws hidden confetti on the last person in line; the volunteer.

Submarine Patrol

All the Scouts are standing in a line one behind the next. Each time the first boy says his line to the second boy. The second boy repeats it to the third. This continues until it reaches the last boy in the back. The boy in the back then replies. This message gets relayed to the front in a similar fashion.

First to last- Lower periscope (last boy flips a switch)

Last to first- Periscope lowered (first boy turns his hat backwards and looks through periscope)

First to last- Fire torpedo 1 (last boy flips a switch)

Last to first- Torpedo 1 away.

First to last- We missed.

Last to first- Darn!

First to last- Fire torpedo 2 (last boy flips a switch)

Last to first- Torpedo 2 away (All the boys get into a football huddle, arms interlocked)

All together- "We sunk a rowboat! We sunk a rowboat!"

Submarine Training

Another 2-person skit you can use on the spur of the moment, if you just so happen to have the props, the main ones being the raincoat and drawings.

Cast: Story teller, Victim, appropriate sound effects & Helpers, raincoat, cup of water

Storyteller: I need a volunteer to take submarine training. (Put victim under the coat and hold up an arm of the coat to use as a periscope.) Now to be a good submarine captain, you must be able to use the periscope. So let's practice a bit. Can you see the fire? How about those tents? The table? The moon? The stars? (Continue until (s)he becomes proficient.) Let's start our mission. You are the captain of this fine submarine, the S.S. Kaput. You are to bring it about on maneuvers and sink enemy ships. So here we go, in the middle of the Atlantic Ocean. Oh! Here comes an enemy ship to the right! Can you see him? (Show a drawing of a ship.) Blow him up! (When he fires, sink the ship.) Good going! Now turn the submarine to port, and then to starboard (Left & right.) Oh, Oh -- there's a storm brewing. (Shake him a bit.) Do you see that Island? Try to go there to seek cover. Can you see the waves? My, aren't they big? And they're crashing against the rocks! What a big storm! Can you see it? Can you see the waves? No? (Pour the water down the arm.)

The Successful Fisherman

Five or six fishermen sit on the end of the dock (chairs), casting and winding in their lines. One fisherman is catching all the fish: the others have no luck. In turn, the unlucky ones ask the successful fisherman why he's doing so well. Each time, he mumbles a reply without opening his mouth, and nobody can tell what he is saying. When the last person asks the question, the successful fisherman sighs, spits into his hand, and says, "You have to keep the worms warm."

Super Clutz

Once done at a campfire and it went smoothly. Then when it was finished, the author was exiting the stage and accidentally kicked over a lantern. Eerily appropriate, wouldn't you say?

Cast: Super Clutz, Little Kid, 3 People

Setting: City Street

Super Clutz is wearing a jacket for a cape, inside out shirt, inside out shorts, backwards hat, etc.

Little Kid: (Crying) Super Clutz! Can you help me? I've lost a quarter!

Super Clutz: OK. I'll try my best! (Walks around on streets, looking to ground for quarter.)

Man: (Calling out from burning building) Super Clutz! The building is on fire! Help Me!

Super Clutz: Sorry, I'm busy! (Walks around some more.)

Woman: (Being mugged) Help me, Super Clutz! They've taken my purse!

Super Clutz: Sorry! I'm busy! (Walks around some more.)

Man: (From wrecked car) Super Clutz! Get me out of here before the car blows up!

Super Clutz: Sorry! I'm busy!

Little kid runs up to him.

Kid: Super Klutz! I found my quarter! It was in my pocket all the time!

A TALKING MARTIAN!

Requires a lot of imagination or some props to show that these guys are horses and a Martian.

Cast: 2 Horses, Martian, perhaps some costumes

Setting: Race Track

If necessary, explain that these are two horses and a Martian.

#1: You know, I had a bad day on the track today. My rider must have eaten a lot last night, because he was a lot heavier than usual, so my back got really tired and I almost tripped.

#2: I've had similar problems. My rider hits me in the side so much with his feet that I can't run because it hurts so much.

#1: Say, did you hear that the ugly mare is going to be entered into the grooming contest? The mane on that thing just doesn't compare to either of ours.

#2: You're right. Things in the racing world just don't seem to be fair to us horses.

Martian: You know, I could help you two out with your problems.

#1 & 2: Look! A talking Martian!

TANKETY TANK

This skit requires little preparation and no props, and has only two speaking parts. It can use a cast of hundreds, and it is full of blood, gore, and dead bodies. That makes it perfect for Scouts and campfires.

Preparation

The Wizard and the lone Scout need to rehearse their lines, and everybody should practice a few times. The practice is as much fun as the skit. Encourage all participants to ham it up. The Wizard should wear a long bathrobe.

The Skit

A lone Scout rushes onto the stage and screams that the enemy is coming. He has no weapons to fight with! What should he do? "I know. I'll have to ask the Wizard. It's my only chance to save humanity from the terrible enemy."

The Wizard enters the stage, and the Scout rushes to him begging for help. The Wizard tells him not to panic, and hands him a secret invisible sword. The Wizard explains the sword, and tells him to say, "Stabety Stab!" when he uses it. The Wizard assures the Scout that this magic sword will protect him.

The Wizard retires to a quiet corner of the stage.

The Scout is delighted. He waves the sword around, and tells everybody about it. He boasts about what he will do with it. He moves to one end of the stage.

Several enemy soldiers sneak onto the other side of the stage, saying, "There he is" and "Let's get him." The Scout panics as they approach, worries aloud about what to do, and finally remembers to use the magic sword. Yelling "Stabety Stab!" over and over, he kills all of the enemy in a mighty battle. He is very proud of himself, and boasts of his ability.

More enemy soldiers begin to enter. The Scout starts forward, yelling "Stabety Stab!" but the enemy keeps on coming. The Scout rushes back to the Wizard for more help. The Wizard gives him an invisible gun, telling him to yell, "Bangety Bang!"

Again the Scout boasts about his weapon, goes into battle, and kills all the enemy. Again he boasts that he can defeat any enemy with the Wizard's magic weapons.

The situation is repeated, and the Scout tries "Bangety Bang!" and "Stabety Stab!" without success. This time the Wizard gives him a magic laser, for which the Scout yells, "Zapety Zap!" Again he kills all the enemy and boasts. The Wizard quietly disappears.

A single enemy soldier enters the stage. He is the biggest Scout in camp. He creeps slowly forward, as our Scout boasts about how easily he can defeat the enemy. The enemy soldier ignores the "Stabety Stab!", "Bangety Bang!", and "Zapety Zap!", as the Scout tries them several times. The Scout looks desperately for the Wizard.

The enemy moves faster across the stage. As he knocks the Scout down and runs over him, he yells, "Tankety Tank! Tankety Tank!"

Tenting

Scene: Two Scouts in a pup tent.

Scout 1: Tie up the flap. It's cold outside!

Scout 2: Oh, go to sleep and you won't feel the cold.

Scout 1: Oh please close the flap. It's so cold outside!

Scout 2: Jumps up, pulls down the flap, jumps back into sleeping bag). Now, there. Is it warmer outside?

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.

There's a Bear!

A one person skit that is a good gag if done properly. One in which you should be careful at the punch line -- you don't want to injure anyone.

Cast: Nature Guide, 3-4 Victims (line them up as you get them)

Guide: I'm going to bring you through an imaginary trip to follow a bear's daily activities. First, I need a volunteer (He will be a victim). First, we'll kneel down, you in front of me. Then I'm going to say, "There's a bear!" and you're going to respond, "Where?" and I'll point him out. You still won't see him and repeat, "Where?" and I'll point him out, and then you'll say, "Ahh. I see him, he's over there!" and point the same way I did.

Guide: There's a bear!

1: Where?

Guide: Over there!

1: Where?

Guide: Over there!

1: Ahh. I see him, he's over there!

Continue by introducing the other victims, one at a time and lining them up in front of your previous victim, and repeating the same sketch, but increasing the length as you go through it in a repetitious manner i.e. you point out to #1, then he to #2, then he to #3, then he to #4. Finally,

Guide: Guess what? He fell over! (Push over your victims)

The Thinker

A Scout is sitting in his tent which is a mess, everything scattered around. Several other scouts come over and ask what he is doing. The Scout replies he is thinking. The other Scouts continue asking questions and are finally told, "I am thinking about my invention." The other scouts want to help (begging and hamming it up). Finally the Scout says, "OK, but do you rally want to help?" The other scouts plead and beg. The Scout begins to instruct each Scout to pick up items and place them in the tent somewhere, (continue until everything is picked up, thereby cleaning up the tent.) When the tent is completely picked up, the Scout says: "Well that takes care of it". The other scouts, inquire, "takes care of what?". The Scout replies: "My invention, I just invented a way to get my tent cleaned."

The Thirsty Donkey

The man leads his donkey around the campfire. "Water! Water!" cries the donkey with a raspy voice.

"Patience, jackass, patience" says the man.

The man leads his donkey around the campfire. "Water! Water!" cries the donkey with a raspy voice.

"Patience, jackass, patience" says the man.

The man leads his donkey around the campfire. "Water! Water!" cries the donkey with a raspy voice.

"Patience, jackass, patience" says the man.

The man leads his donkey around the campfire. "Water! Water!" cries the donkey with a raspy voice.

"Patience, jackass, patience" says the man.

And they keep walking in circles around the campfire and repeating this (about 5 times) until someone in the audience yells, "Hey, when are you going to get to the punch line???"

The man yells back "Patience, jackass, patience!!"

The Thirsty Fisherman

Cast: 5 fisherman, and props to show a boat, water level (about two feet off floor), and a bench

Setting: Fishing on a lake

#1: I'm thirsty, but the cooler's on the beach. I guess I'll have to go get one there.

(He seems to walk on water, by walking on the bench, and comes back. #5 is interested.)

#2: I'm thirsty, but the cooler's on the beach. I guess I'll have to go get one there.

(He seems to walk on water, by walking on the bench, and comes back. #5 is confused.)

#3: I'm thirsty, but the cooler's on the beach. I guess I'll have to go get one there.

(He seems to walk on water, by walking on the bench, and comes back.)

#5: How do you do that? (Doesn't get an answer.)

#4: I'm thirsty, but the cooler's on the beach. I guess I'll have to go get one there.

(He seems to walk on water, by walking on the bench, and comes back. #5 is perplexed.)

#5: Okay. Let me try this.

(He tries to walk on water, but begins to sink into the water.)

#3: Should we have told him where the rocks are?

Three Against 1000

Three guys all bandaged up and smeared with dirt and blood come dragging into the meeting with the disbelieving tail the fantastic battle that they had just gone through. "what a battle, what fantastic odds, we never should have attempted it in the first place, 3 against a 1000, unbelievable; hamming it up. Finally, one guy says, "Yeah they were the toughest three guys I've ever seen.

Three Rivers

Players: a prospector, two tired hikers, and a "dog"

Scene: An old prospector seated around his campfire eating dinner. First tired hiker walks up to the campfire.

1st Hiker: "Hey, old timer. That grub smells mighty good; would you happen to have any extra to spare?"

Prospector: "Sure, sonny; hand me that empty plate over their and I'll fix you right up."

1st Hiker: "Gee, this plate looks kinda dirty."

Prospector: "Dirty? That plates not dirty; it's a clean as Three Rivers can get it." Prospector dishes up the food; hiker shrugs and eats.

1st Hiker: "Well, thanks for the grub. I've got to be moving on."

1st Hiker leaves and prospector continues eating. 2nd hiker walks up to the campfire.

2nd Hiker: "Boy, I've been hiking for miles and I sure am hungry. Would you have any of that great stew to share?"

Prospector: You bet; hand me that bowl over there and I'll fill it up for you."

2nd Hiker (makes face as he looks into the bowl): "This bowl seems pretty dirty to me; do have a cleaner one?"

Prospector:" Dirty? Why that bowl's as clean as Three Rivers can get it."

Prospector dishes up the food; hiker shrugs and eats.

2nd Hiker: "I've got to be going; thanks for the food."

2nd hiker leaves and prospector finishes eating.

Prospector: "Well, that was mighty good grub. Now, time to clean the dishes."

(Prospector puts dishes on the ground and whistles). "Three Rivers! Here, Three Rivers!". ("dog" comes running and starts cleaning the plates.) "Good dog, Three Rivers."

THREE RIVERS II

Scene: Two prospectors meet. First prospector has camp set up and good cooking. Dog is sitting beside him. (Boy on all fours is dog.) Second prospector comes in pulling mule named Sunshine. (Two boys covered with blanket are mule.)

Props: Pick, pan, No. 10 cans for cooking, two beat-up hats, mask for dog (if desired) and blanket for mule.

Prospector 1: Howdy!

Prospector 2: Howdy!

Prospector 1: Any luck?

Prospector 2: Nope!

Prospector 1: Come fur?

Prospector 2: Quite a job.

Prospector 1: Et lately?

Prospector 2: This mornin.

Prospector 1: Hungry?

Prospector 2: Yep.

Prospector 1: Join me?

Prospector 2: Don't mind iffen I do.

Prospector 1: Have a plate.

Prospector 2: (Holds up plate and looks at it) Don't want to seem to be pickyunish, but ain't this plate a mite dirty here in the corner?

Prospector 1: (Looks scornfully at him) Well now, it all depends on how you look at it. But I'll tell you one thing for sure. It's as clean as Three Rivers can get it.

Prospector 2: (Shakes his head looking at plate) Clean as Three Rivers can get it?

(Mule brays a loud "hee-haw")

Prospector 2: Shut your mouth, Sunshine. You heard what the man said.

(1st prospector dishes out stew and they eat.)

Prospector 2: Mighty good vittles.

Prospector 1: Thanks pardner. Mind handin' me the plates so we kin clean em up?

(2nd prospector hands him the plates)

Prospector 1: (Puts plates on floor and calls loudly over his shoulder)

Here Three Rivers. Here Three Rivers.

(Dog comes up and starts licking plates.)

Three Scoops

Basically, you get the Den or Patrol together, and they sing,

"We're three scoops of raisins,

three scoops of raisins,

We're three scoops of raisins--

In Kellogg's Raisin Bran!"

At this point, another scout comes running out with a big wooden spoon, saying, "Yum yum, raisin bran, ohh boy, I love raisin bran," and he grabs one of the raisins and drags him off kicking and screaming. He comes back in a few seconds later, licking his spoon in a satisfied manner.

Now the raisins singe, "We're two scoops or raisins," etc.

Same thing happens again--guys grabs one of the raisins, drags him off, etc.

When you get down to the last guy, he sings, "I'm one sc--sc--oop of r-r-r-raisins," etc., "In K-K-K-ellogg's Raisin B-B-B-ran," looking around in a terrified manner.

Of course, the guy comes charging out, waving his spoon, at which point the raisin exits, singing, "Oh I wish I were an Oscar Meyer Wiener..."

Ticket Line

Fans are standing in line waiting to buy tickets for the big game, movie, or concert. Four fans are standing in line, saying how much they want to attend the event and wondering when the ticket window is going to open to sell tickets. A person walks up to the front of the line. The fans get upset telling him to not butt in line and to go to the end of the line and began to shove him back. This person tries once more to reach the front of the line and then gives up and says something to the effect; "I'm giving up, they can get someone else to open this ticket window.

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!

J.C. Penny

Number of participants: 4 or more

Props: Articles of clothing

2 enters and passes # 1, wearing a hat.

1: "Where did you get the hat?"

2: "J C Penny."

3: enters and passes # 1 carrying a pair of pants.

1: "Where did you get the new pants?"

3: " J C Penney."

Others enter carrying new articles of clothing and offer similar explanations. Finally # 4 enters wearing just underwear.

1: "Who do you think you are dressed like that?"

4: "I'm J C Penney!"

Toothache

A boy with a toothache complains to another boy. The other boy says he will help and pulls out tooth with a pair of pliers. The boy with the toothache says wrong tooth. Another person comes along and gives him some apples saying that will cure his toothache. Boy ends up with a stomachache. Another person says to tie a string to his tooth and tie the other end to a door. The door slams in the face of the boy with the toothache. He now has a toothache, headache, and a stomachache. Another person enters with some hedge clippers or a axe or something. He says, "I hear you have a toothache". The boy with the toothache says, "Not that !" and runs off the stage.

Toothpaste

In this you need two cups of water and four or more people. The people in the skit all line up in a row in front of the audience. The first person in line has water in his cup and the last person in line has an empty cup with some water hidden in his mouth.

The skit starts off with the narrator saying something about this is a demonstration of how a person can brush his teeth when there is a shortage of water. The first person takes a drink of water from his cup and proceeds to brush his teeth with his finger. After a few seconds he stops and places his head against the ear of the next person in line and that person's cheeks begin to bulge out as the first persons deflate. This person (the second person brushes his teeth with his finger for a few seconds and then puts his mouth against the next person's ear with the same results and son on down the line until the last person in line in reached. This person upon finishing brushing his teeth releases the water he has in his mouth into the cup in his hand.

Tracks

Two boys enter as if following a trail. They begin to argue over what kind of tracks they are: "I say they are raccoon tracks" "No they're wolf tracks" "No they're badger tracks ...". The argument continues until they are suddenly run over by a train. (Several boys linked together making chuga choo sounds, boy in front has a flashlight.

The Trained Caterpillar

"This is Eddy, the amazing trained caterpillar." (Three or four guys with a sheet over them, sort of like a Chinese New Year Dragon.) "Eddy, left!" (Everyone shambles left) "Eddy, right!" (Everyone shambles right.) "Eddy, sit!" (The caterpillar sits.) "Eddy, fetch!" (Throw something that can be picked up with the feet, the first guy gets it with his foot and the others stabilize him, return it.)

"OK, now for Eddy's best trick. We've been practicing this all week. We need a volunteer from the audience. Lie down, and Eddy will walk over you without harming you!" (Eddy does it, but the last guy dumps a glass of water on the volunteer.) "Oh! Sorry! Eddy's not potty-trained yet."

The Train Skit

Two boys are standing on a track arguing over what the animal that has been run over on the track is....

#1: It's a deer

#2: Nope, it's bear

#1: I'm sure it's a deer

#2: Uh-uh... look there. It's a bear...

As this goes on continuously, a group of scouts form a line, all holding on to each other's hips and form a train. They then come chugging along the track towards the guys arguing about the animal (lots of chug-chug noises here).

When they get to the two guys arguing they run them over and then, from the first two guys in the train line you hear....

Train #1: What'd ya think we hit?

Train #2: It was a deer

Train #1: But it looked like a bear...

off the stage....

The Trees

All the boy s except one lined up in a row facing the audience, spaced at least Three feet apart. The remaining boy was the narrator. An adult "volunteer" Was selected; usually this was the scoutmaster. He is instructed to stand off To the side until he hears the word spring. That is his que to start running Between the trees for a few minutes.

The audience is first told the boys are trees during the summer. Their Branches are strong and sturdy, and they are full of leaves providing shade to The forest animals. While the narrator is talking, the "trees" raise their Arms and mime what the narrator is saying.

Next the audience is told about a tree in the fall and how it begins to lose Its leaves. The "trees" should begin to sag their branches.

Next the audience is told about a tree in the winter time and how the wind Howls through their bare limbs. Someone can supply the sound effects if you Desire, and the boys should be moving like their is a large gust of wind Pushing them around.

Finally, on cue as you say the word spring, have the volunteer move quickly Between the trees several times. You will finish the skit by saying "..... And Also in the springtime, notice how quickly the sap runs through the trees."

This skit can be as long or as short as you want to make it. As each season is Discussed in as great as detail as you want. The trees should be mimicking what The narrator is saying. Make sure the narrator places emphasis on the word Sap, so the audience reacts quickly to the gag.

Trick or Treat

A child comes home with a bag full of treats. The parent says that he needs to inspect the candy. Gives excuses for not giving most of it back. After the child leaves, the parent says that he must do what he has to do to protect the child and proceeds to eat some of the candy.

Trimming the Christmas Tree

Otherwise known as "Trimming the Tree" in the Leader magazine. Text from The Best of the Leader Cut Out Pages.

Cast: Mother, Father, Child, scout staff with sprig of evergreen lashed to the top; materials to make snipping and sawing sounds (you can pre-record these on cassette tape.)

Setting: Kitchen

Mother is on stage, father and child out of sight.

Father tells child to go ask mother how the tree looks.

Child runs onstage and asks.

Mother peers through imaginary kitchen window, hints and says it needs more off this side.

Child runs off stage and repeats her directions. Sounds of sawing, snipping, etc.

Repeat several times, with mother pointing in different directions each time, father perhaps becoming impatient, and child becoming more and more tired. Finally many sounds of sawing and snipping. Father marches on stage with staff, show it to mother and audience.

Father: Now is it right?!?

Turkey Contest

Four guys dressed up like turkeys waiting for the Best Turkey Contest with one turkey really strutting his stuff. Feathers can be made from construction paper and brown type clothes worn. The one turkey who is strutting his stuff, really wants to win, he preens, even leaves for a minute coming back with additional stuffing sticking out. Comments are made about this turkey by the others. The contest begins and the strutting turkey wins only to find out that the winner gets to be Thanksgiving Dinner. The turkey starts to run and the judge chases after him telling the audience how he loves a happy winner.

The Twelve Days of Christmas

Characters: Bob, 12 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.

Scout #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 Scout takes items and exits. Then next Scout enters from opposite side of stage)

Scout #2: On the second day of Christmas my good friend gave to me -- two napkins. Thanks Bob.

Bob: You bet!

Scout #3: On the third day of Christmas my good friend gave to me -- three French fries. Thanks Bob!

Bob: No problem!

Scout #4: On the fourth day of Christmas my good friend gave to me -- four comic books. Thanks Bob!

Bob: Glad to do it!

Scout #5: On the fifth day of Christmas my good friend gave to me -- five rusty nails. Thanks Bob!

Bob: Don't mention it!

Scout #6: On the sixth day of Christmas my good friend gave to me -- six greasy rags. Thanks Bob!

Bob: OK!

Scout #7: On the seventh day of Christmas my good friend gave to me -- seven soggy sweatshirts. Thanks Bob!

Bob: Yeah, you're right!

Scout #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 Scout #8)

Scout #9: On the ninth day of Christmas my good friend gave to me -- nine dirty dustpans. Thanks Bob!

Bob: Cool dude!

Scout #10: On the tenth day of Christmas my good friend gave to me -- ten leaping lizards. Thanks Bob!

Bob: Check you later!

Scout #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!

Scout #12: On the twelfth day of Christmas my good friend gave to me -- twelve dump trucks dumping. Thanks Bob!

Bob: Bye, pal! (last Scout 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

Cast: UMITW under blanket, Circus Announcer, as many people as you want (say up to 4 or 5), victim

Setting: Circus, Boardwalk

Announcer: Ladies and Gentlemen! Boys and Girls! Come and see the Ugliest Man in the World! (or Smell the Worst Breath in the World!) Ah you, Sir, would you like to try?

#1: Sure, why not! I've got a strong stomach! (looks under and faints (or says, Bad Breath!))

Continue with your other "volunteers." Each faints with, "Oh, Gross," "He's Ugleeeee!" and so on. Bring in your victim and invite him to look (or smell.) Suddenly, the UMITW faints in a similar manner to the volunteers (or says, 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.!

Up Harold

Mad Scientist and a monster named Harold. The mad scientist talks about his gratest creation Harold. The scientist asks for a volunteer out of the audience. The mad scientist tells Harold to rise up, walk forward, and then the monster gets near the volunteer to kill him. Harold grabs the volunteer and kills him and returns back behind the scientist. The mad scientist goes on about how great his monster is, repeating his commands for Harold to stand up, move forward and kill. What the mad scientist doesn't realize is that Harold is reacting to his commands. The mad scientist continues to gloat as Harold comes forward and kills him. Harold continues walking toward the audience as the stage blacks out.

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."

Vampire Snack

Scene: One vampire, standing on stage, takes a can marked "blood", pours tomato juice from it into a glass and drinks it. The second vampire enters.

Vampire #1: Mmm. Delicious. Vould you like some?

Vampire #2: no, thanks. I couldn't drink another bite.

Vampire #1: So vat's new.

Vampire #2: Nothing much. I just saw a poor old bum begging on the street corner.

Vampire #1: You did. Vat did he say?

Vampire #2 He vanted me to help him. He said he hadn't had a bite in days.

Vampire #1: So what did you do?

Vampire #2: Vat else? Naturally, I bit him!

The Viper is Coming

An office setting with a boss and an assistant who runs in and tells the boss that his just received a message that the Viper is coming. The boss gets very agitated and upset repeating the assistant's message. Several others come in repeating the same message. They are all in a state of panic when the last person comes on stage with a squeegee and a sponge announcing, "I'm the vindow viper. I've come to vipe your vindows. Vhere do I start."

Version 2:

Cast: 4 Kids, The Viper, rags, pump spray

#1: (Comes running in) The viper is coming in an hour! Hide! (Runs out)

#2: (A moment later; runs in) The viper is coming in half an hour! Run! (Runs out)

#3: (A moment later; runs in) The viper is coming in 15 minutes! Call for help! (Runs out)

#4: (A moment later; runs in) The viper is coming in 5 minutes! Save yourselves! (Runs out)

Viper: (A moment later, with props) Hallo! I'm de Viper! Vere's de Vindows?

The Wall

Ideal for a six or patrol, this skit calls for three or four members standing close together, backs to audience, as the wall; one to play an employee leaning against the wall; and one to play the boss. The scene opens with the employee leaning against the wall. The boss walks in, looking at some papers, sees the idle employee, stops.

Boss: You there! What's your name?

Employee: Billy Bob, sir.

Boss: Well, what do you think you're doing, leaning against that wall like you're holding it up.

Employee: But, I am holding it up, sir.

(Boss splutters angrily, tells the employee what a useless, good-for-nothing he is. Employee protests, but in vain.)

Boss: You're fired! Get out!

(The employee edges out along the wall, still trying to protest. The boss turns to audience: the wall creaks.)

Boss: Imagine! That lazy son-of-a-gun trying to tell me he was holding up....

(The wall noisily falls on the boss, who collapses under it with a scream.)

The Waiter

Three Scouts are seated in a restaurant. A waiter approaches them.

Waiter : What'll you have?

Scout 1: I'll have a tuna on rye.

Waiter : Why tuna? Salmon's much better. And have it on whole wheat, it's healthier.

Scout 1: Okay, okay. Make it salmon on whole wheat. Waiter : And you?

Scout 2: I'll have bacon and tomato on toast. And coffee.

Waiter : Bacon's not good for you. And coffee strains your heart. Have a nice roast beef sandwich and a cup of tea.

Scout 2: Okay, make it a roast beef sandwich and tea.

Waiter : How about you?

Scout 3: What do you suggest?

Waiter : Who has time to make suggestions?

Waiter!

Cast: Waiter, Customers

Setting: Restaurant

Customer 1: Waiter! There's a fly in my soup!

Waiter: Shh! Everyone else will want one!

Same line continues on with other customers about a fly being in alphabet soup (He's learning to read!) What's this fly doing in my soup? (The backstroke, Sir!) There's a fly in my soup! (Pass him a life preserver!) I just took a fly out of my soup. What do you think you should do? (Give First Aid!) Finally:

Last Customer: Waiter, did you know that there's a fly in my ice cream, too?

Waiter: No! I didn't know they were into winter sports!

The Waiting Room

Seen at a Vacation Bible School Summer Camp. You need six chairs together, and one for the secretary. The scene is a doctor's office.

The first person comes in. His shoulder twitches once every 3 seconds. Secretary: "Please take a seat, the doctor will be with you shortly."

The second guy comes in. One eye twitches once a second. Secretary: "Please take a seat, the doctor will be with you shortly." He takes a seat, and after about 5 seconds, his shoulder starts twitching too, and the first guy's eye starts twitching. The secretary doesn't get any symptoms.

The third guy has the hiccups. Now everyone catches the hiccups, and the third guy gets the two twitches.

The fourth guy sneezes. The fifth guy's legs wobble. The sixth guy occasionally shakes all over.

Wait a bit, with all the patients doing all the symptoms.

A scout comes in with a beach ball under his shirt, like he's pregnant, and all the patients run out screaming. The pregnant scout and secretary watch, wondering what's wrong with them.

"Where's the maternity ward?" Secretary: "Oh, you're in the wrong office, that's two floors up."

Washington's Farewell

It is announced that a member of the troop has memorized Washington's Farewell Address and is about to do a dramatic portrayal of it. A boy emerges dressed as Washington and delivers his farewell address, "Bye Mom!"

Water, Water!

A man, crawling across the stage: "Water, water!!" Someone walks by, and the crawling man tugs on his pant leg. "Water, Water!"

Man walking by: "Sorry." He continues walking.

Another man walks by, the crawling man tugs on his pant leg: "Water, Water!"

Man walking by: "All I've got is this beef jerky, sorry." He keeps walking.

Another man walks by, the crawling man tugs on his pant leg: "Water, Water!"

Man walking by: "No, I don't have any." He keeps walking.

The crawling man sees a cup of water at the other end of the stage. "Water!!" He painfully crawls over there. "Water! Water!"

When he reaches the water, he quickly stands up, dunks his comb in it, and uses it to comb his hair.

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!

WE HIT!

A silly repetition skit that gets the victim wet.

Cast: 4-5 Crew members, Victim, cup of water

Setting: Submarine

Sit in a line just like in Veech Boton. Place your victim anywhere in the line but make sure in advance you know where so that the person before or after has the water.

Captain: (First in line) Fire #1!

(Goes down the line to end; make a sound of it exploding)

Captain: We missed! We have one more try! Fire #2!

(Goes down the line to end; make a sound of it exploding)

Captain: We missed! We'll just have to try to outrun them! (They turn left and right and left in sync, but finally,)

Captain: They hit us! Incoming water! (Throw water on victim.)

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.)

The Well-Trained Elephant

Cast: Trainer, Two People to be the Elephant, blanket to cover, 4 Victims (or 3 Volunteers and one Victim; make sure elephant knows who the Victim is), cup of water

Setting: Circus

Trainer: Ladies and gentlemen! I would like to show you the great tricks that my trained elephant can do. For instance, he can count! Spot! Count to 5! (Spot thumps 5 times on the ground.) Now I need some volunteers to help show just how very well trained my elephant is! Please, lie down on the ground with some space between you, and the elephant will do some amazing tricks! (Leads the elephant over the people and it does very well, does not walk on them at all, goes back and forth over them.) You see, it's a very well trained elephant; it won't walk on you. (Ham it up and perhaps do a trick or two. Finally, the elephant spills the water over the victims on a certain cue.) Oh, my, I guess I forgot to toilet train it!

What the Heck Was That?

You can also have everyone audition for the same line or have them try out for different parts, and of course ham it up to reflect this.

Cast: Actors, directors, Gus

Scene: Theater

Director: Okay! Who's next for the auditions? You? Okay! Let's hear you!

Actor #1: I'm trying out for the part of the Unknown Soldier. (He lies down, dead.)

Director: Don't call us, we'll call you. Next!

Actor #2: I'm trying out for the President ordering the men into action. Men, we must unite to beat the foe and protect the people!

Director: Very nice. We'll call your agent. Next!

Actor #3: I'm trying out for the part of the dying soldier. (He dies a very painful, emotional death.)

Director: Sorry! Try out for the next movie. OK! Let's wrap it up!

Gus comes running in.

Gus: Oh please, Sir, I really would like a part in your play! I really need a break! Just a small part, Pleeeeeease, Pretty Please, with sugar on top?

Director: Fine. All you have to do is call out "Oh my Gosh, it's a cannon!" when you hear a loud boom. Take a moment to practice while we load it up.

Gus practices the line with several different voices, poses, etc.

Director: OK, let's get a move on! I want to leave!

(Loud boom from backstage.)

Gus: What the heck was that?!?!?!?

What Time is it?

Three Scouts walk onto the stage, two of them carrying logs. The two carrying logs sit down and begin pounding the stage with them, making an incredible racket. They pause, and the third Scout announces, "How cave men tell time". The first two Scouts begin pounding again.

A voice from off stage yells, "HEY! CUT IT OUT, IT'S TWO A.M."

The cave men pick up their logs and exit all.

What's the Problem?

As cute as it is, it really only is a skeleton. Maybe you could use it as a gag to either place in the order as with any other skit, or get the campfire chief involved, so that when he calls up the group, you can make it look like they really don't have a skit. You know, call them up, have one person start to cry, another, and at the appointed time, have the chief ask, "Let's get a move on. Get your skit moving! We're having a campfire here." "But we don't have a skit!"

Cast: Leader, three or four Kids, Campfire Chief (in campfire blanket)

Setting: Tent Area

Swasin: (Crying on stage)

Kid 1: (Sees leader; goes to him.) Swasin! What's the problem?

Swasin: (Whispers in kid's ear.)

#1 begins to cry too.

#2: Hey! What's the problem?

#1 whispers in #2's ear, and he starts crying too. Continue with #3 and #4.

Finally, Campfire Chief comes around.

Chief: Hi! I've come around to collect skit names for the campfire tonight!

Hey! What's the problem?

All: We don't have a skit!

What's 2+2?

Again, one of those pirate theme skits that can be easily modified (such as it being the boss to employees.)

Cast: Captain, three or four Pirates

Setting: On the Bridge (Or Deck of a Ship)

Captain: First Mate! What's 2+2?

1st Mate: Duh! One, Sir!

Captain: Good! Bosun! What's 2+2?

Bosun: Uhh ... let's see ... (Counts on fingers) Uhh ... Five, Sir!

Captain: No problem! Gunner! What's 2+2?

Gunner: Sheesh, Captain! Why give me all the hard ones?

Captain: Great! Cook! What's 2+2?

Cook: Let's see. Two apples and two potatoes makes ... (Thinks) Two apples and two potatoes, Sir!

Captain: Pleased to hear it! You! Floor Scrubber! What's 2+2?

Scrubber: Four, Sir!

Captain: Off with his head! (Cuts off head with sword.)

Servant: Beggin' the Captain's pardon, Sir! I think everyone else got it wrong, but the floor scrubber got it right. Why did you kill him?

Captain: He's too smart! He might go after my job some day!

Who Sneezed?

One boy plays sergeant and the rest line up in a row facing the audience. The sergeant tells them to come to attention for inspection. The last boy in line sneezes. The sergeant asks who sneezed and doesn't get an answer. He asks the man who sneezed to step forward in a threatening and commanding tone. The sergeant asks the first boy if he sneezed and he denies it. The sergeant shoots him. The next boy in line is asked if he sneezed and he replies, "Not since I was 10 years old." The sergeant shoots him. Each boy has a different answer as to why he didn't sneeze and the sergeant shoots each one until the last boy is reached. This boy really worried and shaking, admits that he sneezed but pleads to the sergeant not to shoot him. The sergeant says that he isn't going to shoot him but just wanted to say GESUNDHEIT !

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!

WORLDS GREATEST PITCHER

You need a screen (white sheet), Flashlight (bright) and a sick (size of a baseball bat).

The announcer introduces the worlds greatest pitcher, elaborate on how great he is. No one has hit him in the last 100 games, (at least with a ball) etc. Get volunteers (4). Have pitcher throw his pitches: (For fun give each volunteer a stick and rubber knife and instruct to make a baseball bat)

Announce each pitch in advance and watch pitcher throw, followed by light on the screen as the ball advances toward the batter.

1. Fast Ball - Light goes fast across sheet from the back side)
2. Slider- Light slopes down across sheet from back side)
3. Curve Ball - light goes crazy

Each volunteer only gets one pitch. Of Course since no ball is actually thrown, and they can't hit the light so they stand there looking foolish.

The final pitch, the Greatest Ever Spit Ball. Really ham it up. You announce the World's Greatest Spit Ball. As soon as the Pitcher throws the ball you scream, "Look Out Its Out of Control", followed by a bucket of water being thrown upon someone: Your choice, the announcer, pitcher, or batter!

If you are going to get the batter, let the pitcher throw each pitch and announce it as you see it on the screen. The final pitch of course is "Oh no its a spit ball!"

THE WORLD'S GREATEST SPITTER

The world's greatest spitter is bragging and demonstrating on how well he can spit. He has an assistant, who has an empty pail. When the assistant catches the spit, he thwacks the bottom of the pail with his fingers to make it go ping.

First, do the world's highest spit. Spit up.

Next, do the world's fastest spit. Ping the pail at the same time as he spits.

Next, do the world's slowest spit. Spit in slow motion, wait a while, look at your watch, then catch it. Ping.

Catch the world's highest spit. (Someone objects. Explain it traveled further than the slowest spit.)

Next, prepare yourself, do the world's biggest spit. Hock for a while. Do it behind a sheet. Someone objects. The world's greatest spitter grabs the pail (now a different pail, actually, filled with water) and throws the water at him to demonstrate how big the spit was.

THE WORLD'S UGLIEST MAN

A scout gets up and says, "Tonight, Den ___ is going to present to you a rare public showing of The World's Ugliest Man.

"This man is so ugly, that no one can bear to look upon his face without shrieking and fainting dead away. So, in the interests of safety, we've covered him up with a sheet so all of you in the audience won't need to go to the emergency room."

At this point, the rest of the den brings out Ugly (another one of the Scouts), draped in a sheet like a ghost.

Ugly stands in front of the pack with his back to it. The MC says, "To demonstrate how ugly this man is, is there a volunteer who dares to try to look upon his face?"

The den members all raise their hands and ask to do it. The MC picks one, who walks in front of Ugly. Another Scout raises the sheet--and of course, the victim screams and faints. The louder the scream and the quicker the collapse, the better.

"Is there another volunteer?" the MC asks. And so on, until all the boys in the den have taken their turn screaming and fainting. By this time, there should be a pile of Scouts laying on the floor in front of Ugly.

The MC says, "Well, I see that no Scout can take it. Is there an adult who would like to volunteer? How about our Scoutmaster? Mr. Farnham, are you brave enough?"

Me (or any other adult leader): "No, I don't dare. I've seen what's happened to you all."

After much cajoling, the adult agrees to come up and try. He walks up in front of the world's ugliest man, the sheet is raised, and--

The world's ugliest man screams and faints!

This is a great skit, guaranteed to get a huge laugh. The boys have a blast doing it, and the parents like it too.

What a Day

(Three tired looking hikers enter, drop packs and flop in a circle.)

Hiker 1: (groans) What a day.

Hiker 2: (after a pause, groans) What a day.

Hiker 3: (happily) Yeah, it sure was!

Hiker 2: (angrily) If you can't stick to the subject, I'm leaving!

(First two hikers stalk off, leaving third looking very surprised).

The Wrong Skit

For this skit, you need a character from a known skit -- one that was done previous to this one during the campfire, for instance. It doesn't matter who it is or what he's doing, as long as he's immediately recognizable, and of course you use the punch line, "(Looks around; in normal voice,) Oh, sorry! I'm in the wrong skit!"

Cast: Announcer, Peanuts

Setting: Stage

Announcer: Ladies and Gentlemen! Boys and Girls! Welcome to the Greatest Show on Earth! Tonight's show will include ....

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 Need a Tie, Sir

Cast: Person, 3 Tie Salesmen, Maitre d'

Setting: Desert

Person: (Gasping) Water! I need water!

#1: Sir! Would you like to buy a tie? This one would look so good on you!

Person: I want water, not a tie!

#2: (After a pause) Sir! We're having a tie sale. Would you like to buy a nice tie for a great price?

Person: I'm dying of thirst, and you want to sell me a tie?

#3: (After a pause) Sir! I have these fine silk ties at reasonable prices. Would you care to look at my stock?

Person: Sheesh! What kind of people sell ties in the middle of the desert to thirsty people? (After a pause; looks to the distance) An oasis! I'm saved! (Scrambles over.) Sir! Please! I would like to buy a glass of water!

Maitre d': I'm sorry Sir, but you can't enter this restaurant without a tie.

YOU'VE BROKEN THE RULES!

An ingenious one, usually only good at summer camp. Modify as necessary, (or as possible) depending on applicable rules.

Cast: Mean Pirate Captain, 6 Pirates, Lifeguard

Setting: Pirate Ship at Sea

Captain: Okay let's see the first o' you. Which rule did you break?

#1: I... I... I ran around in the dining hall when I should have been sitting down!

Captain: Walk the plank! And you?

#2: I pushed into the canteen line, Sir!

Captain: Walk the plank! And you?

#3: I wasn't quiet when the sign was up!

Captain: Walk the plank! And you?

#4: I was talking after bedtime!

Captain: Walk the plank! And you?

#5: I wasn't listening during badge work!

Captain: Walk the plank! And you?

#6: I was playing with the campfire!

Captain: Walk the plank!

Lifeguard comes out.

Lifeguard: Okay guys, BUDDY UP AND NO TALKING!

YUKON WINTER

One day Scouter Kent (camp chief) and Scouter Jason (assistant camp director) decide to get away from it all and move to the Yukon. The story goes , they sell everything and pack up for a long trip to the Yukon by canoe (get in and row) finally arriving in a sheltered valley they decide that this is the place for them.

Kent: "nice place , lets build a log cabin"

Jason: Yeah.

So they build a cabin after all that work, they have a nice log cabin to survive the harsh weather of the north. Now fall is at the door.

Kent: "Winter is coming and we need to cut firewood"

Jason: "Yeah".

So they start cutting wood with ax and saw -- cut and saw and saw and cut 5 cords, 10 cords, 15 cords (neatly piled as good scouts know how).

Kent: "Hey Jason think we have enough for the winter?"

Jason: "Yeah, I don't know"

Kent ":I heard that there is an old Indian on top the mountain that can tell what winter is like here. Lets go and see him".

Jason: "Yeah, OK".

So they pack up and start the long trek to the top of the mountain, through the woods. (Demonstrate going through rivers, mud, climbing a cliff, rain, encountering bears, mountain lions, cats, chickens (wild variety demonstrate the trip). They finally arrive at the top of the mountain where they find an old Indian sitting on a rock.

Kent, going up to the Indian and says, "Oh Great One I was told that you can tell us how the winter will be. Please help us. We are from the south and we had warm winters and oil heaters!"

Jason: "Yeah"

The Indian gets up and goes to the edge of the mountain, looks around putting his hand to his brow looks straight in front of him and says, "Cold winter, long winter. He goes back to his rock.

Kent: "Thank you wise Indian"

Jason:" Yeah , thanks".

So they turn back to their cabin. (Demonstrate trek in reverse).

Kent: "I do not think that we have enough wood for the winter let's cut more."

Jason: "Yeah , yeah"

So for the next two weeks , they cut wood -- 20 more cords. Now they had 35 cords and the snow started falling in the valley and it was cold.

Kent: "Now we have 35 cords, this should be good for winter".

Jason: Yeah

Kent: "We should go and see the Indian to ask him how the winter will be."

Jason: "Yeah"

REPEAT THE TREK to find the Indian on his rock on the top of the mountain.

Kent: "Oh Great One how will the winter be?"

The Indian gets up goes to the edge of the mountain looks around puts both hands to his brow and says: "Cold winter , cold winter, long winter!"

Jason: "Oh yeah"

Kent: "Thank you Great One."

So back to camp they go. Snow is falling more and more now it is November. Again they cut wood , day and night now they have cut 25 more cords 60 cords in all.

Kent: "I think this should be plenty for the winter. But we should see the Indian to be safe."

Jason: "Yeah" (Jason should be getting a laugh by now)

So again they trek up the mountain for the third time. (Demonstrate trek again) All tired and sore from their encounters, finally, 5 days later, they got to top of the mountain where the old Indian covered with snow sitting on his rock as usual.

Kent: "Oh Great One , tell us one more time what will the winter be like?"

Jason: "Yeah."

Again the Indian gets up goes to the edge of the mountain and putting his hand to his brow and says: "Big winter , very big winter."

Kent: "Oh Great One tell me how you know this. Is it because of the mountains the animals? I want to learn how to read signs of nature".

Jason: "Yeah"

The Indian turning to Scouters Kent and Jason he says, "Easy I look down in the valley and from here, I can see two white men cutting and piling wood like crazy!"

49...49...49

This skit was performed at S-F Scout Ranch at the Famous Eagle Camp during the summer of 1994.

1st boy walks in and draws an imaginary circle on the ground and start to jump up and down on the circle yelling "49...49...49...49"

2nd boy walks in looking puzzled. He comes up to the 1st boy and says "What are you doing??"

1st boy avoids talking to the 2nd boy a couple of times then he stops and tells the other boy he is jumping up and down and yelling 49...49...

2nd boy asks if he can do it.

1st boy say "Sure."

2nd Boy jumps up and down a couple of times while yelling "49...49..." until the 1st boy pulls the imaginary circle out from underneath the 2nd boy. He then places the imaginary circle to the side a bit and starts jumping up and down yelling "50...50...50..."

Version 2:

Cast: Jumper, bystander

Setting: City Street

A person is jumping on up and down, yelling 49! 49! 49! The second person comes by and notices this; he asks what he's doing.

Victim: What are you doing?

Jumper: I'm jumping up and down on this manhole yelling 49! 49! 49! It's really fun! Wanna try?

Victim: Sure! (He takes the jumper's place and yells 49! 49! 49! All of a sudden, the jumper pulls the manhole cover out from under the victim, who falls into the sewer.)

Jumper: 50! 50! 50!

The 5th Floor

Cast: Don, Mrs. G., Mr. G., Suzanne, Gary, Friend

Setting: Don is telling his friend a story about his strange friends.

Don: You know, in my friends' house, they have four floors. And each member of the family occupies a floor. The other day, for instance, I went to the kitchen on the first floor, and Mrs. G. was making a roast. I told her, "Mrs. G., you should bake it at 375 degrees." But she told me,

Mrs. G.: (Slaps him in face) Don, you're not making this roast. Keep quiet.

Don: Then I went to the second floor. Mr. G. was working on his model airplane. I said, "Mr. G., you should paint this part red." He told me,

Mr. G.: (Slaps him in face) Don, you're not making this plane. Keep quiet.

Don: Then I went to the third floor. Suzanne was doing on her hair. I said, "Suzanne, you should use some mousse." She spun around, really annoyed, and tells me,

Suzanne: (Slaps him in face) Don, it's not your hair. Keep quiet.

Don: I was losing my nerve, but I went to the fourth floor anyway. Gary was doing his homework. I suggested, "If you type it out, it'll look better and you'll get a better grade." He got really angry and told me,

Gary: (Slaps him in face) Don, it's not your report. Keep quiet.

Teller: Finally, I figured I'd go to the fifth floor and ...

Friend: But wait a minute. You said there were only four floors!

Teller: (Slaps him in the face) Keep quiet! This is my skit!

7 Jerks on the Line

A 2-person skit that only requires a length of rope.

Cast: 2 People on the phone, up to seven Victims, rope

Each person is holding the rope at either end, and talking on the telephone

Person 1: I went fishing the other day!

2: Can't hear you!

1: Said I went fishing the other day!

2: Can't hear you! Maybe the phone company needs more telephone poles!

Get a couple of victims to hold the rope up in the middle.

1: That better?

2: A little! Try again.

1: Went fishing the other day!

2: Really? Is it a good sushi bar?

1: No! I went fishing! Maybe they need more poles!

Get a couple more victims to help hold the rope up.

1: As I was saying, the spot I was at wasn't great!

2: No, still can't hear you. Did you say you got grapes?

1: Hold on a minute.

Get another couple of poles.

1: I said that I went fishing and my luck wasn't too good!

2: That's better! Still a little interference, but you say you hit a puck? I think one more pole will help greatly.

Get one more pole.

2: Perfect!

1: Gee! The phones today. Anyway, I went fishing the other day.

2: Oh? And how did you do? Any bites?

1: Not good. But today, I did get 7 jerks on the line!

WALK-ONS, RUN-ONS AND OTHER SHORTS

The style of a walk-on is simple. A walk-on should in general be pre-arranged with the person who is supposed to be up there talking. If it is not pre-arranged it can be more of a practical joke. While the leader is talking, a Scout walks on stage doing or saying something. The leader responds accordingly, usually in an exasperated way, and the scout then says the groaner punch line.

THE ANNOUNCEMENT

A five second gag to put into a loose moment.

Cast: Campfire chief and a volunteer in the audience

Campfire Chief: And now it's time to make a spot announcement. (Dog barks from the audience.) Thank you Spot.

GOING TO COURT

This one is a run on that requires the above-mentioned partner whose been around for years and will be for years more, and good timing. One of the nice things about this one is that you can use as little as two appearances or if necessary, you can expand upon it to other situations involving the wordplay about "case" and court. Another line would be at the beginning where the litigant goes to someone for advice, but they say that they don't have a case, prompting them to go buy a briefcase.

Cast: Campfire Chief, litigant, briefcase

Setting: Campfire

Each time the litigant comes in, the campfire chief is about to announce or close a skit. Requires perfect timing or a chief who is able to blend in the litigant's entries perfectly, or both.

Chief: Hello? I'm trying to introduce the next item? What are you doing here?

Litigant: (coming in with briefcase) Uh, excuse me, but I need to tell you something. My inspection results today were terrible, so I'm going to (lift up briefcase) bring my case to court.

Next appearance, the litigant is crawling on the ground with a flashlight, without the briefcase:

Chief: Oh, it's you again. What are you doing down on the ground?

Litigant: I lost my case! I'm looking for it!

Next appearance, the litigant is up on a table, a high chair, a tall tree stump, in a tree, whatever, carrying his briefcase. He makes noise to get attention, and the chief shines a light on him.

Chief: What are you doing now?

Litigator: I'm bringing my case to a higher court!

Last appearance is a little dangerous. Be careful to have plenty of open space where people won't get hurt, and that the chief is ready for this.

Suddenly the briefcase is flying through the air and the Chief catches it -- if only to protect the audience :) -- and exclaims:

Chief: (Flustered) What's this all about?

Litigator: My case got thrown out of court!

GOING TO COURT - VERSION 2:

From: Tom Oldershaw

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.

Person 2 walks on with a briefcase. First person asks him what he's doing. Reply: "I'm taking by case to court". Walks off.

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

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).

This time, without a case: "I lost my case" [We also "lost the case" by searching all around the stage, cabinets under the stage, near the MC ('scuse me, 'pardon me), under his papers, etc. Then tell him you "lost your case."]

Entry with a banana and case: "What are you doing with that banana?" "I am appealing my case!"

Next time: Open and close the case as you walk across the stage. When MC asks what you are doing, tell him/her "...it's an open and shut case!"

Person enters, case open and inverted. MC asks, "Now what are you doing?" Person replies, "My case got overturned."

Beam Me Up

Scout: Walks on stage, looks around slowly and says, "Scotty! The aliens are very unfriendly!! Quick!! Beam me aboard!!"

Another scout in the audience: THUNK (the sound of a 2x4 landing on stage)

Smoke Signals

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

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

1st scout, pretending to look away through binoculars, says very slowly, "Help... My... Blankets... On... Fire.

1st scout looking back at 2nd scout, "Help my blankets on fire?"

Little Brother

Scout 1: Whatcha doing ?

Scout 2: Writing a letter to my little brother.

Scout 1: Why are you writing so slowly?

Scout 1: Because my little brother can't read very fast!

Squirrels

A quickie goes like this: Persons runs "onstage" screaming "they're after me! They're after me!" MC asks "Who's after you" Person replies "The squirrels, they think I'm nuts"

Its All Around Me!

You need two characters, one on stage and the other to rush on in a panic, swatting the air, looking desperate and yelling, "It's all around me, it's all around me!"

"What? What's all around you?" the first player asks. The other replies,

"My belt, of course!"

Leaving

Player walks across the area scattering handfuls of leaves he takes from a big bag. Another player approaches and asks, "What are you doing?" 1st Player: I'm leaving!

Pulling String

Two scouts needed, or one scout and the MC.

One: (walks onto stage area pulling a string big enough to see)

Two:(asks) What are you doing

One: I'm pulling a string

Two: what are you doing that for?

One: Well, have you ever tried to push one?!

All Over Me

Two scouts needed, or one scout and the MC.

"They're all over me, they're all over me!"

"What's all over you?"

"My clothes!"

Throwing Up

And one more from me...

Walk across the front of the room tossing a ball several inches to a foot up in the air.

Set up a plant in the audience or Scoutmaster asks "What are you doing?"

Replies, " I'm throwing up!"

Fire Drill

Through the meeting or campfire, different people run through with some container (cups, buckets, cans, etc). Eventually the MC stops one of them and asks what's going on to which the reply is "your tent (car, house whatever) is on fire". Now when we do it we add a great deal to it depending on the location setting etc. The water carriers ham it up by making it look like a real effort or something very serious. The MC makes some comment to the audience each time one runs through including things like requesting a cup of coffee the next time someone runs through. Sometimes we have people "offstage" cheering the runner through. And sometimes we change the "punch line". Like MC: where's the fire?, runner: there's no fire, so & so is thirsty, at which time someone walks across with a cup and wiping their mouth saying ahhhhhhh. I think you can get the idea from there.

Alien

Alien comes in - traditional "take me to your leader" routine etc. When taken to leader the alien says, "Stop singing, Ging Gang Goolie -- it's our national anthem..."

The Ruler

Mike: Why do you keep the ruler on the newspaper when you're reading?

Spike: I want to get the story straight!

I'ma Rabbit

Scout 1: Ask me if I'm a rabbit.

Scout 2: Okay Are you a rabbit?

Scout 1: Yes. Now ask me if I'm a beaver.

Scout 2: Are you a beaver?

Scout 1: No, stupid. I already told you I was a rabbit!

Missed

Scene 1: Guy juggling balls. Drops one. Snaps fingers and says, "Missed!" Exits.

Scene 2: Same guy juggling balls. Drops one. Snaps fingers and says, "Missed!" Exits.

Scene 3: Same guy says. "If I don't get it this time, I'll shoot myself!" Juggles balls. Drops one. Exits (Sound of gunshot)

Same guy re-appears, snaps fingers and says, "Missed!"

Pop Quiz

Teacher: What has five fingers and can be made of leather?

Johnny : Eh... I don't know.

Teacher: One glove! Now, what has 10 fingers and can he made of leather?

Johnny : Eh.... I don't know.

Teacher: Two gloves! Now, who is the Vice President of the United Sates?

Johnny : Eh.... Three gloves?

Wait! Wait!

Shopper: Have you any four-volt two-watt bulbs? Clerk : For what?

Shopper: No, four-volt, two-watt.

Clerk : Two what?

Shopper: yes!

Clerk : No.

What a Day

(Three tired looking hikers enter, drop packs and flop in a circle.)

Hiker 1: (groans) What a day.

Hiker 2: (after a pause, groans) What a day.

Hiker 3: (happily) Yeah, it sure was!

Hiker 2: (angrily) If you can't stick to the subject, I'm leaving! (First two hikers stalk off, leaving third looking very surprised).

The Nutty Fisherman

Center stage is a lad fishing from a billy can or bucket, he keeps pulling the rod as though he has something on the line. A passer by looks at him as he walks by and then walks on, after a few steps the passer by comes back to the lad.

Passer by: "What are you doing there then?"

Fisher: "I'm fishing, what does it look as though I'm doing?"

Passer by: "Fishing eh!, what are you fishing for."

Fisher: "I'm fishing for suckers."

Passer by: "Have you caught any?"

Fisher: "Yes you're the third today"

Scout 1: Runs out screaming, "They're on me! They're on me!"
Scout 2: "What's on you?"
Scout 1: "My clothes"

Scout 1: walks out on stage holding a stick in the air
Scout 2: "What are you doing?"
Scout 1: "This is a stick-up"
Scout 1: walks out poking a stick in the ground randomly
Scout 2: "What are you doing?"
Scout 1: "I'm sticking around"

Scout 1: "Runs out yelling, They're after me,! They're after me!"
Scout 2: "What's after you?"
Scout 1: "The squirrels are after me"
Scout 2: "Why do you say that?"
Scout 1: "They think I'm nuts!"

Scout 1: "Runs out, the aliens are after me, Scotty, beam me aboard!"
Scout 2: Throws a board out onto the stage

Scout 1: I see green, yellow, and blue spots in front of my eyes.
Scout 2: Have you seen a doctor?
Scout 1: No, just green, yellow, and blue spots.

Scout 1: (Singing) Soap, soap, soap
Scout 2: What are you doing?
Scout 1: Oh, just singing a few bars.

Scout 1: There's been a robbery in my backyard!
Scout 2: What happened?
Scout 1: Two clothespins held up a pair of pants.

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

Scout 1: When you are on a wagon train trip, how will you know when you are getting into wild country?
Scout 2: When you see a sign: "Bear to the Right."

Scout 1: - Hey George, look over there, Smoke Signals.
Scout 2: - Oh yes Mike, what do they say?
Scout 1: - Pretending to look through binoculars, says very slowly "Help..my...blankets ...on..fire"
Scout 2: - *(Look at Scout 2:)*"Help my blankets on fire?"

Scout 1: What is a twip?
Scout 2: A twip is what a wabbit takes when he wides a twain.

Scout 1: Why did the horse sneeze?
Scout 2: Because it had a little colt.

Scout 1: In what kind of home do the buffalo roam?
Scout 2: A very dirty one.

Scout 1: What is the saddest piece of clothing?
Scout 2: Blue jeans.

(As Scout 1 is talking, Scout 2 runs in, skipping and tossing the leaves one by one into the air. The sillier his actions, the better.)
Scout 1: What are you doing?
Scout 2: I'm leafing!

Someone comes running across the stage yelling and screaming "Help! Help! They're after me!" To which someone responds "Who's after you? And why?" The reply, "The squirrels! They think I'm nuts!"

As Scout 1 is talking, two Scouts run across the stage carrying a bucket (can have water in it or pretend) interrupting Scout 1. Scout 1 begins again and a second pair of Scouts runs across the stage carrying a bucket (same as before) interrupting Scout 1.
Scout 1 begins again and a THIRD pair of Scouts runs across the stage carrying a bucket (same as before) interrupting Scout 1 but this time Scout 1 stops them mid stage and asks what they are doing. One of the Scouts excitedly exclaims that the Dining Hall (or Scoutmasters tent or whatever) is on fire.
Scout 1 comments that the small amount of water in their bucket probably won't do much good at putting out the fire to which one of the pair says," Water? This isn't water, it's gasoline!" and they finish running off the stage.

Scout 1: If you want to learn anything you have to start at the bottom.
Scout 2: But I want to learn to swim.

Scout 1:You shouldn't swim on a full stomach.
Scout 2:Okay, I'll swim on my back.

Scout 1: Can you pitch a tent?
Scout 2: Overhand or Underhand?

Scout 1: Did you mark the crate "Fragile, this side up"?
Scout 2: Yes, sir, and just to be safe, I marked it that way on both sides.

Scout 1: "I slept with my head under the pillow last night."
Scout 2: "What happened?"
Scout 1: "The tooth fairy came and took my teeth out."

Alaskan Joke: What does a pig in Alaska live in?
Answer: A pigloo.

Bumble Bee Joke: What does a bumble bee chew?
Answer: Bumble Gum..

Scout 1: How do you catch a unique mouse?
Scout 2: Unique up on him.

Librarian: Please be quiet, young man. The people near you can't even read.
Scout: Then what are they doing in a library?

Scout 1: Hurrah! The teacher said we'd have a test come rain or shine.
Scout 2: So what are you so happy about?
Scout 1: It's snowing.

Scout 1: You know, I once wanted to become a baker.
Scout 2: I didn't know that.
Scout 1: Well, it just didn't work out.
Scout 2: Why not?
Scout 1: I couldn't raise the dough.

What kind of shoes are made out of banana skins? - Slippers

Why should watermelon be a good name for a newspaper? - Because we're sure it is red on the inside.

Why is it that when you are looking for something you always find it in the last place you look? - Because you always stop looking when you find it.

I am something that can run but can't walk. What am I? - Water

What people cool the stars? - Movie fans

If you have only one match and you walked into a room where there was an oil burner, a kerosene lamp, and a wood burning stove, which one would you light first? - The match

How far can a dog run into the woods? - Halfway, because after that he's running out.

Scout 1: Why do bees hum?
Scout 2: Because they don't know the words.

Scout 1: What kind of gum do bees chew?
Scout 2: Bumble gum.

Scout 1: What did the bee say to the flower?
Scout 2: "Hello, honey!"

Scout 1: What do you get if you cross an insect and a rabbit?
Scout 2: Bugs Bunny.

Looking uncomfortable, rub stomach and slowly say "I can't believe I ate the whooole thing."

Scout 1: I understand you like to do magic tricks. What's your favorite?
Scout 2: Sawing people in half.

Scout 1: Interesting, and are there any other people in your family?
Scout 2: Yes, I have two half brothers and two half sisters.

Scout 1: What do you get when you cross a rabbit with a lawn sprinkler?
Scout 2: Hare Spray

Scout 1: (comes out looking at ground, circles around #2 looking down all the time)
Scout 2: Are you looking for something?
Scout 1: Yes
Scout 2: What is it? Maybe I can help
Scout 1: I'm looking for marbles.
Scout 2: Why are you looking for marbles? There aren't any here.
Scout 1: Well, I overheard someone say you were losing your and I was going to help you find them.

Leader: What are you doing?
Scout: Oh, I'm just sticking around.

What do you call a bee that can't make up it's mind?--A May bee.

How did the firefly feel when he ran into the fan?--De-lighted.

"I just saw a moth crying.""That's impossible." Haven't you ever heard of a moth bawl."

What is worse than finding a worm in an apple?--Finding half a worm.

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 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!

Scout 1: These mosquitoes are awful! Lucky I brought the insect repellent. (Pretends to spray air.)
(Mosquitoes exit quickly, choking and gagging.)
Scout 2: Say, what has 18 feet, red eyes, and long claws.
Scout 1: I don't know.
Scout 2: Neither do I, but it's crawling up your neck.

Scout 1: Waiter, waiter, there's a fly in my soup!
Scout 2: (enters, very snooty, peering into the soup) Oh yes, you are right sir. That will be an extra 25 cents.
Scout 1: But waiter, he's swimming all over the top!
Scout 2: (still snooty) You are right, sir. It doesn't know it's a fly sir. It's doing the butterfly stroke.
Scout 1: Well, I think it must be an Australian!
SCOUT 2: Why do you say that sir?
Scout 1: Because it's down under now!

Scout: Doctor! Doctor! Am I going to die?
Doctor: That's the last thing you'll do.

Scout: Doctor! Doctor! Everyone keeps ignoring me.
Doctor: Next!

Scout: Doctor! Doctor! My back feels like a deck of cards!
Doc: I'll deal with you later.

Scout 1: Tonight we are going to be talking about ancient Greece.
Scout 2 (walks on stage carrying a can of Crisco.)
Scout 1: No, no; not that kind of grease. You know Greece, the place.
Scout 2: Oh yeah, that's in back of the cafeteria.

Scout 1: : What happened to the man who fell out of a 10-story window and landed on asoda?
Scout 2: : Nothing it was Scout 2: soft drink.

Scout 1: : Are potatoes good athletes?
Scout 2: : No, they're just spectators!

Scout 1: : Where do hamburgers go to dance?
Scout 2: : The meatball.

Scout 1: : What happens to potatoes when they get really mad?
Scout 2: : They get steamed.

Scout 1: : How many hamburgers can you eat on an empty stomach?
Scout 2: : One. Then your stomach isn't empty anymore.

Scout 1: Where was the Declaration of Independence signed?
Scout 2: At the bottom.

Scout 1: Did you know it is impossible to send mail to Washington now.
Scout 2: No, why?
Scout 1: Because he's dead. But you can send mail to Lincoln.
Scout 2: How come? He's dead too.
Scout 1: I know, but he left his Gettysburg Address.

Scout 1: What are you doing:
Scout 2: Writing a letter to my little brother.
Scout 1: Why are you writing so slowly?
Scout 2: Because my little brother can't read very fast.

Scout 1: Bet you didn't know Davy Crockett had three ears.
Scout 2: Three?
Scout 1: Sure. He had a right ear, a left ear, and a wild frontier.

Why did Johnny Appleseed quit planting trees? -To give the medical profession a break.

Scout 1: "Everytime I'm down in the dumps, I get a new hat."
Scout 2: "I wondered where you got your hats."

Scout 1: "Where did you take your bath?"
Scout 2: "In the spring."
Scout 1: "I didn't ask when…I asked you where."

If a butcher is 5'10", what does he weigh? Meat

What is a mummy's favorite kind of music? Wrap music

Monster Child: Mommy, may I eat my corn on the cob with my fingers?
Monster Mom: NO…Eat you fingers separately.

Leader: What is a monsters's favorite summer drink?
Scout: Ghoul-aid.

Boy Scouts from the city were on a camping trip. The mosquitoes were so fierce, the boys had to hide under their blankets to avoid being bitten. Then one of them saw some lightning bugs and said to his friend, "We might as well give up. They are coming after us with flashlights."

Scout 1: (Wearing headband with feather) "Bring in 10 scalps, kill 5 buffalo bare-handed and go into the desert without water for a moon. Then I will pronounce you Big Brave."
Scout 2: What do I do to get pronounced Little Brave.

Scout 1: I bet I can jump higher than a house.
Scout 2: I bet you can't
Scout 1: Yes I can. Did you ever see a house jump.

FINALE

"They're all around me!"

"What?"

"Cheesy run-ons!"

APPLAUSE

Applause stunts are a great way to recognize a person or den/patrol in a troop/pack meeting for some accomplishment they have performed. Be sure before you start that everyone knows and understands the applause stunt and how to do it. Applause stunts serve more then one purpose they not only provide recognition but also help liven up a meeting. Applause stunts need to be fun. Strive for quality of performance in your stunts.

Box of Cheer

Materials: Get a small Cheer Box, clean it out, and voila, you have a Cheer Box for all the cheers. You can take all the cheers/applause that you have put each one on a slip of paper then drop them in your Cheer Box. During the pack meeting call up one of your scouts to pick a cheer out of the Cheer Box (No peeking!), then let him lead the cheer.

Abe Lincoln Cheer: That was great! HONEST!

After Dinner Applause - "Plop, plop, fizz, fizz, oh what a relief it is!"

Alka Seltzer Cheer: Plop, Plop, Fizz, Fizz, Oh what a relief it is.

Almost Applause: With hands far apart, bring them rapidly together but miss just before meeting each other.

Applause And Cheer: When leader holds up the right hand, everyone cheers; holds up the left hand everyone claps; both, both!

Archery Cheer: Mimic shooting an arrow, then call out, "Bull's Eye!"

Artillery Applause: Begin slowly with the flats of your palms and increase in speed: then slow down until finally the last time the hands are not brought together.

Avon Lady Cheer: Point a forefinger and shout, "Ding, Dong!"

Babbling Brook Cheer - “Babble, babble, babble”

Back Applause: Give yourself a pat on the back.

Baden Powell Applause: Stand very erectly with your hands clasped together behind your back in parade rest position. Look left to right, right to left, smile slightly, and then nod head as if saying "Yes".

Barber Shop Applause: Make a razor sharp motion on the palm of your left hand with your right hand, turning your right over with each stroke. Don't forget the barber's flourishes.

Barker's Yell: Showtime, Showtime!

Baseball Applause: Pretend to throw a baseball in the air and pretend to hit it with a bat. After you hit the ball, shout, “Home Run!!”

Beach Cheer: Divide the audience into three groups. When you point to group one, they yell "Sand!" When you point to group two, they yell, "Surf!" When you point to group three, they yell, "Sun!"

Bear Cheer: Growl like a bear four times, turning halfway around each time.

Beaver Yell: Cut a tree by tapping front teeth together, slap your tail by slapping a palm against your thigh, then yell, "TIMBER!"

Bee Applause: Don't touch that hive!!!! Buzzzzzzzzzzzzzzz ..... Ouch! Ouch!!!! Run!!!!!!!!

Ben Franklin Applause: Hold both hands out in front of you as if flying a kite. Jerk back suddenly while saying, "Zap, Zap, Zap."(Lightening)

Bicycle Cheer: Pump, Pump, Pump.

Big Hand Applause: Leader says "Let's give [name] a Big Hand." Everyone holds up one hand with palm out.

Big Hand With Feeling Applause: Leader says "Let's give [name] A Big Hand." Everyone holds up one hand with palm out. Then leader says "With feeling" and everyone "feels" with their hand while it's up in the air.

Big Rain Applause: Tap fingers together very quickly.

Big Rock Candy Mountain Cheer: How sweet it is.

Big Sneeze: Cup hands in front of nose and sneeze in hands. Having nowhere to put it, wipe your hands in your hair.

Big Thumb: Hold out a hand at arms length, make a fist with the thumb up. Variation: Add, "GREAT JOB!!"

Black Powder Cheer: Pretend to have black powder in your hand. Pour powder down the barrel. Stamp it down, raise the gun and fire saying, "Click, BANG!"

Skits, Cheer, Applause, Yells and Run Ons

Blast-off Cheer: Start counting backwards from 6 to 1. Bend the knees a little more on each count until you are in a squatting position. Then, while saying, "BLAST OFF!", just straight up in the air.

Bobcat Cheer: Stand and give a loud "Meow" three times.

Bow and Arrow Cheer: Make motion as if shooting an arrow and say, "Zing, Zing, Zing." Pretend to release an arrow with each zing. Variation: Slowly draw arrow from quiver on your back. Place arrow against string of bow, pull back, release and say "pffft."

Bowling Applause: Pretend to throw a bowling ball down an alley and yell, “Strike!”

Boy/Cub Scout Yell: Rip, Rap, Rap! Rip, Rap, Ree! Loyal Happy Boy/Cub Scouts are We!

Broken Arm Applause: Stick arm out in front of you with the lower arm and hand dangling. Swing lower arm and hand back and forth in a limp manner.

Broken Trolley Cheer: Pull the bell rope as if ringing a bell, repeating "CLUNK, CLUNK, CLUNK."

Buccaneer Applause: "Yo, Ho, Ho, And a Bottle of Coke!"

Bug Applause: When the leader waves hands (as if to "shoo" away a bee or mosquito, make buzzing sound (zzzzzzz). When leader finally slaps hands together (as in smacking the bug) everyone stops.

Bull Cheer: Make bull horns with fingers while shouting "El Toro, El Toro !"

Bull Fighter: Hold down cape and move to in appropriate motion while

Butterfly Applause: Stuff thumbs into armpits and flap "wings."

Butterfly with Hiccups Applause - Snap finger as hands flutter around.

Call the Hogs Yell: SOOOOOOOO EEEEEEEE, SOOOOOOOO, EEEEEEEE!!!!!!! PIG PIG PIG PIG!!!

Can of Applause Have a can with a lid, scream and cheer when lifting lid, no noise is allowed when lid is shut.

Canary Applause (2000 LB): Put hands on opposite shoulders, while opening and closing elbows, say, "Here, kitty, kitty."

Cantaloupe Cheer: Like the watermelon cheer, but proportionately smaller. Hold piece of cantaloupe in your hand. Move it across your mouth taking a "short bite" from end to end, turn your head, and spit out the seeds. Variation: Hold a piece of cantaloupe in one hand, take a fast bite, turn head and spit out seeds.

Carpenter Cheer: Pretend to be holding a hammer in one hand and a nail in the other. Start pounding the nail with the hammer while saying, "Bang, Bang, Ouch".

Cat's Meow Cheer: You're the cats MeeeeOOOOW!!! (to person receiving applause)

Caught Fish Applause: Hold out left hand, palm up, and make flopping, gasping motions with the right hand on the palm of the left hand.

Centipede Yell: Group stands and yells: Ninety-nine THUMP!! Ninety-nine THUMP!! Ninety-nine THUMP!! This wooden leg is murder!!! Variation: MY FEET ARE KILLING ME!!! Variation 2: My shoe bill is outrageous!!!

Cheerio Cheer: Cheerio-Cheerio-Cheerio.

Cheerleader Cheer:

Leader: Give me a "B"
Scouts: "B"
Leader: Give me an "L"
Scouts: "L"
Leader: Give me a "B"
Scouts: "B"
Leader: Give me an "L"
Scouts: "L"
Leader: Give me a "B"
Scouts: "B"
Leader: Give me an "L"
Scouts: "L"
Leader: Give me a "B"
Scouts: "B"
Leader: Give me an "L"
Scouts: "L"
Leader: "Put 'em all together and what do you have?
Scouts: Put index finger between lips and say "Bl-bl-bl-bl!"

Cheery Cheer: Pick a cheery, roll in your mouth, then spit the pit out with a loud "P-TUU."

Cheese grater Cheer: Act as if your are grating cheese and say "Great, great, great, great!"

Chinese Bow and Cheer: Stand, fold your arms, bow from the waist while saying, "Ah Phooey."

Chinese Cheer: How! How! How! Phooey, Phooey, Phooey.

Christmas Bells Cheer: Pretend to hold a bell rope, then get the left side of the audience to say "DING" on the downstroke and the other side of the audience to say "DONG" on the upstroke. Repeat three times.

Clam Clap - Fold hands together, interlocking fingers. Make noise by pressing palms together.

Clam Clap Variant: Tell everyone to roll up their sleeves for this strenuous applause. Double up their fists and put the left arm in front of their face and the right arm over their head. Then, silently open and close the right fist.

Class A Clap: Clap rapidly in the following rhythm: 1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2, 1-2, 1-2-3-4...(pause)..One big clap.

Class B Clap: Just like the Class A except that on the last clap, you come back with your hands and make one big clap.

Class C Clap: Just like the class B except that after missing the clap, you come back with your hands and make one big clap.

Clean Air Applause: Take in as much air as you can through your nose, hold it, then exhale and say, “Ahhhhhhh!!”

Coconut Cheer: Pretend to shinny up a coconut tree,(Place arms out front as if hugging tree, move one hand and arm up a time and then the other), pretend to pick the coconut, let it fall to the ground(whistle as if a bomb was falling), hits the ground with a bang!! Shinny down (reverse your climbing motion), pretend to hit the coconut to open it, then say: THIS SURE IS A NUTTY APPLAUSE!!!

Columbus Cheer: Put hands up like you're holding a telescope and shout "Land Ho".

Computer "Freeze" Applause - Make a big show of getting ready to clap. Bring hands together as if to clap but "freeze" just before the hands make contact with each other.

Computer Applause: Turn on your computer and say: "Bee do loop, Bee do loop" Then you punch in some data and say in a very monotone voice, "Does Not Compute, Does Not Compute, Does Not Compute."

Constitution Cheer: We the people, APPROVE!

Coo Coo: Everyone nod their heads up and down and say: "COO-COO" as many times as you tell them, as if you were striking the hour.

Cookie Clap: Everyone takes a big bowl in their arms. In bowl, dump ingredients to make cookies, such as: flour, sugar, salt, chocolate chips and dill pickles (have the boys tell out the ingredients and you'll get some odd cookies). After the ingredients are in the bowl, you take a big spoon and with stirring motion yell "Crummy, Crummy, Crummy".

Cork: Hold out one hand as though holding the neck of a bottle. Put a cork in the bottle, then hit it in with the palm of the other hand.

Covered Wagon Cheer: Divide the group into two. One group shouts WESTWARD! And The other group shouts HO!

Cow Cheer: Pretend to milk cow saying: "Squirt, squirt, squirt, moo."

Cow Yell: MOOOOO!!! MOOOOO!!! MOOOOO!!!

Cowboy Applause: Raise hand in air as if waving hat, saying Whoopee!!

Cowboy Cheer: Put index finger in the air and make a circular motion as you say, "Yeehaw!"

Coyote Yell: Have the everyone stand, cup their hands around their mouth and say: "YIP, YIP, YIPEEEE!!!!!" VARIATION: Add: "ARC, ARC, AROOOOOOOOO!! GEE, It's lonely out here."

Crab Cheer: Have the group stand: Have them pretend to be on a boat, by swaying back and forth, and from side to side, have them grab hold of a rope as if they are hauling in their trap, have them grab the trap box and say: "THIS IS THE BIGGEST KING CRAB I HAVE EVER SEEN!!!"

Cub Scout Yell: "Do Your Best! Be Prepared! Shout! Shout! Shout! Wolf Cub! Bear Cub! Webelos Scout!"

Deep Sea Diver Cheer: Pretend to put on your diving suit, adjust your helmet, pretend to close face door, and screw the locks in place. Then pretend to jump into the water by jumping one step ahead, pretend to be sinking to the ocean floor, mumbling, "BLUG, BLUG, BLUG!!!" VARIATION: Add the following when you reach the "bottom": walk around very stiffly in a circle, then slowly bend over and pick up something and yell: "I found the TREASURE!!! I found the TREASURE."

Deep-Sea Diver Cheer Variant: Hold one hand over head, puff out cheeks and say "blub, blub, blub"

Desert Rat Cheer: Clutch throat and say: "HOW, HOW, HOW, WATER, WATER, GLUG, GLUG, GLUG." Wipe your mouth and sigh "AHHHHhhhhhh, I sure feel and look better.!!!" Variation: Same as above except when you get the water, take a comb out of the back pocket, dip it into the water, pretend to run the comb through your hair, pull out a mirror , look at yourself and say the last line above.

Desert Yell: "Yucca, Yucca, Yucca !!"

Dip Stick Cheer: Pretend to get under the hood of your car, find the dip stick, pull it out, and say, "OH, NO, YOU'RE A QUART LOW!!!" Variation: Add to the above: You could sure use an oil change and pretend to put it back, close the hood with a SLAM!!!

Doctor Cheer: Open your mouth, stick out your tongue and say “Ahhhhh.”

Doubtful Yell: How come? (Build up on the HOW COME? Build up on the HOW to a big volume and then cut it off with a soft "COME?")

Dreamer Cheer: Pretend to snore and wake up. Stretch and say: WOW, that was a Great Dream !!!

Drum Applause: On legs make a rat-a-tat sound 3 or 4 times, then hit the stomach two times and say "Boom, Boom".

Duck Call Applause: Instruct in detail how to hold your hands to your mouth. Then say, "here, ducky, ducky, ducky."

Elephant Cheer: Let arm act as a trunk, wave it brokenly in front of your face. Raise your forearm up and down and say, "Peanuts, peanuts anyone?"

Eskimo Cheer: Brrrrr-rrr, Brrrrr-rrr.

Exhausted Yell: How TIRED? (Build up a loud HOW, with a soft TIRED and a stretch.)

Farewell Applause: Hold one hand above the eyes as though looking into the distance while slowly waving the other hand.

Ferris Wheel Cheer: Move right arm in a large circle, on the upswing say: "OHHHHH!" On the downswing say: "AHHHHH!" Variation: Insert the following between the ooh and aah above: when you are at the top, hold arm in place and rock back and forth and hold other hand over the eyes and say: "GEE, YOU CAN SURE SEE A LOT FROM UP HERE!!!

Fire Engine Cheer: Divide the group into four sections: (1) Rings the bell fast, DING; (2) Honks the horn, HONK, HONK, HONK; (3) Sounds the siren, Rrrr, Rrrr, Rrrr; (4) Clangs the clangor, CLANG, CLANG, CLANG. Have all four groups do their parts together.

Firecracker Yell: Strike a match on the leg, light the firecracker, make noise like fuse "sssss", then yell loudly "BANG!!"

Fireman Yell: Water, Water, Water! More, More, More !

Fish Applause: Pucker up lips like you are going to kiss and make kissing sound.

Fish Cheer: Pretend to a fish by it's tail with one hand with one hand and plug your nose with the other and say: "PEEE-U-EEEEE!!!!" Variation 2: Suck in your cheeks, form an "O" with your mouth, move it as if you were a fish, without making a sound!!! Variation 3: Hold your nose and say: "SMELLY, SMELLY, SMELLY!!!

Fish Yell: Open and close mouth several times without making any sounds.

Fisherman Cheer: Pretend to reel out some line, let it drift, yank your pretend pole back and start to reel in the fish. Struggle with it for a short time and say: "I'VE GOT IT!!! I'VE GOT IT!!!"

Flat Tire Yell: Bend down, attach pump to tire, lift and push on pump three times, then say, "BOOM!" and jump back in surprise.

Flea Clap-Have everyone raise his hands above his head. Applaud by clicking the nails of the thumb and forefinger of each hand.

Flea Handclap: Have everyone raise their hands above their head. Applaud by clicking your middle fingernail with your thumbnail.

Flintstone: Shake hands over the head and say, "Yabba-dabba-doo".

Flower: Like a flower blooming, raise part way in your chair, look around and thumb jump up yelling, "Sproooooong!"

Flute Cheer: Pretend to be playing the flute and give two big toots.

Foil Dinner Yell: "RAW, RAW, RAW !!"

Fonz Cheer: Make a fist thumbs pointing up with each hand in front of you and say "Aaaaaayyyy."

Food Applause: Rub tummy and say "Yum, yum, yum!"

Fred Flintstone Applause: Shake hands over head and yell "Yabba-dabba-doo!"

Friendship Applause: Have your neighbor put his left hand out to his side, and you clap it with your right hand; meanwhile you are also holding out your left hand and your other neighbor is clapping with his right hand, etc.

Frozen Scout Applause: Wrap arms around yourself and shake slightly saying "Brrrrr!"

Fruit Salad Applause: Eat a large piece of pretend watermelon, spit out the seeds, pretend to have a piece of cantaloupe, spit out the seeds, then have a cherry, place a finger in your cheek and give one small pop, as if spitting out the pit of the cherry.

Gee Yell: Cup your hand around the mouth and yell: "GEE, YOU DID A GREAT JOB, KEEP UP THE GOOD WORK!!!!" Variation: Insert the persons name after gee. Variation 2: Insert the persons name as in variation one but also substitute a different phrase honoring the person.

General Patton Applause - Rise, give scout salute and say, "Tanks a lot, tanks a lot!"

Genius Cheer: Look surprised and say, "Boy look what I discovered" or "Wow, look what I made."

George Washington Cheer: That was great. I cannot tell a lie. Variation: Get out axe and swing it at a tree while saying, "Chip, chop, chop, TIMBER!" then yell, "WRONG TREE!"

George Washington: "That was great. I can not tell a lie."

Ghost Applause: Wail like a ghost three times, "Whooo, whooo, whooo!"

Ghost Cheer: Hold up hands as if to scare someone and say 'WHOOOOO-YOU! YOU WERE GREAT!'

Ghost: Wave hands like a ghost and say: "WHOOOO, WHOO, WHOOOOOOO!!" Variation: Wail, "BOO! BOO! BOO!" three times and then yell: "YAHHH!!"

Giant Beehive Applause: Tell the group to buzz like a bee (start humming). Then as you raise your hands, the humming gets louder. When you lower your hands, the hummming gets more quiet.

Go Cart Cheer: Stand up with legs bent at right angles, put hands in front of you as if steering and say, "BAAARRROOOOOMMM!" Variation: Add, "Look at me go! BARRRROOOMM!!

Golf: Shout "FORE" and pretend to hit the ball, place hand over above eyes to follow where the ball went. Variation: Add: Duck and cover your eyes saying: "OH NO! I HIT SOMEONE!!"

Gondolier Cheer: Make a motion as if polling a boat, singing out: "O, SOLE MIO"

Good Citizen Applause: "Give yourself a pat on the back."

Good Job Cheer: Divide the room in half. As you point to one side, they say "Good". When you point to the other half of the audience, they say "Job". Vary the speed and the direction you point. Aim for volume.

Good Turn Applause: Stand up and turn around.

Goodbye Santa Applause: Pretend to throw a pack onto your back and say, "Merry Christmas to all and to all a good night."

Grand Applause: Everyone is sitting down in their chairs. All stomp their feet three times loudly, then slap leg three times, then clap hands 3 times. Then stand up all together and shout "Ra, Ra, Ra!"

Grand How Yell: HOW! HOW! HOO-O-OO-OOW!

Grand Sneeze Cheer: "A-h-h-h Chooooo! Three times, each time getting louder.

Grape Cheer: (Just as the Cantaloupe Cheer was a smaller version of the Watermelon Cheer, the Grape Cheer is a smaller version of the Cantaloupe Cheer!) Only need to use one hand! Hold one hand out as if holding a bunch of grapes, with the other hand pick a grape, chew it and spit out the pit.

Grape Juice Applause: Every one stomps around as if stomping grapes, then reach down with one hand dipping with a glass and drinking it, saying, "AAAAAhhhhh."

Great Job Cheer: Have one half of the audience say "Great and the other half say "Going." Alternate each side.

Guillotine Cheer: Pretend to wind a crank pulling the blade up, tie it off, take an imaginary axe and cut the rope. Knife your hand down like a blade, saying "Slooosh". Then roll one over the other while saying "Thud, flop, flop, flop." Variation: Insert persons name after getting applause on last flop and say: "Haven't you got those heads of lettuce chopped yet.

Guppy Applause: Suck in both sides of your mouth and make a kissing noise three times.

Half a Hand: Hold up one hand with the palm open, with the other hand, cover the open hand so only half shows. Variation: Add a phrase such as you are handy to have around.

Half a How and an UGH Yell: HUH, UGH!!!

Half a How Yell: HUH !!!

Hamburger Applause: Make a hamburger patty by clapping hands turning left hand on top, then left hand on the bottom.

Hammer Applause: Hold nail in one hand and hammer with other hand, saying "Bang, bang, bang, ouch!" (and shake hand that got hit).

Handkerchief Applause: Tell the group that they are supposed to applaud as long as the handkerchief you are about to throw in the air, when it hits the floor to stop applauding. Variation: Catch the handkerchief instead of letting it drop. Vary the applauding by using short throws, long throws, throwing to someone in the audience etc.

Hangman Cheer: Put your hand behind your neck like you are holding a hangman's noose, then roll eyes and stick out your tongue.

Hay DD Straw: Divide the group into two sections, tell one group that when you point to them they are to yell, "HAY". Tell the other section they are to yell, "STRAW" !!! Vary the speed in which you point to the different groups. Variation: When the leader yells hay or straw, the group responds with the opposite word. Variation: When the leader yells hay or straw, the group responds with the opposite word.

head and spit out seeds.

Heart & Sole Applause: Slap heart and then the sole of your shoe.

Helper: Group stands and cheers, "Great job! Great JOB! GREAT JOB!" Getting louder each time.

Hike the Mountain Applause: March in place. Begin with head erect, shoulders back and a steady step. As mountain becomes steeper, slow down the march and bend forward as if straining to continue the hike. At the top, collapse back in your seat, wipe your brow with sleeve, and sigh, "We made it."

Home run Cheer: Simulate swinging a bat at a ball, shade your eyes with your hand and yell (loud) "There She goes!"

Horse Applause: Gallop in place saying clippety clop.

Horsing Around Cheer: Make galloping noises and whinney.

Hot Dog with Mustard Cheer: Get your hot dog and put it in a bun. Pick up the mustard bottle and squeeze some mustard on the hot dog, then take a big bite and say, "Yummmmm!"

How with a Northern Exposure Yell: How, How, How, Brrrrr!

How with a Southern Exposure Yell: How, How, How, You'all!

How Yell: Raise arm to fullest extent and yell: "HOW!"

Howdy Pard Yell: HOOOOW DDD DEEE PARRRD!!!!

Howdy Yell: HOOOOW DDD DEEEE!!!

Ice Cream Cone Act as if you are placing two scoops of ice cream on a cone. As you place a scoop on the cone, say "YUM". Then open your mouth and hit your cone on your forehead.

Ice Cube Cheer: Shape an ice cube with a thumb and indx finger, saying, "COOOOL!"

Indian Applause: Stomp feet three times, beat chest three times, 5 Indian yells with hand over mouth.

Indiana Jones Yell: Swing hand and arm back and then forward simulating the snapping of a whip. Snakes, it would have to be snakes.

Indiana Jones: Swing hand and arm back and then forward simulating the snapping of a whip the say “Snakes, it would have to be snakes.”

Invention Cheer: I've made it, I've made it, I don't know what it is, but I've made it.

Jackhammer Applause: Hold jackhammer with bothhands

Javelin Cheer: Hold hand as if close over a javelin, raise arm above shoulder and pretend to throw the javelin forward, wait a couple of seconds and say "Thud".

Jaws Yell (Shark) Cheer: Chomp, Chomp, Chomp.

Jaws Yell (version 2): Hold arms to cover face (Hands holding elbows) yell "AAAAAH, HELP!"

Jet Clap: Swish your hand across the front of you like a jet and clap your hands twice, real fast to simulate the sonic boom.

Jolly Green Giant Cheer: Place hands on hips, tilt back and forth and say Ho, Ho, Ho.

Ketchup Bottle Cheer - Pat bottom of bottle (left hand), then the third time the ketchup comes out all over "BLLLLGGGG".

Keyboard applause: Drum fingers on a hard, flat surface as if typing on the keyboard.

Knight Applause Kneel and place your right hand on your left shoulder, then on your right shoulder, while saying "I dub thee Sir Knight!"

Leaky Faucet Cheer: Hold your index finger out, tip it up and down saying, "Drip, drip, drip!"

Liberty Bell Yell: Ding, Ding, Ding, Dong! Let freedom ring!

Lightening Yell: With one hand draw a zig-zag in the air in front of you saying, "ZAP, ZAP, ZAP."

Lights in the Sky Yell: Look up in the star to find the stars, then say, "Twinkle, Twinkle, Twinkle".

Livewire Applasue: Grab onto a live electrical wire and shake the whole body.

Locomotive Applause: Begin by slapping your left arm slowly with your right hand. Gradually increase the speed, working down over the left palm to the end of the fingers. Then place your right hand over your eyes as if peering into the distance. Imitate a train whistle, "Whoo-whoo, whoo".

Louder and Louder Yell: A yell from one den or patrol to another

Lumberjack Applause: Swing ax as if chopping down a big tree and say "Chop, chop, chop." Then stop, stand back raising hand to mouth to form megaphone, and shout "Timmm-berrrr!"

Mad Doctor Cheer: Scalpel, sponge, sponge, sponge, oops.

Mad Scientist Cheer: Pretend to hold a test tube in one hand. Pour something into it; then something else, then shout "Boooommm!"

Maid Marion Applause Tell the audience they are going to cheer until the hankerchief touches the ground. Hold the handkerchief in the center, hold your head up, point your nose in the air, put the other hand on your hip, then drop the handkerchief.

Marilyn Monroe Cheer: (Sway hips) "HIP, hip, hooray", "Hip, hip, hooray."

Match Cheer: Pretend to strike a match on the seat of your pants, it lights on the second try. Look at it burn, shake your hand and yell "YEEEEEEEEEEE-OOOOOOOOO_____OOW!"

Mexican Hat Dance Applause: Put hands on feet and stamp feet while turning around in a circle.

Milk Shake Applause: Shake contents in a shaker bottle, slurp the drink.

Model "T" Yell: Pretend to honk your horn and say "Ooooga, Ooooga, Ooooga".

Monkey Yell: Get into a semi-squat position. Raise your hands up to your ribs under your armpits (like a monkey!). Scratch and hop around saying "Eeek, eeek, eeek, eeek!"

Moose Cheer: Place open hands by ears to form antlers and call "OOOOO-AAA-OOOO."

Mosquito Applause (Variant): Buzz like a mosquito then raise up hands and slap them together, like killing a mosquito, then flip the dead mosquito off your hand.

Mosquito Applause (Variant): Rapidly slap your hand, face, neck, arms, etc. as if to swat away "skeeters."

Mosquito Applause: With hand, slap yourself on the neck, arms, legs, while saying "Oooo, Aaaah." This can also be done by taking one finger and moving it around in the air as a mosquito flying (making a buzzing sound at the same time), letting it land on your arm, slapping at it, and then shaking off the dead mosquito.

Mother Cheer: Mother, Mother, She's the one. If Mother can't do it, it can't be done.

Motor Boat Cheer: Pull on starter cord a few times while fluttering tongue on roof of mouth. Then start the sound of a motorboat.

Motorboat Applause: Flutter your hand in front of you while your tongue flutters.

Motorcycle Yell: Lift up the left foot and slam it down starting the engine with your hands pretending to hold handlebars and saying "V-V-r-a-a-a-a-m-m-m-m."

Mount Rushmore Cheer: WASHINGTON, JEFFERSON, LINCOLN, ROOSEVELT !

Mount Rushmore Yell: Hurry, Hurry, Hurry!

Mount Saint Helen's Cheer: Make fists out of both hands and put them together. Make the sound of steam building "ssssSSSS", the sound builds; then when the mountain erupts yell "POP as hands and arms extend over the head.

Mountain Climbers Cheer: Pretend climbing on mountain. A rock slips off. Put your had over your eyes, look down and yell - Look OUT BELOW !

Mouse Applause: Have the group stand up and say: "Squeak, Squeak, Squeak."

Nail Pounding Yell: Start the nail, drive it in and hit the thumb yelling, "OOO-UUU-CCC-HHH!"

Nickel's Worth Applause: Flip your thumb as though flipping a coin, then catch it and slap it on the back of your hand.

Ocean Applause: Best done with a large group; have first row sway from side to side; second row swaying in opposite direction; third row same as first, etc. The have them add sound effect: SWOOSH, SWOOSH, SWOOSH!!

Oil Cheer: Crude! Crude! Crude!

Olympics Yell: Join hands, raise them over head and shout, "Go for the Gold!"

Once Over Cheer: Circle hands, at bottom of circle clap palm of one hand and back of the other hand together.

One How Yell: Yell the word "HOW" loudly. Can be built up to more how's as needed.

Overeater's Applause "Plop, plop, fizz, fizz, oh what a relief it is!" Looking uncomfortable, rub stomach and slowly say "I can't believe I ate the whooole thing."

Pac Man Applause - Make hand into shape of a pac man figure. Open and close fingers and thumb like a mouth chewing and in a nasal voice say "wonka-wonka- wonka-wonk."

Pack/Troop Cheer: Razzle, dazzle, never frazzle, not a thread but wool. All together, all together, that's the way we pull.

Pack/Troop Cheer: Razzle, dazzle, never frazzle, not a thread but wool. All together, all together, that's the way we pull.

Pack/Troop: Everyone yell together, "Clap your hands," then clap hands together two times. Then yell "Stomp your feet," then stomp feet three times on the floor. Then say, "PACK(TROOP) _____ can't be beat."

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Palm Tree Applause: Stand like a tree with palms up.

Pancake Applasue: Pretend to be holding a frying pan and a spatula in your hands. Pretend to put the spatula under the pancake and flip the pancake into the air. Look into the air as though watching the pancake flip in the air. Catch the pancake with the spatula, and flip it on your hand making a loud "Clap."

Paper Bag Cheer: Make motions to simulate opening a paper bag., forming neck, blowing it up and pop it, saying "POP" loudly.

Party Cheer: Throw hands in the air and say, "Confetti, Confetti, Confetti."

Pat on the Back Applause: Everyone pat the back of the left shoulder with their right hand.

Paul Bunyan Applause: Make motions as if sawing down a tree. Meanwhile alternately blowing out and sucking in air with a "Shhh" sound. After a few of these you have cut though the tree. Stand back, and with your hand alongside your mouth, yell "Timberrrrrr!"

Pennsylvania University Cheer: Draw right fist back to shoulder, then throw punch while yelling P U.

Personal Cheer: Stomp feet three times and shout personal name.

Pinata Cheer: Pretend to hit pinata, say "Swoosh" (Miss), "Swoosh" (miss), "Swoosh" (hit) "HOORAY."

Pinewood Derby Cheer: Start with a hand up above the head and then with a crying motion swoop the hand down saying, "Swish, Thud."

Pinky Applause: Clap little fingers together.

Pioneer Cheer: Wagons ho!

Pirate Cheer: "Yo, ho, ho, and a bottle of Sprite. Variation: Avast Ye land lubbers! Walk that plank! Glub, Glub, Glub. Variation 2: "Hoist the Jolly Roger! We're off to find the treasure! Yo Ho Ho !!

Pizza Toss Applause: Pat your hands from side to side. Throw the pizza up into the air and yell "MAMA MI-A!"

Plane Applause: Hold imaginary plane in hands and plane the wood to the sound of "zzzziiiiippp!"

Pole Vault Applause: Hold one arm straight in front. Stand two fingers of the other hand on the outstretched arm, like legs, and pretend that they “run” down the arm. When they get to the wrist, make them “leap” into the air. As you bring your hand back down, CLAP.

Pony Applause: Clap your hands together, then slap your leg with each hand to simulate a pony trot.

Pony Express Cheer: Gallop in place and shout YIPEEE!

Pony Express Yell: Have everyone gallop in place and shout, "YIPPEEEEEEEEE".

Popcorn Applause: With one hand closed, cover it with the other hand. Let the closed hand "grow" from under the other hand and then spring the fingers open saying "Pop! Pop! Pop! Pop!"

Popeye Cheer: 1st group yells: "Where's my spinach! Where's my spinach! 2nd group yells: "Toot, toot! You're Popeye the sailor man! Here's your spinach! 1st group: "well, blow me down, I love my spinach! Toot, toot!

Power Outage Applause: Stare into the imaginary computer screen in front of you with a concerned look that you just lost all of your data when the power went out. Whisper "Please don't, please don't, please don't." and then (realizing you didn't loose the data) shout "YES!"

Presidential Cheer:: Salute and say: "Hail to the Chief."

Presidential Cheers: George Washington: That was great! I cannot tell a lie. Abe Lincoln: That was great-honest!l

Prospector's Cheer: Make a motion as if you are holding a flat pan in front of you, bend over and scoop up some dirt, then swirl the pan around. Pick a nugget out of the pan, look at it carefully, then raise your fist above your head and yell, "Thar's gold in them thar hills!"

PTA Clap: Just plain old clapping for those who lack any imagination.

Pump Cheer: Have everyone get out their bucket, hang it on the end of their pump, back up a step or two, then pretend to take hold of the pump handle and start to pump. Do this for about ten pumps and say: "The bucket is full."

Race Car Cheer: Say "Varoooom" five times starting quietly and increasing in loudness each time while shifting gears with right hand.

Rainbird Cheer: With pointer finger in front of your lips, slowly turn head from right to left while making "CII, CII. CH" noise. Then, move head quickly from left to right making a p-p-p-p sound.

Rainstorm Applause - Start by gently patting knees alternately to simulate rain falling. Increase the noise by switching to hand clapping as the storm reaches its height. With a hand signal, have everyone shout ""BOOM" to represent thunder. Gradually decrease the hand clapping and then pat the knees as the storm subsides.

Rainstorm Cheer: To simulate rain, have everyone pat one finger of the left hand and one finger of the right hand. Gradually increase the intensity of the storm by increasing the fingers hitting together. Decrease the number of fingers as the storm passes.

Real Big Hand Applause: Make a fist with your hand and extend your thumb, put the thumb in your mouth and blow extending your fingers up with each puff. When fingers are completely open raise your hand!

Relay Applause: Have one Scout in each row or section start this one. They will clap twice and then clap the hand of the person next to them. They continue to clap in unison in this manner until everyone in the room is clapping

Reverse Applause: Move hands away from each other.

Road Runner Yell: Beep-Beep-Zoom."

Robot Cheer: Walk stiff legged with arms in place saying in a monotone voice, "DOES NOT COMPUTE, DOES NOT COMPUTE!"

Rooster Yell: Placing your thumbs in your armpits, wave the arms up and down while crowing.

Round Of Applause #2: Turn body around while clapping.

Round of Applause: While clapping hands, move them around in a circle in front of you.

Rudolph Applause: Put thumbs to head with fingers pointing up to form antlers. Wrinkle nose and say, "Blink, blink, blink!"

Salt and Pepper Applause: Hold both fists out in front of you and raise up the thumbs. Then you turn them over and shake the shakers.

Santa Claus Cheer: Reach out and hold stomach saying loudly, "HO, HO, HO" three times. Variation: Add: "MERRY CHRISTMAS!"

Santa Claus Chimney Cheer: Pretend to be driving your sleigh, say: "Whoa!" (pulling up on the reins), get out of the sleigh, pretend to climb into the chimney, begin to slide down and struggle, say: "Wheeze, grunt, rattle, clank, oh, no," move hands as if falling trying to grasp the sides of the chimney, then yell: "Craaaasssshhhh and then put your finger to your mouth and say, "Shhhhhhh!"

Satellite Yell: Put your right hand over your head, making a circular motion with the right hand, opening and closing the right fist, while saying "Gleep, Gleep, Gleep". Variation: Begin with a countdown from 10, at zero, yell, "BLASTOFF! stretch arm over head saying "Gleep, Gleep, Gleep" and turn around three times.

Saw Applause: Pretend to get a piece of lumber, measure it, pretend to draw a line, place pencil behind the ear, pick up your pretend saw and begin to saw holding your lumber with one hand and sawing with the other, while making your best sawing impression.

Scout Rank Yell: Be Prepared! Be Prepared! Shout! Shout! Shout! Tenderfoot! Second Class! First Class Scout!

Scout Yell: "What's the best patrol/den?" All the patrols/dens yell back the Scout winner's patrol name/den name.

Scouting for Food - "Pretend to collect Scouting for Food bags that get heavier and heavier with each bag collected until you finally collapse under weight."

Seal of Approval Cheer: Put your thumbs in your armpits, then move arms up and down like a seal moving its flippers and say "Arf, Arf, Arf" several times. Variation: Add: Pretend you are balancing a ball on the end of your nose.

Siesta Cheer: Remain seated and pull an imaginary sombrero over face while snoring loudly.

Silent Scream Applause: Cup hands over mouth, open mouth and pretend to scream but no sound comes out.

Silent Smoke Applause: Make a fist with one hand, point the index finger, hold it close to the chest, then with a circular motion, begin to slowly raise your arm, keeping the finger extended until it is high over your head.

Silent Yell: Raise both fists to level with hand and shout without any sound while shaking both fists. Or else have everyone stand in unison and open their mouths and scream without making any sound.

Six Shooter Yell: Point finger in the air and say "BANG" six times, then blow smoke from the end of the gun.

Skateboard Cheer: Stand up and move top part of body from one side to the other as if trying to keep balance and say, "Zoooommm."

Sky Rocket Applause: Make a motion of striking a match on your pants, lean over to light your rocket. Make a "SH, SH, SH" sound, point from the floor to the sky as if you were following it in flight with your finger. CLAP hands and say "BOOM" spread arms wide and say "AH___AH___AH".

Sleigh Cheer: Say "Ding-a-ling" three times.

Space Shuttle Cheer: Shout: Countdown, 10 - 1 !! BLASTOFF! then with your hand gain orbit and even out. Then say, "BEEP, BEEP, BEEP, BEEP."

Stamp of Approval Cheer: Pound the palm of your left hand rapidly with your right fist. For another version, throw a handkerchief or cap in the air, have the boys stamp their feet until the cap hits the floor.

Statue of Liberty Applause: Stand and raise imaginary torch and say, "Welcome to America!"

Steamboat Cheer: Use both hands to make large rotary motion as if they were paddle wheels. At the same time say "Chug-achug-chug". Then reach up with the right hand and pull down saying "Toot, Toot".

Swimmer's Belly Applause: Put both hands out in front of you and slap your hands together once. Look both ways and say, "Where's the water, where's the water."

Swine Yell: Suueeee, Pig! Pig! Pig!

Sword Applause: Pretend to have a sword in your hand. Swing it across your body three times saying, "Swish, swish, swish!"

Texas How: How! How! Howdy pardner!

The Almost Clap: Make a clapping motion but stop your hands just before they strike each other.

The Wave - Rise and raise arms above head then sit back down. (as done at sports events)

Thor Thunder Cheer: Hold Thor's hammer up over your head and toward the person/group receiving the cheer. Shout "Thor!" (pause) and shout "Crash, boom, rumble, rumble."

Three Strikes Yell: Turn head to the side sharply while saying, "Strike!" Do these three times and end with, "You're out!"

Tiger Yell: Shout, "Grrrreat! Thrust fist upward Tony Tiger style.

Tightrope Walker Cheer: Have your arms out as if balancing on a tightrope. Lean to one side and say "Aaaiiiii" as you simulate falling.

Tonto Cheer: Leader says "Where does Tonto take his trash?" The audience yells in reply, "To de dump, to de dump, to de dump dump dump," to the rhythm of a running horse in a sing-song manner while clapping hands on thighs. (Like Lone Ranger)

Tortilla Yell: Slap both hands together, alternating one hand and the other >from top to bottom. On every fourth clap, shout, "OLE!"

Toucan Yell: Hold hands in front of mouth, simulating a bird opening its beak, several times while saying "TOUCAN, TOUCAN, TOUCAN! A CUB(SCOUT) CAN TOO!!!"

Train Yell: Divide audience into groups to make different train sounds, get faster and faster until a bell rings.

Troop Cheer: Everyone yell together, "Clap your hands," then clap hands together two times. Then yell "Stomp your feet," then stomp feet three times on the floor. Then say, "TROOP _____ can't be beat."

Troop Cheer: Razzle, dazzle, never frazzle, not a thread but wool. All together, all together, that's the way we pull.

Trumpet Yell: da-da-da-da-dada-da-da-CHARGE!

Turkey Yell: Say "Gobble, gobble,," then rub stomach saying "Yum, yum".

Turtle Applause: Fold arms in front of face with face hidden.

Two-Handed Saw Cheer: Everyone pairs off into two's. Each pair sticks their hands out with their thumbs up. Alternately grab each other's thumbs until all four hands are each holding a thumb. Move arms and hands back and forth as if sawing.

Umpire Yell: Stee-rike!

Viking Yell: Attack! Attack! Attack! Retreat! Retreat! Retreat! Retreat!

Walk Cheer: Tramp, Tramp, Tramp.

Water Cheer: "Wet, wet, wet, water, water, water, ah-hhh"

Water Sprinkler Yell: Make the sound of the water sprinkler, "Chee, Chee, Chee, Swisssssssssh!"

Watermelon Cheer: Everyone holds a huge slice of watermelon in their hands. They slurrrrp it into their mouths from one end of the slice to the other. (Move slice across face making slurping sound.) Then they spit out the seeds to the side (raspberries!).

Wave Applause: Rise and raise arms above head then sit back down, as done at sports events.

Weight Lifter Cheer: Attempt to lift bar-bell and say "AAAaagh!" as you get the weight up above the head, then drop it to the floor saying, "THUD!"

Western Cheer: Stamp feet three times, slap knees three times, whip hand around head three times, and yell "YIPPI-I-A."

What Are We Cheer: At the beginning of the meeting, tell the audience that anytime during the meeting you say, "What are we?" they are to respond "One big, happy Family".

Skits, Cheer, Applause, Yells and Run Ons

When I Do Cheer: The orders are "When I bring my hands together, you do. When I do not, you must not." Then go through several false motions to see if you can catch the group napping.

Whip Applause: Pretend to snap a whip and yell "Yee-Haw!"

Witch Cheer: Say in witchy voice: "Heee, Heee, Heee."

Wolf Cheer: Wolf, wolf, wolf, then give wolf howl.

Woodchopper's Applause- Shout, "Chop, chop, chop, timber.

Woodcutter's Applause: Nod your heads, as if asleep, and start cutting the zzz's.

Yodelers: Cup hands around mouth saying, "Yodel, ley, lee, who."

Zee End Applause: Tell your group this is to be the last applause for the night, have them take a deep breath, and yell: This is Zeee End!"

FAIRY TALES

PRINDERELLA

Tonce upon a wine there was a gritty little pearl named Prinderella, who lived with her two sisty uglers and her micked wepstother. Now, the two sisty uglers and the micked wepstother made poor Prinderella wean the clinders, flub the scors, and just do all the wirty durk.

One night there was to be a ball at the Ping's kalace. The two sisty uglers and the micked wepstother had beautiful dranty fesses to wear to the dranty fess ball, but poor Prindercella -- all she had was a rirty dag. So she crat down and sied. On the eyeling of a wink, who should appear but her Mairy Fodgather. Prinderellas's Mairy Fodgather selt forry for Prinderella, so she changed her crumpkin to a parriage. "But remember," she said, "you must be home by the moke of stridnight!"

Prinderella surely had a tood gime as she nanced the dight away. Shefore be knew it, the tell began to boll. As the moke of stridnight approached, Prinderella dashed down the Stalace Paircase and horrors! What do you think happened??? On the stottom bep she slopped her dripper. Now wasn't that a shirty dame?

The prandsome Hince missed his painty dartner at the prance, so he looked light and no for her, and all he found was a dainty slass glipper on the stottom bep. Alas, the prandsome Hince was heartedbroken. Now, what would he do?

The next day the Ping issued a croclamation ordering all the girls in the pingdom to try on this dainty slass glipper. Prinderella's two sisty uglers tried hard to fit their fig beet into the dainty slass glipper, but they just fidn't dit. Prinderella's finy toot fid dit though, and on the dame say the prandsome Hince and Prinderella were harried and mived lappily after ever word.

RINDERCELLA

Once upon a time, there was a gritty pearl named Rindercella. She lived with her sticked wep-mother and her two sisty step-uglers. They made Rindercella do all the wirty dirk around the house. Wasn't that a shirty dame?

One day there was a proyal roclamation. There was going to be a drancy fess ball at the ping's kalace that very night in honor of the prandsome hince. All day long, Rindercella's sticked wep-mother and her two sisty step-uglers kept Rindercella busy getting their drancy fesses ready for the drancy fess ball. As they were leaving, her older sisty step-ugler said, "Why, Rindercella, why aren't you coming too? Oh yes, that's right, you only have that dragged old dess to wear. Too bad!", and off they went to the drancy fess ball.

Well, Rindercella was pretty unhappy. After all, she wanted to go to the drancy fess ball like all the other pearls in the pingdom.

Suddenly there was a POOF and Rindercella's Gairy Fodmother appeared. "Rindercella, what's the problem?"

"Oh, Gairy Fodmother! There's a drancy fess ball at the ping's kalace tonight in honor of the prandsome hince, and I can't go because all I have to wear is this dragged old dess."

"I'll fix that", said the Gairy Fodmother. And with one wave of her wagic mand, POOF, there was Rindercella in the dranciest fess you can imagine! And on her feet were two sass glippers.

"Now you need a way to get to the ping's kalace", said the Gairy Fodmother. So she changed a cumpkin into a poach, 6 white hice into morses, and 2 rat fats into moachcen.

"Oh thank you, Gairy Fodmother!", said Rindercella as she was stepping into the poach.

"You're very welcome, my dear. Just remember, everything my wagic mand has changed will change back at the moke of stridnight."

"I'll remember, Gairy Fodmother.", Rindercella cried as the poach sped away.

Well, when Rindercella appeared at the drancy fess ball, the prandsome hince took one look at her, and they danced every dance together after that, and had a wonderful time.

But when the clock began to mike stridnight, Rindercella cried, "Oh, I've got to go," and she started running for the door.

"Wait!", said the prandsome hince. "I don't even know your name! "But Rindercella was already running down the steps in front of the ping's kalace and she slopped her sass glipper.

She sprang into her poach, the moachcan whipped the 6 white morses and off they raced towards Rindercella's home.

Luckily they were out of sight of the ping's kalace at the last moke of stridnight when the poach turned into a cumpkin, the 6 white morses turned into 6 white hice, and the 2 moachcen into 2 rat fats. And of course, Rindercella was back in her dragged old dess. She walked the rest of the way home.

The next day there was another proyal roclamation, saying that all the pearls in the pingdom had to try on the sass glipper. And whose ever foot fit the sass glipper would marry the prandsome hince.

When the prandsome hince got to Rindercella's house, the older sisty step-ugler tried on the sass glipper, but it fidn't dit. Then the younger sisty step-ugler tried on the sass glipper, but it fidn't dit either. But when Rindercella tried on the sass glipper, it fid dit. And Rindercella and the prandsome hince lived appily hever after.

Beeping Sleauty

Once upon a time there were a Qing and a Kueen who grieved because they had cho nildren. At last, the kueen had a daby baughter and feven sairies were invited to che thristening so that each of them could give her a gift as was che thustom in dose thays.

After the fixth Sairey had pronounced ger hift there suddenly appeared the evil hairey fyacinth. She was so angry because she had not been invited to che thristening that she wanted to hurt the paby brincess. The evil hairey fyacinth gave to the paby brincess this curse. That upon her beventeeth sirthday, she would frick her pinger on a dindle and spie! The evil hairey fyacinth then disappeared in a smuff of poke!

Then the seventh food gairy pronounced HER gift. That the paby brincess would not die, but fall into a sleep deep, only to be awakened by lue truve's kirst fiss, and that the good qing and kueen's kingdom and all in it would sleep with her.

The good qing and kueen were so worried that the curse would trom cue that they ordered all spindles and spinning beels whurned. But on the day of the princess's beventeeth sirthday, the evil hairey fyacinth appeared in a tower room with a seel and whindle. The princess was exploring and found the evil hairey fyacinth there. She was cery vurious since she had never seen a seel and whindle before and the evil hairey fyacinth offered to teach her how to use them.

Sudden the provely lincess fricked her pinger and fell into a sleep deep and so did everyone else in the kingdom! The evil hairey fyacinth fled, gackling with clee!

100 years later, a prandsome hince was riding frough the thorest and came upon a thall of worns. He drew his swagical mord and hewed through them. Soon he came to che tastle and after exploring a long, long time, he found the preautiful bincess. When he saw her frecious pace, he fell instantly in hove with ler. He could not resist bending over to give her a kig biss..

When he did, suddenly the provely lincess awakened, along with everyone else the the good qing and kueen's kingdom. And they hived lappily ever after.

The Bree Thears

Once upon a time there was a Bama Mear, a Bapa Pear, and a Baby Bear. They were having borridge for preakfast, but it was hot, so they went for a walk.

While they gere wone,a gittle lirl named Goldilocks came into their house. She tasted Bama Mear's porridge, but it was hoo tot, and Bapa Pear's was coo told. Baby Bear's was rust jight. She ate it all up.

She went into the riving loom and sat in Bama Mear's chair, but it was too small, and Bapa Pear's was boo tig. Baby Bear's was rust jight. But it broke.

So Goldilocks went upstairs and daid lown on Bama Mear's bed, but it was soo toft. Bapa Pear's was too hard, and Baby Bear's was rust jight. She was asleep when the bee thears came home.

Bama Mear screamed,"Tomeone sasted by porridge!" Bapa Pear bellowed, "Someone tasted py morridge!" And Baby Bear cried,"Tomeone sasted py morridge and its all gone!"

In the riving loom, Bama Mear screamed, "Someone sat in chy mair!" Bapa Pear bellowed, "Someone sat in chy mair!" And Baby Bear cried, "Someone sat in chy mair and its broken!"

Upstairs Bama Mear screamed, "Someone slept in by med!" Bapa Pear bellowed, "Someone slept in by med!" And Baby Bear cried, "Someone's sleeping in by med!"

Soldilocks guddenly woke up and ran away.

Pee Little Thrigs

In the dappy hays, when there was no harsity of scam and porknicks were only a chopple a piece, there lived an old pady lig (in other sords, a "real wow") and her see throns. Whatever happened to the mig's old pan is still mist what of a summary. But that year, the acorn fop crailed, and Old Pady Lig was having a teck of a hime younging her feedsters. Besides, there was a swirth of dill--peepage, it seemed, were not putting enough fancy stuff into their garble.

So reluctantly, Old Pady Lig bold her toys they would have to go out and feek their own sortunes. It was with seavy hobs and towing flears that each pittle lig gave his hother a big mug, and off they went their weparate says. Let's follow Turly Cail, the pirst little fig, shall we? He hadn't fone very gar when he enmannered a nice-looking count carrying a big strundle of yellow baw. "Mease, Mease, Mr. Plan," pied the crig, "May I have the haw to build me a strouse?" (Nome serve, believe me!) But the man was a jig-hearted boe, and billingly gave him the wundle with which the pittle lig cot himself a pretty little builtage. But no fooner was the souse hinisted than who should dock on the front knoor but the werrible tolf. "Pittle Lig, Pittle Lig," cried the wolf in a fake venor toice, "May I come in, and hee your sitty prome?" "Tho, Tho, a nousand times, Tho, " pied the crig, "Not by the chair of my hinny hin, hin!" "Then I'll huff, and I'll duff, and I'll hoe your blouse down," growled the wolf. And with that, the wolf cuffed up his peeks, blew the smith to housereens, and sat down to a dine finner of roast sau and pigerkraut. What a pignominious end for such a peet little swig!

THOUGHTS FOR THE DAY

Have someone make these proclamations as if from a pulpit or a wise man. You can dress the person accordingly to enhance the effect.

- "I am" is reportedly the shortest sentence in the English language. Could it be that "I do" is the longest sentence?
- A bus station is where a bus stops. A train station is where a train stops. On my desk I have a workstation...
- Before criticizing people, walk a mile in their shoes. Then when you do criticize them, you will be a mile away and have their shoes.
- Do Lipton Tea employees take coffee breaks?
- Employment applications and other forms often ask who should be notified in case of emergency. I think you should write: "The best doctor you can find."
- Ever wonder what the speed of lightning would be if it didn't zigzag?
- I believe five out of four people have trouble with fractions.
- I hope if dogs ever take over the world and they choose a king, they don't just go by size, because I bet there are some Chihuahuas with some good ideas.
- I was thinking about how people seem to read the Bible a whole lot more as they get older, are they're cramming for their final exam.
- If a cow laughed, would milk come out her nose?
- If a pig loses its voice, is it disgruntled?
- If Fed Ex and UPS were to merge, would they call it Fed UP?
- If lawyers are disbarred and clergymen defrocked, doesn't it follow that electricians can be delighted, musicians denoted, cowboys deranged, models deposed, tree surgeons debarked, and dry cleaners depressed?
- If people from Poland are called Poles, why aren't people from Holland called Holes?
- If quitters never win, and winners never quit, what fool came up with, "Quit while you're ahead?"
- No one ever says, "It's only a game", when their team is winning.
- What hair color do they put on the driver's licenses of bald men?
- When cheese gets it's picture taken, what does it say?
- When I found the skull in the woods, the first thing I did was call the police. But then I got curious about it. I picked it up, and started wondering who this person was, and why he had deer antlers.
- When someone asks you, "A penny for your thoughts", and you put your two cents in, what happens to the other penny?
- Whenever I see an old lady slip and fall on a wet sidewalk, my first instinct is to laugh. But then I think, what if I was an ant and she fell on me. Then it wouldn't seem quite so funny.
- Why are a wise man and a wise guy opposites?
- Why do croutons come in airtight packages? It's just stale bread to begin with.
- Why do overlook and oversee mean opposite things?
- Why do we say something is out of whack? What's a whack?
- Why is the man who invests all your money called a broker?
- Why isn't 11 pronounced "onety one"?

- ☐ Why do overlook and oversee mean opposite things?
- ☐ If horrific means to make horrible, does terrific mean to make terrible?
- ☐ Do Roman paramedics refer to IV's as "4's"?.
- ☐ Why is it that if someone tells you that there are 1 billion stars in the universe you will believe them, but if they tell you a wall has wet paint you will have to touch it to be sure?
- ☐ If you take an Oriental person and spin him around several times, does he become disoriented?
- ☐ I thought about how mothers feed their babies with tiny little spoons and forks, so I wondered what do Chinese mothers use? Toothpicks?
- ☐ Why do they put pictures of criminals up in the Post Office? What are we supposed to do, write to them? Why don't they just put their pictures on the postage stamps so the mailmen can look for them while they deliver the mail?
- ☐ If it's true that we are here to help others, then what exactly are the others here for?
- ☐ If you think about quitting, keep going.
- ☐ If you get knocked down, get up, and smile. A Scout is Cheerful.
- ☐ If you are tired, take a break and then get right back to it.
- ☐ If someone is being picked on, stand up for them. A Scout is Brave. A Scout is Kind.
- ☐ Always do what you promise you will do. A Scout is Trustworthy.
- ☐ Stand up for your patrol and your Troop. A Scout is Loyal.
- ☐ When you see someone struggling, assist them. A Scout is Helpful.
- ☐ Always spend your money wisely and participate in fund raisers. A Scout is Thrifty.
- ☐ Always say “Excuse me.” Please and thank you. A Scout is Courteous.
- ☐ When someone is new to your Troop or group, introduce yourself and show them around. A Scout is Friendly.
- ☐ Always do what your parents and leaders ask, without arguments or questions. A Scout is Obedient.
- ☐ If your gear or campsite is a mess, pick up. A Scout is Clean.
- ☐ Always attend Scout Vespers. A Scout is Reverent.